

# Fault-Tolerant Application Placement in Heterogeneous Cloud Environments

Bart Spinnewyn, Steven Latré

# State-of-the-art in cloud management

Typical data center environment

- centralized
- Powerful, homogeneous servers
- wired infrastructure
- **reliable** nodes and links



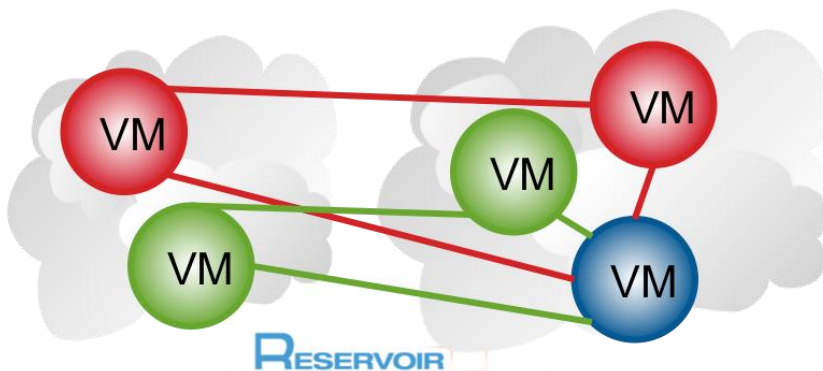
# Trends in cloud computing

## FOG Computing



Bringing very small datacenters  
to the edge...  
... sometimes in to the wireless network

## Federated clouds

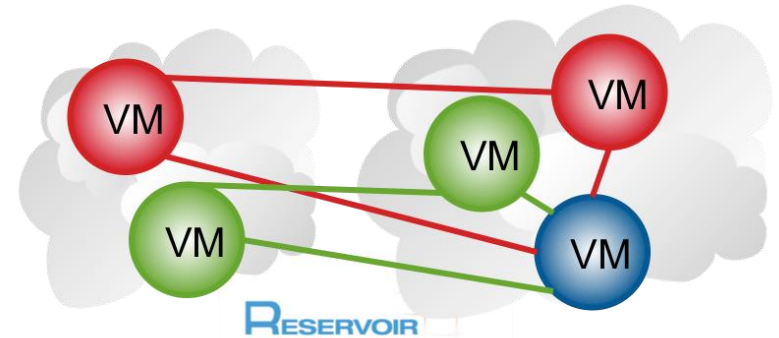


Interconnecting virtual machines  
/ datacenters  
with any type of network

# Bringing it together



+



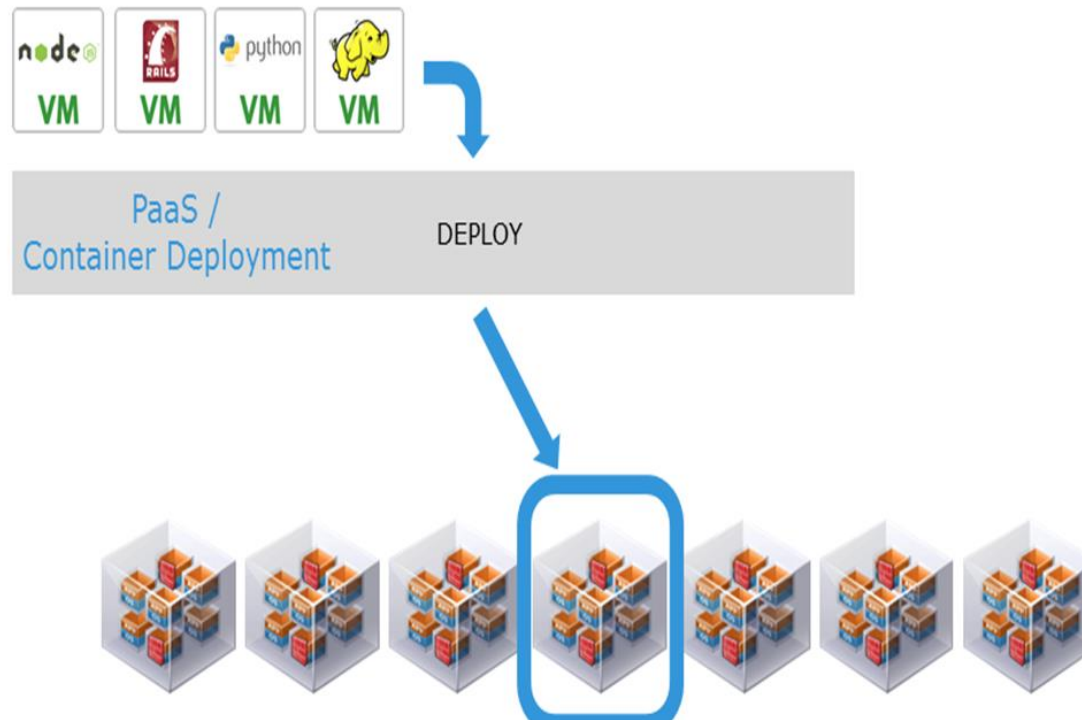
Completely **decentralized** and **unreliable** set of machines

nodes & network

# Cloud Application Placement Problem (CAPP)

## Application Placement

- **admission control**: decide on *acceptance* of application request
- **actual placement**: decide on *how/where* to place application on physical infrastructure



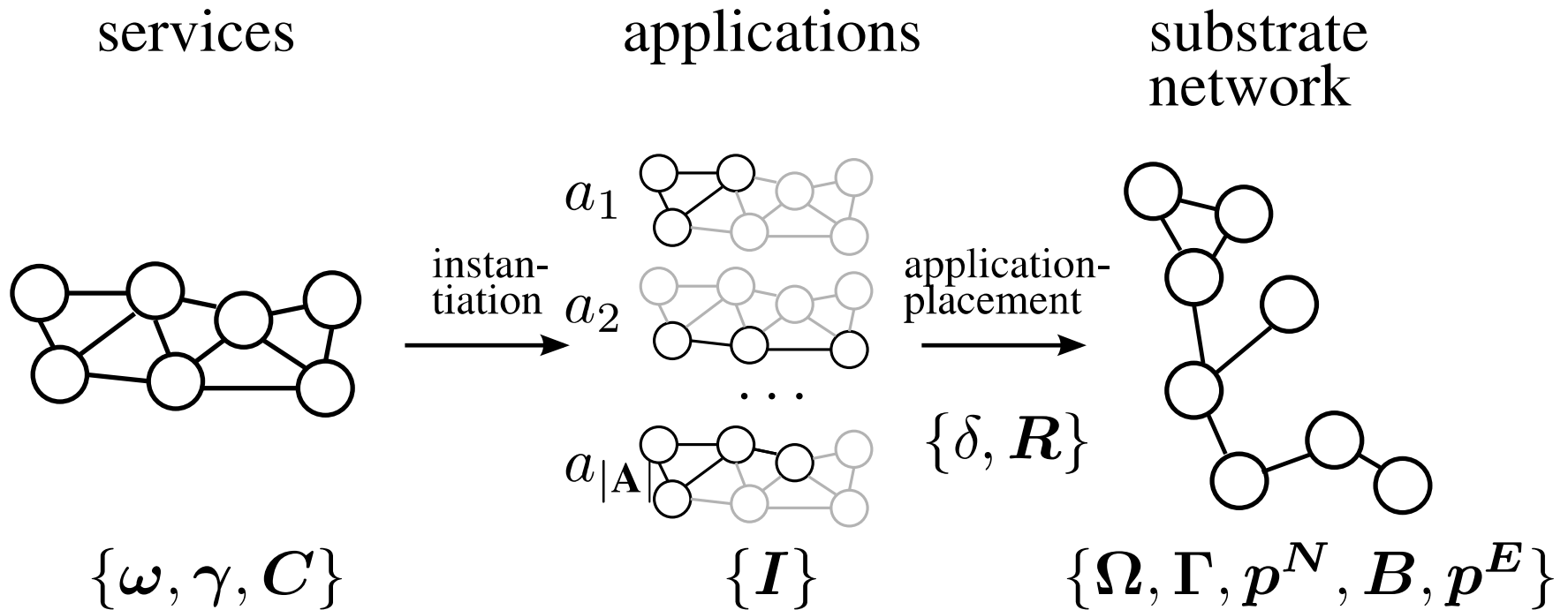
# Challenge: Availability



**SLA**  
99% Availability

How to *guarantee* level of *availability* for applications...  
... given unreliable nodes & links?

# Formal problem description



# Availability-aware application placement

- ***Irredundant***: each service and virtual link is placed at most once
- ***Redundant***: improved availability by multi-path and node replication



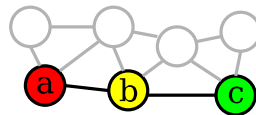
# When is an application available?

## Irredundant placement

For each application:

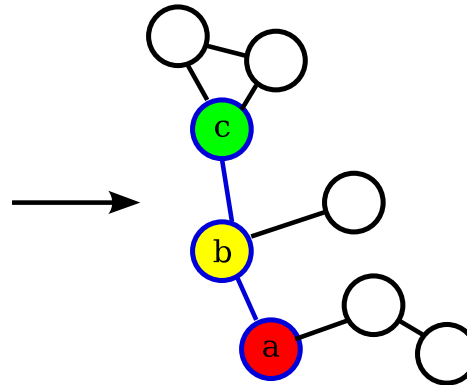
- Place each service and virtual link at most once
  - Generate list of physical components (nodes and links) used
- => Application is available when none of the components used fail

Application graph



services,  
virtual links

Substrate network



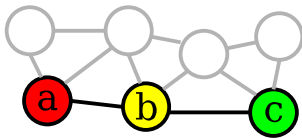
physical nodes  
and links

# When is an application available?

## Redundant placement

- Introduce **duplicates**: a complete placement of the application (all services and virtual links placed)

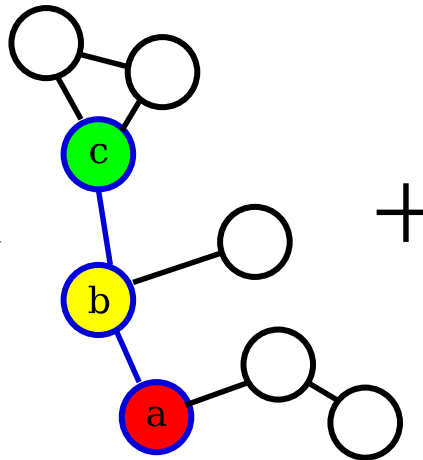
Application graph



services,  
virtual links

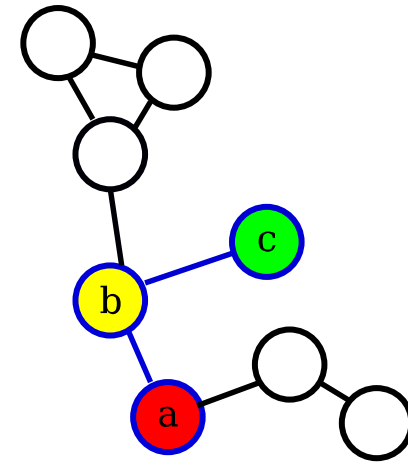
Substrate network

duplicate 1



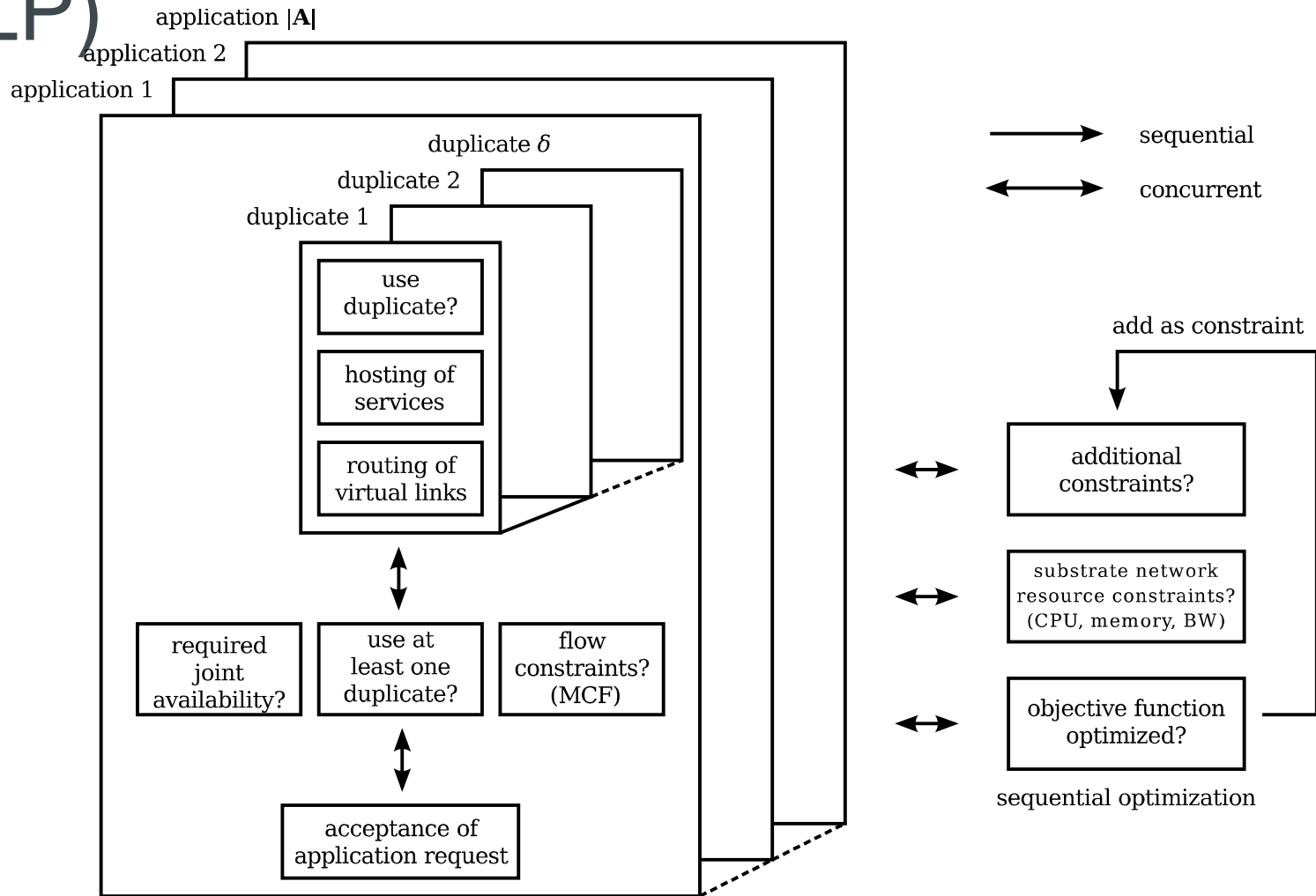
+

duplicate 2



physical nodes  
and links

# Overview of Integer Linear Program (ILP)

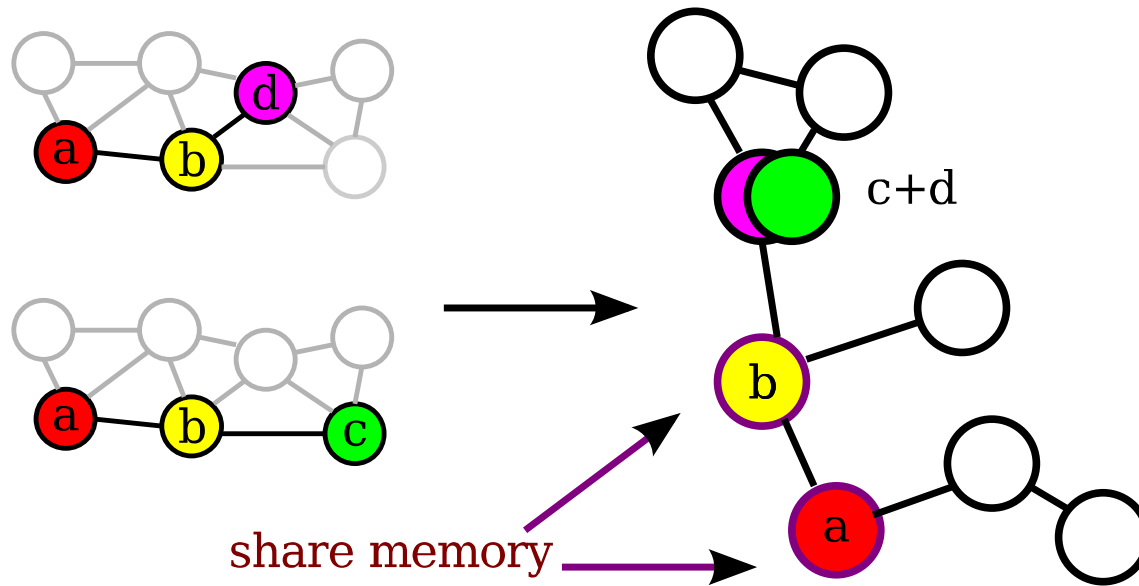


# Sharing of resources

- Duplicates are part of **multiple applications**

Application graph

Substrate network



services,  
virtual links


physical nodes  
and links

# Constraints: Availability calculation (1)

Does duplicate rely on component?

- Service
- virtual link

A duplicate is available if none of the components used fail

$$\forall a \in \mathbf{A}, d \in \mathbf{D} : \zeta(a, d) = \mathbf{P} \left[ \bigcap_{c \in \mathbf{C}} (\chi_c = 1) \cup (K_c^{d,a} = 0) \right] \downarrow \text{Rule of Bayes}$$
$$= \sum_{m \in \mathbf{M}} \tau_m^{d,a} \mathbf{P} [\mathbf{X} = \mathbf{X}(m)],$$


Is the duplicate available,  
given a particular state?

Expand for all possible states  
of the substrate network

# Example

State of the substrate network					Coverage of minterms			
$m$	$\chi_1$	$\chi_2$	$\chi_3$	$P[\mathbf{X}=\mathbf{X}(m)]$	$\tau_m^{d,a}$	$\tau_m^{1,a}$	$\tau_m^{2,a}$	$T_m^a$
0	0	0	0	$P[\chi_1=0] \times P[\chi_2=0] \times P[\chi_3=0]$	$\neg(K_1^d \vee K_2^d \vee K_3^d)$	0	0	0
1	0	0	1	$P[\chi_1=0] \times P[\chi_2=0] \times P[\chi_3=1]$	$\neg(K_1^d \vee K_2^d)$	0	0	0
2	0	1	0	$P[\chi_1=0] \times P[\chi_2=1] \times P[\chi_3=0]$	$\neg(K_1^d \vee K_3^d)$	0	0	0
3	0	1	1	$P[\chi_1=0] \times P[\chi_2=1] \times P[\chi_3=1]$	$\neg(K_1^d)$	0	0	0
4	1	0	0	$P[\chi_1=1] \times P[\chi_2=0] \times P[\chi_3=0]$	$\neg(K_2^d \vee K_3^d)$	1	0	1
5	1	0	1	$P[\chi_1=1] \times P[\chi_2=0] \times P[\chi_3=1]$	$\neg(K_2^d)$	1	0	1
6	1	1	0	$P[\chi_1=1] \times P[\chi_2=1] \times P[\chi_3=0]$	$\neg(K_3^d)$	1	0	1
7	1	1	1	$P[\chi_1=1] \times P[\chi_2=1] \times P[\chi_3=1]$	$\neg(0)$	1	1	1

# Constraints: Availability calculation (2)

- Is at least one of the duplicates available?

$$\forall m \in \mathbf{M}, a \in \mathbf{A} : T_m^a \leq \sum_{d \in \mathbf{D}} \tau_m^{d,a}.$$

- Is the availability requirement met?

$$\forall a \in \mathbf{A} : 1 - O^a + \sum_{m \in \mathbf{M}} T_m^a \mathbf{P} [\mathbf{X} = \mathbf{X}(m)] \geq R_a.$$

Can request be Accepted?

Joint availability

Required availability

# Objective function

Sequential multi-objective optimization

1. Maximize **acceptance**

$$f_1(\mathbf{A}) = - \sum_{a \in \mathbf{A}} O^a.$$

1. Minimize **BW** usage

$$f_2(\mathbf{A}, \mathbf{E}, \mathbf{S}, \beta) = \sum_{a \in \mathbf{A}} \sum_{e \in \mathbf{E}} \sum_{s_1, s_2 \in \mathbf{S}} \Upsilon_{s_1, s_2}^a(e) \times \beta_{s_1, s_2}.$$

1. Minimize **CPU** usage

$$f_3(\mathbf{A}, \mathbf{N}, \mathbf{S}, \omega) = \sum_{n \in \mathbf{N}} \sum_{a \in \mathbf{A}} \sum_{s \in \mathbf{S}} \Pi_{s, n}^a \times \omega_s.$$

1. Minimize **duplicates** usage

$$f_4(\mathbf{A}, \mathbf{D}) = \sum_{a \in \mathbf{A}} \sum_{d \in \mathbf{D}} G^{d, a}.$$



# Performance evaluation:

- **CPU Load Factor (CLF)**: Measure for CPU load on infrastructure

$$\text{CLF} = \frac{\sum_{s \in \mathbf{S}} \sum_{a \in \mathbf{A}} I_{a,s} \times \omega_s}{\sum_{n \in \mathbf{N}} \Omega_n}$$

← Minimal CPU demand

← Total CPU capacity SN

- **Placement ratio**: fraction of applications for which availability requirement is met



# Performance evaluation: algorithms

<b>Algorithm</b>	<b>Author</b>	$\delta$	<b>Availability-aware</b>	<b>Redundancy considered</b>
1	this work	1	yes	no
2	this work	2	yes	yes
3	this work	3	yes	yes
4	Moens et al. [9]	-	no	no



# Evaluation Setup

## Application graph:

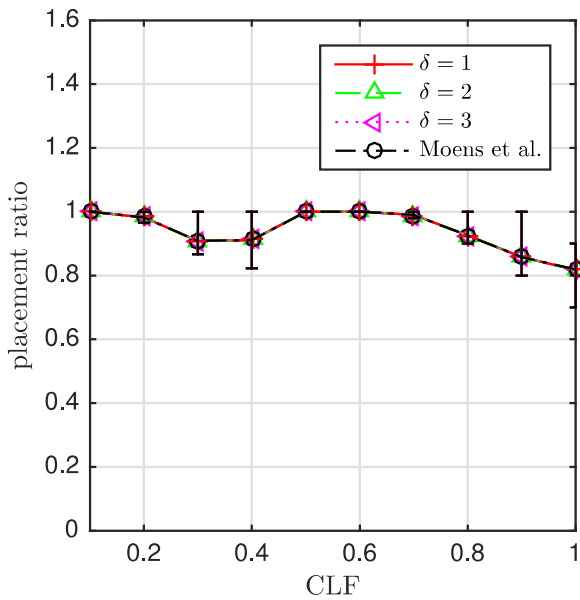
- 10 applications
- 3 services

## Network graph:

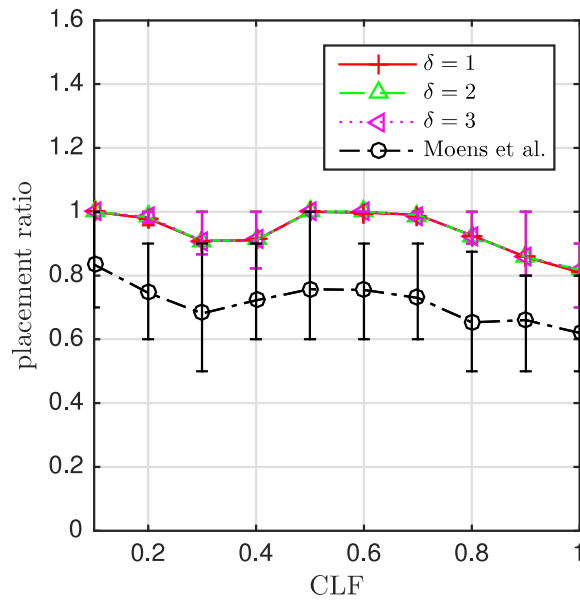
- 5 physical nodes
- 8 edges
- Component failure  $\in \{0\%, 2.5\%, 5\%\}$



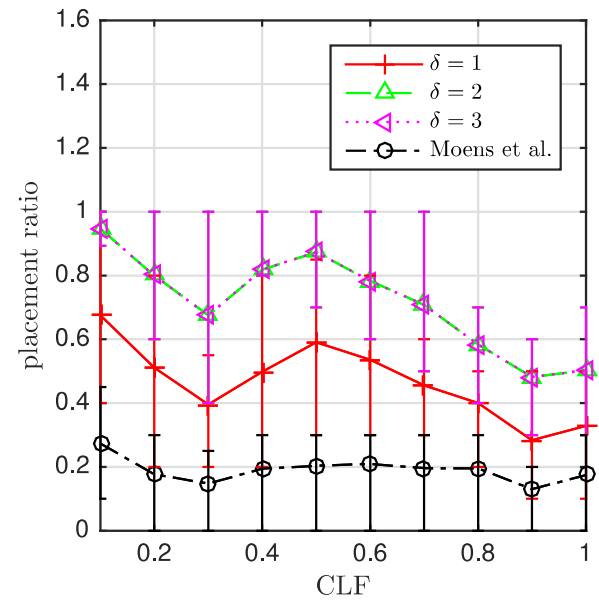
# Results: Placement ratio



0%



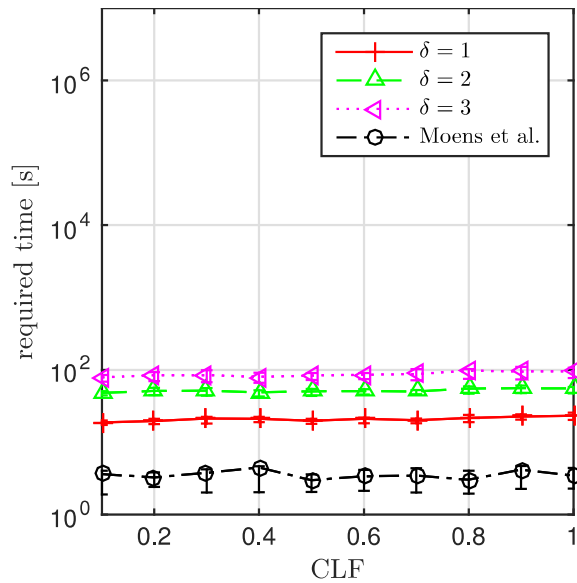
90%



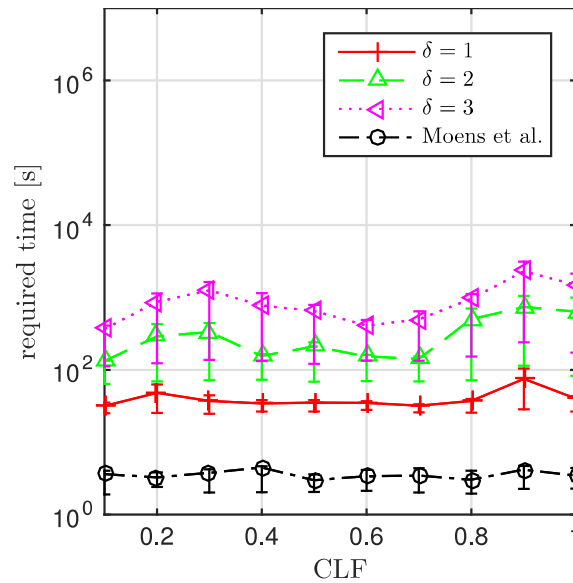
99%

Required availability level

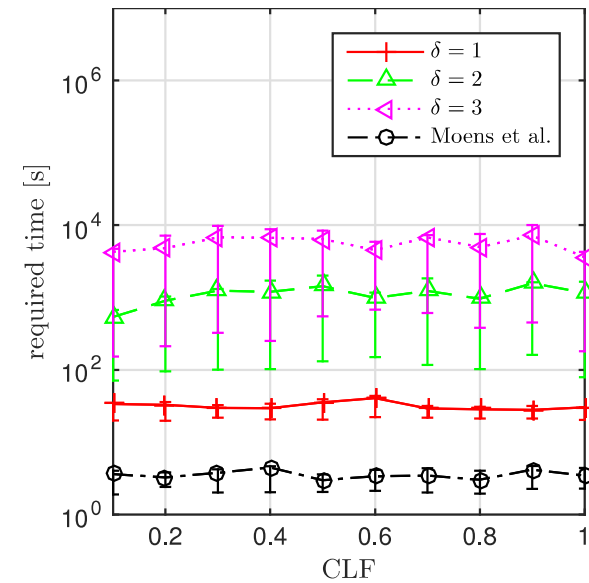
# Results: Computation time



0%



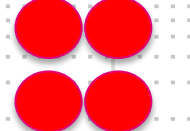
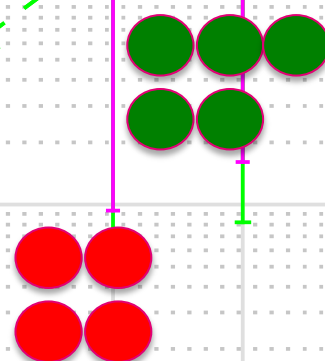
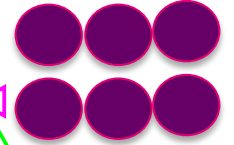
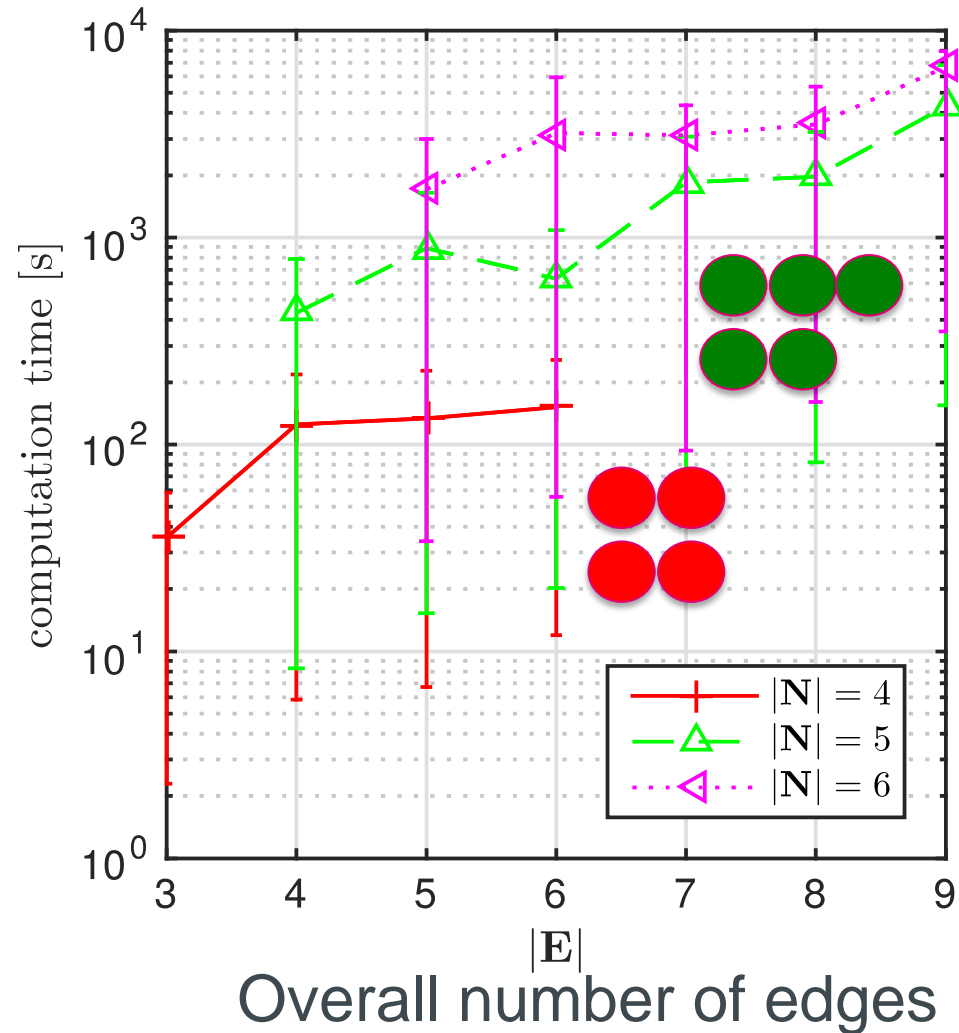
90%



99%

Required availability level

# Computation time as substrate dimensions vary



# Conclusion

- Demonstrate need for availability-aware application placement
- Redundancy improves placement ratio

However:

- ILP scales badly for increasing complexity
- ⇒ need for heuristics
- Dynamic migration
  - Static failure model

