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DESIGNING RELIABILITY AND ENERGY EFFICIENT SOLUTION FOR LARGE SCALE NETWORKS

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ABSTRACT

Technology and its limitation is today's world one of the best tool to make a sense of re-search which is the green field in the Information Technology or we call automation industry. If we look forward to the best of the Industrial world where Technology is the use of Information technology organization especially service based organization, provides a solution telling so and so high approaches. But we know the crackers and hackers may be ethical or any other which in this paper we have given the cryptographic acknowledgement based solution generated randomly for the mobile cloud; leads to the Data centers where Data is crucial. Cloud Infrastructure which needs to be optimized for the fault tolerant and performance evaluation is the measure metrics in the current trend of the IT Industry. Hence; in the context we have pulled the concept of the Pick time and load the data center with its alternative to the geographical location in the map reduce programming approach leads to the attriculative best solution for the mobile based cloud data.

KEYWORDS: Cloud computing, virtualization, performance evaluation, fault-tolerance, metrics/measurement, Mobile computing, cloud computing, mobile cloud, energy-efficient computing, resource management.

INTRODUCTION

The web has made it easy to provide and consume content of any form. Building a web page, starting a blog, and making them both searchable for the public have become a commodity. Nonetheless, providing an own web application/web service still requires a lot of effort. One of the most crucial problems is the cost to operate a service with ideally availability and acceptable latency. In order to run a large-scale service like YouTube, several data centers around the world are needed. Running a service becomes particularly challenging and expensive if the service is successful: Success on the web can kill! In order to overcome these issues, utility computing (a.k.a., cloud computing) has been proposed as a new way to operate services on the internet. Some techniques tradeoff between the consistency and response times of a write request. The earliest experiments with virtualization date back to 1960s, when IBM built VM/370 and operating system that gives the illusion of multiple independent machines. VM/370 is built for System/370 mainframe computers built by IBM, and the virtualization features are used to maintain backward compatibility with the instruction set in System/360 mainframes.

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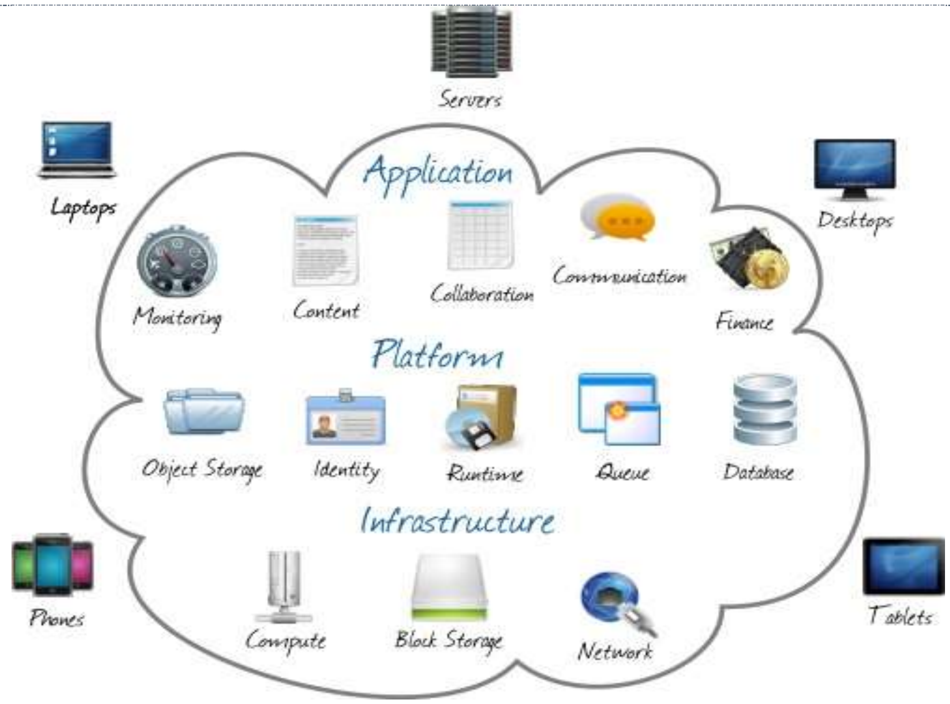

Fig.1.1. Illustration of the Cloud Network

The authors in develop models for transactional databases with eventual consistency, in which an updated data item becomes consistent eventually. Virtualization refers to many different concepts in computer science, and is often used to describe many types of abstractions. In this work, we are primarily concerned with Platform Virtualization, which separates an operating system from the underlying hardware resources. Virtual Machine (VM) refers to the abstracted machine that gives the illusion of "real machine".

RELATED WORK

Virtualization Proportional share schedulers allow reserving CPU capacity for applications. While these can enforce the desired CPU shares, our controller also dynamically adjusts these share values based on application-level metrics. It is similar to the feedback controller in that allocates CPU to threads based on an estimate of each thread's progress, but our controller operates at a much higher layer based on end-to-end application performance that spans multiple tiers in a given application. In the past few years, there has been a great amount of research in improving scheduling in virtualization mechanisms. . The cap allows one to set a hard limit on the amount of CPU used by a VM. The share knob is expected to be used for proportional sharing. However, in our practice we found out those using caps as the single knob for enforcing proportions works better than trying to use both knobs together.

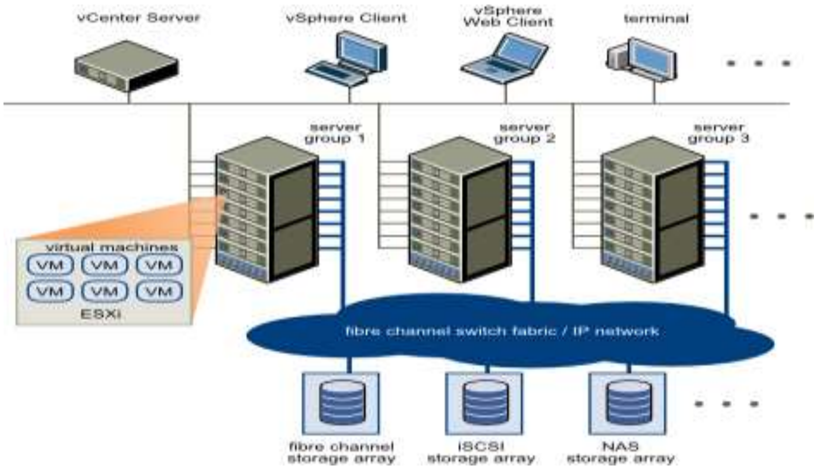

Fig.2.1. Datacenter w.r.t. VM of Mobile Cloud

Virtualization technologies including VMware and, offer proportional share schedulers for CPU in the hypervisor layer that can be used to set the allocation for a particular VM. However, these schedulers only provide mechanisms for controlling resources. One also has to provide the right parameters to the schedulers in order to achieve desired application-level goals. For example CPU credit scheduler provides two knobs: cap and share. . The memory ballooning supported in VMware provides a way of controlling the memory required by a VM. However, the ballooning algorithm does not know about application goals or multiple tiers, and only uses the memory pressure as seen by the operating system. We have done preliminary work in controlling CPU and memory together with other researchers. In many consolidation scenarios, memory is the limiting factor in achieving high consolidation.

METHODOLOGY

Virtualization design a two-layer, multi-input, multi-output controller to automatically allocate multiple types of resources to enterprise applications to achieve their SLOs. The first layer consists of a set of application controllers that automatically determine the amount of resources necessary to achieve individual application SLOs, using the estimated models and a feedback-based approach. The second layer is comprised of a set of node controllers that detect resource bottlenecks on the shared nodes and properly allocate multiple types of resources to individual applications. Under overload, the node controllers provide service differentiation according to the priorities of individual applications. The applications can be isolated by running them in different virtual machine. Different virtualization technologies differing levels of performance isolation, but most of them offer safety, correctness and fault-tolerance isolation. Though many virtualization technologies can be used for isolation, we choose hypervisor-based virtualization. The reasoning for choosing this method is described though physical machine can offer isolation by running multiple applications in different physical machines, such scenario would waste great amount of resources. Similar to storage, knobs for network resources are not yet fully developed in virtualization environments. Our initial efforts in adding network resource control have failed, because of inaccuracies in network actuators. Since native network control is not fully implemented, we tried to use Linux's existing traffic controller to allocate network resources to VMs. We found that the network bandwidth setting in is not enforced correctly when heavy network workloads are run. For protecting data confidentiality, existing encryption techniques or data access control schemes can be utilized before the encoding process, which prevent the cloud server from prying into outsourced data. With respect to the data integrity, LTCS utilizes various cryptographic tags to resist the pollution attack during the data repair and retrieval procedures. LTCS is also secure against the replay attack which is presented in the network coding-based distributed storage system. To lunch the replay attack, the adversary first corrupts some storage servers and backups encoded packets stored in these servers. After several rounds of data repair, the adversary corrupts the same storage servers as before, and then substitutes new encoded packets with specific old packets. Since the verification tag only binds the storage server id and the packet id, not the freshness of the packet verifier generates the challenge message, which is normally random indexes of data blocks; some POS schemes associate these indexes with random values to be used in computing the proof. The verifier then sends the challenge message to the cloud provider. Most of these forms of communication are not archived and therefore difficult to investigate. Next, the nature of Open Source software communities is to be open and transparent.

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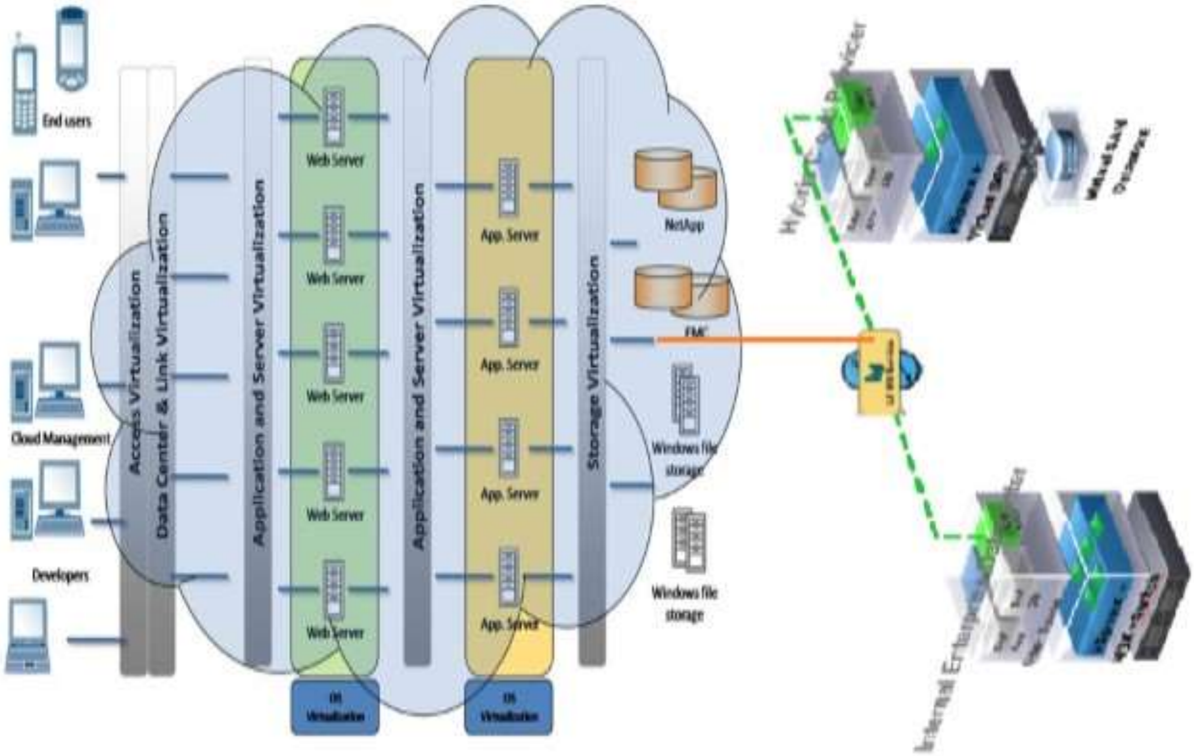

Fig.3.1. Architecture Flow Model of the VM Data center for Mobile Cloud

However, the theory we developed in this work is directly applicable to any number of resources. In order for each App Controller to decide how much resource is needed for the application to meet its performance target, it first needs to determine the quantitative and dynamic relationship between the application's resource allocation and its performance. Such a relationship is captured in the notion of "transfer function" in traditional control theory for modeling of physical systems. However, most computing systems, such as the one considered in this paper, cannot be represented by a single, linear transfer function (or model) because their behavior is often nonlinear and workload-dependent. We assume, however, that the behavior of the system can be approximately characterized locally by a linear model. We periodically re-estimate the model online based on real-time measurements of the relevant variables and metrics, allowing the model to adapt to different operating regimes and workload conditions.

Evaluation and Analysis

For traditional control systems, such models are often based on first principles. For mobile systems, although there is queuing theory that allows for analysis of aggregate statistical measures of quantities such as utilization and latency, it may not be fine-grained enough for run-time control over short time scales, and its assumption about the arrival process or service time distribution may not be met by certain applications and systems. Therefore, most prior work on applying control theory to computer systems employs an empirical and "black box" approach to system modeling by varying the inputs in the operating region and observing the corresponding outputs.

CONCLUSION AND FUTURE WORK

In this work, only fixed models were used to capture the input-output relationship in the steady state, which simplifies both the modeling process and the controller design. We explore the use of a dynamic model to capture more transient behavior of the system and use it as the basis for better controller design. All nodes in the data center are connected with a high speed network, so that sensor and actuation delays within Auto Control are small compared to the control interval. We also require accurate system sensors and actuators, and assume that the underlying system schedulers provide a rich enough interface to dynamically adjust resource shares for VMs.

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