

DAFTAR ISI

| | |
|--|-----|
| LEMBAR PENGESAHAN TUGAS AKHIR | ii |
| LEMBAR PERNYATAAN ORISINALITAS | iii |
| ABSTRAK | iv |
| <i>ABSTRACT</i> | v |
| KATA PENGANTAR | vi |
| UCAPAN TERIMA KASIH..... | vii |
| DAFTAR ISI..... | ix |
| DAFTAR GAMBAR | xi |
| DAFTAR TABEL..... | xii |
| BAB I PENDAHULUAN..... | 1 |
| 1.1 Latar Belakang Masalah..... | 1 |
| 1.2 Rumusan Masalah | 2 |
| 1.3 Tujuan..... | 3 |
| 1.4 Batasan Masalah..... | 3 |
| 1.5 Sistematika Penulisan Tugas Akhir..... | 3 |
| BAB II DASAR TEORI | 5 |
| 2.1 Cloud Computing | 5 |
| 2.2 Live Migration..... | 6 |
| 2.3 Hypervisor | 7 |
| 2.4 Metode Hybrid Pada Proses Live Migration..... | 8 |
| 2.5 Kernel Based Virtual Machine | 10 |
| 2.6 VMware Workstation | 10 |
| 2.7 Virtual Machine Manager..... | 11 |
| 2.8 Parameter Kinerja Live Migration | 11 |
| 2.8.1 Data Transfer..... | 11 |

| | | |
|--|--|----|
| 2.8.2 | Downtime | 11 |
| 2.8.3 | Migration Time | 12 |
| BAB III PERANCANGAN SISTEM | | 13 |
| 3.1 | Gambaran Umum Sistem | 13 |
| 3.2 | Perancangan Topologi Jaringan Cloud..... | 13 |
| 3.3 | Perancangan Mekanisme Migrasi..... | 14 |
| BAB IV IMPLEMENTASI DAN PENGUJIAN..... | | 16 |
| 4.1 | Implementasi | 16 |
| 4.1.1 | Implementasi Sistem Cloud | 18 |
| 4.2 | Pengujian | 21 |
| 4.2.1 | Pengujian Video Online | 21 |
| 4.2.2 | Pengujian Video Offline | 24 |
| 4.2.3 | Pengujian Game | 26 |
| 4.2.4 | Hasil Pengujian Migrasi..... | 29 |
| BAB V KESIMPULAN DAN SARAN..... | | 33 |
| 5.1 | Kesimpulan..... | 33 |
| 5.2 | Saran..... | 33 |
| DAFTAR PUSTAKA | | 34 |