CONCLUSION AND FUTURE SCOPE

Resource allocation and management is one of the important issues in cloud computing. The traditional allocation methods have certain deficiencies in one way or another and thus affecting the performance. Therefore to enhance to the performance and throughput we have proposed the new modified throttled method. Proposed throttled method for the refinement of allocation strategy is better than the traditional techniques like round robin as the throughput is increased which implies processing of maximum number of requests and rejection of minimum number of requests. At the same time where traditional methods deal for single resource type it deals with multiple resources simultaneously. Increased throughput thus results in efficiency increment of strategy. Also as round robin strategy consumes more power because allocation of VMs is done in a cyclic manner throttled approach consumes less power.

We have studied and analysed the traditional round robin technique for certain set of parameters as well as modified throttled approach for same set and we find better results in modified throttled approach. By using the concept of scaling of resources that are demanded and then allocating to virtual machines increases the availability and usability of more virtual machines at a time and thus fulfilling the more customer requests which is major criteria for any user to select a cloud service provider. The simulation is made for multiple requests and in each scenario results obtained in modified throttled algorithm is better than round robin.

As the main focus has been made in thesis on the resources we have considered the most basic form of requests i.e. file downloads through cloud storage & video streaming. The efficiency of streaming task only depends on bandwidth availability to user. The same services are used for round robin and throttled algorithm for result comparison. As stated earlier better utilization of resources results in better power utilization which is most preferable concept in designing an phenomenon. Also the average response time is reduced by this new concept of modified throttled approach and processing ability has
been increased raising the performance of cloud environment.

Resource allocation on cloud is a very broad task to be achieved and hence require a lot of management. Thus the allocation policies need to be refined in one aspect or another. We have stated a paradigm to allocation of multiple resources so that maximum utilization can be done. However the extension to the work can be done by analyzing other factors such as network delay or other resource types. We have proposed a technique and analysed it through simulator but for practical implementation certain other factors such as bursty load or network properties and user transformations must be considered.