

A New service Mechanism for profit optimizations of cloud provider and its Users

Abstract:

Cloud computing offers the subscription-oriented services to enterprises and consumers .Usually, the provided services refer to Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS), which are all made available to the general public in a pay-as-you-go manner .To support various services, more and more cloud centers are equipped with thousands of computing nodes, which results in tremendous energy cost. it is important for a cloud provider to select appropriate servers to provide services, such that it reduces cost as much as possible while satisfying its users at the same time.

Existing system:

To our knowledge, hardly any previous works investigate multiple users' profit optimizations, let alone optimizing the profits of a cloud provider and its users at the same time. In this work, we first try to optimize multiple users' profits. Since multiple cloud users compete for using the resources of a cloud provider, and the utility of each user is affected by the decisions (service request strategies) of other users, it is natural to analyze the behaviors of such systems as strategic games.

Disadvantages:

1. Since multiple users will try to access the data application performance depends upon the user's data requests.
2. We are unable to avoid the server energy cost.

Proposed system:

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We consider the problem from a game theoretic perspective and characterize the relationship between the cloud provider and its multiple users as a Stackelberg game, in which the strategies of all users are subject to that of the cloud provider. The cloud provider tries to select appropriate servers and configure a proper request allocation strategy to reduce energy cost while satisfying its cloud users at the same time. We approximate its server selection space by adding a controlling parameter and configure an optimal request allocation strategy.

Advantages:

1. Cost effectiveness will be provided
2. Application performance will be improved

SYSTEM REQUIREMENTS

H/W System Configuration:-

- Processor - Pentium –III
- RAM - 256 MB (min)
- Hard Disk - 20 GB
- Key Board - Standard Windows Keyboard
- Mouse - Two or Three Button Mouse
- Monitor - SVGA

S/W System Configuration:-

- Operating System : Windows95/98/2000/XP
- Application Server : Tomcat5.0/6.X
- Front End : HTML, Jsp
- Scripts : JavaScript.
- Server side Script : Java Server Pages.
- Database : MySQL 5.0
- Database Connectivity : JDBC