



Lyon, France, 25-29 April 2022



# Accelerating Serverless Computing by Harvesting Idle Resources

Hanfei Yu<sup>1</sup>, Hao Wang<sup>1</sup>, Jian Li<sup>2</sup>, Xu Yuan<sup>3</sup>, Seung-Jong Park<sup>1</sup>

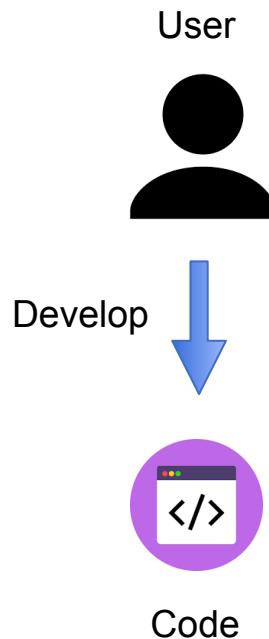
<sup>1</sup>Louisiana State University, <sup>2</sup>SUNY-Binghamton University, <sup>3</sup>University of Louisiana at Lafayette



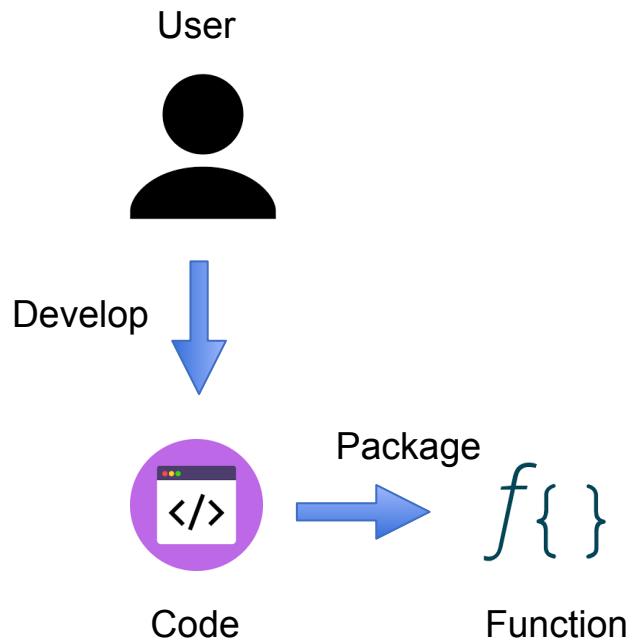
*State University of New York*



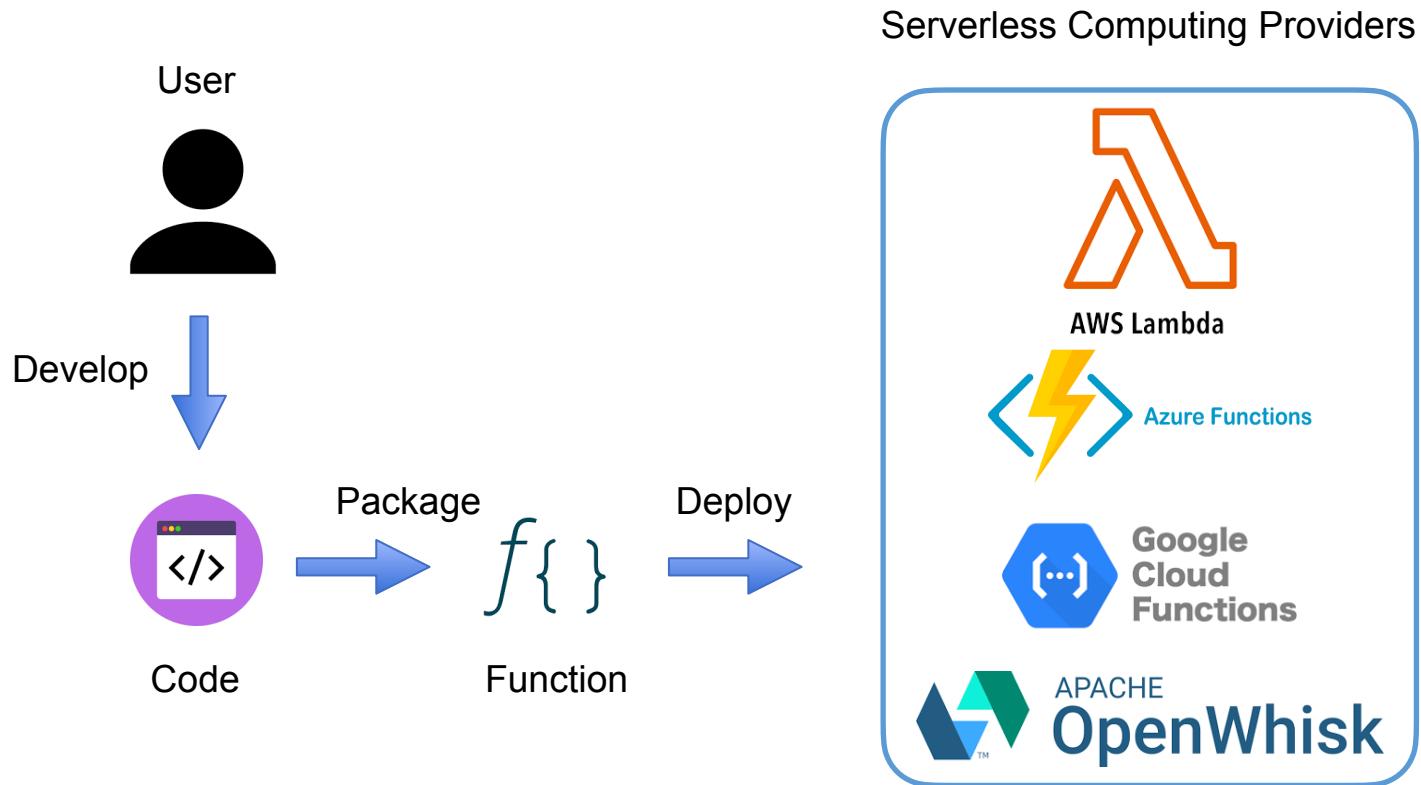
# Serverless Computing



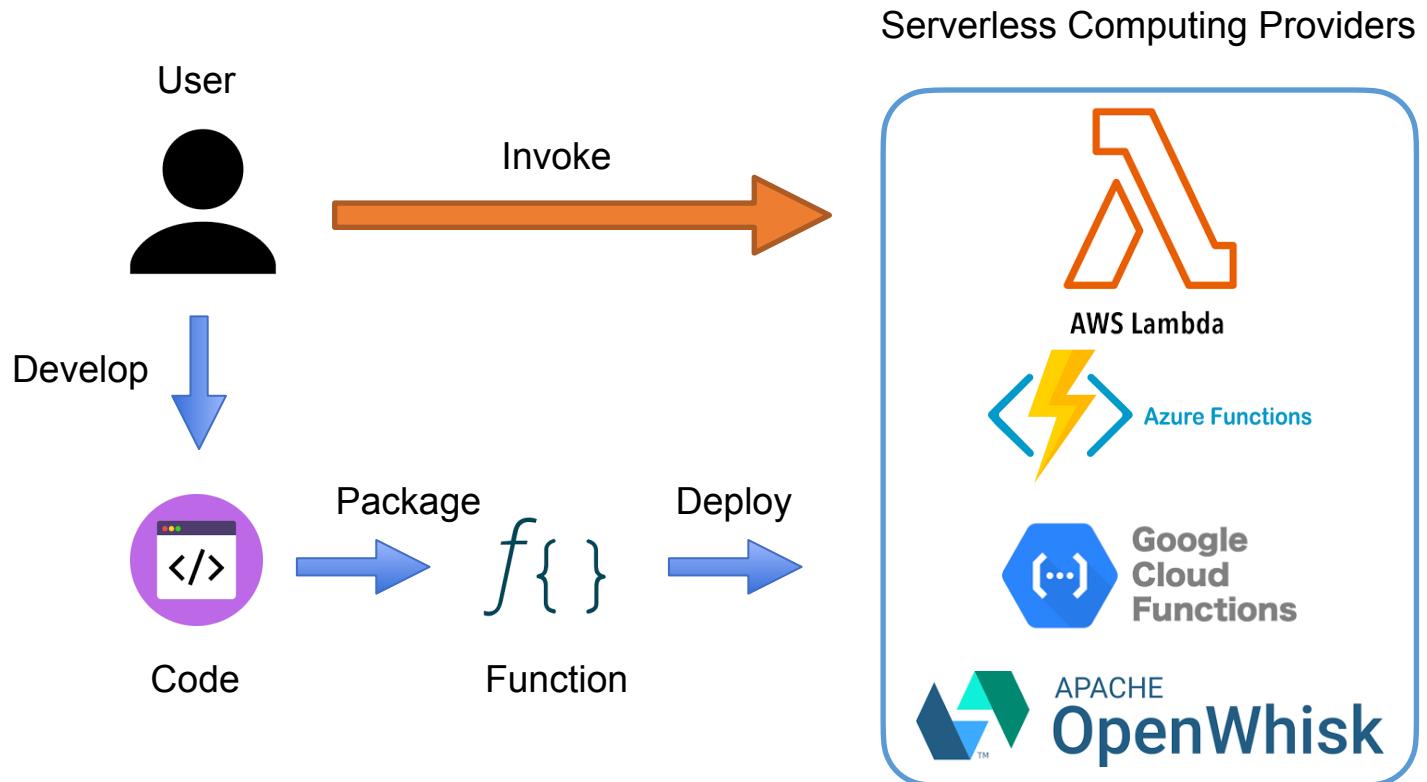
# Serverless Computing



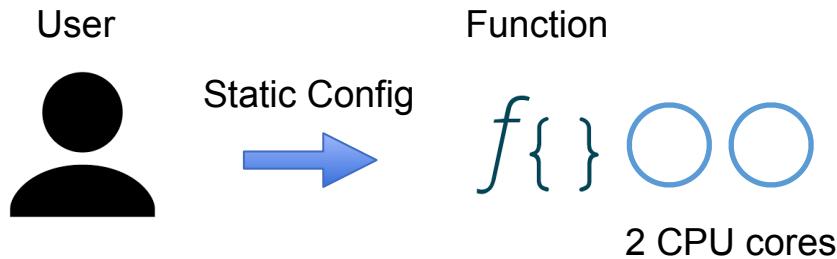
# Serverless Computing



# Serverless Computing

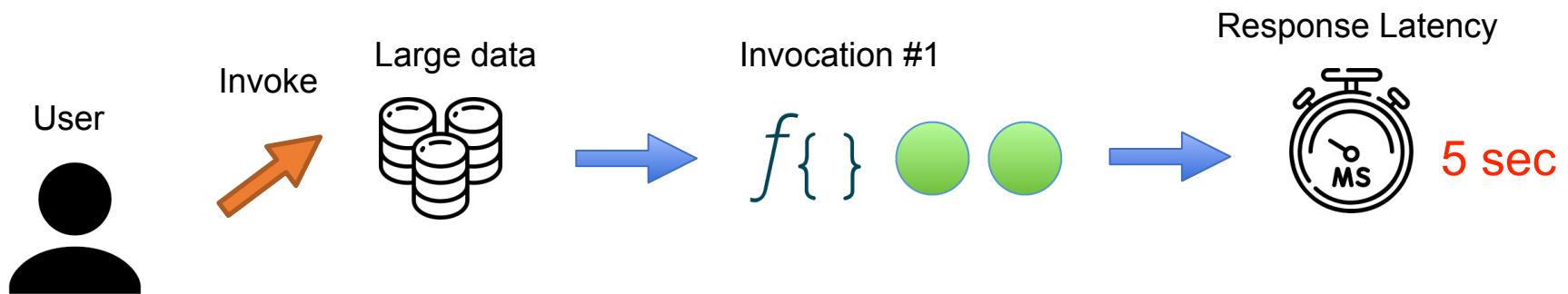
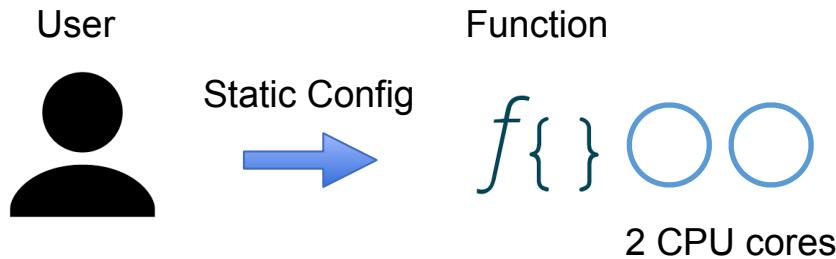


# Function Static Configuration



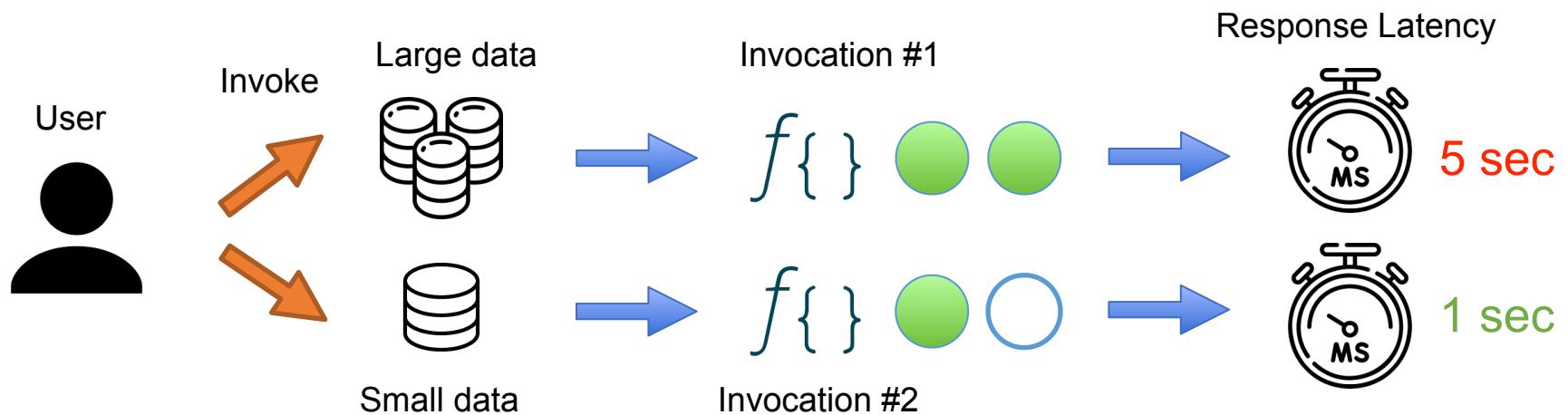
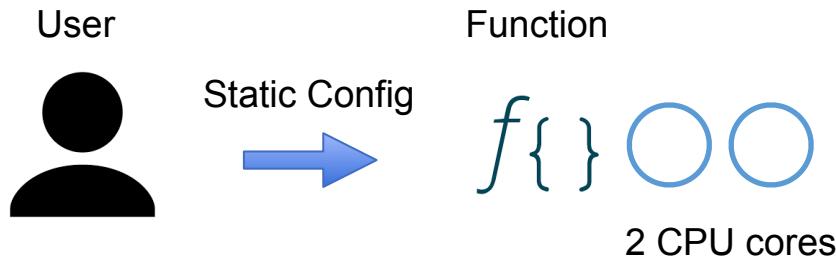


# Varying Input Data Size

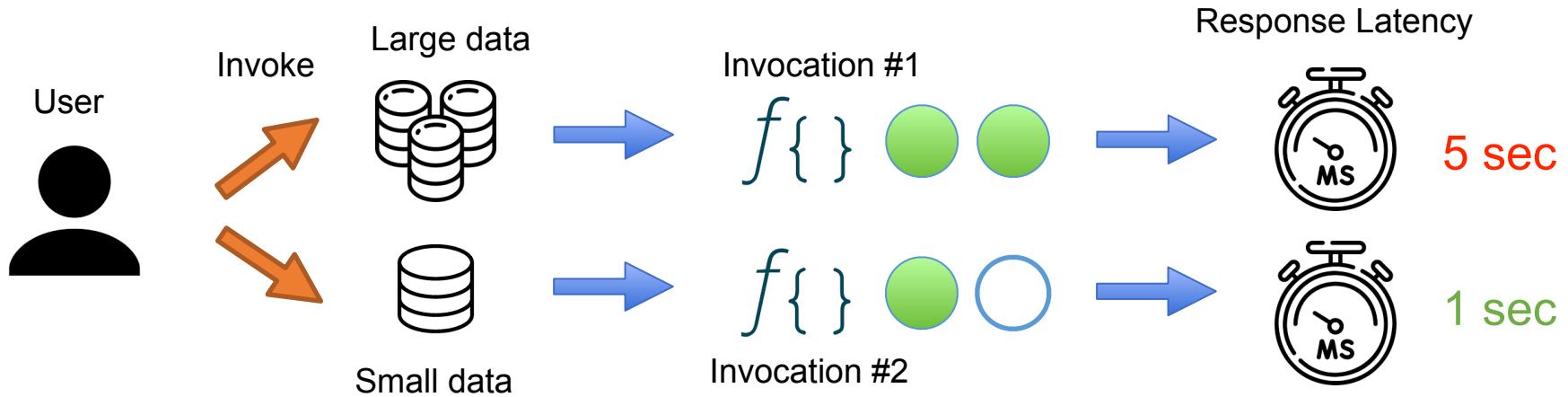




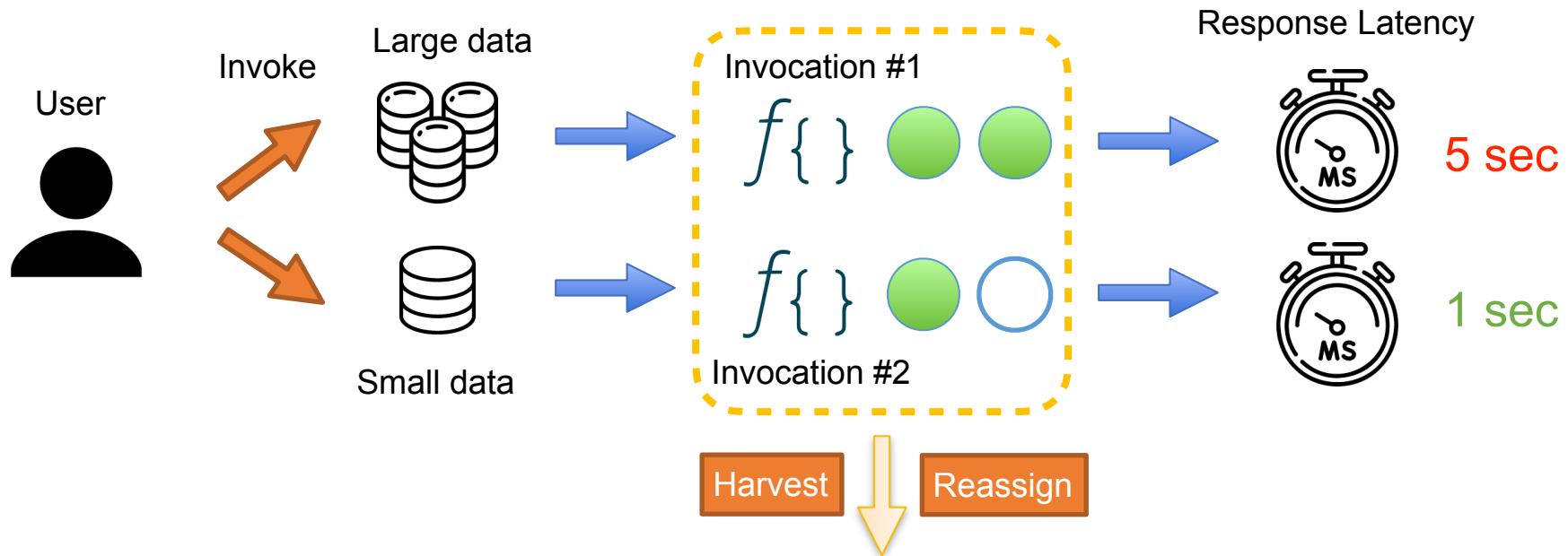
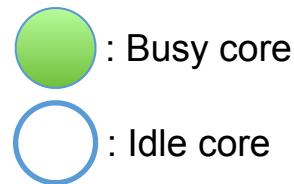
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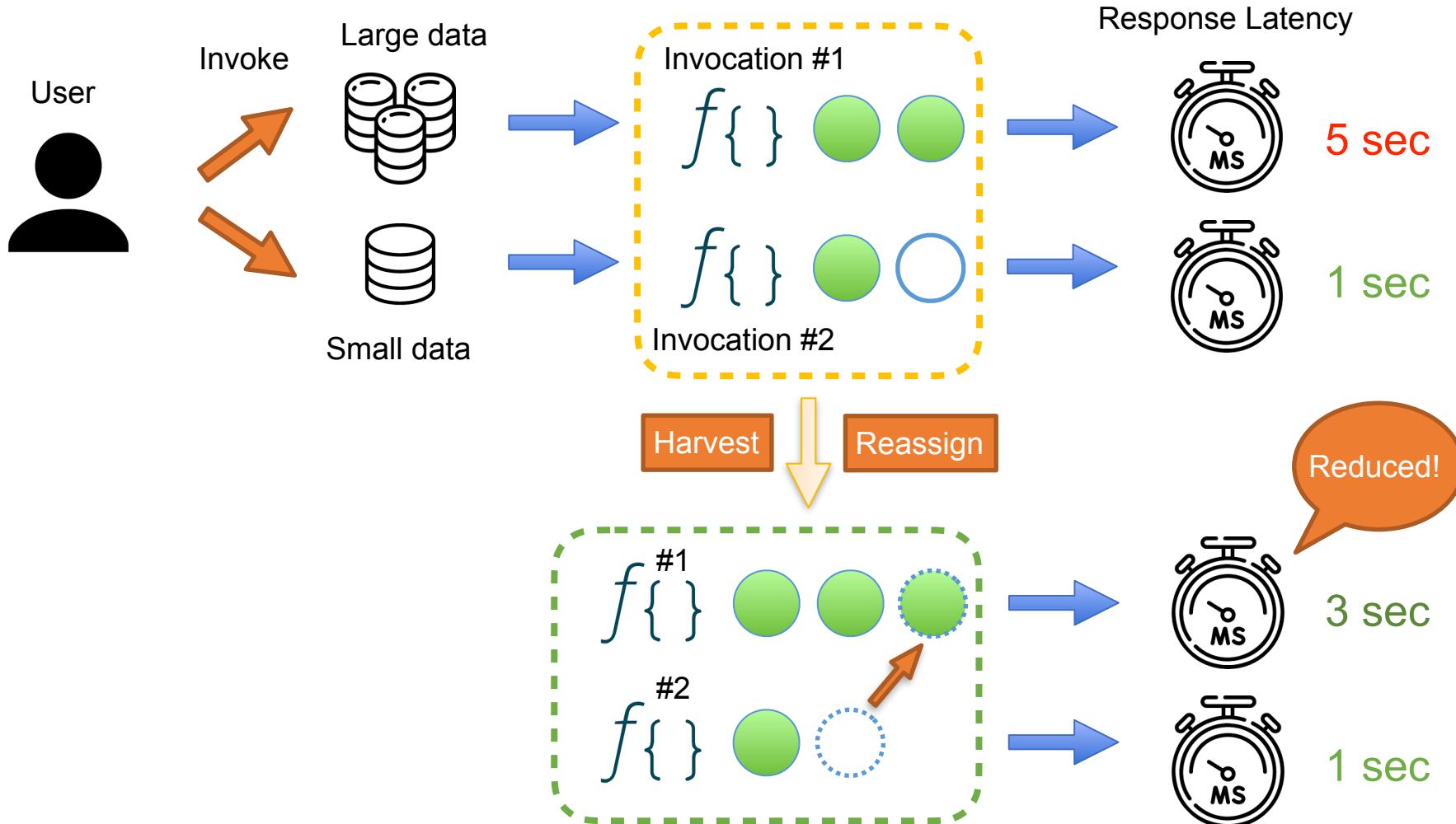
# Harvesting & Acceleration



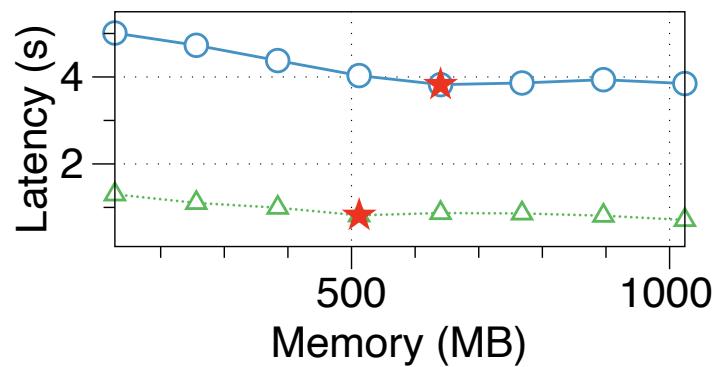
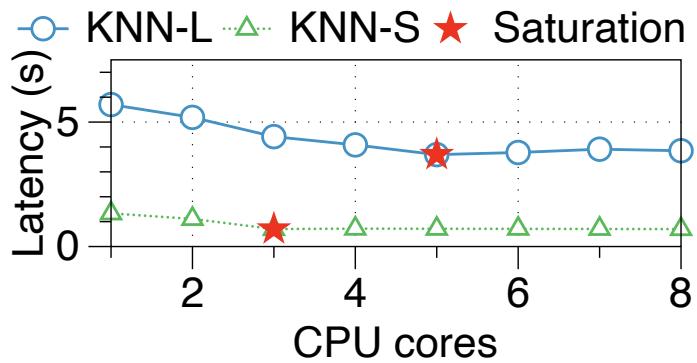
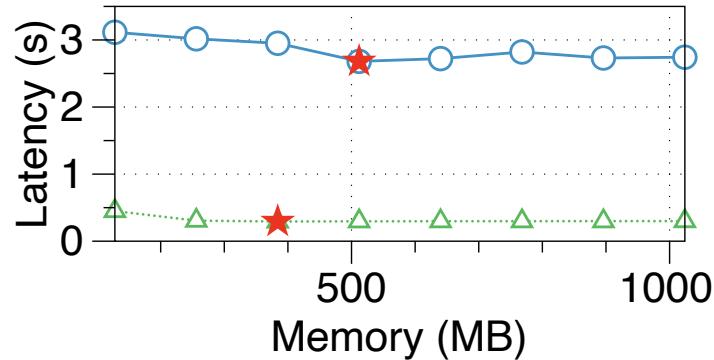
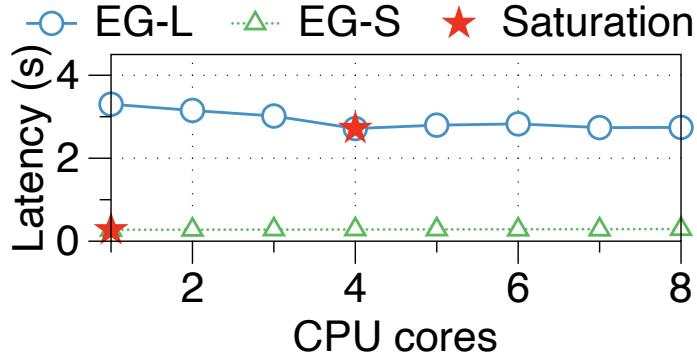
# Harvesting & Acceleration



# Harvesting & Acceleration



# Realistic Applications

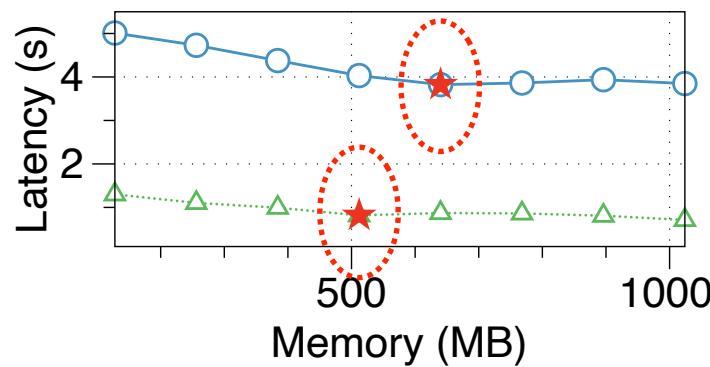
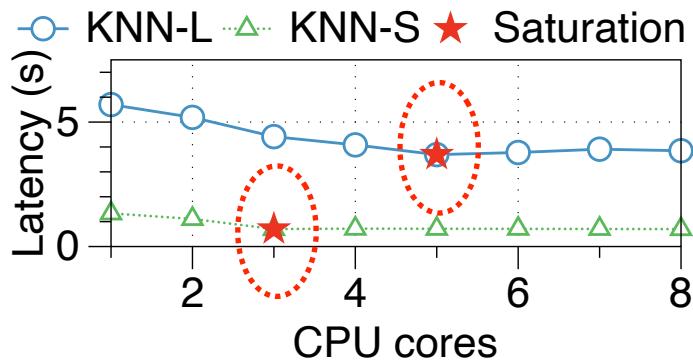
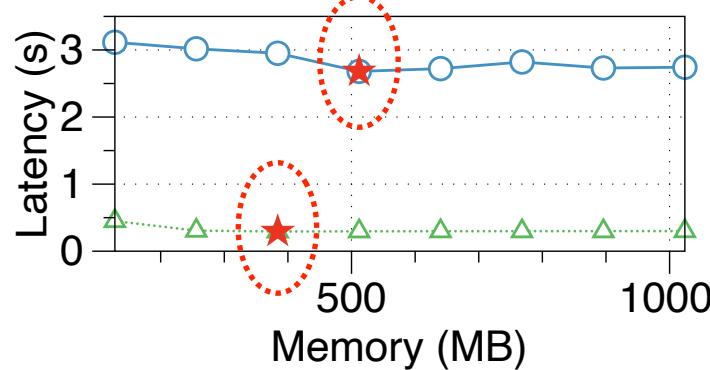
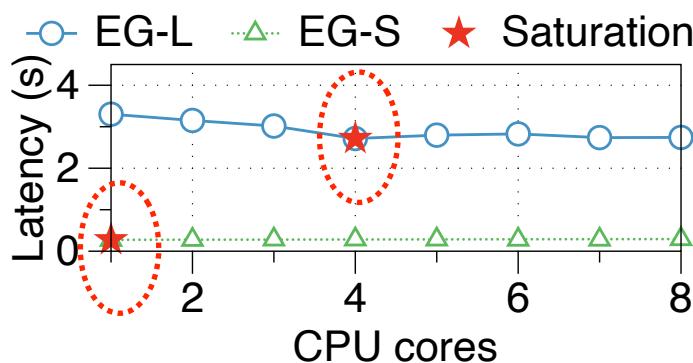


EG: email generation

KNN: K nearest neighbors

# Realistic Applications

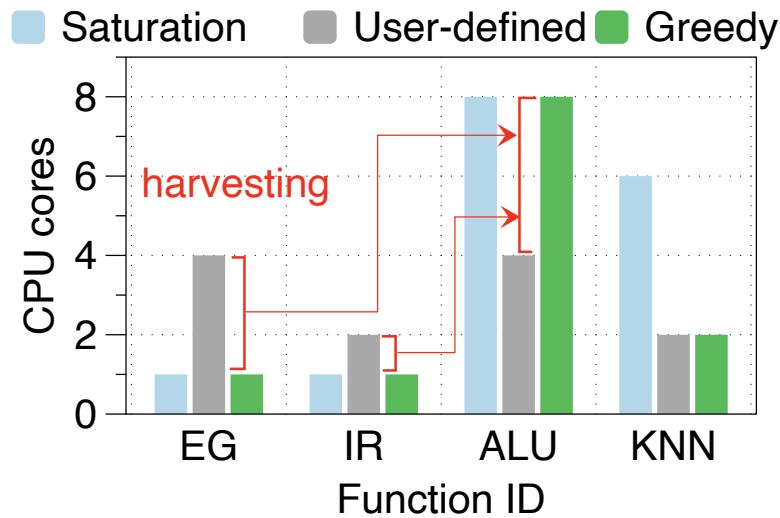
Performance stops growing when supplying more resources!



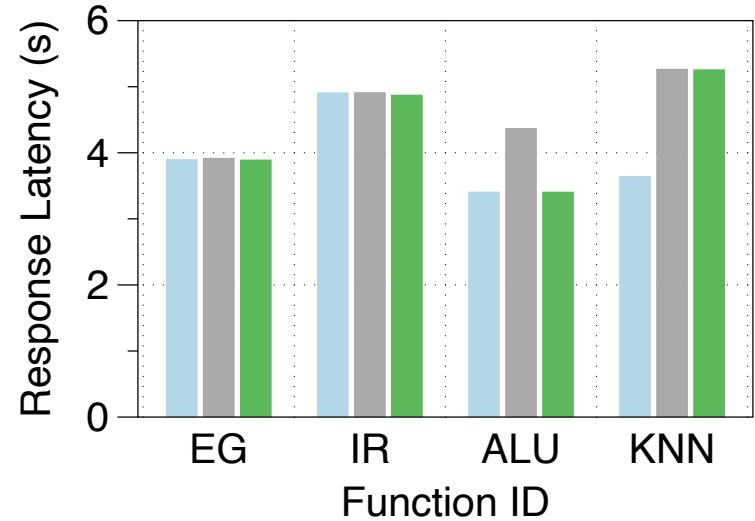
EG: email generation

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# Realistic Harvesting & Acceleration



(a) CPU allocation

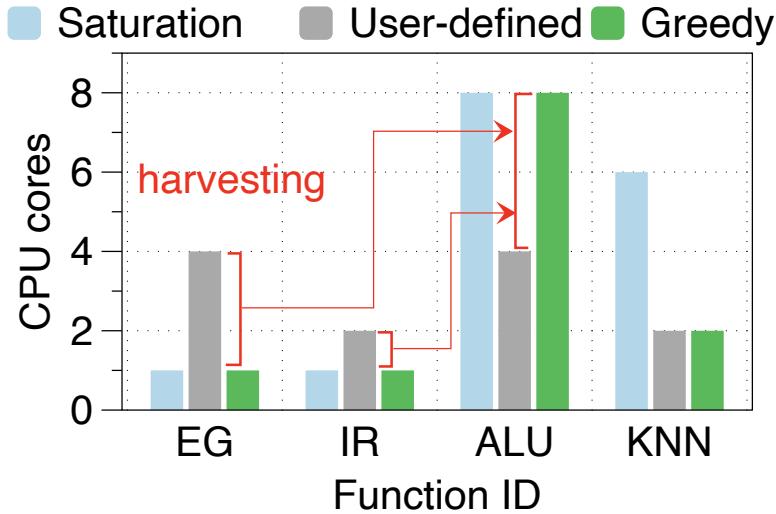


(b) Function response latency

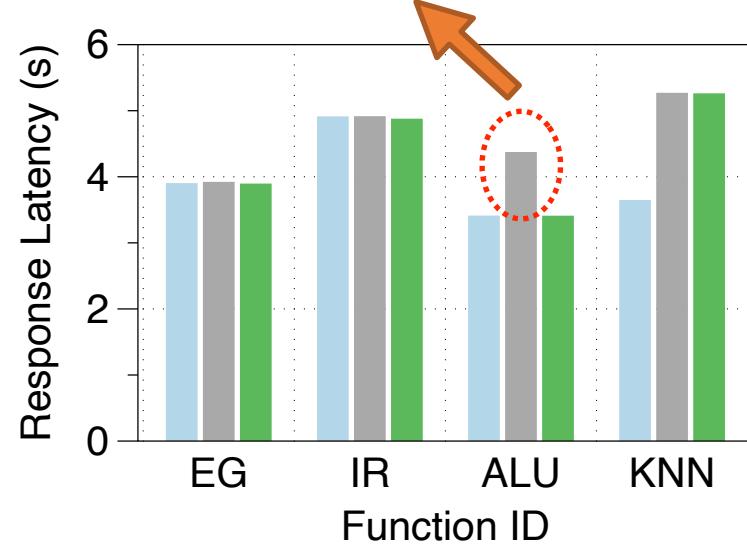
EG: email generation  
IR: image recognition  
ALU: arithmetic logic units  
KNN: K nearest neighbors

# Realistic Harvesting & Acceleration

Latency can be reduced with supplying harvested resources!



(a) CPU allocation



(b) Function response latency

EG: email generation

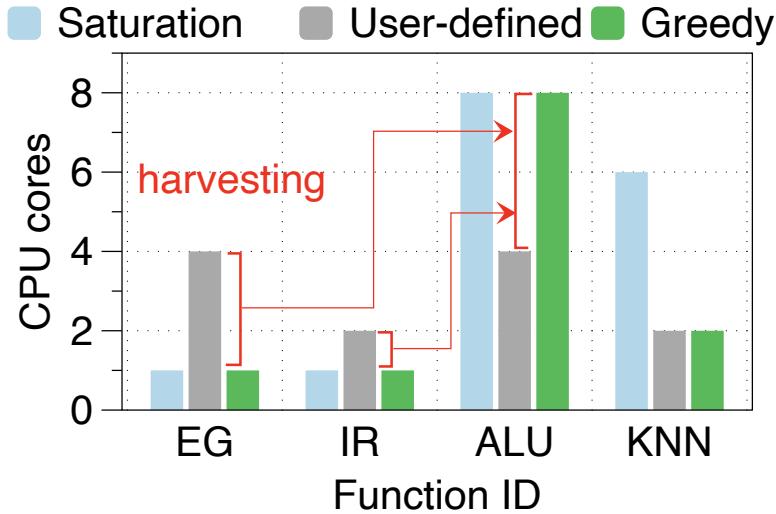
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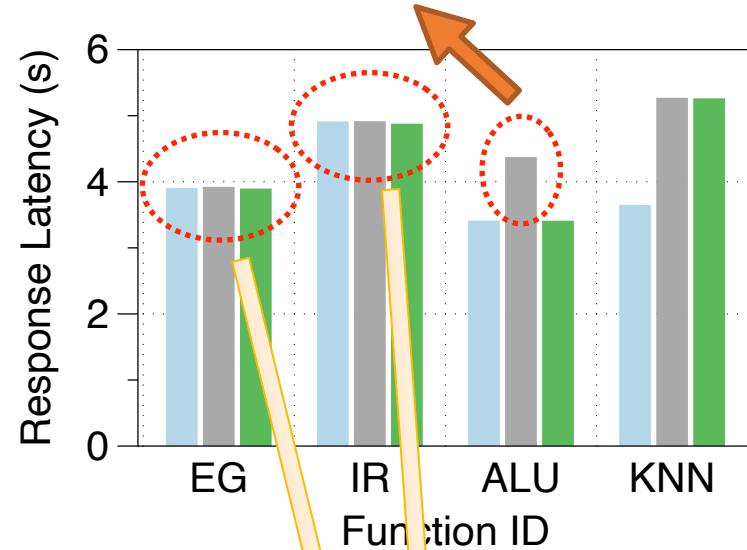
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(a) CPU allocation

EG: email generation  
IR: image recognition  
ALU: arithmetic logic units  
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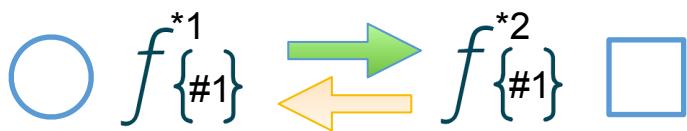
(b) Function response latency

Careful harvesting does not degrade performance

# General Rebalance Cases

- Idle core
- Idle memory
- # Function index
- \* Invocation index

## Case 1



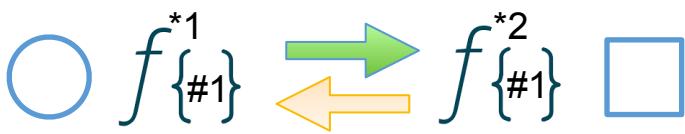
Within the same function  
Both donator and receiver

Serverless Cluster

# General Rebalance Cases

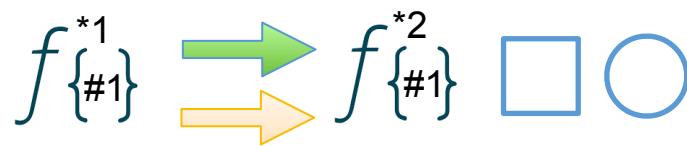
- Idle core
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**Case 1**



Within the same function  
Both donator and receiver

**Case 2**



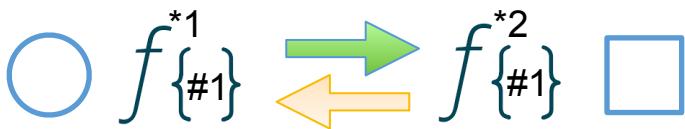
Within the same function  
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Serverless Cluster

# General Rebalance Cases

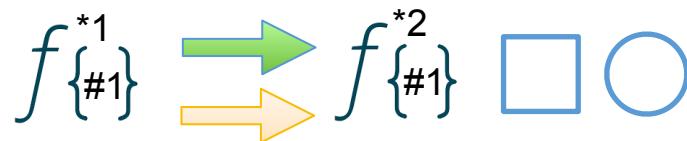
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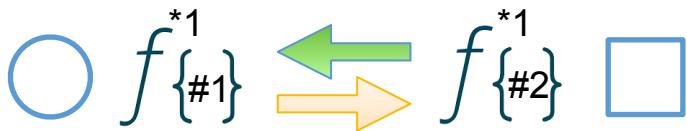
Within the same function  
Both donator and receiver

**Case 2**



Within the same function  
One donator and one receiver

**Case 3**



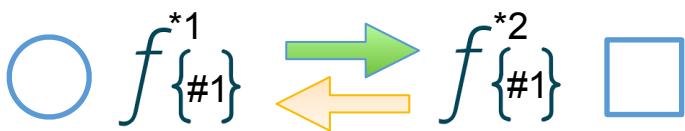
Between two functions  
Both donator and receiver

Serverless Cluster

# General Rebalance Cases

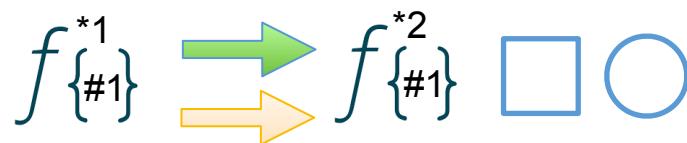
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**Case 1**



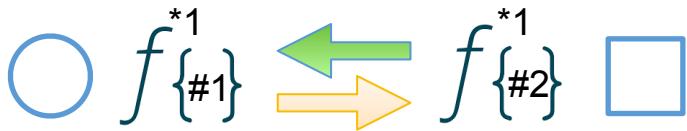
Within the same function  
Both donator and receiver

**Case 2**



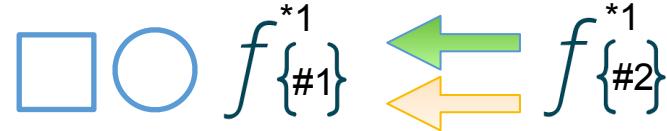
Within the same function  
One donator and one receiver

**Case 3**



Between two functions  
Both donator and receiver

**Case 4**



Between two functions  
One donator and one receiver

Serverless Cluster

# Dynamic Decisions

Perspective of a serverless platform:

- Varying **functions**

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Perspective of a serverless platform:

- Varying **functions**
- Varying **invocations** per functions

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**A series of sequential allocation decisions**

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Markov Decision Process (MDP)

# Deep Reinforcement Learning

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A series of sequential allocation decisions

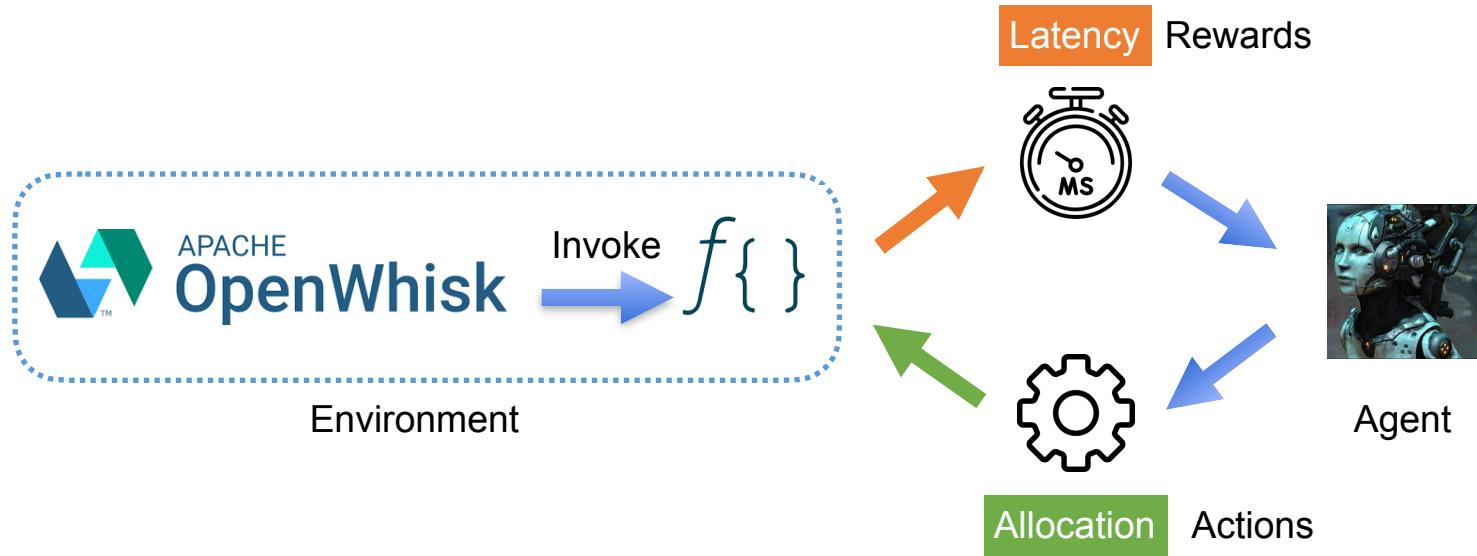


Markov Decision Process (MDP)



Deep Reinforcement Learning

# Deep Reinforcement Learning



# Freyr

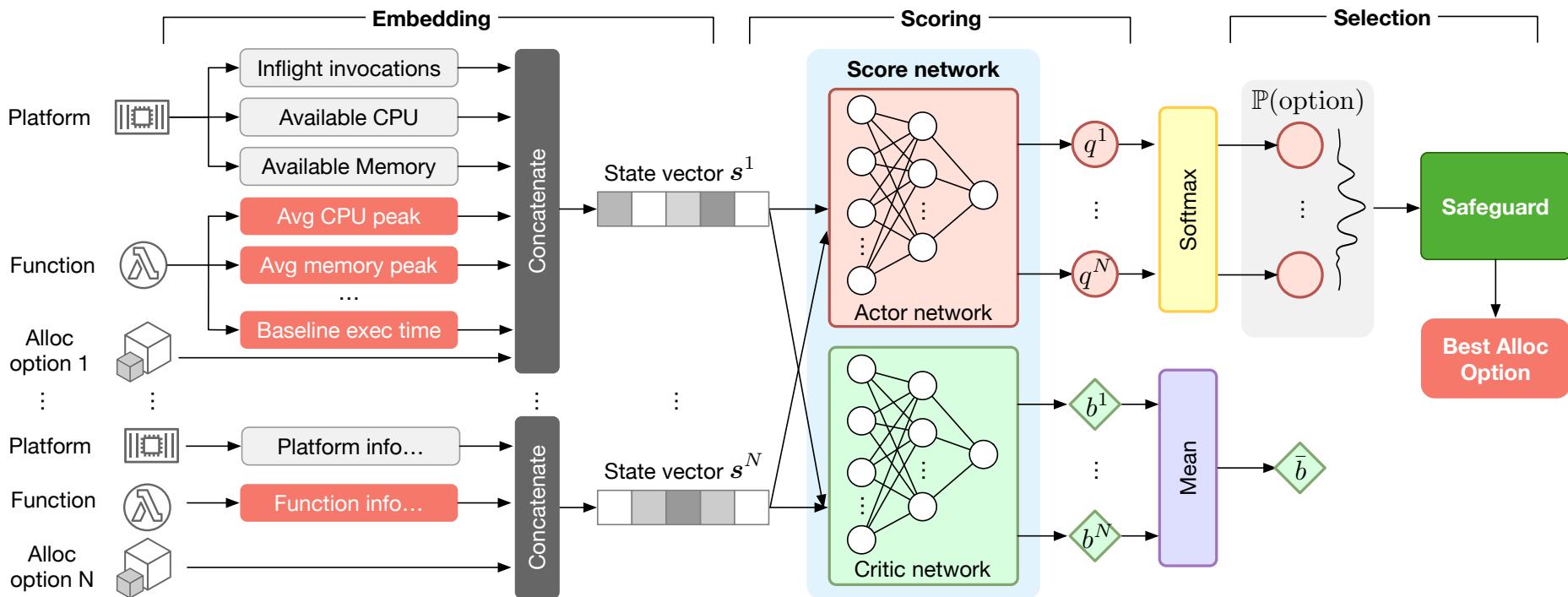


IntelliSys Lab

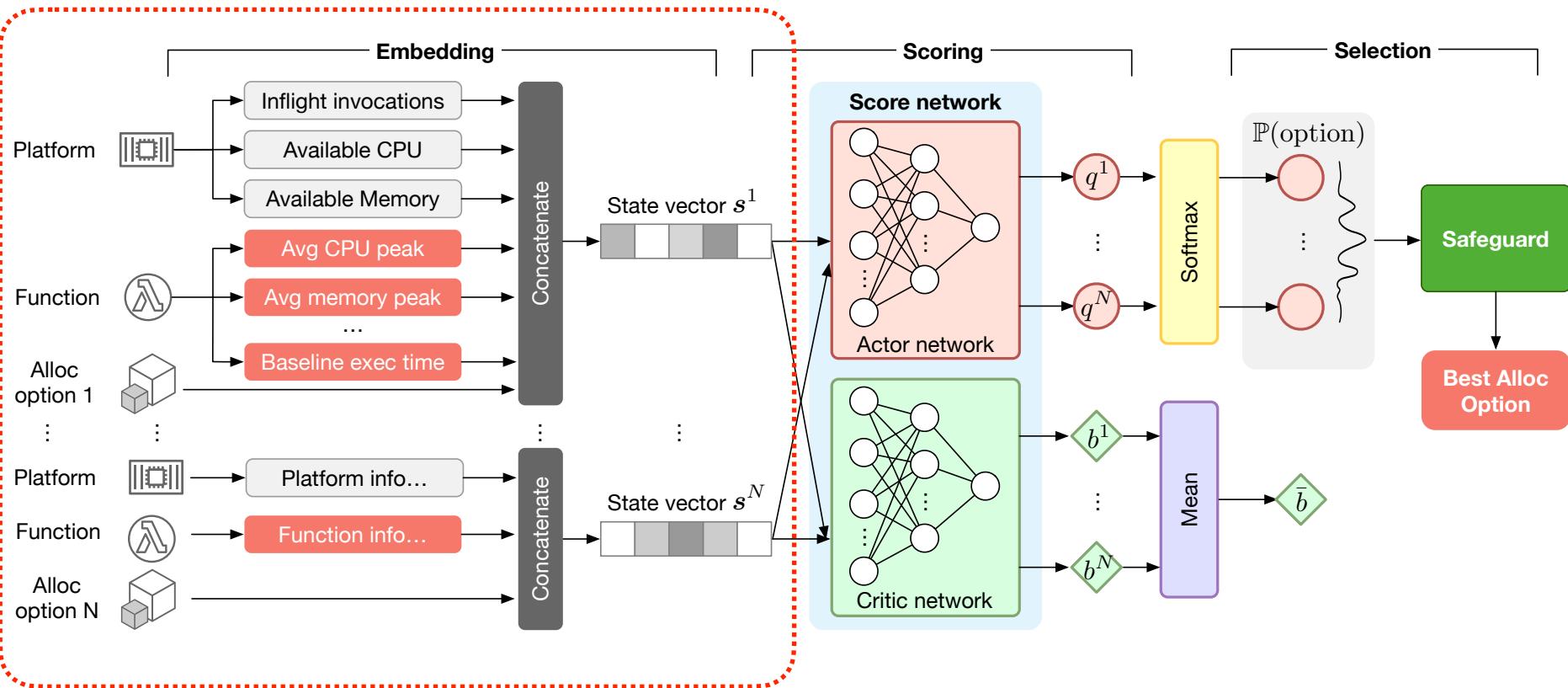


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# Freyr Workflow

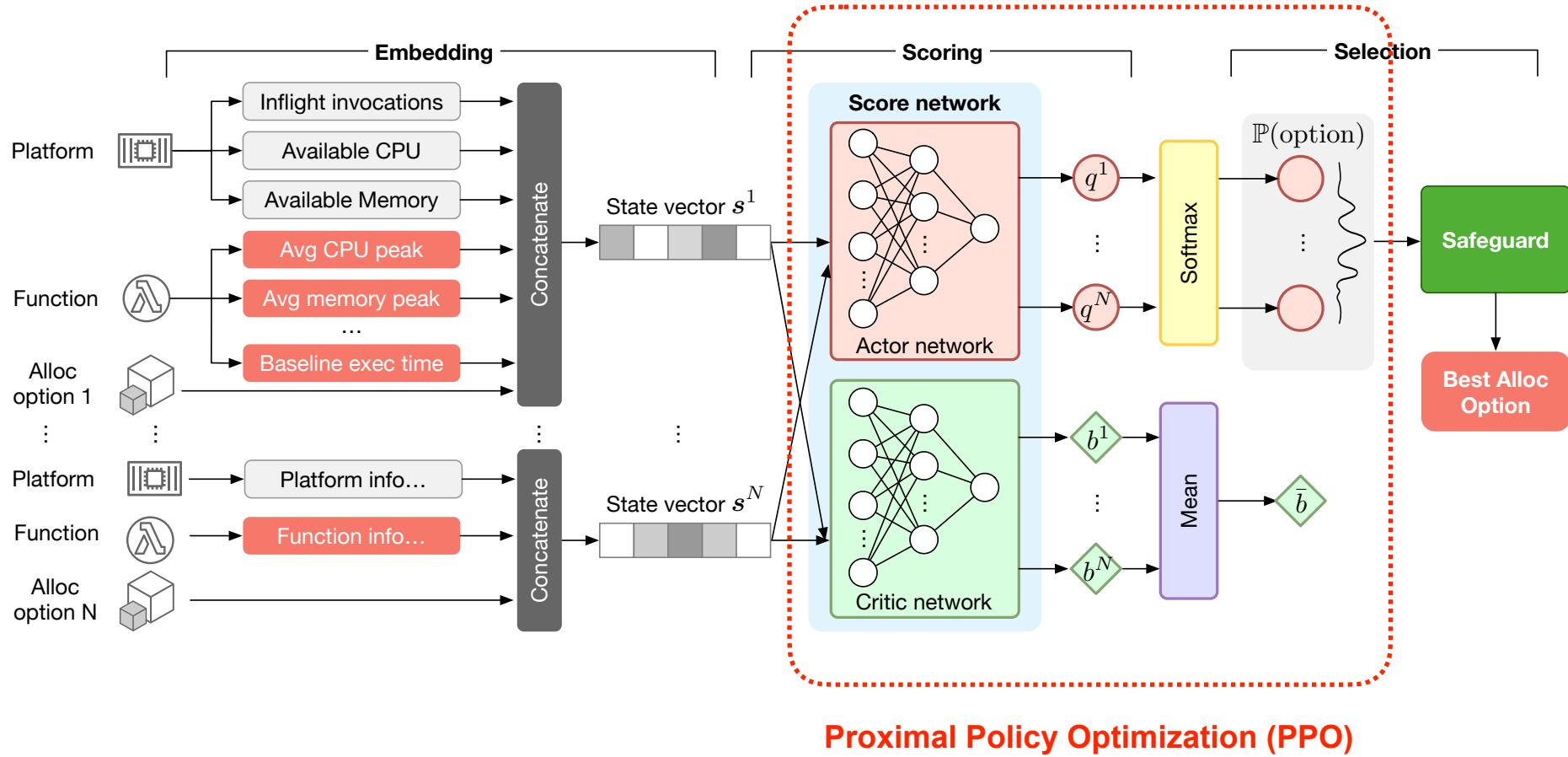


# Freyr Workflow

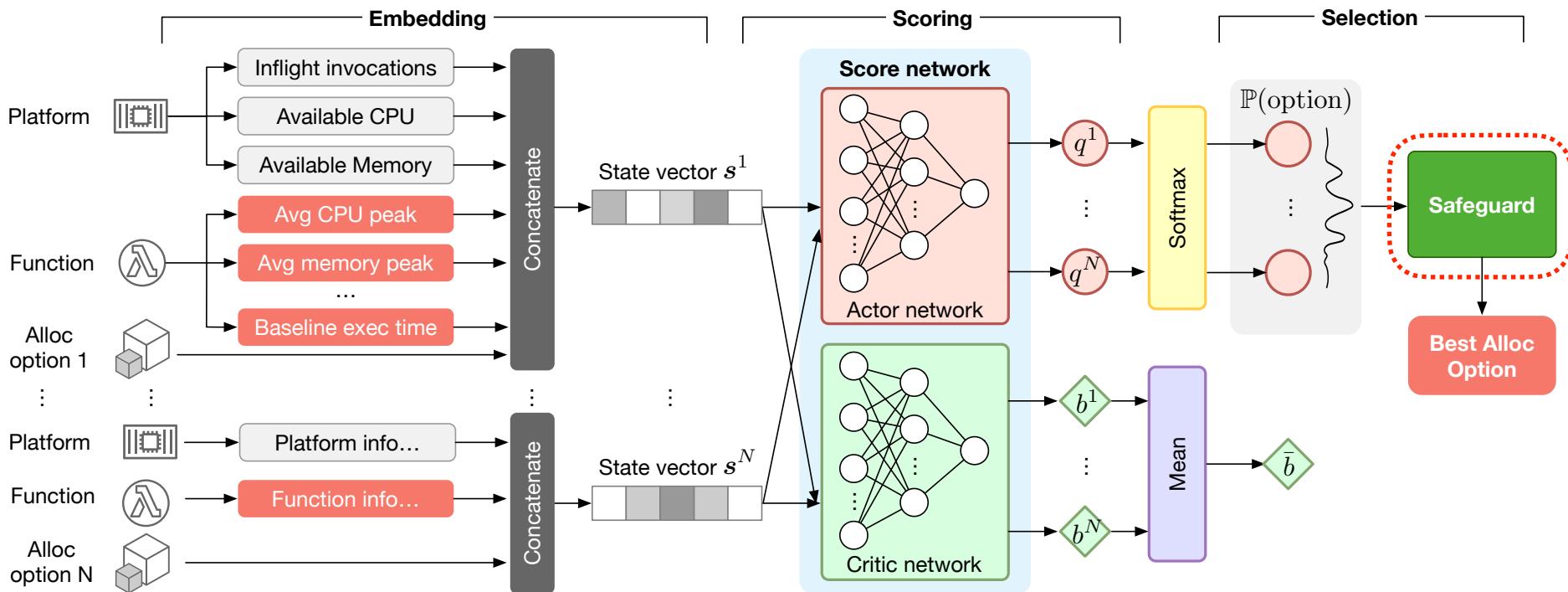


State information from the platform and the function

# Freyr Workflow



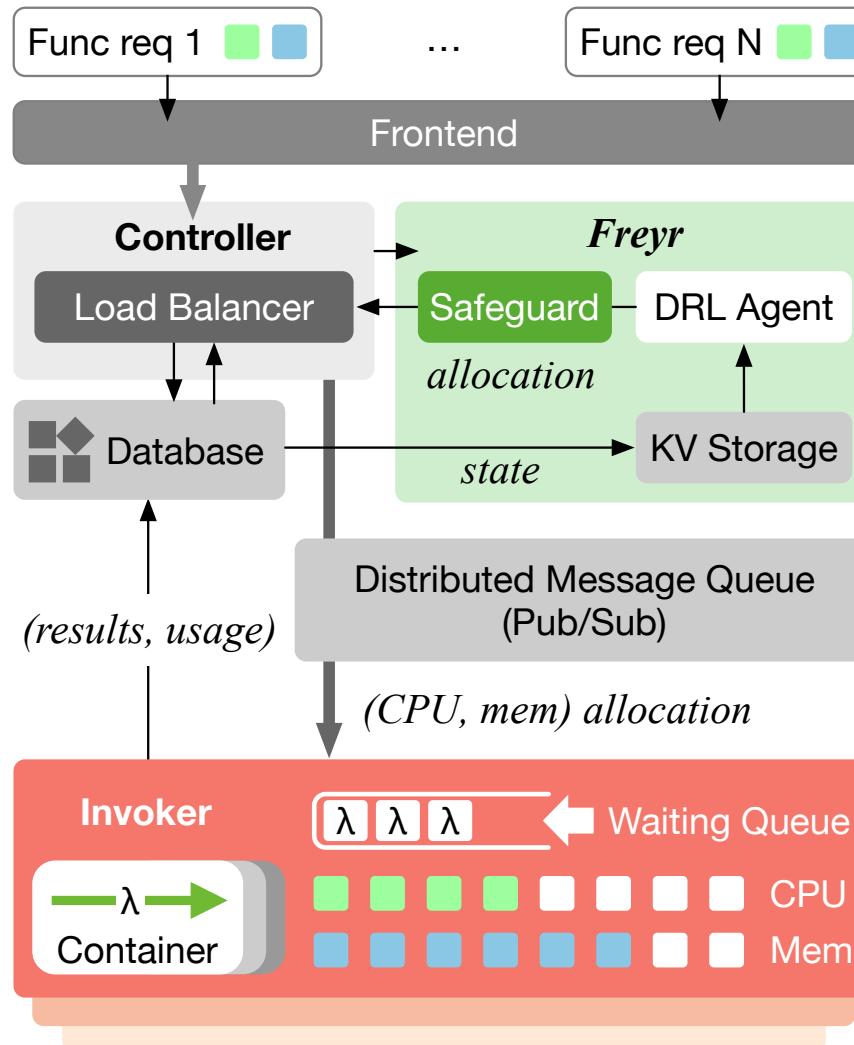
# Freyr Workflow



## Safeguard

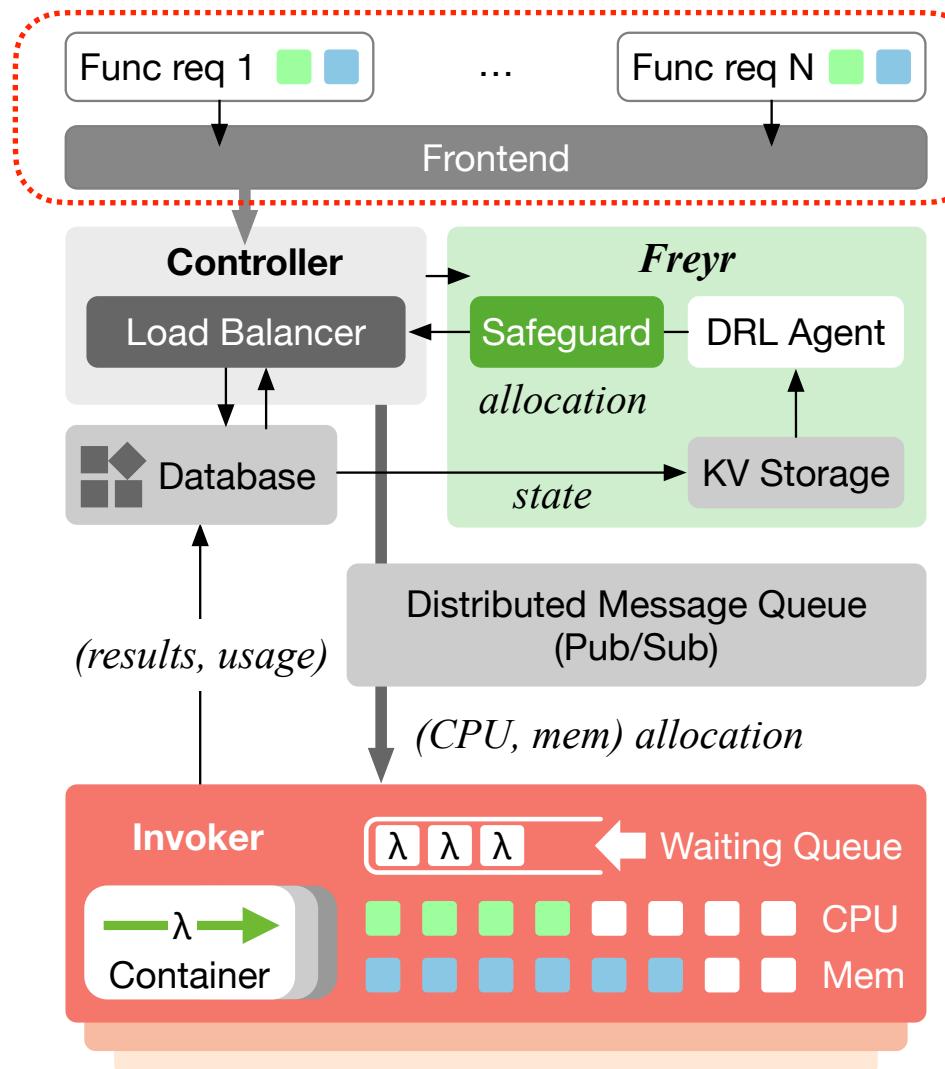
- Filter invalid allocation options
- Return resources when detecting a potential full usage

# Freyr Architecture



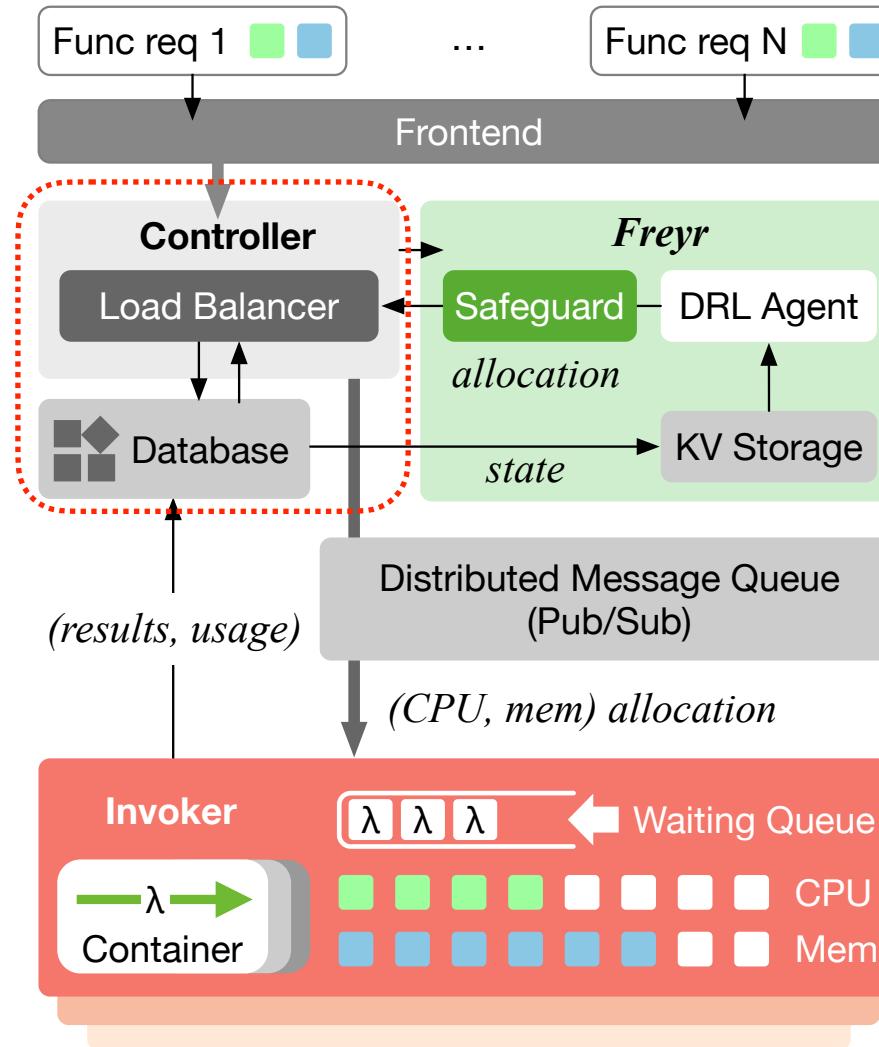
# Freyr Architecture

Frontend receives function invocations from users

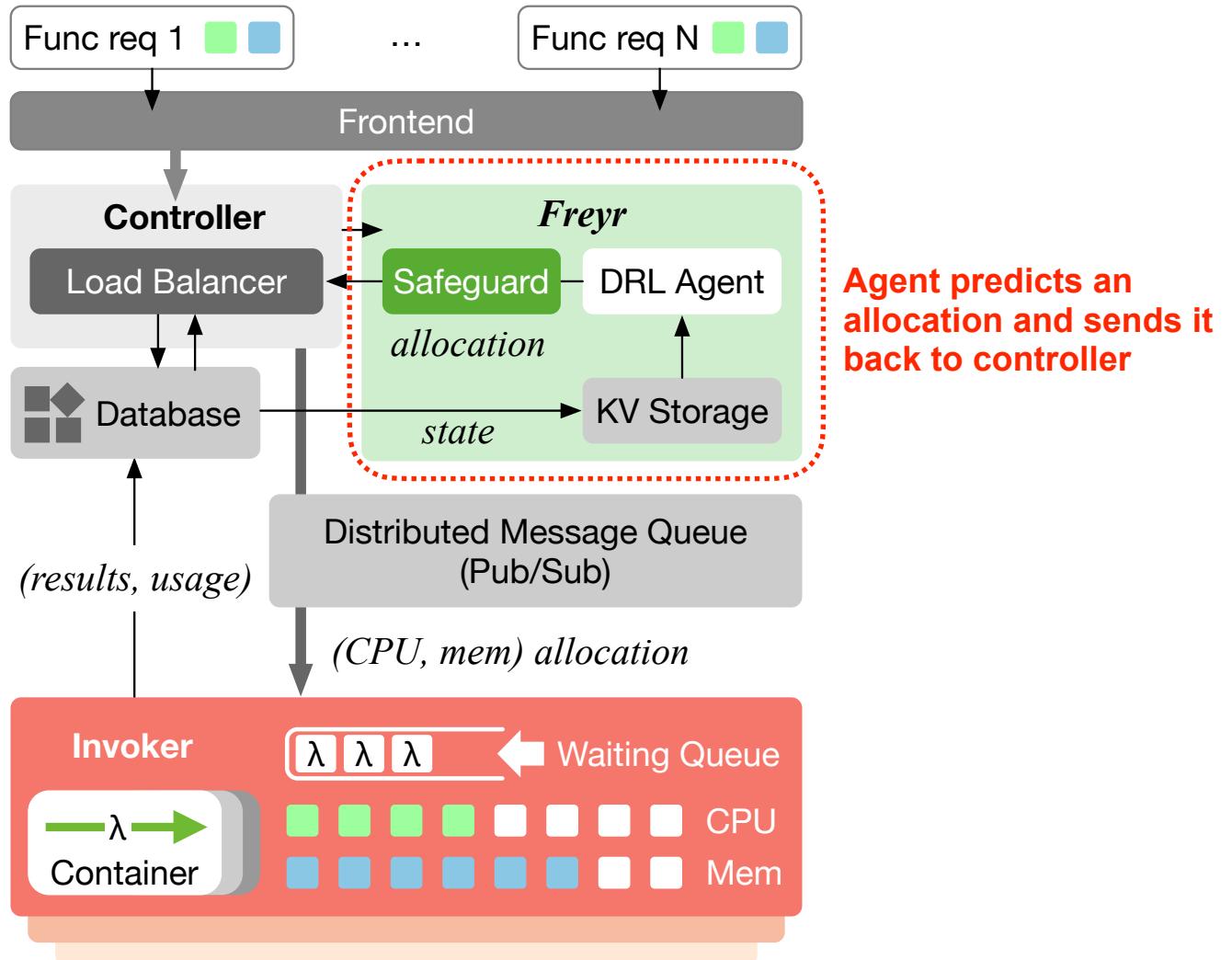


# Freyr Architecture

Controller collects  
and sends states to  
the DRL agent

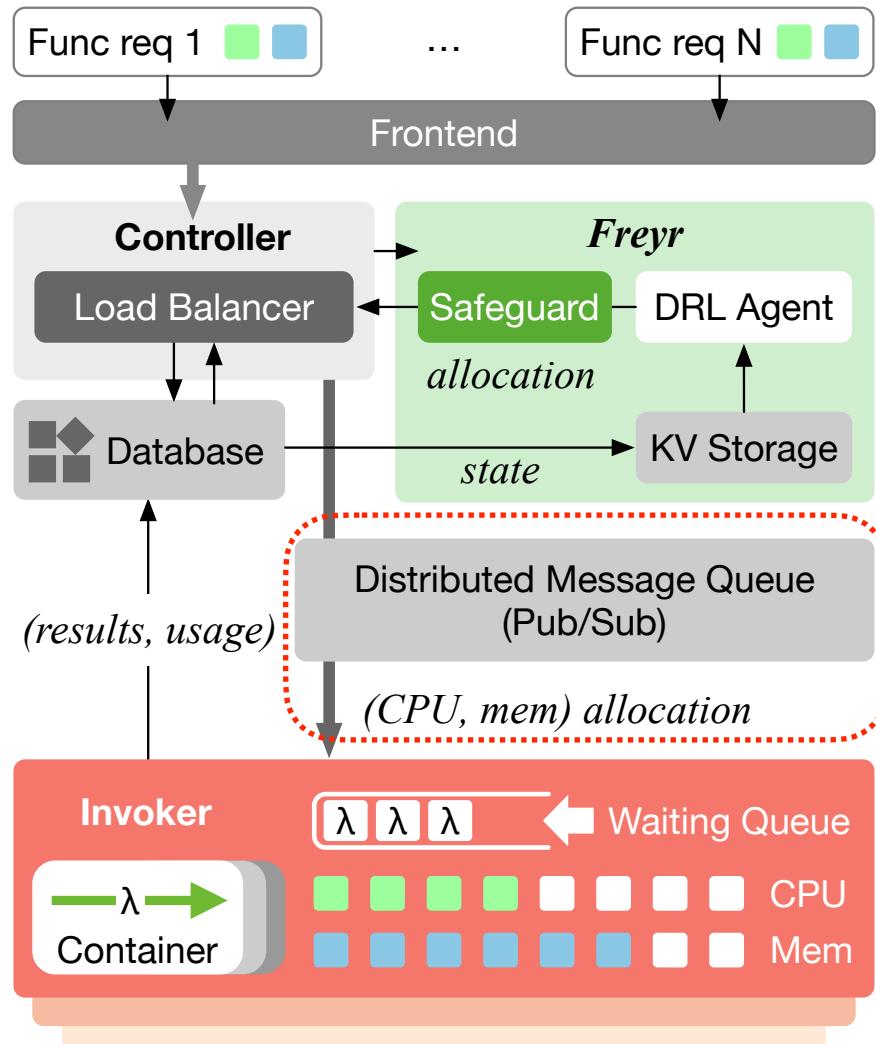


# Freyr Architecture

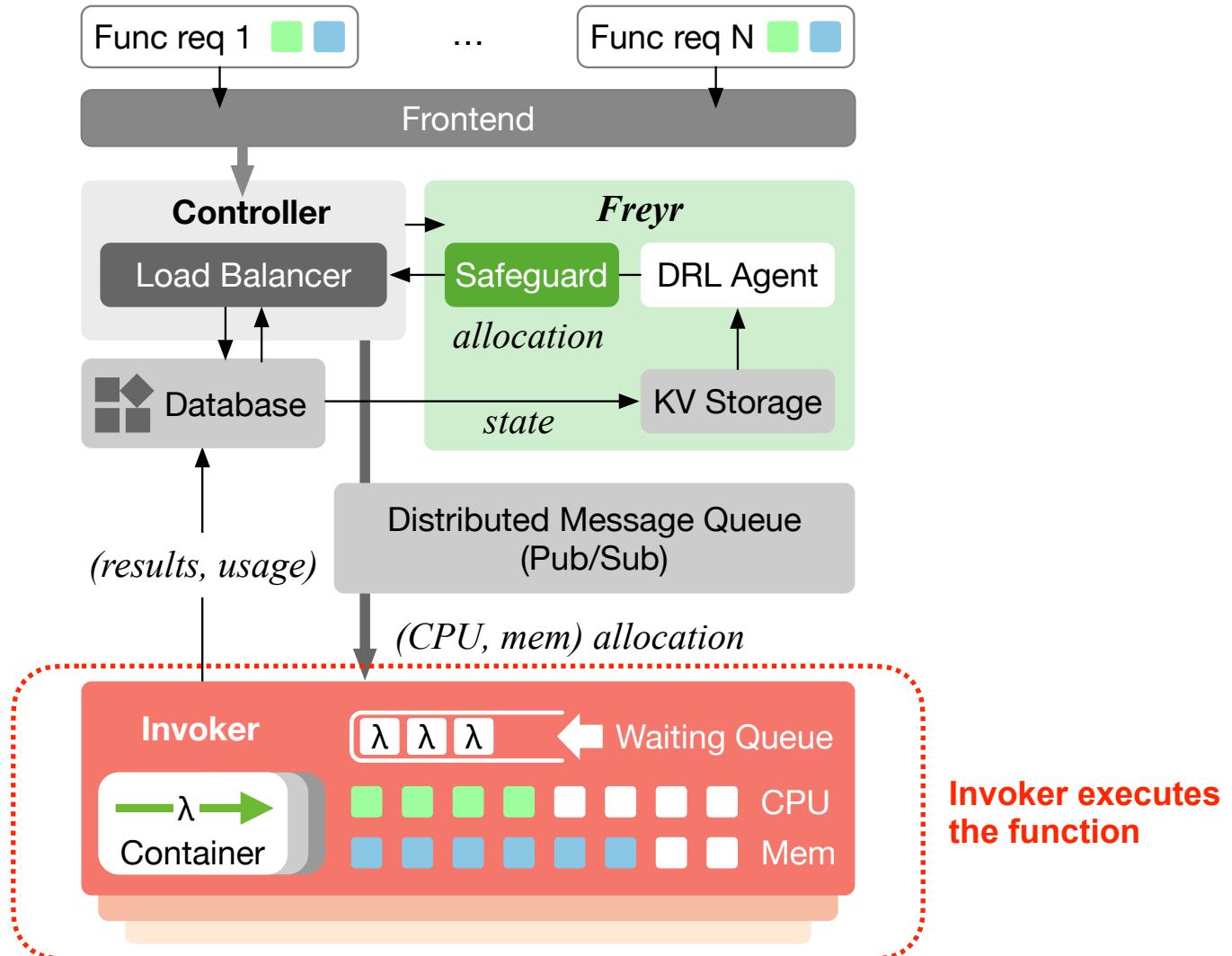


# Freyr Architecture

Controller then forwards the function invocation with its decision to an Invoker

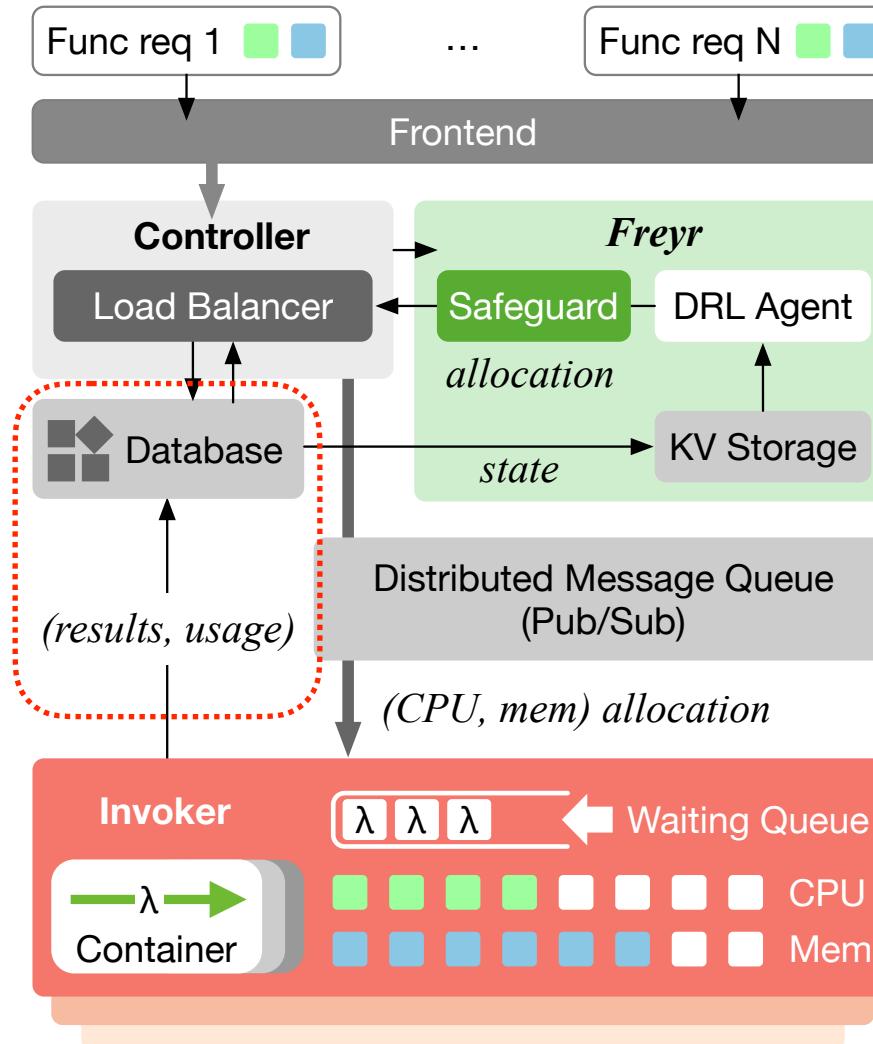


# Freyr Architecture



# Freyr Architecture

Invoker submits the results and usage to database for further predictions



# Experiment

## Setup

- 13 VMs, each with 8 CPUs and 32 GB memory
- One user client, one frontend, one controller
- 10 Worker nodes

## Baselines

- Fixed RM
- Greedy RM
- ENSURE

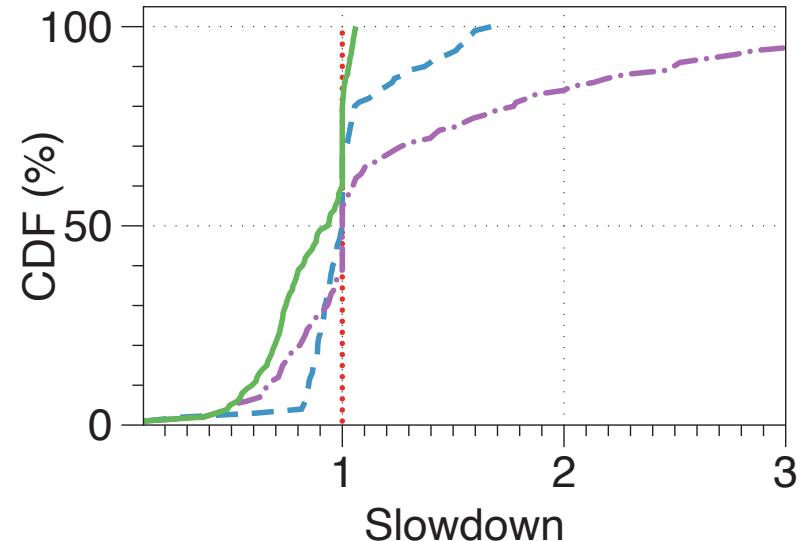
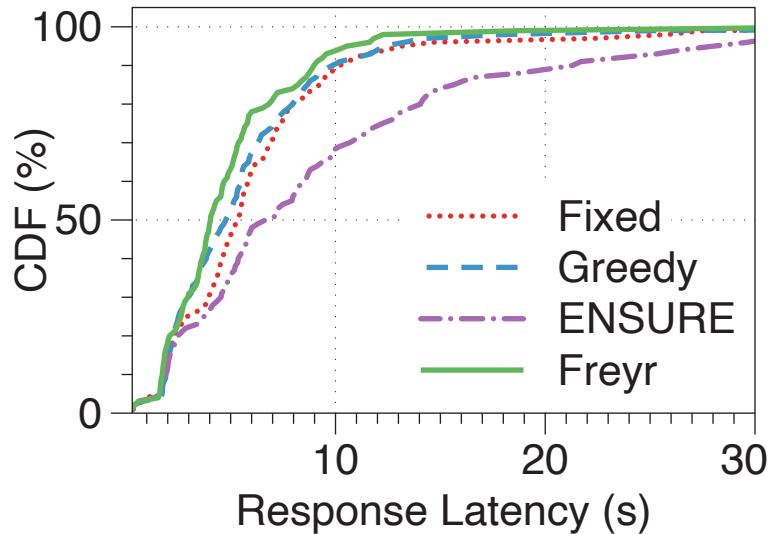
**Fixed RM:** default OpenWhisk as well as in existing serverless platforms

**Greedy RM:** heuristic

**ENSURE:** Suresh, Amoghavarsha, et al.

"Ensure: Efficient scheduling and autonomous resource management in serverless environments."  
(ACSOS 2020)

# Function Execution Speedup

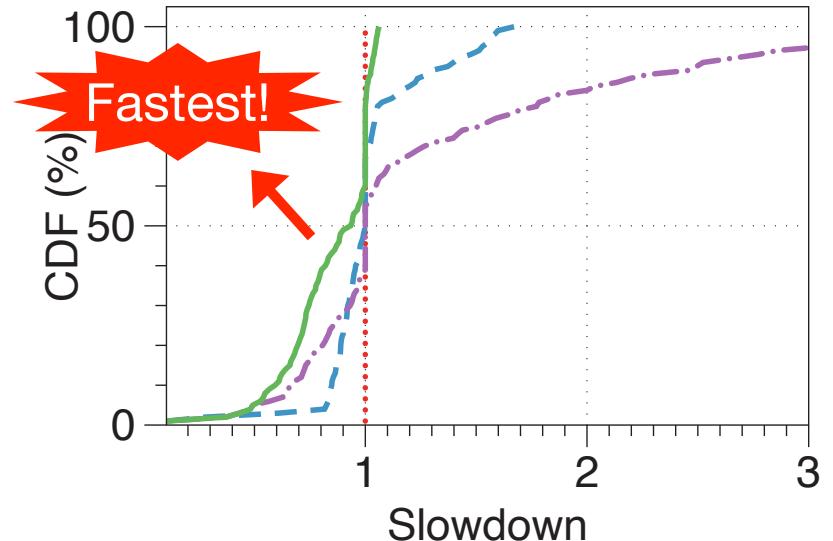
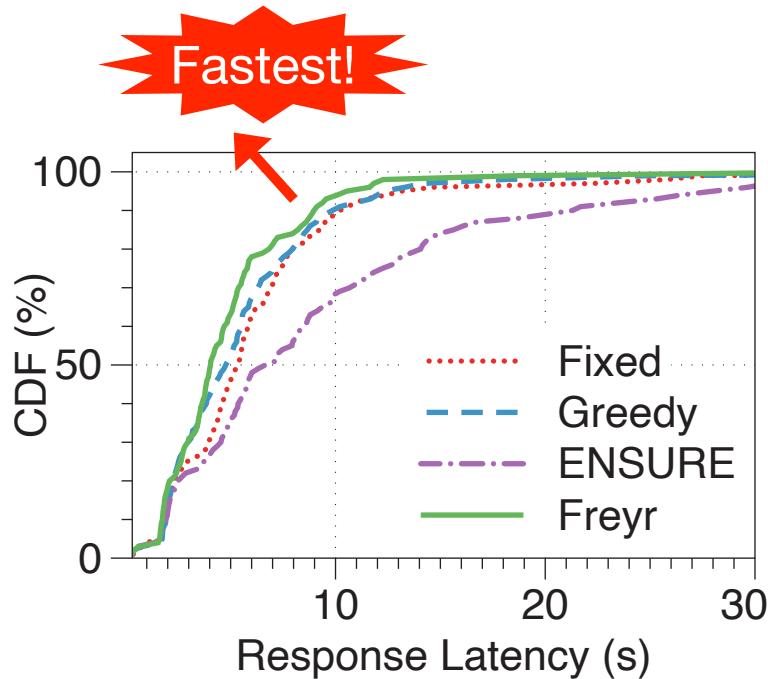


**Response latency:** function invocation end-to-end latency

**Slowdown:** relative performance compared to user-defined resources.

Larger than 1.0 means degradation, less than 1.0 means speedup

# Function Execution Speedup

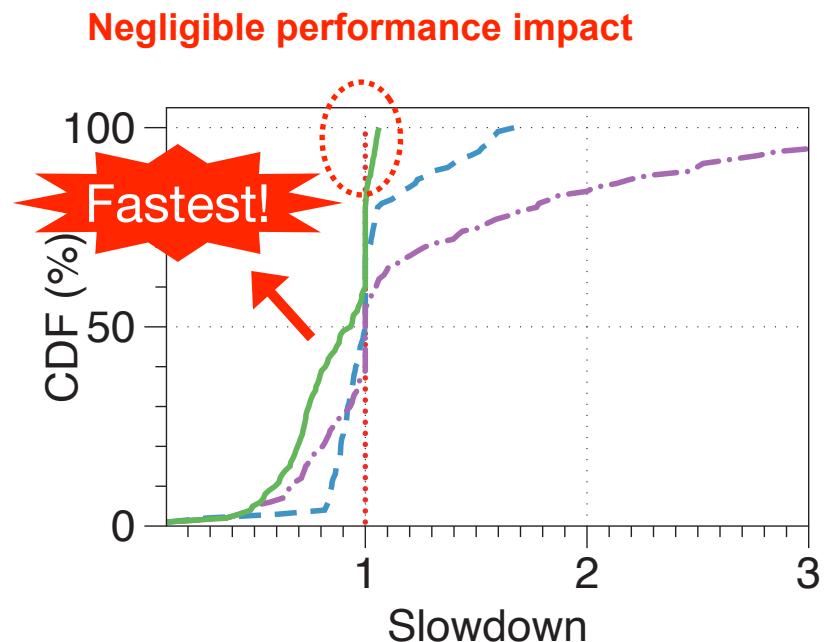
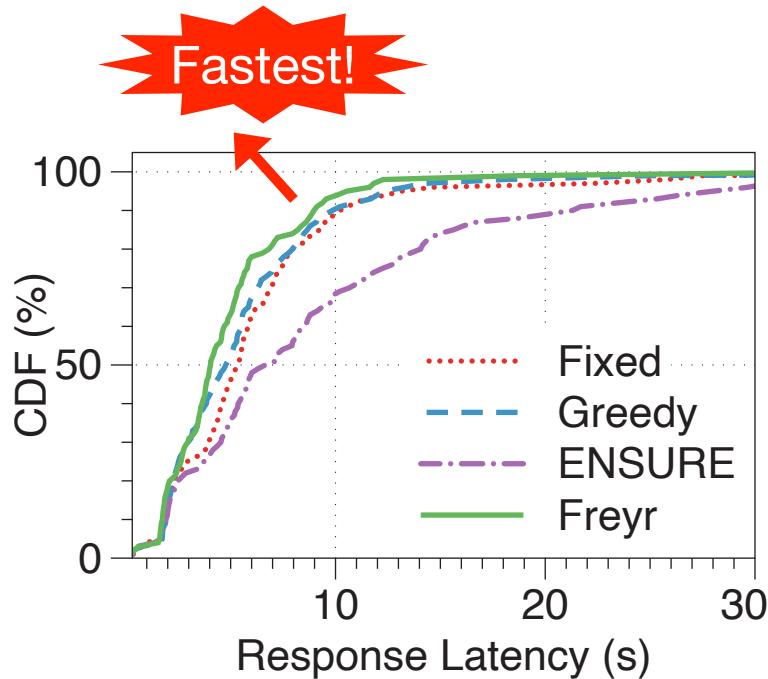


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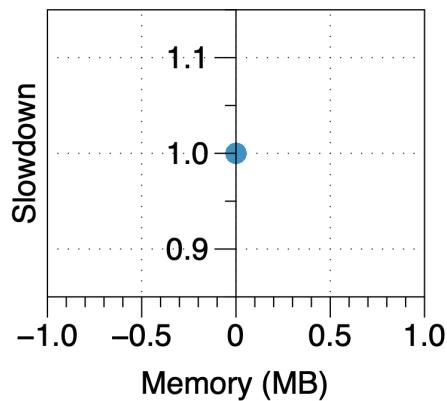
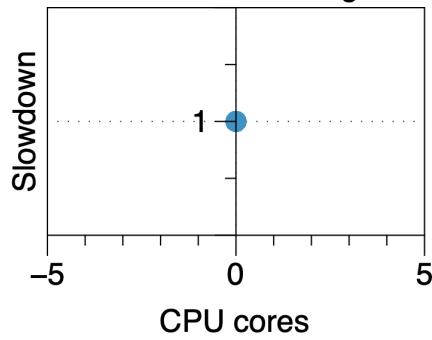


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# Resource Allocation

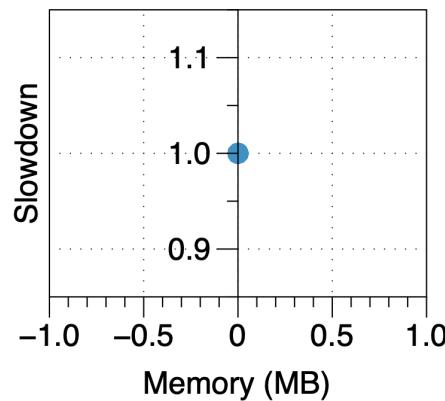
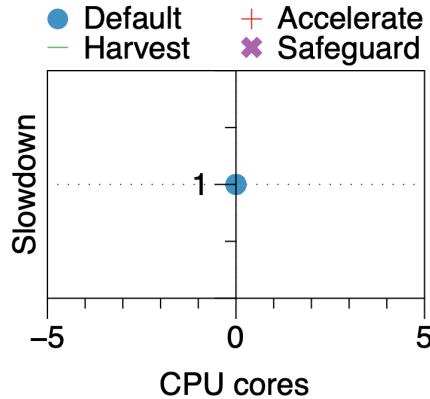
- Default Harvest
- ✚ Accelerate
- ✖ Safeguard



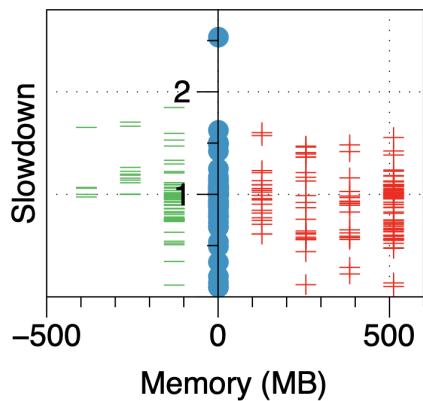
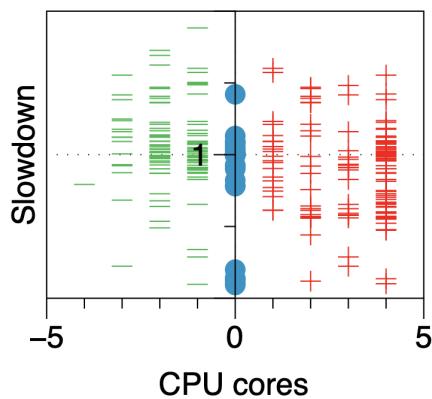
(a) Fixed RM

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# Resource Allocation



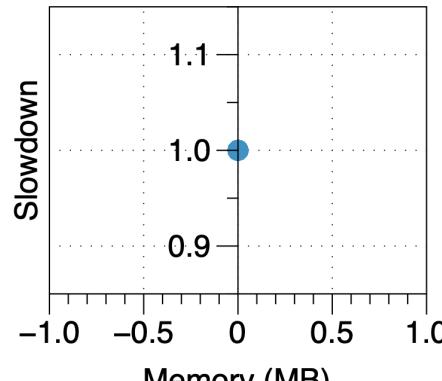
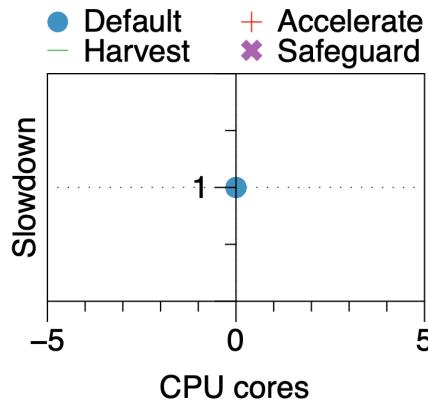
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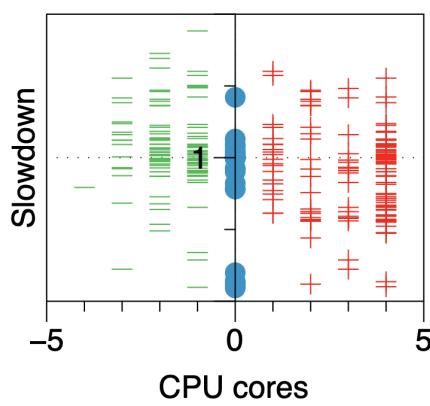
(b) Greedy RM

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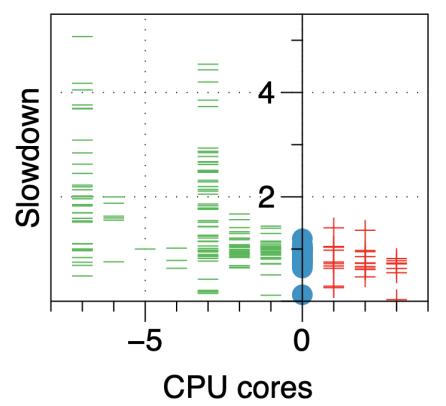
# Resource Allocation



(a) Fixed RM



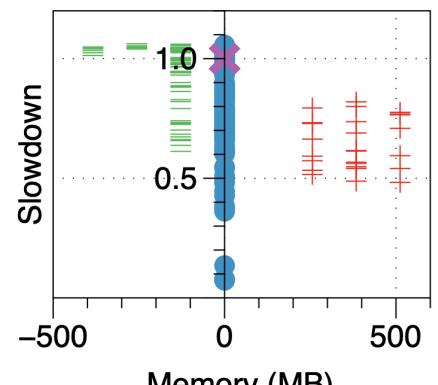
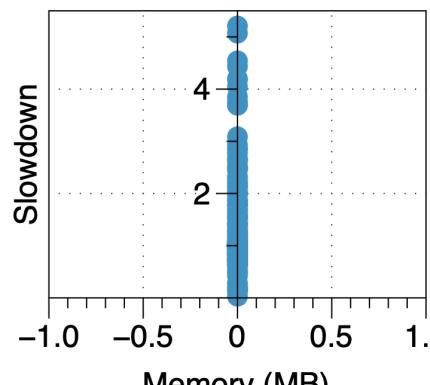
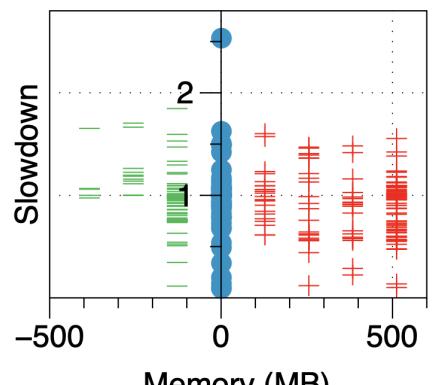
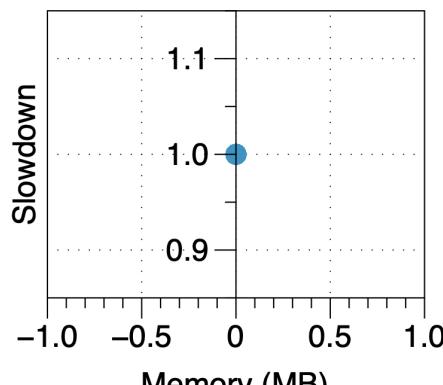
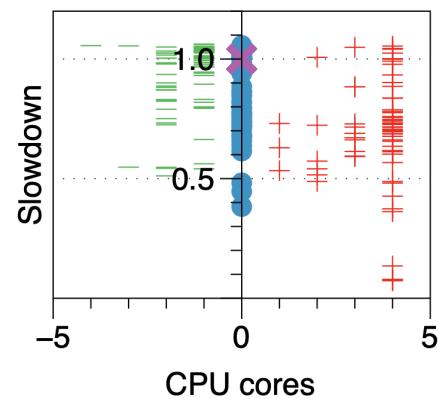
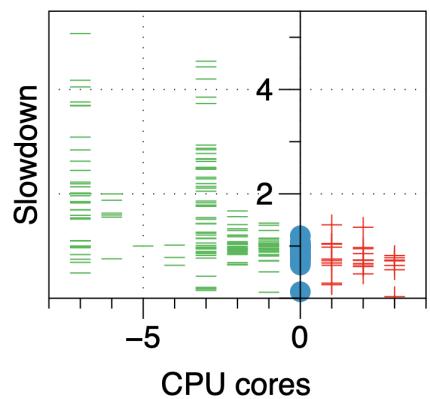
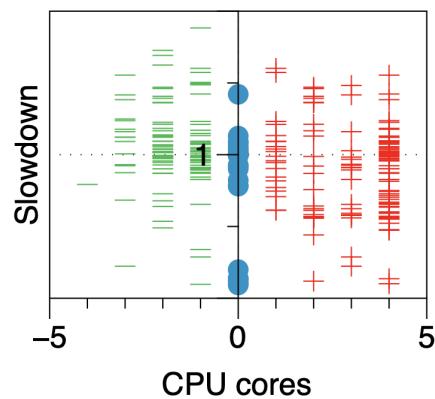
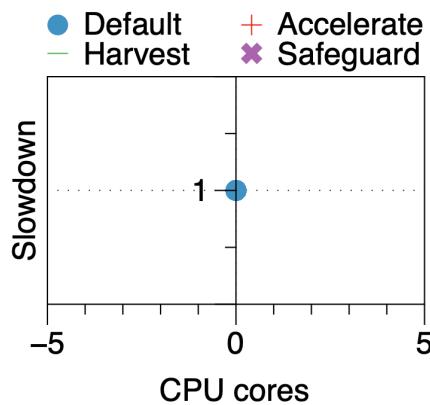
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(c) ENSURE

**Slowdown:** relative performance compared to user-defined resources. Larger than 1.0 means degradation, less than 1.0 means speedup.

# Resource Allocation



(a) Fixed RM

(b) Greedy RM

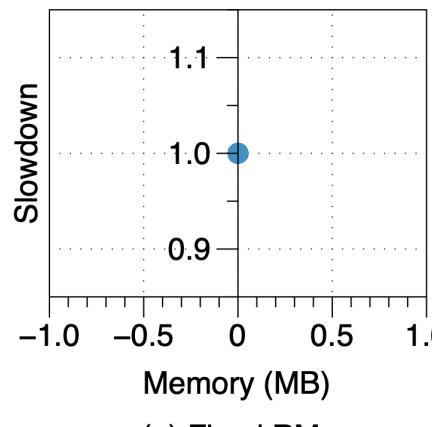
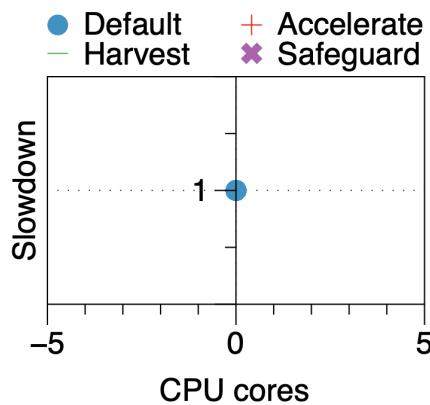
(c) ENSURE

(d) Freyr

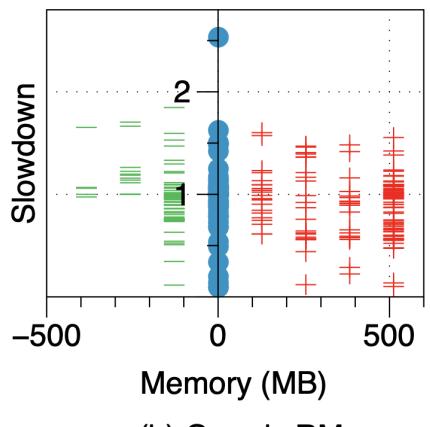
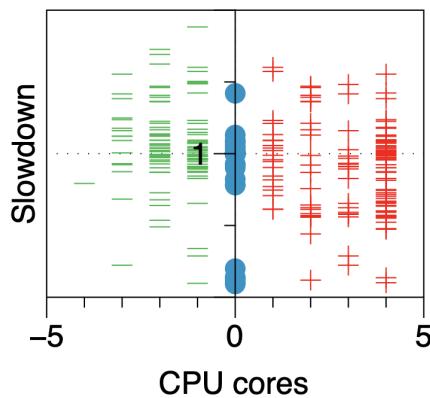
**Slowdown:** relative performance compared to user-defined resources. Larger than 1.0 means degradation, less than 1.0 means speedup.

# Resource Allocation

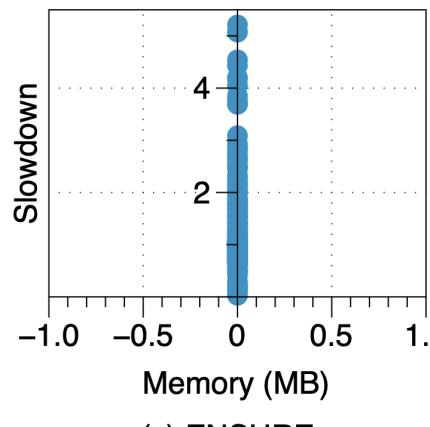
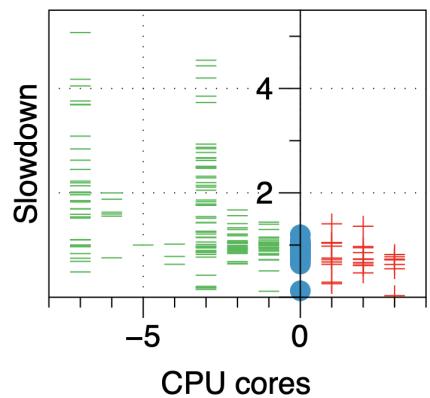
Safeguard guarantees SLOs of harvested function invocations!



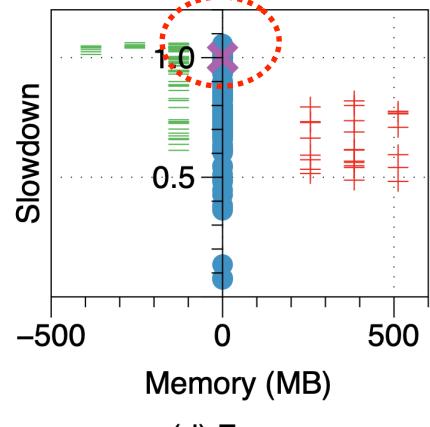
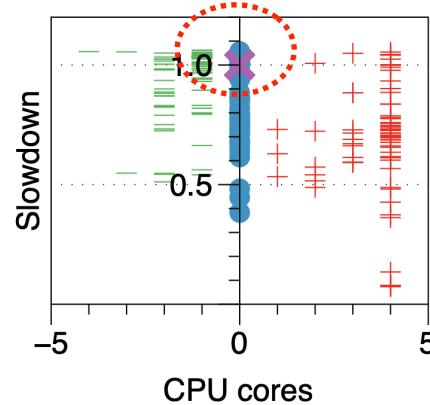
(a) Fixed RM



(b) Greedy RM



(c) ENSURE



(d) Freyr

**Slowdown:** relative performance compared to user-defined resources. Larger than 1.0 means degradation, less than 1.0 means speedup.

# Thank You

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