Abstractions for Clouds

Daniel S. Katz (dsk@ci.uchicago.edu)
Senior Fellow, Computation Institute (University of Chicago & Argonne National Laboratory)
Associate Faculty, Center for Computation & Technology, Louisiana State University
Adjunct Associate Professor, Electrical and Computer Engineering, LSU
My experience (in brief)

- Thought about a EE-CS double major at Northwestern – took all but 3 CS classes – learned Unix, C
- Wrote parallel (message passing) electromagnetics code in 1987, on 16 node Intel 286 hypercube (iPSC/d4) (w/ 2 types of message passing, host-node and node-node), learned Fortran as a by-product
- Then (~1990-93) worked at Cray as an intern
  - Parallelism was vector processing, and up to 8 processors simultaneously working on shared memory; learned about performance and optimization
- Then (~1993) worked at JPL for Cray on T3D/E
  - MPI was standardized, really learned message passing
- At JPL (~2000), worked on grid computing (NASA IPG) applications, learned distributed computing
  - ... Worked on spaceborne systems, learned more about fault tolerance
- Clouds
  - Worked on at LSU and U Chicago, funded projects at NSF
Clouds

- Thesis
  - Clouds are somewhere between parallel (cluster) and distributed systems (grid)

- Want to
  - Develop applications, deploy and execute applications

- While optimizing
  - Human effort, application (and system) performance

- Applications are data intensive, distributed, dynamic (D3)
  - All cloud applications aren’t D3, but these are the most general

- Platforms are heterogeneous, distributed, not reliable
  - All platforms don’t have all these characteristics, but these platforms are the most general
Issues

- **Development**
  - Expressing affinity (compute to resources, compute to data, data to resources, data to compute, data to data, compute to compute, resources to resources, etc.)

- **Performance**
  - Mapping compute and data components of application to resources
  - Respecting affinity
  - Responding to resource utilization (compute, storage, network)
  - Fault tolerance & spatial/temporal redundancy

- **Challenge**
  - How to think about clouds?
  - What are the right abstractions?
Abstractions Challenge

• Role of cloud abstractions
  – Encapsulate application characteristics &
  – Encapsulate platform characteristics
  – to:
    o Decrease development effort
    o Increase performance ye support flexibility
    o Distinguish education from training

• How do we abstract the set of distributed systems to allow this?
• What middleware and tools are needed?
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