





- There is redundancy and diversity between clouds
- so even if some clouds fail a cloud-of-clouds that implements replication can still guarantee:
  - Availability if some stop, the others are still there
  - Integrity if some corrupt data, data is still at the others
  - Disaster-tolerance clouds can be geographically far
  - No vendor lock-in several clouds anyway
- plus, although, not specific to cloud-of-clouds:
  - Confidentiality (from clouds) encryption
  - Confidentiality/integrity (from users) access control



## DEPSKY: FILE STORAGE IN CLOUDS-OF-CLOUDS

















• Storage (DepSky)

- API: simple operations over data blocks
- same consistency as clouds
- create(id)
- read(fd)
- write(fd,block)
- delete(fd)
- lock(fd)
- unlock(fd)
- setACL(fd)

- File system (SCFS)
  - API: ~POSIX, so unmodified apps can use it (uses FUSE)
  - strong consistency
  - open(path,flags)
  - read(fd,buffer,length,offset)
  - write(fd,buffer,length,offset)
  - chmod(path,mode)
  - mkdir(path,mode)
  - flush, fsync, link, rmdir, symlink, chown,...

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## Features

- Data layout/access pattern
  - Each file is an object (single-block file)
  - Multiple versions of the files are maintained
  - Always write, avoid reading (exploiting free writes)
- Caching
  - File cache: persistent (to avoid reading)
    - Local storage is used to hold copies of all/most client files
    - Opened files are also maintained in main-memory
  - Metadata cache: short-lived, main-memory
    - To deal with bursts of metadata requests









- filenames, directories) in clear

  Integrity verification of data stored in a closed
- Integrity verification of data stored in a cloud requires first downloading the data
- Intrusion recovery when a user account is compromised and data corrupted, recovery has to be done manually



WRAP-UP



