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Towards enabling cooperation between scheduler and storage layer to improve job performance

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Introduction

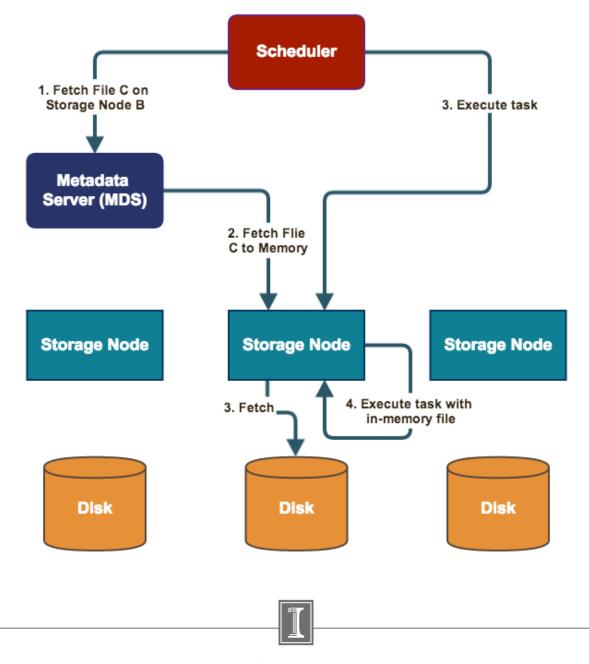
- In distributed, data-intensive frameworks, fast access to data is critical
- One way to improve data access time is data locality
 i.e., tasks should always execute on the node storing the data
- Existing approaches
 - Replication (disk locality)
 - Caching (memory locality)
- Our approach: Scheduled Caching
 - Memory locality at *just the right time*



Scheduled Caching

- Enable coordination between the scheduler and the storage layer
- Scheduler is aware of...
 - What data certain tasks will require
 - Where the tasks will be executed
 - When the tasks will be executed
- Provides hints to the storage layer
 - Fetch file
 - Do not evict file





Proof-of-Concept

- Implemented using a simplified version of the architecture for Hadoop
- Dual-HDFS System
 - one layer on disk
 - another layer in memory (uses tmpfs)
- Simplified problem: Fetch files from disk HDFS to memory HDFS when scheduler gives the pre-fetch hint



Evaluation

- SWIM benchmark
 - Facebook-like Hadoop workload
 - 46 jobs with varying levels of map-heavy, shuffle-heavy and reduce-heavy jobs
- Compared 3 configurations
 - Unmodified, on-disk HDFS
 - Unmodified, in-memory HDFS (represents ideal case)
 - Dual-HDFS with Scheduled Caching



Results

	Unmodified,	Unmodified,	Dual-HDFS w/
	on-disk	in-memory	pre-fetching
Average Job Completion Time	2574.96 seconds	1105.37 seconds	1130.69 seconds

- With pre-fetching, we saw an average performance improvement of about 2.3x over disk.
- Incurs a penalty of only 2.3% over ideal configuration



Future Work

- Need a model for the workloads we are targeting
 I/O-intensive vs. computationally intensive
- Intelligent Cache-eviction

 Aging algorithms
- Streaming input
 - Enable tasks to begin processing before entire input is available
 - Also addresses files too large for available memory
- Intelligent Scheduling
 - Schedule tasks whose data are already in memory



THANK YOU!

