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# Efficient Resource Utilization\* for Batch Compute on Kubernetes

*Amit Kumar*  
*Kevin Xu*



## Outline

- Batch Compute at Uber
- Importance of Resource Sharing
- Challenges
- Solutions
  - Regional Resource Management & Federation
  - Specialized Hardware Efficiency
- Future Work
- Q & A

# Efficient Resource Utilization for Batch Compute on Kubernetes



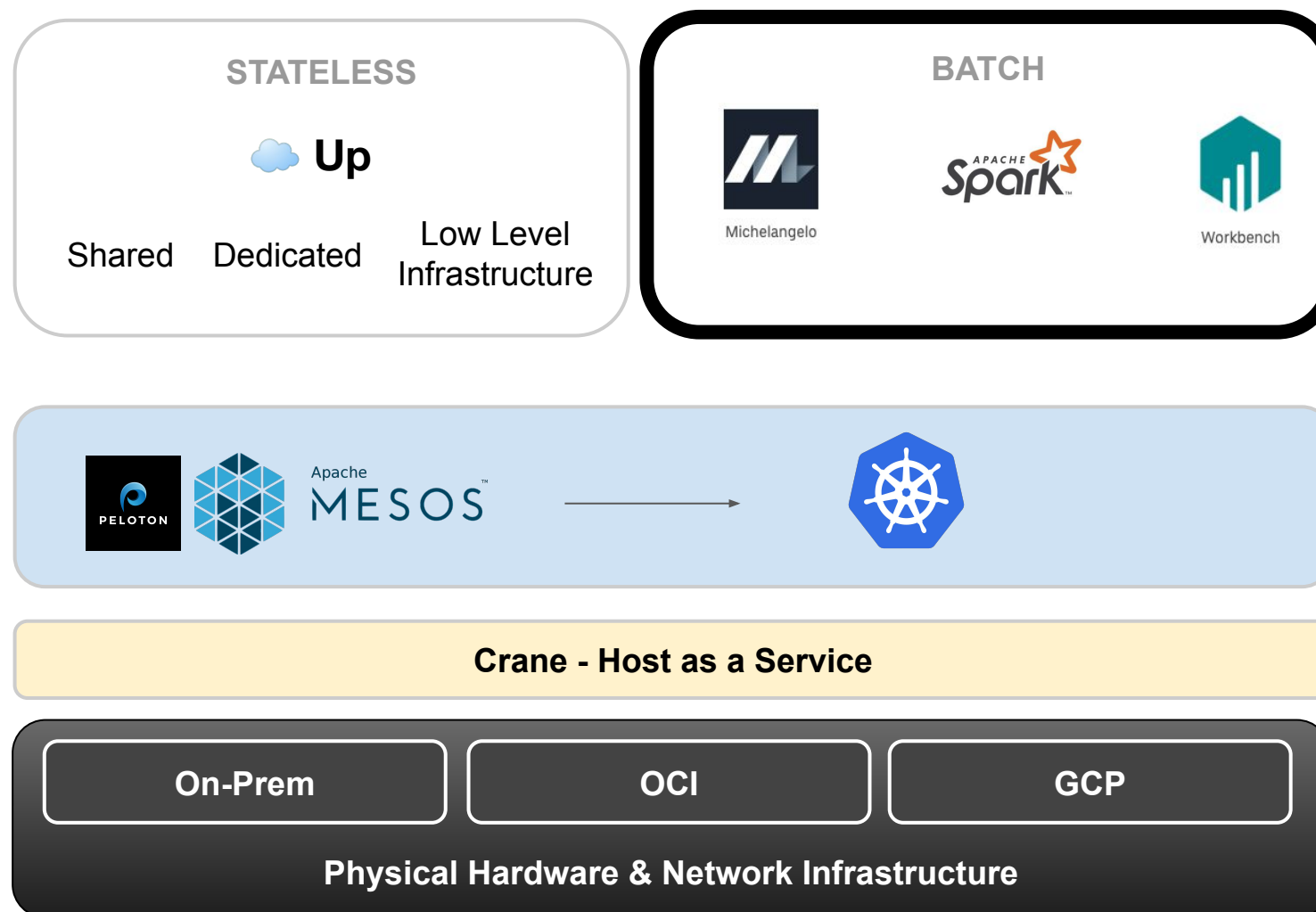
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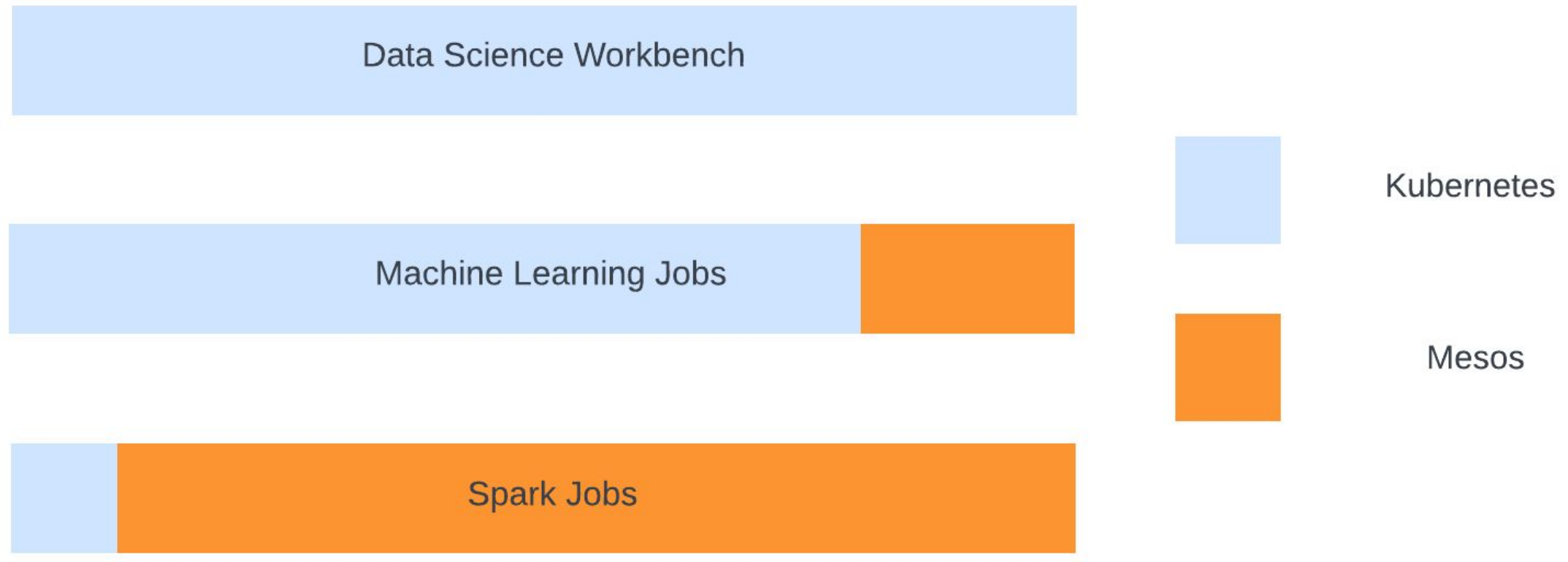
## Compute Team @ Uber



## Batch Compute at Uber: Workloads & Use Cases

Workload Types	Use Cases
   Kubernetes Job	<p>End User Use Cases:</p> <ul style="list-style-type: none"><li>• Rider Pricing Intelligence</li><li>• ETA Estimation</li><li>• Destination Suggestion</li></ul> <p>Platform Use Cases:</p> <ul style="list-style-type: none"><li>• AI Model Training</li><li>• Data Science Notebooks</li></ul>

## Batch Compute at Uber: **Workloads & Use Cases**





## Batch Compute at Uber: **Scale**

~30k  
#hosts

~1M+  
#cores

~4000  
#gpus

~3M  
#containers/day

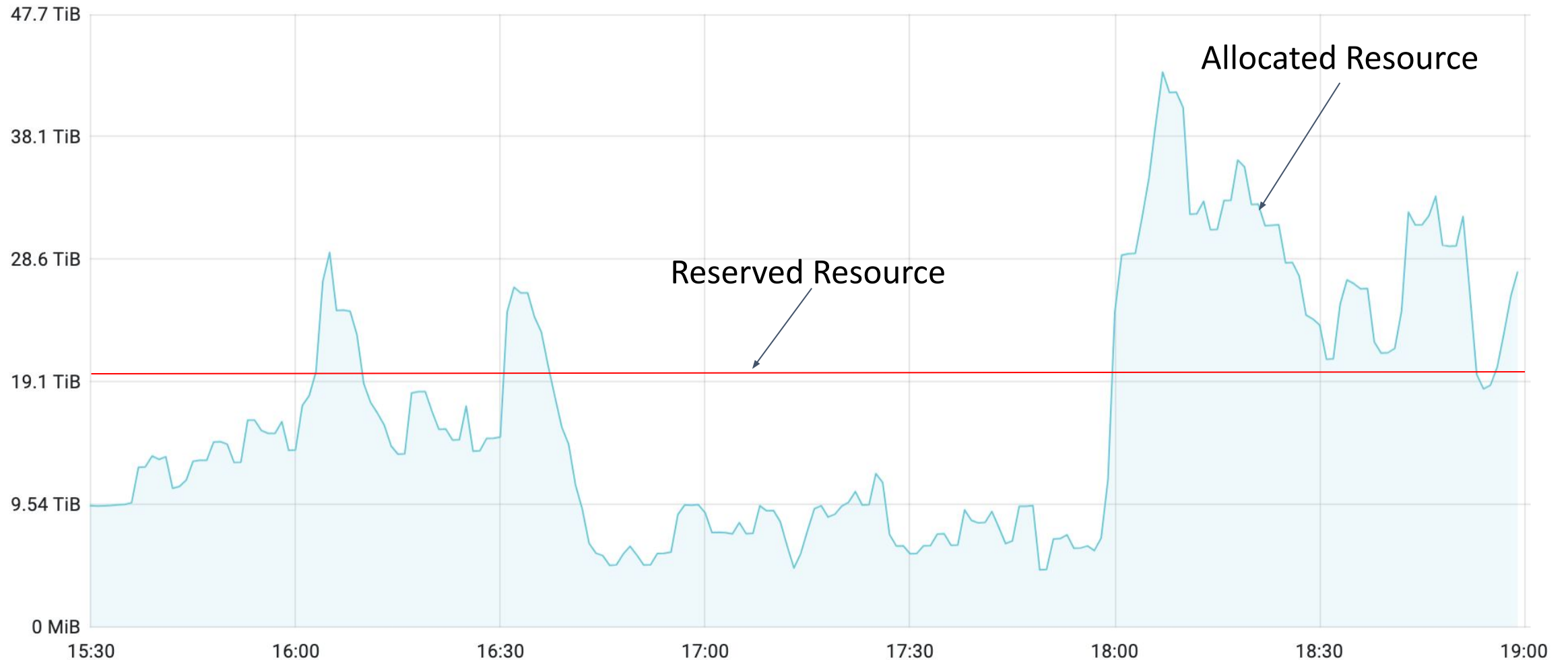
~500  
#pods/s



## Importance of Resource Sharing



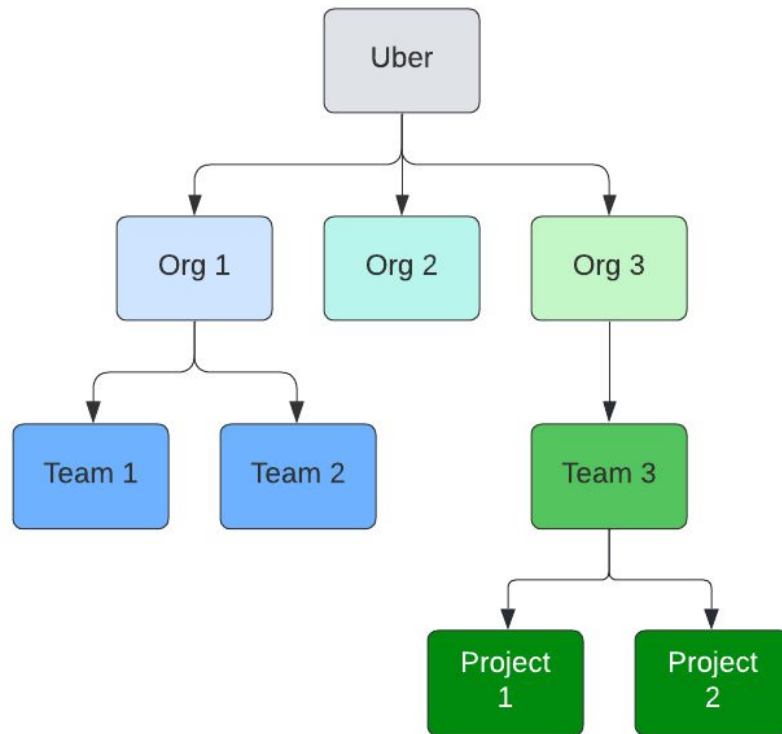
## Importance of Resource Sharing: Team Resource Allocation



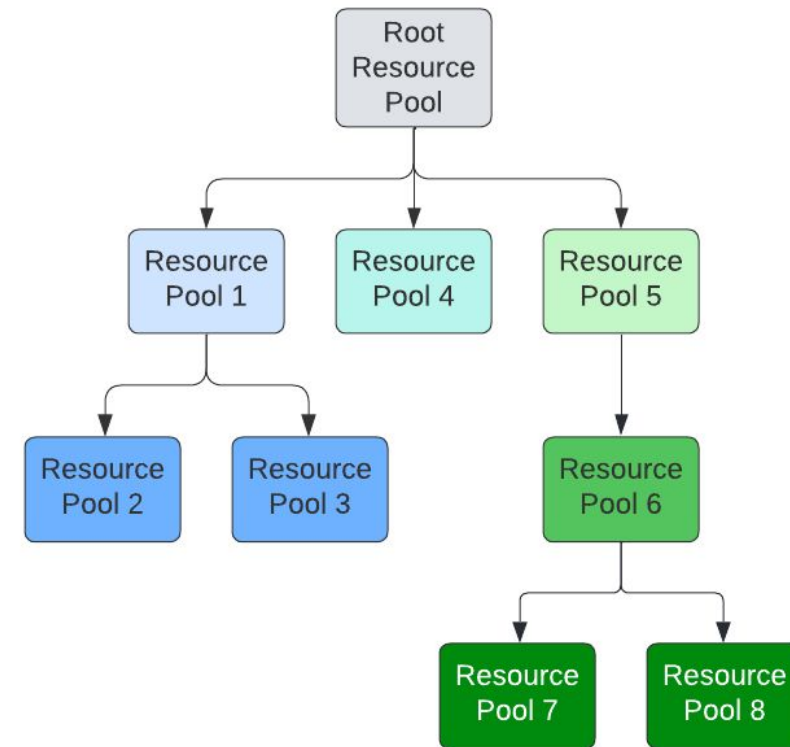
## Importance of Resource Sharing: **Total Resource Allocation**



## Resource Pools: Organizational Capacity Management



Organization Structure

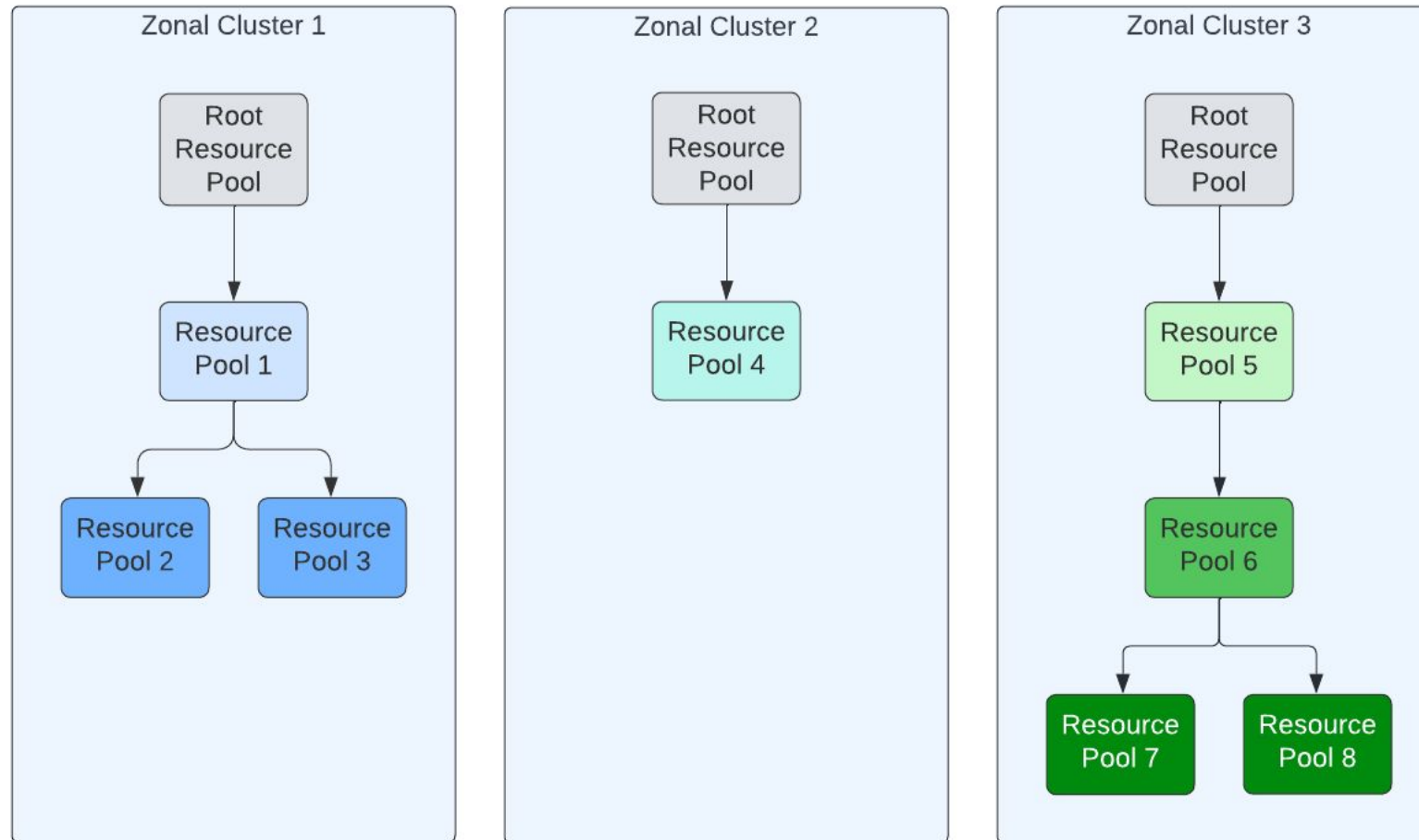


Resource Pool Structure



## v1 Architecture

## v1 Architecture: **Cluster Local Resource Management**



# Efficient Resource Utilization for Batch Compute on Kubernetes



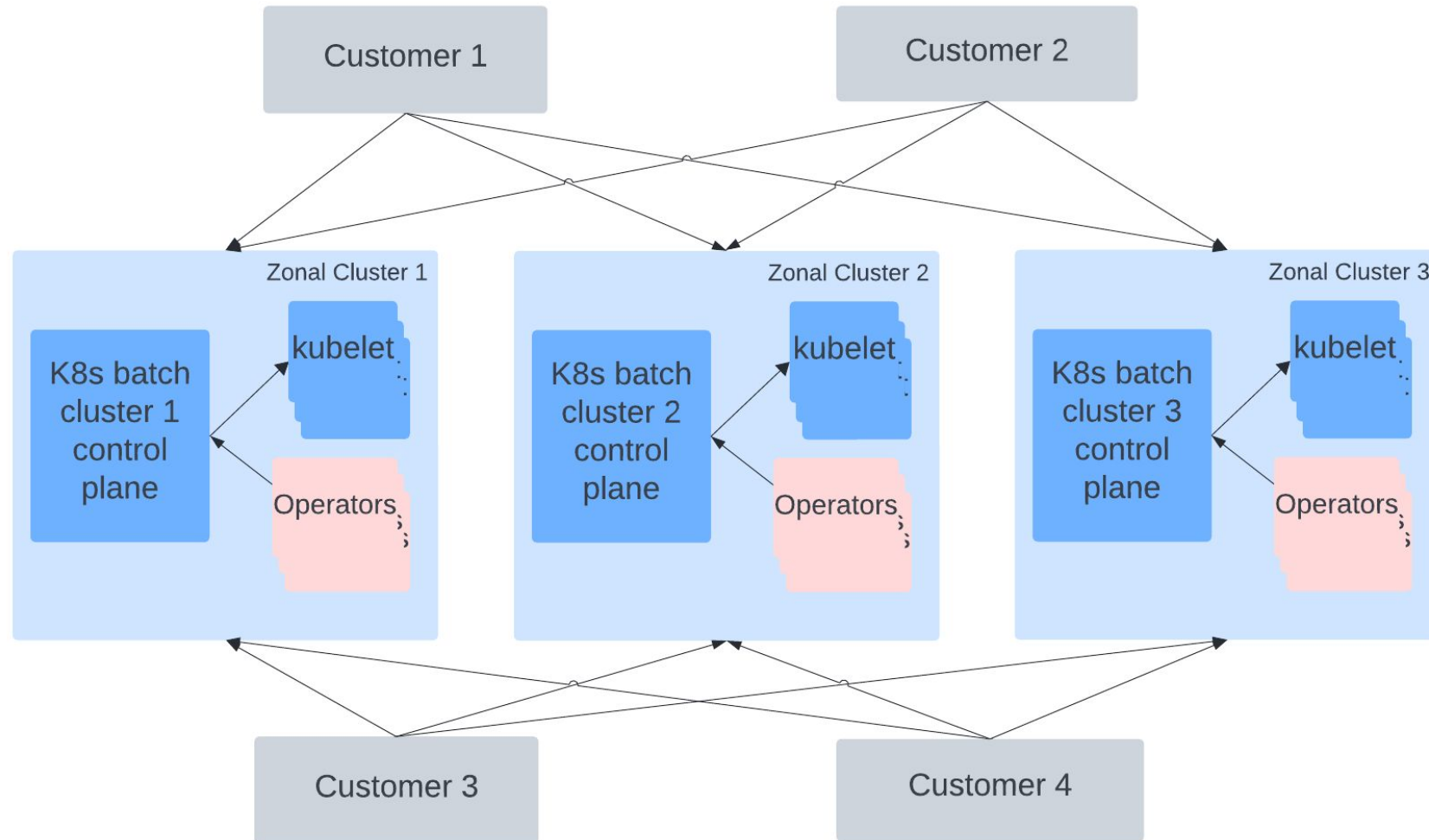
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## v1 Architecture

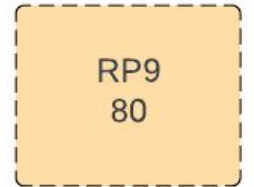
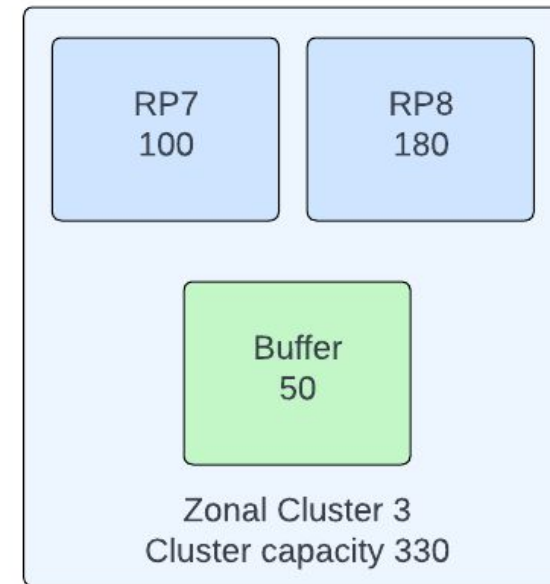
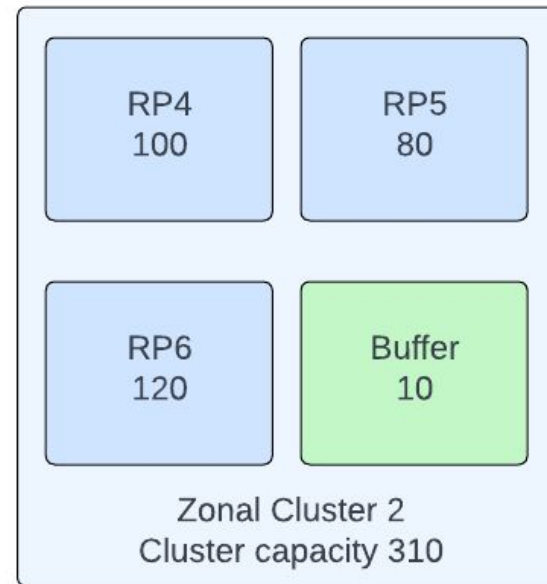
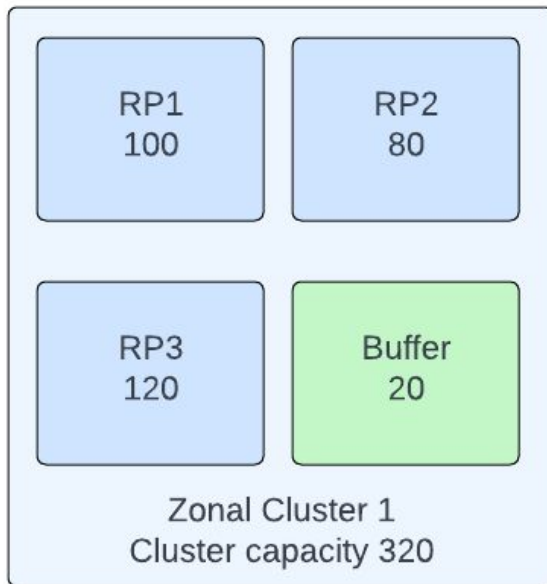




## Challenges

1. Fragmentation
2. Non-Uniform Cluster Usage
3. Zonal Availability of Resource Pools
4. Cluster Management and Operations

## Challenge #1: Fragmentation

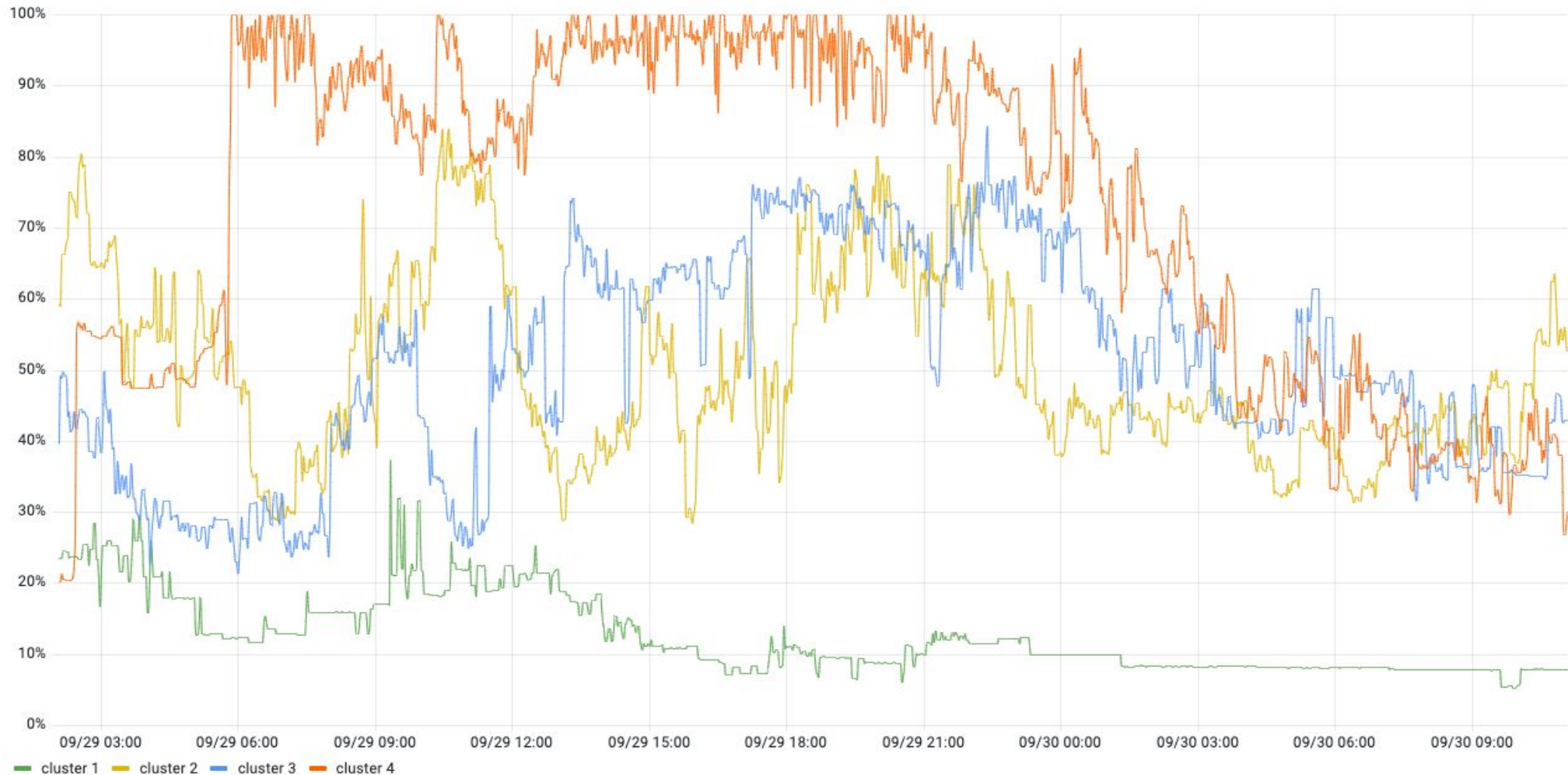


Total available capacity = 960  
Total fragmented capacity = 20 + 10 + 50 = 80

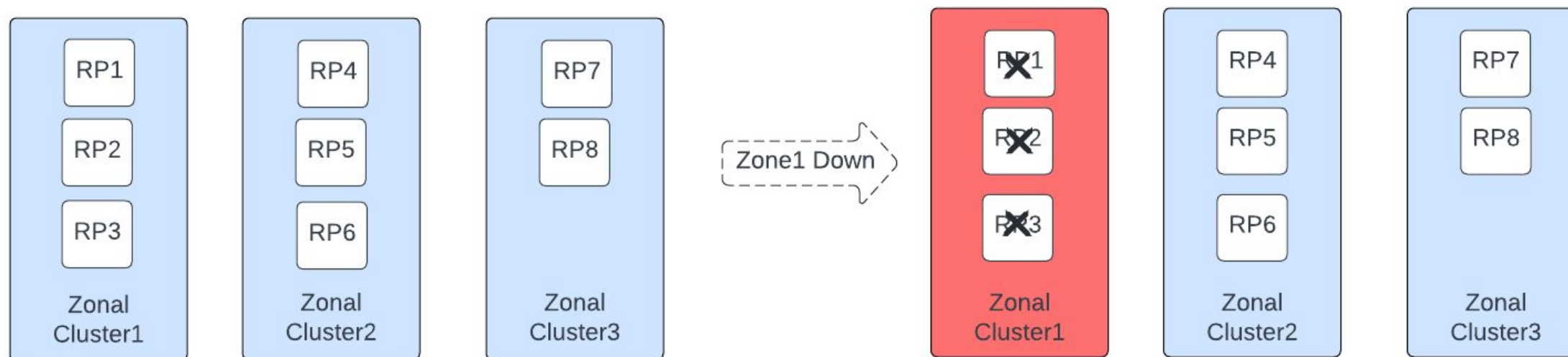
Incoming  
resource pool  
RP9 with  
capacity  
requirement  
of 80 can not  
be created



## Challenge #2: Non-Uniform Cluster Usage



## Challenge #3: Zonal Availability of Resource Pools



Zone1 goes down  
Workloads of RP1, RP2 and RP3 can not run



## Challenge #4: **Cluster Management and Operations**

- Coordination required to turn (up/down) cluster
- Cluster Selection
- Releases and Upgrades



Solution: Federation for Batch Compute

# Efficient Resource Utilization for Batch Compute on Kubernetes



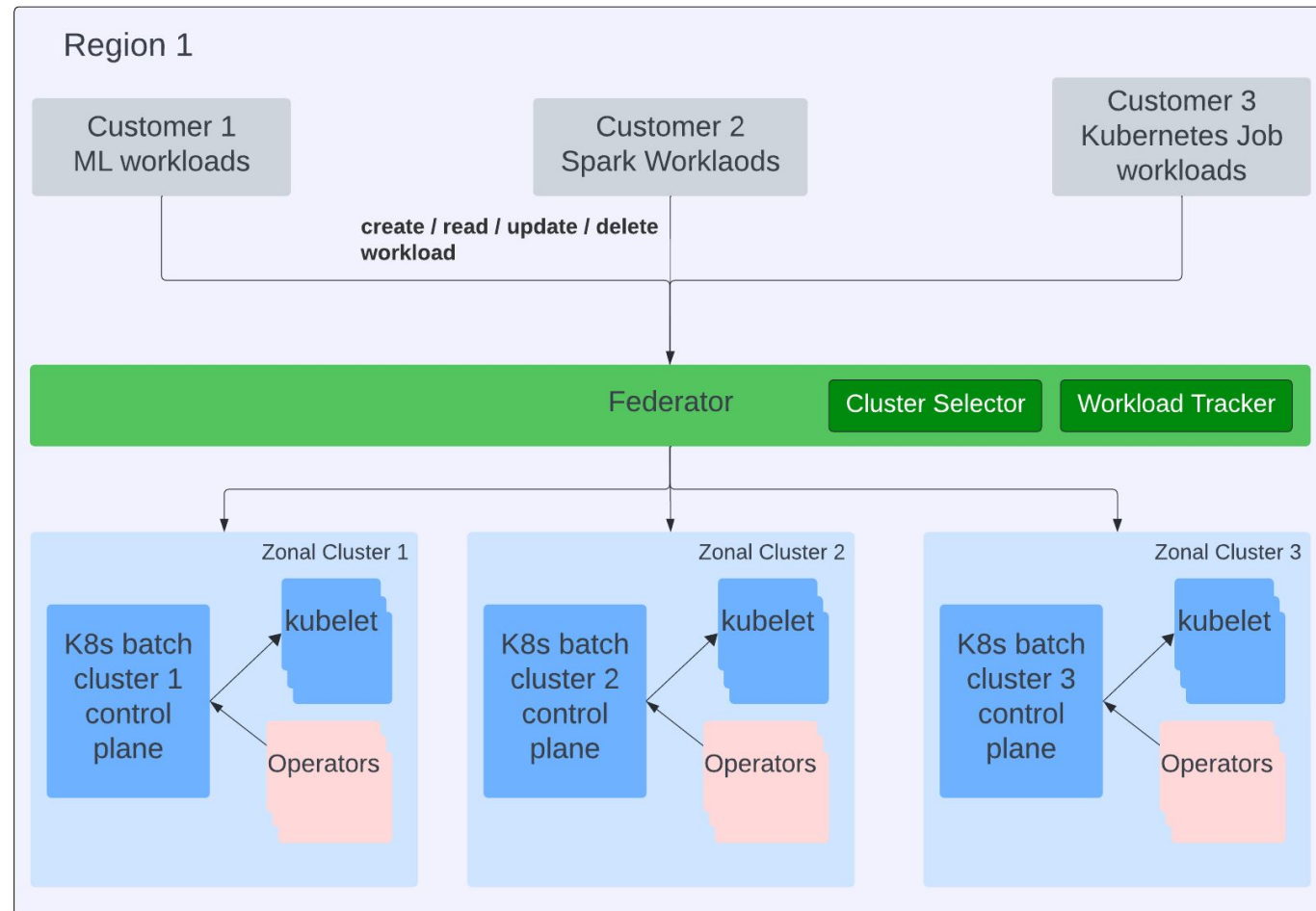
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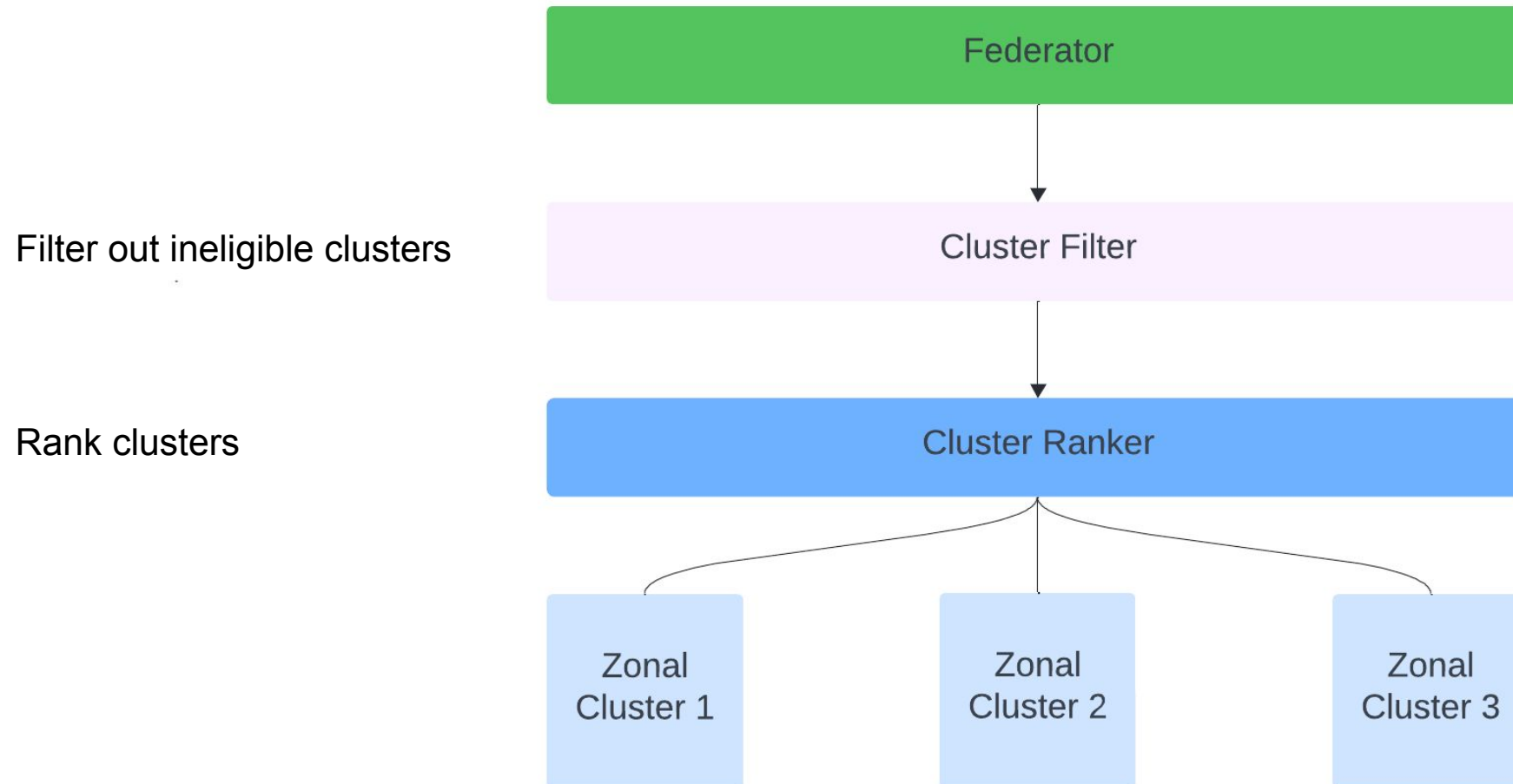
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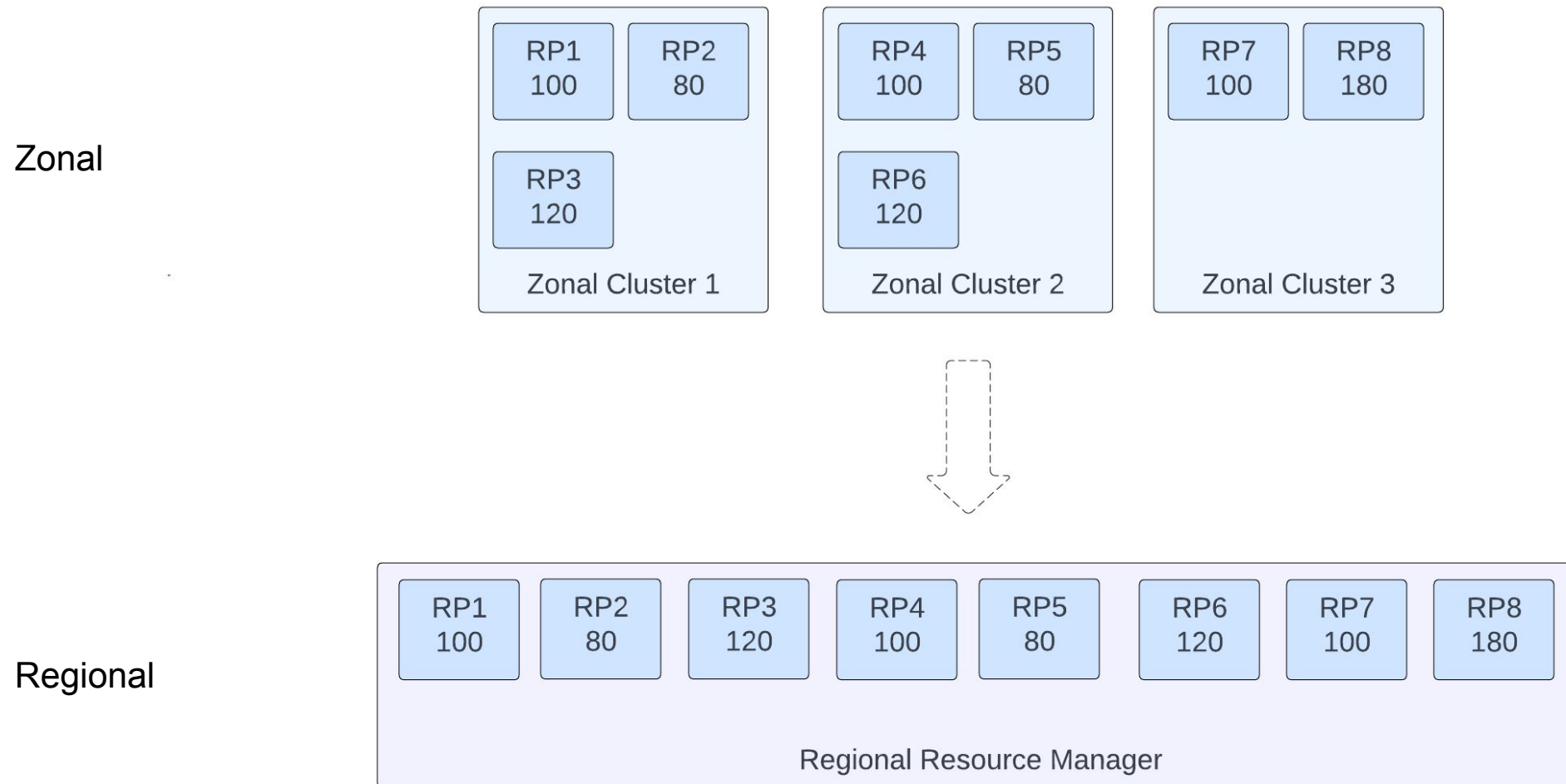
## v2 Architecture



## v2 Architecture: **Cluster Selection**



## v2 Architecture: **Regional Resource Management**



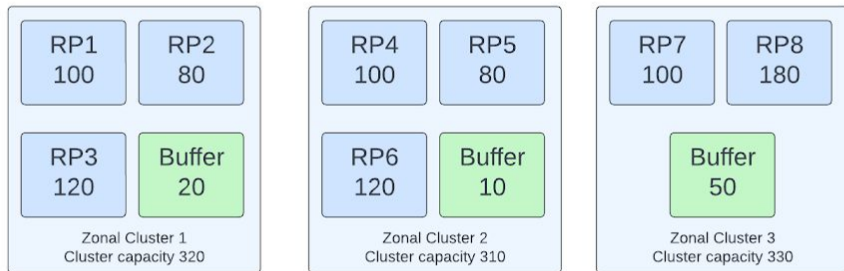


- Federation & Regional Resource Management
  - #1 No More Fragmentation
  - #2 Uniform Cluster Usage
  - #3 Regional Availability
  - #4 Cluster Management
- Elastic Resource Sharing
- Specialized Hardware Efficiency
- Future Work



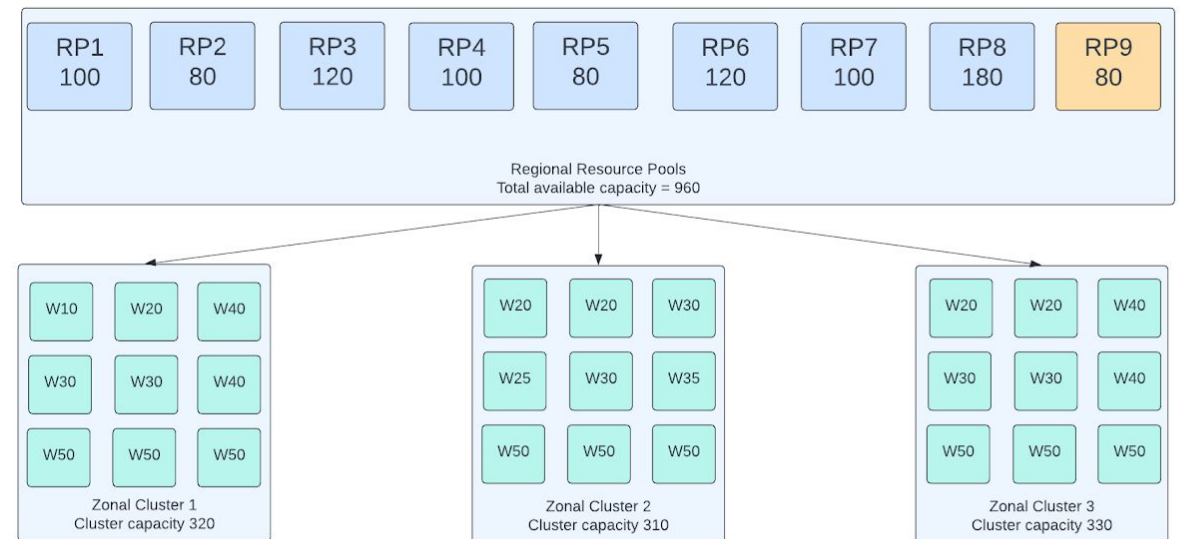
## Regional Resource Management: #1 No More Fragmentation

v1



Total available capacity = 960  
Total fragmented capacity = 20 + 10 + 50 = 80

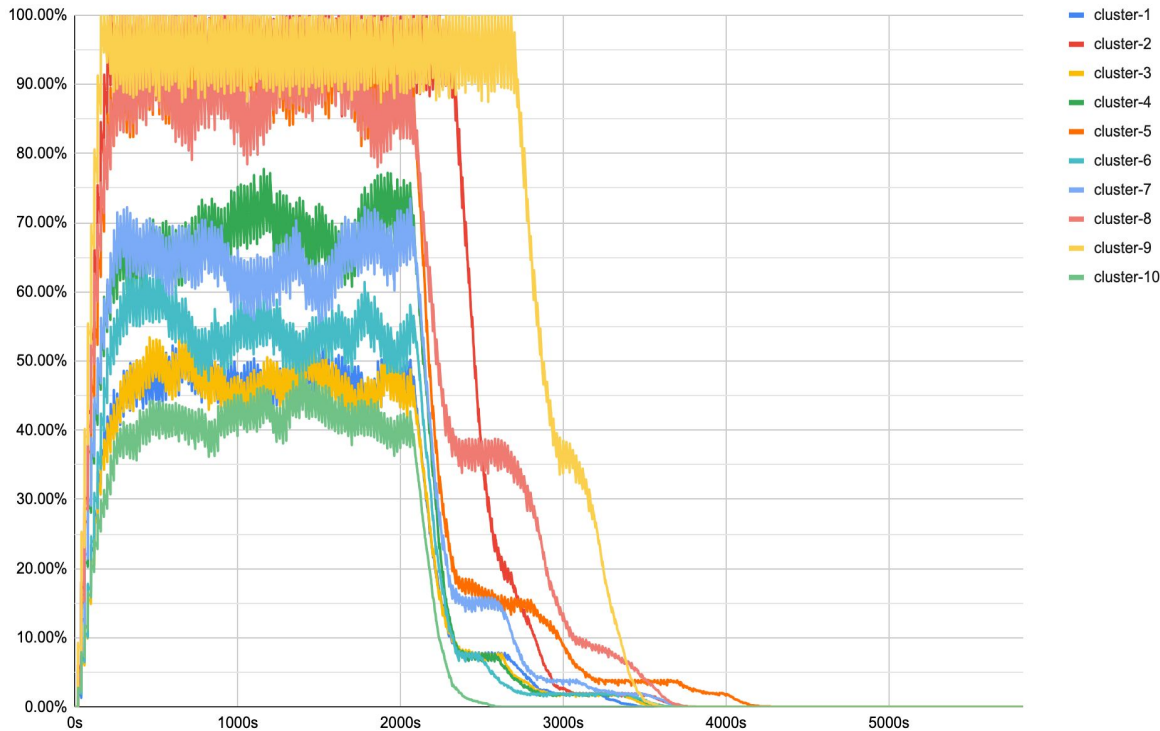
v2



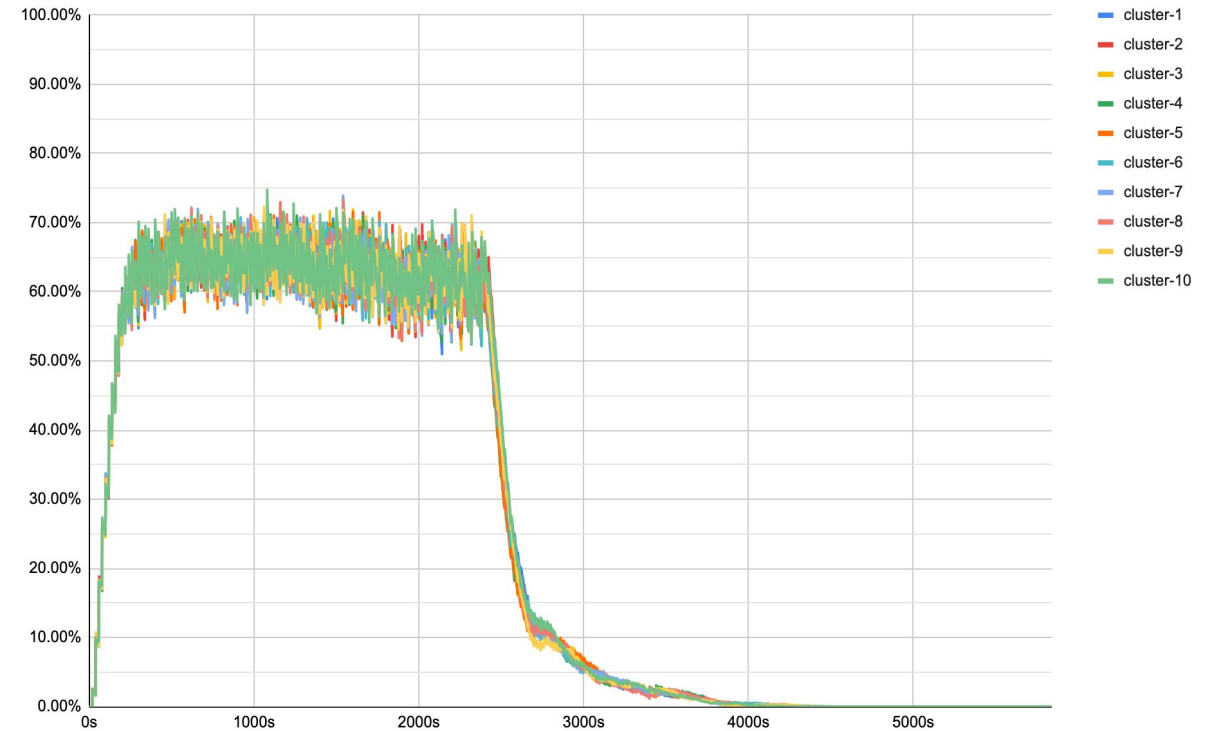
Total fragmented capacity = 0  
Sum of reservation in respools = sum of cluster capacity

RP = Resource Pool  
W = Workload

## Federation: #2 Uniform Cluster Usage



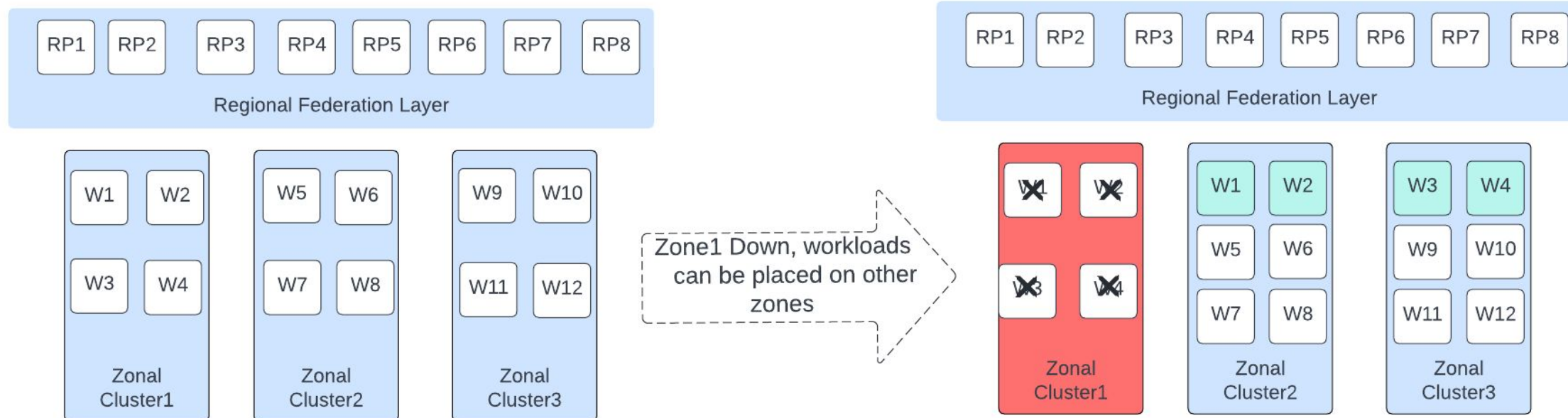
Cluster usage without Federation over time



Cluster usage with Federation over time

- Room to reduce overall cluster size
- 3x reduction in P95 task scheduling time

## Regional Resource Management: #3 Regional Availability

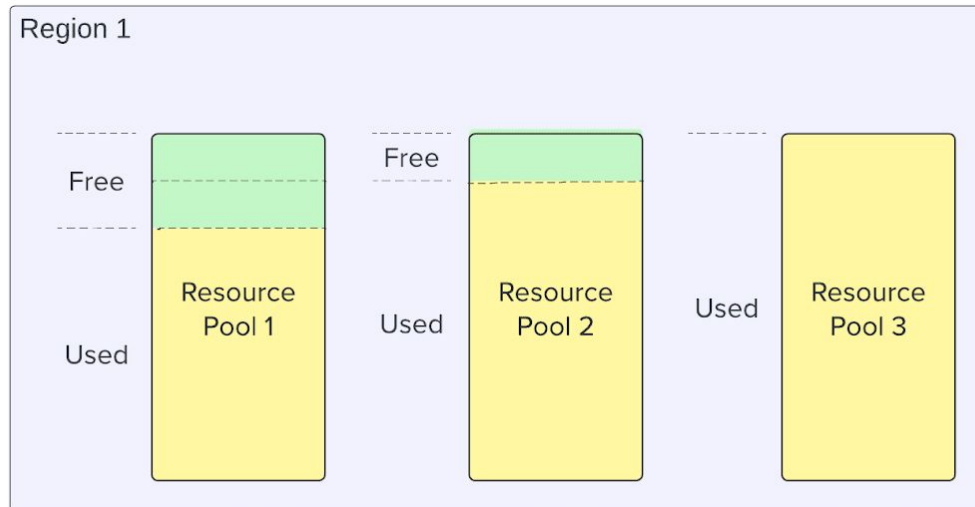




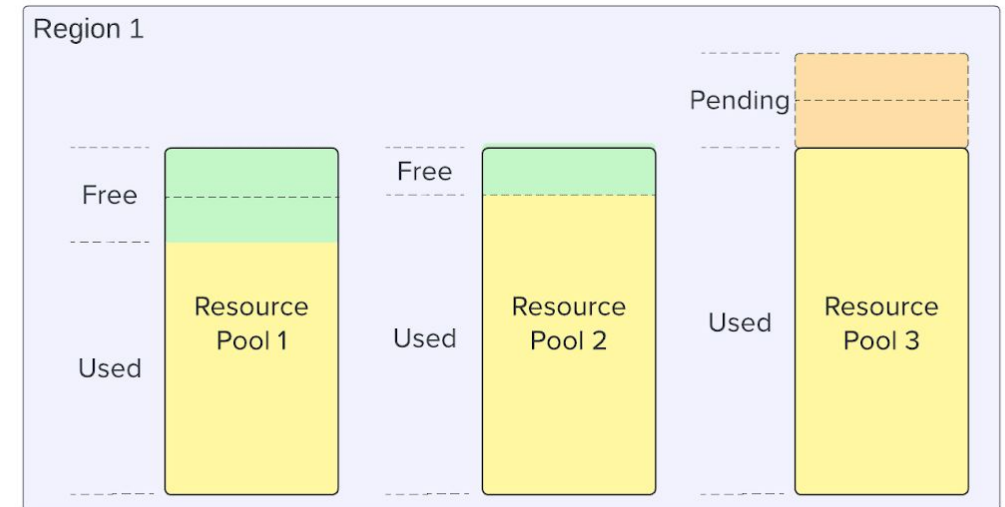
## Federation: **#4 Cluster Management**

- No more coordination required to turn (up/down) cluster
- No more cluster selection on the client side
- Easier to release and upgrade

## Elastic Resource Sharing: **Resource Borrowing**

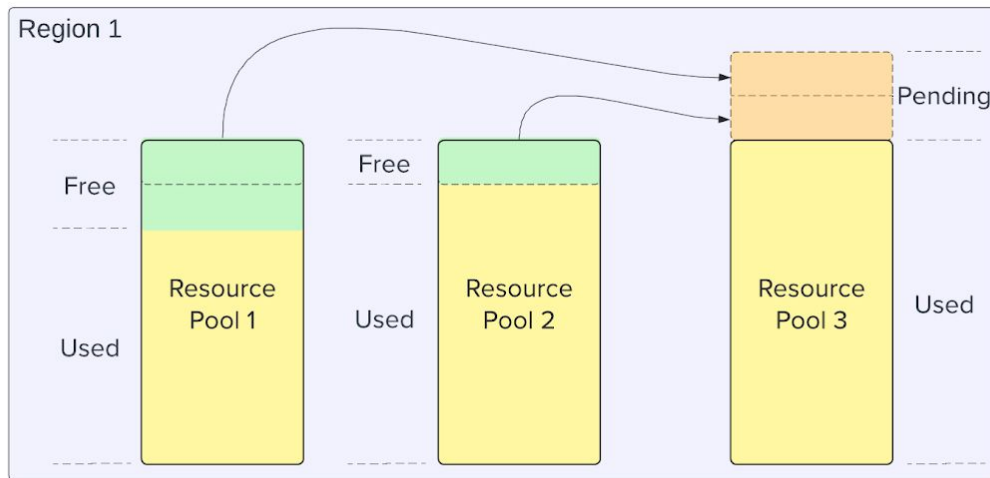


Initial state

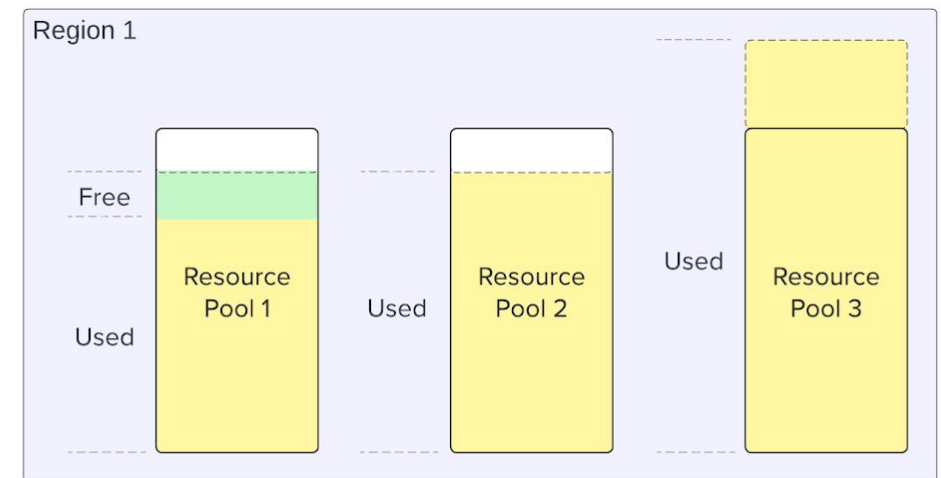


Workload pending on resource pool 3

## Elastic Resource Sharing: **Resource Borrowing**

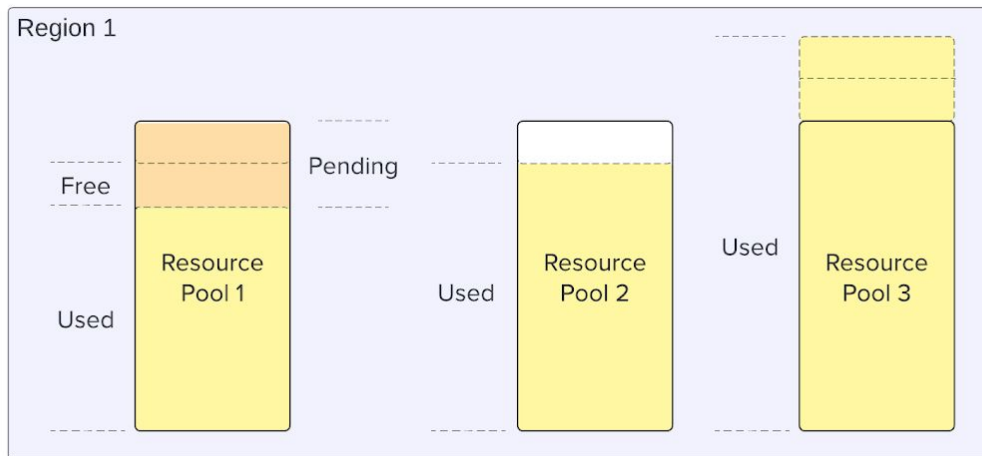


Borrow resources from 1 and 2

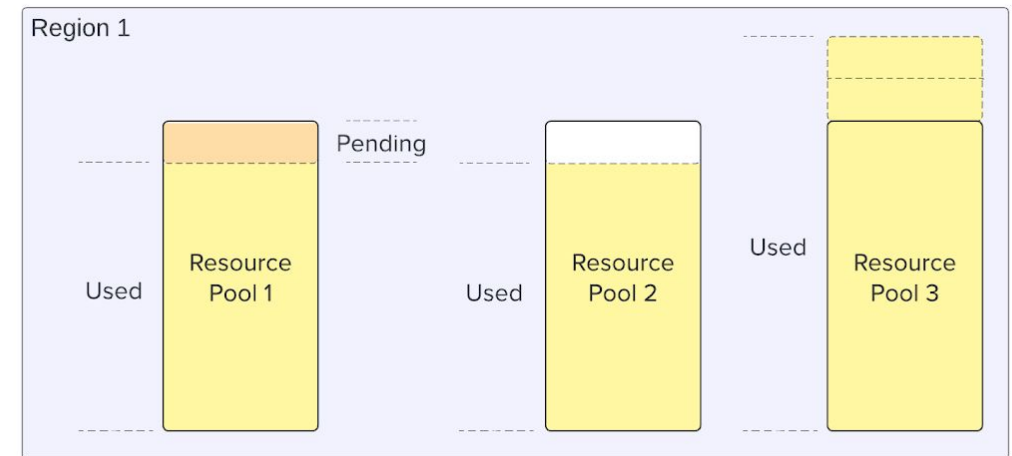


Workload running using borrowed resources

## Elastic Resource Sharing: **Preemption**

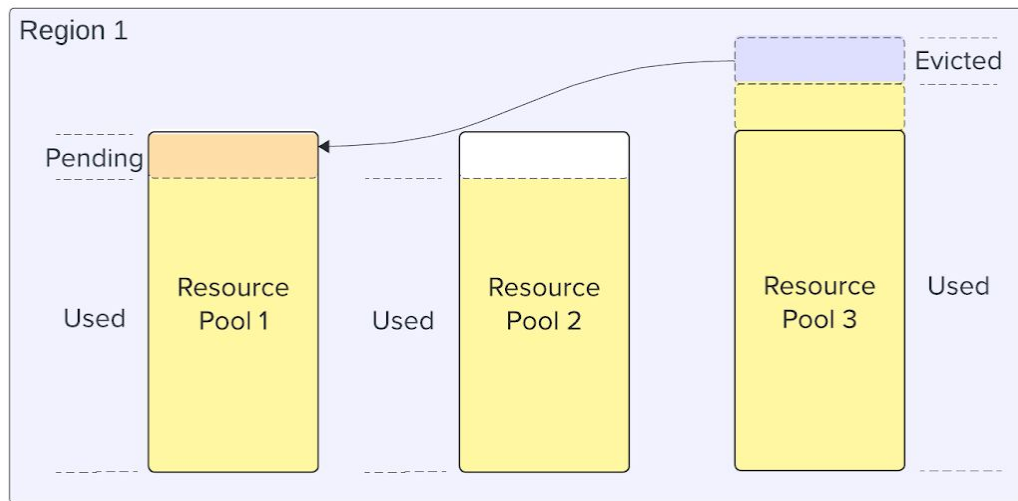


Workload pending on resource pool 1

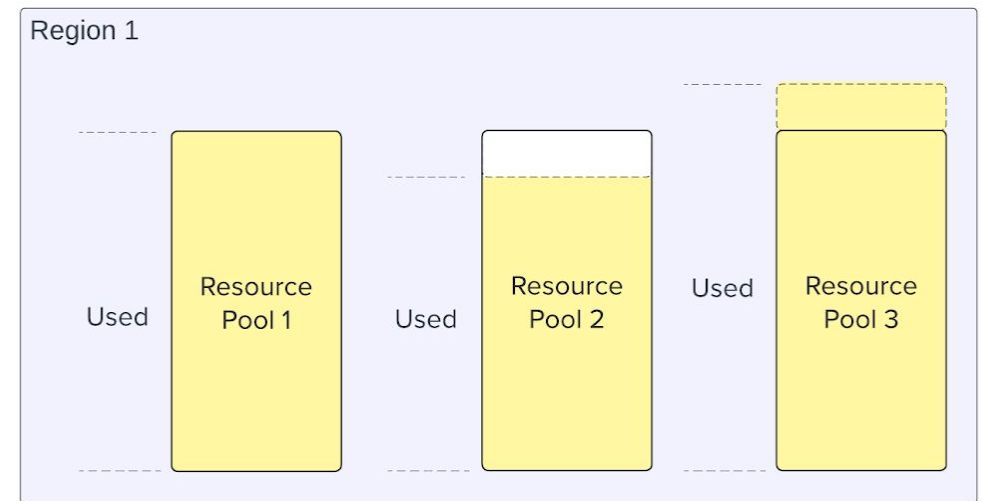


Some workload start to run on resource pool 1

## Elastic Resource Sharing: **Preemption**



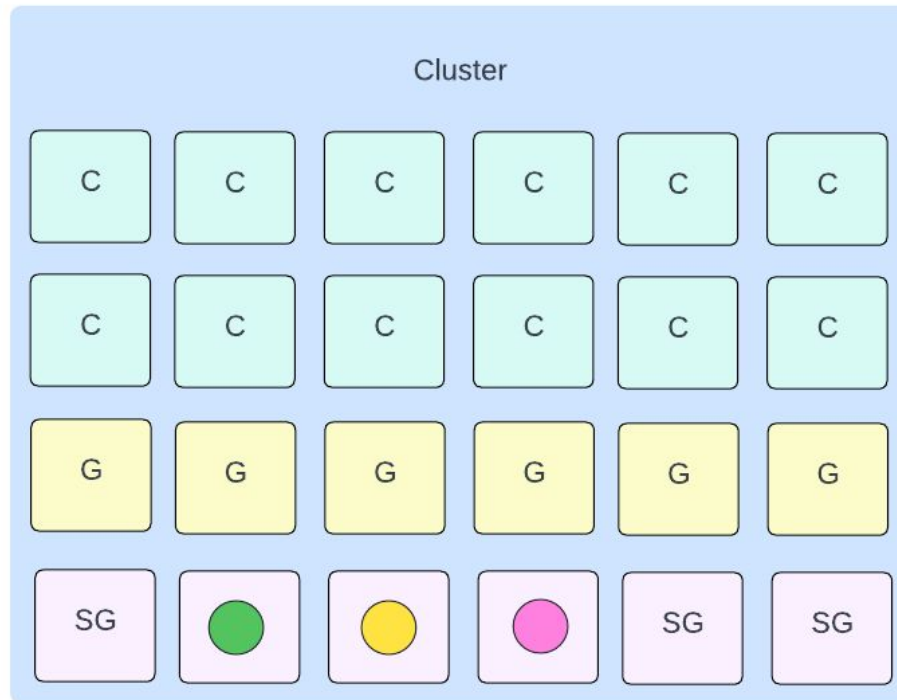
Workload evicted in resource pool 3



Workload running in resource pool 1



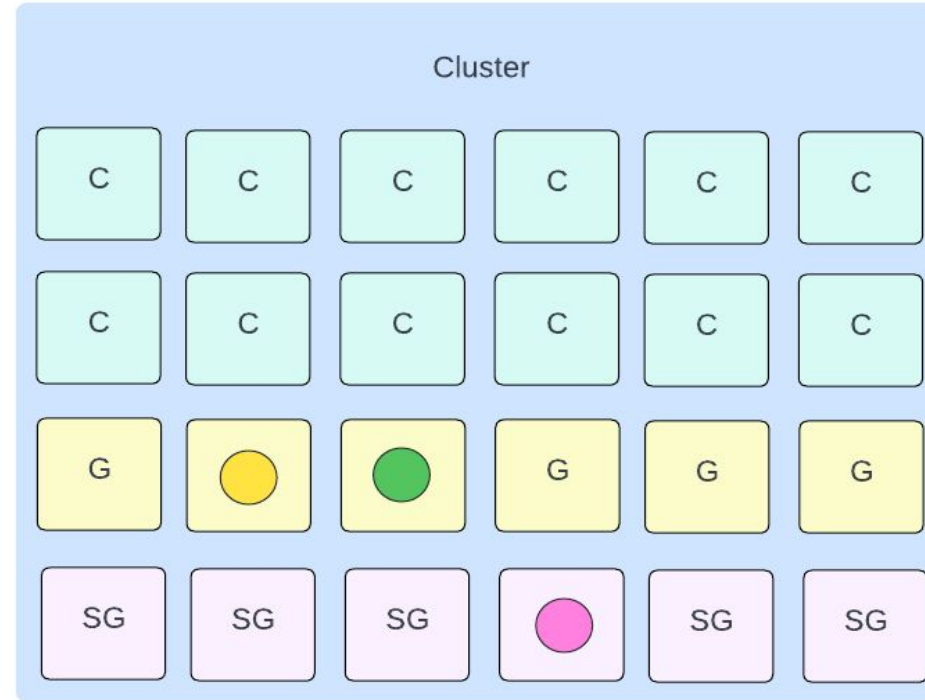
## Specialized Hardware Efficiency



### Example 1:

- CPU only Pod placed on Special GPU node
- General GPU Pod placed on Special GPU node

**Not a Correct Behaviour**



### Example 2:

- CPU only Pod placed on General GPU node

**Not a Correct Behaviour**

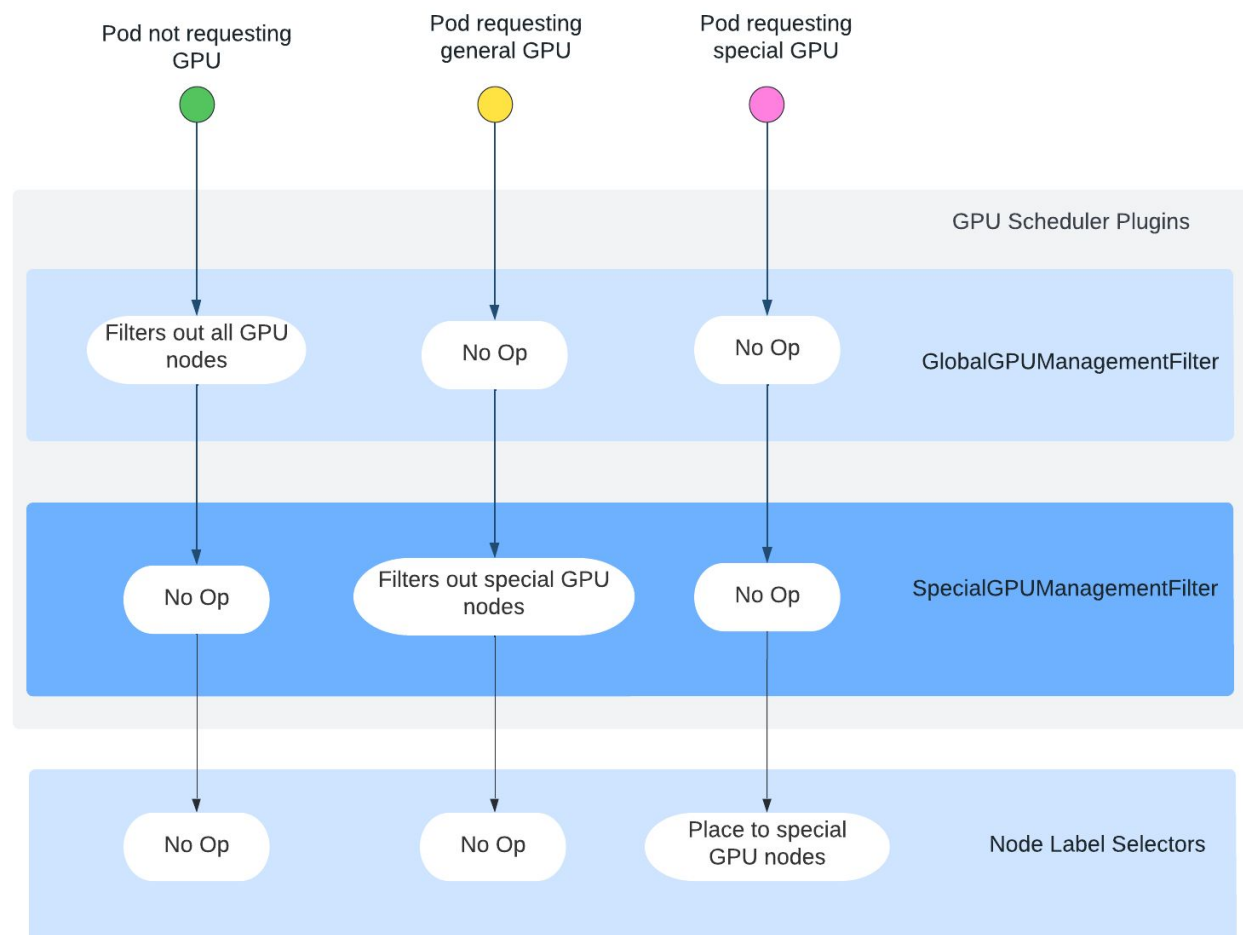
- CPU Only Pod
- General GPU Pod
- Special GPU Pod

C Non-GPU Node

G General GPU Node

SG Special GPU Node

## Specialized Hardware Efficiency



## Desired Behaviour



# Efficient Resource Utilization for Batch Compute on Kubernetes



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## Future Work

### BATCH



Michelangelo



Workbench



presto



Apache Flink



PIPER



Thank You !



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