S/W Infrastructure

1. Platform-level S/W - common firmware, OS, distribution, libraries.

2. Cluster-level S/W - distributed systems
   S/W that manages resources & provides services at cluster-level
   - distributed file system (GFS, HDFS)
   - Schedulers - locality

3. App: Search, Mail, Maps.
- Map Resources
- Dennis Ritchie & Ken Thompson
- "The Unix Time-Sharing System"
- "Choice of Unix File System"
- Google File System (GFS - Google Design
- From "Hacker" to "Computer"
- "CS, CS Workload: S/W in Programming"

Ready Assignment
- bundle features, 쉬운 사용 경험이 높아짐
- Runtime system: 컨테이너화 및 병렬화
- Users specify many & use functions
- and generalize large datasets
- Associated implementation for processing
- MapReduce: programming model and
- System efficiency.
- vendors. Productivity

Goal: Enhance Performance

App + System (C. & D)
Pfizer

Buckner Ticket

+ handle express

n/a economically

- n/a economically

- etc.

+ Local Buckley

Performance