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High-Speed Multimedia

Collaborative Cloud Computing

Highlights

Hybrid Genetic Algorithms

Perspective of Cloud Computing

Discovering Thoughts, Inventing Future

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Hybrid Genetic Algorithms for Scheduling High-Speed Multimedia Systems

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Abstract- It has been observed that most conventional operating systems could not cope with the scheduling of multimedia tasks owing to the large size of these files. For instance, processing of multimedia tasks using the traditional operating systems are fraught with problems such as low quality of service and delay jitters. In order to address these problems, a scheduling algorithm christened hybrid genetic algorithm for multimedia task scheduling (HGAMTS) was developed. It employed heuristic knowledge of the problem domain to model a hybrid genetic algorithm in a multiprocessor environment. The system is made up of the scheduler model and the task model. The scheduler model consist a centralized dynamic scheduling scheme. In this scheme, all tasks arrive at a central processor (scheduler). The model has a minimum of five and maximum of ten processors. Attached to each processor is a dispatch queue.

Keywords: scheduling algorithms, hybrid genetic algorithm, multimedia system, operating system, multiprocessor system.

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Hybrid Genetic Algorithms for Scheduling High-Speed Multimedia Systems

Oluwadare Samuel Adebayo^α, Olabode Olatunbosun^ο, Iwasokun Gabriel Babatunde^ρ
& Akinyede Raphael Olufemi^ω

Abstract- It has been observed that most conventional operating systems could not cope with the scheduling of multimedia tasks owing to the large size of these files. For instance, processing of multimedia tasks using the traditional operating systems are fraught with problems such as low quality of service and delay jitters. In order to address these problems, a scheduling algorithm christened hybrid genetic algorithm for multimedia task scheduling (HGAMTS) was developed. It employed heuristic knowledge of the problem domain to model a hybrid genetic algorithm in a multiprocessor environment. The system is made up of the scheduler model and the task model. The scheduler model consist a centralized dynamic scheduling scheme. In this scheme, all tasks arrive at a central processor (scheduler). The model has a minimum of five and maximum of ten processors. Attached to each processor is a dispatch queue. Communication is established between the scheduler and the processors through the dispatch queues. The scheduler ensured that each dispatch queue is filled with minimum number of tasks so that a processor could always find a task in its dispatch queue when it finishes executing a task. The algorithm was implemented using Java programming language. The experimental results were compared with two real-time conventional algorithms: rate monotonic (RM) and early deadline first (EDF). The result showed that the proposed algorithm has higher success rate ratio and guaranteed number of deadlines met.

Keywords: scheduling algorithms, hybrid genetic algorithm, multimedia system, operating system, multiprocessor system.

I. INTRODUCTION

The advent of multimedia files has placed additional challenge on the traditional operating systems. This is due to the fact that multimedia tasks are characterized by large files running sometimes into hundreds of gigabytes. Most of these files has to be processed in real-time and in continuous stream. Any delay in the processing would lead to low quality of service. Multimedia files are made up of text, graphics, audio and video. Although a little delay in the processing of text may not be noticeable but such little delay in audio or video may seriously affect the quality of service. In client-server systems, the high number of concurrent users trying to download data, sometimes in continuous

streams may lead to considerable slow down. Some researchers have noted that the traditional Operating Systems as well as their extensions could not cope with these demands of multimedia applications (Plagemann et al., 2000; Yau and Lam, 1996; Neih and Lam, 1997; Goyal et al., 1996a; Lesilie et al., 1996).

II. REVIEW OF RELATED WORKS

Scheduling algorithms is an active area of research which has received considerable attention over the years. In the literature, a number of scheduling algorithms has been proposed, for instance, in Tanenbaum (1994), a First-Come-First-Served (FCFS) algorithm which selects the task with the earliest arrival time was proposed. The system ensures that if it contains periodic tasks, their release time will be considered. The major drawback of this algorithm is that it makes no effort to consider a task's deadline. Liu and Layland (1973) proposed the Early Deadline First (EDF) algorithm which will always choose the task with the earliest deadline. The algorithm is optimal in a uni-processor system but does not consider priority and therefore cannot analyze it. The algorithm fails under overloading conditions (Thai, 2002; Tanenbaum, 1994).

A fuzzy scheduling algorithm is also proposed in (Lee et al., 1994). The algorithm uses task laxity and task criticality as system parameters. The simulation model which contains small number of tasks on a uni-processor system did not consider system overloads. All the tasks are assumed to be real-time and fairness is not considered in scheduling. In terms of real-time distributed systems, Thai (2002) developed a model in which the task with higher computation time is assigned to bottleneck processor and system's worst case processing time is computed. How the task with higher computational time is detected was not explained but the proposed algorithm has acceptable resistance to system overload especially when number of processors is increased. Also, the algorithm needs communication time between processors. Another drawback of the work is that the algorithm does not consider heterogeneous tasks and fairness.

Sabeghi et al. (2006) used fuzzy inference to schedule non-preemptive periodic tasks in soft real-time multiprocessing systems. Priority and deadline was used as tasks parameters while fuzzy inference engine was used to compute each task's priority and to select

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the task with maximum priority to process. All tasks are assumed to be periodic and it is not clear whether the multiprocessor system that was proposed was homogeneous or heterogeneous. Since the system does not consider task's processing time the results are more similar to EDF and therefore not suitable for multiprocessing systems. Chen et al. (2005) proposed a scheduling algorithm that is suitable for both uniprocessor and multiprocessor systems. It provides a method to detect work overloading and try to balance load with task dispatching. It is however, doubtful if the proposed model could handle multimedia data efficiently. Dynamic integrated scheduling of hard real-time, soft real-time and non-real-time tasks was proposed in (Brandt et al., 2003). The model can generate feasible schedules but the model is restricted to periodic tasks and the tasks' periods are changed dynamically when overloading occurs.

Alberto et al. (1994) proposed a dynamic scheduling of computer tasks using Genetic Algorithms (GA). The scheduling algorithm which is non-preemptive hard real-time is aimed at dynamically scheduling as many tasks as possible such that each task meets its execution deadline while minimizing the total delay time of all the tasks. It implements a sequential MicroGA that uses a small population size of 10 chromosomes running for 10 trials and using a rather high mutation rate with a sliding window of 10 tasks. They also developed parallel MicroGA model for parallel processors. The performance of the sequential MicroGA model and the parallel MicroGA model were compared with other algorithms namely FIFO, EDLF and SRTF for solving similar problem. The results showed that the sequential MicroGA and the parallel MicroGA models produced superior task scheduling compared to other algorithms tested. The work is limited because it was meant to handle hard real-time task and it used a small population size.

In Stutar et al. (2006) a memetic algorithm for task scheduling in multiprocessor systems was developed. The memetic algorithm was produced by hybridizing Genetic Algorithm with Simulated Annealing (SA). SA transverses the search space by testing random mutations on an individual. The mutation that increases fitness is accepted. Tasks are distributed among the processors in such a way that the precedence constraints are preserved and total execution time is minimized. It defines an order of processing tasks that are ready to run in a given processor. The memetic algorithms represent tasks in a task graph which are then mapped onto a multiprocessor system in a way that maintains precedence relations and ensure that all tasks are completed in shortest possible time. Even though the memetic algorithms seem to offer a promise at mitigating the shortcomings of GA, it was not

implemented. Hence, the efficiency of the algorithms could not be ascertained.

Hamzel et al. (2007) also proposed a soft real-time fuzzy task scheduling for multiprocessor systems. The algorithm arranges real-time periodic and non-periodic tasks in multiprocessor systems. Since most static and dynamic optimal scheduling algorithms fail with non-critical overload, the fuzzy approach attempt to balance task loads of processors successfully, prevent starvation and ensure fairness which causes higher priority tasks to have higher running probability. Experimental results show that the proposed fuzzy scheduler creates feasible schedules for homogeneous and heterogeneous tasks. It also, considers task priority which causes higher system utilization and lowers deadline misses. However, the model is deficient because it does not consider scheduler processing time.

Mahmood (2000) proposed a hybrid scheduling algorithm for task scheduling in multiprocessor real-time systems. The system recorded significant improvements in guarantee ratio of tasks that arrived in the system. The system was not however, designed to handle multimedia tasks which consists both hard real-time and soft real-time components. Seyed et al. (2014) developed a genetic algorithm for optimization of integrated scheduling of cranes, vehicles and storage platforms at automated container terminals. The proposed algorithm introduced a random string of tasks to define precedence relations between tasks. The performance of the algorithm was evaluated using 10 small size test cases. A fairly near optimal solution that is similar to the existing simulated annealing algorithm was obtained. It was also reported that the proposed GA outperforms the existing algorithm when the number of tasks to be scheduled increase from 30 to 100.

Faghihi et al. (2014) employed the use of GA to schedule construction based on building information model (BIM). The project management triangle includes time, cost and quality. The task of developing project schedules that will satisfy the constraints imposed by time, cost and quality could be troublesome. The proposed GA model was applied to 21 construction projects and stable construction schedules were successfully generated.

Chiu-Hung et al. (2015) applied greedy GA to solve the problem of teacher transferring problems (TVPs). An improved neighborhood search algorithm was introduced into mutation operator. The result produced an optimal solution which performed better than classical methods for solving such problems. A hardware-aware rate monotonic scheduling algorithm for embedded multimedia systems was proposed in (Park and Yoo, 2010). The experimental results show that the algorithm improved the responsiveness of hardware tasks with little impact on software tasks. The output jitter reduced drastically. An improved CPU

scheduling algorithm based on multiprogramming environment was proposed in Arora et al. (2013). The introduction of pipelining into the CPU scheduling led to reduction in time latency. The proposed algorithm outperforms existing scheduling algorithms by 40-50%.

Notario et al. (2012) presents a multi-objective GA for task assignment on heterogeneous nodes. The assignment strategy used was based on GA to maximize task execution quality while minimizing energy bandwidth consumption. The result offered Pareto optimal solutions which were better than previous works that were reviewed. Similarly, Khan and Govil (2013) proposed a cost optimization technique of task allocation in heterogeneous distributed computing system (DCS). The proposed model considered the allocation of m tasks to n processors in a DCS using a modified tasks allocation technique which considers the processing capacity of each processor. The results show drastic reduction in processing cost.

This paper presents a hybrid genetic algorithm for scheduling high-speed multimedia systems using GA and maximum urgency first algorithm. A detailed discussion of the optimization model using mixed-integer linear programming is documented in (Oluwadare and Akinnuli, 2012).

a) Hybrid Genetic Algorithms for Multimedia Task Scheduling in a Multiprocessor System (HGAMTS)

HGAMTS combined a classical algorithm, Maximum Urgency First (MUF) with the multiprocessor algorithm proposed in (Mahmood, 2000). Detailed listing of the algorithm is as follows:

Let m = number of processors; task $[i]$ = the initial task queue; l = length of a chromosome; pop = population size; n = number of tasks in a chromosomes which is initially set to 0.

While (more task queue to be scheduled) **do**

If not (task queue empty) **then**

 Order the tasks in the task queue in non-decreasing order of their criticality.

 Select the task with highest criticality.

If tasks have same highest criticalness, select the task having the highest

 dynamic priority.

If tasks have same highest criticalness and equal dynamic priority then select

 task with highest user priority.

If tasks have common on all three above factors, execute the task based on

 first come, first served basis.

 {Create the population as follows}

 Select first t ($t \leq l - n$) tasks from the task queue

 Set $n = n + 1$

For $j = n + 1$ to pop **do**

For $i = 1$ to t **do**

 Generate a random number p ($l \dots m$)

 Call procedure random selector

 Select randomly a position q ($l \dots n + 1$) in the chromosome that has not been occupied so far.

 Insert (task $[j], p$) at position q of a chromosome j { that is (task $[j], p$) is the i th locus of chromosome).

Endfor

Endfor

Endif

If $n > 1$ **then**

 Evaluate each member's fitness (call procedure evaluate)

 Call procedure keep the best in order to select the best fit off springs

While not (termination condition) **do**

 Perform reproduction based on relative fitness values of chromosomes

 Call procedure crossover to perform crossover

 Call procedure mutation

Endwhile

 Select the best chromosome in the population as a solution.

 Newtaskset = false

While not (newtaskset) **do**

 Update the dispatch queues, if required, by assigning first f feasible tasks from the best chromosome.

 Find the tasks that in the best chromosome that cannot meet their deadlines by performing the feasibility check. Let r be the count of such tasks.

 Remove the tasks that have been sent to the dispatch queues or found not to be feasible from all the chromosomes of the population { $f + r$ tasks will be removed}

 Set $n = n - f(f + r)$

 Arrange the remaining tasks in the first n positions of each chromosome

 Set newtaskset = true

Endif

Endwhile

Endif

Endwhile

The algorithm starts by ordering the task in non-decreasing order of their criticality. Ordering the tasks in this manner is to ensure that those tasks that are more critical in terms of timeliness are assigned higher criticality values. Depending on the consequences of missing a deadline, multimedia tasks are typically classified into three categories: hard real-time systems, firm real-time systems and soft real-time systems (Ramamritham, 1996).

Based on this categorization, tasks coming into the system are assigned criticality values with hard real-time systems tasks having the highest criticality value followed by firm real-time tasks; and soft real-time tasks. After arranging the tasks on the basis of their criticality values, the algorithm then checks to see if there are two

or more tasks with same criticality value. It selects the task among such category of tasks with a tie in their criticality value and orders them using dynamic priority.

Dynamic priority is imposed by the immediate conditions at the time of processing. In the design of HGAMTS, the tasks arriving are submitted dynamically at the scheduler (the central processor) which performs the schedulability check before passing the task to any of the dispatch queues associated with the processors in the multiprocessor environment.

In a situation whereby tasks have same criticality and dynamic priority another selection factor known as user priority is introduced. If tasks tie on criticality, dynamic priority and user priority the tasks are selected on first-come-first-served basis. The central goal of HGAMTS is to incorporate traditional scheduling heuristics to generate a feasible schedule by determining the processor which a task should be assigned to and the order in which tasks should be executed so as to meet their deadlines. This measure increases the guarantee ratio (percentage of scheduled tasks that meet their deadlines).

The algorithm then selects a set of tasks from the sorted list and generates the initial population. Each chromosome in the initial population is generated by assigning task in the tasks set to a randomly selected processor and inserting the pair (task, processor) in a randomly selected unoccupied locus of the chromosome. If the number of tasks is less than the chromosome size, then the first n loci of the chromosomes are used in solution encoding and active chromosome size is set to n . This ensures that genetic operators are applied only to the active part of the chromosome. The second while loop determines the best schedule by applying the genetic operators discussed earlier. The second while loop terminates, if the best chromosome has a fitness value equal to the number of tasks considered for scheduling (the size of active chromosome) or a maximum number of iterations have been completed. Once the best schedule for a set of tasks has been found, the dispatch queues are updated, if required. All the dispatched tasks along with tasks found infeasible are removed from all the chromosomes so that they are not reconsidered for scheduling. A task T_i is feasible if it could be submitted at the end of any of the dispatched queues such that $r_i \leq st(T_i) \leq d_i$, c_i and $r_{i+} c_i \leq ft(T_i) \leq d_i$. Any task that fails to meet this condition is not feasible. The new task set includes the newly arriving tasks along with the tasks that have not been dispatched so far.

The chromosome syntax employed is such that each gene is a pair of decimal values (T_i, P_i) which indicates that task T_i is assigned to processor P_i . The position of genes in the chromosome indicates the order in which tasks should be executed. For instance, the chromosome representation shown in Figure 1 indicates that task 1 be executed on processor 4, task 5 on

processor 1, task 2 on processor 3 and task 3 on processor 1. It also indicates that if two tasks are assigned to the same processor for instance, tasks 5 and 3, task 5 is executed first followed by task 3.

(1,4)	(5,1)	(2,3)	(3,1)
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Figure 1 : Chromosome representation in HGAMTS

One of the advantages of the multiprocessor system is that two tasks assigned to two different processors may execute in parallel provided they do not require the same resource in exclusive mode. Tasks assigned to the same processor must execute in the specified order. In the chromosome representation scheme, each chromosome has a fixed length/size. This means that the maximum number of tasks that may be considered for scheduling at a time is bounded by the chromosome size. The remaining tasks together with the newly arriving tasks are kept in the task queue (Mahmood, 2000). When one set of task is scheduled, a new set of tasks from the task queue is selected for scheduling. If the number of tasks in the task queue is less than the chromosome size then only part of the chromosomes is used and application of genetic operators is restricted to that part only. The part of a chromosome being used is called the active part. It should be noted that the maximum size of the active part is equal to the chromosome size.

The position of a task on the chromosome which is a greedy consideration based on the domain-specific knowledge, determines the order in which the task will be executed. The closer the task is to the front of the chromosome, the greater are the chances of being scheduled. Also, the nature of the task that precedes a particular task may impose some constraints on where it can be placed. For instance, if two tasks require a resource, and one of them is in exclusive mode, the task in exclusive mode may prevent the other from being executed. The three genetic operators employed in HGAMTS are crossover, reproduction and mutation.

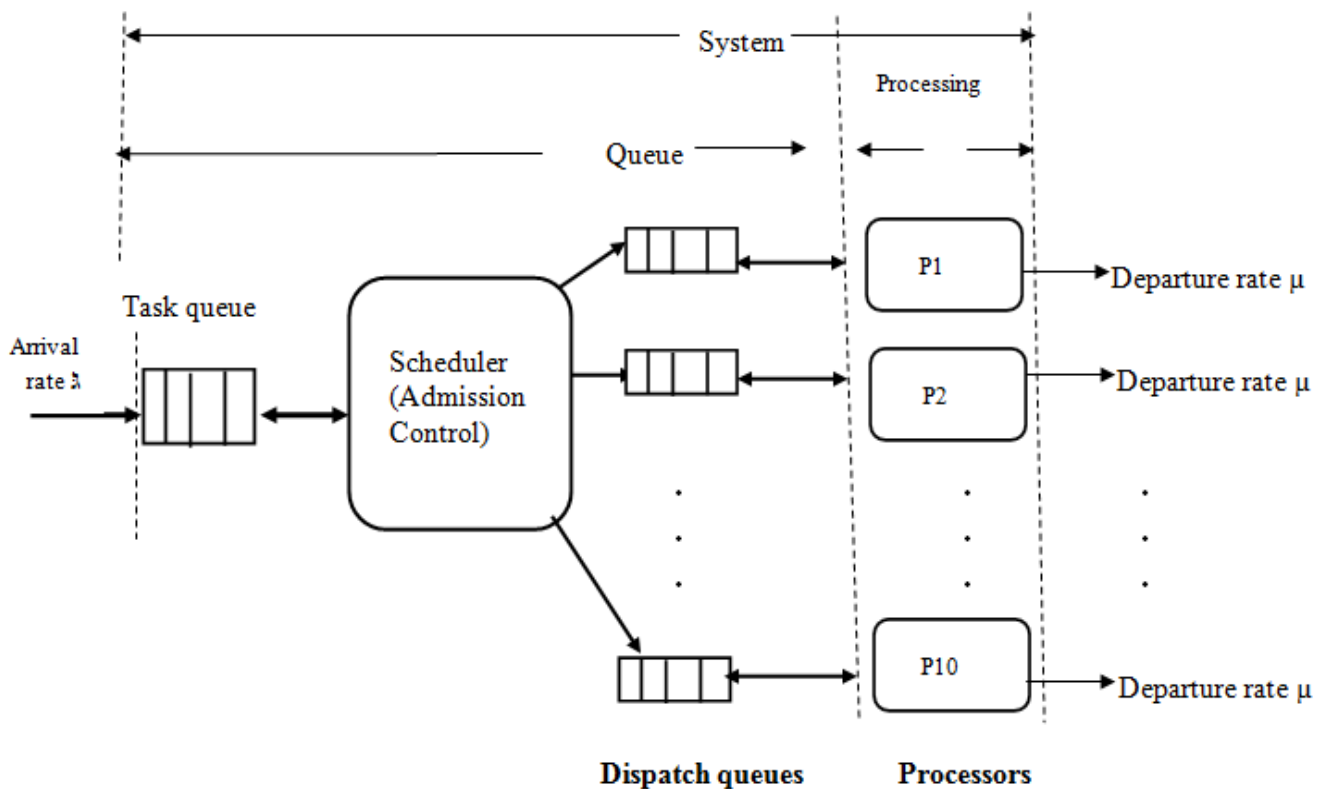


Figure 2 : Schematic representation of the partitioning scheme and the queuing

III. EXPERIMENTAL SET-UP

Extensive simulation runs were carried out. For each simulation run, 300 tasks were randomly generated. The worst case computation time c_i of task T_i was randomly chosen between MIN_C and MAX_C and were set to 30 and 60 respectively. Deadline of task T_i was uniformly chosen between

$$r_i + 2 * c_i \text{ and } r_i + R * c_i$$

where $R \geq 2$

The inter arrival time of task is exponentially distributed with mean

$$1/(\lambda * m) * (MIN_C + MAX_C) / 2$$

where m is the number of processors ($5 \leq m \leq 10$).

The value of λ was varied from 0.2 to 0.6 (Mahmood, 2000). Many values of the reproduction operator x (% of tasks to be killed before reproduction) were tried. Chromosome size was varied from 5 to 20 for different set of simulation runs. Also, population size was varied from 20 to 50. All the dispatched queues were of equal length for a particular simulation run. However, the length of dispatch queues was varied between 1 and 3 for different simulation runs.

IV. RESULTS

The values presented in the Tables 1 through Table 2 are the average of 10 simulation runs and the maximum iteration was set to 700. The results obtained were compared with Rate Monotonic (RM) and Earliest Deadline First (EDF) algorithms.

a) Success Ratio at different Task Arrival Rates and Chromosome Sizes

The success ratio of the three algorithms was measured at different task arrival rates and chromosome sizes. The result is presented in Table 1

Table 1 : Success Ratio at different Task Arrival Rates and Chromosome Sizes

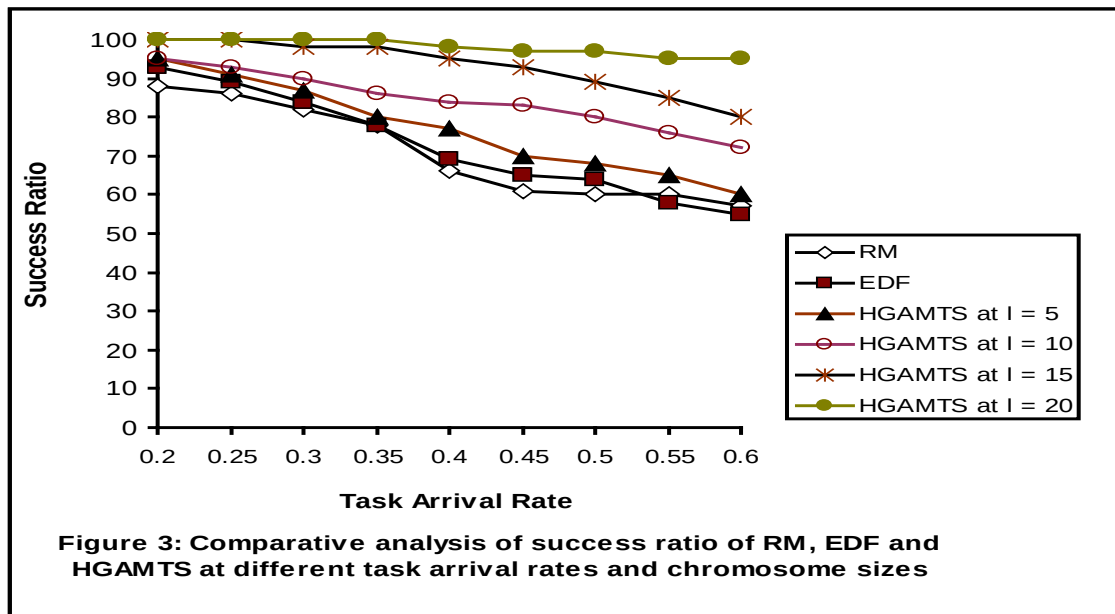
Task Arrival rate	Success Ratio					
	RM	EDF	HGAMTS at $l = 5$	HGAMTS at $l = 10$	HGAMTS at $l = 15$	HGAMTS at $l = 20$
0.2	88	93	95	95	100	100
0.25	86	89	91	93	100	100
0.3	82	84	87	90	98	100
0.35	78	78	80	86	98	100
0.4	66	69	77	84	95	98
0.45	61	65	70	83	93	97
0.5	60	64	68	80	89	97
0.55	60	58	65	76	85	95
0.6	57	55	60	72	80	95

l = Chromosome size

Source : Simulation studies, 2014

Table 1 revealed that at lower task arrival rates (0.2 – 0.3) the success ratio of the three algorithms is between 82 and 100%. RM recorded the least success ratio while HGAMTS recorded the highest. The success ratio drops as the task arrival rate increases. It was also revealed that HGAMTS has higher success ratio at all task arrival rates followed by EDF and RM. The success ratio of HGAMTS increases as chromosome size increases. In fact, the success ratio of HGAMTS is 100%

at task arrival rate 0.25 and below for chromosome size 15. On the other hand, the success ratio reached 100% at task arrival rate 0.35 and below for chromosome size 20. Hence, it could be inferred that the higher the chromosome size, the better the performance of HGAMTS. Also, the gap between the performance of HGAMTS and the other two algorithms (RM and EDF) increases with increase in chromosome size.



b) Success Ratio at different number of iterations and chromosome sizes

A comparative analysis of the performance of the three algorithms was also carried out at different number of iterations. The result is presented in Table 2.

Table 2 : Success Ratio at different number of iterations and chromosome sizes

Number of iterations	Success Ratio					
	RM	EDF	HGAMTS at $l = 5$	HGAMTS at $l = 10$	HGAMTS at $l = 15$	HGAMTS at $l = 20$

100	10	21	41	43	47	48
200	22	24	46	47	58	59
300	25	26	48	51	62	65
400	28	29	52	58	69	72
500	31	35	57	63	83	85
600	36	43	60	66	89	96
700	45	51	61	67	92	98

Population size (p) = 40, l = Chromosome size

Source : Simulation studies, 2014

Table 2 revealed that success ratio increases with increase in number of iterations. RM has the least success ratio followed by EDF while HGAMTS has the highest success ratio across all iterations. It could also be observed that for HGAMTS, success ratio increases with increase in chromosome size.

between 5 and 10. The metric used is the guarantee ratio, which denotes the percentage of feasibly scheduled task sets that meet their deadline. The utilization was varied between 5 and 10. A task is schedulable on m processors if no task in the set misses its deadline.

c) Performance of RM, EDF and HGAMTS at different utilization factors

The maximum utilization factor was varied between 0.2 and 1.0 and processors were also varied

Table 3 : Guarantee Ratio at different Utilization Factors

Utilization factor (α)	RM				EDF				HGAMTS			
	$m=5$	$m=7$	$m=9$	$m=10$	$m=5$	$m=7$	$m=9$	$m=10$	$m=5$	$m=7$	$m=9$	$m=10$
0.2	85	87	88	89	91	93	95	97	97	98	100	100
0.5	81	83	85	87	89	91	94	96	94	96	99	100
0.8	72	78	81	83	85	88	92	95	91	95	99	99
1.0	68	75	76	79	79	85	90	92	86	94	98	98

m = number of processors

Source : Simulation studies, 2014

Table 3 revealed that guarantee ratio decreases with increase in utilization factor. The best performance was obtained at $\alpha = 0.2$ for all the algorithms. However, HGAMTS recorded the best performance followed by EDF while RM had the least performance. Results in Table 3 also revealed that guarantee ratio increases with increase in the number of processors (m).

V. CONCLUSION

Multimedia files are usually large in size and must be processed within a time frame in order to guarantee quality of service. Meeting deadlines and achieving high resource utilization are the major goals of multimedia task scheduling. Multiprocessor systems offer a veritable opportunity to address some of the processing challenges presented by multimedia data. However, the complexity involved in the design of appropriate algorithms for task scheduling in multiprocessor systems is another area of challenge.

This research has shown that Hybrid Genetic Algorithm could be used to schedule multimedia tasks dynamically that arrives in the system. The algorithm used fixed size chromosome to encode the solution. However, the algorithm also allows part of the chromosome to be used whenever there are fewer tasks

to occupy all the loci on the chromosome. When a part of the chromosome is used, the genetic operators are applied to the active part only. Tasks not submitted to the dispatch queues are reconsidered with newly arriving tasks. The simulation results confirm the effectiveness of the hybrid genetic algorithm for scheduling high-speed multimedia tasks in a multiprocessor system.

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A Dynamic Resource Allocation based on Multi Attributes Scoring in Collaborative Cloud Computing

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Abstract- Collaborative cloud computing involves providing cloud services on globally distributed resources belonging to different organizations in a cooperative manner. Resource management and allocation in Collaborative Cloud is challenging because of the heterogeneity of the resources. The other challenge is guaranteeing the Quality of Service (QOS) and availability of these resources. Users' resource demands have to be managed properly to ensure acceptable QOS. In this paper, we propose a method for effective management and allocation of resources using machine learning and using multi attribute tuning. The method has been simulated in cloud-sim as well as implemented on Amazon work space and results show that the proposed method performs better than reputation based algorithms.

GJCST-B Classification : C.1.4 H.3.4



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A Dynamic Resource Allocation Based on Multi Attributes Scoring in Collaborative Cloud Computing

Pavan Kumar V^α, Anitha N^σ & Anirban Basu^ρ

Abstract Collaborative cloud computing involves providing cloud services on globally distributed resources belonging to different organizations in a cooperative manner. Resource management and allocation in Collaborative Cloud is challenging because of the heterogeneity of the resources. The other challenge is guaranteeing the Quality of Service (QOS) and availability of these resources. Users' resource demands have to be managed properly to ensure acceptable QOS. In this paper, we propose a method for effective management and allocation of resources using machine learning and using multi attribute tuning. The method has been simulated in cloud-sim as well as implemented on Amazon work space and results show that the proposed method performs better than reputation based algorithms.

1. INTRODUCTION

Today many organizations are moving their application to a cloud computing platform due to fluctuation in demand for resources. Sometimes the demand for the resources may be difficult to be satisfied by single cloud. If resources provided by a single cloud are not sufficient for the application then collaborative cloud is to be used. Collaborative Cloud involves distributing the application among multiple Cloud services available.

The physical resources are interconnected using the collaborative cloud computing (CCC) which allows the sharing of resources between different clouds. At the same time provides a tremendous amount of virtual resources to customers. For the cloud customers, this virtual organization is visible. When a customer's demands are not met by a single cloud, other cloud is requested to satisfy the needs of a customer. collaborative cloud computing operates in an environment where the number of resources range in thousands or millions, and the resources are spread across the world and dynamic nature is inherited into it to allow entities to leave or enter the system as the availability or utilization of the resources are changing constantly.

Some of the challenges that are faced in using the collaborative cloud computing are:

1. Trustworthy resources are not efficiently located.

2. Complexity in selecting the resources from the options located.
3. Preventing any node from being overloaded while making sure that all the resources are used to the maximum.

To address the above said challenges, reputation based algorithms are used.

The previous algorithm [1], [2], [3] have ignored heterogeneity nature of the resources, instead all the node are assigned a single reputation value. The reputation of the node should not be same and this should be different for different resources typed nodes. For instance let's consider that general physician will give good advice on health but not necessarily give good advice on finance. Similarly a single node may be good in handling the computing services but not so good when it comes to storage service. Hence the entire previous algorithms which were used for assigning the reputation for nodes are not effective in selecting the trustworthy resources by an individual.

The previous algorithm will only consider one of the QOS user demands, like the security or the efficiency. If there are a number of servers or resources available, the policy based on the efficiency will only consider the node which has the maximum resources, whereas the policy based on the security will only consider the nodes which has the highest reputation only. The security based selecting will lead to overloading of the nodes while the efficiency based selection will lead to lower success rate of the service.

Hence when the reputation based deployments are uncoordinated, it will result in a behavior which is contradictory and the effectiveness of the both are significantly affected and hence overall performance is also affected. Hence focusing on a single QOS has its own kind of challenges.

- a) How the different demands of the QOS such as the availability, efficiency and reputation of resources can be considered for resources selection.
- b) How a node can control actively the resource supply and reputation control while making sure that it is not being overloaded without compromising the profit and gain reputation.

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Power-Trust is based on the trust value, where the either initial value is same and initially allocates the job to some node. If response time is met with the execution time then reputation value is increased, if it is not met the execution time then response time is decreased. By continually choosing most reputed hubs, affecting routines neglect directed towards endeavor hub reputation within resource variety facing completely as well as moderately uses resources in effective framework as well as to reconciled clients various Quality of Service requisitions successful

A node cannot reflect its reputation properly for its individual resources type when there is a single reputation value assigned to the nodes. If nodes with the highest reputation are being selected, this will affect the way the node are utilized or the way the node are selected based on their reputation and also satisfy the different QOS needs of a customer. So we have to better understand the interdependencies among reputation management and resources management.

As there are many issues on single QOS reputation allocation for CCC, we have proposed a effective resource allocation which is based on multi QOS scoring where the resource selection is multi-faceted and also compared with power trust method.

II. RELATED WORK

Haiying Shen [4], have proposed a platform for efficient and trustworthy resource sharing in CCC, where an cloud resources are globally scattered that are belonging to different organization or entities that are collectively utilized in a cooperative way to offer services. For the successful deployment of the CCC, the problems of resource and reputation management must be jointly addressed. Resource and reputation management methods that are discussed earlier are not sufficiently effective or efficient. The methods fail to exploit the reputation of node by considering the highest reputation values during the resource selection and to meet the QOS demands of the clients. Hence they proposed a new CCC platform called Harmony, that integrates the reputation and resource management in an harmonious manner. It has 3 innovations: multi QOS oriented resource selection, reputation management/integrated multi-faceted resource, reputation control/price assisted resource. The existing Resource and reputation management are showed in terms of effectiveness, efficiency and QOS in Harmony by performing simulation and trace driven experiments in the real-world Planet Lab.

J. Li, B. Li [5] has proposed a cloud virtual organization for the multiple clouds collaboration. The interest for scalable resources in a few applications has been expanding quickly. Numerous researches are going ahead to make one environment connecting various clouds for scalable computing abilities or for

completely using inactive resources. By distinguishing and comprehension the interdependencies between Resources, Preference of clients and User Preference Resource Selection in Utility based, a Collaborative Cloud Computing stage has introduced, which concentrate on Cloud Resources, Cloud Service Providers SLS's, User Preferences, and use of the clients. It can accomplish improved proficient management of resources and user fulfillment between distributed resources in Collaborative Cloud Computing. This technique gives a situation to point out its required resources, Resources capability or ability, User's Requirements and also finds the available of the resources. At that time the cloud users can be capable to be familiar with each Cloud Resources and all insights regarding the Cloud capability, so that cloud users can pick viable cloud platform. Moreover, this environment is scalable to the cloud clients.

In paper [6], as cloud computing turn out to be broadly sent, one of the difficulties confronted includes capacity through orchestra, an extremely complex arrangement of subordinate systems (storage, network resource and compute) that compass vast geographic ranges serving assorted customers. To facilitate procedure, individually prompt COPE (Cloud Orchestration Policy Engine), a circulated platform that permits cloud suppliers to behave informative robotized cloud resource orchestration has been proposed. In COPE, cloud suppliers indicate system-wide imperatives and objectives utilizing COPE log, a decisive strategy dialect adopted towards determining distributed constraint expansions. COPE catch approach details and cloud framework defines as information together with afterwards enhance network resource allocations, compute and storage inside of the cloud like supplier operational goals and client SLA's can be preferably met. Individually depict future mix with a cloud orchestration stage, and instant beginning of estimating effects that exhibit the possibility of COPE utilizing creation follows from expansive facilitating organization in US. They additional examined orchestration situation, includes topographically dispersed data centers.

In Cloud Resource Orchestration [7] the trust and security have kept organizations from completely tolerating cloud platforms. To preserve clouds, suppliers should primarily secure virtualized data-centre resources, maintain client protection, and save information uprightness. The writers propose utilizing a trust-overlay set-up in excess of numerous information centers for execution of reputation scheme for building a belief betwixt service contractors and information proprietors. Information coloring and spreadsheet watermarking procedures secure pooled information items and enormously dispersed coding modules. These approach shelter the multi-way confirmations, allow solitary sign-in cloud, as well as fix right to use

manage delicate information in mutually open and confidential clouds.

F.M.Fernandez [8] proposes virtual defense and Reputation Based Trust Management for CCC. The escalating ubiquity of cloud computing as appealing distinct option through fantastic statistics handling systems have been increased significance about its right along with persistent operation even in the vicinity of deficient segments. Present an inventive framework level standard perspective making along with overseeing failure acceptance in Clouds. An exhaustive high-level access via shade the exertion information of the error acceptance methods to app designers and clients by ways of committed utility panels. Specifically, the service panels permits client to determine and apply the fancied level of error acceptance, and does not oblige learning about the error acceptance methods that are accessible in the imagined Cloud and their executions. Making and overseeing fault tolerance in Cloud environment that the user does not oblige information about the adoption of internal failure systems. The fundamental point of the fragmentation idea is decreasing time delay and giving security to cloud server.

The Reputation systems proposed in [9] known as Trust guard as became famous in evaluating the dependability and foreseeing the prospect conduct of hubs in an expansive-scale dispersed system where hubs may execute each other without former experience or knowledge. Major difficulties in distributed reputation management are to comprehend vulnerabilities and also create instruments to reduce the possible harms to a framework by vindictive nodes. In the document they recognize three susceptibility that are adverse in respect to scattered reputation management and recommend Trust Guard – a protection system for giving an exceedingly trustworthy and efficient reputation system.

To start with, a responsible trust model has been provided and an arrangement of official strategies to hold strategic malevolent hubs that consistently transforms their behavior to increase iniquitous benefits at frameworks. Next in order, an exchange based reputation system must adapt to the susceptibility that malevolent hubs may abuse the framework by overflowing inputs with false exchanges. Last, yet but not slightest, individuals analyze significance of sifting through deceitful criticisms meanwhile calculating reputation-based faith of node, comprising the inputs documented that has malevolent nodes via plot. The trials exhibits that, contrasting along with present reputation systems, the system is extremely reliable and successful in differing malevolent nodes regards to planned wavering conduct, deluging malicious inputs along forged exchanges, and exploitative criticisms.

III. OVERVIEW OF THE PROPOSED SOLUTION

Our solution for resource allocation is based on multi attribute based QOS scoring. In our approach we

allocate QOS score to the resources based on following attributes

1. Distance to the resources from user site
2. Reputation of the resource
3. Task completion time
4. Task completion ratio
5. Load at the resource

Based on all these attributes, we train a neural network QOS scoring system and use it to score the resources and select the resources with best score for user task allocation. We refer to this algorithm as Multi Attribute QOS Scoring (MAQS).

IV. PROPOSED SOLUTION

Our proposed solution for dynamic resource allocation consists of 3 parts

1. Training
2. Data collection
3. Allocation

a) Training

In Training Stage we train a multi layer feed forward neural network which takes the five attributes as input and provides QOS as output.

1. Price
2. Reputation
3. Efficiency
4. Distance

Training is periodically conducted to learn the inherent behavior in the system.

b) Data Collection

In data collection stage, we collect data from all the nodes scattered across periodically.

Each node participating in Collaborative cloud have probe installed and the probe collects the statistics and reports to central manager. The central manager maintains the periodic heartbeat with the nodes in collaborative cloud to know the availability and based on it, reputation is calculated.

c) Allocation

User tasks are allocated with resources based on the multi QOS parameter. Whenever user task arrives we calculate the QOS score for the node by providing the data collection from node to neural network. The best QOS score node is selected and the task is allocated.

V. SYSTEM IMPLEMENTATION

We implemented the system with following modular architecture as shown in figure 1.

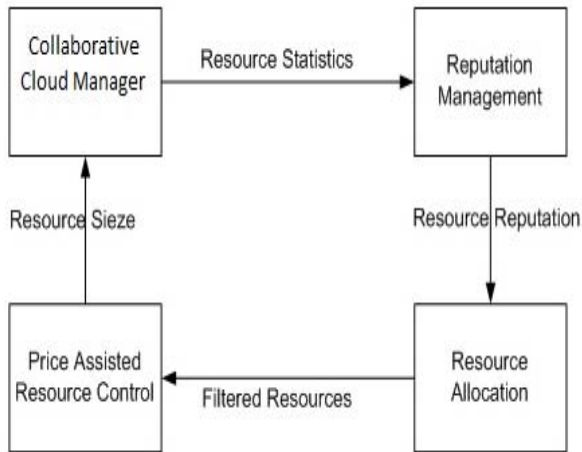


Figure 1 : System Architecture

Coordinated Cloud Manager: This module handles the registration / Heart beat of the coordinated clouds distributed geographically.

Reputation Manager: This module collects statistics report from the coordinated cloud and uses it to calculate the reputation score.

Resource Selection: This module selects the resources based on the reputation score and QOS required for the task to be executed.

Price Assisted Resource Control: To avoid overload at reputed nodes, pricing assisted control is done to select the non overloaded resource for job execution.

The system is implemented on the top of cloud sim simulator.

We have used 3 layer neural networks with 5 input neurons for each of five inputs {w1, w2, w3, w4, w5} as shown below:

- w1: Distance to the resources from user site
- w2: Reputation of the resource
- w3: Task completion time
- w4: Task completion ratio
- w5: Load at the resource

All these parameters are normalized to the value of 0 to 1 before giving it to neural network. The neural network will have 1 output neuron for the QOS score of total 4 output neuron n1, n2, n3, n4 for each score as given below:

- n1: Price
- n2: Reputation
- n3: Efficiency
- n4: Distance

We have used back propagation algorithm with LMS (Least mean Square) at learning rate of 0.9 and error of 0.001 with maximum of 100 iterations.

This output is given to the Price Assisted Resource Control which is the next stage of the process.

VI. PERFORMANCE ANALYSIS

We implemented the proposed algorithm for resource allocation in cloud-sim simulator.

We measured the average success rate and the average completion time between the reputation based and the proposed MAQS.

The average success rate for the varied number of requests rate is measured as shown in figure 2 and from this we see that the success rate in the proposed MAQS system is high.

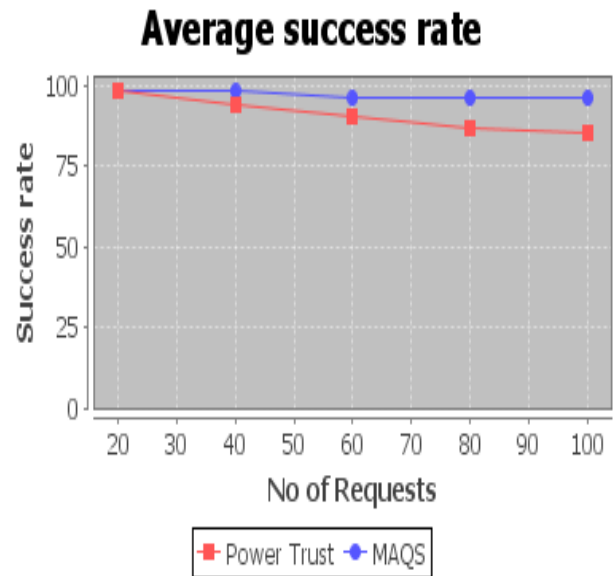


Figure 2 : Graph of success rate

The average completion time for the varied number of requests rate is measured as in figure 3 and from this we see that the completion time is less in proposed MAQS when compared to reputation based systems.

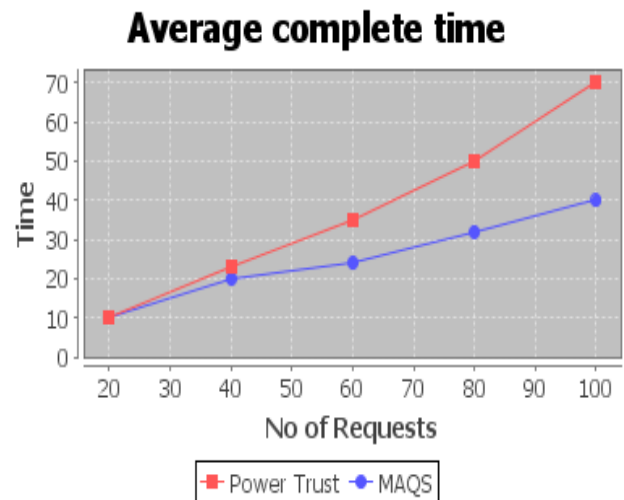


Figure 3 : Graph of success rate

We have also implemented on the Amazon work space and found that the simulated values are same as that of the Amazon work space. The figure 4 depicts the same.

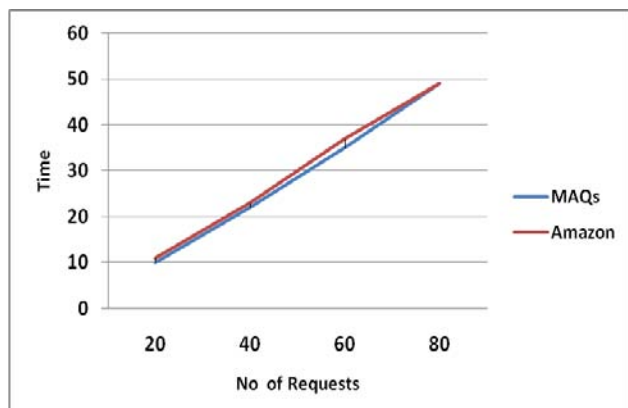


Figure 4 : Comparison of MAQs and Amazon

VII. CONCLUSION AND ENHANCEMENT

In this paper, we have detailed our proposed solution for resource allocation using MAQS for collaborative cloud computing. Our mechanism has very good task completion ratio & success ratio. Through simulation in cloud-sim we have proved that our mechanism is able to give better QOS to the service providers. In future we plan to apply speculative execution to still improve the QOS and explore the optimal time period for training neural network with calculation of load factor.

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A Review on Progress and Problems of Quantum Computing as a Service (Qcaas) in the Perspective of Cloud Computing

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Abstract- Cloud computing is a global established system. Quantum computing is hypothetical model which is still in tentative analysis. Cloud system has some weakness in security, processing, backup and vicinity. Somehow quantum computing illustrates some revolutionary solution to overcome cloud weakness. Most researchers are optimistic in quantum computing that it will improve cloud system. It is not easy to combine these two different systems along. We will show two quantum approaches; quantum cryptography and blind quantum computing to secure cloud computing. Quantum cryptography will secure the user data transmission and communication through cloud form hackers. And blind computing will secure the instant eavesdropping or accessing of data processing in cloud from any vicious cloud provider or third party. This paper's major target is to show advantages and disadvantages of quantum computing in the viewpoint to integrate it with cloud system. Also review some current improvement of quantum computing and computer.

Keywords: cryptography, entanglement, polarization, qcaas, qubit, quantum cloud.

GJCST-B Classification : C.2.1 C.2.1 H.3.4



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A Review on Progress and Problems of Quantum Computing as a Service (Qcaas) in the Perspective of Cloud Computing

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Abstract- Cloud computing is a global established system. Quantum computing is hypothetical model which is still in tentative analysis. Cloud system has some weakness in security, processing, backup and vicinity. Somehow quantum computing illustrates some revolutionary solution to overcome cloud weakness. Most researchers are optimistic in quantum computing that it will improve cloud system. It is not easy to combine these two different systems along. We will show two quantum approaches; quantum cryptography and blind quantum computing to secure cloud computing. Quantum cryptography will secure the user data transmission and communication through cloud form hackers. And blind computing will secure the instant eavesdropping or accessing of data processing in cloud from any vicious cloud provider or third party. This paper's major target is to show advantages and disadvantages of quantum computing in the viewpoint to integrate it with cloud system. Also review some current improvement of quantum computing and computer. Also we will represent some aroused criticism of quantum cloud computation system in practical research field in recent days. This paper will help us to summarize the major issue that we should concern in quantum cloud computing for future works.

Keywords: cryptography, entanglement, polarization, qcaas, qubit, quantum cloud.

I. INTRODUCTION

Cloud computing is globalization for computer and internet. When we hear "Cloud Computing" it actually means "X as a Service" such as, SaaS (Software as a Service), IaaS (Infrastructures as a Service), PaaS (Platform as a Service), DaaS (Data as a Service), NaaS (Network as a Service), StaaS (Storage as a Service) etc.[11] Different services provide different benefits but security is a big issue for cloud computing which is still a burning question. Commercial offerings of market-oriented Clouds must be able to define computational risk management tactics to identify, assess, and manage risks involved in the execution of applications with regards to service requirements and customer needs.[9]

Cloud computing is 50 year old business model, which still needs to expand and overcome

limitations that prevent the full use of its potential. [10] Classical computing, cryptography and storage processing is not enough to secure the cloud. So there comes a new era of quantum computing, quantum cryptography and quantum processing. If we could just add the upcoming quantum technology as a service for cloud it will be revolutionary. This new service will be called as "QCaaS" or "Quantum Computing as a Service". Our main target is to review on some recent progress and rising problems in "Quantum Computing as a Service (QCaaS)" for cloud computing.

II. MAIN PROBLEMS OF CLOUD COMPUTING

Cloud computing is not totally free of access and private to customers in every aspects. There are some cloud providers such as Amazon EC2 gives customer free cloud access for a specific period but that's not applicable for all providers. Moreover, different stages of threat are there such as, data loss, user privacy issue, user data theft, user-vendor security, data locality etc. Even if we use most powerful encryption system or secured medium to pass information over cloud despite these an inside attacks such as; where cloud provider itself could overhears client's secret information and an outside attacks such as; where intruders could eavesdrop or eliminate client's information could happen. We are not safe from cloud provider's immoral actions.

III. QUANTUM COMPUTING BASIC

In the case of merging quantum computing with cloud system at first we must ensure about some essential terms on quantum computing.

a) Polarization

Polarization is actually passing a photon through a filter to get a specific spin (vertical/horizontal/diagonal). For example, the output value of photon spins using different polarization is given below:

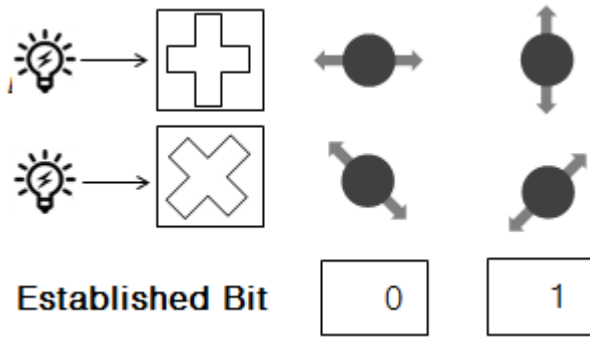
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Fig.1. Photon polarization using 2 different filters with their established bit values



b) Qubit

Classical computer uses 0 or 1 as bit system. But in quantum system the fundamental unit is known as Qubit ($|0\rangle$ or $|1\rangle$) or superposition of both 0 and 1. By analyzing Bloch sphere, if we measure 0 bit as south pole and 1 bit as north pole then a Qubit means any alternative possible state of a rectilinear combination of $|0\rangle$ and $|1\rangle$. This often referred to as a superposition: $|\psi\rangle = a|0\rangle + b|1\rangle$. [1]

c) Quantum Entanglement

This is a ghostly particle reaction issue. When two photons are entangled pairs it means, one photon has the opposite spin of another one without having any bodily connection among them.

d) Qubit Measurement

According to Heisenberg's uncertainty principle, we will never be able to measure both speed and position of any particle at a time. If we try to measure a Qubit we'll only get discreet 0 or 1. So there's no way we can tell the real-time measurement of a Qubit.

IV. TWO DIFFERENT QUANTUM APPROACHES

Two different quantum approaches could solve these problems. they are, blind computing and quantum cryptography. Blind computing means, where all the data input, output, processing will become unidentified by any quantum computer. In blind computing theoretically the cloud user generates some qubit where only he knows the initial states of those qubit. After sending these qubit to the quantum computer, the computer entangles the qubit using a standard system. the actual computation is measurement-based. The user adapts measurement guidelines to the specific state of each quantum bit. and he sends them to a quantum server. after successful processing the user gets back his result and he can interpret the final result. the whole process is "blind" because even if the quantum computer or an eavesdropper tries to decipher the qubit, they will not get any beneficial information. it's because they don't know the initial states. [2] Another approach is quantum cryptography is given below in details.

a) Quantum computation & cryptography in cloud system

Beyond current two type classical cryptography now a day's physics has discovered new age of quantum mechanics. Using quantum physics law a quantum computer could have incredible power of compute within a shortest possible time. From earlier discussion each time a single Qubit is added to a quantum computer its computational power gets double. We can get 2128 different of I/O at a time only using 128 Qubit. A quantum algorithm called Grover's quantum algorithm $O(\sqrt{n})$ which states that, using superposition of Qubit anyone can search any data by $\sqrt{250000} = 500$ steps from 250000 data. In the case of classical computer, it need at least $n/2 = 125000$ steps. This means a perfect quantum computer can reduce any processing time of years into milliseconds. So once quantum computer is fully developed our present 128-bit cryptography system could easily be beaked by it. Also government agencies, banks, security companies, defense need to secure their information from being hacked, because one day this quantum technology might decipher their system. So we need new strong encryption and secured communication system. And there comes quantum computation for fast processing and quantum cryptography for security issues.

There is a common example where two users (Sara and Musa) in cloud sending-receiving key using quantum cryptography encryption technique and at the same time hacker are trying to eavesdrop it. Sara the sender first creates a simple Qubit and sends it to Musa. Sara is using a diagonal filter (X) and a rectilinear filter (+) to send the key. Here "/", "\" indicates 45° diagonal photon spin and "-", "|" indicates 90° rectilinear spin. Sara uses polarization and evaluates the value of key. Musa is waiting for incoming photons which randomly applies any rectilinear or diagonal polarization filter. He also keeps a note of used polarization, its value and spin. After successful communication, Sara and Musa interconnect over open channel. Musa gives Sara only polarization filter orders that he used. Table (i) shows Sara sends a key [01011001]. Now if Musa received an incorrect order of information shown in Table (ii) [00011001] after that, Sara will tell whether the order is exact or not. After full transmission by fixing the mistaken polarization sequence the ultimate encoded data can be sent. Eavesdropper cannot deduct all the polarization sequence exactly in this system. If Musa unable to decode the sent data he cloud notice easily the interference of communication by hacker's. Other criteria called quantum non-cloning criteria of quantum computation guarantees us not to achieve an identical copy of any quantum polarized state in the middle of calculation. This means spy will never be able to get a duplicate copy of transported quantum cryptography keys. If someone is able to clone any state then he

could make many identical copies of it. At the same time he can measure each dynamic variable with random precision; that will avoid the uncertainty principle. But

due to the non-cloning theorem this fear is prevented [3]. The cold true is that, there is still no completed quantum computer yet to establish system.

Table.1. Sara sending key

Sara's polarization	X	X	+	+	X	+	+	+
Sara's spin	\	/	–		/	–	–	
Sara's value	0	1	0	1	1	0	0	1

Table. 2. Musa receiving key with error

Sara's answers	Y	N	Y	Y	N	Y	Y	N
Musa's polarization	X	+	+	+	+	+	+	X
Musa's spin	\	–	–			–	–	/
Musa's value	0	0	0	1	1	0	0	1

V. PROBLEMS AND RECENT PROGRESS OF QUANTUM CLOUD COMPUTING

a) *Raising problems of quantum cloud computing*

The burning question of Cloud computing is whether it is secured and reliable for users or not. Theoretically quantum computing can solve all the complications of cloud computing. But some key challenges arise to develop a quantum computing system. There are some uncertainties on quantum computation. It said that this quantum computer stuff may not be quantum at all as we are fascinating.[4] The newly developed D-Wave quantum computer system has some major concerns. In quantum computation system question arises that, is the d-wave really a quantum computer? Also we need to build a physical logic gate to control Qubit. Even if we build a gate how we will prevent noise effect on photon? If a little noise disentangles the Qubit then the whole quantum computer will be a classical computer type. Because we still cannot control the subatomic level of any system. Another key paradox is that even we effectively run a calculation or process we will never be able to find every single phase of it. We can only get only single state of all possible superposition of photon. So error checking is tough. This makes the quantum computation ambiguous and the quantum cloud computing too. But we must aware that, we can't fully prevent an inside unethical attack in cloud system. According to Seth Lloyd, an expert in quantum computation at the Massachusetts institutes of technology "treachery is the primary way, "there's nothing quantum mechanics can do about that". [5]

b) *Recent improvement of quantum cloud computing*

Quantum computer development is still ongoing. There are so many research, methods, architectures and approaches to achieve quantum computer and cloud system integration. Google has already declared their first quantum computer will build on d-wave's approaches. They are going to design Qubit in different way by improving d-wave's hardware. [6] Recently in 2012, s. Barz, e. Kashefi, a. Broadbent, j. F. Fitzsimons, a. Zeilinger and p. Walther demonstrate an experimental blind quantum computing for secured cloud computing. They completed the theoretical framework of measurement-based quantum computation that allows a user to represent a computation to a quantum server. [7] Also a quantum-cloud system in 27 September 2013 has been confirmed by a group of scientist of Bristol University in UK. It is named as Qcloud. The Qcloud quantum computer placed at the center for quantum photonics in the Bristol University. The idea is to establish a practical aspect of quantum computing as a service (QCaaS). This quantum processor would be remotely accessed and controlled by anyone in the world. It would allow people to run an experiment, and test the real experimental data against their simulations. However, they are only using two Qubit. This shows a practical example of application of the quantum computing-cloud computing in recent time. [8]

VI. CONCLUSION

We are showing summery review of how effectively quantum based computation could improve our classical computations and communication in cloud

our classical computations and communication in cloud computing system. We also try to show all possible area of major problems in quantum computing for further analysis and future works. This new service we called "Quantum Computing as a service or QCaaS" is still under development. Until the quantum computer attains its final state we should try to improve our present classical system and deprive their limitations. We expect in near future quantum cloud computing will bring revolutionary change in cloud system.

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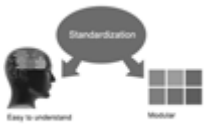
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- Make a decision if each premise is supported, discarded, or if you cannot make a conclusion with assurance. Do not just dismiss a study or part of a study as "uncertain."
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- You may propose future guidelines, such as how the experiment might be personalized to accomplish a new idea.
- Give details all of your remarks as much as possible, focus on mechanisms.
- Make a decision if the tentative design sufficiently addressed the theory, and whether or not it was correctly restricted.
- Try to present substitute explanations if sensible alternatives be present.
- One research will not counter an overall question, so maintain the large picture in mind, where do you go next? The best studies unlock new avenues of study. What questions remain?
- Recommendations for detailed papers will offer supplementary suggestions.

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- When you refer to information, differentiate data generated by your own studies from available information
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References	Complete and correct format, well organized	Beside the point, Incomplete	Wrong format and structuring



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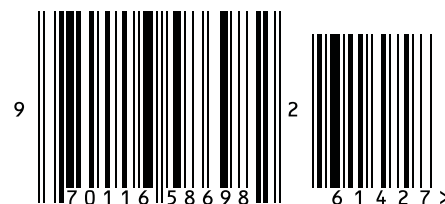


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