Design Project 2: Virtual Machine Placement in a Data Center Network

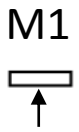
Tiffany Yu-Han Chen

Data Center Network

The network you are using in your DP2

Data Center (DC) Networks

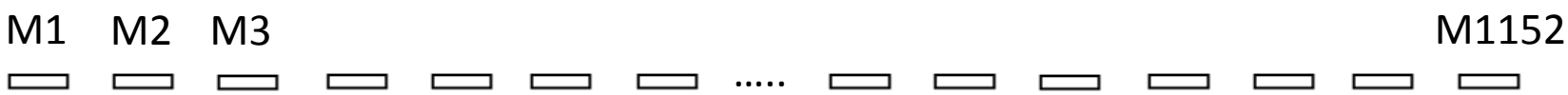
- DC networks are organized in a hierarchical way



physical machine

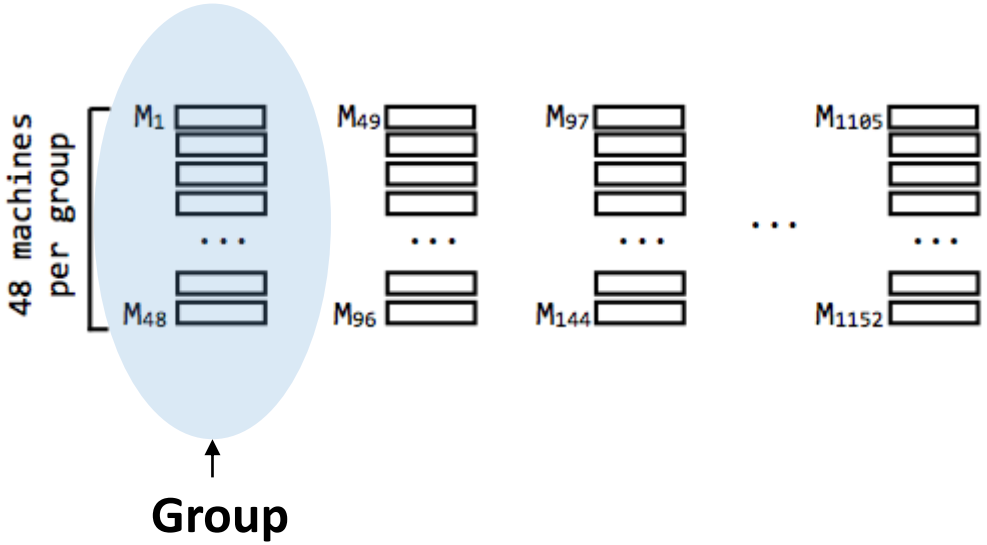
DC Networks

- Each physical machine has a unique ID



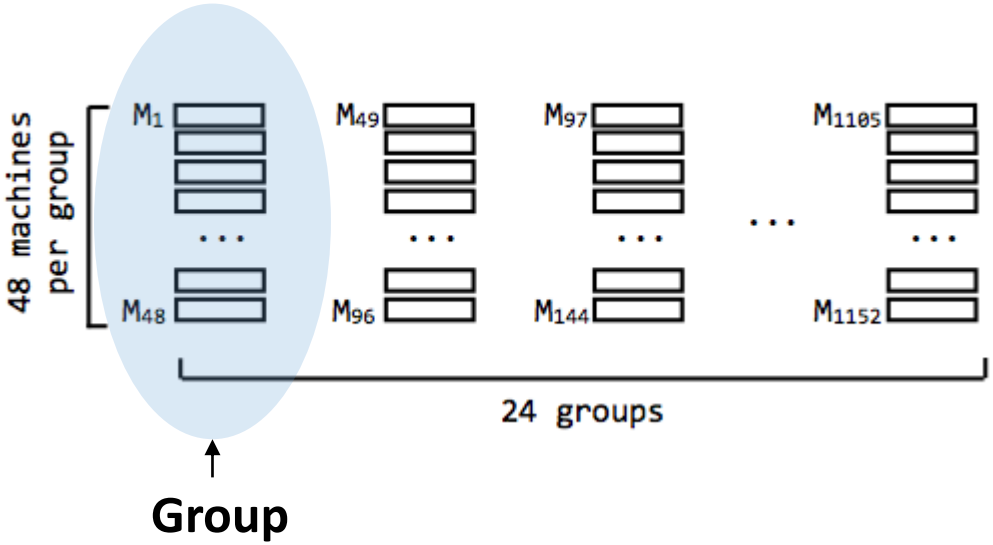
DC Networks

- These machines are divided into groups

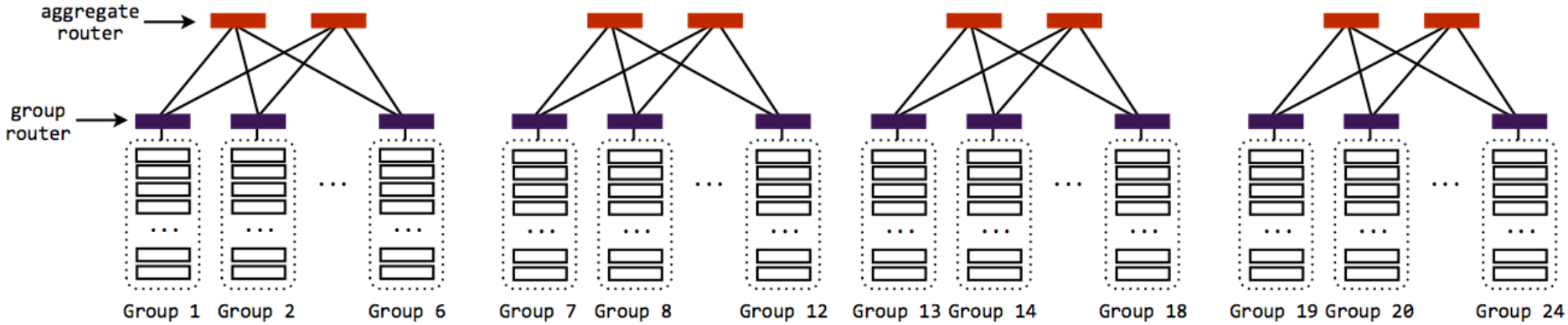


DC Networks

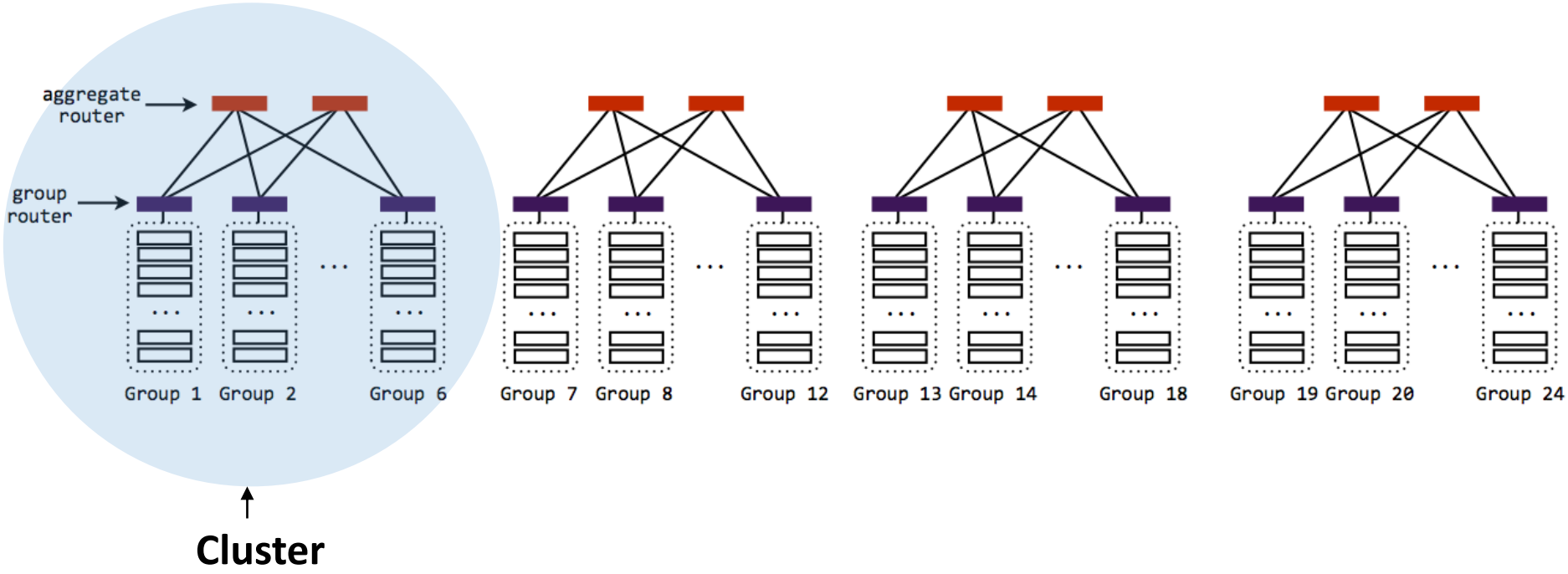
- **Machines in the same group are connected with a extremely fast network connection.**



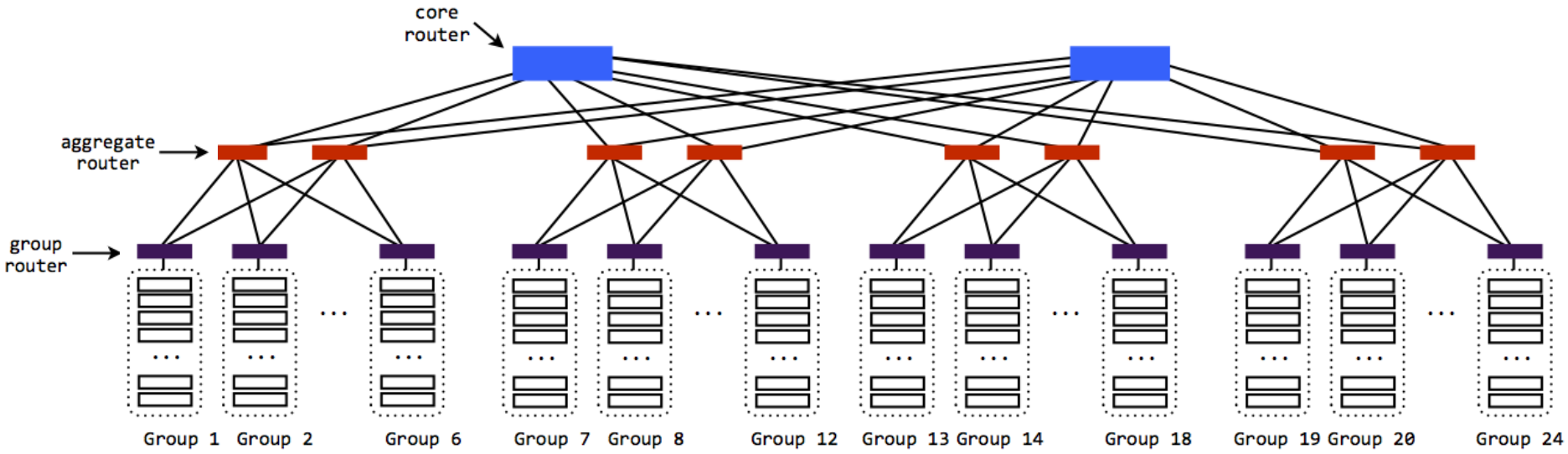
DC Networks


aggregate router
group router
Group 1
Group 2
Group 6
Group 7
Group 8
Group 12
Group 13
Group 14
Group 18
Group 19
Group 20
Group 24

DC Networks

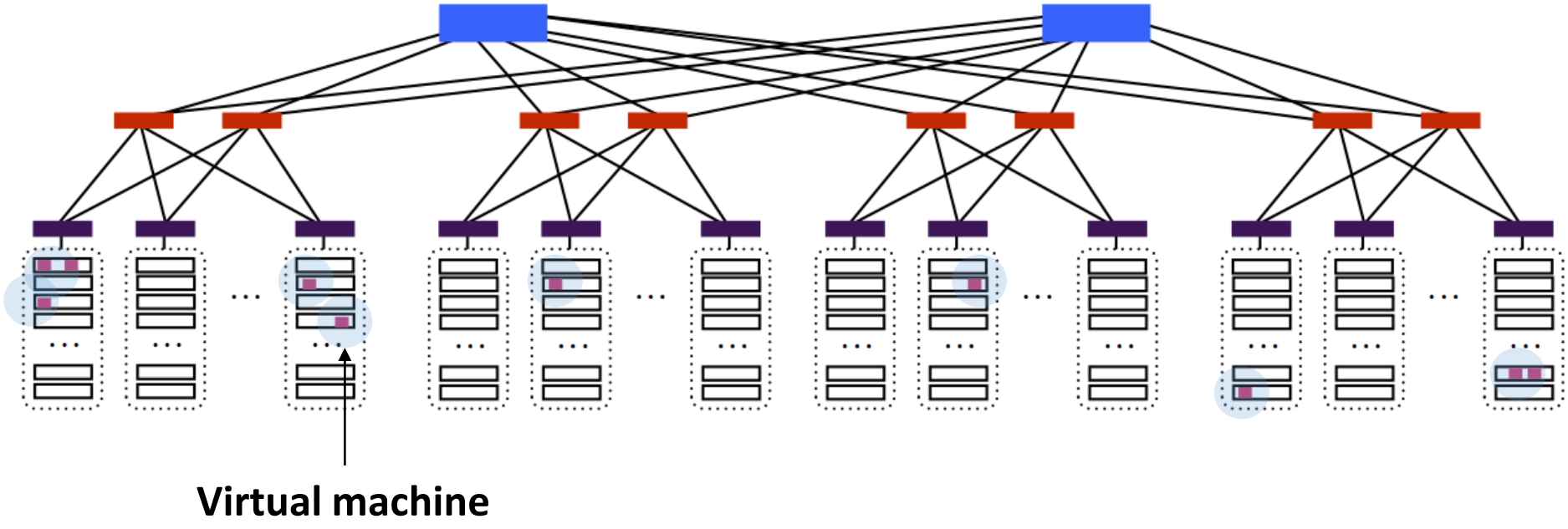

aggregate router
group router
Group 1
Group 2
Group 6
Group 7
Group 8
Group 12
Group 13
Group 14
Group 18
Group 19
Group 20
Group 24
Cluster

DC Networks


core
router
aggregate
router
group
router
Group 1
Group 2
Group 6
Group 7
Group 8
Group 12
Group 13
Group 14
Group 18
Group 19
Group 20
Group 24

Virtual Machines (VMs)

- A physical machine is home to many different VMs
- Each physical machine can host 4 VMs



Running Jobs in a DC Network

- It’s common to run large computation tasks in public DCs
  - Amazon EC2, Windows Azure

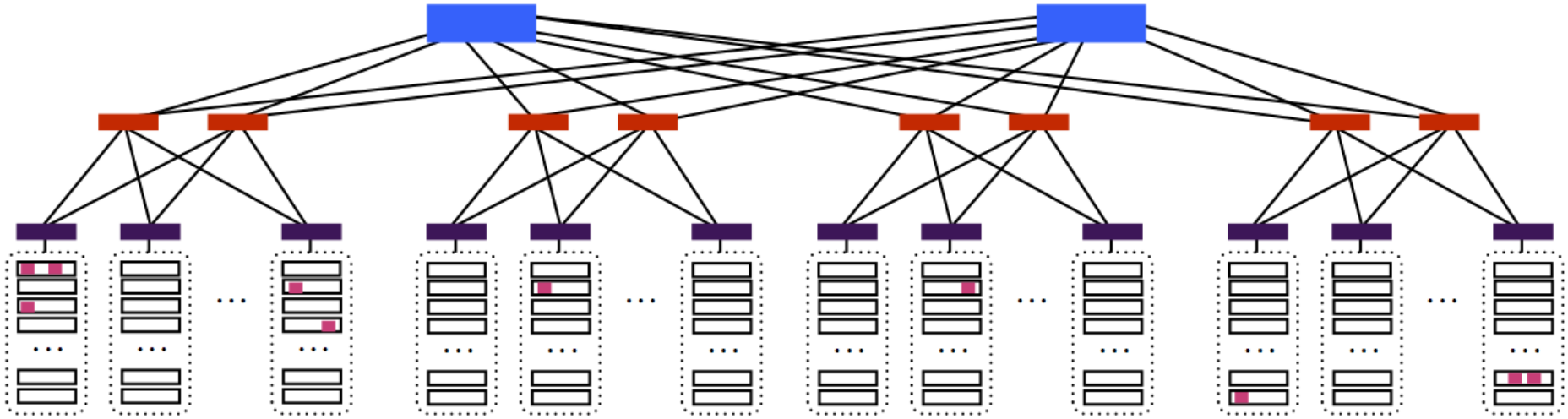
Running Jobs in a DC Network

- It's common to run large computation tasks in public DCs
  - Amazon EC2, Windows Azure
- User divides the computation into smaller jobs and puts each job in a VM
  - VMs are placed on various physical machines in the DC
  - VMs communicate with each other to finish the task

Running Jobs in a DC Network

- It's common to run large computation tasks in public DCs
  - Amazon EC2, Windows Azure
- User divides the computation into smaller jobs and puts each job in a VM
  - VMs are placed on various physical machines in the DC
  - VMs communicate with each other to finish the task
- **Users are paying for each VM (!)**
  - $0.1/min per VM

Summary

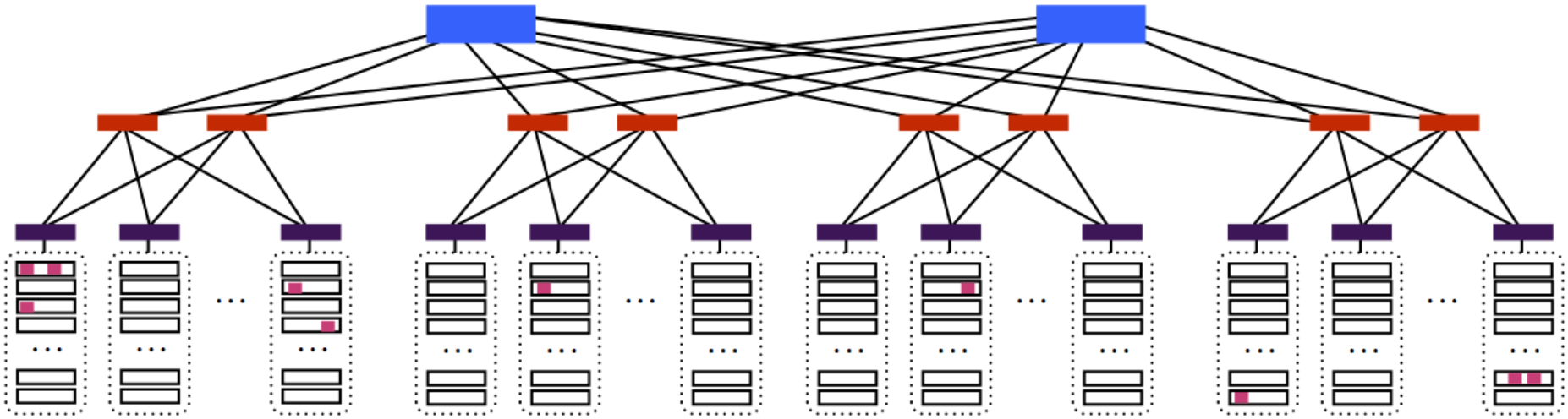


- **The price of a VM** - $0.1/min

VM Placement Problem

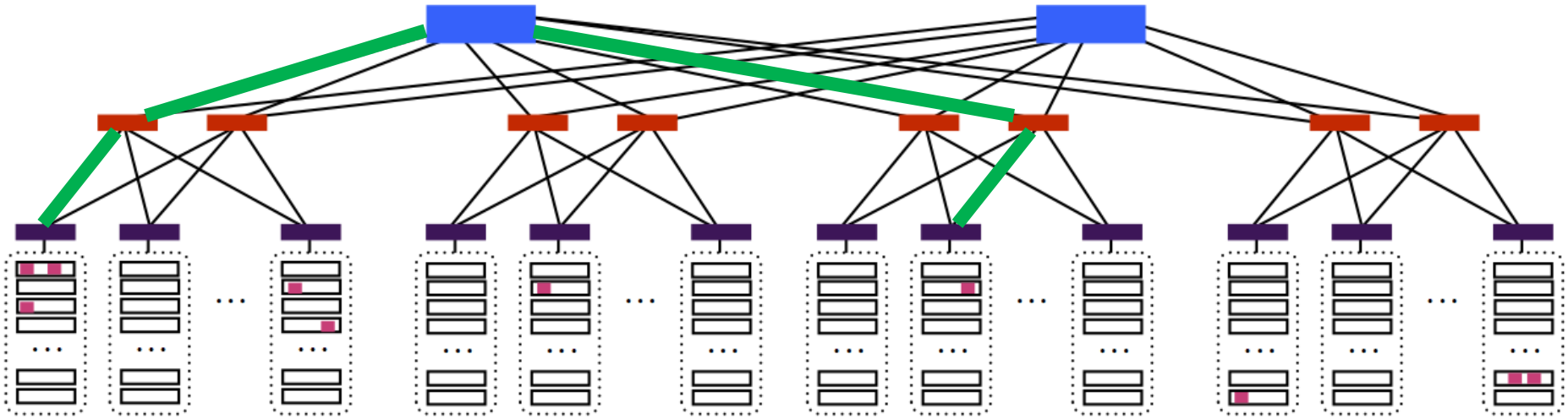
VM Placement Problem

- Your app needs multiple VMs, and they can be located anywhere on the network



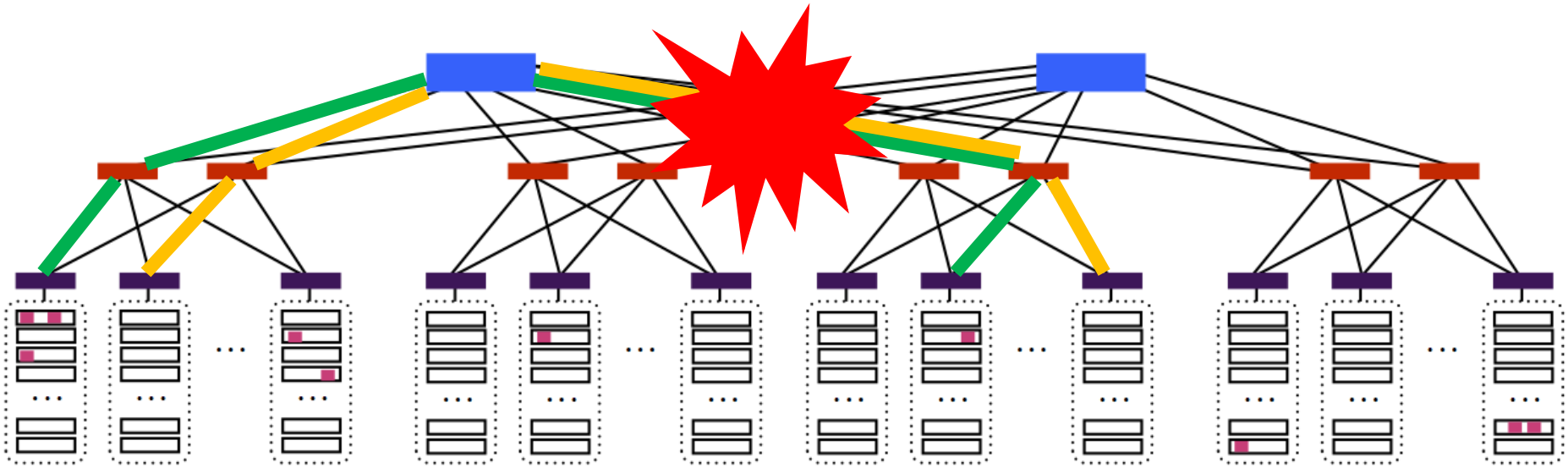
VM Placement Problem

- Your app needs multiple VMs, and they can be located anywhere on the network
- If your app has to transfer a large amount of data, the network becomes the bottleneck



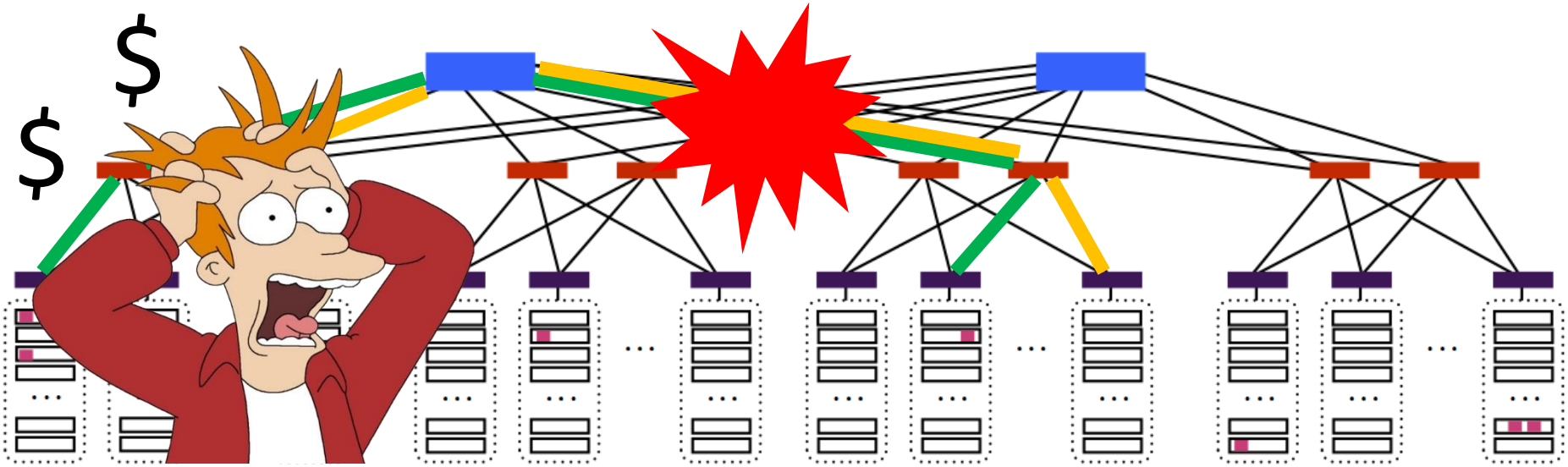
VM Placement Problem

- Your app needs multiple VMs, and they can be located anywhere on the network
- If your app has to transfer a large amount of data, the network becomes the bottleneck
- Connections become slower if other users are sharing the same path(s) that your traffic is using



VM Placement Problem

- Your app needs multiple VMs, and they can be located anywhere on the network
- If your app has to transfer a large amount of data, the network becomes the bottleneck
- Connections become slower if other users are sharing the same path(s) that your traffic is using



Your Job

- Given
  1. The DC network topology

Your Job

- Given
  1. The DC network topology
  2. The number of VMs the app uses = n

Your Job

- Given
  1. The DC network topology
  2. The number of VMs the app uses = n
  3. The **total** amount of data that each pair of VMs will transfer

$$B = \begin{bmatrix} 0 & 10MB & 0 \\ 2MB & 0 & 3MB \\ 0 & 0 & 0 \end{bmatrix}$$

Your Job

- Given
  1. The DC network topology
  2. The number of VMs the app uses = n
  3. The **total** amount of data that each pair of VMs will transfer

$$B = \begin{bmatrix} 0 & 10MB & 0 \\ 2MB & 0 & 3MB \\ 0 & 0 & 0 \end{bmatrix}$$

- Place your VMs to minimize the time until the completion of the app
  - Time ↓ , Cost ↓ ($0.1/min per VM)

Your Job

- Given
  1. The DC network topology
  2. The number of VMs the app uses = n
  3. The **total** amount of data that each pair of VMs will transfer

$$B = \begin{bmatrix} 0 & 10MB & 0 \\ 2MB & 0 & 3MB \\ 0 & 0 & 0 \end{bmatrix}$$

- Place your VMs to minimize the time until the completion of the app
  - Time ↓ , Cost ↓ ($0.1/min per VM)
- Adapt the placement in real time to cope with nwk changes
  - Arrival/departure of other clients
  - Completion of existing task

Available Functions

1. **bool place(v, m)**

   - Place virtual machine v on physical machine m

2. **machine_id random_place(v)**

   - Place virtual machine v on a random physical machine, and returns that machine's ID

3. **int progress(u, v)**

   - Returns the number of bytes that virtual machines u and v have left to transfer to each other.

4. **int machine_occupancy(m)**

   - Return the number of VMs currently running on PM m.

5. **double tcp_throughput(v)**

   - Return the throughput of the TCP connection from this VM to VM v over the last 100ms *(passive monitoring)*

System Design

System Components

- **Measurement –** Learn the properties of the paths between the VMs
  - What to measure?
    - Available bandwidth? App's throughput?
  - How to measure?
    - Active probing/passive monitoring?
  - How often to measure?
  - Overhead of measurements
    - $, traffic

System Components

- **Measurement –** Learn the properties of the paths between the VMs
  - What to measure?
    - Available bandwidth? App's throughput?
  - How to measure?
    - Active probing/passive monitoring?
  - How often to measure?
  - Overhead of measurements
- It takes a few RTTs to get an accurate measurement
  - Ex. Measuring the throughput (netperf) takes ***multiple seconds***

System Components

- **Placement –** given the measurements, where do you place the VMs
  - How to make the placement decision?
  - How do you interact with other users?
  - Is everything distributed/centralized?

Straw man #1

For v in VMs, **random_place(v)**

Straw man #1

For v in VMs, **random_place(v)**

- Ignores other paths that may have significantly higher throughput
- Does not consider other clients

Straw man #2

Try to put all the VMs in the same group

```
For each group
        For m in PMs,
                available_vms +=machine_occupancy(m)
                if available_vms >= n
                        put all the VMs in this group
```

Straw man #2

Try to put all the VMs in the same group

```
For each group
        For m in PMs,
                available_vms +=machine_occupancy(m)
                if available_vms >= n
                        put all the VMs in this group
```

- You may not have enough VMs in one group

Straw man #3 - Straggler

1. Place all VMs randomly
2. Loop repeatedly
   a. Collect progress() values between all pairs
   b. Compute %progress (using matrix B – total to be transferred)
   c. Pick the pair making least %progress
      - Move one of the machines to a different random location

Straw man #3 - Straggler

1. Place all VMs randomly
2. Loop repeatedly
   a. Collect progress() values between all pairs
   b. Compute %progress (using matrix B – total to be transferred)
   c. Pick the pair making least %progress
      - Move one of the machines to a different random location

- Ignores other paths that may have significantly higher throughput.

Straw man #4

```
while more bytes to transfer between any pair of VMs
        pick a pair of VMs that haven't completed their transfers
                place them on the same machine
                        complete their transfers
```

Straw man #4

```
while more bytes to transfer between any pair of VMs
        pick a pair of VMs that haven't completed their transfers
                place them on the same machine
                        complete their transfers
```

- You may not have enough VMs in one group
- The path between the VMs that you pick may deliver low throughput.

Some hints…

- Explore better paths by spawning extra VMs
  - Tradeoff: cost

Some hints…

- Explore better paths by spawning extra VMs
  - Tradeoff: cost
- Passive monitoring vs. active probing
  - Passive monitoring
    - Does not provide accurate measurement, (but might be useful?)
  - Active probing
    - Accurate but might take multiple seconds

Some hints…

- Explore better paths by spawning extra VMs
  - Tradeoff: cost
- Passive monitoring vs. active probing
  - Passive monitoring
    - Does not provide accurate measurement, (but might be useful?)
  - Active probing
    - Accurate but might take multiple seconds
- Exploit the DC network topology

Lessons from DP1

- Detailed performance analysis
  - Provide real numbers
  - Get your hands dirty and do some real measurements
- Detailed explanation on the use cases
- Guideline
  - Make reasonable assumptions
  - Try your best to justify your design
  - Persuade your instructor to implement your design