

Abstract - Cloud computing is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications, and services) that can be rapidly provisioned and released with minimal management effort. Cloud computing is characterized by shared pools of configurable resources that are dynamically assigned and reconfigured according to user requirements. This paper discusses the challenges and opportunities of cloud computing in the context of virtualization and distributed computing. It also presents a survey of current research in cloud computing and discusses the future directions of this research.

Keywords: Virtual Server, Distributed, Resource, Virtual Machine, Lease.

1 Introduction

Cloud computing is a model for enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources (e.g., networks, servers, storage, applications, and services) that can be rapidly provisioned and released with minimal management effort. Cloud computing is characterized by shared pools of configurable resources that are dynamically assigned and reconfigured according to user requirements. This paper discusses the challenges and opportunities of cloud computing in the context of virtualization and distributed computing. It also presents a survey of current research in cloud computing and discusses the future directions of this research.

7KLYSDSHULV-RUDQJHGDMFOCRZV-@FWLRQ~CHMUEHV-WKH-XCCHLQIQ
 HRSXWDMRQDO-RGHD-DQG-SURECH-CHLQWLRQ-@FWLRQ~SUFHQW-WKH-SURSRVHG
 DORLWKP-DQGLWV-FRULFWQHVV-SURR-@FWLRQ-HQYLURHQW-DQG-CHHWDU-VWZDUH
 GRHV-WKH-SHURUDQH-HDQOMLV-@FWLRQ~WKH-UHMWVLRP-RXLDVHMVHQW-@FWLRQ~
 RQFOXCHV-

2 System model and problem definition

Q-WKLY-VFWLRQ-ZHZCO-VXEDUJH-WKH-HRQH-SWV-R-GLVWLEXWHG-UHMRXUHV-VSSQ
 RU-YLUXWDO-VLUMHU-VWHP->~~~~~@

2.1 Resource model

7KLY-ZUN-FRXVH-FRQ-CHDMQHRSXWDMRQDO-UHMRXUHV-LRFD-ZWK-D-MQCH
 DGHQWLDWLYHGRDQ-RU-MVH-7KH-VHW-R-CHMDECHRSXWLV-RU-QRCHV-IQD-MVHVLV
 CHQRWVG-3-DK-QRCH-3-KDV-CHMDECH-UHMRXUHV-DQG-DWWWULEXWHV-HDMDECH
 UHMRXUHV-ZWKLQ-D-QRCH-HDQ-H-DORRDMHG-WR-RQH-RU-FRUL-CHDMV-XS-WR-D-HLXP
 HSDJLV-DQG-HDLQOXGH-SURHVRUV-HHRU-GLN-VSDH-CHWZRUNEDQZLGWK-HMF-
 7KH-VHW-R-WKH-VSHV-R-OHDVBOH-UHVRXUHV-LQ-D-VLWHLV-CHQRWVG-G₁-G_r-
 HHRU-GLN-7KH-VHW-R-VSHV-R-DWWWULEXWHV-LQ-D-VLWHLV-CHQRWVG-G₁
 H-HG₁-DUK-YIP-
 ~~~~GRH-GLVEXVLRQV-LQ-WKH-RORZIQ-VFWLRQ-ZCO-DVXHD-VLWH-ZLWK  
 ~~~~~KRRHQHRXV-UHMRXUHV-VXK-WKDW-HYHU-QRCH-KDV-S-SURHVRUV-P0%-R-HHRU-G  
 ~~~~~R-GLN-VSDH-H-0%-R-H-QRCH-HDQZLGWK-DQG-R-0%-R-H-RXWRLQH-HDQZLGWK-  
 177711117KMMH-BASHLQGNRORZV-G<sub>1</sub>NURHHENGLNIIHMLQ-QHMRXWE

**2.2 Lease**

\$CHMHLV-D-CHRWDMHG-DQGUHQHRMDECHDUHHQW-HMZHQD-UHMRXUHV  
 SURYCHU-DQGD-UHMRXUHV-HRQVXHU-ZKHU-WKH-RULHU-DUHHV-WR-EDNH-D-VHW-R  
 UHMRXUHV-DYDLODECH-WR-WKH-CDWWHU-EDMGHQD-VHW-R-CHDMHLPV-SUFHQW-HGE-WKH  
 UHMRXUHV-HRQVXHU-  
 7KH-CHMHLV-HRQVXHU-QRSDV-WKH-KDUGZHU-UHMRXUHV-UHXLHG-E-WKH-UHMRXUHV  
 HRQVXHU-VXKDV-83-HHRU-DQG-CHWZRUNEDQZLGWK-D-VWZDUH-HQYLURHQW  
 UHXLHG-RQWKH-CHMHLV-UHMRXUHV-DQGDQDYLQD-HQWVSHURCXLQZKHU-WKH-UHMRXUHV  
 KDCZHUHQ-VWZDUH-UHMRXUHV-VXWVHDMDECH-

**3 The proposed algorithm for distributing virtual servers**

Q-GLVWLEXWLRQ-RQSKMEDOQRCHV-DWD-VSHIF-WLH- R-CHWHLIQ-WKH  
 GLVWLEXWLRQHEDHGLVHV-REDO9) VREDCHMHRQ SKMEDOQRCHV-DW-UHXLHG-WLHV-  
 VWDMQLD-WLH-VW-DQGD-WMLQG-VHRQV-WKH-HLUW-DORLWKP-ZCO-DUDQH-WKH-SKMEDO  
 QRCHV-HRUCIQ-WR-WKH-RORZIQ-FULWLD-  
 6WFS--JLWV-SURLWLJH-WKH-SKMEDOQRCHV-WKDW-KDV-WKH-CHDW-CHMHRUQQIQDW  
 WLHAW-

Step 2: If the criteria of (1) are equal for some nodes, compare the number of free resources at time  $t$  of these nodes.

Step 3: Finally, prioritize the nodes with most stable free resources.

*Algorithm 1 Greedy mapping without preemption*

*Input:* A lease  $l$ , time  $t$ , a duration  $d$   
*Output:* A mapping, if one can be found,  $nodes[l] \rightarrow P$  starting at time  $t$  and ending at  $t+d$ .

```
map ← empty dictionary
P' ← sort(P) {Sorted based on aforementioned
method} cur_node ← First Node in nodes[l]

For  $\forall p \in P$  do
  While not p_done do
    if cur_node can distribute to p from t to t+d then
      map[cur_node] ← p
      cur_node ← next Node in nodes[l]
    else
      p_done ← false
    end if
  end while.
end for
```

```
if  $\forall p \in nodes[l]$  is distributed then
  return map
else
```

```
  return  $\emptyset$ 
end if
End.
```

When the nodes has been sorted, the model uses a greedy algorithm to distribute all VM's.

Aforementioned algorithm has the ability to distribute multiple VM's on the same node. With this research aiming to provide efficient distribution of resources, we propose next technique in distributed environments. In this case, the algorithm tries to distribute as many VM's as possible on multiple physical nodes.

#### **Algorithm 2 proposed for distributed environments**

When a lease ( $l$ ) requests resources to create a virtual machine VM (including software, data operating systems, etc.) of any Data Center  $DC_i$ .

1. If  $DC_i$  already has VM then  $l_k$  already has resources, no deadlock detects and algorithm ends.
2. Else, if  $DC_i$  does not have VM but  $l$  has been issued for transaction  $l_j$  then send message  $l_j$  block  $l_k$  for  $DC(l_j)$  and  $DC(l_k)$ . The message content is  $(l_j, l_k)$ .

When any  $DC_i$  received a notification message for blocked pair  $(l_j, l_k)$  then:

3. If  $DC=DC(l_k)$  then add  $l_j$  to set  $P(DC)$  if  $l_j$  does not belong to  $T(DC)$ .
4. If  $P(DC) \cap T(DC) = \{j\}$  then deadlock detection succeeds and algorithm ends..
5. Else, send message  $(l_j, l')$  for all servers  $DC(l')$ , with each  $l'$  being a member of set  $B(S)$ .
6. Else if  $DC \neq DC(l_k)$  then add  $l_k$  to  $T(DC)$ .

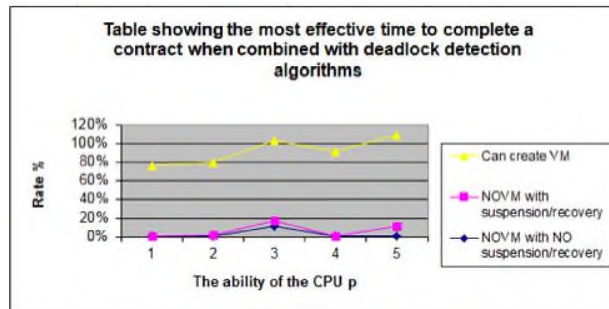
From the above algorithm, it can be concluded that the proposed solution computational complexity is  $O(N)$ , with  $N$  being the total number of sites in the system.

#### 4 The results from our assessment

This section presents the results to the simulation experiments on simulated scheduling software Haizea.

**Table 1.** showing the most effective time to complete a contract when combined with deadlock detection algorithms

| The ability of the CPU p         | 10%    | 20%    | 30%    | 40%    | 50%   |        |
|----------------------------------|--------|--------|--------|--------|-------|--------|
| NOVM with NO suspension/recovery | 0,15%  |        | 0,37%  | 10,71% | 0,15% | 0,37%  |
| NOVM with suspension/recovery    | 0,46%  |        | 1,26%  | 6,09%  | 0,46% | 11,26% |
| Can create VM                    | 75,46% | 77,40% | 85,99% | 90%    |       | 97,40% |



**Fig. 1.** Graph showing lease contract completion time for each CPU capability in distributed environments, using deadlock detection algorithm.

Through chart 1, by applying scheduling using greedy algorithm combined with deadlock detection algorithm to the requirement to provide resources for 10 lease contracts (given the condition that the ability of CPU is pre-determined), we found that the success rate to create VM is very high with the CPU's ability at 50%. As for

CPU's ability at 10% and 20%, the success creation is also higher than that of failed creation.

## 5 Conclusion

In the context of this paper, we are interested primarily in the criteria of readiness, because it affects the most to preparing costs. The use of virtualization technology has great potential to meet the requirements of complex computing systems.

Two algorithms proposed in this research on providing efficient resources for virtual workspaces can grow up by utilizing the above advantages. Security problems, isolation, and the ability to adjust resources can impact positively on the standard of environmental quality by ensuring sufficient workspace resources (CPU, RAM, etc.) to support execution. Independence ability also improves the standard of resources openness, expanding pool of physical resources to run certain workspaces.

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