



# Autonomic management of performance concerns in GCM

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Workshop
"From GRID monitoring to analysis"







#### Contents

- Parallel computational patterns on grids
- Behavioural skeletons
  - Skeletons to model parallel computation pattern
  - Autonomic management to take care of non functional features
  - BS implementation in GCM
- Conclusions





# Parallel computational patterns on GRIDS

- Two classes of application patterns (most succesfull/used)
  - embarrassingly parallel computations
    - bunch of tasks, task farm, master/worker, master/slave, parameter sweeping, map, forall independent, ...
  - workflows
    - small parallelism degree
    - although nodes/tasks with huge internal parallelism
- More patterns are known/studied (from algorithmic skeleton/parallel design pattern communities)





# Skeleton concepts

- Algorithmic skeletons (Cole PhD thesis '88)
  - several research groups followed (London, Pisa, Muenster, Orleans, Malaga, La Laguna, Tokio, Sophia Antipolis, ...)
- A skeleton is a parallelism exploitation pattern
  - parametric
    - par degree, code parameters (either skeletons or seq), ...
  - reusable
    - not bounded to application logic, general purpose
  - known
    - recognizable in common applications
  - efficient
    - efficient implementations exists on several distinct target architectures





# CoreGRID experience

- Investigate feasibility of migrating skeleton concept to GRIDs
  - which skeletons
  - which implementation
  - which impact of peculiar grid features
    - dynamicity
    - hetereogeneity
    - non dedicated nodes
    - ....
- How do skeletons fit the component framework (GCM)





# CoreGRID experience

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implementation related concerns (should be dealt with by the compiler/run time system rather than by programmers)

How do skeletons fit the component framework (GCM)



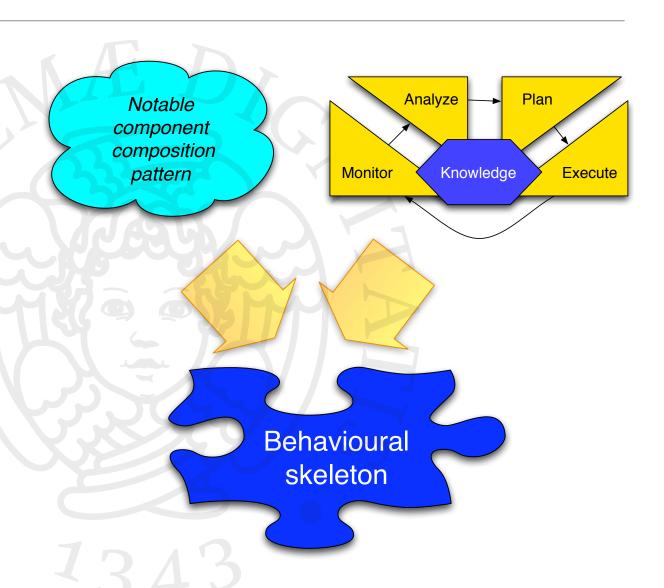


- Functional concerns
  - in charge to application programmers
- Non functional concerns
  - performance
  - security
  - fault tolerance
  - "green" computing
  - in charge to system programmers





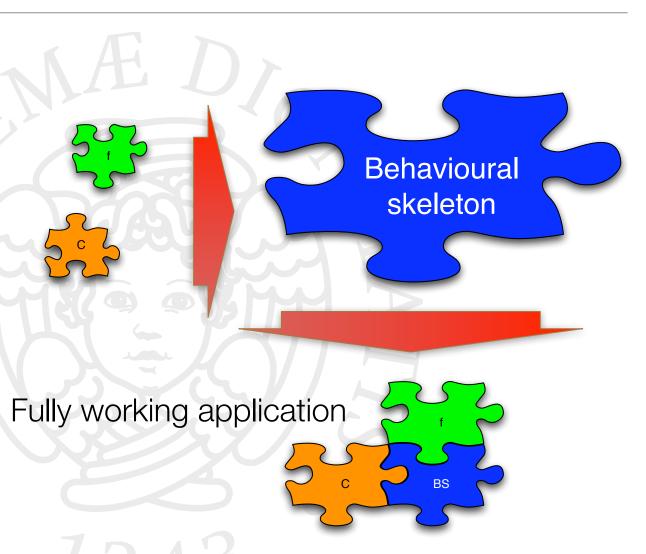
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# Behavioural skeletons the GCM way

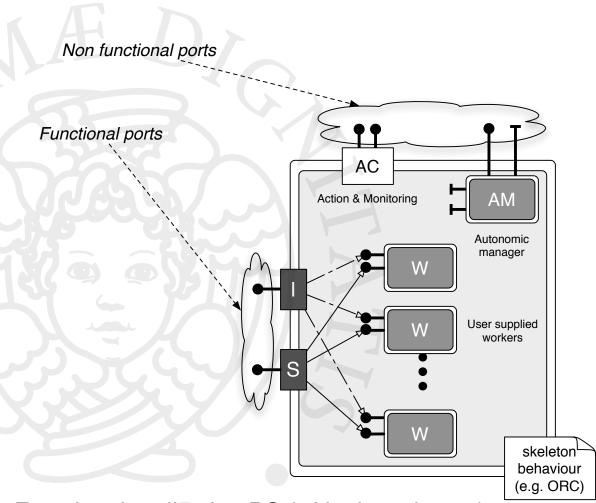
- Composite components
  - including skeleton
  - including autonomic manager
- Ports to
  - configure (set up code params)
  - compute (tasks)
  - configure (SLA contracts)





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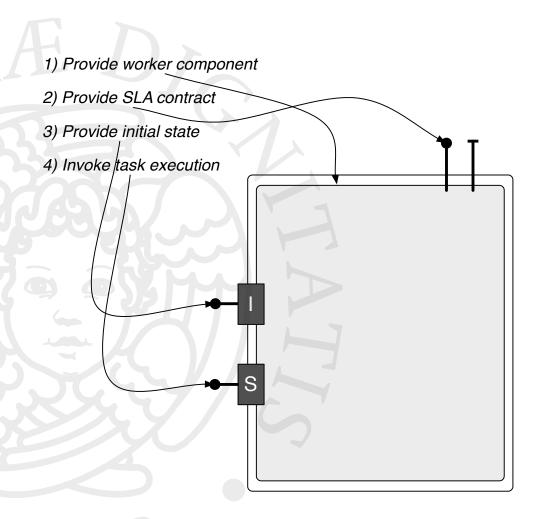
Functional replication BS (with shared state)





# Behavioural skeletons the GCM way

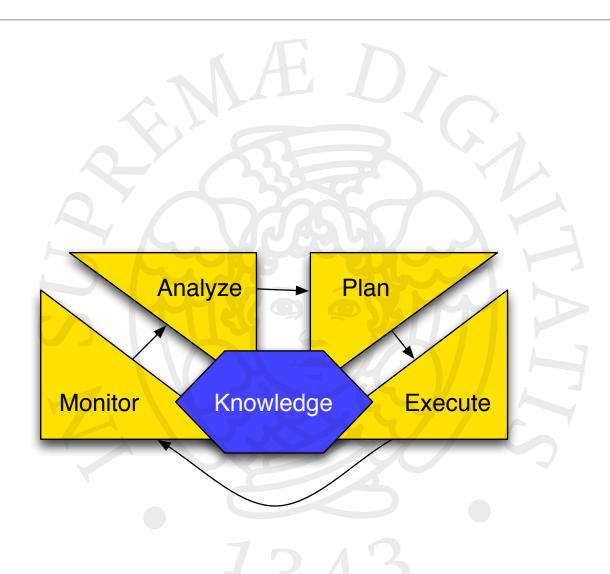
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## Autonomic management of non functional concerns



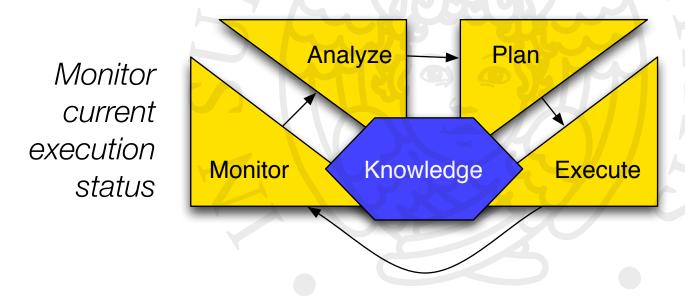




# Autonomic management of non functional concerns



Consult policies and plan correction actions (if any)



Operate corrective actions





- Application programmer
  - uses pre-defined, parallel, composite GCM components modelling skeletons
  - provides parameters to instantiate the composite GCM component to serve the application at hand
  - provides a SLA contract, establishing the pretended behaviour of the composite GCM component
    - performance, fault tolerance, security, ...



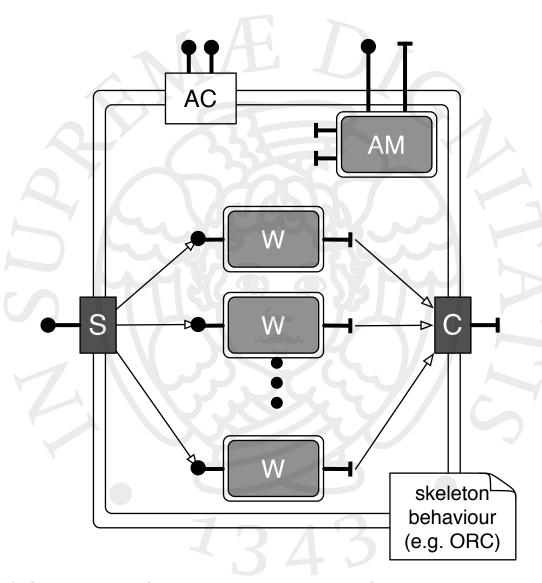


- System programmer
  - implements the GCM composite exploiting the skeleton parallel pattern
    - using further "system" components and user supplied components (functional part)
    - programming a set of monitoring features to inspect component behaviour
    - programming a set of actions to intervene when component behaviour does not match user expectations (SLA contract)
  - uses monitoring and actions to implement precondition-action rules that manage autonomically the component behaviour





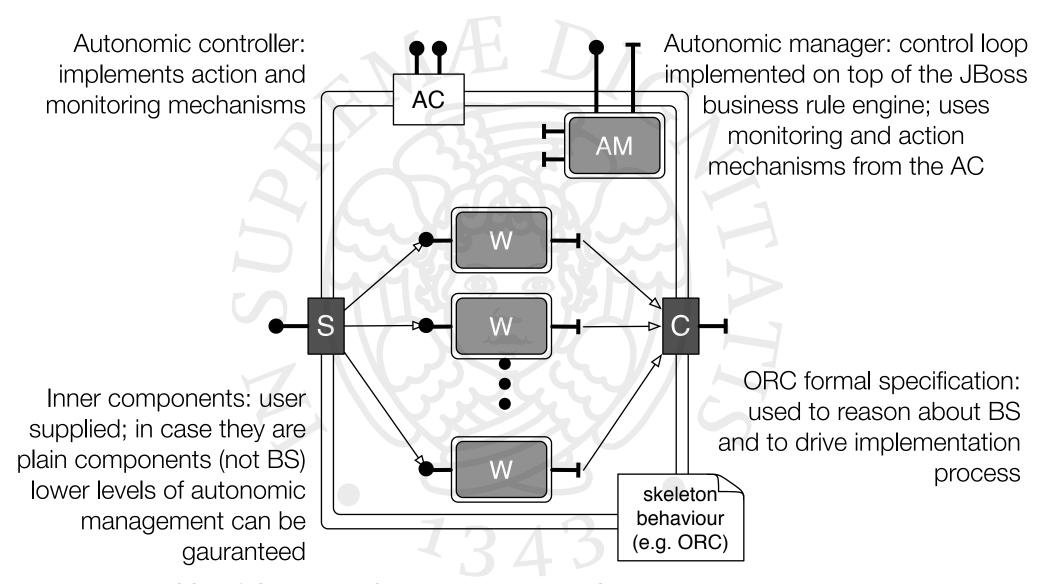
# Behavioural skeleton in GCM (closer look)







# Behavioural skeleton in GCM (closer look)







#### Performance non functional concerns

- SLA contract
  - expected service time
- Monitoring
  - service time of inner components (workers)
  - inter-arrival time
  - length of the queues (async port calls due to ProActive)
- Actions
  - add / remove worker
  - rebalance load





# Performance non functional concerns (2)

- Sample rules programmed in the autonomic manager
  - $^ullet$  when ( service time > inter arrival time & SLA not satisfied) ightarrow add worker
  - $^{ullet}$  when (service time < SLA ) ightarrow remove worker
  - $^{ullet}$  when (unbalanced worker task queue) ightarrow rebalance
- when clause
  - triggered with monitoring events
- then clause
  - operated through actions





```
rule "CheckInterArrivalRateLow"
  when
    $arrivalBean : ArrivalRateBean( value < ManagersConstants.FARM LOW PERF LEVEL)</pre>
    $arrivalBean.setData(ManagersConstants.notEnoughTasks VIOL);
    $arrivalBean.fireOperation(ManagerOperation.RAISE VIOLATION);
end
rule "CheckInterArrivalRateHigh"
    $arrivalBean : ArrivalRateBean( value > ManagersConstants.FARM HIGH PERF LEVEL)
then
    $arrivalBean.setData(ManagersConstants.tooMuchTasks VIOL);
    $arrivalBean.fireOperation(ManagerOperation.RAISE VIOLATION);
end
rule "CheckRateLow"
  when
    $departureBean : DepartureRateBean( value < ManagersConstants.FARM LOW PERF LEVEL )</pre>
    $arrivalBean : ArrivalRateBean( value >= ManagersConstants.FARM LOW PERF LEVEL )
    $parDegree: NumWorkerBean(value <= ManagersConstants.FARM MAX NUM WORKERS)</pre>
    $departureBean.setData(ManagersConstants.FARM ADD WORKERS);
    $departureBean.fireOperation(ManagerOperation.ADD EXECUTOR);
    $departureBean.fireOperation(ManagerOperation.BALANCE LOAD);
end
rule "ChetkRateHigh"
    $departureBean : DepartureRateBean( value > ManagersConstants.FARM HIGH PERF LEVEL )
    $parDegree: NumWorkerBean(value > ManagersConstants.FARM MIN NUM WORKERS)
    $departureBean.fireOperation(ManagerOperation.REMOVE EXECUTOR);
    $departureBean.fireOperation(ManagerOperation.BALANCE LOAD);
end
rule "CheckLoadBalance"
  when
    $VarianceBean : QuequeVarianceBean( value > ManagersConstants.FARM MAX UNBALANCE)
  then
    $VarianceBean.fireOperation(ManagerOperation.BALANCE_LOAD);
end
```





# Green computing non functional concerns

- with the same logic shown before (w.r.t. performance)
  - stress the "remove worker" actions
    - higher priority
    - less stringent constrains to activate
  - add some "switch off to standby" actions
    - to be added to the remove worker actions
- overall
  - keep alive (and consuming) only those machines actually needed to satisfy the user SLA contract





# Reference Implementation (GCM BS)

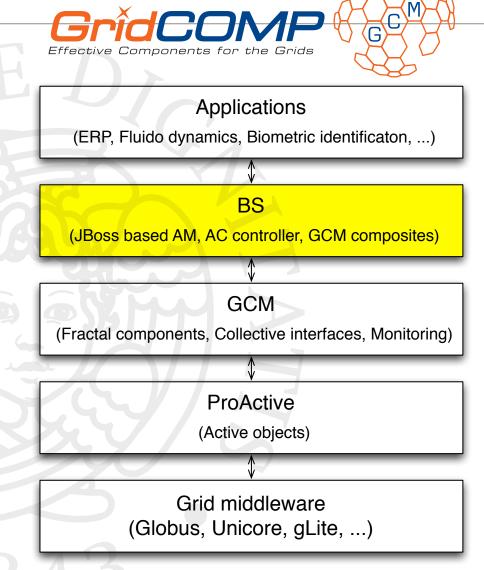
- GridCOMP project
  - reference implementation of GCM + BS on top of ProActive middleware
  - STREP EU funded project 2006-2008
  - positive final review meeting in Pisa, last month of February
- Fully layered implementation





# Reference Implementation (GCM BS)

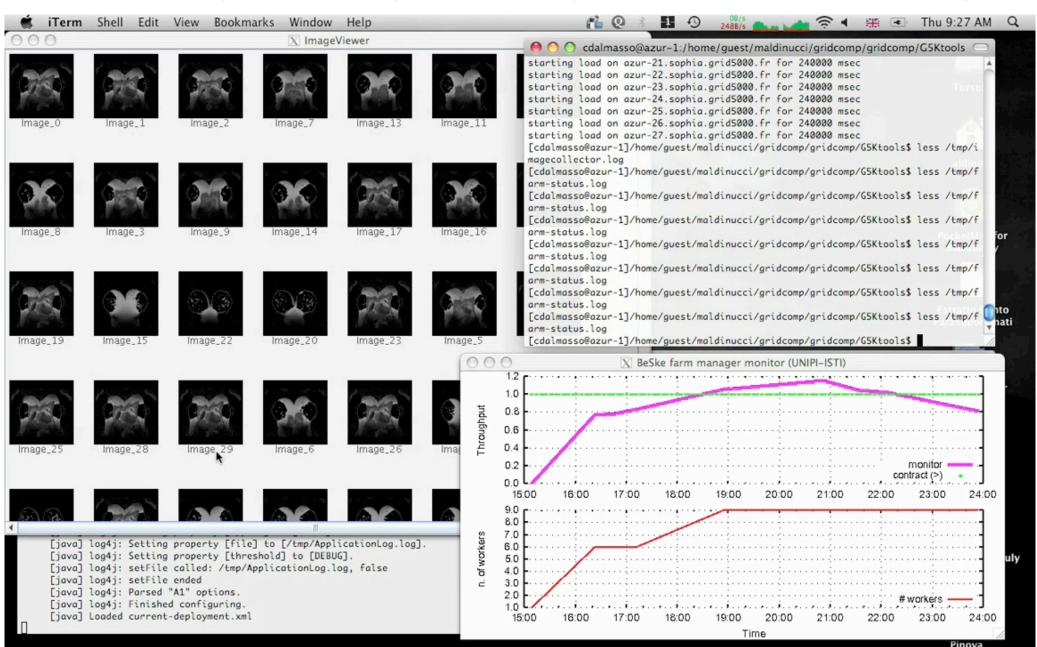
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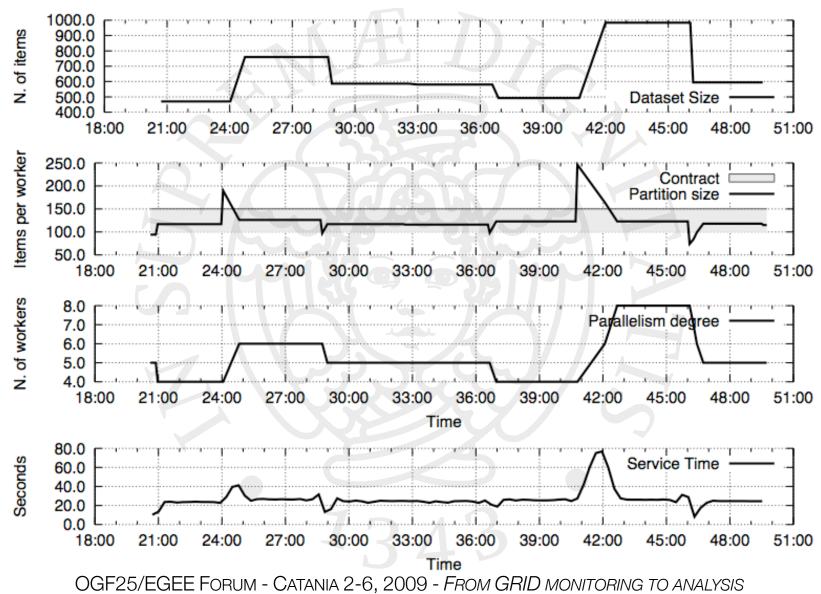
# GCM BS (task farm) @ work (GridCOMP review'08)







# Data parallel BS @ work



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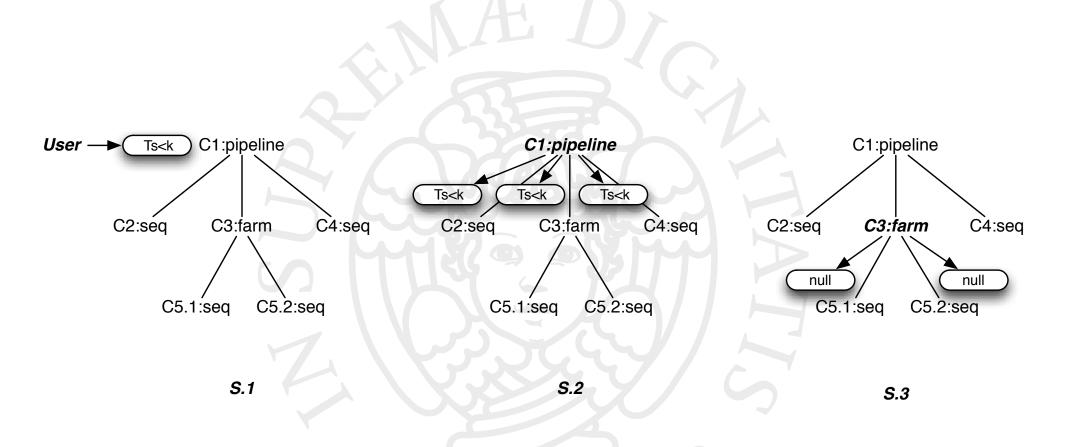
# Single BS working ... then

- Managing hierarchies of managers
  - Propagation of contracts along the BS tree
  - Managing interaction among managers
    - managers supplying SLA contracts to other managers
    - managers reporting status (violations) to other managers





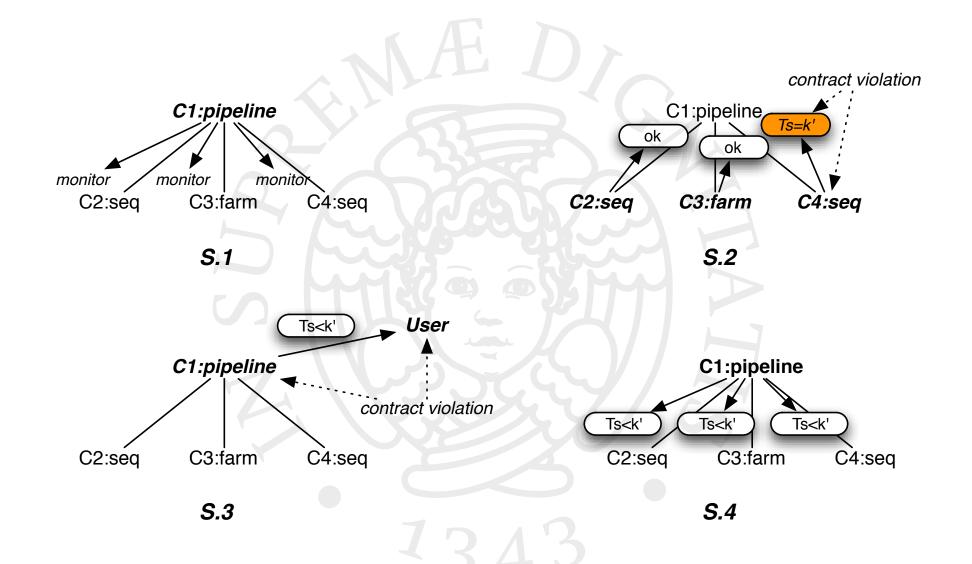
# Contract propagation







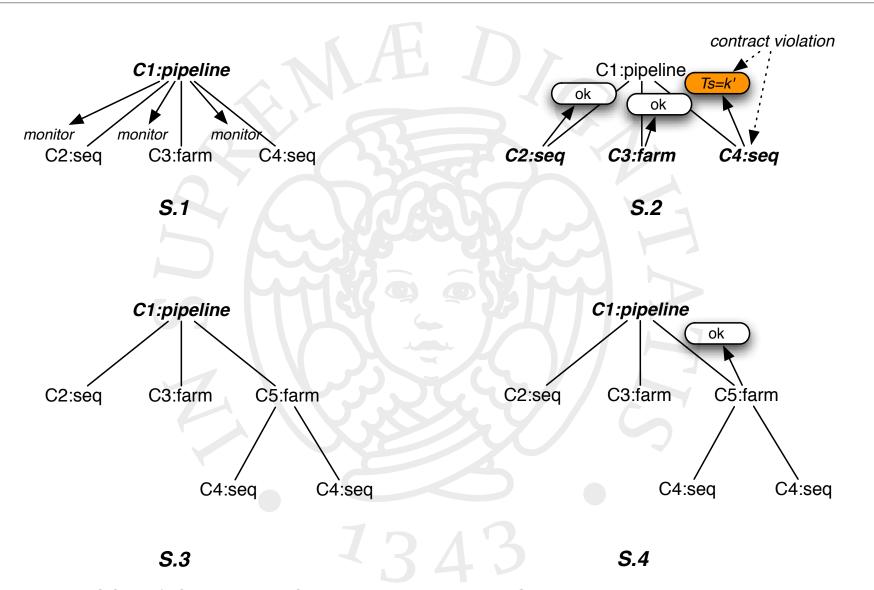
# Reporting violations (top level: user)







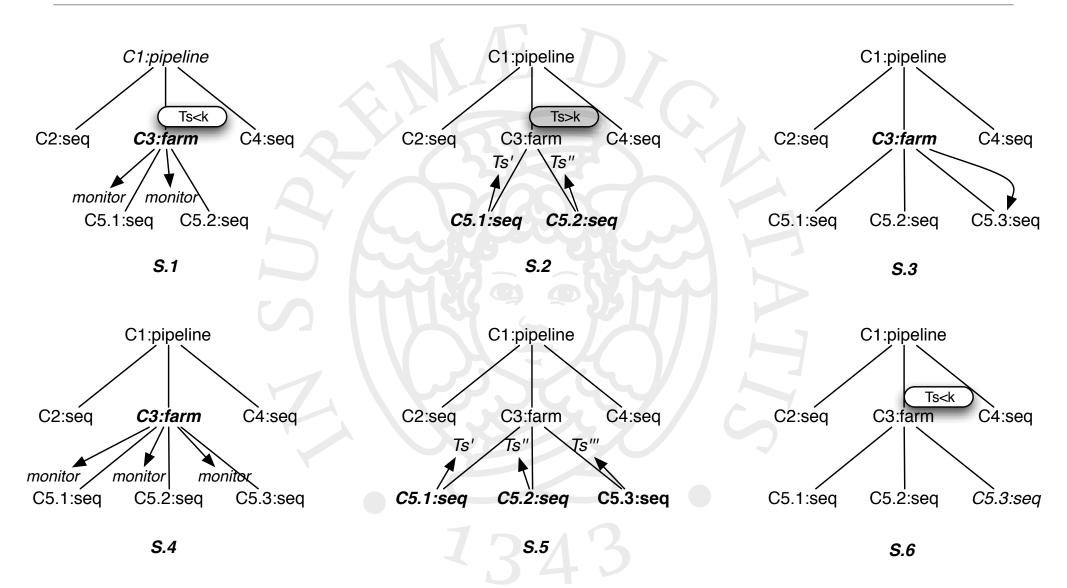
# Reporting violations (general manager action)







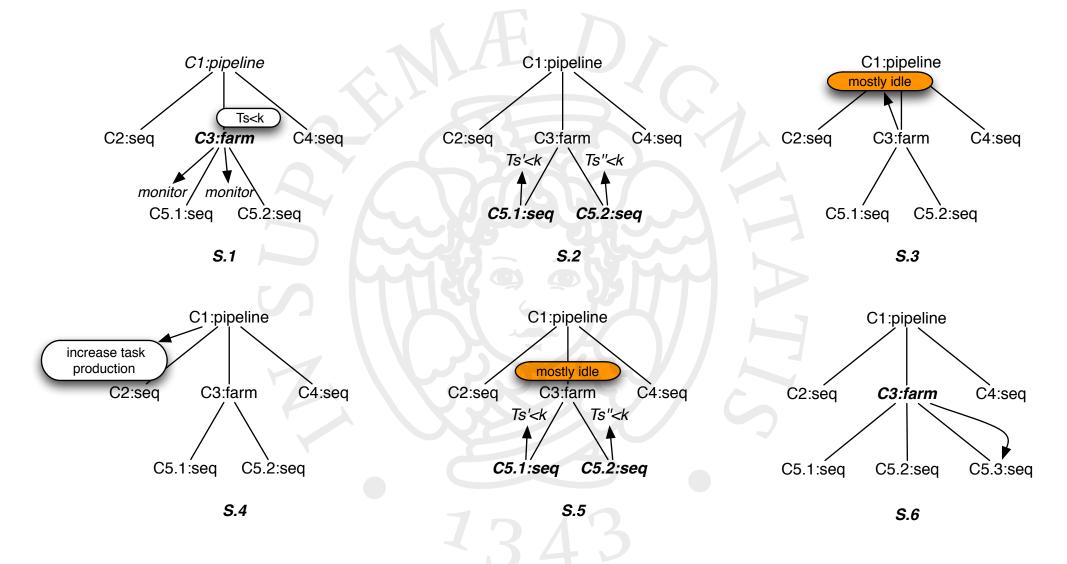
# Contract violation (inner manager action)







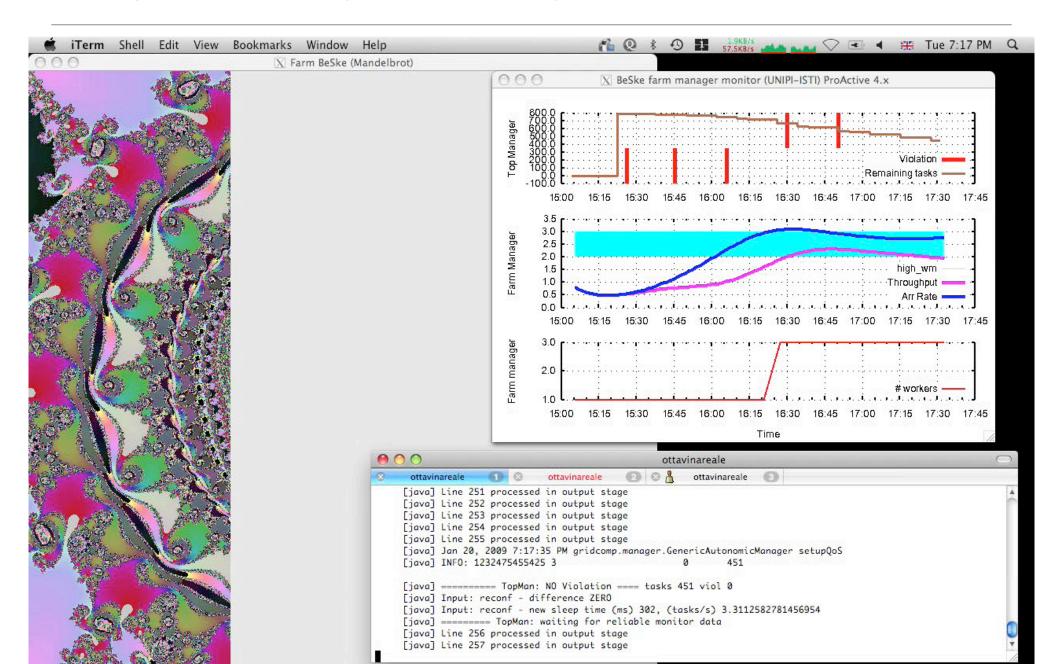
# Contract violation (combined action)







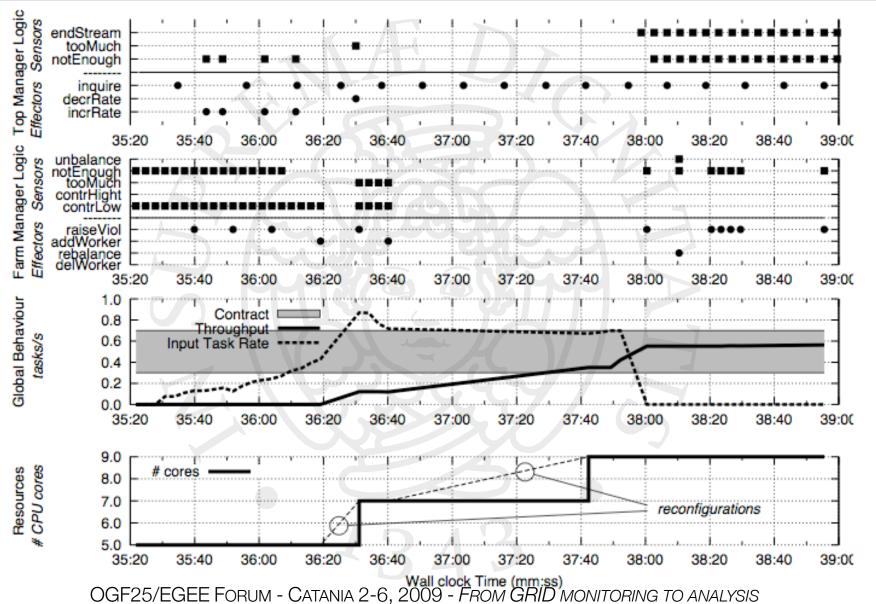
# Sample BS run (hierarchical)







# Post processed trace ...



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#### Conclusions

- Autonomic management
  - effective control of performance concerns
  - related to typical dynamic features of grids
  - responsibility moved from application to system programmers
- Behavioural skeleton encapsulate
  - parallel pattern + autonomic management
  - demonstrated effective for single parallel pattern and hierarchical composition of patterns

