PROGRAMMING ASSIGNMENT 3

CloudKon clone with Amazon SQS, DynamoDB, EC2 and S3

DESIGN:

The program is written in Java. The basic functionality is to do load balancing. Here we have to simulate the working of a client and multiple workers who will pick the job from a global queue as and when they are free. They will not be allocated work by the client as is the usual case so they wont block and can run efficiently.

In the code, a Java class called Wrapper.java is defined which is the main entry point for the code and contains if- conditional statements for the three scenarios namely Local Client simulation, Remote Client and Remote workers. The scenario is identified by the parameters passed in Command Line Arguments when the program is executed. So the same jar file is used to run client and worker for remote and local cases. It is dynamically identified.

LOCAL CLIENT/WORKER:

The jobs i.e. sleep jobs are placed in an in-memory queue implemented using LinkedList and the client itself acts as the workers and runs these jobs in a multithreaded set up. After the job is picked up and run, it its response is written to another queue. After all execution completes it writes the responses to another file called responses_local.txt.

REMOTE CLIENT:

The remote client picks up tasks from a file and writes it to the SQS queue whose name is passed by the user. After the messages are added to the queue, it polls and waits till the response queue has all the requests and when this happens, it exits.

REMOTE WORKER:

The remote worker/ workers are each multi-threaded and pick up the jobs from the SQS queue created above one at a time and perform the task mentioned. It then writes response to another SQS response queue. As we pick up the tasks from the source queue, and we are done executing the task, we delete them. This is in order to get a condition to loop over for the worker. It keeps picking the tasks from the queue, runs the jobs and deletes it. This continues as long as the source queue size does not become zero. To prevent duplication, each time we pick the task, we write the taskID to TaskTracker table in DynamoDB as a validation that we have not picked up a duplicate task. If there is a duplicate, the job is dropped and next one is picked up. (There is possibility of same job being picked up before it is deleted and this is how it is handled.)

So if more than one worker is trying to pick the same task, it will not be allowed to do so.

The timer is started when the client starts putting the messages on source queue and ends when the size of response queue equals the size of the original job queue. This is the total time taken to execute the job. Throughput and efficiency is calculated with respect to this time. So we do incur the cost of adding messages to the queue, persisting data to DynamoDB, delay in pulling the messages and writing them to response queue.

For calculating throughput, we run 10k sleep 0 jobs with one, two, four , eight and sixteen workers each of which can have multi-threading. We notice that the system scales well as number of workers increases.

Efficiency is calculated by running 10ms,1s and 10s jobs by assigning a fixed number of jobs per worker. The value is calculated using the formula: ideal time taken divided by the time taken for actually running the task.

MANUAL

Paste the work load file, aws folder containing the credentials and the jar file given in the executables folder in the directory where the below mentioned commands will be run.

While running the 16 worker experiment, be sure to increase the provisioning limits of the dynamo DB to a higher value.

1) To run local worker give the following command:

java -jar Interface.jar client -s LOCAL -t 1 -w workload_0ms_10000.txt

Vary the parameter after -t for different number of workers Similarly, vary the workload file name and number of threads for the other cases.

2) To run remote client and workers give the following commands:

Create the required number of t2-micro instances in Amazon EC2.

For throughput calculation:

Client:

java -jar Interface.jar client -s RemoteQ -w workload 0ms 10000.txt

Run the following command on as many EC2 instances as the required number of workers:

Worker:

java -jar Interface.jar worker -s RemoteQ -t 10

For efficiency calculations:

10ms:

Worker:

java -jar Interface.jar worker -s RemoteQ -t 10

Client for 1 worker:

java -jar Interface.jar client -s RemoteQ -w workload_10ms_1000.txt

Client for 2 workers:

java -jar Interface.jar client -s RemoteQ -w workload 10ms 2000.txt

Client for 4 workers:

java -jar Interface.jar client -s RemoteQ -w workload_10ms_4000.txt

Client for 8 workers:

java -jar Interface.jar client -s RemoteQ -w workload_10ms_8000.txt Client for 16 workers:

java -jar Interface.jar client -s RemoteQ -w workload_10ms_16000.txt

1s:

Worker:

java -jar Interface.jar worker -s RemoteQ -t 10

Client for 1 worker:

java -jar Interface.jar client -s RemoteQ -w workload_1000ms_100.txt

Client for 2 workers:

java -jar Interface.jar client -s RemoteQ -w workload_1000ms_200.txt

Client for 4 workers:

java -jar Interface.jar client -s RemoteQ -w workload_1000ms_400.txt

Client for 8 workers:

java -jar Interface.jar client -s RemoteQ -w workload_1000ms_800.txt

Client for 16 workers:

java -jar Interface.jar client -s RemoteQ -w workload_1000ms_1600.txt

10s:

Worker:

java -jar Interface.jar worker -s RemoteQ -t 10

Client for 1 worker:

java -jar Interface.jar client -s RemoteQ -w workload_10000ms_10.txt

Client for 2 workers:

java -jar Interface.jar client -s RemoteQ -w workload_10000ms_20.txt

Client for 4 workers:

java -jar Interface.jar client -s RemoteQ -w workload_10000ms_40.txt

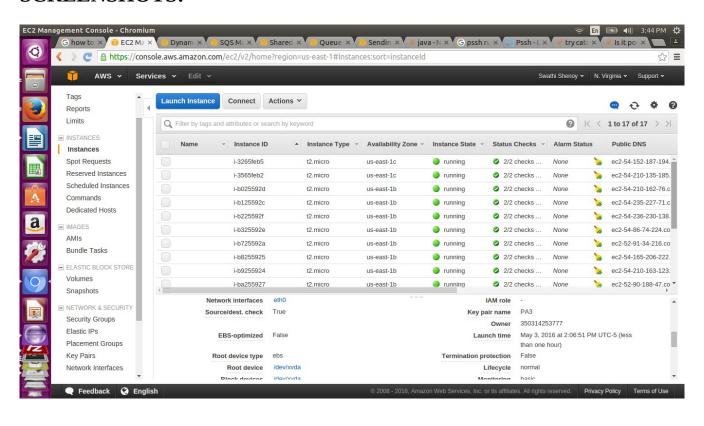
Client for 8 workers:

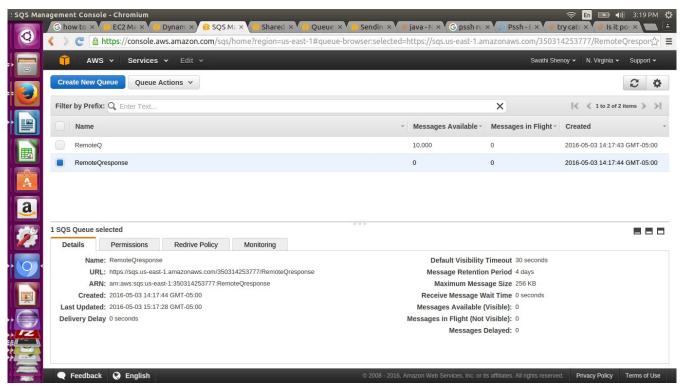
java -jar Interface.jar client -s RemoteQ -w workload_10000ms_80.txt

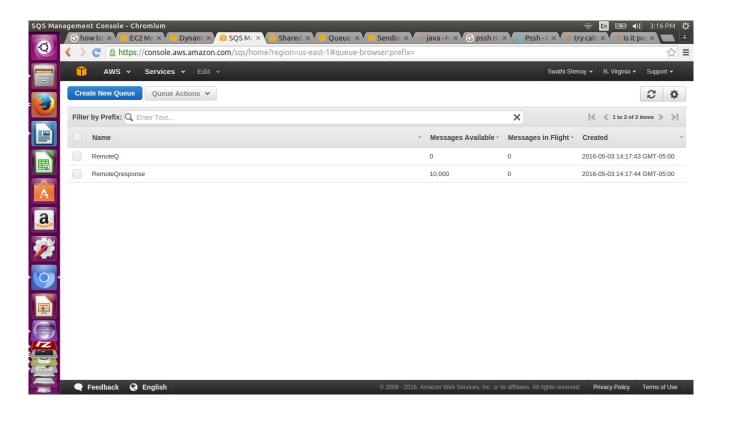
Client for 16 workers:

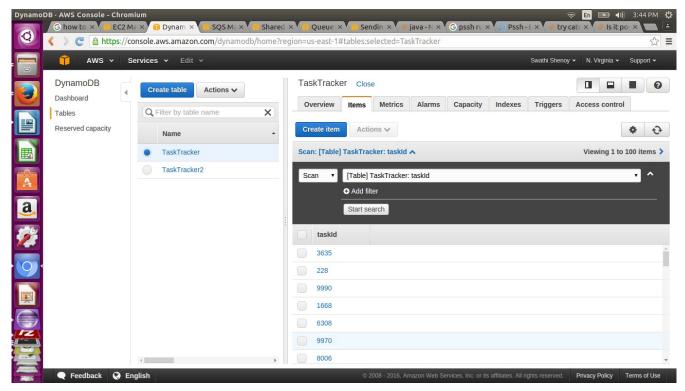
java -jar Interface.jar client -s RemoteQ -w workload 10000ms 160.txt

SCREENSHOTS:

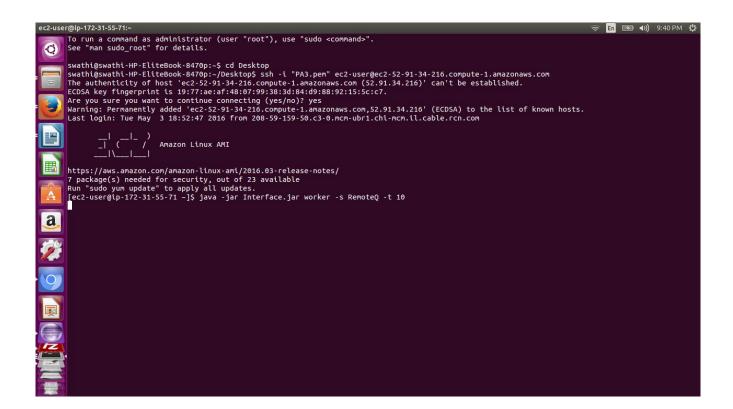


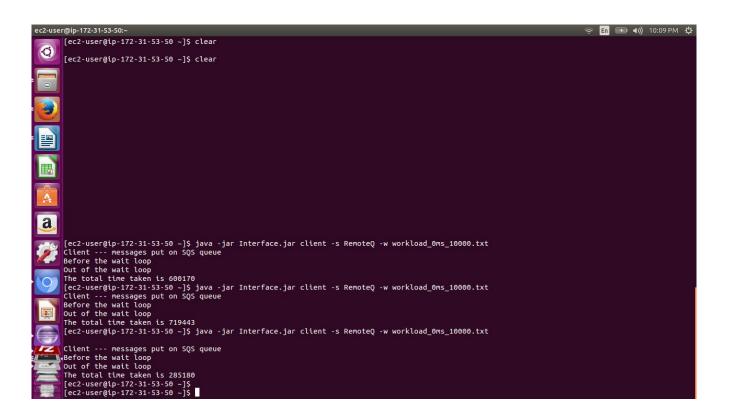


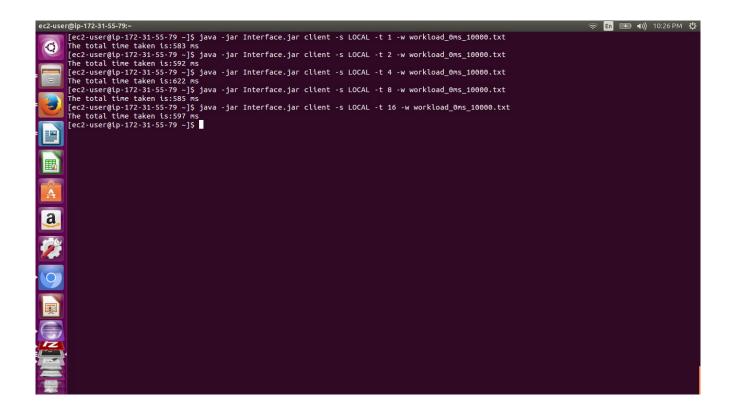


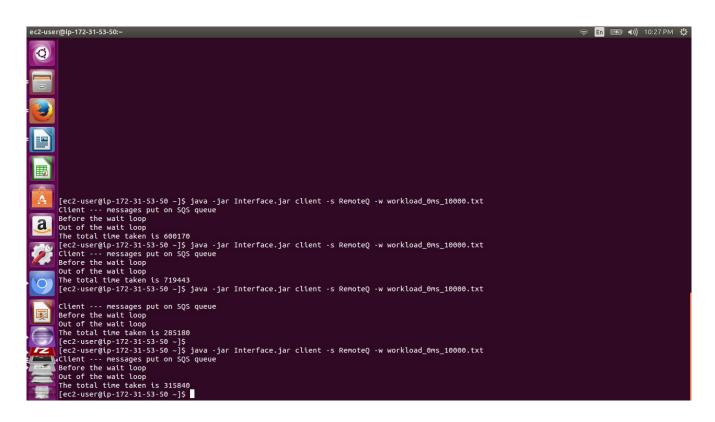


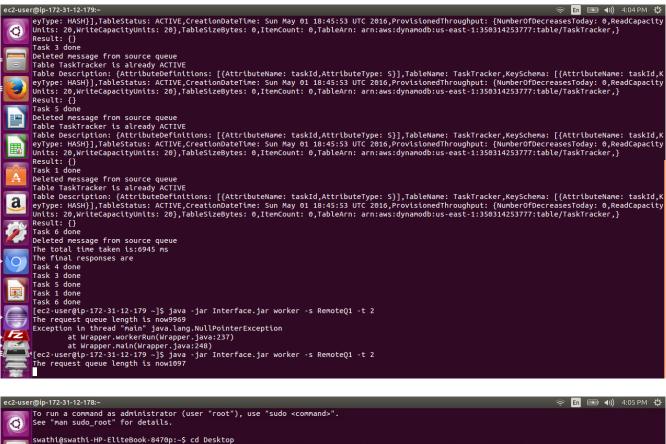
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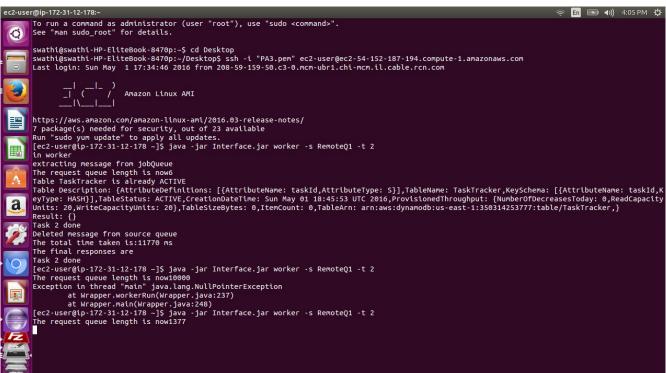






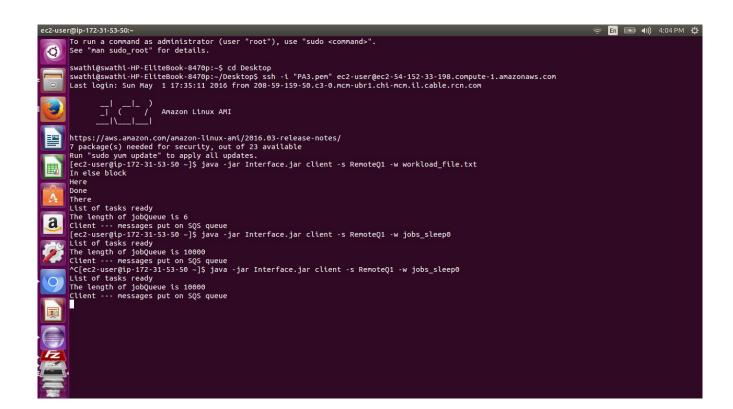


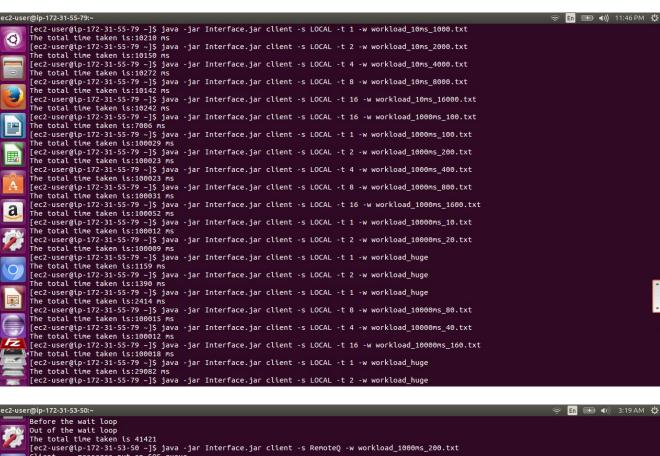


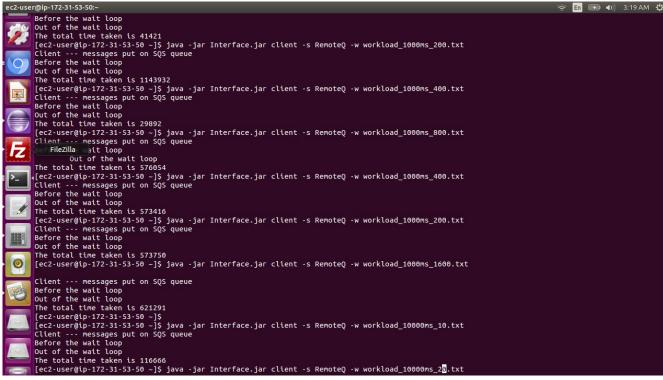


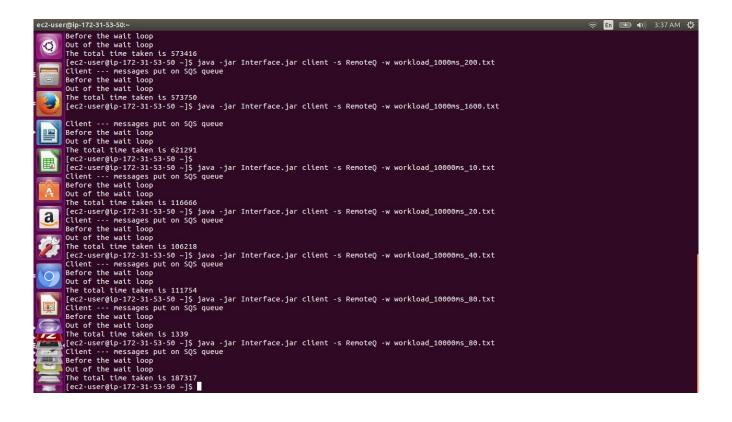
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c2-user@ip-172-31-55-79:
             The total time taken is:585 ms
            THE COLAL LIME LAKEN L3-503 MS [ec2-usergip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 16 -w workload_0ms_10000.txt The total time taken is:597 ms [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 1 -w workload_10ms_1000.txt The total time taken is:10210 ms
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             THE COLAT LIME TAKEN IS.10210 MS. [ec2-user@it=0.1] rectact to LOCAL -t 2 -w workload_10ms_2000.txt The total time taken is:10150 ms [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 4 -w workload_10ms_4000.txt The total time taken is:10272 ms
            [ec2-user@lp-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 8 -w workload_10ms_8000.txt
The total time taken is:10142 ms
[ec2-user@lp-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 16 -w workload_10ms_16000.txt
The total time taken is:10242 ms
[ec2-user@lp-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 16 -w workload_1000ms_100.txt
The total time taken is:7006 ms
[ec2-user@lp-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 1 -w workload_1000ms_100.txt
The total time taken is:100029 ms
 围
             [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 2 -w workload_1000ms_200.txt
The total time taken is:100023 ms
             [ec2-user@ip-172-31-55-79 ~]5 java -jar Interface.jar client -s LOCAL -t 4 -w workload_1000ms_400.txt
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            THE total time taken is:100023 ms [ec2-user@itp-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 8 -w workload_1000ms_800.txt The total time taken is:100031 ms [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 16 -w workload_1000ms_1600.txt The total time taken is:100052 ms
             [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 1 -w workload_10000ms_10.txt
The total time taken is:100012 ms
             [ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 2 -w workload_10000ms_20.txt
The total time taken is:100009 ms
            [ec2-user@[p-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 1 -w workload_huge
The total time taken is:1159 ms
[ec2-user@[p-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 2 -w workload_huge
The total time taken is:1390 ms

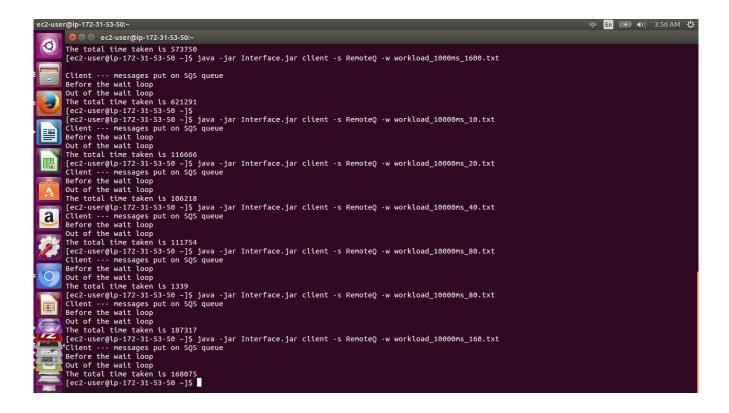
           [ec2-user@ip-172-31-55-79 ~]$ Java -jar Interface.jar client -s LOCAL -t 1 -w workload_huge
The total time taken is:2414 ms
[ec2-user@ip-172-31-55-79 ~]$ java -jar Interface.jar client -s LOCAL -t 8 -w workload_10000ms_80.txt
The total time taken is:100015 ms
[ec2-user@ip-172-31-35-77 -] 9 Joseph State of the total time taken is:100015 ms [ec2-user@ip-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 4 -w workload_10000ms_40.txt The total time taken is:100012 ms [ec2-user@ip-172-31-55-79 -]$ java -jar Interface.jar client -s LOCAL -t 16 -w workload_10000ms_160.txt
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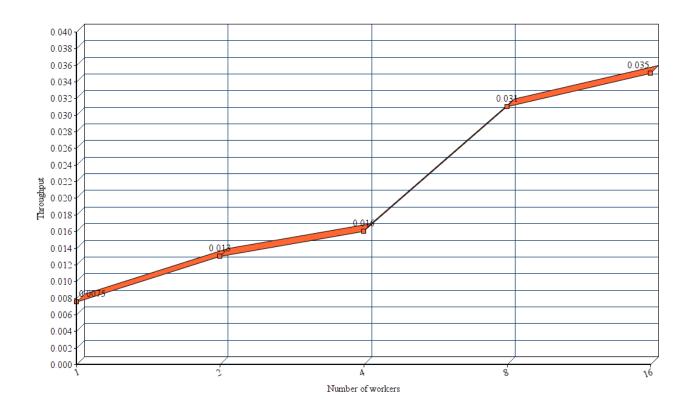


PERFORMANCE EVALUATION:

Throughput:

Remote Worker:

Throughput for Remote workers in work units/ms

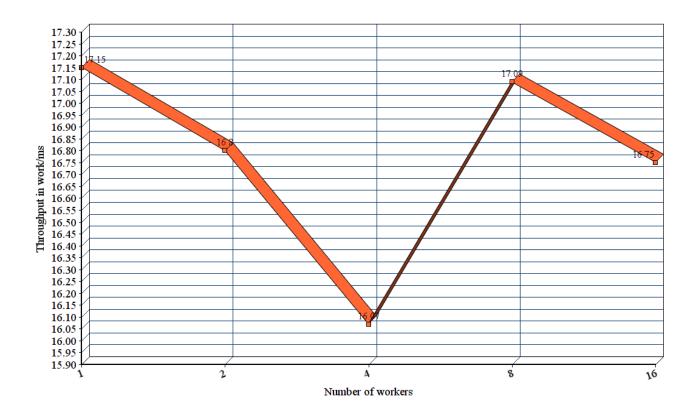


We notice that as the number of workers scales, the throughput increases. This is because the workers don't block on executing a task and rather pick up tasks when they are free to run them. Here we also need to consider latency due to communication over network and interaction with DynamoDB.

Number of workers	Throughput in units/ms
1	0.0075
2	0.013
4	0.016
8	0.031
16	0.035

Local worker:

Throughput of local workers in unit work/ms



The throughput for local worker shows a sharp fluctuation in the performance. This is because the operation is done via in-memory queue and it depends on the burst of resources available at the moment to run the job. There is only the memory constraint to deal with which causes a little delay but still compared to remote workers, it is faster.

Number of workers	Throughput
1	17.15
2	16.8
4	16.07
8	17.09
16	16.75

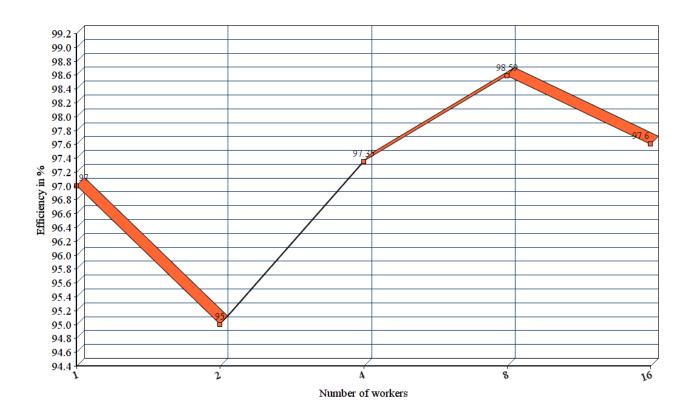
Efficiency:

Local worker:

The efficiency is calculated as the ratio of ideal time by measured time.

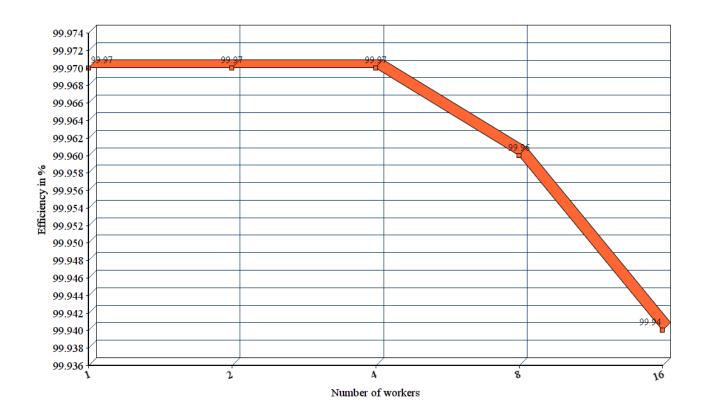
10 ms:

Efficiency of local workers in % for 10ms sleep jobs



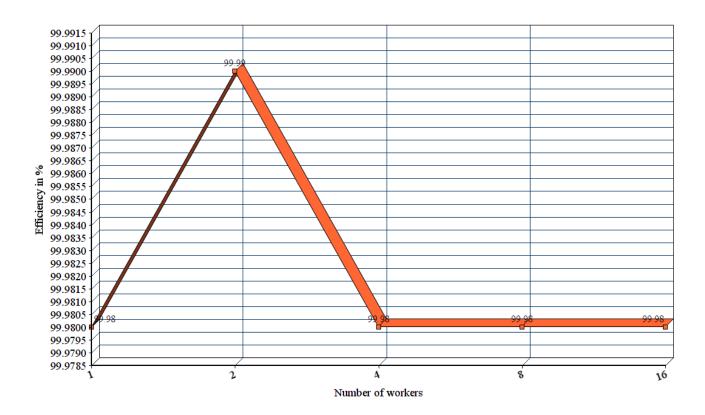
From the plot we observe that the efficiency rises steadily and as the scale increases it improves. This is due to the design that there is no delay in waiting for jobs due to queuing delay or DB operations. The workers pick up the jobs from the in-memory queue and which is faster and more efficient.

Number of workers	Efficiency
1	97%
2	95%
4	97.35%
8	98.59%
16	97.6%



There is a slight drop in efficiency for 1s sleep jobs because, when the worker sleeps for 1000ms or 1s, there is extra delay in addition to queuing delay and may lead to some contention among workers for the jobs. Duplicate jobs may get picked and dropped thus hampering efficiency.

Number of workers	Efficiency
1	99.97%
2	99.97%
4	99.97%
8	99.96%
16	99.94%



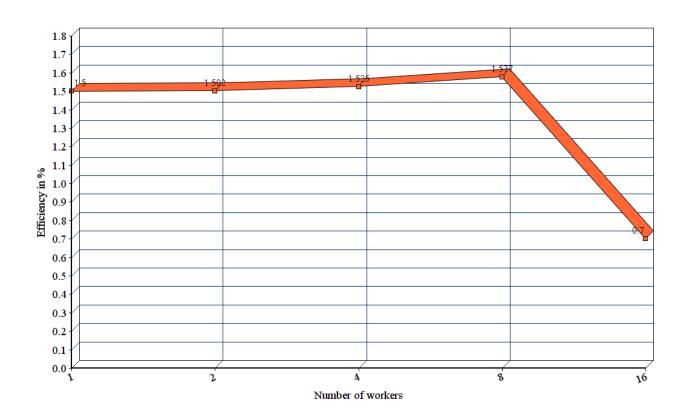
The 10s sleep jobs slightly increases for 2 workers but is back to stable value for other workers. They scale well for higher value of workers due to interaction via in-memory queue and maintain a steady and consistent efficiency.

Number of workers	Efficiency
1	99.98%
2	99.99%
4	99.98%
8	99.98%
16	99.98%

Remote Workers:

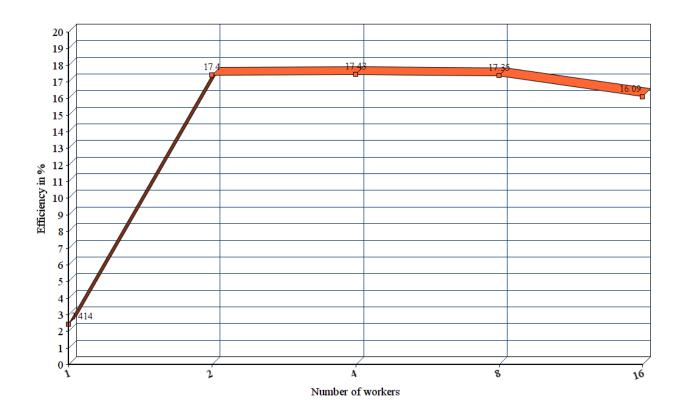
10 ms:

Efficiency of remote workers in % for 10ms sleep jobs



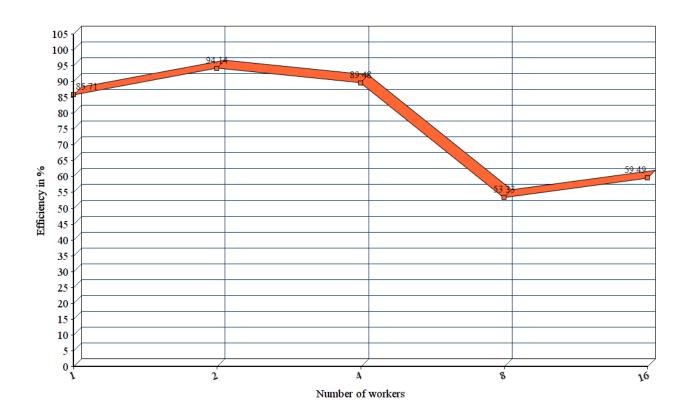
The values are steadily increasing and suddenly decrease for number of workers = 16. This happens because of lot of overhead in managing the operations such as delete and write and read of response queue for 16 workers at the same time. There is imperfect load balance as number of nodes increases.

Number of workers	Efficiency
1	1.5%
2	1.502%
4	1.525%
8	1.577%
16	0.7%



The above plot shows that the remote workers scale well and slightly reduce towards the end. They are efficient as the sleep time is sufficient enough for them to poll and pick the task without being idle or blocked for long time. There is imperfect load balance as number of nodes increases.

Number of workers	Efficiency
1	2.414%
2	17.40%
4	17.43%
8	17.35%
16	16.09%



From the plot we observe that there is a sudden drop after 8 workers and then it again increases steadily for sleep time = 10s. This is because more delay is incurred when the worker itself does a sleep operation. There are more chances of resource contention like duplicate tasks and in general a delay in communication. There is imperfect load balance as number of nodes increases.

Number of workers	Efficiency
1	85.71%
2	94.14%
4	84.98%
8	53.33%
16	59.49%

References:

- [1] J. ThreadPoolExecutor and +. Kumar, "Java Thread Pool Example using Executors and ThreadPoolExecutor", *Java Code Geeks*, 2016. [Online]. Available: https://www.javacodegeeks.com/2013/01/java-thread-pool-example-using-executors-and-threadpoolexecutor.html. [Accessed: 04- May- 2016].
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- [9] aws/aws-sdk-java", *GitHub*, 2016. [Online]. Available: https://github.com/aws/aws-sdk-java/tree/master/src/samples. [Accessed: 04- May- 2016].