

TOSS: A Topology-based Scheduler for Storm Clusters

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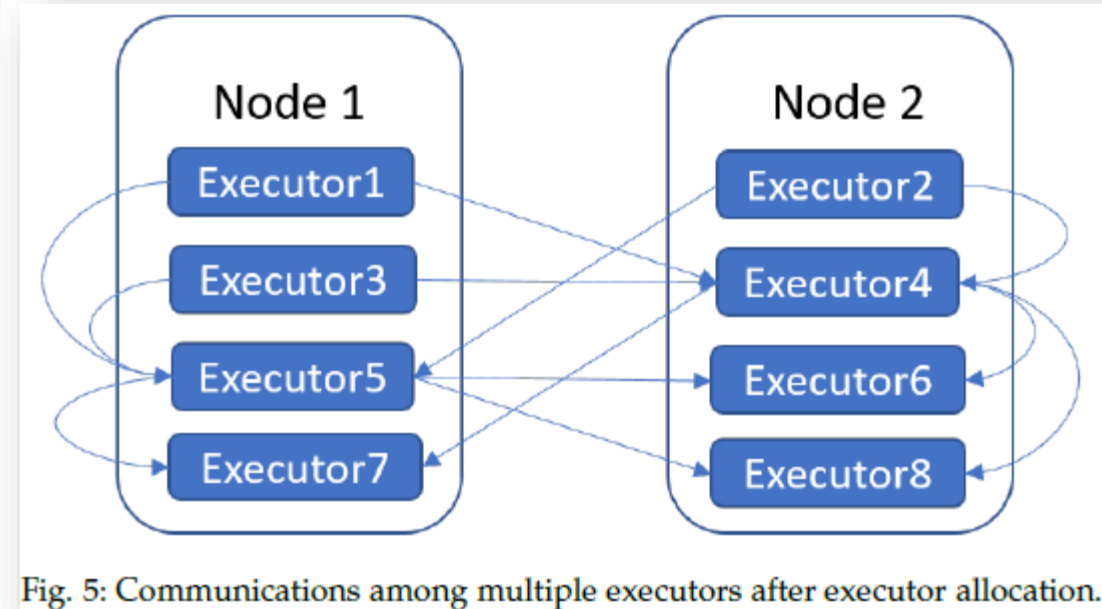
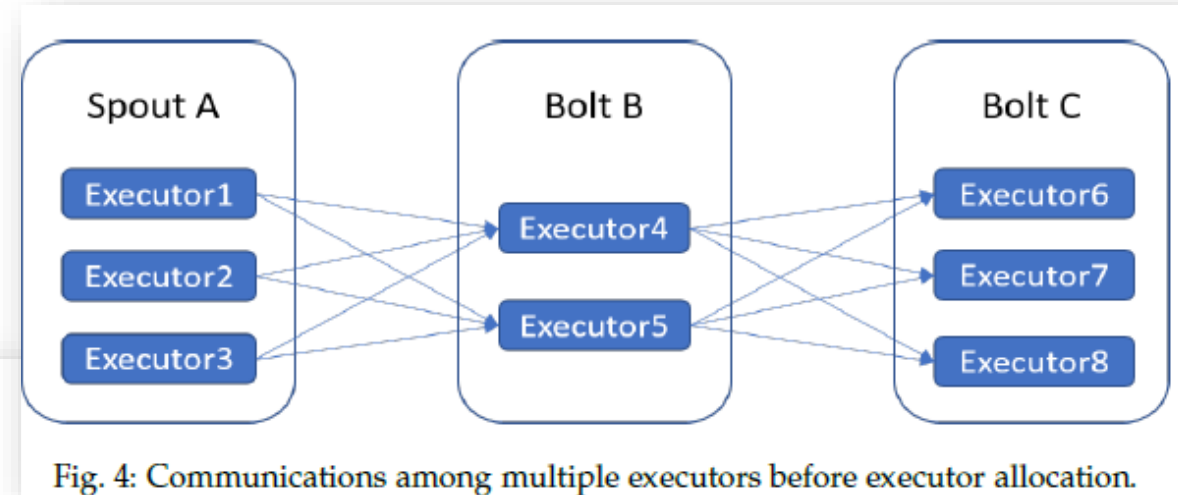
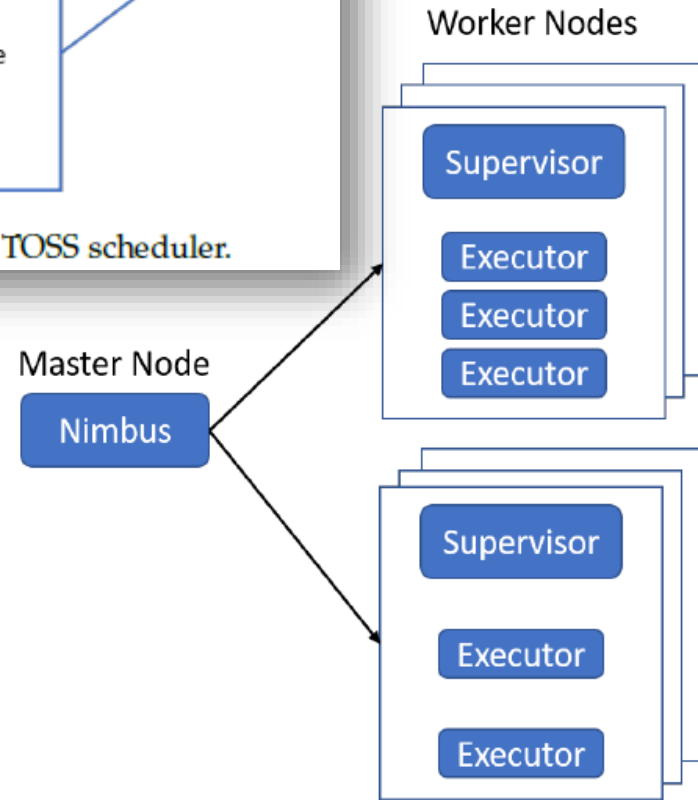
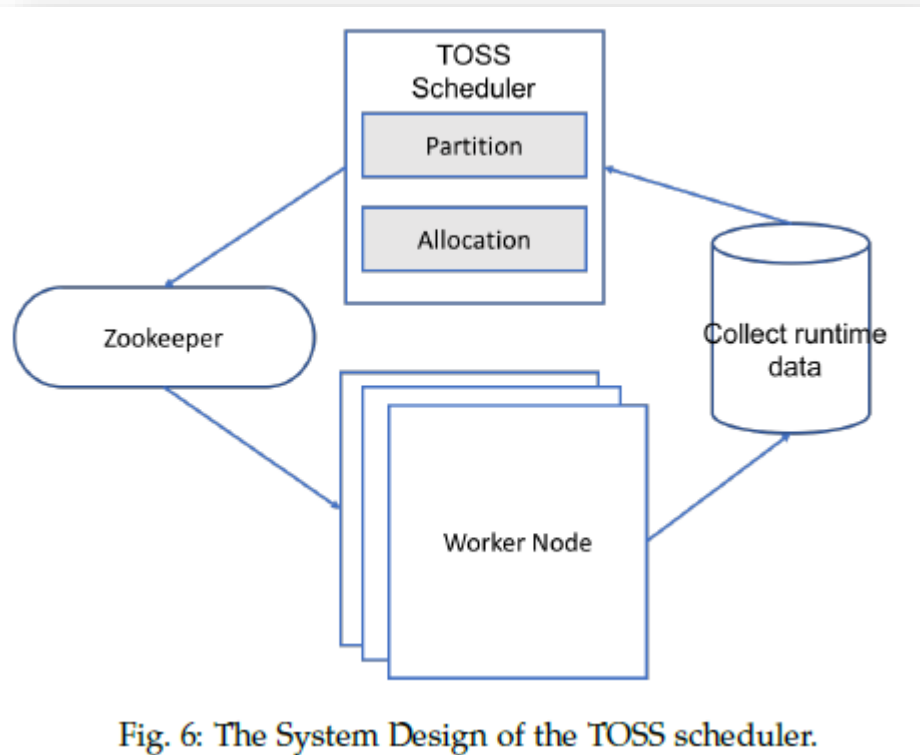
Agenda

- MOTIVATION
- SYSTEM DESIGN & IMPLEMENTATION
- EVALUATION AND EXPERIMENTAL RESULTS
- CONTACT INFORMATION

MOTIVATION

- Inter-node traffic is likely to become a performance bottleneck.
- Scheduling executors represented in form of topologies play a vital role in optimizing performance of storm clusters.
- Reducing rescheduling overhead in the run time.

SYSTEM DESIGN



SYSTEM DESIGN Cont. – Algorithms Design

```
1 procedure TOSS;
  Input : Initial parameter set  $\alpha$ , topology set  $\Omega$  for
    allocation
  Output: Allocation assignment  $\Theta$  for each executors
2 Self-tuning parameter set  $\alpha$ ;
3  $E \leftarrow$  total number of executor for allocation;
4 for topology  $\omega_i \in \Omega$  do
5   for parameter  $\alpha_i \in \alpha$  do
6      $E_i \leftarrow E * \alpha_i$ ;
7      $\theta_i \leftarrow$  empty set;
8     Runs DFS algorithm traverse, finds one chain.;
9      $C \leftarrow$  head of the chain;
10    while  $\theta_i.size() < E_i$  do
11       $\theta_i$  add  $e_k \in E$  in  $C$ ;
12       $C \leftarrow$  next component with executor for
        allocation;
13      if  $C$  reaches the end of chain then
14         $C \leftarrow$  back to head;
15      end
16    end
17    Add  $\theta_i$  into  $\Theta$ ;
18    if  $C$  remains executor for allocation then
19      Leave for next assignment computing
        iteration;
20    end
21  end
22 end
```

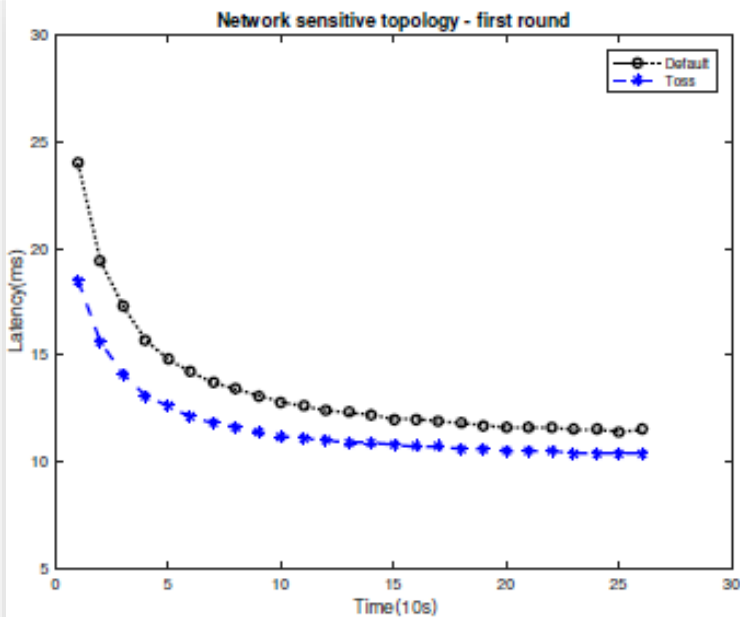
Algorithm 1: TOSS scheduling algorithm: partition phase

```
1 procedure TOSS;
  Output: Executor allocation on all nodes
2 Collects runtime workload data;
3  $pq \leftarrow$  priorityQueue contains all current runtime
  workload for nodes  $N$ ;
4 for assignment  $\theta_i \in \Theta$  do
5    $n_i \leftarrow pq.pop()$ ;
6   assign  $\theta_i$  to node  $n_i$ ;
7 end
```

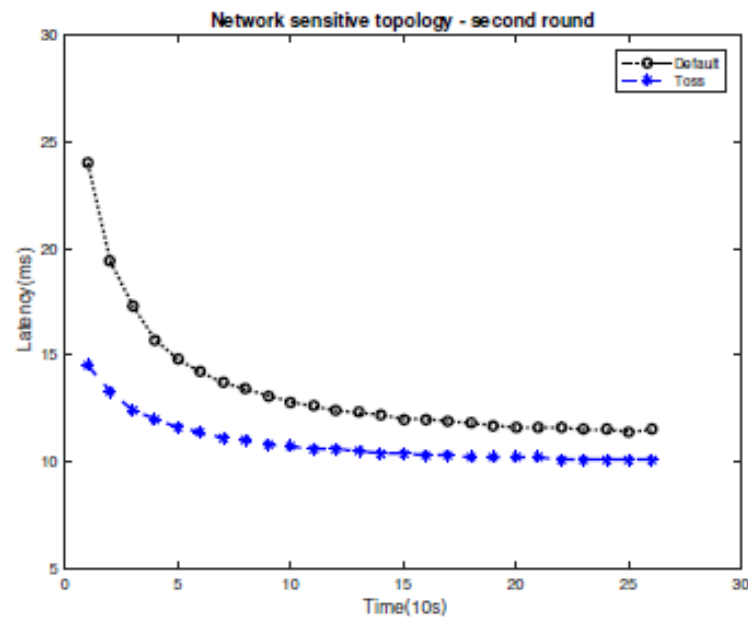
Algorithm 2: TOSS scheduling algorithm: allocation phase

EVALUATION AND EXPERIMENTAL RESULTS

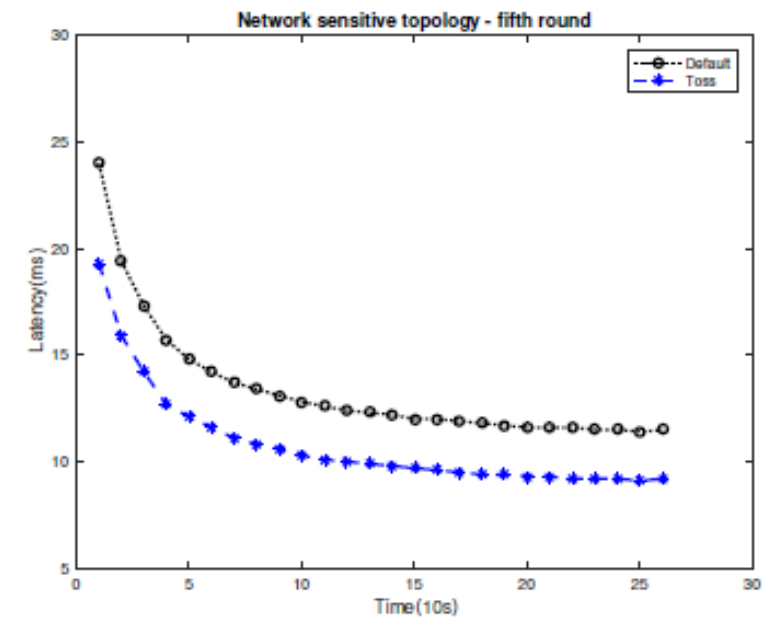
- The latency comparison between multiple submission of TOSS and default scheduler



(a)



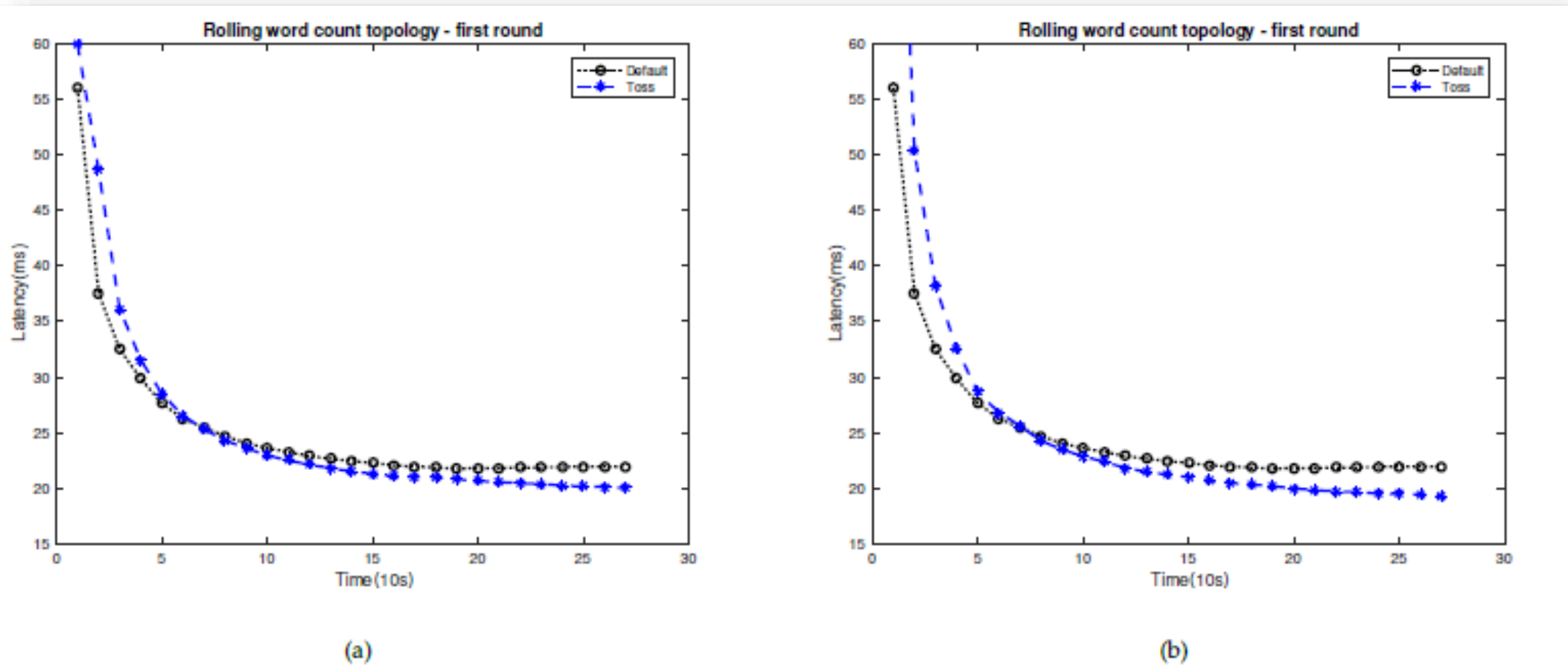
(b)



(c)

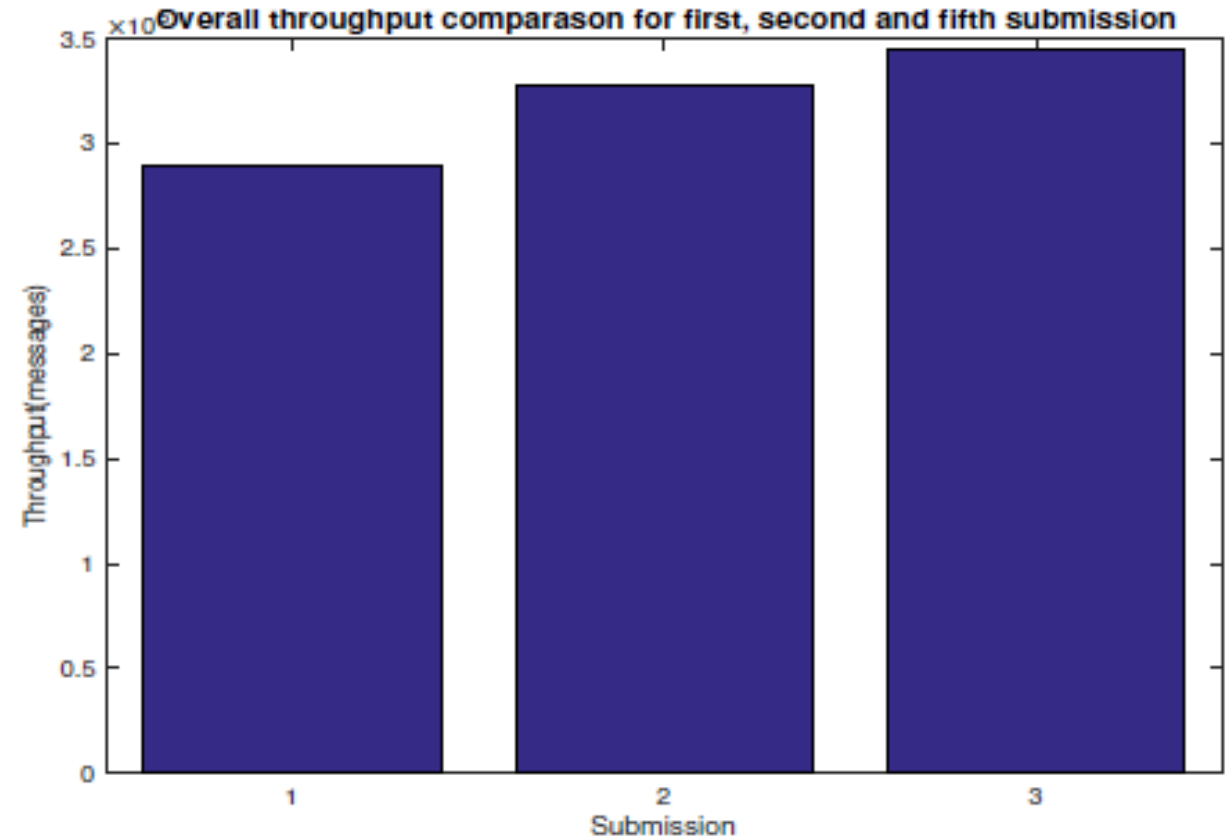
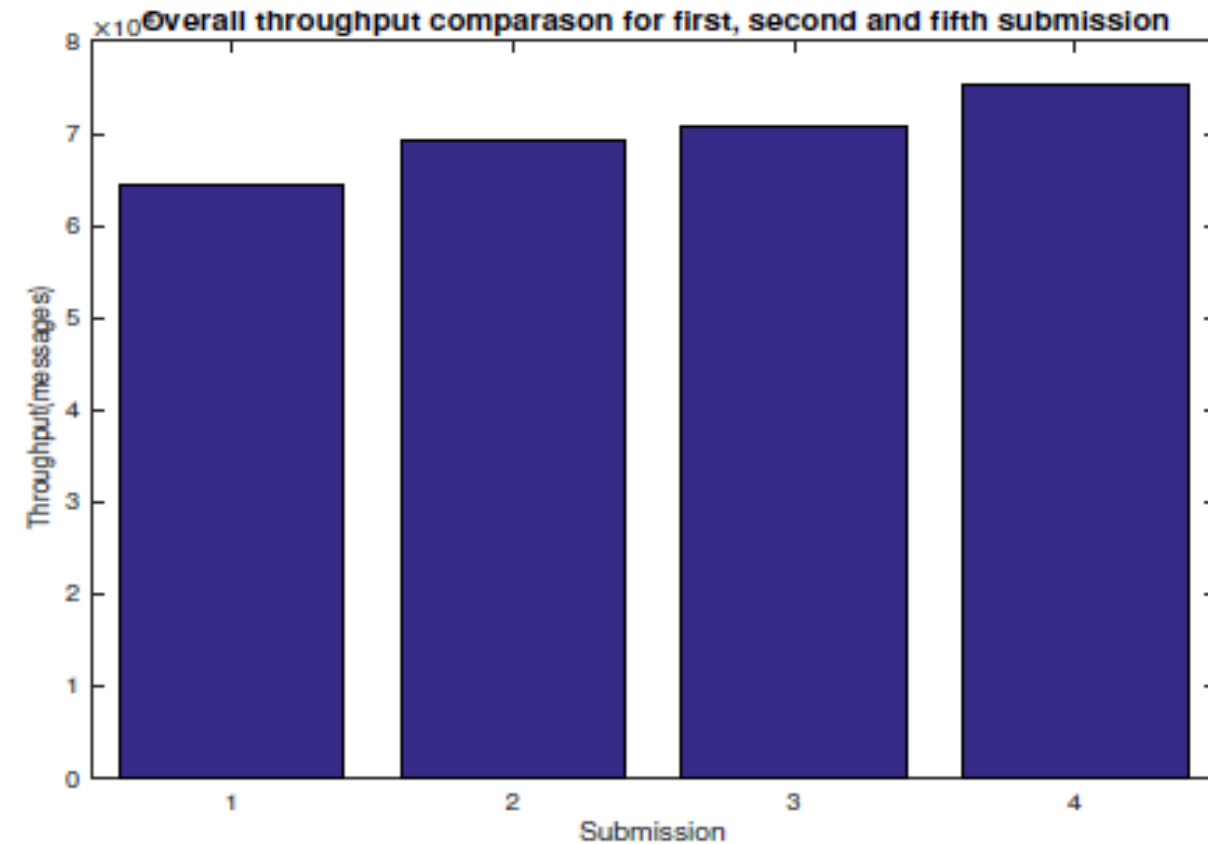
EVALUATION AND EXPERIMENTAL RESULTS

- The latency comparison using the Wordcount benchmark.



EVALUATION AND EXPERIMENTAL RESULTS

- The throughput comparison between default scheduler and multiple runs TOSS.
- The throughput comparison between TOSS and the existing scheduler under multiple runs.



CONTACT INFORMATION

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