

VISP TESTBED

A Toolkit for Modeling and Evaluating Resource
Provisioning Algorithms for Stream Processing Applications

Christoph Hochreiner

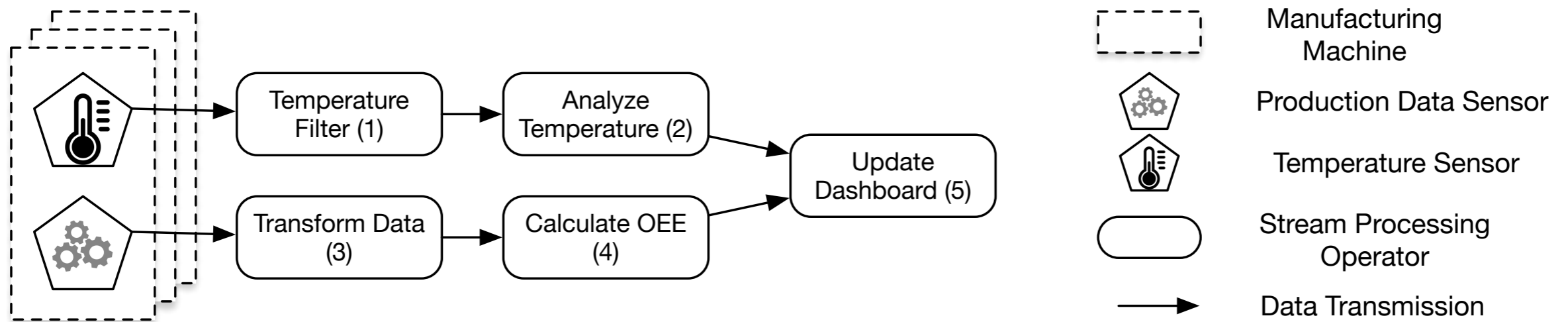


FAKULTÄT
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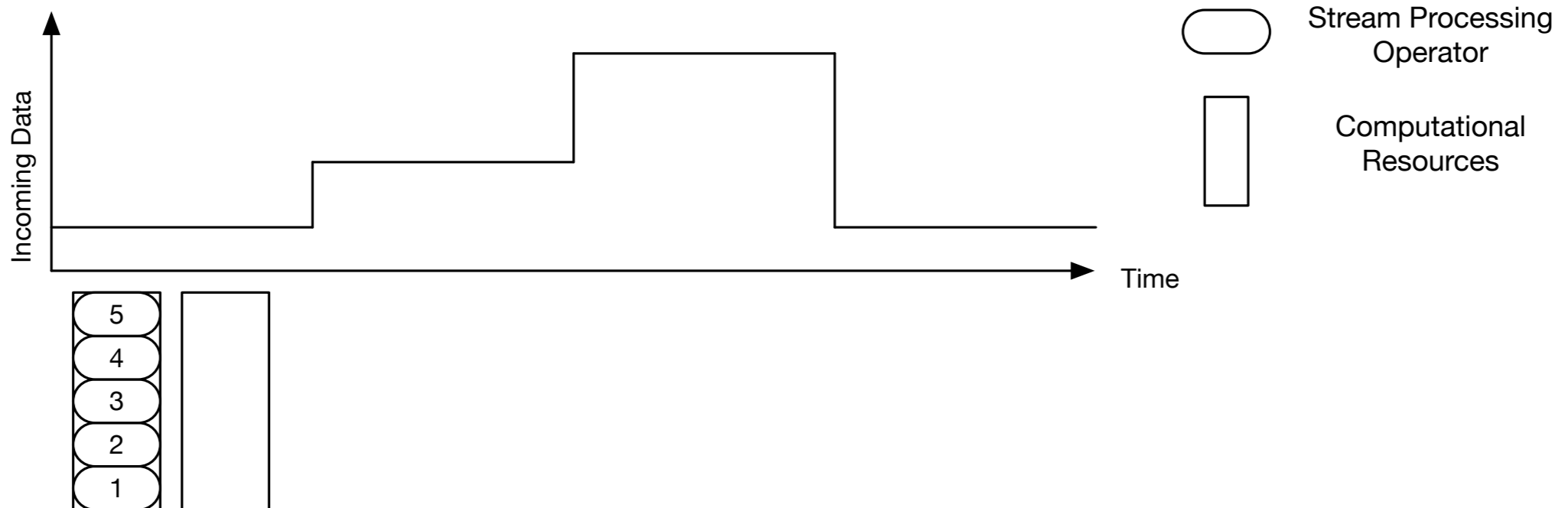
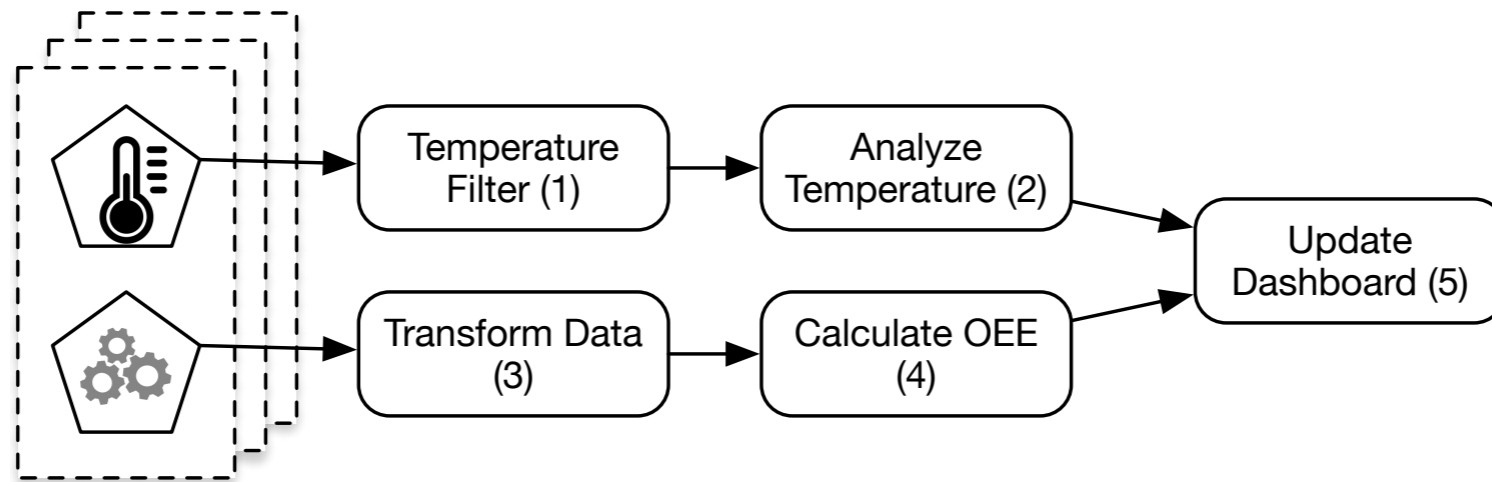
Faculty of Informatics

Motivation

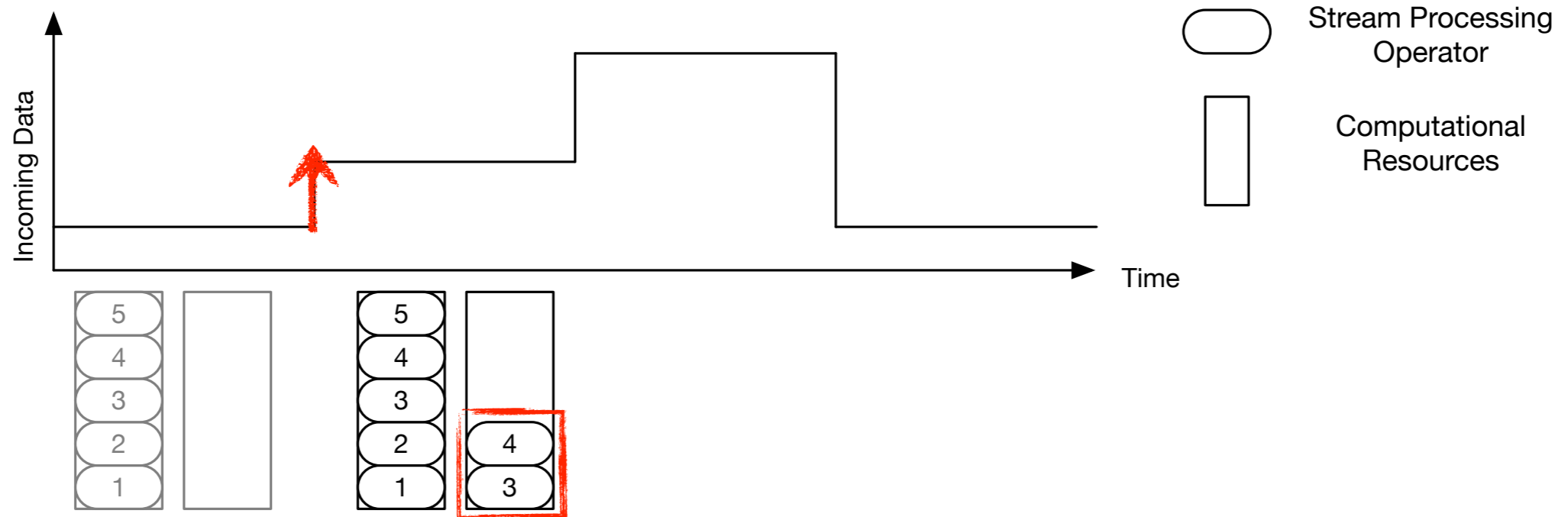
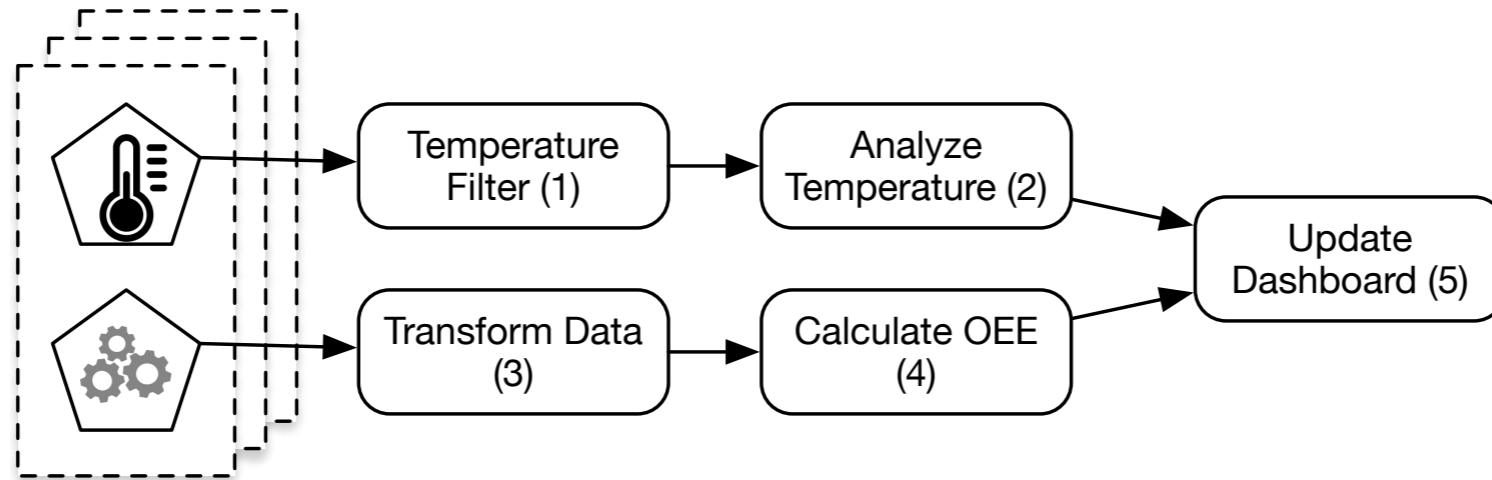
Stream Processing Application



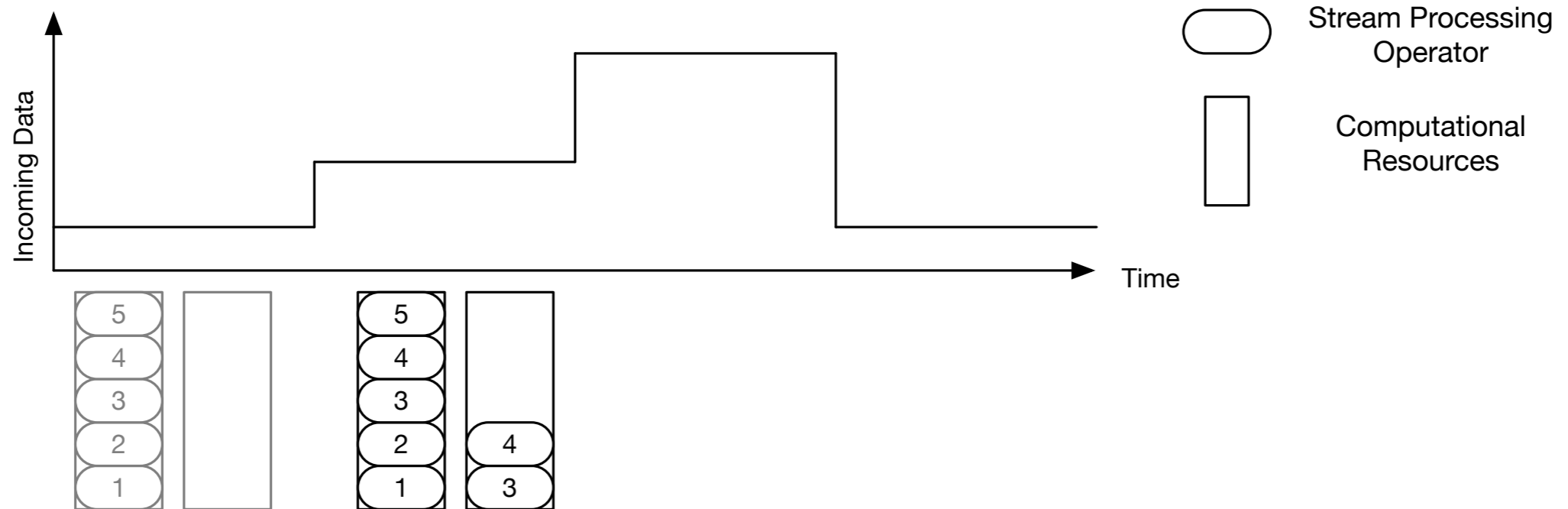
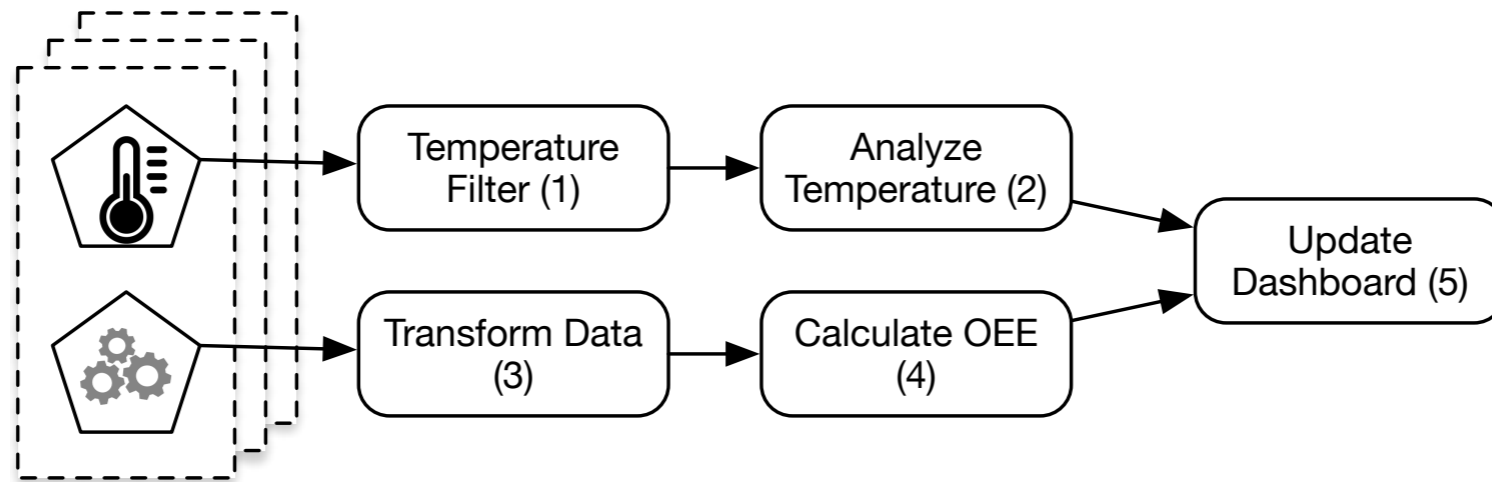
Stream Processing Application Deployment



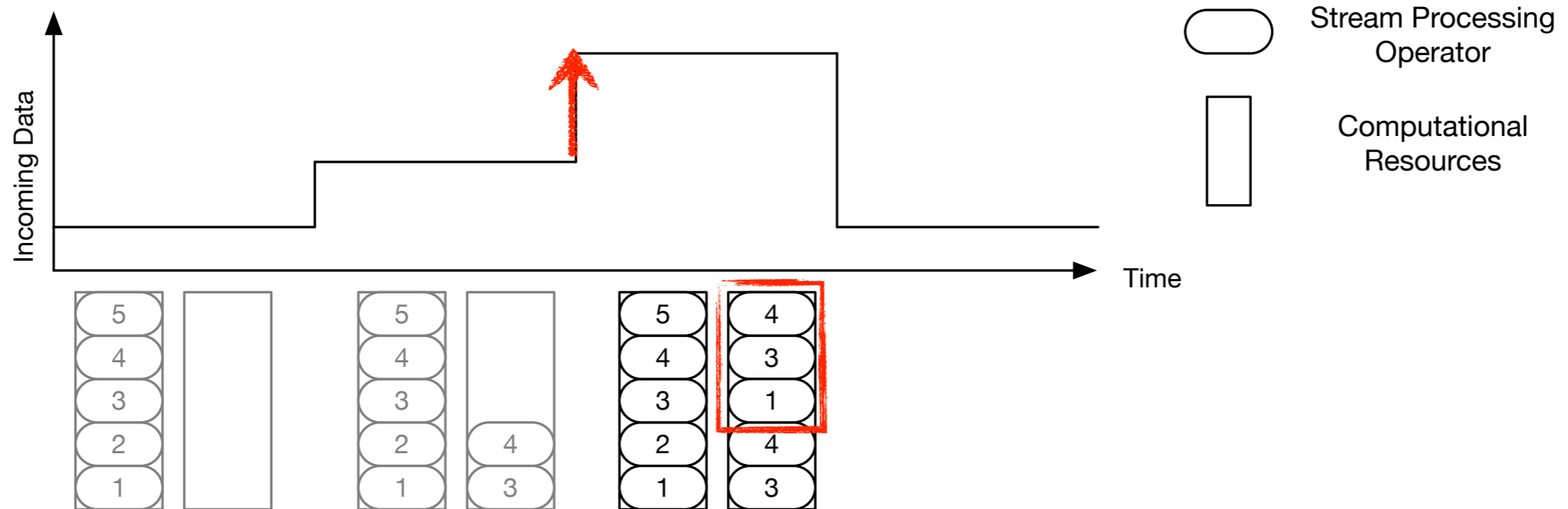
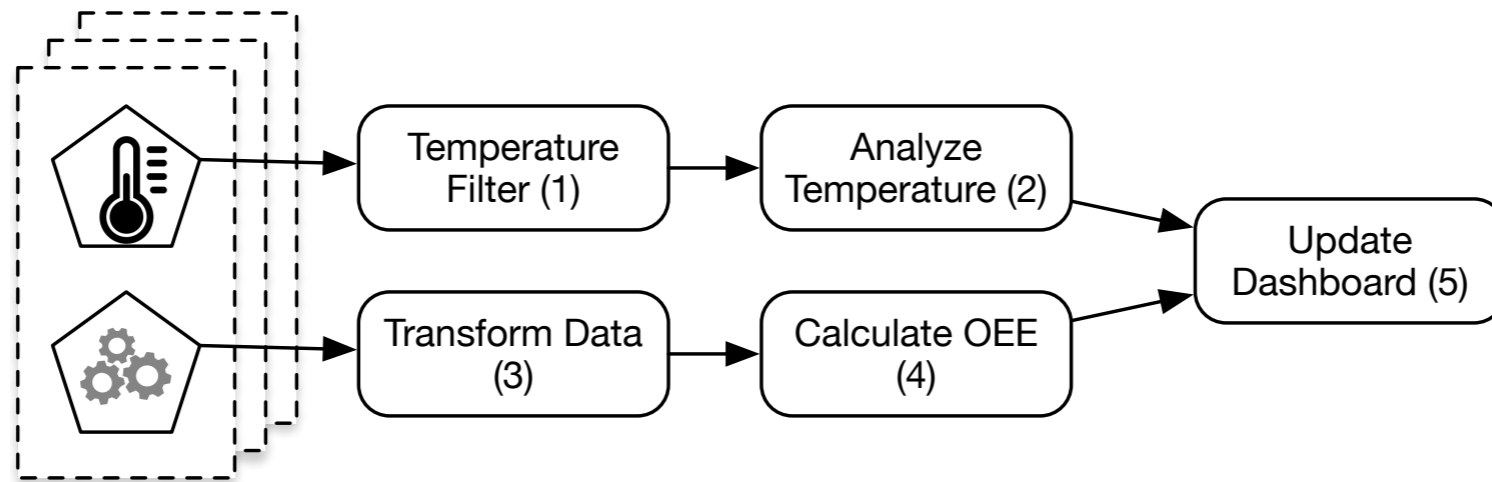
Stream Processing Application Deployment



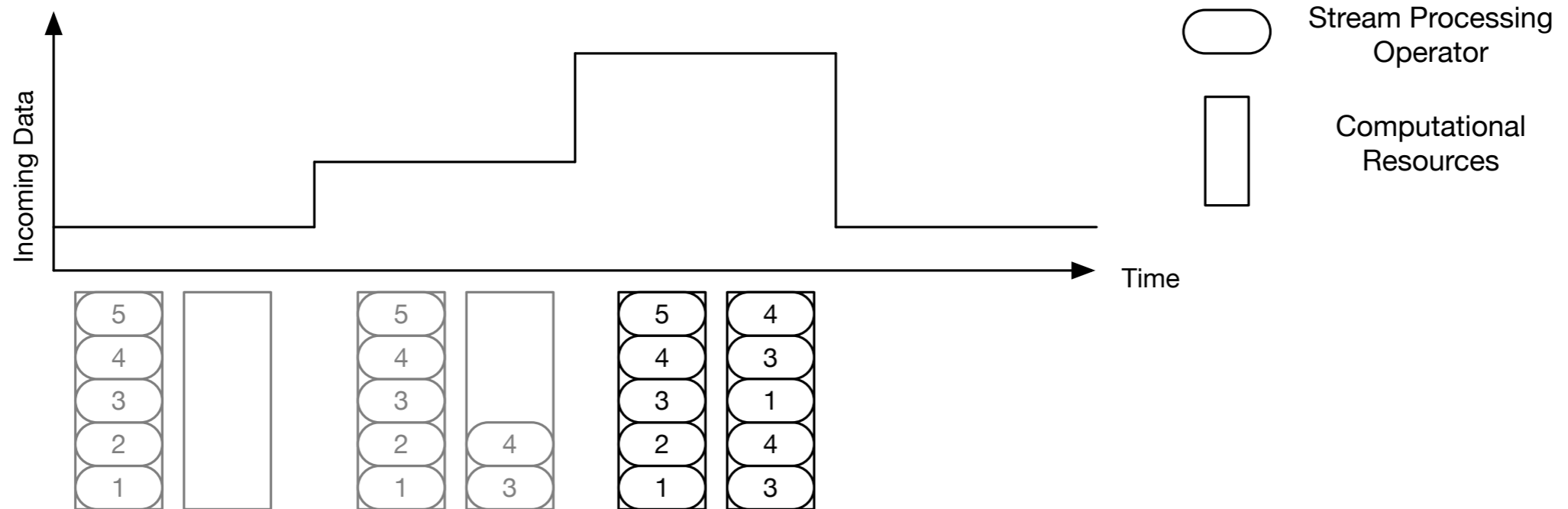
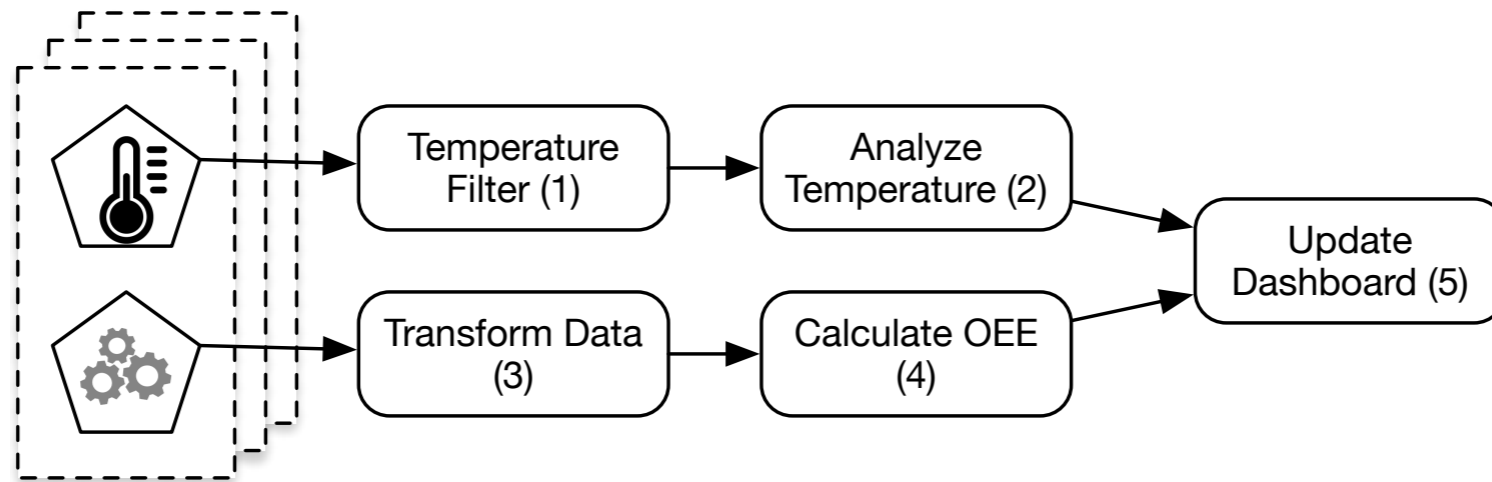
Stream Processing Application Deployment



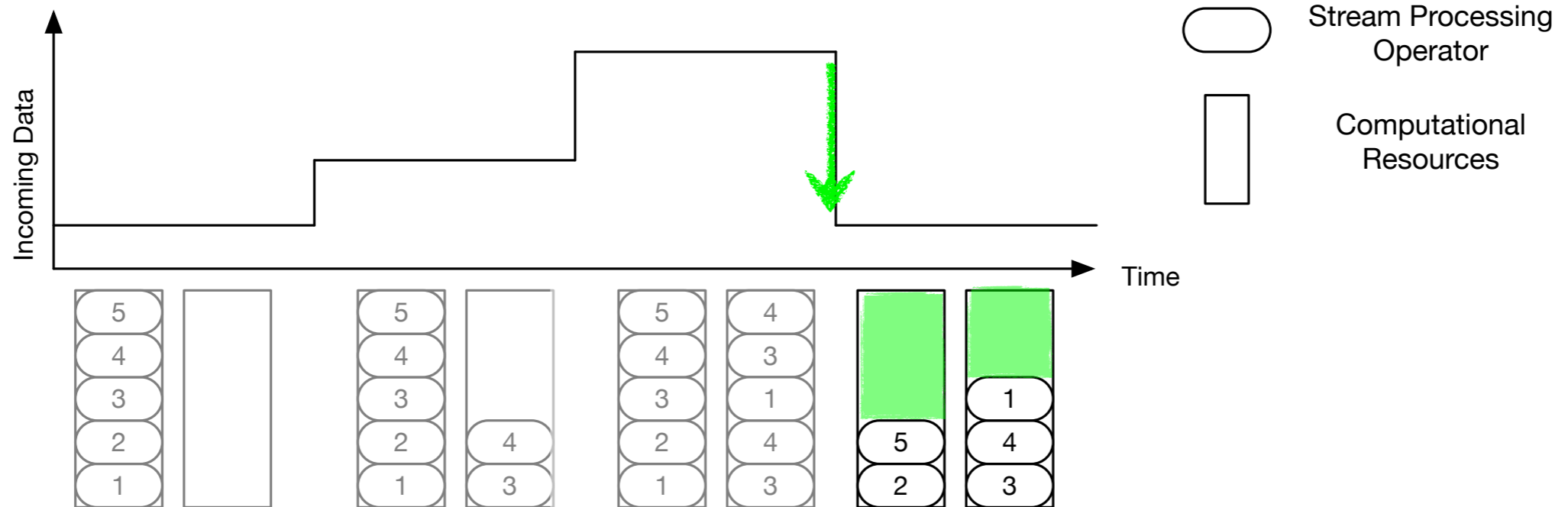
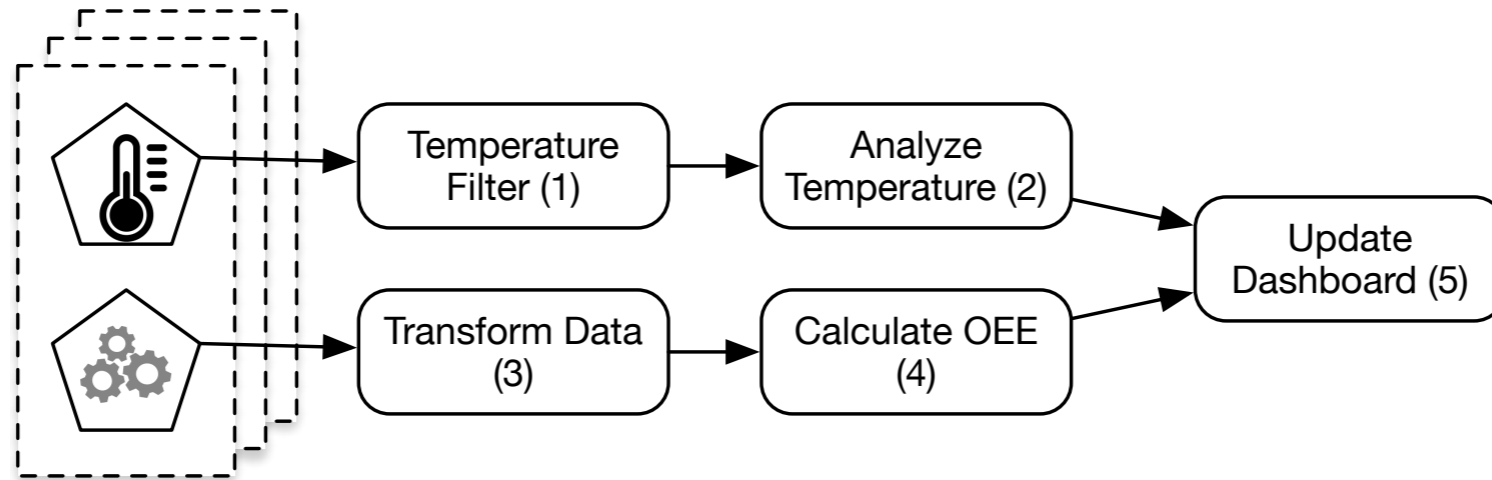
Stream Processing Application Deployment



Stream Processing Application Deployment



Stream Processing Application Deployment



Steps to design resource provisioning algorithms

A diagram consisting of three stacked rectangular boxes of decreasing width from bottom to top, forming a pyramid shape. The boxes are outlined in a dark grey, hand-drawn style. The top box is the narrowest, the middle box is wider, and the bottom box is the widest.

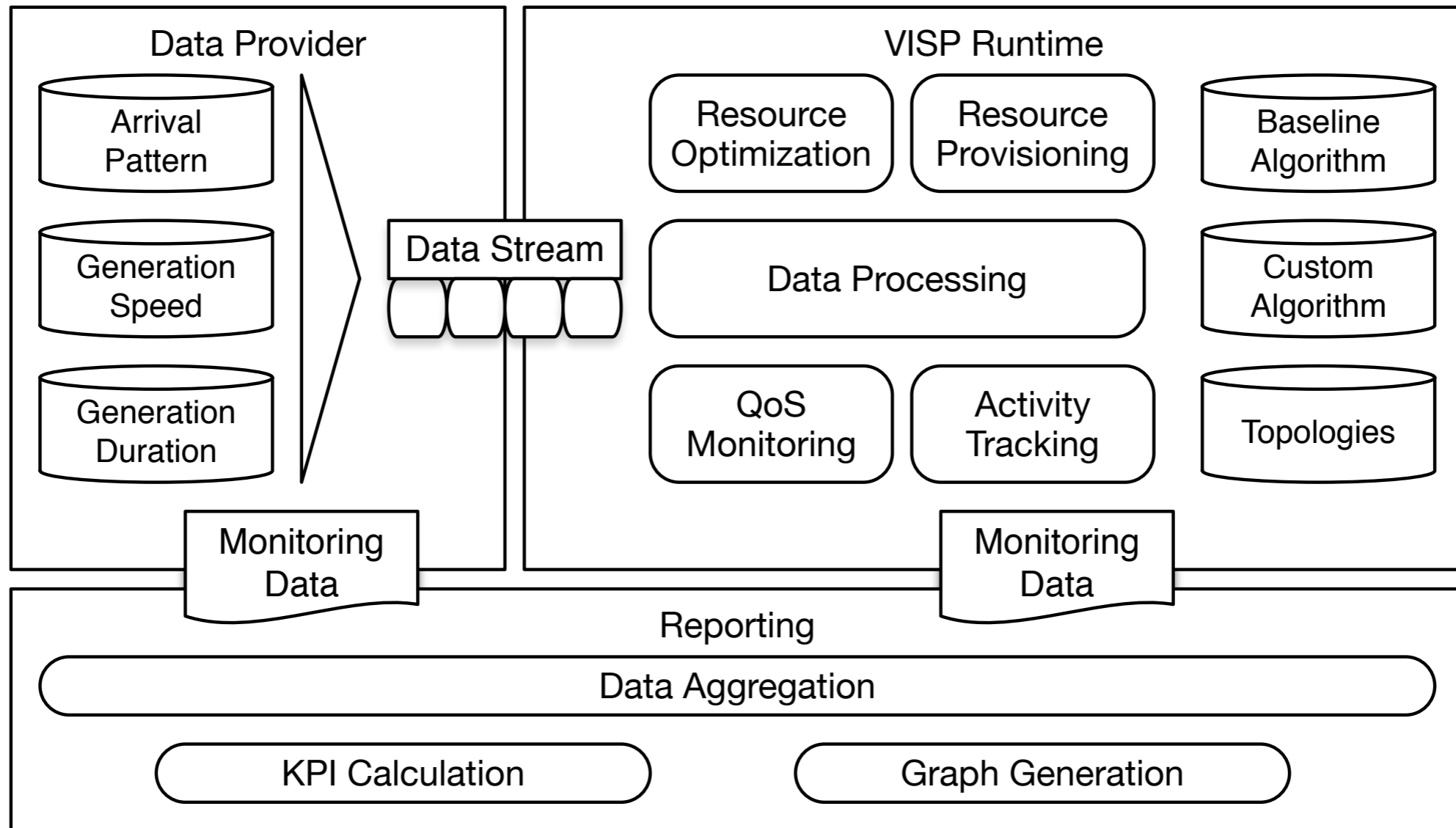
Benchmark algorithm

Evaluate algorithm

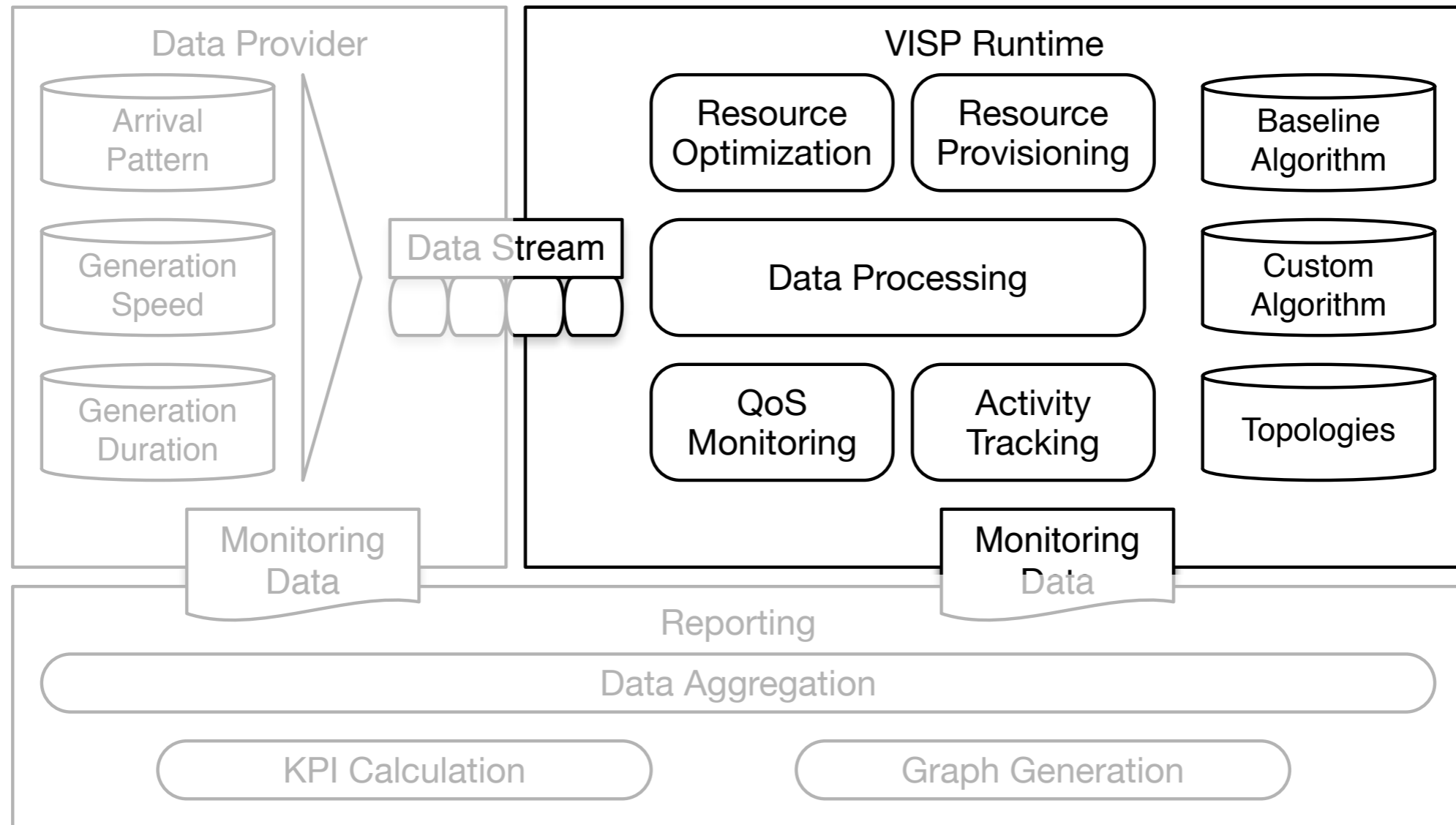
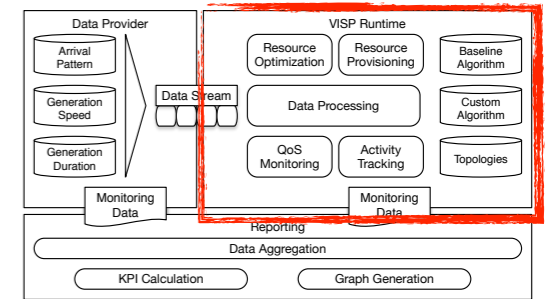
Design algorithm

VISP Testbed

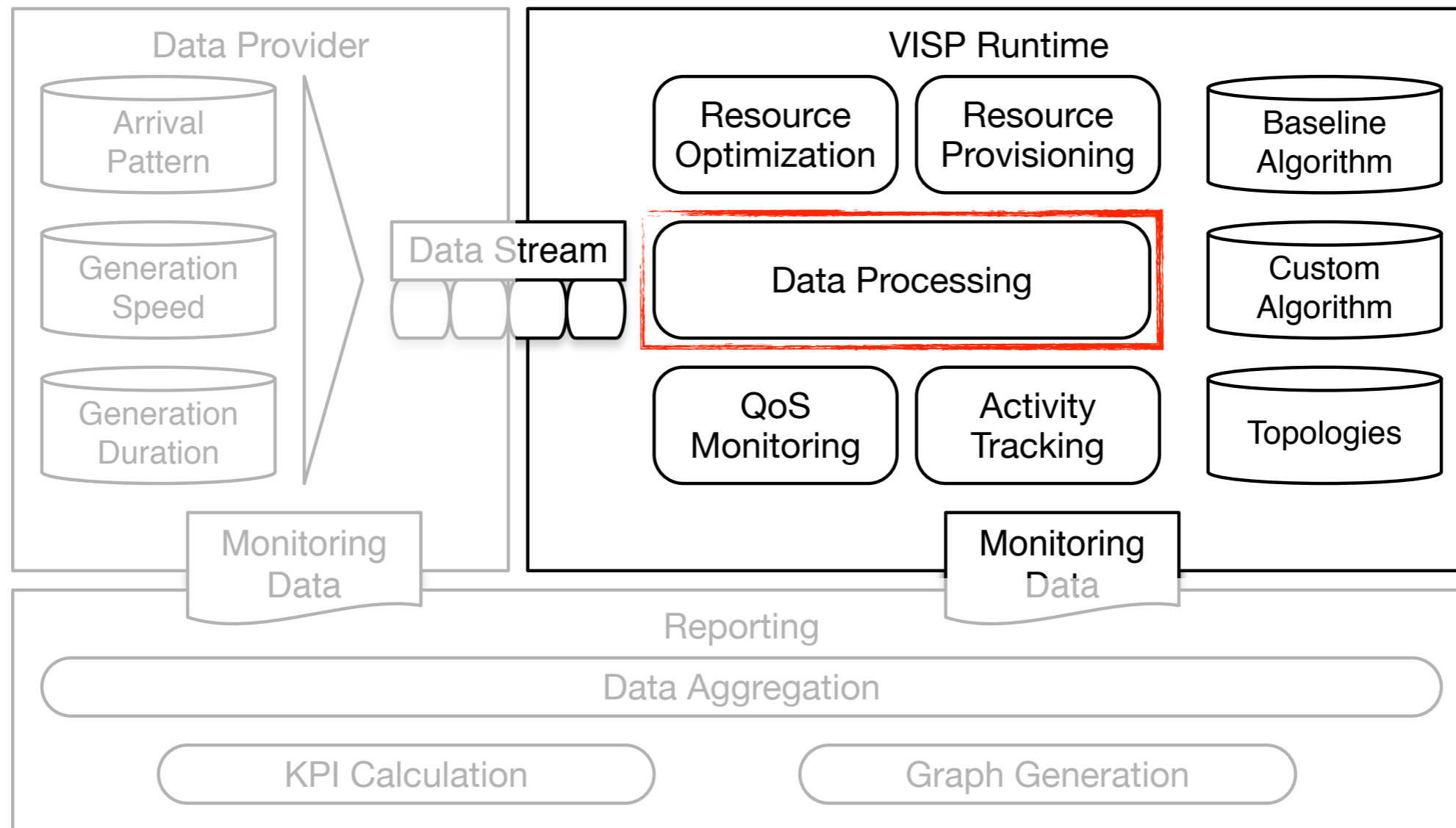
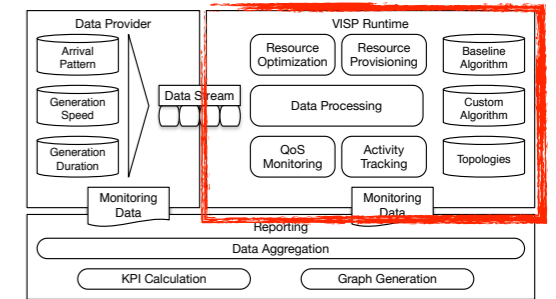
VISP Testbed



VISP Runtime

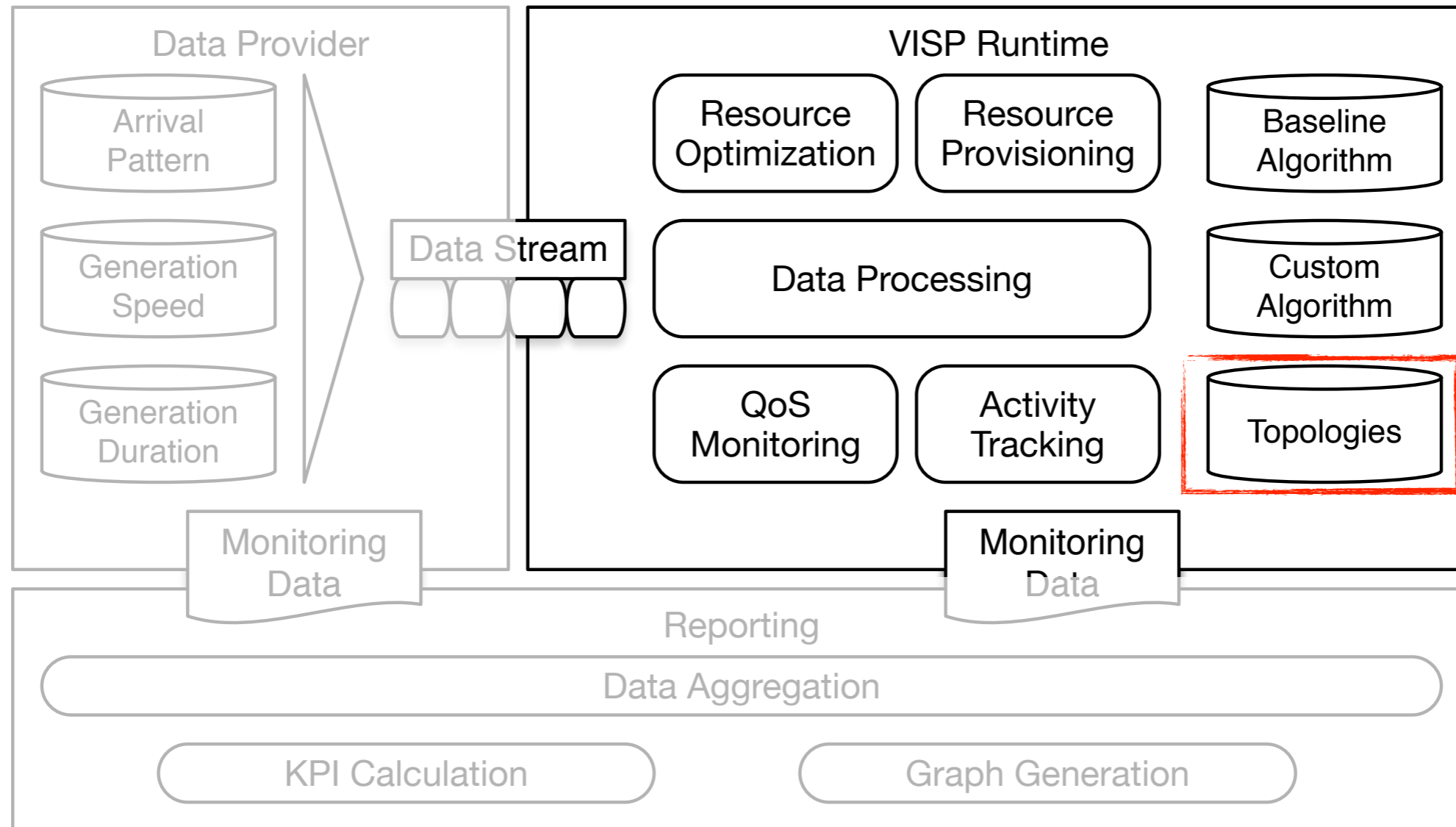
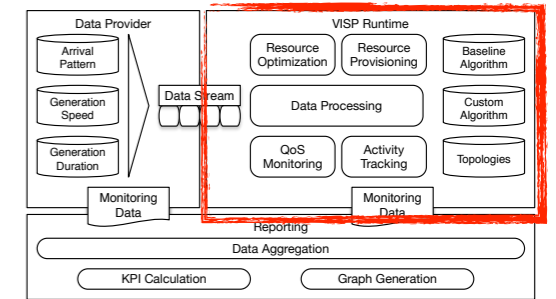


VISP Runtime



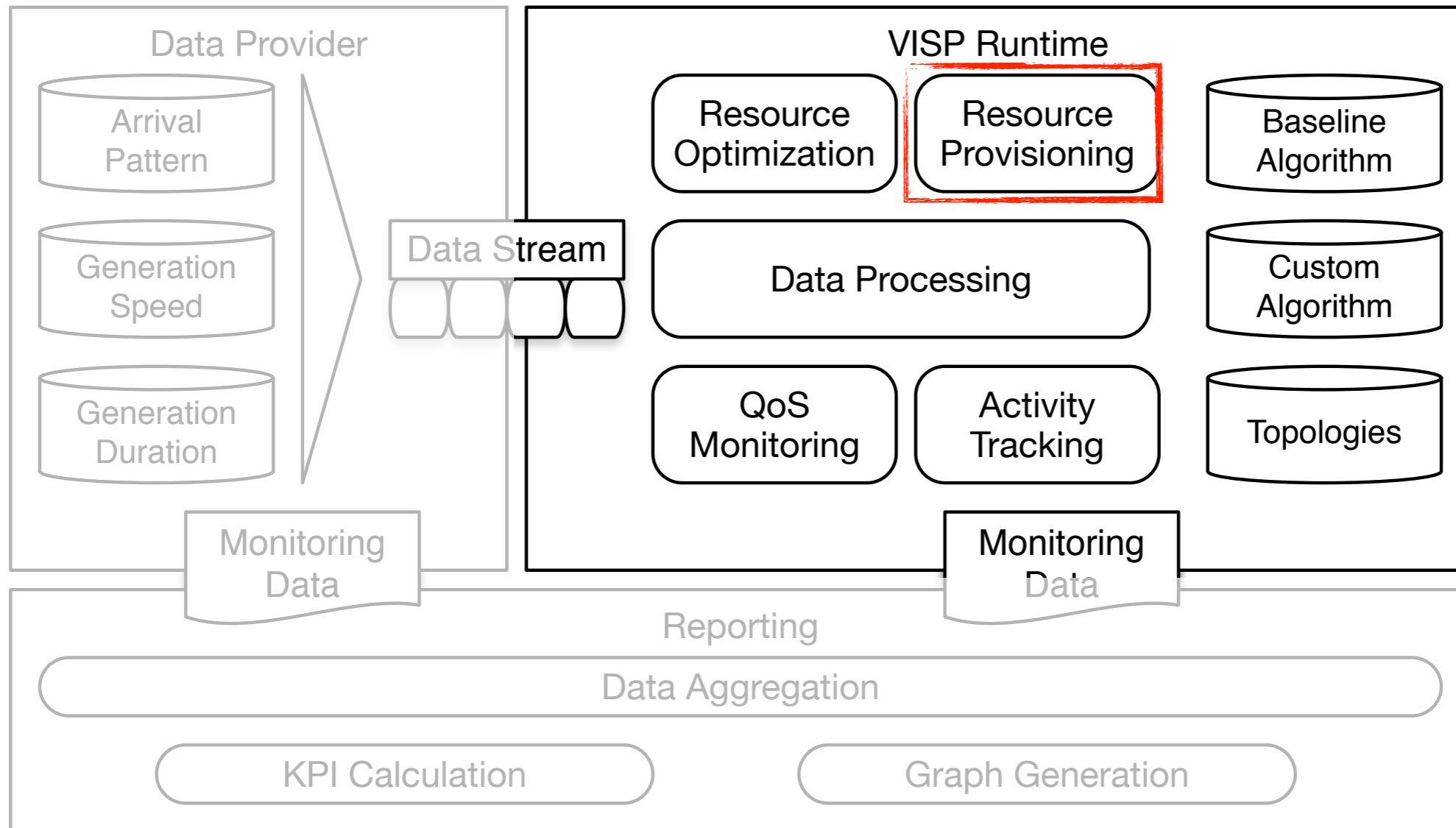
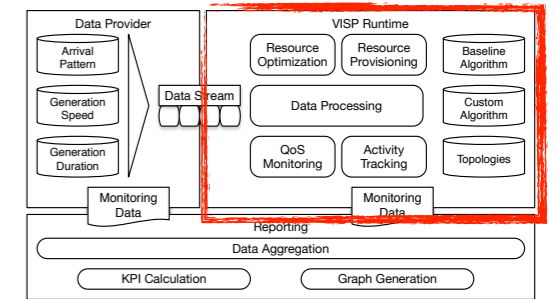
Process streaming data

VISP Runtime



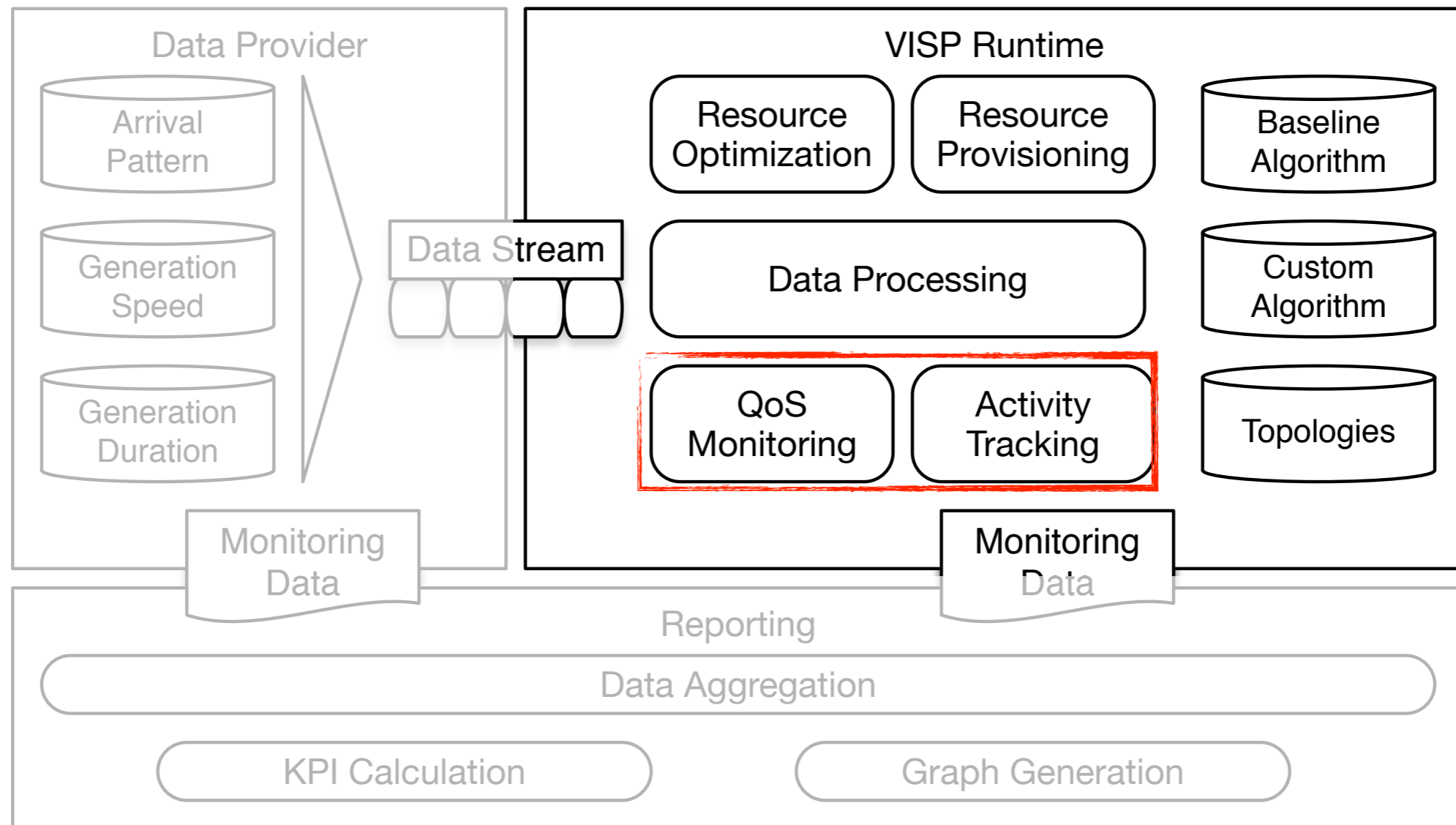
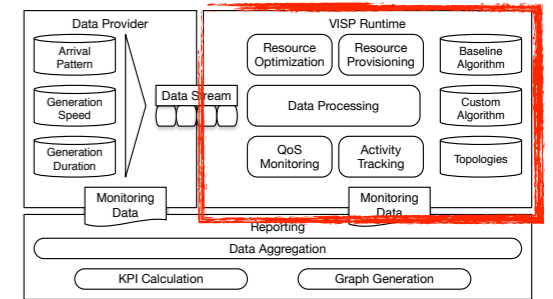
Route streaming data

VISP Runtime



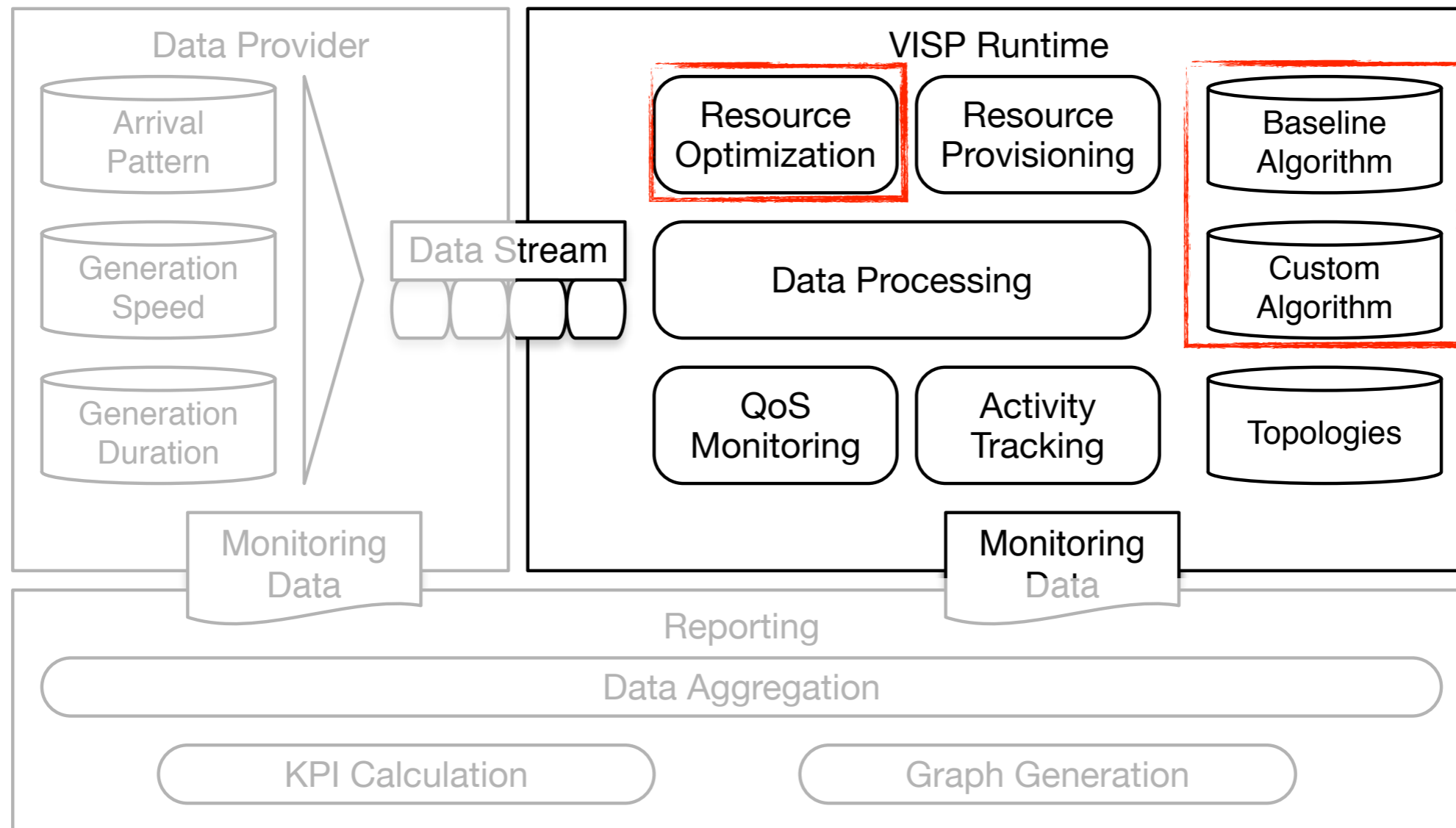
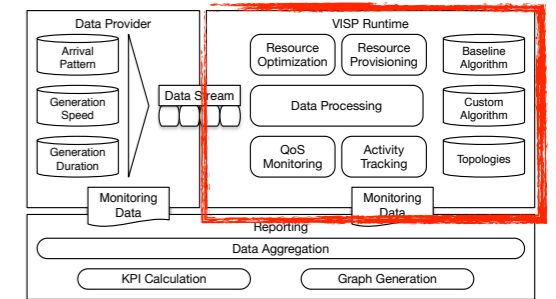
Provision computational resources

VISP Runtime



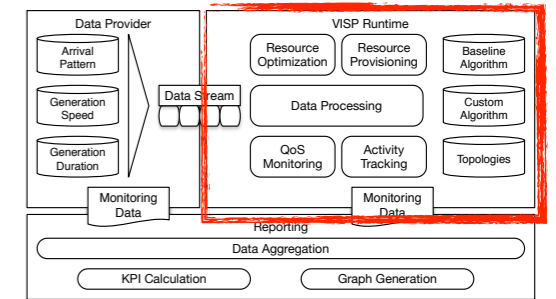
Monitor activities

VISP Runtime



Optimize resource provisioning

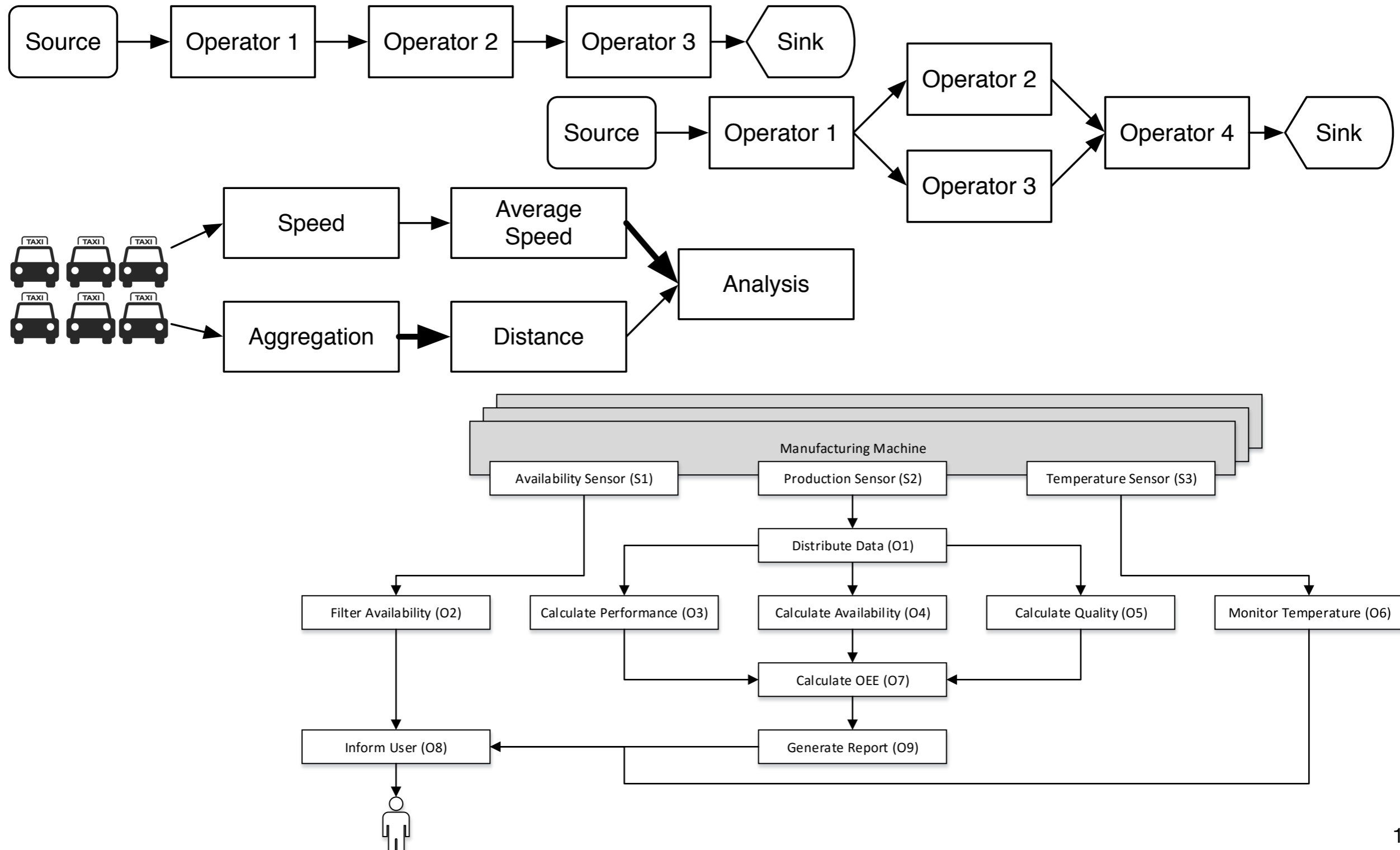
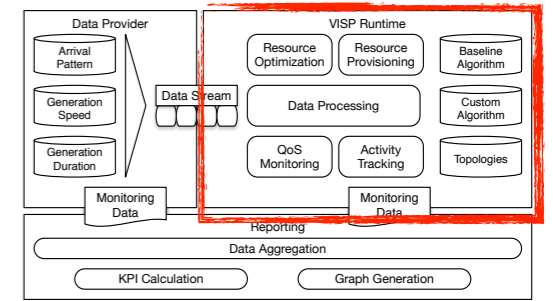
VISP Runtime - Base Line Algorithms



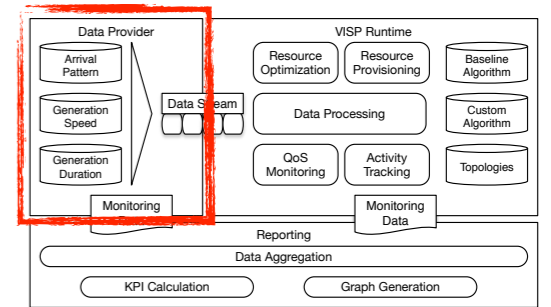
- ▶ Fixed Provisioning
 - Over Provisioning
 - Under Provisioning

- ▶ Threshold Based Provisioning
 - CPU
 - Memory
 - Queue Size

VISP Runtime - Topologies



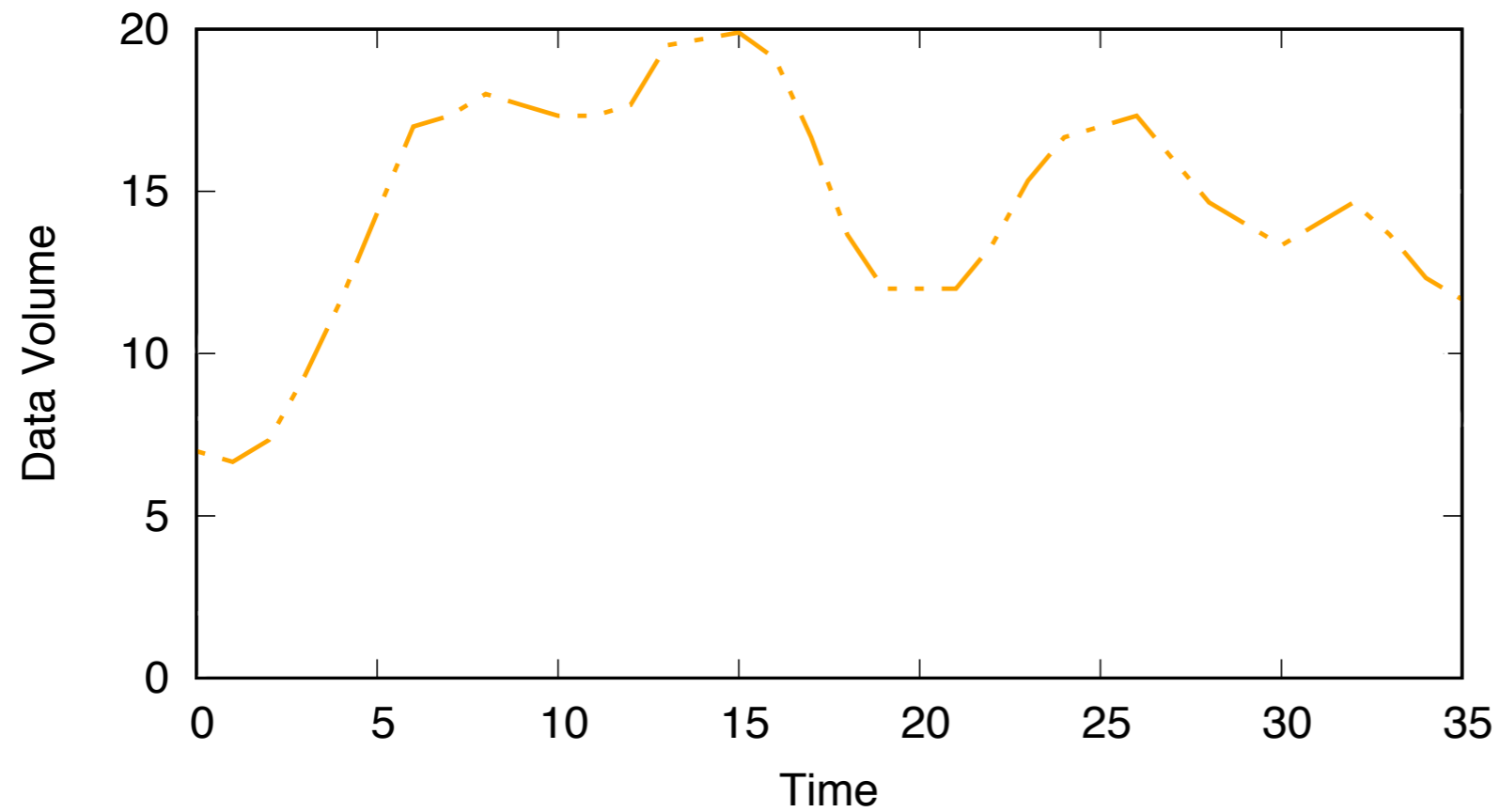
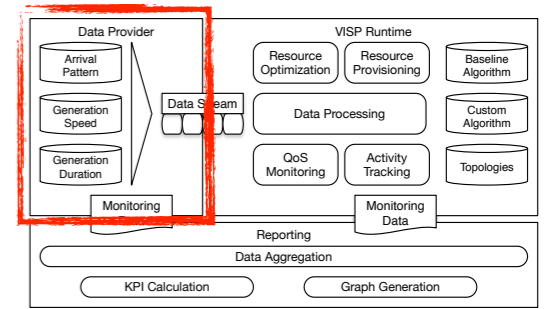
Data Provider



Replay data streams with

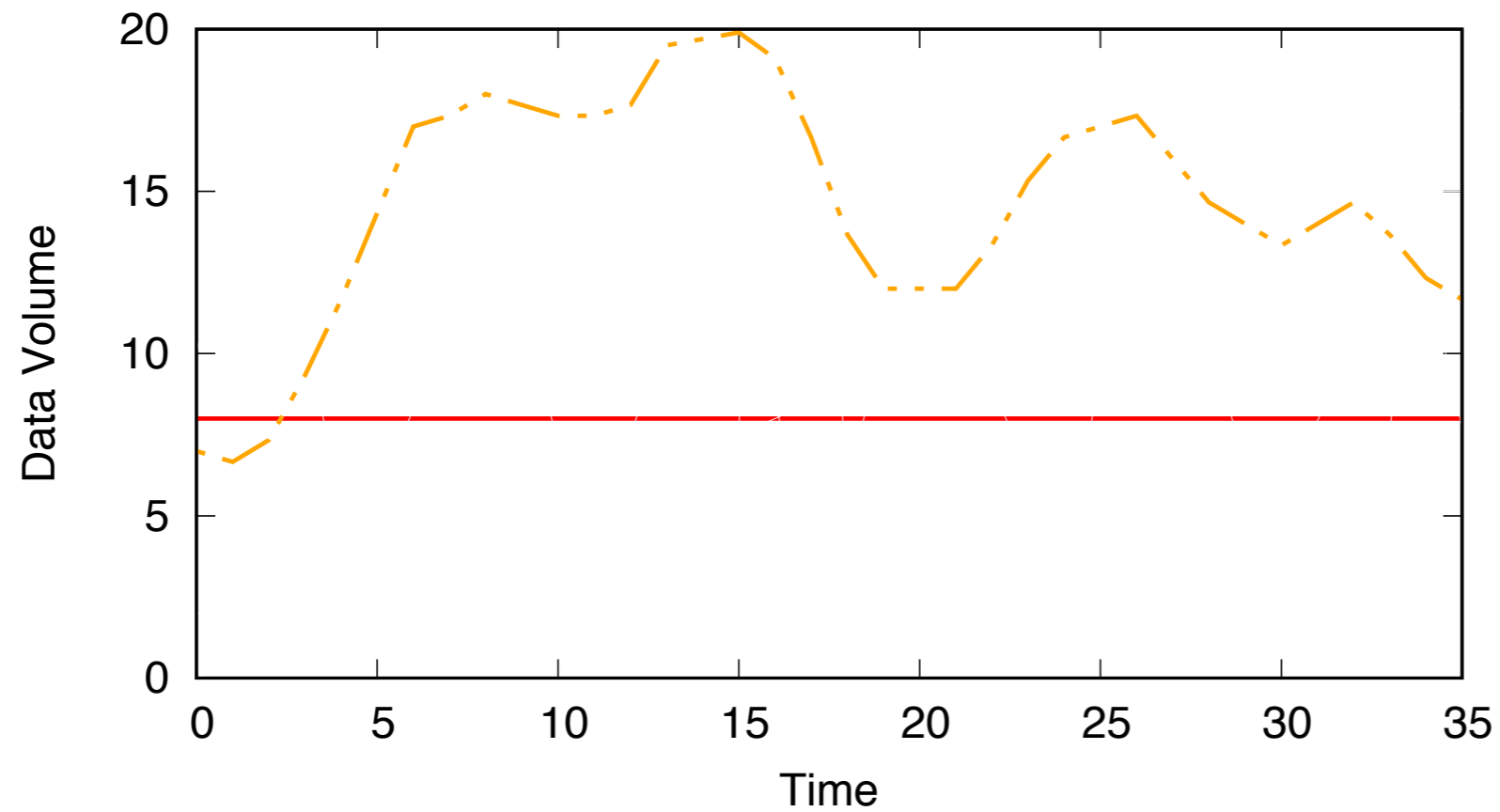
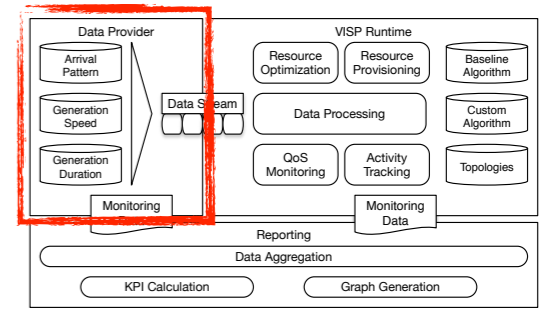
- ▶ predefined **arrival pattern** at
- ▶ predefined **generation velocities** with
- ▶ predefined **volumes** and
- ▶ predefined **message structures**.

Data Provider - Arrival Pattern



Real World Arrival - - -

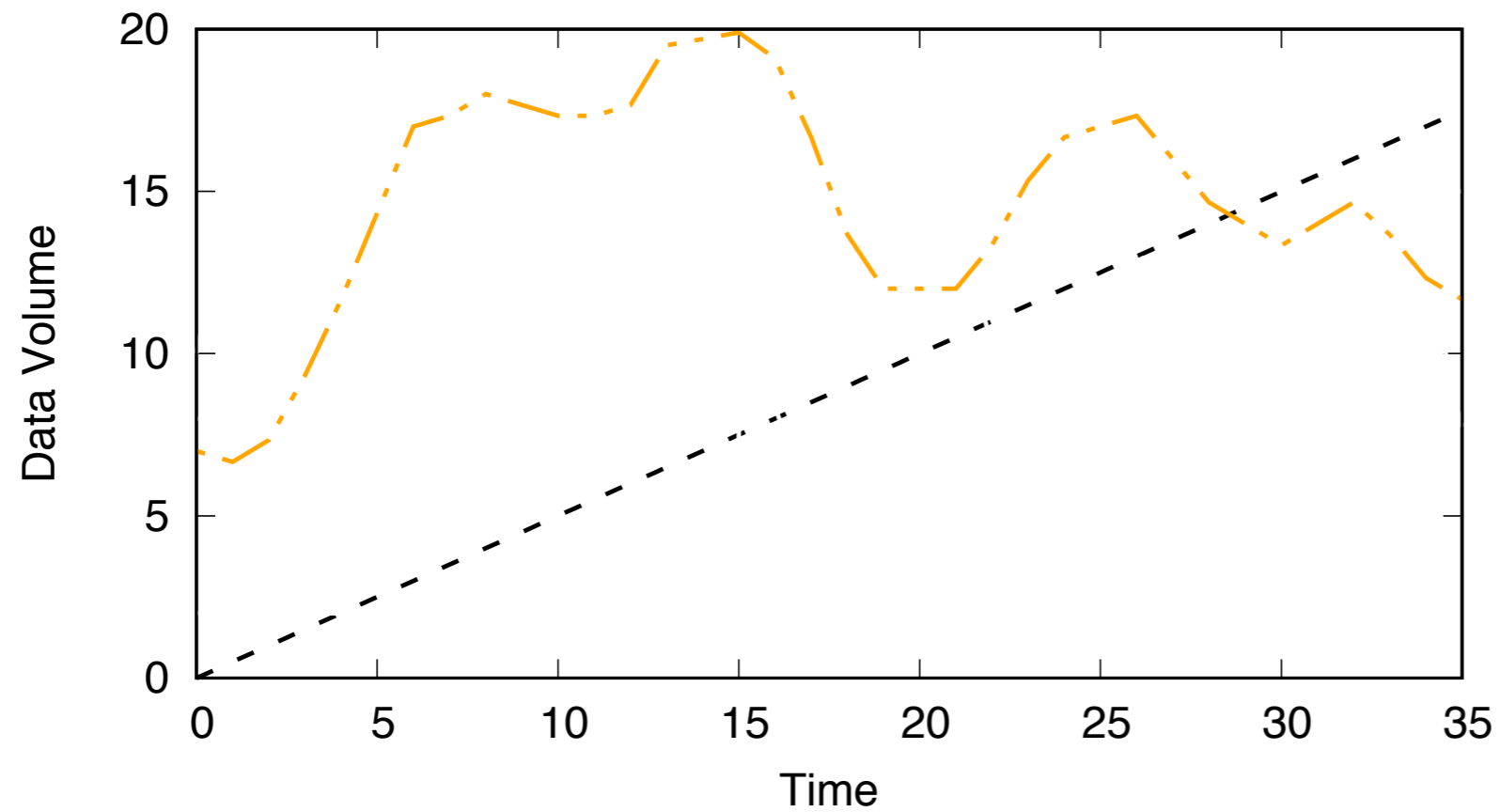
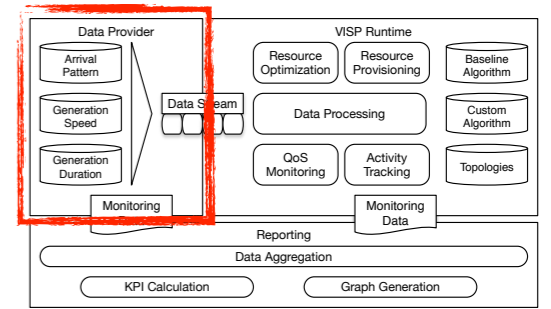
Data Provider - Arrival Pattern



Constant Arrival ———

Real World Arrival - - - -

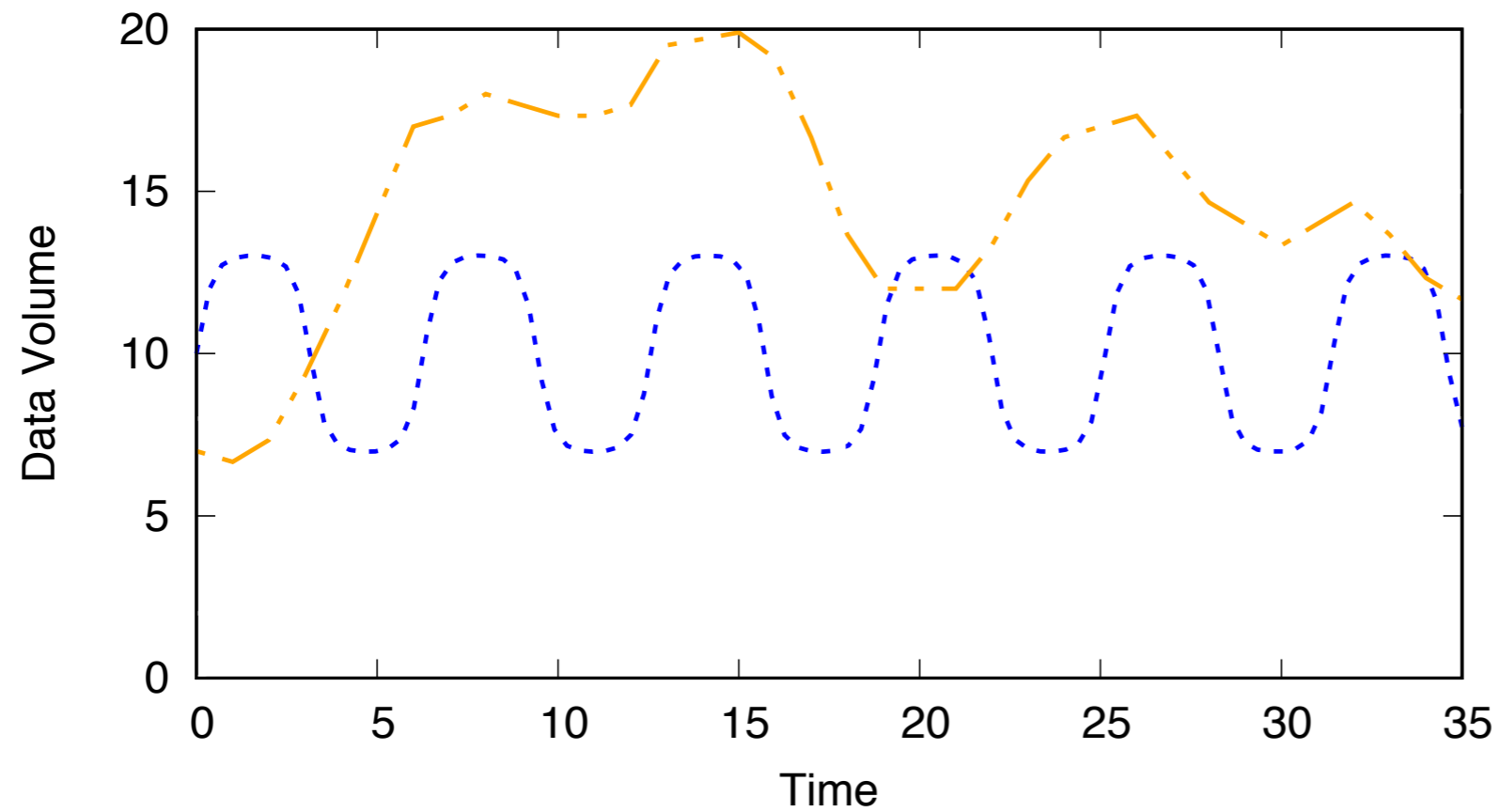
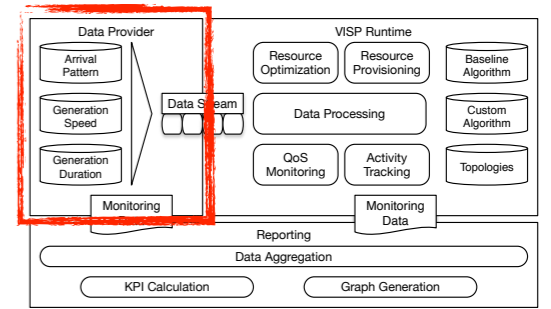
Data Provider - Arrival Pattern



Constant Increase - - -

Real World Arrival - - -

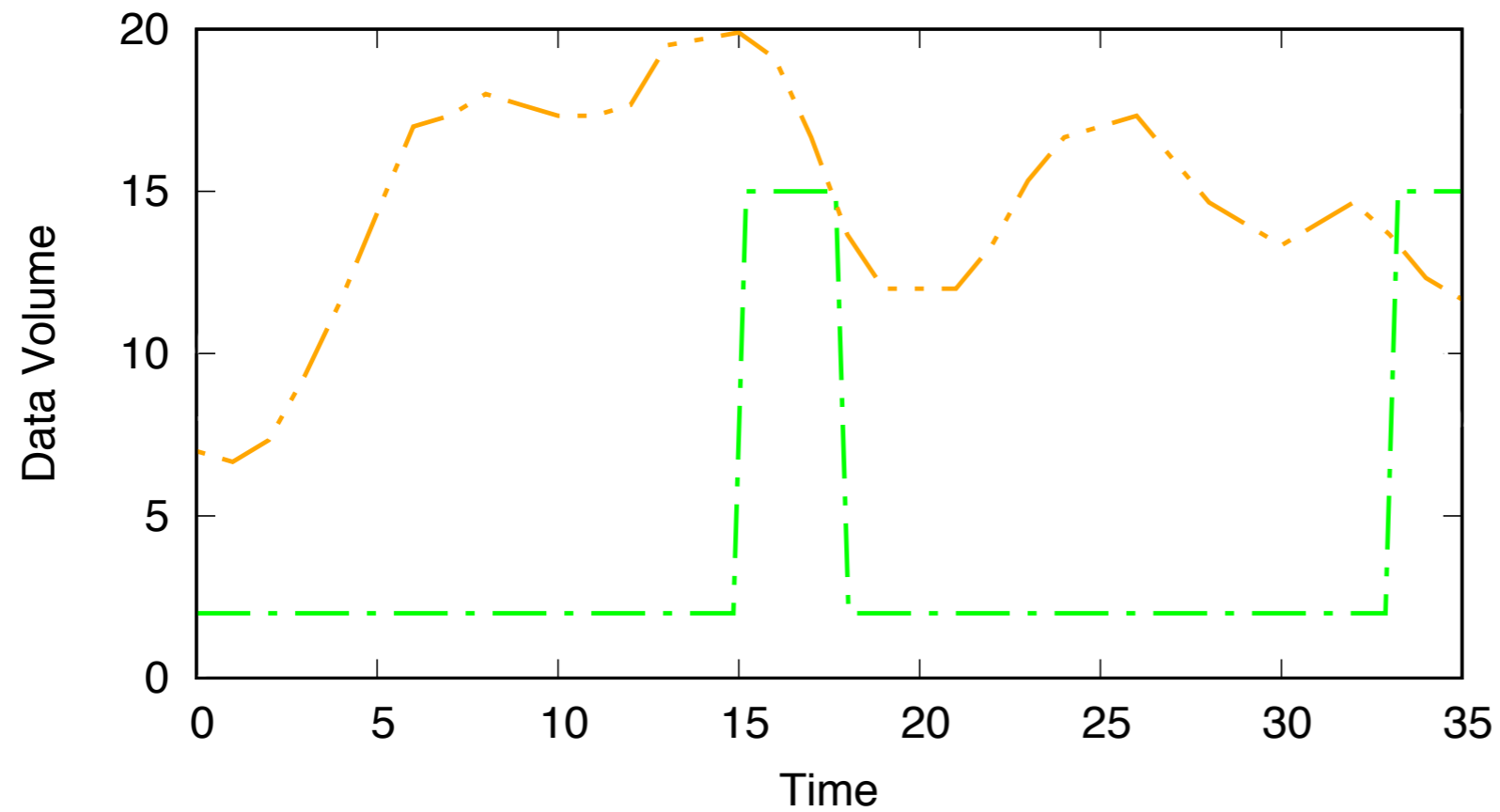
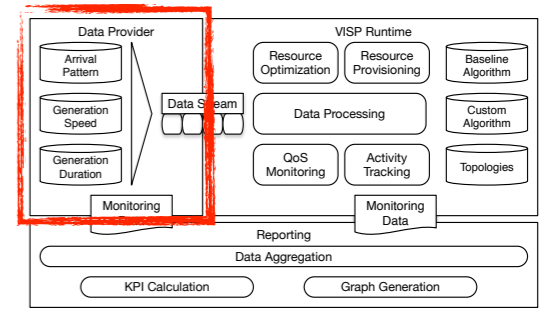
Data Provider - Arrival Pattern



Pulsating Arrival

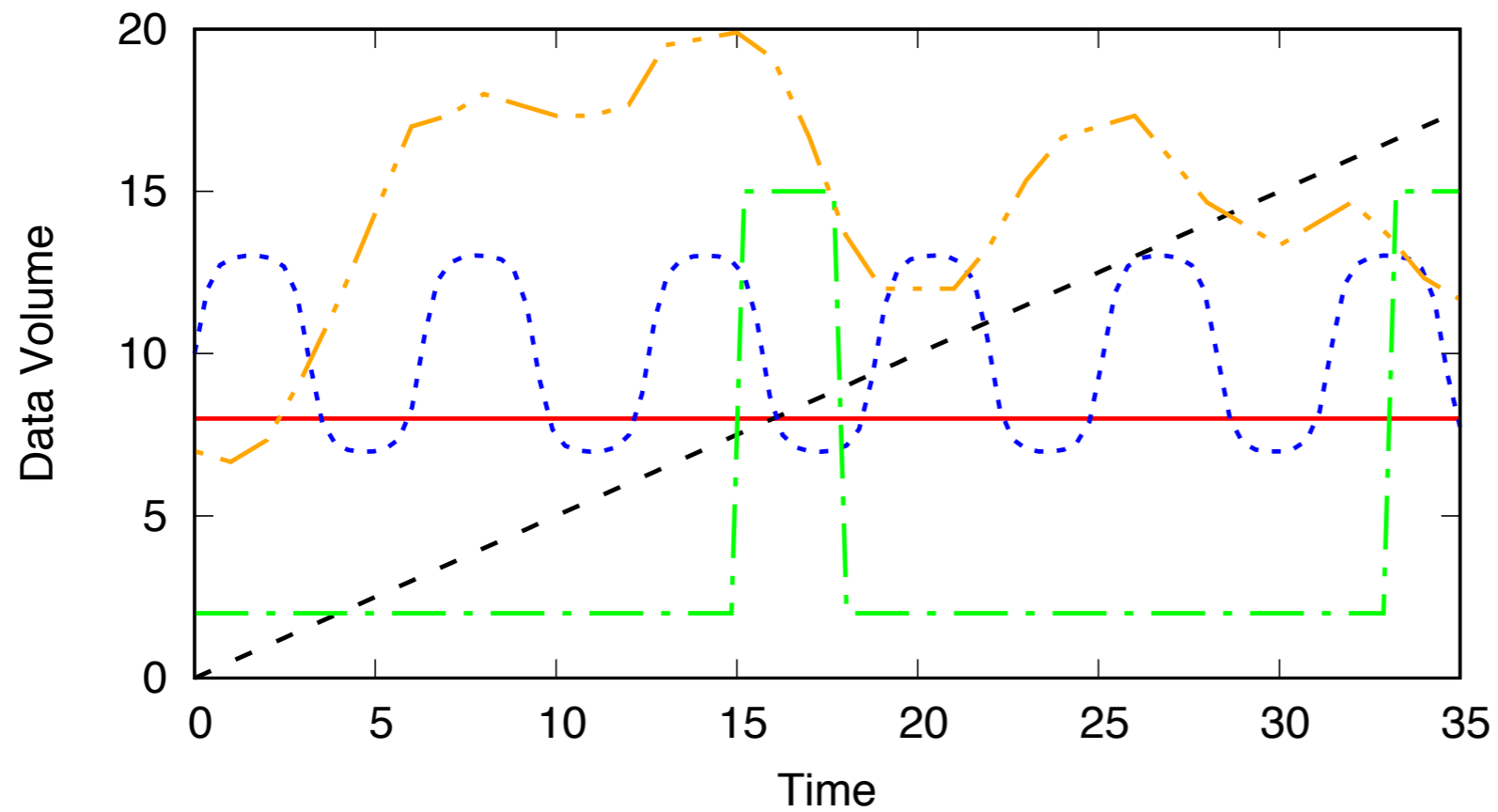
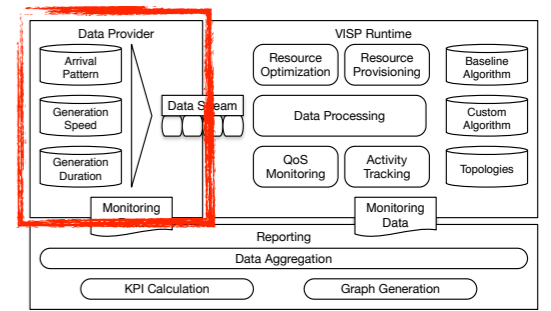
Real World Arrival

Data Provider - Arrival Pattern



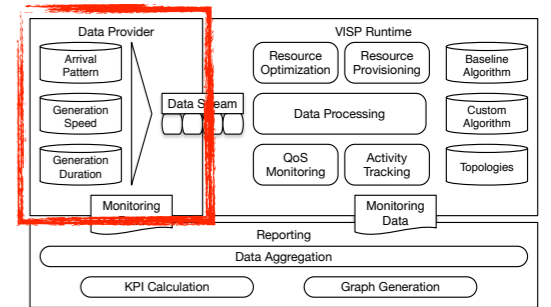
Spikes ———
Real World Arrival - - -

Data Provider - Arrival Pattern



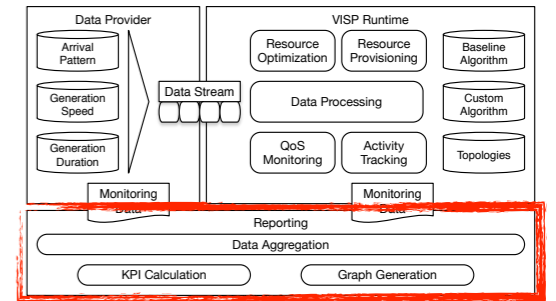
- Constant Arrival —
- Constant Increase - - -
- Pulsating Arrival - - -
- Spikes - . - .
- Real World Arrival - . - .

Data Provider - Message Structures



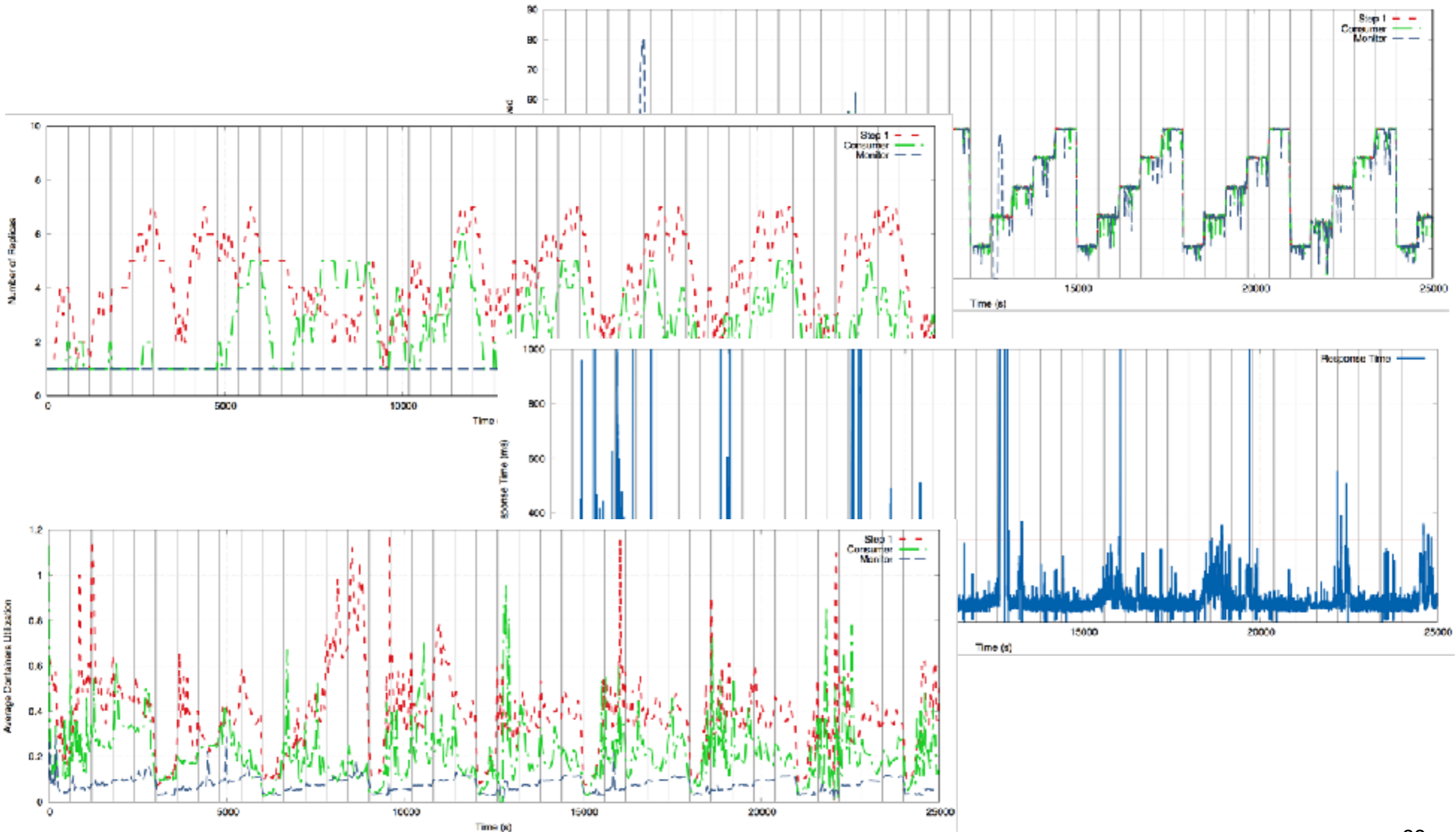
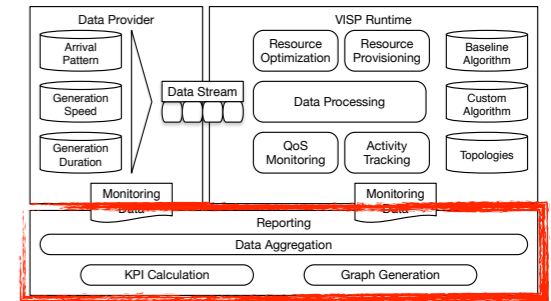
- ▶ Simple messages to trigger data processing events
- ▶ GPS time-series from taxis
- ▶ Sensor data from manufacturing machines

Reporting



- ▶ Aggregate information from monitoring data
- ▶ Generate KPIs
- ▶ Generate figures

Reporting



Conclusion

Conclusion

VISP Testbed provides a toolkit

- ▶ to replay data streams and reproduce evaluation results
- ▶ to benchmark custom resource provisioning algorithm against existing ones

Outlook

Outlook

- ▶ Increase benchmark algorithm library
- ▶ Increase topology library and stream processing operator library
- ▶ Integrate topologies and data from the DEBS Grand Challenges
- ▶ Provide the VISP Testbed as a Service

Q & A

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<https://github.com/visp-streaming/>



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