

# Evaluation of scheduling algorithm using realistic simulation

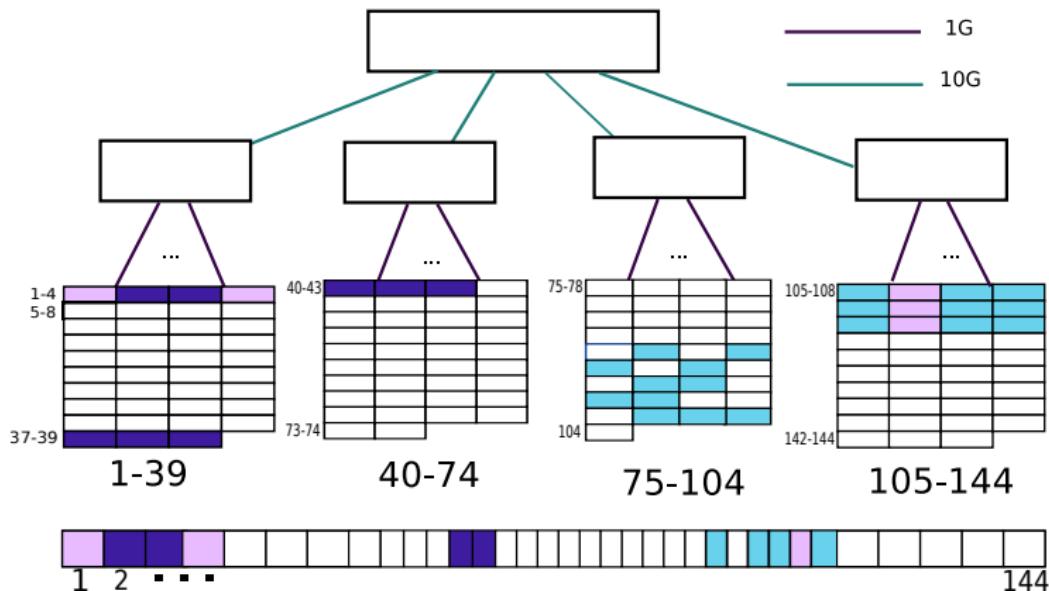
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DATAMOVE Team, LIG



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# Bad placement degrades application performances



heterogeneous platform (nodes, network)

# HPC cluster management

## Resources and Jobs Management Systems (RJMS)

- AKA batch scheduler
- Orchestrates resources on HPC clusters
  - Implements scheduling policies
  - Manages parallel jobs
- Examples:  
Slurm, OAR, TORQUE, PBS...



## RJMS Facts

- Large scale: from 100 to 100 000 nodes
- Heterogeneous nodes with gpgpu, nvram

# Objectives

## Questions

How study and improve the scheduler on HPC systems?

We need to experiment on the RJMS but...

Production systems are not available for testing RJMS

- They are already full of users jobs!
- Energy/time cost of experiments is not affordable

# State of the art

## DIY

- most papers
- publish and perish?

## Long-term

- Examples: Alea, Batsim, AccaSim
- Maintained?

## Challenges

- Assessed against reality?
- Intra/Inter job interferences?

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# Outline

1 Motivation

2 Batsim

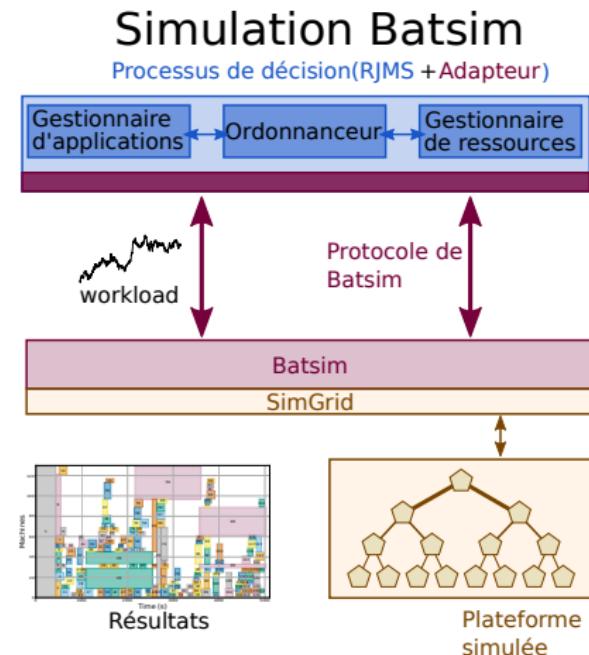
3 Evaluation

4 Future works

# Batsim Overview

## Infrastructure simulator: Study scheduling algorithms

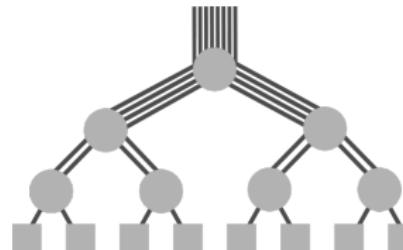
- Based on SimGrid
  - Reliable: 15+ years, strong community
  - Topology-aware validated network models
- Modular
- $\simeq 9k$  C++ LOC
- Packaged with Nix



# Batsim inputs

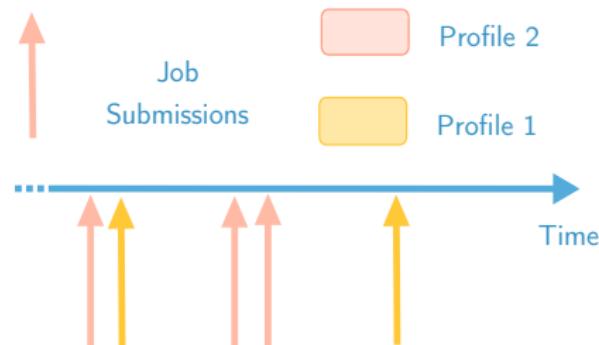
## What is a Batsim platform?

- Batsim platform  $\simeq$  SimGrid platform



## What is a Batsim workload?

- List of jobs
  - Submit time
  - Walltime (user-given maximum run time)
  - Required resources
- Each job is associated to a profile



# Job Profile types

Delay     • Fixed amount of time

MSG     • A computation vector (1D matrix)  
• A communication 2D matrix

Sequence     • A sequence of profiles  
• Repeated  $n$  times  
• à la BSP<sup>1</sup>

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<sup>1</sup>Bulk Synchronous Parallel model

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SMPI     • Replay of time-independent MPI traces

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<sup>1</sup>Bulk Synchronous Parallel model

# Experimentation Design

## Algorithms

- Very Simple Scheduling Algorithm
- Different Allocation Policies
  - Contiguous allocation
  - Not Contiguous allocation

## Workload

- Generated workload
- 512 jobs
- 8, 16, 32 nodes

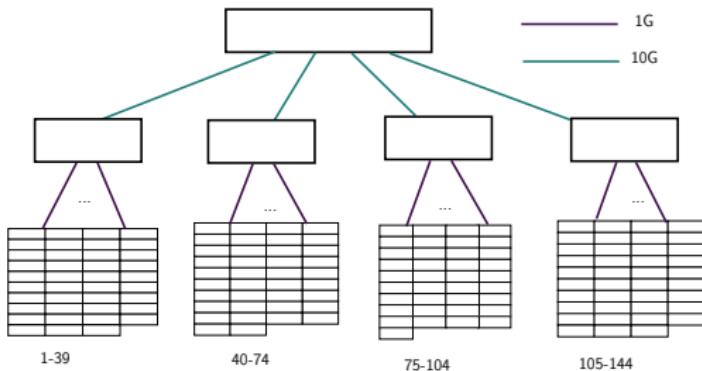
## Profiles

- We use Time-Independant SMPI Traces
- NAS Parallel Benchmarks

# Platform Modeling

## Graphene

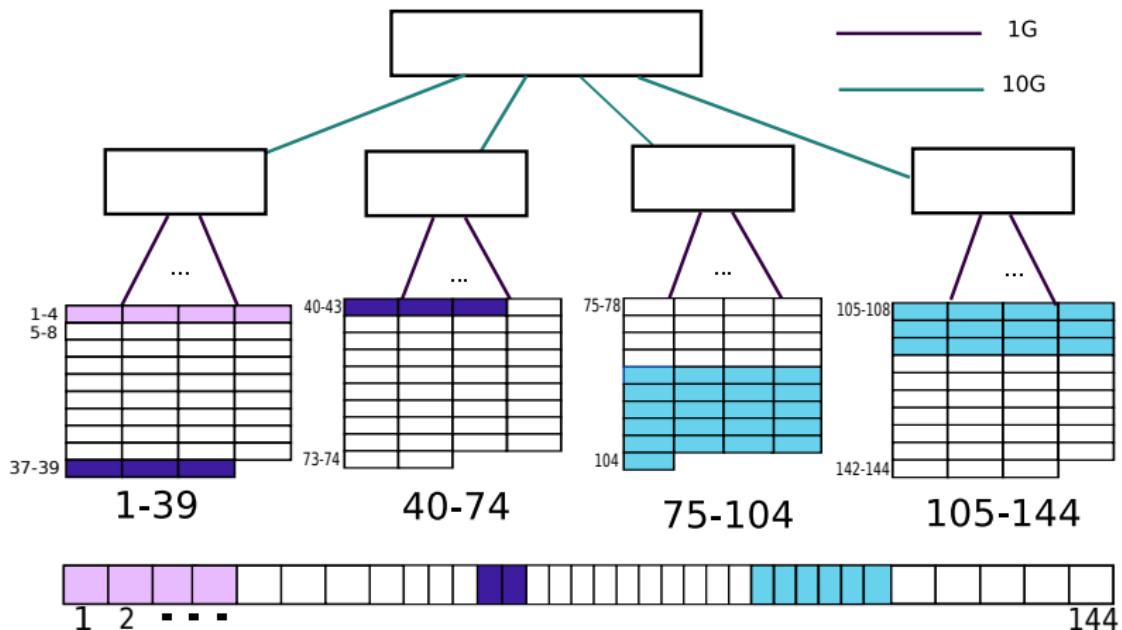
- Grid 5000 at Nancy
- 144 nodes
- 4 irregular cabinets
- tcp network



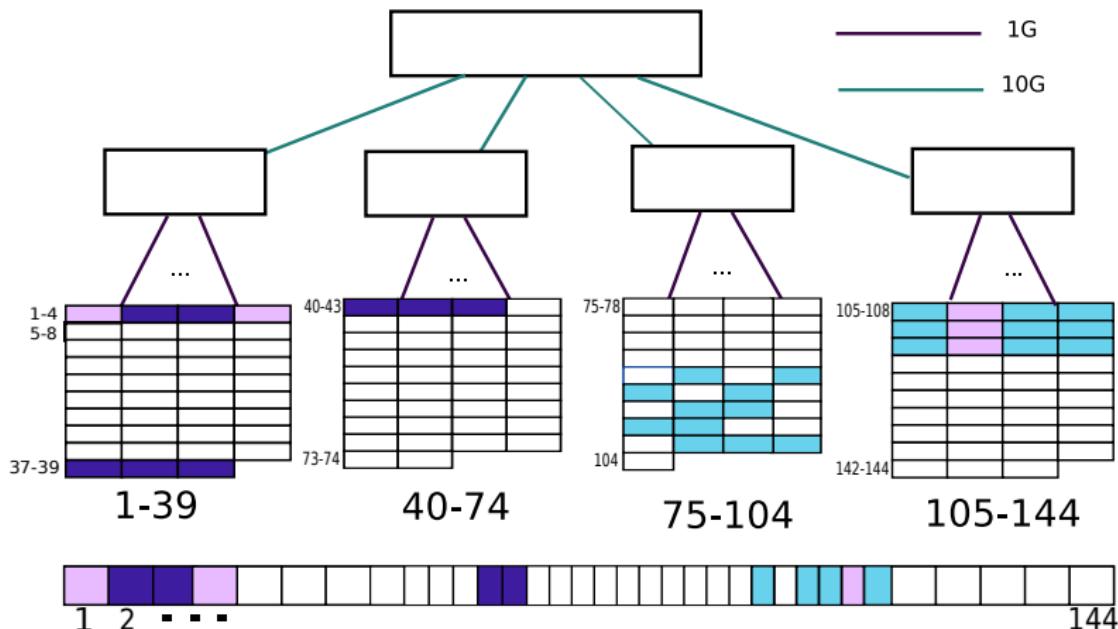
## Contention points

- At nodes level
- Inside a cabinet
- Between cabinets

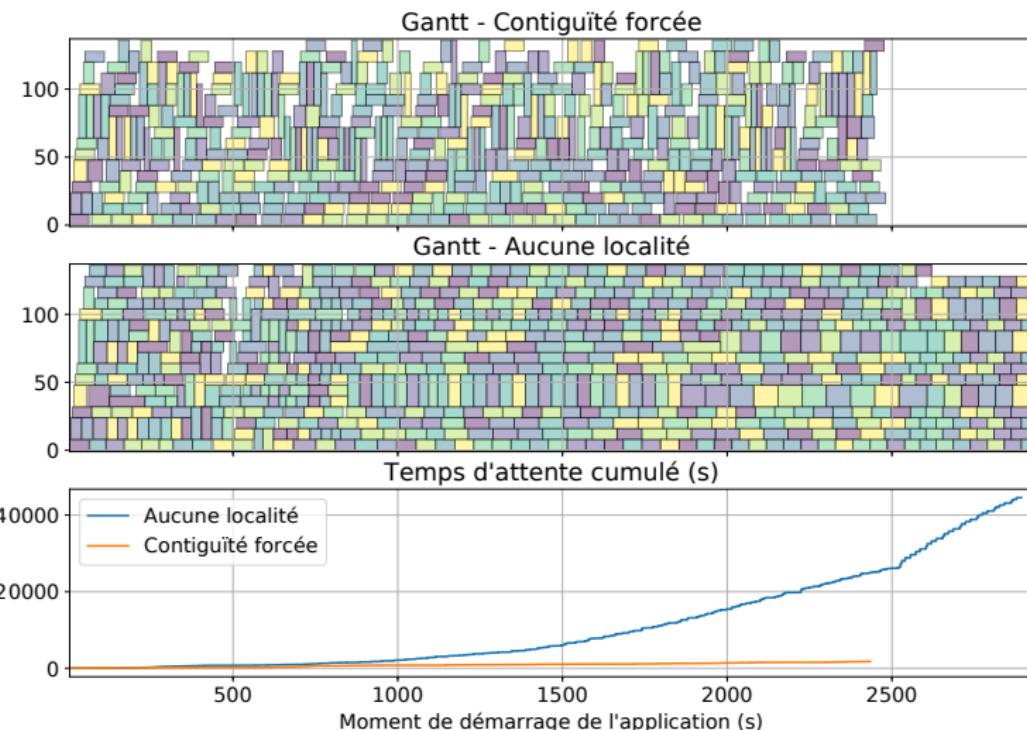
# Contiguous Allocation Policy



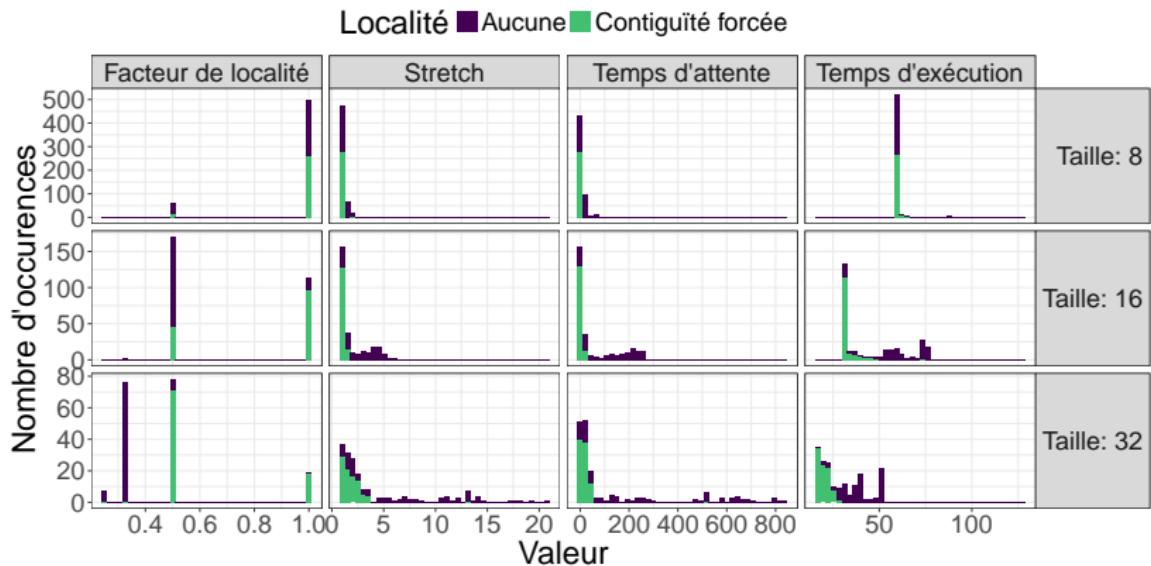
# Not Contiguous Allocation Policy



# Gantt



# Metrics



Locality Factor

$$\frac{\text{MinimalNumberOfSwitch}_i}{\text{NumberOfSwitch}_i}$$

## Conclusion

- SMPI for realistic simulation

## Future Works

- Validation of simulation for Batch Scheduler
- Applications behavior
  - Can they be regrouped in category
  - Detect phases (computation, communication, I/O)

# Thanks!

## Batsim:

<https://github.com/oar-team/batsim>

## Contacts

- Email: [adrien.faure@inria.fr](mailto:adrien.faure@inria.fr)
- Mattermost:  
<https://framateam.org/batsim>



## References:

- Dalibor Klusáček, Hana Rudová. **Alea 2 - Job Scheduling Simulator**. In proceedings of the 3rd International ICST Conference on Simulation Tools and Techniques (SIMUTOOLS 2010), ICST, 2010.
- Jose A. Pascual, Jose Miguel-Alonso, Jose A. Lozano. **Locality-aware policies to improve job scheduling on 3D tori**. The Journal of Supercomputing, 2015, vol. 71, no 3, p. 966-994.

## Acknowledgments

I'd like to thanks to Michael Mercier that gladly let me use his slides from  
[https://github.com/oar-team/batsim/blob/master/publications/Batsim\\_JSSPP\\_2016.pdf](https://github.com/oar-team/batsim/blob/master/publications/Batsim_JSSPP_2016.pdf).