

## **Minimum –Cost Cloud storage service Across Multiple Cloud Providers**

### **Abstract:**

Cloud computing has become a popular commercial service. A cloud service provider (CSP) provides data storage service (including Get and Put functions) using its worldwide geographically distributed datacenters. Nowadays, more and more enterprisers shift their data workloads to the cloud storage in order to save capital expenditures to build and maintain the hardware infrastructures and avoid the complexity of managing the datacenters.

### **Existing system:**

In the existing system an application execution platform across multiple CSPs was proposed. COPS and Volley automatically allocate user data among datacenters in order to minimize user latency. Blizzard is a high performance block storage for clouds, which enables cloud-unaware applications to fast access any remote disk in clouds. Unlike these systems, *DAR* additionally considers both SLO guarantee and cost minimization for customers across multiple cloud storage systems.

### **Disadvantages:**

1. Application performance is slow.
2. Cost minimizing techniques are not effective.

### **Proposed system:**

In the proposed we introduced the *DAR* system as a heuristic solution to this problem, which includes a dominant-cost based data allocation algorithm among storage datacenters and an optimal resource reservation algorithm to reduce the cost of each storage datacenter. We also proposed several enhancement methods for *DAR* to further reduce the payment cost and service latency including i) coefficient based data reallocation, ii) multicast based data transferring, and iii) request redirection based congestion control. *DAR* also incorporates an infrastructure to conduct the algorithms.

**Advantages:**

1. Cost minimization has improvised.
2. Application performance has been 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