

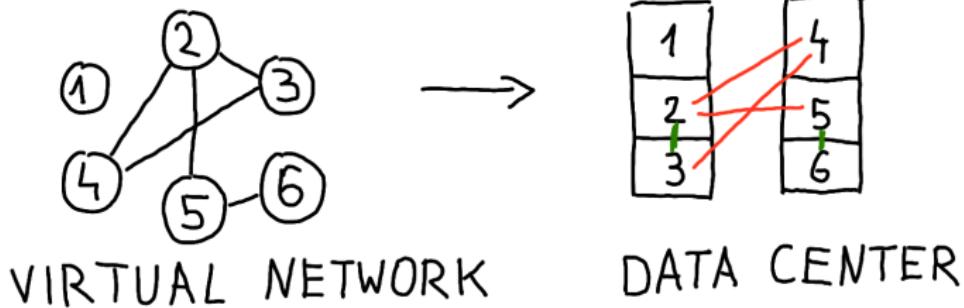
Online Graph Partitioning

Maciej Pacut

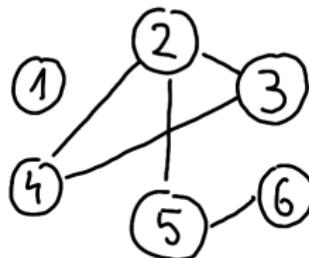
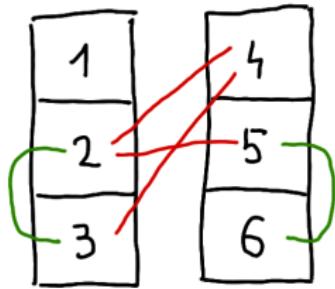
(DISC '16, PODC '20, INFOCOM '20)

MOTIVATION:

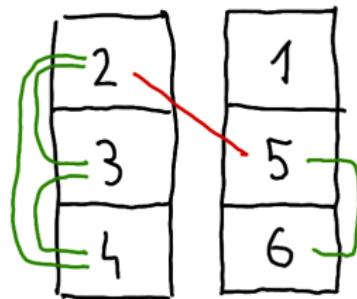
VIRTUAL MACHINES IN DATACENTERS



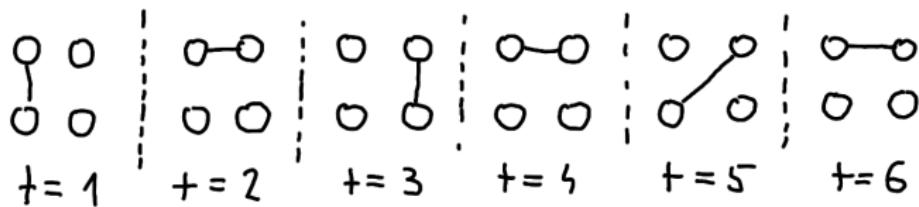
EMBEDDING1



EMBEDDING2

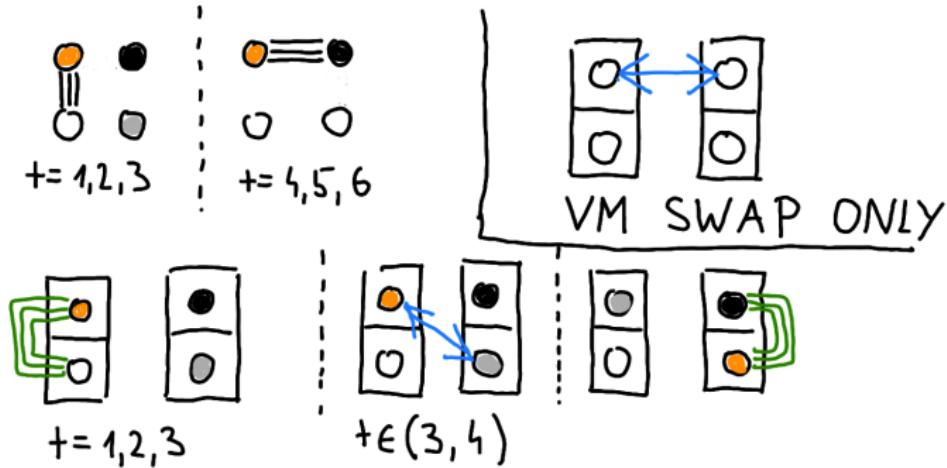


STATIC → DYNAMIC EMBEDDINGS (ADD TIME DIMENSION)

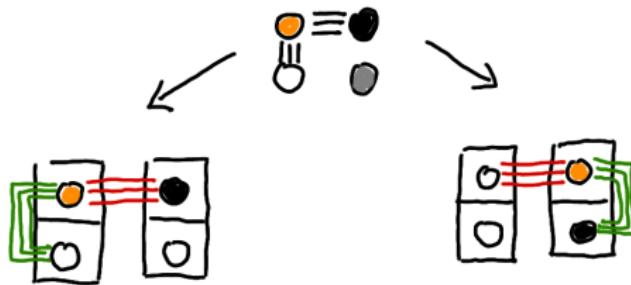


(STATIC : ⇒ LOSES
VIEW INFORMATION)

VIRTUAL MACHINE MIGRATION

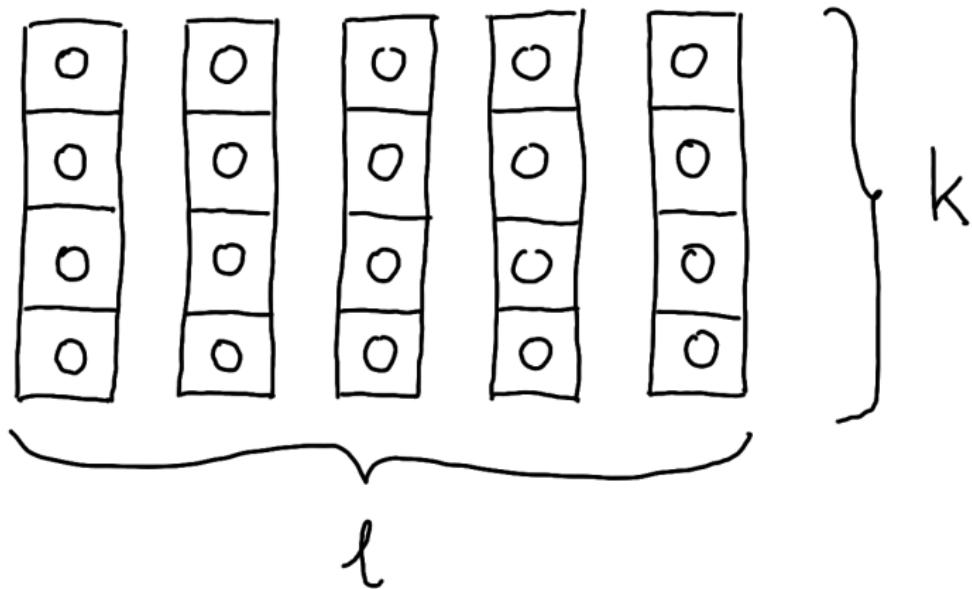


STATIC EMBEDDING IS INHERENTLY
INEFFICIENT



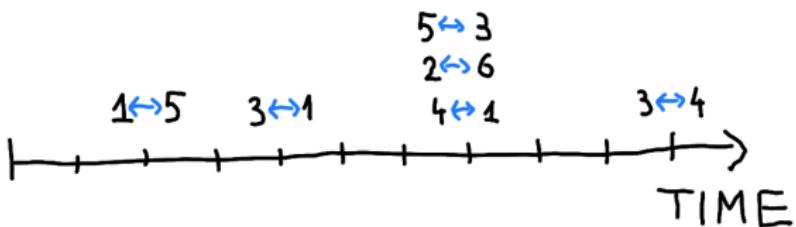
MODEL: ONLINE GRAPH PARTITIONING

- INPUT: EDGES APPEAR OVER TIME
-  COSTS 0,  COSTS 1
- MIGRATION  COSTS $\varrho \geq 1$
(A PARAMETER)
- GOAL: MINIMIZE TOTAL COST



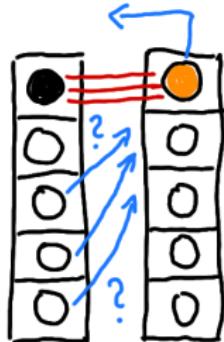
ALGORITHMIC PROBLEM :

DECIDE WHICH VM TO MIGRATE
AND WHEN



ALGORITHMIC CHALLENGES :

- FUTURE REQUESTS UNKNOWN
- WHAT TO EVICT ?
- WHERE TO COLLOCATE?
- SERVE REMOTELY
OR MIGRATE?

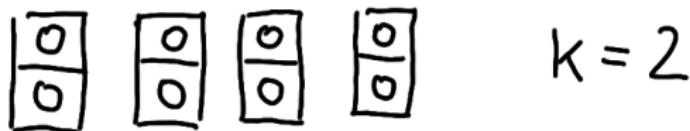


COMPETITIVE ANALYSIS

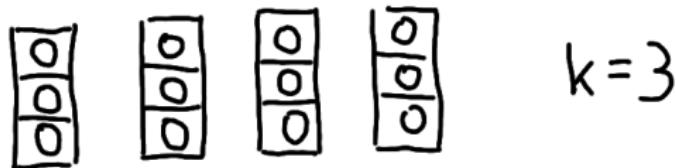
$$\min \frac{\text{ALG}}{\text{OPT}}$$

(OPT KNOWS THE FUTURE)

THIS TALK:



IS FUNDAMENTALLY
DIFFERENT THAN



LOWER BOUND FOR $K \geq 2$

THM. DETERMINISTIC ONLINE
ALGORITHMS ARE NO BETTER
THAN 3-COMPETITIVE



CHOOSE 3 NODES .

INPUT: IF (A,C) SPLIT, REQUEST (A,C)
IF (A,B) SPLIT, REQUEST (A,B)

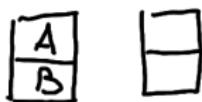
FIX A SEQUENCE OF R REQUESTS.

ALG PAYS M FOR MIGRATIONS

$$\text{ALG} = R + M$$

$$\text{GOAL: } \frac{\text{ALG}}{\text{OPT}} \geq 3$$

3 OFFLINE ALGORITHMS

OFF_{AB} : 

OFF_{AC} : 

OFF_D : DO OPPOSITE OF ALG

ALG  $\Rightarrow \text{OFF}_D$ 

$$ALG = M + R$$

(MIGRATION) (REQUESTS)

$$OFF_{AC} + OFF_{AB} = \emptyset + R + O(1)$$

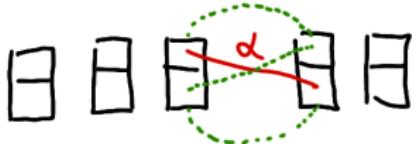
$$OFF_D = M + \emptyset + O(1)$$

$$OPT \leq \min_i OPT_i \leq \frac{1}{3} \sum_i OPT_i = \frac{1}{3} (M+R) + O(1)$$

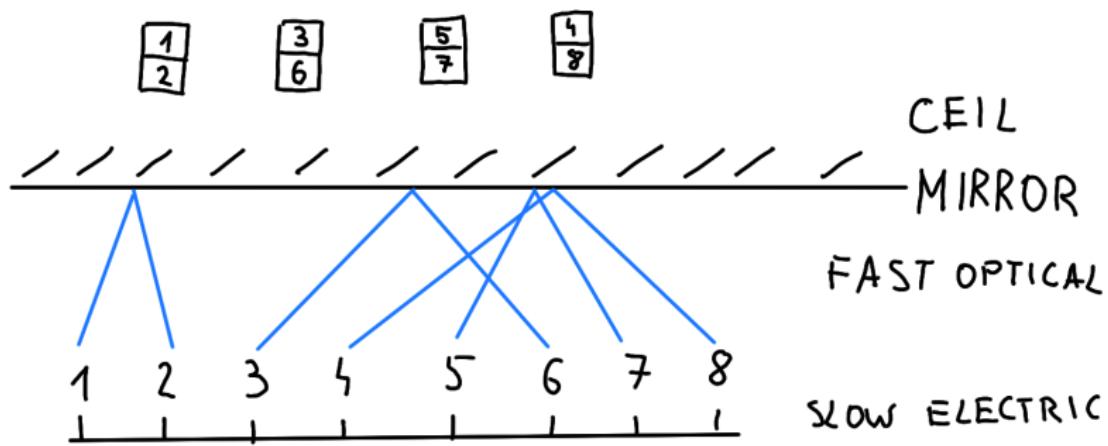
$$\frac{ALG}{OPT} \xrightarrow[R \rightarrow \infty]{} 3$$

ALGORITHM FOR K=2

- COUNT REQUESTS BETWEEN EACH PAIR OF VMs
- COUNTER REACHES α
⇒ SWAP AND RESET 4 COUNTERS



INTERPRETATION OF K=2



TALK OUTLINE

k	l	LOWER BOUND	UPPER BOUND
2	any	3	6
any	2	NEXT	
3	any	NEXT	
any	any		

LOWER BOUND $k \geq 3, l = 2$

0
0
0
0

0
0
0
0

REDUCTION FROM PAGING

PAGING: k



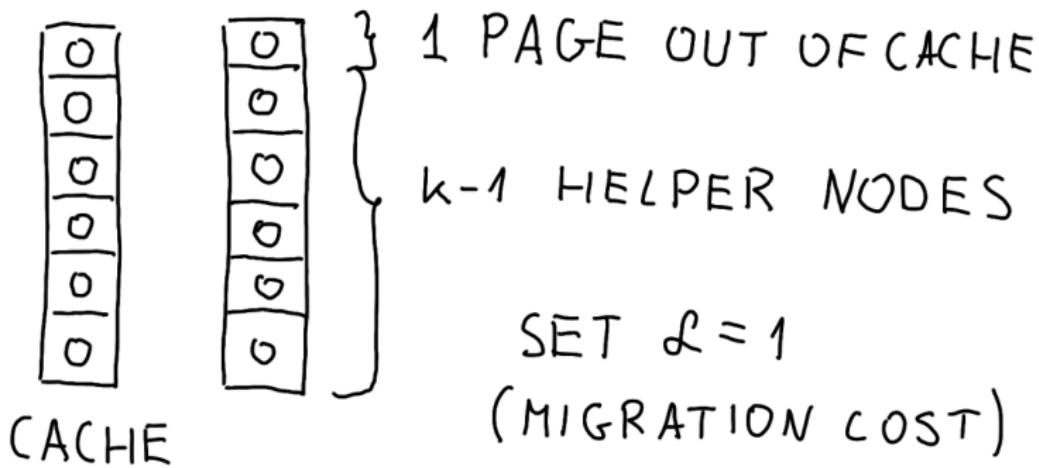
FAST



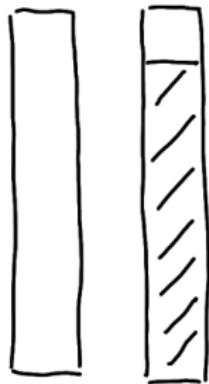
SLOW

NO DETERMINISTIC ONLINE
ALGORITHM IS BETTER THAN
 k -COMPETITIVE

REDUCTION



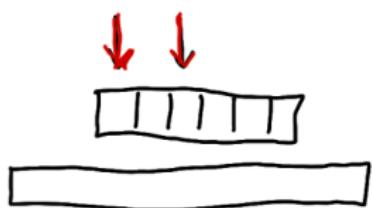
REDUCTION



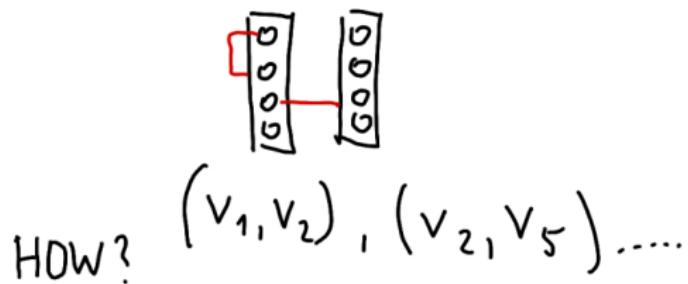
- OFF NEVER SPLITS
HELPER NODES
- IF ALG EVER SPLITS
HELPER NODES,
WE REQUEST THEM

REDUCTION

MAP REQUESTS TO PAGES
TO PAIRS OF NODES



P_1, P_2, P_3, \dots

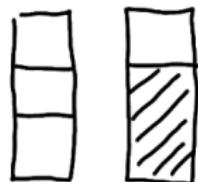


HOW? $(v_1, v_2), (v_2, v_5), \dots$

MAPPING PAGES TO PAIRS
WITH HELP FROM OPT

ALL WE NEED IS A SECOND
NODE THAT IS IN THE CACHE

THE REQUESTED PAGE →



FIX OPT FOR PAGING
SEQUENCE δ

MAP S_i to (S_i, P_i^{OPT})
WHERE P_i^{OPT} IS IN OPT'S
CACHE AT TIME i

IF ALG NEVER SPLITS
HELPER NODES,

$$\text{cost}_{\text{PAGING}}(\text{ALG}) = \text{cost}_{\text{G.P}}(\text{ALG})$$

$$\frac{\text{ALG}}{\text{OPT}} \geq \frac{\text{cost}_{\text{PAGING}}(\text{ALG})}{\text{cost}_{\text{PAGING}}(\text{OPT})} \geq k$$

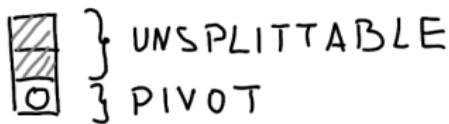
THE LAST PROOF



LOWER BOUND $\Omega(l)$
(IN GENERAL $\Omega(k \cdot l)$)

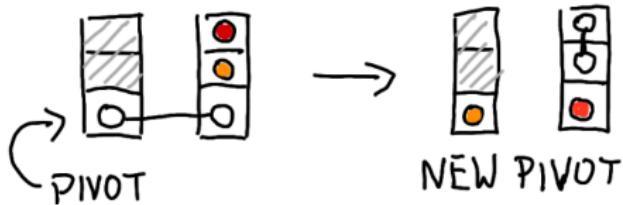
TWO IDEAS

1. SETS OF UNSPLITTABLE NODES
2. PIVOT NODES

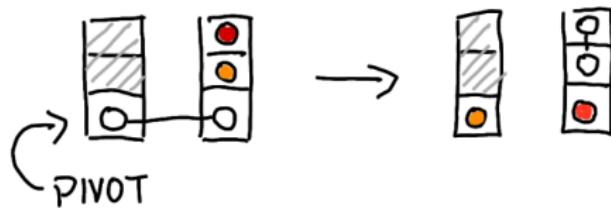


CONSTRUCTION

1. FIRST REQUEST IS SPECIAL
2. NEXT REQUESTS
DEPEND ON ALG
3. REPEAT REQUESTS IF
ALG SPLITS



REQUEST THE CURRENT PIVOT,
AND NEW PIVOT REPLACES IT



REPEAT $\Omega(l)$ TIMES

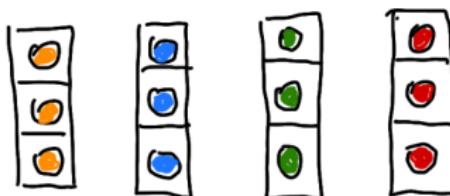
BUT:

- (PIVOT, ?)

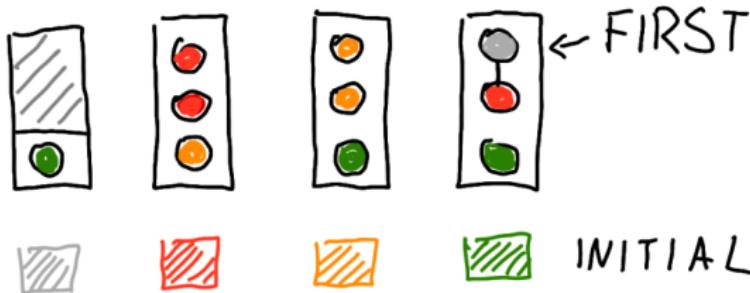
- WHEN TO STOP SO OPT CHEAP?

PIVOT AND X?

LOOK AT INITIAL CONFIGURATION



FIRST REQUEST HAS 2 COLORS
NEXT REQUESTS UNICOLOR

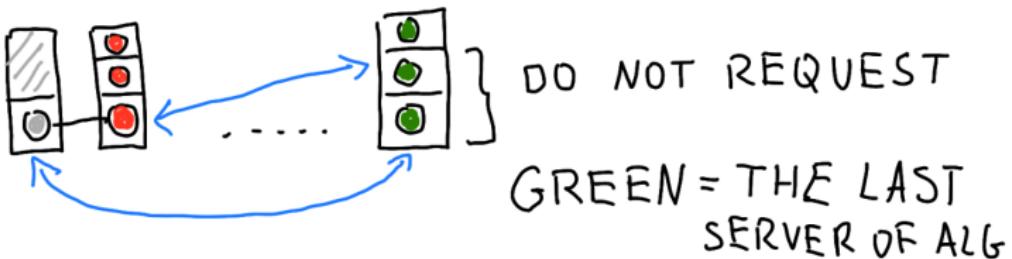


2 GREEN NODES EVICTED
FROM GREEN SERVER

REPEAT AS LONG AS WE CAN?

NO.

OPT: ONLY MOVE 2 NODES



REPEAT WHILE ALG
HAS UNTouched SERVER

$ALG \geq l - 2$

$OPT \leq 1$

} # OF SWAPS

k	l	LB	UB	
2	any	3	6	☒ OUR
any	2	k		☒ WAOA '21
3	any	$\Omega(l)$	$\frac{O(l)}{O(2^{\Theta(k)} \cdot l)}$	☒ ESA '22
any	any	$\Omega(l \cdot k)$	$O(k \cdot l \cdot \log k)$ $(O(k^2 \cdot l^2))$	

ALSO: SIGMETRICS '16, }
SODA '21 } ON A MODEL VARIANT