



# An overlay network for resource discovery in Grids

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## Outline of the presentation

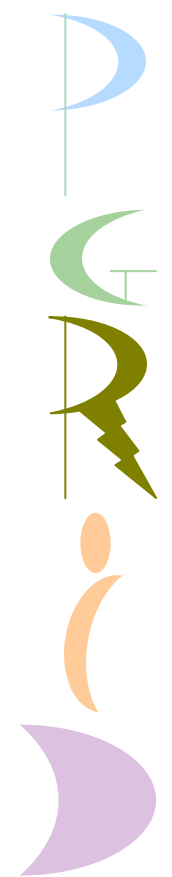
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- Approaches to resource discovery in Grids
- Using P2P systems for resource discovery in Grids
- Detour: The basics of scalable data access structures and overlay networks
- Our proposal: Using the P-Grid overlay network for resource discovery
- Experimental evaluation
- Conclusions



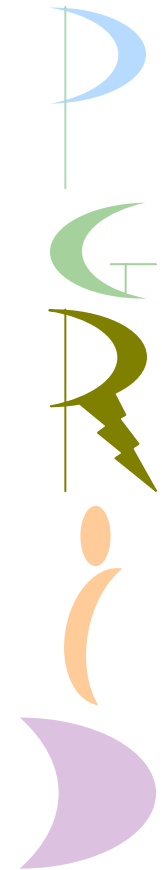
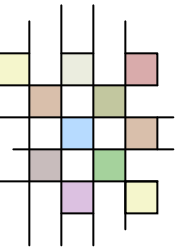
# Approaches to resource discovery in Grids - 1

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- 
- Centralized: Condor
    - targets primarily optimal CPU utilization
    - centralized matchmaker to match resource requests with offers
    - efficient for small grids in LANs, but does not scale to larger sizes
  - Hierarchical: Monitoring and Discovery Service (MDS)
    - used in Globus
    - based around WSRF (Web Services Resource Framework) standards
    - provides a registry similar to UDDI
    - query and subscription (trigger) interfaces
    - support of global-scale grids: the hierarchical organization and query routing has hot-spots and single-points-of-failure

## Approaches to resource discovery in Grids - 2

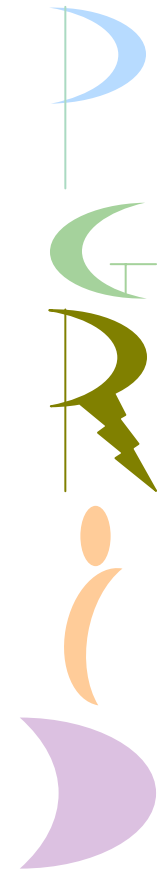
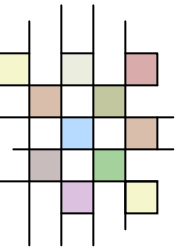
- Decentralized / P2P: Iamnitchi et al.
  - unstructured P2P network similar to Gnutella combined with Freenet-style query forwarding
  - less traffic than pure Gnutella but no lookup guarantees
- Decentralized / P2P: Gupta et al.
  - based on a range-query-enhanced version of CAN
  - ranges are hashed and indexed  $\Rightarrow$  simple key search operations are not supported or are highly inefficient (both are needed)  $\Rightarrow$  separate indexes
  - CAN does not support efficient updates (update  $\Rightarrow$  new responsible peer)
  - search efficiency is only guaranteed for uniform partitioning of key space



# Are overlay networks usable for resource discovery in Grids?

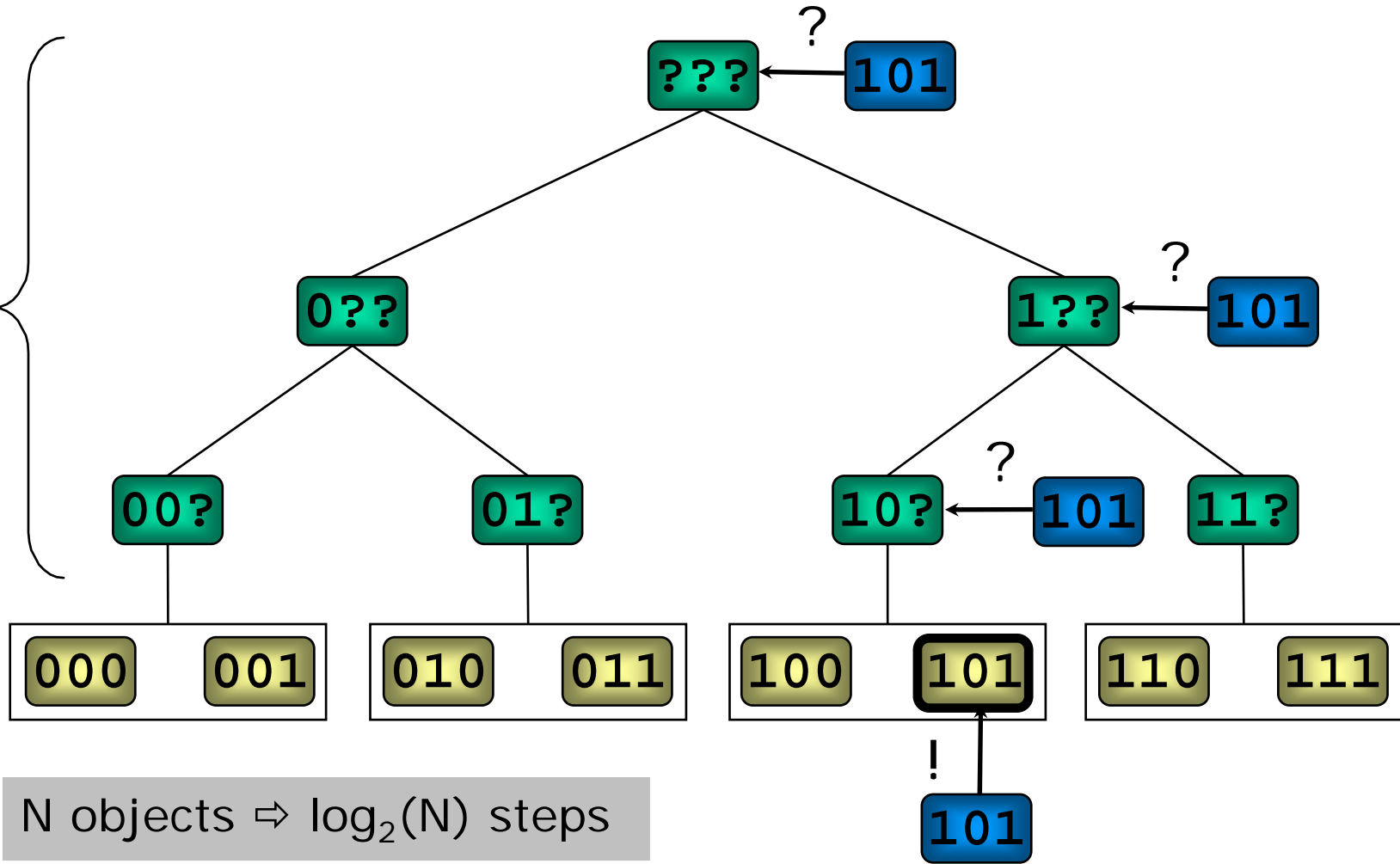
- Grid community
  - often uses inefficient versions of existing P2P approaches
- P2P community
  - does not address the specific needs of Grid computing
    - exact search is fast, other search predicates do not exist or are inefficient
    - frequent update of resource state required but updates are either not supported or are inefficient
  - some assumptions are inadequate
    - Grids normally do not have very large numbers of nodes and data
    - node population is rather stable
- Advantages of P2P approach
  - no dedicated nodes required
  - no “single point of failure” (node, network)
  - implicit load distribution and balancing
  - no dedicated infrastructure needed - “the system is the directory”

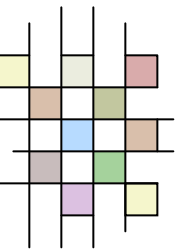
Resource discovery based on overlay networks seems an interesting approach for global-scale / large-scale Grids, otherwise other approaches may be more applicable



# Detour: Data access structures

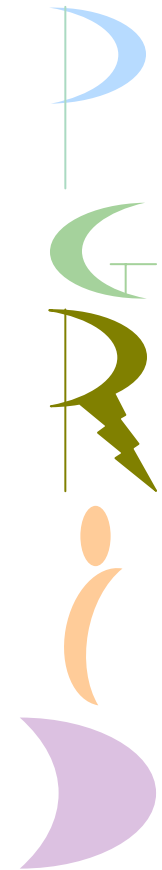
Search tree (prefix tree)



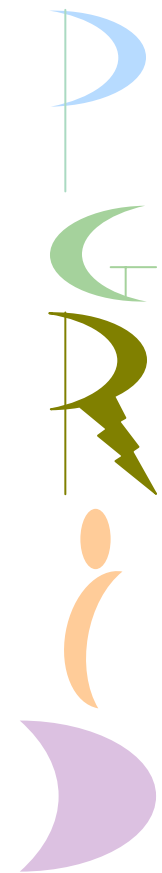
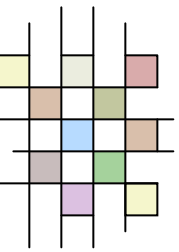


## Detour: Scalable data access structures - 1

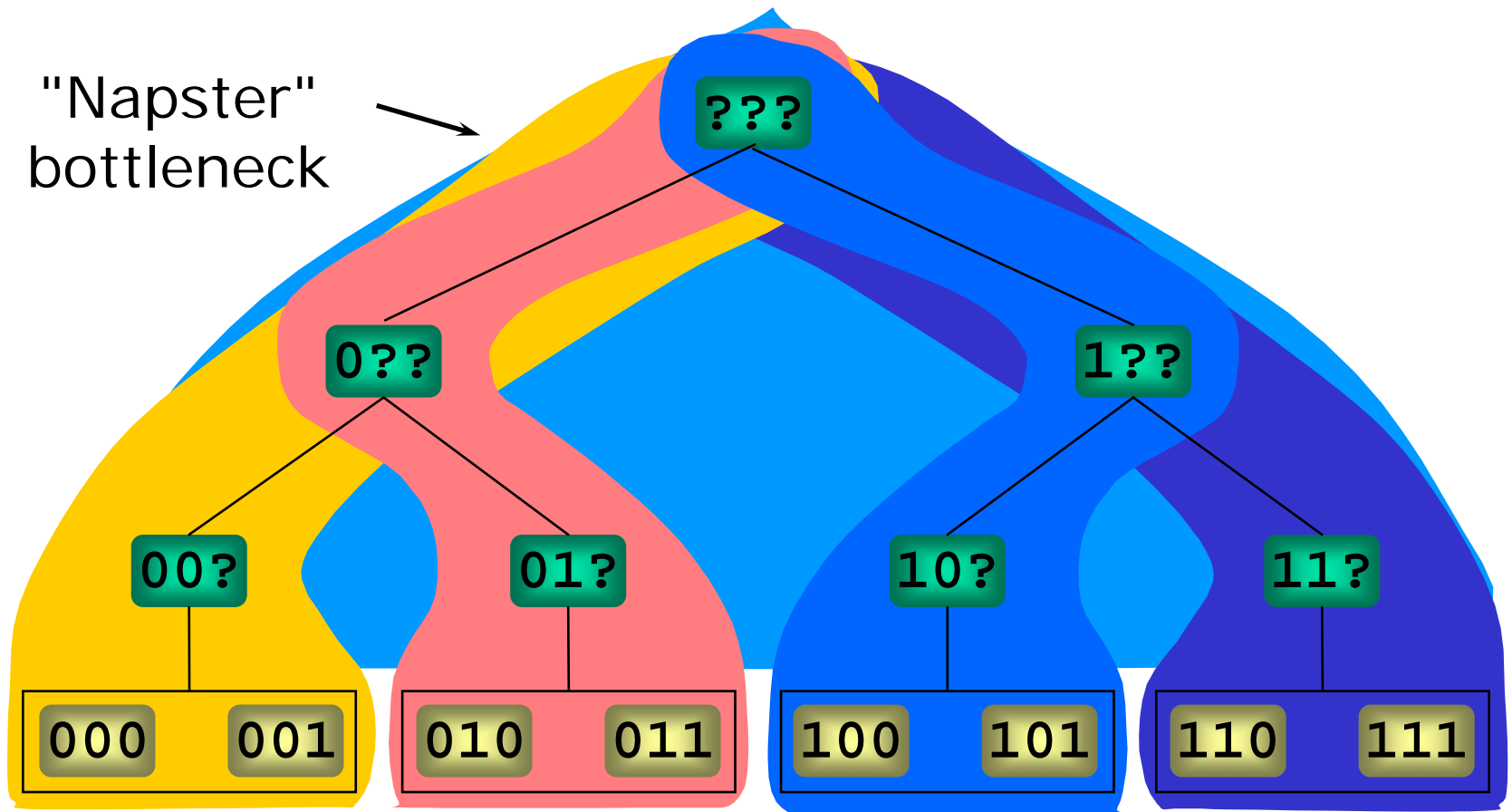
- Assume number of data objects  $\gg$  storage of one node
  - Distributed storage
- Given a data access structure
  - Size of data access structure = number of data objects
  - Size of data access structure  $\gg$  storage of one node
- Problem: where to store?



## Detour: Scalable data access structures - 2



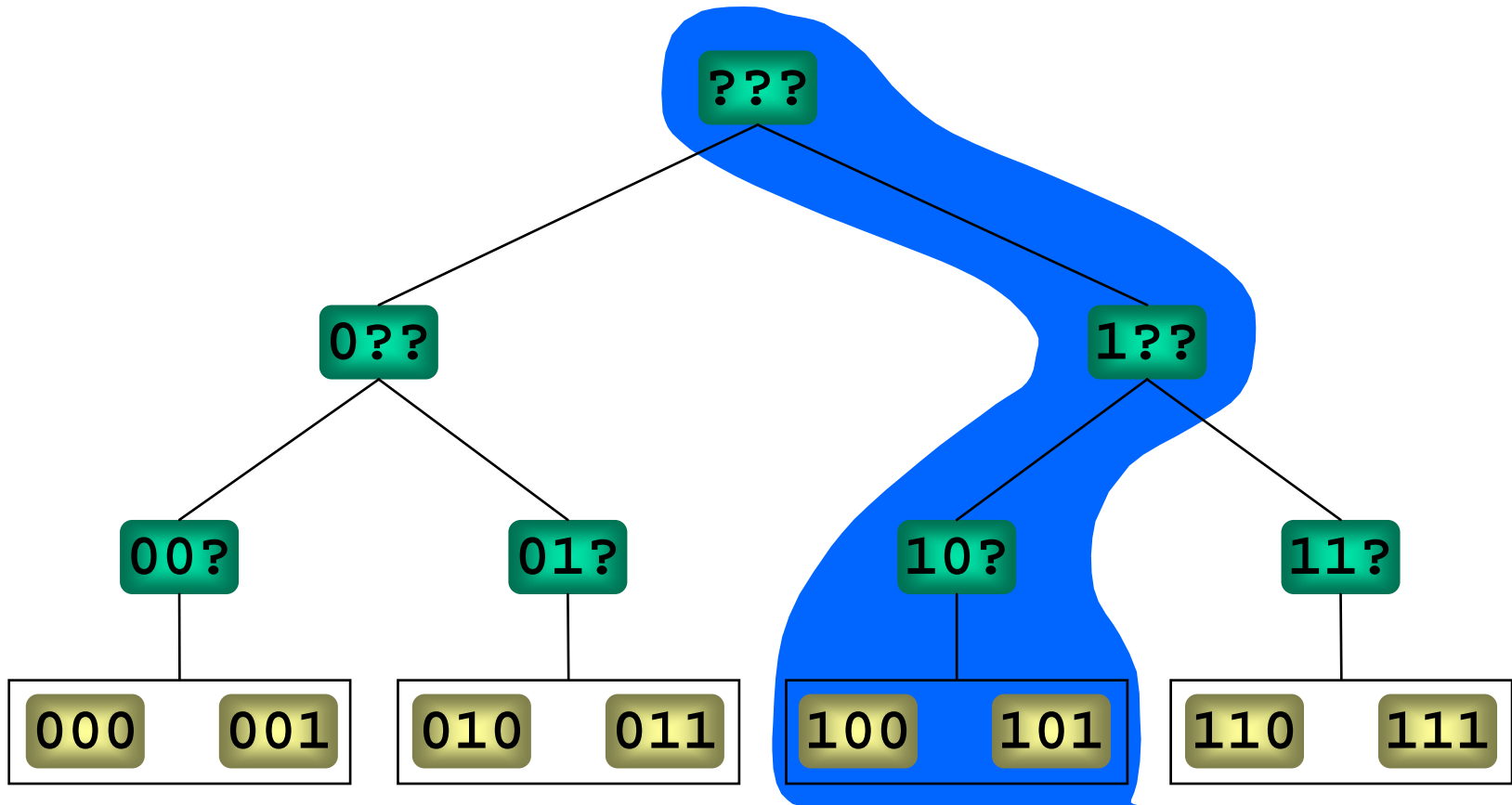
"Napster"  
bottleneck



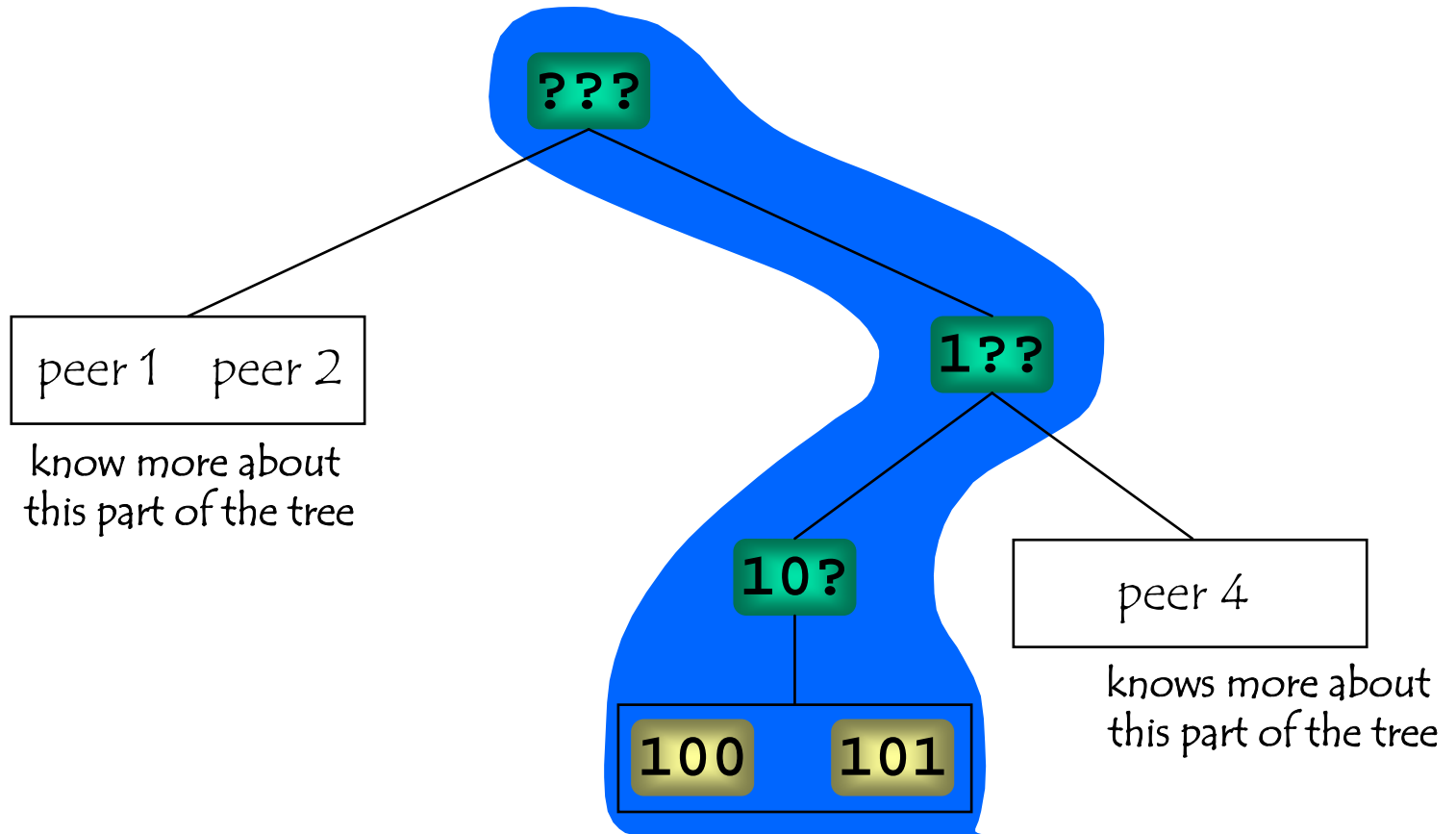


## Detour: Scalable data access structures - 3

Associate each peer with a complete path

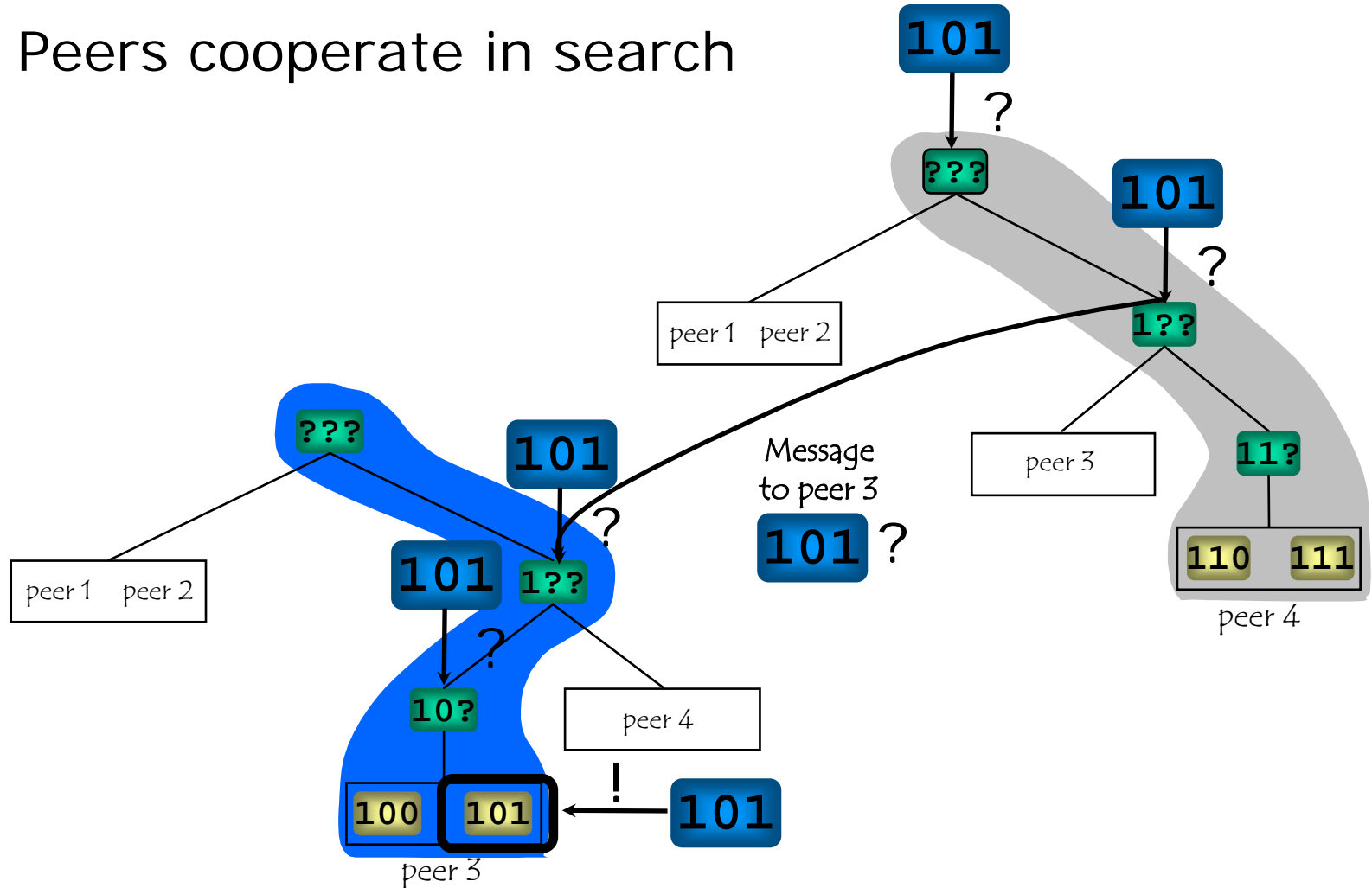


# Detour: Scalable data access structures - 4

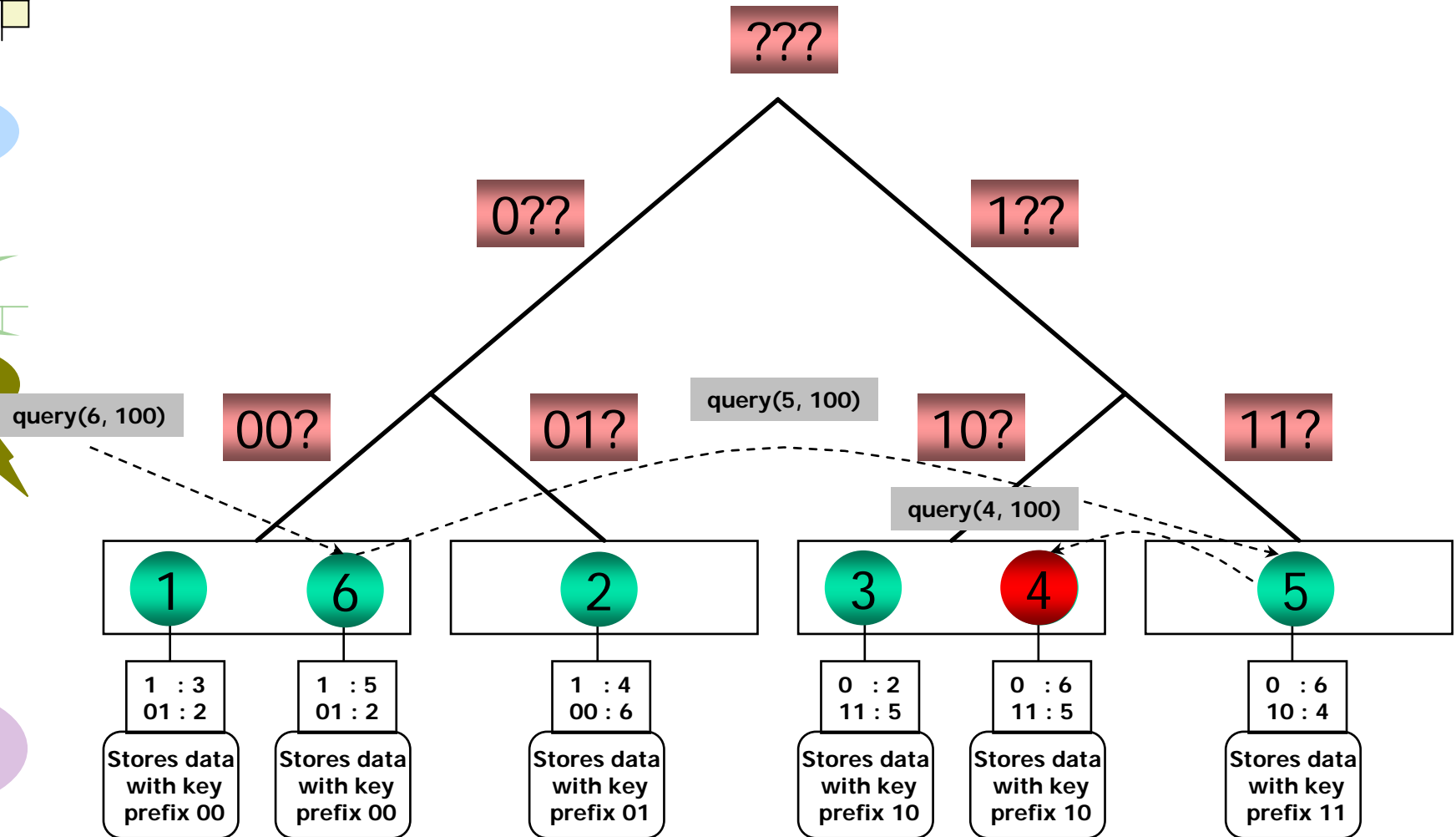


# Detour: The result is P-Grid

- Peers cooperate in search

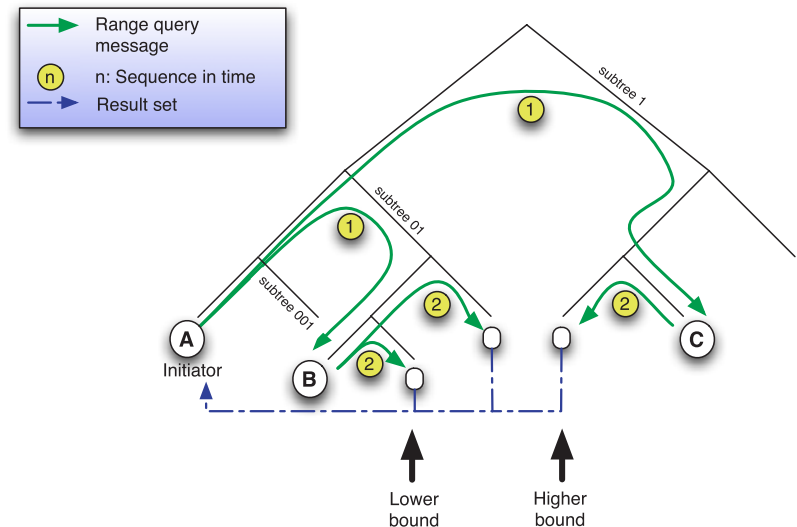
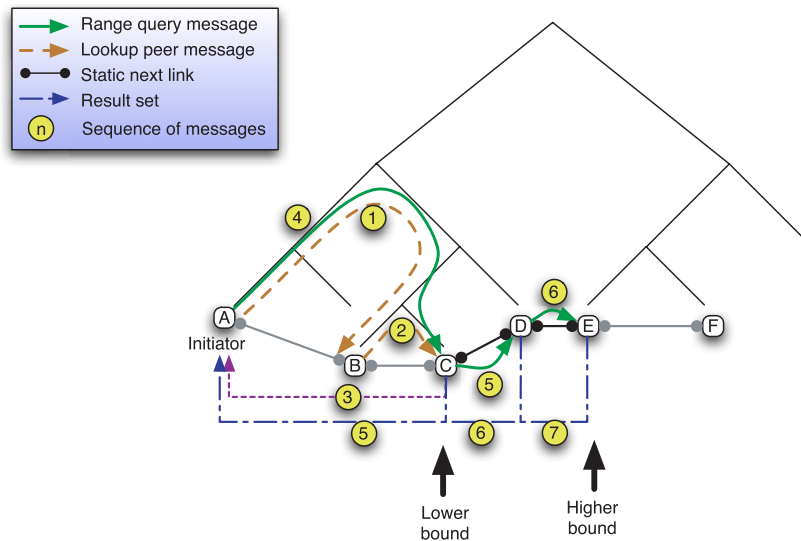


# Detour: P-Grid queries

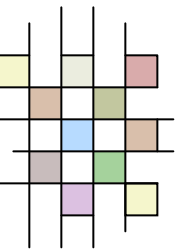


# P-Grid overview - 1

- Efficient search in  $O(\log n)$  steps ( $n$  nodes) even for skewed distributions
- Exact search, substring search, and efficient range queries [IEEE P2P 2005] (simple XPath is already supported as well [ODBASE 2005])
  - 2 range-query algorithms: min-max, shower

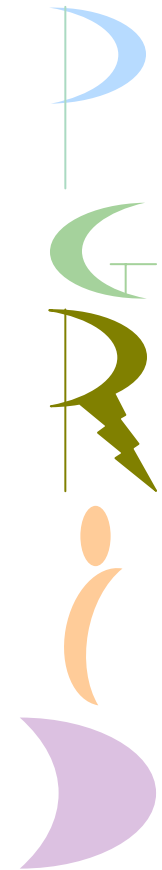


- Efficient, epidemic update algorithm for highly unreliable environments [ICDCS 2003]



## P-Grid overview - 2

- Load-balancing of memory and replication load (availability)
- Prefix-preserving hash function for key generation
  - $s_1 < s_2 \Rightarrow h(s_1) < h(s_2)$
  - $\Rightarrow$  clustering of similar information
- P-Grid's trie only exists virtually, in fact the system is "flat" and all nodes are equal
- Self-organized construction of the index
- Individual P-Grids can be split and merged
- Available from <http://www.p-grid.org/> under a modified GPL



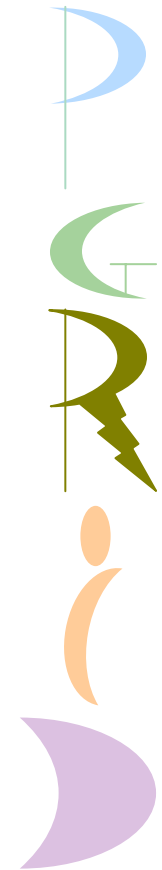


## Our approach: Using P-Grid for resource discovery

- Instead for resources and their states, job requirements are advertised, for example,

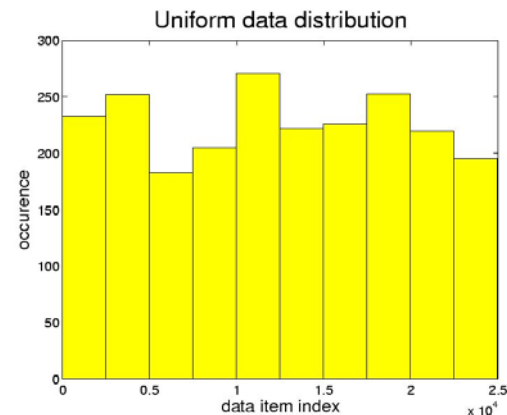
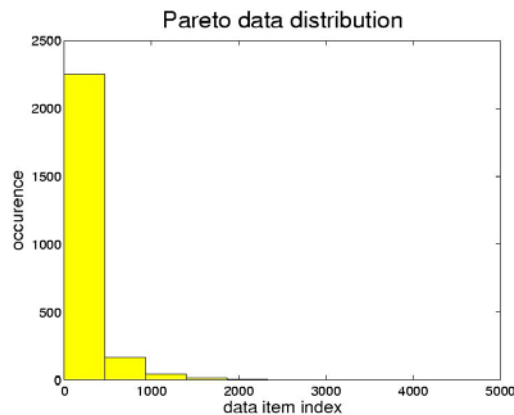
```
CPU_cycles=3500,disk=50MB,mem=1024MB,  
advertiser=http://need.cpu.com/job42
```

- Providers actively look for jobs (exact search or range queries) and accept the ones they want to
  - ⇒ less updates required
  - ⇒ resource provider is in control
- Specific problems to address
  - key distributions may be highly skewed, for example, if most job advertisement are at the maximum of possible values and then sharply decrease.
  - but also uniform distributions have to be supported
  - robustness, scalability and efficiency



# Experimental evaluation on PlanetLab

- PlanetLab: World-wide testbed for distributed applications
  - approx. 450 nodes
  - wide range of network connectivity (T1, DSL, etc.)
  - large number of experiments in parallel
- 250 peers, each running on a dedicated PlanetLab node
- 2500 unique data keys (Pareto and uniformly distributed), each peer selects 10, average replication factor was set to 5  $\Rightarrow$  18750 keys in the system, each peer is responsible for 50-100 keys

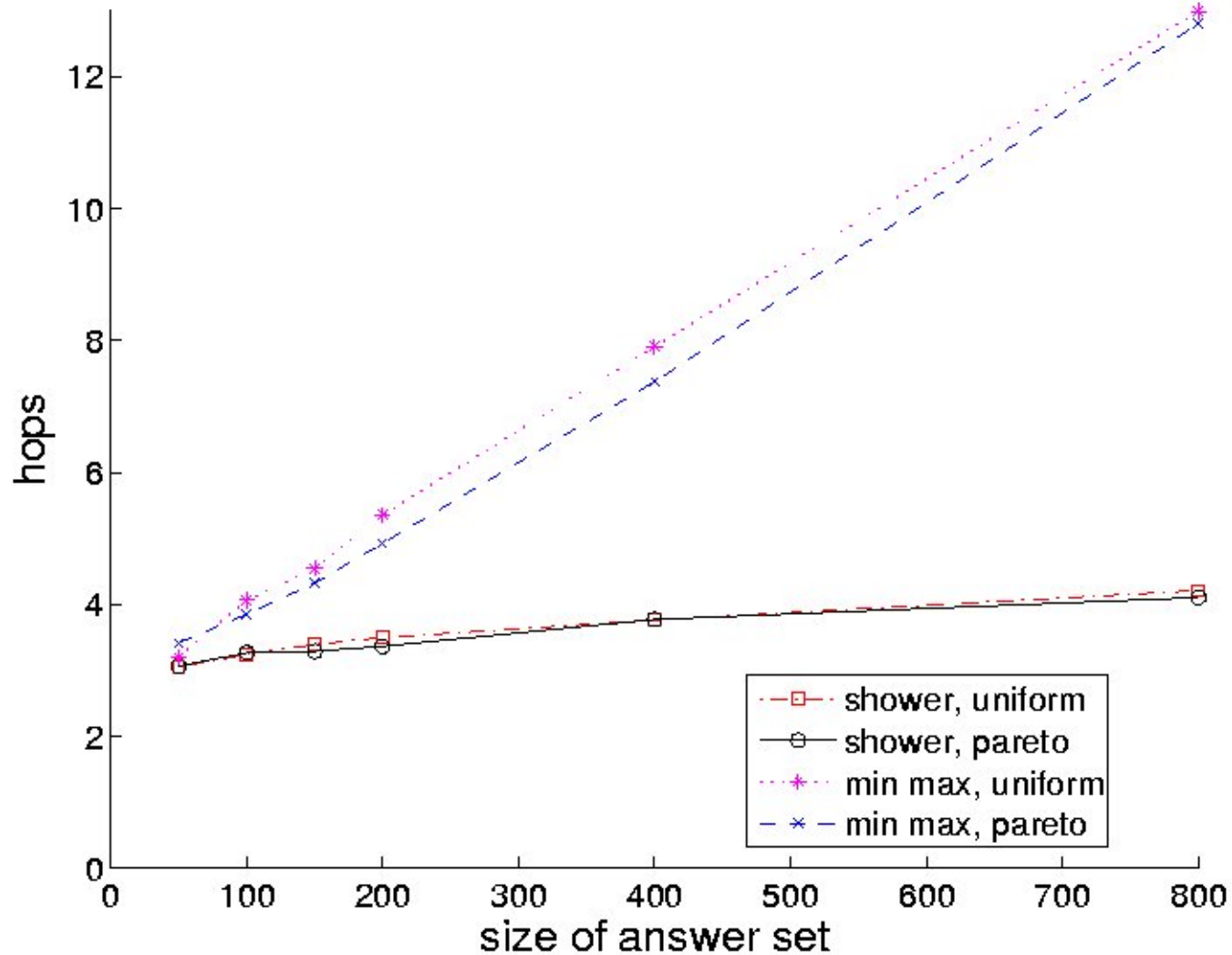


- Each node performs a query with a random lower bound for each distribution, with 2 different algorithms, and for each of the answer set sizes (50, 100, 150, 200, 400, and 800), i.e., a total of  $250 * 2 * 2 * 6 = 6000$  queries

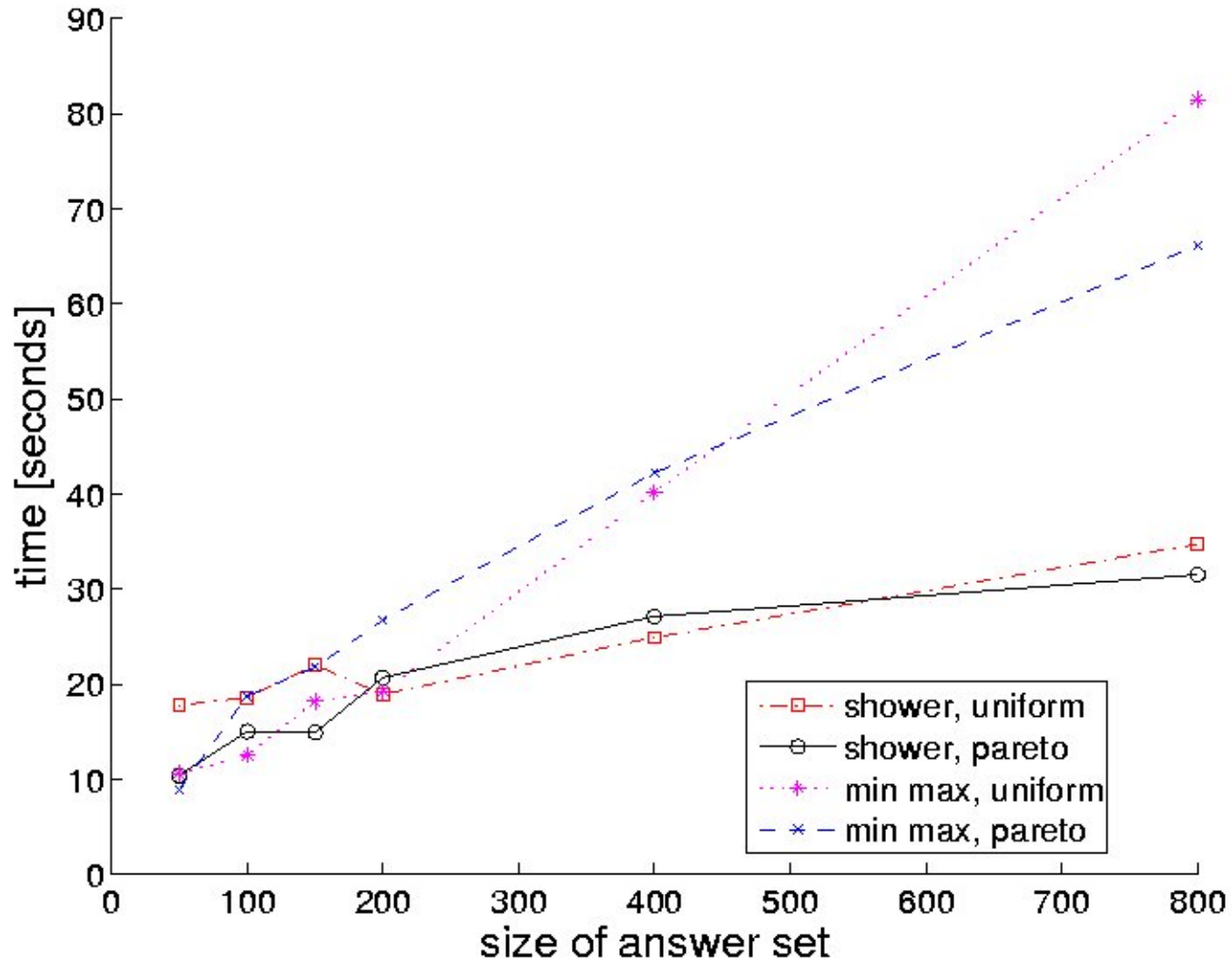




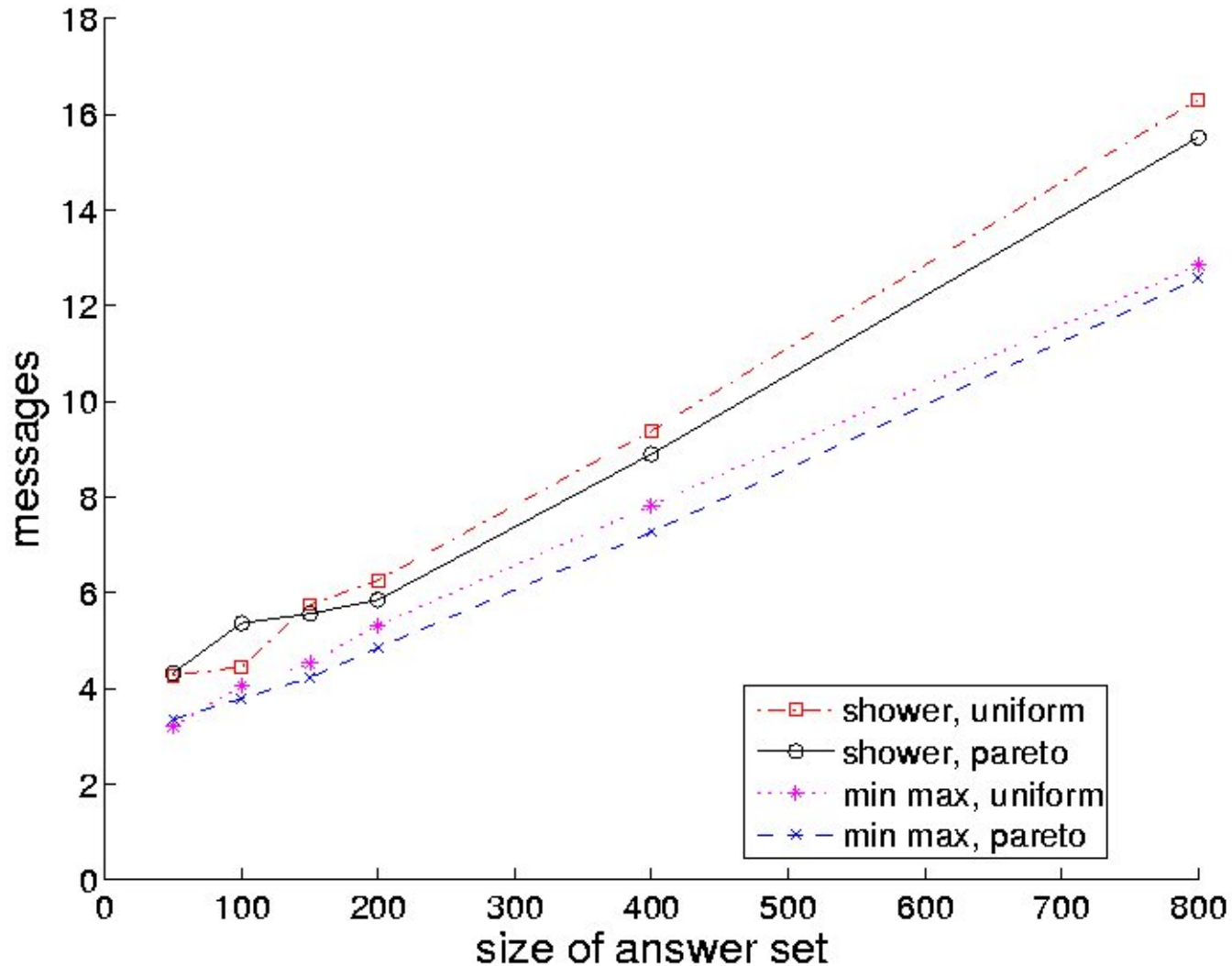
# Experimental results: Message latency (hops)



# Experimental results: Latency (time)



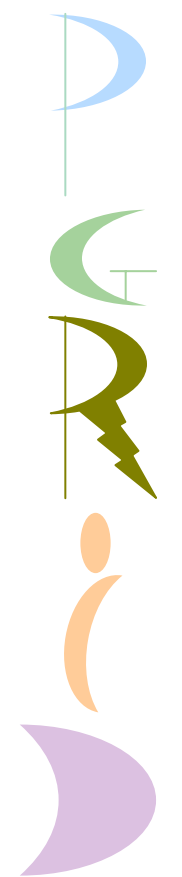
# Experimental results: Message costs

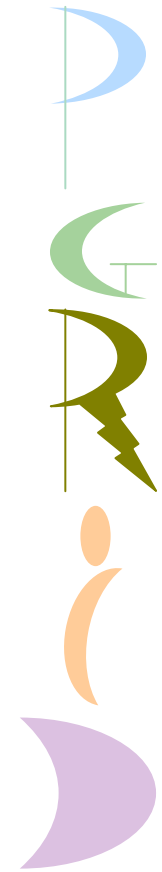
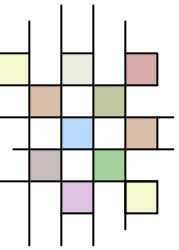




## Conclusions

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- Overlay networks for resource discovery could be applicable in very large scale Grids
  - Base overlay technologies exist but a more in-depth investigation of applicability is necessary (latency, updates, etc.)
  - Job advertisements instead of resource advertisements may be also interesting for other Grid discovery approaches to strengthen the autonomy and control of the resource provider
  - P-Grid overlay was tested under worst-case conditions as infrastructure for discovery with promising results
    - We can expect much better results in Grid environments which are more stable
  - More cooperation between Grid and P2P communities may be necessary and fruitful



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# Thank you!

# Questions?