Cloud Computing

An Overview

Cloud Computing provides us means of accessing the applications as utilities over the Internet. It allows us to create, configure, and customize the applications online.

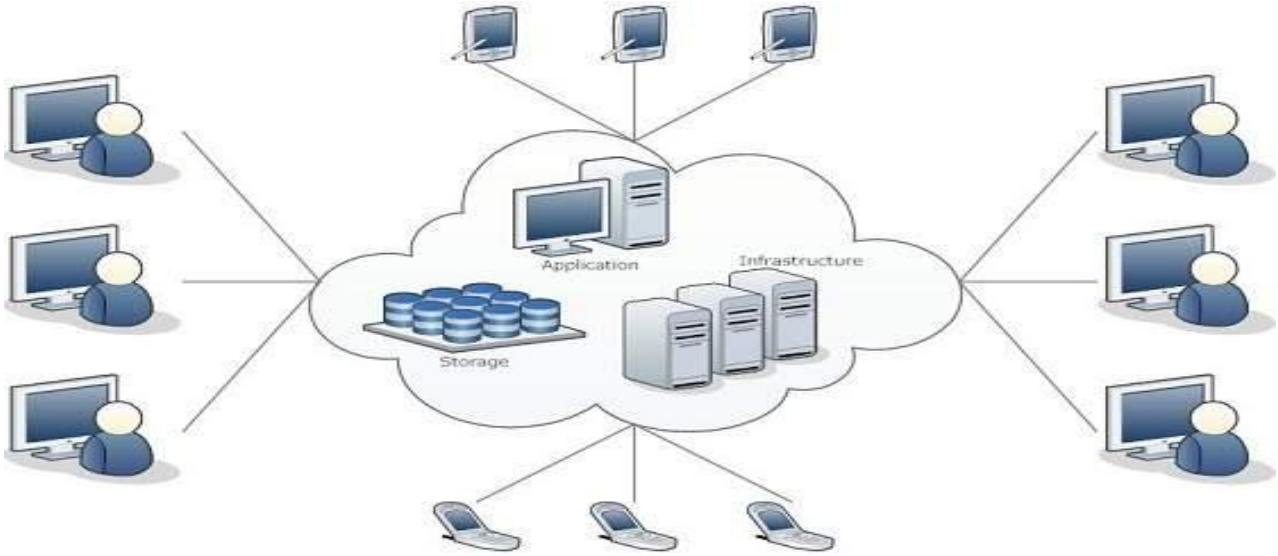
What is Cloud?

The term **Cloud** refers to a **Network** or **Internet.** In other words, we can say that Cloud is something, which is present at remote location. Cloud can provide services over public and private networks, i.e., WAN, LAN or VPN.

Applications such as e-mail, web conferencing, customer relationship management (CRM) execute on cloud.

What is Cloud Computing?

Cloud Computing refers to **manipulating, configuring,** and **accessing** the hardware and software resources remotely. It offers online data storage, infrastructure, and application.



Cloud computing offers **platform independency,** as the software is not required to be installed locally on the PC. Hence, the Cloud Computing is making our business applications **mobile** and **collaborative.**

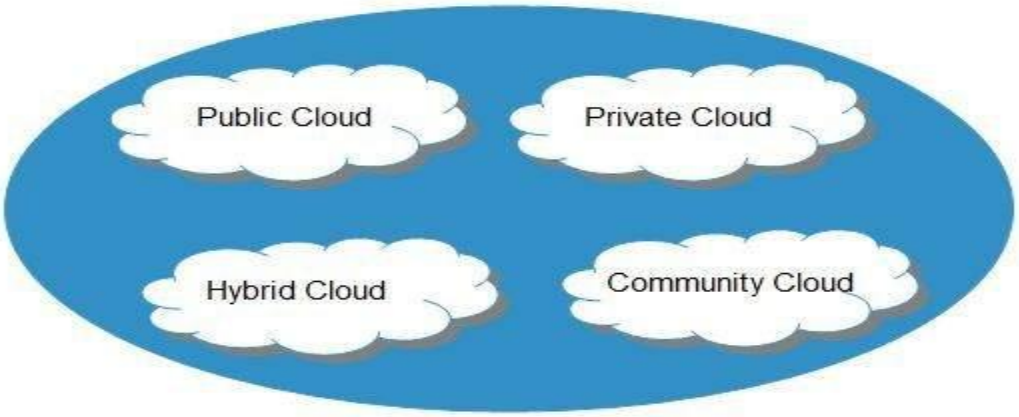
Basic Concepts

There are certain services and models working behind the scene making the cloud computing feasible and accessible to end users. Following are the working models for cloud computing:

- Deployment Models
- Service Models

Deployment Models

Deployment models define the type of access to the cloud, i.e., how the cloud is located? Cloud can have any of the four types of access: Public, Private, Hybrid, and Community.



PUBLIC CLOUD

The **public cloud** allows systems and services to be easily accessible to the general public. Public cloud may be less secure because of its openness.

PRIVATE CLOUD

The **private cloud** allows systems and services to be accessible within an organization. It is more secured because of its private nature.

COMMUNITY CLOUD

The **community cloud** allows systems and services to be accessible by a group of organizations.

HYBRID CLOUD

The **hybrid cloud** is a mixture of public and private cloud, in which the critical activities are performed using private cloud while the non-critical activities are performed using public cloud.

Service Models

Cloud computing is based on service models. These are categorized into three basic service models which are -

- Infrastructure-as–a-Service (IaaS)
- Platform-as-a-Service (PaaS)
- Software-as-a-Service (SaaS)

Anything-as-a-Service (XaaS) is yet another service model, which includes Network-as-a-Service, Business-as-a-Service, Identity-as-a-Service, Database-as-a-Service or Strategy-as-a-Service.

The **Infrastructure-as-a-Service (IaaS)** is the most basic level of service. Each of the service models inherit the security and management mechanism from the underlying model, as shown in the following diagram:

INFRASTRUCTURE-AS-A-SERVICE (IAAS)

IaaS provides access to fundamental resources such as physical machines, virtual machines, virtual storage, etc.

PLATFORM-AS-A-SERVICE (PAAS)

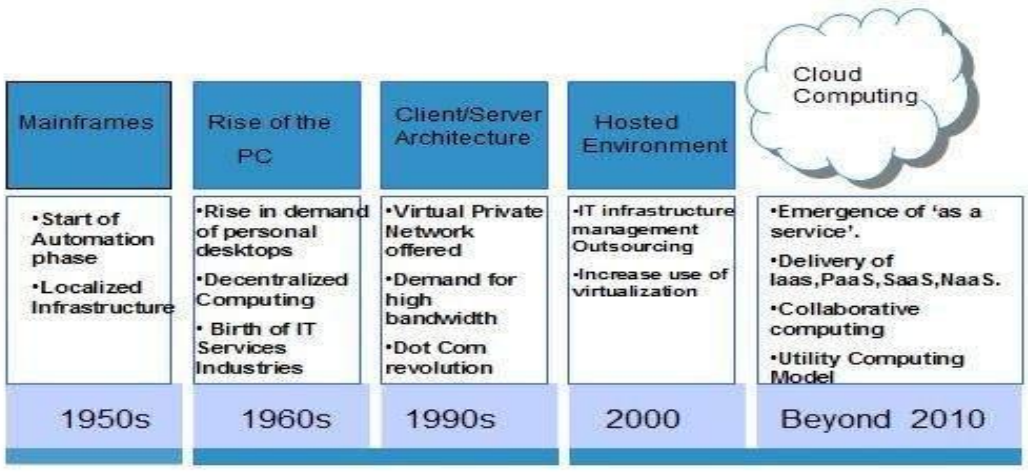
PaaS provides the runtime environment for applications, development and deployment tools, etc.

SOFTWARE-AS-A-SERVICE (SAAS)

SaaS model allows to use software applications as a service to end-users.

History of Cloud Computing

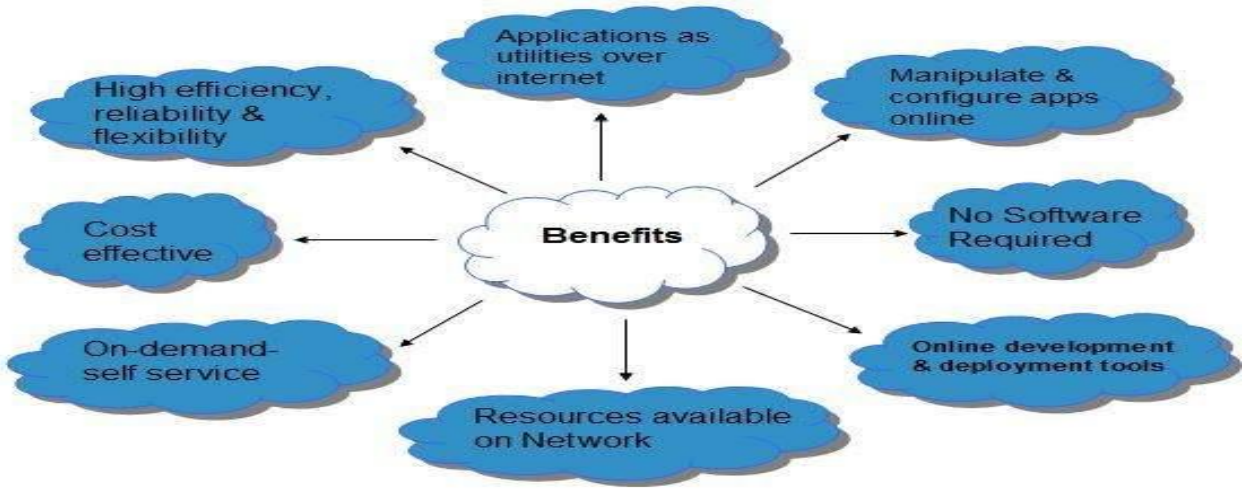
The concept of **Cloud Computing** came into existence in the year 1950 with implementation of mainframe computers, accessible via **thin/static clients.**Since then, cloud computing has been evolved from static clients to dynamic ones and from software to services. The following diagram explains the evolution of cloud computing:



Benefits

Cloud Computing has numerous advantages. Some of them are listed below -

- One can access applications as utilities, over the Internet.
- One can manipulate and configure the applications online at any time.
- It does not require to install a software to access or manipulate cloud application.
- Cloud Computing offers online development and deployment tools, programming runtime environment through **PaaS model.**
- Cloud resources are available over the network in a manner that provide platform independent access to any type of clients.
- Cloud Computing offers **on-demand self-service.** The resources can be used without interaction with cloud service provider.
- Cloud Computing is highly cost effective because it operates at high efficiency with optimum utilization. It just requires an Internet connection
- Cloud Computing offers load balancing that makes it more reliable.



Risks related to Cloud Computing

Although cloud Computing is a promising innovation with various benefits in the world of computing, it comes with risks. Some of them are discussed below:

Security and Privacy

It is the biggest concern about cloud computing. Since data management and infrastructure management in cloud is provided by third-party, it is always a risk to handover the sensitive information to cloud service providers.

Although the cloud computing vendors ensure highly secured password protected accounts, any sign of security breach may result in loss of customers and businesses.

Lock In

It is very difficult for the customers to switch from one **Cloud Service Provider (CSP)** to another. It results in dependency on a particular CSP for service.

Isolation Failure

This risk involves the failure of isolation mechanism that separates storage, memory, and routing between the different tenants.

Management Interface Compromise

In case of public cloud provider, the customer management interfaces are accessible through the Internet.

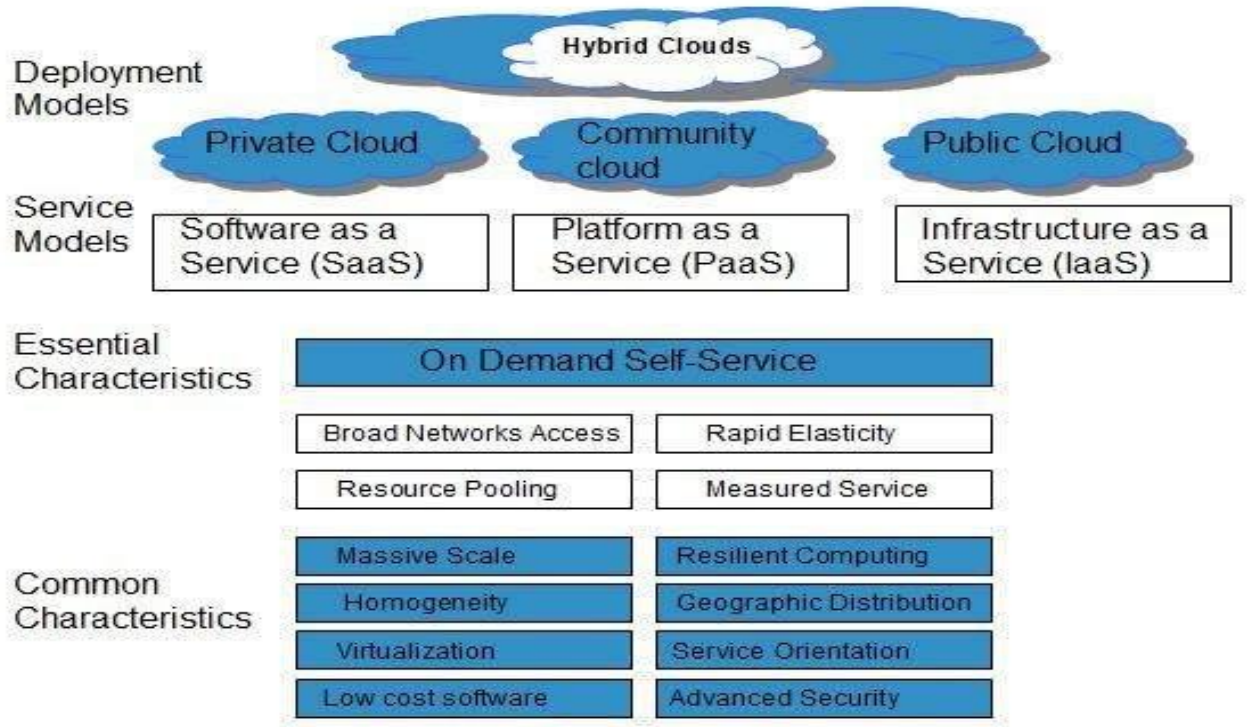
Insecure or Incomplete Data Deletion

It is possible that the data requested for deletion may not get deleted. It happens because either of the following reasons

- Extra copies of data are stored but are not available at the time of deletion
- Disk that stores data of multiple tenants is destroyed.

Characteristics of Cloud Computing

There are four key characteristics of cloud computing. They are shown in the following diagram:



On Demand Self Service

Cloud Computing allows the users to use web services and resources on demand. One can logon to a website at any time and use them.

Broad Network Access

Since cloud computing is completely web based, it can be accessed from anywhere and at any time.

Resource Pooling

Cloud computing allows multiple tenants to share a pool of resources. One can share single physical instance of hardware, database and basic infrastructure.

Rapid Elasticity

It is very easy to scale the resources vertically or horizontally at any time. Scaling of resources means the ability of resources to deal with increasing or decreasing demand.

The resources being used by customers at any given point of time are automatically monitored.

Measured Service

In this service cloud provider controls and monitors all the aspects of cloud service. Resource optimization, billing, and capacity planning etc. depend on it.

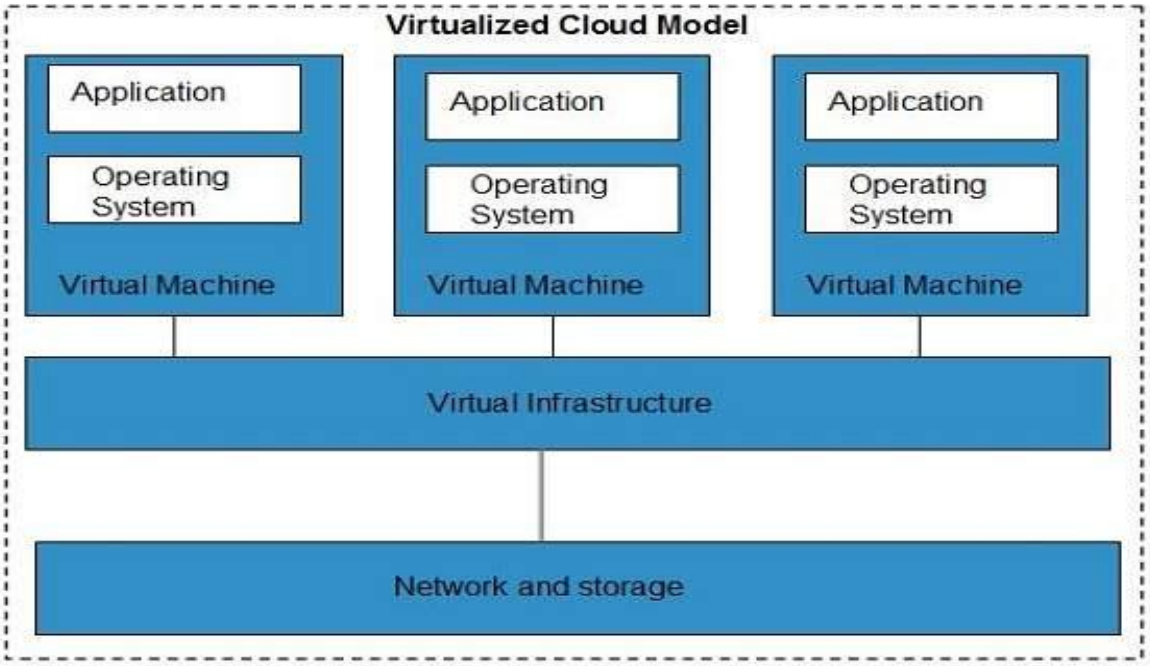
Cloud Computing Technologies

There are certain technologies working behind the cloud computing platforms making cloud computing flexible, reliable, and usable. These technologies are listed below:

- Virtualization
- Service-Oriented Architecture (SOA)
- Grid Computing
- Utility Computing

Virtualization

Virtualization is a technique, which allows to share single physical instance of an application or resource among multiple organizations or tenants (customers). It does this by assigning a logical name to a physical resource and providing a pointer to that physical resource when demanded.

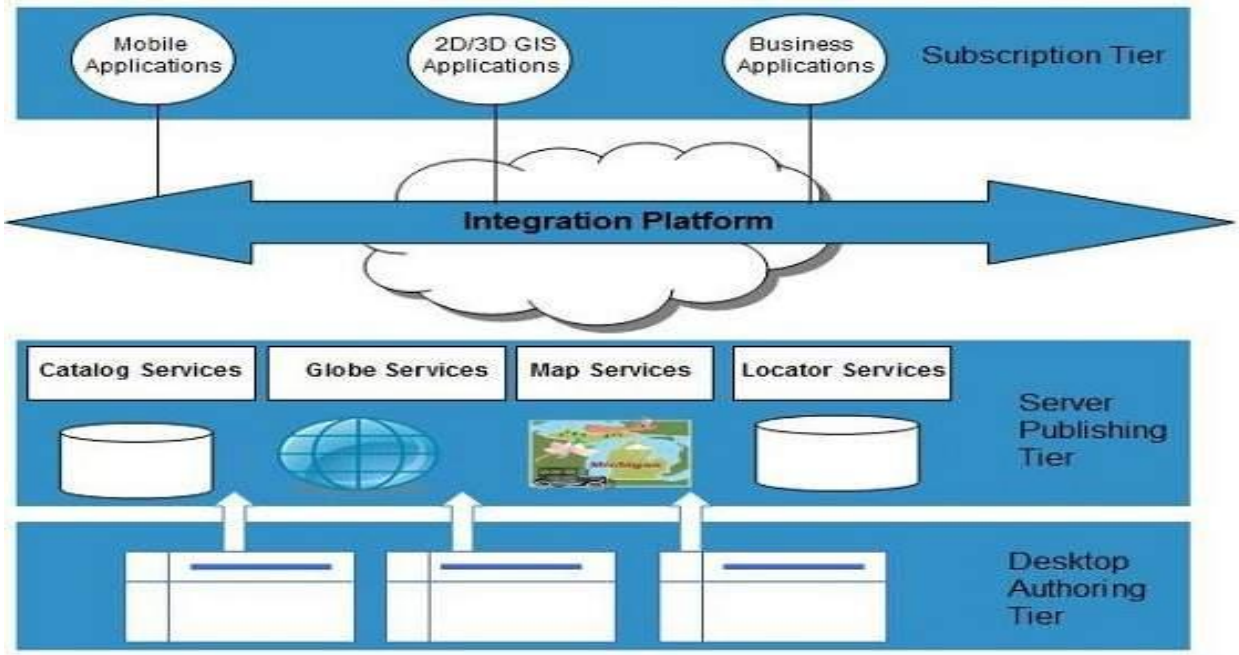


The **Multitenant** architecture offers **virtual isolation** among the multiple tenants. Hence, the organizations can use and customize their application as though they each have their instances running.

Service-Oriented Architecture (SOA)

Service-Oriented Architecture helps to use applications as a service for other applications regardless the type of vendor, product or technology. Therefore, it is possible to exchange the data between applications of different vendors without additional programming or making changes to services.

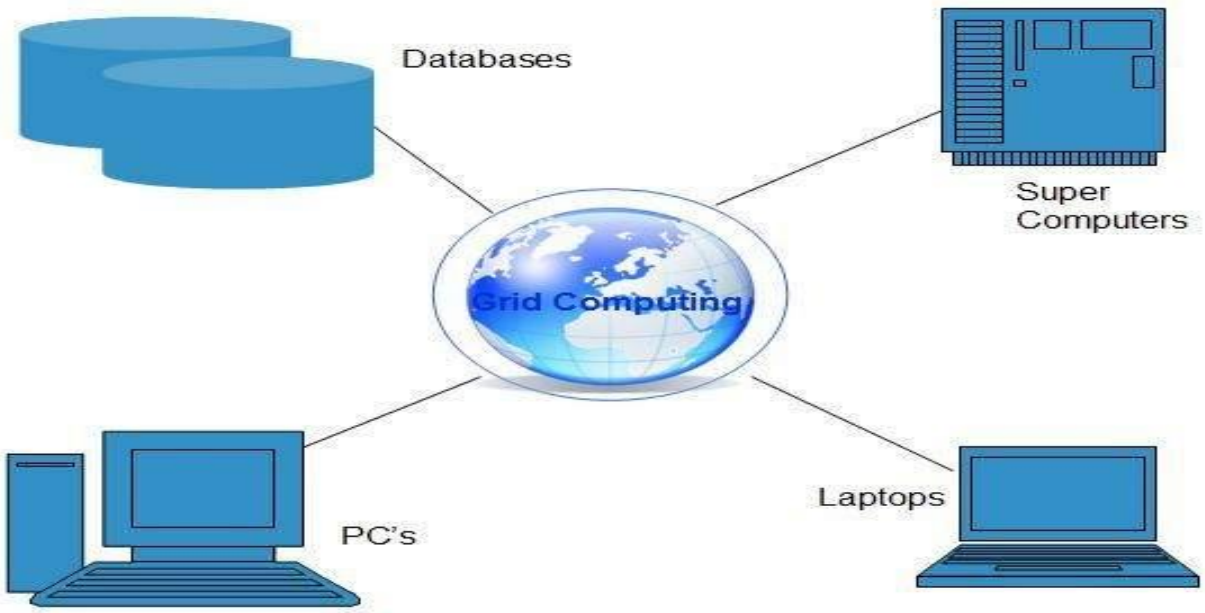
The cloud computing service oriented architecture is shown in the diagram below.



Grid Computing

Grid Computing refers to distributed computing, in which a group of computers from multiple locations are connected with each other to achieve a common objective. These computer resources are heterogeneous and geographically dispersed.

Grid Computing breaks complex task into smaller pieces, which are distributed to CPUs that reside within the grid.



Utility Computing

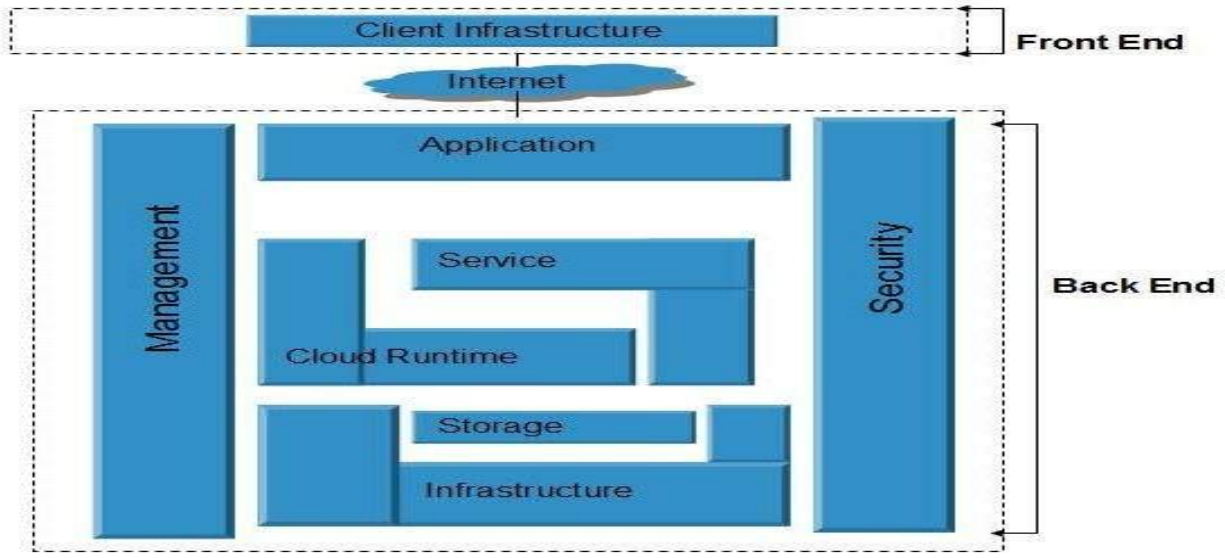
Utility computing is based on **Pay-per-Use model.** It offers computational resources on demand as a metered service. Cloud computing, grid computing, and managed IT services are based on the concept of utility computing.

Cloud Computing Architecture

Cloud Computing architecture comprises of many cloud components, which are loosely coupled. We can broadly divide the cloud architecture into two parts:

- Front End
- Back End

Each of the ends is connected through a network, usually Internet. The following diagram shows the graphical view of cloud computing architecture:



Front End

The **front end** refers to the client part of cloud computing system. It consists of interfaces and applications that are required to access the cloud computing platforms, Example - Web Browser.

Back End

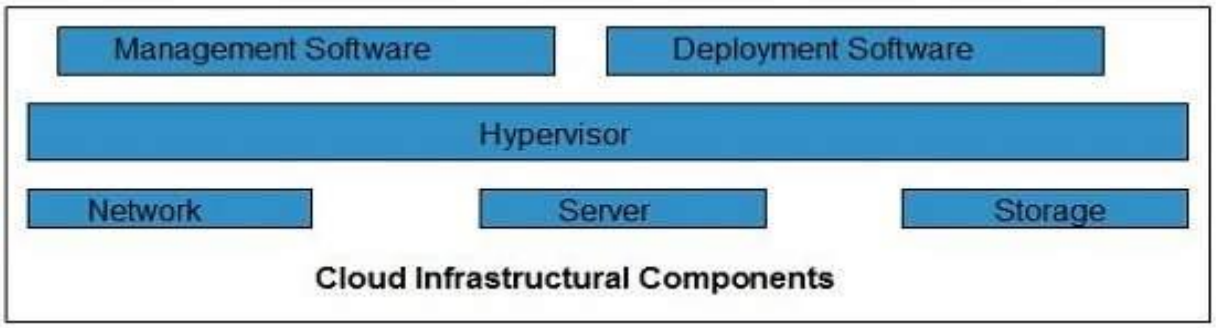
The **back End** refers to the cloud itself. It consists of all the resources required to provide cloud computing services. It comprises of huge data storage, virtual machines, security mechanism, services, deployment models, servers, etc.

Note

- It is the responsibility of the back end to provide built-in security mechanism, traffic control and protocols.
- The server employs certain protocols known as middleware, which help the connected devices to communicate with each other.

Cloud Computing Infrastructure

Cloud infrastructure consists of servers, storage devices, network, cloud management software, deployment software, and platform virtualization.



Hypervisor

Hypervisor is a **firmware** or **low-level program** that acts as a Virtual Machine Manager. It allows to share the single physical instance of cloud resources between several tenants.

Management Software

It helps to maintain and configure the infrastructure.

Deployment Software

It helps to deploy and integrate the application on the cloud.

Network

It is the key component of cloud infrastructure. It allows to connect cloud services over the Internet. It is also possible to deliver network as a utility over the Internet, which means, the customer can customize the network route and protocol.

Server

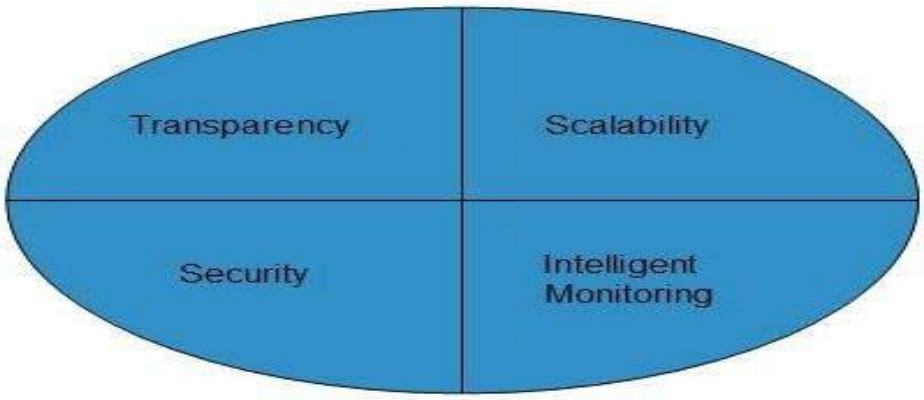
The **server** helps to compute the resource sharing and offers other services such as resource allocation and de-allocation, monitoring the resources, providing security etc.

Storage

Cloud keeps multiple replicas of storage. If one of the storage resources fails, then it can be extracted from another one, which makes cloud computing more reliable.

Infrastructural Constraints

Fundamental constraints that cloud infrastructure should implement are shown in the following diagram:



Transparency

Virtualization is the key to share resources in cloud environment. But it is not possible to satisfy the demand with single resource or server. Therefore, there must be transparency in resources, load balancing and application, so that we can scale them on demand.

Scalability

Scaling up an application delivery solution is not that easy as scaling up an application because it involves configuration overhead or even re-architecting the network. So, application delivery solution is need to be scalable which will require the virtual infrastructure such that resource can be provisioned and de-provisioned easily.

Intelligent Monitoring

To achieve transparency and scalability, application solution delivery will need to be capable of intelligent monitoring.

Security

The mega data center in the cloud should be securely architected. Also the control node, an entry point in mega data center, also needs to be secure.

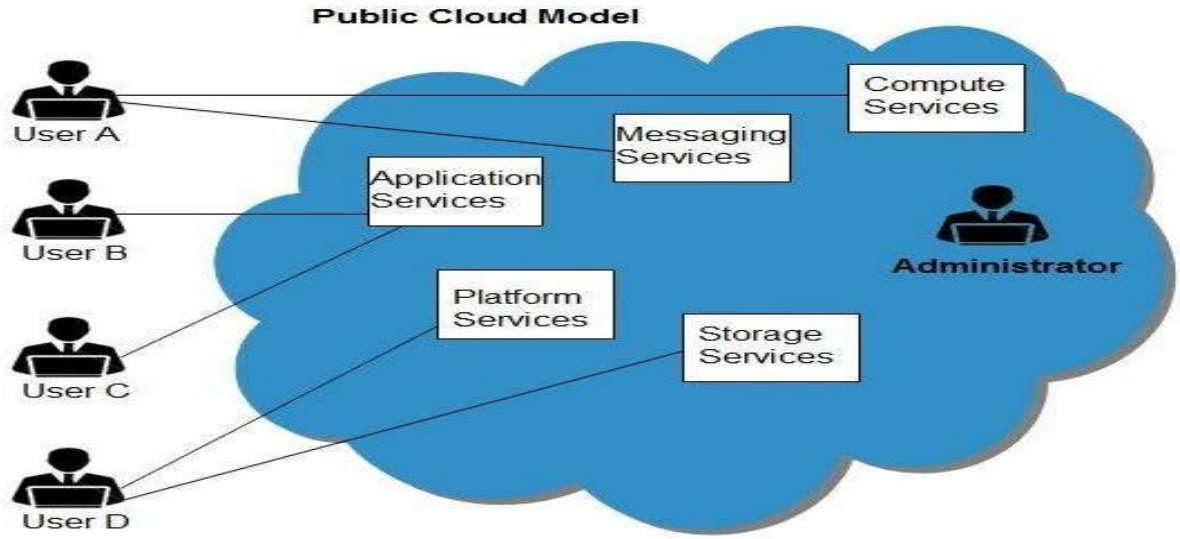
Cloud Deployment Models

There are the following four Models:

1. **Public Cloud Model**
2. **Private Cloud Model**
3. **Hybrid Cloud Model**
4. **Community Cloud Model**

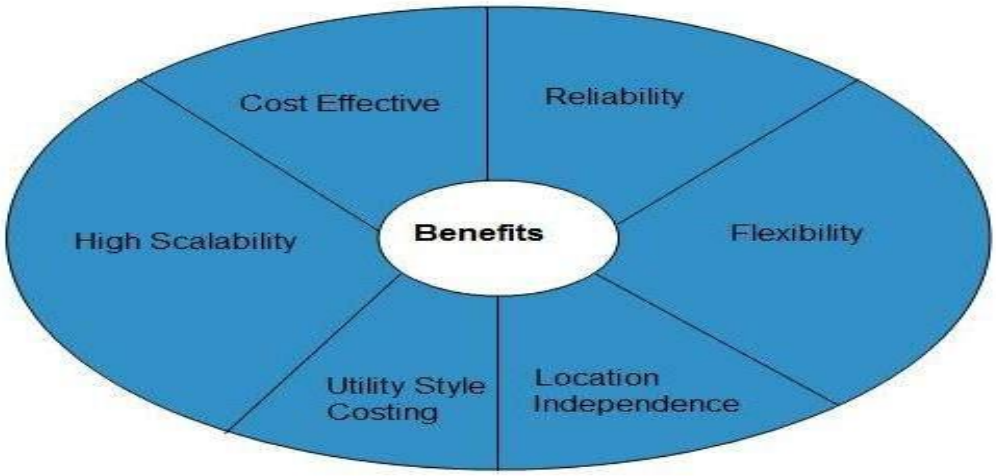
Public Cloud Model

Public Cloud allows systems and services to be easily accessible to general public. The IT giants such as **Google, Amazon** and **Microsoft** offer cloud services via Internet. The Public Cloud Model is shown in the diagram below.



Benefits

There are many benefits of deploying cloud as public cloud model. The following diagram shows some of those benefits:



Cost Effective

Since **public cloud** shares same resources with large number of customers it turns out inexpensive.

Reliability

The **public cloud** employs large number of resources from different locations. If any of the resources fails, public cloud can employ another one.

Flexibility

The public cloud can smoothly integrate with private cloud, which gives customers a flexible approach.

Location Independence

Public cloud services are delivered through Internet, ensuring location independence.

Utility Style Costing

Public cloud is also based on **pay-per-use** model and resources are accessible whenever customer needs them.

High Scalability

Cloud resources are made available on demand from a pool of resources, i.e., they can be scaled up or down according the requirement.

Disadvantages

Here are some disadvantages of public cloud model:

Low Security

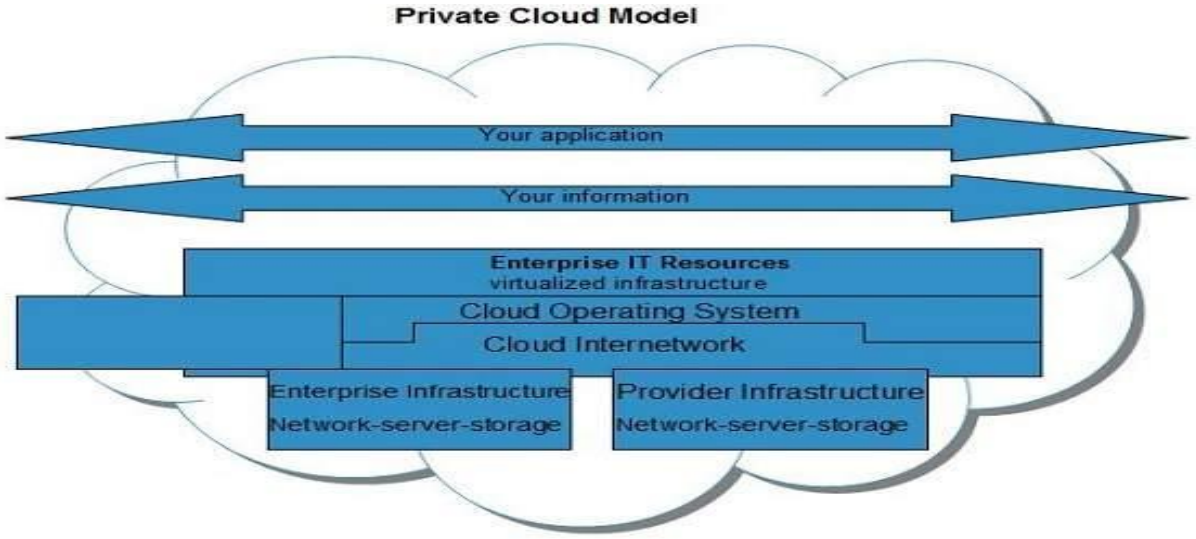
In **public cloud model,** data is hosted off-site and resources are shared publicly, therefore does not ensure higher level of security.

Less Customizable

It is comparatively less customizable than private cloud.

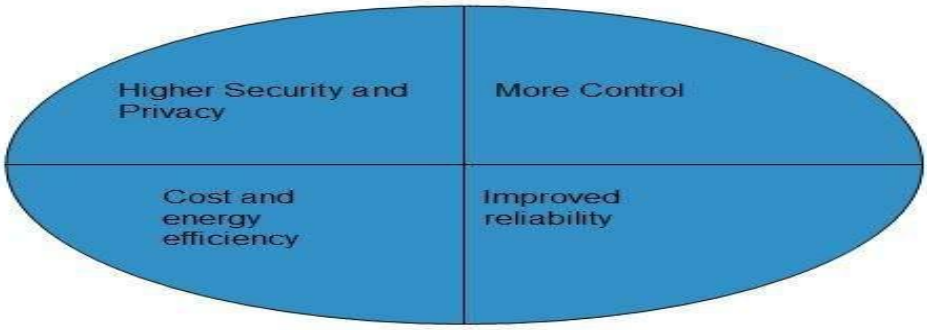
Private Cloud Model

Private Cloud allows systems and services to be accessible within an organization. The Private Cloud is operated only within a single organization. However, it may be managed internally by the organization itself or by third-party. The private cloud model is shown in the diagram below.



Benefits

There are many benefits of deploying cloud as private cloud model. The following diagram shows some of those benefits:



High Security and Privacy

Private cloud operations are not available to general public and resources are shared from distinct pool of resources. Therefore, it ensures high **security** and **privacy.**

More Control

The **private cloud** has more control on its resources and hardware than public cloud because it is accessed only within an organization.

Cost and Energy Efficiency

The **private cloud** resources are not as cost effective as resources in public clouds but they offer more efficiency than public cloud resources.

Disadvantages

Here are the disadvantages of using private cloud model:

Restricted Area of Operation

The private cloud is only accessible locally and is very difficult to deploy globally.

High Priced

Purchasing new hardware in order to fulfill the demand is a costly transaction.

Limited Scalability

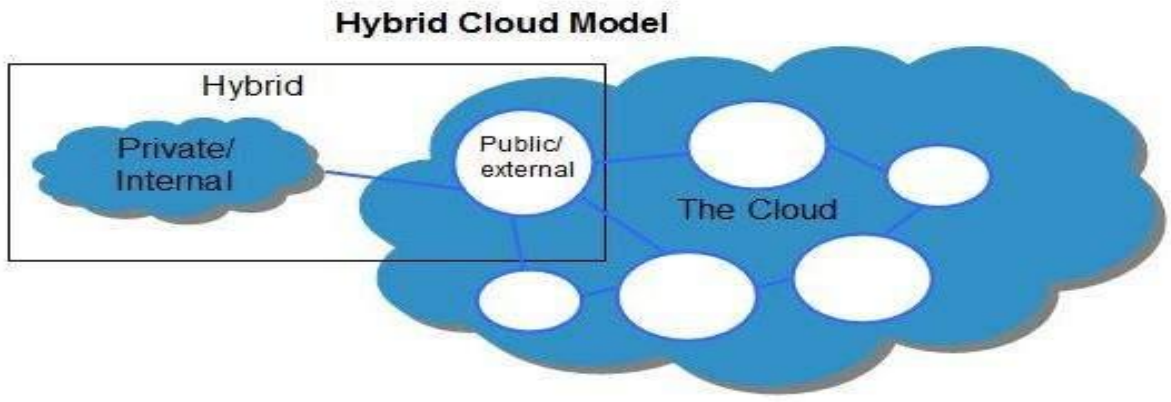
The private cloud can be scaled only within capacity of internal hosted resources.

Additional Skills

In order to maintain cloud deployment, organization requires skilled expertise.

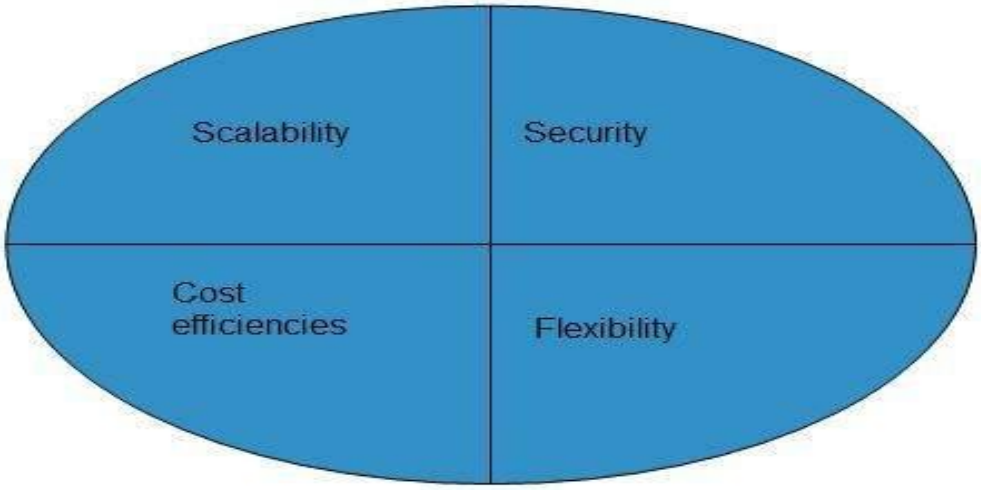
Hybrid Cloud Model

Hybrid Cloud is a mixture of **public** and **private** cloud. Non-critical activities are performed using public cloud while the critical activities are performed using private cloud. The Hybrid Cloud Model is shown in the diagram below.



Benefits

There are many benefits of deploying cloud as hybrid cloud model. The following diagram shows some of those benefits:



Scalability

It offers features of both, the public cloud scalability and the private cloud scalability.

Flexibility

It offers secure resources and scalable public resources.

Cost Efficiency

Public clouds are more cost effective than private ones. Therefore, hybrid clouds can be cost saving.

Security

The private cloud in hybrid cloud ensures higher degree of security.

Disadvantages

Networking Issues

Networking becomes complex due to presence of private and public cloud.

Security Compliance

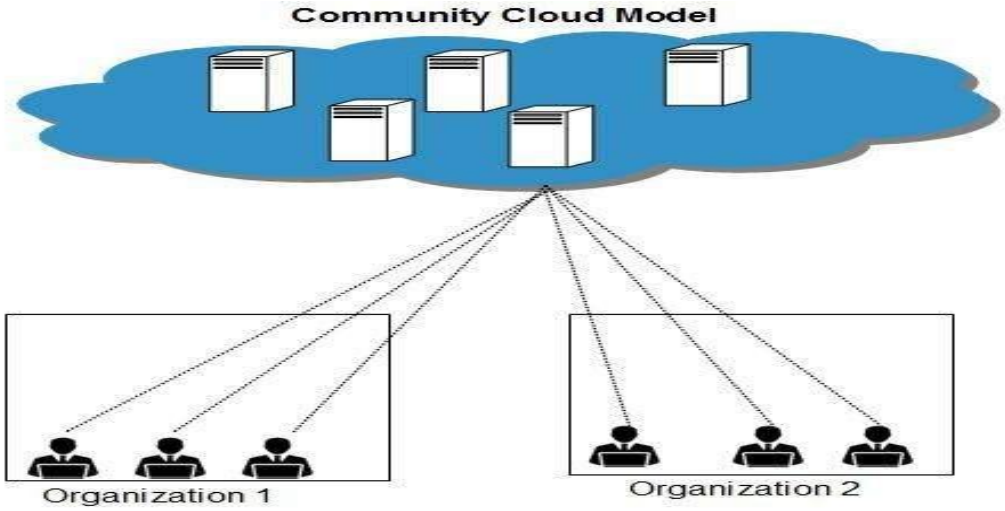
It is necessary to ensure that cloud services are compliant with security policies of the organization.

Infrastructure Dependency

The **hybrid cloud model** is dependent on internal IT infrastructure, therefore it is necessary to ensure redundancy across data centers.

Community Cloud Model

Community Cloud allows system and services to be accessible by group of organizations. It shares the infrastructure between several organizations from a specific community. It may be managed internally by organizations or by the third-party. The Community Cloud Model is shown in the diagram below.



Benefits

There are many benefits of deploying cloud as **community cloud model.**

Cost Effective

Community cloud offers same advantages as that of private cloud at low cost.

Sharing Among Organizations

Community cloud provides an infrastructure to share cloud resources and capabilities among several organizations.

Security

The community cloud is comparatively more secure than the public cloud but less secured than the private cloud.

Issues

- Since all data is located at one place, one must be careful in storing data in community cloud because it might be accessible to others.
- It is also challenging to allocate responsibilities of governance, security and cost among organizations.

Cloud Computing Service Models:

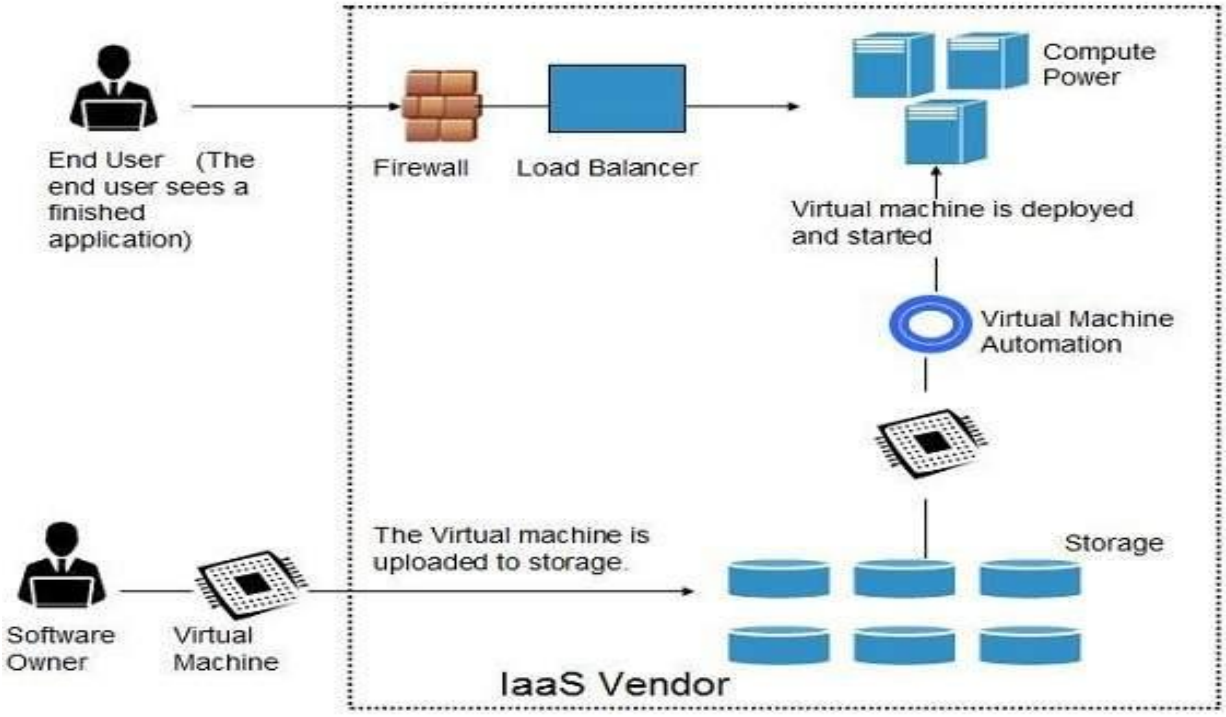
1. **Infrastructure as a Service (IaaS)**
2. **Platform as a Service (PaaS)**
3. **Software as a Service (SaaS)**
4. **Identity as a Service (IaaS)**
5. **Network as a Service (NaaS)**

1. Infrastructure as a Service (IaaS)

Infrastructure-as-a-Service provides access to fundamental resources such as physical machines, virtual machines, virtual storage, etc. Apart from these resources, the IaaS also offers:

- Virtual machine disk storage
- Virtual local area network (VLANs)
- Load balancers
- IP addresses
- Software bundles

All of the above resources are made available to end user via **server virtualization.** Moreover, these resources are accessed by the customers as if they own them.



Benefits

IaaS allows the cloud provider to freely locate the infrastructure over the Internet in a cost-effective manner. Some of the key benefits of IaaS are listed below:

- Full control of the computing resources through administrative access to VMs.

- Flexible and efficient renting of computer hardware.
- Portability, interoperability with legacy applications.

Full control over computing resources through administrative access to VMs

IaaS allows the customer to access computing resources through administrative access to virtual machines in the following manner:

- Customer issues administrative command to cloud provider to run the virtual machine or to save data on cloud server.
- Customer issues administrative command to virtual machines they owned to start web server or to install new applications.

Flexible and efficient renting of computer hardware

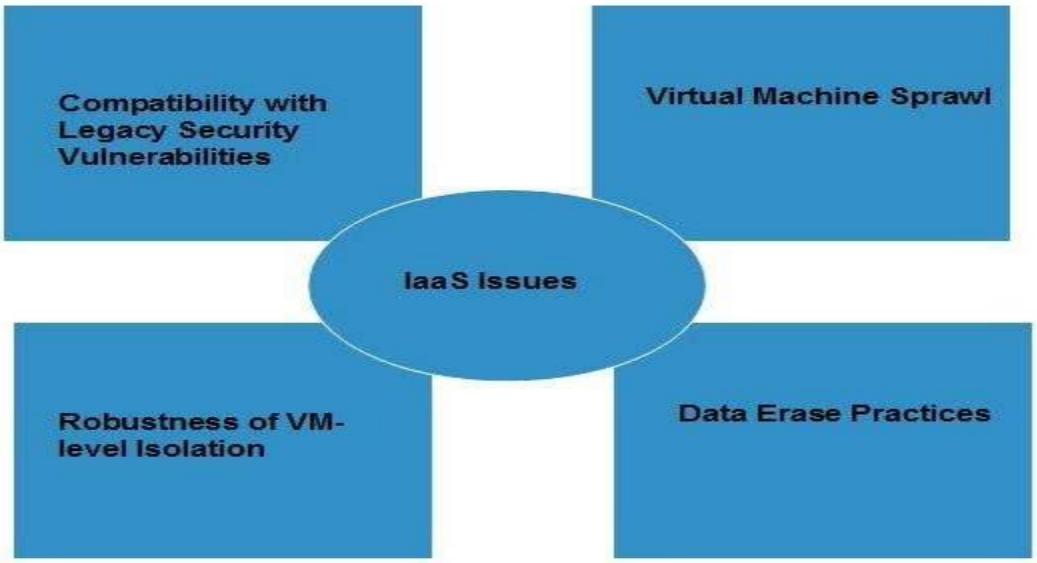
IaaS resources such as virtual machines, storage devices, bandwidth, IP addresses, monitoring services, firewalls, etc. are made available to the customers on rent. The payment is based upon the amount of time the customer retains a resource. Also with administrative access to virtual machines, the customer can run any software, even a custom operating system.

Portability, interoperability with legacy applications

It is possible to maintain legacy between applications and workloads between IaaS clouds. For example, network applications such as web server or e-mail server that normally runs on customer-owned server hardware can also run from VMs in IaaS cloud.

Issues

IaaS shares issues with PaaS and SaaS, such as Network dependence and browser based risks. It also has some specific issues, which are mentioned in the following diagram:



Compatibility with legacy security vulnerabilities

Because IaaS offers the customer to run legacy software in provider's infrastructure, it exposes customers to all of the security vulnerabilities of such legacy software.

Virtual Machine sprawl

The VM can become out-of-date with respect to security updates because IaaS allows the customer to operate the virtual machines in running, suspended and off state. However, the provider can automatically update such VMs, but this mechanism is hard and complex.

Robustness of VM-level isolation

IaaS offers an isolated environment to individual customers through hypervisor. Hypervisor is a software layer that includes hardware support for virtualization to split a physical computer into multiple virtual machines.

Data erase practices

The customer uses virtual machines that in turn use the common disk resources provided by the cloud provider. When the customer releases the resource, the cloud provider must ensure that next customer to rent the resource does not observe data residue from previous customer.

Characteristics

Here are the characteristics of IaaS service model:

- Virtual machines with pre-installed software.
- Virtual machines with pre-installed operating systems such as Windows, Linux, and Solaris.
- On-demand availability of resources.
- Allows to store copies of particular data at different locations.
- The computing resources can be easily scaled up and down.

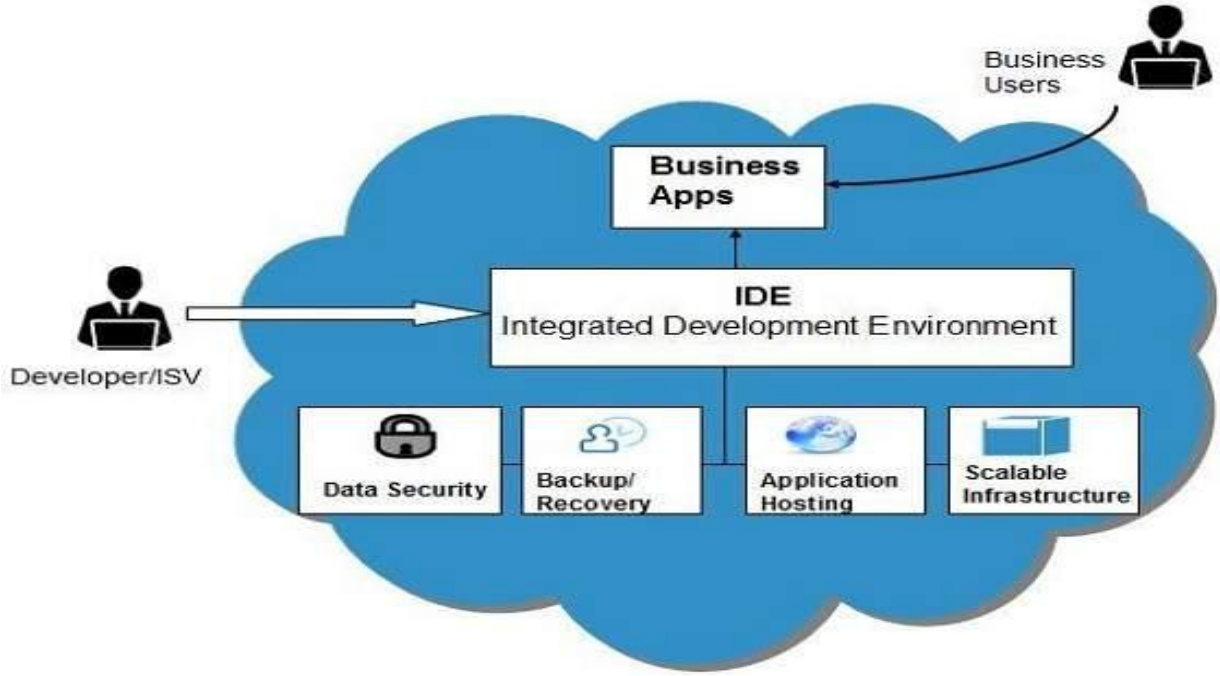
2. Platform as a Service (PaaS)

Platform-as-a-Service offers the runtime environment for applications. It also offers development and deployment tools required to develop applications. PaaS has a feature of **point-and-click** tools that enables non-developers to create web applications.

App Engine of Google and **Force.com** are examples of PaaS offering vendors. Developer may log on to these websites and use the **built-in API** to create web-based applications.

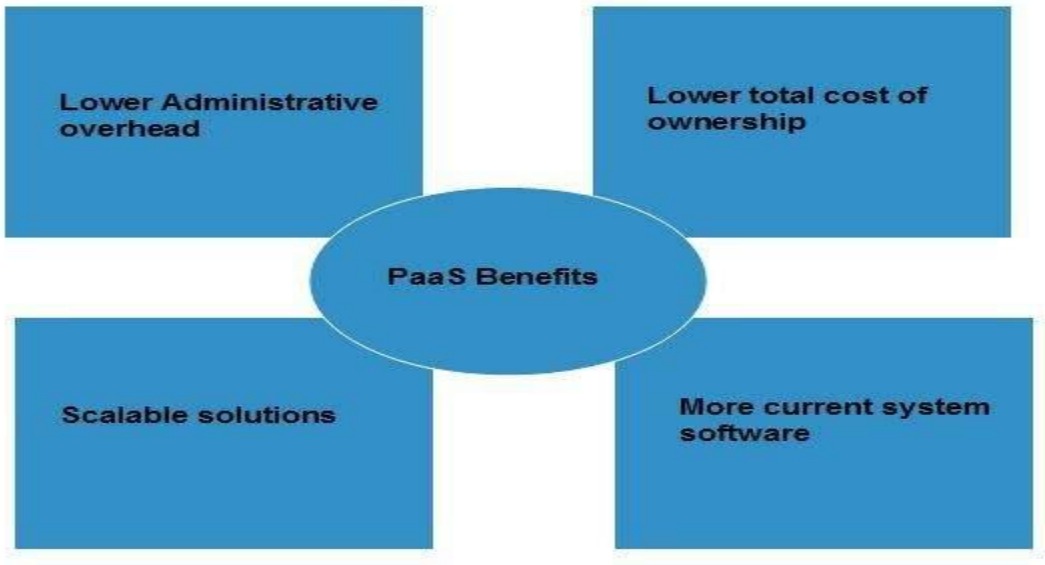
But the disadvantage of using PaaS is that, the developer **locks-in** with a particular vendor. For example, an application written in Python against API of Google, and using App Engine of Google is likely to work only in that environment.

The following diagram shows how PaaS offers an API and development tools to the developers and how it helps the end user to access business applications.



Benefits

Following are the benefits of PaaS model:



Lower administrative overhead

Customer need not bother about the administration because it is the responsibility of cloud provider.

Lower total cost of ownership

Customer need not purchase expensive hardware, servers, power, and data storage.

Scalable solutions

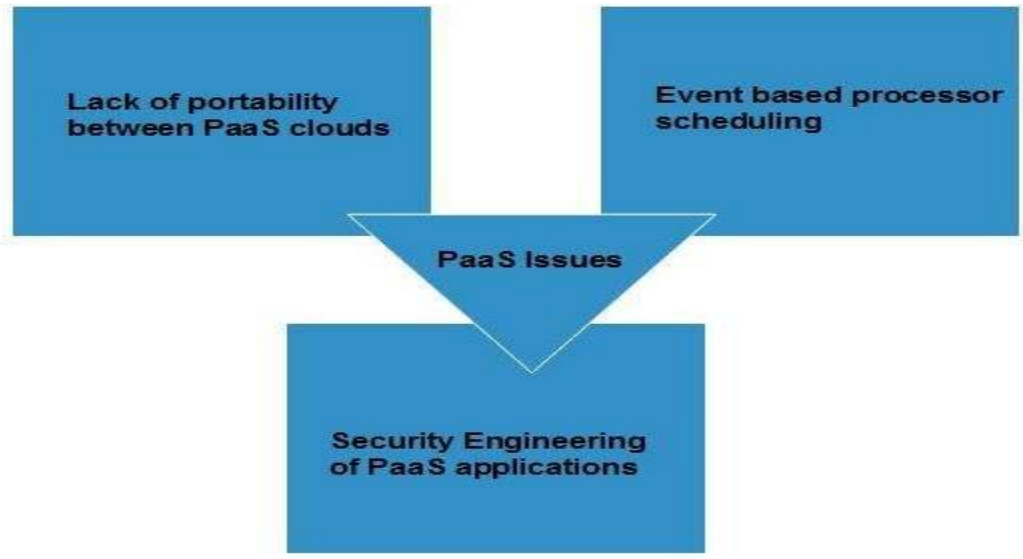
It is very easy to scale the resources up or down automatically, based on their demand.

More current system software

It is the responsibility of the cloud provider to maintain software versions and patch installations.

Issues

Like **SaaS, PaaS** also places significant burdens on customer's browsers to maintain reliable and secure connections to the provider's systems. Therefore, PaaS shares many of the issues of SaaS. However, there are some specific issues associated with PaaS as shown in the following diagram:



Lack of portability between PaaS clouds

Although standard languages are used, yet the implementations of platform services may vary. For example, file, queue, or hash table interfaces of one platform may differ from another, making it difficult to transfer the workloads from one platform to another.

Event based processor scheduling

The PaaS applications are event-oriented which poses resource constraints on applications, i.e., they have to answer a request in a given interval of time.

Security engineering of PaaS applications

Since PaaS applications are dependent on network, they must explicitly use cryptography and manage security exposures.

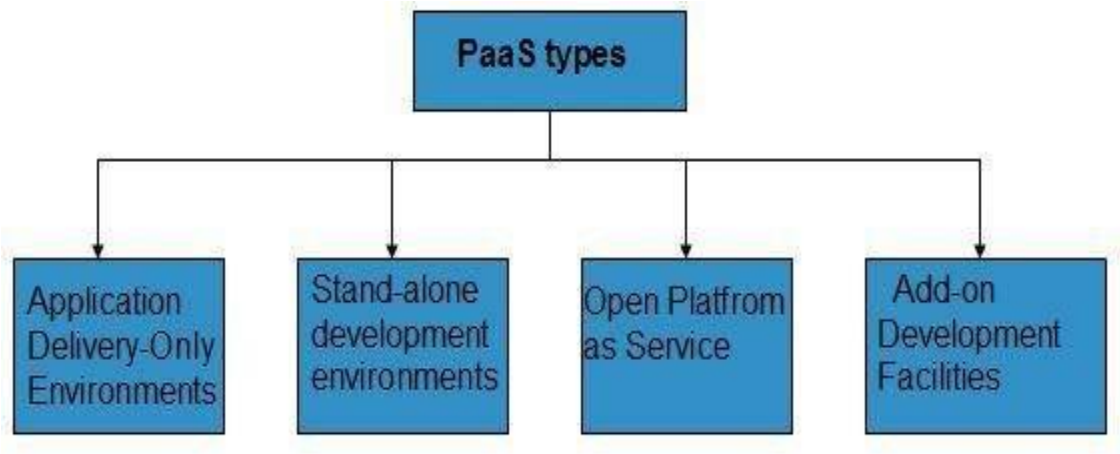
Characteristics

Here are the characteristics of PaaS service model:

- PaaS offers **browser based development environment.** It allows the developer to create database and edit the application code either via Application Programming Interface or point-and-click tools.
- PaaS provides **built-in security, scalability,** and **web service interfaces.**
- PaaS provides built-in tools for defining **workflow, approval processes,** and business rules.
- It is easy to integrate PaaS with other applications on the same platform.
- PaaS also provides web services interfaces that allow us to connect the applications outside the platform.

PaaS Types

Based on the functions, PaaS can be classified into four types as shown in the following diagram:



Stand-alone development environments

The **stand-alone PaaS** works as an independent entity for a specific function. It does not include licensing or technical dependencies on specific SaaS applications.

Application delivery-only environments

The **application delivery PaaS** includes **on-demand scaling** and **application security.**

Open platform as a service

Open PaaS offers an **open source software** that helps a PaaS provider to run applications.

Add-on development facilities

The **add-on PaaS** allows to customize the existing SaaS platform.

3. Software as a Service (SaaS)

Software-as–a-Service (SaaS) model allows to provide software application as a service to the end users. It refers to a software that is deployed on a host service and is accessible via Internet. There are several SaaS applications listed below:

- Billing and invoicing system
- Customer Relationship Management (CRM) applications
- Help desk applications
- Human Resource (HR) solutions

Some of the SaaS applications are not customizable such as **Microsoft Office Suite.** But SaaS provides us **Application Programming Interface (API),**which allows the developer to develop a customized application.

Characteristics

Here are the characteristics of SaaS service model:

- SaaS makes the software available over the Internet.
- The software applications are maintained by the vendor.
- The license to the software may be subscription based or usage based. And it is billed on recurring basis.
- SaaS applications are cost-effective since they do not require any maintenance at end user side.
- They are available on demand.
- They can be scaled up or down on demand.
- They are automatically upgraded and updated.
- SaaS offers shared data model. Therefore, multiple users can share single instance of infrastructure. It is not required to hard code the functionality for individual users.
- All users run the same version of the software.

Benefits

Using SaaS has proved to be beneficial in terms of scalability, efficiency and performance. Some of the benefits are listed below:

- Modest software tools
- Efficient use of software licenses
- Centralized management and data
- Platform responsibilities managed by provider
- Multitenant solutions

Modest software tools

The SaaS application deployment requires a little or no client side software installation, which results in the following benefits:

- No requirement for complex software packages at client side
- Little or no risk of configuration at client side
- Low distribution cost

Efficient use of software licenses

The customer can have single license for multiple computers running at different locations which reduces the licensing cost. Also, there is no requirement for license servers because the software runs in the provider's infrastructure.

Centralized management and data

The cloud provider stores data centrally. However, the cloud providers may store data in a decentralized manner for the sake of redundancy and reliability.

Platform responsibilities managed by providers

All platform responsibilities such as backups, system maintenance, security, hardware refresh, power management, etc. are performed by the cloud provider. The customer does not need to bother about them.

Multitenant solutions

Multitenant solutions allow multiple users to share single instance of different resources in virtual isolation. Customers can customize their application without affecting the core functionality.

Issues

There are several issues associated with SaaS, some of them are listed below:

- Browser based risks
- Network dependence
- Lack of portability between SaaS clouds

Browser based risks

If the customer visits malicious website and browser becomes infected, the subsequent access to SaaS application might compromise the customer's data.

To avoid such risks, the customer can use multiple browsers and dedicate a specific browser to access SaaS applications or can use virtual desktop while accessing the SaaS applications.

Network dependence

The SaaS application can be delivered only when network is continuously available. Also network should be reliable but the network reliability cannot be guaranteed either by cloud provider or by the customer.

Lack of portability between SaaS clouds

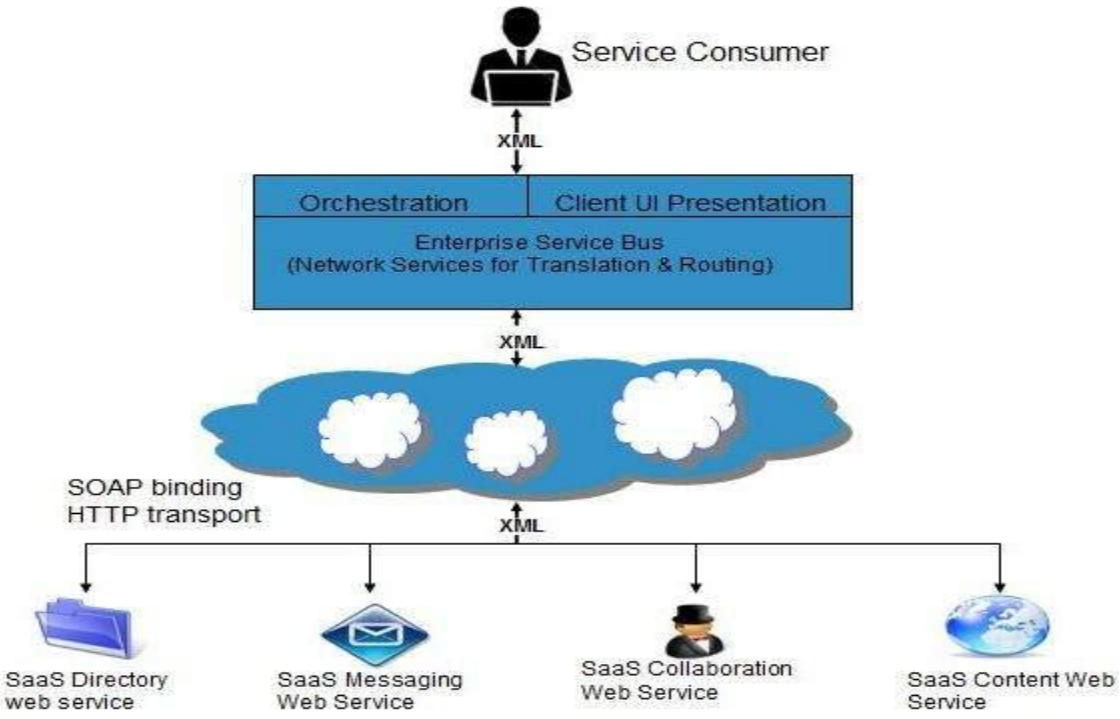
Transferring workloads from one SaaS cloud to another is not so easy because work flow, business logics, user interfaces, support scripts can be provider specific.

Open SaaS and SOA

Open SaaS uses those SaaS applications, which are developed using open source programming language. These SaaS applications can run on any open source operating system and database. Open SaaS has several benefits listed below:

- No License Required
- Low Deployment Cost
- Less Vendor Lock-in
- More portable applications
- More Robust Solution

The following diagram shows the SaaS implementation based on SOA:



Identity as a Service (IaaS)

Employees in a company require to login to system to perform various tasks. These systems may be based on local server or cloud based. Following are the problems that an employee might face:

- Remembering different username and password combinations for accessing multiple servers.
- If an employee leaves the company, it is required to ensure that each account of that user is disabled. This increases workload on IT staff.

To solve above problems, a new technique emerged which is known as **Identity-as–a-Service (IDaaS).**

IDaaS offers management of identity information as a digital entity. This identity can be used during electronic transactions.

Identity

Identity refers to set of attributes associated with something to make it recognizable. All objects may have same attributes, but their identities cannot be the same. A unique identity is assigned through unique identification attribute.

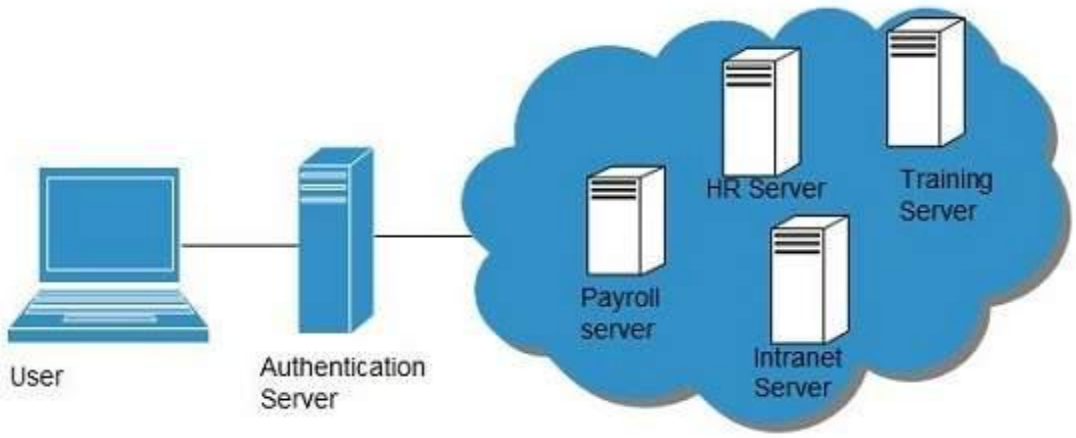
There are several **identity services** that are deployed to validate services such as validating web sites, transactions, transaction participants, client, etc. Identity-as-a-Service may include the following:

- Directory services
- Federated services
- Registration
- Authentication services
- Risk and event monitoring
- Single sign-on services
- Identity and profile management

Single Sign-On (SSO)

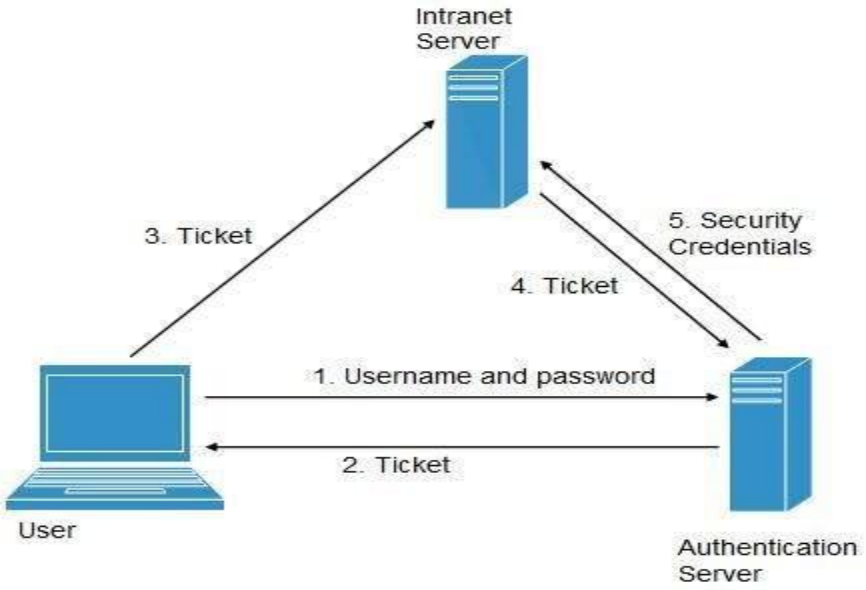
To solve the problem of using different username and password combinations for different servers, companies now employ Single Sign-On software, which allows the user to login only one time and manage the access to other systems.

SSO has single authentication server, managing multiple accesses to other systems, as shown in the following diagram:



SSO Working

There are several implementations of SSO. Here, we discuss the common ones:



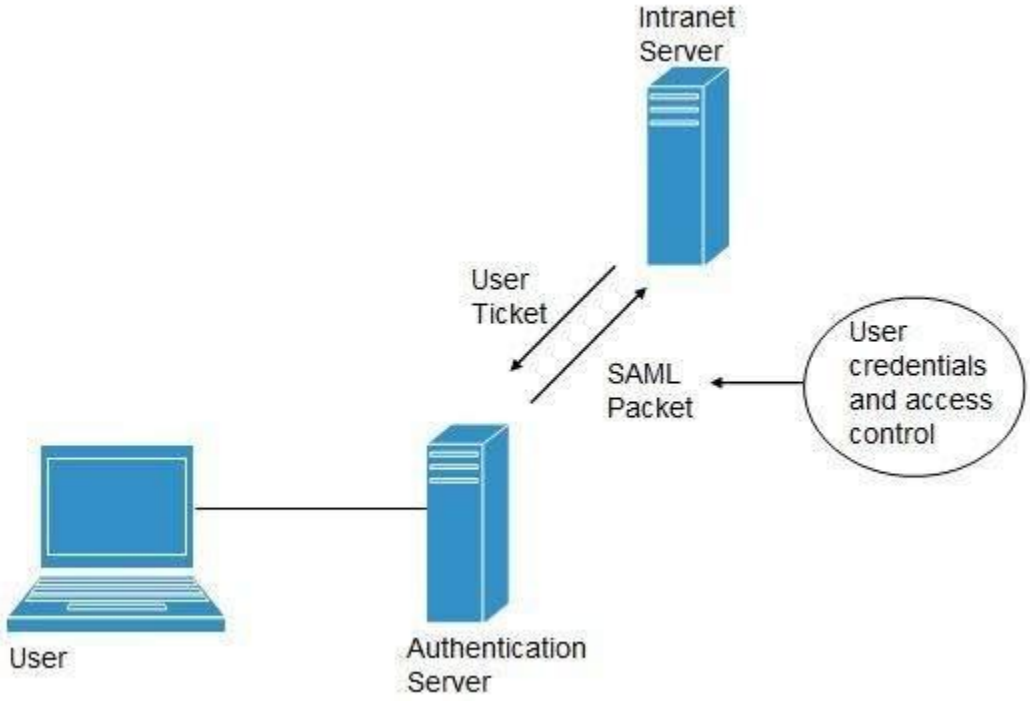
Following steps explain the working of Single Sign-On software:

- User logs into the authentication server using a username and password.
- The authentication server returns the user's ticket.
- User sends the ticket to intranet server.
- Intranet server sends the ticket to the authentication server.
- Authentication server sends the user's security credentials for that server back to the intranet server.

If an employee leaves the company, then disabling the user account at the authentication server prohibits the user's access to all the systems.

Federated Identity Management (FIDM)

FIDM describes the technologies and protocols that enable a user to package security credentials across security domains. It uses **Security Markup Language (SAML)** to package a user's security credentials as shown in the following diagram:



OpenID

It offers users to login into multiple websites with single account. Google, Yahoo!, Flickr, MySpace, WordPress.com are some of the companies that support OpenID.

Benefits

- Increased site conversation rates
- Access to greater user profile content
- Fewer problems with lost passwords
- Ease of content integration into social networking sites

4. Network as a Service (NaaS)

Network-as-a-Service allows us to access to network infrastructure directly and securely. NaaS makes it possible to deploy **custom routing protocols.**

NaaS uses **virtualized network infrastructure** to provide network services to the customer. It is the responsibility of NaaS provider to maintain and manage the network resources. Having a provider

working for a customer decreases the workload of the customer. Moreover, NaaS offers **network as a utility.** NaaS is also based on **pay-per-use model.**

How NaaS is delivered?

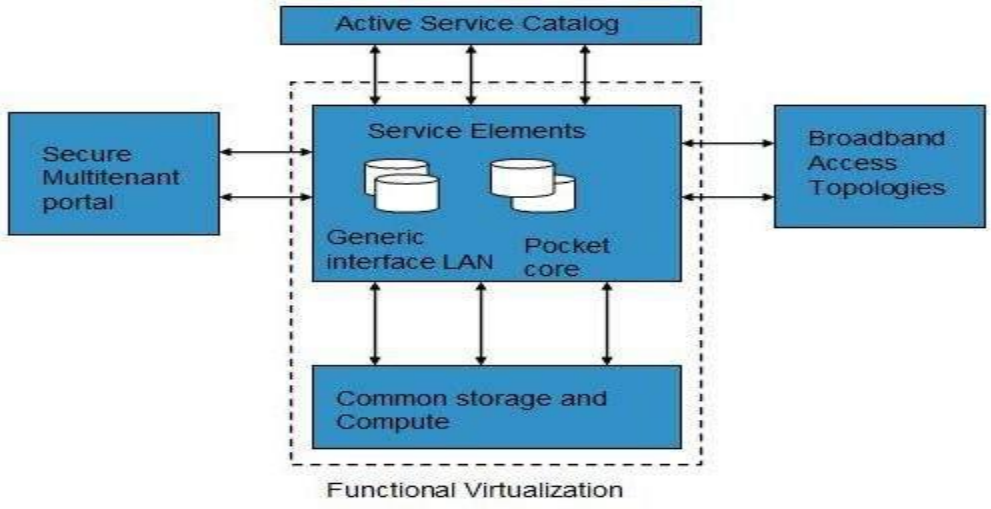
To use NaaS model, the customer is required to logon to the web portal, where he can get online API. Here, the customer can customize the route.

In turn, customer has to pay for the capacity used. It is also possible to turn off the capacity at any time.

Mobile NaaS

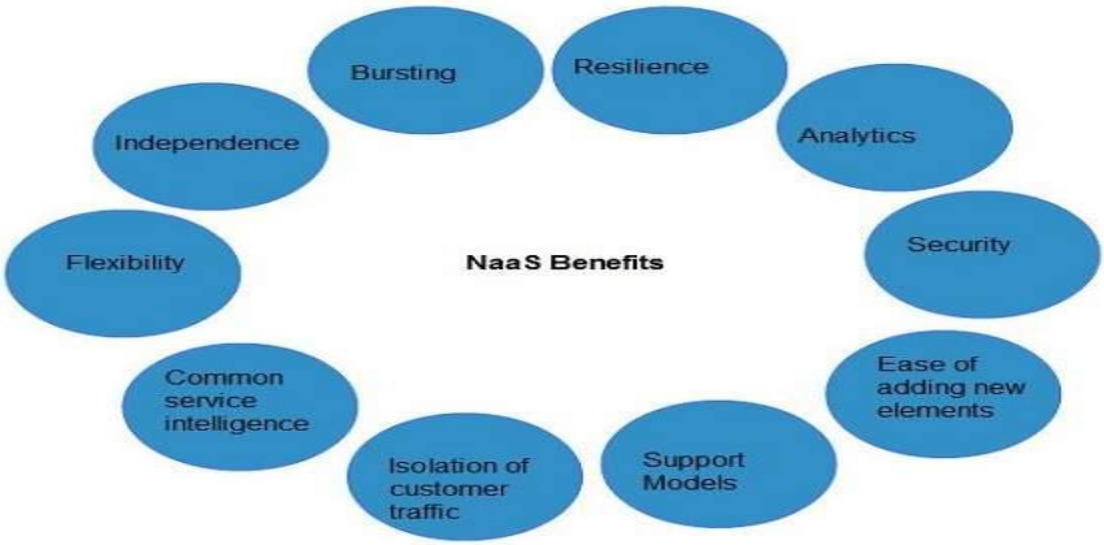
Mobile NaaS offers more efficient and flexible control over mobile devices. It uses virtualization to simplify the architecture thereby creating more efficient processes.

Following diagram shows the Mobile NaaS service elements:



NaaS Benefits

NaaS offers a number of benefits as discussed below:



Independence

Each customer is independent and can segregate the network.

Bursting

The customer pays for high-capacity network only on requirement.

Resilience

The reliability treatments are available, which can be applied for critical applications.

Analytics

The data protection solutions are available, which can be applied for highly sensitive applications.

Ease of Adding New Service Elements

It is very easy to integrate new service elements to the network.

Support Models

A number of support models are available to reduce operation cost.

Isolation of Customer Traffic

The customer traffic is logically isolated.

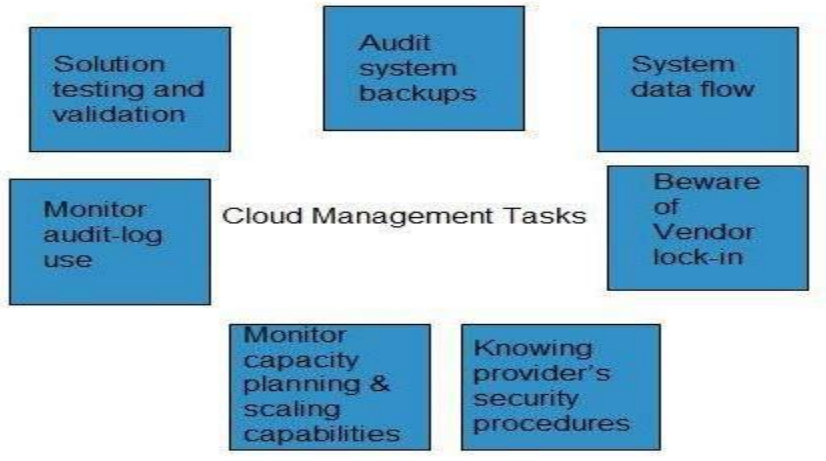
Cloud Advanced Concepts:

1. Cloud Computing Management

It is the responsibility of cloud provider to manage resources and their performance. Management of resources includes several aspects of cloud computing such as load balancing, performance, storage, backups, capacity, deployment, etc. The management is essential to access full functionality of resources in the cloud.

Cloud Management Tasks

The cloud provider performs a number of tasks to ensure efficient use of cloud resources. Here, we will discuss some of them:



Audit System Backups

It is required to audit the backups timely to ensure restoring of randomly selected files of different users. Backups can be performed in following ways:

- Backing up files by the company, from on-site computers to the disks that reside within the cloud.
- Backing up files by the cloud provider.

It is necessary to know if cloud provider has encrypted the data, who has access to that data and if the backup is taken at different locations then the user must know the details of those locations.

Data Flow of the System

The managers are responsible to develop a diagram describing a detailed process flow. This process flow describes the movement of data belonging to an organization throughout the cloud solution.

Vendor Lock-In Awareness and Solutions

The managers must know the procedure to exit from services of a particular cloud provider. The procedures must be defined to enable the cloud managers to export data of an organization from their system to another cloud provider.

Knowing Provider's Security Procedures

The managers should know the security plans of the provider for the following services:

- Multitenant use
- E-commerce processing
- Employee screening
- Encryption policy

Monitoring Capacity Planning and Scaling Capabilities

The managers must know the capacity planning in order to ensure whether the cloud provider is meeting the future capacity requirement for his business or not.

The managers must manage the scaling capabilities in order to ensure services can be scaled up or down as per the user need.

Monitor Audit Log Use

In order to identify errors in the system, managers must audit the logs on a regular basis.

Solution Testing and Validation

When the cloud provider offers a solution, it is essential to test it in order to ensure that it gives the correct result and it is error-free. This is necessary for a system to be robust and reliable.

2. Cloud Computing Data Storage

Cloud Storage is a service that allows to save data on offsite storage system managed by third-party and is made accessible by a **web services API.**

Storage Devices

Storage devices can be broadly classified into two categories:

- Block Storage Devices
- File Storage Devices

Block Storage Devices

The **block storage devices** offer raw storage to the clients. These raw storage are partitioned to create volumes.

File Storage Devices

The **file Storage Devices** offer storage to clients in the form of files, maintaining its own file system. This storage is in the form of Network Attached Storage (NAS).

Cloud Storage Classes

Cloud storage can be broadly classified into two categories:

- Unmanaged Cloud Storage
- Managed Cloud Storage

Unmanaged Cloud Storage

Unmanaged cloud storage means the storage is preconfigured for the customer. The customer can neither format, nor install his own file system or change drive properties.

Managed Cloud Storage

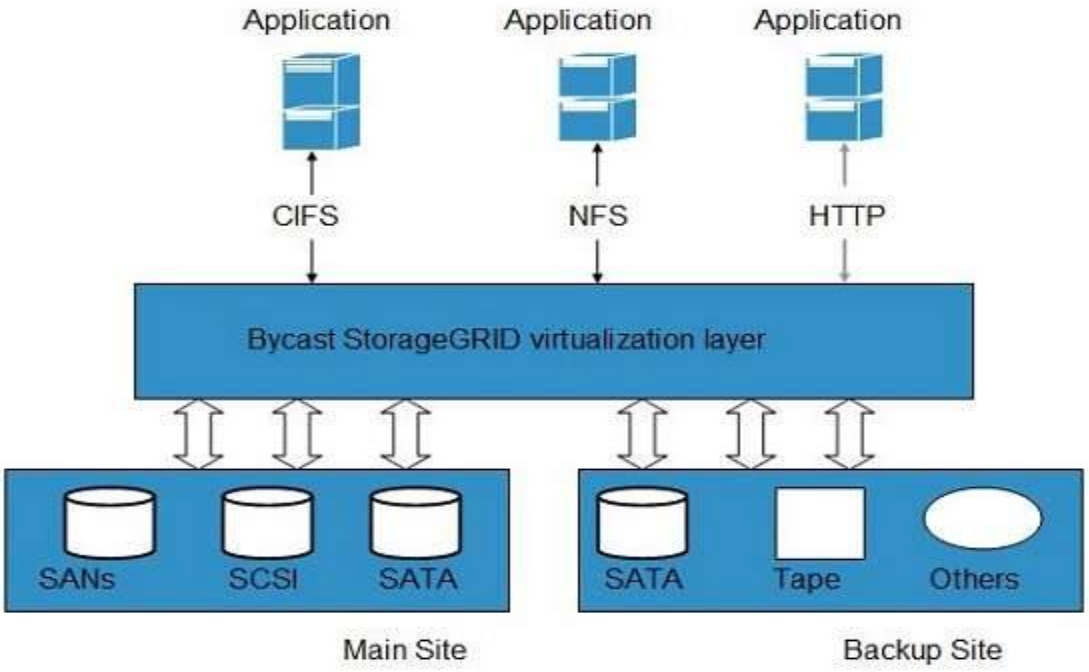
Managed cloud storage offers online storage space on-demand. The managed cloud storage system appears to the user to be a raw disk that the user can partition and format.

Creating Cloud Storage System

The cloud storage system stores multiple copies of data on multiple servers, at multiple locations. If one system fails, then it is required only to change the pointer to the location, where the object is stored.

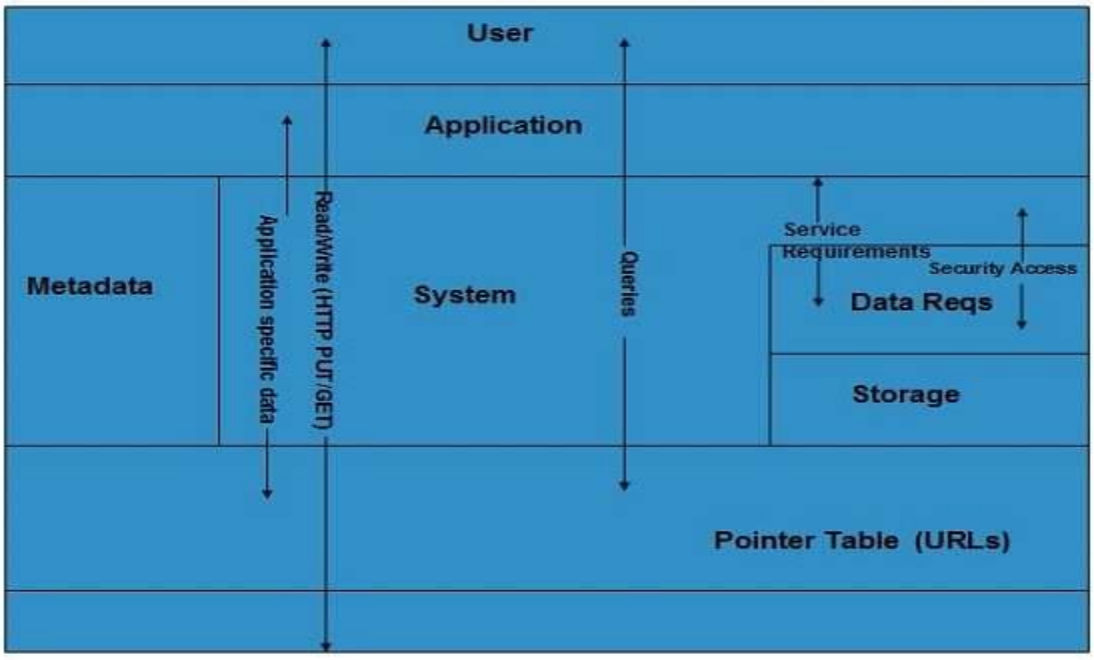
To aggregate the storage assets into cloud storage systems, the cloud provider can use storage virtualization software known as **StorageGRID.** It creates a virtualization layer that fetches storage from different storage devices into a single management system. It can also manage data

from **CIFS** and **NFS** file systems over the Internet. The following diagram shows how StorageGRID virtualizes the storage into storage clouds:



Virtual Storage Containers

The **virtual storage containers** offer high performance cloud storage systems. **Logical Unit Number (LUN)** of device, files and other objects are created in virtual storage containers. Following diagram shows a virtual storage container, defining a cloud storage domain:



Challenges

Storing the data in cloud is not that simple task. Apart from its flexibility and convenience, it also has several challenges faced by the customers. The customers must be able to:

- Get provision for additional storage on-demand.
- Know and restrict the physical location of the stored data.
- Verify how data was erased.
- Have access to a documented process for disposing of data storage hardware.
- Have administrator access control over data.

3. Cloud Computing Virtualization

Virtualization is a technique, which allows to share single physical instance of an application or resource among multiple organizations or tenants (customers). It does so by **assigning a logical name** to a physical resource and providing a **pointer to that physical resource** on demand.

Virtualization Concept

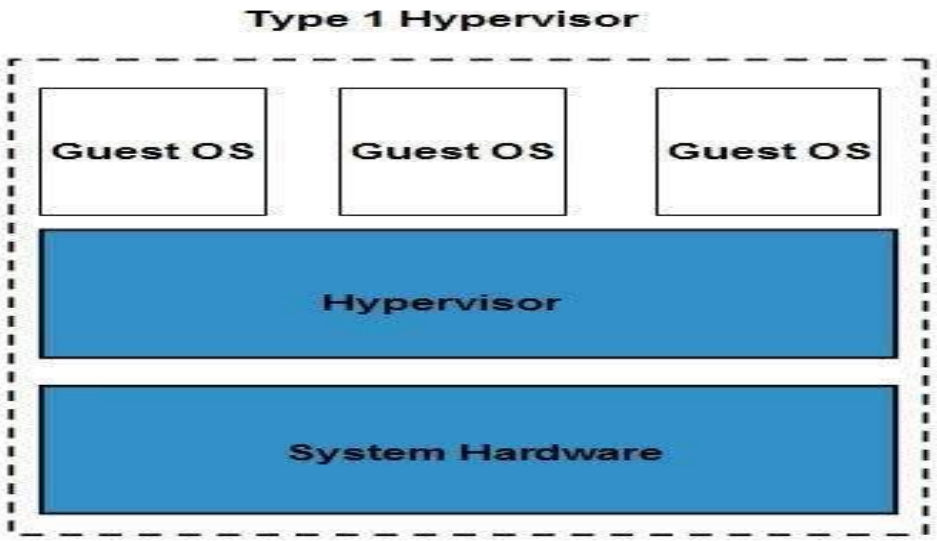
Creating a virtual machine over existing operating system and hardware is referred as Hardware Virtualization. Virtual Machines provide an environment that is logically separated from the underlying hardware.

The machine on which the virtual machine is created is known as **host machine** and **virtual machine** is referred as a **guest machine.** This virtual machine is managed by a software or firmware, which is known as **hypervisor.**

Hypervisor

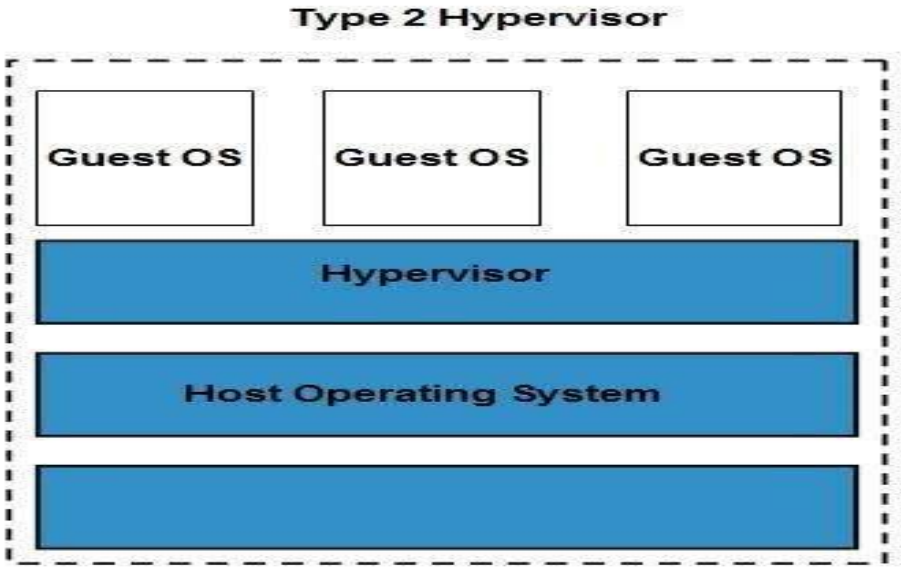
The **hypervisor** is a firmware or low-level program that acts as a Virtual Machine Manager. There are two types of hypervisor:

Type 1 hypervisor executes on bare system. LynxSecure, RTS Hypervisor, Oracle VM, Sun xVM Server, VirtualLogic VLX are examples of Type 1 hypervisor. The following diagram shows the Type 1 hypervisor.



The **type1 hypervisor** does not have any host operating system because they are installed on a bare system.

Type 2 hypervisor is a software interface that emulates the devices with which a system normally interacts. Containers, KVM, Microsoft Hyper V, VMWare Fusion, Virtual Server 2005 R2, Windows Virtual PC and **VMWare workstation 6.0** are examples of Type 2 hypervisor. The following diagram shows the Type 2 hypervisor.



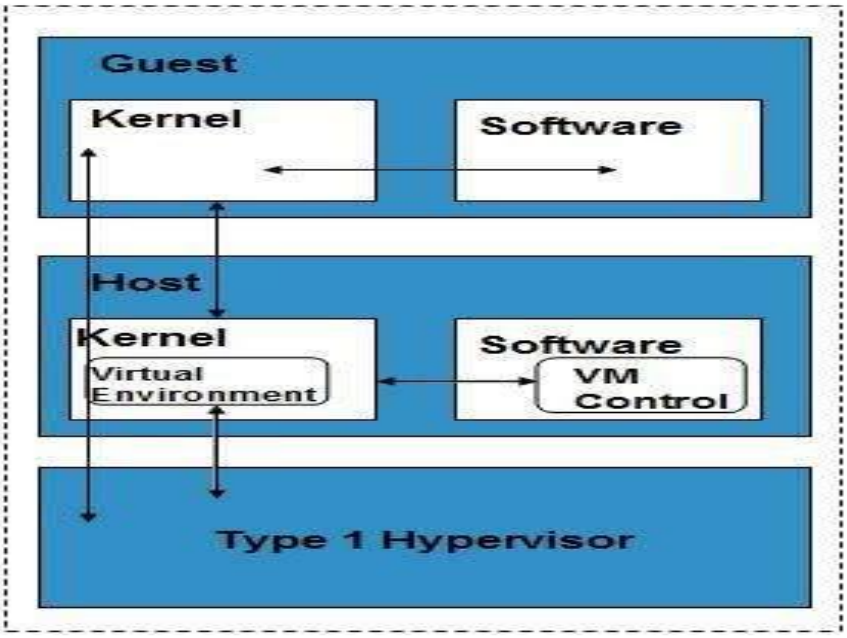
Types of Hardware Virtualization

Here are the three types of hardware virtualization:

- Full Virtualization
- Emulation Virtualization
- Paravirtualization

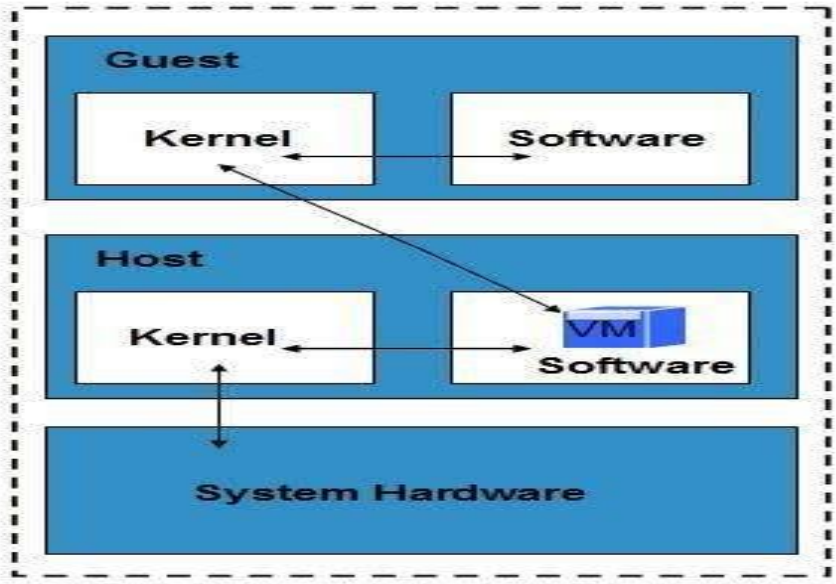
Full Virtualization

In **full virtualization,** the underlying hardware is completely simulated. Guest software does not require any modification to run.



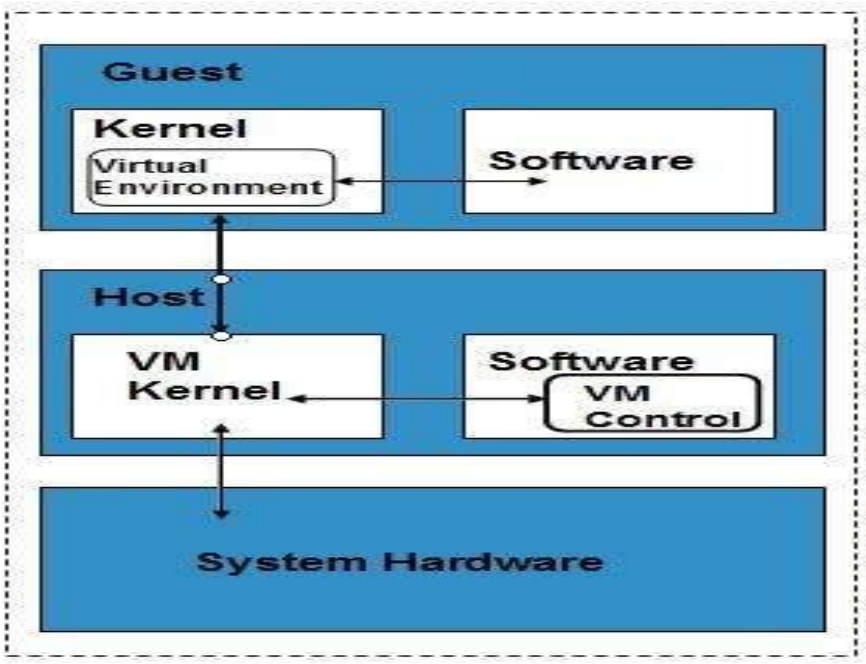
Emulation Virtualization

In **Emulation,** the virtual machine simulates the hardware and hence becomes independent of it. In this, the guest operating system does not require modification.



Paravirtualization

In **Paravirtualization,** the hardware is not simulated. The guest software run their own isolated domains.



VMware vSphere is highly developed infrastructure that offers a management infrastructure framework for virtualization. It virtualizes the system, storage and networking hardware.

4. Cloud Computing Security

Security in cloud computing is a major concern. Data in cloud should be stored in encrypted form. To restrict client from accessing the shared data directly, proxy and brokerage services should be employed.

Security Planning

Before deploying a particular resource to cloud, one should need to analyze several aspects of the resource such as:

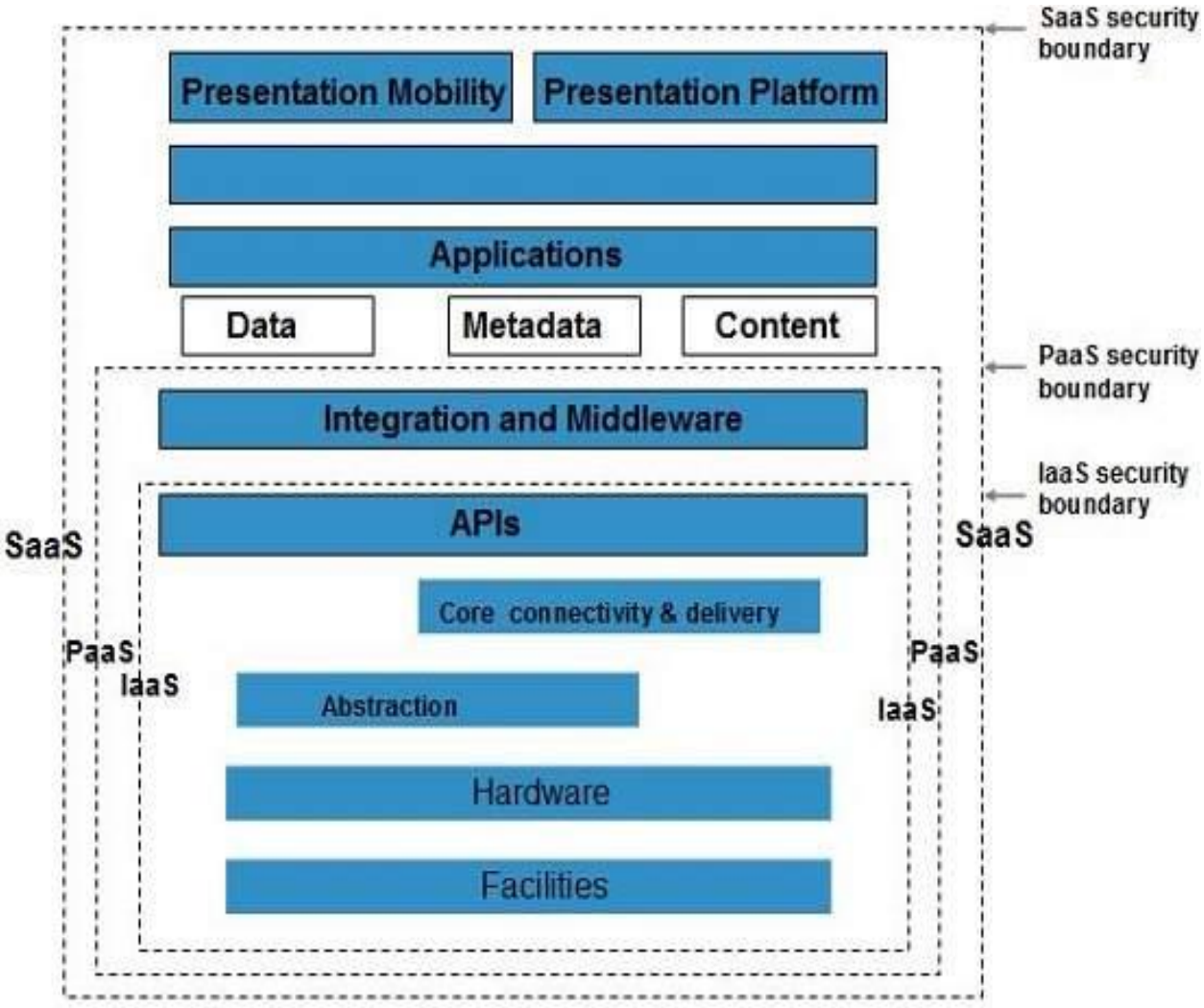
- Select resource that needs to move to the cloud and analyze its sensitivity to risk.
- Consider cloud service models such as **IaaS, PaaS,** and **SaaS.** These models require customer to be responsible for security at different levels of service.
- Consider the cloud type to be used such as **public, private, community** or **hybrid.**
- Understand the cloud service provider's system about data storage and its transfer into and out of the cloud.

The risk in cloud deployment mainly depends upon the service models and cloud types.

Understanding Security of Cloud

Security Boundaries

A particular service model defines the boundary between the responsibilities of service provider and customer. **Cloud Security Alliance (CSA)** stack model defines the boundaries between each service model and shows how different functional units relate to each other. The following diagram shows the **CSA stack model:**



Key Points to CSA Model

- IaaS is the most basic level of service with PaaS and SaaS next two above levels of services.
- Moving upwards, each of the service inherits capabilities and security concerns of the model beneath.

- IaaS provides the infrastructure, PaaS provides platform development environment, and SaaS provides operating environment.
- IaaS has the least level of integrated functionalities and integrated security while SaaS has the most.
- This model describes the security boundaries at which cloud service provider's responsibilities end and the customer's responsibilities begin.
- Any security mechanism below the security boundary must be built into the system and should be maintained by the customer.

Although each service model has security mechanism, the security needs also depend upon where these services are located, in private, public, hybrid or community cloud.

Understanding Data Security

Since all the data is transferred using Internet, data security is of major concern in the cloud. Here are key mechanisms for protecting data.

- Access Control
- Auditing
- Authentication
- Authorization

All of the service models should incorporate security mechanism operating in all above-mentioned areas.

Isolated Access to Data

Since data stored in cloud can be accessed from anywhere, we must have a mechanism to isolate data and protect it from client's direct access.

Brokered Cloud Storage Access is an approach for isolating storage in the cloud. In this approach, two services are created:

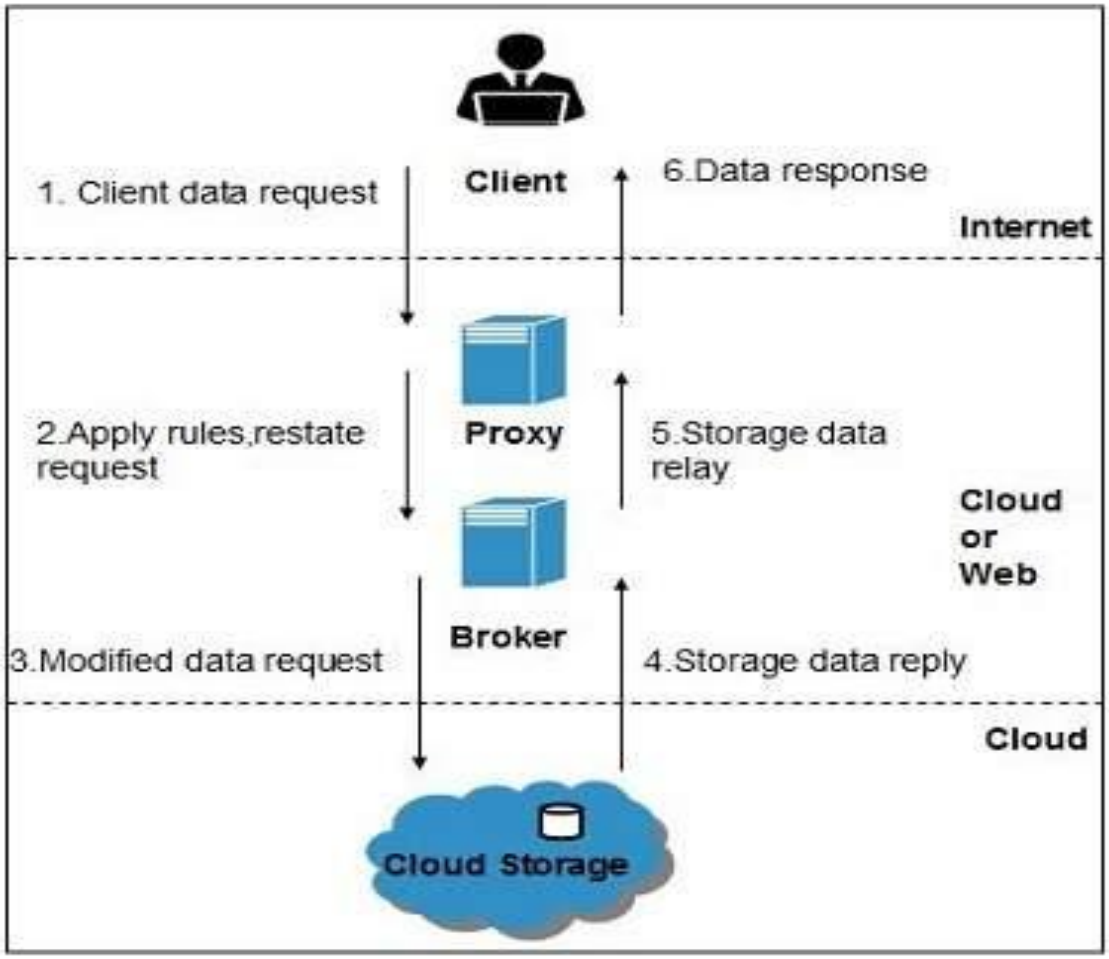
- A broker with full access to storage but no access to client.
- A proxy with no access to storage but access to both client and broker.

Working Of Brokered Cloud Storage Access System

When the client issues request to access data:

- The client data request goes to the external service interface of proxy.
- The proxy forwards the request to the broker.
- The broker requests the data from cloud storage system.
- The cloud storage system returns the data to the broker.
- The broker returns the data to proxy.
- Finally the proxy sends the data to the client.

All of the above steps are shown in the following diagram:



Encryption

Encryption helps to protect data from being compromised. It protects data that is being transferred as well as data stored in the cloud. Although encryption helps to protect data from any unauthorized access, it does not prevent data loss

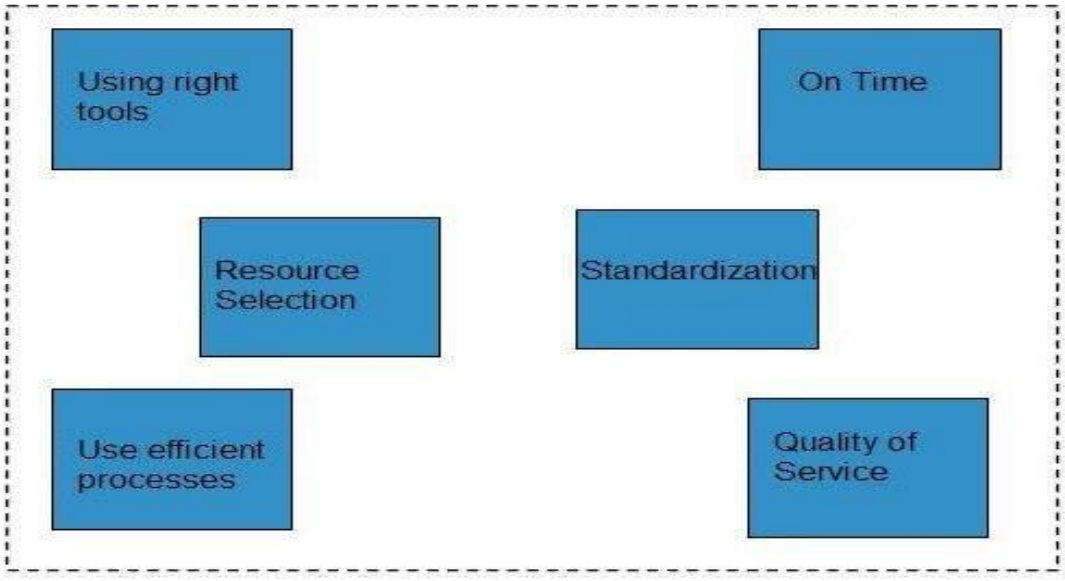
5. Cloud Computing Operations

Cloud computing operation refers to delivering superior cloud service. Today, cloud computing operations have become very popular and widely employed by many of the organizations just because it allows to perform all business operations over the Internet.

These operations can be performed using a web application or mobile based applications. There are a number of operations performed in cloud. Some of them are shown in the following diagram:

Managing Cloud Operations

There are several ways to manage day-to-day cloud operations, as shown in the following diagram:



- Always employ right tools and resources to perform any function in the cloud.
- Things should be done at right time and at right cost.
- Selecting an appropriate resource is mandatory for operation management.
- The process should be standardized and automated to manage repetitive tasks.
- Using efficient process will eliminate the waste of efforts and redundancy.
- One should maintain the quality of service to avoid re-work later.

6. Cloud Computing Applications

- Cloud Computing has its applications in almost all the fields such as business, entertainment, data storage, social networking, management, entertainment, education, art and **global positioning system,** etc. Some of the widely famous cloud computing applications are discussed here in this tutorial:
- Business Applications
- Cloud computing has made businesses more collaborative and easy by incorporating various apps such as **MailChimp, Chatter, Google Apps for business,** and **Quickbooks.**

SN	Application Description
1	**MailChimp** It offers an **e-mail publishing platform.** It is widely employed by the businesses to design and send their e-mail campaigns.
2	**Chatter** **Chatter app** helps the employee to share important information about organization in real time. One can get the instant feed regarding any issue.
3	**Google Apps for Business** **Google** offers **creating text documents, spreadsheets, presentations,** etc., on **Google Docs** which allows the business users to share them in collaborating manner.
4	**Quickbooks** It offers **online accounting solutions** for a business. It helps in **monitoring cash flow, creating VAT returns** and **creating business reports.**

- **Data Storage and Backup**
- **Box.com, Mozy, Joukuu** are the applications offering data storage and backup services in cloud.

SN	Application Description
1	**Box.com** **Box.com** offers drag and drop service for files. The users need to drop the files into Box and

	access from anywhere.
2	**Mozy** **Mozy** offers online backup service for files to prevent data loss.
3	**Joukuu** **Joukuu** is a web-based interface. It allows to display a single list of contents for files stored in **Google Docs, Box.net and Dropbox.**

- **Management Applications**
- There are apps available for management task such as **time tracking, organizing notes.** Applications performing such tasks are discussed below:
-

SN	Application Description
1	**Toggl** It helps in tracking time period assigned to a particular project.
2	**Evernote** It organizes the sticky notes and even can read the text from images which helps the user to locate the notes easily.
3	**Outright** It is an accounting app. It helps to track income, expenses, profits and losses in real time.

- **Social Applications**
- There are several social networking services providing websites such as Facebook, Twitter, etc.

SN	Application Description
1	**Facebook** It **offers** social networking service. One can share photos, videos, files, status and much more.

2	**Twitter** It **helps** to interact with the public directly. One can follow any celebrity, organization and any person, who is on twitter and can have latest updates regarding the same.

- **Entertainment Applications**

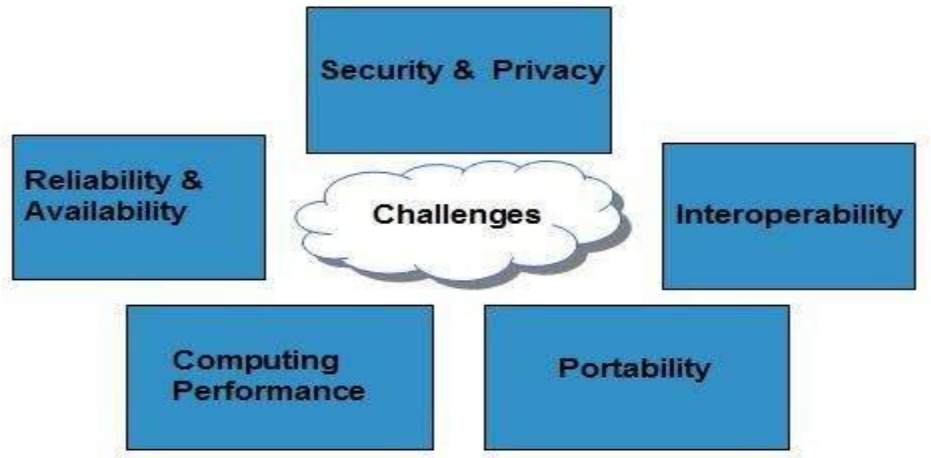
SN	Application Description
1	**Audio box.fm** It offers streaming service. The music files are stored online and can be played from cloud using the own media player of the service.

- **Art Applications**

SN	Application Description
1	**Moo** It offers art services such as designing and printing **business cards, postcards** and **mini cards.**

Cloud Computing Challenges

Cloud computing, an emergent technology, has placed many challenges in different aspects of data and information handling. Some of these are shown in the following diagram:



Security and Privacy

Security and Privacy of information is the biggest challenge to cloud computing. Security and privacy issues can be overcome by employing encryption, security hardware and security applications.

Portability

This is another challenge to cloud computing that applications should easily be migrated from one cloud provider to another. There must not be vendor lock-in. However, it is not yet made possible because each of the cloud provider uses different standard languages for their platforms.

Interoperability

It means the application on one platform should be able to incorporate services from the other platforms. It is made possible via web services, but developing such web services is very complex.

Computing Performance

Data intensive applications on cloud requires high network bandwidth, which results in high cost. Low bandwidth does not meet the desired computing performance of cloud application.

Reliability and Availability

It is necessary for cloud systems to be reliable and robust because most of the businesses are now becoming dependent on services provided by third-party.

Cluster Computing

What is a Cluster?

In its most basic form, a cluster is a system comprising two or more computers or systems **(called nodes)** which work together to execute applications or perform other tasks, so that users who use them, have the impression that only a single system responds to them, thus creating an illusion of a single resource **(virtual machine)**. This concept is called transparency of the system. As key features for the construction of these platforms is included elevation : reliability, load balancing and performance.

Types of Clusters

High Availability **(HA)** and failover clusters, these models are built to provide an availability of services and resources in an uninterrupted manner through the use of implicit redundancy to the system. The general idea is that if a cluster node fail (failover), applications or services may be available in another node. These types are used to cluster data base of critical missions, mail, file and application servers.
Load balancing, this model distributes incoming traffic or requests for resources from nodes that run the same programs between machines that make up the cluster. All nodes are responsible to track orders. If a node fails, the requests are redistributed among the nodes available. This type of solution is usually used on farms of Web servers **(web farm)**.
HA & Load Balancing Combination, as its name says, it combines the features of both types of cluster, thereby increasing the availability and scalability of services and resources. This type of cluster configuration is widely used in web, email, news, or ftp servers.

Distributed Processing and Parallel Processing, this cluster model improves the availability and performance for applications, particularly large computational tasks. A large computational task can be divided into smaller tasks that are distributed around the stations **(nodes)**, like a massively parallel supercomputer. It is common to associate this type of Beowulf cluster at NASA project. These clusters are used for scientific computing or financial analysis, typical for tasks requiring high processing power.

Reasons to Use a Cluster

Clusters or combination of clusters are used when content is critical or when services have to be available and / or processed as quickly as possible. Internet Service Providers **(ISPs)** or e-commerce sites often require high availability and load balancing in a scalable manner. The parallel clusters are heavily involved in the film industry for rendering high quality graphics and animations, recalling that the Titanic was rendered within this platform in the Digital Domain laboratories. The Beowulf clusters are used in science, engineering and finance to work on projects of protein folding, fluid dynamics, neural networks, genetic analysis, statistics, economics, astrophysics among others. Researchers, organizations and companies are using clusters because they need to increase their scalability, resource management, availability or processing to supercomputing at an affordable price level.

High-Availability (HA) or Clusters Failover

The computers have a strong tendency to stop when you least expect, especially at a time when you need it most. It is rare to find an administrator who never received a phone call in the middle of the morning with the sad news that the system was down, and you have to go and fix the problem.

High Availability is linked directly to our growing dependence on computers, because now they have a critical role primarily in companies whose main functionality is exactly the offer of some computing service, such as e-business, news, web sites, databases, among others.

A High Availability Cluster aims to maintain the availability of services provided by a computer system by replicating servers and services through redundant hardware and software reconfiguration. Several computers acting together as one, each one monitoring the others and taking their services if any of them will fail. The complexity of the system must be software that should bother to monitor other machines on a network, know what services are running, those who are running, and what to do in case of a failure. Loss in performance or processing power are usually acceptable, the main goal is not to stop. There are some exceptions, like real-time and mission critical systems.

Fault tolerance is achieved through hardware like raid systems, supplies and redundant boards, fully connected network systems to provide alternative paths in the breaking of a link.

Cluster Load Balancing

The load balancing among servers is part of a comprehensive solution in an explosive and increasing use of network and Internet. Providing an increased network capacity, improving performance. A consistent load balancing is shown today as part of the entire Web Hosting and eCommerce project. But you cannot get stuck with the ideas that it is only for providers, we should take their features and bring into the enterprise this way of using technology to heed internal business customers.

The cluster systems based on load balancing integrate their nodes so that all requests from clients are distributed evenly across the nodes. The systems do not work together in a single process but redirecting requests independently as they arrive based on a scheduler and an algorithm.

This type of cluster is specially used by e-commerce and Internet service providers who need to resolve differences cargo from multiple input requests in real time.

Additionally, for a cluster to be scalable, must ensure that each server is fully utilized.

When we do load balancing between servers that have the same ability to respond to a client, we started having problems because one or more servers can respond to requests made and communication is impaired. So we put the element that will make balancing between servers and users, and configure it to do so, however we can put multiple servers on one side that, for the customers, they appear to be only one address. A classic example would be the Linux Virtual Server, or simply prepare a DNS load balancer. The element of balance will have an address, where customers try to make contact, called Virtual Server (VS), which redirects traffic to a server in the server pool. This element should be a software dedicated to doing all this management, or may be a network device that combines hardware performance and software to make the passage of the packages and load balancing in a single device.

We highlight some key points for an implementation in an environment of success with load balancing on the powerful dedicated servers:
The algorithm used for load balancing, taking into consideration how balancing between servers is done and when a client makes a request to the virtual address **(VS)**, the whole process of choosing the server and the server response must occur transparent and imperceptible to the user mode as if no balancing.
Create a method to check if the servers are alive and working, vital if the communication is not redirected to a server that has just had a failure **(keepalive)**.
A method used to make sure that a client accessing the same server when you want.

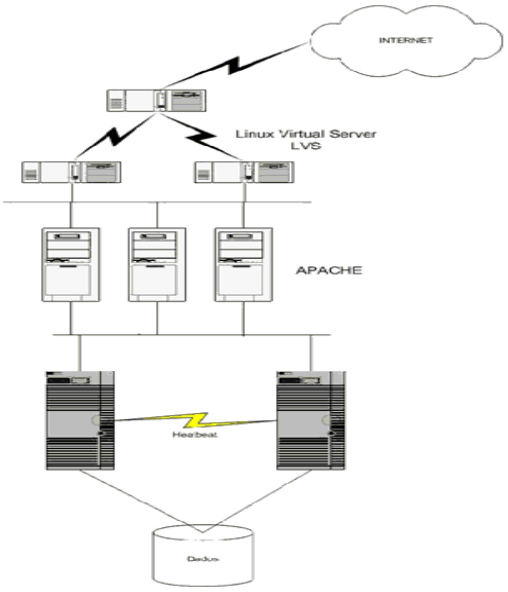
Load balancing is more than a simple redirect client traffic to other servers. For proper implementation, the equipment you will need to have balancing characteristics as permanent communication check, verification of servers and redundancy. All of these items are necessary to support the scalability of the volume of traffic on the networks without eventually become a bottleneck or single point of failure.

Algorithms for balancing is one of the most important factors in this context, then we will explain three basic methods :
Least Connections
This technique redirects the requests to the lowest based on the number of requests / server connections. For example, if server 1 is currently handling 50 requests / connections, and server 2 controls 25 requests / connections, the next request / connection will be automatically directed to the second server, since the server currently has fewer requests / connections active.

Round Robin
This method uses the technique of always direct requests to the next available server in a circular fashion. For example, incoming connections are directed to the server 1, server 2 and then finally server 3 and then the server 1 returns.

Weighted Fair
This technique directs the requests to the load based on the requests of each and the responsiveness of the same **(performance)** For example, if the servers server 1 is four times faster in servicing requests from the server 2, the administrator places a greater burden of work for the server 1 to server 2.
Combined Cluster High Availability and Load Balancing
This combined solution aims to provide a high performance solution combined with the possibility of not having critical stops. This combined cluster is a perfect solution for ISPs and network applications where continuity of operations is very critical.

Some features of this platform :
- Redirection of requests to node failures reservations for us ;
- Improved quality of service levels for typical network applications ;
- Transparent integration for stand-alone applications and non-clustered together in a single virtual network ;
- Provide a highly scalable architecture framework.



What is a Beowulf Cluster ?

One of the most remarkable technological advances of today, has been the growth of the computational performance of PCs **(Personal Computers)**. The truth is that the PC market is larger than the market for workstations, allowing the decrease in price of a PC, while its performance increases substantially overlapping in many cases, the performance of dedicated workstations.

The Beowulf cluster was envisioned by its developers in order to meet the growing and high processing power in various scientific areas in order to build powerful and **affordable cloud computing systems**. Of course the constant evolution of processor performance, and has collaborated in approach between PCs and Workstations, decreasing costs of network processors and own technologies and open free operating system like GNU / Linux much research to influence improvement of this new philosophy of high performance processing in clusters.

A key feature of a Beowulf cluster, the software is used, which is of high performance and complimentary on most of their tools, as an example we can mention GNU / Linux and FreeBSD operating systems which are installed on the various tools that enable processing parallel, as is the case of PVM and MPI API's. This allow to make changes to the Linux operating system to provide it with new features that facilitated the implementation for parallel applications.

Works like Beowulf ?

The system is divided into a controller node called front-end (particularly I call the master node), whose function is to control the cluster, monitoring and distributing tasks, acts as a file server and runs the link between users and the cluster. Large clustered systems can deliver several file servers, the network node manages not to overwhelm the system. The other nodes are referred to as customers or backends (well I call slave nodes), and are solely dedicated to processing tasks sent by the controller node, and there is no need for keyboards and monitors, and possibly even without the use of hard drives (remote) boot, and can be accessed via remote login (telnet or ssh).

Grid vs Cluster Computing

After doing some research on grid computing through IBM's web resources, I have come across the following outline which amplifies the differences between grid and cluster computing. This topic has

been mis-understood by most people who I have discussed it with. Hopefully this will aid in my understanding and ability to discuss the topic intelligently.

How grid differs from cluster computing Cluster computing can't truly be characterized as a distributed computing solution; however, it's useful to understand the relationship of grid computing to cluster computing. Often, people confuse grid computing with cluster-based computing, but there are important differences.

Grids consist of heterogeneous resources. Cluster computing is primarily concerned with computational resources; grid computing integrates storage, networking, and computation resources. Clusters usually contain a single type of processor and operating system; grids can contain machines from different vendors running various operating systems. (Grid workload-management software from IBM, Platform Computing, DataSynapse, and United Devices are able to distribute workload to a multitude of machine types and configurations.)

Grids are dynamic by their nature. Clusters typically contain a static number of processors and resources; resources come and go on the grid. Resources are provisioned onto and removed from the grid on an ongoing basis.

Grids are inherently distributed over a local, metropolitan, or wide-area network. Usually, clusters are physically contained in the same complex in a single location; grids can be (and are) located everywhere. Cluster interconnect technology delivers extremely low network latency, which can cause problems if clusters are not close together.

Grids offer increased scalability. Physical proximity and network latency limit the ability of clusters to scale out; due to their dynamic nature, grids offer the promise of high scalability.

For example, recently, IBM, United Devices, and multiple life-science partners completed a grid project designed to identify promising drug compounds to treat smallpox. The grid consisted of approximately two million personal computers. Using conventional means, the project most probably would have taken several years -- on the grid it took six months. Imagine what could have happened if there had been 20 million PCs on the grid. Taken to the extreme, the smallpox project could have been completed in minutes.

Cluster and grid computing are completely complementary; many grids incorporate clusters among the resources they manage. Indeed, a grid user may be unaware that his workload is in fact being executed on a remote cluster. And while there are differences between grids and clusters, these differences afford them an important relationship because there will always be a place for clusters -- certain problems will always require a tight coupling of processors.

However, as networking capability and bandwidth advances, problems that were previously the exclusive domain of cluster computing will be solvable by grid computing. It is vital to comprehend the balance

between the inherent scalability of grids and the performance advantages of tightly coupled interconnections that clusters offer.

Different types of computing –Grid, Cloud, Utility, Distributed and Cluster computing

Cloud Computing

- Cloud computing is a computing paradigm shift where computing is moved away from personal computers or an individual application server to a "cloud" of computers. Users of the cloud only need to be concerned with the computing service being asked for, as the underlying details of how it is achieved are hidden. This method of distributed computing is done through pooling all computer resources together and being managed by software rather than a human.
- The services being requested of a cloud are not limited to using web applications, but can also be IT management tasks such as requesting of systems, a software stack or a specific web appliance.

Grid Computing

- Multiple independent computing clusters which act like a "grid" because they are composed of resource nodes not located within a single administrative domain. (formal)
- Offering online computation or storage as a metered commercial service, known as utility computing, computing on demand, or cloud computing.
- The creation of a "virtual supercomputer" by using spare computing resources within an organization.

Utility Computing

- Conventional Internet hosting services have the capability to quickly arrange for the rental of individual servers, for example to provision a bank of web servers to accommodate a sudden surge in traffic to a web site.
- "Utility computing" usually envisions some form of virtualization so that the amount of storage or computing power available is considerably larger than that of a single time-sharing computer. Multiple servers are used on the "back end" to make this possible. These might be a dedicated computer cluster specifically built for the purpose of being rented out, or even an under-utilized supercomputer. The technique of running a single calculation on multiple computers is known as distributed computing.

Distributed Computing

- A method of computer processing in which different parts of a program are run simultaneously on two or more computers that are communicating with each other over a network. Distributed

computing is a type of segmented or parallel computing, but the latter term is most commonly used to refer to processing in which different parts of a program run simultaneously on two or more processors that are part of the same computer. While both types of processing require that a program be segmented—divided into sections that can run simultaneously, distributed computing also requires that the division of the program take into account the different environments on which the different sections of the program will be running. For example, two computers are likely to have different file systems and different hardware components.

Cluster Computing

- A **computer cluster** is a group of linked computers, working together closely so that in many respects they form a single computer. The components of a cluster are commonly, but not always, connected to each other through fast local area networks. Clusters are usually deployed to improve performance and/or availability over that provided by a single computer, while typically being much more cost-effective than single computers of comparable speed or availability.