

UNIT III: Virtualization and Cloud Programming Models

- ▶ • Virtualization
- ▶ • Programming Models for Cloud Computing
- ▶ • MapReduce
- ▶ • Cloud Haskell
- ▶ • Software Development in Cloud

Introduction to Virtualization



- ▶ • Definition of Virtualization
- ▶ • Importance in Cloud Computing
- ▶ • Resource Optimization

Types of Virtualization

- ▶ • Server Virtualization
- ▶ • Storage Virtualization
- ▶ • Network Virtualization
- ▶ • Desktop Virtualization

Virtual Machine Architecture



- ▶ • Hypervisor Concept
- ▶ • Type 1 Hypervisor
- ▶ • Type 2 Hypervisor
- ▶ • VM Management

Benefits of Virtualization

- ▶ • Improved Resource Utilization
- ▶ • Cost Reduction
- ▶ • Scalability
- ▶ • Disaster Recovery

Challenges of Virtualization



- ▶ • Performance Overhead
- ▶ • Security Issues
- ▶ • Resource Contention
- ▶ • VM Sprawl

Programming Models for Cloud Computing

- ▶ • Definition
- ▶ • Need for Cloud Programming Models
- ▶ • Distributed Processing

MapReduce Framework

- ▶ • Introduction to MapReduce
- ▶ • Developed by Google
- ▶ • Parallel Data Processing

MapReduce Architecture



- ▶ • Input Splitting
- ▶ • Map Phase
- ▶ • Shuffle and Sort
- ▶ • Reduce Phase

Map Function

- ▶ • Processes Input Data
- ▶ • Generates Key-Value Pairs
- ▶ • Supports Parallel Execution

Reduce Function

- ▶ • Aggregates Intermediate Results
- ▶ • Produces Final Output
- ▶ • Enhances Efficiency

Advantages of MapReduce



- ▶ • Scalability
- ▶ • Fault Tolerance
- ▶ • Simplicity
- ▶ • High Performance

Cloud Haskell Overview

- ▶ • Functional Programming Model
- ▶ • Distributed Computing Support
- ▶ • Built on Haskell Language

Features of Cloud Haskell

- ▶ • Concurrency Support
- ▶ • Fault Tolerance
- ▶ • Message Passing
- ▶ • Distributed Processes

Cloud Haskell Architecture

- ▶ • Nodes and Processes
- ▶ • Communication Mechanism
- ▶ • Process Monitoring

Software Development in Cloud

- ▶ • Cloud-based Development Environment
- ▶ • DevOps Integration
- ▶ • Continuous Delivery

Cloud Development Tools

- ▶ • IDEs and SDKs
- ▶ • Version Control Systems
- ▶ • CI/CD Pipelines

Challenges in Cloud Software Development

- ▶ • Security and Privacy
- ▶ • Vendor Lock-in
- ▶ • Performance Management

Best Practices for Cloud Development



- ▶ • Microservices Architecture
- ▶ • Automation
- ▶ • Monitoring and Testing

Summary

- ▶ • Virtualization Concepts
- ▶ • MapReduce Framework
- ▶ • Cloud Haskell
- ▶ • Software Development in Cloud