

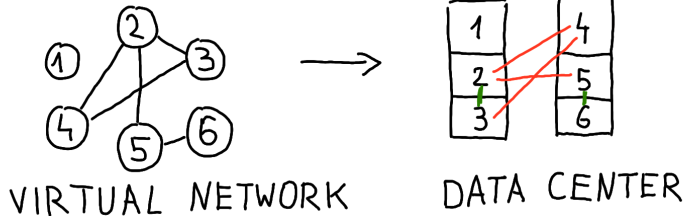
# Online Graph Partitioning

Maciej Pacut

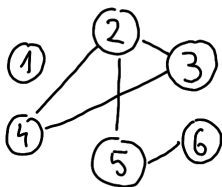
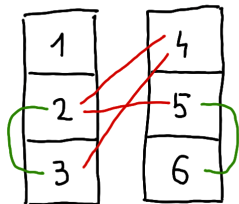
(DISC '16, PODC'20, INFOCOM'20)

MOTIVATION:

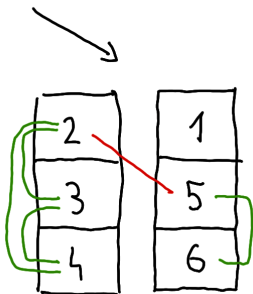
VIRTUAL MACHINES IN DATACENTERS



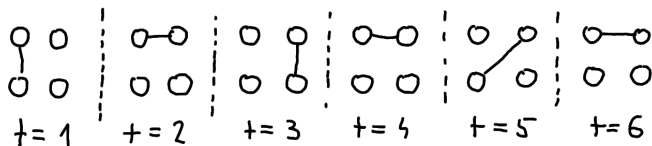
EMBEDDING 1




EMBEDDING 2

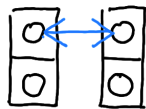
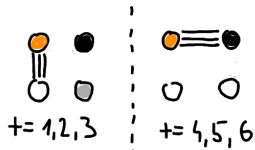


STATIC  $\rightarrow$  DYNAMIC EMBEDDINGS  
(ADD TIME DIMENSION)



(STATIC VIEW :   $\Rightarrow$  LOOSES INFORMATION)

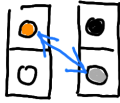
# VIRTUAL MACHINE MIGRATION



VM SWAP ONLY



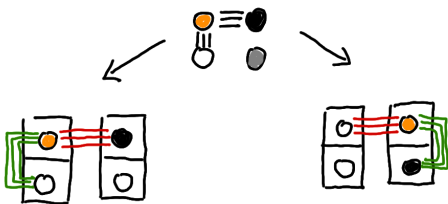
$t = 1, 2, 3$



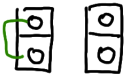


$t \in (3, 4)$

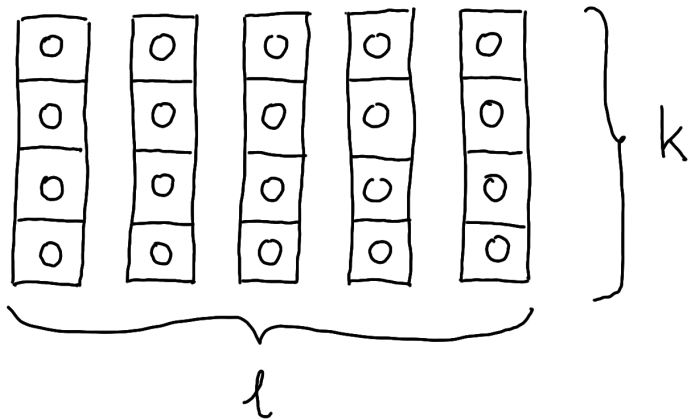


STATIC EMBEDDING IS INHERENTLY  
INEFFICIENT



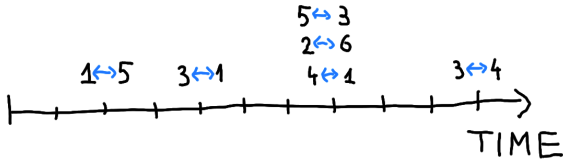
## MODEL: ONLINE GRAPH PARTITIONING

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



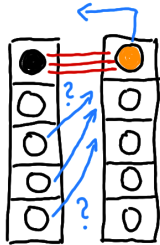


ALGORITHMIC PROBLEM:  
DECIDE WHICH VM TO MIGRATE  
AND WHEN



## ALGORITHMIC CHALLENGES :

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

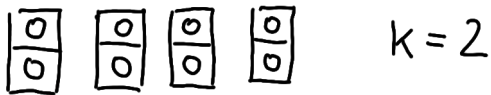


# COMPETITIVE ANALYSIS

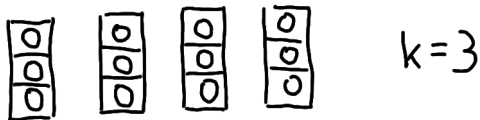
$$\min \frac{\text{ALG}}{\text{OPT}}$$

(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

A
B

C

CHOOSE 3 MODES .

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

$$ALG = R + M$$

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

### 3 OFFLINE ALGORITHMS

$OFF_{AB}$  : 

A
B


$OFF_{AC}$  : 

A
C


$OFF_D$ : DO OPPOSITE OF ALG

ALG 

A
B

 $\Rightarrow$   $OFF_D$ 

A
C

 , ALG 

A
C

 $\Rightarrow$   $OFF_D$ 

A
B



$$ALG = \underset{\text{(MIGRATION)}}{M} + \underset{\text{(REQUESTS)}}{R}$$

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

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

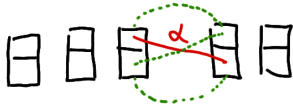
$$OPT \leq \min_i OPT_i \leq \frac{1}{3} \sum_i OPT_i = \frac{1}{3} (M+R) + O(1)$$

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


---

## ALGORITHM FOR $K=2$

- COUNT REQUESTS BETWEEN EACH PAIR OF VMS
- COUNTER REACHES  $\alpha$   
 $\Rightarrow$  SWAP AND RESET 4 COUNTERS



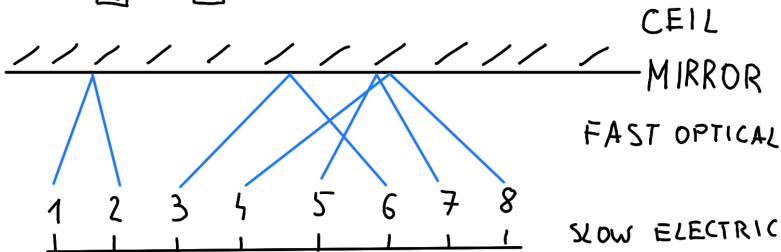
# INTERPRETATION OF $K=2$

1
2

3
6

5
7

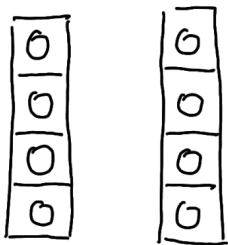
4
8



# TALK OUTLINE

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

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



# REDUCTION FROM PAGING

PAGING:  $k$



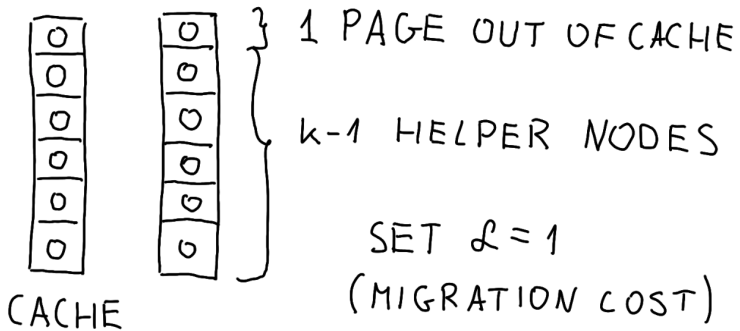
FAST



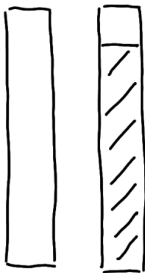
SLOW

NO DETERMINISTIC ONLINE  
ALGORITHM IS BETTER THAN  
 $k$ -COMPETITIVE

# REDUCTION



## REDUCTION

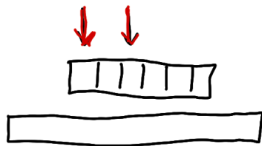


- OFF NEVER SPLITS  
HELPER NODES
- IF ALG EVER SPLITS  
HELPER NODES,  
WE REQUEST THEM



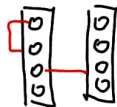
# REDUCTION

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  $\delta$

MAP  $S_i$  to  $(S_i, p_i^{\text{OPT}})$

WHERE  $p_i^{\text{OPT}}$  IS IN OPT'S  
CACHE AT TIME  $i$

IF ALG NEVER SPLITS  
HELPER NODES,

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

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