

Jeremy Tay BEng (CS) III

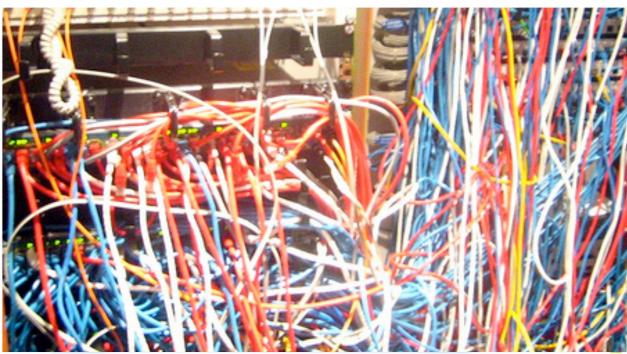
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Agenda

- State of the Art Server Consolidation and Virtualization
- The Project Aims and Objectives
- System Architecture, Features and Implementation
- Demonstration
- Limitations
- Future Development
- Q & A

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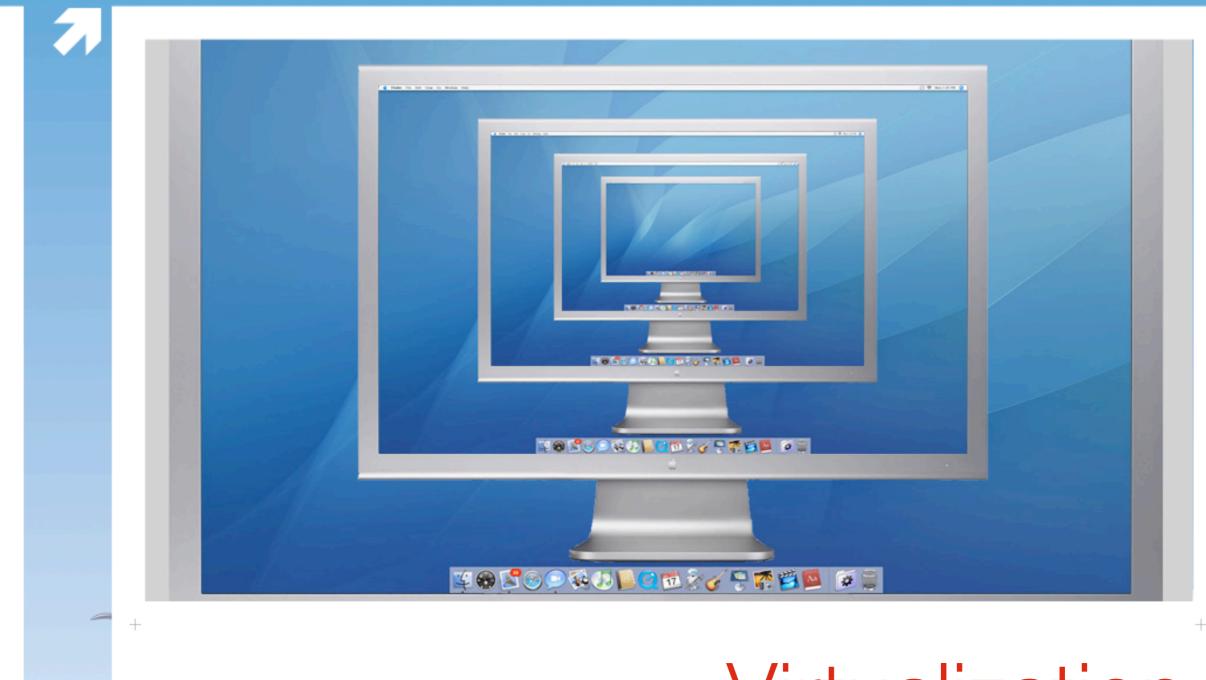




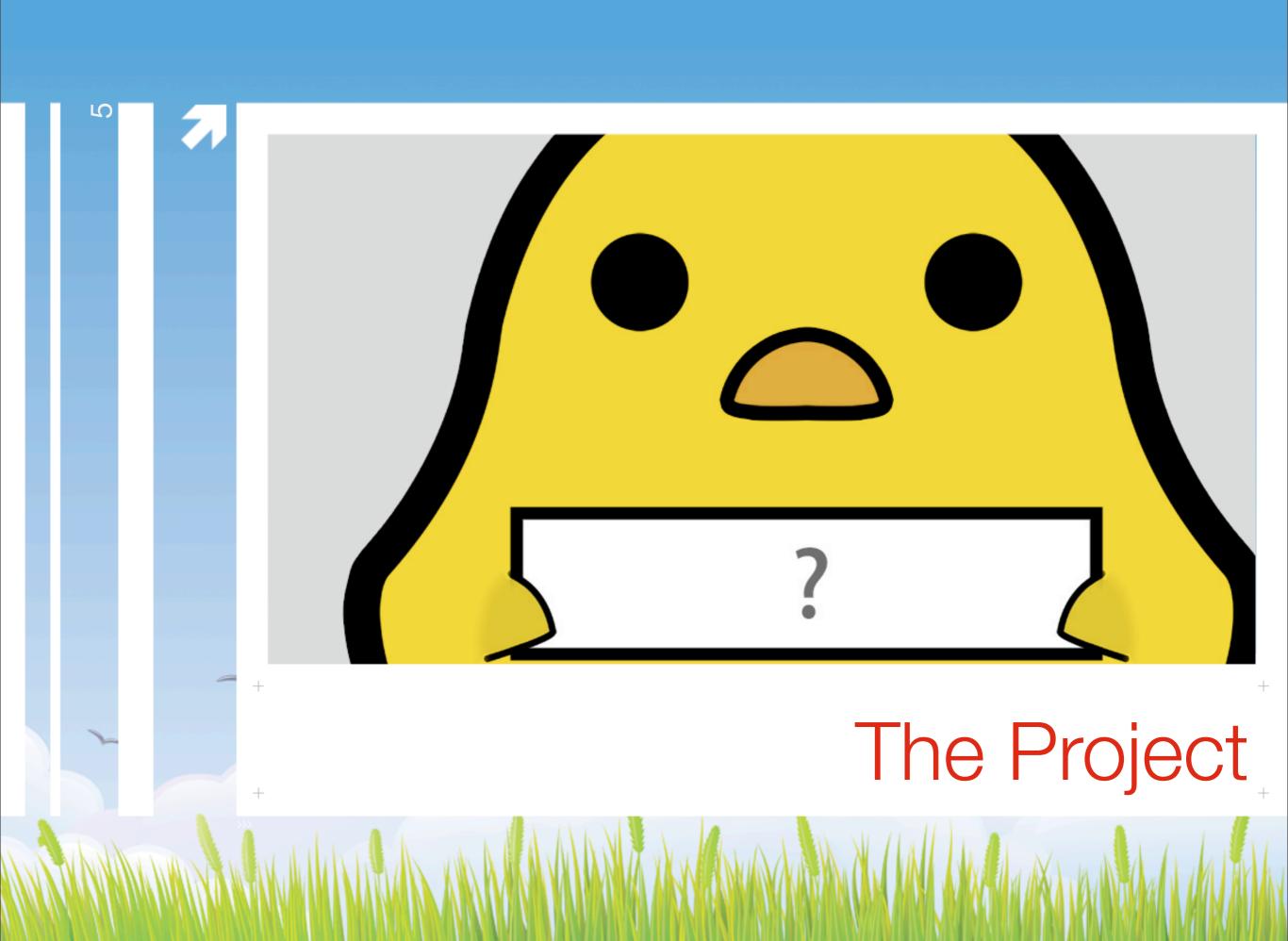
Server Sprawl

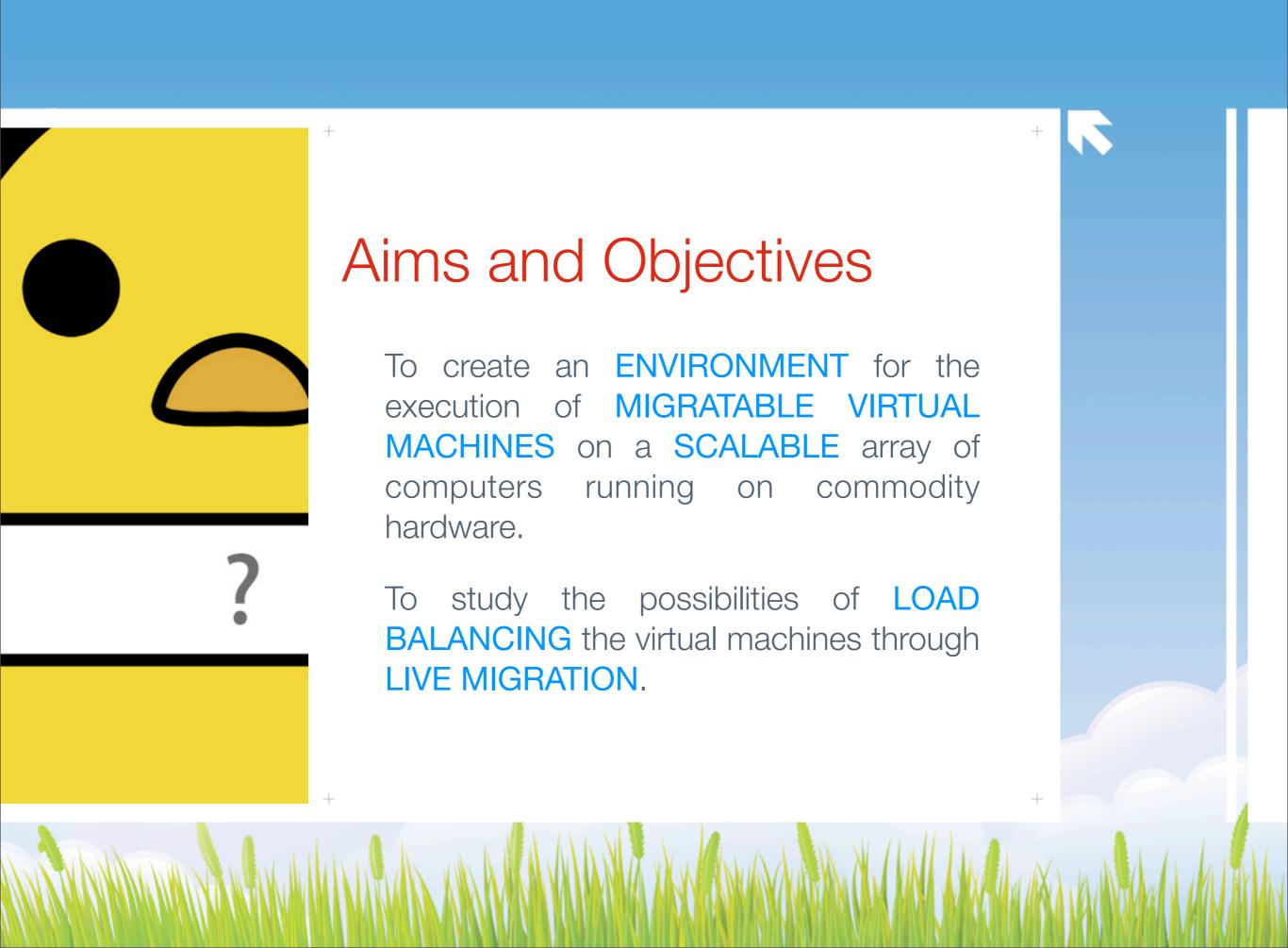
Decreased utilization, energy efficiency

Increased administrative overhead, running cost



Virtualization







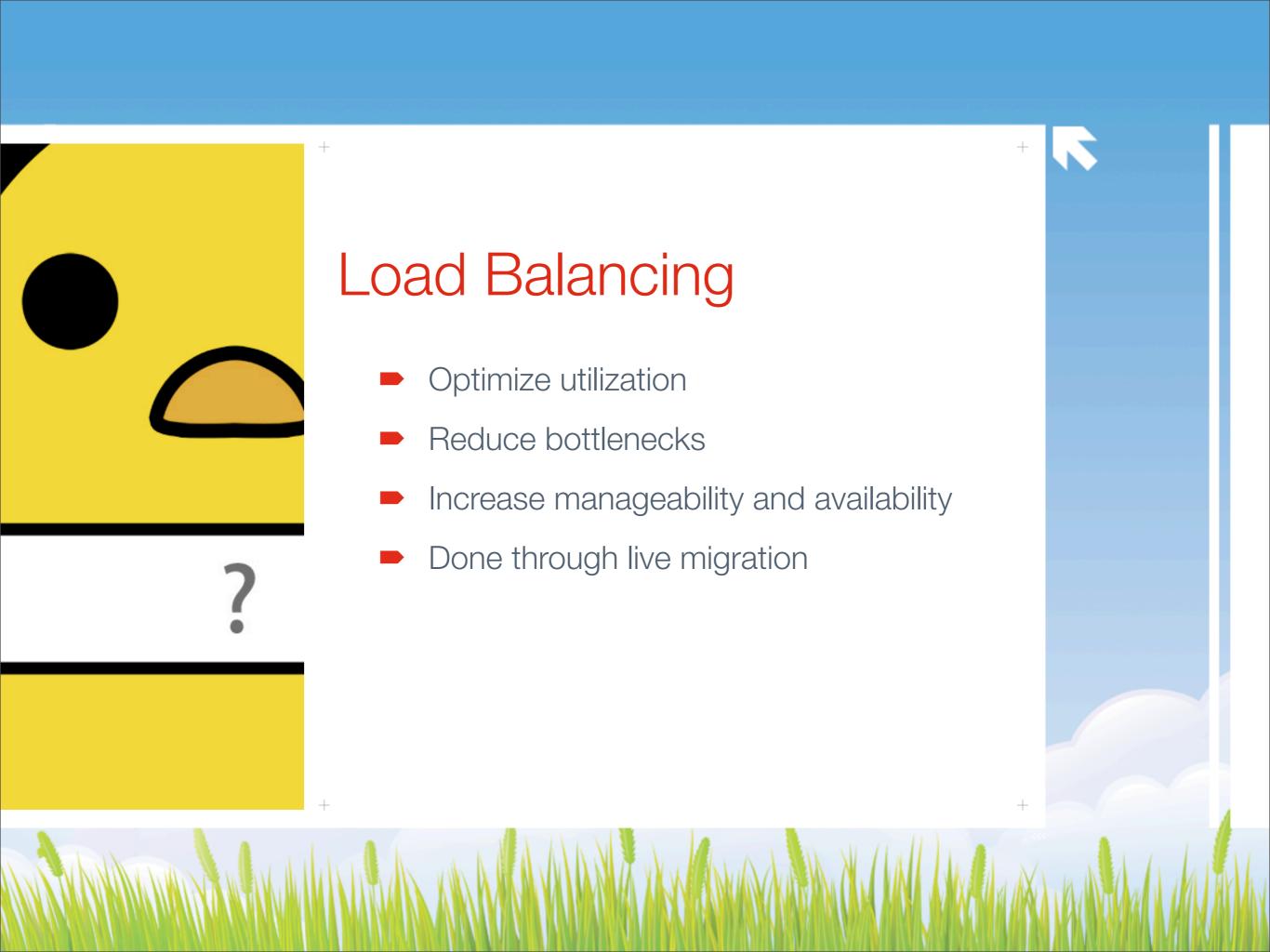




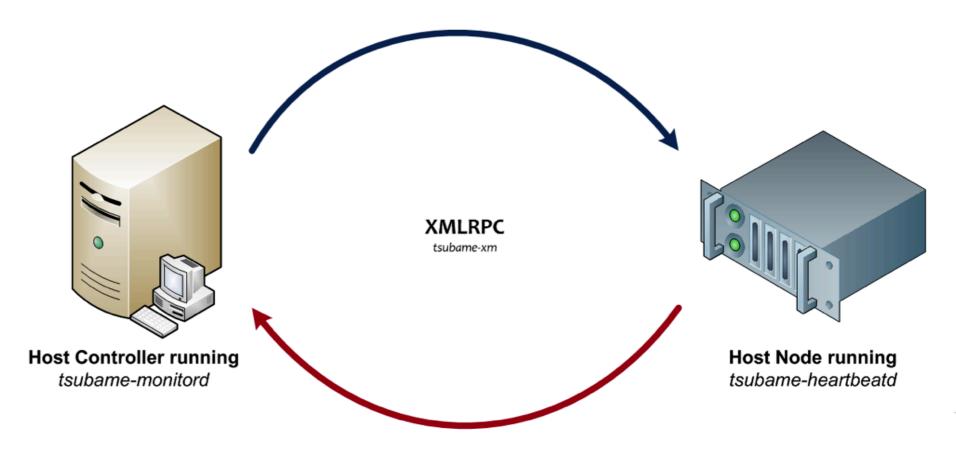
Reliability, Availability, Scalability



Live Migration Moving virtual machines from one physical host to another Decouples service from hardware Negligible service interruption Transparent to user



VM Management Migration Commands Configuration Updates



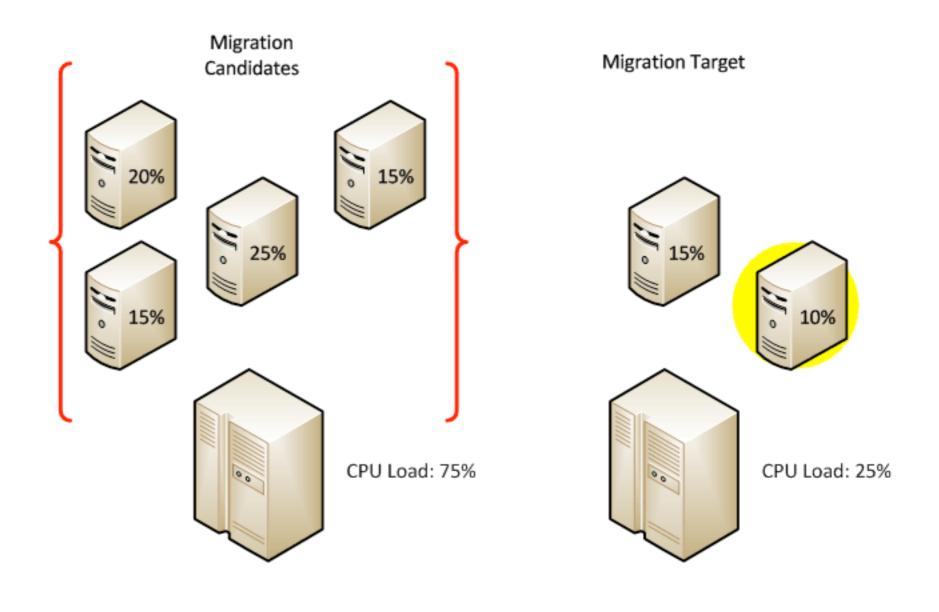
Heartbeat Messages Status Updates VM Tree

Load Balancing

- Basic , On-demand Load Balancing
- Rule-based Load Balancing
- Statistics-based Load Balancing

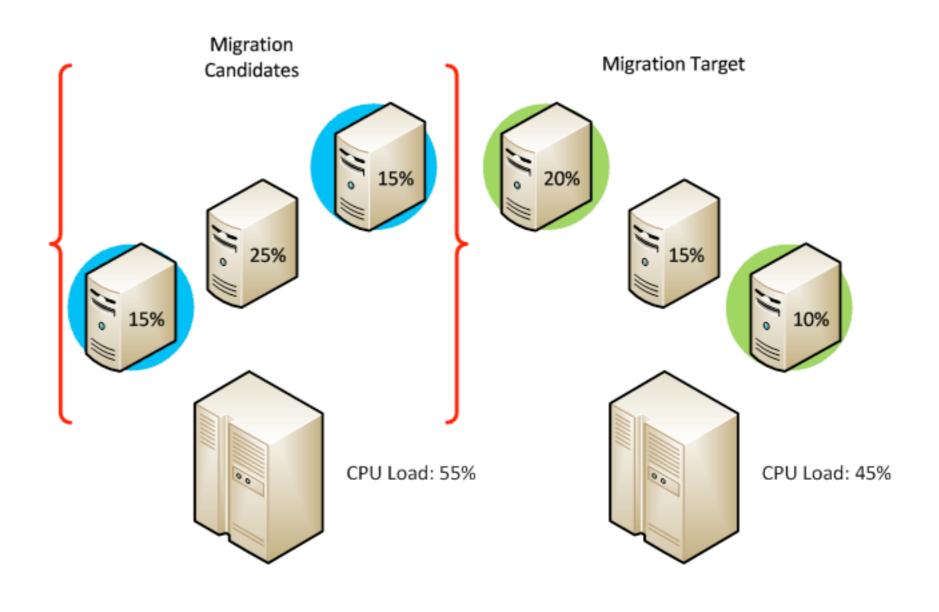
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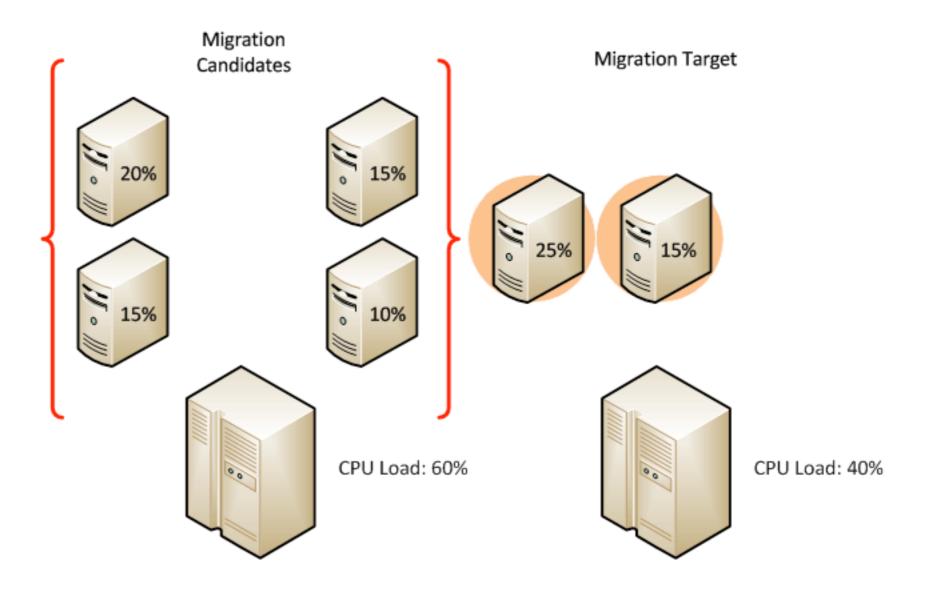


Basic, On-demand Load Balancing



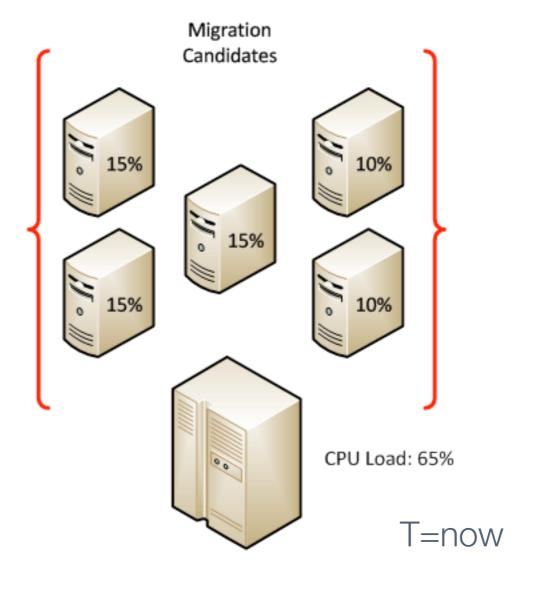


Strategy - Affinity Rules



Strategy - Anti-affinity Rules





Migration Target

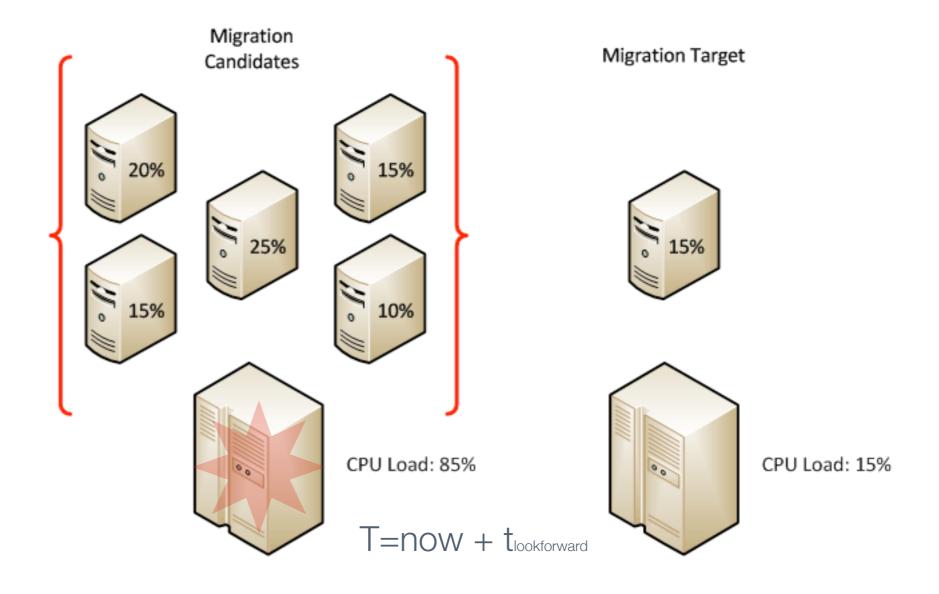




CPU Load: 15%

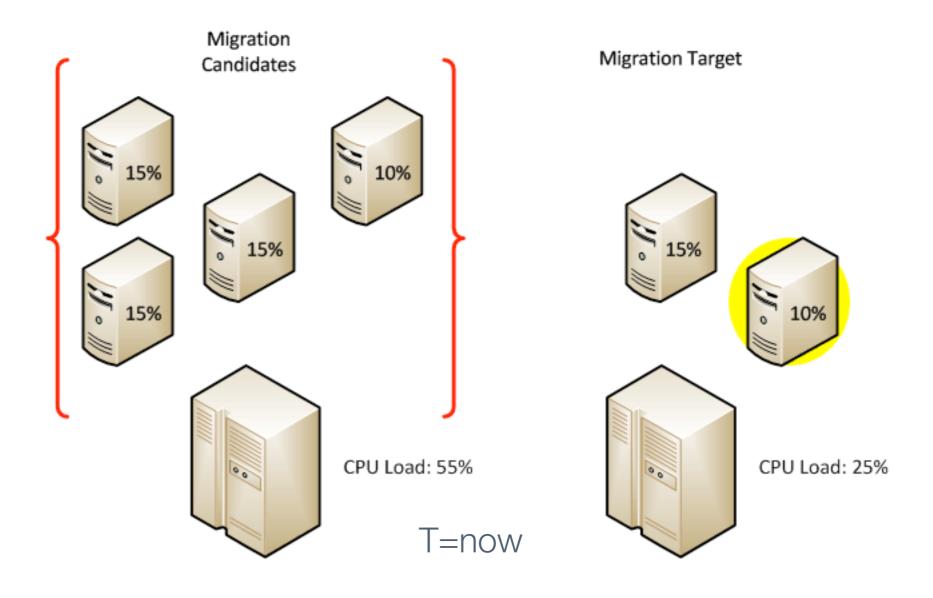
Strategy - Looking Forward with Statistics





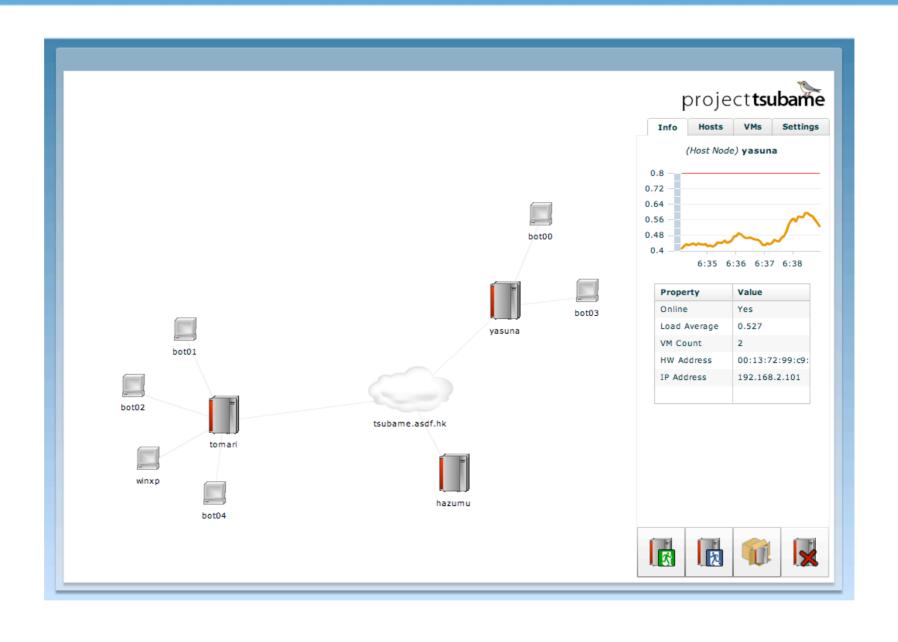
Strategy - Looking Forward with Statistics





Strategy - Looking Forward with Statistics





Demo!

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Limitations

- Migration across CPU families
 - Crash if CPU features do not match
 - Unable to recycle old hardware
- Limited OS support
 - vmxassist Real mode emulation
 - Windows XP, 2003 + Linux

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Future Development

- High Availability Mode
 - VM Memory mirroring (on 2+ hosts)
 - Requires very advanced interconnect (10GbE? Myrinet? Infiniband?)
- Optimization of Load Balancing Algorithms
 - Study typical workload patterns
 - Design better algorithm
- Removing Limitations of Xen
 - CPUID flag masking?
 - Support for more operating systems?

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