Batchy: Batch-scheduling Data Flow Graphs with Service-level Objectives

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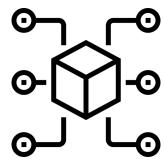




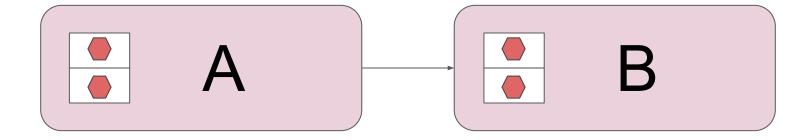
Get Things Done in Batches



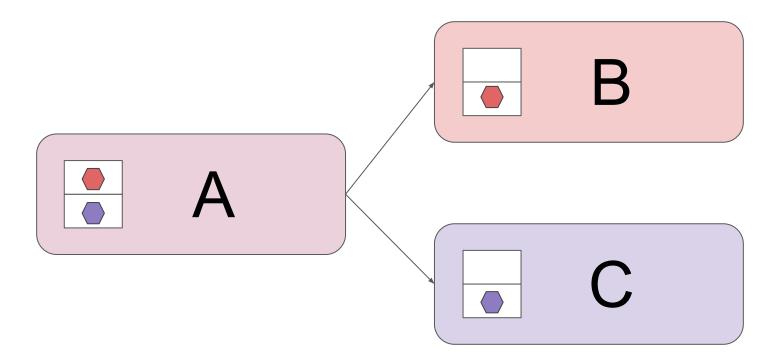




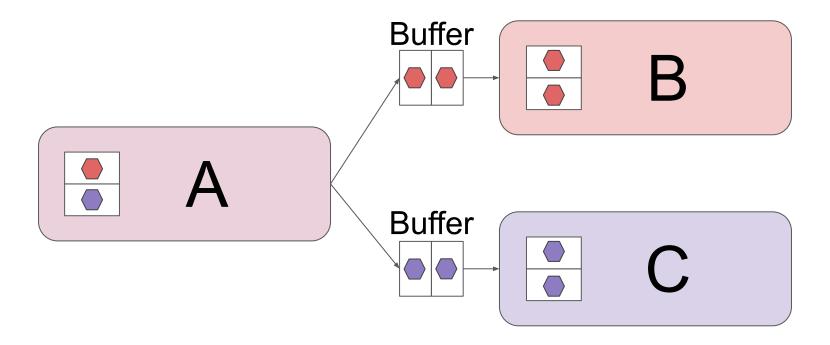
Batch Scheduling 101



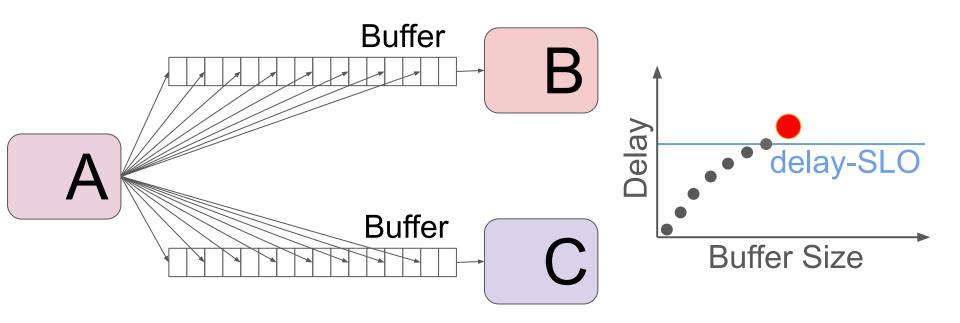
Batch Fragmentation



Batch Defragmentation



Batch Defragmentation



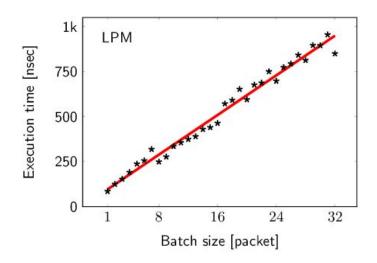
Batchy

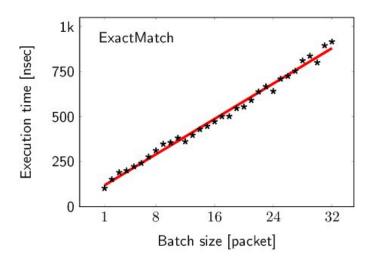
Controls queue backlogs to balance efficiency and delays:

Process as large batches as possible

Comply with SLOs by provisioning enough resource

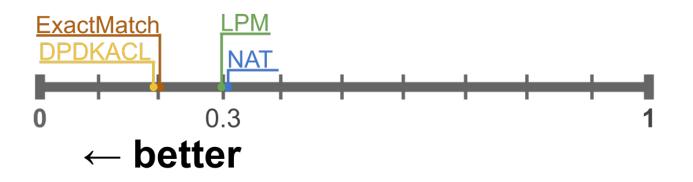
Profile node processing times



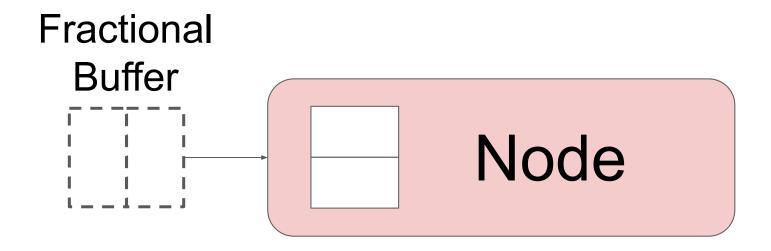


Batchiness:

TN packets in a single batch
TN-times single-packet batches



System Model



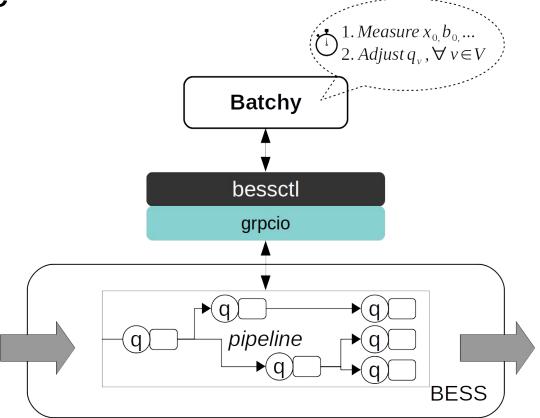
Controller

Set buffer sizes to comply with SLOs

Short-circuit useless buffers

Recover from infeasibility

Architecture



Controllers

Batchy:

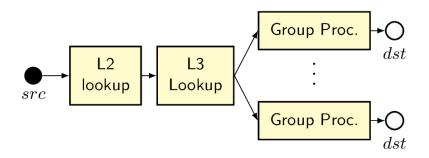
- Full: buffer size in interval [0, max batch size]
- On/Off: buffer size is either 0 or max batch size

Baseline:

- Null: no buffering
- Max: all buffers are set to max batch size

NFVnice: implemented over BESS

Basic IP Router (L2L3)



16 next-hops

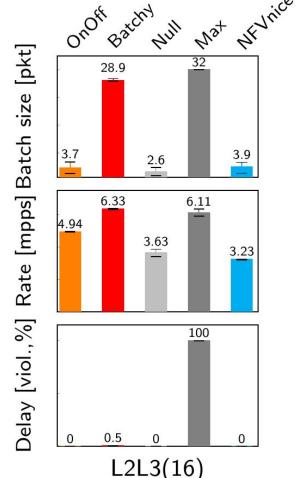
- Static traffic-mix
- Delay-SLO: 80% of Max
- 100 ms control period
- Steady-state perf.

Static L2L3 results

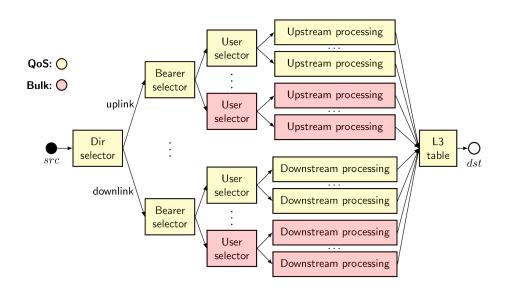
→ Batch defragmentation improves throughput

Batchy:

- → successfully reconstructs batches
- → complies with delay-SLOs
- → provides the highest throughput (thanks to short-circuiting unused queues)



Mobile Gateway



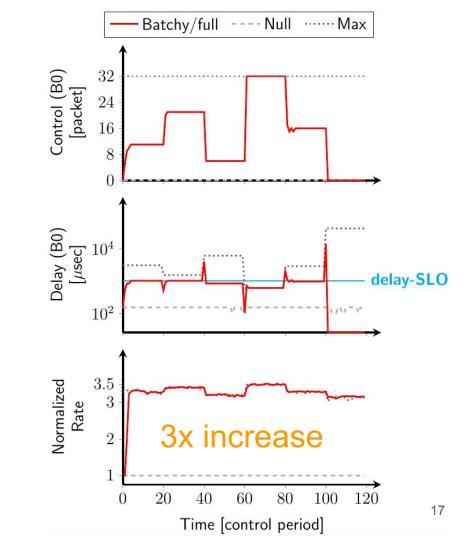
16 users, 2 services

- Service0 (B0):
 - 1ms delay req.
 - Throughput [kpps]:10 | 20 | 5 | 50 | 15 | 1
- Service1:
 - Bulk traffic

System Dynamics

Batchy:

- → keeps delay < 1ms (except transients)
- → reacts instantaneously
- → improves the performance of the whole pipeline



Conclusion

 Batchy can achieve efficient batch processing in arbitrary graphs without sacrificing latency.

Code and artifacts are available at

https://github.com/hsnlab/batchy