

An Intercloud Cloud Computing Economy Technology, Governance, and Market Blueprints

David Bernstein, Deepak Vij
North America R&D Division
Huawei Technologies Ltd.
Santa Clara, California, U.S.A.
{dbernstein,dvij}@huawei.com

Stephen Diamond
Office of the CTO
EMC Corporation
Santa Clara, California, U.S.A.
Stephen.diamond@emc.com

Abstract—Cloud computing is a new design pattern for large, distributed datacenters. Service providers offering applications including search, email, and social networks have pioneered this specific to their application. Recently they have expanded offerings to include compute-related capabilities such as virtual machines, storage, and complete operating system services. The cloud computing design yields breakthroughs in geographical distribution, resource utilization efficiency, and infrastructure automation. These “public clouds” have been replicated by IT vendors for corporations to build “private clouds” of their own. Public and private clouds offer their end consumers a “pay as you go” model - a powerful shift for computing, towards a utility model like the electricity system, the telephone system, or more recently the Internet. However, unlike those utilities, clouds cannot yet federate and interoperate. Such federation is called the “Intercloud”. Building the Intercloud is more than technical protocols. A blueprint for an Intercloud economy must be architected, with a technically sound foundation and topology, but also including governance and marketplace architecture enabling competition, exchange, arbitrage, settlements, compliance, and all the attributes of an economy. This paper builds on the technology foundation emerging for the Intercloud, going on to create blueprints for a comprehensive governance and marketplace architecture.

Keywords—Intercloud, Cloud Computing, Cloud Standards, Cloud Exchange, Cloud Governance

I. INTRODUCTION

Cloud Computing has emerged recently as a new design pattern for a particular type of datacenter, or most commonly, a group of datacenters. Service providers offering applications including search, email, and social networks have pioneered this specific to their application. Recently they have expanded offerings to include compute-related capabilities such as virtual machines, storage, and complete operating system services.

Cloud Computing services as defined above are best exemplified by the Amazon Web Services (AWS) [1][2] or Google AppEngine [3][4]. Both of these systems exhibit all eight characteristics as detailed below. Various companies are beginning to offer similar services, such as the Microsoft Azure Service [5], and software companies such as VMware [6] and open source projects such as UCSB Eucalyptus [7][8] are creating software for building a cloud service.

For the purposes of this paper, we define Cloud Computing as a single logical datacenter which:

- May be hosted by anyone; an enterprise, a service provider, or a government.
- Implement a pool of computing resources and services which are shared amongst subscribers.
- Charge for resources and services using an “as used” metered and/or capacity based model.
- Are usually geographically distributed, in a manner which is transparent to the subscriber (unless they explicitly ask for visibility of that).
- Are automated in that the provisioning, upgrade, and configuration (and de-configuration and roll-back and un-provisioning) of resources and services occur on the “self service”, usually programmatic request of the subscriber, occur in an automated way with no human operator assistance, and are delivered in one or two orders of seconds.
- Resources and services are delivered virtually, that is, although they may appear to be physical (servers, disks, network segments, etc) they are actually virtual implementations of those on an underlying physical infrastructure which the subscriber never sees.
- The physical infrastructure changes rarely. The virtually delivered resources and services are changing constantly.
- Resources and services may be of a physical metaphor (servers, disks, network segments, etc.; often called “Infrastructure as a Service” or IaaS) or they may be of an abstract metaphor (blob storage functions, message queue functions, email functions, multicast functions, all of which are accessed by running of code or script to a set of API’s for these abstract services; often called “Platform as a Service” or PaaS). These may be intermixed.

The terms are well accepted now [9]. Use Cases and Scenarios for Cloud IaaS and PaaS interoperability [10][11] have been detailed in the literature along with the challenges around actually implementing standards-based federation and hybrid clouds. The high level architecture for interoperability including a protocol suite and security

approach was proposed where the term “Intercloud” was first coined [12].

Additional focus on security architecture was provided [13], and additional focus on how the overall architecture might be used to enable an exchange involving a marketplace was detailed and prototyped [14]. Finally, overall Intercloud technical topology and protocol blueprints have been architected [15], and implementation approaches including presence and dialog, security approach, and semantic ontology model and directory, [16][17][18] have been defined.

This paper briefly reviews this work and builds on that technology foundation, creating a business and services role definition for each element in the Intercloud topology. The paper goes on to propose blueprints for a comprehensive governance and marketplace architecture. Scenarios including governance and marketplace architecture, enabling competition, exchange, arbitrage, settlements, compliance, are all considered, towards the attributes of building an Intercloud economy.

II. REVIEW OF INTERCLOUD TECHNICAL ARCHITECTURE

Cloud instances must be able to dialog with each other. One cloud must be able to find one or more other clouds, which for a particular interoperability scenario is ready, willing, and able to accept an interoperability transaction with and furthermore, exchanging whatever subscription or usage related information which might have been needed as a pre-cursor to the transaction. Thus, an Intercloud Protocol for presence and messaging needs to exist which can support the 1-to-1, 1-to-many, and many-to-many use cases. The discussion between clouds needs to encompass a variety of content, storage and computing resources. The vision and topology for the Intercloud we will refer to is an analogy with the Internet itself: in a world of TCP/IP and the WWW, data is ubiquitous and interoperable in a network of networks known as the “Internet”; in a world of Cloud Computing, content, storage and computing is ubiquitous and interoperable in a network of Clouds known as the “Intercloud”; this is illustrated in Figure 1.

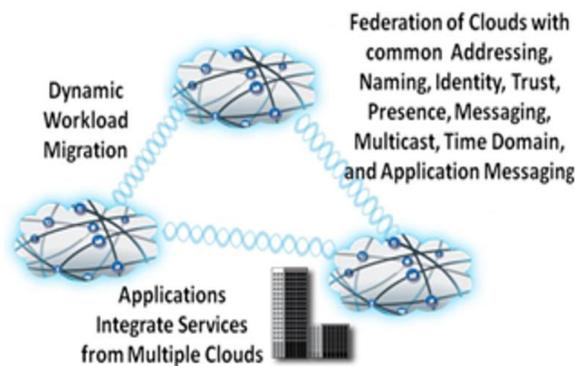


Figure 1: The Intercloud vision.

The reference topology for realizing this vision is modeled after the public Internet infrastructure. Various providers will emerge in the enablement of the Intercloud. We first envision a community governed set of Intercloud Root providers who will act as brokers and host the Cloud Computing Resource Catalogs for the Intercloud computing resources, similar to DNS [19] would be utilized. One important difference for the cloud capabilities is that the root systems would be replicating and hierarchical, but would not replicate in a hierarchical fashion.

We propose that the roots replicate “sideways” and “upwards” using Peer to Peer technology [20] in order to scale. The sideways replication would be “master node” replication, as is common in P2P topologies, whereas the upwards replication would be to multiply interconnected peer replication, also as is common in P2P topologies.

The Intercloud Root instances will work with Intercloud Exchanges to solve the n^2 problem by facilitating as mediators for enabling connectivity among disparate cloud environments. This is a much preferred alternative to each cloud vendor establishing connectivity and collaboration among themselves (point-to-point), which would not scale physically or in a business sense.

Intercloud Exchange providers will facilitate the negotiation dialog and collaboration among disparate heterogeneous cloud environments, working in concert with Intercloud Root instances as described previously. Intercloud Root instances will host the root servers containing all presence information for Intercloud Root instances, Intercloud Exchange Instances, and Internet visible Intercloud capable Cloud instances. Intercloud Exchanges will host second-tier servers. Individual Intercloud capable Clouds will communicate with each other, as clients, via the server environment hosted by Intercloud Roots and Intercloud Exchanges.

In order for the Intercloud capable Cloud instances to federate or otherwise interoperate resources, a Cloud Computing Resources Catalog system is necessary infrastructure. This catalog is the holistic and abstracted view of the computing resources across disparate cloud environments. Individual clouds will, in turn, will utilize this catalog in order to identify matching cloud resources by applying certain Preferences and Constraints to the resources in the computing resources catalog.

The technologies to use for this are based on the Semantic Web [21] which provides for a way to add “meaning and relatedness” to objects on the Web. To accomplish this, one defines a system for normalizing meaning across terminology, or Properties. This normalization is called an Ontology.

Due to the sheer size of global resources ontology information, a centralized approach for hosting the repository is not a viable solution due to the fact that one single entity can not be solely responsible and burdened with this humongous and globally dispersed task, single-point-of-failure, scalability and security ramifications, lack of autonomy as well as arguments related to trust and the authority on data. Instead, Intercloud Roots will host the

globally dispersed computing resources catalog in a federated manner.

Intercloud Exchanges, in turn, will leverage the globally dispersed resources catalog information in order to match cloud resources by applying certain Preferences and Constraints to the resources. From overall topology perspectives, Intercloud Exchanges will provide processing nodes in a peer-to-peer manner on the lines of Distributed Hash Table (DHT) overlay based approach in order to facilitate optimized resources match-making queries. Ontology information in the DHT overlay nodes would be replicated from federated Intercloud Roots. There has already been lot of work done on Semantic Peer-to-Peer based systems – GridVine[22], RDFPeers[23], Piazza[24], PIER[25], and “Distributed Overlay for Federation of Enterprise Clouds” [26].

The basic idea of DHT overlay system is to map a key space to a set of peers such that each peer is responsible for a given region of this space and storing data whose hash keys pertain to the peer’s region. The advantage of such systems is their deterministic behavior and the fair balancing of load among the peers (assuming an appropriate hash function). Furthermore, they provide location transparency: queries can be issued at any peer without knowing the actual placement of the data. Essentially, the DHT peer-to-peer overlay is a self-organizing, distributed access structure, which associates logical peers representing the machines in the network with keys from a key space representing the underlying data structure. Each peer is responsible for some part of the overall key space and maintains additional routing information to forward queries to neighboring peers. As the number of machines taking part in the network and the amount of shared information evolve, peers opportunistically organize their routing tables according to a dynamic and distributed binary search tree.

All elements in the Intercloud topology contain some gateway capability analogous to an Internet Router, implementing Intercloud protocols in order to participate in Intercloud interoperability. We call these Intercloud Gateways. The entire topology is detailed in Figure 2.

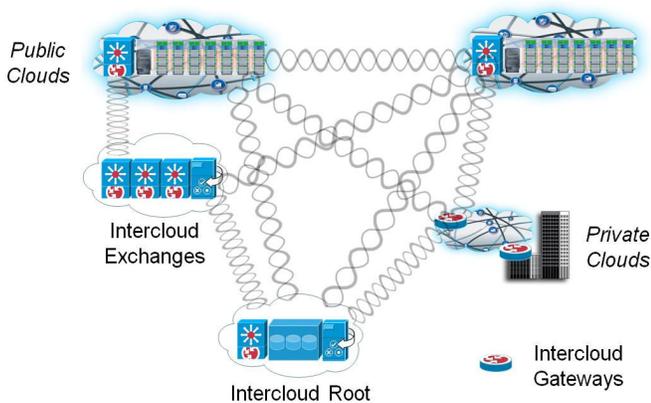


Figure 2: Reference Intercloud topology and elements.

The Intercloud Gateways would provide mechanism for supporting the entire profile of Intercloud protocols and standards. The Intercloud Root and Intercloud Exchanges would facilitate and mediate the initial Intercloud negotiating process among Clouds.

Once the initial negotiating process is completed, each of these Cloud instance would collaborate directly with each other via a protocol and transport appropriate for the interoperability action at hand; for example, a reliable protocol might be needed for transaction integrity, or a high speed streaming protocol might be needed optimized for data movement over a particular link.

III. INTERCLOUD GOVERNANCE

When a business entrusts its data to a third party such as a cloud provider, it is vulnerable. Its data is sitting in cloud provider’s computing environment. In an Intercloud enabled federated cloud computing environment, it gets even more complex due to the involvement of more than one cloud provider. Many things can go wrong. The cloud service provider may go out of business or may decide to hold the data hostage if there is a dispute. It is important to understand in which country data will be hosted, because the location of the data directly affects the choice of the law that will govern the data.

If the data reside in China, it is likely that Chinese law will govern access to the servers where the data are hosted. If the client demands access to its data would Chinese law apply since the data are stored in China? Further, Chinese law may permit the Chinese Government to have unlimited access to the data stored in its territory whereas there might be stricter restrictions to access by the United States Government to data stored in the United States.

Controlling and governing who has access to the metadata associated with its data, or with the uses of its data, may be important. A company that holds sensitive personal data, company trade secrets, or other valuable information may wish to limit access to, or use of the traffic information associated with this data by the cloud service provider. For example, who looked at what information, and when or what queries or searches were run may have great value. The cloud service provider may want the ability to mine the company’s data or metadata for secondary uses, such as for marketing or market research purposes.

Numerous cloud service providers offer free access to their services or their applications with the view to mine the data in their custody in order to offer advertising services. In other cases, an organization or an individual may not mind the potential intrusion in their affairs if they determine that the financial benefit and ease of access to their information through the cloud outweighs the potential that third parties may access their files, pictures, or correspondence.

In an Intercloud federated environment, there are considerations and ramifications as far as prohibition again cross-border transfers of data assets. A global company that wishes to take advantage of cloud services will want to ensure that this use does not jeopardize its subsidiaries, clients, business partners and others which may be subject to foreign laws with different restrictions than those in effect in

the United States. The US based company will want to know where the personal data of its employees, clients and others will be located, so that it can address the specific restrictions that foreign data protection laws may impose.

For example, a German subsidiary may not oppose the use of a cloud service provider in Argentina, but it will object to the transfer of its data to Turkey, Mexico, or the United States. Knowing where the cloud service provider will host the data is a prerequisite to implementing the required measures to ensure compliance with local laws that restrict the cross border flow of data.

Service providers will need a clear understanding of the complex restrictions and requirements created under the data protection laws of the European Union member states and of several other non-EU countries with similar laws. Cumbersome restrictions hamper the transfer of data outside of these countries. Their laws require data controllers (who originally collected the data) to inform individuals that their data will be processed abroad, and to obtain their consent to the transfer. In addition, the data controller and the recipient of the data may have to enter into special contracts that must be approved by the local Data Protection Authority.

Some basic functions in the Intercloud must be subjected to the same kinds of governance as the traditional Internet. However the problems are somewhat more complicated. For example, cloud computing changes the way we think about computing by removing the specifics of location from its resources; cloud computing can be thought of as radical “deperimeterization”. However, in divorcing resources from location creates security issues that result from this lack of any perimeter. In such a world, there is an utmost need for securing the computing resources using strong encryption by leveraging underlying scalable and robust key management mechanism. Encryption algorithms are as good as the underlying key management process. Key management is not just about technology, it also includes People & Process elements as well. Failure or compromise of any of these components results in the failure or compromise of the whole system. Unlike traditional static internet environment, in an Intercloud environment there is a great need for separating the computing resources and the encryption keys, a chain of separation as well as a chain of custody with multiple parties involved at each step.

As computing resources in an Intercloud environment can potentially be anywhere. In order to be able to encrypt/decrypt these resources, the corresponding keys need to be retrieved. To help streamline the overall communication process between key management environment and cryptographic clients, we are evaluating interoperability standards such as recently announced OASIS Key Management Interoperability Protocol (KMIP [27]).

IV. TRUST MODEL & IDENTITY

The Intercloud Root system will serve as a Trust Authority. In the currently proposed trust architecture, SASL [28] and SAML [29], a Certificate issued by a Certificate Authority (CA), must be utilized in the process [30] to establish a trust chain. The CAs which provide certificates must provide them in specific formats, undergo annual

security audits by certain types of accountancy corporations, and conform to a host of best practices [31] known as Public Key Infrastructure. These requirements can vary by country. The PKI best practices, the CA process, and the accountancy rules, need to be re-examined for cloud computing. Certificates not only need to identify the clouds, but the resources the clouds offer, and the workloads that the cloud wishes federation with other clouds, to work upon. Where web sites are somewhat static, and a certificate can be generated to trust the identity of that web site, cloud objects such as resources and workloads are dynamic, and the certificates will have to be generated by a CA. This drives the architecture of the CA:

- The Intercloud Exchange will need to be the immediate CA, acting in a just-in-time fashion to provide limited lifetime trust to the transaction at hand
- The Intercloud Root, functioning as a root CA, will need to proxy the Intercloud Exchange for this purpose, using traditional longer lasting trust

The development of a new IETF RFC proposal [32] extending the PKI is needed. We are beginning this.

Current PKI certificates based trust model is primarily all or nothing trust model and is unsuitable for Intercloud environment. According to the current PKI based trust model, once the CA authorizes the certificate for an entity, the entity is either trusted or non-trusted. This is more like a Boolean relationship. However, in the cloud computing environment, especially in the Intercloud environment, this model needs to be extended to have “Trust Index” to go along with the existing PKI based trust model. “Trust Index” is essentially a level of trust demonstrated by cloud providers. Depending on the level of trust (40%, 50%, 60%, or 100%), for example, one Intercloud provider might trust another provider to use its storage resources but not to execute programs using these resources. The *trust level* is specified within a given time because the *trust level* today between two entities is not necessarily the same *trust level* a year ago. Trust Level is something dynamic in nature as opposed to static PKI certificates.

From Intercloud topology perspectives, Intercloud Roots will provide static PKI CA root like functionality. On the other hand, Intercloud exchanges will be responsible for the dynamic “Trust Level” model layered on top of the PKI certificate based trust model. The overall trust model is more of a “Domain based Trust” model. It divides the cloud provider computing environment into several trust domains. Nodes in the same domain usually are much more familiar with each other, they have a higher degree of trust for each other.

Exchanges are the custodians/brokers of “Domain based Trust” systems environment for their affiliated cloud providers. Cloud providers rely on the Intercloud exchanges to manage trust. As Domain trust agents, Intercloud exchanges store other domains’ trust information for inter-domain cooperation. Essentially, the trust information stored

reflects trust value for a particular resource type (compute, storage etc.) for each domain. Exchanges also recommend other domains trust levels for the first time inter-domain interaction.

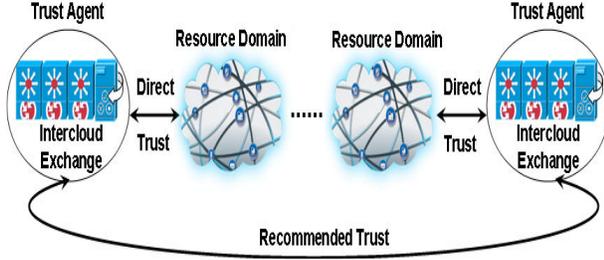


Figure 3: Intercloud Trust Management Model.

The marketplace implications of this are quite interesting, in that the Intercloud Root looks a lot like a current Internet Root CA type of business, whereas the notion that the exchanges are also in the trust business as an adjunct to the actual exchange business.

One of the key requirements to have success in effectively managing identities in the Intercloud environment is the presence and support for a robust standards based federated identity management capability using prevailing federation standards such as SAML [29], WS-Federation [33], and Liberty ID-FF [34].

As regards to granular level authorization in the Intercloud environment, support of XACML-compliant entitlement management is highly desirable. XACML [35] provides a standardized language and method of access control and policy enforcement. Currently, prevailing mechanism for granular level authorization is usually implemented in a proprietary non-standard fashion.

V. NAMING

The Intercloud Root will manage the name space and the dynamic naming for the Intercloud, similar to the model which the Internet uses. This is the most complicated area of the Internet now. Technically, the flat name space which DNS represents is not sufficient for clouds.

The governance modes have undergone significant changes over the years, now rolling up primarily to two U.S.-controlled, private organizations: The Internet Society [36], and Internet Corporation for Assigned Names and Numbers [37]. ISOC is largely a technical organization, and ICANN is more operational, making it quite powerful. ICANN is currently a private corporation under contract to the U.S. Department of Commerce, which has created controversy among other governments. To address this controversy, the United Nations initiated a Working Group on Internet Governance, including a Internet Governance Forum (IGF) [38]. Whilst we believe that ISOC is an appropriate technical organization for Intercloud related standards, we believe that ICANN is not a plausible organization for operational control and governance. The international cloud providers

are simply not going to join in for creation of a global Intercloud unless there is a global governance organization.

We are working to add a “Cloud Computing” workstream to the next IGF meeting for the namespace governance issue.

VI. EXCHANGE ARBITRARGE AND SETTLEMENT

One of the most interesting areas for commerce is cloud computing comes when the supply of cloud resources can fulfill the demand, and the facilitator thereof, who in this case is the Intercloud Exchange operator, can realize an economic benefit from doing so. Just as with a financial equities exchange, providing liquidity of resources gives the operator the right to benefit from arbitrage.

Let us be more precise in defining the cloud arbitrage opportunity, and then we will investigate what specific technologies and governance must be in place to create such a marketplace.

Let S_n represent a subscriber n to a cloud service on cloud C_m . Let $R_{m(r)}$ represent the replicate (as it might be called for storage), or element (could be a computing unit), in cloud m which together, utilizing several replicates, delivers the cloud service. We have the relationship shown in Equation (1), Subscriber 1 consumes a service from Cloud 1, which constructs the services from Replicates 1, 2, and 3 located on Cloud 1:

$$S1 \leftarrow C1 \leftarrow \{R1(1), R1(2), R1(3)\} \quad (1)$$

Intercloud federation is shown in Equation (2). Subscriber 2 consumes a service from Cloud 2, which is constructing the services from Replicates 1 and 2 located on Cloud 2, but Replicate 1 located on Cloud 1:

$$S2 \leftarrow C2 \leftarrow \{R2(1), R2(2), R1(1)\} \quad (2)$$

In this last scenario, Subscriber 2 is strictly a Cloud 2 customer, however, perhaps unbeknownst to him, part of his service has been consumed from a Cloud 1. If:

$$\text{Price}[R2(2)] < \text{Price}[R1(1)] \quad (3)$$

Then there is an opportunity for arbitrage for an exchange, who would later settle between Cloud 1 and Cloud 2. Actually, the exchange would use the Intercloud Directory to find several alternatives for fulfilling the federation. Let E represent the Exchange:

$$S2 \leftarrow C2 \leftarrow \{R2(1), R2(2), E[R1(1), \dots, Rm(r)]\} \quad (4)$$

The function $E[R1(1), \dots, Rm(r)]$ represents the constraint and optimization matching of replicates/elements, plus the extraction of arbitrage, the settlement with the different “source clouds” (in this case clouds 1 and m), plus any governance/auditing which must occur. We can see that, this function must occur in an exchange which has a transactional server, it cannot occur in a pure P2P environment. A centralized controlled environment is a key requirement for

enabling Intercloud Exchanges as market makers and be able to practice arbitrage.

VII. SERVICE PROVIDER ROLE

What has emerged here are roles for new kinds of service providers:

- Cloud Operators
- Intercloud Root Operators
- Intercloud Exchange Operators
- Auditing Firms for Trust
- Auditing Firms for Settlements

VIII. TEST BED

In order to make this a reality, an operational Intercloud topology must be experimented with in a live public trial. There are several options for this as detailed in Table I:

TABLE I. OPTIONS FOR A LIVE INTERCLOUD TEST BED.

Testbed Name	Governing Body
Center for Autonomic Computing	NSF
Open Cloud Consortium	NLANR
Open Cirrus	Intel

These are being evaluated. Currently, none of the testbeds has an “acceptable use policy” for a commercial application on the infrastructure, so there is some work to be done to allow this. This is analogous to the transition from the research exchanges of the Internet to the Commercial Internet Exchange [39].

We will enter into discussions on each of these testbeds to understand how to create one.

IX. CONCLUSIONS

This paper reviewed the current state of the art in cloud computing federation, reviewing what has been come to be called the Intercloud at an overview technical level. Governance issues were considered, contrasting to the way the current Internet is governed. We found that the technical governance of the Internet is a good model for the Intercloud, but the operational model of the Internet is outdated and U.S.-centric, and needs to be re-evaluated for the Intercloud. The paper went on to consider a blueprint for an Intercloud economy, looking at governance and marketplace architecture. Use cases of exchange, arbitrage, settlements, compliance, all attributes of an economy, were considered. The paper concludes with directions of a live test bed.

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