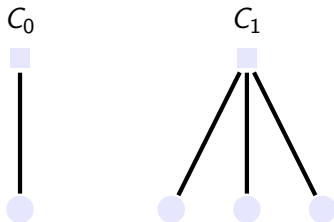


# Load Migration Scheduling

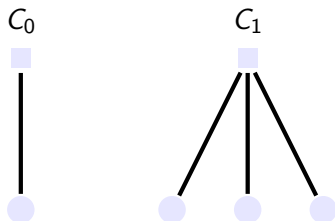
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# Load Migration



# Load Migration



- Controllers can become overloaded
- Want to migrate switches from heavily loaded controllers to controllers with lower load
- Investigate migrating multiple switches

# Constraints

## Controller resource constraints

- Migration requires processing + memory at src + dst controllers
- src stops processing messages and must buffer them
- Limits number of concurrent migrations at controllers

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## QoS constraints

- Messages between controller and switch paused during migration
- Don't want to interrupt network services
- Limit concurrent migration of switches in a particular group

# Inputs

Assume  $k$  migrations  $M = \{m_1, \dots, m_k\}$

Migration  $m_i$

- moves switch  $m_i^{SW}$
- from controller  $m_i^{src}$
- to controller  $m_i^{dst}$
- has weight  $m_i^w$

## Inputs

Assume  $k$  migrations  $M = \{m_1, \dots, m_k\}$

Matrix  $P$  is  $k \times n$  with

$$P_{ij} = \begin{cases} 1 & \text{if controller } c_j \text{ is the source for migration } m_i \\ 0 & \text{otherwise} \end{cases}$$

Matrix  $Q$  is  $k \times n$  with

$$Q_{ij} = \begin{cases} 1 & \text{if controller } c_j \text{ is the destination for migration } m_i \\ 0 & \text{otherwise} \end{cases}$$

## Constraints

### Controller resource constraints

- Controller  $c_i$  has capacity  $a_i$
- Combines memory and computational capacity

### QoS constraints

- $I$  groups of switches  $\mathcal{G} = \{g_1, \dots, g_I\}$
- group  $g_i$  can have at most  $\alpha_i$  concurrent migrations

### Binary matrix $W$

$$W_{ij} = \begin{cases} 1 & \text{if migration } m_i \text{ is in group } g_j \\ 0 & \text{otherwise} \end{cases}$$



## Variables

Assume at most  $R$  rounds needed for all migrations

$A$  is a  $k \times R$  matrix where

$$A_{ij} = \begin{cases} 1 & \text{if migration } m_i \text{ occurs during round } j \\ 0 & \text{otherwise} \end{cases}$$

## Objective

Want to minimize the number of rounds needed

**Idea:** Penalize later rounds more than earlier rounds

$$\min \sum_{i=1}^k \sum_{j=1}^R (A_{ij}) e^j$$

Penalties increase in exponential fashion

# Model

$$\min \sum_{i=1}^k \sum_{j=1}^R (A_{ij}) e^j$$

s.t.

$$\sum_{r=1}^R A_{ir} = 1 \quad \forall 1 \leq i \leq k$$

$$\sum_{t=1}^k (A_{tj})(m_t^w) Q_{ti} \leq a_i \quad \forall 1 \leq i \leq n, 1 \leq j \leq R$$

$$\sum_{i=1}^k (A_{ij}) W_{iu} \leq \alpha_u \quad \forall 1 \leq j \leq R, 1 \leq u \leq l$$

$$A_{ij} \in \{0, 1\} \quad \forall 1 \leq i \leq k, 1 \leq j \leq R$$

# Model

$$\sum_{r=1}^R A_{ir} = 1$$

Says each migration is scheduled in one round

## Model

$$\sum_{t=1}^k (A_{tj})(m_t^w) Q_{ti} \leq a_i$$

Encodes resource constraints on destination controller

To incorporate failure resiliency, can replace with

$$\sum_{t=1}^k (A_{tj})(m_t^w)(P_{ti} + Q_{ti}) \leq a_i$$

# Model

$$\sum_{i=1}^k (A_{ij}) W_{iu} \leq \alpha_u$$

Encodes QoS constraints

## Next Steps

- Show NP-hard via reduction from graph colouring
- Provide lower bound through LP relaxation
- Exponential objective becomes intractable for large number of rounds
  - Instead use integer variables for round number
- Need better motivation for QoS constraints
- Extensive experiments

## Generalizations

- Destination may not be fixed
- New migrations could arrive / leave in later rounds
- Resource requirement could dynamically change
- Migrations could also require varying amounts of time
  - Strong connection to  $R||C_{max}$  scheduling instance
  - But more complicated
- Look at online / stochastic scheduling variant