

MINIMIZING LATENCY IN CLUSTER WITH CLOUD COMPUTING

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ABSTRACT

The DDN Web Object Scaler (WOS) is a revolutionary object-based, cloud storage system that addresses the needs of content scale-out and global distribution. At its core is the WOS object clustering system, intelligent software that allows a massively scalable content delivery platform to be created out of small building blocks, enabling the system to start small, and easily grow to a multi-Petabyte scale. Objects stored in the WOS cluster are managed by policies which determine where the data should physically reside. WOS policies dictate content distribution within the cluster. Using policy-based content distribution with WOS, organizations can easily create disaster recover sites, place content close to where it will be accessed to improve performance and latency, or share content across the globe.

One of the most unique features of WOS is that it maintains data location intelligence across the WOS cluster and minimizes object access latency, one of the biggest issues in cloud computing today. With this built-in intelligence, WOS ensures that data is always served back to clients from the “closest” location (i.e. with the lowest possible latency) and that bandwidth costs between zones are kept in check. The specifics of how WOS determines the closest instance of data is the topic of the remainder of this document.

KEYWORDS: PUT, GET, DELETE, DNS, IP