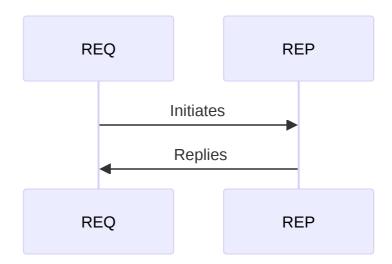


Master Thesis



ZMQ Sockets

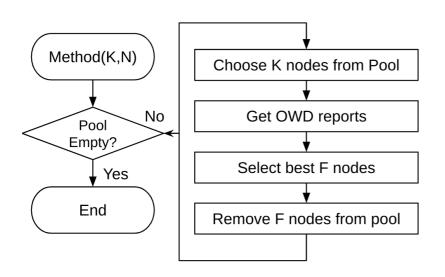
- ZMQ_REQ/ZMQ_REP
 - Send/Receiver order has to be respected
 - Reply remembers only last received address
- Other Sockets:
 - Push/Pull
 - Pub/Sub
 - Pair/Pair
 - Router/Dealer

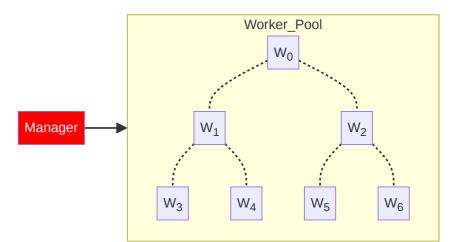




Testbench and Heuristic

- 1. Allocate N VMs.
- 2. Run Jasper on Vanilla Setup
 - 1. Terminate
 - 2. Store Results
- 3. Apply Proposed Heuristic







Manager x Worker: Communication

ZMQ Sockets

Pairwise send and reply initiated by Manager

Manager: ZMQ_REQ

Worker: ZMQ_REP

MessageFlag

NONE = 0

PARENT = 1

CHILD = 2

MessageType

ACK = 0

CONNECT = 1

COMMAND = 2

REPORT = 3

Message

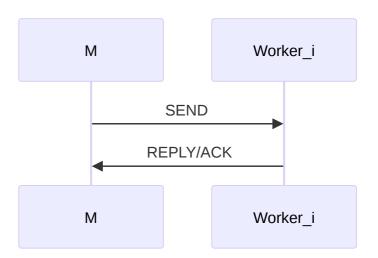
+int32_t id

+int64 t ts

+MessageType type

+MessageFlag flag

+char[] data

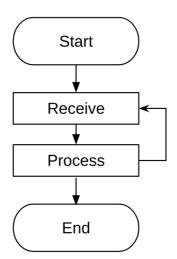




Worker State Machine

- Workers are reply sockets
- Bind and block on recv()
- Process message based on type

```
while(True):
    m = self.recv_message()
    match m.type:
        case CONNECT: self.connectACK(m)
        case COMMAND: self.commandACK(m)
        case REPORT: self.reportACK(m)
        case _: raise RuntimeError()
```

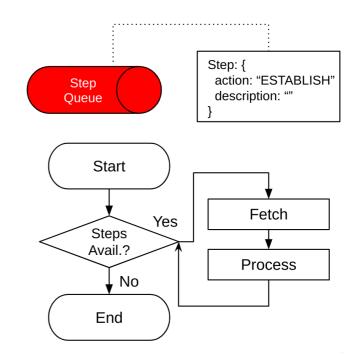




Manager State Machine

- Manager actively sends requests to workers
- Fetches steps from step_queue
- Process steps based on action type

```
while(True):
    step = self.pop_step()
    if not step: break
        match step["action"]:
            case "CONNECT": self.establish()
            case "REPORT": self.root()
            case "REPORT": self.report()
            case _: raise RuntimeError()
```

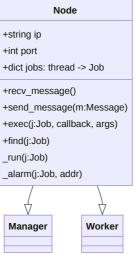


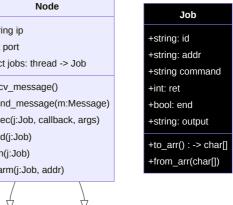


Manager x Worker: Jobs

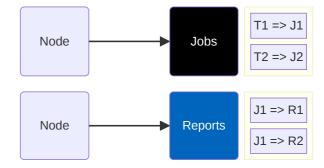
- Manager and Workers inherit Node Class
- Nodes own jobs, mapped via a dictionary of threads
- exec_job(j:Job):
 - Runs j.command in separate thread
 - stores thread handler in dict
 - thread ultimately modifies the overloaded Job

Message +id = 4+ts = 1715280981565948 +type = REPORT/ACK +flag = NONE +data = [Job]







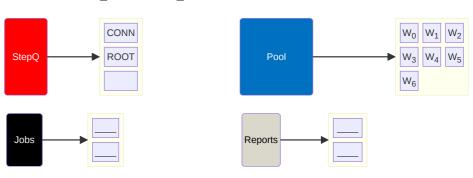


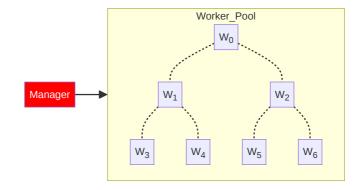


Manager x Worker: Workflow [i = 0]

- Manager reads in YAML script
- Populates step queue
- Fetches first step

```
name: DFFAULT
hyperparameter: 0.5
rate: 10
duration: 10
addrs:
  - "localhost:9091"
  - "localhost:9092"
  - "localhost:9093"
  - "localhost:9094"
  - "localhost:9095"
  - "localhost:9096"
steps:
  - action: "CONNECT"
    description: "Establish connection workers."
    data: 0
  - action: "ROOT"
    description: "Choose root among worker nodes."
    data: 0
```

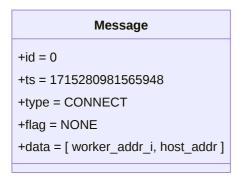


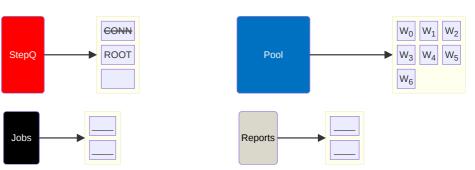


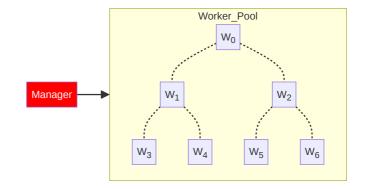


Manager x Worker: Workflow [i = 1]

- ACTION: CONNECT
- 1. Loops through all workers
 - 1. Establishes connection
 - 2. Send() CONNECT Messages
 - 3. Recv() ACK Messages
 - 4. Disconnects









Manager x Worker: Workflow [i = 2]

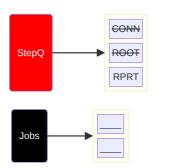
ACTION: ROOT

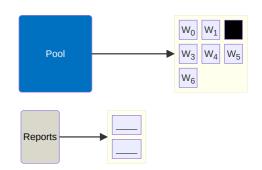
1. Select root from pool (idx=2)

2. Commands root to be *Parent*

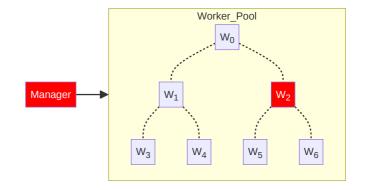
3. Creates/Pushes: Step=REPORT

4. Creates/Pushes: Report







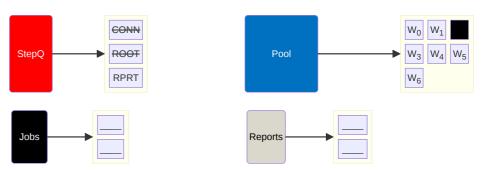


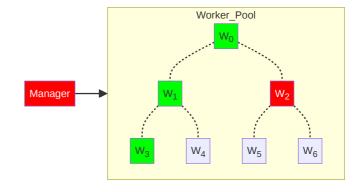


Manager x Worker: Workflow [i = 2.1]

- ACTION: ROOT
- 1. Connects to workers/children
- 2. Commands worker to be Child
 - 1. Starts Job: ./child <args
- 3. Starts Job: ./parent <args





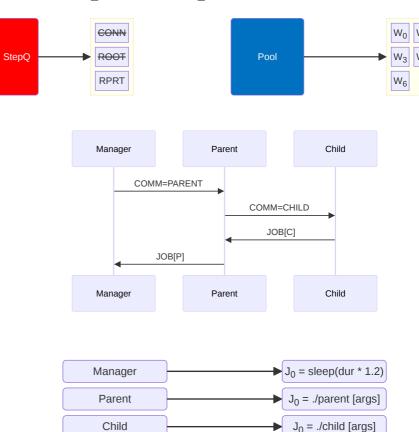




Manager x Worker: Workflow [i = 2.2]

- ACTION: ROOT
- 1. Manager: Tells root to be *Parent*
- 2. Parent:
 - 1. Creates required Parent Job
 - 2. Contacts Children
 - 3. Append their Jobs as dependencies
 - 4. Execs and Replies with Parent Job
- 3. Manager: Starts Timer Job (1.2 * duration)

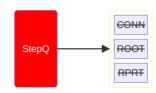
Message	
+id = 1	
+ts = 1715280981565	948
+type = ACK	
+flag = NONE	
+data = [Job]	

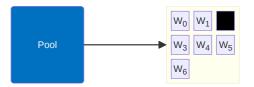




Manager x Worker: Workflow [i = 3]

- ACTION: REPORT
- 1. Looks for available jobs
- 2. Either:
- If jobs still running: Pushes Step=REPORT
- Else:
 - Pop Job from dict
 - Looks at Job dependencies
 - Contact owners and ask for report







Manager x Worker: Workflow [i = 3.1]

- ACTION: REPORT
- 1. Looks for available jobs
- 2. Either:
- If jobs still running: Pushes Step=REPORT
- Else:
 - Pop Job from dict
 - Looks at Job dependencies
 - Contact owners and ask for report

