NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING Cloud Computing Report



A Greedy Load Balancing Algorithm for FaaS Platforms

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Abstract:

The main goal of this paper is to improve the performance of Function as a Service (FaaS) by introducing a new and efficient load-balancing algorithm called GReedy Algorithm for Faas platforms (GRAF) which tries to maximize the locality by increasing the cache-hit ratio as operations like virtualization and initialization consumes heavy resources which can be reduced using GRAF load balancing algorithm.

Introduction:

In short, we try to move the computation where the data resides rather than vice versa, like we check if the node has the cache which is required and then push the computation, rather than moving the data first and later computing over it which requires more time.

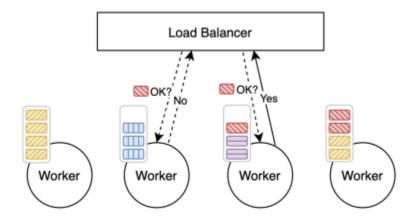


Figure 1: Simplified concept of GRAF, where worker nodes can reject the tasks in order to maximize the locality.

If you notice Worker 2, it doesn't have the red packet hence it rejects the task entirely, whereas Worker 3 has the red packet in its cache therefore computation will be faster in this case. Even Worker 4 has multiple red packets but its buffer is full therefore we stick to Worker 3 to finish the necessary task.

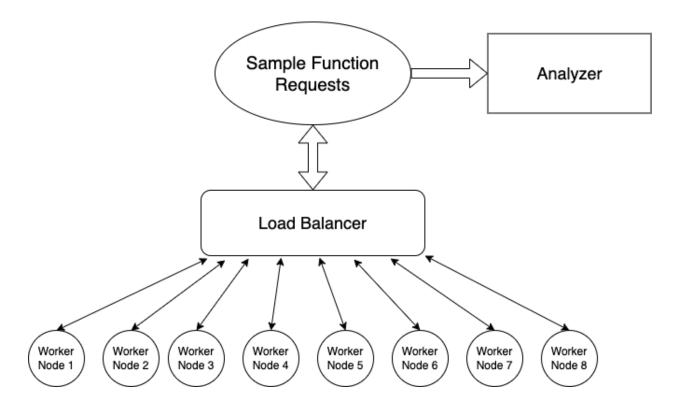
Why GRAF is better than other load-balancing algorithms:

We try to balance the load as well as take locality into account in our approach, the traditional techniques like Round Robin, and Least Loaded just consider load balancing and not locality and Consistent hashing just considers locality which leads to load imbalance. Later on, people introduced Consistent hashing with bounded load to provide better load balance and locality but it fails to do so.

We ensure GRAF takes both locality and load balancing into consideration to improve the performance of FaaS platforms.

Workflow:

Flowchart of functions being run through the GRaF algorithm.



GitHub link for the entire source code:

https://github.com/srujangit123/GRaF---Cloud-Computing

Proposed Design for the GReedy Algorithm:

1. Tabular Data Structure:

Assigned Table contains information about which nodes are responsible for the application.

2. Algorithm 1:

```
Algorithm 1 Worker Node Selection
Data: List of worker nodes W,
Table consists of assigned workers T
Input: Application ID x
W' \leftarrow T[x] /*Assigned worker node set */
W^* \leftarrow available(W', x) / * Available nodes in W' */
if W^* \neq \emptyset do
     return leastLoaded(W^*)
else
     w \leftarrow leastLoaded(available(W, x))
     if w is null do
          w \leftarrow leastLoaded(W)
     end
     T[x] \leftarrow T[x] \cup \{w\}
     return w
end
```

- Worker Node Selection is our basic node selection process by using the AssignedTable.
- If nodes are assigned to the application x and any of the assigned nodes are available, the node with the least loads is selected.
- If no node is assigned, the load balancer picks the least loaded node and registers it to the table.
- It does not include a process for deleting entries in the Assigned Table since we redefine the available function from the worker's viewpoint.

Algorithm 2 Available function

```
Data: Number of running tasks whose app ID is x_i in worker w:
N_{w}[x_{i}]
Input: Worker node w, Request application ID x
/* Total number of running tasks in the worker */
n_{total} \leftarrow \sum_{i} N_{w}[i]
if n_{total} \ge T_{FULL} do /* Full state: Always reject */
     return false
else if n_{total} \ge T_{BUSY} do /* Busy state: Only accept major
applications*/
     majorApps \leftarrow popMaxItems(N_w, T_{CACHESIZE})
     if x \in majorApps do
          return true
     else
          T[x] \leftarrow T[x] - \{w\}
          return false
     end
else
     /* Free state: Always accept */
     return true
end
```

- Available function provides a greedy approach to optimize the AssignedTable.
- We introduce three states of the worker: full, busy, and free:
- The full state indicates too many running tasks, so a new task cannot be run on the node.
- The busy state is an intermediate state where the worker is not full, although many tasks are running.
- In the free state, the worker can afford to accept a new task.
- When the worker node receives a new task, it makes different decisions based on these states. In the full state, the request is always rejected. In the free state, workers always accept the task. In the busy state, workers selectively accept the task through their own decisions.
- From the worker's viewpoint, the best way to maximize the locality is to receive the same types of applications as much as possible.
- So busy workers accept the task only if it is one of the major applications, which is a set of most running applications in the worker.

- If the worker node rejects the application in the busy state, it is also removed from the Assigned Table.
- Consequently, the entries in the table will no longer grow indefinitely and the locality could be further improved.

Simulator Log:

This log file is generated by running the simulator, which takes the events file as an input (list of sample functions) and displays which sample function is being assigned to which worker node respectively using the GRaF algorithm.

```
['ImageBull':'false, 'ContainerHame':'hf_wd_9724_7417', 'ImageName':'hf_wd'), 'LoadBalancingInfo': ('WorkerHodeId':4, 'WorkerHodeU':':'http://localhost:8226', 'Algorithm':'ours', 'Algorithm.atency': 0.808049719805 1988 19894719806 198894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 19894718986 198947189481 19894718984 19894718986 19894718948 19894718984 19894718989 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 19994 1
```

Results:

The simulator log is analyzed using the analyzer, which generates cache hit ratio, average latency, average algorithm latency, and average function execution time as shown in the screenshot below.

Output of worker nodes:

```
2023/04/03 10:15:41 request_handler_go:34: GET /clear
2023/04/03 10:15:42 request_handler_go:34: GET /clear
2023/04/03 10:15:42 request_handler_go:34: GET /clear
2023/04/03 10:15:45 request_handler_go:36: GT /clear
202
```

References:

1. https://dl.acm.org/doi/10.1145/3481646.3481657