

BPM & Cloud Computing

CLOUD COMPUTING

- **Cloud computing** is the the use of various services, such as software development platforms, servers, storage and software, over the internet, often referred to as the "**cloud**." (techopedia)
- In general, there are three cloud computing characteristics that are common among all cloud-computing vendors:
 - The back-end of the application (especially hardware) is completely managed by a cloud vendor.
 - A user only pays for services used (memory, processing time and bandwidth, etc.).
 - Services are scalable

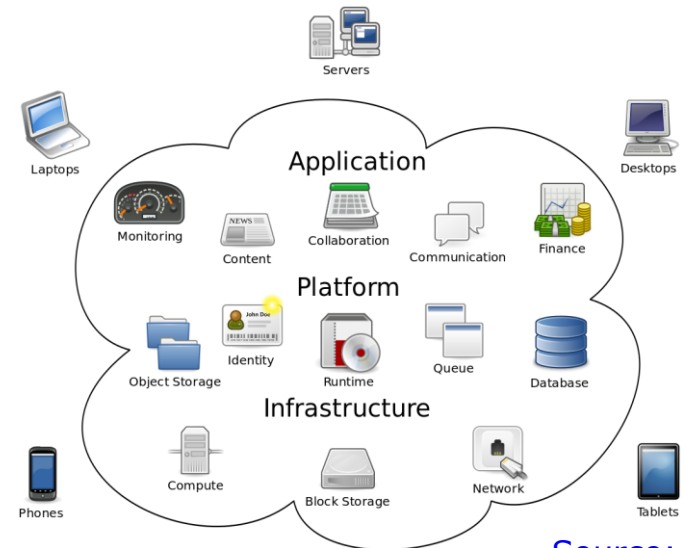
CLOUD COMPUTING - THE NEXT REVOLUTION IN IT

■ Classical Computing

- Buy & Own
 - Hardware, System Software, Applications often to meet peak needs.
- Install, Configure, Test, Verify, Evaluate
- Manage
- ..
- Finally, use it

■ Cloud Computing

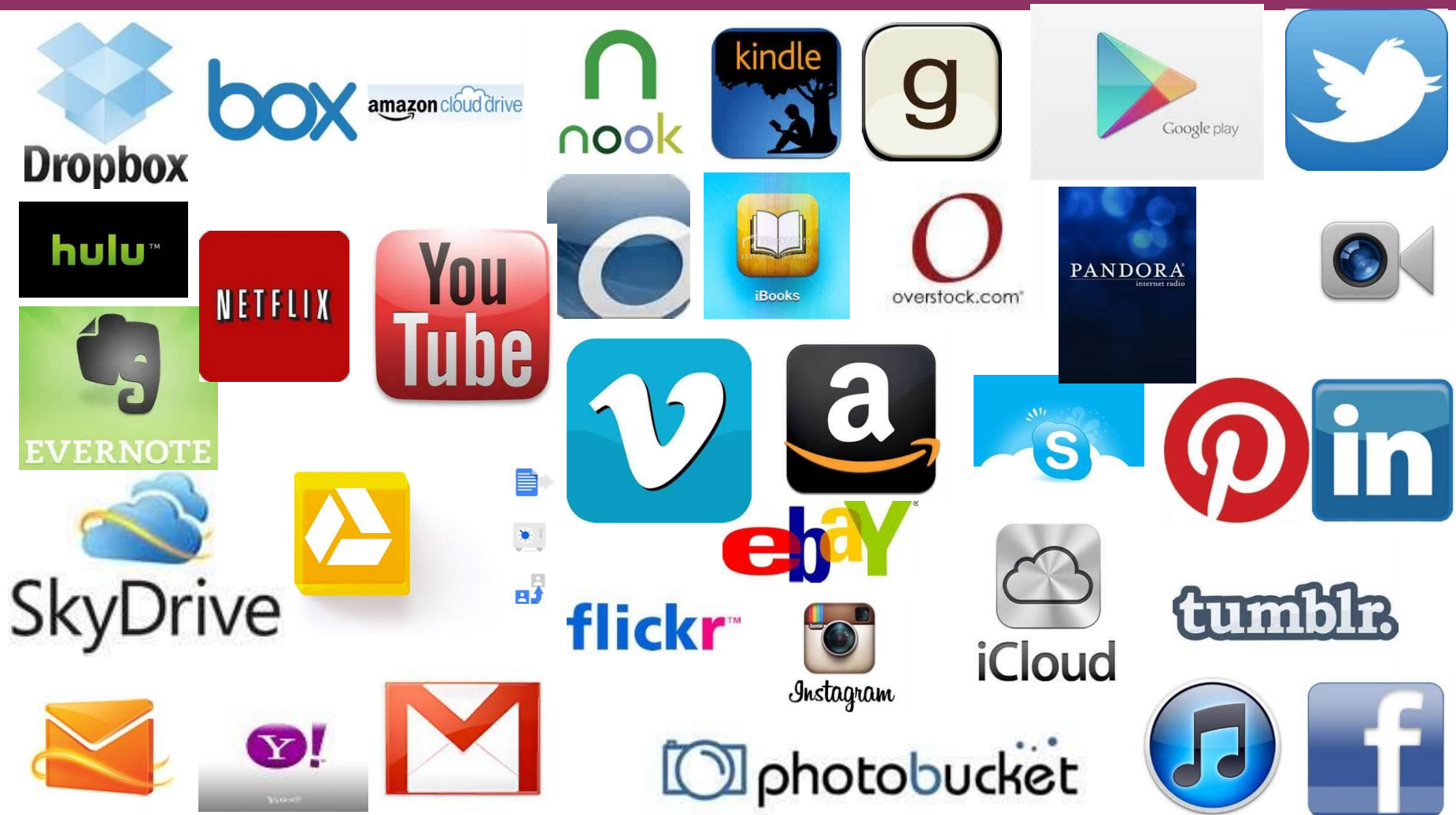
- Subscribe
- Use
- Pay for what you use, based on QoS



Cloud computing

Source: Wikipedia

DO YOU USE THE CLOUD?

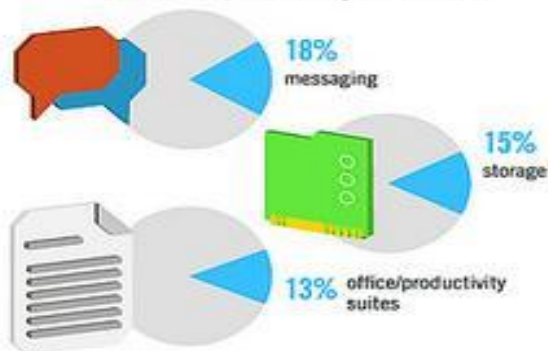


5 Reasons Businesses Use the Cloud

Every year, more and more businesses are adopting cloud. While traditionally thought of as an IT decision, cloud is increasingly being considered a business decision to enable company functions. Take a look at five reasons why more businesses are adding the cloud to their technology arsenals.

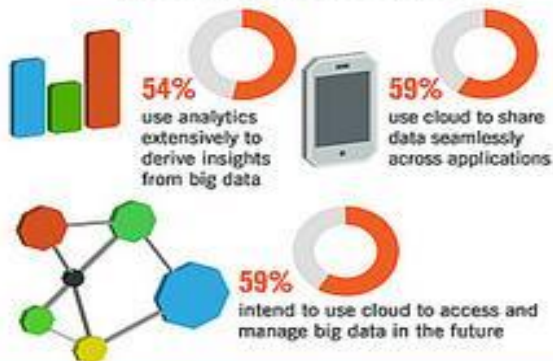
3 It can support a variety of business needs

Companies are forging a tighter link between technology and business outcomes. Take a look at the business functions companies have migrated to the cloud.



1 It offers better insight and visibility

Businesses are using cloud technology to support their analytics efforts. Of leading organizations:



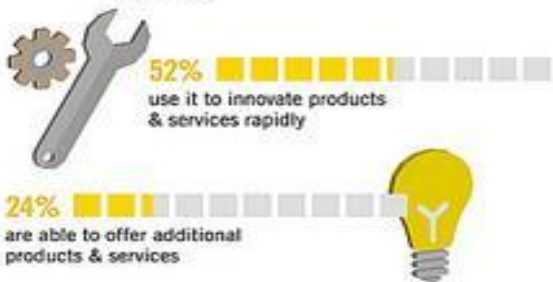
2 It makes collaboration easy

Cloud allows work to be accessed from anywhere on multiple devices, making cross-functional collaboration much easier. Here's what leading organizations—those that are gaining competitive advantage through cloud—cited as popular uses:



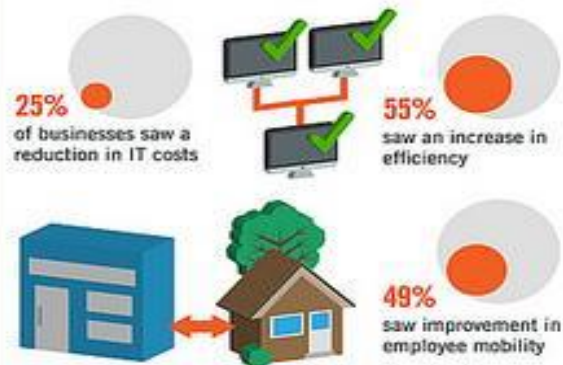
4 It allows for rapid development of new products and services

The cloud offers businesses valuable capabilities. Here's what leading organizations say it enables them to do:



5 The results are proven

From business growth to increased efficiency, businesses using cloud are realizing benefits across the company.

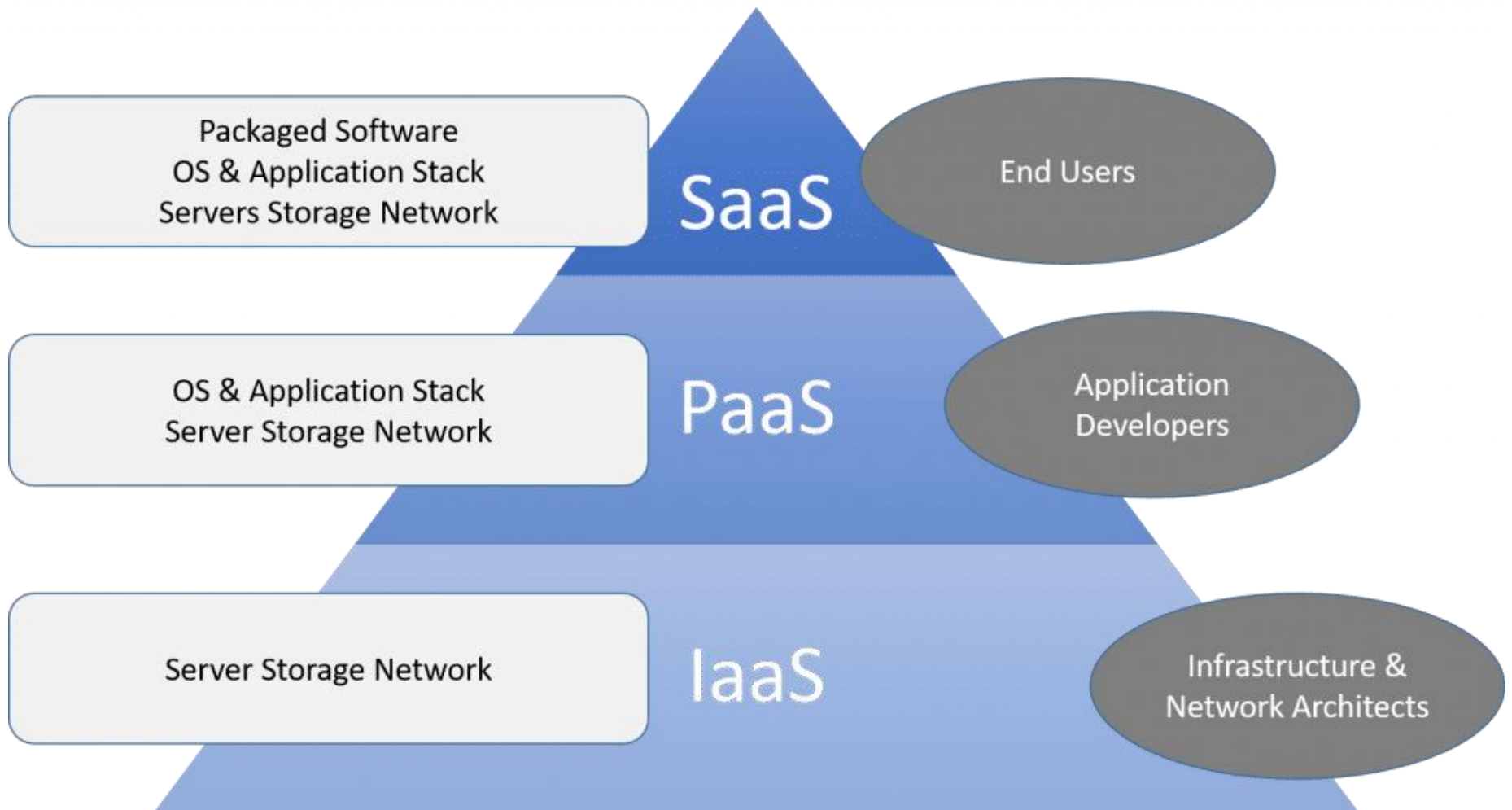


CLOUD SERVICE MODELS

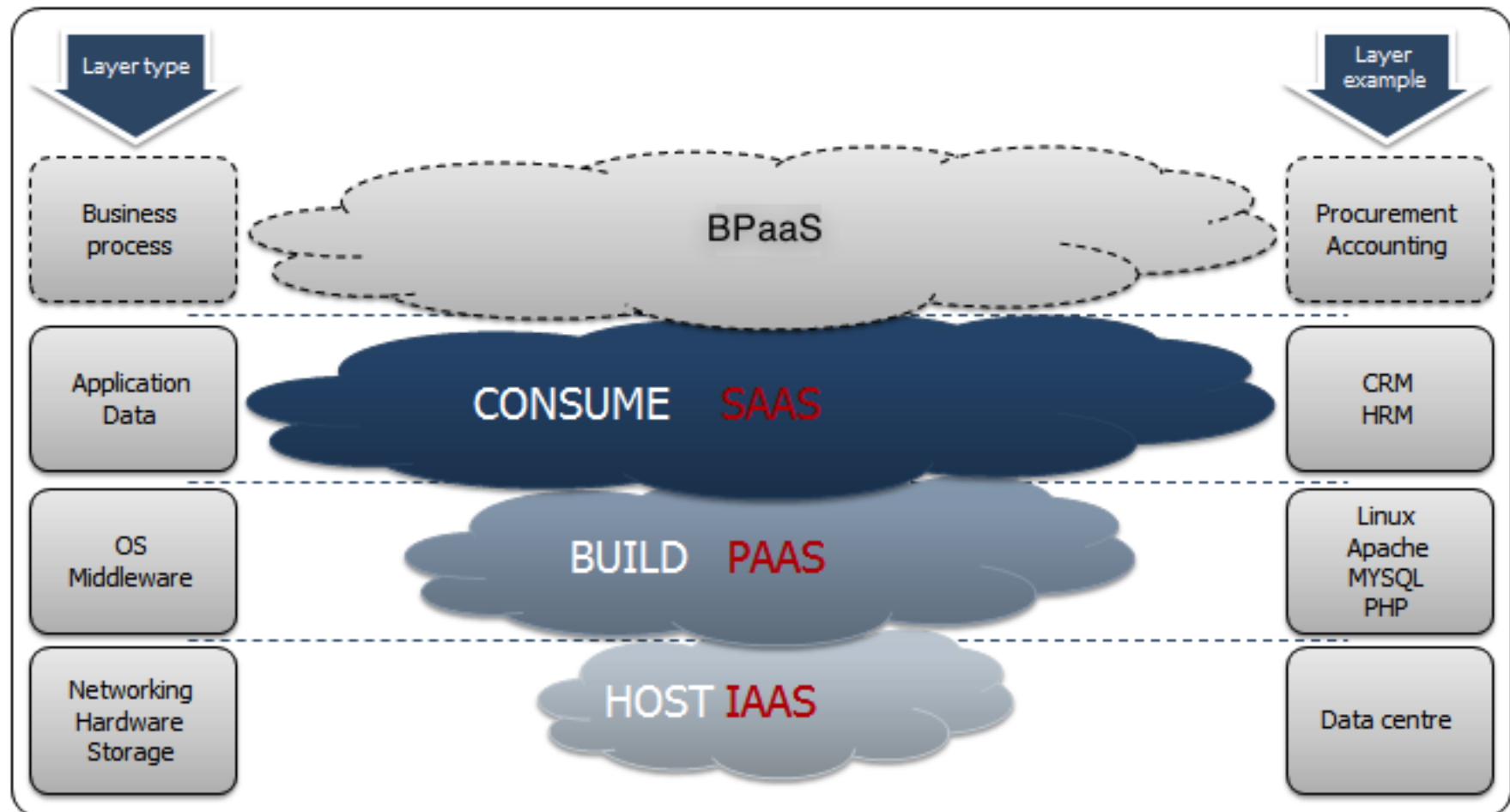
- Cloud Service models:

- **Software as a Service (SaaS)** is a model in which software is offered as a service to the user. The software is hosted on a server and users access the software by using a web browser.
- **Platform as a Service (PaaS)** is the offering of a computing platform as a service. Users are able to deploy their applications on such a platform. The platform offers auxiliary functionality such as a web server, databases, load balancing and more.
- **Infrastructure as a Service (IaaS)** the cloud offers platform virtualization to the customer. The user is offered a virtual machine with some storage. Instead of buying servers and other network equipment, users just rent these resources.

CLOUD SERVICE MODELS



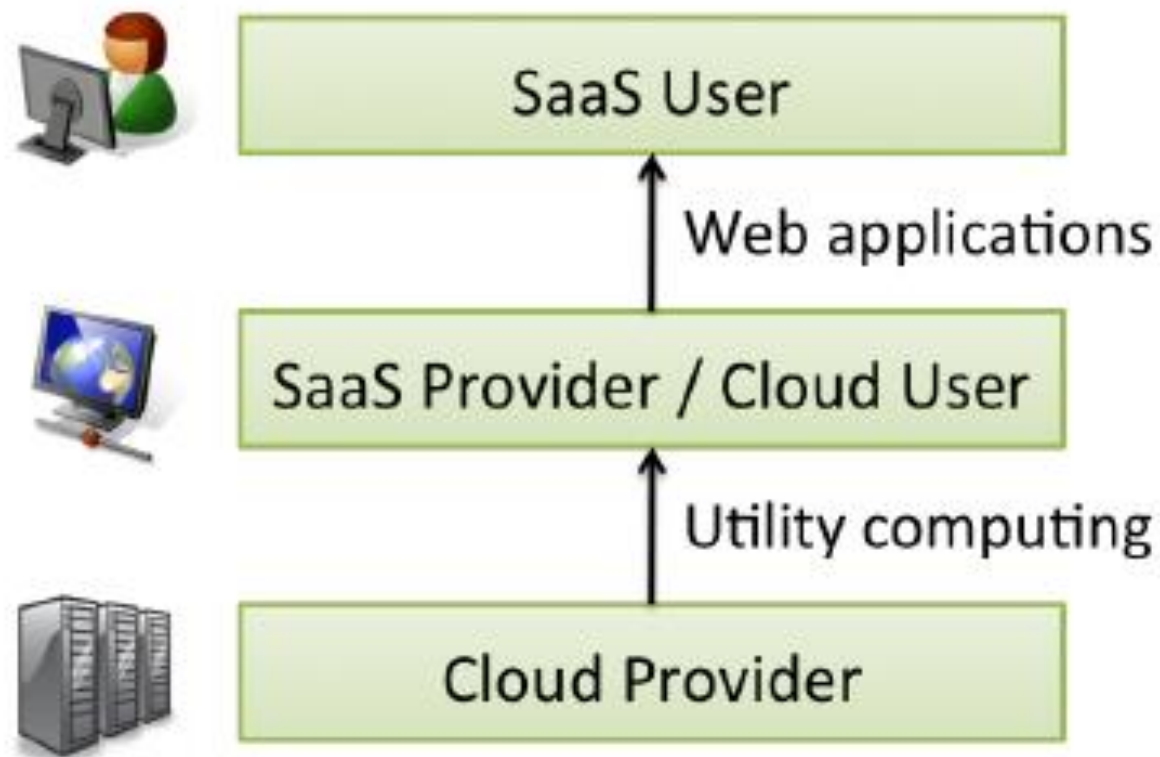
CLOUD SERVICE MODELS



Source: <https://www.visma.com/blog/cloud-basics-the-layers/>

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USERS AND PROVIDERS OF CLOUD COMPUTING



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What is Cloud Computing?



THE CLOUDSOCKET PROJECT

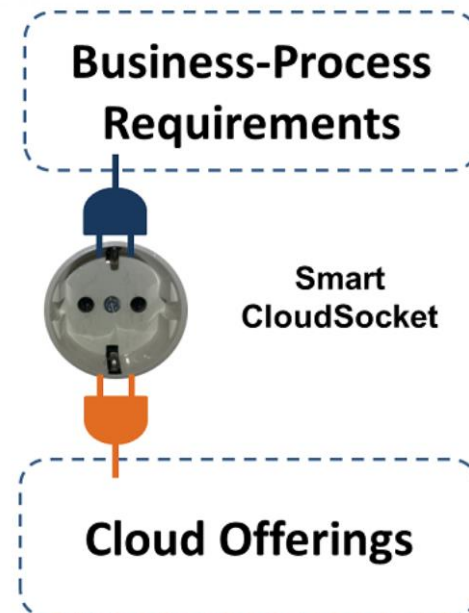
- **"Business Process as a Service" (BPaaS)** is considered as a new paradigm that introduces the next abstraction from IaaS, PaaS, SaaS towards domain specific BPaaS.
Hence, BPaaS is not seen as a technical combination of SaaS, but is seen as a **mediator between IT-agnostic business users and Cloud computing**
- This project puts forth the idea of a “hybrid process” modelling framework applying well-known techniques for semantic, rule-based inference, meta modelling and knowledge management techniques to bridge the gap between business needs and the use and exploitation of Cloud resources and components.



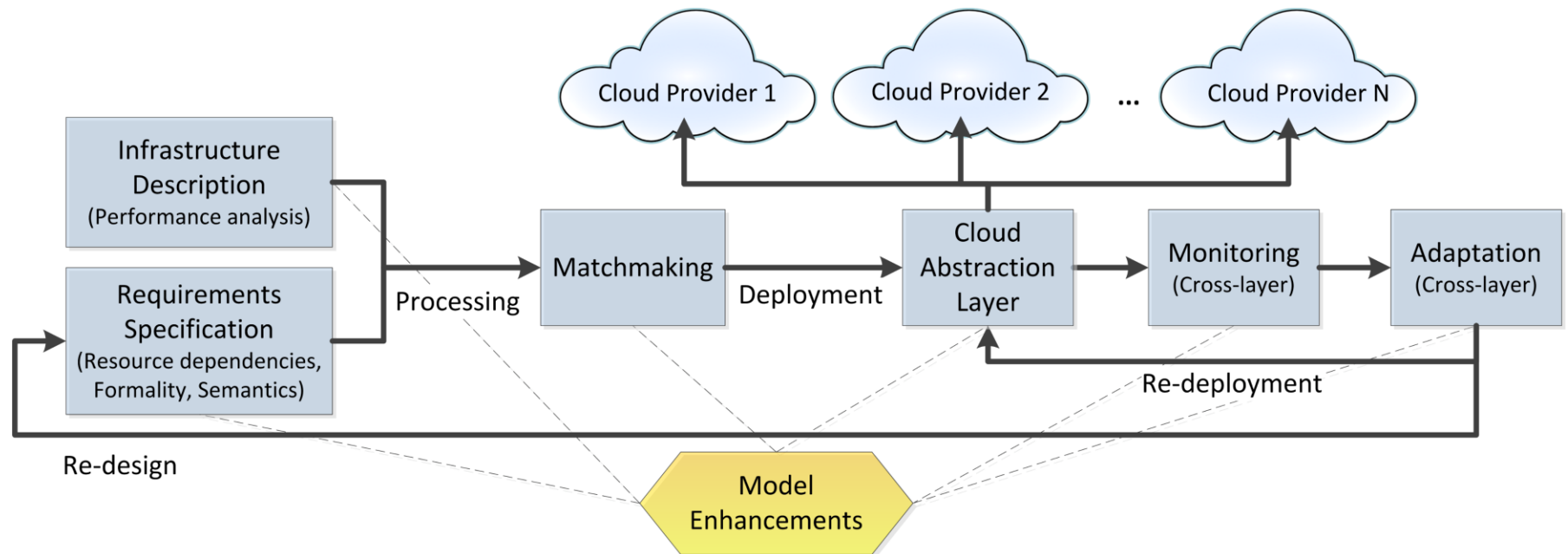
<https://site.cloudsocket.eu/>



@cloudsocketeu



LIFECYCLE OF A MULTI-CLOUD APPLICATION



TOP OBSTACLES TO CLOUD COMPUTING

1. Availability of service
2. Data lock-in
3. Data confidentiality
4. Data transfer bottlenecks
5. Performance unpredictability
6. Scalable storage
7. Bugs in large-scale distributed systems
8. Scaling quickly
9. Reputation fate sharing
10. Software licensing

RECOMMENDED READING

- <https://www2.eecs.berkeley.edu/Pubs/TechRpts/2009/EECS-2009-28.pdf>
- https://www.youtube.com/watch?v=ae_DKNwK_ms
- <https://www.youtube.com/watch?v=whkyRvugqIM>
- <https://www.youtube.com/watch?v=LSbceOWZvJg>
- <https://www.youtube.com/watch?v=6HvEZCHaH3w>