## SpringerBriefs in Computer Science

#### Series editors

Stan Zdonik, Brown University, Providence, Rhode Island, USA
Shashi Shekhar, University of Minnesota, Minneapolis, Minnesota, USA
Xindong Wu, University of Vermont, Burlington, Vermont, USA
Lakhmi C. Jain, University of South Australia, Adelaide, South Australia, Australia
David Padua, University of Illinois Urbana-Champaign, Urbana, Illinois, USA
Xuemin Sherman Shen, University of Waterloo, Waterloo, Ontario, Canada
Borko Furht, Florida Atlantic University, Boca Raton, Florida, USA
V. S. Subrahmanian, University of Maryland, College Park, Maryland, USA
Martial Hebert, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA
Katsushi Ikeuchi, University of Tokyo, Tokyo, Japan
Bruno Siciliano, Università di Napoli Federico II, Napoli, Italy
Sushil Jajodia, George Mason University, Fairfax, Virginia, USA
Newton Lee, Newton Lee Laboratories, LLC, Burbank, California, USA

SpringerBriefs present concise summaries of cutting-edge research and practical applications across a wide spectrum of fields. Featuring compact volumes of 50 to 125 pages, the series covers a range of content from professional to academic.

Typical topics might include:

- A timely report of state-of-the art analytical techniques
- A bridge between new research results, as published in journal articles, and a contextual literature review
- A snapshot of a hot or emerging topic
- An in-depth case study or clinical example
- A presentation of core concepts that students must understand in order to make independent contributions

Briefs allow authors to present their ideas and readers to absorb them with minimal time investment. Briefs will be published as part of Springer's eBook collection, with millions of users worldwide. In addition, Briefs will be available for individual print and electronic purchase. Briefs are characterized by fast, global electronic dissemination, standard publishing contracts, easy-to-use manuscript preparation and formatting guidelines, and expedited production schedules. We aim for publication 8–12 weeks after acceptance. Both solicited and unsolicited manuscripts are considered for publication in this series.

More information about this series at http://www.springer.com/series/10028

Gaurav Baranwal · Dinesh Kumar Zahid Raza · Deo Prakash Vidyarthi

# Auction Based Resource Provisioning in Cloud Computing



Gaurav Baranwal
Department of Computer Science
Institute of Science, Banaras Hindu
University
Varanasi, Uttar Pradesh, India

Dinesh Kumar School of Computer and Systems Sciences Jawaharlal Nehru University New Delhi, India Zahid Raza School of Computer and Systems Sciences Jawaharlal Nehru University New Delhi, India

Deo Prakash Vidyarthi School of Computer and Systems Sciences Jawaharlal Nehru University New Delhi, India

ISSN 2191-5768 ISSN 2191-5776 (electronic) SpringerBriefs in Computer Science ISBN 978-981-10-8736-3 ISBN 978-981-10-8737-0 (eBook) https://doi.org/10.1007/978-981-10-8737-0

Library of Congress Control Number: 2018944359

#### © The Author(s) 2018

This work is subject to copyright. All rights are reserved by the Publisher, whether the whole or part of the material is concerned, specifically the rights of translation, reprinting, reuse of illustrations, recitation, broadcasting, reproduction on microfilms or in any other physical way, and transmission or information storage and retrieval, electronic adaptation, computer software, or by similar or dissimilar methodology now known or hereafter developed.

The use of general descriptive names, registered names, trademarks, service marks, etc. in this publication does not imply, even in the absence of a specific statement, that such names are exempt from the relevant protective laws and regulations and therefore free for general use.

The publisher, the authors and the editors are safe to assume that the advice and information in this book are believed to be true and accurate at the date of publication. Neither the publisher nor the authors or the editors give a warranty, express or implied, with respect to the material contained herein or for any errors or omissions that may have been made. The publisher remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

Printed on acid-free paper

This Springer imprint is published by the registered company Springer Nature Singapore Pte Ltd. The registered company address is: 152 Beach Road, #21-01/04 Gateway East, Singapore 189721, Singapore

Dedicated to All who are contributing in the just allocation of the resources

#### **Foreword**

It gives me a pleasure to write a foreword for this book and gives me an honour to congratulate the authors of this book for a job well done. This is a timely presentation, and the scope of the topics covered in the book provides the reader with up-to-the-moment resources in the area of Cloud resource provisioning.

Cloud computing, a business model of computing, has revolutionized the world by its enormous benefits. Cloud computing resources such as CPU, memory, storage, network are available on demand, and anyone can avail these services on a subscription basis. Cloud computing is a business model of computing unlike grid and cluster, so pricing of the Cloud resources can act as a lever to control the wastage of the computing resources. At present, most of the Cloud services are being offered using static pricing. The drawback with static pricing is its non-compliance of demand and supply principle of economics resulting in an inefficient control of the utilization of computing resources. Dynamic pricing is obviously a better solution for this problem.

Amazon proved that auction results in the efficient allocation of resources compared to static pricing. It is beneficial to both Cloud providers and Cloud customers. But, to my best knowledge, besides Amazon, no provider is offering resources using auction mechanism. This area needs proper attention from professionals and academicians to identify the suitable reasons for this and offer remedies. Recently, Google took a step forward and started offering virtual machines using dynamic pricing on a trial basis. I have proposed resource provisioning models that apply auction. Professor Vidyarthi is also an active researcher and with his group members has proposed a good number of models that apply auction. What is lacking is an organized literature that motivates researchers in the field of Cloud computing to contribute in this area further.

This book introduces auction mechanism for resource provisioning in Cloud computing. The aim of this book is to provide a structured literature of auction based on Cloud market to attract academicians and professionals to contribute in this area. Since various models have also been proposed, it will help readers to formulate the Cloud resource allocation problem using auction. This book also discusses challenges in detail, and the reader will be able to understand them.

viii Foreword

In fact, various ingredients of auction-based Cloud market have been combined at one place.

It is to emphasize that auction-based Cloud market needs expertise from both computer scientists and economists. It provides a good opportunity for interdisciplinary research. The developed services must reach the society; otherwise, it would be a failure. This book will act as a bridge between computer scientists with specialization in Cloud computing and economists with specialization in resource allocation using auction.

Melbourne, Australia

Dr. Rajkumar Buyya Redmond Barry Distinguished Professor Director, Cloud Computing and Distributed Systems (CLOUDS) Lab, School of Computing and Information Systems The University of Melbourne

### **Preface**

Cloud computing, a business model of computing, has revolutionized the world by its enormous benefits. Computing resources such as CPU, memory, storage are available in the form of services online, and one can avail these services on payment. In 2006, Amazon launched various types of Cloud services and named it Elastic Compute Cloud (EC2). This step accelerated the well acceptance of the Cloud services and established a whole new market of the computing resources. A good number of service providers joined the Cloud bandwagon and started offering various types of Cloud services in order to attract the customers. Of all the early service providers, a common attribute was the pricing of these services as it was based on the principle of static pricing. Various services were available in the Cloud, but at fixed rates. These service providers increased their infrastructure to cater more number of Cloud customers. A common problem, encountered by most of these providers, was less number of requests at off-peak period which kept most of the infrastructure idle. Though virtualization is the main ingredient for creating Cloud services in order to best utilize the resources, even to run virtual machines of low power a physical machine with substantive power is needed. Various professionals argued that scheduling policies can be designed to handle the challenge of wastage of computing resources, but it was observed that scheduling alone would not suffice. Unlike grid and cluster, an important characteristic of Cloud computing is its business model of computing in which pricing of the resources acts as a lever to control the wastage of the computing resources. Thus, the main drawback with static pricing was its non-adherence to the demand and supply principle of economics, making it difficult to control the better utilization of the computing resources. Dynamic pricing is naturally a better option for the pricing of such resources.

Although researchers across have suggested various approaches to implement dynamic pricing, perhaps industries are not ready to accept so. It is because of the ease of static pricing; it is very simple in nature and more understandable to the customers. In 2009, Amazon took a bold step and launched a type of instance (i.e. virtual machine) which would be available using spot mechanism, a type of auction. Cloud customers were smart enough to understand this, as reduction in price is a

x Preface

motivating factor. Since then, Amazon has created a glorious history of spot instances (read on Amazon EC2 on huge reduction in price paid by Cloud customers using spot instances). The crucial issue with spot instance, which makes it more reasonable and cheaper for Cloud customer, is non-guarantee of resources as Amazon may take back the allocated spot instances whenever there is a shortfall of the resources assigned using static pricing. This issue warrants smartness from the customers in terms of fault tolerance schemes.

Amazon proved that auction has the ability of effective allocation of resources as compared to static pricing. It is beneficial to both Cloud providers and Cloud customers. Unfortunately, except Amazon to our best knowledge, no other provider offers the Cloud resources using auction mechanism. Therefore, proper attention is warranted from the Cloud professionals and academicians to identify the appropriate reasons for this and suggest best remedies for the promotion of applying auction for the Cloud resources. Recently, Google started offering pre-emptive virtual machines similar to Amazon spot instances, though on a trial basis.

While making a survey on resource allocation, using auction in Cloud computing, it is observed that very few researchers have contributed significantly in this area of research. What majorly lacks is well-organized structured literature that can motivate the researchers, working in the area of Cloud computing for more significant contribution.

This book is intended to offer an organized literature that deliberates on auction mechanism for resource provisioning and pricing in Cloud computing. Chapter 1 introduces the fundamental knowledge of Cloud computing that will help naïve in the field of Cloud computing to cultivate sufficient background for understanding Cloud computing, Cloud market, and how pricing acts as a lever, i.e. how economical approaches can be applied for the allocation of computing resources and most importantly why auction is significant in Cloud computing. Chapter 2 provides a comprehensive study of auction, available in the literature, and describes its various types to be applied in the different market scenarios. As literature reports only few types of auction in Cloud computing, this chapter generates sufficient motivation to identify different Cloud market scenarios in which various types of auction can be used. First two chapters are the prerequisites for those readers who are novice in Cloud computing and therefore may be skipped by those equipped with sufficient background in Cloud and auction. Auction has generally been categorized into three classes based on the role of customer and provider: forward auction, reverse auction and double auction. A detailed description of forward auction in Cloud computing has been provided in Chap. 3, of reverse auction in Chap. 4 and of double auction in Chap. 5. These three Chaps. 3, 4 and 5, discuss the advantages and disadvantages of the corresponding auction types along with the detailed framework and a model that provides sufficient background to the Preface xi

researchers in order to understand and formulate resource allocation problem using auction under various Cloud market scenarios. Chapters 3, 4 and 5 also enlist open research issues to be considered as a potential research problem for the researchers. Chapter 6 summarizes and concludes this brief.

Varanasi, India New Delhi, India New Delhi, India New Delhi, India Gaurav Baranwal Dinesh Kumar Zahid Raza Deo Prakash Vidyarthi

# **Contents**

1	Intr	oduction	1		
	1.1	Cloud Computing	1		
		1.1.1 Essential Characteristics of Cloud	3		
		1.1.2 Cloud Service Models	3		
		1.1.3 Deployment Models	5		
		1.1.4 Major Benefits of Cloud Computing	6		
			7		
	1.2	Pricing of Cloud Resources	9		
		1.2.1 Static Pricing	0		
			2		
	1.3		3		
	1.4	Organization of the Book	3		
2	Auction Theory				
	2.1		8		
	2.2	Entities in Auction	9		
	2.3	Steps in Auction	9		
	2.4	Categorization of Auction	1		
			1		
		2.4.2 On the Basis of Bidding Side	1		
		2.4.3 On the Basis of Resources	22		
		2.4.4 On the Basis of Bid Composition	22		
			23		
			23		
		2.4.7 On the Basis of Bid Structure	24		
			25		
		· · · · · · · · · · · · · · · · · · ·	25		

xiv Contents

	2.5	Auction and Mechanism Design	26
		2.5.1 Basics of Mechanism Design	26
		2.5.2 Mechanism Design for Auction	28
	2.6	Properties of Auction Mechanism	29
	2.7	Summary	31
3		ward Auction-Based Cloud Resource Provisioning	33
	3.1	Introduction	33
	3.2	Combinatorial Forward Auction	35
		3.2.1 Design Goals and Auction Properties	35
		3.2.2 Truthfulness in Combinatorial Forward Auction	36
	3.3	Basic Framework of Combinatorial Forward Auction-Based	
		Cloud Market	37
		3.3.1 Combinatorial Forward Auction in Cloud Computing	38
	3.4	VM Provisioning and Pricing in Cloud Market: A Combinatorial	
		Auction-Based Formulation	39
		3.4.1 Problem Formulation	39
		3.4.2 Allocation Methods and Pricing Schemes	43
	3.5	Issues and Challenges	48
		3.5.1 Designing Efficient and Truthful Mechanisms	48
		3.5.2 Practical Combinatorial Auction-Based Mechanisms:	
		Implementation in Real Cloud	49
		3.5.3 Bidding Strategies Designing	50
		3.5.4 Bundling	50
	3.6	Summary	51
1	Rev	erse Auction-Based Cloud Resource Provisioning	53
	4.1	Introduction	53
	4.2	Reverse Auction	54
		4.2.1 Attributes of Reverse Auction	54
		4.2.2 Properties of Reverse Auction	56
		4.2.3 Benefits of Reverse Auction	56
	4.3	Related Work on Reverse Auction in Cloud	58
		4.3.1 Comparative Study Based on Auction Properties	60
	4.4	Framework for Cloud Market Using Reverse Auction	60
	4.5	Truthful Combinatorial Reverse Auction in Cloud (TCRA)	63
		4.5.1 Formulation of TCRA	63
		4.5.2 Performance Evaluation of TCRA	65
		4.5.3 Discussion on TCRA	69
	4.6	Issues and Challenges	70
	4.7	Summary	72

Contents xv

5	Dou	ble Auction-Based Cloud Resource Provisioning	75	
	5.1	Introduction	75	
	5.2	Double Auction	76	
		5.2.1 Double Auction Properties	77	
		5.2.2 Applicability of Double Auction in Cloud Computing	78	
	5.3	Related Work on Double Auction in Cloud	79	
		5.3.1 Comparative Study Based on Auction Properties	81	
	5.4	Truthful Multi-unit Double Auction for Cloud Computing	82	
	5.5	An Illustrative Example	92	
	5.6	Issues and Challenges	94	
	5.7	Summary	95	
6	Epilogue			
	6.1	Amazon Spot Market: Real Implementation of Auction		
		in Cloud	97	
	6.2	Intent of the Book	99	
	6.3	Conclusion	100	
	6.4	To Probe Further	101	
	6.5	Final Remarks	102	
Re	feren	nces	105	

#### **About the Authors**

**Gaurav Baranwal** is an assistant professor at the Department of Computer Science, Institute of Science, Banaras Hindu University, Varanasi, UP, India. Before, he served as an assistant professor in Madan Mohan Malviya University of Technology, Gorakhpur, India. He completed his M.Tech. and Ph.D. in computer science from the School of Computer and Systems Sciences, Jawaharlal Nehru University, New Delhi, India. His research interests include resource provisioning and service coordination in Cloud computing.

**Dinesh Kumar** is a Ph.D. student at the School of Computer and Systems Sciences, Jawaharlal Nehru University, New Delhi, India. He completed his M.Tech. in Computer Science at the School of Computer and Systems Sciences, Jawaharlal Nehru University, New Delhi, India. His research interests include resource provisioning and pricing in Cloud computing.

Zahid Raza is an associate professor at the School of Computer and Systems Sciences, Jawaharlal Nehru University (JNU), New Delhi, India. He received his Ph.D. in computer science from Jawaharlal Nehru University, New Delhi, India. Prior to joining JNU, he served at Banasthali Vidyapith University, Rajasthan, India. His research interests include parallel and distributed systems, evolutionary algorithms, Cloud computing and IoT.

**Deo Prakash Vidyarthi** is a professor at the School of Computer and Systems Sciences, Jawaharlal Nehru University, New Delhi. He has published over 90 research papers in various peer-reviewed international journals and transactions (including IEEE, Elsevier, Springer, Wiley, World Scientific) and over 50 research papers in the proceedings of various conferences in India and abroad. He has also contributed many chapters in related disciplines. He has two research monographs to his credit and has also contributed chapters in many edited books. He serves on the editorial boards of many international journals and is a senior member of IEEE;

xviii About the Authors

International Association of Computer Science and Information Technology (IACSIT), Singapore; International Society of Research in Science and Technology (ISRST), USA; and International Association of Engineers (IAENG). His research interests include parallel and distributed systems, grid and Cloud computing, mobile computing and evolutionary computing.

## **Acronyms**

BBBudget-balance Bidder's optimality BO

C-BIC Cloud-bayesian incentive compatible

Cloud-dominant strategy incentive compatible C-DSIC

C-OPT Cloud-optimal

Combinatorial auction CA

**CCIF** Cloud computing interoperability forum

CDA Continuous double auction

Combinatorial double auction resource allocation **CDARA** 

**CFP** Call for proposal

Cell membrane optimization CMO Cloud resource consumer CRC **CRP** Cloud resource provider Double multi-attribute auction **DMAA** 

EE Economic efficiency

Federal communications commission **FCC** 

**FMCDAM** Fair multi-attribute combinatorial double auction model

GVA Generalized vickrey auction IaaS Infrastructure as a service IC Incentive compatible

**ICT** Information and communication technologies

**IDC** International data corporation ILP Integer linear programming IR Individual rationality

Java agent development framework JADE

LP Linear programming Multi-attribute MA

Mixed-integer programming MIP **MVA** Modified vickrey auction

Mean variance optimization MVO

xx Acronyms

ND Non-dominance

NIST National institute of standards and technology

OVF Open virtualization format PaaS Platform as a service PFA Paddy field algorithm

PIP Packing integer programming PMDA Preston-mcAfee double auction

PTAS Polynomial time approximation scheme

QoS Quality of service

RBMA Reverse batch making auction

SaaS Software as a service

SAA Simultaneously ascending auction

SLA Service-level agreement
SME Small and medium enterprises
SVM Support vector machine

SW Social welfare

TCRA Truthful combinatorial reverse auction

TDACC Truthful multi-unit double auction for cloud computing

TPDA Threshold price double auction

VCG Vickrey-clarke-groves

VM Virtual machine

VMPAC VM provisioning and allocation problem for cloud computing

WDP Winner determination problem