

# Alternative Aspects of Cloud and Utility Computing

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# Overview

## ◆ Metacomputing research

- Software systems for heterogeneous concurrent computing
  - ◆ PVM, IceT, H2O, Harness ...
- Focus on resource and communications management
  - ◆ Customize (condition) resource according to application needs
  - ◆ Support multiple (selectable) communication frameworks
  - ◆ Base programming model, but enable deploying others

## ◆ Current project: Unibus

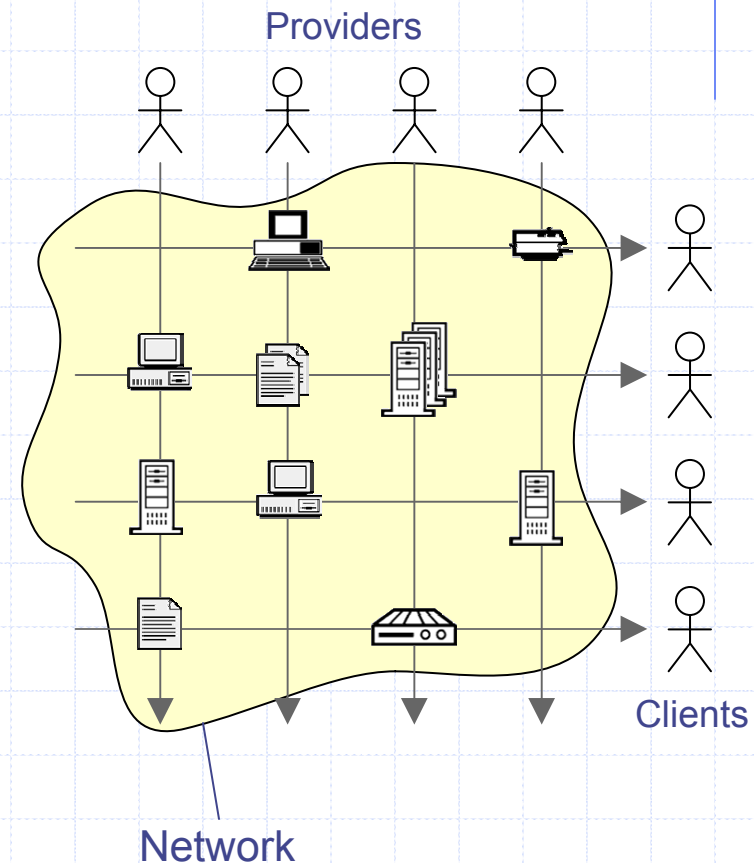
- Lightweight, self-organizing framework for metacomputing
- Relationship to Grid/Cloud/Utility computing
  - ◆ Resource sharing and aggregation to create a coherent concurrent computing environment

# Unibus Goals

- ◆ Key requirements/functionality
  - Aggregation and sharing of diverse resources
    - ◆ Make compatible or unify to the extent possible/required
  - Customizing resources as needed
    - ◆ Deploy most suitable (concurrent) computing environment
- ◆ Additional self-organizing properties
  - Adaptivity and resilience via dynamic resource management
  - Reduced/localized global state
    - ◆ Provider-provider, provider-client
- ◆ Central idea
  - Client side overlay and virtualization for aggregation and unification

# Resource Sharing Abstraction

- ◆ Providers own resources
- ◆ *Independently* make them available over the network
- ◆ Clients discover, locate, and utilize resources
- ◆ Resource sharing occurs between single provider and single client
  - Relationships may be tailored as appropriate
  - Including identity formats, resource allocation, compensation agreements
- ◆ Clients can themselves be providers
  - Cascading pairwise relationships may be formed



# Unibus Approach

## ◆ Coherence and Unification

- Device driver model: device = remote resource
- Driver + handle (e.g. vnode) = access daemon + mediator
- Interfaces suited to device (resource) class

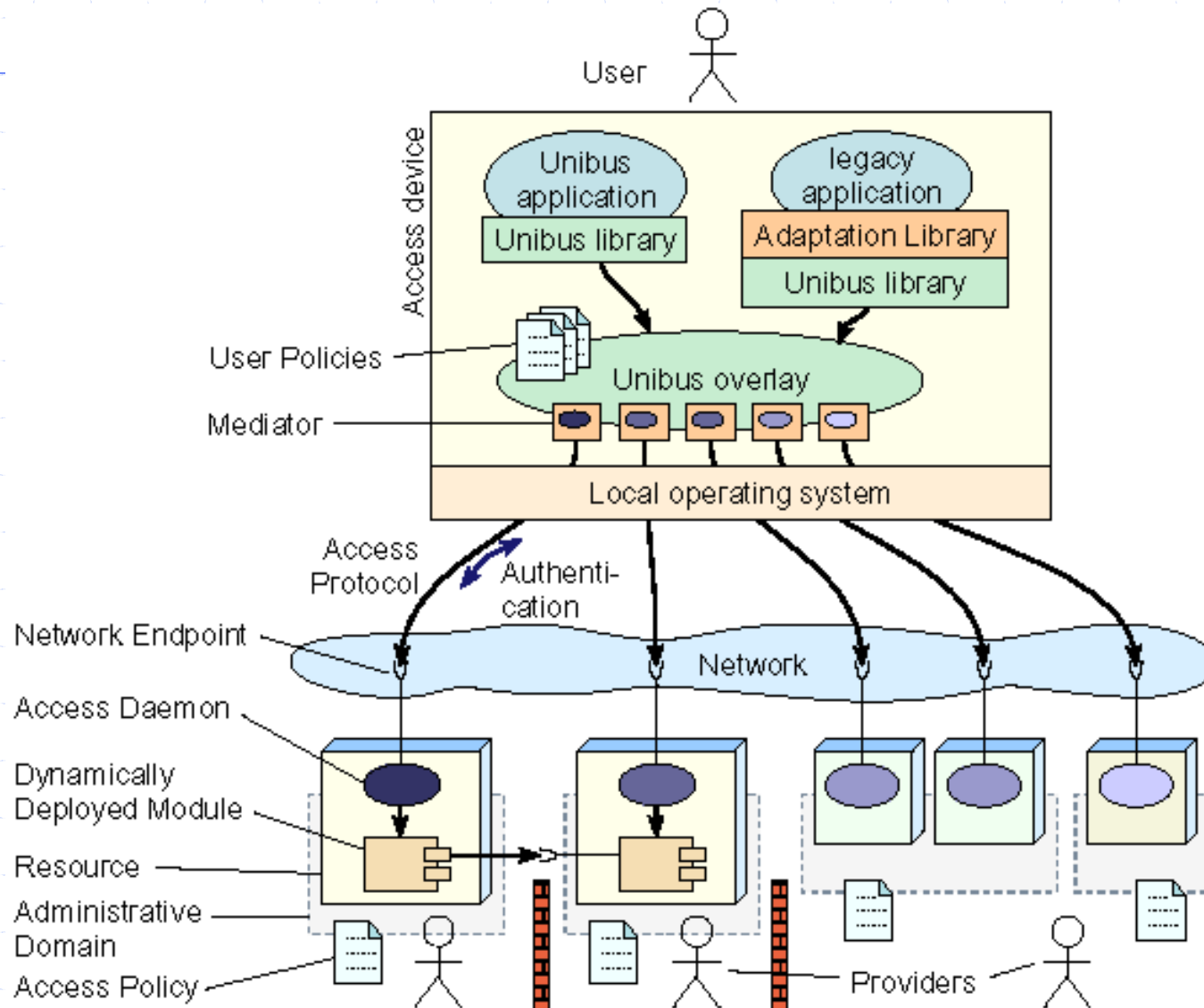
## ◆ Adaptivity and Dynamism

- Plug-and-play (event) model
- Dynamic environment preconditioning
  - ◆ Similar to loading drivers / mounting filesystem

## ◆ Reducing global state

- *Client*-side overlay, virtualizing resources via proxies
- Similar devices grouped together at *interface* side
  - ◆ No coordination necessary at remote end

# Unibus Model



# A Basic Implementation: ZF-MPI

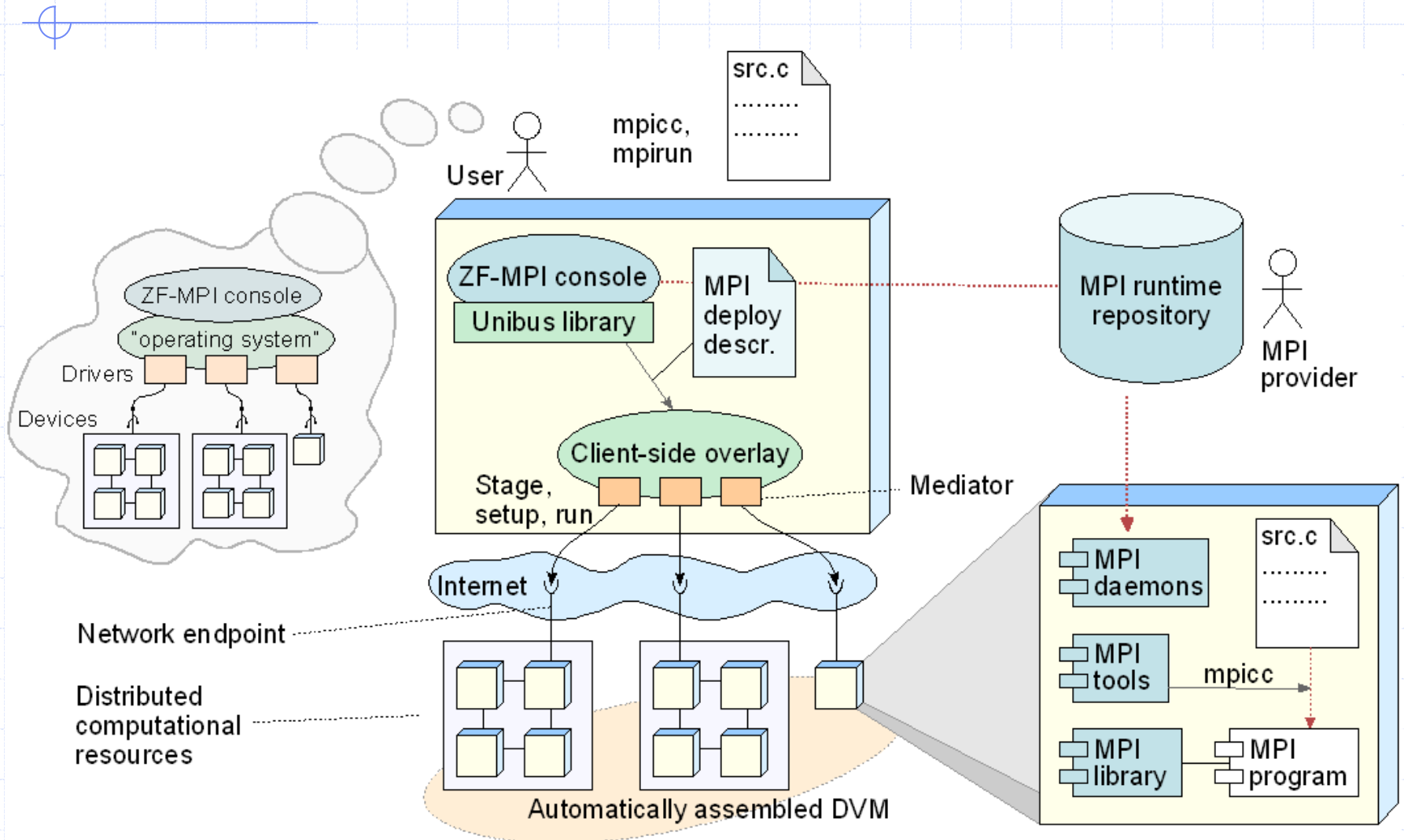
## ◆ ZF-MPI Console

- Virtual machine assembly
- Data synchronization
- Compile and build (// execution of remote shell commands)
- Application launch

```
1 zf-mpi> add ft_mpi user1-sun@{lab6a,lab6b,lab6c,lab6d,compute}
2 zf-mpi> add ft_mpi user2-linux@{wembley,gobo,emily,sprocket}
3 zf-mpi> ft_mpi setNS compute //nameserver host
4 zf-mpi> ft_mpi add ALL
5 zf-mpi> ft mpi console conf
6 zf-mpi> sync ~/NPB3.2.1/NPB3.2-MPI ~/zf-mpi/
7 zf-mpi> cd ~/zf-mpi/NPB3.2-MPI
8 zf-mpi> make bt NPROCS=8 CLASS=B
9 zf-mpi> mv bin/bt.B.8 $SHARNESS BIN DIR/$SHARNESS ARCH/
10 zf-mpi> ft mpi ftmpirun compute -np 8 -o bt.B.8 > log
11 zf-mpi> cat log | grep "Time in seconds"
12 zf-mpi> ft_mpi console haltall
```

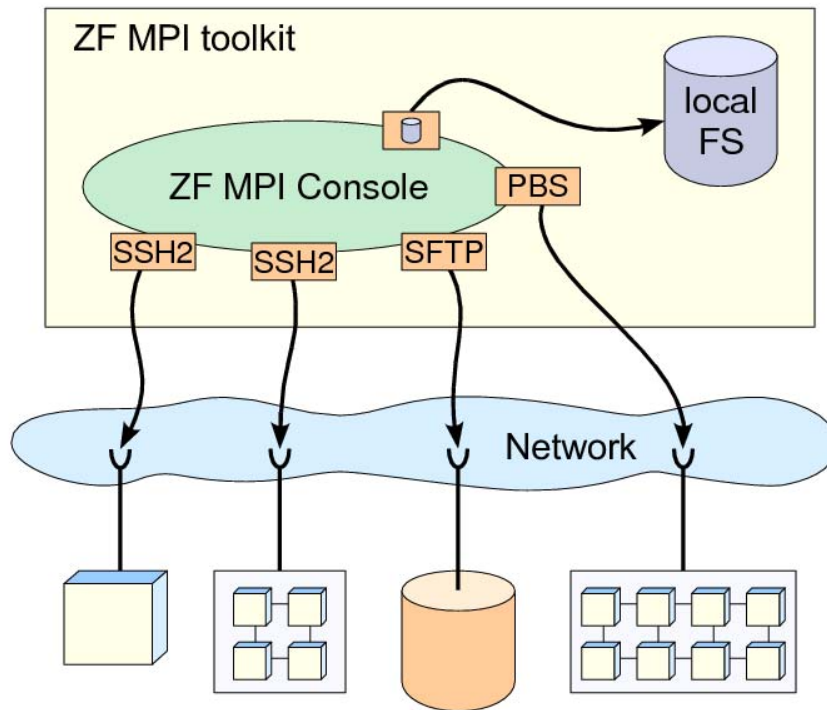
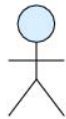


# Dynamic Conditioning

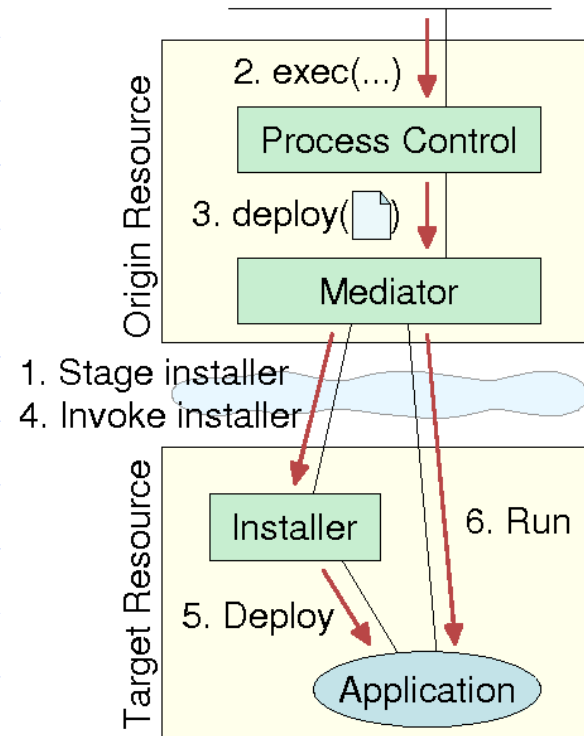


# Generalizing Automated Deployment

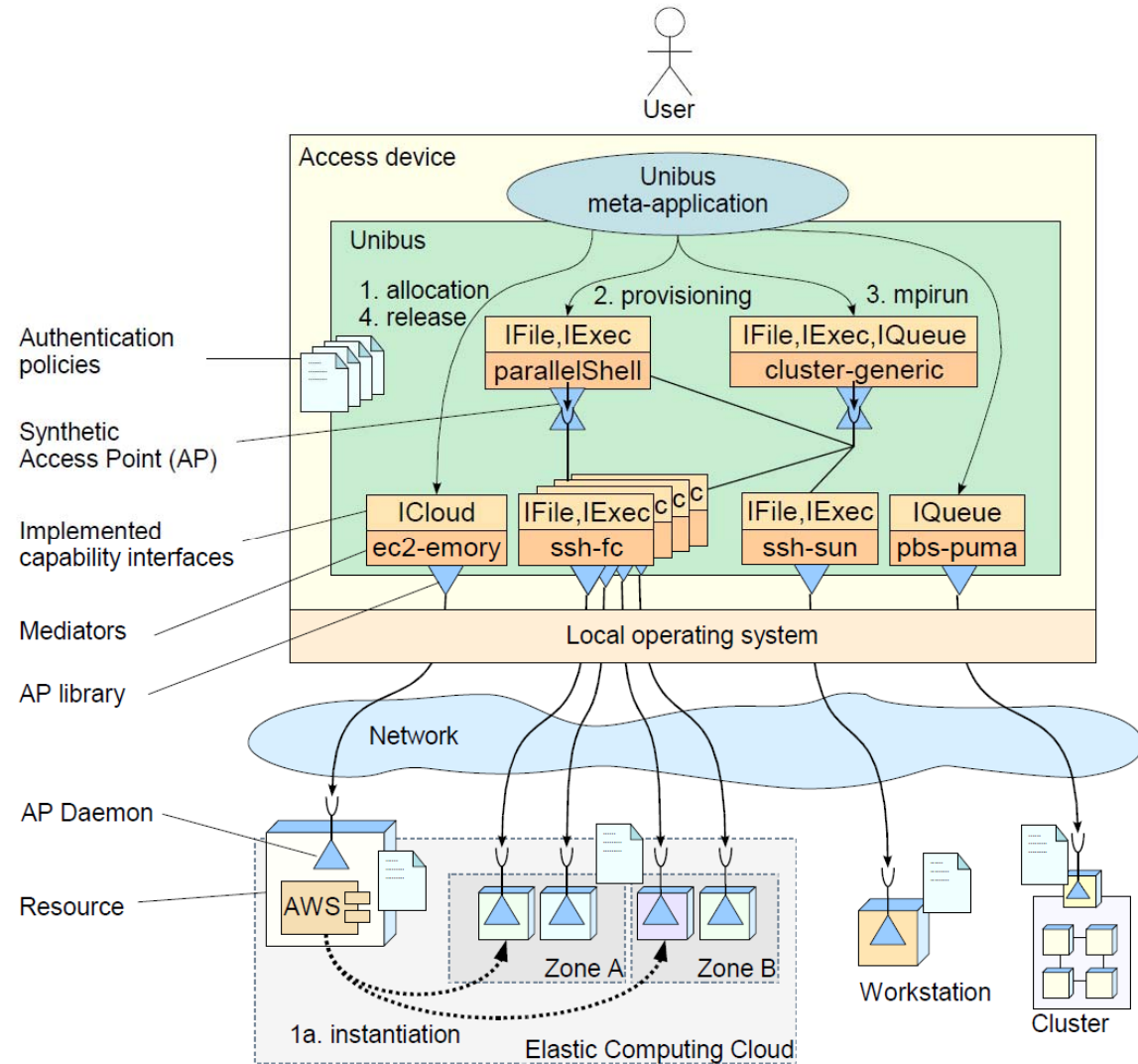
Client side



Provider side



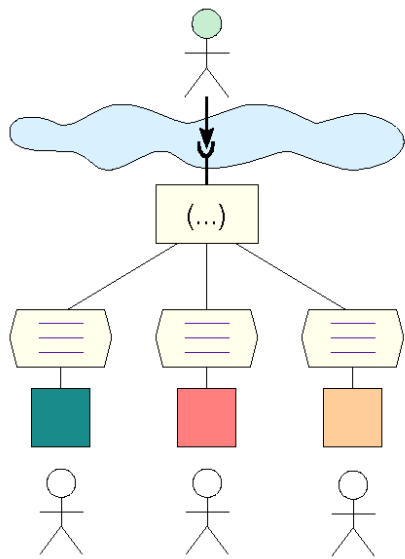
# Unification and Aggregation



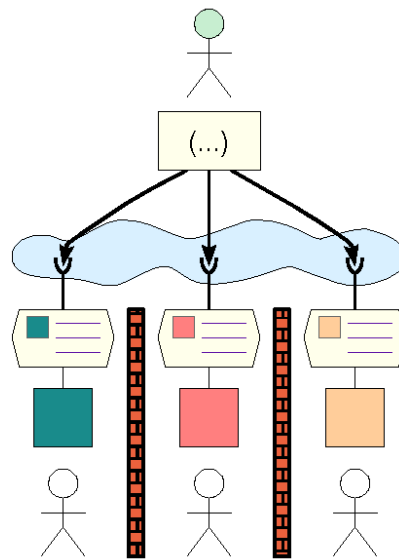
# Summary

## ◆ Client-side virtualization and aggregation

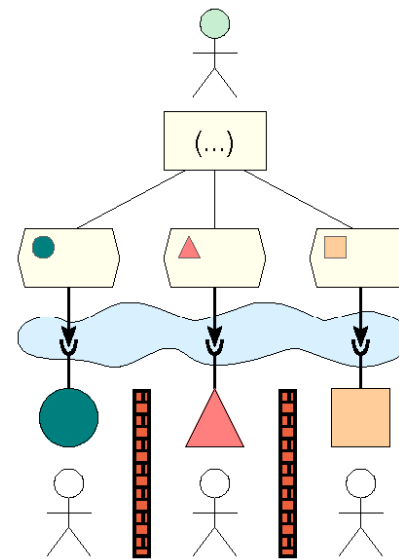
- Complete freedom and flexibility for providers
- Dynamic conditioning & unification -> effective shared access to remote heterogeneous multidomain resources



(a) Virtual Organization Model



(b) Public Infrastructure Model



(c) Proposed Client-Side Overlay Model

