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## CLOUD COMPUTING = CLIENTS + CLOUD

- Next computing platform
  - Functionality split between client and cloud
  - Multiplicity of devices
  - "Unlimited" compute and storage on demand in cloud
- Augmentation not substitution
  - Smartphone + tablet + PC
  - Many devices, some specialized
- Buy services, not bits



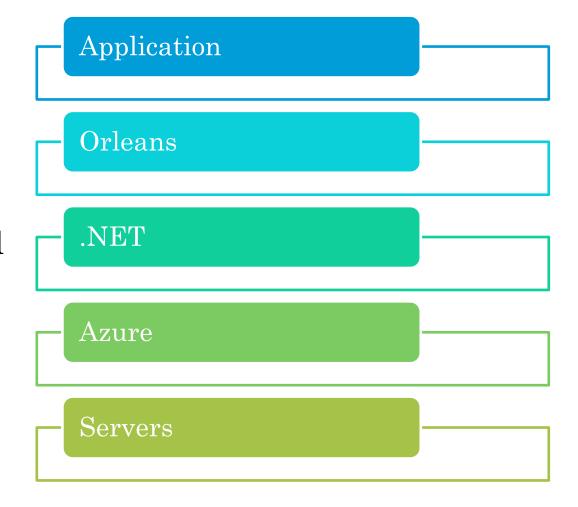


### CHALLENGES OF CLOUD COMPUTING

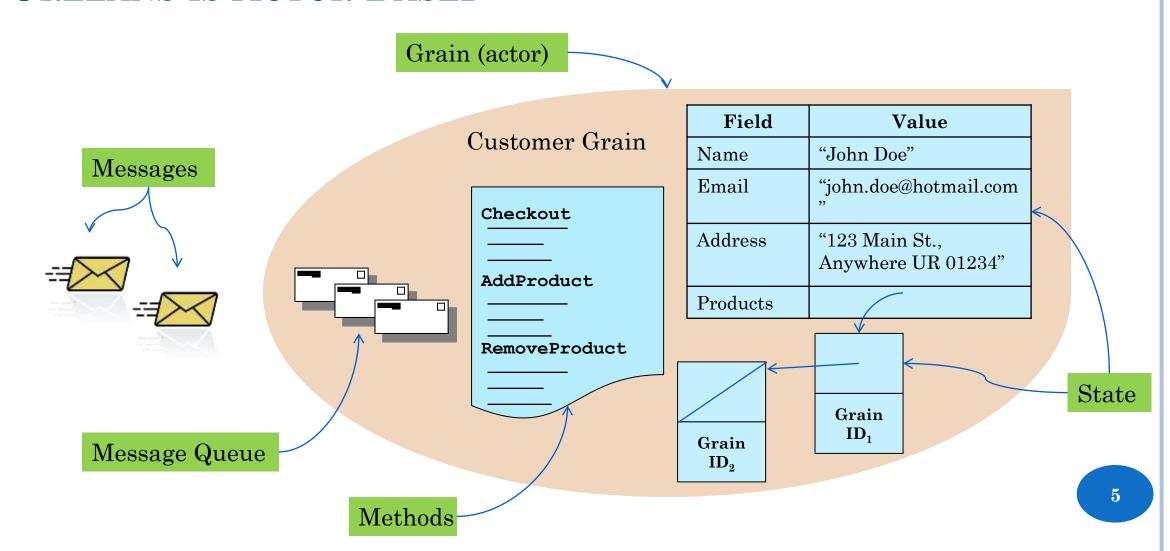
- Inherently parallel and distributed
  - Many servers, possibly in multiple data centers
  - Diverse clients with disparate capabilities
- Unreliable, failure-prone platform
  - Commodity computers and communication links
  - Non-negligible failure rates with complex failure modes
- Services, not stand-alone applications
  - Varying and unpredictable loads
  - High availability and reliability
- And, historic challenges of constructing secure, reliable, scalable, elastic, and efficient software

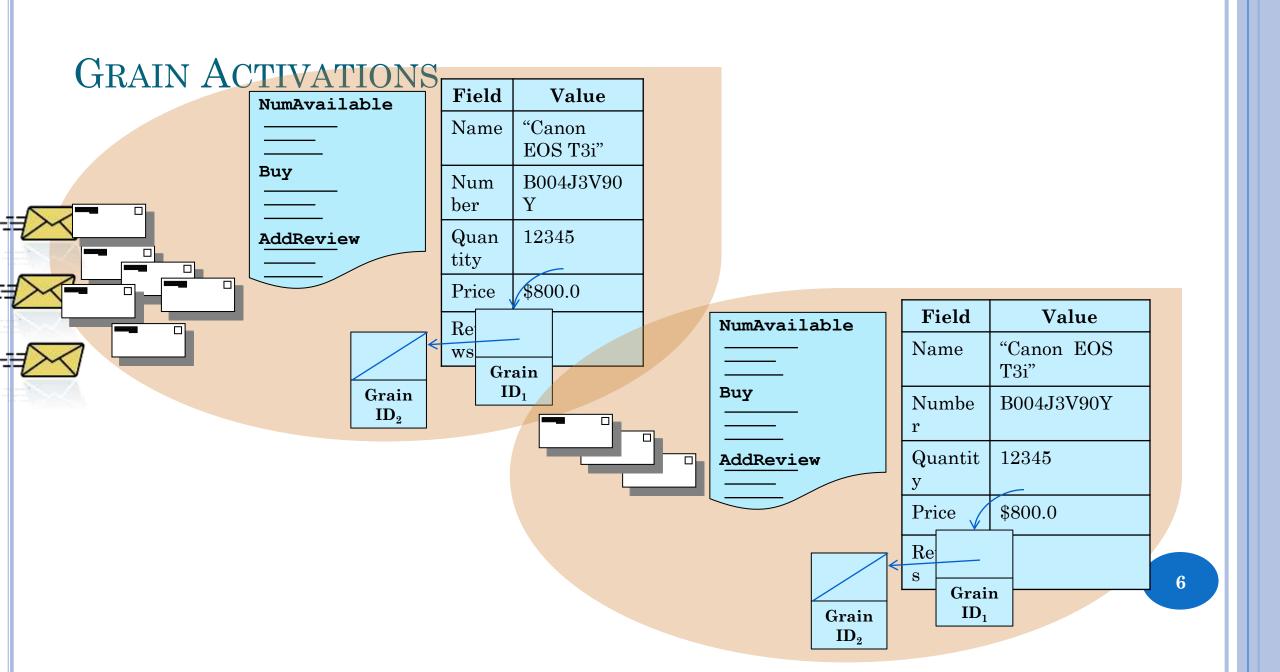
#### **O**RLEANS

- Software framework and runtime to make cloud programming easier and more productive
  - Experimental system from Microsoft Research
- Shift burden of correctness and performance from developer to Orleans system
- Radically simplified, prescriptive programming model

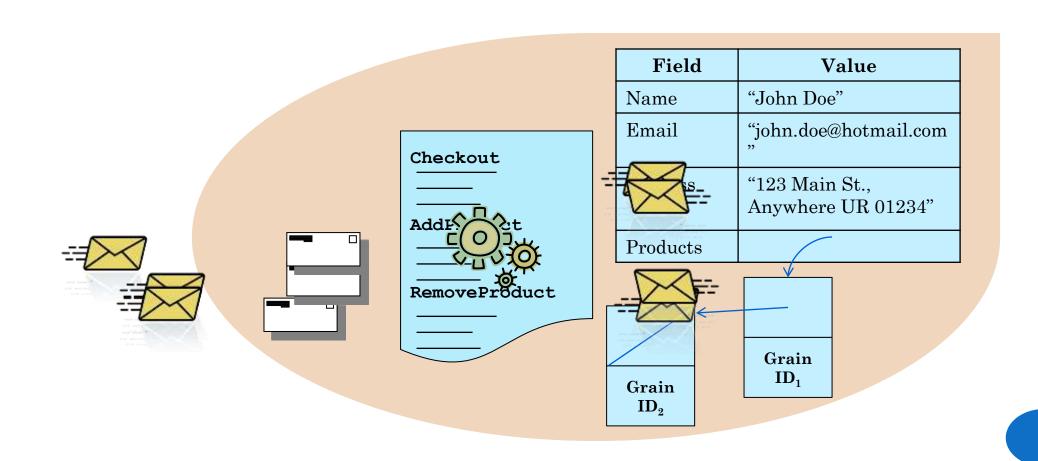


## ORLEANS IS ACTOR BASED

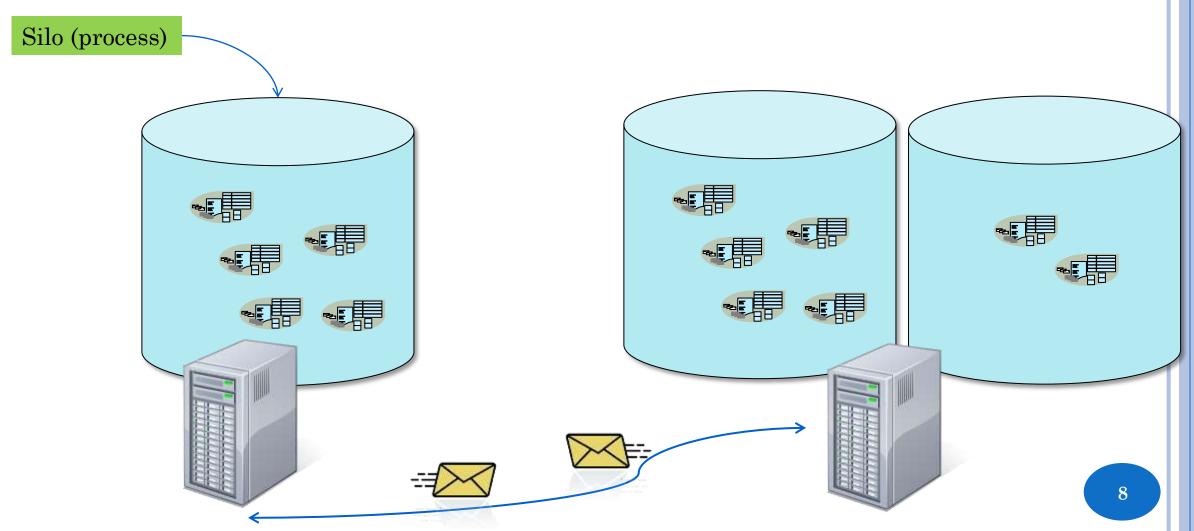




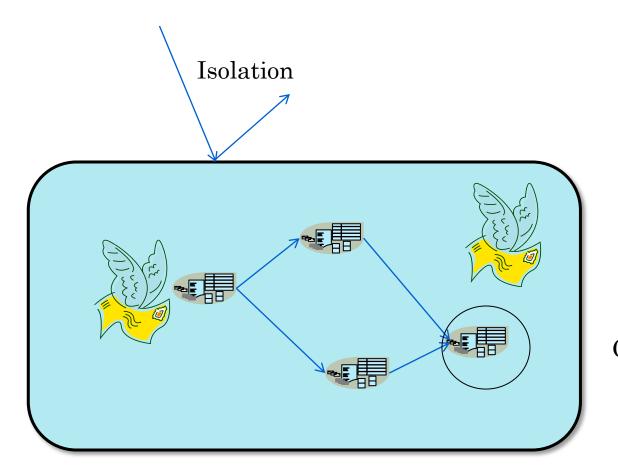
## IN-GRAIN PROGRAMMING MODEL



# System is Composed of Grains



# TRANSACTIONS



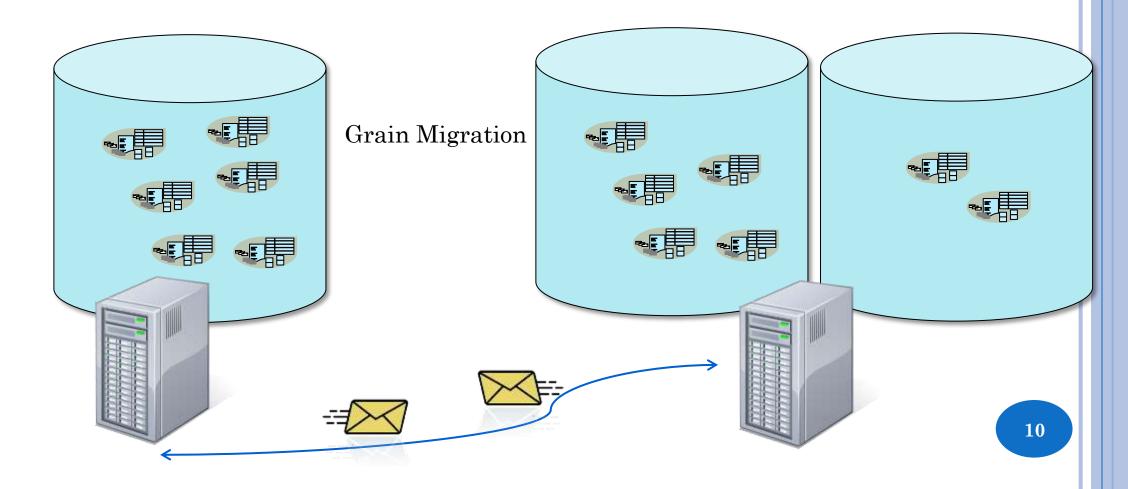
Atomicity

Consistency

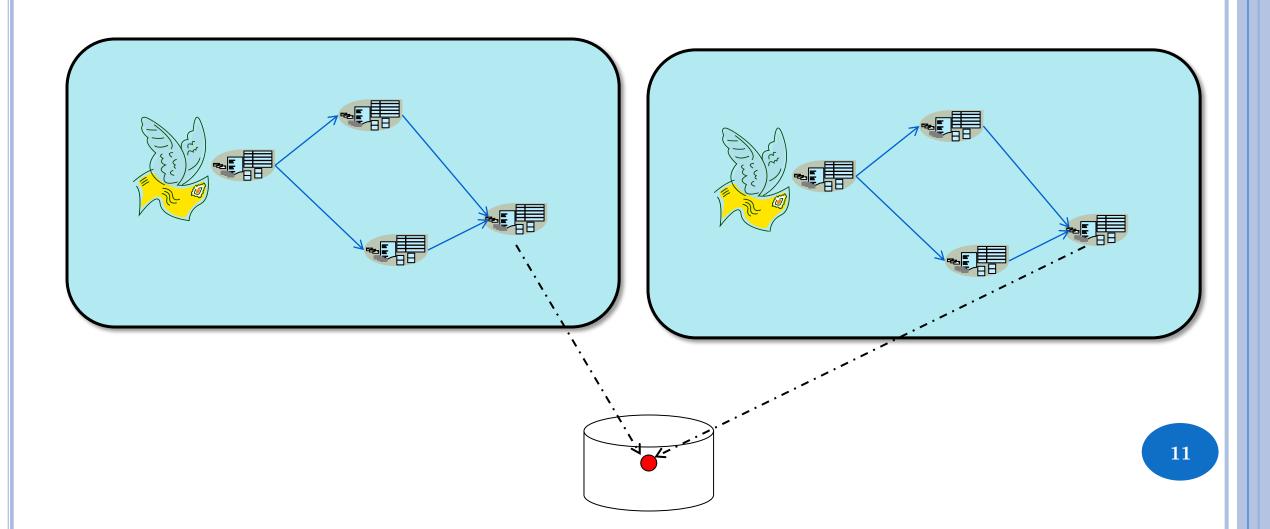
## ADAPTIVE PERFORMANCE MANAGEMENT



Grain Placement



# PERSISTENCE



#### CONCLUSION

- Orleans provides explicit support for key aspects of cloud software
  - Communications
  - Concurrency
  - Data partitioning
  - Computation replication
  - Error handling
  - Performance monitoring and control
- Shifts burden from developer to Orleans
- Make the cloud accessible to everyone