

How Hard Can It Be?

Understanding the Complexity of
Replica Aware Virtual Cluster Embeddings

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Paolo Costa (Microsoft Research, UK), Stefan Schmid (TU Berlin & T-Labs, Germany)

Today's Cloud Computing

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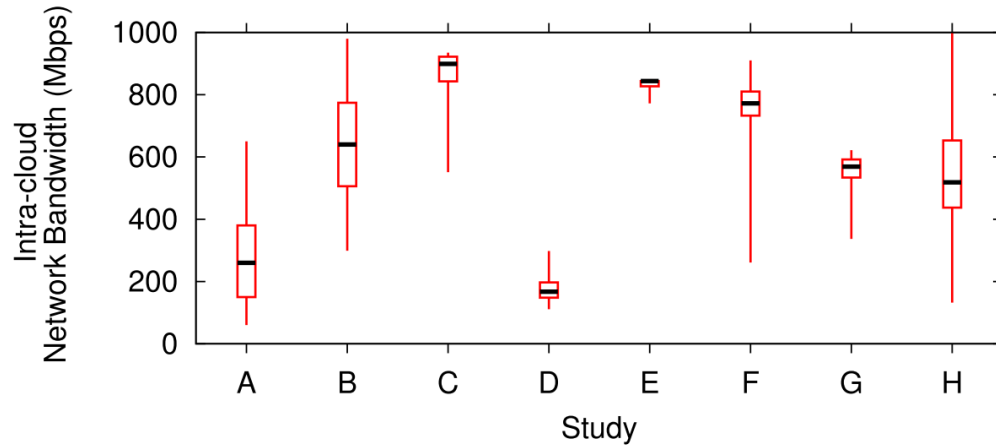


Figure 1: Percentiles (1-25-50-75-99th) for intra-cloud network bandwidth observed by past studies.

Source: Ballani et al. [1] in Sigcomm'11

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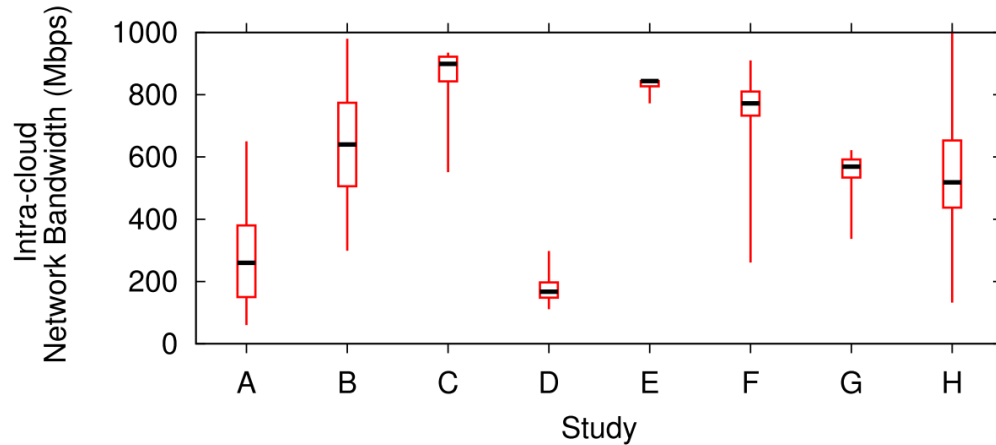


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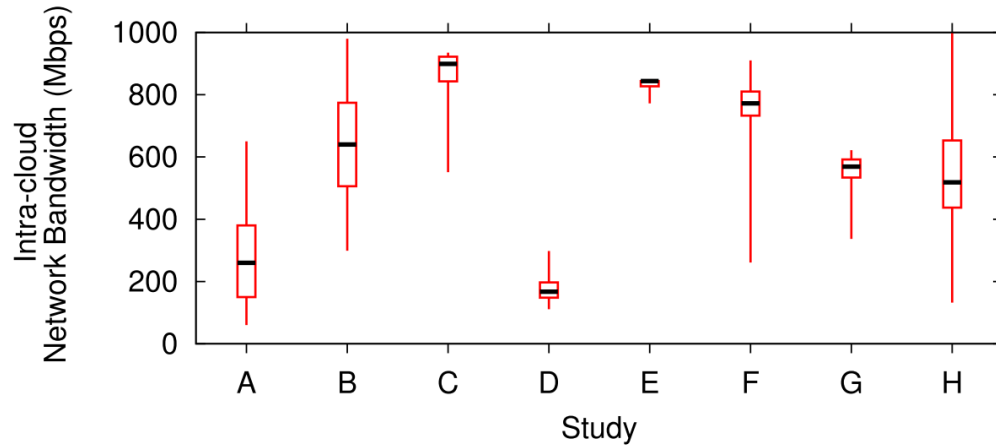


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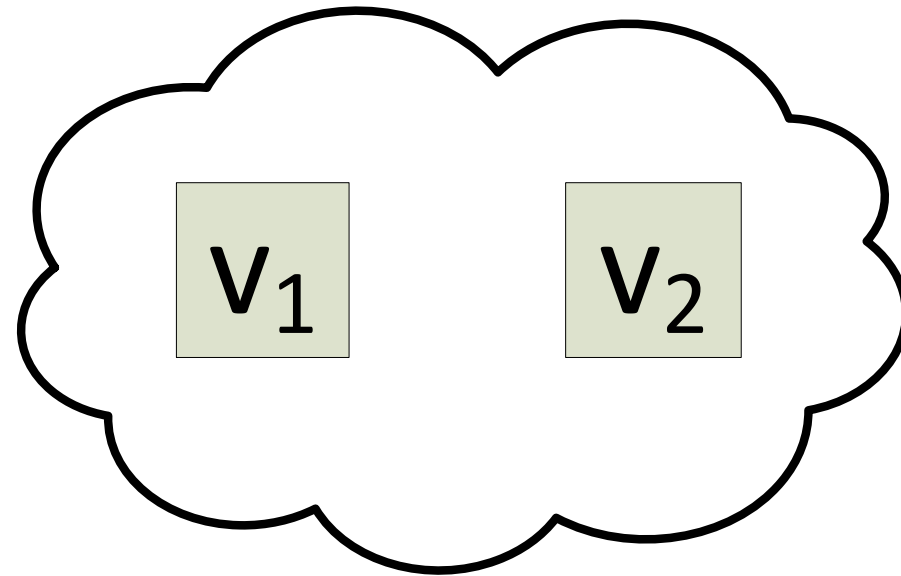
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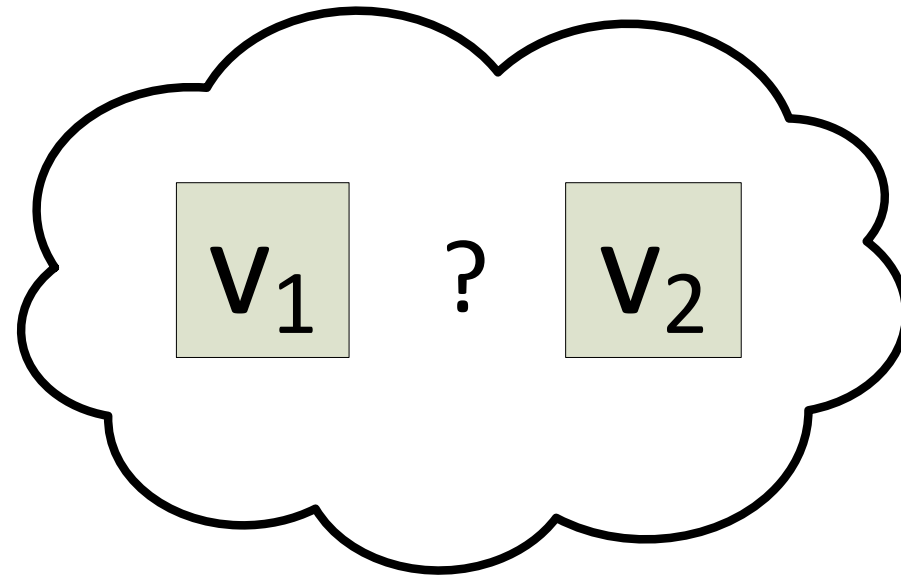
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Costs for the tenants become unpredictable

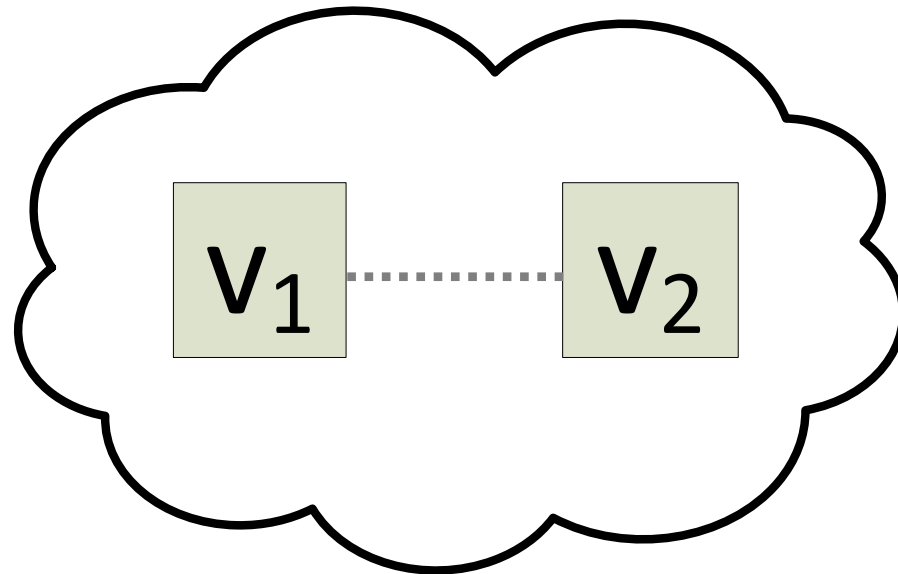
Proposed Solutions: Virtual Clusters



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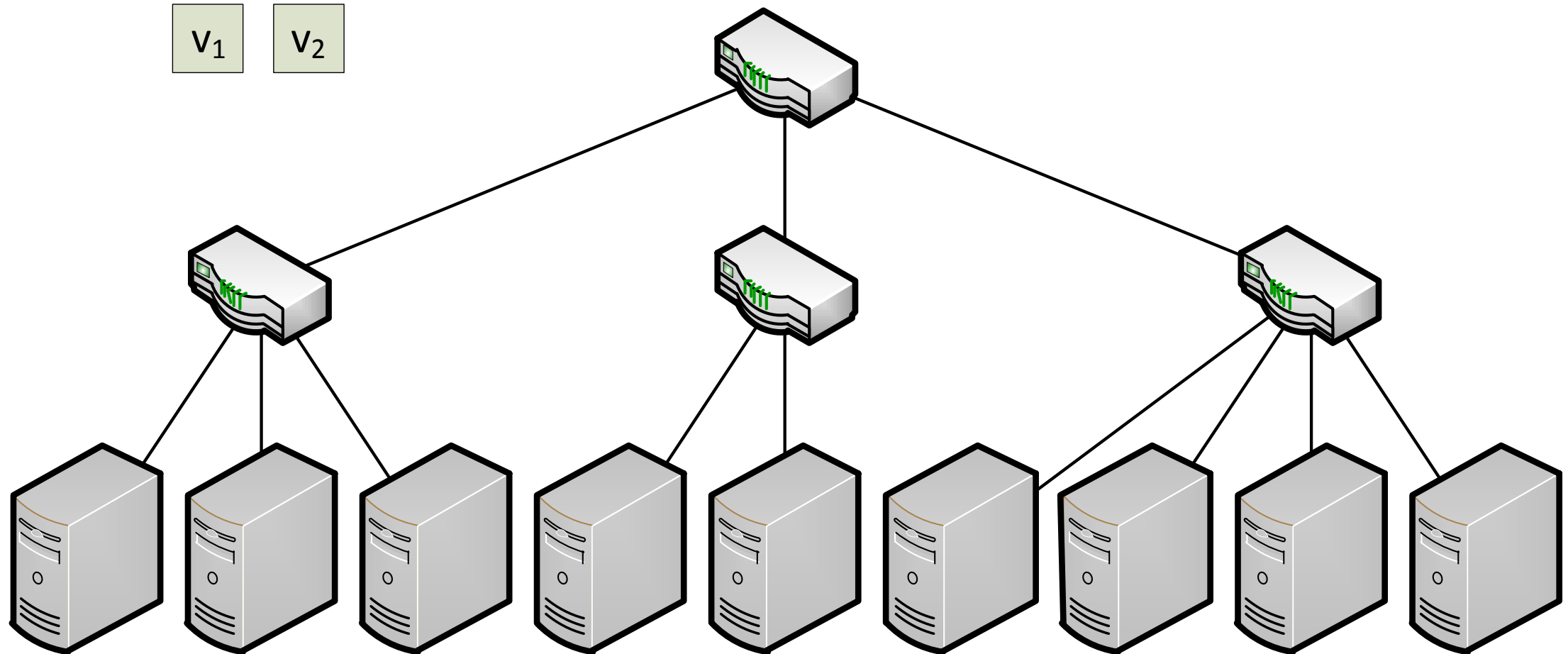


Remove the uncertainty by specifying the bandwidth connecting the VMs

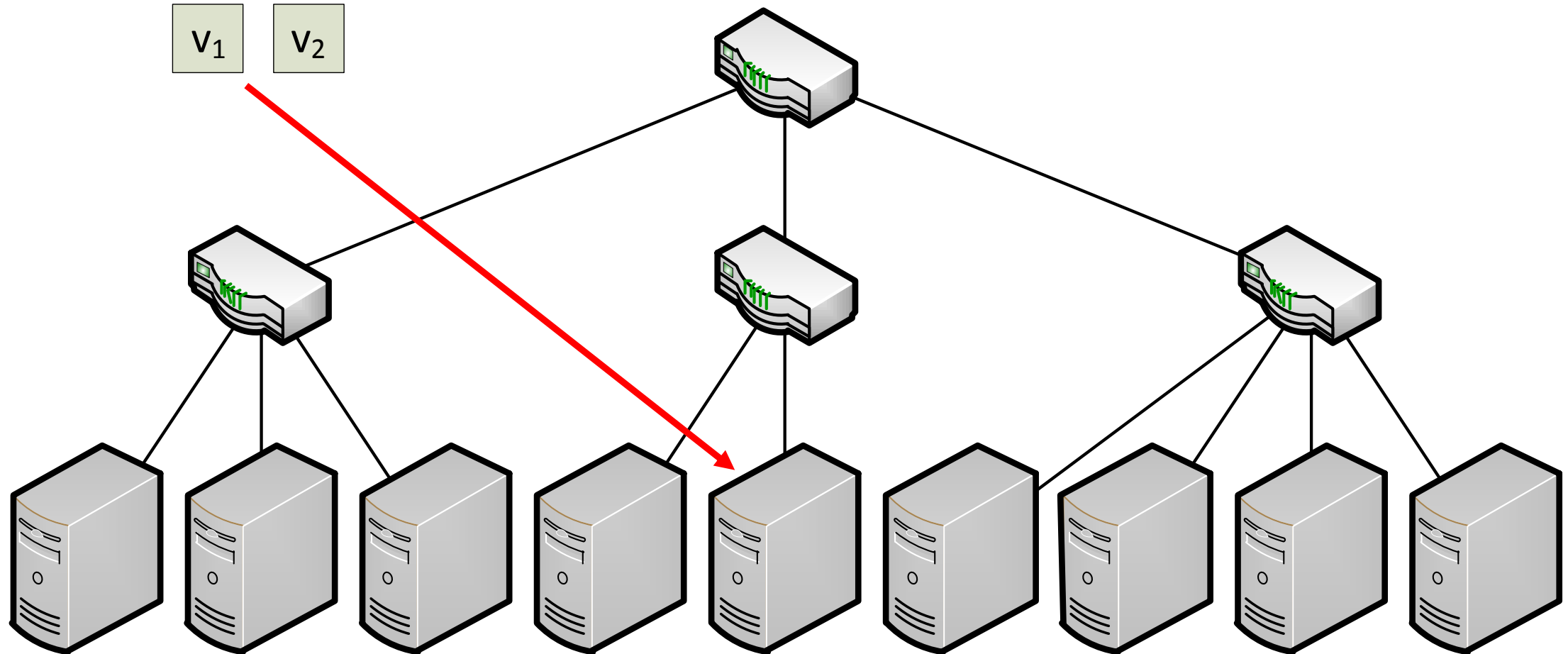
Proposed Solutions: Virtual Clusters

- Introduced by Ballani et al. [1]
- Provides absolute guarantees on VMs and network performance
- Specified by two parameters:
 - N the number of VMs
 - B the available bandwidth between VMs.

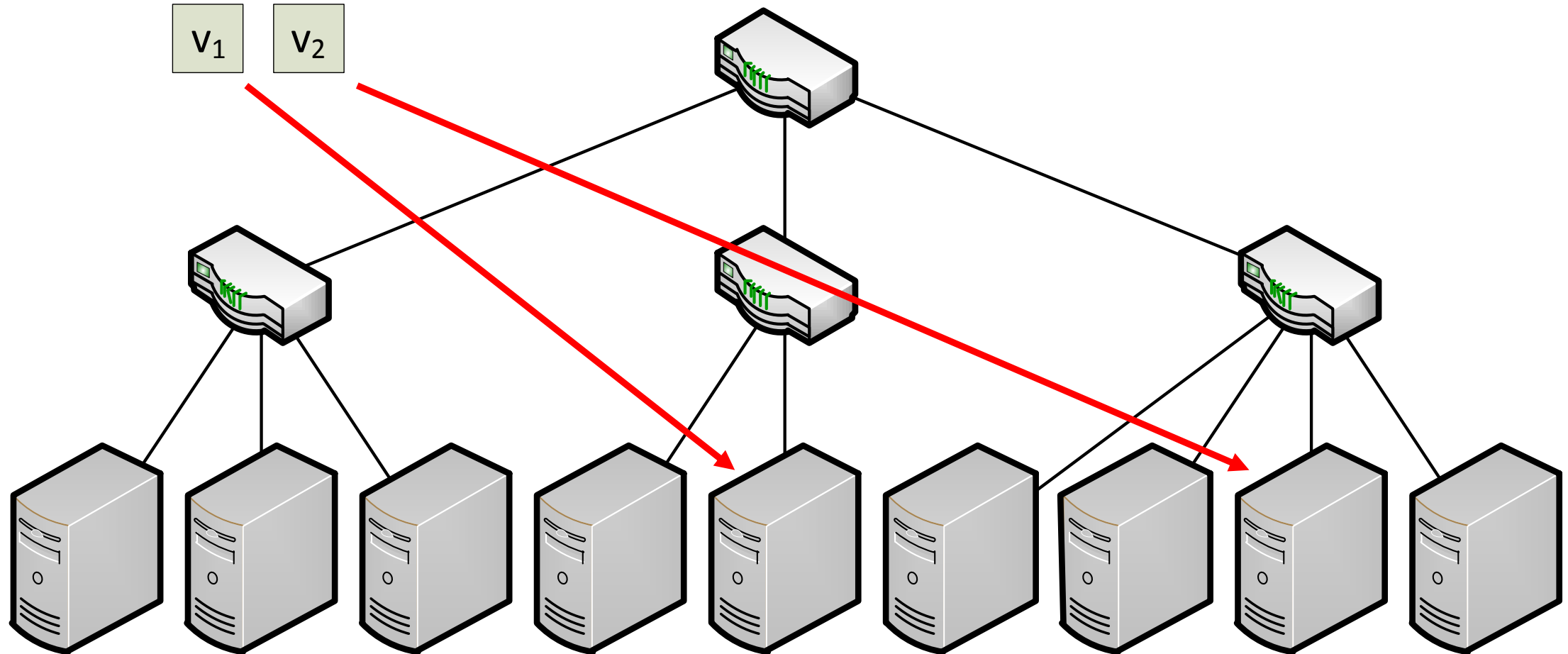
Embedding



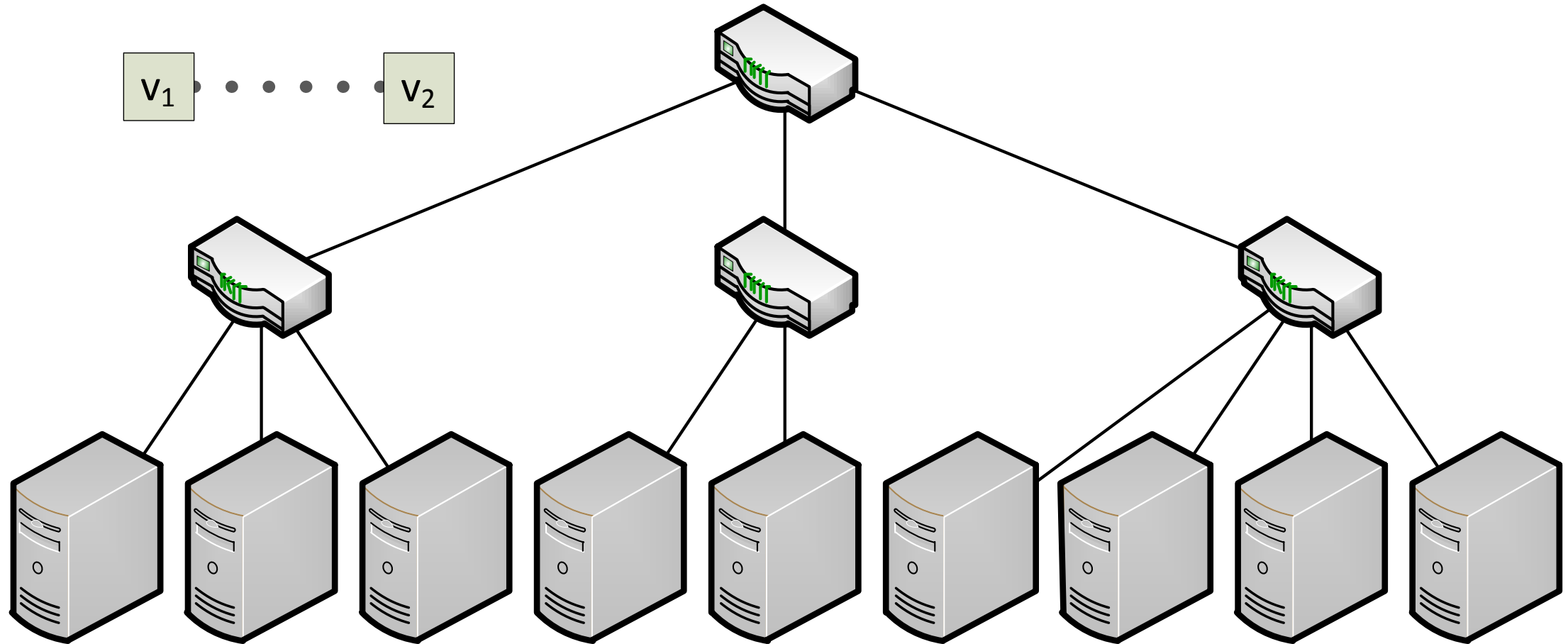
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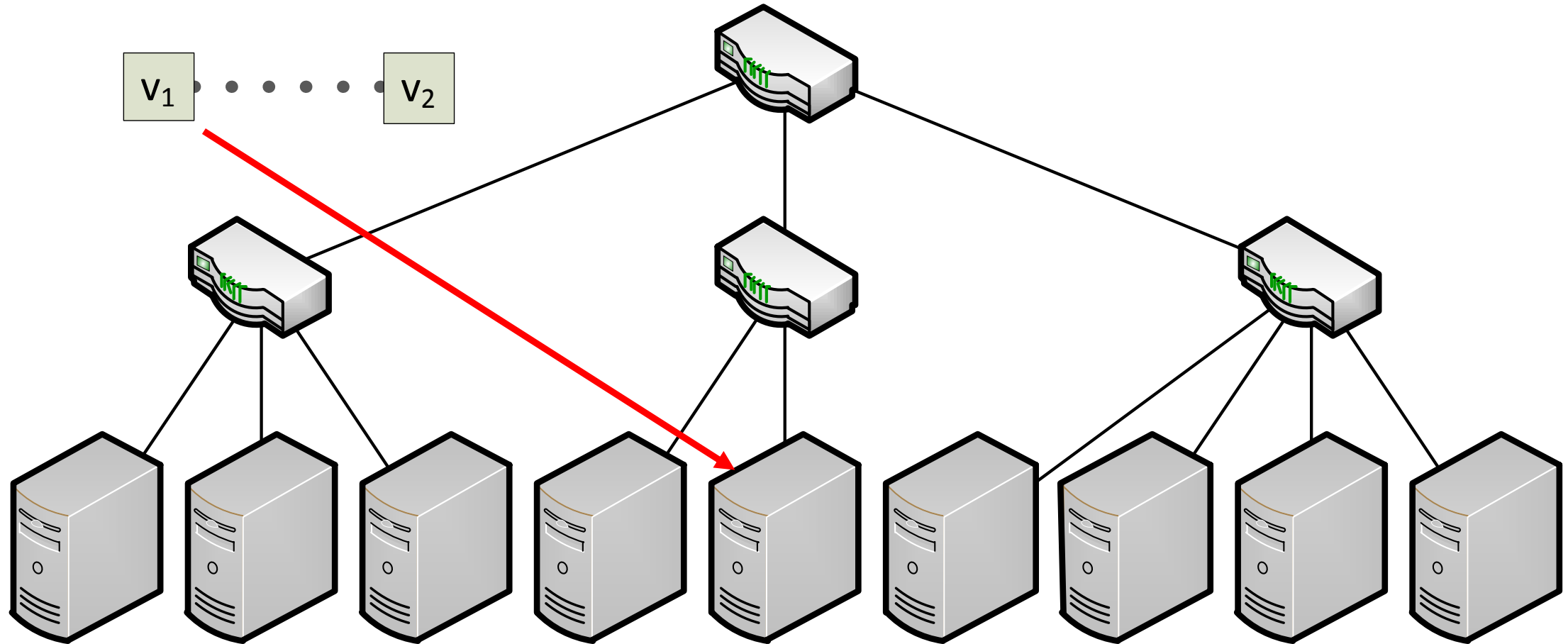
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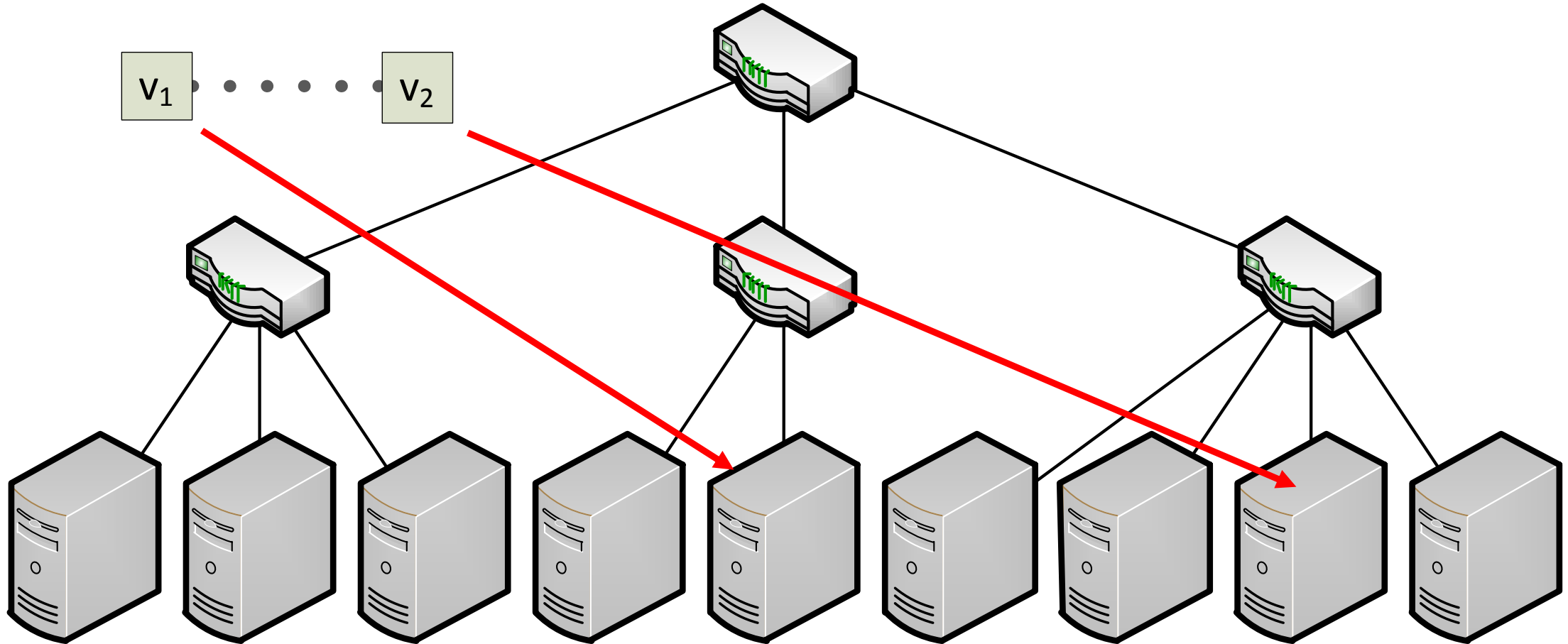
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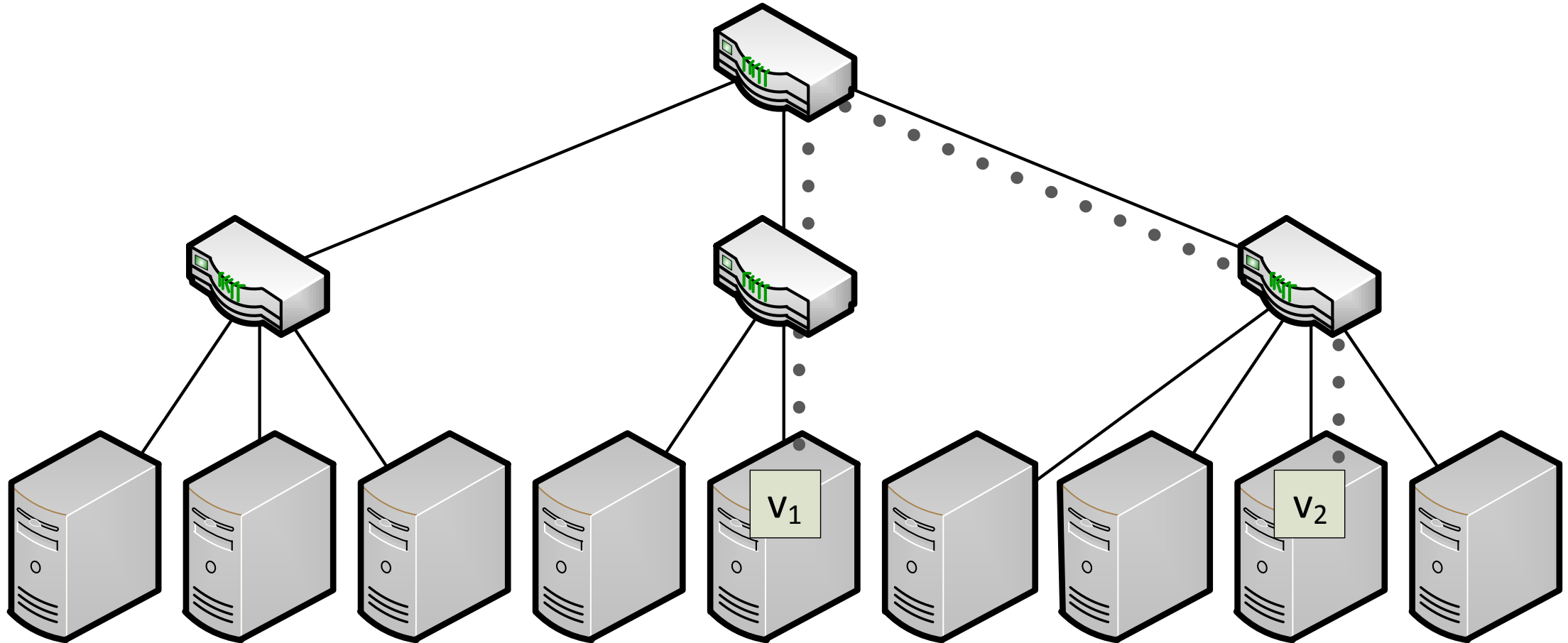
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Virtual Cluster Embedding Problem

- Subproblem of the NP-hard virtual network embedding problem
- Good heuristics available
 - Ballani et al. [1] in Sigcomm'11
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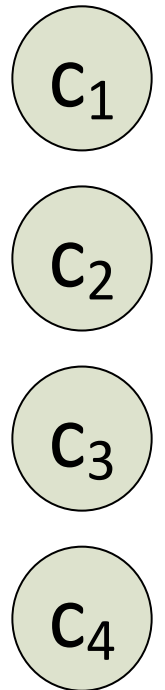
The virtual cluster embedding problem is *not* NP-hard.[4]

Can the problem be solved efficiently with
additional properties?

Cloud Application: Batch processing

Example: MapReduce

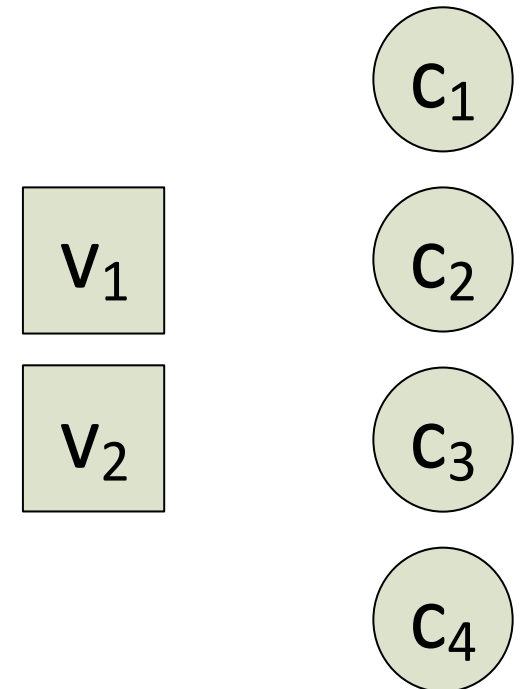
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Cloud Application: Batch processing

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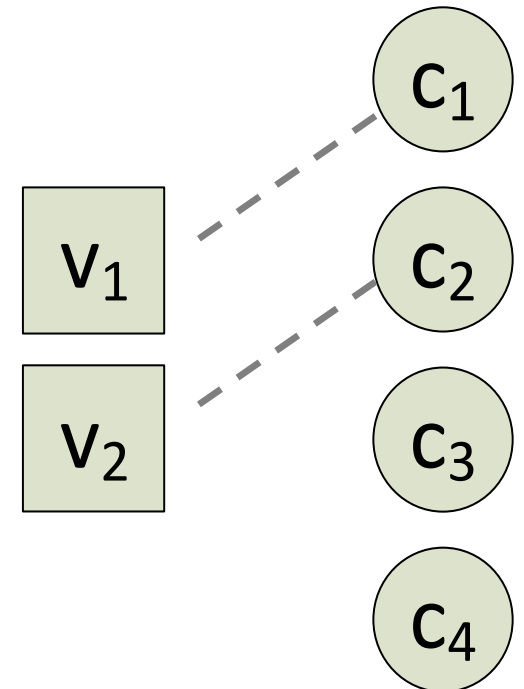
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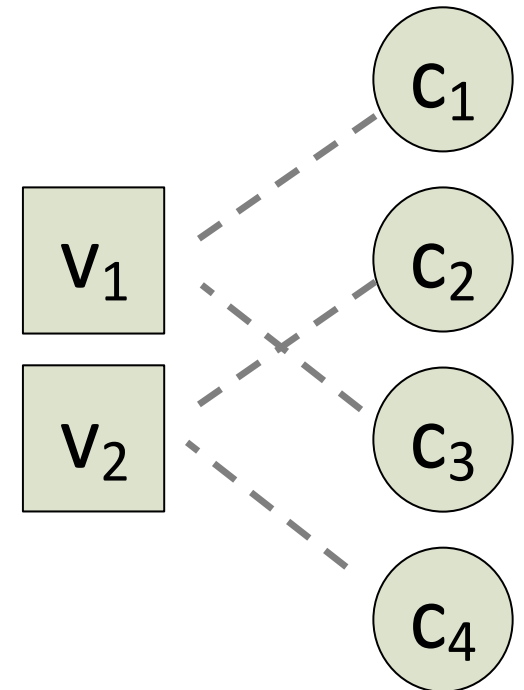
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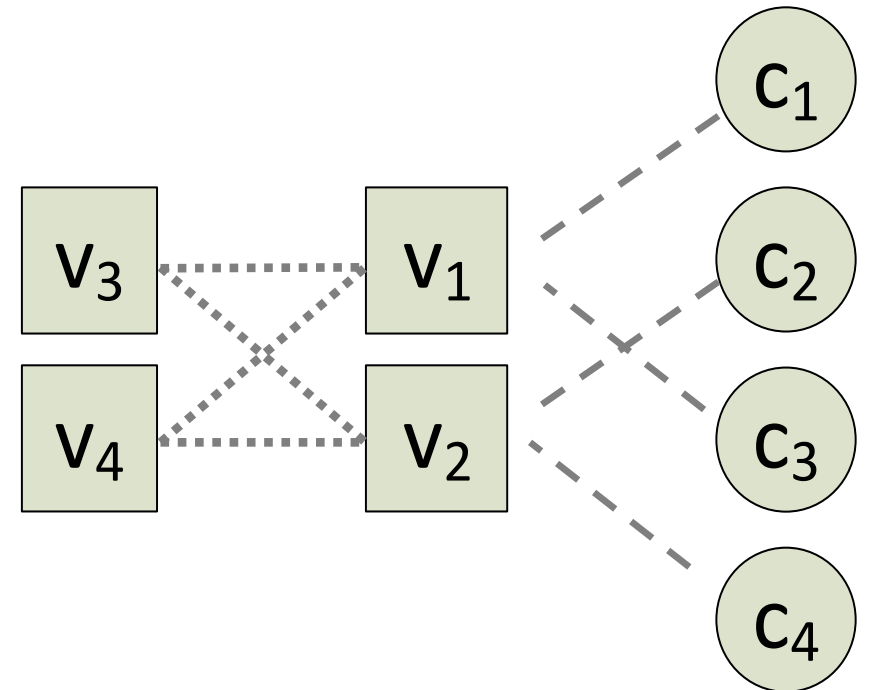
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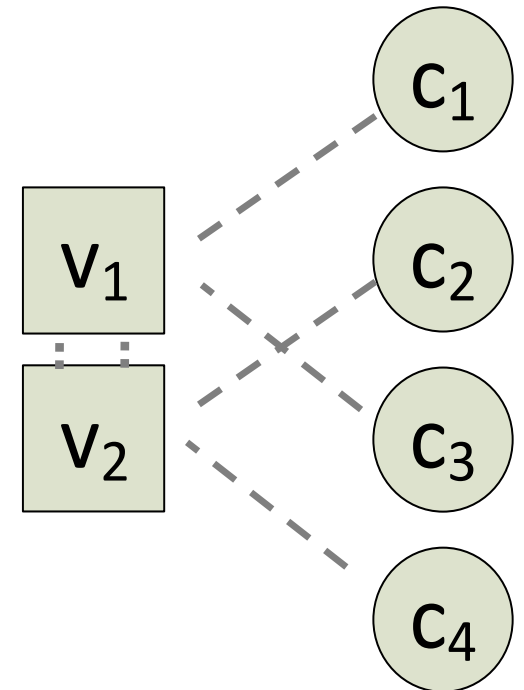
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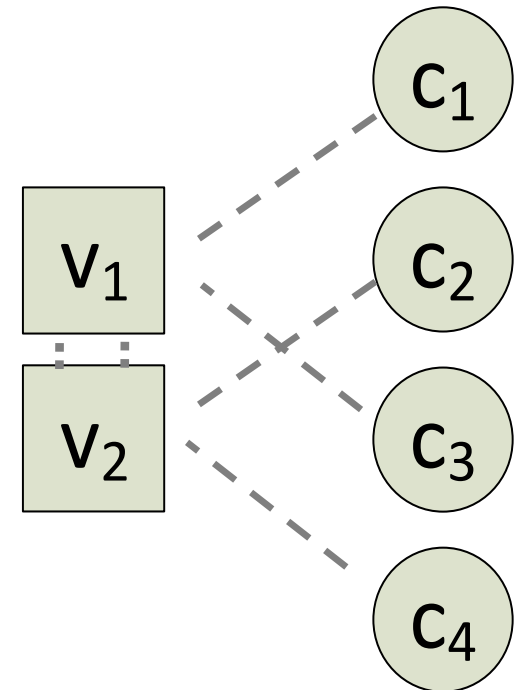
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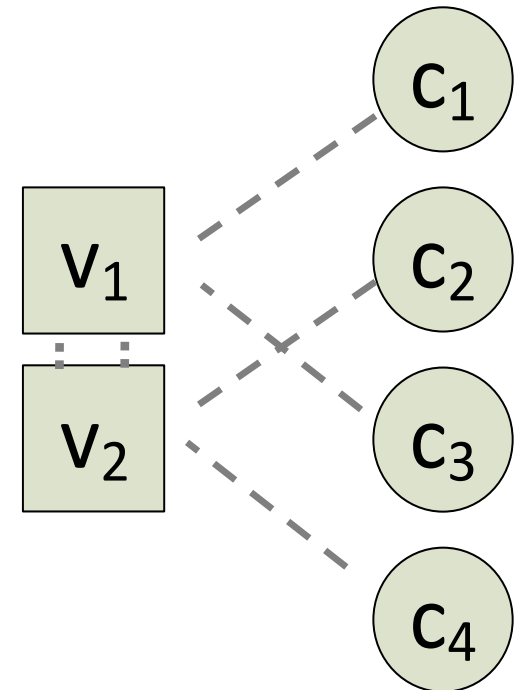
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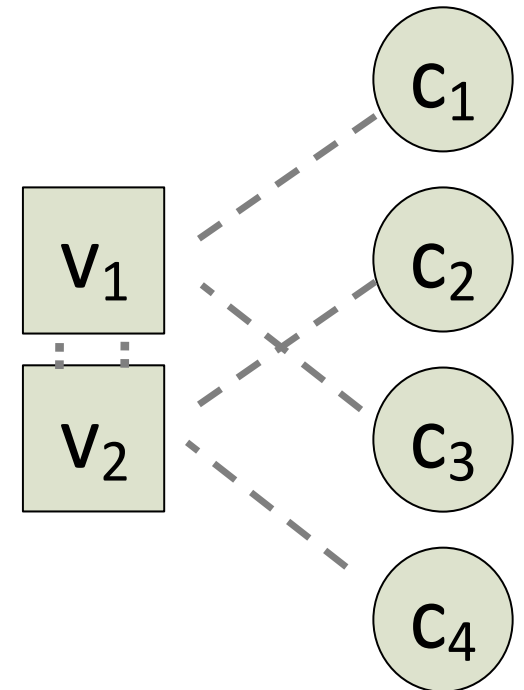
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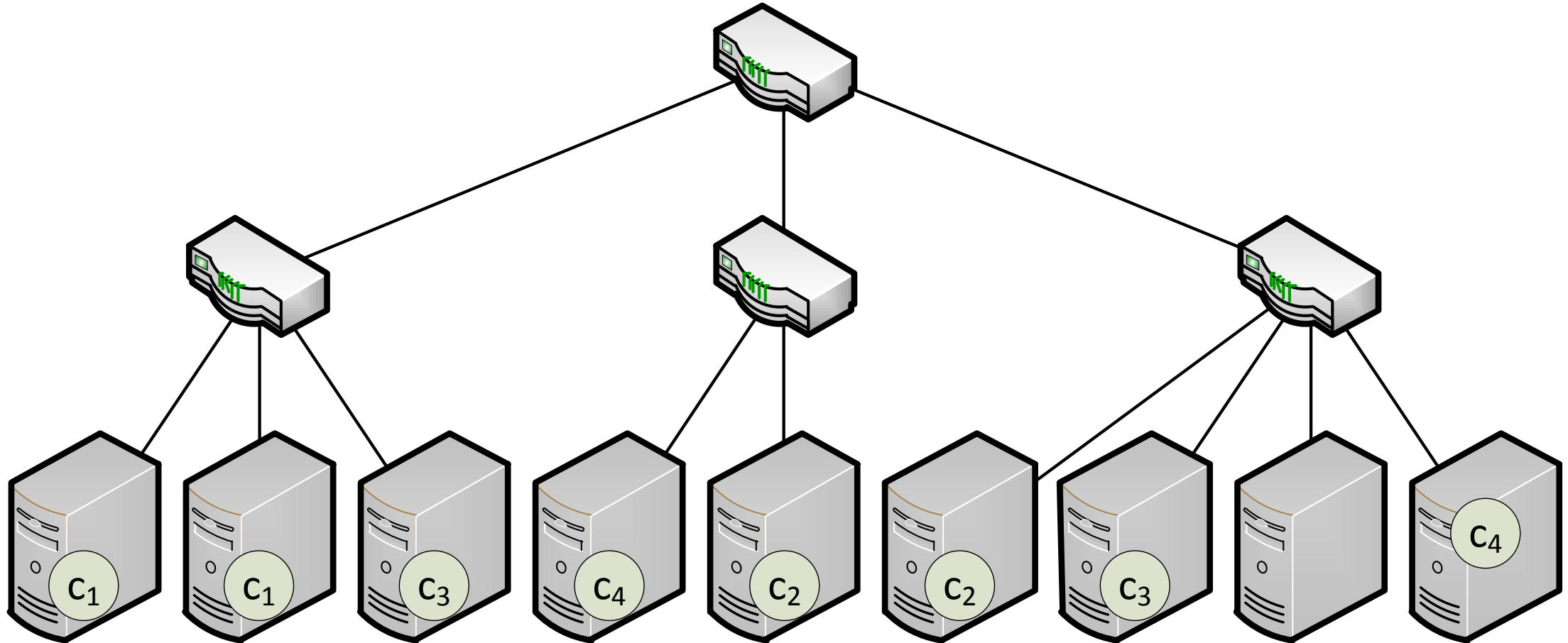
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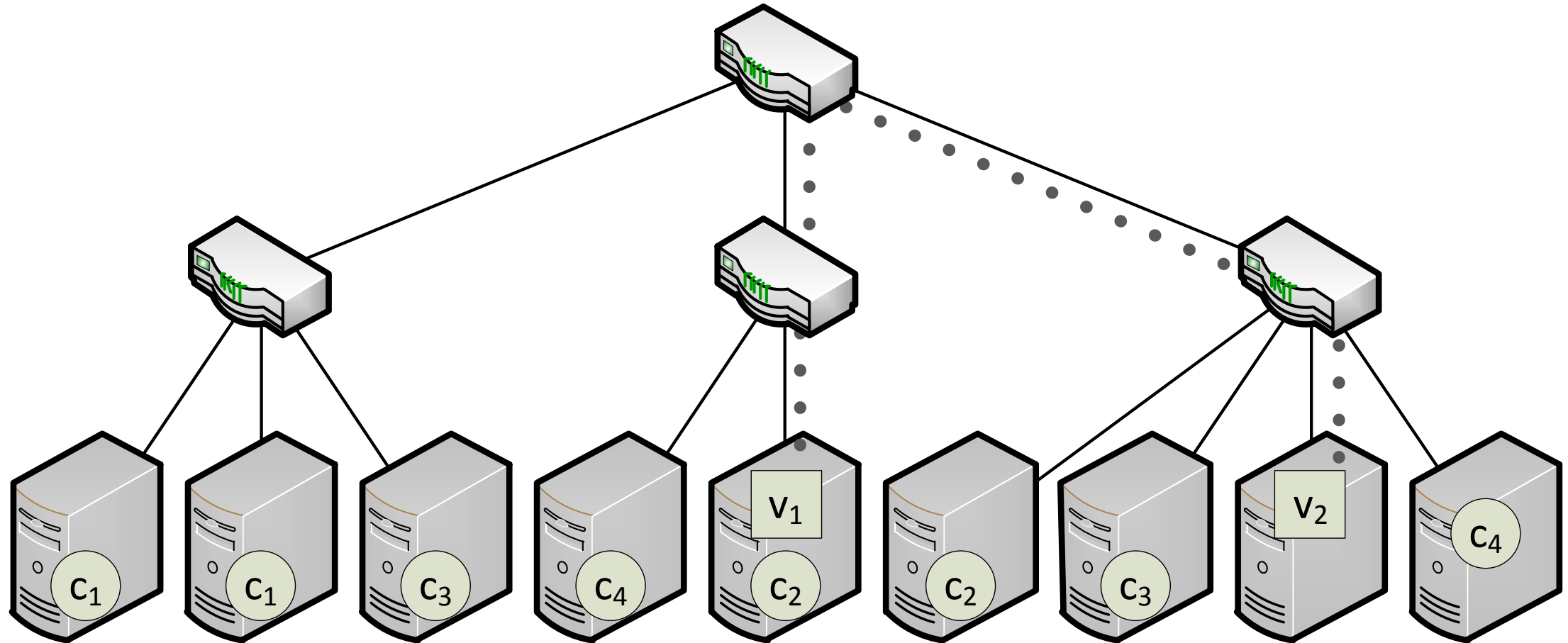
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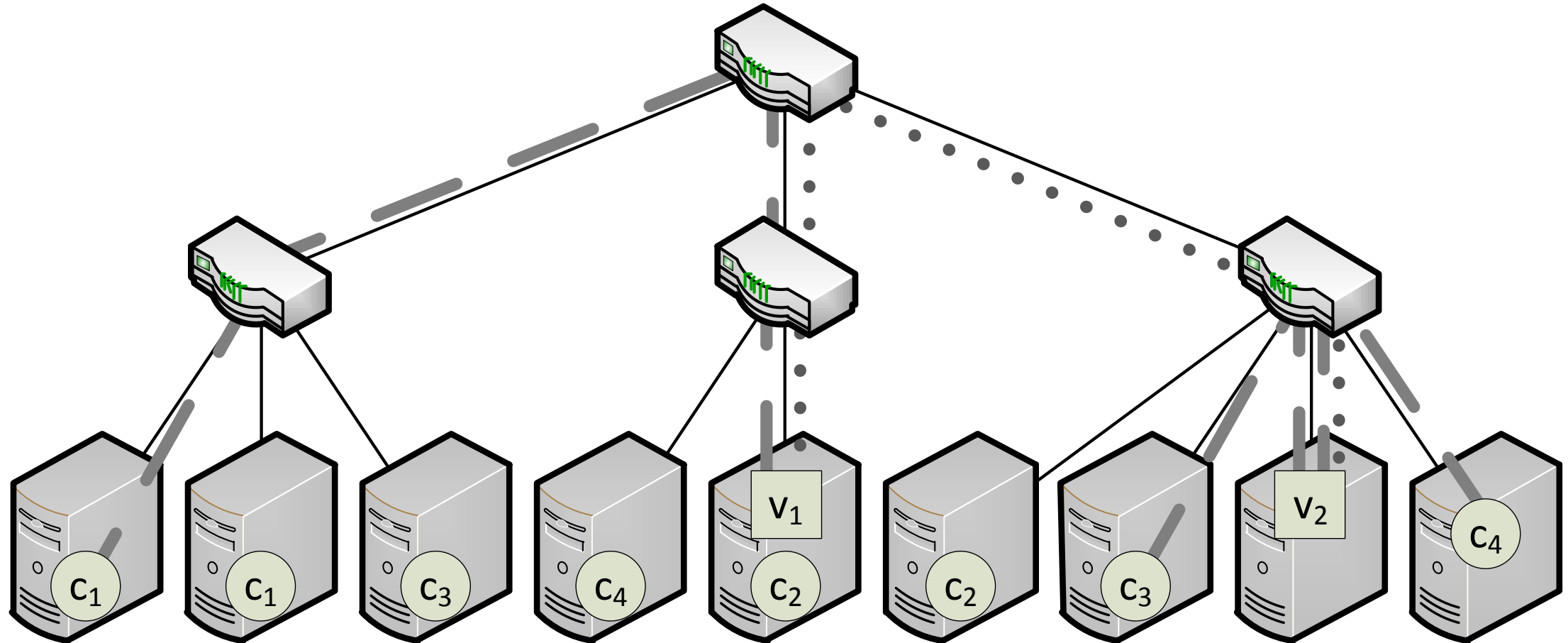
Shortcoming of Virtual Clusters



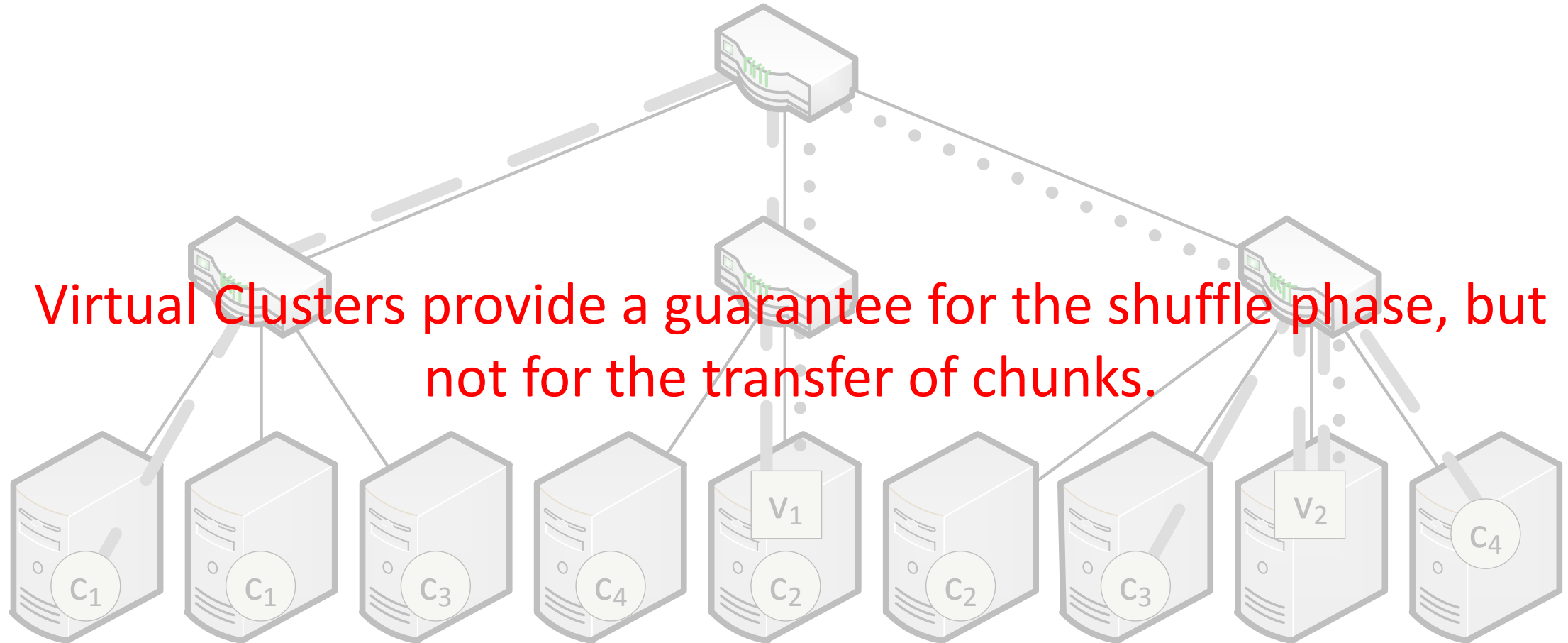
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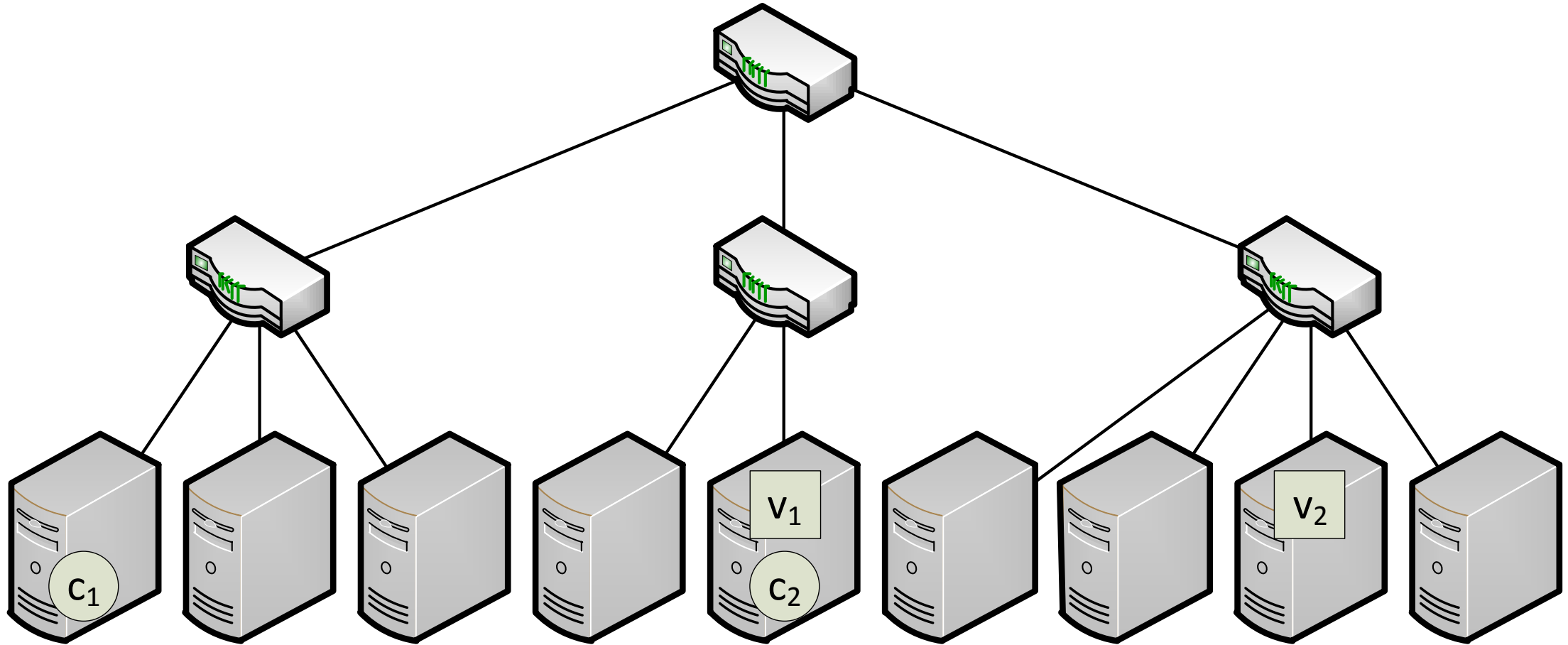
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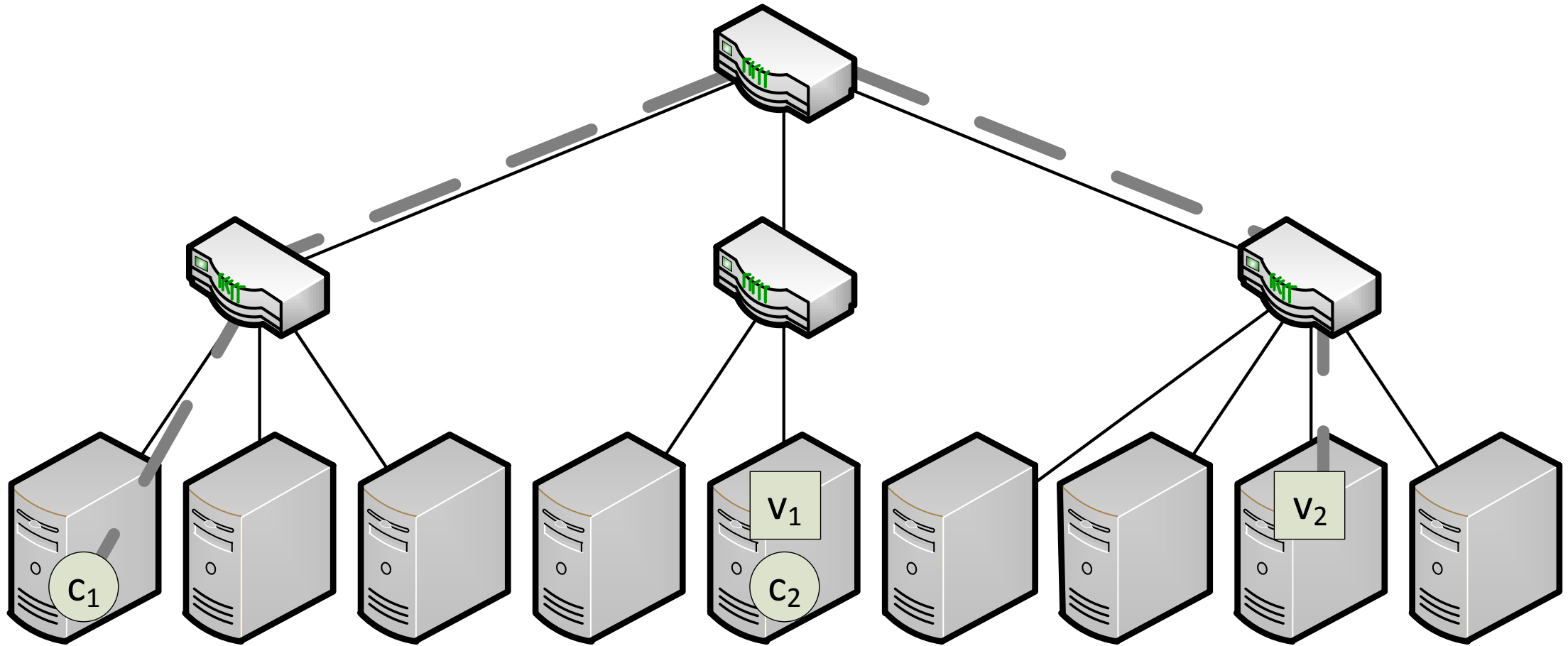
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Basic Problem



Basic Solution

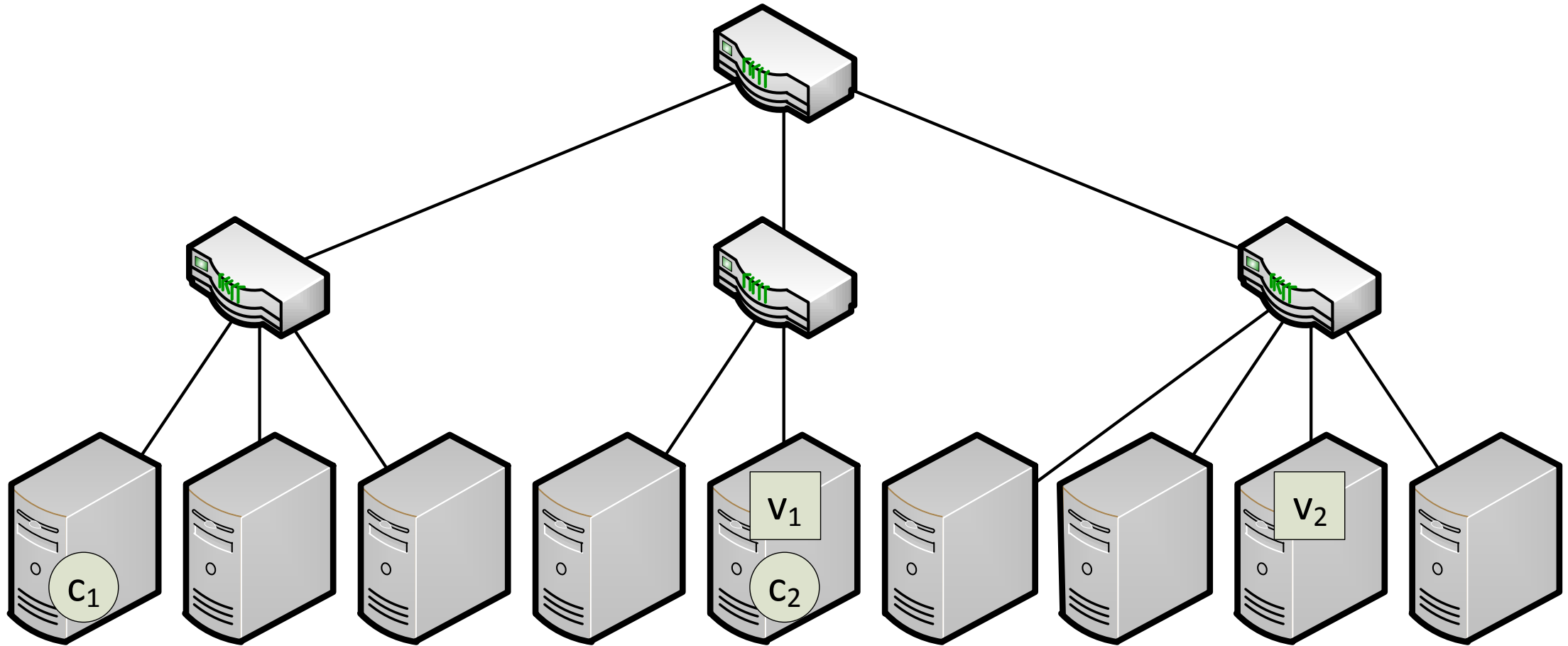


Problem Decomposition

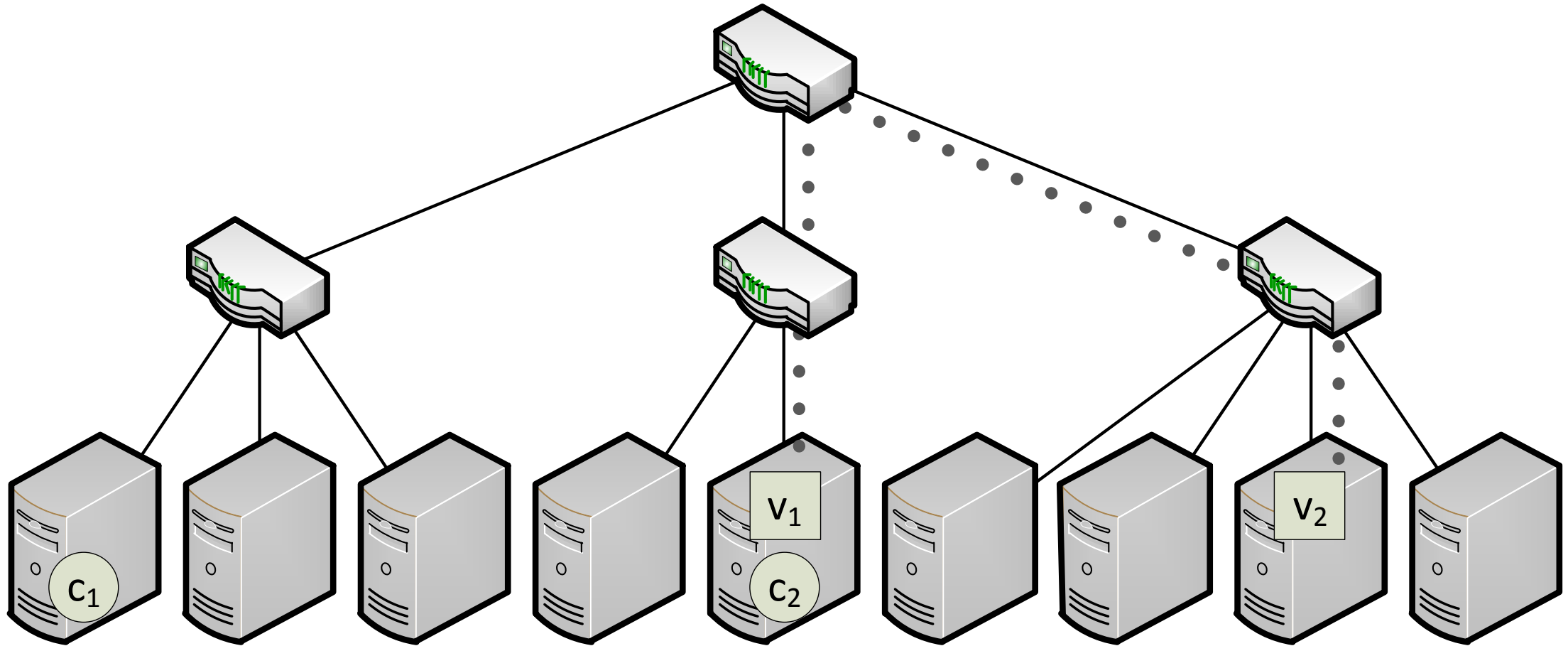
The basic problem can be extended with:

- VM interconnect (**NI**)

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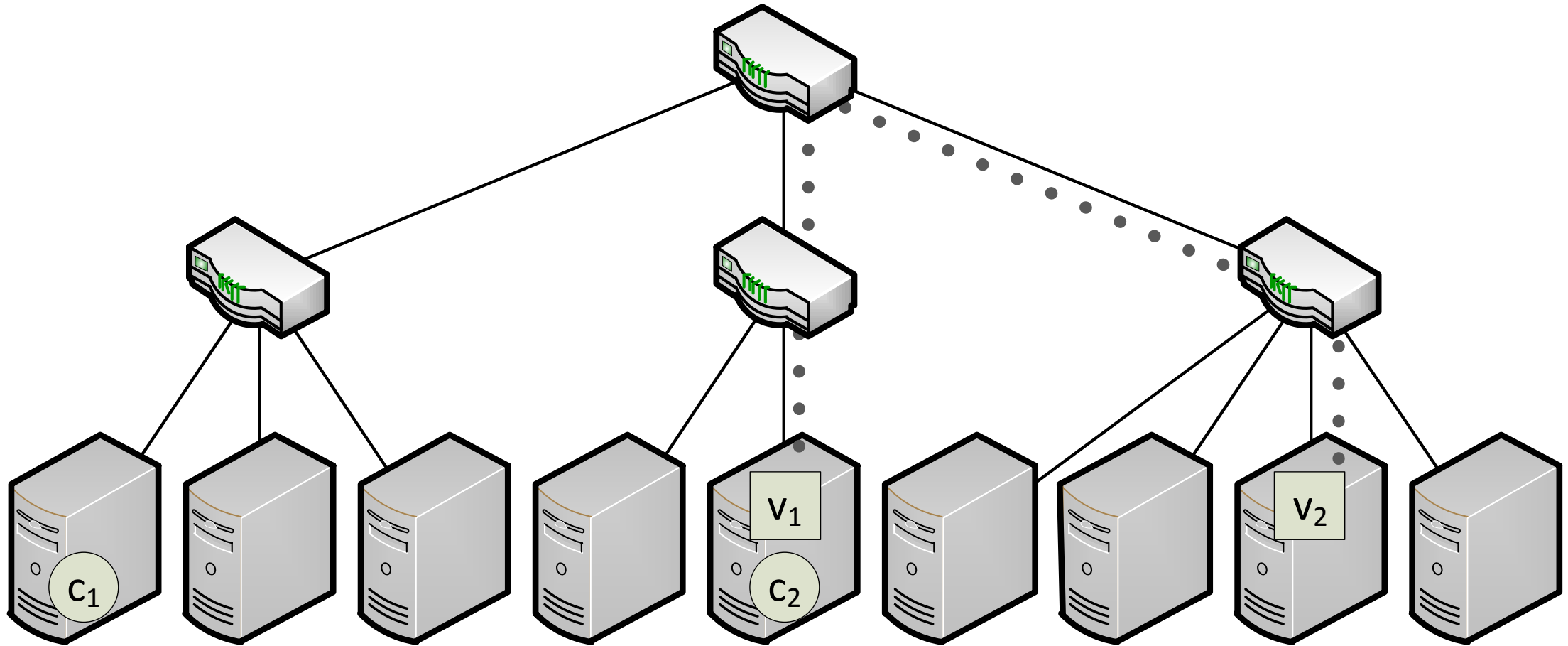


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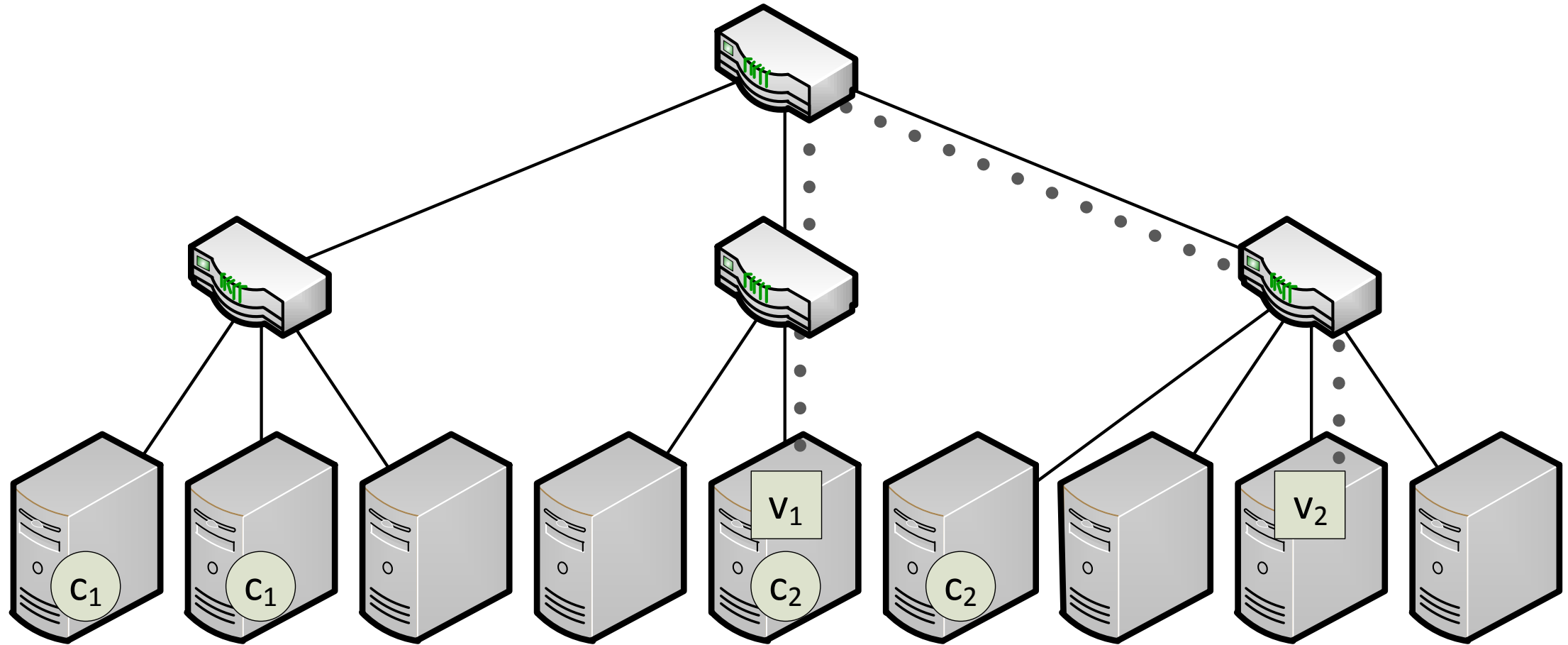
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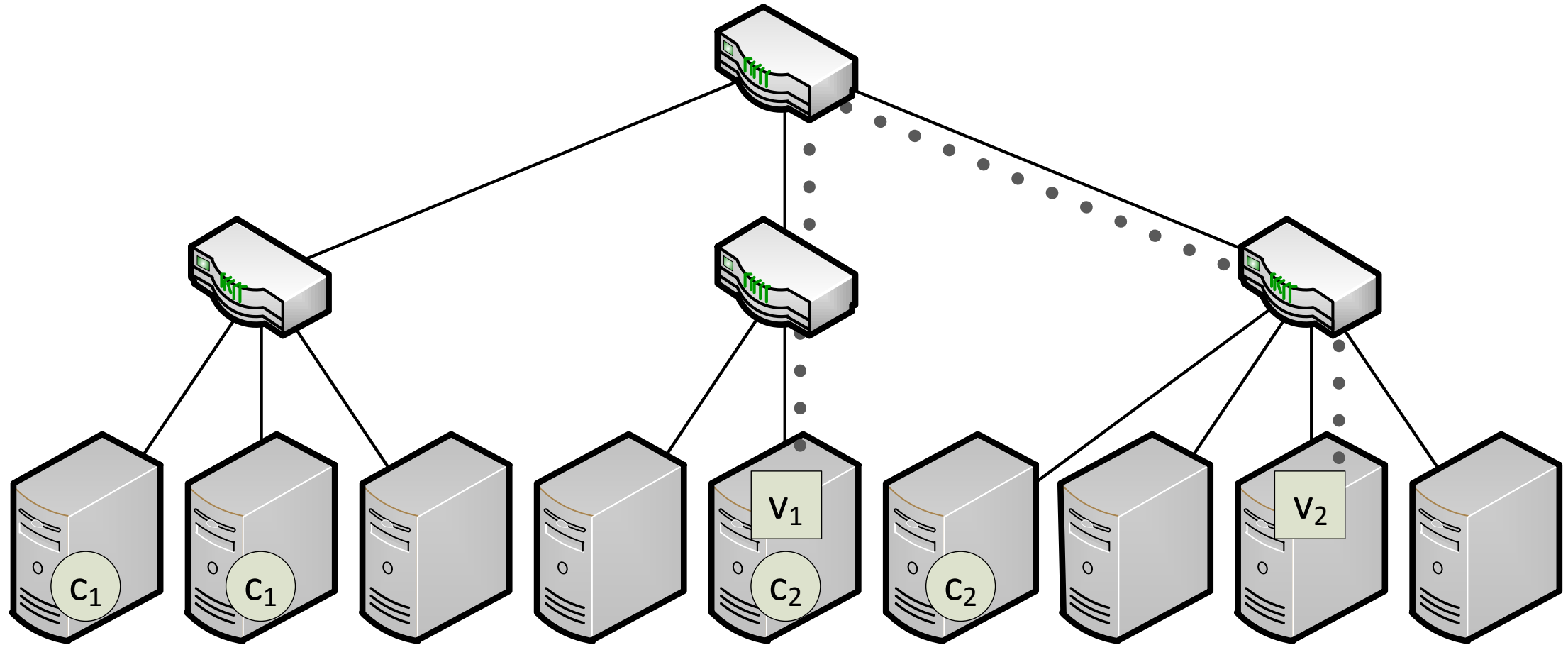


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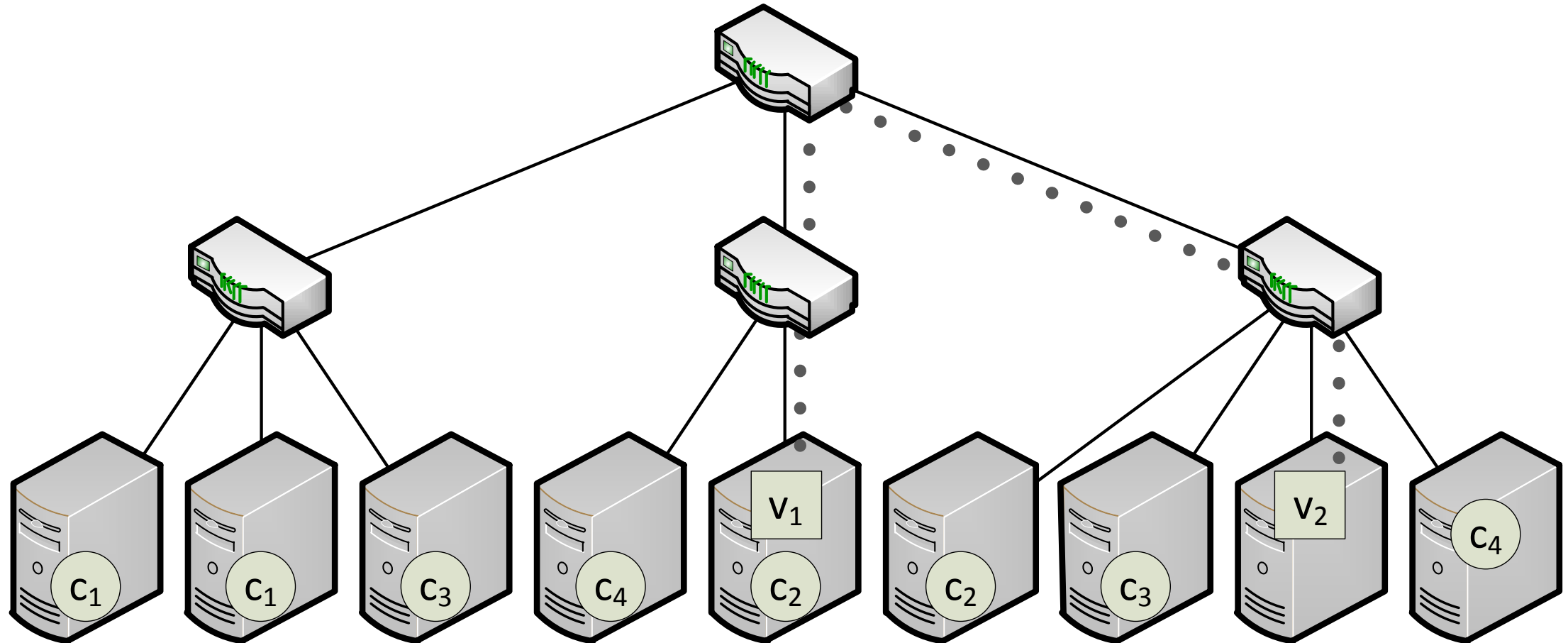
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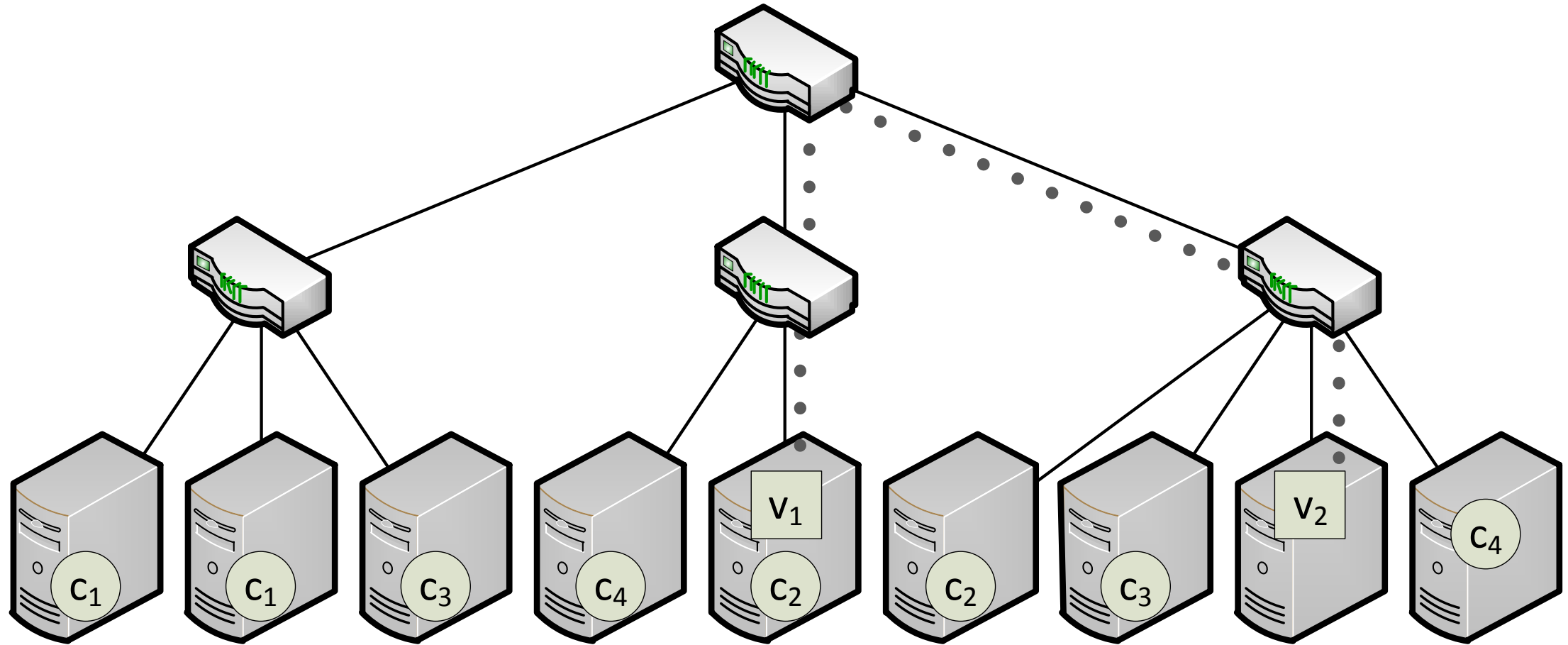


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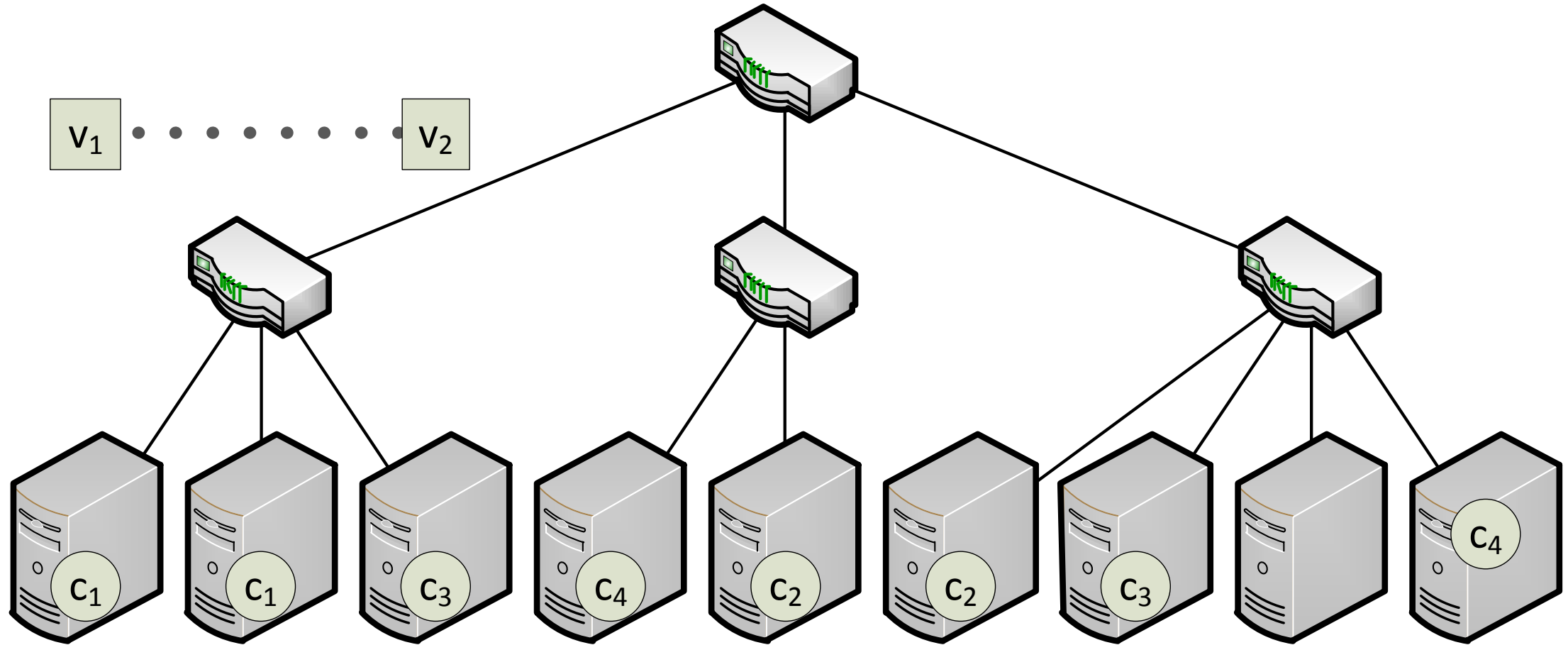
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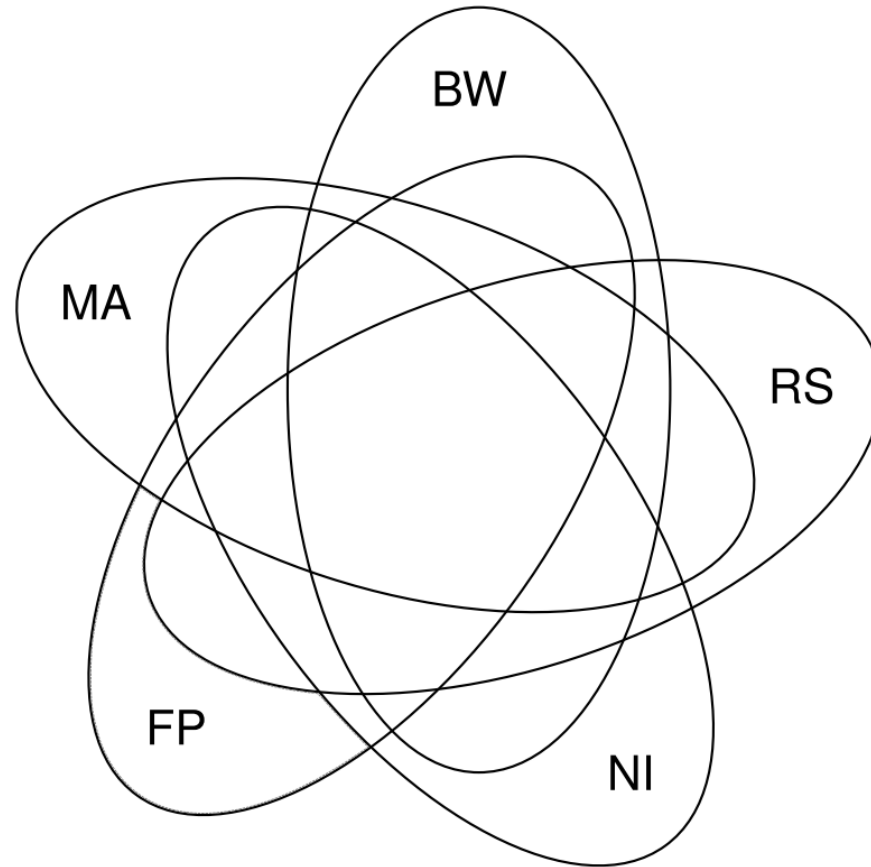


Problem Decomposition

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- Bandwidth Constraints (**BW**)

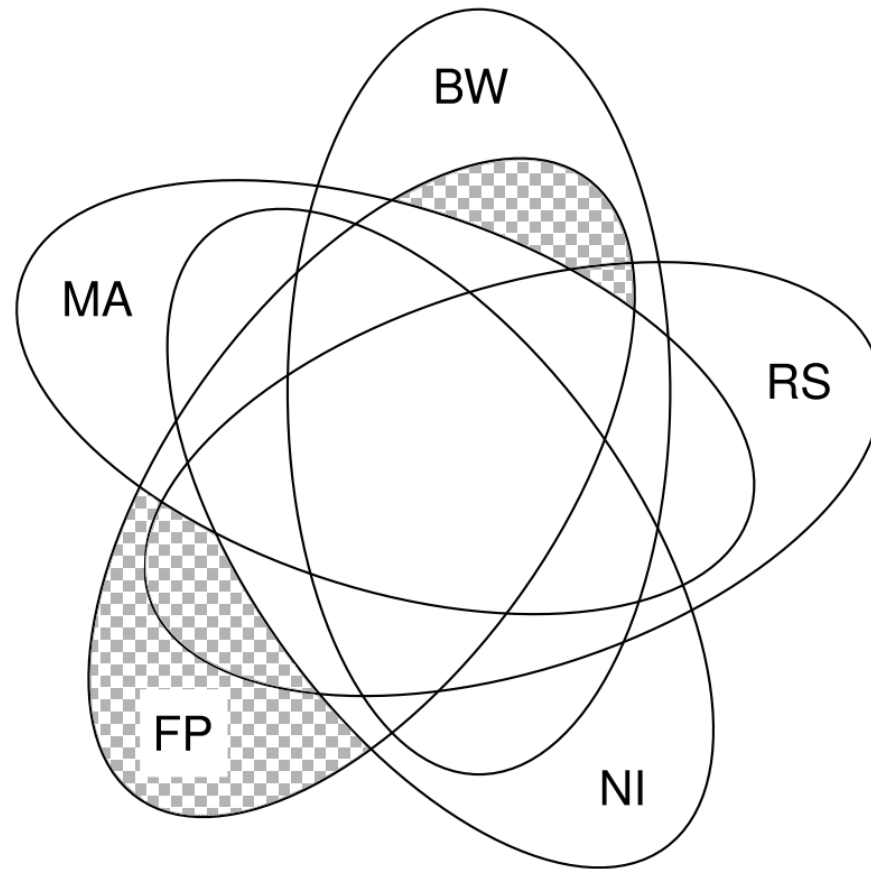
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What is in the Paper?

- Trivial problem identification

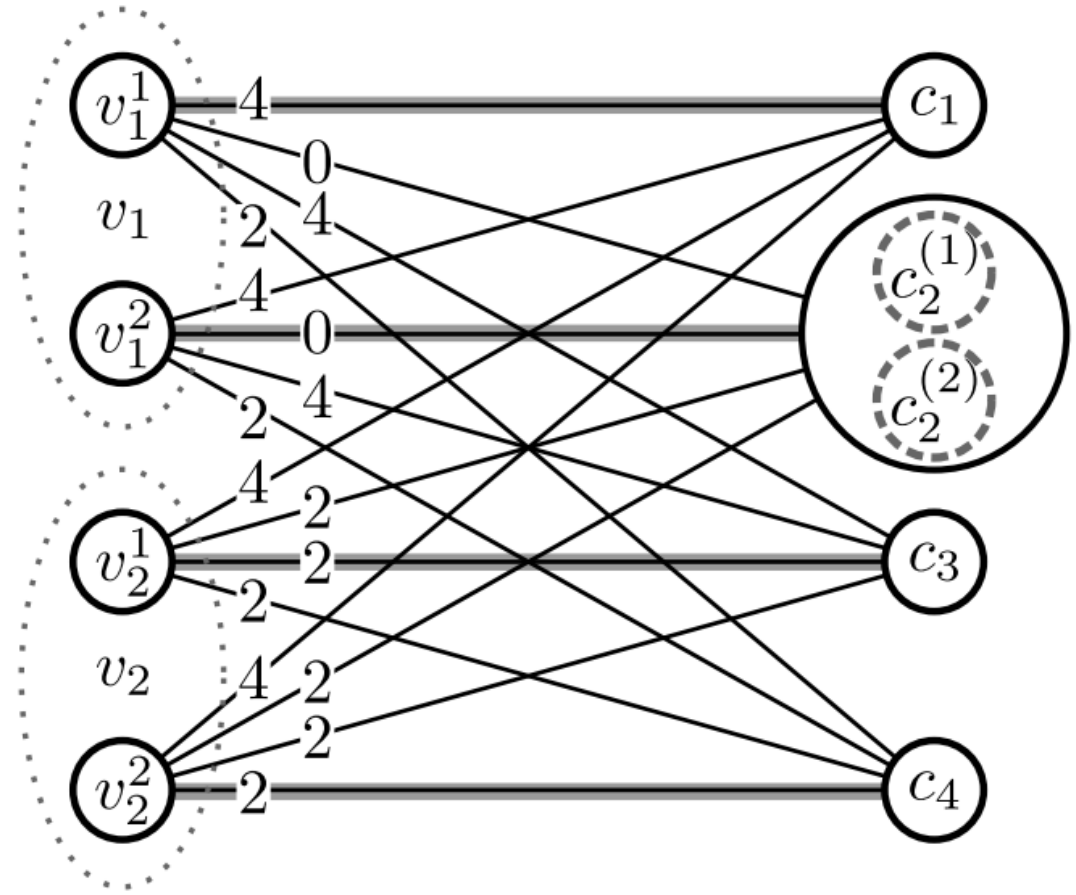
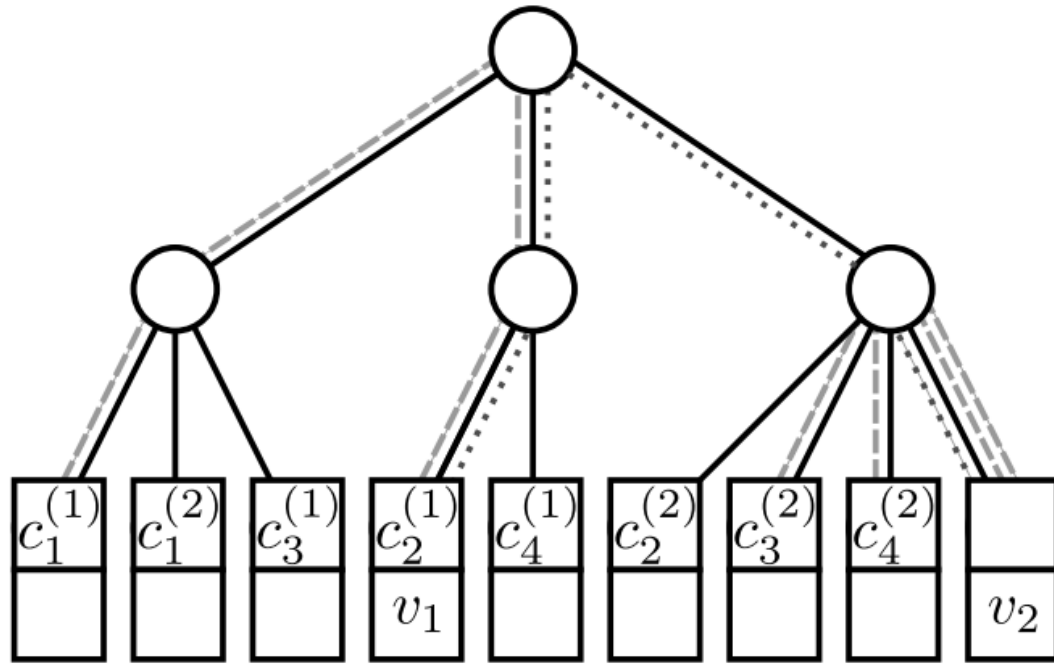
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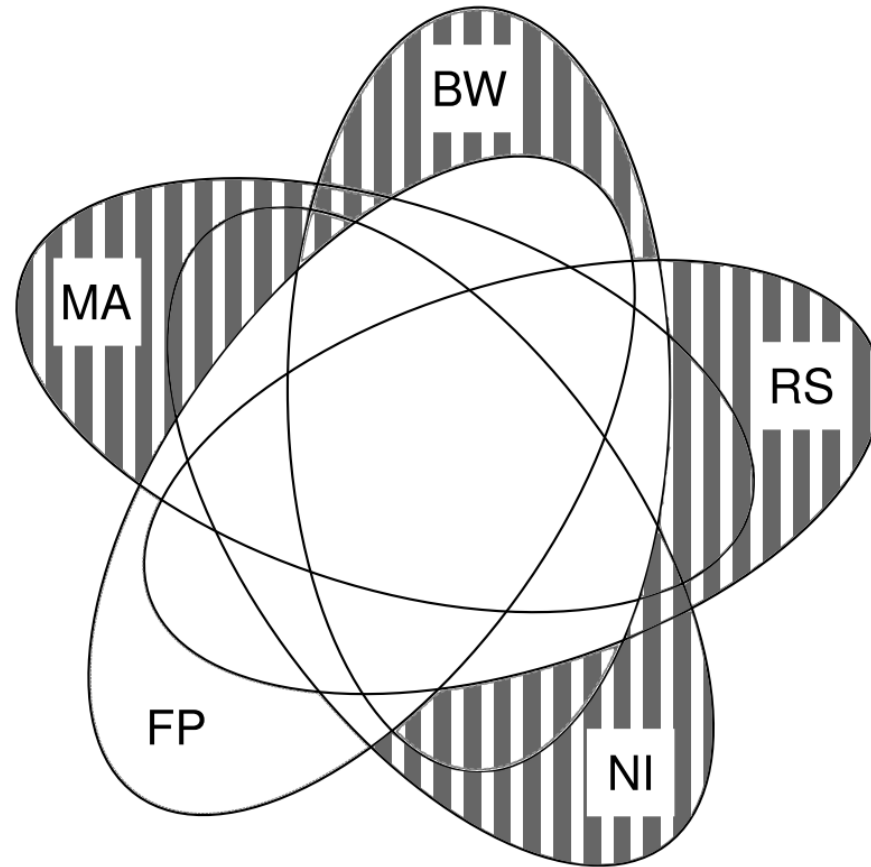
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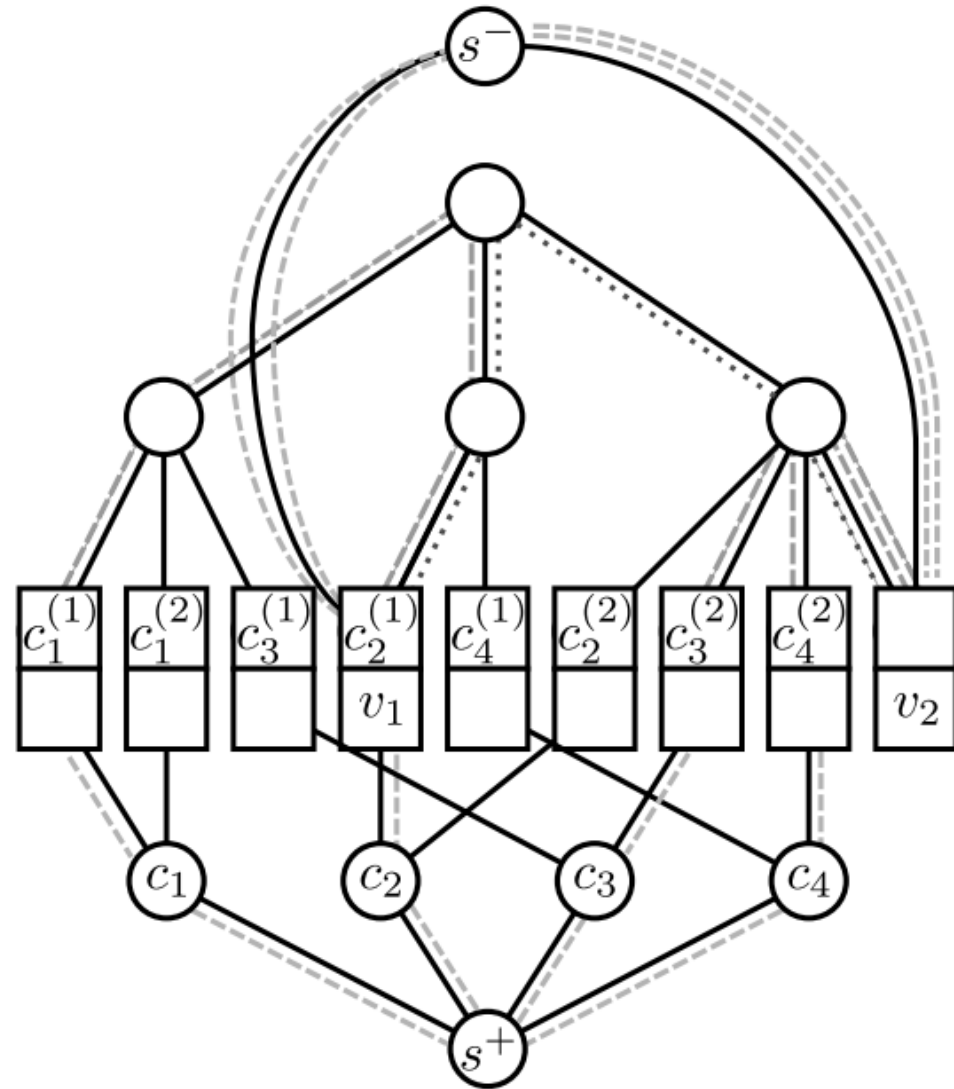
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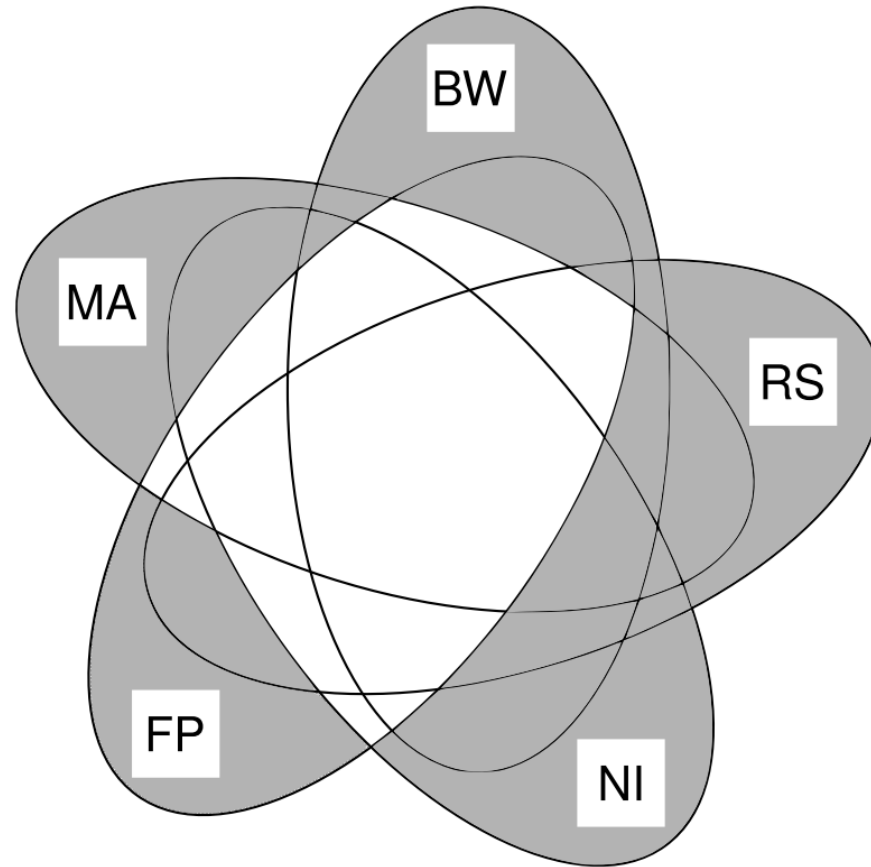
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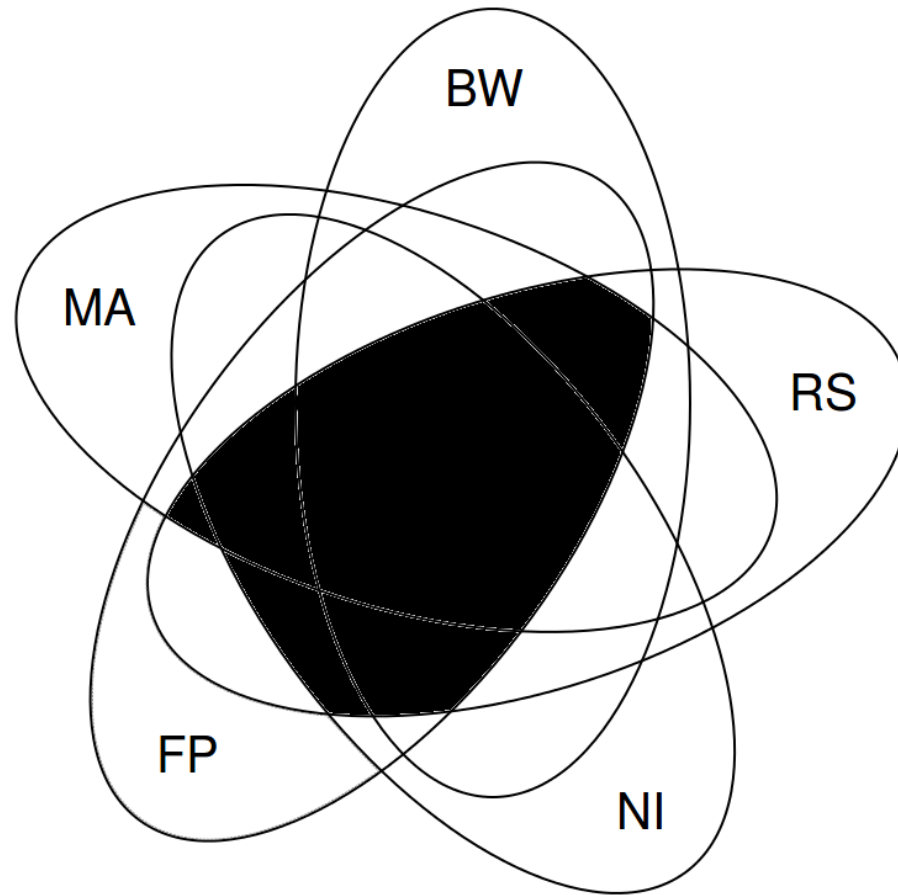
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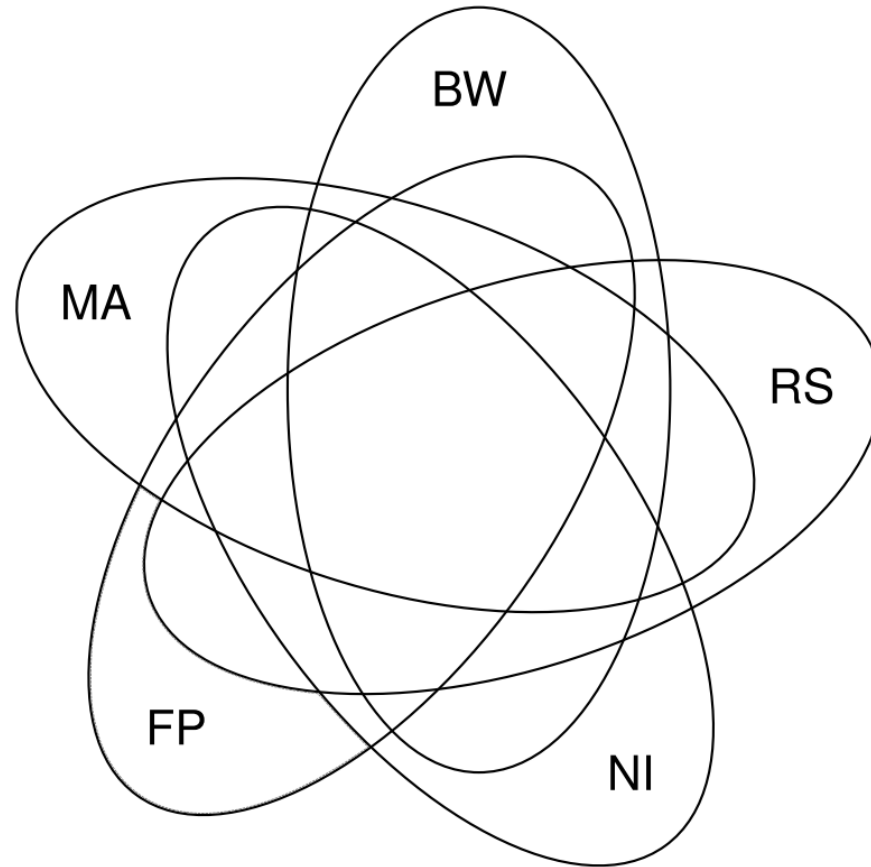
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- Hardness results

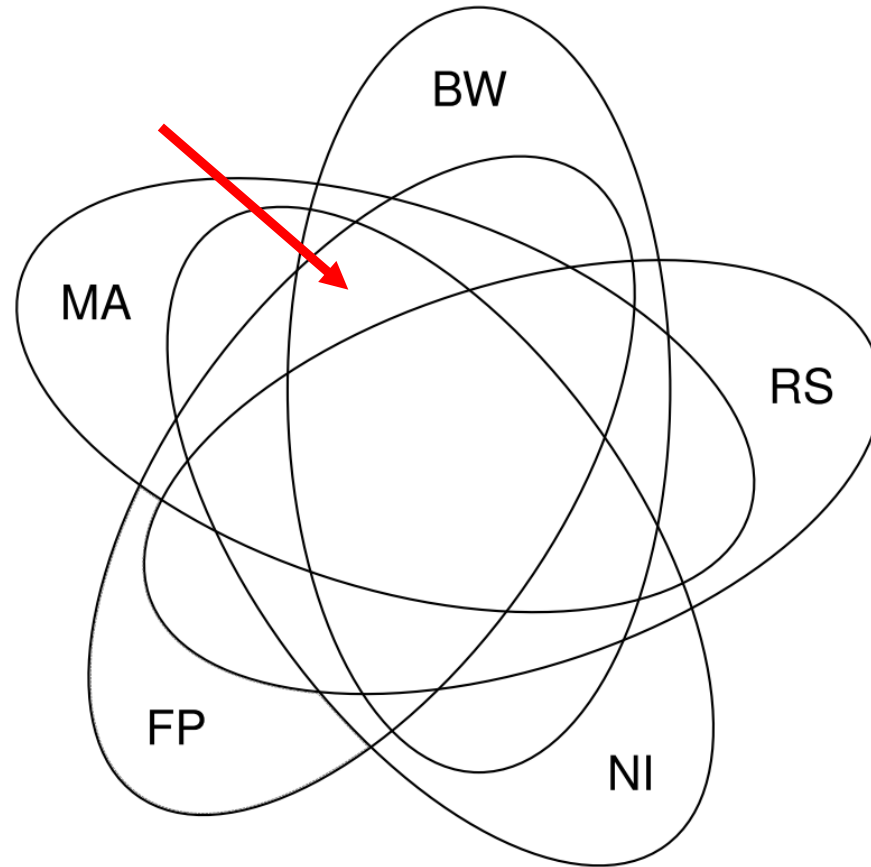
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Everything but Replicas (MA + NI + FP + BW)



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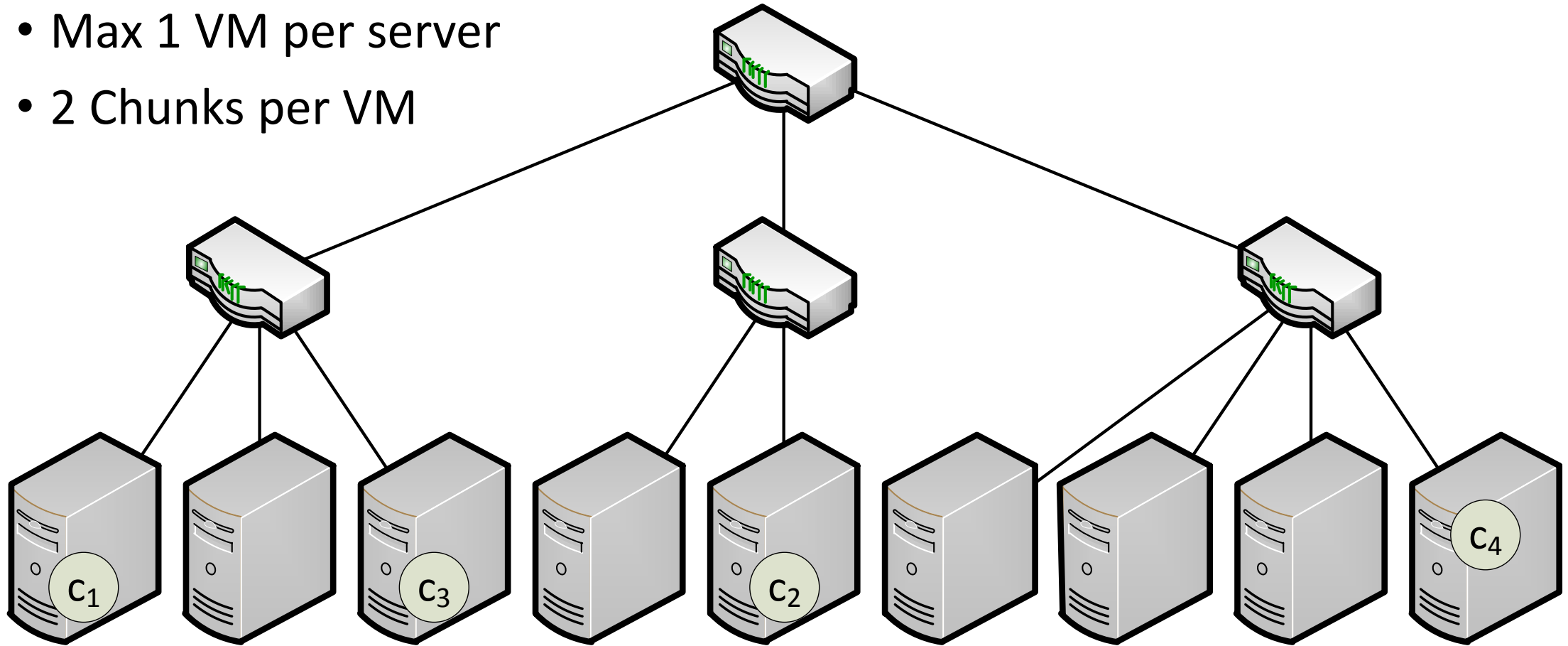


Dynamic Programming

- Create physical topology annotations in a bottom-up manner
- Start at the servers
- For each amount n of VMs in $\{0, \dots, N\}$
 - Set $\text{cost}[n]$ to ∞ if n exceeds the servers capacity
 - Set $\text{cost}[n]$ to the bandwidth costs of placing n VMs at the server

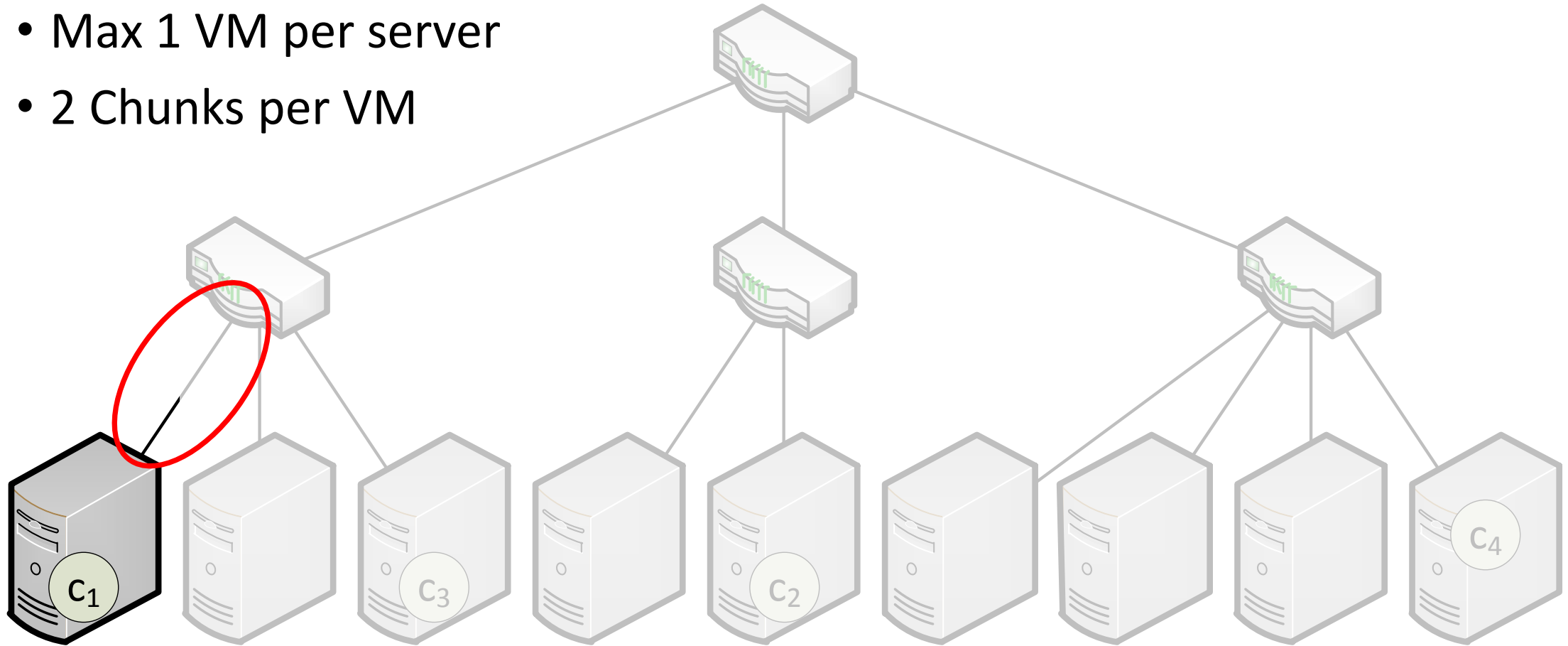
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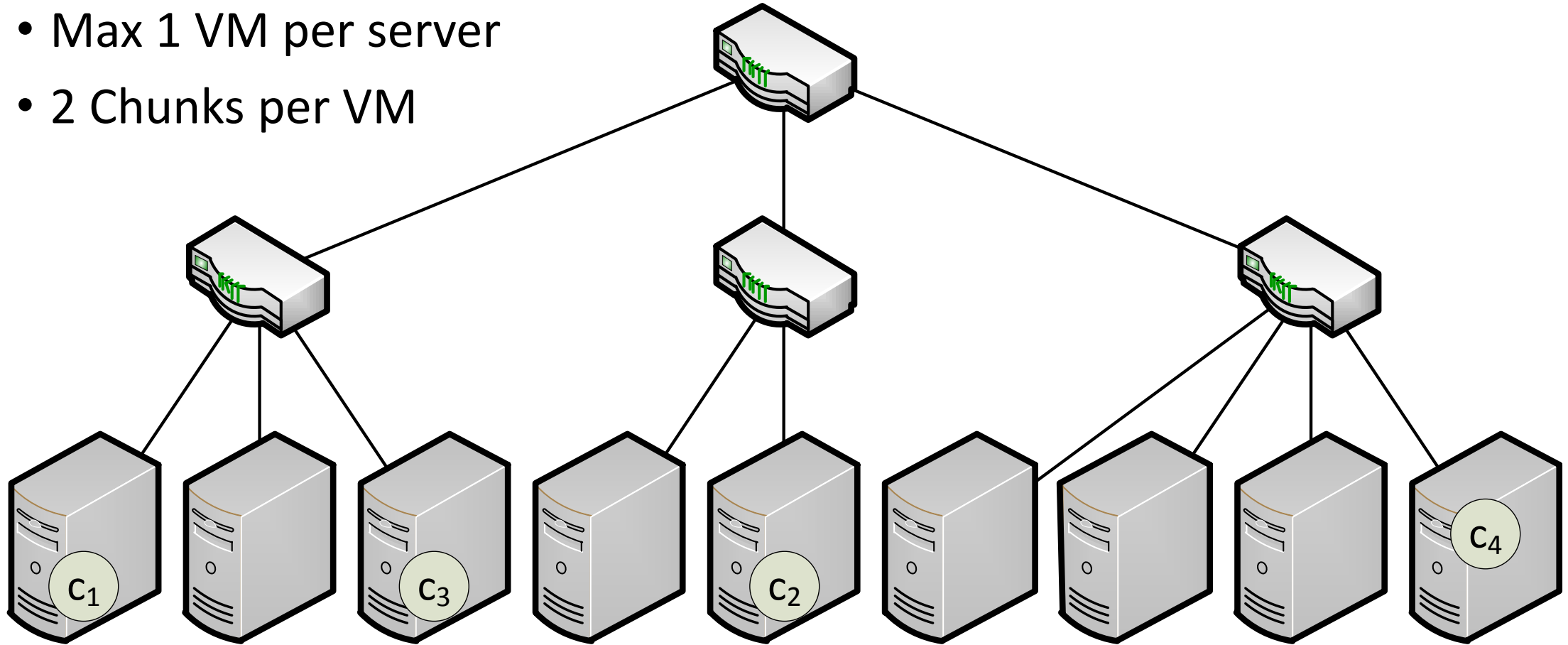


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- For each switch and each amount of VMs in $\{0, \dots, N\}$
 - Set $\text{cost}[n]$ to the sum of the cheapest combination of the children and add the costs for the bandwidth on the uplink

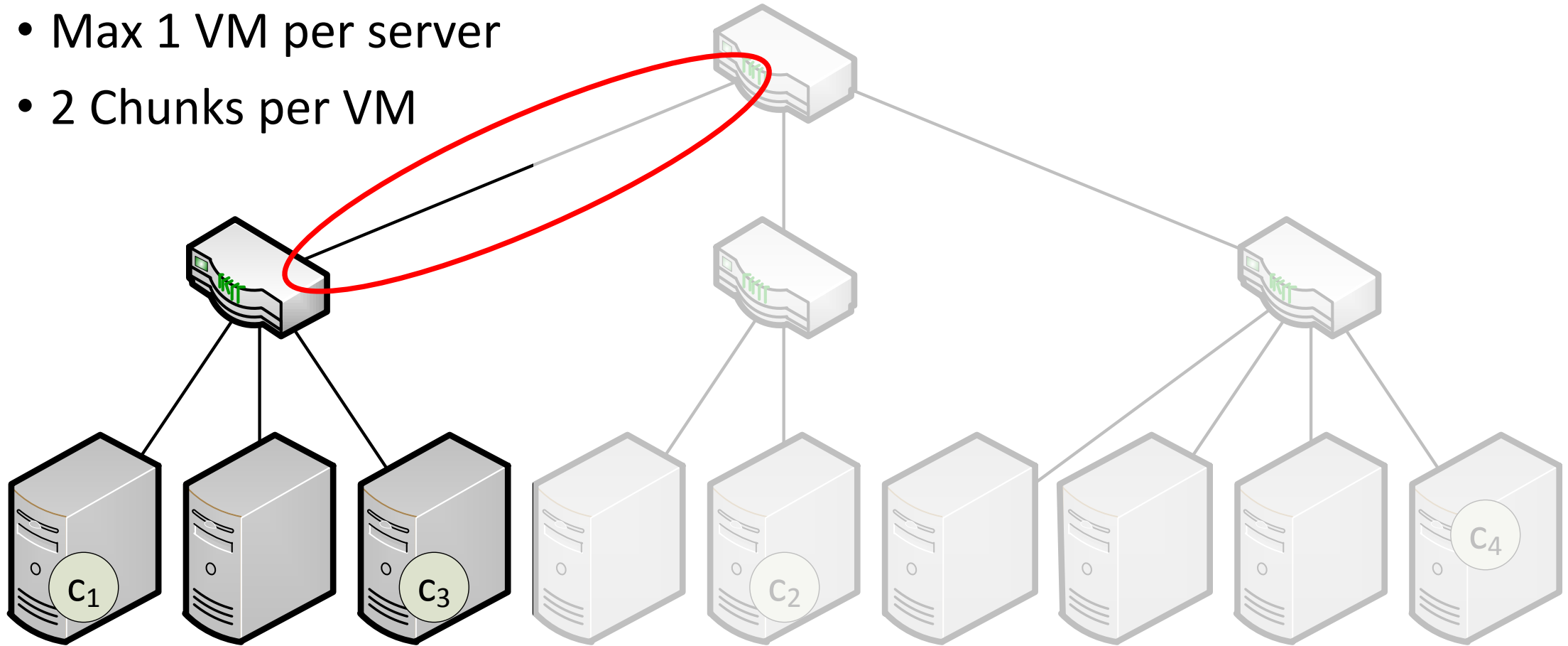
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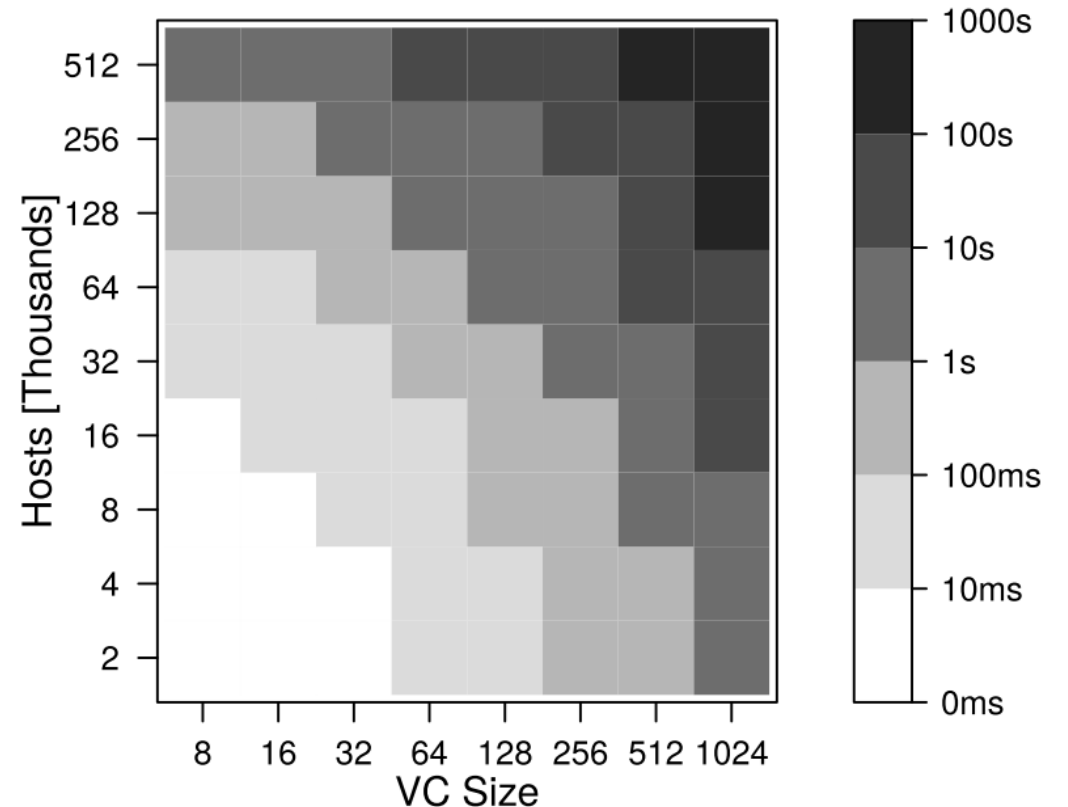
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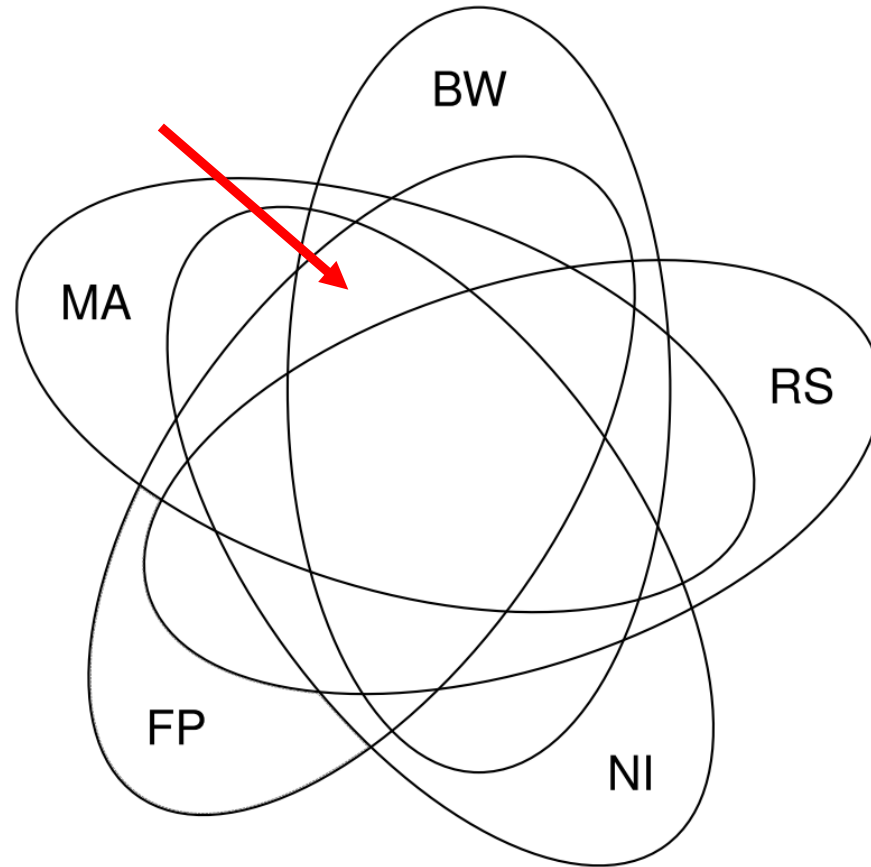


Runtimes

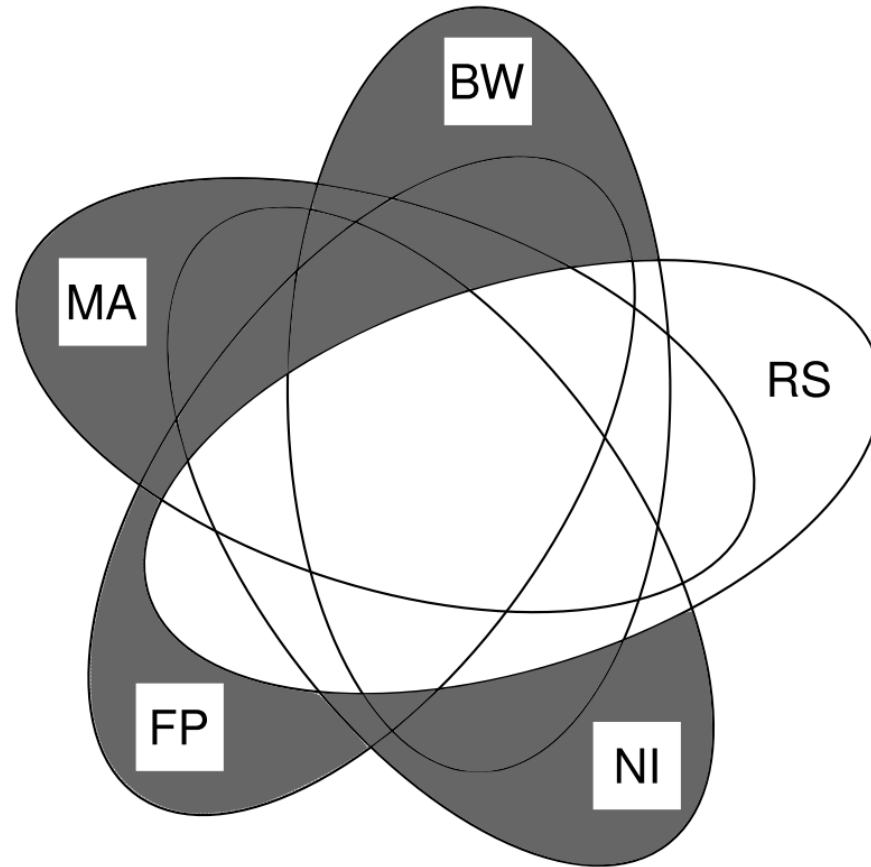
- Intel(R) Xeon(R) CPU L5420 @ 2.50GHz with (single threaded)
- 512 MB
- openjdk-7
- Max 4 VMs per Server
- 3 Chunks per VM



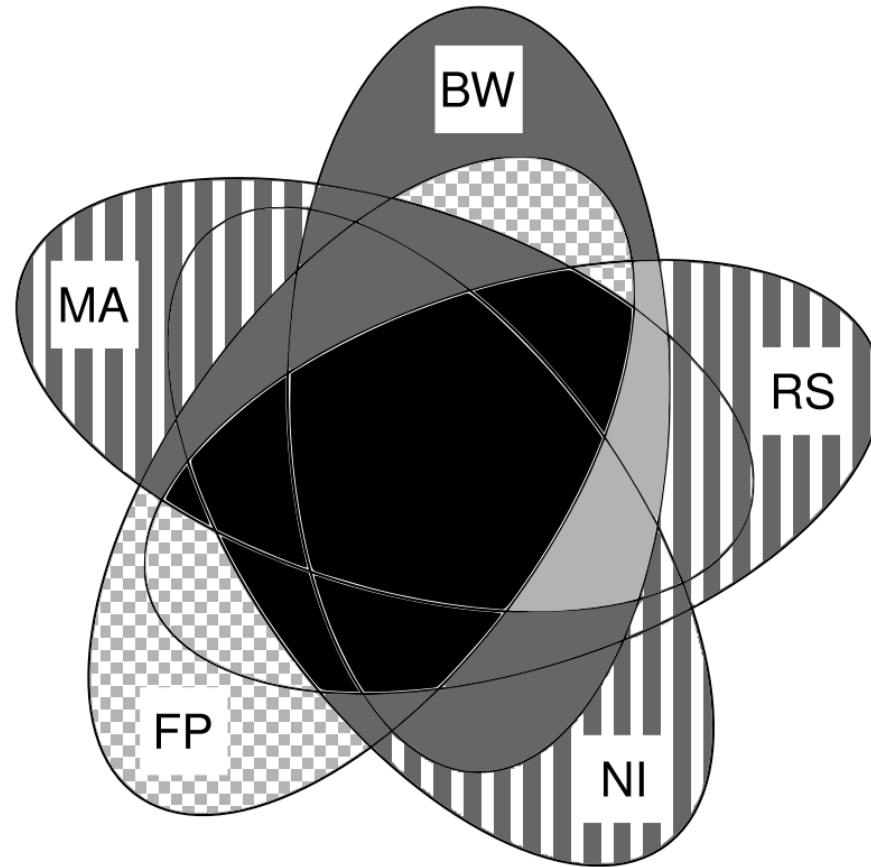
Which problems can be solved like this?



Which problems can be solved like this?



What is in the Paper?



Summary

- Virtual clusters provide dedicated resource guarantees
- Datalocality can be incorporated into the virtual cluster abstraction
- Problem decomposition into five properties
 - NP-hardness proofs for some property combinations
 - Algorithms for all other property combinations

References

- [1] Ballani et al. „**Towards Predictable Datacenter Networks**“ The ACM SIGCOMM Conference on Data Communication (SIGCOMM'11), Toronto, Canada, August 2011
- [2] Chowdhury et al. „**Managing Data Transfers in Computer Clusters with Orchestra.**“ The ACM SIGCOMM Conference on Data Communication (SIGCOMM'11)
- [3] D. Xie, et al. "**The only constant is change: incorporating time-varying network reservations in data centers.**" The ACM SIGCOMM Conference on Data Communication (SIGCOMM'12)
- [4] M. Rost, et al. "**Beyond the stars: Revisiting virtual cluster embeddings.**" ACM SIGCOMM Computer Communication Review 45.3(2015)