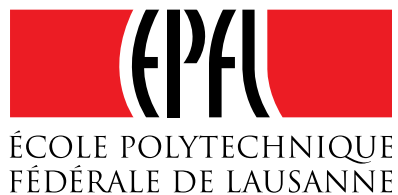


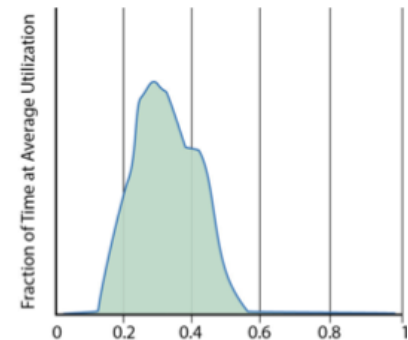
History-Based Harvesting of Spare Cycles and Storage in Large-Scale Datacenters

Yunqi Zhang, George Prekas, Giovanni Matteo Fumarola,
Marcus Fontoura, Íñigo Goiri, Ricardo Bianchini



Datacenters are underutilized

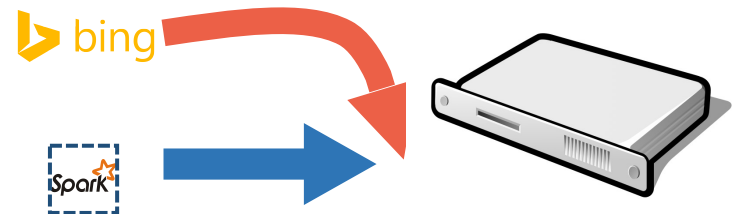
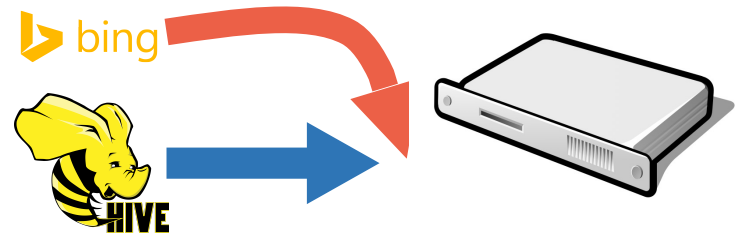
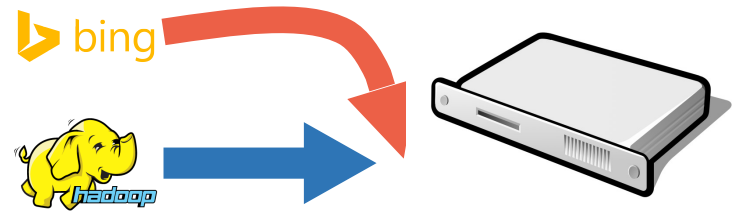
- Datacenters are massive
- Overprovision resources
 - Low tail latency requirement
 - Provisioned for peak load
 - Unexpected load spikes and failures
- Underutilization wastes money



Server Utilization Distribution of a Google Cluster.

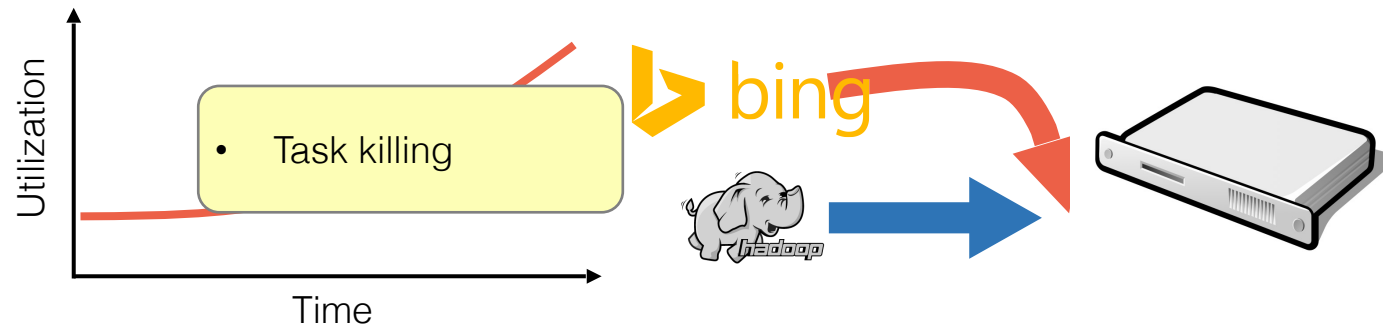
Harvesting spare resources

- Interactive services + batch
 - Low priority batch tasks
- Find “safe” co-locations
 - Cluster-level
- Performance isolation
 - Server-level



Challenges

- Interactive services “own” the servers
- Resource availability dynamics

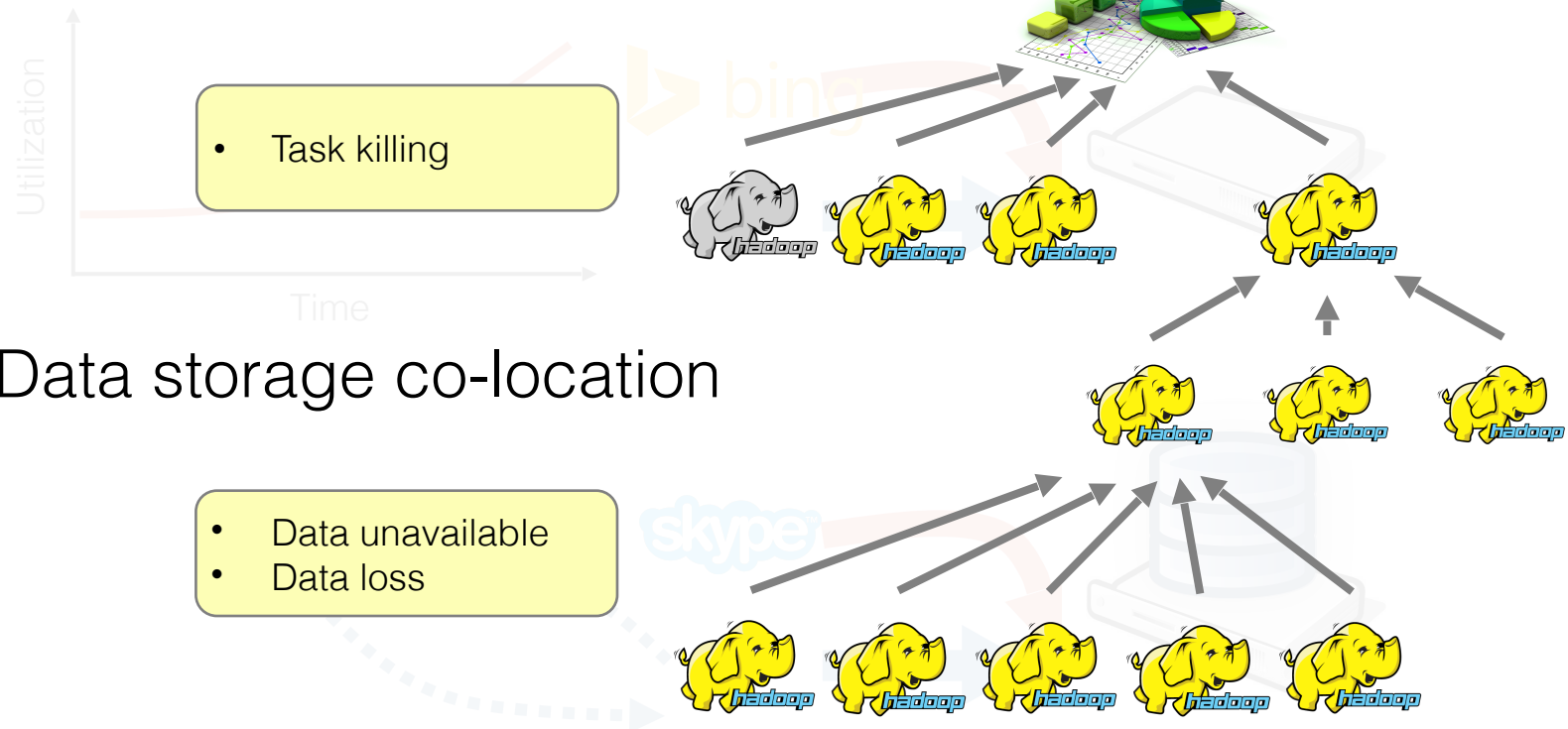


- Data storage co-location



Challenges

- Interactive services “own” the servers
- Resource availability dynamics

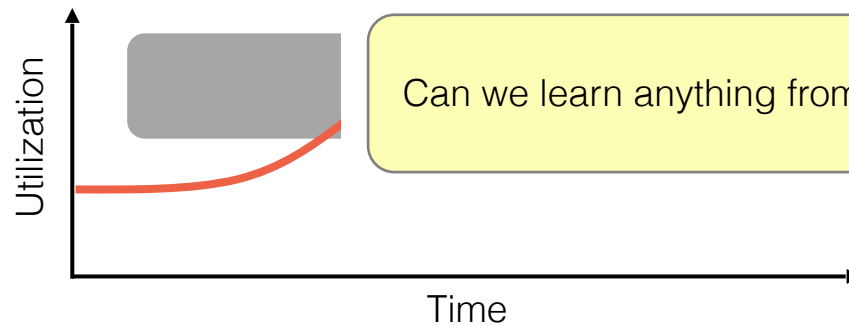


- Distributed data analytics across servers

Goals

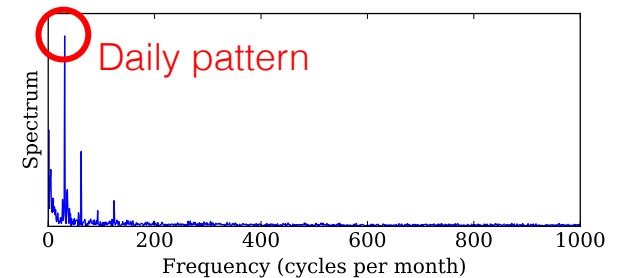
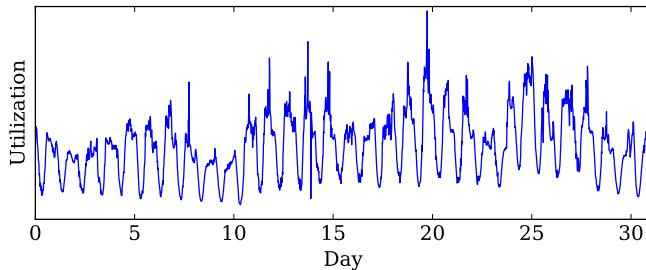
- Improve efficiency without sacrificing QoS
- Minimize the probability of killing batch tasks
- Maximize data availability and durability

Batch task scheduling

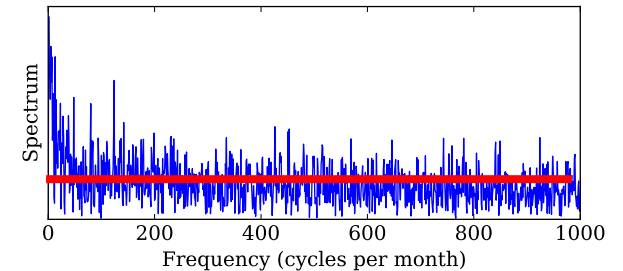
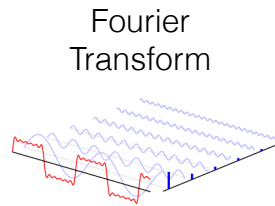
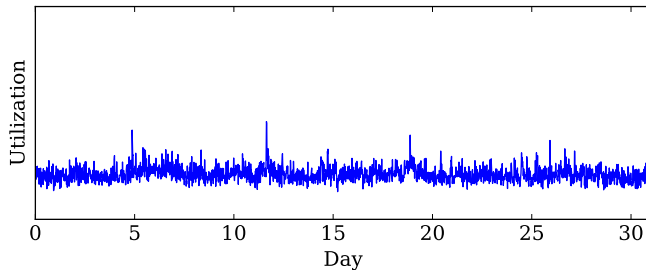


Batch task scheduling

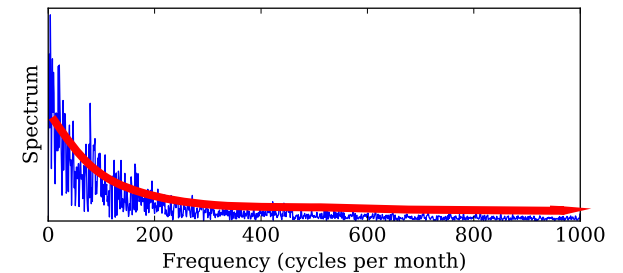
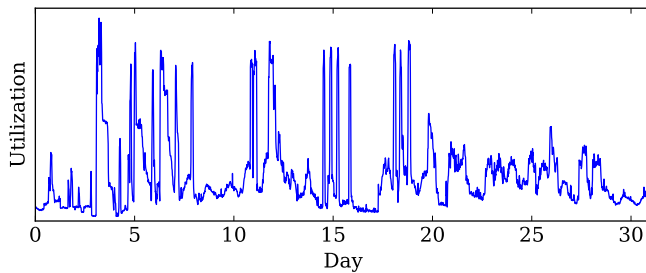
Periodic



Constant



Unpredictable

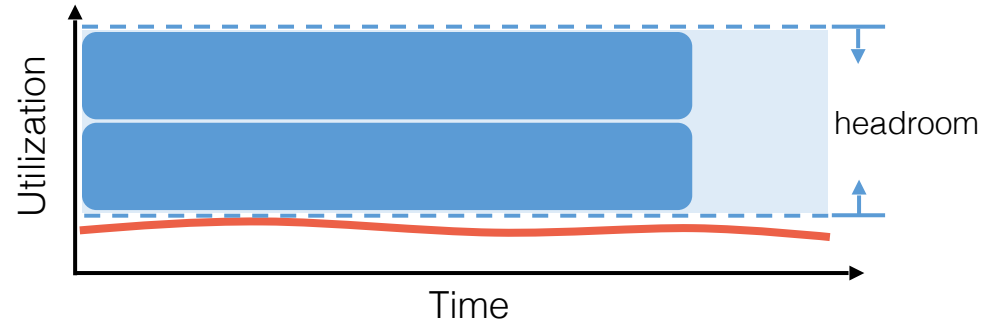


History-based task scheduling

Long Jobs



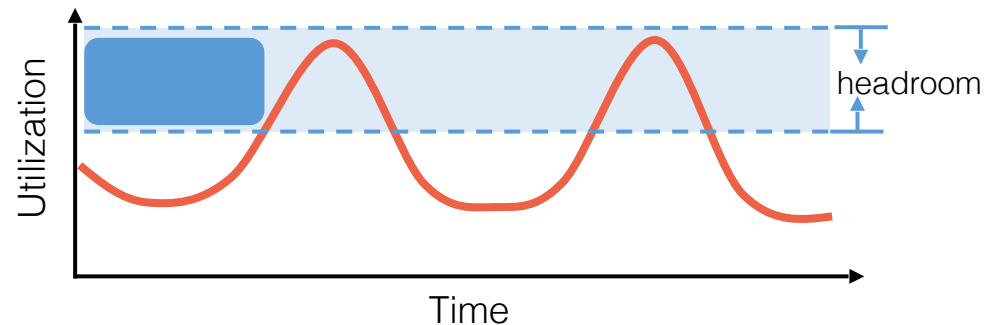
- Constant
- $1 - \text{MAX}(\text{Peak}, \text{Current})$



Medium Jobs



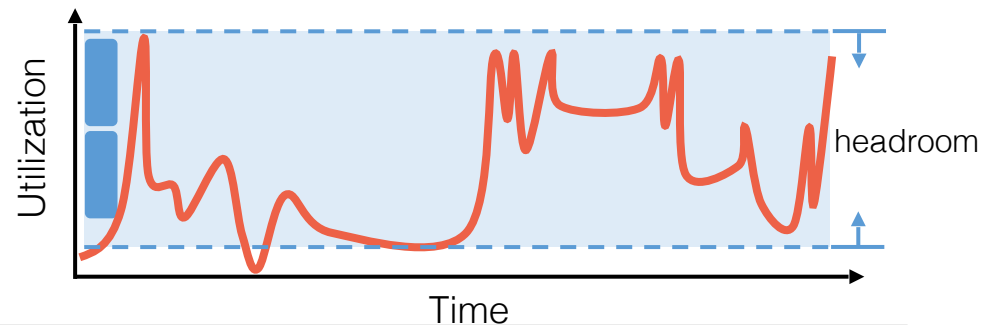
- Periodic
- $1 - \text{MAX}(\text{Average}, \text{Current})$



Short Jobs

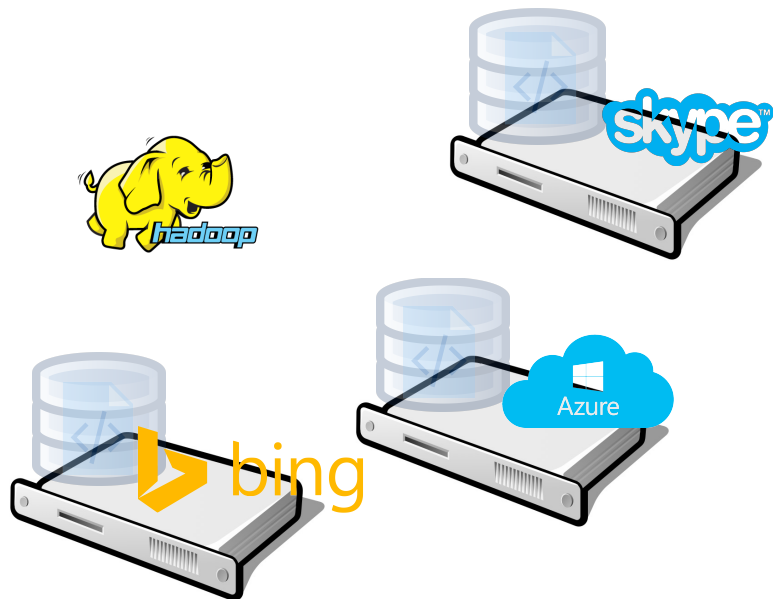


- Unpredictable
- $1 - \text{Current}$



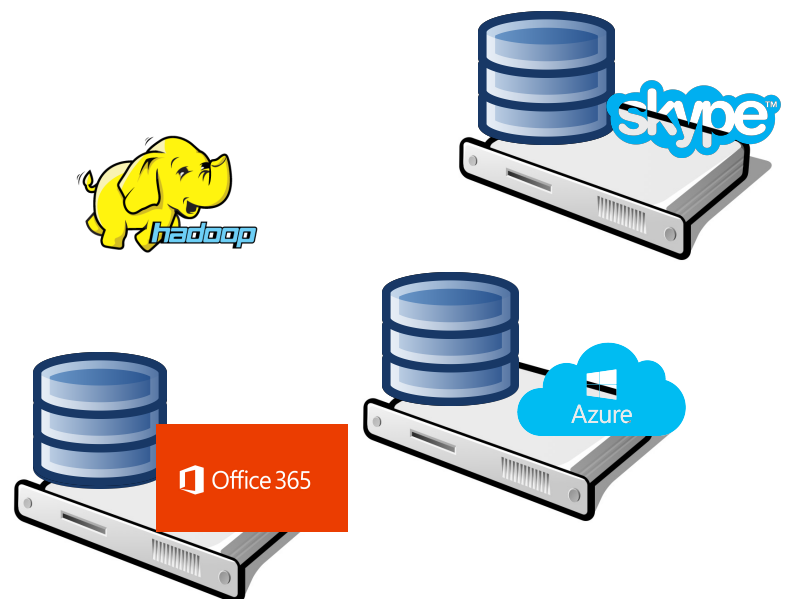
Data storage co-location

Data availability



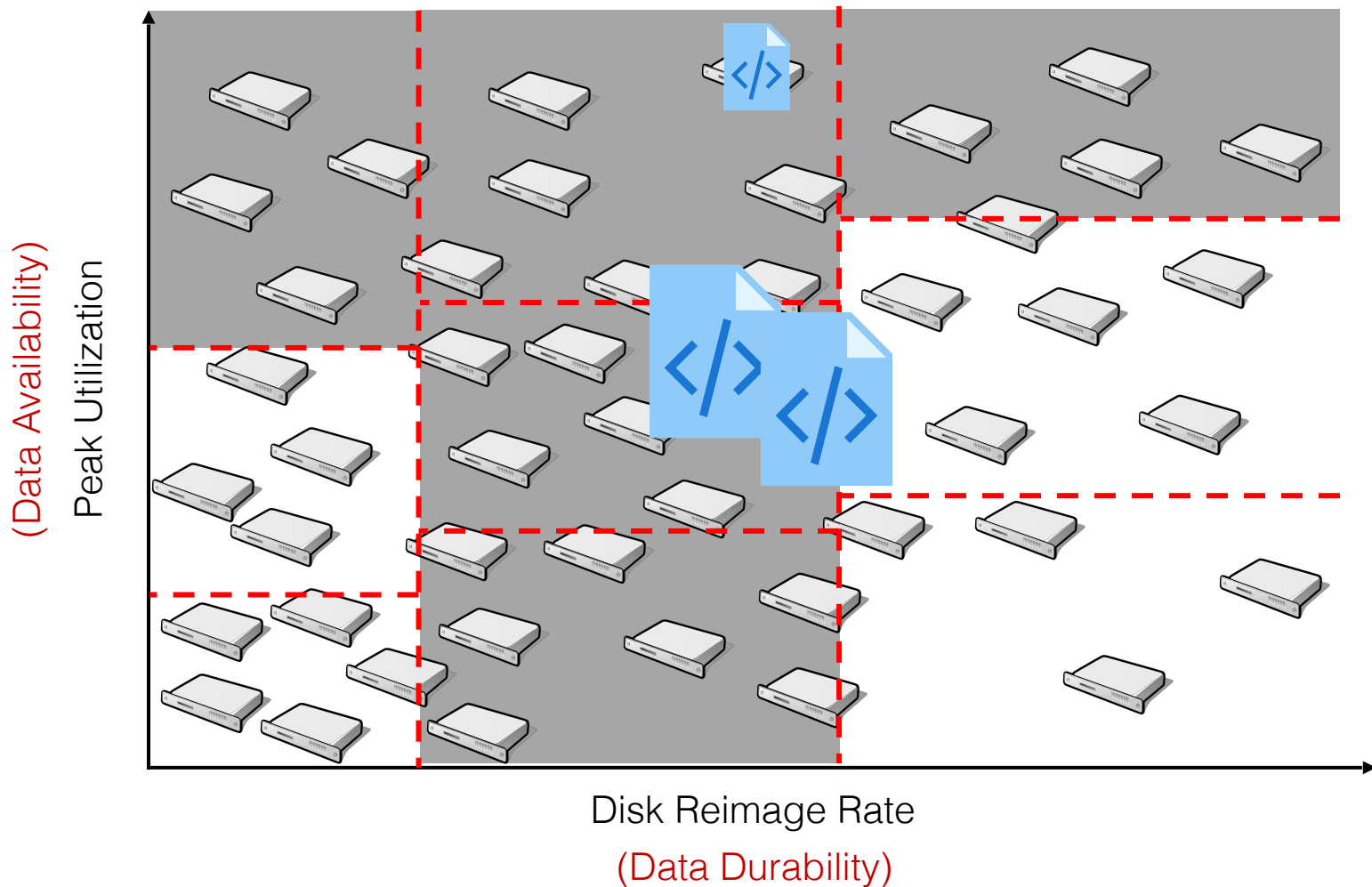
Diverse in utilization pattern.

Data durability

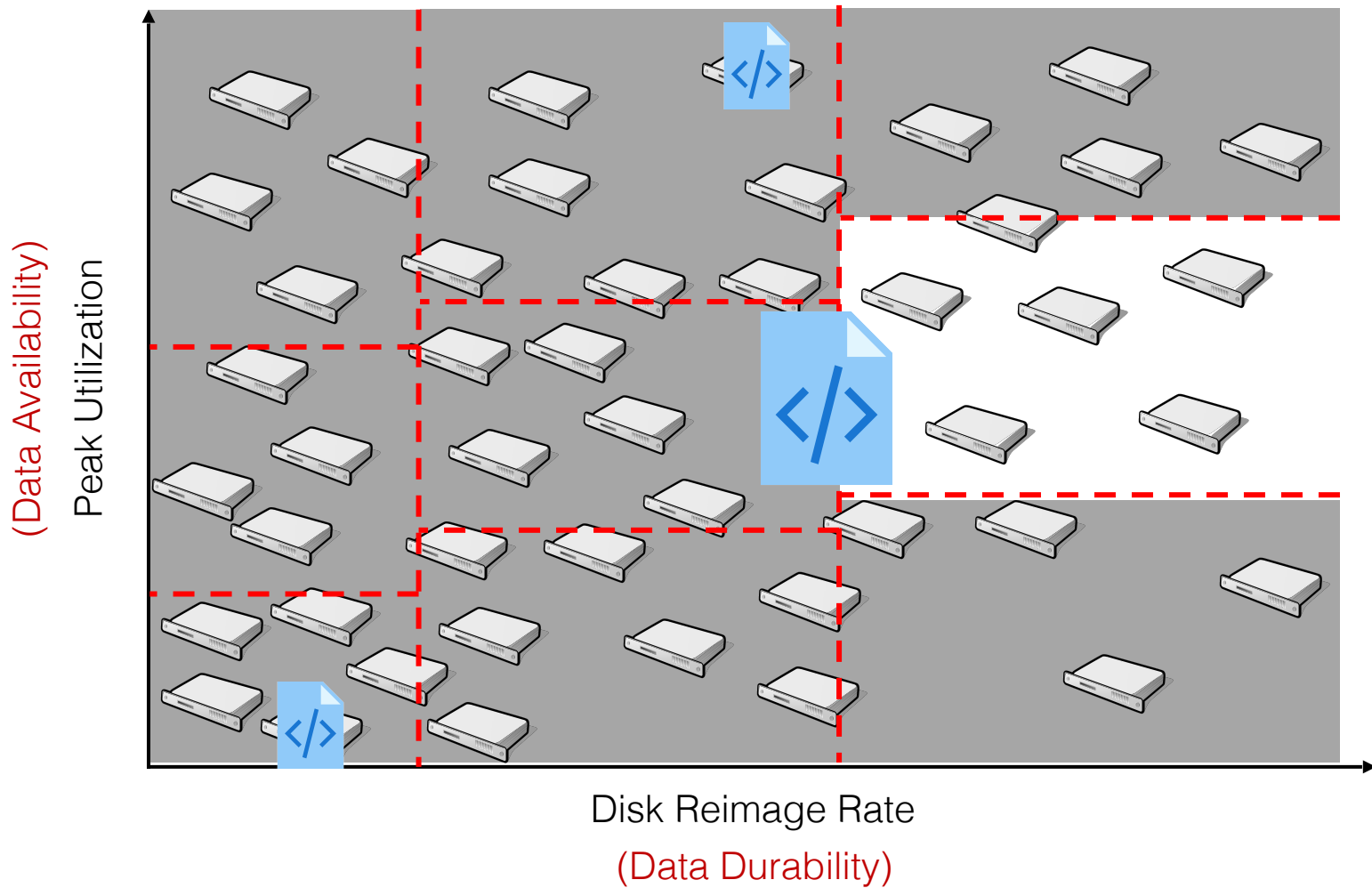


Diverse in reimaging pattern.

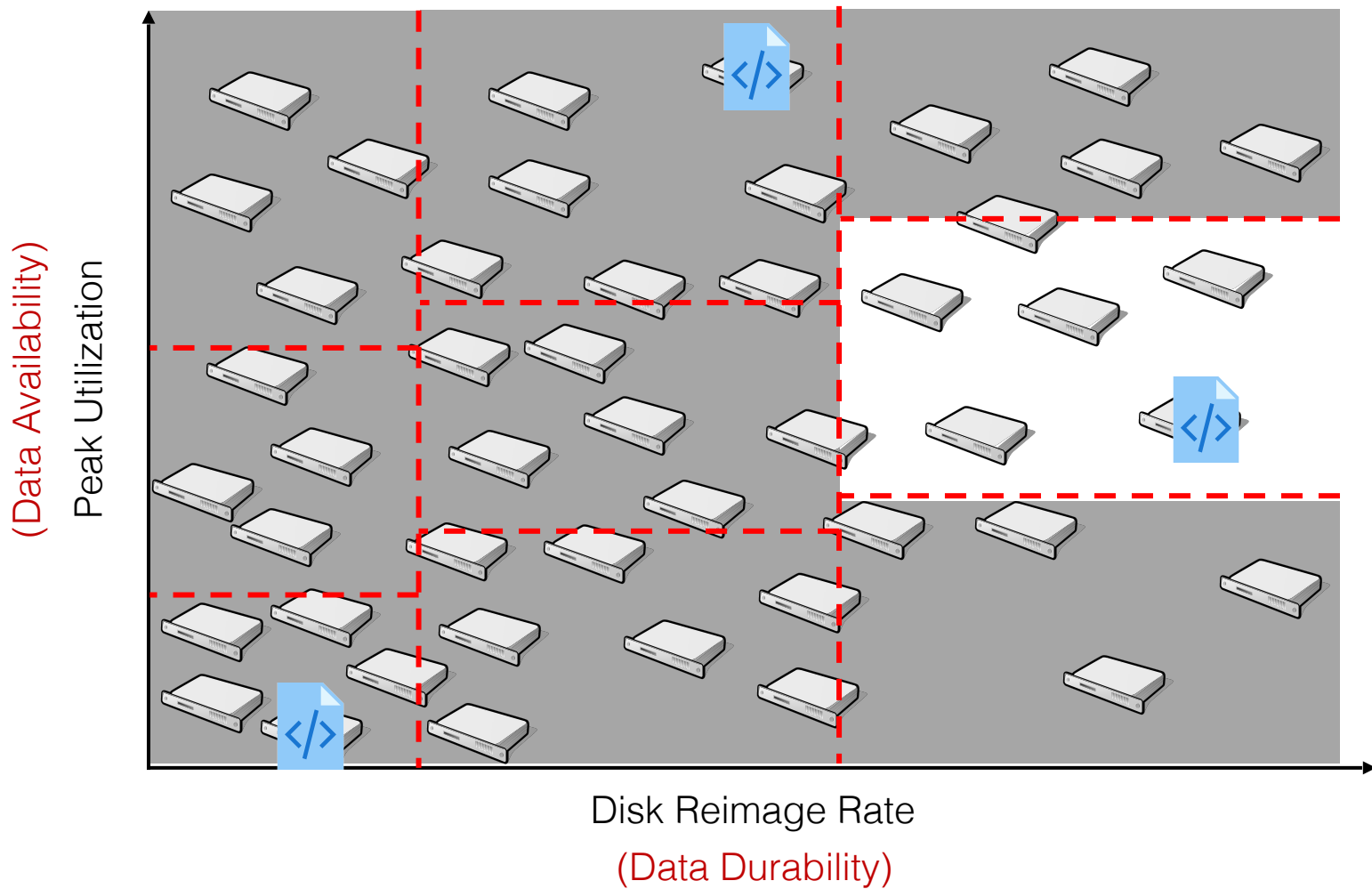
History-based replica placement



History-based replica placement



History-based replica placement



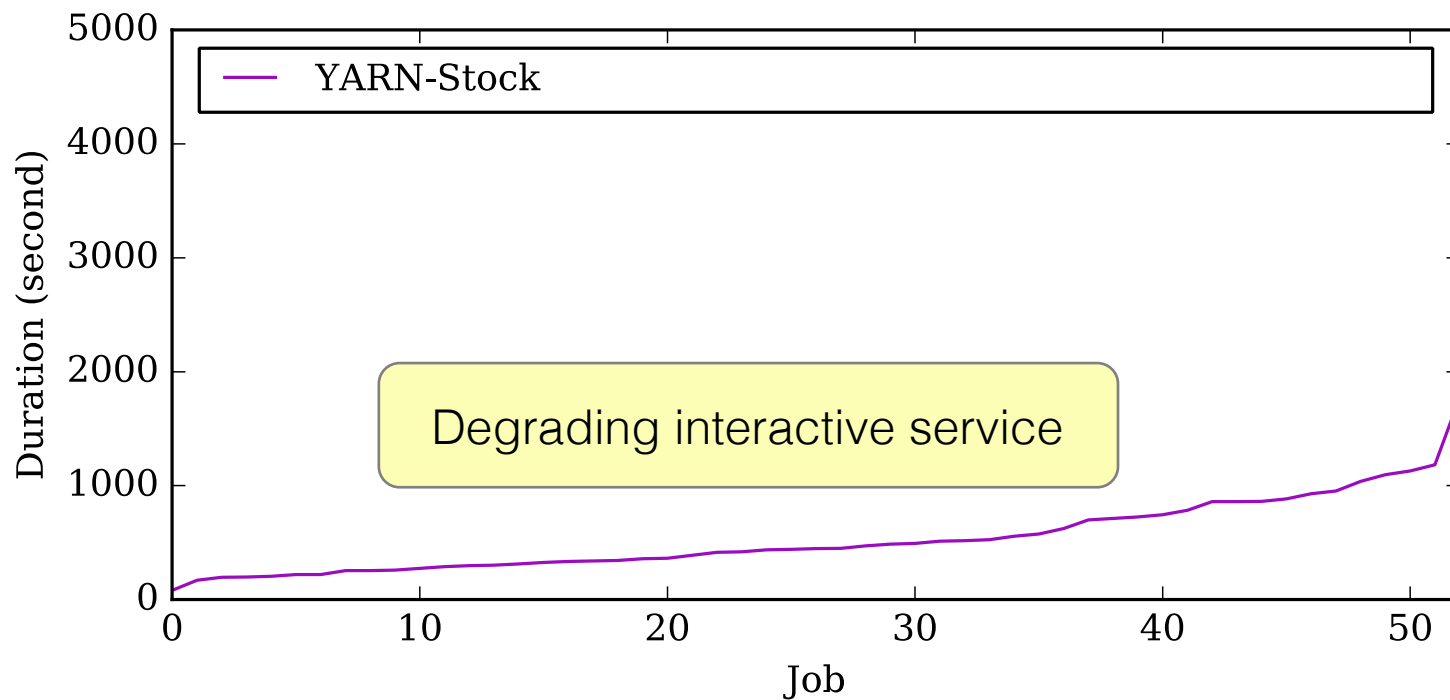
System implementation

- Clustering service
 - Extract utilization and reimaging patterns
- YARN-H
 - Protect interactive services by killing batch tasks
- Tez-H
 - History-based batch task scheduling
- HDFS-H
 - History-based replica placement
 - Protect interactive services by denying accesses

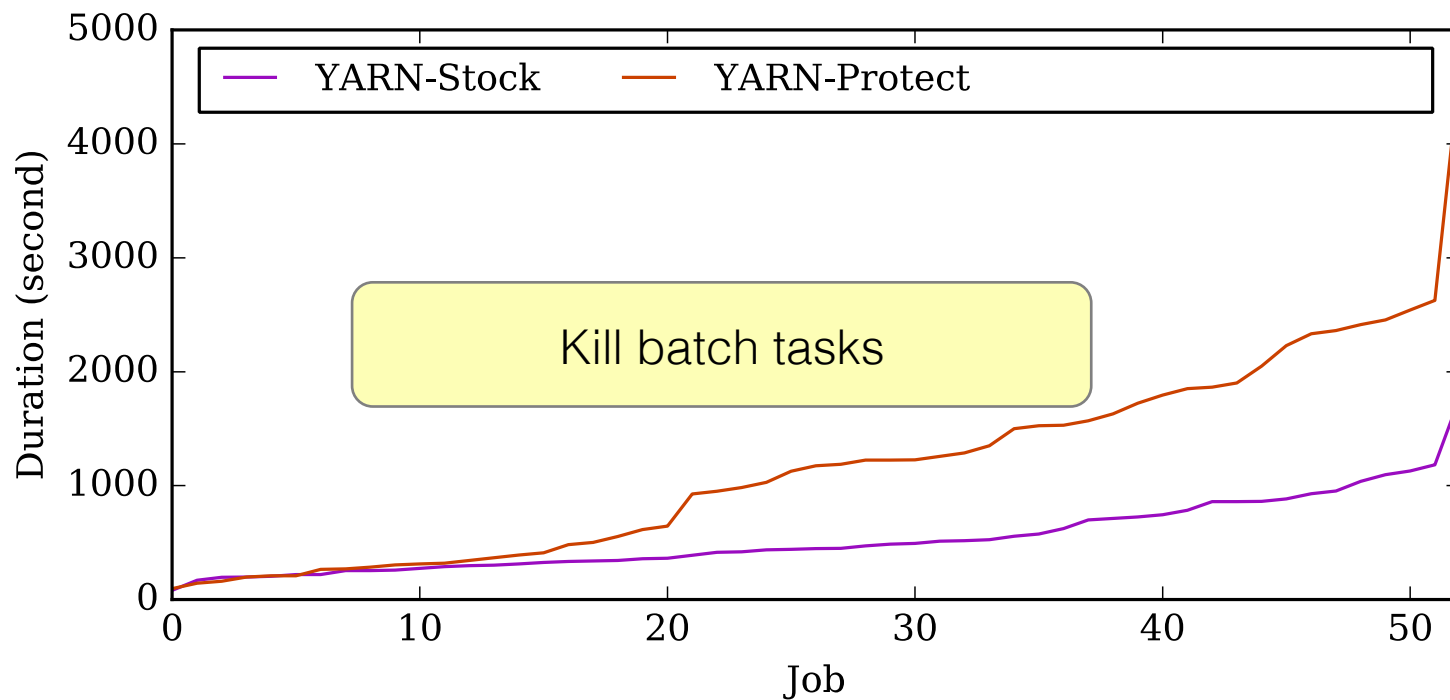
Evaluation

- Real-system deployment
 - 102-server cluster
 - Interactive service: Lucene with utilization trace
 - Batch task: TPC-DS queries on Hive
- Large-scale simulation
 - Trace from 10 production datacenters at Microsoft
 - Full datacenters for one month
- Production environment deployment
 - Data replica placement

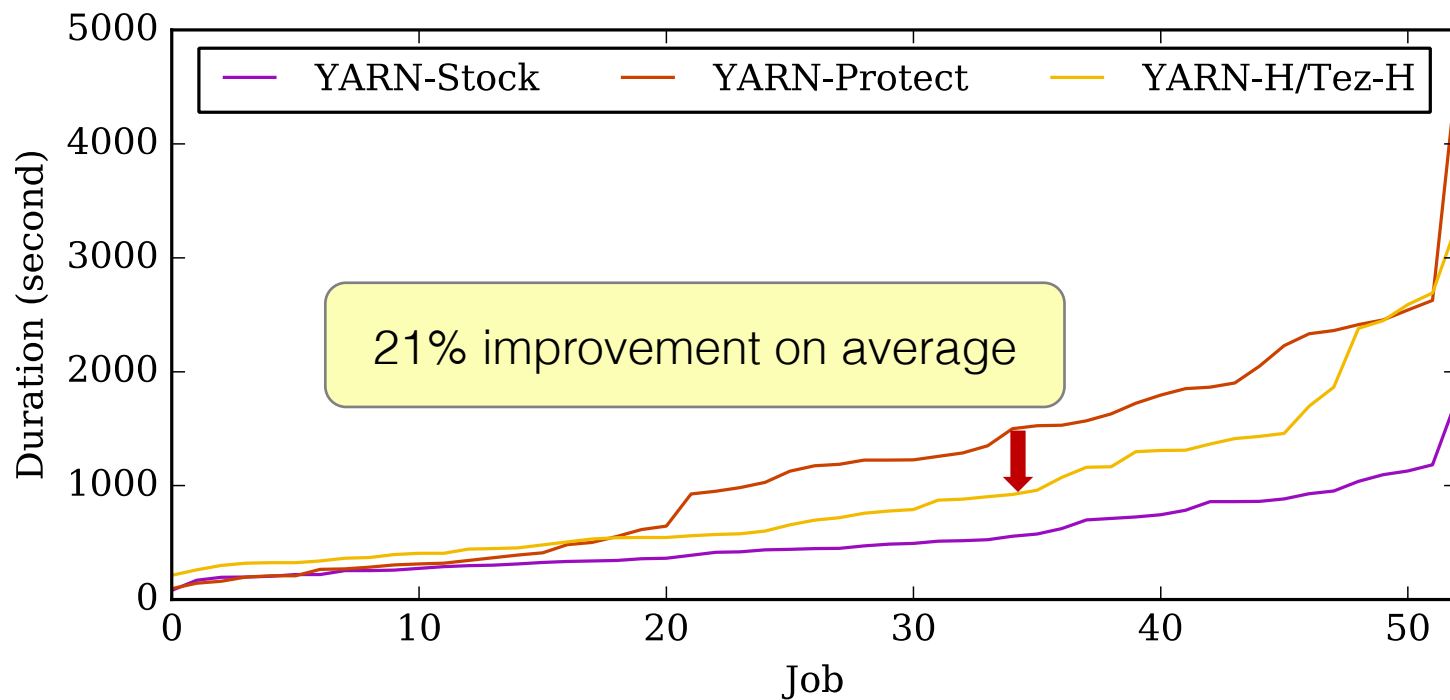
Batch task scheduling -- real system



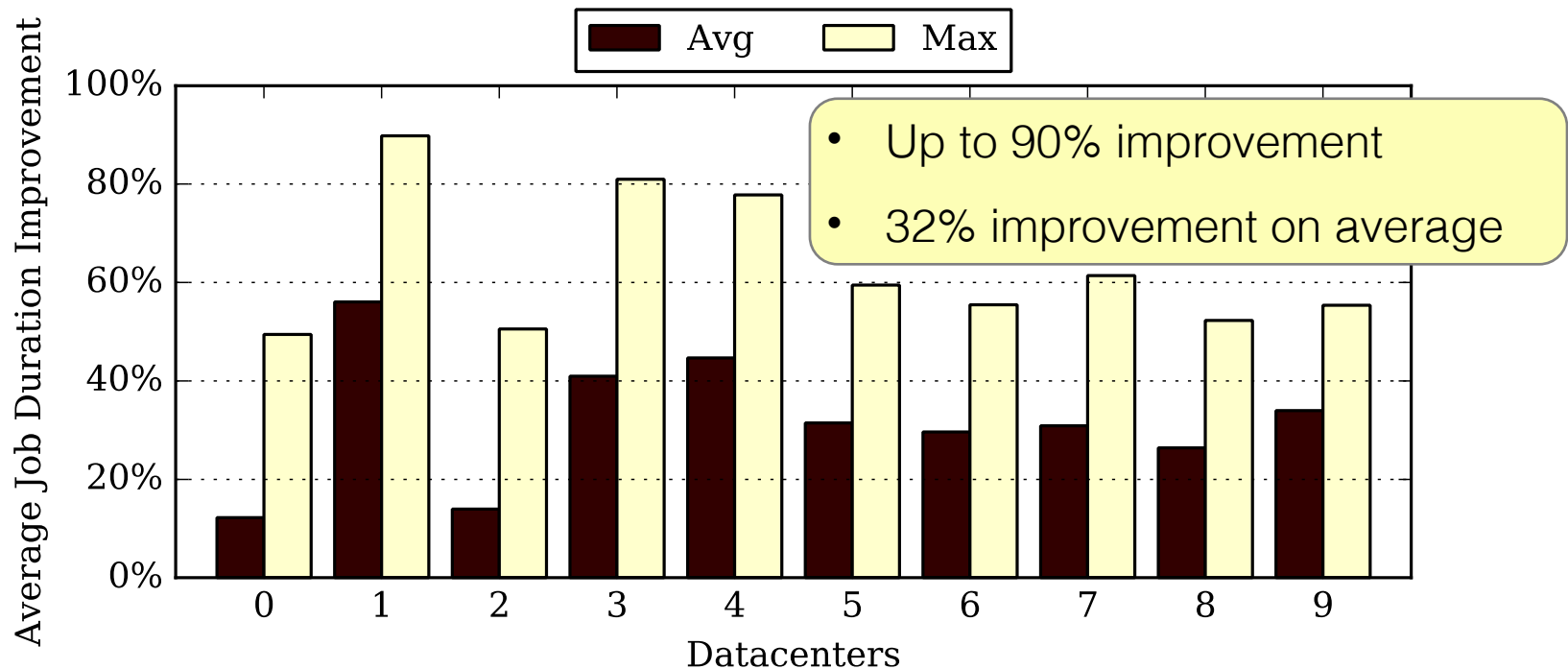
Batch task scheduling -- real system



Batch task scheduling -- real system

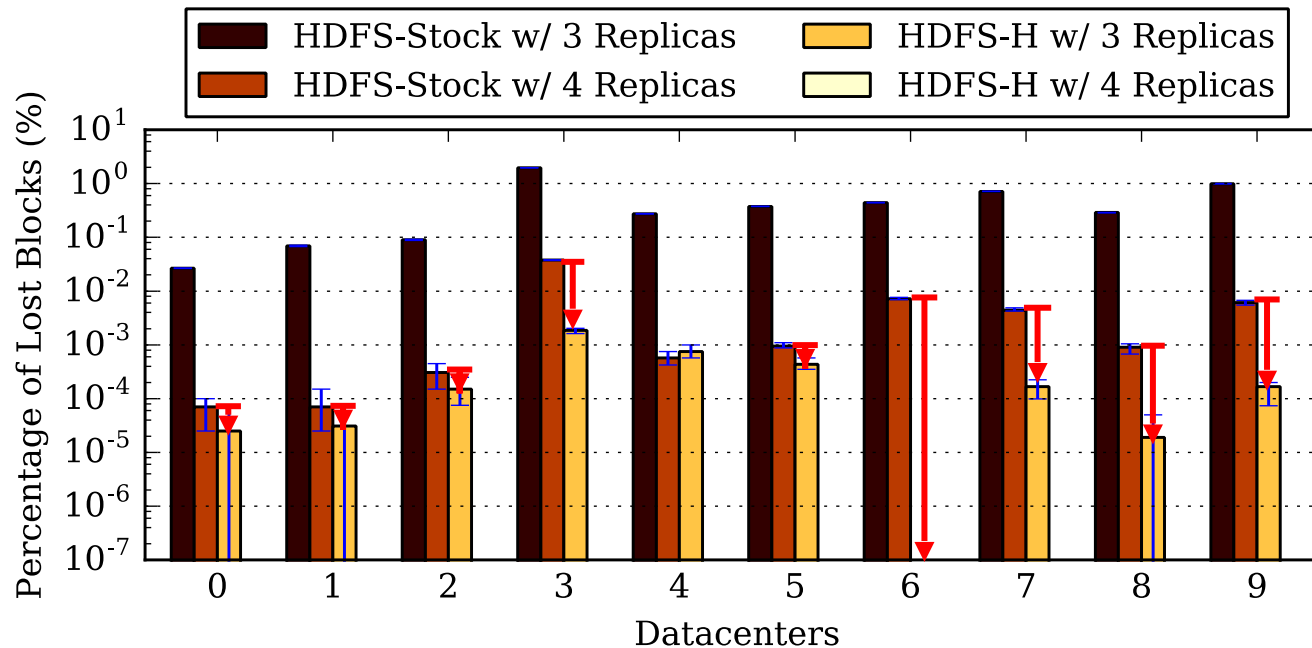


Batch task scheduling -- simulation



Replica placement -- durability

- >2 orders of magnitude improvement
- Higher durability with fewer replicas



- Deployed to thousands of production servers for almost a year
- Eliminated data losses except minor bugs and not enough diversity

Lessons learned from deployment

- Placement diversity and disk space utilization
- Synchronous operations and unavailability
- Simplicity is critical in production systems
- More lessons in the paper

Conclusion

- History-based resource harvesting
 - Resource utilization dynamics
 - Data storage co-location
 - Complex data analytics distributed across servers
- Significantly improve datacenter efficiency
 - Deployed in production datacenters
 - Contributed to open-source community

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