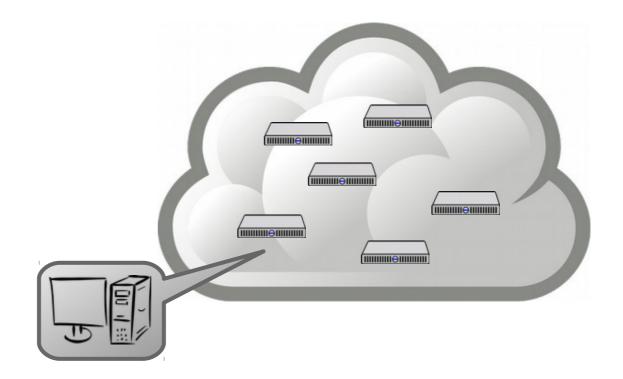
CS 470 Spring 2018

Mike Lam, Professor



Virtualization and Cloud Computing

Content taken from the following:

A. Silberschatz, P. B. Galvin, and G. Gagne. "*Operating System Concepts, 9th Edition*" (Chapter 16) Various online sources

Problem

- Distributed systems are now ubiquitous
 - It's hard to provide any software service at a modern scale from a single server
 - (Although if you can, you SHOULD!)
 - Most companies don't need or want to manage their own hardware
 - High up-front costs, security vulnerabilities, etc.

Problem

- Distributed systems are now ubiquitous
 - It's hard to provide any software service at a modern scale from a single server
 - (Although if you can, you SHOULD!)
 - Most companies don't need or want to manage their own hardware
 - High up-front costs, security vulnerabilities, etc.
 - Solution: abstraction!
 - In particular, abstracting away the hardware
 - Sometimes software too
 - Usually referred to as virtualization

Virtualization

- Virtual environment: abstract machine (guest) implemented on top of a physical machine (host)
 - Requires some kind of interpretation layer
- Various goals
 - Emulation: run programs designed for one architecture on another
 - Isolation: run programs in a sandbox
 - Scalability: spawn/destroy instances dynamically
 - Automation: reduce tedium and mistakes during deployment
 - Reproducibility: suspend/resume snapshots or configurations

Virtualization

- Various levels
 - Circuits / CPU (microcode emulating machine code)
 - Storage (e.g., RAID)
 - Networks (e.g., NAT or overlays)
 - Runtime environment (e.g., Java VM or Microsoft .NET)
 - Full desktops (e.g., QEMU, VMware or VirtualBox)
 - Operating system (e.g., Docker)

		Java Java Program Program			Арр	Арр	Арр Арр			Virtual Machine		Virtual Machine	;	
	Machine Code		Java Virtual Machine				cker ainer	Docker Container			Virtual		alBox	
	Interpreter		Host OS			Host OS				Host OS		t OS		
	Hardware		Hardware			Hardware			Hardware		ware			

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Hypervisors

- Native hypervisors ("type 1")
 - Run directly on the host's hardware in kernel mode
 - Sometimes as part of a general-purpose OS
 - Examples: VMware ESX, Microsoft Hyper-V, Oracle VM Server, Xen
- Hosted hypervisors ("type 2")
 - Runs as a process inside the host OS
 - Often hardware-accelerated (e.g., Intel VT-x or AMD-V)
 - Examples: VMware Workstation, VirtualBox, QEMU
 - Sometimes referred to as an emulator if it virtualizes an entirely different architecture
 - Example: Project 4 in CS 261 is a Y86-64 emulator for x86-64

Windows: 3.1, 95, and 10 on 8.1

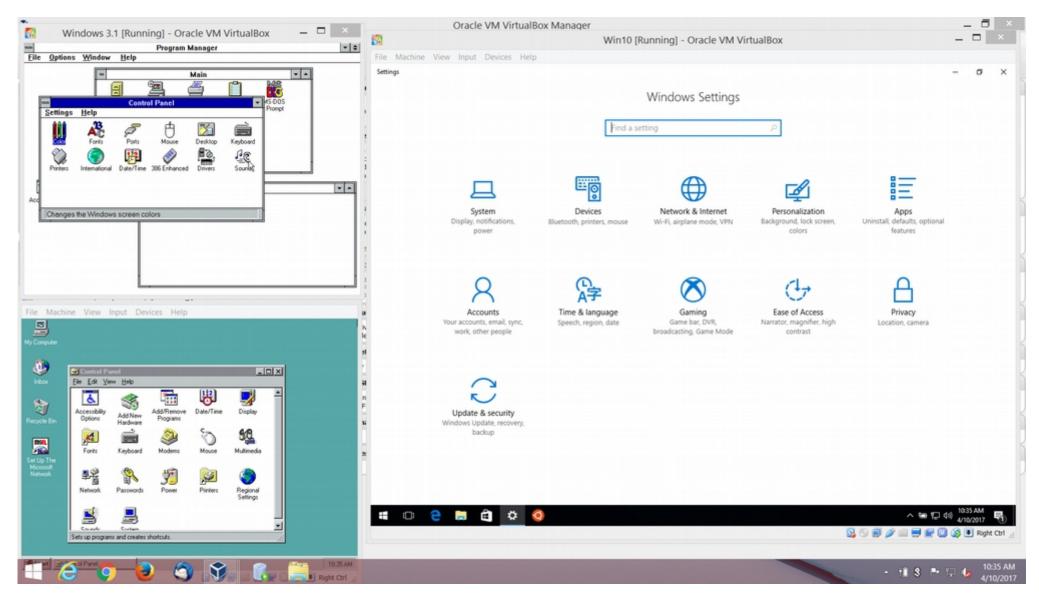


Image courtesy of Mike Ripley (JMU Infrastructure and Database Support)

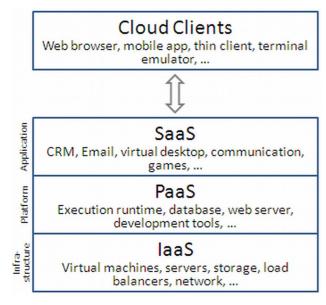
OS-level virtualization

- Container: isolated user space for a program and its dependencies
 - Multiple user spaces implemented at the kernel level
 - Alternative viewpoints
 - Virtual memory extended to files and libraries
 - Sandboxed, lightweight, app-specific VMs that run natively (no guest OS)
 - "Packages" for a single program's file system
 - Portable: code in the container will run the same everywhere
 - Performant: minimal overhead vs. running natively
 - Examples: chroot, FreeBSD jail, Docker

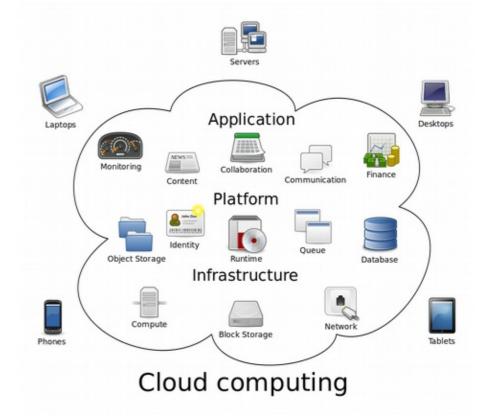


Cloud computing

- Infrastructure-as-a-service (laaS)
 - Cloud provider owns the hardware (servers and NAS)
 - Clients provide virtual software images (VMware, Docker, etc.)
 - Inherent scalability (including dynamic provisioning) and fault-tolerance
 - Amazon EC2, Google Cloud, Microsoft Azure, Rackspace



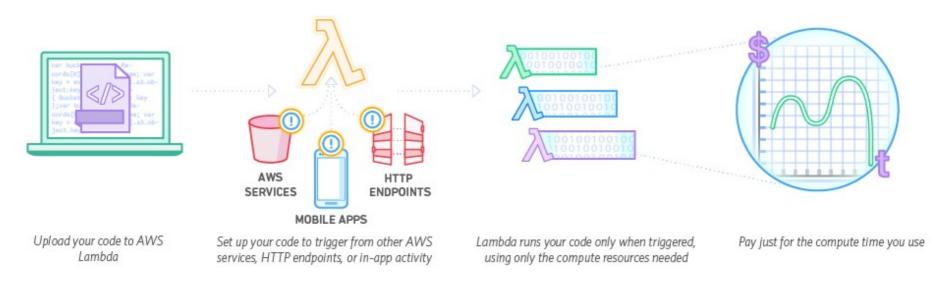
 $from \ \texttt{https://en.wikipedia.org/wiki/Cloud_computing}$



Serverless computing

Serverless computing

- Pay for compute time, not a particular host or VM
- FaaS: Function as a Service (another layer of abstraction!)
- There's still a server, but the user doesn't interact with it directly
- Code must be written using a supported language



Cloud engineering

- Emerging/developing field
 - Combines computer system engineering (EE), software engineering (CS), and computer information systems (business)
 - Focus on IaaS/PaaS/SaaS/FaaS applications
 - Often with a "big data" focus
 - Goals: performance, scalability, security, reliability
 - Challenge: integrating multiple solutions and layers
 - First IEEE International Conference on Cloud Engineering (IC2E) in March 2013

Thursday

- Cloud computing exercise
- Sign up for AWS account and apply for Educate credits:
 - http://aws.amazon.com/
 - https://aws.amazon.com/education/awseducate/