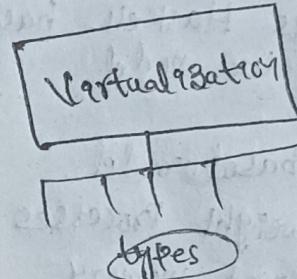


## UNIT-3

- Virtualization
- Programming models of cc
  - Map Reduce
  - Cloud Haskell
- S/w development in cloud

### ①. Hardware VM:

- multiple VMs run on one physical machine
- uses hypervisor
- ex: VMware, KVM



### ②. OS VM:

- Many containers run on one OS
- ex: Docker

### ③. Server VM:

- One physical server is divided into many virtual servers.
- ex: VMware

### ④. Application VM:

- Runs applications without installing.

### ⑤. Memory VM:

- combines physical memory & allocates it to VMs

②.

## Virtualization

→ a technology

→ Vn is the technique of creating virtual resources  
(VMs, Virtual storage, Virtual n/w)  
— instead of using physical h/w

### Benefits

- cost reduction
- Easy backup & recovery
- Scalability
- Isolation
- Quick deployment
- Platform independence

### Drawbacks

- Higher initial setup cost
- Single point of failure  
(If host fails → all VMs fail)
- Security risks
- Complex to Manage

- VM has completely transformed the IT industry
- by changing the way organization use h/w, software, n/w & data centers.

1. Shift from physical servers to virtual servers:

Before VM: one app ran on one server

After VM: Many VMs run on a single server

2. Huge cost Reduction:

- VM reduced: h/w cost, electricity usage

3. Enabled CC

4. Faster Deployment

Earlier: Setting up a server took days or weeks

Now: creating a VM takes seconds or min

5. Disaster Recovery

6. Increased Flexibility & Agility

7. Better Security

8. DevOps & Automation

⇒ VM is the process of creating a Virtual version of h/w, OS, storage

- instead of using physical components.

⇒ It allows multiple VMs

- Scalability

- Flexibility

CC

Mid-II

Q. What is the role of hypervisor in virtualization?  
Briefly explain the different types of hypervisors with a neat diagram.

### Hypervisor

- A hypervisor is a SW layer that creates and manages Virtual Machines (VMs).
- It allows multiple OS to run on a single physical machine.
- Hypervisor is a virtualization SW
  - it creates, runs & manage VM
- A hypervisor is a Virtual Machine Monitor
- It is a specialized SW layer
  - it separates the physical h/w from virtual environments.
- It acts as a middle layer
  - allocates h/w resources (CPU, memory, storage) to each VM.
- VMs are widely used instead of physical machines in the IT industry today.
- VMs support green IT Solutions.

### Role of Hypervisor

1. VM Creation & Mgmt - creates, runs, Pauses & delete VMs
2. Resource Allocation - distributes CPU, memory, storage to each VM
3. Isolation - ensures one VM does not affect another VM
4. H/w Virtualization - makes h/w appear as virtual h/w to VMs

5. Live Migration - Moves running VMs from one host another without downtime.

6. Performance monitoring

7. High Availability

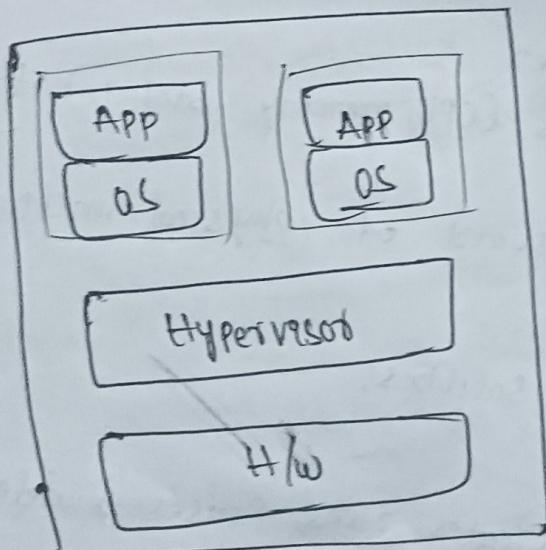
### Types

#### Type-1 (Bare Metal)

- Runs directly on h/w
- no host OS
- e.g. Xen
- High availability
- Used in data centers & cloud environments
- Supports clustering.

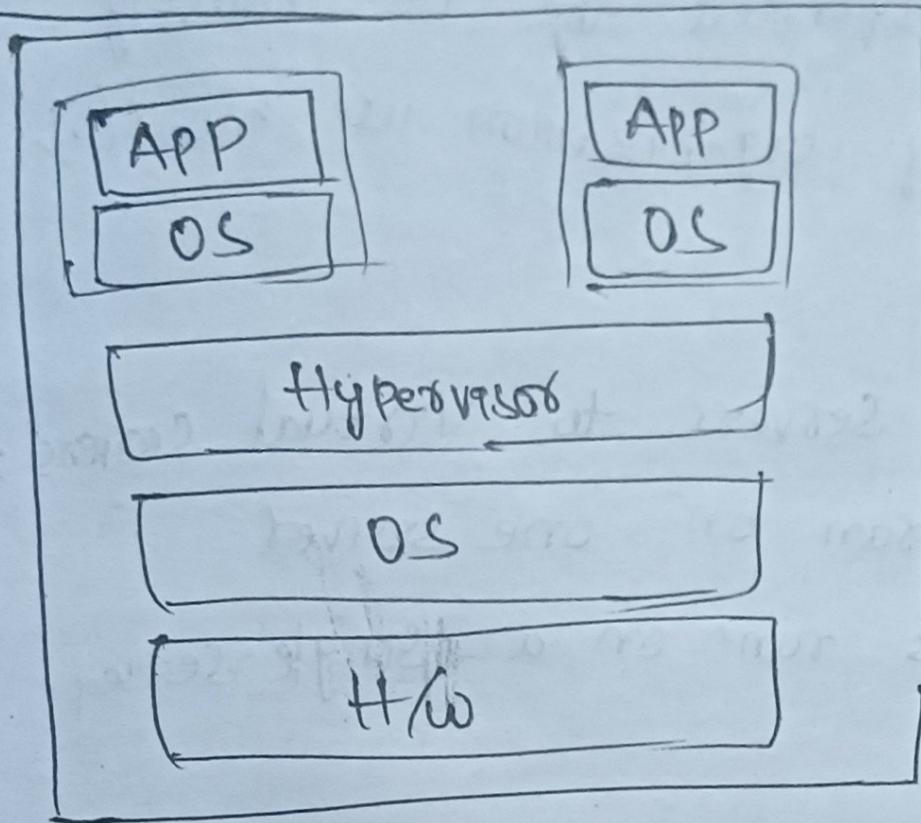
#### Use cases

- AWS EC2
- Azure VMs



- Runs on h/w
- High performance
- Used in data centers
- More secure

## Type 2 (Hosted)



→ Runs on existing OS → Runs on OS

→ Easier to use

→ less efficient than Type-1

→ lower performance

→ used in personal laptops

→ less secure

## 3. @ Mapreduce

- MapReduce is a parallel Processing framework.
- Introduced by Google
- used in Hadoop
- used to process huge datasets
- It is a distributed data processing model.

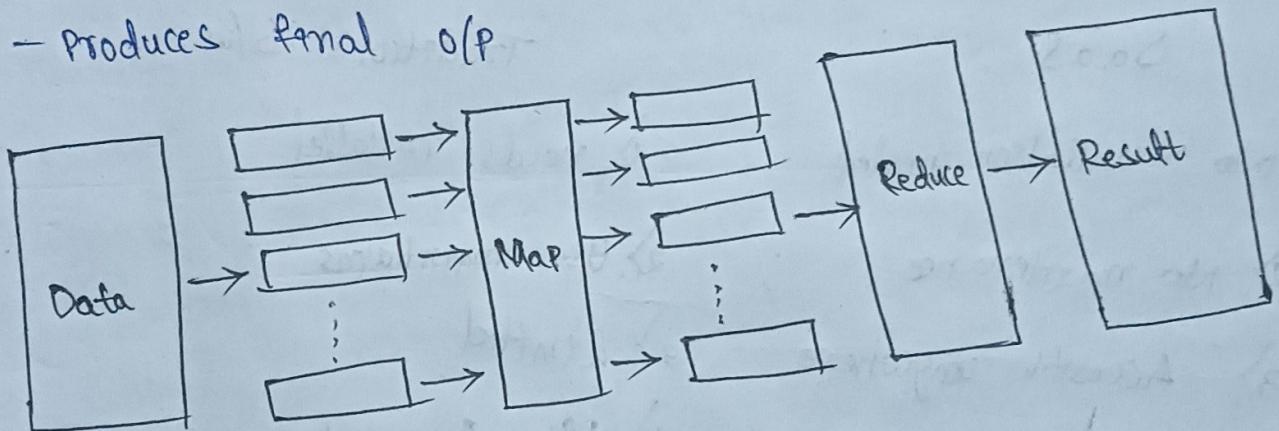
### Two main phases

1. Map Phase       $\text{Map}(\text{key}_1, \text{val}_1) \rightarrow \text{List}(\text{key}_2, \text{val}_2)$

- Input is split into small chunks
- Mapper processes each chunk, produces key-value pairs.

2. Reduce Phase       $\text{Reduce}(\text{key}_2, \text{List}(\text{val}_2)) \rightarrow \text{List}(\text{val}_3)$

- Reducer collects all values of same key
- Produces final o/p



### MapReduce

- 1. Batch oriented
- 2. Used in Hadoop
- 3. High latency
- 4. Not suitable for real-time
- 5. Limited Scalable
- 6. Disk-based execution

### CGL - MapReduce

- 1. Streaming oriented
- 2. Used in cloud environments
- 3. Low latency
- 4. Suitable for real-time
- 5. Highly Scalable
- 6. Memory-based execution

Ex: Map: ("apple", 1), ("banana", 1), ("apple", 1)

Reduce: ("apple", 2), ("banana", 1)

## Map-reduce

### Adv

- Easy
- Scalable
- Fault detection

→ Developed by Google  
→ used in Hadoop

### Dis

- Expensive
- Inefficient
- High latency

## Programming Models for CC

- It define how applications are developed, deployed, executed in cloud.

## Cloud Haskell

- It is a domain-independent.
- It is distributed programming framework.
  - that brings Erlang-style concurrency, message passing,
  - & fault tolerance to
- It is Haskell-based programming framework.
  - Actor model

## Features

- Actor-based model → Haskell-based
- Lightweight Processes → domain-independent.
- No shared memory
- Fault detection
- Fault monitoring

## Architecture

Nodes

- Transport layer

## Adv

- Scalable
- Safety
- Reliability

## \* S/w Development in cloud

- It uses cloud Infrastructure, cloud IDEs, CI/CD Pipelines.
- In order to build, test, deploy & deliver applications uses cloud.

### Stages

- Requirements Stage
- Design Stage
- Development Stage
- Testing Stage
- Deployment Stage
- Monitoring Stage

⇒ S/w development in cloud means :

- building, testing, deploying & maintaining applications using cloud tools.

⇒ Instead of installing tools on your computer, developers use :

- cloud servers
- cloud storage
- cloud IDEs
- cloud infrastructure.

→ Everything done using cloud