



BSI Standards Publication

**Information technology — Cloud computing —
Common technologies and techniques**

National foreword

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 38, *Cloud Computing and Distributed Platforms*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

Cloud computing is described at a high, conceptual level in the two foundational standards ISO/IEC 17788 [1] and ISO/IEC 17789 [2].

However, as the use of cloud computing has grown, a set of commonly used technologies has grown to support, simplify and extend the use of cloud computing alongside sets of commonly used techniques which enable the effective exploitation of the capabilities of cloud services. Many of these common technologies and techniques are aimed at developers and operations staff, increasingly linked together in a unified approach called DevOps (see 10.2). The aim is to speed and simplify the creation and operation of solutions based on the use of cloud services.

This document aims to describe the common technologies and techniques which relate to cloud computing, to describe how they relate to each other and to describe how they are used by some of the roles associated with cloud computing.

This document (a Technical Specification) addresses areas that are still developing in the industry, where it is believed that there will be a future, but not immediate, need for one or more International Standards.

This document will be of primary interest to service developers in Cloud Service Providers and to standards developers working with ISO and other organizations.

Information technology — Cloud computing — Common technologies and techniques

1 Scope

This document provides a description of a set of common technologies and techniques used in conjunction with cloud computing. These include:

- virtual machines (VMs) and hypervisors;
- containers and container management systems (CMSs);
- serverless computing;
- microservices architecture;
- automation;
- platform as a service systems and architecture;
- storage services;
- security, scalability and networking as applied to the above cloud computing technologies.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 22123-1:—¹⁾, *Information technology — Cloud computing — Part 1: Terminology*

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 22123-1 and the following apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <http://www.iso.org/obp>
- IEC Electropedia: available at <http://www.electropedia.org/>

3.1 **Guest operating system**

guest OS
operating system that runs within a virtual machine

[SOURCE: ISO/IEC 21878:2018, 3.2]

1) To be published.