Last Class

- Threads
  - User-level, kernel-level, LWPs
- Multiprocessor Scheduling
  - Cache affinity
  - Preemption while holding spin locks
- Introduction to Migration
  - Process migration
  - Code migration

Today

- Issues in migration
- Distributed agents
- Distributed Scheduling (aka load balancing in distributed systems)

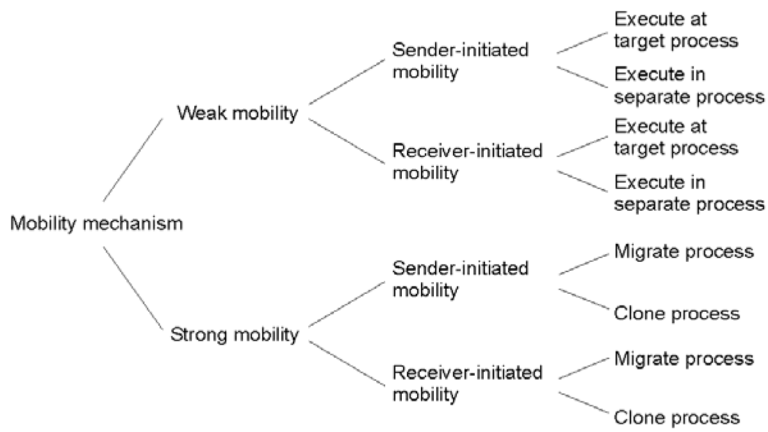
Migration models

- Process = code seg + resource seg + execution seg
- Weak versus strong mobility
  - Weak => transferred program starts from initial state
- Sender-initiated versus receiver-initiated
- Sender-initiated (code is with sender)
  - Client sending a query to database server
  - Client should be pre-registered
- Receiver-initiated
  - Java applets
  - Receiver can be anonymous

Who executes migrated entity?

- Code migration:
  - Execute in a separate process
  - [Applets] Execute in target process
- Process migration
  - Remote cloning
  - Migrate the process

Models for Code Migration



Do Resources Migrate?

- Depends on resource to process binding
  - By identifier: specific web site, ftp server
  - By value: Java libraries
  - By type: printers, local devices
- Depends on type of “attachments”
  - Unattached to any node: data files
  - Fastened resources (can be moved only at high cost)
    - Database, web sites
  - Fixed resources
    - Local devices, communication end points

Resource Migration Actions

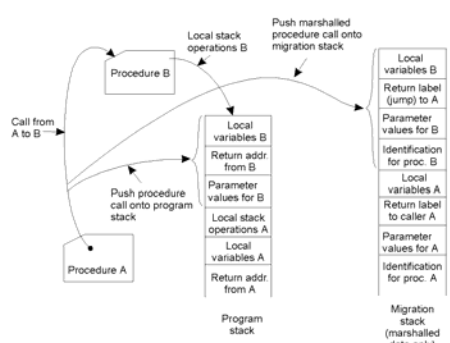
Resource-to machine binding

		Unattached	Fastened	Fixed
Process-to-resource binding	By identifier	MV (or GR)	GR (or MV)	GR
	By value	CP (or MV, GR)	GR (or CP)	GR
	By type	RB (or GR, CP)	RB (or GR, CP)	RB (or GR)

- Actions to be taken with respect to the references to local resources when migrating code to another machine.
- GR: establish global system-wide reference
- MV: move the resources
- CP: copy the resource
- RB: rebind process to locally available resource

Migration in Heterogeneous Systems

- Systems can be heterogeneous (different architecture, OS)
  - Support only weak mobility: recompile code, no run time information
  - Strong mobility: recompile code segment, transfer execution segment [migration stack]
  - Virtual machines - interpret source (scripts) or intermediate code [Java]



Agents

- Software agents
  - Autonomous process capable of reacting to, and initiating changes in its environment, possibly in collaboration
  - More than a "process" – can act on its own
- Mobile agent
  - Capability to move between machines
  - Needs support for strong mobility
  - Example: D'Agents (aka Agent TCL)
    - Support for heterogeneous systems, uses interpreted languages

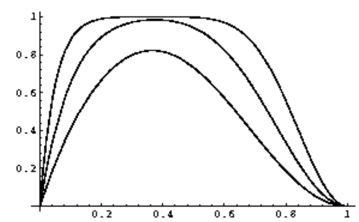
Software Agents in Distributed Systems

Property	Common to all agents?	Description
Autonomous	Yes	Can act on its own
Reactive	Yes	Responds timely to changes in its environment
Proactive	Yes	Initiates actions that affects its environment
Communicative	Yes	Can exchange information with users and other agents
Continuous	No	Has a relatively long lifespan
Mobile	No	Can migrate from one site to another
Adaptive	No	Capable of learning

- Some important properties by which different types of agents can be distinguished.

Distributed Scheduling: Motivation

- Distributed system with *N* workstations
  - Model each w/s as identical, independent M/M/1 systems
  - Utilization *u*, P(system idle)=1-*u*
- What is the probability that at least one system is idle and one job is waiting?



Implications

- Probability high for moderate system utilization
  - Potential for performance improvement via load distribution
- High utilization => little benefit
- Low utilization => rarely job waiting
- Distributed scheduling (aka load balancing) potentially useful
- What is the performance metric?
  - Mean response time
- What is the measure of load?
  - Must be easy to measure
  - Must reflect performance improvement

Design Issues

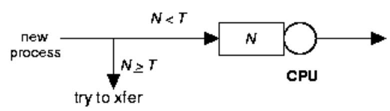
- Measure of load
  - Queue lengths at CPU, CPU utilization
- Types of policies
  - Static: decisions hardwired into system
  - Dynamic: uses load information
  - Adaptive: policy varies according to load
- Preemptive versus non-preemptive
- Centralized versus decentralized
- Stability: $\lambda>\mu$ => instability, $\lambda_1+\lambda_2<\mu_1+\mu_2$=>load balance
  - Job floats around and load oscillates

Components

- *Transfer policy:* when to transfer a process?
  - Threshold-based policies are common and easy
- *Selection policy:* which process to transfer?
  - Prefer new processes
  - Transfer cost should be small compared to execution cost
    - Select processes with long execution times
- *Location policy:* where to transfer the process?
  - Polling, random, nearest neighbor
- *Information policy*: when and from where?
  - Demand driven [only if sender/receiver], time-driven [periodic], state-change-driven [send update if load changes]

Sender-initiated Policy

- *Transfer policy*



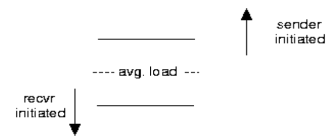
- *Selection policy*: newly arrived process
- *Location policy*: three variations
  - *Random*: may generate lots of transfers => limit max transfers
  - *Threshold:* probe *n* nodes sequentially
    - Transfer to first node below threshold, if none, keep job
  - *Shortest*: poll N_p nodes in parallel
    - Choose least loaded node below *T*

Receiver-initiated Policy

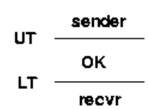
- Transfer policy: If departing process causes load < *T*, find a process from elsewhere
- Selection policy: newly arrived or partially executed process
- Location policy:
  - Threshold: probe up to N_p other nodes sequentially
    - Transfer from first one above threshold, if none, do nothing
  - Shortest: poll *n* nodes in parallel, choose node with heaviest load above *T*

Symmetric Policies

- Nodes act as both senders and receivers: combine previous two policies without change
  - Use average load as threshold



- Improved symmetric policy: exploit polling information
  - Two thresholds: *LT, UT, LT <= UT*
  - Maintain sender, receiver and OK nodes using polling info
  - Sender: poll first node on receiver list …
  - Receiver: poll first node on sender list …



Case Study: V-System (Stanford)

- State-change driven information policy
  - Significant change in CPU/memory utilization is broadcast to all other nodes
- *M* least loaded nodes are receivers, others are senders
- Sender-initiated with new job selection policy
- Location policy: probe random receiver, if still receiver, transfer job, else try another

Sprite (Berkeley)

- Workstation environment => owner is king!
- Centralized information policy: coordinator keeps info
  - State-change driven information policy
  - Receiver: workstation with no keyboard/mouse activity for 30 seconds *and* # active processes < number of processors
- Selection policy: manually done by user => workstation becomes sender
- Location policy: sender queries coordinator
- WS with foreign process becomes sender if user becomes active: selection policy=> home workstation

Sprite (contd)

- Sprite process migration
  - Facilitated by the Sprite file system
  - State transfer
    - Swap everything out
    - Send page tables and file descriptors to receiver
    - Demand page process in
    - Only dependencies are communication-related
      - Redirect communication from home WS to receiver