

# Varys

*Efficient Coflow Scheduling*

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# Communication is Crucial

## Performance

Facebook analytics jobs spend **33%** of their runtime in communication<sup>1</sup>

*As in-memory systems proliferate,  
the network is likely to become the **primary bottleneck***

# Flow

A sequence of packets  
between two endpoints

Independent unit of allocation,  
sharing, load balancing, and/or  
prioritization

**Optimizing  
Communication  
Performance:  
Networking  
Approach**

*“Let systems figure it out”*

**Optimizing  
Communication  
Performance:  
Systems  
Approach**

“Let users figure it out”

	# Comm. Params*
<b>Spark 1.0.1</b>	<b>6</b>
<b>Hadoop 1.0.4</b>	<b>10</b>
<b>YARN 2.3.0</b>	<b>20</b>

\*Lower bound. Does not include *many* parameters that can indirectly impact communication; e.g., number of reducers etc. Also excludes control-plane communication/RPC parameters.

**Optimizing  
Communication  
Performance:  
Systems  
Approach**

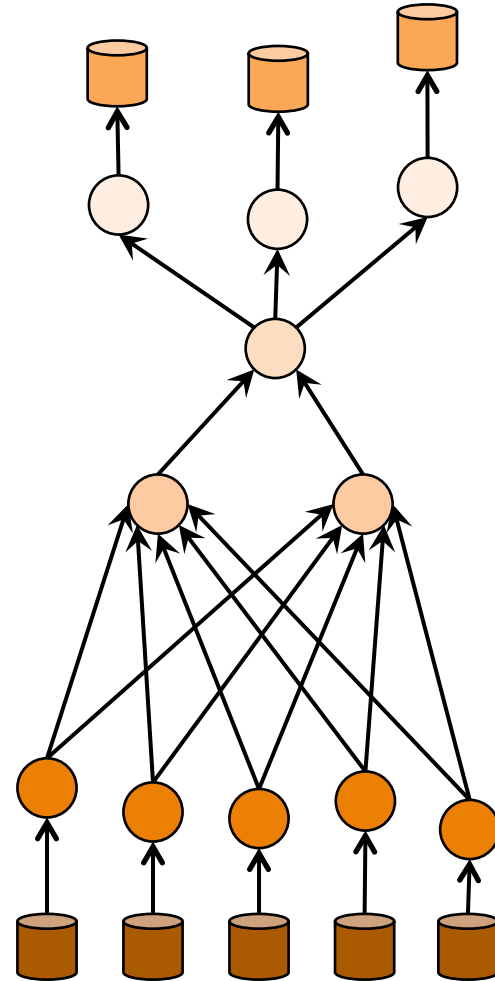
*“Let users figure it out”*

**Optimizing  
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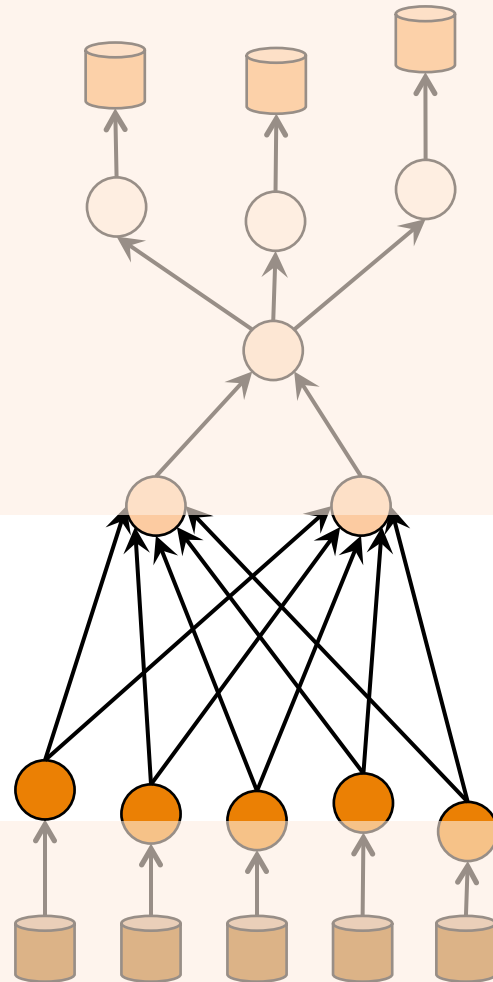
*“Let systems figure it out”*

# Coflow!

A collection of parallel flows

*Distributed* endpoints

Each flow is independent



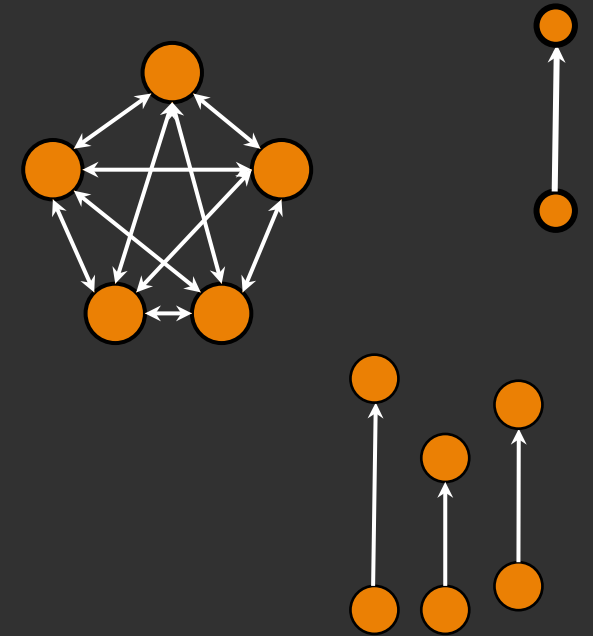
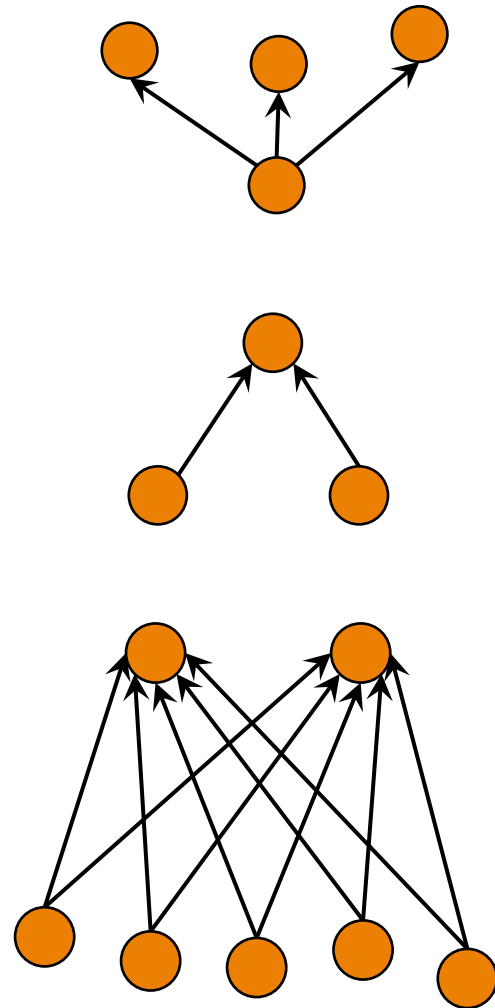
Completion time depends  
on *the last flow* to complete

# Coflow!

*A collection of parallel flows*

*Distributed endpoints*

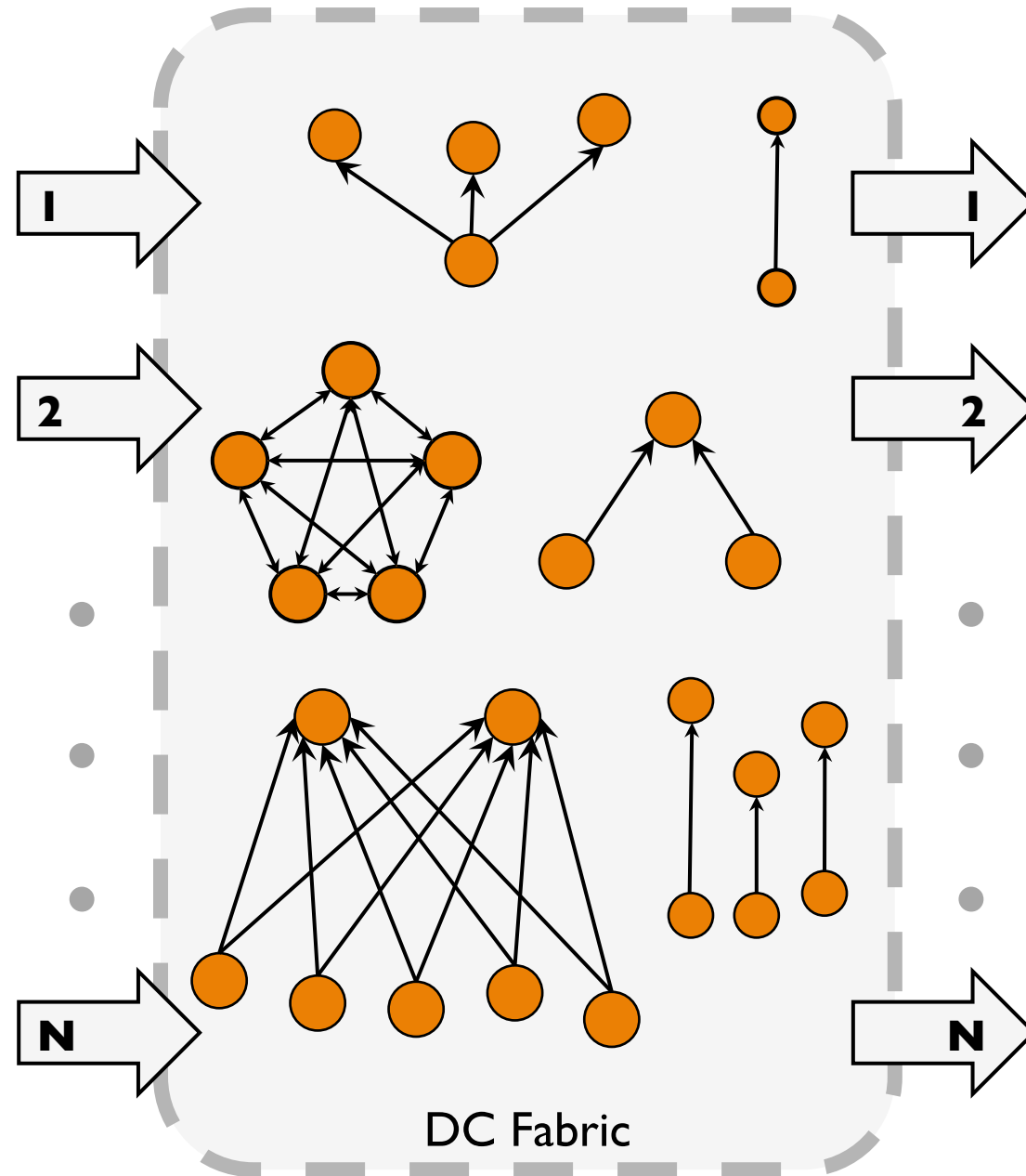
*Each flow is independent*



Completion time depends  
on *the last flow* to complete



# How to schedule coflows ...



... for faster  
**#1** completion  
of coflows?

... to meet  
**#2** more  
deadlines?

# Varys

*Enables coflows in  
data-intensive clusters*

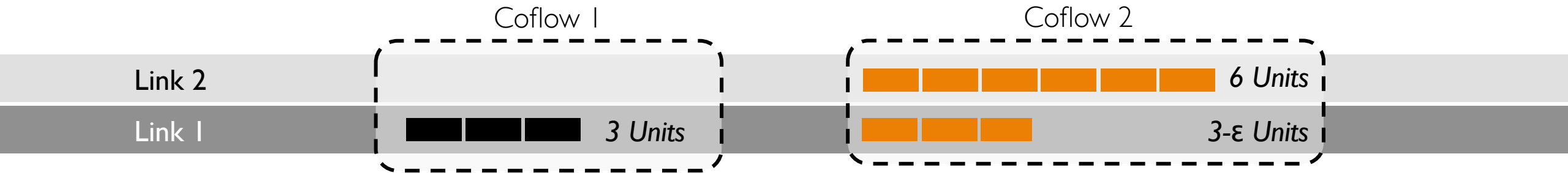
## **1. Simpler Frameworks**

*Zero user-side configuration using a  
simple coflow API*

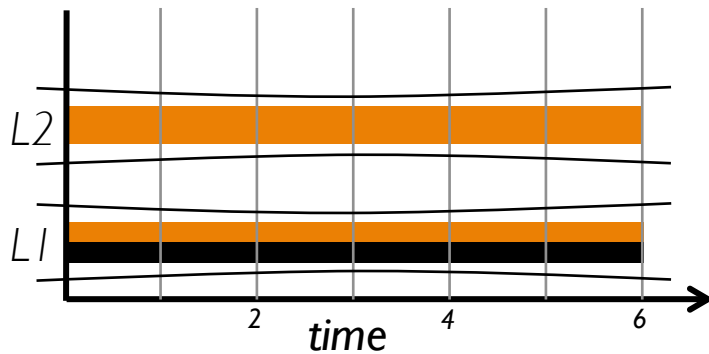
## **2. Better performance**

*Faster and more predictable transfers  
through coflow scheduling*

# Benefits of Inter-Coflow Scheduling

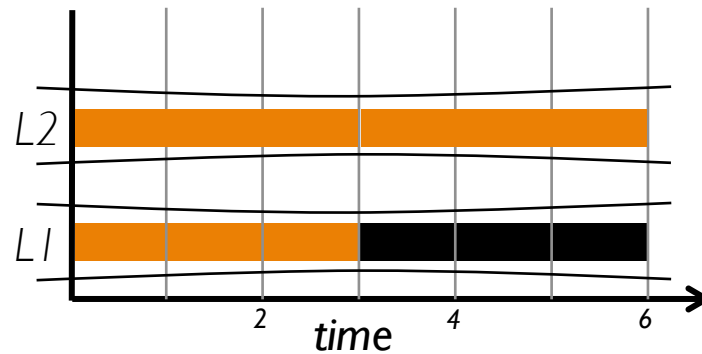


Fair Sharing



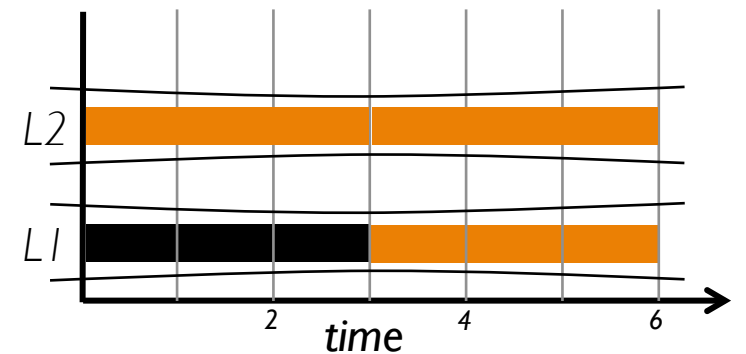
Coflow 1 comp. time = 6  
Coflow 2 comp. time = 6

Flow-level Prioritization<sup>1,2</sup>



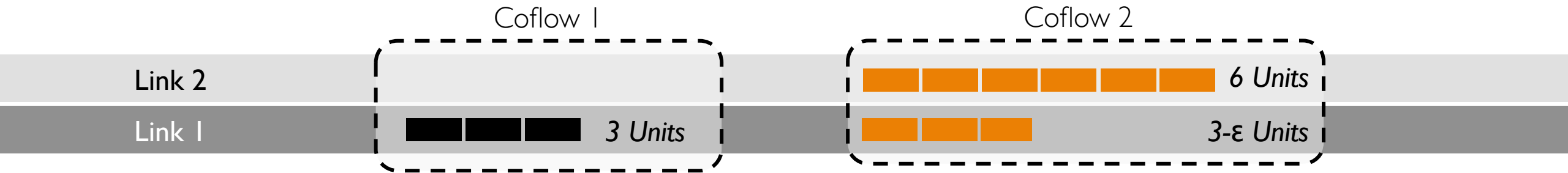
Coflow 1 comp. time = 6  
Coflow 2 comp. time = 6

The Optimal



Coflow 1 comp. time = **3**  
Coflow 2 comp. time = 6

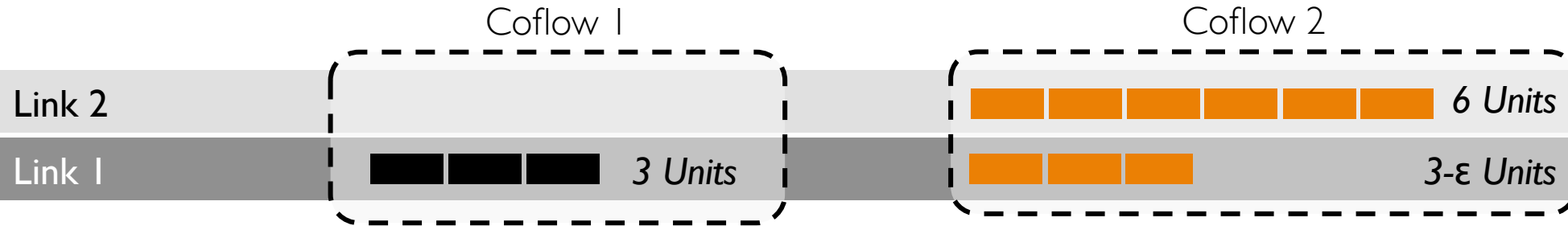
# Inter-Coflow Scheduling



## Concurrent Open Shop Scheduling<sup>1</sup>

- Tasks on independent machines
- Examples include job scheduling and caching blocks
- Use a **ordering** heuristic

# Inter-Coflow Scheduling is **NP-Hard**



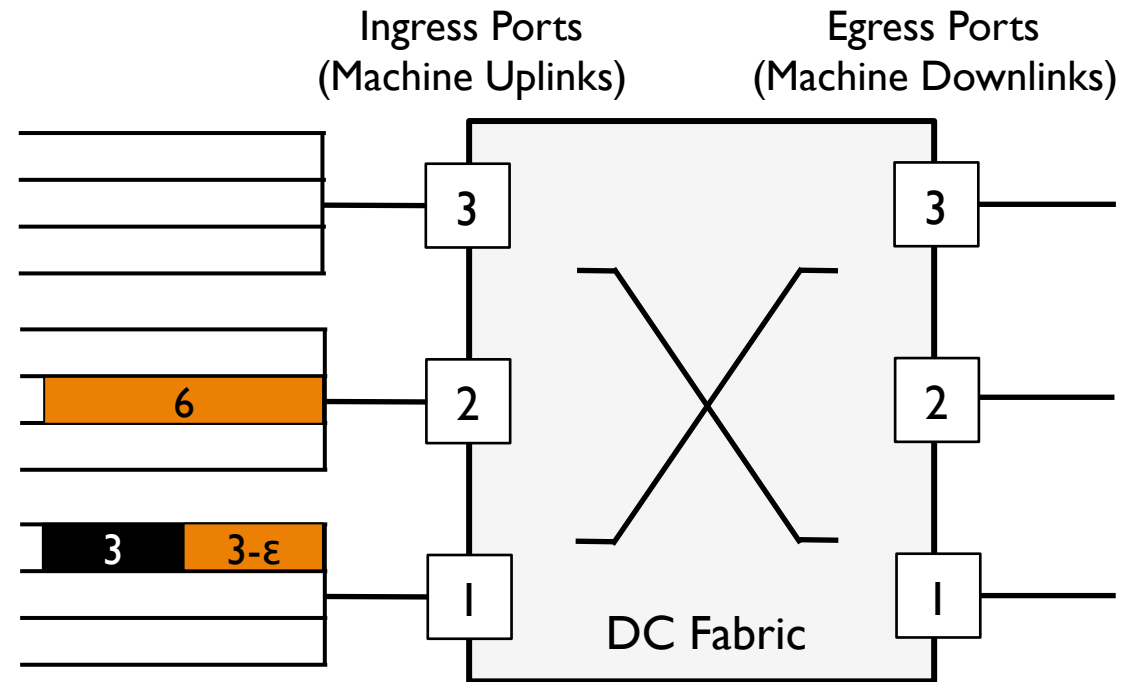
*with coupled resources*

## Concurrent Open Shop Scheduling<sup>Λ</sup>

- Flows on dependent links
- Consider **ordering** and **matching** constraints

## Characterized COSS-CR

Proved that list scheduling might not result in optimal solution



# Varys

*Employs a two-step algorithm to minimize coflow completion times*

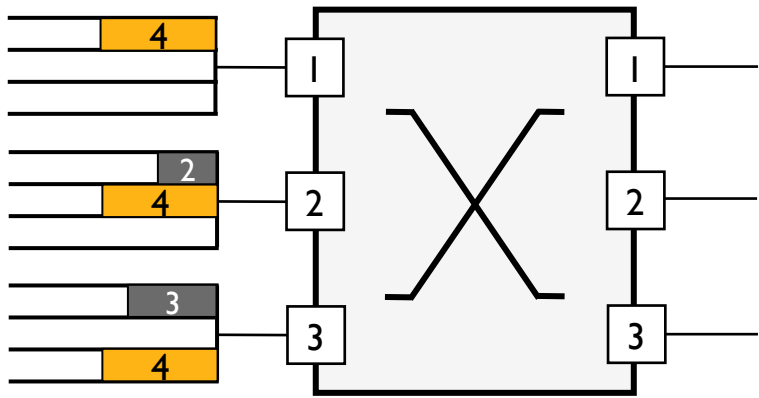
## **1. Ordering heuristic**

*Keeps an ordered list of coflows to be scheduled, preempting if needed*

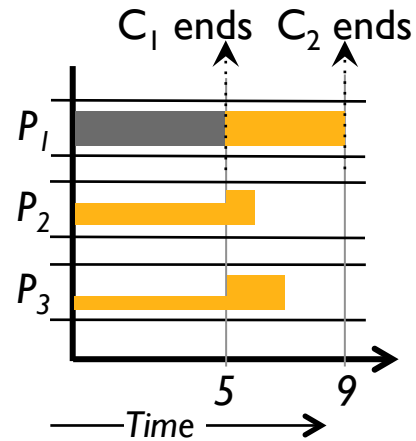
## **2. Allocation algorithm**

*Allocates minimum required resources to each coflow to finish in minimum time*

# Ordering Heuristic: **SEBF**



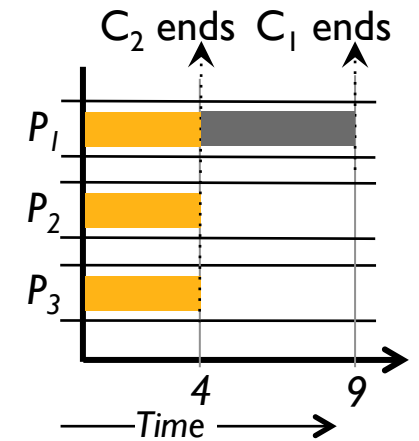
	$C_1$	$C_2$
Length	3	4
Width	2	3
Size	5	12
Bottleneck	<b>5</b>	4



*Shortest-First*

*Narrowest-First*

*Smallest-First*

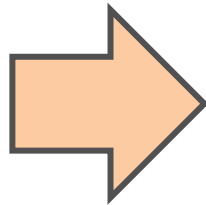


*Smallest-  
Effective-  
Bottleneck-  
First*

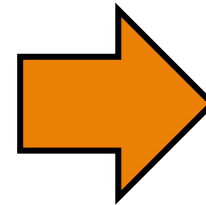
# Allocation Algorithm

**MADD**

*A coflow cannot finish before its very last flow*



*Finishing flows faster than the bottleneck cannot decrease a coflow's completion time*



*Ensure minimum allocation to each flow for it to finish at the desired duration;*

*for example,  
at bottleneck's completion, or  
at the deadline.*



# Varys

*Enables frameworks  
to take advantage of  
coflow scheduling*

1. Exposes the coflow API
2. Enforces through a centralized scheduler

# Evaluation

*A 3000-node trace-driven simulation matched against a 100-node EC2 deployment*

1. Does it improve performance?
2. Can it beat non-preemptive solutions?

**YES**

# Faster Jobs

	Comm. Improv.	Job Improv.
Avg.	<b>1.85X</b>	<b>1.25X</b>
95 <sup>th</sup>	<b>1.74X</b>	<b>1.15X</b>

# Faster Jobs

	Comm. Improv.	Comm. Heavy <sup>1</sup> Job Improv.
Avg.	3.16X	2.50X
95 <sup>th</sup>	3.84X	2.94X

1. 26% jobs spend at least 50% of their duration in communication stages.

# Better than Non-Preemptive Solutions

w.r.t. FIFO<sup>1</sup>

**Avg.**

**5.65X**

**95<sup>th</sup>**

**7.70X**

**NO**  
Perpetual  
Starvation?

#1

**Coflow  
Dependencies**

#2

**Unknown Flow  
Information**

#3

**Decentralized  
Varys**

in the Context of *Multipoint-to-Multipoint* Coflows

#4

**Theory Behind**  
**“Concurrent Open Shop Scheduling  
*with Coupled Resources*”**

# Varys

*Greedily schedules  
coflows without worrying  
about flow-level metrics*

- Consolidates network optimization of data-intensive frameworks
- Improves job performance by addressing the COSS-CR problem
- Increases predictability through informed admission control

<http://varys.net/>

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