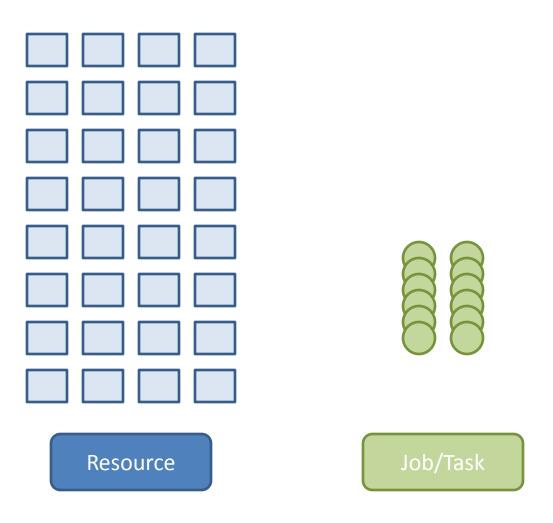
# Heterogeneity-Aware Resource Allocation and Scheduling in the Cloud

Gunho Lee (UC Berkeley)

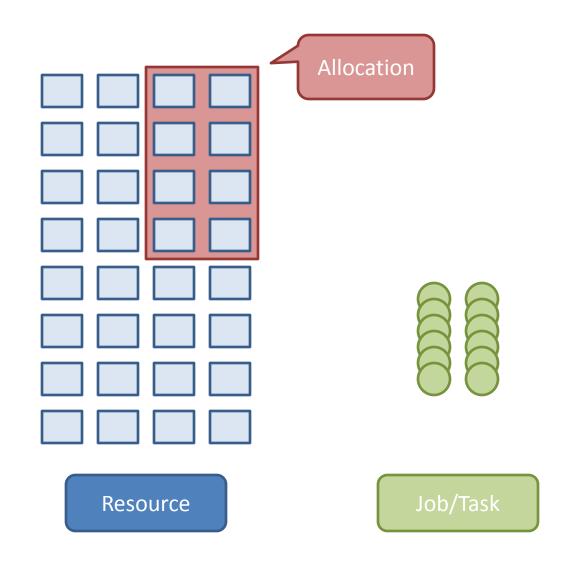
Byung-Gon Chun (Yahoo! Research)

Randy H. Katz (UC Berkeley)

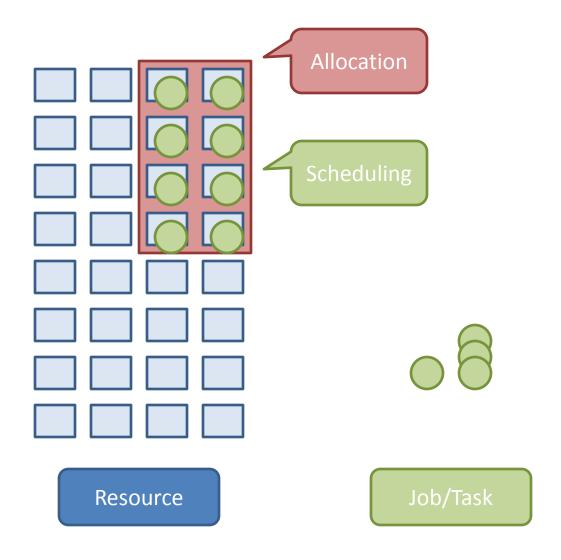
## We have resources and jobs



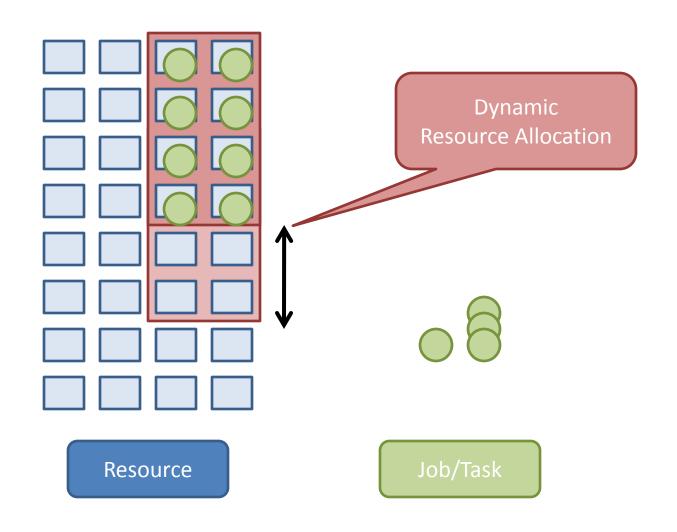
### Allocate resources (slots)



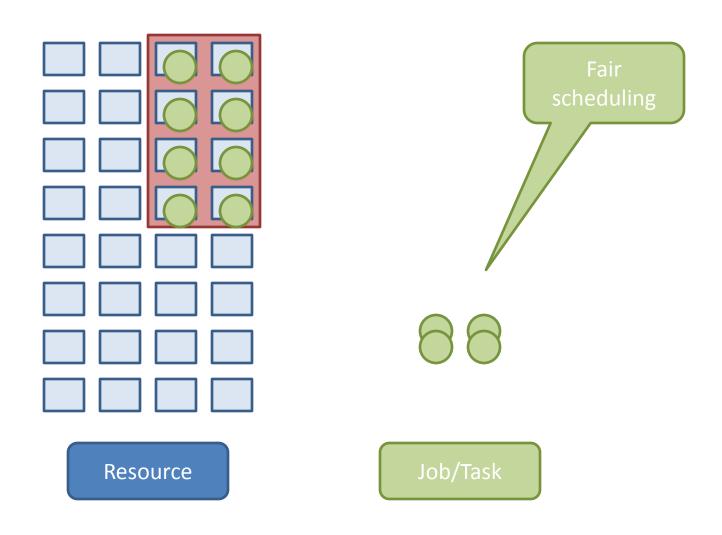
# Then schedule jobs/tasks on them



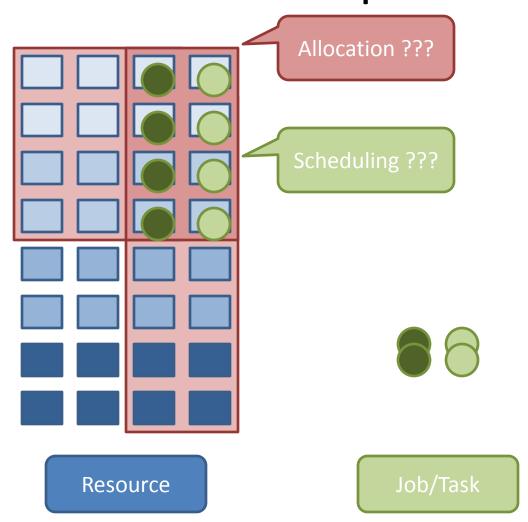
# Goal 1. Minimize the cluster size while providing good performance



# Goal 2. Provide each job with "fair share" of resources



# Heterogeneity makes the problem more complex



#### Our Approach

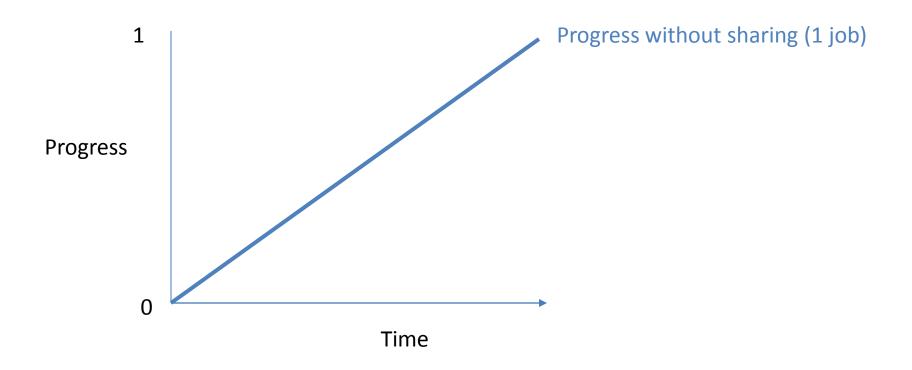
- Consider Job Affinity to match more suitable resources to jobs
- Redefine a share metric to provide fairness

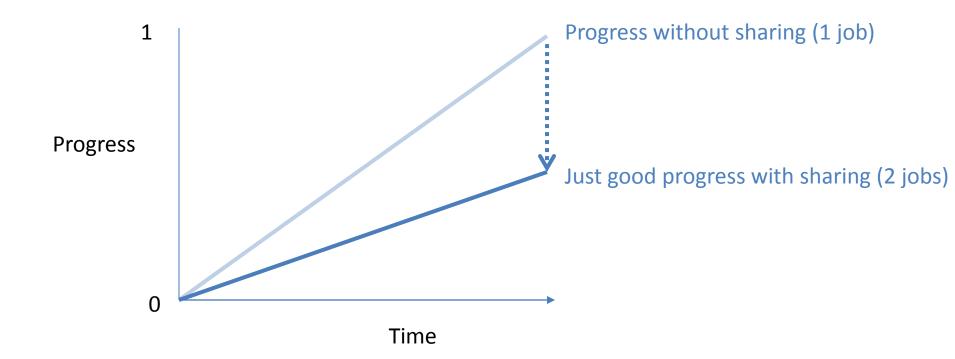
- Allocation
  - Core Nodes + Accelerator Nodes
- Scheduling
  - Progress Share

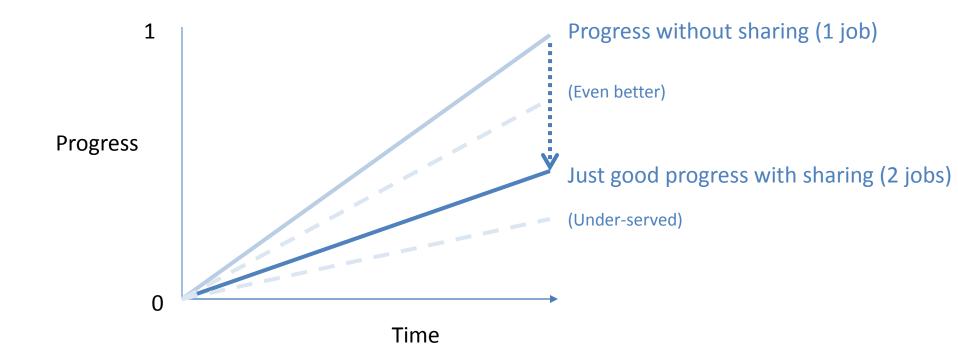
#### Fair Share Metric

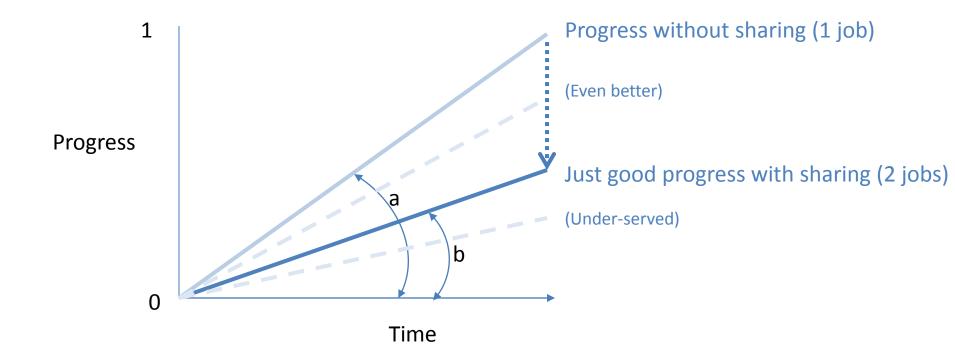
The scheduler try to equalize "share" of all jobs

- SlotShare: Number of slots owned
  - Does not work well in heterogeneous environments
- ProgressShare: Progress being made with owned slots / all slots
  - Contribution of a slot to a job's progress rate



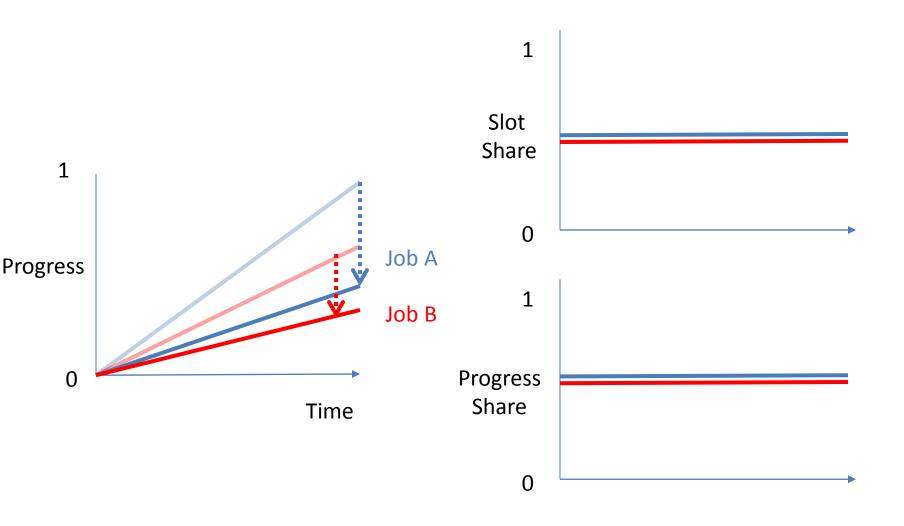






Progress Share of Job A = Ratio of progress slope (b/a)

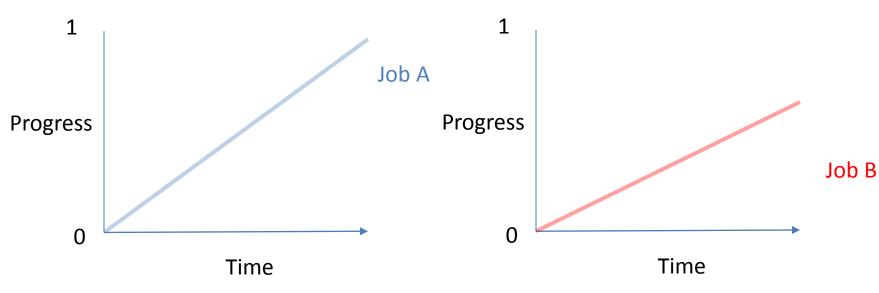
### Homogeneous case



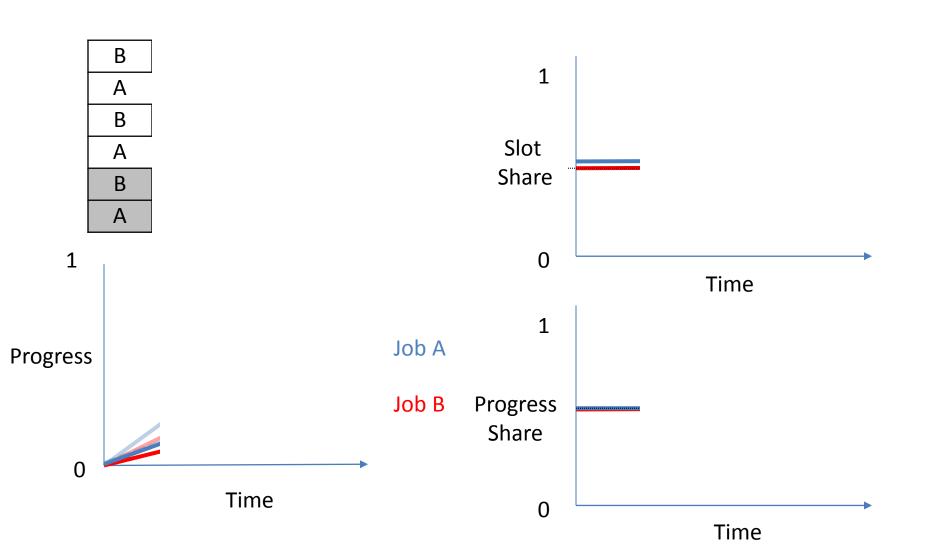
Job A runs faster on gray slots

Α			Α	
Α			Α	
Α			A	
Α	Α			
Α	Α	Α	Α	Α
Α	Α	А	Α	Α

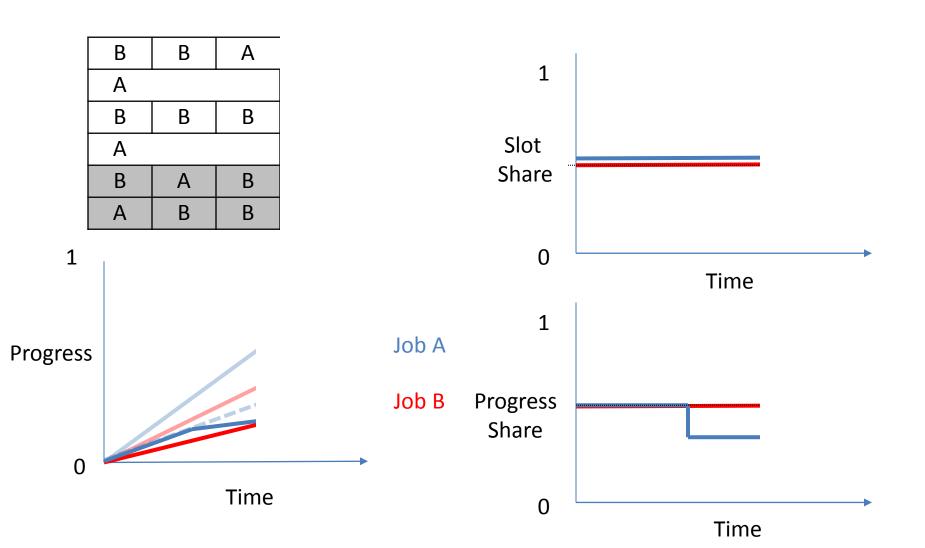
В	В	В	В	В
В	В	В	В	В
В	В	В	В	В
В	В	В	В	В
В	В	В	В	В
В	В	В	В	В



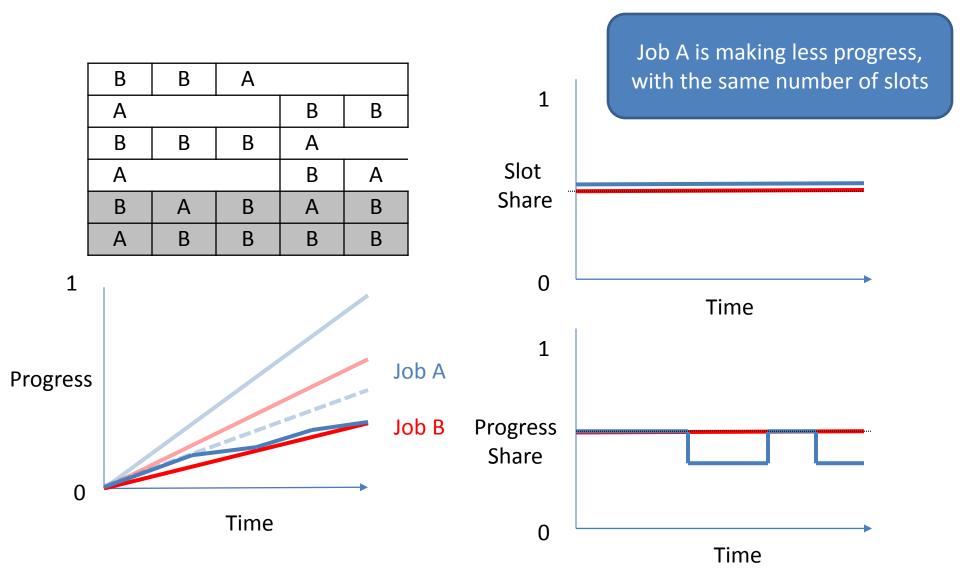
Using SlotShare



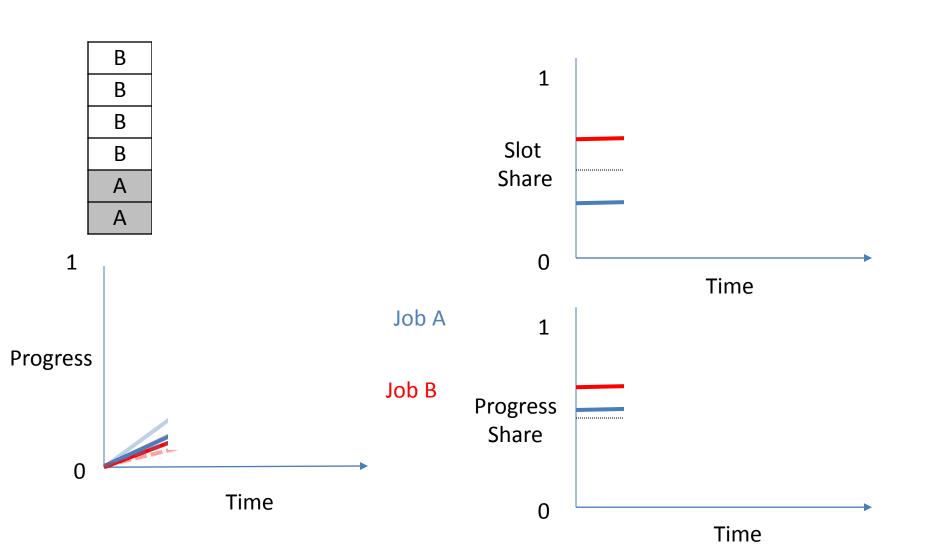
#### Using SlotShare



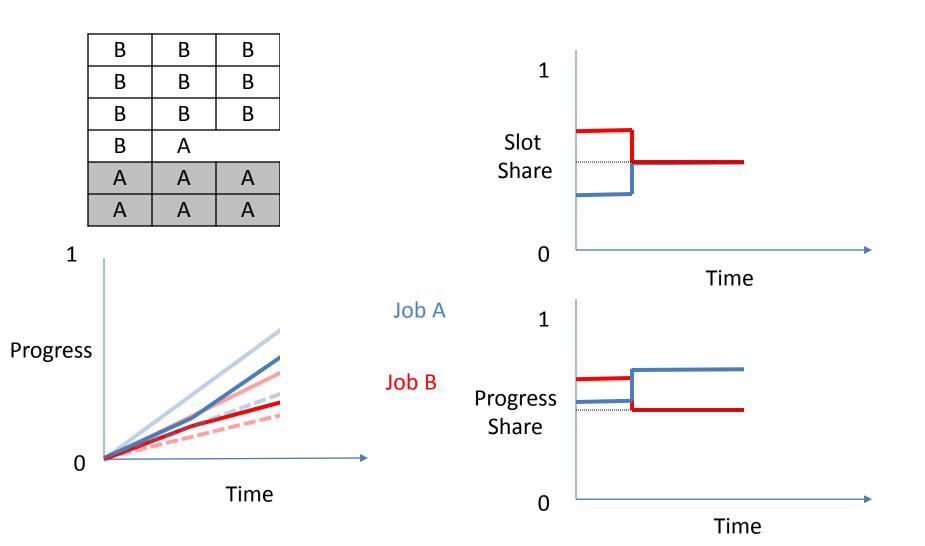
#### Using SlotShare



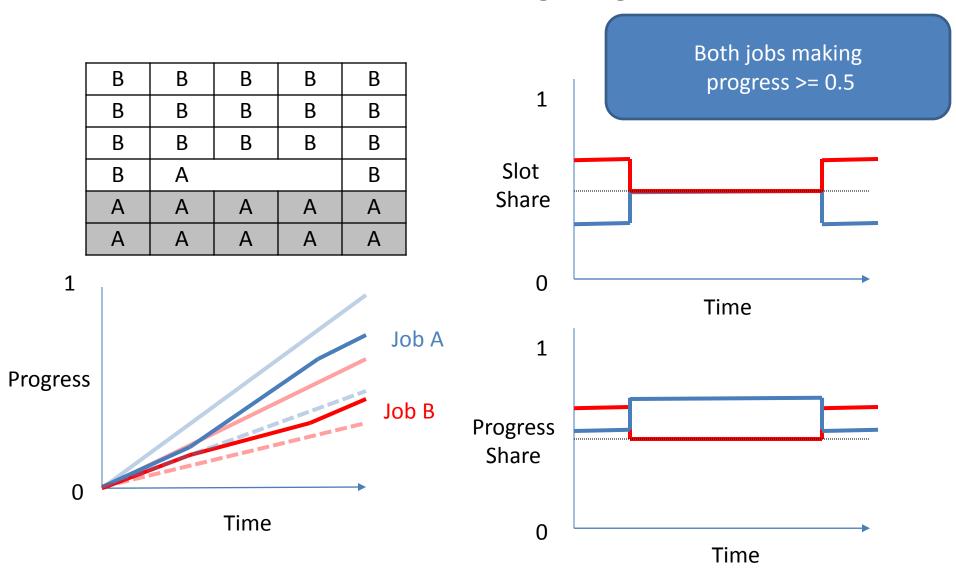
Using ProgressShare



#### Using ProgressShare



#### Using ProgressShare



# Performance Gain of Using Progress Share



#### Summary

- Heterogeneity should be taken account at both level of two-level scheduling
  - Resource Allocation and Job Scheduling
- Need to redefine "share" to provide performance and fairness simultaneously in heterogeneous environments
  - Propose "progress share"
- Future Work
  - Combine with sub-linear performance model
  - Consider inference of co-located jobs