

Scheduling in the Dark

Jeff Edmonds
York University

Non-clairvoyant Multiprocessor

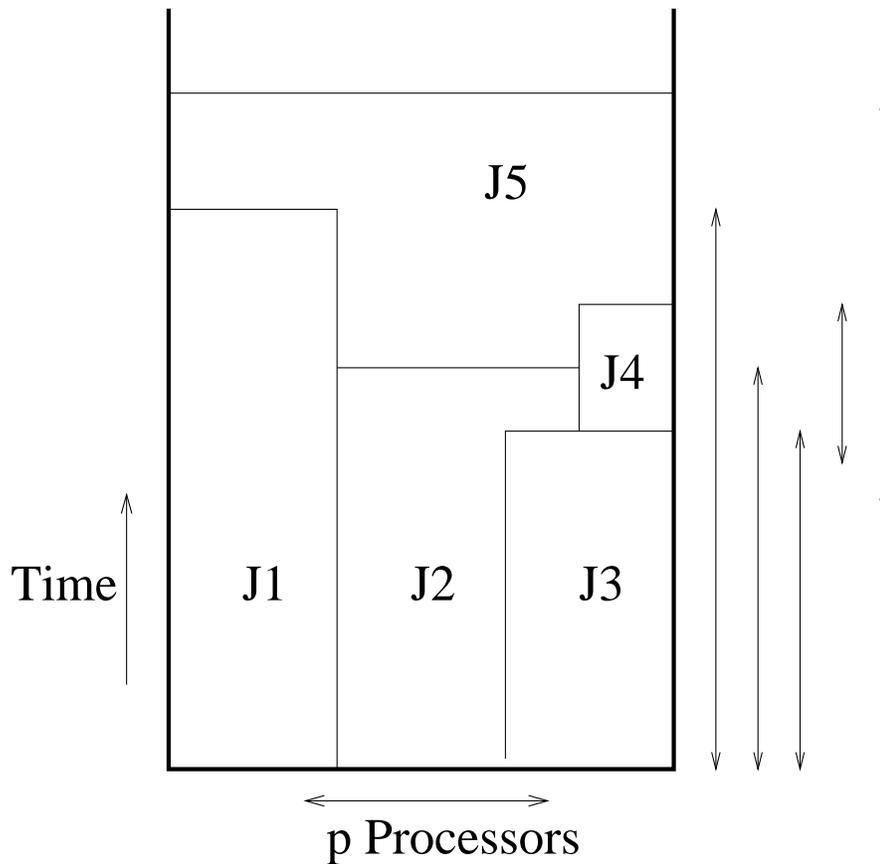
Scheduling of Jobs

with Arbitrary Arrival Times

and Changing Execution Characteristics

The Scheduling Problem

- Allocate p processors to a stream of n jobs



- Average Response Time:

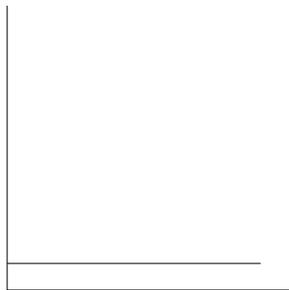
$$AvgResp(S(J)) = \frac{1}{n} \sum_{i \in [1..n]} c_i - r_i$$

- Competitive Ratio:

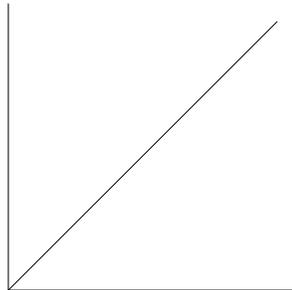
$$\text{Min}_{S \in \mathcal{S}} \text{Max}_{J \in \mathcal{J}} \frac{AvgResp(S(J))}{AvgResp(OPT(J))}$$

Different Classes \mathcal{J} of Job Sets J

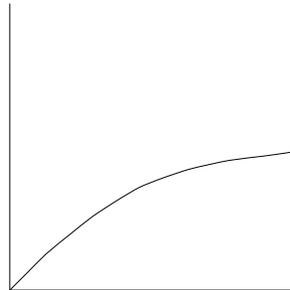
- Arrival Times (Arbitrary or Batch)
- Some Class of Speedup Functions
 - $\Gamma(\beta)$ is the rate (work/time) when allocated β processors.



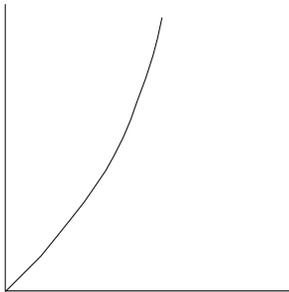
Sequential



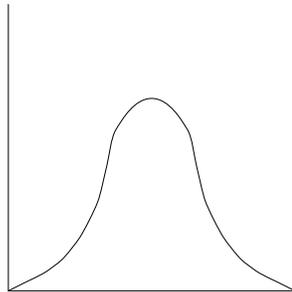
Fully Par.



NonDecreasing
SubLinear



Super-Linear



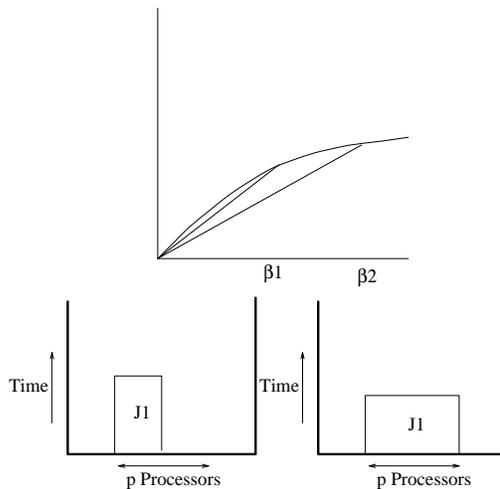
Gradual

...

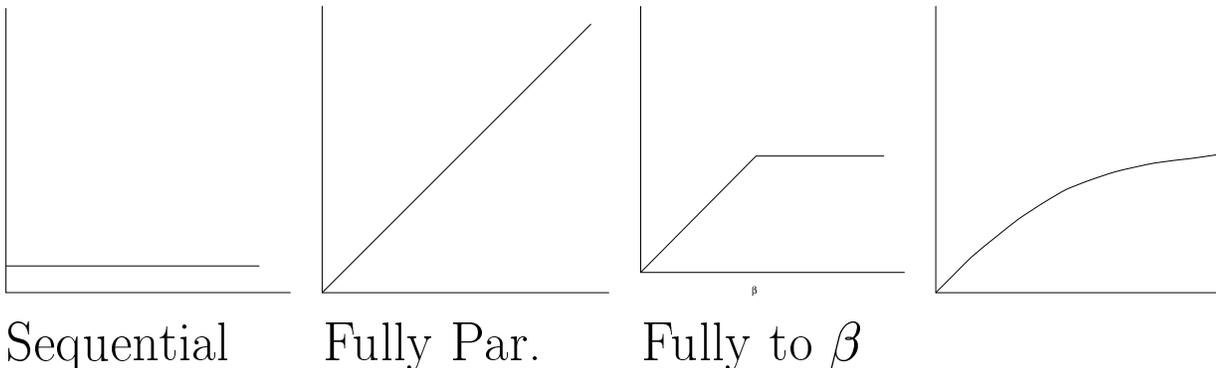
- # of Phases in a Job (Single or Arbitrary)

SubLinear-NonDecreasing Speedup Functions

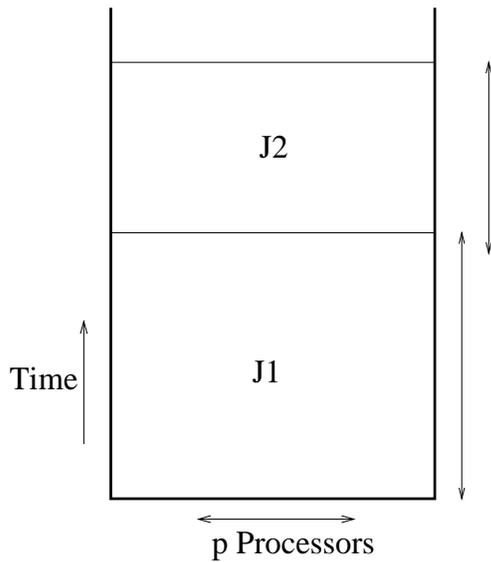
- A set of jobs $J = \{J_1, J_2, \dots, J_n\}$
- Each job has phases $J_i = \langle J_i^1, J_i^2, \dots, J_i^{q_i} \rangle$
- Each job phase $J_i^q = \langle W_i^q, \Gamma_i^q \rangle$ is defined by
 - W_i^q is the amount of *work*
 - $\Gamma_i^q(\beta)$ is the rate (work/time) with β processors
- Speedup functions must be:
 - NonDecreasing: $\beta_1 \leq \beta_2 \Rightarrow \Gamma(\beta_1) \leq \Gamma(\beta_2)$.
 - SubLinear: $\beta_1 \leq \beta_2 \Rightarrow \Gamma(\beta_1)/\beta_1 \geq \Gamma(\beta_2)/\beta_2$.



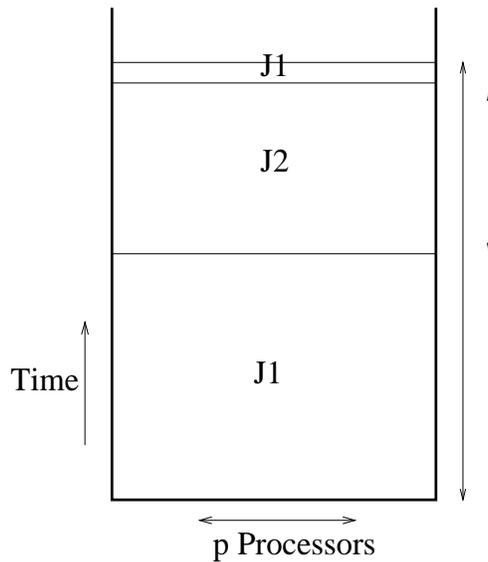
• Examples



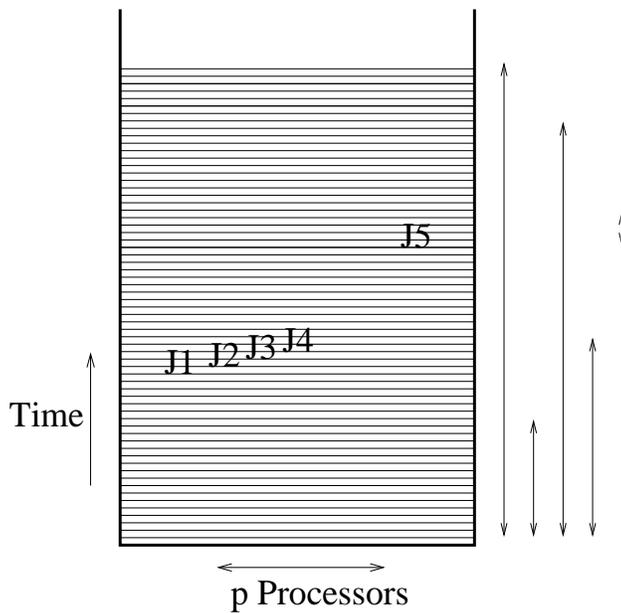
Examples of Schedulers (algorithms)



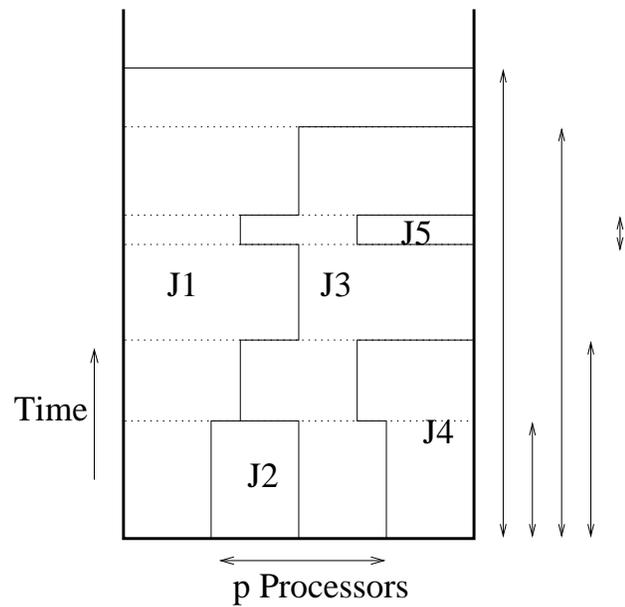
Shortest Remaining Work First (SJF)



Balance (BAL) Shortest Run First



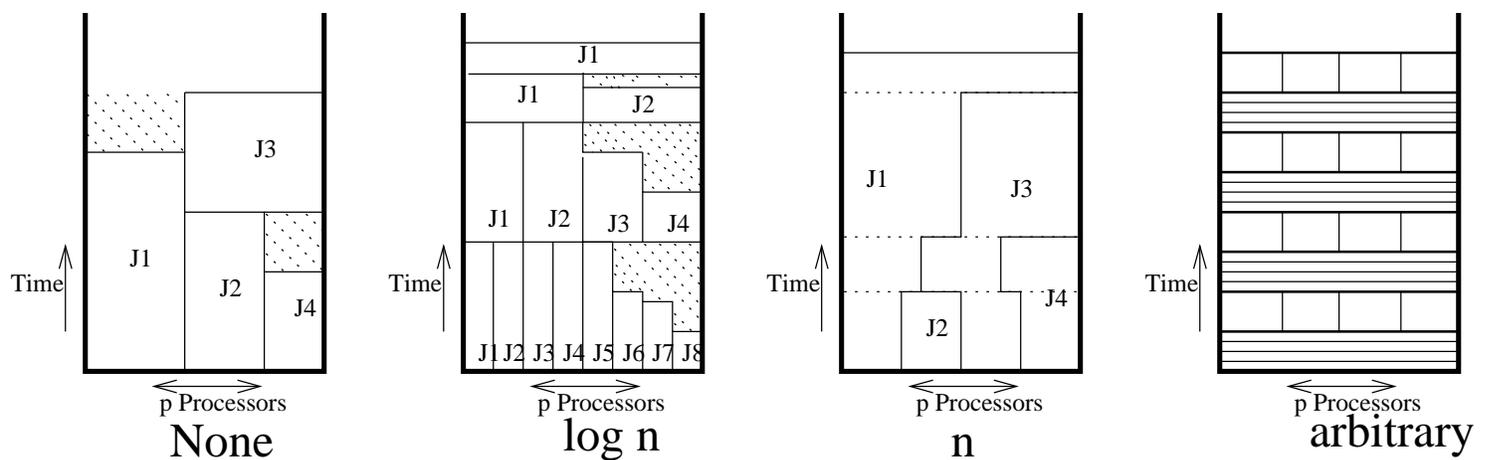
Round Robin (RR)



Equal-Partition (EQUI)

Different Classes \mathcal{S} of Schedulers \mathcal{S}

- Clairvoyance
 - No, partial, or complete knowledge
- Computation Time
 - Unbounded, Poly Time, or Reasonable
- # of Preemptions (re-allocation of processors)



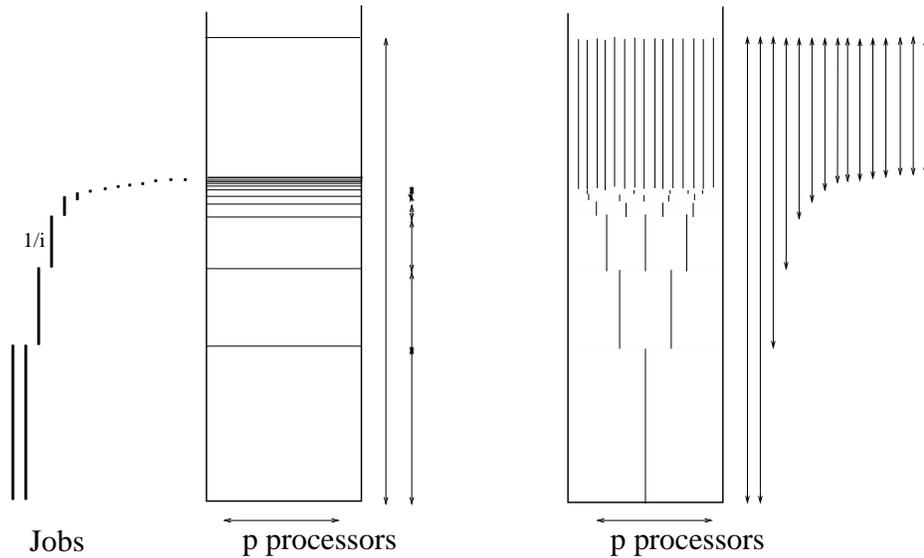
The Optimal Scheduler

- Unbounded
 - Clairvoyance
 - Computation Time
 - Preemptions

Devil and one player

Lower Bounds

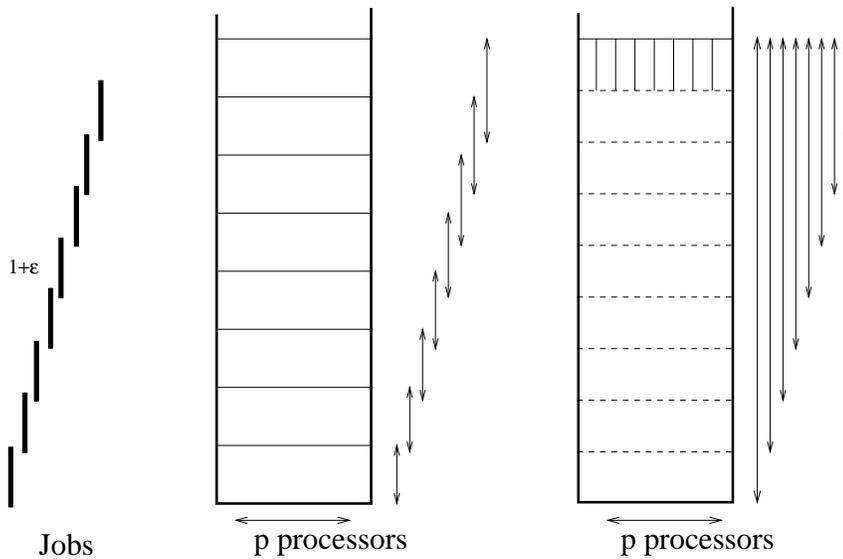
- Equal-Partition



$$AvgResp(EQUI(J)) \geq \Omega \left(\frac{n}{\log n} \right) \cdot AvgResp(OPT(J))$$

$\text{Flow}(OPT) = O(\log n)$ $\text{Flow}(EQUI) = O(n)$

- Balance



$$AvgResp(BAL(J)) \geq \Omega(n) \cdot AvgResp(OPT(J))$$

$\text{Flow}(OPT) = O(n)$ $\text{Flow}(BAL) = O(n^2)$

- General Non-Clairvoyant Schedulers S

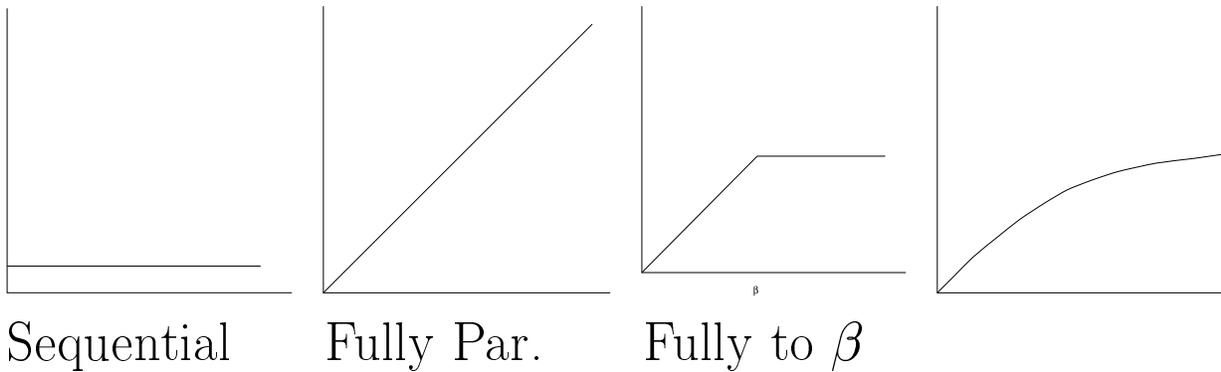
$$AvgResp(S(J)) \geq \Omega(\sqrt{n}) \cdot AvgResp(OPT(J))$$

Devil 2 + ϵ .

Main Result

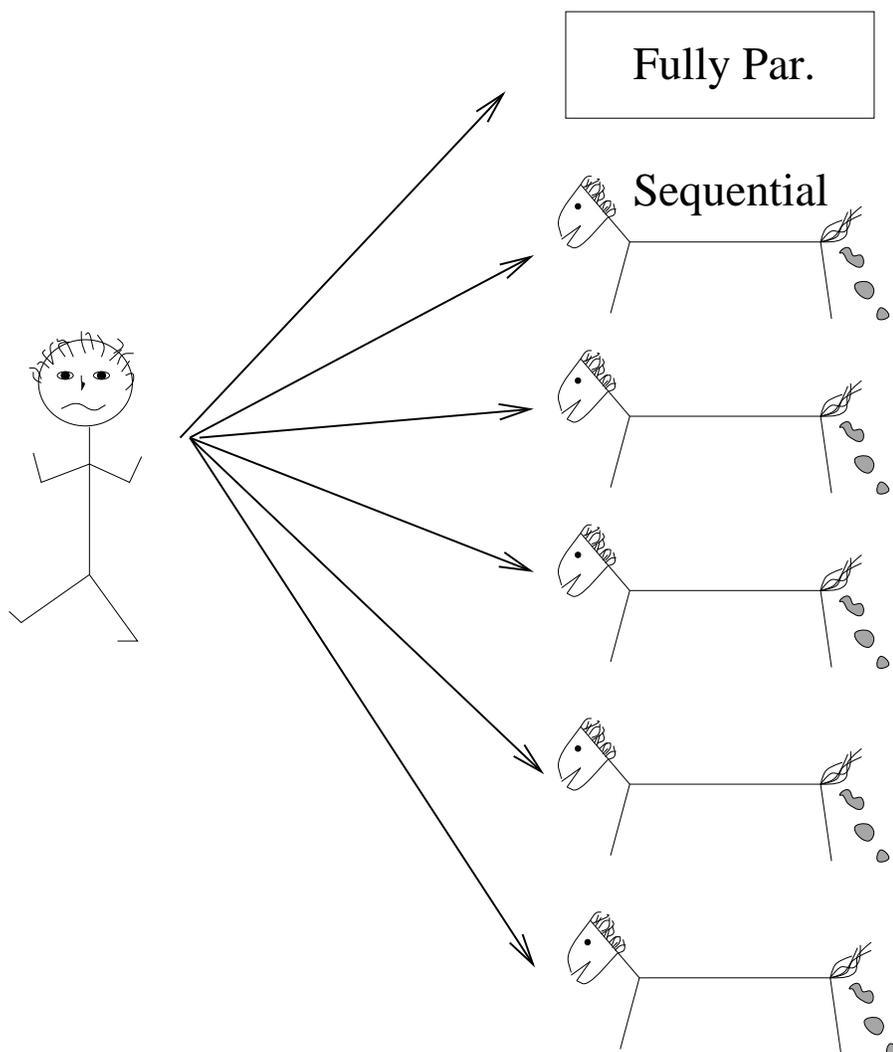
For any set of jobs J with

- arbitrary arrival times
- arbitrary number of phases
- sublinear-nondecreasing speedup functions



$$\frac{AvgResp(EQUI_{2+\epsilon}(J))}{AvgResp(OPT(J))} \leq \mathcal{O}\left(1 + \frac{1}{\epsilon}\right)$$

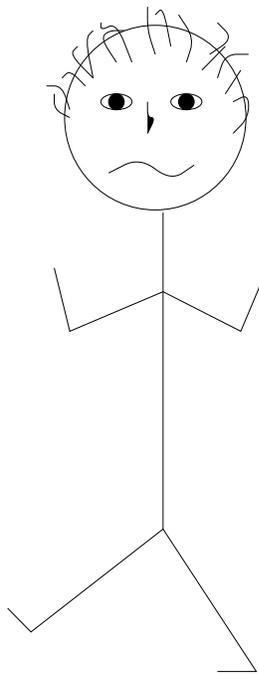
Wasting Resources on Sequential Jobs

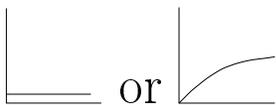
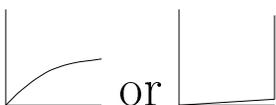
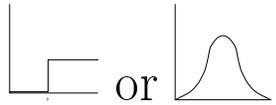


At most $\frac{1}{2+\epsilon}$ of our resources are wasted on sequential jobs.

Designing an Operating System

- Predict the future.
- How much work in job?
- Fully par. or seq.?
- Design & code better algs.
- Spend more cpu time.
- Buy $2 + \epsilon$ times as many processors.
- Run *EQUI*.

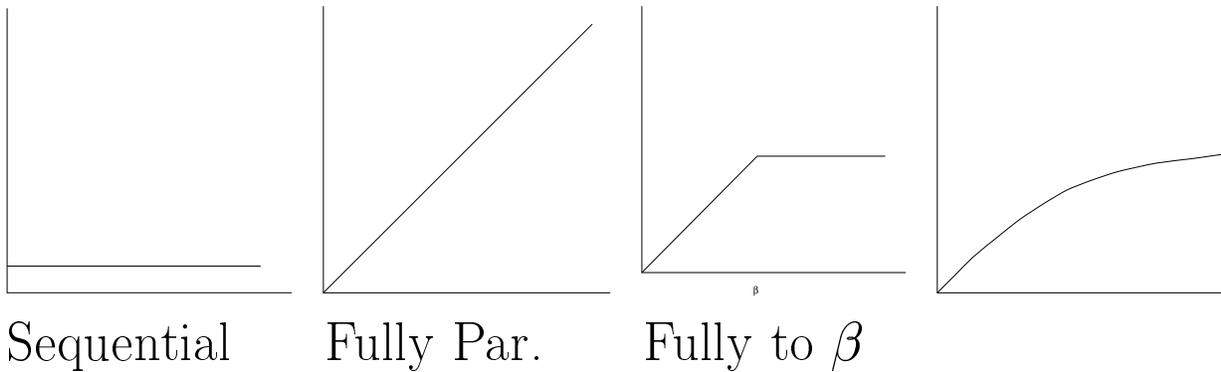


Who	Sched	Jobs	s	comp
[MPT]	<i>EQUI</i>	Batch 	1	2
[ECBD]			1	[2.71, 3.74]
[KP]	<i>BAL</i>	Arb. Arr. 	1	$\Omega(n)$
[BC]			$1 + \epsilon$	$1 + \frac{1}{\epsilon}$
new			$s \geq 2$	$\frac{2}{s}$
			s	$\Omega(n)$
[MPT]	<i>EQUI</i>		1	$\Omega(\frac{n}{\log n})$
[KP]			$1 + \epsilon$	$\Omega(n^{1-\epsilon})$
new			$2 + \epsilon$	$[1 + \frac{1}{\epsilon}, 2 + \frac{4}{\epsilon}]$
			s	≥ 1
			1	$\Theta(\frac{1}{s})$
			1	$\Theta(1)$
new	<i>EQUI'</i>	few preempt	$4 + \epsilon$	$\Theta(1)$
	<i>HEQUI</i>		$4 + \epsilon$	$\Theta(1)$
	<i>HEQUI'</i>		$\Theta(\log p)$	$\Theta(1)$

Main Result

For any set of jobs J with

- arbitrary arrival times
- arbitrary number of phases
- sublinear-nondecreasing speedup functions

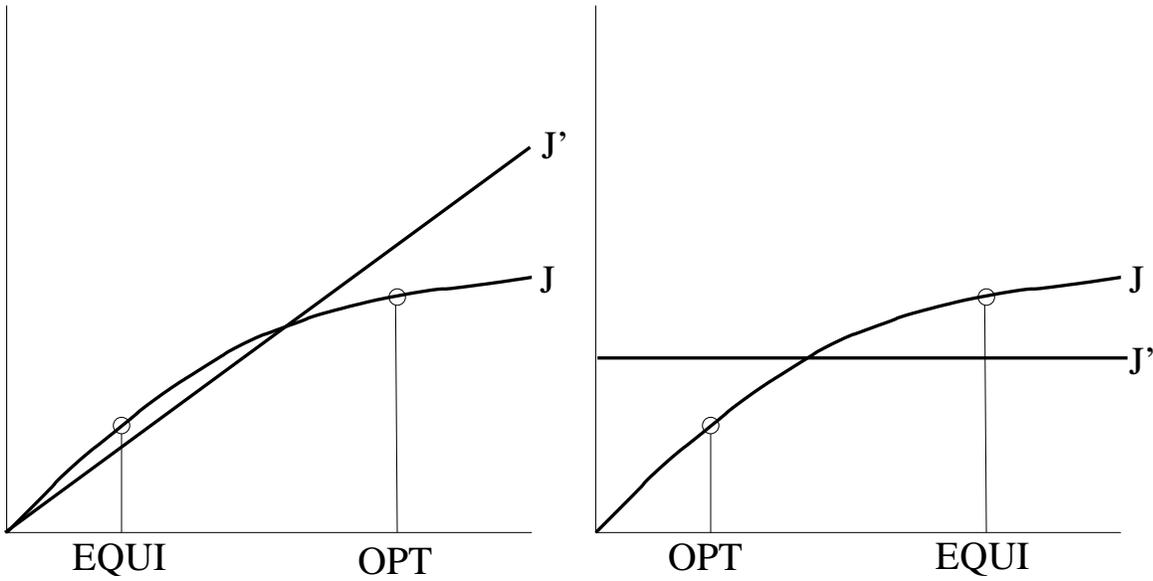


$$\frac{AvgResp(EQUI_{2+\epsilon}(J))}{AvgResp(OPT(J))} \leq \mathcal{O}\left(1 + \frac{1}{\epsilon}\right)$$

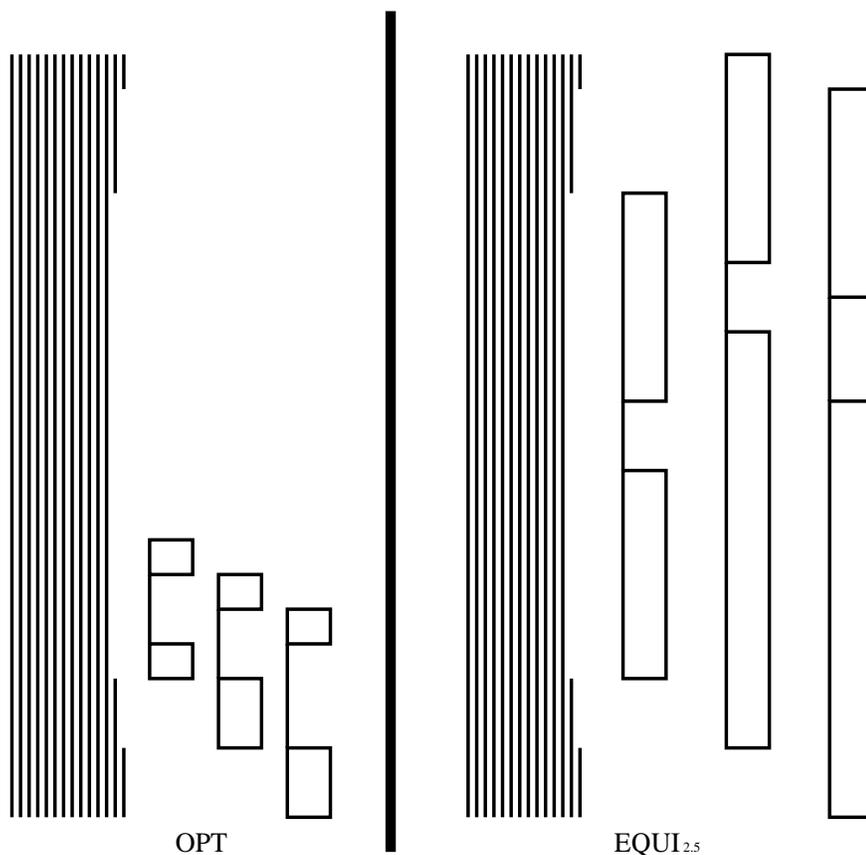
Worst Case J

In the worst case set of jobs J
each phase is either fully parallelizable or sequential.

$$\forall J \exists J' \frac{AvgResp(EQUI_{2+\epsilon}(J))}{AvgResp(OPT(J))} \leq \frac{AvgResp(EQUI_{2+\epsilon}(J'))}{AvgResp(OPT(J'))}$$



Integrating Through Time



$$\frac{AvgResp(EQUI_{2+\epsilon}(J'))}{AvgResp(OPT(J'))}$$

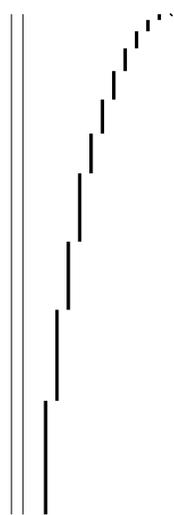
$$= \frac{\int_0^\infty (\# \text{ par. EQUI})_t + (\# \text{ seq. EQUI})_t \delta t}{\int_0^\infty 1 + (\# \text{ seq. OPT})_t \delta t}$$

$$= \frac{\int_0^\infty (\# \text{ par. EQUI})_t + (\# \text{ seq. EQUI})_t \delta t}{\int_0^\infty 1 + (\# \text{ seq. EQUI})_t \delta t}$$

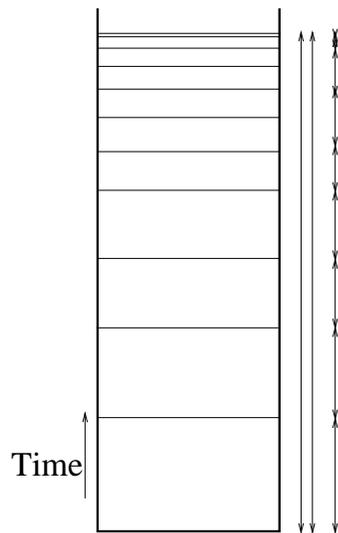
Extra Resources $s = 2 + \epsilon$

Still Number of Jobs Alive

is Unbounded

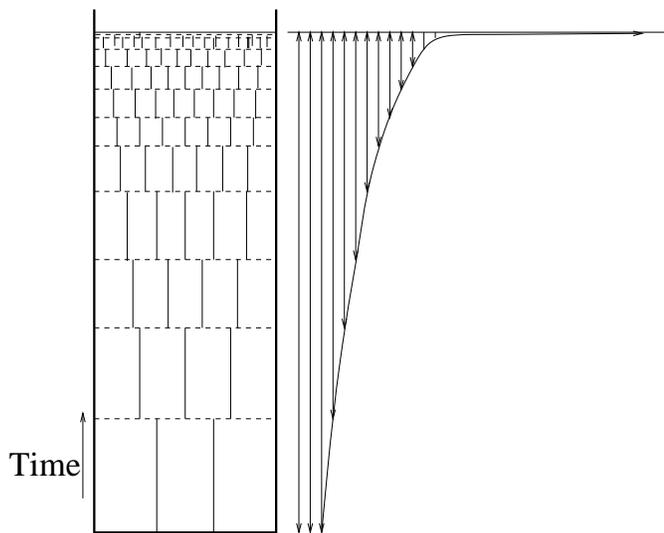


Jobs



p processors

$$\text{Flow}(\text{OPT}) = O(1)$$



sp processors

$$\text{Flow}(\text{EQUI}_{2+\epsilon}) = O(1)$$

Steady State

Potential Function

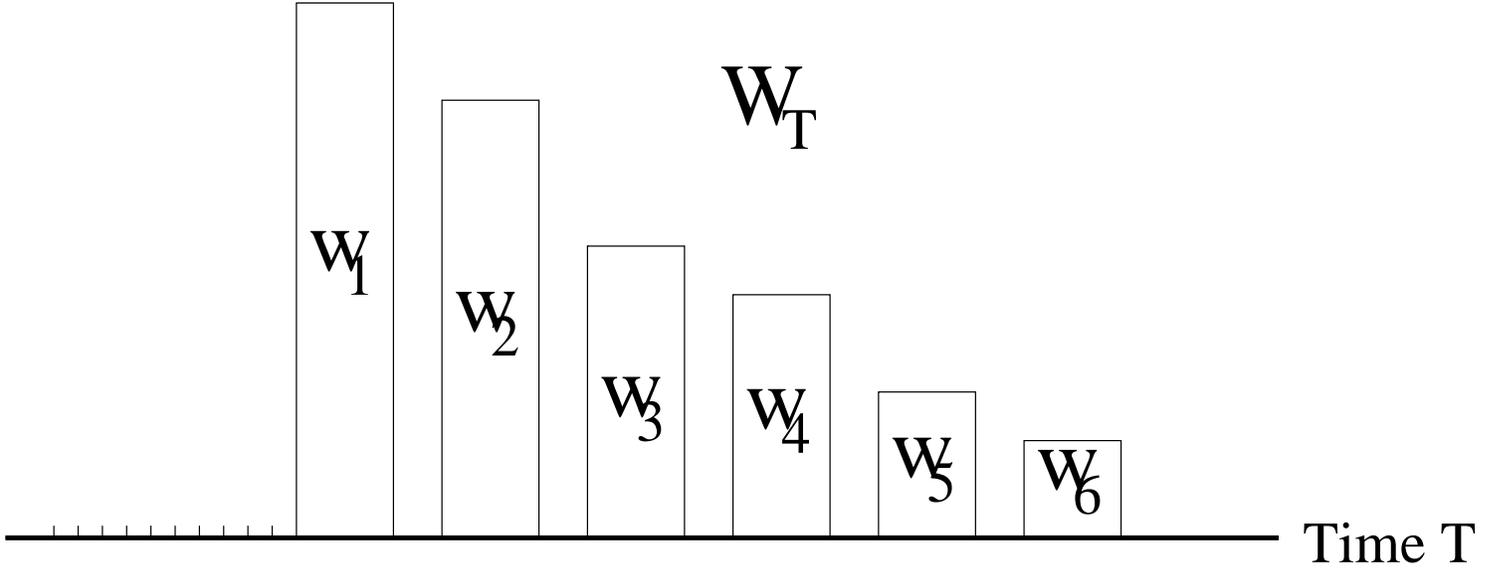
- $W_t =$ set of work completed by OPT but not by $EQUI$.
- $F(W_t) =$ a measure of the work
- $(\# \text{ par. EQUI})_t \geq \frac{1}{\epsilon}(\# \text{ seq. EQUI})_t$
 $\Rightarrow F(W_t)$ decreases with time

- $F_T = F(W_T) + \int_0^T (\# \text{ par. EQUI})_t - \frac{1}{\epsilon}(\# \text{ seq. EQUI})_t \delta t$
- $F_0 = 0$
- $\frac{\delta F_T}{\delta T} \leq 0$
- $F_\infty \leq 0$
- $\int_0^\infty (\# \text{ par. EQUI})_t - \frac{1}{\epsilon}(\# \text{ seq. EQUI})_t \delta t \leq 0.$

- $\frac{AvgResp(EQUI_{2+\epsilon}(J))}{AvgResp(OPT(J))}$
 $\leq \frac{\int_0^\infty (\# \text{ par. EQUI})_t + (\# \text{ seq. EQUI})_t \delta t}{\int_0^\infty 1 + (\# \text{ seq. EQUI})_t \delta t} \leq \mathcal{O}(1 + \frac{1}{\epsilon})$

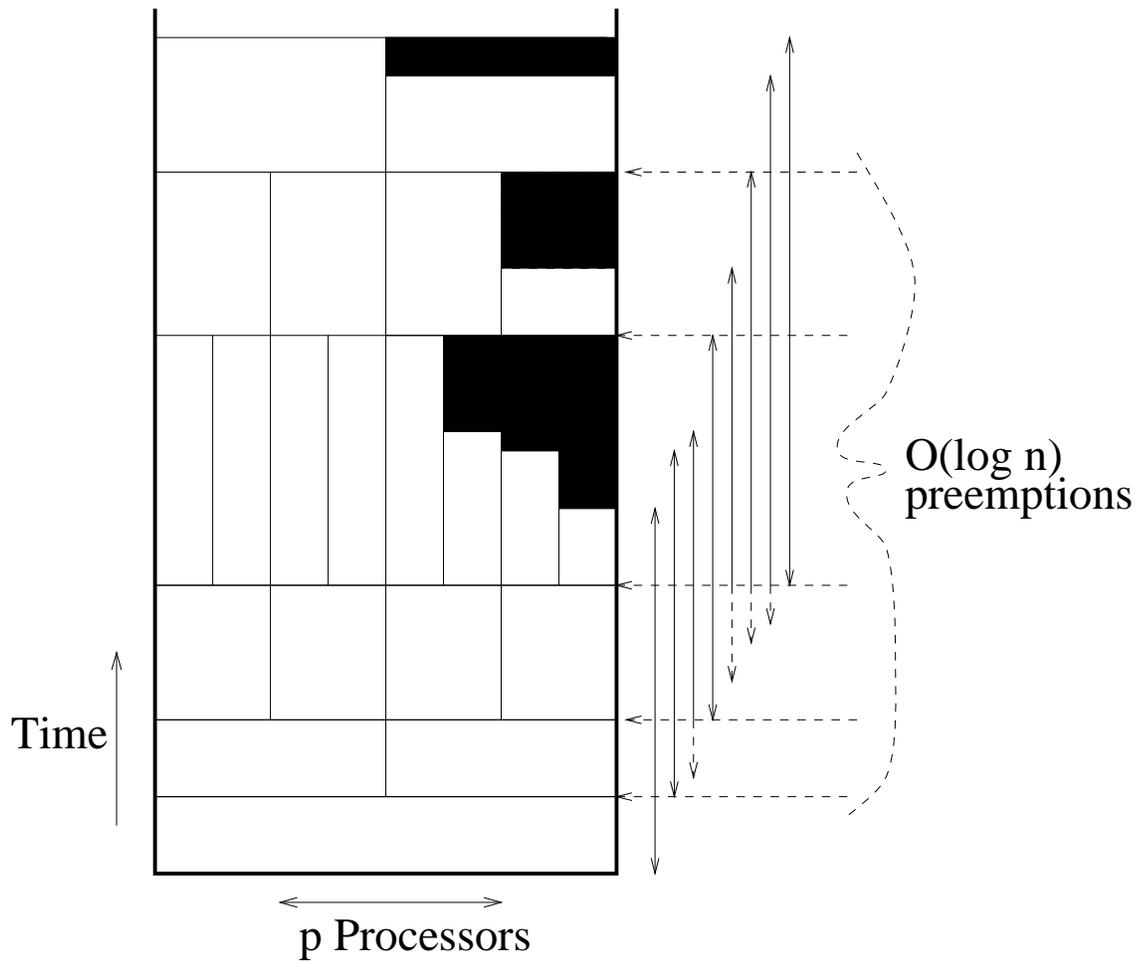
All Jobs Fully Parallelizable or Sequential

Work Completed by *OPT* and not by *EQUI*



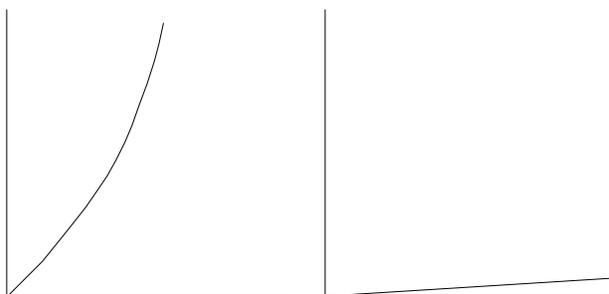
$$\begin{aligned}
 F_T &= \int_0^T \left(m_t - \frac{l_t}{\epsilon}\right) \delta t + F(W_T) \\
 &= \int_0^T \left(m_t - \frac{l_t}{\epsilon}\right) + \frac{2}{\epsilon} \sum_{i=1}^{m_T} i w_i \\
 \frac{\delta F_T}{\delta T} &= \left(m_T - \frac{l_T}{\epsilon}\right) + \frac{2}{\epsilon} \left[(m_T \cdot 1) - \sum_{i=1}^{m_T} i \cdot \left(\frac{2+\epsilon}{m_T+l_T}\right) \right] \\
 &\qquad\qquad\qquad \left(\frac{(m_T)^2}{2}\right) \cdot \left(\frac{2+\epsilon}{m_T+l_T}\right) \\
 &\qquad\qquad\qquad m_T + \frac{\epsilon}{2} m_T - \mathcal{O}(l_T) \\
 &\leq 0
 \end{aligned}$$

"log n" Preemptions

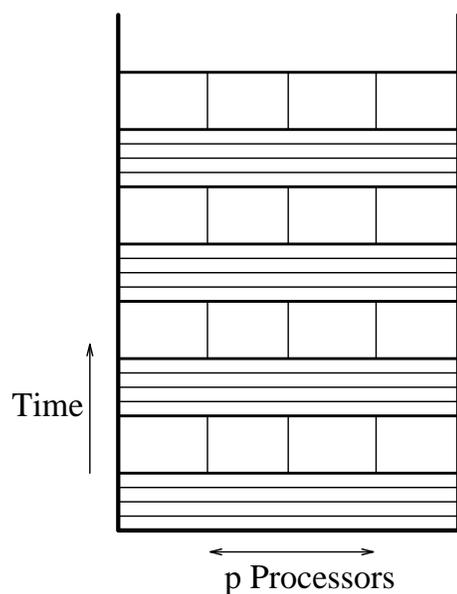


- Preempts only when $\#$ jobs increases or decreases by a factor of 2.
- Competitive with $s = 8 + \epsilon$.

Super Linear Speedup Functions

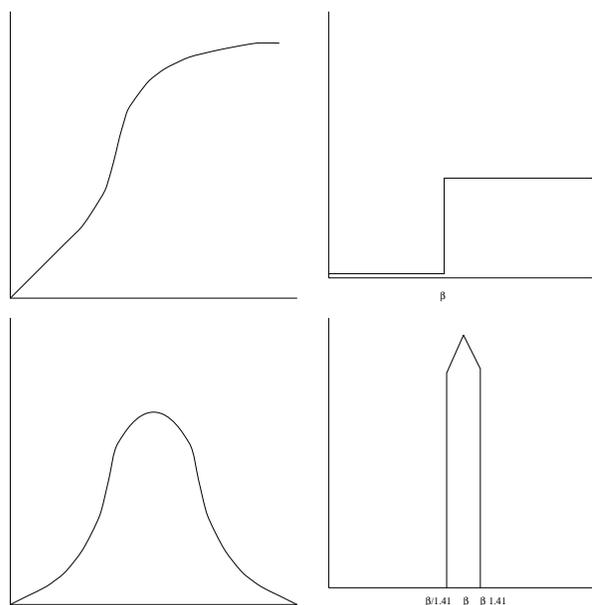


- Time-Space Tradeoff and Highly Parallelizable
- Competitive with $s = 4 + \epsilon$.
 - *Round Robin* (super linear phases)
 - *EQUI* (sub-linear phases)



- Bounded preemptions $\Rightarrow \Omega(n)$

NonDecreasing or “Gradual” Speedup Functions



- Competitive with $s = \mathcal{O}(\log p)$:
 - Run each job
 - * for a slice of time
 - * with 2^k processors ($\forall k \in [1, \log p]$)
 - Guaranteed to run each job phase
 - * with the “right” # of processors

Conjectures

- Are the $2 + \epsilon$ extra resources needed?

$\forall \epsilon > 0, \exists$ a Non-Clairvoyant Scheduler S

$$\forall J \frac{AvgResp(S_{1+\epsilon}(J))}{AvgResp(OPT(J))} \leq \mathcal{O}\left(\frac{1}{\epsilon^2}\right)$$

- Jobs arrive in a Random order

$$\frac{AvgResp(EQUI_1(J))}{AvgResp(OPT(J))} \leq \mathcal{O}(1)$$

- Lower bound for Non-clairvoyant Schedulers.