

Sharing IT resources and utility computing

An overview

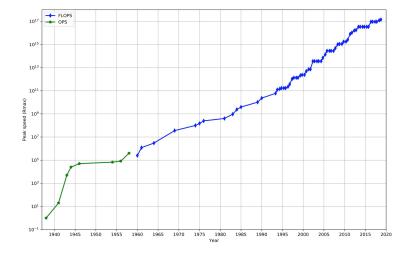
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The path to utility computing

The history of IT resources

A brief history of computers

From logarithmic ruler to modern computers



Top supercomputer speeds: **logscale** speed over 60 years



Computational precursors



Mechanical computers



Electronic Computers



Modern computers (network)



Pre-transistor computer

- Calculators (Abacuses, Babbage's Difference engine, ...)
- Turing's computational model (1936)
- Mechanical computers :
 - Z serie (1941), Harvard MK-1 (1944)
- Electronic computers:
 - *Eniac (1946)*, first "Turing complete" computer
- Transistor discovered in 1947

Toward networks of computers

If computers of the kind I have advocated become the computers of the future, then computing may someday be organized as a public utility just as the telephone system is a public utility... The **computer utility** could become the basis of a new and important industry. — John McCarthy, 1961

- Large computers were used by local users
- **1958:** ARPA is founded in, ARPANET project starts in 1959
- **1961:** John McCarthy computing resources as an utility resource
- **1969:** Leonard Kleinrock : computer networks could led to an Utility Computing model, where computing resources could be consumed as requested
- **1971:** First inter-site communication between computers (ARPANET)



Credits: https://innovationatwork.ieee.org

Modern Systems of Computers

In pioneer days they used oxen for heavy pulling, and when one ox couldn't budge a log, they didn't try to grow a larger ox. We shouldn't be trying for bigger computers, but for more systems of computers.

Grace Hopper





- Large Mainframes
 → Smaller computers (PDP-11)
- Emergence of networks
 → Computer clusters, Computer grids
- Emergence of desktop computers
 → Beowulf cluster, desktop grids
- Virtualization (1960s) become popular in 1990s
- Cloud Computing (2000's)

The path to utility computing

The history of Operating Systems

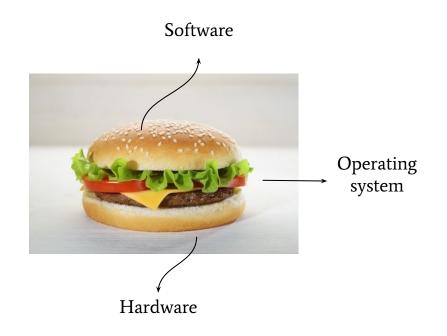
What is a computer?

- Hardware resources
 - CPU(s)
 - Memory
 - Network
 - o Disk
- Software resources
 - Drivers
 - \circ Applications
 - etc.

"Bare metal" usage in the 1950's and 1960's - *No hardware abstraction*

□ Still true in consoles and embedded systems

What is an operating system?



Layer in between the hardware and software of a computer

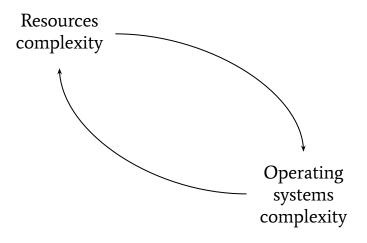
What does an operating system do?

- Hiding the complexity of hardware from the user
- Generic or specific to a given hardware
- Management of shared resources
- Scientific challenges of OSs:
 - Concurrency, parallelism
 - Task scheduling
 - Data management
 - I/O management
 - Security
 - Energy optimization
 - etc.

Operating systems & resources

A close linkage

Operating systems are mainly about IT resources and their sharing



From single- to multi-tasking OS

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• Single-tasking OS

- Apple Macintosh (*1980*)
- MS-DOS (1981)
- Multi-tasking OS

System Disk

Guided Tour

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- Sharing resources between tasks
- All modern OSs (Windows, MacOS, Unix - 1970, Linux etc.)

Single- vs multi-user OS



Single-user OS

- One user at a time
- Windows 95/NT, MS-DOS, Android
- Multi-user OS (servers)
 - Sharing resources between users
 - Any OS with a ssh server
 - Unix (*1970*) and Linux (*1991*)
 - Windows servers (1990) and Windows 10
 - MacOS X Server 1 (*1999*) and recent MacOS
 - **Cloud**-specific OSs

Single- vs multi-node OS



- Single-node OS
 - All PC OSs (Windows, MacOS, Linux)
- Multi-node OS
 - Sharing resources of multiple nodes
 - Task/job migration
 - Single System Image (SSI) [2001 Buyya] abstraction of the distributed aspects
 - Supercomputer OS Microkernel on compute nodes + server entry point through batch scheduler (Slurm, OAR)
 - Cloud OS Virtualization control on compute nodes + server entry point through user-friendly APIs
 - Directly related to modular and distributed OS

Barcelona Supercomputing center

Distributed OS



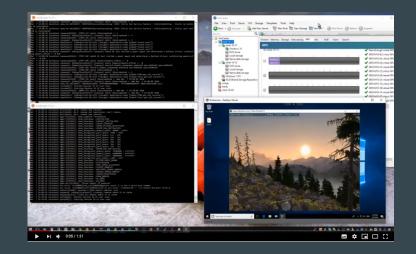


- Modular and Distributed OS
 - Different **modules** responsible for different parts of the OS
 - Academic initiatives
 - [1991 Dasgupta] [1997 Chow]
 [1998 Moller] [1999 Galli]
 - Micro-kernels (e.g. <u>Minix3</u> 2005, disaggregation [2018 Shan])
 - Cloud OS (e.g. <u>OpenStack</u> 2010)

Operating systems & virtualization

Evolution of OSs has led to virtualization Why?

- Easy Multi-OS management
- Easier Multi-user management
 - Strong isolation for security
 - Memory isolation
- Easier Multi-node and distributed management
 - Easy live migration of tasks/jobs
 - Simple API to request resources

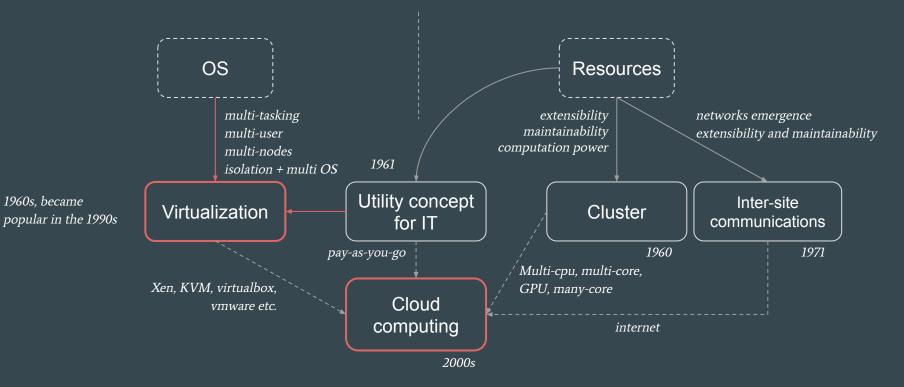


Example of VM live migration

Overview •••

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Next step VIRTUALIZATION

Questions?

Some references

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