Scheduling dependent tasks within a smart city's fog/edge infrastructure powered by renewable energy

New Challenges in Scheduling Theory @ Aussois

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Introduction

- Cloud-edge continuum
  - Edge nodes with lower latency
  - Possible to offload tasks to the cloud
- Renewable energy
  - Low power consumption of edge nodes
- Smart-cities
  - Applications often require low response time

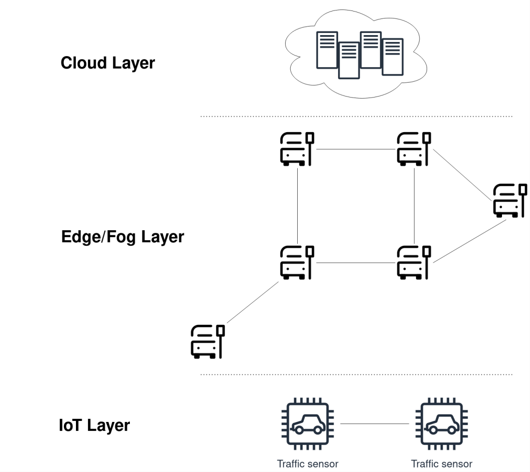

Figure 1: Cloud-Edge continuum in our context.

- **VILAGIL** project : improve mobility in Toulouse with smart city approach
- **Opportunistic computing**: Use the computational capacity already present in the city (computers at bus stops, metro stations ...)
- Hosts supplied by renewable energy

Figure 2: Metro computer.

Figure 3: Tramway computer.

Example of user request

Figure 4: Vieille-Toulouse map.

How long it takes from moving between the city ?

- Fuel consumed
- CO_2 emissions
- Costs
- Different modes of transportation

Example of user request

Figure 4: Vieille-Toulouse map.

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Traffic prediction : Essential information

Modeling a city

Figure 5: Street graph of Vieille-Toulouse.

The city is represented as a **graph** of streets

- Edges are the streets
- Vertices are the interconnections between the streets

Example of a route

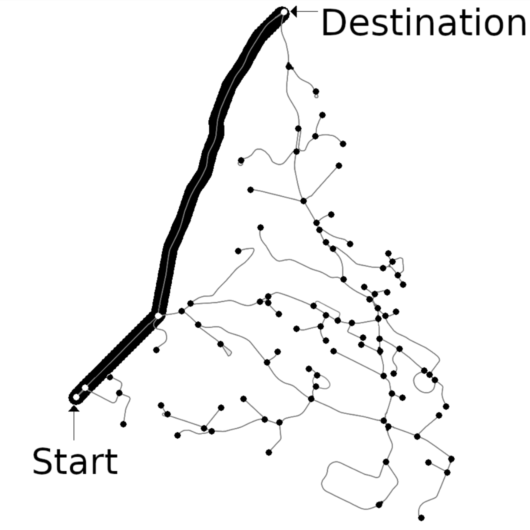

Figure 6: Example of a request.

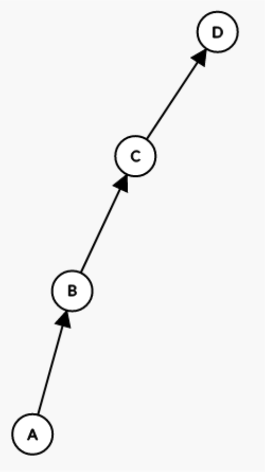

Figure 7: Tasks for the traffic computation.

Example of a route - Impact of the other streets

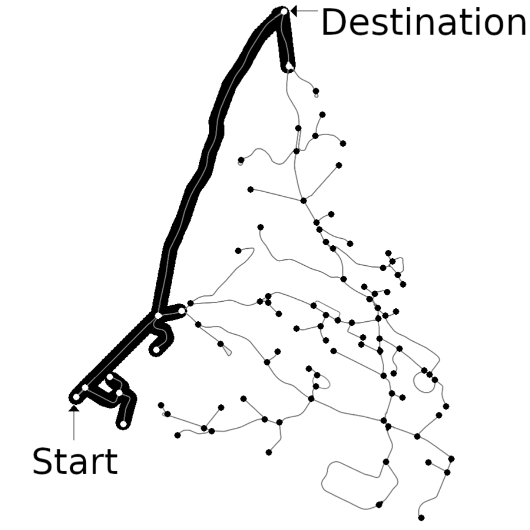

Figure 8: Example of one request.

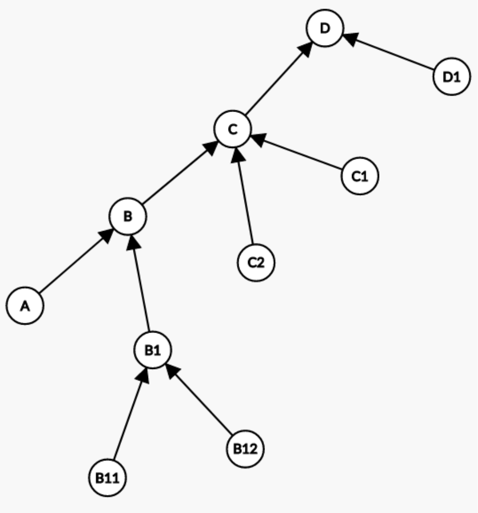

Figure 9: Tasks for the traffic computation.

Example of a route - Source of the data

Figure 10: Example of one request.

- Traffic data is collected from the sensors around the city
- Each bus stop manages the data of the closest streets
- Communication is needed between the tasks to share the data

Example of a route - Source of the data

Figure 11: Example of one request.

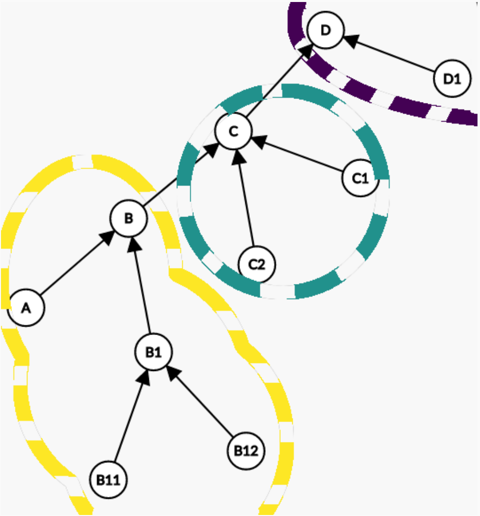

Figure 12: Tasks for the traffic computation.

Requests and task model - Summary

- A user request about a path is represented as a Directed Acyclic Graph (DAG) of tasks
- Each task represents computation for a segment/street (prediction of traffic)
- Each edge/fog node (bus stop) has local information of the streets (nearest streets)

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How to schedule the tasks to the fog/edge infrastructure aiming to reduce response time and non-renewable energy consumption ?

- Unrelated machines (different computing speeds, power consumption ...)
- Dependent tasks (prec), machine-dependent communication speeds (edge-edge, edge-cloud)

Experiments

Initial Experiments

- Why the opportunistic approach?
  - Comparison between a centralized approach in terms of response time and energy consumption
- How to schedule the workload in the distributed approach?
  - Comparison between different algorithms in terms of response time, energy consumption and renewable energy usage

Experiment design and assumptions

- Computational simulations using the SimGrid framework[1]
- Tasks modeling:
  - One tasks uses 100% of one CPU core
  - 0.1 s if executed in edge node; 0.05 s in the cloud
- Network modeling:
  - Flow-level TCP modeling
  - No bandwidth limitations (TCP slow start not considered)
  - Focus in network latency
- Energy consumption:
  - Linear model based on CPU usage
  - Static part (idle) + dynamic part (based on CPU usage)

[1] Casanova, Henri, Giersch, Arnaud, Legrand, Arnaud, Quinson, Martin, Suter, Frédéric. Versatile, Scalable, and Accurate Simulation of Distributed Applications and Platforms. Journal of Parallel and Distributed Computing, 2014.

Experiment I : Centralized vs distributed

Computational infrastructure modeling

Centralized approach:

- Server with 64 CPU cores
- 66 W when idle; 220 W at 100%

Distributed approach:

- 17 Raspberry PI with 4 CPU cores each
- 2.5 W when idle; 7.3 W at 100%
- (total of 42.5 W when idle, and 124.1 W at 100%)
- Network links latency:
  - 10 ms between edge nodes

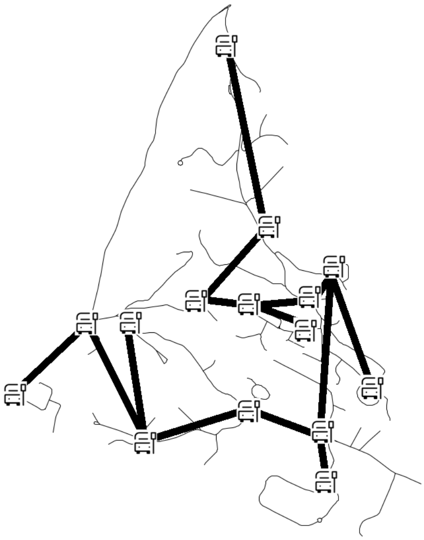

Figure 13: Distributed infrastructure.

Workload

- Inspired by real mobility data [2]
- 30000 requests

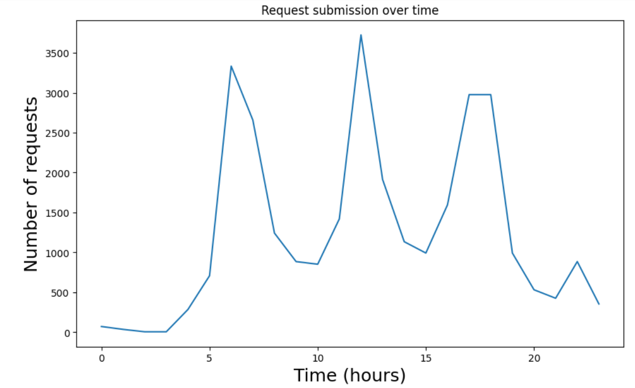

Figure 14: Workload distribution

[2] Metro SP, Pesquisa Origem e Destino 2017.

Results

Using the distributed version:

- **35% of energy savings**
- Average **response time reduced by 40%**
  - Tasks executed closer to where the data is produced

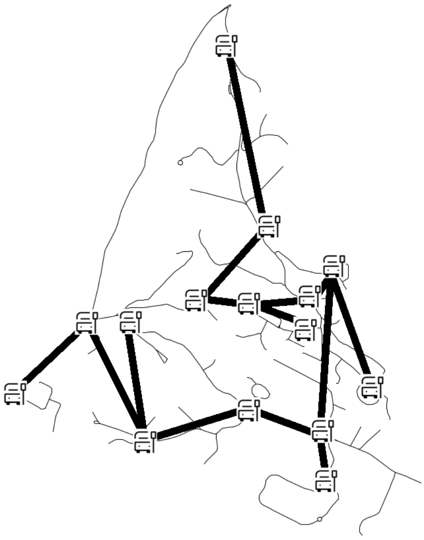

Figure 15: Distributed infrastructure.

Experiment II :Different scheduling algorithms for the distributed approach

Computational infrastructure modeling

- 17 Raspberry PI with 4 CPU cores (fog/edge): 2.5 W when idle; 7.3 W at 100%
- Server with 256 CPU cores (cloud): 66 W when idle; 220 W at 100%
- Network links latency:
  - 10 ms for edge/fog
  - 100 ms for cloud

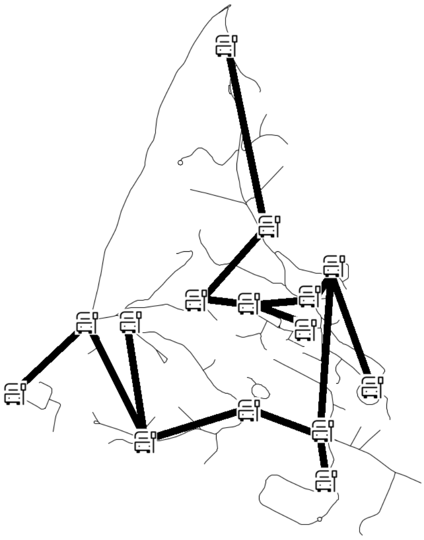

Figure 16: Edge/Fog infrastructure

Algorithms

Baseline

- Allocate to the bus stop that have its required data
- (less communications)

Heterogeneous Earliest Finish Time (HEFT)[3]

- Allocate to the host with that will have the earliest finish time (considering computations and communications)

Green Earliest Finish Time (GEFT)

- Allocate to the host that have green energy and the earliest finish time
- inspired in the HEFT algorithm

[3] Topcuoglu, Haluk; Hariri, Salim; Wu, M. (2002). 'Performance-effective and low-complexity task scheduling for heterogeneous computing". IEEE Transations on Parallel and Distributed Systems. 13 (3): 260–274

Energy modeling

- Edge hosts have PV panels and batteries, and use grid as backup
- Electricity from the grid is assumed to be carbon intensive, and renewable from the cloud layer
- Solar irradiation values per minute (NASA MERRA-2)[3]
- Small variation of irradiation between the different hosts (considering a city)

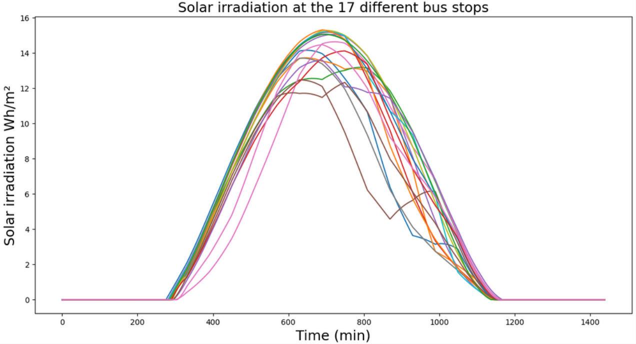

Figure 17: Solar irradiation values

Results - Requests response time

Table 1: Statistics of the request response time (is seconds) by algorithm

Alg.	Mean	Median	90%	95%	99%
Baseline	7.75	1.02	28.15	38.25	56.52
HEFT	0.74	0.73	0.98	0.99	1.07
GEFT	0.82	0.84	1.02	1.04	1.28

Results - Task allocation

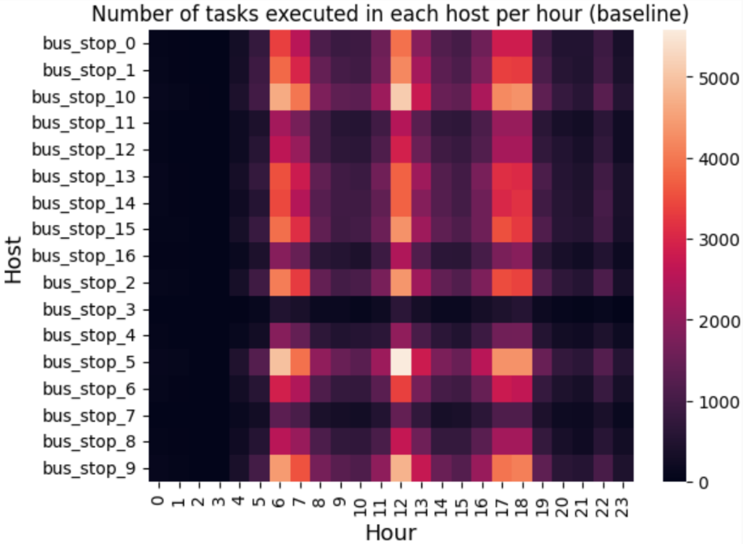

Figure 18: Task allocation over time for the baseline algorithm.

Results - Task allocation

Figure 19: Task allocation over time for the HEFT algorithm.

Results - Task allocation

Figure 20: Task allocation over time for the GEFT algorithm.

Results - Energy consumption

Table 2: Energy consumption by algorithm

Alg.	Total (Wh)	Non-Renewable (Wh)	Renewable energy usage (%)
Baseline	29.87	5.98	80%
HEFT	30.69	3.99	87%
GEFT	36.08	0.08	99.7%

*Results without Idle time

Summary

- Scheduling dependent tasks into a fog/edge infrastructure
- Presence of renewable energy in the hosts
- Improve QoS
- Increase renewable energy usage

Figure 21: Example of path in Toulouse.

Considering Toulouse

- 1638 hosts (open street map)
  - bus stops
  - tram stops
  - metro stations
  - train stations

Ongoing work

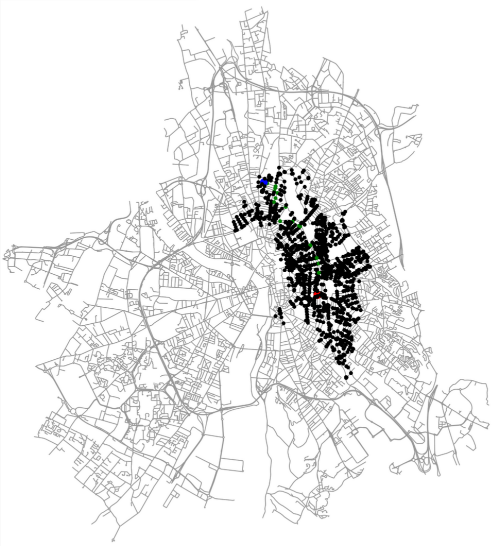

Figure 22: Example of path in Toulouse.

Considering Toulouse

- 1638 hosts (open street map)
  - bus stops
  - tram stops
  - metro stations
  - train stations
- Requests with more tasks to execute: 6949 tasks in the example

Benefits and challenges of simulations

- Execution time of simulations (using a laptop)
    - 2 minutes (centralized, baseline), 8 minutes (GEFT, HEFT) to simulate one day
    - 1 CPU core (possibility to run longer periods of time in parallel)
- Challenges in network modeling :
    - Mobile network modeling, mobility of nodes in space, dynamic latency

Other future Research directions

- Shutdown idle hosts and manage the workload to the other hosts
- Caching
- Other scheduling strategies
- Information of the climate conditions and users requests in the scheduling decision
- Adding new servers in the edge layer and the trade-off between costs ($, CO_2) and QoS

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Figure 23: Funding projects and agencies

Thank you !

Thank you for your attention!

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