



# Scheduling applications among heterogeneous computing resources to reach energy proportionality

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## INTRODUCTION

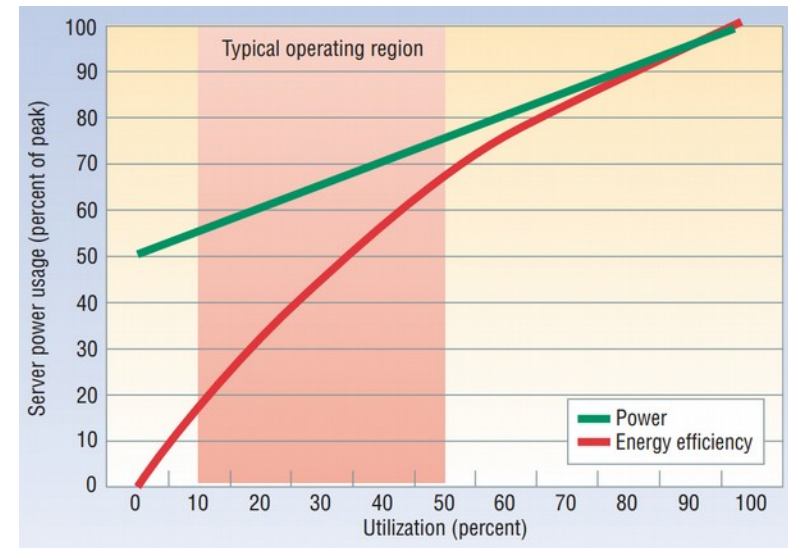
- Concept of Energy Proportionality
- Heterogeneous Computing - Example of ARM big.LITTLE
- Generalization at datacenter scale

# Concept of Energy Proportionality

« *The case for Energy-Proportional Computing* »

L. A. Barroso and U. Hölzle, *IEEE Computer*, 2007

- Average server load between 10 and 50 %  
Most inefficient region
  - High idle consumption  
Can be up to 50 % of peak power
- A perfect proportional curve would bring huge energy savings



Hardware constructors are making efforts, but existing processors are still far from energy proportionality...

# Heterogeneous computing

Energy proportional hardware does not exist yet  
→ Heterogeneous computing !

Combination of **processors** with different characteristics in terms of performance and energy consumption

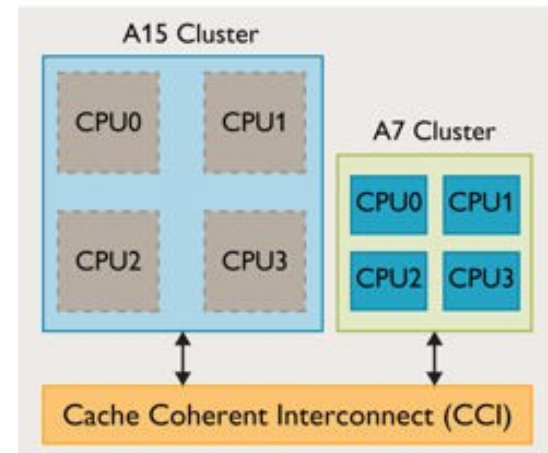


## Example : ARM big.LITTLE

to extend battery life of mobile devices

2 processors (4 cores each)

- **big** : ARM Cortex A15
- **LITTLE** : ARM Cortex A7



Interconnected by a Cache Coherence System

# Generalization at datacenter scale

BIG

MEDIUM

LITTLE

## HETEROGENEOUS INFRASTRUCTURE :

- Low power processors → Reduce static costs
- Classical servers → Only used at their most energy efficient region

## RESOURCE MANAGEMENT :

Dynamically execute applications on the most suitable architecture :  
least consuming processor for the needed performances

## TECHNICAL CHALLENGES :

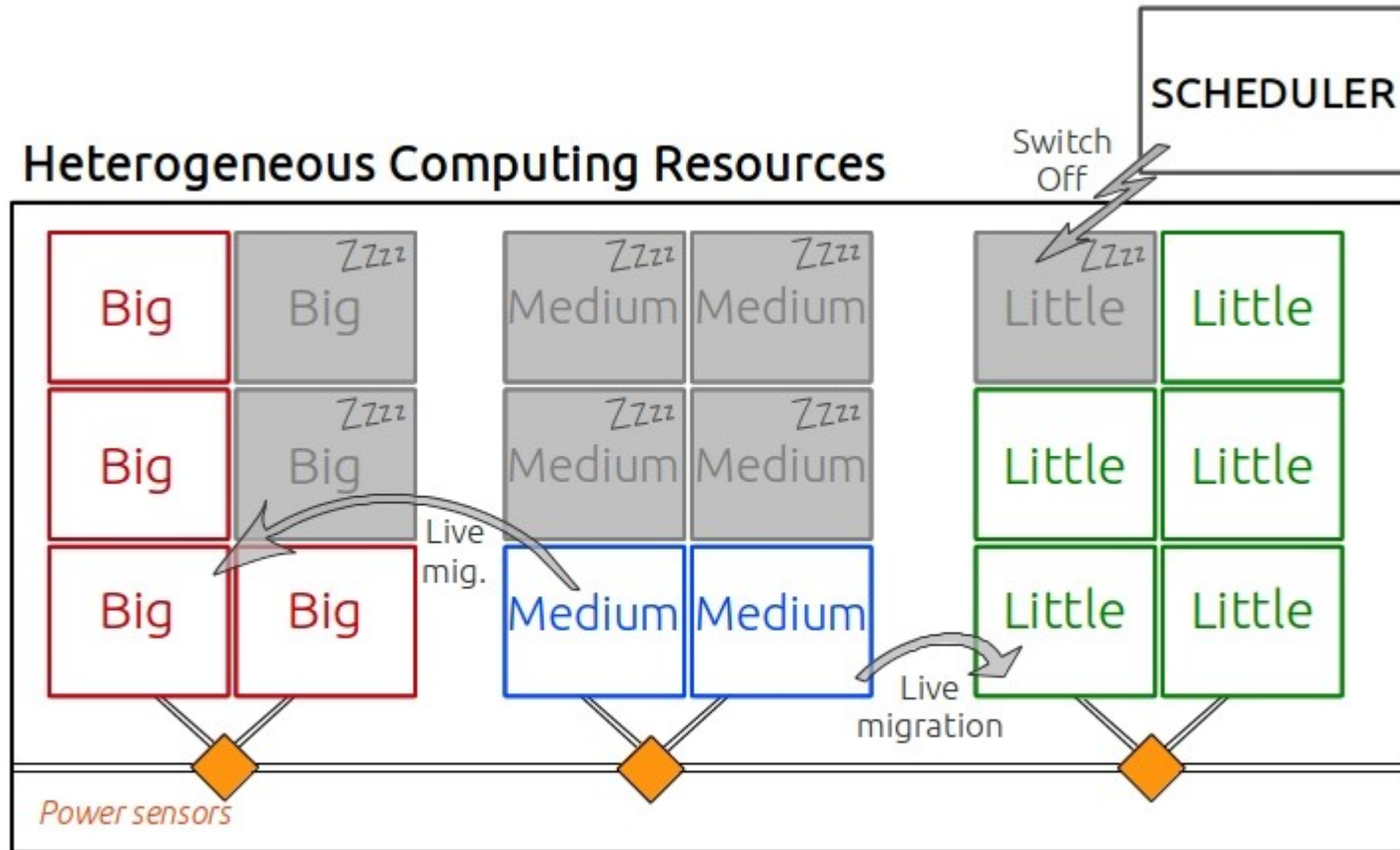
- Applications migrations between different Instruction Set Architectures :  
ARM and x86
- Scheduling decisions : migrations and machines On/Off

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## OUR APPROACH

- « Big Medium Little » datacenter infrastructure
- BML Architecture profiling
- BML Scheduling Framework

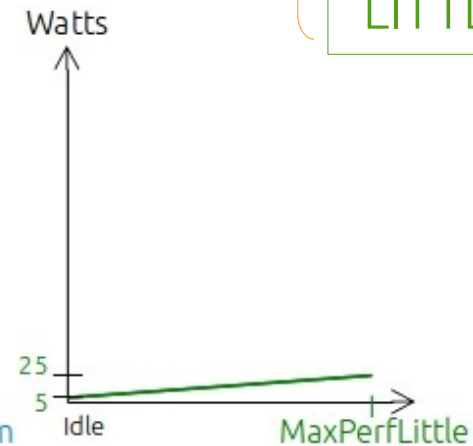
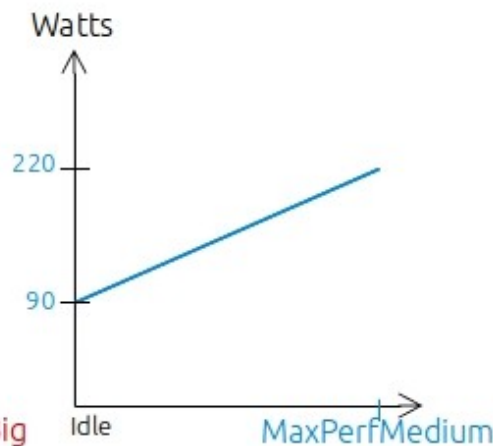
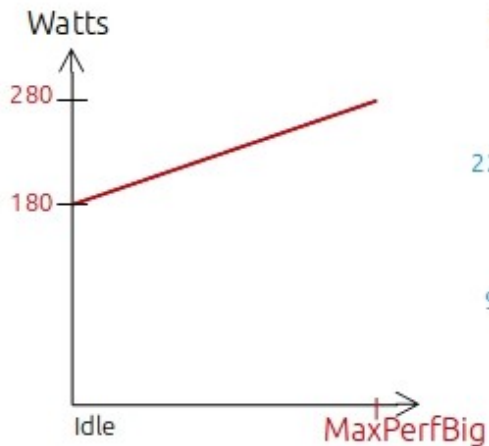
# « Big Medium Little » Infrastructure



# BML Infrastructure - Profiling



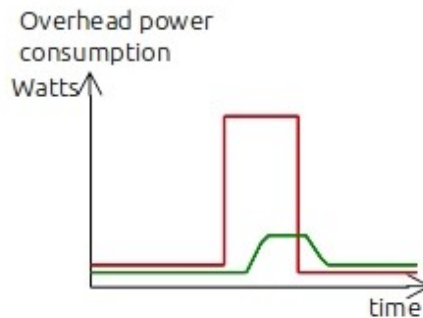
## Power and Performance Profiling



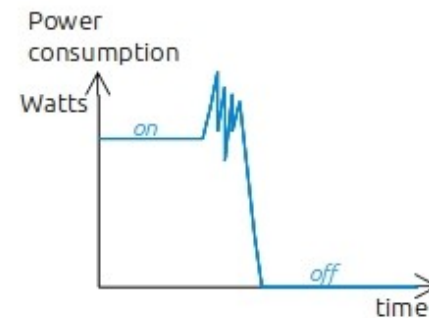
## Emulation overhead

	Native performance		Emulated performance	
Big	...	...	...	...
Medium	...	...	...	...
Little	...	...	...	...

## Migration time and power overhead

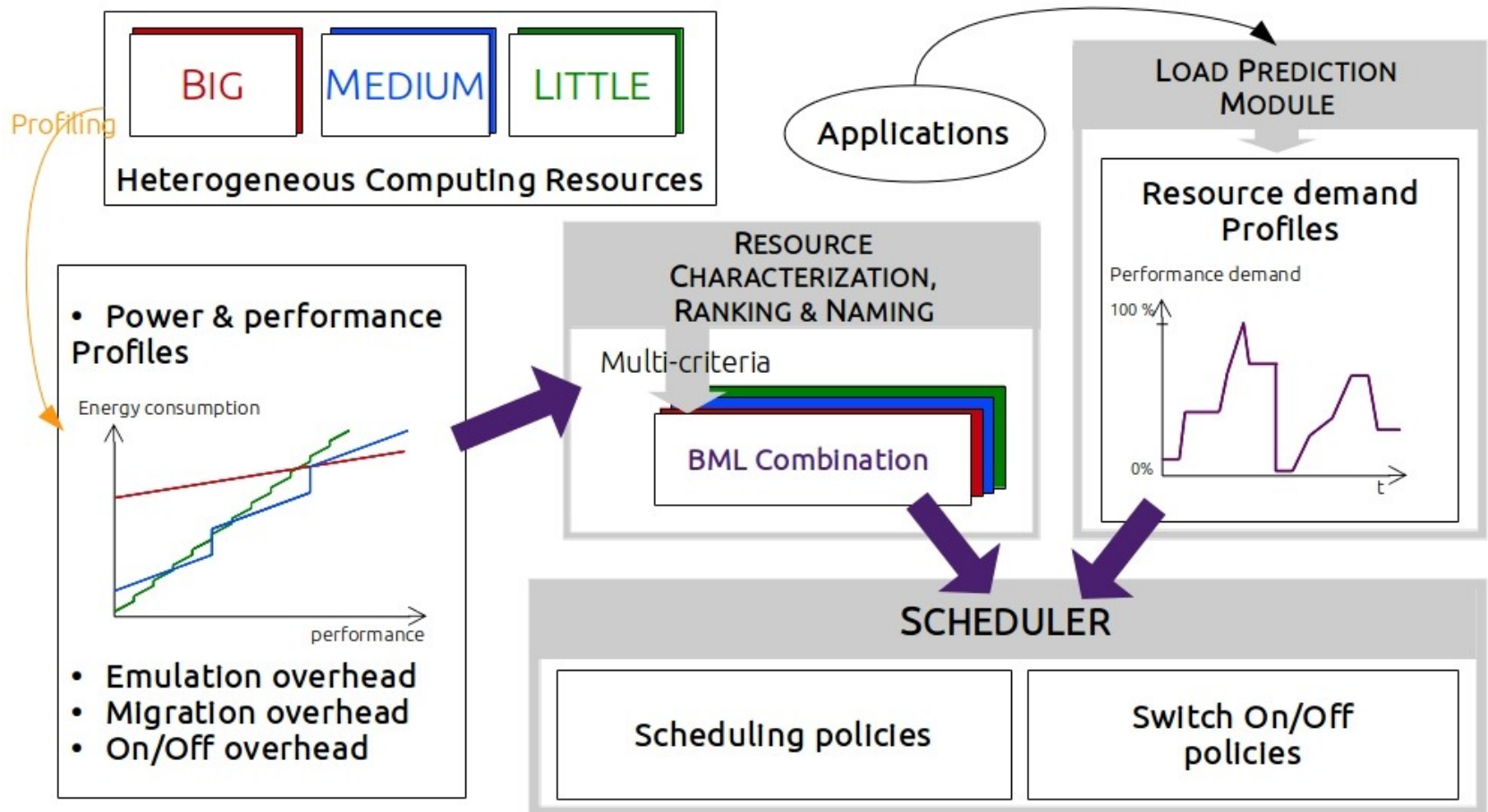


## On/Off time and power overhead





# BML Scheduling Framework



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## VALIDATION

- Use-case: Stateless web servers
- Experiments for hardware profiling
- Creation of Ideal BML Combination

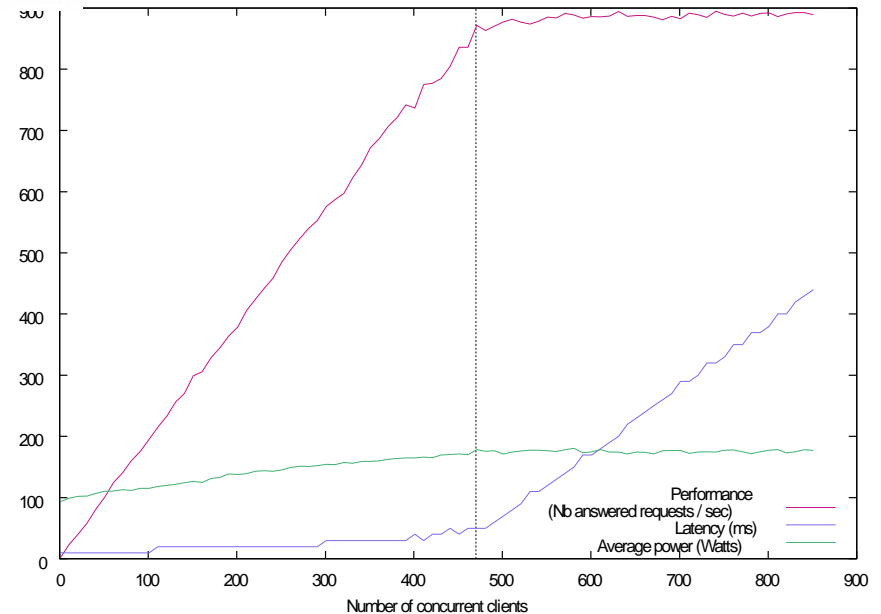
# Use-case for validation : Stateless Web Servers

Chosen Hardware :

Codename	Chromebook	Taurus	Parapluie
Fullname	Samsung Chromebook	Dell PowerEdge R720	HP Proliant DL165 G7
Architecture	ARMv7 32 bits	x86 64 bits	x86 64 bits
CPU	2 x Cortex-A15	2 x Intel Xeon E5-2630	2 x AMD Opteron 6164
Total cores	2	12	24
Power consumption	5 - 25 W	96 - 227 W	180 - 280 W
Release year	2012	2012	2010

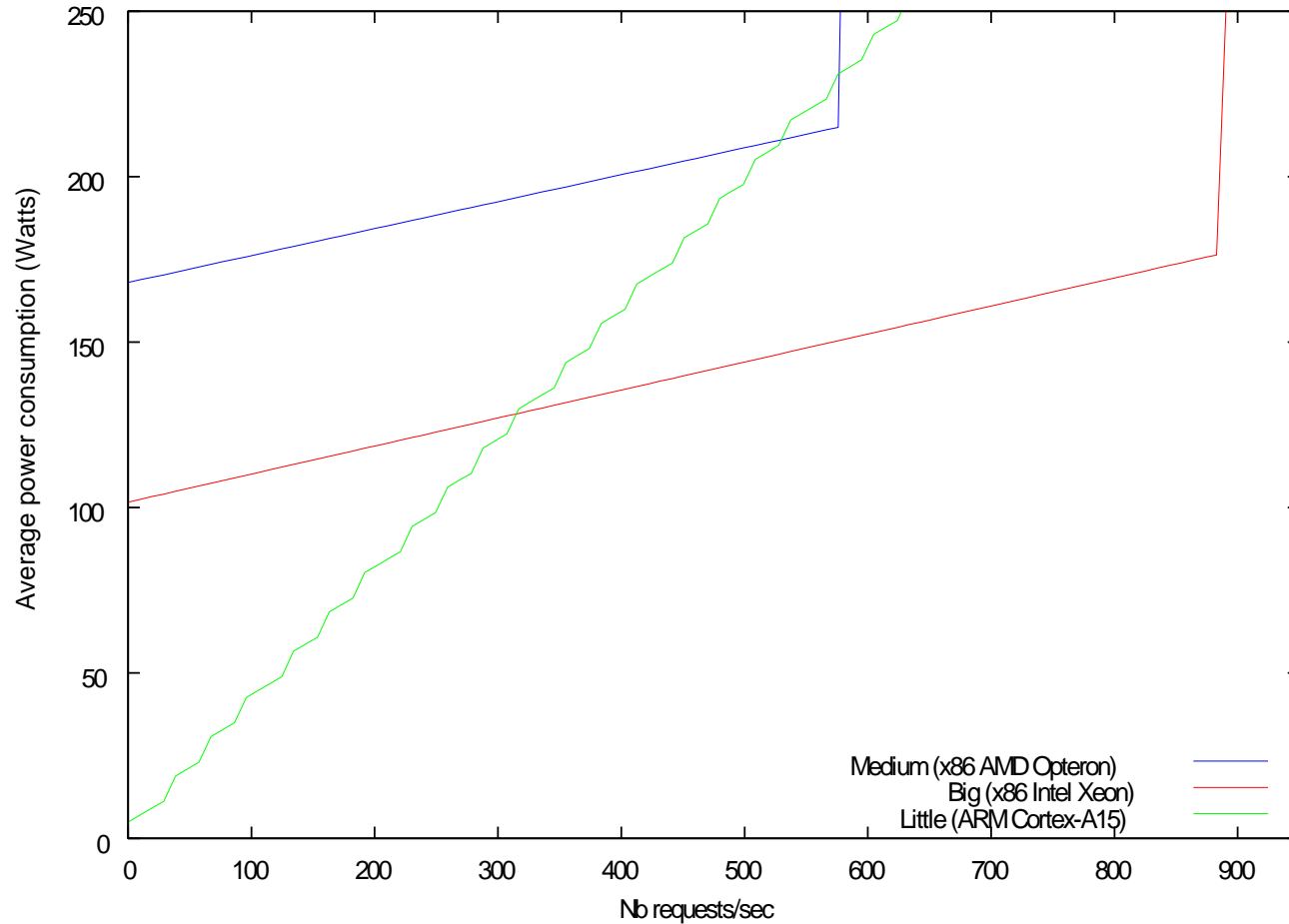


Web server benchmarking :



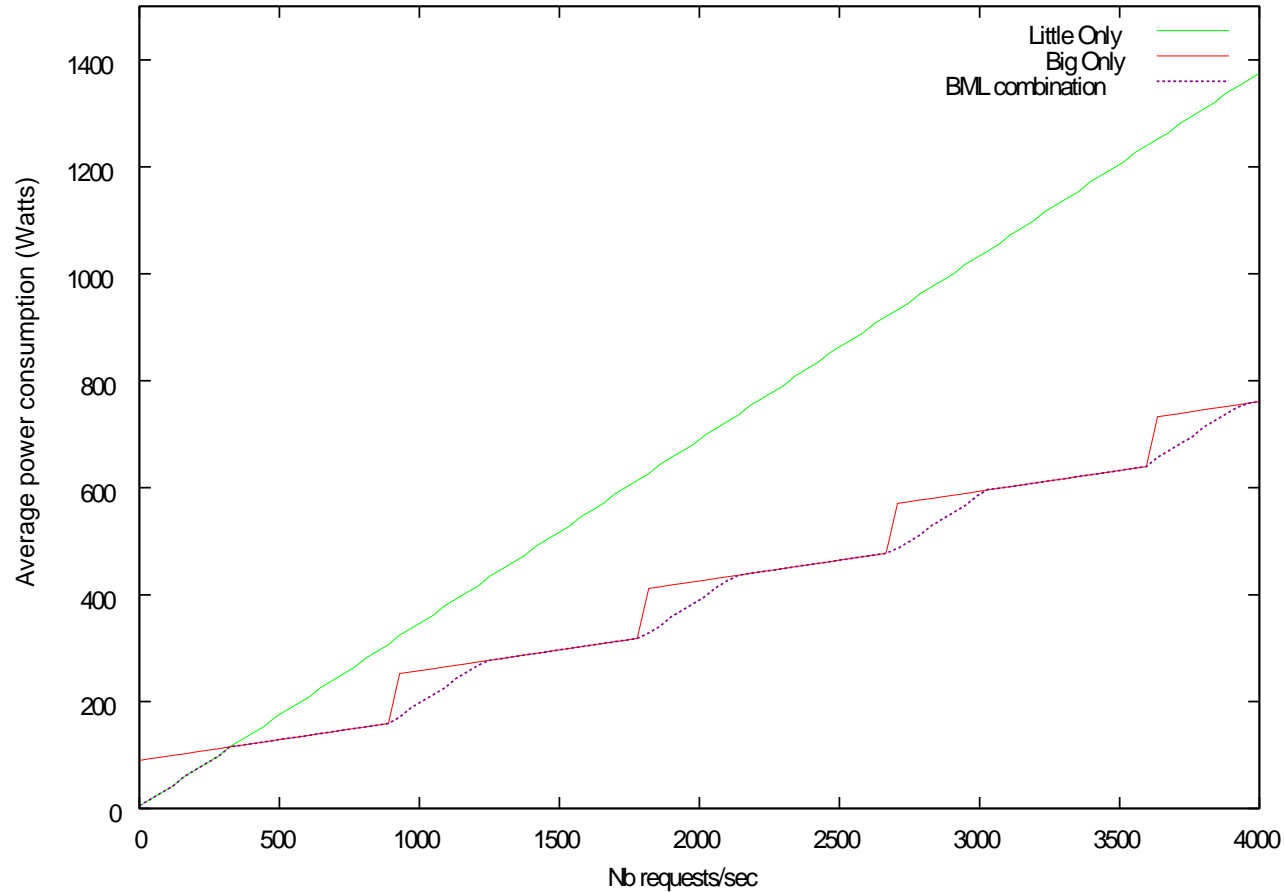
# Hardware Profiling Results

Profiling and BML tagging :



# Creating Ideal BML Combination

Combination of least consuming architectures



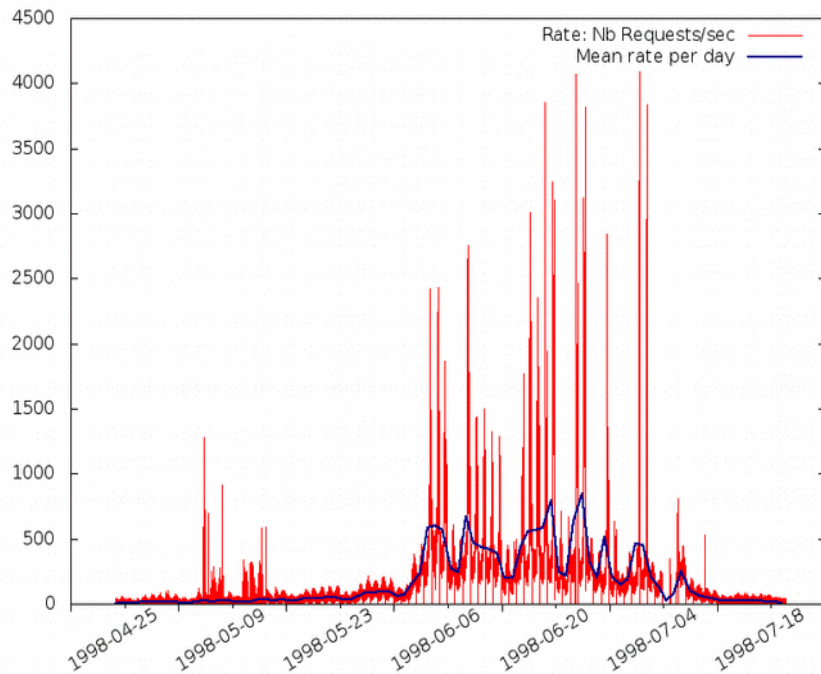
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## SIMULATION RESULTS

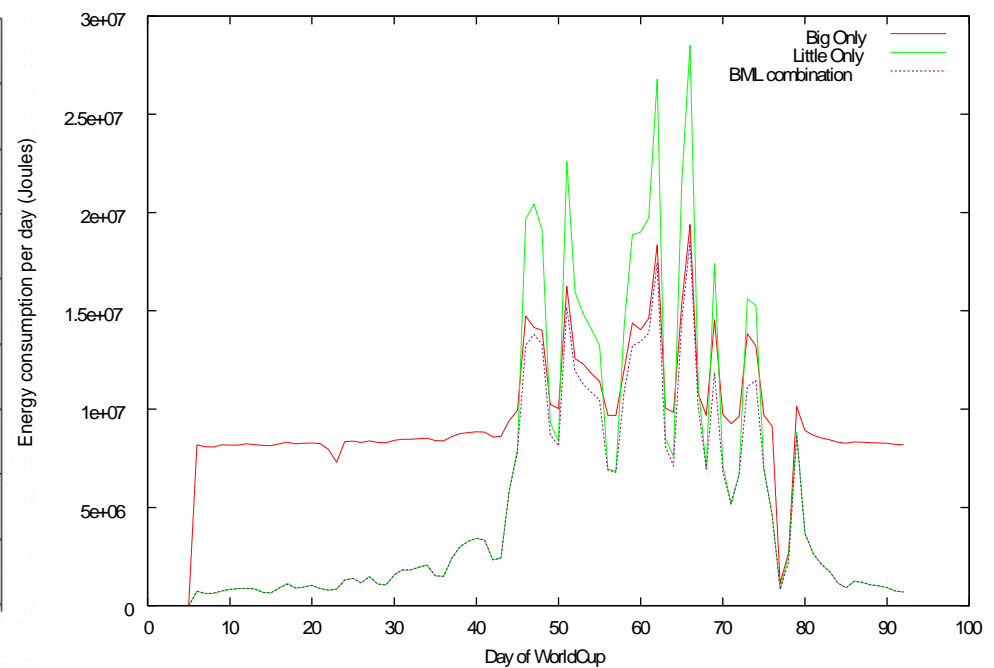
- Scenario: WorldCup 1998 web requests traces
- Gains of BML combination over homogeneous datacenters
- Considering On/Off overheads

# Validation with Web Server : Scenario

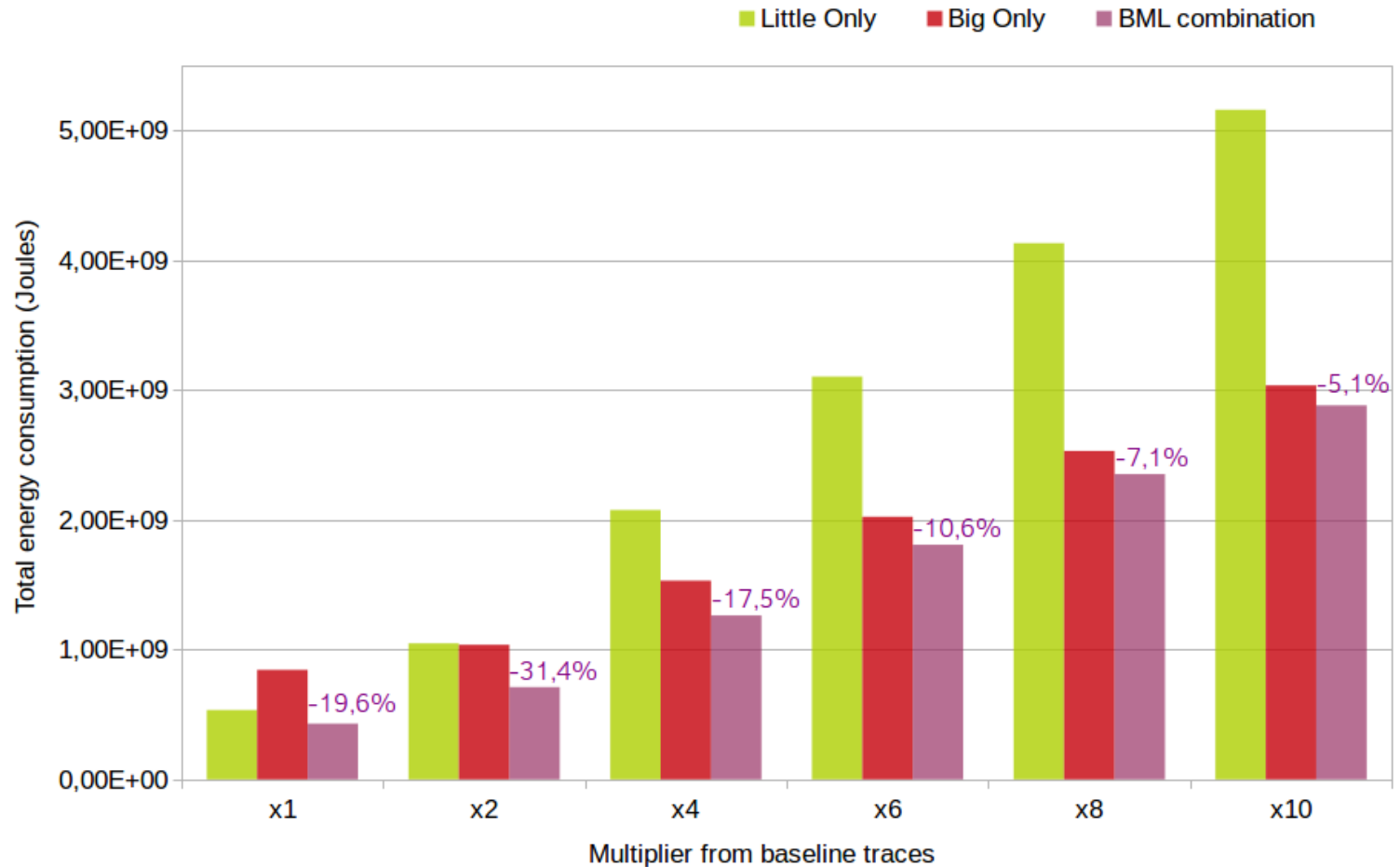
World Cup 1998 traces



Energy consumption per day

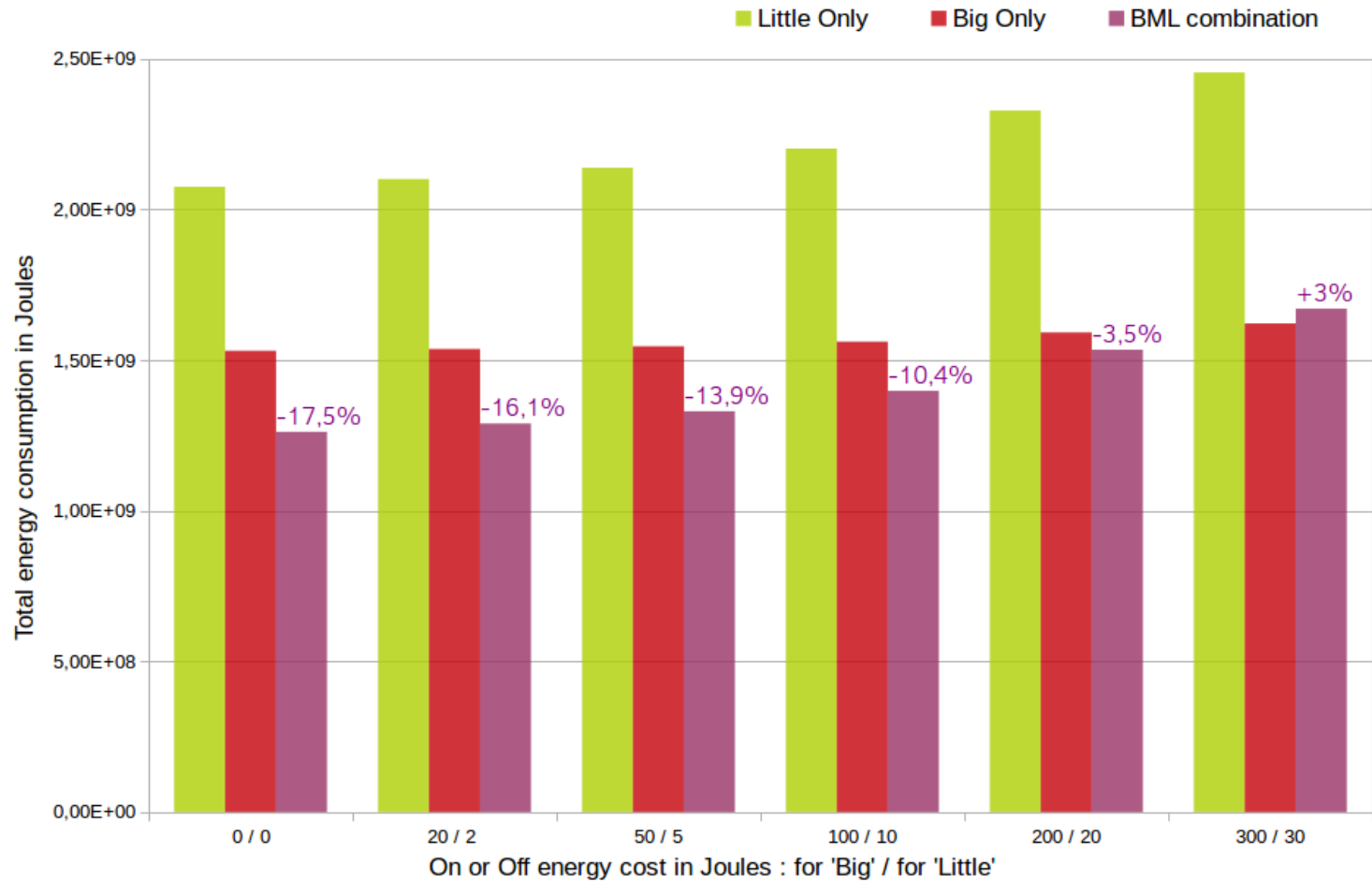


# Results: Gains of BML combination





# Results: Considering On/Off overheads



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CONCLUSIONS, LIMITATIONS & FUTURE WORK

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- BML allows to adapt energy consumption in case of load variability
- High importance of On/Off decisions

## FUTURE WORK

- Scheduling over limited datacenter infrastructure
- Take into account Quality of Service
- Enhance migrations & On/Off decisions
- Validation with other use-case applications

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informatics mathematics