TCSS 562 Paper Presentation

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Background

- Serverless Computing: Design, Implementation, and Performance
 - 2017 IEEE international Conference on Distributed Systems
 - By: Paul R. Brenner, Garrett McGrath
- Main Goals
 - Benchmark performance of serverless platforms
 - Build a prototype that achieves best performance
- Related works
 - Serverless Computation with OpenLambda
 - Similarities in Design: Event driven, containers, dockers, handler, lambda store, etc.
 - Differences in Design: Linux base, support python, focused on scalability and flexibility





























