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AFFINITY DRIVEN DISTRIBUTED SCHEDULING FRAMEWORK FOR PARALLEL COMPUTATIONS

by

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to the



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To my family,
inspiring teachers in my life and Goddess Gayatri

Certificate

This is to certify that the thesis titled ” **AFFINITY DRIVEN DISTRIBUTED SCHEDULING FRAMEWORK FOR PARALLEL COMPUTATIONS**” being submitted by Ankur Narang in the Department of Computer Science and Engineering, Indian Institute of Technology, Delhi, for the award of the degree of Doctor of Philosophy, is a record of bona-fide research work carried out by him.

The results contained in this thesis have not been submitted to any other university or institute for the award of any degree or diploma.

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Abstract

Massively parallel computing is fast becoming a mainstream research area. In order to realize performance on large scale parallel architectures and massive (multiple petabytes/exabytes) amounts of data, it is necessary to have efficient online load balancing and scheduling of large parallel computations with scalable performance on huge number (millions) of cores/processors. The scheduler needs to execute in a pure distributed and online fashion, should maximally follow affinity inherent in the computation and must have low time, message and space complexity. Further, these massive scale parallel computations need to be scheduled under constraints of bounded resources and energy to be economically viable in practical deployments. Bounded resources could lead to physical deadlocks (arising from cyclic dependency of resources) which necessitates the scheduler to avoid deadlocks in a distributed fashion. Simultaneous consideration of these objectives including affinity, time, message and space complexity and constraints such as deadlock-free execution makes affinity driven multi-objective distributed scheduling a very challenging problem.

In this thesis, we present a generic framework for affinity driven multi-objective distributed scheduling. As part of this framework, we consider multiple problems including affinity driven scheduling in unconstrained and constrained space as well as load-balance vs affinity trade-offs in distributed scheduling. We present novel distributed data structures and algorithms (*ADS-US* algorithm for unconstrained space and *ADS-CS* algorithm for constrained space) that address the challenges in multi-objective distributed scheduling. Experimental results using real benchmarks on Intel NUMA architecture, multi-core cluster architecture (Blue Gene/P) and many-core cluster (Intel cluster) demonstrate the efficacy of our approach. Distributed deadlock freedom proof along with space and time complexity analysis have also been provided.

Further, large scale data dependent irregular computations such as sparse matrix benchmarks (e.g. *Conjugate Gradient*) and state-space search benchmarks such as *UTS* (Unbalanced Tree Search) require optimum trade-offs between load balance,

scheduling overheads and/or affinity to maximize performance. We present a novel algorithm (referred to as *LDS*) that uses combination of randomized topology-aware inter-place *work pushing* along with inter-place *work-stealing* to achieve such an optimized trade-off. Detailed experimental analysis on benchmarks such as *UTS*, *Conjugate Gradient* and *Heat* demonstrate the superior scalability and performance achieved using our approach as compared to state-of-the-art approaches including: (a) upto $2\times$ improvement over *Cilk-NOW* [BL97], (b) upto 40% improvement over *Charm++* [SZJK11], (c) parallel efficiency and performance improvement over [VDP⁺11], (d) largest geometric tree with 1 trillion nodes (for *UTS* benchmark) ever considered by any prior work [SJ08] [VDP⁺11] [JDP⁺09]. Further, as compared to custom (hand-written) parallel code we deliver comparable results for these benchmarks demonstrating the low time and message complexity.

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