

# **Cloud Based Architectures in Ground Systems of Space Missions**

M. Sarkarati, M. Merri, M. Spada HSO-GDA ESA/ESOC

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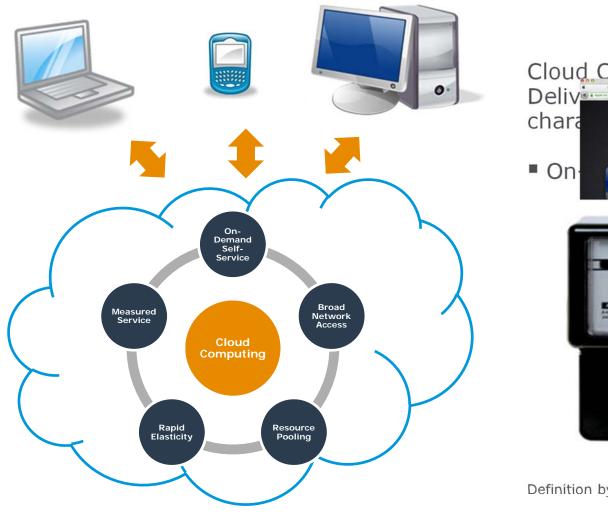
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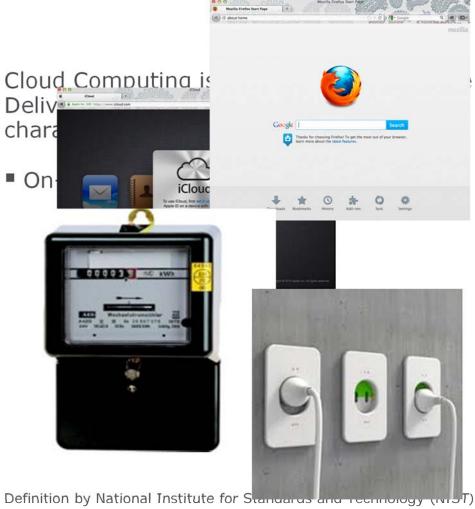


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## **Common Understanding Of Cloud Computing**



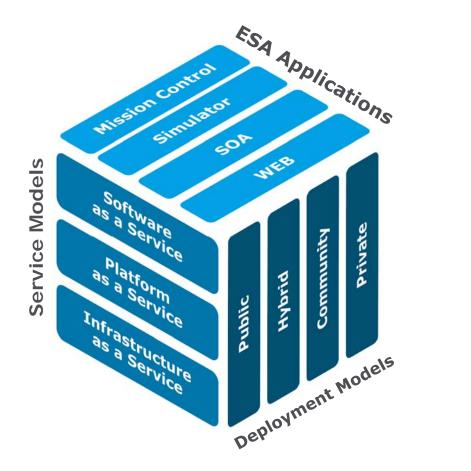


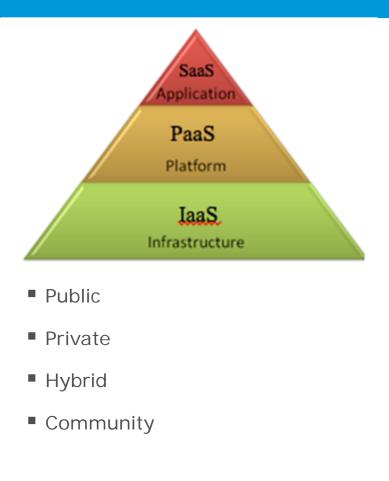


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#### Which Cloud?







\* Definition by National Institute for Standards and Technology (NIST)

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# **Challenges Of Modern Ground Data Systems**

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- Distribution and location independency of ground data systems
- High Availability of ground segment services to the user community
- Scalability and increasing demand on computing resources
- Utilisation of e2e Off-The-Shelf solutions for common IT tasks
- Federation of disperse solutions, System of Systems (SoS)
- Moving towards Service Oriented Architectures (SOA)
- Security and risk management awareness
- **Baseline Management** of a large number of systems

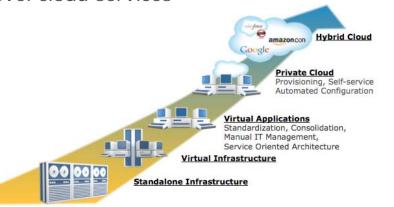


# **Cloud As An Architectural Design Paradigm**



- Cloud computing is not just a technology. It is an architectural design paradigm
- CC can often not be applied on top and must be built into the architectural design
- The higher you go in the service model pyramid (PaaS/SaaS) the more this is true
- Basic principle of <u>Simple Design</u>
  - Some sources of complex design delegated to lower level cloud services
  - Performance and optimisation
  - Multi-threading, caching, session management
  - Failure tolerance, Redundancy Load Balancing
- <u>Design to run on a Cloud Platform</u>
  - Google App Engine, SalesForce.com
  - AWS: design and deployment (work flows, ...)
  - Hadoop HDFS and Map-Reduce
  - Google Bigtable and Amazon SimpleDB

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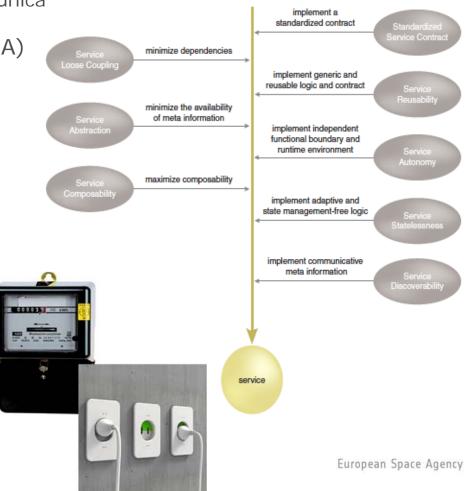


# **Design Principles For The Cloud**



- Net-Centric Communication
  - Don't use File based or inter-process communica
- Principles of service oriented design (SOA)
  - Loose coupling
  - Standardised service contracts
  - Statelessness
  - Autonomy
  - Abstraction
  - Discoverability
  - Reusability
  - Composibility
- Built-in security and virtual appliances
- Management and measuring interfaces
- Design to cost

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# Example Of The Impact On The Design: Hadoop In The Cloud



- Apache Hadoop Framework:
  - Distributed File System HDFS
  - Job Scheduling and Cluster Manageme
  - Automatic handling of node failures
- Map-Reduce:
  - Map(k1,v1)  $\rightarrow$  list(k2,v2)
  - Reduce(k2, list (v2))  $\rightarrow$  list(v3)

```
function map(String name, String document):
    // name: document name
    // document: document contents
    for each word w in document:
        emit (w, 1)
function reduce(String word, Iterator partialCounts):
    // word: a word
    // partialCounts: a list of aggregated partial counts
    sum = 0
    for each pc in partialCounts:
        sum += ParseInt(pc)
    emit (word, sum)
```

problem data Map Map Master Node Reduce Worker Node 2 Worker Node Node

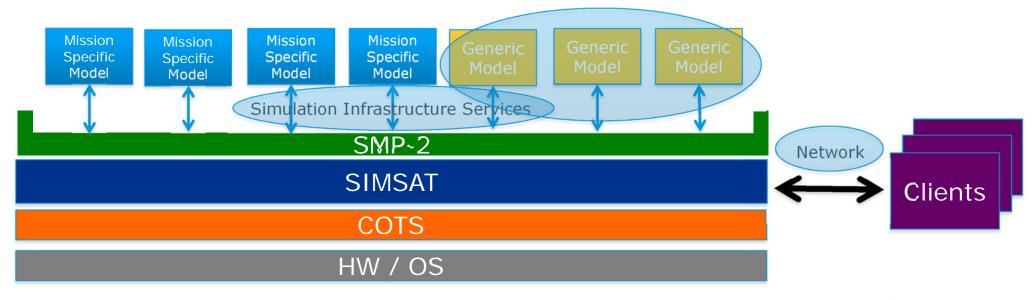
Source: http://en.wikipedia.org/wiki/MapReduce

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# Transition To A Cloud Solution: The Case Of SIMULUS



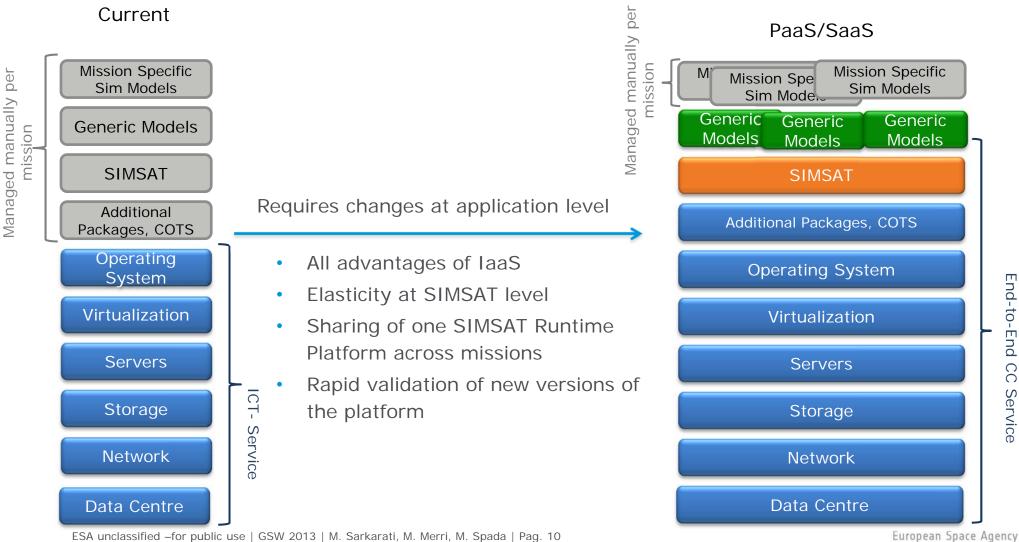
- SIMULUS: Generic multi-purpose simulation platform
- Standardised Platform services (Scheduling, Logging, Eventing, Breakpointing ...)
- Simulation Model Portability Standard SMP-2
- Generic models <u>reusable</u> cross mission in operational simulators
- Systematic cloudability analysis of select ground data systems in 2010-2011
- Candidates for each cloud service/deployment model identified



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#### The Case Of SIMULUS Step -2 : Evolution towards PaaS/SaaS





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End-to-End CC Service

# Transition To A Cloud Solution: The Case Of SIMULUS PaaS/SaaS



- For IaaS service model on a private cloud  $\rightarrow$  No changes on SIMULUS side
- For PaaS and SaaS  $\rightarrow$  Changes on SIMULUS design and implementation
  - New concepts for user management
  - New concepts for resource management
  - New concepts of workspaces and separated simulation sessions
  - New concepts for deployment of simulation models onto the platform
  - New concepts for data and file sharing
  - Enhancements to clients (Man-Machine Interfaces)
- Generic models  $\rightarrow$  SaaS
  - New concepts for dependency configuration
  - New concepts for deployment of generic models

#### Take Aways



- Cloud Computing is not just a technology but an architectural paradigm
- Cloud Computing solutions expose certain common characteristics (NIST)
- Do not sell refrigerator to Eskimos (Apply Cloud where you can benefit)
- Cloud Computing can often not be added "on-the-top"
- It must be built in the Architectural design of the system
- Moving a legacy system to Cloud does often require changes at some level
- The higher you go in the Cloud service model the more changes are needed
- Perform systematic cloudability analysis and pick the applications which
  - Are most suitable for a certain cloud model
  - Have the highest potential in benefiting from Cloud characteristics

#### Thank you

# ESA/ ESOC

M. Sarkarati, M. Merri, M.Spada Email: firstname.lastname@esa.int

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#### **Design To Fail**



- Capability Decomposition  $\rightarrow$  Autonomous, loosely coupled Services
- Net-Centric asynchronous communications (with queuing)
- Failure isolation  $\rightarrow$  ICT Failure in one node does not propagate to other nodes
- Fast Recovery and redundancy provided by the cloud
  - Fully automated provisioning of services
  - Services must be able to re-configure automatically and join the application
- Statelessness and state deferral
- Much lower impact of failure as only limited nr of users are impacted