



COMPUTERWORLD

SNIA<sup>®</sup>

**SNW**

April 12-15, 2010 | Rosen Shingle Creek Resort | Orlando, Florida



# A New Storage Model for the Cloud

Richard Lary  
Xiotech Corporation



# What's a Cloud

(other than a marketing term)?



- Next (maybe final) step towards treating computing as a Utility
  - Fungible compute & storage resources
  - Someone else owns the means of production – you rent capability
  - Make computing analogous to electricity, telephone, WAN
- Uniquely among Utilities, it contains persistent state (e.g. your data)!



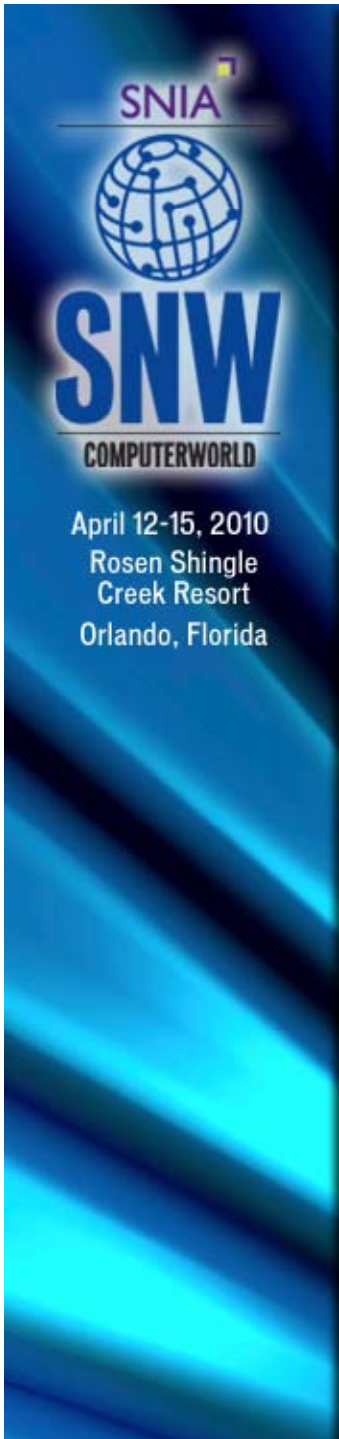
# Benefits of Clouds

- To the User:
  - No CapEx, maintenance, or admins
  - Pay only for what you use
  - No power, cooling, or footprint issues - just grow
- To the Cloud Provider:
  - Better control over utilization
  - Statistically predictable growth



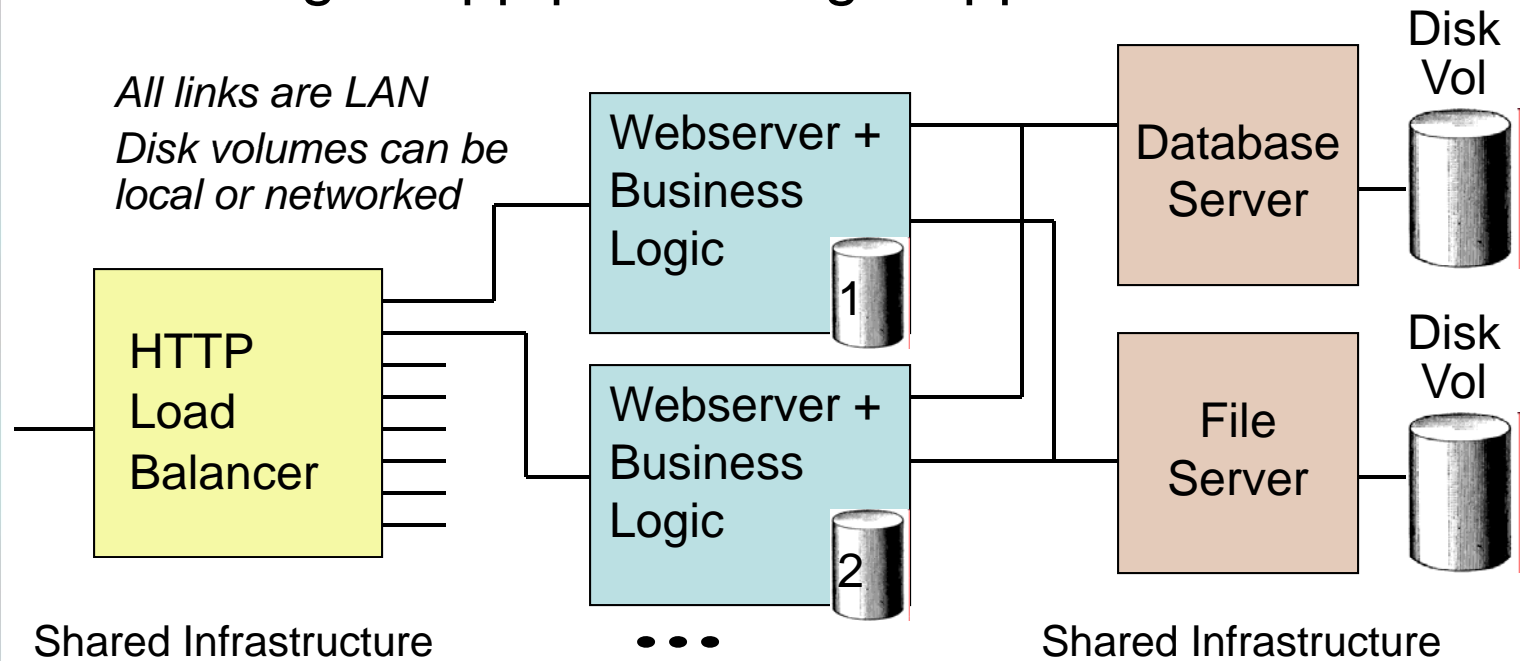
# Clouds = Virtual Everything

- Virtual servers host applications
  - Scalable application deployment
  - Auto-redeployment on server failure
  - Pay as you go (charge per MB-sec)
- Virtual storage servers hold data
  - Dynamic capacity, pay as you go
- Virtual networks connect the pieces
  - VLANs, FC switch zones, etc.



# Example App: Web site

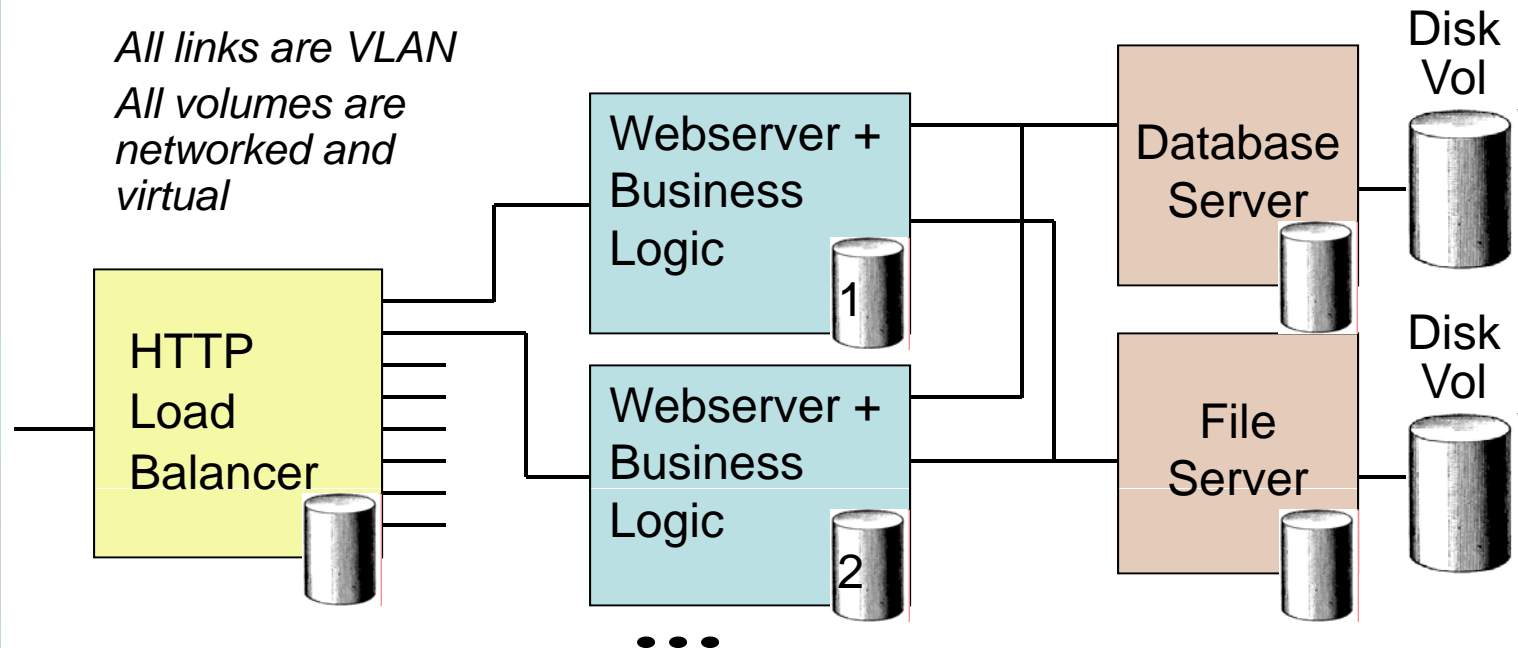
- An application is more than its business logic – it needs its own infrastructure as well
- External database and file servers allow scaling of app past a single app server





# Cloud Deployment of Example App

- For security and simplified management, all infrastructure becomes application-unique
- Each box represents a virtual machine with its own boot volume, instantiated just for this app





# Characteristics of Cloud

- Server utilization increases due to dynamic load balancing
- App components move around
  - Added / removed for scaling
  - Redeployed on server failure
- App-to-storage binding is dynamic
  - Boot volumes created on demand
  - App has “no fixed address”





# Storage in the Cloud

- All persistent storage provided by networked, virtualizing storage controllers
- VM boot volumes provided by clones or snapshots of master copy
  - Copied to server internal drive (if any) or shared on network
  - Controller must provide efficient snapshot/clone facility if boot volume shared



# Cloud Storage Implications

- Load on storage controller goes UP
  - Better server utilization -> more IO per server
  - Needs to handle boot volume I/O as well for diskless servers (e.g. blades)
- Disk volumes are more dynamic
  - Boot volumes created and destroyed as needed
  - Boot volume create times add to application startup time



# Cloud Management

- Cloud Manager controls all aspects of virtualization needed to deploy applications
  - Creates Guest VMs for components
  - Creates boot volumes from master, adding appropriate software images
  - Binds persistent storage to app
  - Creates VLAN to connect components
  - Monitors servers and their loads, moves/adds/deletes VMs as needed



# Cloud Mgmt Standards

- Open Cloud Computing Initiative (OCCI) from the Open Grid Foundation provides a standard way to create VMs and link resources to them
- Cloud Data Management Initiative (CDMI) from SNIA provides a standard way to create data volumes (containers) in a cloud.
- OCCI and CDMI interoperate – OCCI recognizes CDMI containers as resources and can link them to VMs.



# CDMI

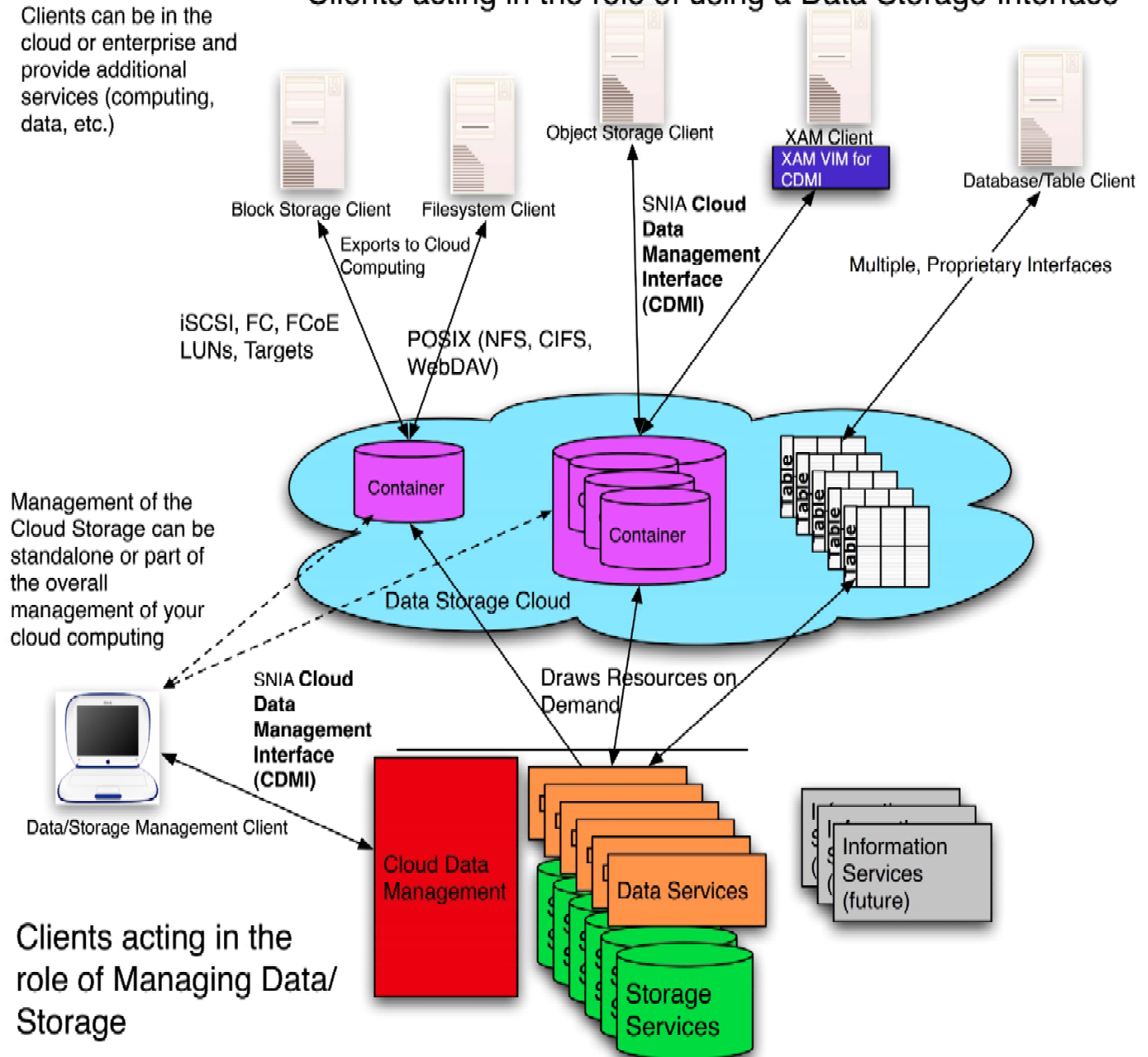
- Is a RESTful interface (as is OCCI)
- Defines classes of objects
  - Data Object: analogous to a file (but can be served with a block protocol)
  - Container: analogous to a directory (with inheritance of attributes)
  - Domain: specifies users & billing info
  - Queue: used for notifications, logs
  - Capability: permits associated operation on other objects

  
 COMPUTERWORLD
   
 April 12-15, 2010
   
 Rosen Shingle Creek Resort
   
 Orlando, Florida

## Clients acting in the role of using a Data Storage Interface

Clients can be in the cloud or enterprise and provide additional services (computing, data, etc.)



Clients acting in the role of Managing Data/Storage



# What's a RESTful interface?

- REST (REpresentational State Transfer) is a set of principles for manipulating objects on the Web.
- RESTful objects all have their own URI and a set of attributes (key-value pairs)
- RESTful methods are limited to the basic HTML operations (GET, PUT, POST, DELETE, etc) with standard HTML responses (e.g. 404 = object not found).
- RESTful interfaces are replacing WBEM interfaces for management protocols, as they are simpler and easier to aggregate



COMPUTERWORLD

SNIA<sup>®</sup>

**SNW**

April 12-15, 2010 | Rosen Shingle Creek Resort | Orlando, Florida