

# Adding Autonomic and Power-Aware Capabilities to Parallel Streaming Applications with the Nornir Framework

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Daniele De Sensi

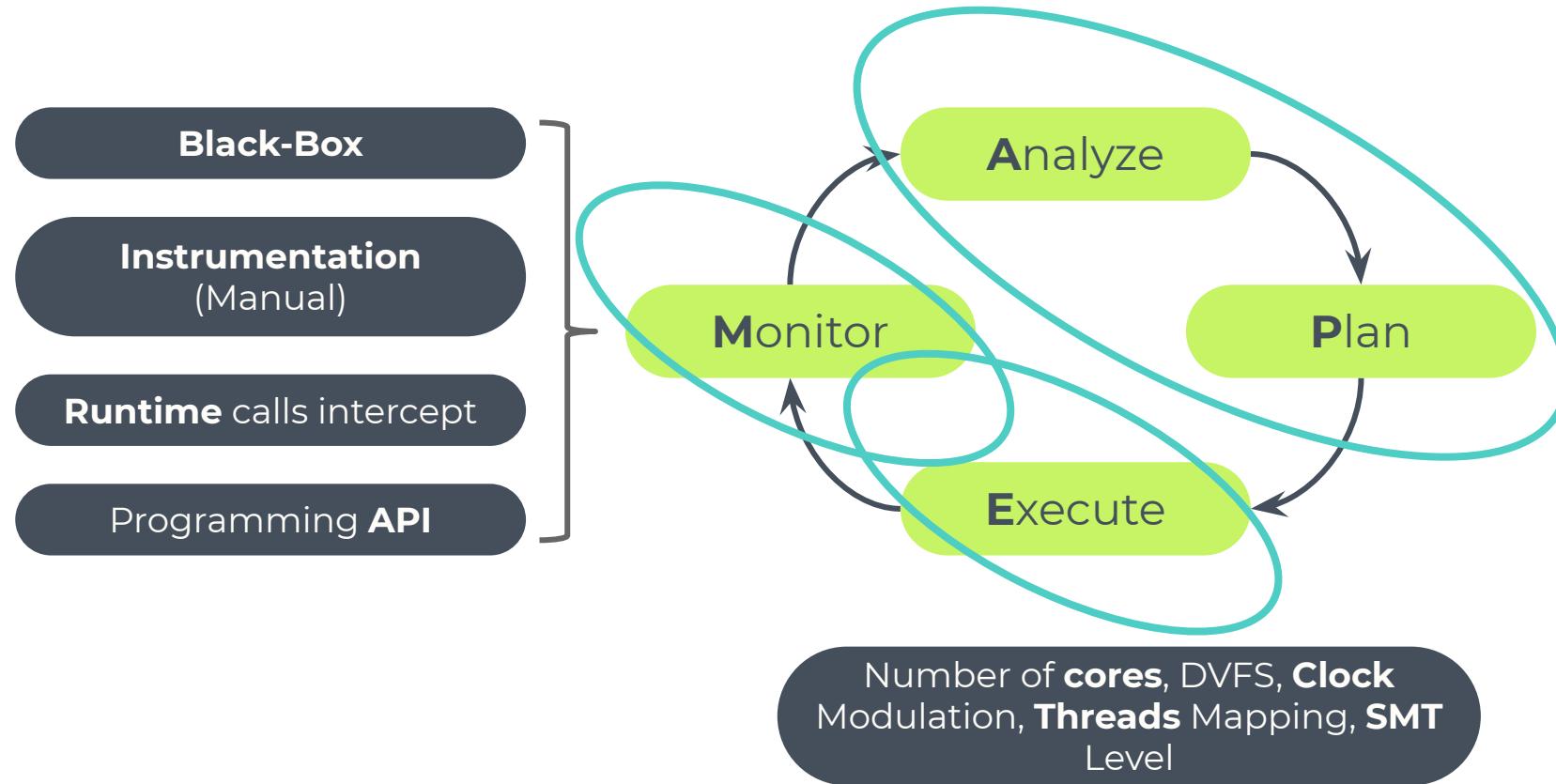
(joint work with Marco Danelutto, Tiziano De Matteis,  
Gabriele Mencagli and Massimo Torquati)



***Computer Science Department,  
University of Pisa, Italy***

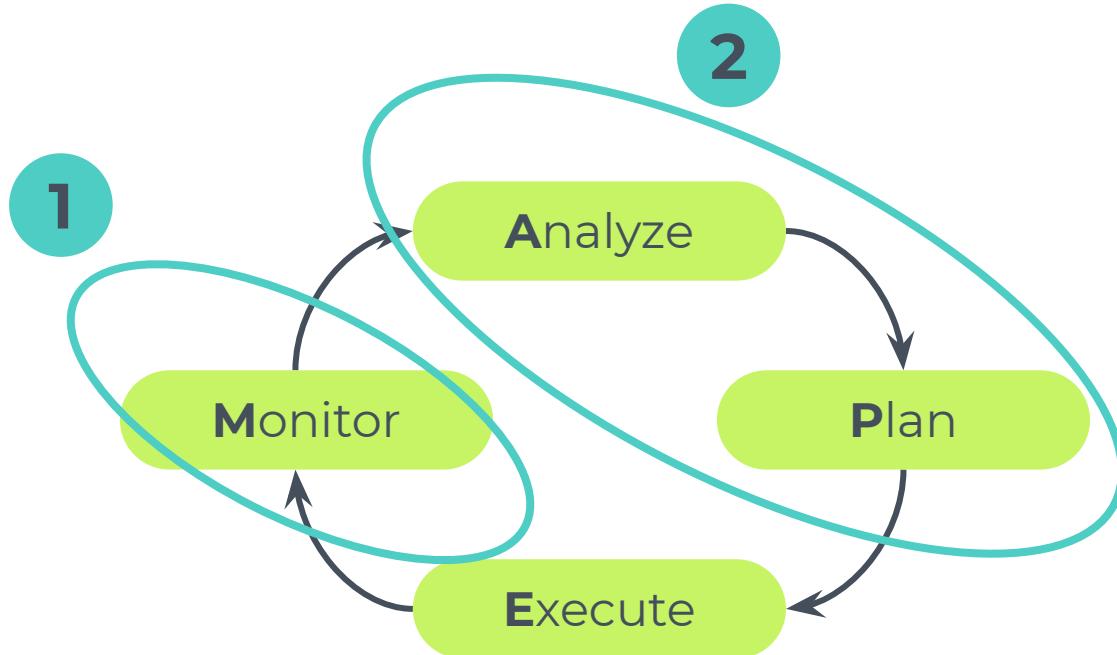
# NORNIR

- 9 different **algorithms** (machine learning, heuristics, etc...)
- Fully **customizable** by implementing a few functions



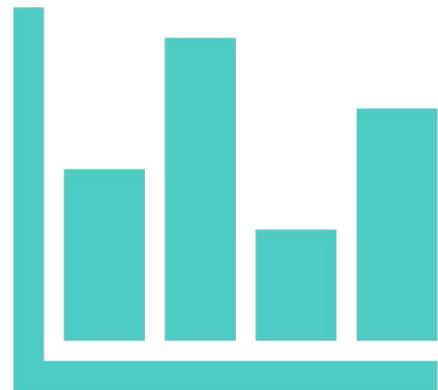
# NORNIR

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Demo source code:  
[http://pages.di.unipi.it/desensi/assets/demos/autodasp\\_demo\\_2019.tar.gz](http://pages.di.unipi.it/desensi/assets/demos/autodasp_demo_2019.tar.gz)

# PART 1 MONITOR



# MONITOR

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Black-Box

Instrumentation  
(Manual)

**Runtime** calls intercept

Programming **API**

# MONITOR

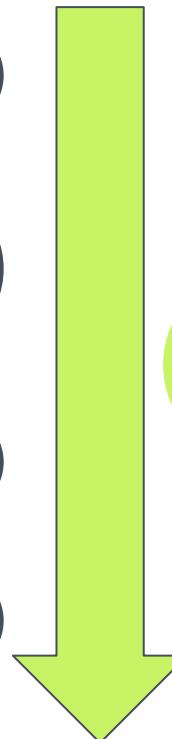
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Black-Box

Instrumentation  
(Manual)

Runtime calls intercept

Programming API



More Programming **Effort**  
More **Control** (Better Solutions)

# EXAMPLE 1 - BLACKBOX

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Not possible to **monitor** actual stream elements **rate**

- **Launch** application through a Nornir command
- **Attach** Nornir to a running application

**Streamcluster:** streaming clustering problem

# MONITOR

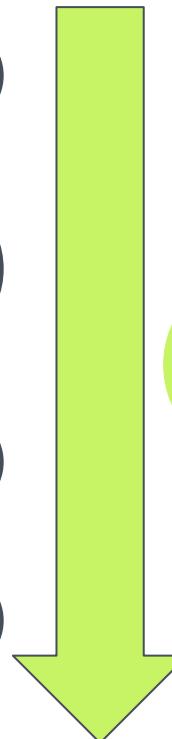
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Black-Box

Instrumentation  
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# EXAMPLE 2 - INSTRUMENTATION

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Both **performance** and **power consumption** requirements

Identify the **main loop**(s) and wrap its iterations with two Nornir calls

**Streamcluster:** streaming clustering problem

# MONITOR

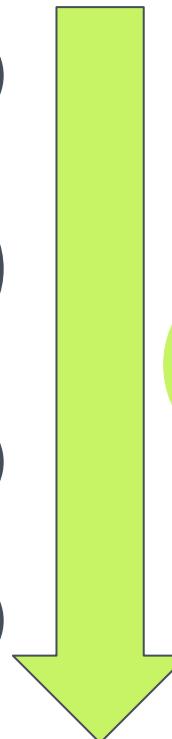
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Black-Box

Instrumentation  
(Manual)

Runtime calls intercept

Programming API



More Programming **Effort**  
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# EXAMPLE 3 - RUNTIME INTERACTION

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Both **performance** and **power consumption** requirements

Can **monitor** application **performance** as for *Instrumentation* but does not require **code modifications** as in *Black-box*

More possibilities in the **execute** phase  
(e.g. changing the number of threads and the concurrency control algorithm in Fastflow)

**Blackscholes:** Options pricing

# MONITOR

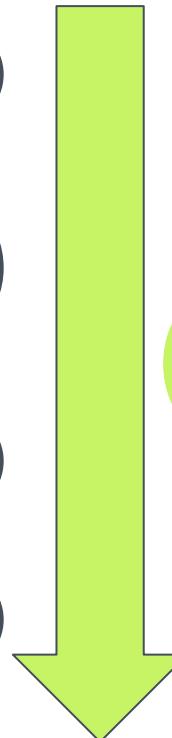
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Black-Box

Instrumentation  
(Manual)

Runtime calls intercept

Programming API



More Programming **Effort**  
More **Control** (Better Solutions)

# EXAMPLE 4 - PROGRAMMING API

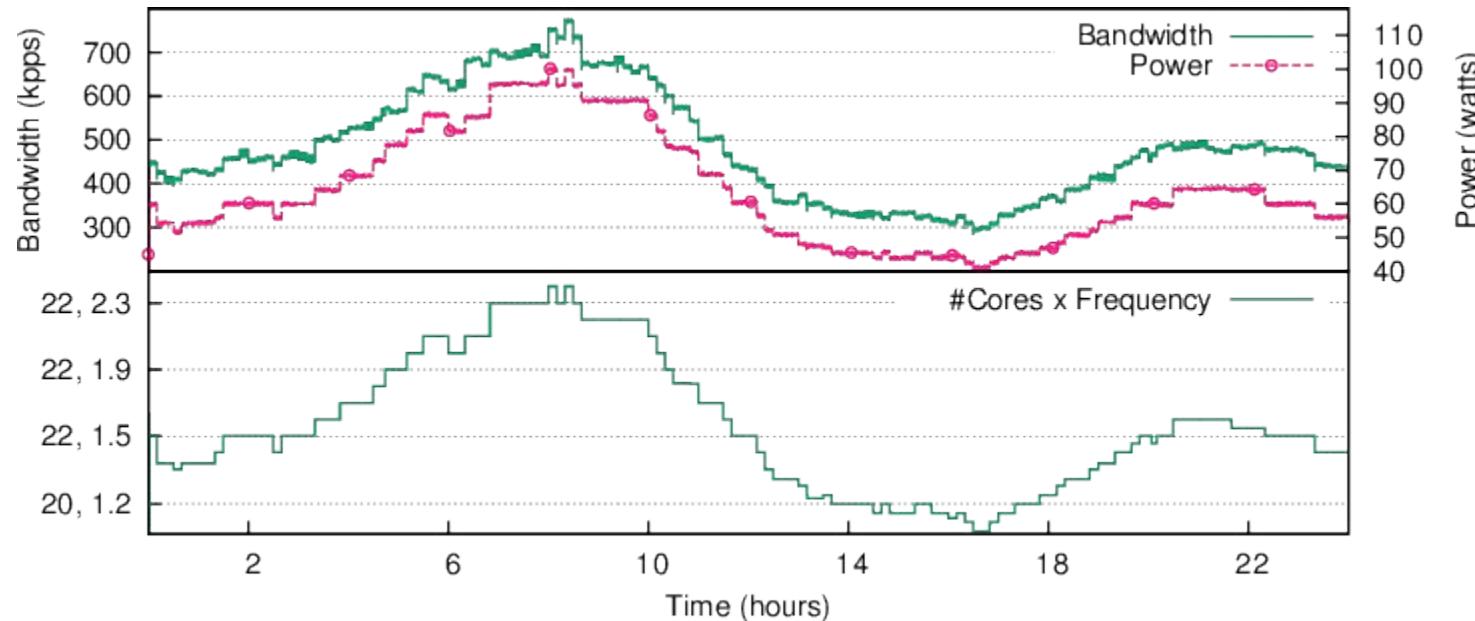
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Both **performance** and **power consumption** requirements

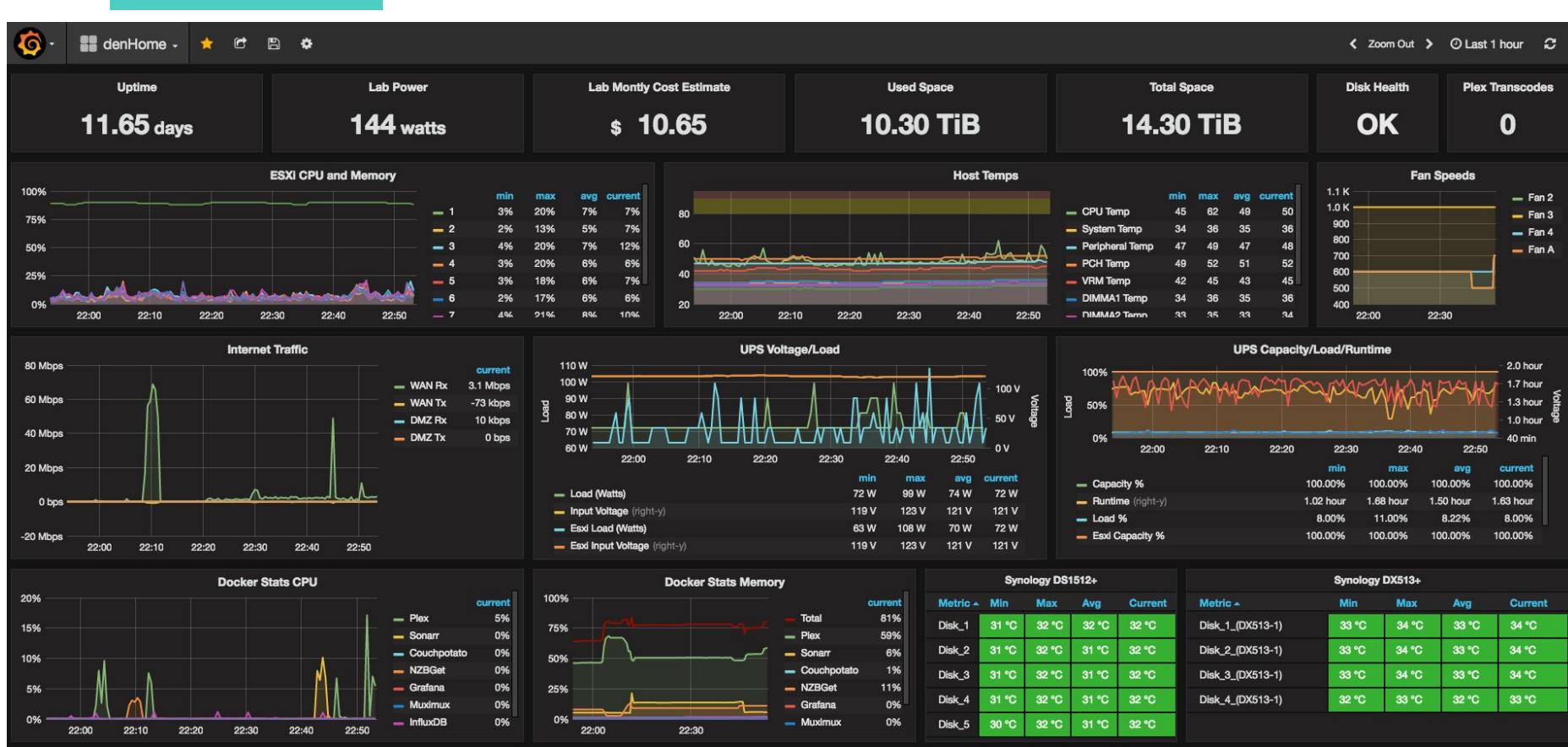
Wrapper over **Fastflow** plus **Dataflow** API

Mostly provided to have full control and to enable future developments

# BANDWIDTH VARIATIONS



# DASHBOARD



# PART 2

# ANALYZE & PLAN

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# ANALYZE & PLAN

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```
class SelectorDummy: public Selector{
```

```
    ...
```

```
};
```

# ANALYZE & PLAN

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```
class SelectorDummy: public Selector{  
    ...  
    KnobsValues getNextKnobsValues(){  
        ...  
    }  
};
```

# ANALYZE & PLAN

---

```
class SelectorDummy: public Selector{
    ...
    KnobsValues getNextKnobsValues(){
        if(_samples->average().latency < _p.requirements.latency){
            ...
        }
        return k;
    }
};
```

# ANALYZE & PLAN

---

```
class SelectorDummy: public Selector{
    ...
    KnobsValues getNextKnobsValues(){
        KnobsValues k(KNOB_VALUE_REAL);
        if(_samples->average().latency < _p.requirements.latency){
            k[KNOB_VIRTUAL_CORES] = 8;
            k[KNOB_FREQUENCY] = 1.2; // GHz
            ...
        }else{
            ...
        }
        return k;
    }
};
```

# ANALYZE & PLAN

---

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class SelectorDummy: public Selector{
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    KnobsValues getNextKnobsValues(){
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            k[KNOB_VIRTUAL_CORES] = 8;
            k[KNOB_FREQUENCY] = 1.2; // GHz
            ...
        }else{
            k[KNOB_VIRTUAL_CORES] = 16;
            k[KNOB_FREQUENCY] = 2.4; // GHz
            ...
        }
        return k;
    }
};
```

# ANALYZE & PLAN

---

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class SelectorDummy: public Selector{
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        KnobsValues k(KNOB_VALUE_REAL);
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        }else{
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            ...
        }
        return k;
    }
};
```

# ANALYZE & PLAN

---

```
class SelectorDummy: public Selector{
    ...
    KnobsValues getNextKnobsValues(){
        KnobsValues k(KNOB_VALUE_RELATIVE)
        if(_samples->average().latency < _p.requirements.latency){
            k[KNOB_VIRTUAL_CORES] = 8;
            k[KNOB_FREQUENCY] = 1.2; // GHz
            ...
        }else{
            k[KNOB_VIRTUAL_CORES] = 16;
            k[KNOB_FREQUENCY] = 2.4; // GHz
            ...
        }
        return k;
    }
};
```

# ANALYZE & PLAN

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            k[KNOB_VIRTUAL_CORES] = 8;
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            ...
        }else{
            k[KNOB_VIRTUAL_CORES] = 16;
            k[KNOB_FREQUENCY] = 2.4; // GHz
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        }
        return k;
    }
};
```

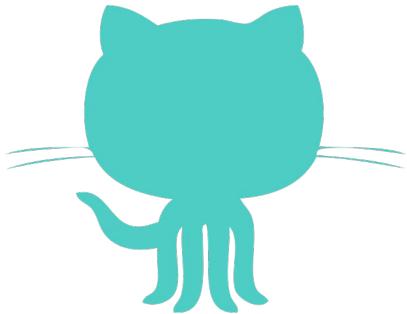
# ANALYZE & PLAN

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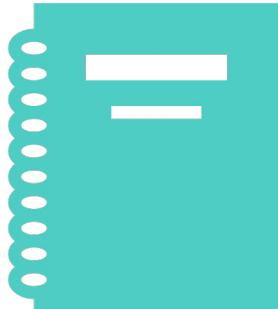
```
class SelectorDummy: public Selector{
    ...
    KnobsValues getNextKnobsValues(){
        KnobsValues k(KNOB_VALUE_RELATIVE);
        if(_samples->average().latency < _p.requirements.latency){
            k[KNOB_VIRTUAL_CORES] = 25; // %
            k[KNOB_FREQUENCY] = 25; // %
            ...
        }else{
            k[KNOB_VIRTUAL_CORES] = 75; // %
            k[KNOB_FREQUENCY] = 75; // %
            ...
        }
        return k;
    }
};
```

# MORE INFORMATION

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<http://danieledesensi.github.io/nornir>



7 **conference** papers, 6 **journal** papers

# Backup Slides

# COLOR SCHEME

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**C7F464**

**4ECDC4**

**738498**

**454F5B**