

Server Operational Cost Optimization for Cloud Computing Service Providers over a Time Horizon

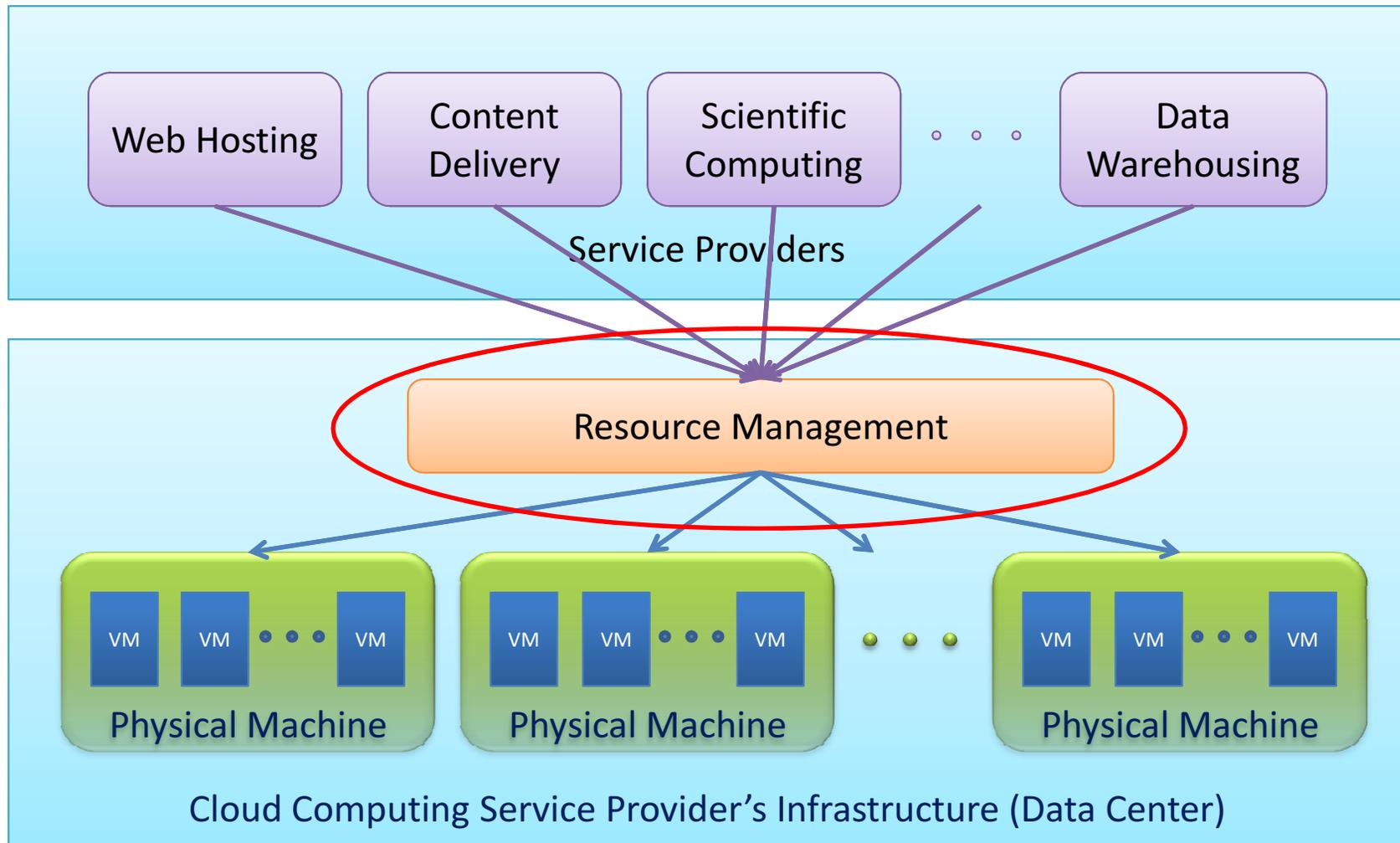
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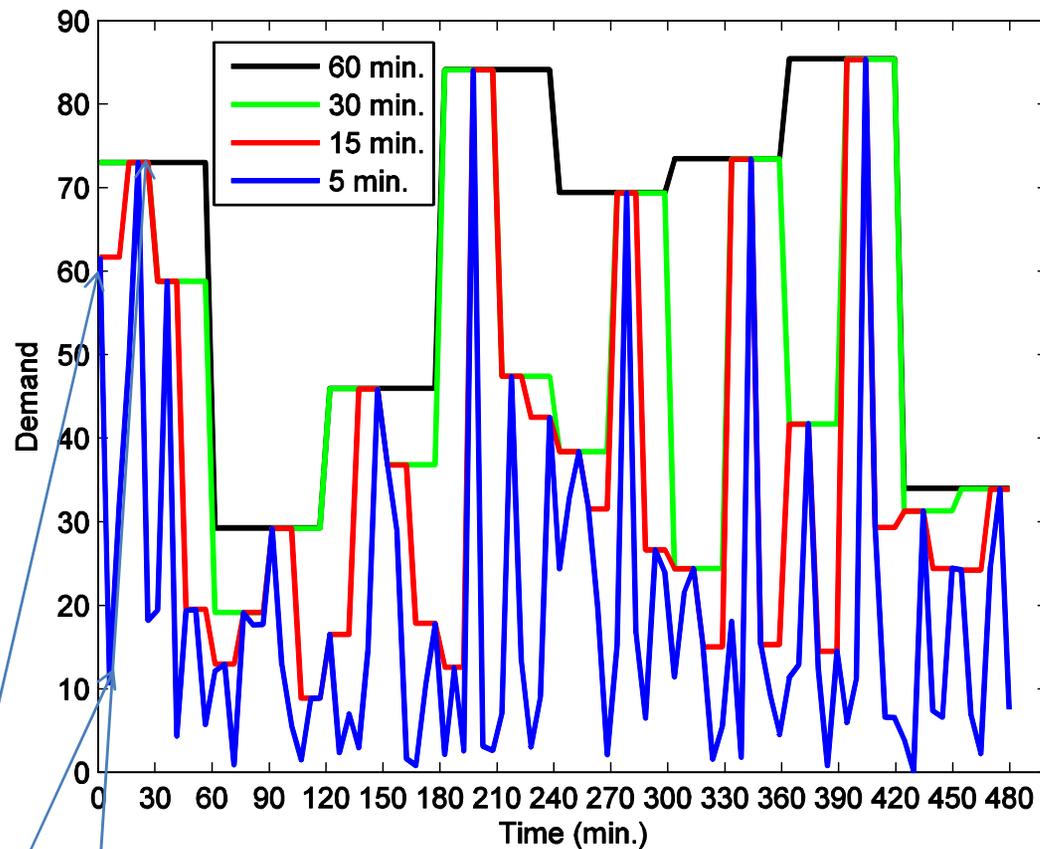
Outline

- Motivation
- Problem Formulation
- Evaluation
- Conclusion and Future Work

On-Demand Cloud Computing



Demand on CPU Resource

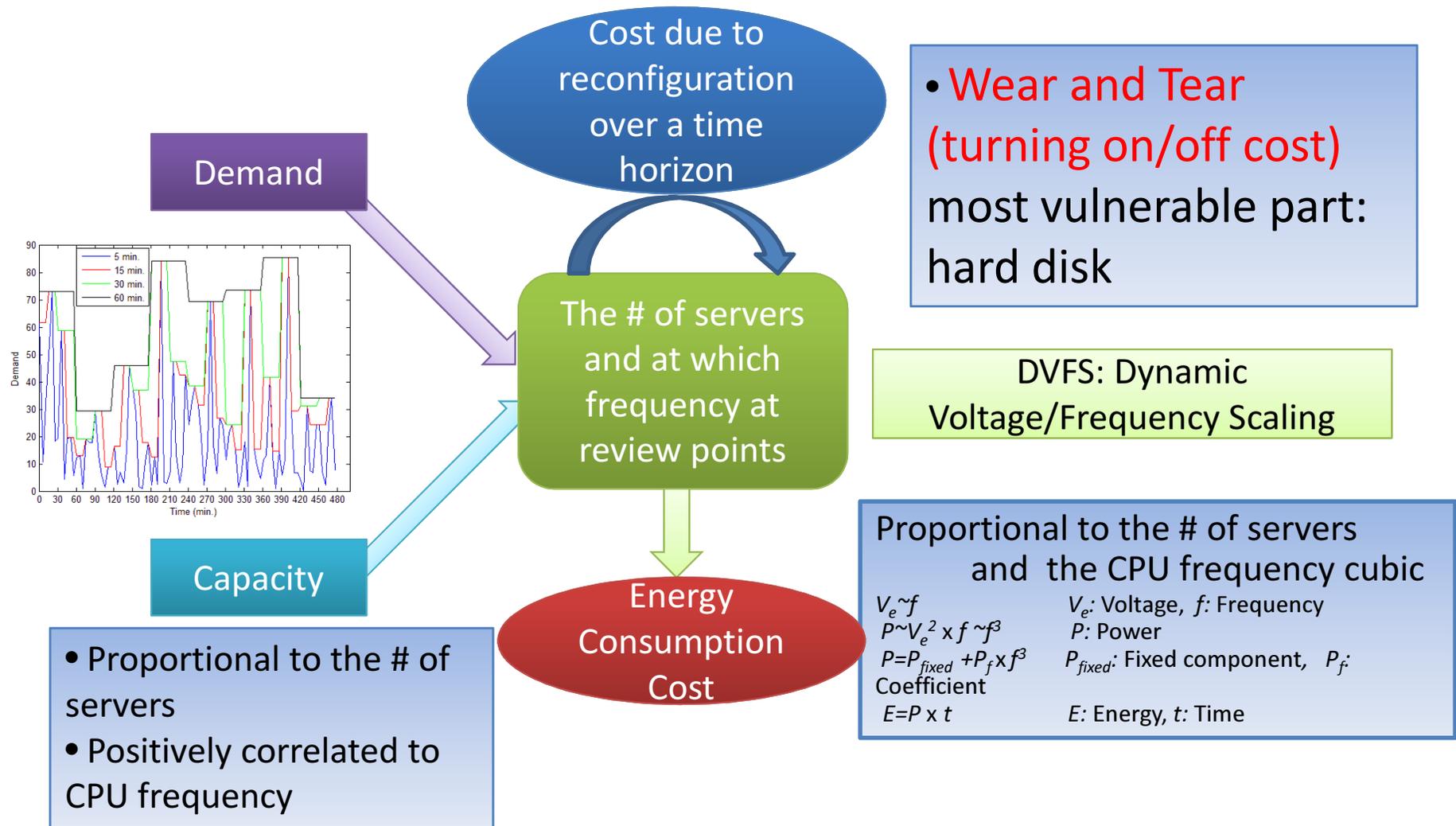


- Demand on CPU, Memory, I/O etc.

$$D(t; t + \Delta) = \max\{D(t); \dots ; D(t + \Delta)\}$$

Basic Review Point

Server Operational Cost



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Notations

System Variables

Options	Type	Set Notation	Element Notation	Range
Server	Z^+	I	i	$[1, I]$
Frequency	Modular value	J	J	$[1, J]$
Time	Z^+	T	t	$[1, T]$

Cost Notations

C_{ij}	Power Consumption when server i is running at frequency option j (per time unit)
C_s^+	Cost of turning a server on at a review point
C_s^-	Cost of turning a server off at a review point

Capacity Notations

V_{ij}	Capacity of server i running at frequency option j .
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Decision Variable:

$y_{ij}(t)$	if server i is turned on and operated at frequency j at time slot t
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Minimize the Server Operational Cost over a Time Horizon

It is quadratic integer programming!

Minimize

server power consumption

Turning servers on cost

$$\sum_{t \in T} \sum_{i \in I} \sum_{j \in J} C_{ij} \cdot y_{ij}(t) +$$

$$\sum_{t \in T} \sum_{i \in I} (C_s^+ \cdot \sum_{j \in J} y_{ij}(t) \cdot (\sum_{j \in J} y_{ij}(t) - \sum_{j \in J} y_{ij}(t-1))) +$$

$$\sum_{t \in T} \sum_{i \in I} (C_s^- \cdot \sum_{j \in J} y_{ij}(t-1) \cdot (\sum_{j \in J} y_{ij}(t-1) - \sum_{j \in J} y_{ij}(t)))$$

Dependency on immediate previous time slot

Turning servers off cost

Subject to

$$\sum_{j \in J} y_{ij}(t) \leq 1, t \in T$$

One server can only be operated at one frequency at one time

$$\sum_{i \in I} \sum_{j \in J} V_{ij} y_{ij}(t) \geq D(t), t \in T$$

Demand requirement

Linearize the Objective Function

Introduce two binary variables to represent turning on/off

$$\sum_{j \in J} y_{ij}(t) - \sum_{j \in J} y_{ij}(t-1) - y^+(t) + y^-(t) = 0$$

$y^+(t)$	$y^-(t)$
1	0
0	1
0	0
1	1

In case of “no change”, two variables should be both 0

$$y_i^+(t) + y_i^-(t) \leq 1, \forall i \in I, \forall t \in T$$

Initialization (assume reshuffling at the beginning of planning)

$$y_i^+(1) = \sum_j y_{ij}(1) \qquad y_i^-(1) = 0$$

The objective function becomes

$$\sum_{t \in T} \sum_{i \in I} \sum_{j \in J} C_{ij} \cdot y_{ij}(t) + \sum_t \sum_{i \in I} (C_s^+ \cdot y_i^+(t) + C_s^- \cdot y_i^-(t))$$

Re-formulate the Problem as Integer Linear Programming

Minimize

$$\sum_{t \in T} \sum_{i \in I} \sum_{j \in J} C_{ij} \cdot y_{ij}(t) + \sum_t \sum_{i \in I} (C_s^+ \cdot y_i^+(t) + C_s^- \cdot y_i^-(t))$$

Subject to

$$\sum_{j \in J} y_{ij}(t) \leq 1, \forall i \in I, \forall t \in T$$

$$\sum_{i \in I} \sum_{j \in J} V_{ij} y_{ij} \geq D, \forall t \in T$$

$$\sum_{j \in J} y_{ij}(t) - \sum_{j \in J} y_{ij}(t-1) - y_i^+(t) + y_i^-(t) = 0, \forall i \in I, \forall t \in T$$

$$y_i^+(t) + y_i^-(t) \leq 1, \forall i \in I, \forall t \in T$$

$$y_i^+(1) = \sum_{j \in J} y_{ij}(1), \forall i \in I$$

$$y_i^-(1) = 0, \forall i \in I$$

Binary

$$y_{ij}(t), \forall i \in I, \forall j \in J, \forall t \in T$$

$$y_i^+(t), y_i^-(t), \forall i \in I, \forall t \in T$$

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Evaluation Setup

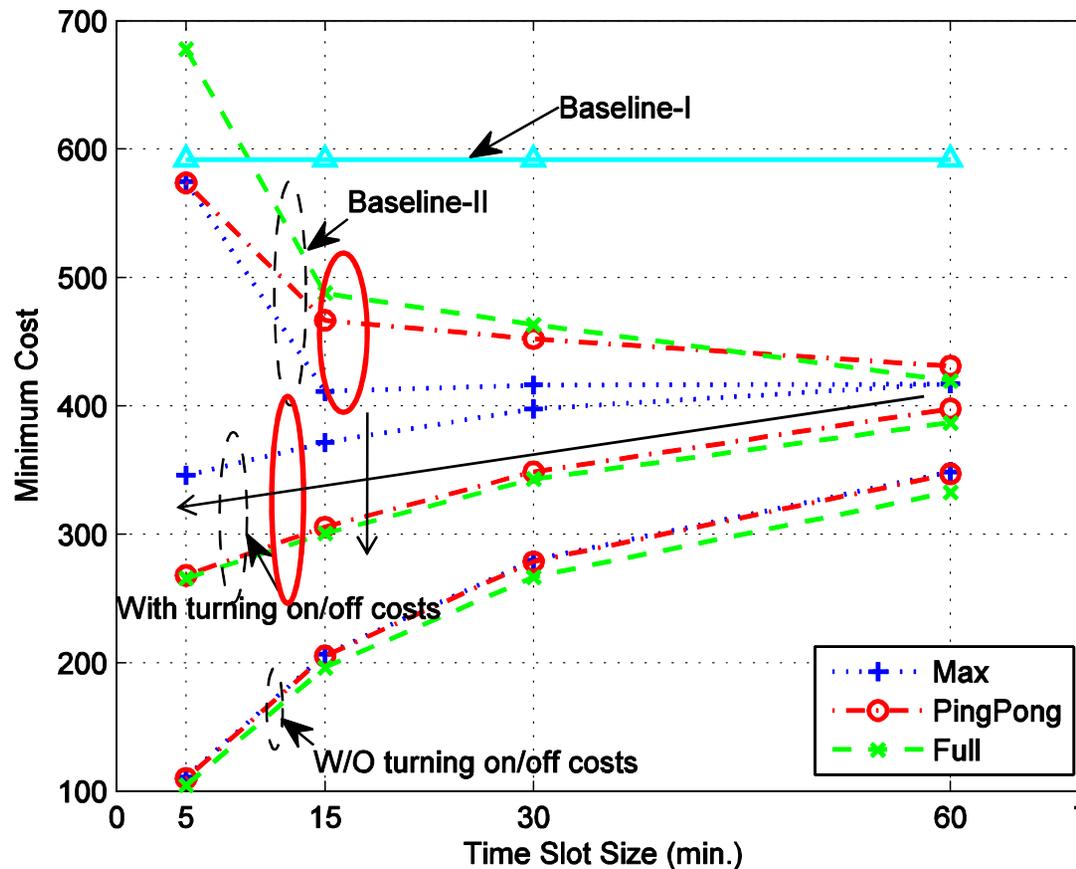
- A 100 homogeneous server cluster with DVFS capability*

#	j	1	2	3	4	5	6	7	8
Freq.	F_j	1.4	1.57	1.74	1.91	2.08	2.25	2.42	2.6
Cap.	V_j	.5385	.6038	.6692	.7346	.8	.8645	.9308	1
watts	P_j	60	63	66.8	71.3	76.8	83.2	90.7	100
cents	C_j	.42t	.441t	.467t	.4991t	.5376t	.5824t	.6349t	.7t

- The demand is forecasted and profiled every 5 minutes based on the traces of the demand on CPU
 - Assume the distribution is exponential with the mean of 20 (20% utilization)
- How optimal solution is effected by (and how good it is?)
 - Granularity: 5 min, 15 min, 30 min, 60 min
 - DVFS capability: Full, PingPong, Max
 - Relations between power consumption and turning on/off cost

* The CPU frequency is adopted from Chen. *et. al.* SIGMETRICS 2005 paper [6]

Minimum Cost in a 100 Server Cluster



Max: operated at maximum frequency only
PingPong: operated at maximum and minimum freq.
Full: operated at full spectrum (discrete)

- Outperforms Baseline cases
 - Σ local optimum (BL-II) \neq global optimum (our solution)
- Finer time granularity, better optimum
 - Partial gain cancelled out because of the existence of turn on/off cost
- More frequency options improves optimum. But, the improvement from PingPong to Full is marginal.

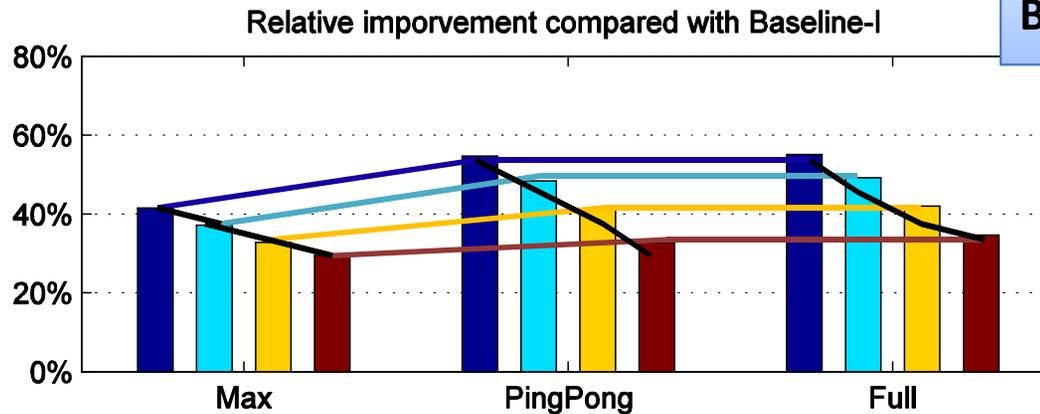
Baseline-I: all servers are always on and operated at maximum frequency (static allocation)
Baseline-II: the optimization is executed for each time slot independently (turning on/off cost is ignored) (independent optimization)



Relative Improvement (R)

Baseline-I: static allocation

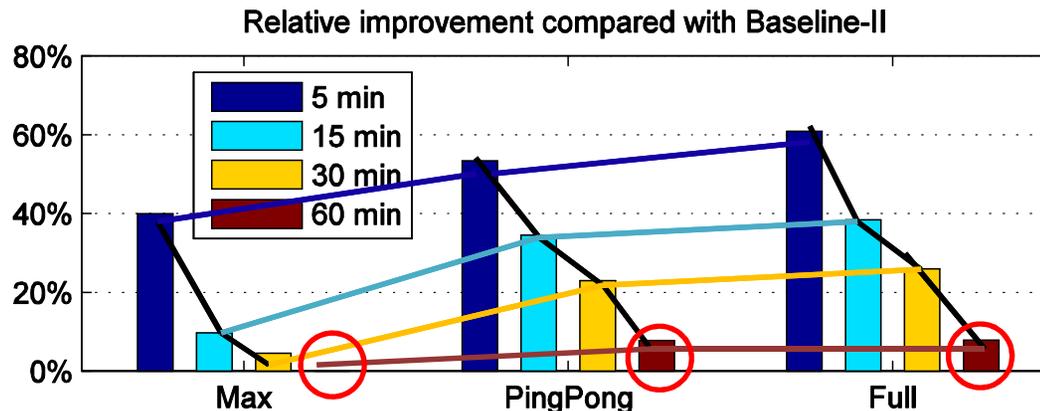
Baseline-II: independent optim.



C_b : Cost of baseline

C_{op} : Optimal cost

$$R = (C_b - C_{op}) / C_{op}$$



- Finer granularity, more improvement
- Improvement over Baseline-II diminishes as time granularity gets coarser
- Improvement from PingPong to Full is marginal

Max: operated at maximum frequency only

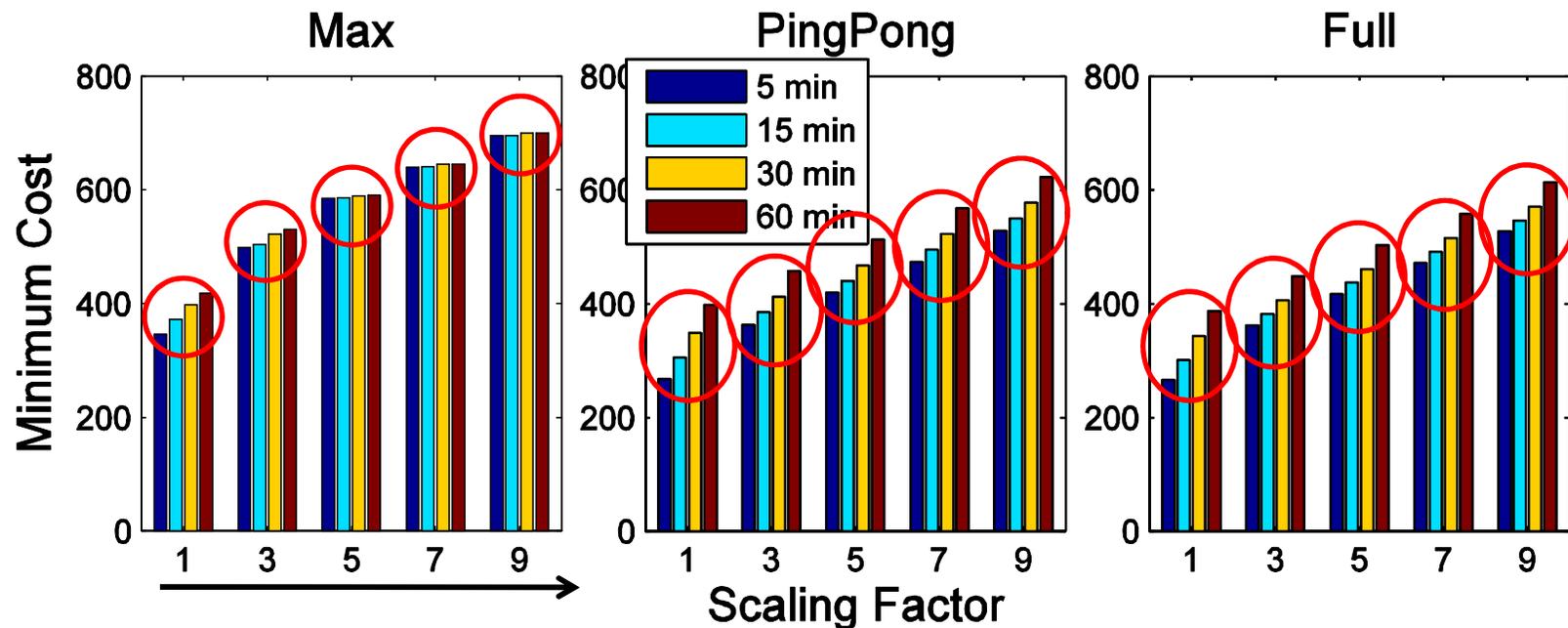
PingPong: operated at maximum and minimum freq.

Full: operated at full spectrum (discrete)

Scaling Factor Vesus Minimum Cost

Scaling Factor: the ratio between turning on/off cost and power consumption cost

Max: operated at maximum frequency only
PingPong: operated at maximum and minimum frequencet
Full: operated at full spectrum (discrete)



- The gain obtained Finer time granularity goes down as SF increase
- Turning on/off cost dominant, less significant impact of time granularity
- Power consumption dominant, more significant impact

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Conclusion

- The demand is dynamic over time horizon due to the nature of provisioning service
- Multi-time period mathematical model to optimize server operational cost
- Leverage turning servers on/off and DVFS in synchronous manner
- Significantly reduce the server operational cost compared with static allocation and local optimization
- Finer time slot granularity results in better optimum, but the improvement depends on relationships of cost components
- Optimization aspects for DVFS chip design and operating system software management

Future Work

- Heuristics for large scale cloud clusters
- Management overhead (such as migration) for reconfiguration cost besides turn on/off cost
- Communication cost when allocating resources
- Leverage turning on/off and DVFS asynchronously
- Uncertainty in demand
- *We need demand trace/profile/workload in real cloud/cluster computing environment*
 - *The demand for resources from individual customers*
 - *Customer information*

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Thank you!
Questions?