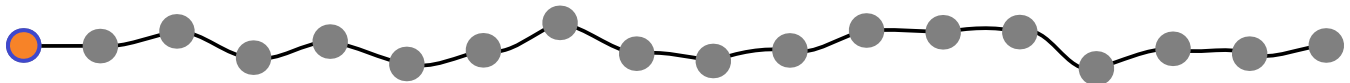


# VirtCloud: Virtualising Network for Grid Environments



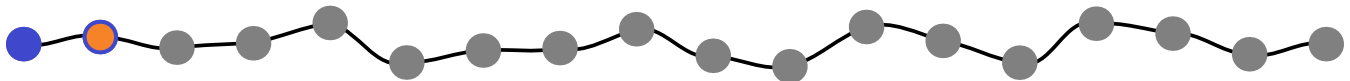
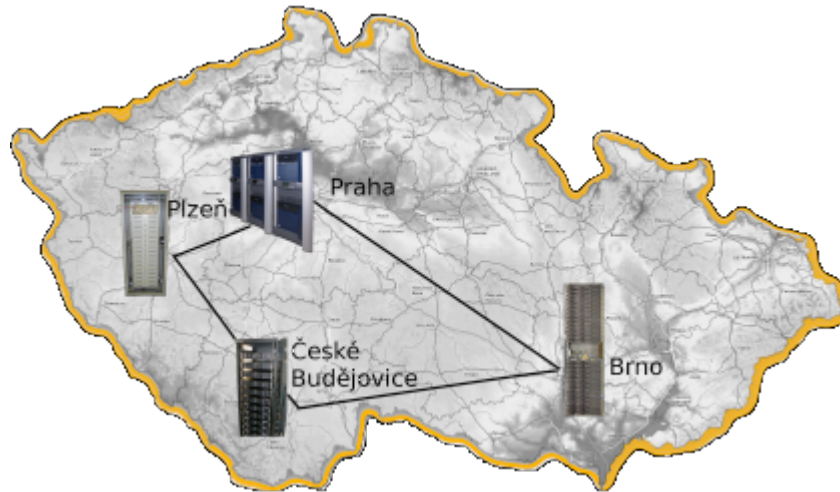
David Antoř, Luděk Matyska,  
Petr Holub, and Jiří Sitera

CESNET, z. s. p. o.  
Prague, Czech Republic



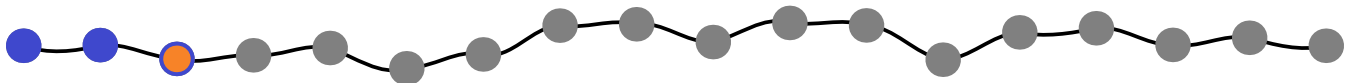
# Motivation—The MetaCenter Situation

- Czech national Grid infrastructure (<http://meta.cesnet.cz>)
- computation nodes in Brno, Pilsen, České Budějovice, and Prague connected with Czech NREN CESNET2 (10GE)



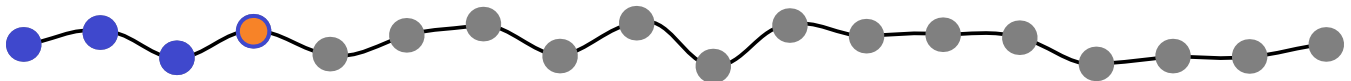
# MetaCenter and Virtualisation

- virtualisation
  - increasing user control of the infrastructure
    - “dumb&passive” network no longer sufficient
    - network support necessary
    - VirtCloud design (not specific to CESNET2)
- goal architecture: “logical cloud over physical grid”
  - grid: distributed, heterogenous, various owners and administrators
  - cloud: single owner and administrator, on-demand services



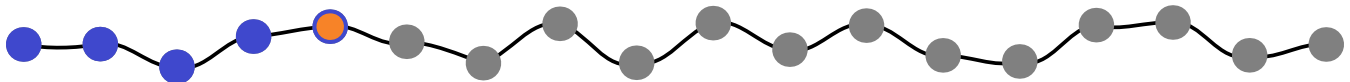
# Virtual Network in Grid Computing

- traditionally: network as a fixed resource
- virtual clusters
  - (dynamically) mapped to the physical infrastructure
  - user controlled (by means of Grid middleware)
- virtualisation of networks
  - Virtual LAN—illusion of LAN over a more complex infrastructure
  - Virtual Private Networks—illusion of presence in a remote network
- our approach: network as “just another resource”
  - planned by resource planning system
  - using the backbone network, but not reconfiguring it



# Main Use Cases I

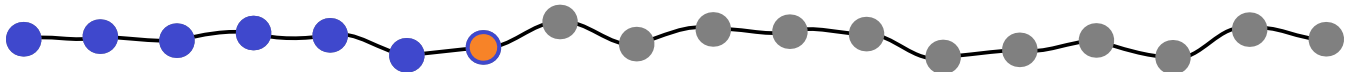
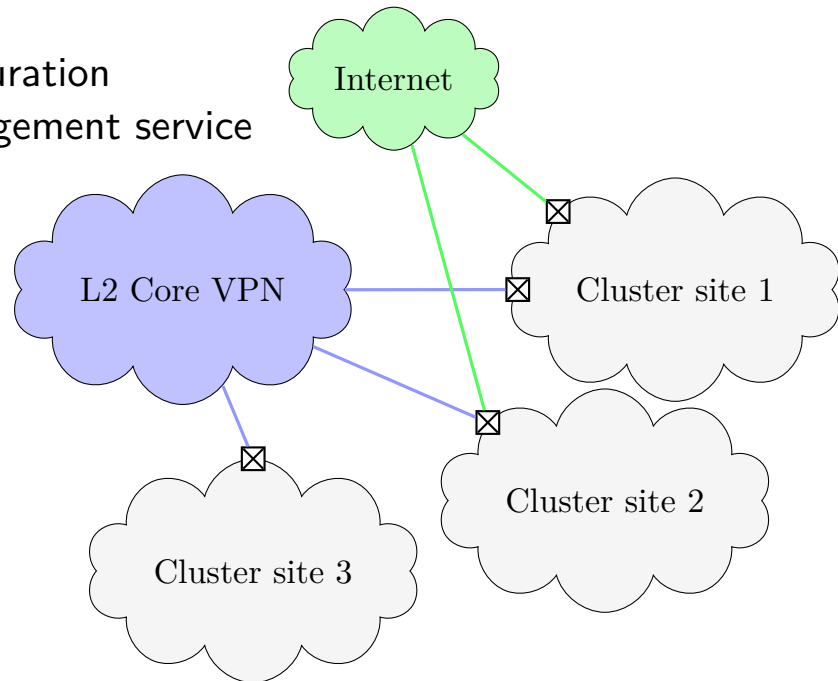
- user environment
  - user-provided OS image
  - user control over lifecycle of machines
  - even admin access for users
- privacy and security
  - mutual isolation of virtual clusters
    - ★ user protection
  - legacy insecure components
  - controlling inbound/outbound traffic
    - ★ attack/misuse prevention





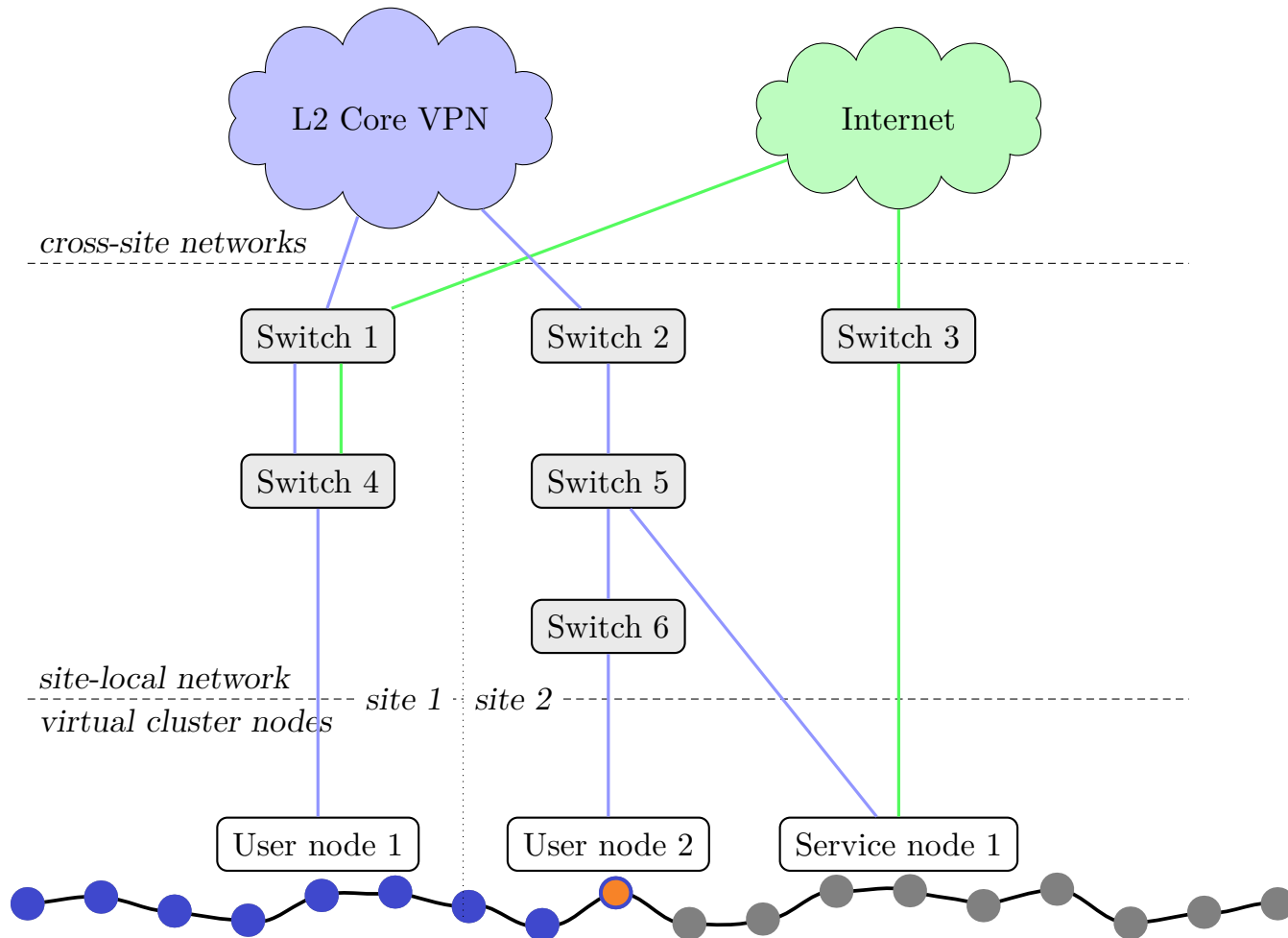
# VirtCloud Architecture—Networking

- L2 core network (over the state-wide backbone)
- cluster site network
- (physical) host configuration
- VLAN life cycle management service



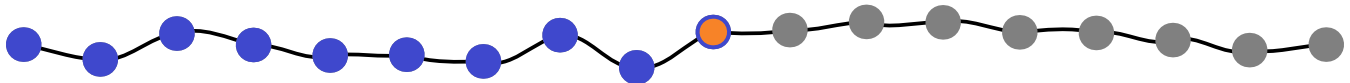






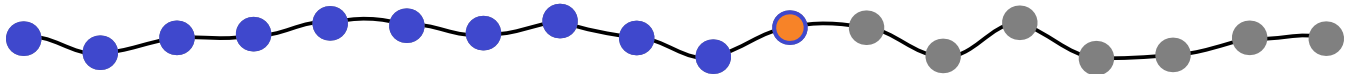
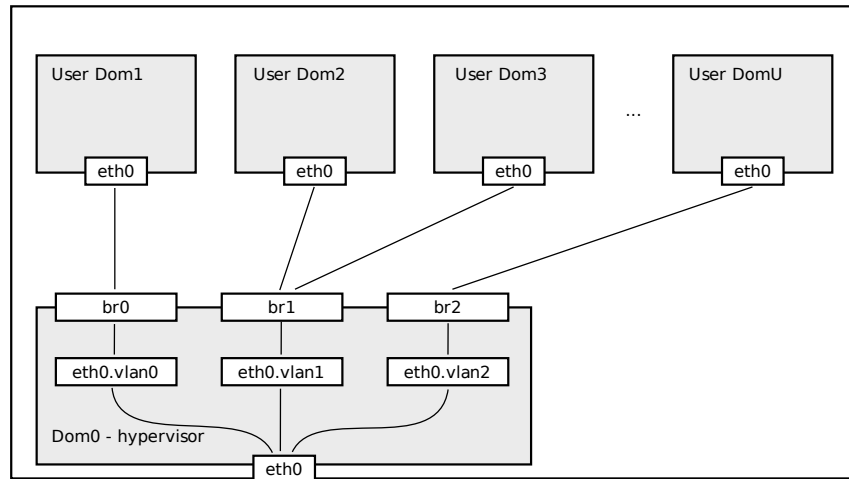
# VirtCloud Implementation I

- core network—available technologies (only high-speed hardware-supported multipoint solutions)
  - Virtual Private LAN Service
  - Cisco Xponder
  - (IEEE 802.1ad (QinQ))
- site network: mix of Force10, HP, Cisco switches



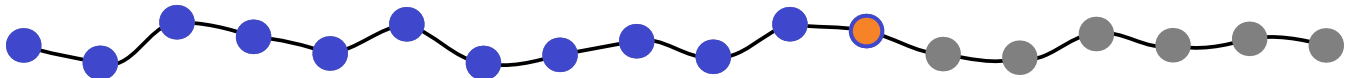
# VirtCloud Implementation II

- host configuration
  - bridging in Xen hypervisor
  - Layer 3 addressing is user-driven

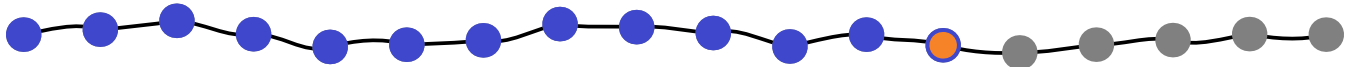
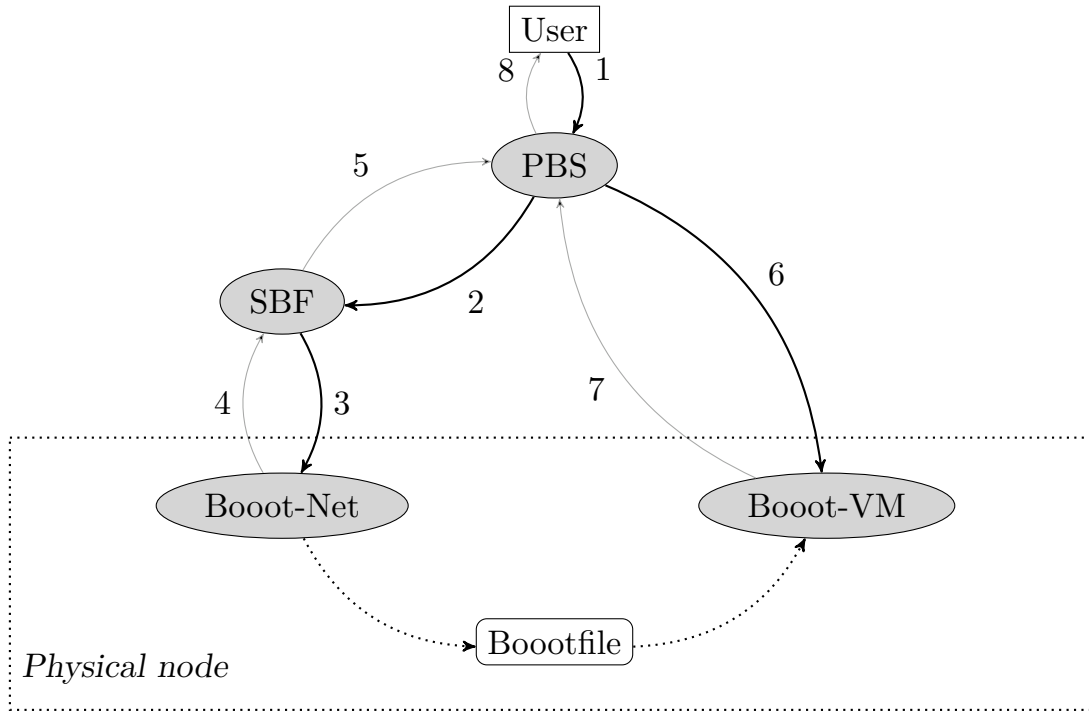


# VirtCloud Implementation—Components

- job scheduling system
  - virtual cluster is a job for physical machines
  - PBS
- virtual network lifecycle management system
  - SBF
- managing host configuration and booting virtual machines
  - Boot-Net and Boot-VM

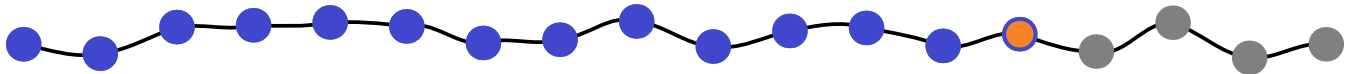


# VirtCloud Implementation—Interactions



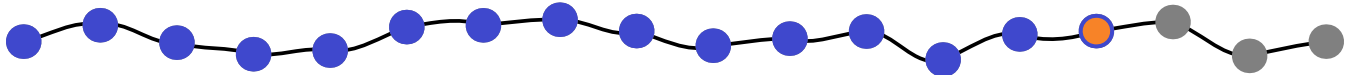
# Access to (and from) Virtual Clusters

- implemented by a “service virtual machine”
  - booted with the cluster
  - user access from outside
    - ★ external tunnelling
      - ▷ OpenVPN (similar to Nimbus)
  - access to MetaCenter data/services
    - ★ attaching the service to the virtual cluster
  - access to external resources
    - ★ allowing the external traffic

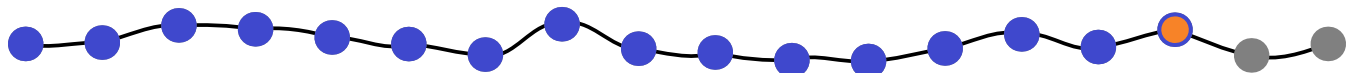
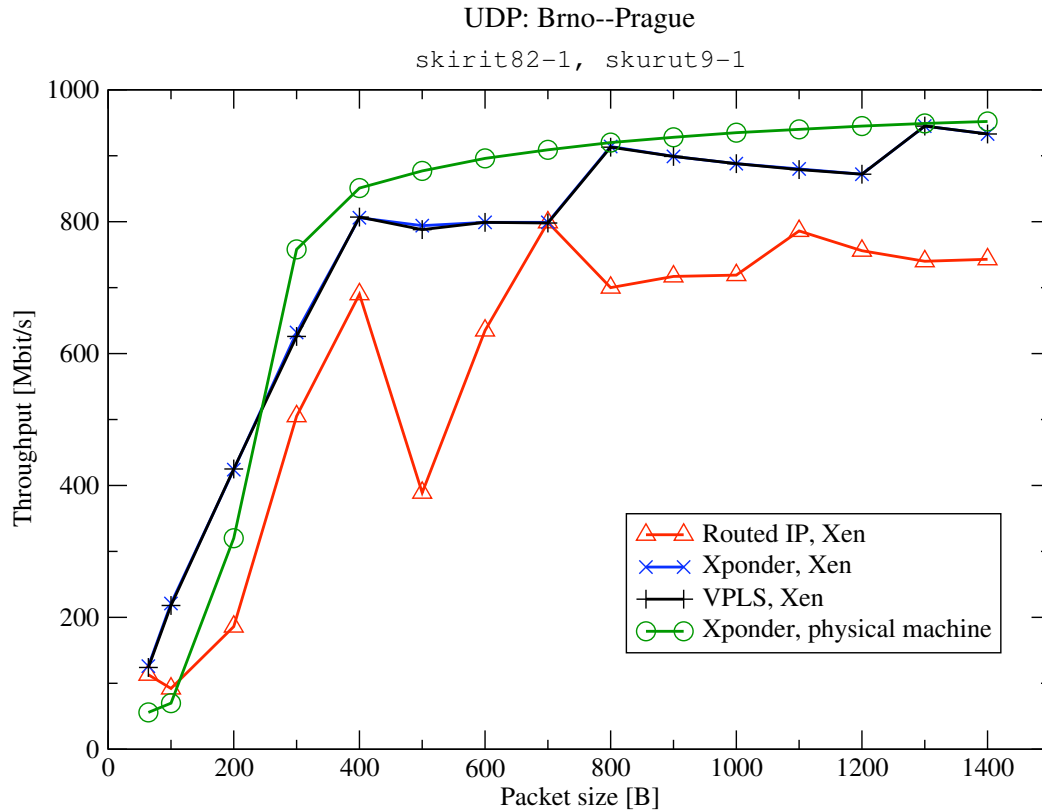


# First VirtCloud Experiences

- interfering large-area networks has performance implications
- the performance must not be significantly worse than of native IP network
- to show feasibility of the concept
  - stability tests
  - throughput tests comparing
    - ★ Xponders in physical machines
    - ★ Xponders in Xen user domain
    - ★ VPLS in Xen user domain
    - ★ native IP connection
  - iperf, UDP bandwidth with  $< 0.5\%$  loss

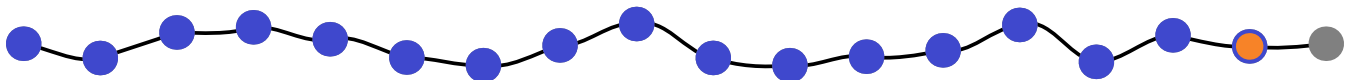
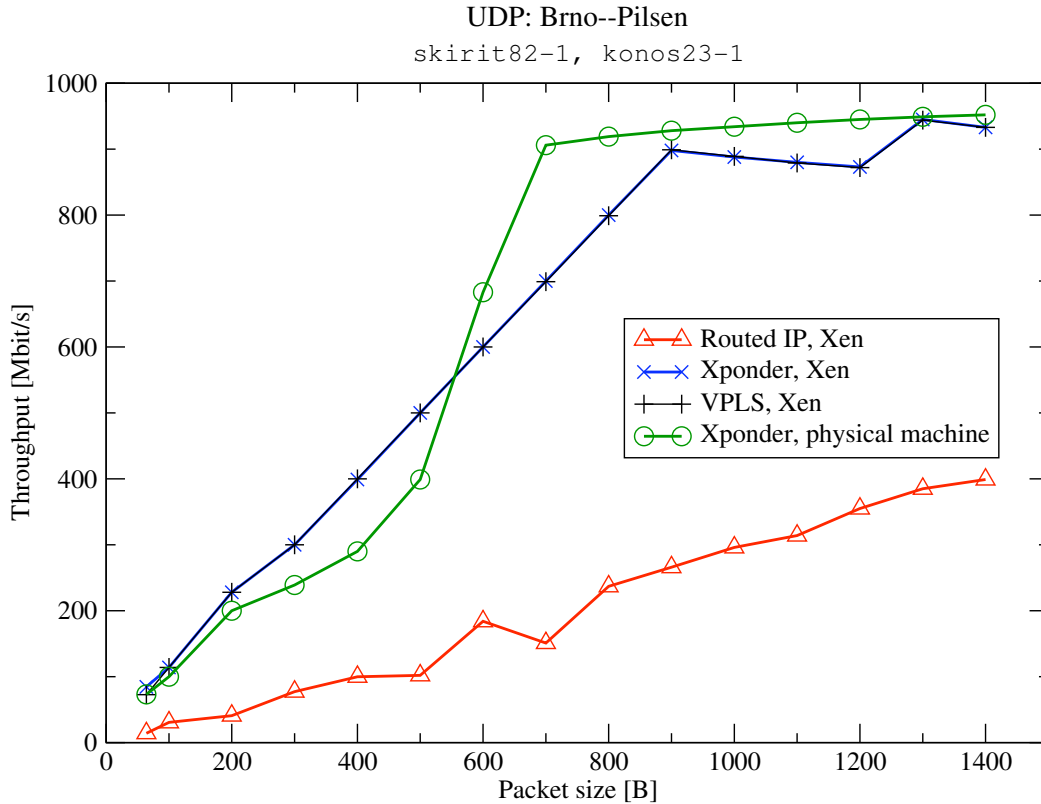


# Results I





# Results II



## Conclusion

- architecture of VirtCloud, a system for internetworking dynamic virtual clusters over a large high performance network
- analysis, architecture, implementation
- evaluation: feasible
- future work
  - strategies of external resource access
  - integration of components
  - concepts of virtual machine migration
  - filesystems (home and scratch)

