

DCSim

A Data Centre Simulation Tool for Dynamic Virtualized Resource Provisioning

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Agenda

Discuss the problem of dynamic resource management in the cloud. Introduce a new simulator, DCSim, to help develop new strategies.

Dynamic Resource Management in the Cloud

Cloud Computing & laaS

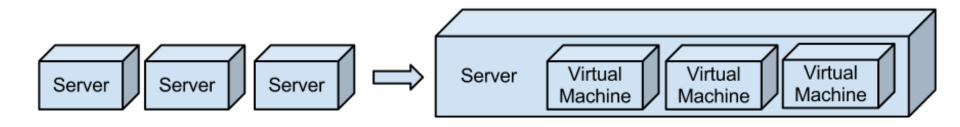
- Computing resources on-demand, billed as a utility
- Hosted in large data centres
- Infrastructure as a Service (laaS)
 - Clients rent servers with low-level access
 - Clients responsible for operating system and applications

Provider Challenges

- Servers are typically underutilized
 - Average loads of a web server can be 30% of peak
- Wasted resources equates to:
 - More physical resources required
 - More power consumed
 - Higher maintenance costs

Virtualization

- •Run multiple "virtual machines" on a single physical machine
- Make better use of a physical server's resources

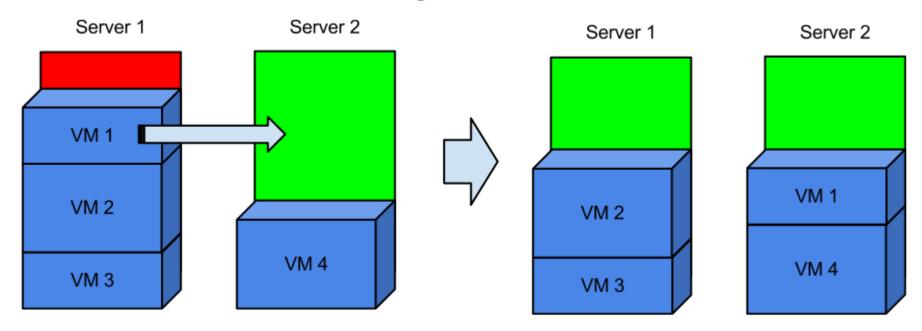


Problem!

- •Resources still underutilized = overcommit!
- Workload of VMs are dynamic, therefore so are its resources needs
- •What happens if a server doesn't have enough resources to meet demand?

Solution?

- Dynamically reallocate and provision resources to meet changing demand
- Virtual Machine Live Migration



Algorithms

- Determining which VM to migrate where and when is difficult
 - Similar to multi-dimensional bin packing problem (NP-Hard), except more complex
 - Algorithms must execute quickly to respond to dynamic resource demands
 - Balance needs of clients (SLA) with Cloud Provider costs (i.e. power, infrastructure)

Evaluating Algorithms

- •How can we experiment with and evaluate dynamic resource provisioning algorithms?
- Physical test-bed
 - Implementation is complex
 - Long experiments
 - An entire data centre to experiment with?

Evaluating Algorithms

Simulation

- Quickly evaluate algorithms
- Simulate large scale over long time periods
- Needs to be supplemented with small scale realworld experiments

Existing Simulators

- ·GreenCloud, MDCSim, GDCSim
 - No virtualization, single tenant, commercial, focus on physical data centre design...

·CloudSim

- Close to what we require
- Originally designed for grid-style workloads
- Missing some features (VM replication, VM dependencies, work conserving CPU...)

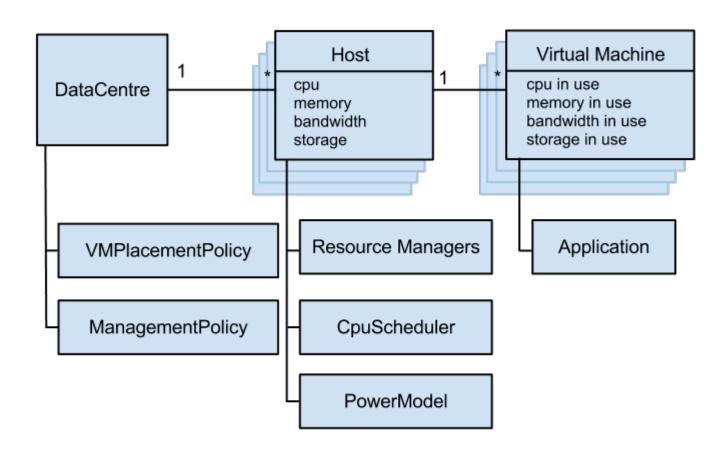
Introducing DCSim

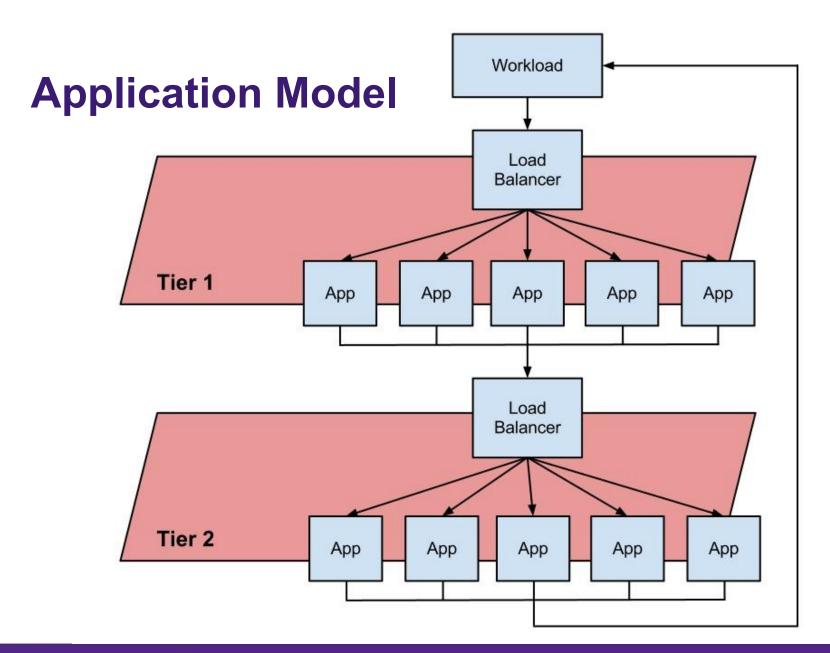


DCSim: A New Simulator

- Work conserving CPU (KVM, Xen, VMWare)
- Overcommitting of CPU
- Application Model (transactional, continuous)
- VM Dependencies
- VM Migration
- VM Replication
- Server power-on/suspend/power-off time
- ·Extensible

Architecture





Metrics

- SLA Violation
- Power Consumed (kWh)
- Number of Migrations
- Active Hosts
- ·Host-hours
- Active Host Utilization
- •

Evaluation

- Compare three methods of VM allocation
 - Static allocation for peak load
 - Static allocation for average load
 - Dynamic reallocation
- •200 Hosts, 400 VMs
- Workload traces from Internet Traffic Archive
- VMs initially placed in random order
- 10 simulated days

Evaluation Results

	Static Peak	Static Avg	Dynamic
# Migrations	0	0	18547
Avg. Hosts	58.2	24	36.4
Host Util.	48.8%	94.6%	77%
Power (kWh)	2804.1	1431.1	2009.9
SLA Violation	0%	21.4%	0.8%

- Dynamic VM allocation achieves some of the advantages of both static alternative
- The simulator is demonstrated to be a useful tool to evaluate VM allocation strategies

Performance

- Simulate 10 days with increasing numbers of hosts and VMs
- Dynamic VM reallocation performed
- Represents typical usage

	1	2	3	4	5	6
# Hosts	100	1000	10000	1000	1000	1000
# VMs	400	4000	40000	5000	6000	7000
Time	9s	~2 min	~1 hour	~3 min	~4 min	~5 min

Work Using DCSim

- •Comparison of First-fit Heuristics for VM Relocation [1]
- •Dynamic Management Strategy Switching [under submission]
- Service Tier Auto-scaling
- Distributed Algorithms for VM Relocation & Consolidation

[1] G. Keller, M. Tighe, H. Lutfiyya, M. Bauer, "An Analysis of First Fit Heuristics for the Virtual Machine Relocation Problem" in SVM Proceedings, 6th Int. DMTF Academic Alliance Workshop on, Oct. 2012

Future Work

- Data centre organization (racks, clusters)
- Networking
- Thermal impact of hosts & cooling costs
- Obtain traces/workloads with dynamic memory and bandwidth
- Memory Overcommitting

