

LogP in Cloud computing

LogP in Cloud computing

- Made for clusters.
- Differences between Cloud and Cluster environment
 - Latency
 - Overhead
 - Gap
- Does it work?

Why may not work?

- Cloud vs Cluster
 - Imprecise to make variables.
- A same request for a cloud infrastructure can have different configuration results.
- Latency, overhead and gap may vary depending on the configuration, traffic or the use of shared processors.

Test development

- Use of Open MPI library

- Measuring 'L', 'o' and 'g'

O \Rightarrow Use an non-blocking messages method proposed by “Measuring MPI Send and Receive Overhead and Application Availability in High Performance Network Interfaces”

L \Rightarrow (Total communication time - overheads)

g \Rightarrow (Time for two messages - 2*Time for single message)

Possible solution

If our hypothesis be proved true, we propose a possible solution:

- Probabilistic algorithm
- LogP would become $L(o^s)(g^t)P$:
 - s: probabilistic part that refers to usage of the processor IO
 - t: probabilistic part that refers to usage of the network

$L(o^s)(g^t)P$

- L: average latency of the network.
(considering the usage of each part of the network)
- o: overhead of the processor.
- s: probable stack message size
 - Consider splitted processors with other programs/algorithms.
- g: gap between messages in the network.
- t: probable traffic in the network
 - Consider network traffic caused by other programs/algorithms.



Testing the solution

First tests:

- Same pattern used in the cloud LogP test.
- Same algorithms and data.
- Analyse the results with the proposed model.

What to consider

- First hypothesis be proved false.
 - Disconsider the proposed solution.
- Second solution be inaccurate.
- Complexity of the proposed solution.

Algorithm used to test (Matrix multiplication)

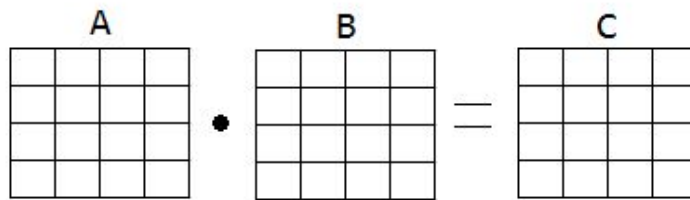
Block-Striped Decomposition algorithm with square matrices

$$A(n \times n) \cdot B^T(n \times n) = C^T(n \times n)$$

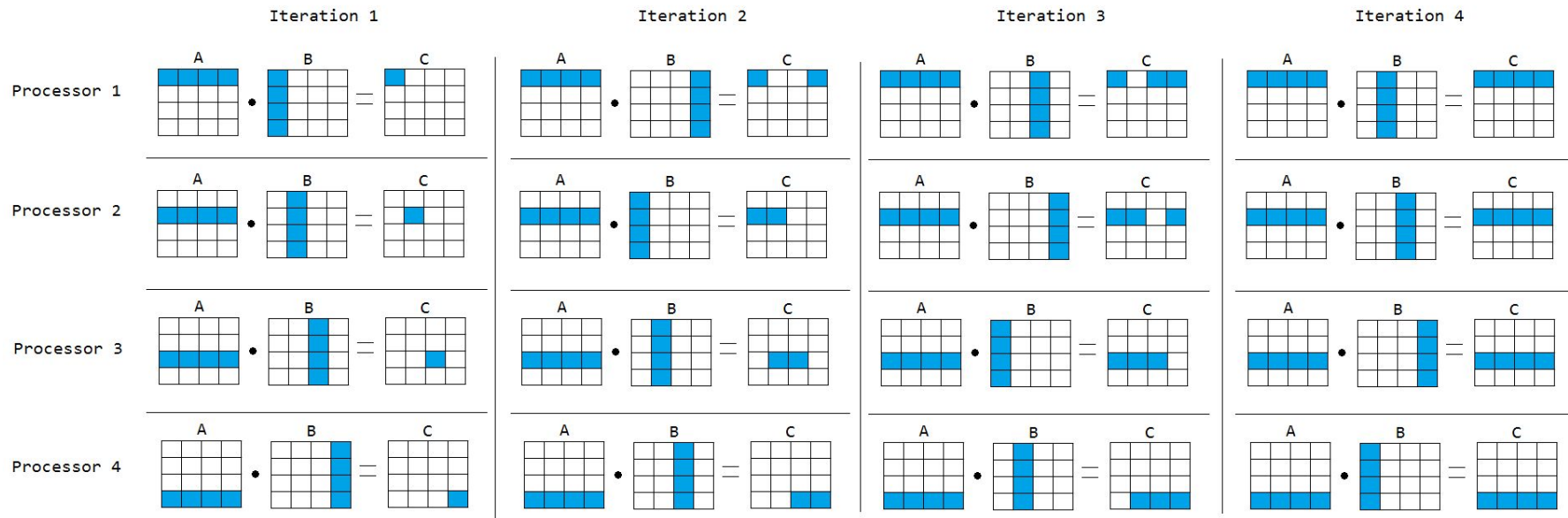
- Each subtask at each iteration holds a row from A and a column from B and calculates an element from the C matrix
- n^2 subtasks, so $P < n^2$

Block-Striped Decomposition example with $P = n$

- Each processor will execute n subtasks and calculate a row from C matrix
- At every iteration
 - The processors will calculate the product of a row from A with a column from B , resulting an element from C
 - Each processor i will send the column from B to its neighbor $(i+1) \bmod n$



Block-Striped Decomposition example with $P = n$



$$O(nL + 2no + n^2g)$$

Why choosing this algorithm?

- Variable number of processors up to n^2 .
- Deterministic number of operations and iterations.
- Clear analysis since the algorithm is simple.

Bibliography

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