

Overview of Rain Technology

Soujanya Alwalwar¹, Prof. Neha Mittal²

¹Student, ²Assistant Professor, Department of Master of Computer Application,
G H Raison Institute of Engineering & Technology, Nagpur, India

soujanyaalwalwar@gmail.com

Received on: 11 June, 2022

Revised on: 07 August, 2022,

Published on: 09 August, 2022

Abstract- A new emerging technology that approaches the expansion of the Internet is referred to as a trusted array of independent nodes. Prior to this Rain technology, cluster technology with multiple nodes was available and it was not easy to keep all these nodes connected, Rain technology can give an answer by turn down the wide variety of nodes inside the chain connecting with the client and servers. Rain technology can give a solution by turn down the number of nodes in the chain connecting with the client and servers. The Rain technology is implemented on a distributed computing architecture built with low-cost off-the-shelf components. The RAIN platform includes a cluster of contrasted nodes connected via multiple interfaces to a network configured in a fault-tolerant topology [1].

Keywords- Rain, Snow, Rainfall

I -INTRODUCTION

RAIN Technology originates from a research project at the California Institute of Technology (Caltech) in collaboration with NASA's Jet Propulsion Laboratory and the Defence Advanced Research Project Agency (DARPA). The RAIN technology stands for Reliable Array of Independent Nodes. RAIN's goal is to use components at a reasonable price to identify and manufacture key building

blocks in a reliable, distributed system that is ready to build. RAIN technology also provides a new ability to recover a failed node with a new node, avoiding interruptions in the information flow [1][2]. The primary goal of the RAIN project was to identify the key building blocks of software for building robust distributed applications using commonly available hardware. Research has focused on high performance, fault-tolerant and portable clustering technologies for space computing. Redundant/Reliable Array of Independent Nodes (RAIN) technology is a heterogeneous set of nodes, called a cluster, connected through a number of interfaces to a network configured in a fault-tolerant topology. RAIN Technology focuses on developing high-performance, fault-tolerant and portable clustering technology. RAIN technology was able to provide a solution by reducing the number of nodes in the chain connecting clients and servers. Also, apart from, the current node of the client will also be easier, makes the server architecture more robust [1].

II -LITERATURE SURVEY

RAIN technology (Redundant/reliable Array of inexpensive/independent nodes) is a heterogeneous set of nodes, called a cluster, connected via multiple interfaces to a network configured in a fault-tolerant topology. RAIN technology aims to develop high-performance, fault-tolerant, portable cluster technology. rain technology can provide a

solution by reducing the number of nodes in the chain connecting the client and server, but also help to increase the reliability of the nodes in the existing client-server architecture. The goal of RAIN technology is to recognize and create the key building blocks of reliable, decentralized systems built using off-the-shelf components at a reasonable cost.

RAIN technology is an open-architecture storage approach that uses inexpensive computing hardware along with highly intelligent management software to make it reliable and efficient. RAIN configuration components work in parallel with the operating system and network protocols. Fault tolerance is provided by the control software used and is similar to fault tolerance provided by expensive hardware devices.

III - WHY WE APPLY RAIN TECHNOLOGY?

RAIN technology is applied to improve the fault tolerance of the cluster. RAIN clusters can be managed through a centralized management interface. The management software creates a virtual pool of storage devices without the physical presence of the network and administrators. This technology manages software automatically finds new RAIN nodes and permits them to communicate with each other. In the process of a node failure, the lost data is reproduced between the other RAIN nodes in the cluster, preventing the unsuccessful node from being substituted immediately. RAIN-based networks are more resilient to changing application workloads due to their efficient load balancing capabilities[3].

1. Goals Of Rain Technology

The objective of this research was to recognize the basic software building blocks for building reliable distributed applications using off-the-shelf hardware. The research focus has been on high-performance of hardware, fault-tolerant and portable clustering technologies for spatial computing. Two important hypotheses were made that reflect the differences between RAIN and the two existing outcomes, Industry and Academia[4]. Assume the most common model without shares. No shared storage available for all compute nodes. The only way compute

nodes can exchange state is to exchange data over the network.

Distributed applications are not isolated systems. Distributed protocols interact intently with existing network protocols, by permitting RAIN clusters to interact with their surroundings. In a nutshell, the RAIN project was about merging network protocols and distributed computing. It has ended up clear that RAIN technology is perfectly in shape for Internet packages. During the RAIN project, key components of the were built to make this vision a reality.

2. Architecture Of Rain Technology

Rain Technology is an open architecture approach to the storage system, using low-cost computing hardware and highly intelligent management software to create reliability and efficiency. The RAIN configuration component runs on the along with the OS network protocol. The fault tolerance of the is provided by the control software used by the which is similar to the fault tolerance provided by the expensive hardware devices[13].

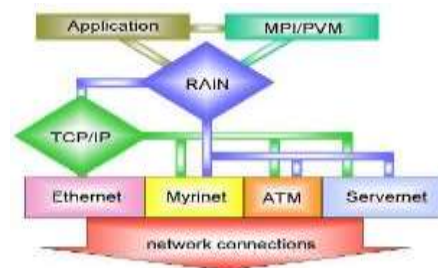


Fig.1- Architecture of Rain Technology diagram

The low-cost redundant node array outperforms traditional storage architectures by providing a more distributed, shared, and scalable storage and data protection system. The new storage system architecture, called the Low-Cost Node Redundant Array (RAIN), surpasses the existing storage architecture by providing a more shared, distributed, and scalable storage and data safety system. RAIN structures or systems are also less pricey than traditional structures or systems. RAIN technology is an open system technique that mixes standard off-the-shelf

computing and networking hardware with highly and especially clever management software. This combination enables cost-effective deployment of multiple storage and data protection applications on a grid of devices that are highly available and self-healing [3][5]. The RAIN storage and protection system consists of:

RAIN Nodes: A data is stored securely and protects overall RAIN nodes rather than a single storage system with its usable power, cooling and flexible drives.

IP-Based Interaction: RAIN nodes are physically interconnected using standard IP-based LANs, Metropolitan Area Networks (MANs) and/or wide area networks. This allows administrators to create a unified storage and protection network for RAIN nodes across multiple data centres. WAN and MAN connections allow RAIN nodes to guard local data as well as remotely secure data generated in other data centres.

RAIN management software: This software allows RAIN nodes to communicate progressively or continuously with each other's assets, capacity, performance and health data. RAIN management software can automatically detect if there are any new RAIN nodes in a new network and these locations are configured.

Life cycle information management software: Software replaces standard summary, backup and screen management with virtual reality algorithms, compression, transformation, encryption, cooling, integrity checking and adjustment, persistence, and duplicate algorithms. Lifecycle management software replicates data across multiple RAIN nodes to ensure overall accuracy of inexpensive SATA drives.

3. Communication

Rain Technology focuses on providing error tolerance to networks using error-tolerant communication topology and bond network interface.

Fault Tolerant Interconnect Topology: We have faced with the question of how to connect and calculate fabric nodes to increase tolerance for network errors. Many distributed computing algorithms run into problems when given a large set of nodes isolated from other nodes. A partition-tolerant

network should only lose a certain number of nodes (compared to a total of nodes), unless the number of failures is exceeded. After further failure, we can see the division of the calculated node, which is a fraction of the total number of nodes that may be lost. Careful selection of how calculated nodes are connected to the switch increases the system's performance to withstand splits in the event of an error.

Consistent-History Protocol for Link Failures: When a system connects interfaces together and tolerates link and NIC failures, it must keep track of available routes on the network to function properly. Provide an updated ping protocol so that each end of the link sees the same history. Protocol is determined by the extent to which each side can lead or stay behind the other side of the channel. This concept of the same record can be useful when developing applications that use this connection information. For example, if an application takes action to recover from an error if it is disconnected, it will accept the same error as both sides of the channel will see exactly the same behaviour on the channel over time. Recovery. Action. This guarantee makes it easier to write applications that use this connecting information [6].

4. Distributed Store/Retrieve Operation

Distributed storage and retrieval functionality for direct use of MDS codes in distributed storage. Assume there are n nodes. For a store operation, use n to write a block of data of size d into n characters of size d/k each. (n, k) MDS Array code. Saves one character per node. For the extraction operations (n, k) , we collect the symbols from k nodes and record to get the original data.

This storage method has some attractive features of the First, it provides stability. Original data can be retrieved after $n - k$ node failure. Second, it allows for flexible or re-configuration and thermal fluctuations of components, and can be randomly removed and changed from $n - k$ nodes. Also, the ability to select k from nodes provide load balancing. You can choose the k nodes with the least load, or the k nodes that are geographically closest for your WAN [7][8].

5. Working Of Rain Technology

Distributed storage and retrieval functionality for direct use of MDS codes in distributed storage. Assume there are n nodes. For a store operations, use n to RAIN node grids can also be configured to changed the application loading of applications by measuring data across all nodes based on storage usage or storage capacity. In a RAIN-based storage system, each RAIN node periodically scans all sub-files. Hundreds of RAIN nodes are integrated to form a parallel mesh for data handling that is much more robust than today's independent security structures. The work together when it Check its own clone and replaces corrupted files. A RAIN node network replace traditional isolated storage systems. Affordable, highly efficient drives, processors and IP networks make this achievement possible. Businesses also need faster and more reliable backup and recover processes, as well as streamlined and affordable disaster recover systems. Through the use of life cycle information management software in hundreds of powerful RAIN NAS and accounting nodes, RAIN provide unparallel long-term data acquisition, cost-effective and fast data acquisition, and local and off-site backup copy [1].

IV- ADVANTAGES OF RAIN TECHNOLOGY

[9][11] RAIN technology offers various advantages:

Fault tolerance: RAIN provides fault tolerance through its software implementation. The system tolerates multiple failures of rain nodes, channels and switches without a single point of failure [1].

Easy to use and manage: RAIN collections are very easy to use and manage. RAIN technology solves the problem of rigidity that occurs without the need to create additional layers. Management software allows users to connect to one of the nodes to monitor and configure the entire collection or clusters.

Portability and openness: This is a technology used in open and highly portable. Compatible with a variety of hardware and software environments. Currently ported to Solaris, NT and Linux.

Heterogeneous Surrounding Support: This also supports different locations, where the collection or cluster may contain nodes with different applications in different configurations.

No distance limit: There is no technical limit for RAIN technology. It allows the creation of a group of locally distributed nodes. It can work with many other online applications.

Availability: Another advantage of RAIN is its incessant availability. As in the case of Rainwall for example, hardware and software components detect errors in real time and send traffic to the working on the failed gateway without breaking the existing connection.

Load balancing and performance: Like Rainwall, new nodes can be added to the collection to participate in load balancing without disrupting network performance. Rainwall tracks the amount of incoming traffic in each area. Rainwall tracks the total incoming traffic to each node. When a discrepancy is detected in network traffic, one or more VIP addresses are moved from a busy host to a less busy host. You can also participate in load balancing by adding new hosts to the cluster without shutting down the cluster.

V- APPLICATIONS RAIN TECHNOLOGY

Some RAIN applications such as RAIN Video Server (RAIN Video), Web Server (SNOW) and Distributed Checkpoint System (RAIN Check) include: Utilities and near-linear scalability of the Rain-core protocols [10][13]:

SNOW (Strong Network of Web Servers): The first application called SNOW is a scalable web server cluster developed by the RAIN project.

RAIN-Video: Another RAIN Video application is a set of recorded and encoded video recordings for all n nodes in a distributed storage system.

Rain-Wall: Rain-Wall is a commercial solution that provide failover and scalable firewall clusters.

RAIN-Check: rainCheck is a pointing distributed investigation engine that implements a Checkpoint and rollback/restore engine on the RAIN platform based on distributed store and retrieve operations.

Distributed Check Pointing Engine: A Check-pointing and rollback/restore engine for the RAIN platform based on distributed store and retrieval operations.

VI -CONCLUSION

The purpose of the RAIN research was to pave the way for fault management, data exchange, and data storage in a distributed environment. RAIN technology has proven to be very useful in facilitating high availability and load balancing issues. It can be applied to a wide range of network applications such as firewalls, web servers, IP telephony gateways, application routers, etc. It is very useful for developing full-featured distributed computing systems. RAIN allows an unlimited number of nodes to be grouped together and allows them to function as one giant node that shares the load and takes on responsibility if one or more nodes do not function properly.

REFERENCES

[1] <https://vdocuments.mx/computing-in-the-rain-a-reliable-array-of-independent-nodes-58ab0659e0930.html?page=1>

[2] <https://ijcrt.org/papers/IJCRT1801424.pdf>

[3] V. Bohossian et al., "Computing in the RAIN: Reliable Array of Independent Nodes," *IEEE Trans. Parallel and Distributed Systems*, vol. 12, no. 2, Feb. 2001, pp. 99-114.

[4] Vasken Bohossian, Chenggong C. Fan, Student Member, IEEE, Paul S. LeMahieu, Marc D. Riedel, Lihao Xu, Member, IEEE, and Jehoshua Bruck, Fellow, IEEE

[5] M. Satyanarayanan, J.J. Kistler, P. Kumar, M.E. Okasaki, E.H. Siegel, and D.C. Steere, *CODADA Highly Available File System for a Distributed Workstation Environment*, *IEEE Trans. Computers*, vol. 39, no. 4, pp. 4474-59, Apr.

[6] L. Xu and J. Bruck, "X-Code: MDS Array Codes with Optimal Encoding" *IEEE Trans. Information Theory*, vol. 45, no. 1, pp. 272-276,

[7] J.N. Cotrim, A. Arabe, A. Beguelin, B. Lowekamp, E. Seligman, M. Starkey, and P. Stephan, "Dome: Parallel Programming in a Distributed Computing Environment," *Proc. IEEE Symp. Parallel and Distributed Processing*, pp. 218-224

[8] S. Plank and K. Li, "Faster Checkpointing with N+1 Parity," *Proc. IEEE 24th Int'l Symp. Fault-Tolerant Computing*, pp. 288-297

[9] M. Franceschetti and J. Bruck, *A Leader Election Protocol for Fault Recovery in Asynchronous Fully-Connected Networks*, *Paradise Electronic Technical Report 024*, <http://paradise.caltech.edu/ETR.html>, 1998.

[10] "NASA-Funded Software Aids Reliability", *Network World*, no. 51, Dec. 1999.

[11] H.-M. Sun, S.-P. Shieh, "Optimal Information Dispersal for Increasing the Reliability of a Distributed Service", *IEEE Trans. Reliability*, vol. 46, no. 4, pp. 462-472, 1997.

[12] T.D. Chandra, S. Toueg, "Unreliable Failure Detectors for Reliable Distributed Systems", *J. ACM*, vol. 43, no. 2, pp. 225-267, 1996.

[13] P.M. Chen, E.K. Lee, G.A. Gibson, R.H. Katz, D.A. Patterson, "Raid: High-Performance Reliable Secondary Storage", *ACM Computing Surveys*, vol. 26, no. 2, pp. 145-185

[14] J. Cotrim, A. Arabe, A. Beguelin, B. Lowekamp, E. Seligman, M. Starkey, P. Stephan, "Dome: Parallel Programming in a Distributed Computing Environment", *Proc. IEEE Symp. Parallel and Distributed Processing*, pp. 218-224

[15] A. Singhai, S.-B. Lim, S.R. Radia, "The SunSCALR Framework for Internet Servers", *Proc. IEEE 28th Int'l Symp. Fault-Tolerant Computing*,