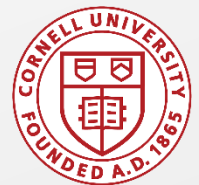




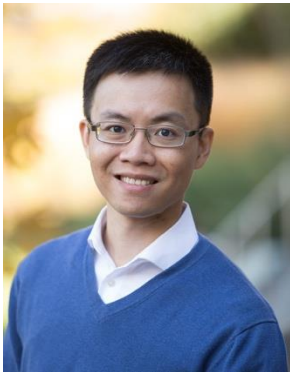
# Switch Scheduling via Reinforcement Learning

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# Joint Work with



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**Prof Qiaomin Xie**

Wisconsin-Madison ISyE

# Reinforcement Learning (RL) for Stochastic Network Control

- Stochastic network control problem is to find a policy for a given stochastic network that optimizes certain criteria
- RL is to automatically learn an algorithm to navigate through complex and unpredictable environments

Datacenter  
Congestion Control



[Tessler-et-al' 21]

Inpatient Flow  
Management

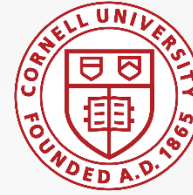


[Shi-Dai' upcoming]

Ride Hailing  
Matching



[Feng-Gluzman-Dai' 21]

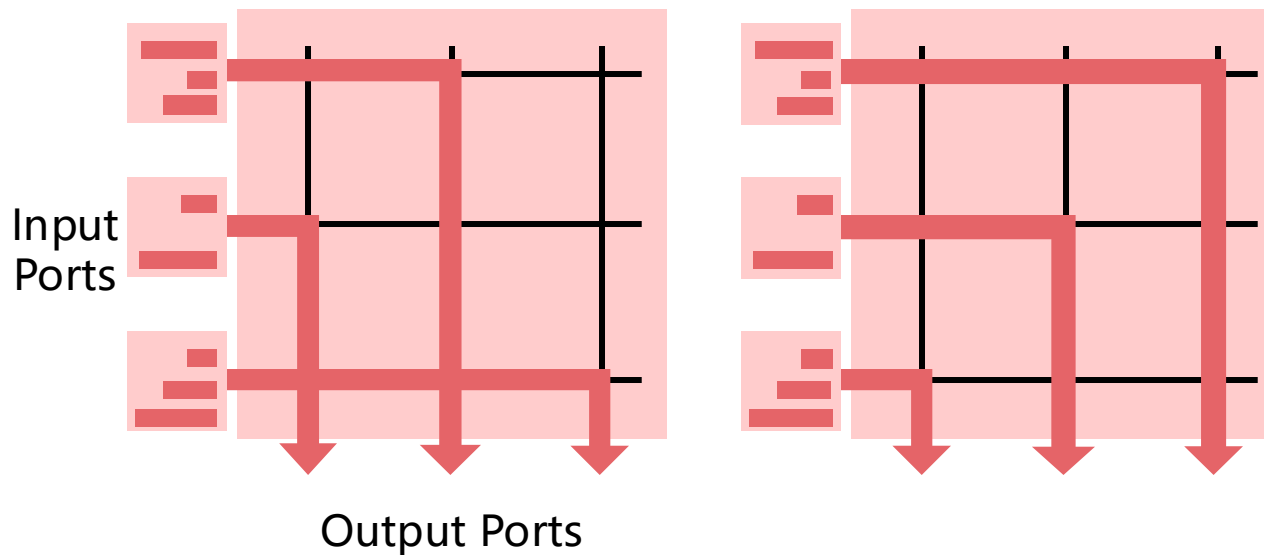


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- 1 Switch Scheduling Problem Formulation**
- 2 Proximal Policy Optimization (PPO)
- 3 Atomic Action (AA) + PPO
- 4 AA + PPO + Neural Network Pruning

# MDP Formulation of Switch Scheduling Problem

- N input ports × N output ports
- Virtual Output Queues (VOQ),  $S = \{Q_{ij}\}_{1 \leq i, j \leq N} \subseteq \mathbb{N}^{N \times N}$
- Combinatorial matching problem,  $|\mathcal{A}| = N!$



# MDP Formulation

- Find optimal matching to minimize long-run average cost (LRAC), hence smaller packet delay
- $c(S, \sigma) = \sum_{i,j} Q_{i,j}$

$$\min_{\pi} \lim_{k \rightarrow \infty} \frac{1}{k} \sum_{t=1}^k c(Q(t), \pi(Q(t)))$$

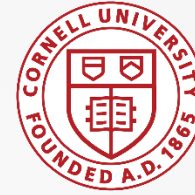
- $P$  : induced by the arrival traffic
  - $A_{i,j} \sim \text{Bernoulli}(\lambda_{i,j})$





# Challenges and Goals

- Unbounded state space:  $\mathcal{S} \subseteq \mathbb{N}^{N \times N}$
- Large action space:  $|\mathcal{A}| = N!$  ( $10! \approx 3.6 \times 10^6$ )
- Goals: use RL to find a policy with low LRAC
  - Across different arrival traffic patterns
  - Especially when existing algorithms are known to be sub-optimal
- Compare with algorithms
  - MaxWeight(MW): best known and most well-studied algorithm
    - MW-alpha: conjectured to be asymptotically optimal under uniform traffic
    - Asymptotic in alpha decreasing to 0
  - Random d-Flip: low complexity [Jhunjunwala-Maguluri' 21]



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# Proximal Policy Optimization (PPO) Algorithm

- Proximal Policy Optimization Algorithms [Schulman-et-al' 17]
- State-of-the-Art
  - Continuous control, Atari games, etc.
- Designed for discounted reward
  - vs. LRAC in switch scheduling problem
- Actor-critic model
  - Value Function Approximation
  - Policy Function Approximation

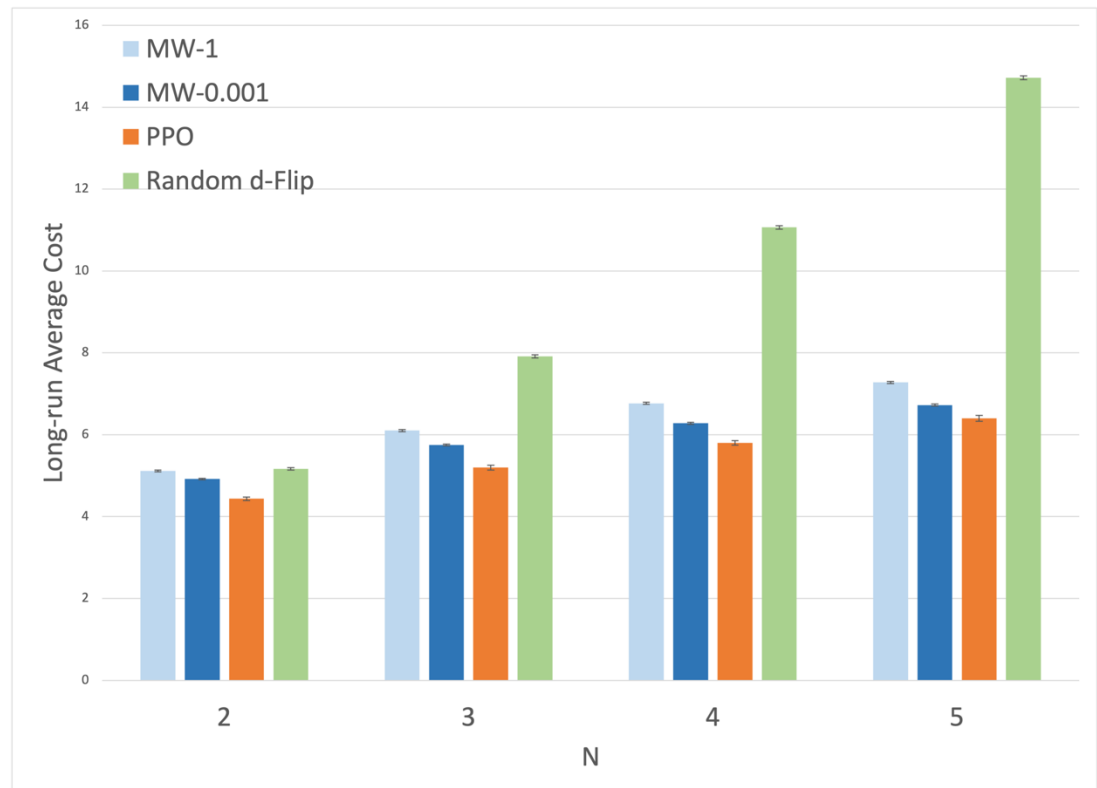
} Neural Network

# PPO Learning Near Optimal Policy

- Bottom-skewed arrival
- Load  $\rho = 0.9$

$\frac{1}{6}\rho$	$\frac{1}{6}\rho$	$\frac{1}{6}\rho$
$\frac{1}{6}\rho$	$\frac{1}{6}\rho$	$\frac{1}{6}\rho$
$\frac{1}{6}\rho$	$\frac{1}{6}\rho$	$\frac{2}{3}\rho$

- PPO Policy beating MW- $\alpha$

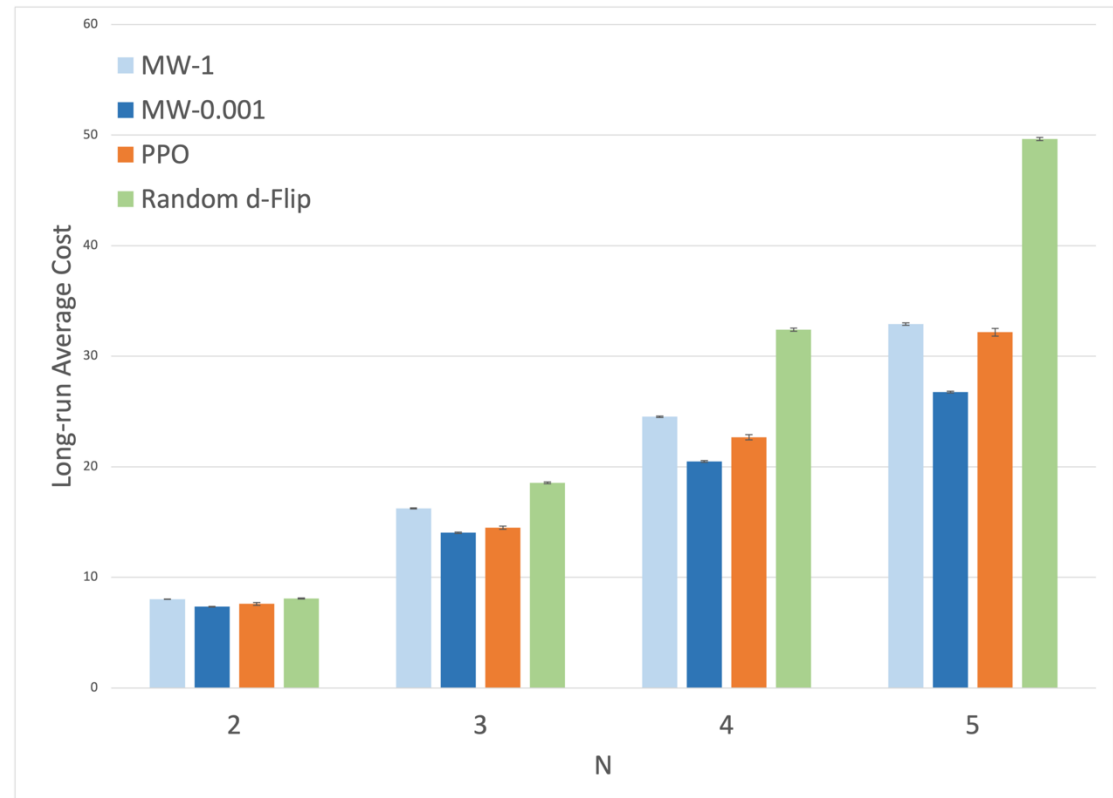


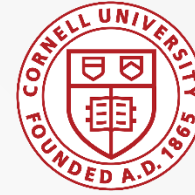
# PPO Learning Near Optimal Policy

- Uniform Traffic
- Load  $\rho = 0.9$

$\frac{1}{3}\rho$	$\frac{1}{3}\rho$	$\frac{1}{3}\rho$
$\frac{1}{3}\rho$	$\frac{1}{3}\rho$	$\frac{1}{3}\rho$
$\frac{1}{3}\rho$	$\frac{1}{3}\rho$	$\frac{1}{3}\rho$

- MW- $\alpha$  as a near-optimal performance benchmark



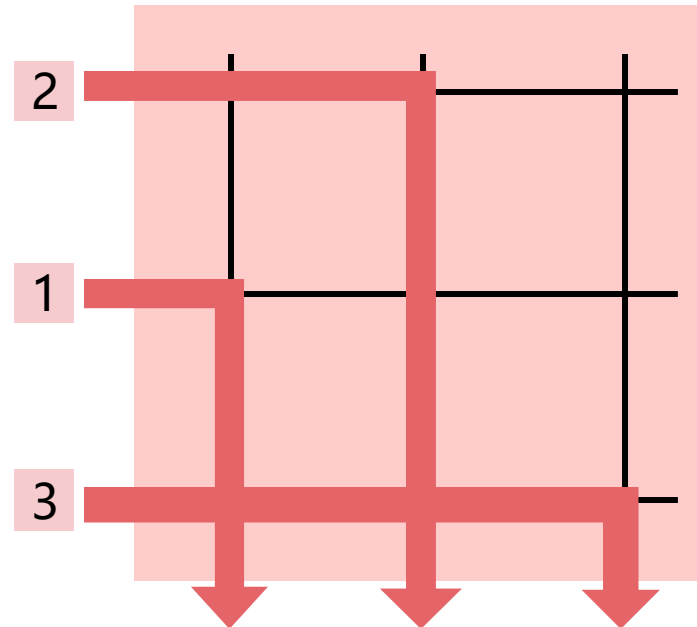


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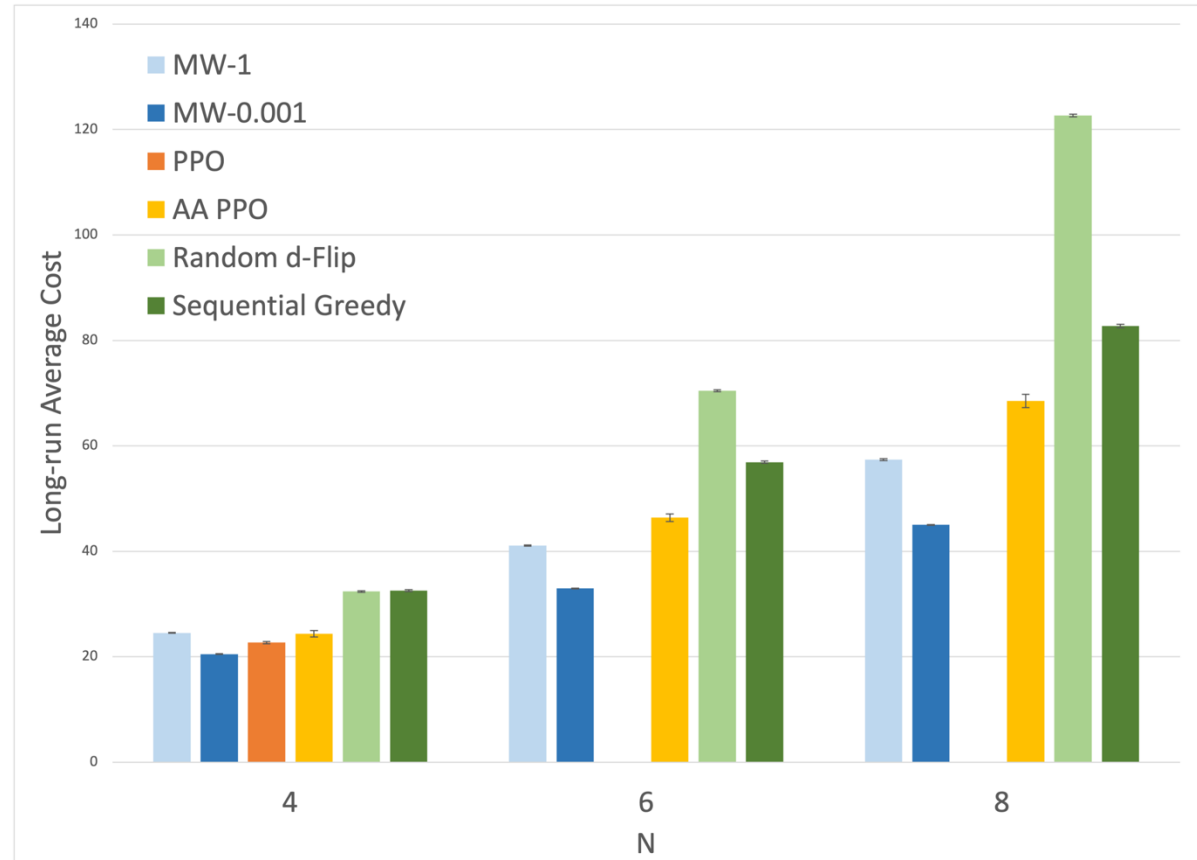
# Atomic Action (AA) Decomposition

- Atomic action: sequential decision-making process
  - Successful application in ride-hailing [Feng-Gluzman-Dai' 21], and inpatient flow control [Shi-Dai' upcoming]
- $a_t \in \mathcal{A}, |\mathcal{A}| = N!$
- $a_t = (a_{t,1}, a_{t,1}, \dots, a_{t,N}) \in \mathcal{A},$
- $a_{t,k} = (i, j) \in \mathcal{A}', |\mathcal{A}'| = N^2$
- Problem-specific design
  - To satisfy matching constraint



# AA PPO Scalable while Learning Good Policy

- Uniform traffic
- $N^2$  vs.  $N!$
- AA PPO
  - outperforms the greedy policy
  - stays close to MW-1

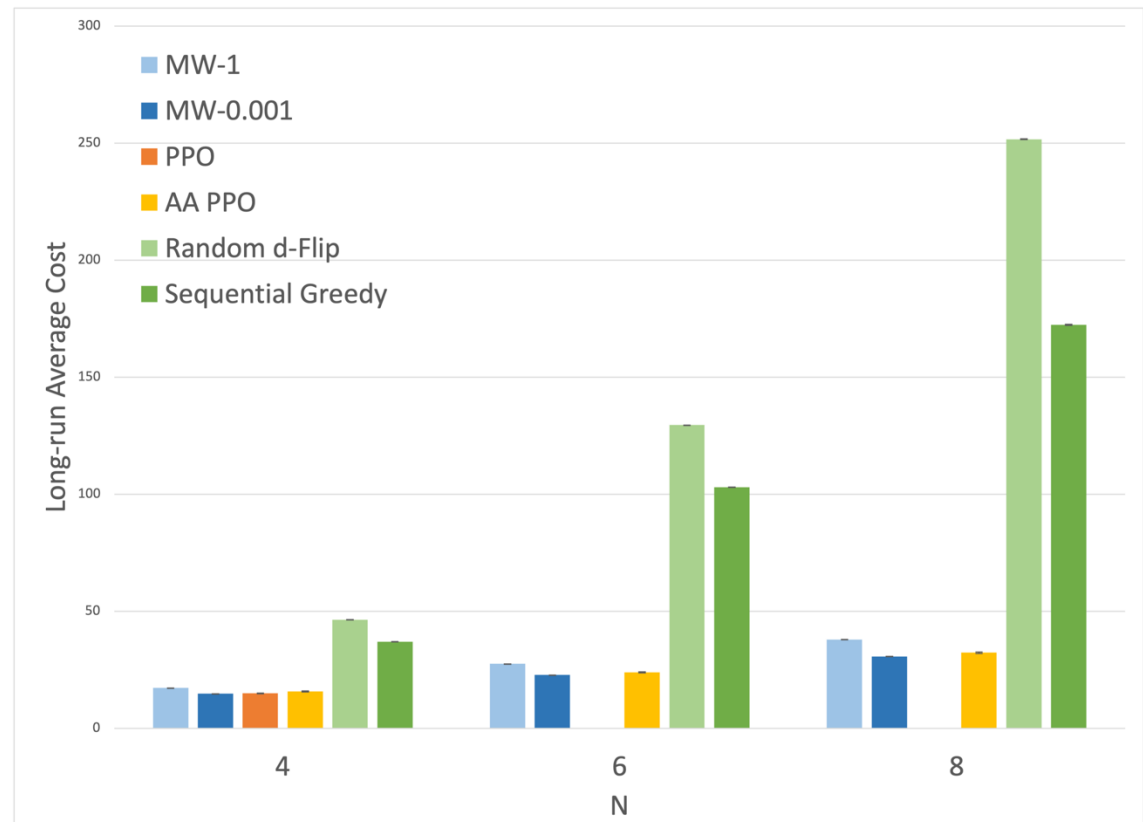


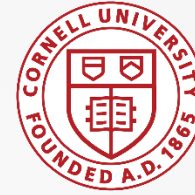


# AA PPO Picking up Traffic Patterns

- Diagonal traffic  
[Giaccone-Prabhakar-Shah' 02]
  - Favor 2 out of  $N!$  possible matchings
  - difficult to schedule with stochastic policies

$\frac{2}{3}\rho$	$\frac{1}{3}\rho$	
	$\frac{2}{3}\rho$	$\frac{1}{3}\rho$
$\frac{1}{3}\rho$		$\frac{2}{3}\rho$



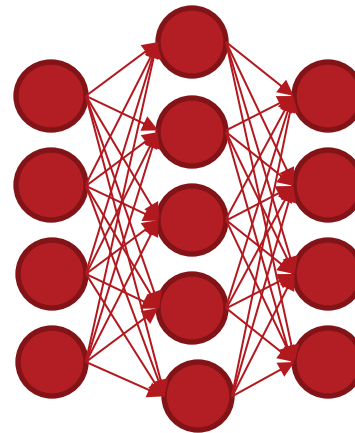


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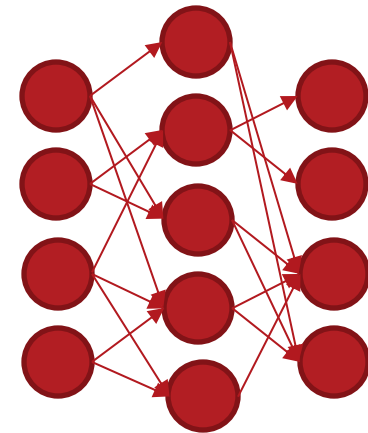
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# Neural Network (NN) Pruning

- Policy deployment: policy inferencing time matters
- NN pruning
  - deleting parameters from an existing NN [Han-et-al' 15]
  - Aim to keep the policy's performance while reducing its inferencing time

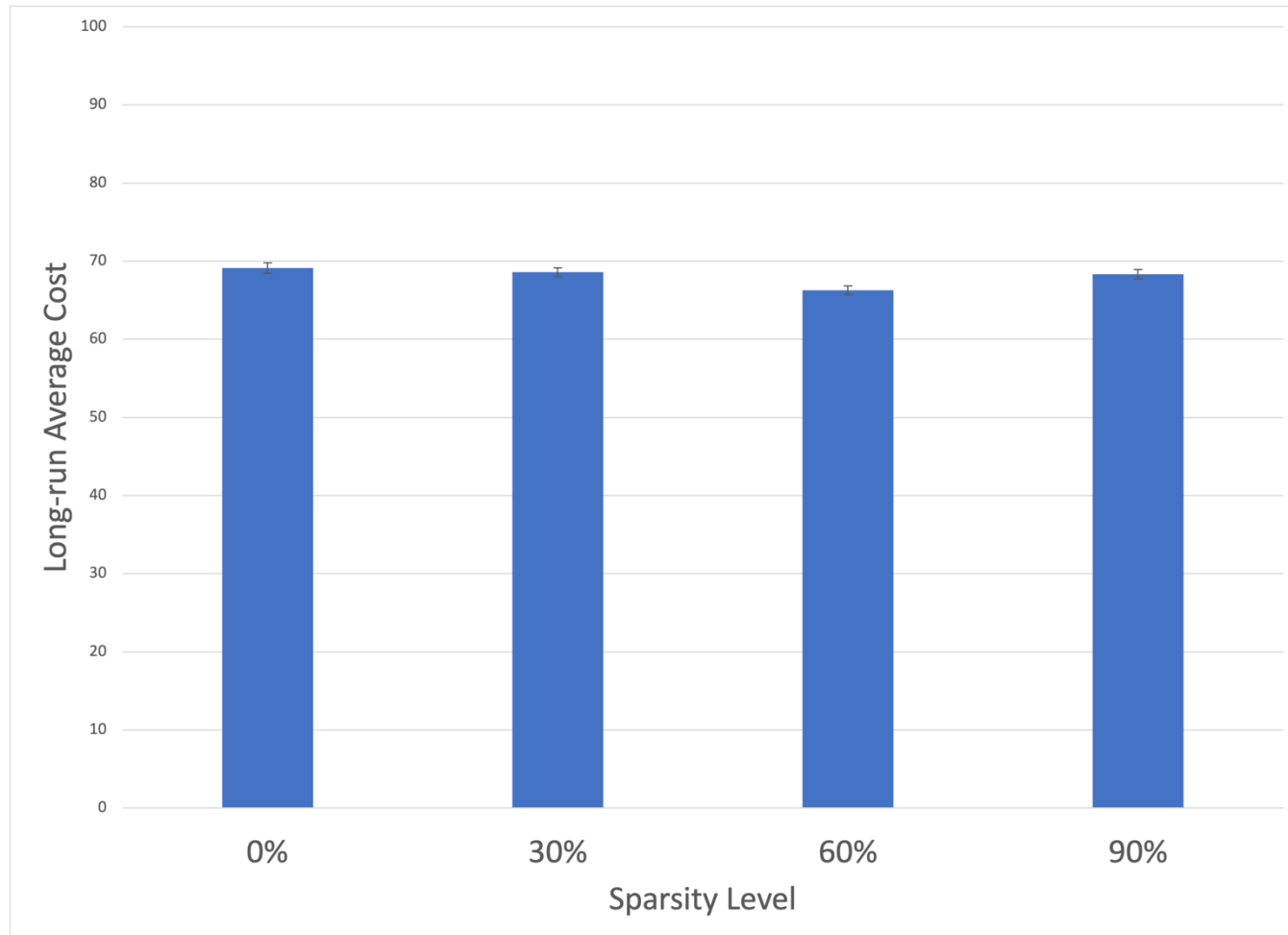


Original  
Policy NN



Pruned  
Policy NN

# AA PPO policy is robust to NN pruning



# Summary



## PPO

- Demonstrates the potential of **RL** in **tackling challenging stochastic network control problems**

## AA + PPO

- **Improves the scalability** of the algorithm while maintaining policy performance

## AA + PPO + NN Pruning

- **Reduces policy inference time**



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# Thank You