How to deal with uncertainties and dynamicity?

http://graal.ens-lyon.fr/~lmarshal/scheduling/

27 mars 2009
Outline

1. The problem
2. Analyzing sensitivity and robustness
3. Dynamic load-balancing
4. How useful is old information?
5. Conclusion
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1. The problem
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The problem: the world is not perfect!

- Uncertainties
  - On the platforms’ characteristics
    (Processor power, link bandwidth, etc.)
  - On the applications’ characteristics
    (Volume computation to be performed, volume of messages to be sent, etc.)

- Dynamicity
  - Of network (interferences with other applications, etc.)
  - Of processors (interferences with other users, other processors of the same node, other core of the same processor, etc.)
  - Of applications (on which detail should the simulation focus?)
Solutions : to prevent or to cure?

To prevent

▶ Algorithms tolerant to uncertainties and dynamicity.

To cure

▶ Algorithms auto-adapting to actual conditions.

Leitmotiv : the more the information, the more precise we can statically define the solutions, the better our chances to “succeed”
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Analyzing the sensitivity

Question: we have defined a solution, how is it going to behave “in practice”? 

Possible approach

1. Definition of an algorithm $\mathcal{A}$.
2. Modeling the uncertainties and the dynamicity.
3. Analyzing the sensitivity of $\mathcal{A}$ as follows:
   - For each theoretical instance of the problem
     - Evaluate the solution found by $\mathcal{A}$
     - For each “actual” instance corresponding to the given theoretical instance, find the optimal solution and the relative performance of the solution found by $\mathcal{A}$.

Sensitivity of $\mathcal{A}$: worst relative performance, or (weighted) average relative performance, etc.
Analyzing the sensitivity: an example

Problem

- Master-slave platform with two identical processors
- Flow of two types of identical tasks
- Objective function: maximum minimum throughput between the two applications (*max-min fairness*)

![Diagram showing two processors, P1 and P2, with tasks flowing through them. P1 has a blue bar, while P2 has a red bar, indicating the flow of tasks. If P2 fails, the diagram shows a possible solution.](image-url)
Analyzing the sensitivity: an example

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A possible solution...
Analyzing the sensitivity: an example

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A possible solution... null if processor $P_2$ fails.
Analyzing the sensitivity: the case of Backfilling (1)

Context:
- cluster shared between many users
- need for an allocation policy, and a reservation policy
- job request: number of processors + maximal utilization time
- (A job exceeding its estimate is automatically killed)

Simplistic policy: First Come First Serve:
- lead to waste some resources
The EASY backfilling scheme

- The jobs are considered in First-come first-serve order
- Each time a job arrives or a job completes, a reservation is made for the first job that cannot be immediately started, later jobs that can be started immediately are started.
- In practice jobs are submitted with runtime estimates. A job exceeding its estimate is automatically killed.
Analyzing the sensitivity: the case of Backfilling (3)

The set-up

- 128-node IBM SP2 (San Diego Supercomputer Center)
- Log from May 1998 to April 2000 log: 67,667 jobs
  Parallel Workload Archive www.cs.huji.ac.il/labs/parallel/workload/
- Job runtime limit: 18 hours.
  (Some dozens of seconds may be needed to kill a job.)
- Performance measure: average slowdown (=average stretch).

Execution is simulated based on the trace: enable to change task duration (or scheduling policy).
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  (Some dozens of seconds may be needed to kill a job.)
- Performance measure: average slowdown (\(=\)average stretch).
  
  Bounded slowdown: \( \max \left( 1, \frac{T_w + T_r}{\max(10, r)} \right) \)

Execution is simulated based on the trace: enable to change task duration (or scheduling policy).
The length of a job running for 18 hours and 30 seconds is shortened by 30 seconds.
Analyzing the sensitivity: the case of Backfilling (4)
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Robust solutions

An algorithm is said to be robust if its solutions stay close to the optimal when the actual parameters are slightly different from the theoretical parameters.
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This solution stays optimal whatever the variations in the processors’ performance: it is not sensitive to this parameter!
An example of resolution : the problem

The problem :

- A master which has an output bandwidth $B$. 
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▶ $\rho_i^{(k)}$ : throughput of application $k$ on processor $i$.

$\rho^{(k)} = \sum_i \rho_i^{(k)}$ is the throughput of application $k$ on the whole platform.
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Dynamicity: a processor may fail (definitively).
An example of resolution : classical solution

1. Resource constraint : processors’ capacities

\[ \forall i, \quad \sum_k \rho_i^{(k)} \gamma_k \leq c_i \]
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2. Resource constraint: processors’ bandwidths

\[ \forall i, \sum_k \rho_i^{(k)} \beta_k \leq b_i \]
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3. Resource constraint: the master output bandwidth

\[ \sum_{i,k} \rho_i^{(k)} \beta_k \leq B \]
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4. Objective

Maximize \( \min_k \sum_i \rho_i^{(k)} \)
An example of resolution: robust solution

1. \( \forall i, \sum_k \rho_i^{(k)} \gamma_k \leq c_i \)
2. \( \forall i, \sum_k \rho_i^{(k)} \beta_k \leq b_i \)
3. \( \sum_{i,k} \rho_i^{(k)} \beta_k \leq B \)
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3. \( \sum_{i,k} \rho_i^{(k)} \beta_k \leq B \)
4. Objective if processor \( P_p \) fails:

\[ \rho_P = \min_k \sum_{i \neq p} \rho_i^{(k)} \]
An example of resolution: robust solution

1. $\forall i, \sum_{k} \rho_{i}^{(k)} \gamma_{k} \leq c_{i}$

2. $\forall i, \sum_{k} \rho_{i}^{(k)} \beta_{k} \leq b_{i}$

3. $\sum_{i,k} \rho_{i}^{(k)} \beta_{k} \leq B$

4. Objective if processor $P_{p}$ fails:

\[ \rho_{\bar{p}} = \min_{k} \sum_{i \neq p} \rho_{i}^{(k)} \]

5. Objective: Maximize $\min \left\{ \min_{p} \frac{\rho_{\bar{p}}}{\rho_{\bar{p}}^{(opt)}}, \min_{k} \sum_{i} \frac{\rho_{i}^{(k)}}{\rho_{\bar{p}}^{(opt)}} \right\}$
Internet-Based Computing

Giving priority to robustness: an extreme solution
Internet-Based Computing: problem motivation

A possible schedule
(enabled, in process, completed)
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Internet-Based Computing: the principle

Framework

- Internet-Based computing: processor capacities are unknown, running times are thus unpredictable.
- Execution of a task graph (aka workflow) containing $n$ tasks.

The principle

- Motivation: lessening the likelihood of the “gridlock” that can arise when a computation stalls pending computation of already allocated tasks.
- IC-optimal schedule: after $t$ tasks have been executed, the number of eligible (=executable) tasks is maximal, for any $t \in [1, n]$
Internet-Based Computing: back to the example

The IC-optimal schedule
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Diagram:
The IC-optimal schedule
Internet-Based Computing: back to the example

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The IC-optimal schedule
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Dynamic load-balancing

To cure (and no longer preventing) : the algorithm balance the load to take into account the des uncertainties and the dynamicity.
From time to time, do:

- Each invocation has a cost: the invocations should only take place at "useful" instants.

- Compute a good solution using the observed parameters.

- How do we predict the future from the past?

- Evaluate the cost of balancing the load.

- If the gain is larger than the cost: load-balance.

- If the objective is to minimize the running time, the comparison is obvious. How do we compare a time and some QoS?
General scheme

- From time to time, do:
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Network Weather Service

Distributed system which periodically monitors/records network and processor performance.

Also, allows to predict the future performance of the network and of the processors.
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Does the past enable to predict the future?
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How useful is old information?

The problem

- The values used when taking decisions have already “aged”.
- Is it a problem? Should we take this ageing into account?
Framework: the platform

- A set of $n$ servers.
- Tasks arrive according to a Poisson law of throughput $\lambda n$, $\lambda < 1$.
- Task execution time: exponential law of mean 1.
- Each server executes in FIFO order the tasks it receives.
- We look at the time each task spent in the system (flow).
Framework : information

There is a bulletin board on which are displayed the loads of the different processors.

This information may be wrong or approximate.

We only deal with the case in which this information is old.

This is the only information available to the tasks: they cannot communicate between each other and have some coordinated behavior.
The obvious strategies

- Random and uniform choice of the server.
- Random and uniform choice of $d$ servers, the task being sent on the least loaded of the $d$ servers.
- Task sent on the least loaded server.
First model: periodic updates

- Each $T$ units of time the bulletin board is updated with correct information.

- $P_{i,j}(t)$: fraction of queues with true load $j$ but load $i$ on the board, at time $t$

- $q_i(t)$: rate of arrivals at a queue of size $i$ at time $t$

System dynamics:

$$
\frac{dP_{i,j}(t)}{dt} = P_{i,j-1}(t) \times q_i(t) + P_{i,j+1}(t) - P_{i,j}(t) \times q_i(t) - P_{i,j}(t)
$$
First model: specific strategies

\[ b_i(t) = \sum_j P_{i,j}(t) \]

- choose the least load among \( d \) random servers

\[ q_i(t) = \lambda \frac{\left( \sum_{j \geq i} b_j(t) \right)^d - \left( \sum_{j > i} b_j(t) \right)^d}{b_i(t)} \]

- choose the shortest queue (assume there is always a server with load 0)

\[
q_0(t) = \frac{\lambda}{b_0(t)} \\
q_i(t) = 0 \quad i \neq 0
\]
Two possible resolutions

1. Theoretical:
   - fixed point when \( \frac{dP_{i,j}(t)}{dt} = 0 \) ?
   - fixed cycle on \([kT, (k + 1)T]\)
   - can be solved using waiting queue theory (close form, but complex)

2. Practice with the above differential system:
   - simulations, on truncated version of the system (bounding i and j)

3. Practice without the differential system:
   - simulate 100 queues
   - can use every distribution you want

After using 2 and 3: comparable results on the same set of parameters.
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After using 2 and 3: comparable results on the same set of parameters.
First model: results

\[ n = 100 \text{ and } \lambda = 0.5 \]
First model: results

\( n = 100 \) and \( \lambda = 0.5 \)

\( n = 100 \) and \( \lambda = 0.9 \)
First model: results

\[ n = 8 \text{ and } \lambda = 0.9 \]

\[ n = 100 \text{ and } \lambda = 0.9 \]
First model: more elaborated strategies

- **Time-based**: random choice among the servers which are supposed to be the least loaded.
- **Record-Insert**: centralized service in which each task updates the bulletin board by indicating on which server it is sent.

\[ n = 100 \text{ and } \lambda = 0.9 \]
Second model: continuous updates

Model: continuous updates, but the information used is $T$ units of time old.

$$n = 100 \text{ and } \lambda = 0.9$$

Age of information:

exactly $T$
Second model: continuous updates

Model: continuous updates, but the information used is $T$ units of time old.

$$n = 100 \text{ and } \lambda = 0.9$$

Age of information:
- exactly $T$
- exponential distribution, average $T$
Second model: continuous updates

Model: continuous updates, but the information used is $T$ units of time old.

$n = 100$ and $\lambda = 0.9$

Age of information:
- exactly $T$
- uniform distribution on $\left[ \frac{T}{2}; \frac{3T}{2} \right]$
Second model: continuous updates

Model: continuous updates, but the information used is $T$ units of time old.

$n = 100$ and $\lambda = 0.9$

Age of information:

- exactly $T$
- uniform distribution on $[0; 2T]$
Third model: de-synchronized updates

The different servers updates their information in a de-synchronized manner, each following an exponential law of average $T$.

_updates each $T$ units of time._

De-synchronized updates.

$n = 100$ and $\lambda = 0.9$
And if some were cheating?

With a probability $p$ a task does not choose between two randomly determined servers, but takes the least loaded of all servers.

<table>
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<th>$T$</th>
<th>$p$</th>
<th>Avg. Time All Tasks</th>
<th>Avg. Time 2 Choices</th>
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<th>Variance 2 Choices</th>
<th>Variance Shortest</th>
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Some memory always help

- Studied scenario: a task is allocated to the “best” of two randomly determined servers.

- New scenario: a task is allocated to the “best” of two servers, one being randomly chosen and the other one being the least-loaded one —after the previous task was allocated— of the two processors considered by the previous task.

- The problem: the memorization requires some communications and centralization.
Complete vs. incomplete information

**Complete information**
- Requires some centralization (or total replication);
Complete vs. incomplete information

**Complete information**

- Requires some centralization (or total replication);
- Communications of the most remote elements to the “center” ;
Complete vs. incomplete information

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- Requires some centralization (or total replication);
- Communications of the most remote elements to the “center”;
- Obsolescence of the information.
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Decentralized schedulers
Complete vs. incomplete information

Complete information

- Requires some centralization (or total replication);
- Communications of the most remote elements to the “center”;
- Obsolescence of the information.

Decentralized schedulers

- The local data are more up-to-date;
Complete vs. incomplete information

Complete information

▶ Requires some centralization (or total replication);
▶ Communications of the most remote elements to the “center”;
▶ Obsolescence of the information.

Decentralized schedulers

▶ The local data are more up-to-date;
▶ A local optimization does not always lead to a global optimization...
Outline

1. The problem
2. Analyzing sensitivity and robustness
3. Dynamic load-balancing
4. How useful is old information?
5. Conclusion
Conclusion

- An obvious need to be able to cope with the dynamicity and the uncertainties.
- Crucial need to be able to model the dynamicity and the uncertainty.
- The static world is already complex enough!!!
- Where is the trade-off between the precision of the models and their usability?
- Trade-off between static and dynamic approaches?