How to deal with uncertainties and dynamicity?

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Outline

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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 of 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 cores of the same processor, hardware failure, 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”

Analyzing the sensitivity

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

Possible approach

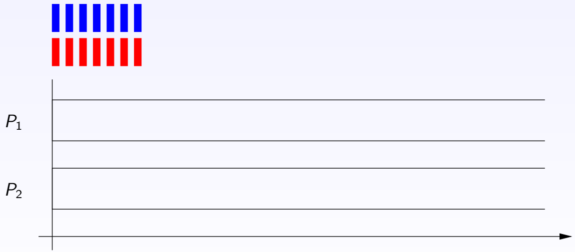
1. Definition of an algorithm $\mathcal{A}$.
2. Modeling the uncertainties and the dynamicity.
3. Analyzing the sensitivity of $\mathcal{A}$ as follows:
   - For each theoretical instance of the problem
     - Evaluate the solution found by $\mathcal{A}$
     - For each "actual" instance corresponding 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: maximize minimum throughput between the two applications (*max-min fairness*)



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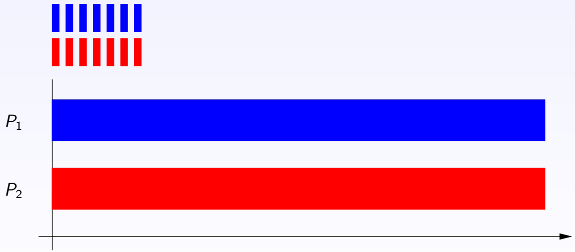

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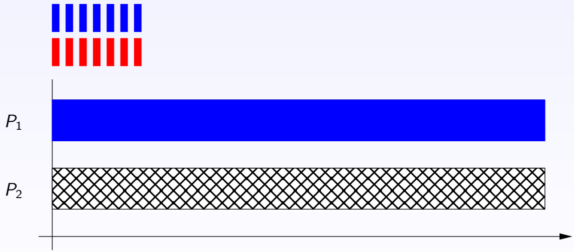
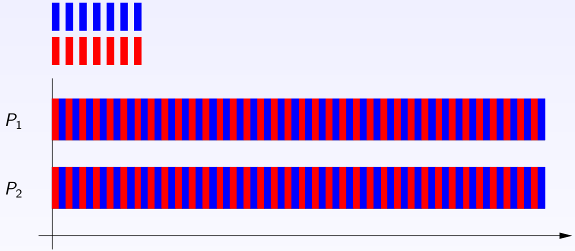


A possible solution... null if processor P_2 fails.

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.



This solution stays optimal whatever the variations in the performance of processors: it is not sensitive to this parameter!

An example: the problem

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Dynamicity: a processor may fail

An example: classical solution

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4. Objective

$$\text{Maximize} \min_k \sum_i \rho_i^{(k)}$$

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5. Objective: Maximize $\min \left\{ \min_p \frac{\rho_{\bar{p}}}{\rho_{\bar{p}}^{(\mathrm{opt})}}, \min_k \sum_i \frac{\rho_i^{(k)}}{\rho^{(\mathrm{opt})}} \right\}$

Outline

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 policies:

- First Come First Served: lead to resource waste
- Reservations: too static (jobs finish usually earlier than predicted)
- Backfilling: large scheduling overhead, possible starvation

Analyzing the sensitivity: the case of Backfilling (2)

The EASY backfilling scheme

- The jobs are considered in First-Come First-Served 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: 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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  Bounded slowdown: $\max\left(1, \dfrac{T_w + T_r}{\max(10, T_r)}\right)$

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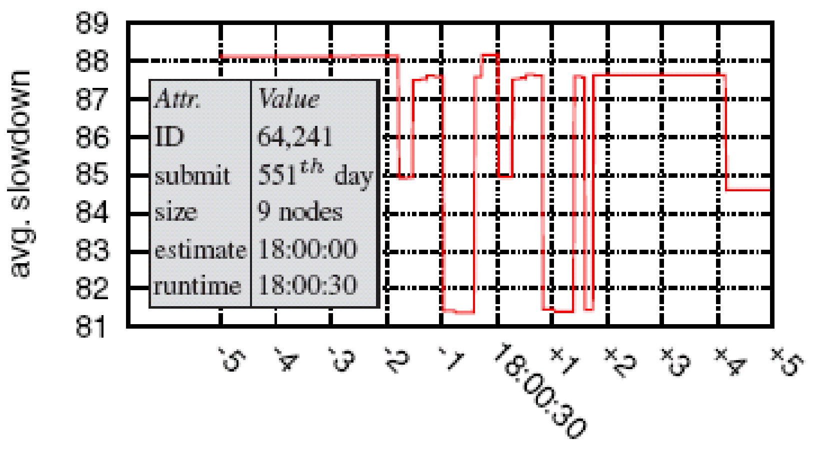
Analyzing the sensitivity: the case of Backfilling (4)



The length of a job running for 18 hours and 30 seconds is shorten by 30 seconds.

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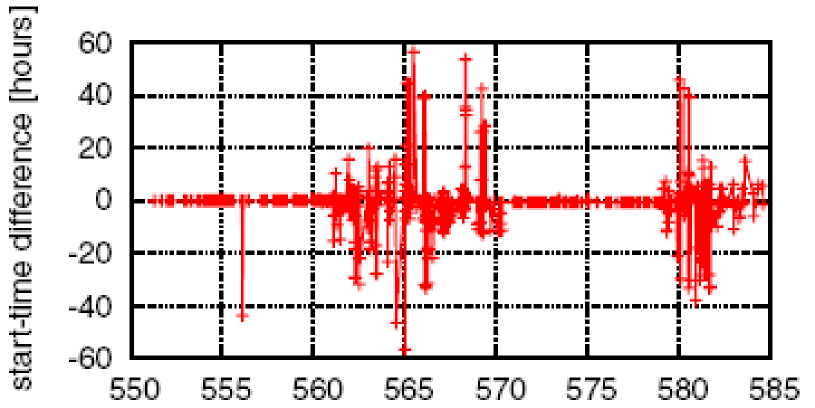

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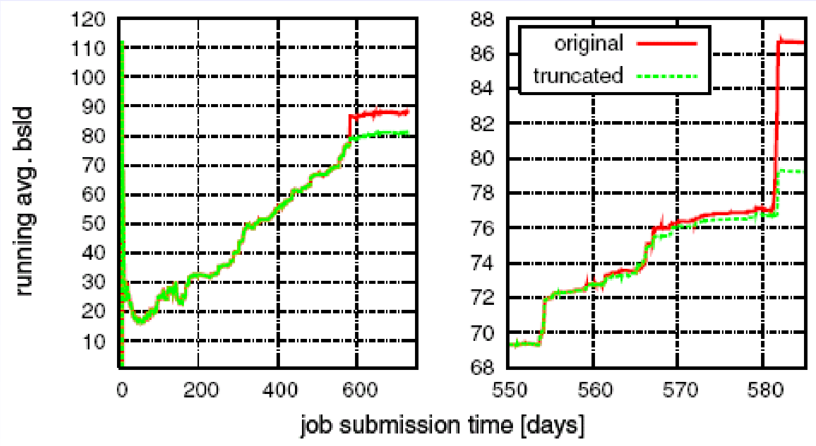

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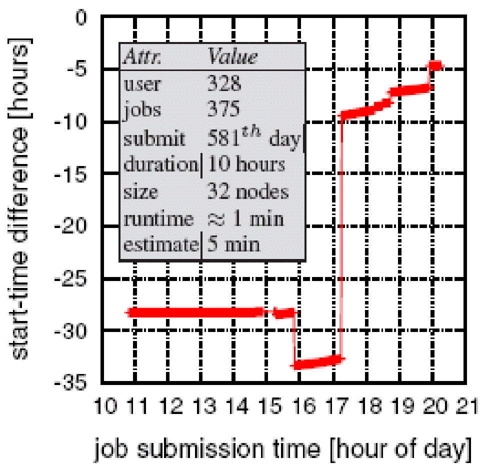


Outline

Internet-Based Computing

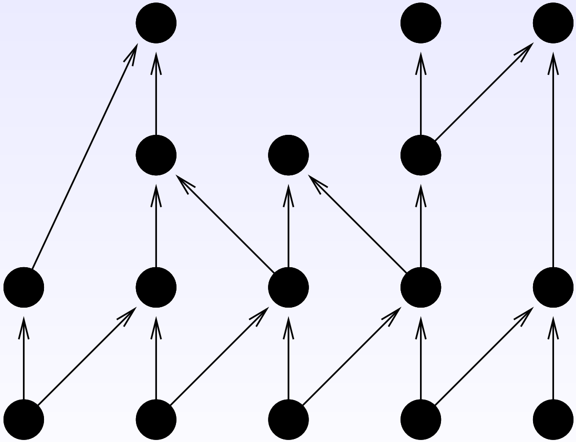
Context

- Volunteer computing (over the Internet)
- Processing resources unknown, unreliable
- Application with precedence constraints (task graph)

The principle

- Motivation: lessening the likelihood of the “gridlock” that can arise when a computation stalls pending computation of already allocated tasks.

Internet-Based Computing: example



A possible schedule
(enabled, in process, completed)

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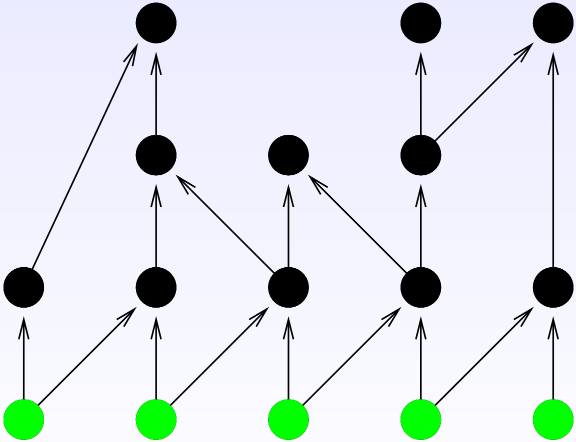

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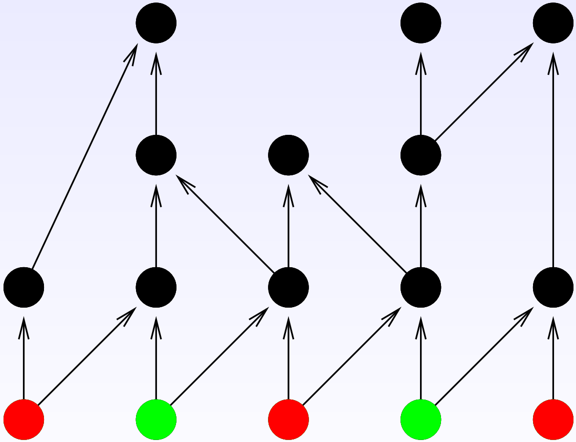

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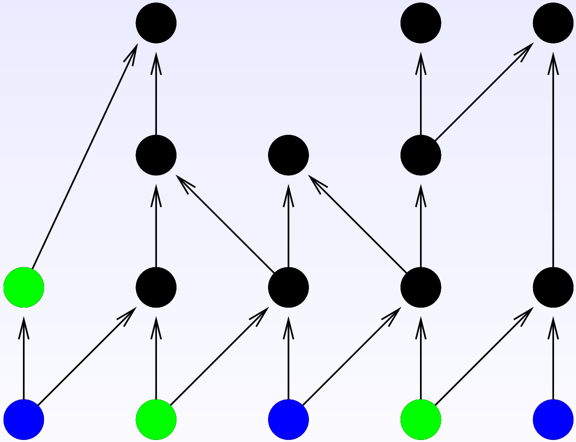

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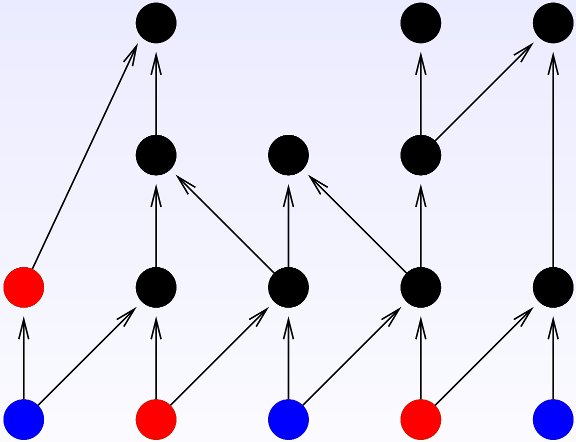

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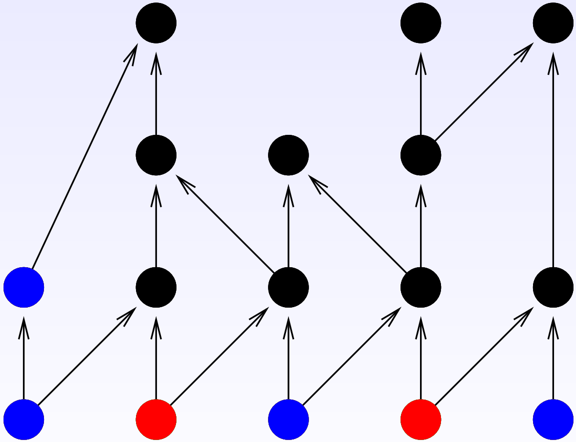

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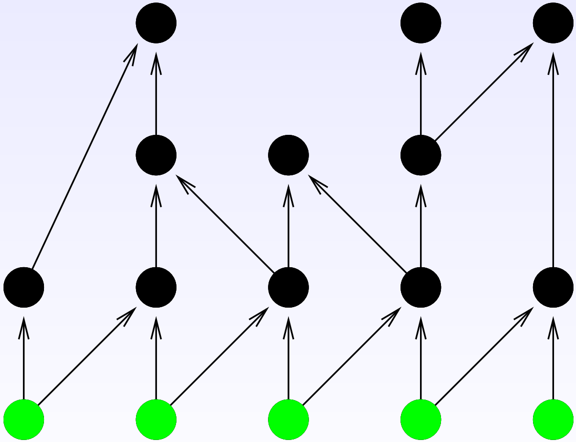

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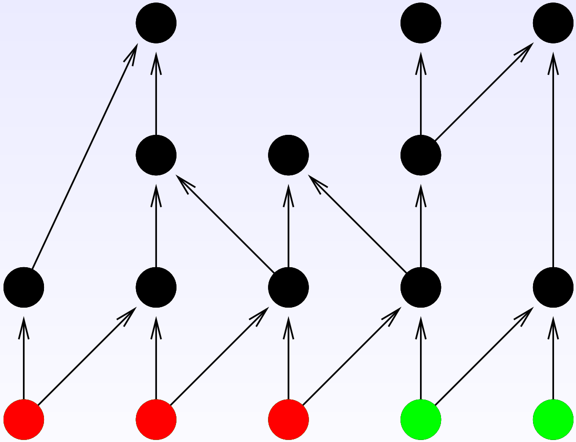

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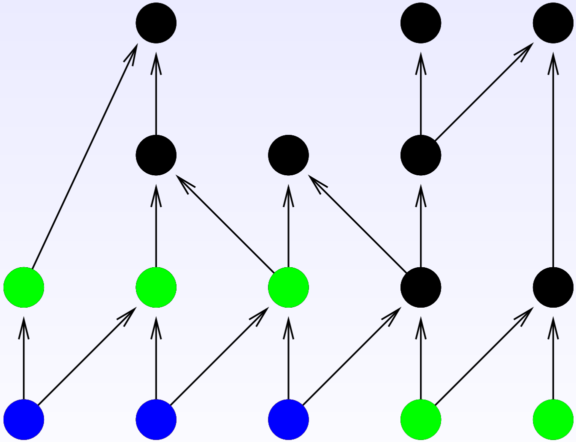

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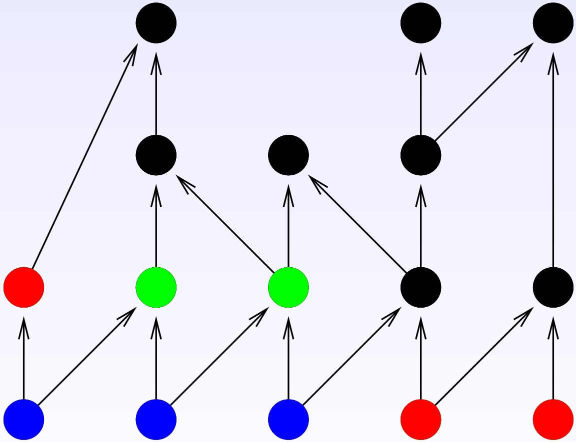

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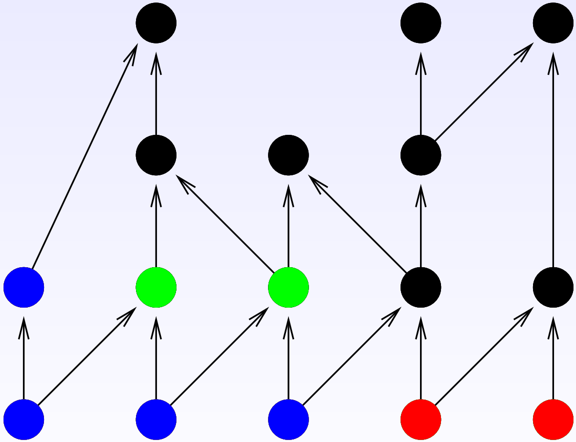

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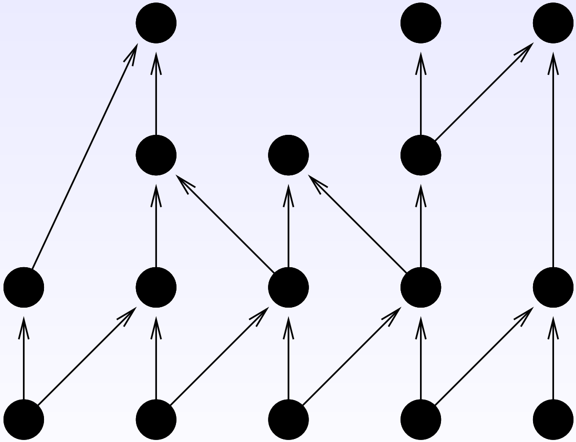

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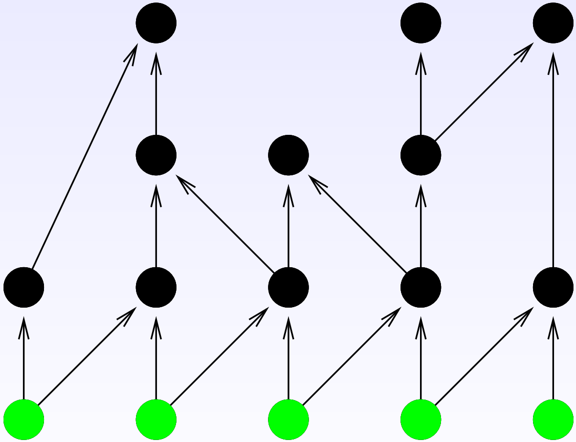

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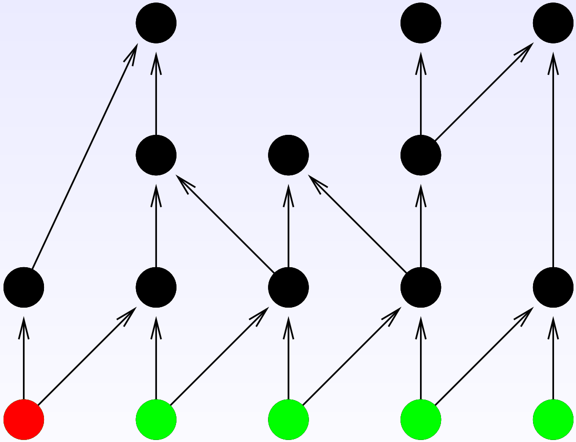

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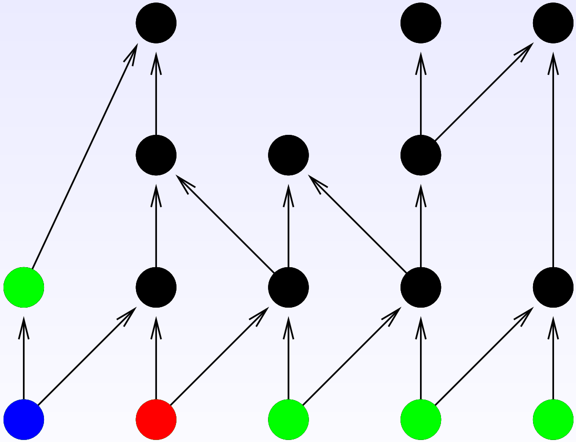

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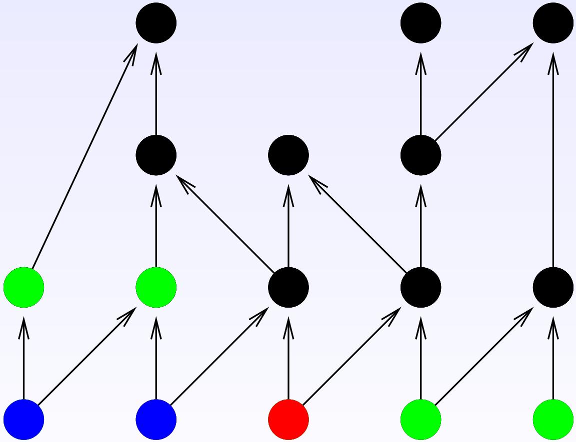

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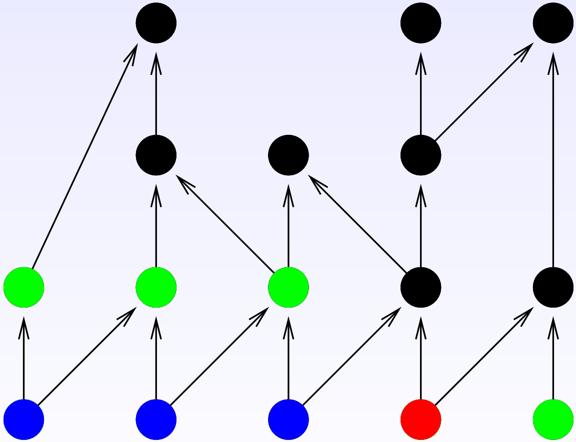

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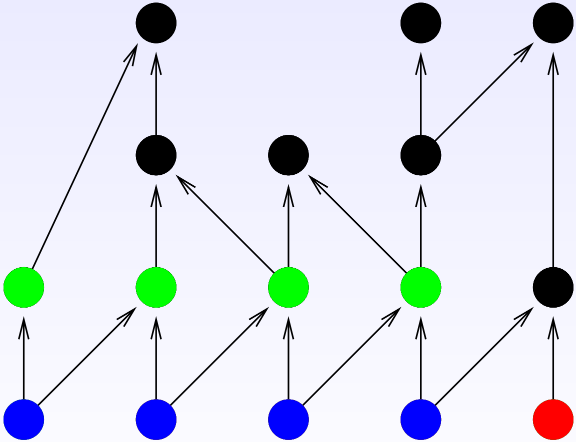

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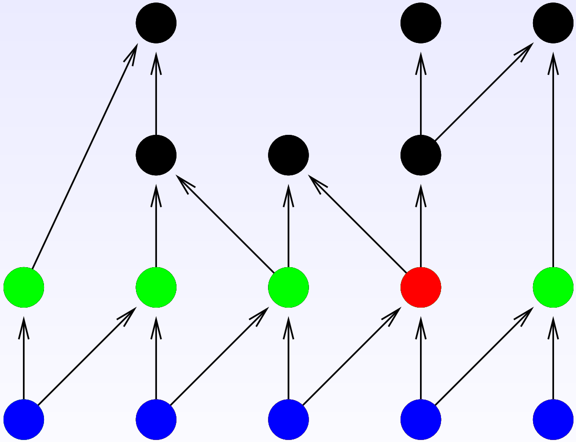

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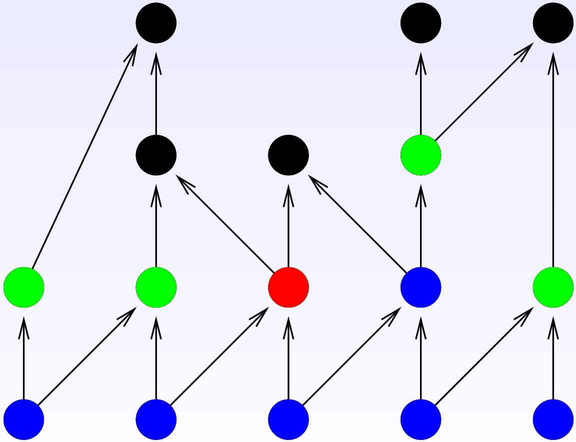

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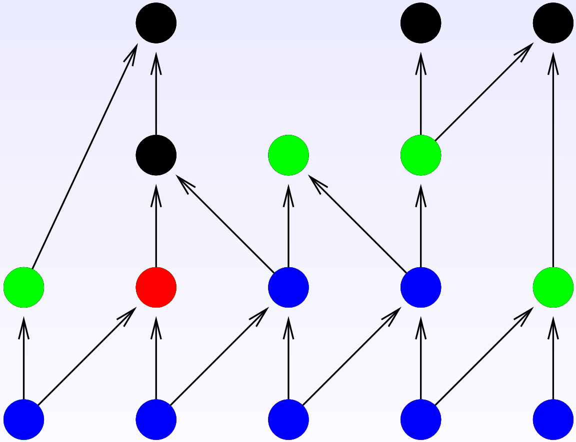

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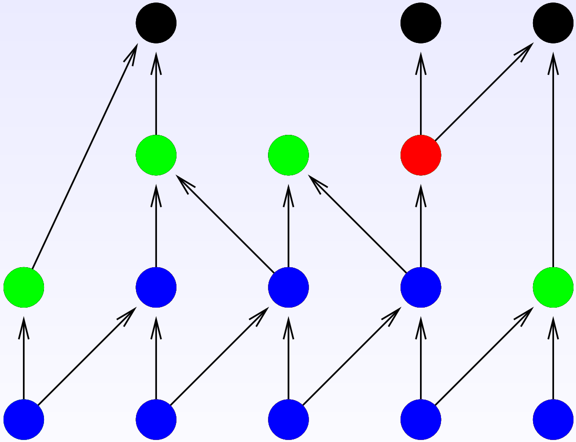

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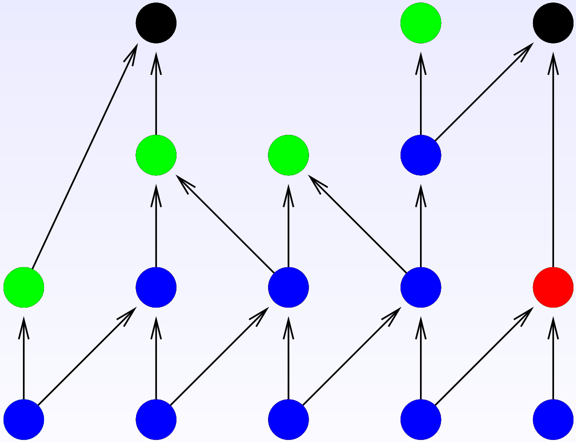

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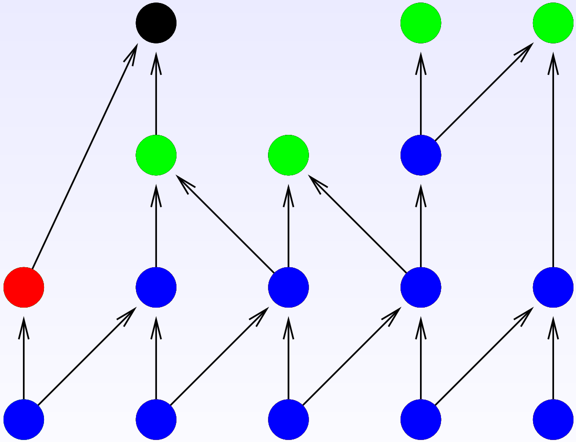

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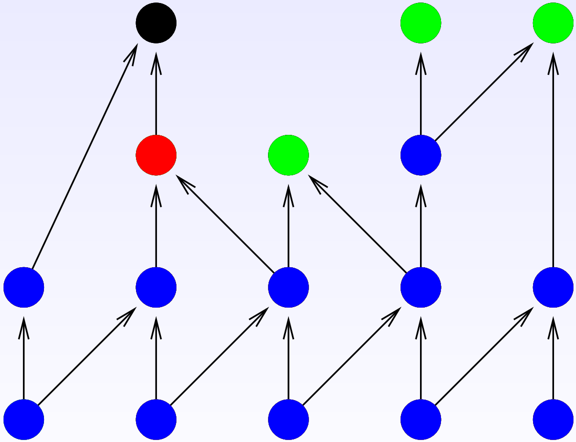

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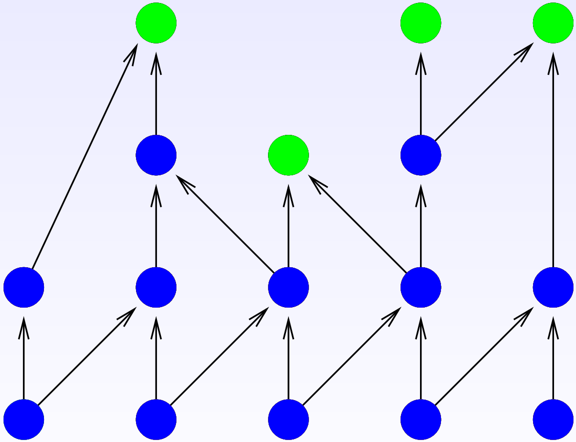

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Internet-Based Computing: results

Results:

- IC-optimal schedule for basic DAGs (forks, joins, cliques, etc.)
- Decomposition of DAGs into basic building blocks
- IC-optimal schedules for blocks compositions

Shortcomings:

- No IC-optimal schedules for many DAGs (even trees)
- Move from "maximize number of eligible tasks at all times" to "maximal average number of eligible tasks"

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General scheme

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    How do we predict the future from the past?
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Distributed system which periodically monitors/records network and processor performance.

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Does the past enable to predict the future?

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 througput λn, $\lambda < 1$.
- 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.

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- Random and uniform choice of d servers, the task being sent on the least loaded of the d servers.
  - Better than random, practical in distributed settings (poll a small number of processors)

The obvious strategies

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  - Low overhead, finite length of queues.
- Random and uniform choice of d servers, the task being sent on the least loaded of the d servers.
  - Better than random, practical in distributed settings (poll a small number of processors)
- Task sent on the least loaded server.
  - Optimal in a variety of situations, need for centralization.

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 with size i on the board 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

fractions of servers with (apparent) load i: $b_i(t) = \sum_j P_{i,j}(t)$

- choose the least loaded among d random servers

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

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

$$\begin{aligned} q_0(t) &= \frac{\lambda}{b_0(t)} \\ q_i(t) &= 0 \qquad i \neq 0 \end{aligned}$$

Three 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)

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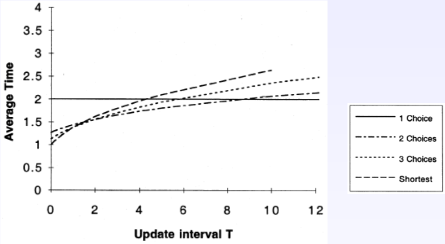
After using 2 and 3: comparable results on same set of parameters.

First model: results



$n = 100$ and $\lambda = 0.5$

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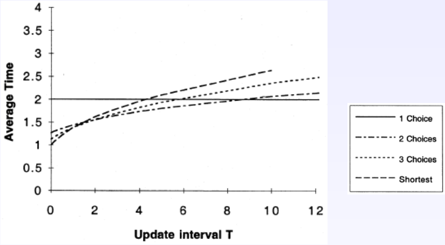
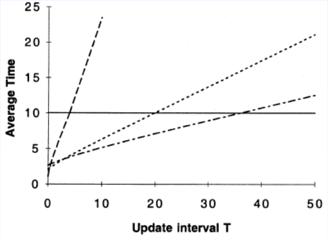
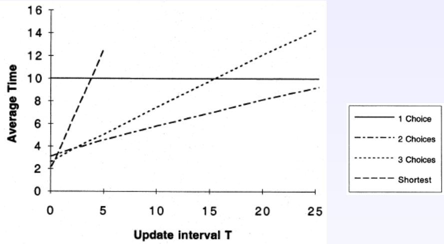


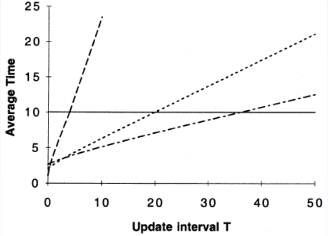


$n = 100$ and $\lambda = 0.5$

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

First model: results



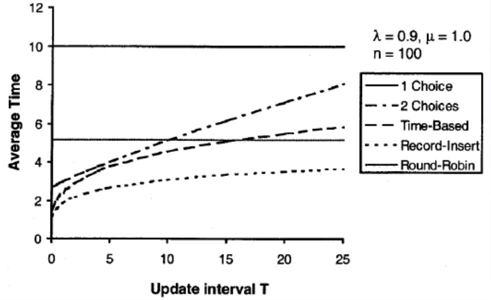


$n = 8$ and $\lambda = 0.9$

$n = 100$ 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.



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

Second model: continuous updates

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

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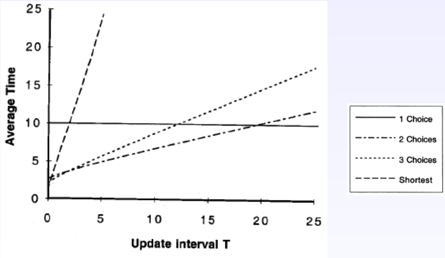

Age of information

exactly T

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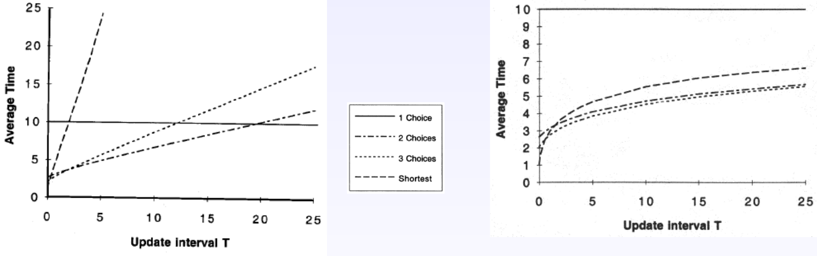

Age of information

exactly T exponential distribution,average T

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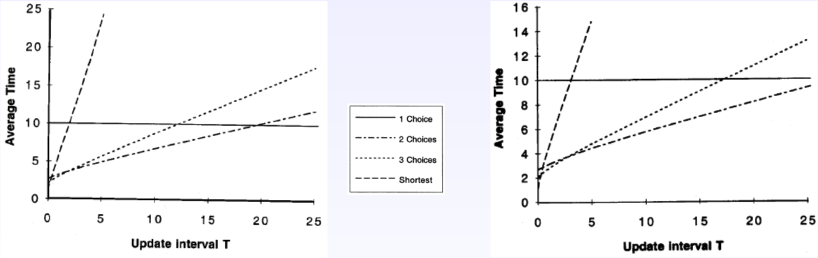


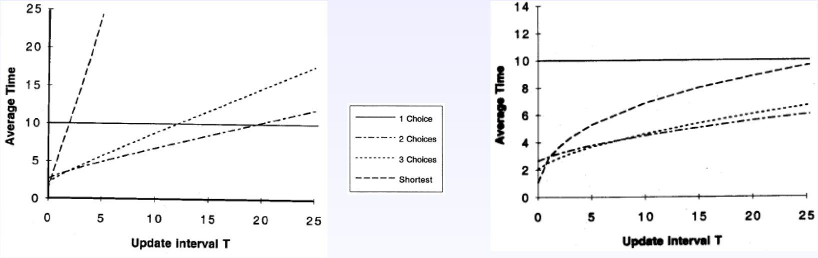
Age of information

exactly T uniform distribution on $[\frac{T}{2}; \frac{3T}{2}]$

Second model: continuous updates

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

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

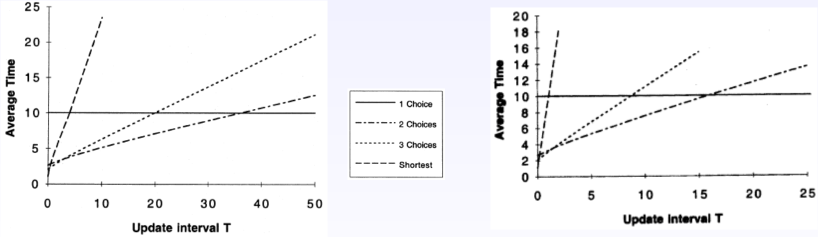


Age of information

exactly T uniform distribution on $[0; 2T]$

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

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



Regular updates — De-synchronized updates.

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.

T	p	Avg. Time All Tasks	Avg. Time 2 Choices	Avg. Time Shortest	Variance All Tasks	Variance 2 Choices	Variance Shortest
1	0.00	3.23286					
1	0.01	3.21072	3.22093	2.19877	5.73117	5.74186	3.63718
1	0.05	3.17061	3.21389	2.34814	5.62948	5.67621	4.02956
1	0.10	3.14132	3.20978	2.52474	5.58554	5.65450	4.54205
1	0.25	3.20098	3.25693	3.03311	6.05849	5.94553	6.35980
5	0.00	4.94051					
5	0.01	4.95386	4.95677	4.66575	13.8029	13.8821	11.8131
5	0.05	5.05692	5.05668	5.06154	14.4591	14.5105	13.4837
5	0.10	5.21456	5.17956	5.52974	15.6083	15.6597	15.7552
5	0.25	6.06968	5.70758	7.15609	23.6380	22.0182	26.9240
10	0.00	6.74313					
10	0.01	6.80669	6.80588	6.88703	26.4946	26.5391	22.0827
10	0.05	7.00344	6.97692	7.50776	28.4836	28.6189	25.6448
10	0.10	7.36957	7.26152	8.34185	32.7326	32.7395	31.6201
10	0.25	8.91193	8.23577	10.9422	54.8097	52.0265	57.6721

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

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?