## Replication in Computer Systems -DM

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Introduction Nowadays, it is crucial that computer systems respond to interactive users in a few milliseconds. In practice, user requests, or jobs in the following, are subject to a number of factors that increase the variability of response times. These include unfortunate disk seek times, background daemons and run-time contention phenomena among CPU cores, processor caches, memory bandwidth, and network bandwidth. As a result, some jobs may take significantly longer than expected to complete while keeping blocked resources that could be used by other concurrent interactive jobs. This has brought researchers to propose hedge requests, or redundant jobs in the following. The idea

consists in replicating a job upon its arrival and use the results from whichever replica responds first. In other words, when a new job arrives, it is replicated to a given number of different servers for processing and as soon as one replica completes or starts service, the response is sent back to the issuing user and the other replicas are canceled. Redundant requests are used by Google's big table services [1]. [1] J. Dean and L. A. Barroso. "The Tail at Scale." Commun. ACM 56, 2 (Feb. 2013), 74-80.

The goal of this homework assignment is i) to write a code in R that simulates the dynamics of redundant jobs in a multiserver platform and ii) to use the code to answer some practical questions.

We consider a system of K parallel servers (or queues) adopting the first-come first-served

discipline. When a new job arrives, it is replicated to d queues selected uniformly at random without replacement and independently of all else. We assume that the service times of all replicas of all jobs are i.i.d. random variables having the distribution of the random variable S (specified later). We

## assume that the jobs' interarrival times are independent and have an exponential distribution with rate $\lambda$ , i.e., jobs join the system following a Poisson process with rate $\lambda$ .

Homework assignment

Depending on the assumptions on S, we are interested in understanding which one of the following two scenarios is the most convenient: Scenario 1: the remaining copies of each job are canceled as soon as any copy starts service at Scenario 2: the remaining copies of each job are canceled as soon as any copy completes service at some server. Step 1: Simulation of redundant jobs Modify the code that simulates the dynamics of a G/G/1 queue (http://polaris.imag.fr/arnaud.legrand

System parameters • N: number of arriving jobs to simulate (excluding replicas); d : number of replicas per job;

/teaching/2019/RICM4\_EP.php#orge330de7) to simulate K G/G/1 queues as described above.

• K: number of queues; • lambda: job arrival rate; ullet mu : in the case where S follows an exponential distribution,  $\mu=1/\mathbb{E}[S]$  is the job service ullet xm,alpha: in the case where S follows a Pareto distribution (https://en.wikipedia.org

/wiki/Pareto\_distribution), xm resp. alpha is the scale resp. shape parameter. Since

common values of alpha found in the empirical studies of computer systems range in the

## xm=1;alpha=1.5;

Using the inversion method, note that

1.431324

interval [1,2], we assume alpha=1.5.

xm/(runif(5)^(1/alpha));

ullet Queue : size-N imes d matrix indicating where the i-th copy of the n-th job is dispatched; ullet Remaining : size-N imes d matrix indicating the remaining time of the i-th copy of the n-th

• NextJob: this variable is incremented by one each time a new job arrives (not necessary but

# update Remaining and, possibly, CurrJob to NA and other state vari

1.823874 136.823037

1.230806

State variables

• Service : size-N imes d matrix of jobs' service times;

CurrReplica[i] takes value in  $\{1, \ldots, d\}$ ;

1.406144

gives a sample associated to 5 i.i.d. Pareto distributed random variables.

ullet Completion: size-N vector indicating the job's completion time;

• t : simulation time; Arrival: size-N vector of jobs' arrival times;

## [1]

ullet CurrJob: size-K vector indicating the current job in processing at each server, i.e., CurrJob[i] takes value in  $\{1, \ldots, N\}$ ; ullet CurrReplica: size-K vector indicating the current replica in processing at each server, i.e.,

simplifies the code).

dt = min(dtA,dtC)

ables

}

Question 1

Question 2

for(k in 1:K)

job;

while (TRUE) { dtA = ... # time of the next arrival dtC = ... # time of the next completion if(is.na(dtA) & is.na(dtC)) {break;}

Do not hesitate to introduce other variables if needed.

Code structure (for both scenarios 1 and 2)

if(!is.na(CurrJob[k]))

if(is.na(CurrJob[k]))

# update Remaining and, possibly, and other state variables **for**(k **in** 1:K)

# assign a job and a copy to server k

if((NextArrival <=N) & (Arrival[NextArrival] == t))</pre>

# update state variables } }

Assume that N=1e4 or higher, d=4 , K=10 and  $\mathbb{E}[S]=1$ . Then, 1. Plot the response time as a function of lambda, where lambda varies between 0 and  $0.95K/\mathbb{E}[S]$ , and verify that it corresponds to the formula given in previous question when d=1 and S has an exponential distribution. 2. Is N large enough to make the previous plot representative of the mean time that jobs spend in the network? Question 3 Assume that N=1e4 or higher, K=10 , lambda=0.7\*K and  $\mathbb{E}[S]=1$ . Use your code to investigate under which values of the replication parameter d: 1. the system is stable, i.e., the response time does not diverge to infinity as  $N o \infty$ . 2. Scenario 1 is better than Scenario 2 (and viceversa). Explain your numerical investigations providing plots and intuititions that support your conclusions.

1 of 1

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simulating an increased number of jobs given a time constraint. Step 2: Numerical investigation We call response time the average time that jobs spend in the network. Answer the following items distinguishing between the cases where S follows an exponential or Pareto distribution.

Assume that d=1 and that S has an exponential distribution. Give a formula for the response time.

Note for the evaluation: The more efficient the code, the better. Efficiency refers to the ability of