Online Scheduling of Heterogeneous Distributed Machine Learning Jobs

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ABSTRACT

Distributed machine learning (ML) has a key role in today’s proliferation of AI services. A typical model of distributed ML is to partition training datasets over multiple worker nodes to update model parameters in parallel, adopting a parameter server architecture. ML training jobs are typically resource elastic, completed using various time lengths with different resource configurations. A fundamental problem in a distributed ML cluster is how to explore the demand elasticity of ML jobs and schedule them with different resource configurations, such that the utilization of resources is maximized and average job completion time is minimized. To address it, we propose an online scheduling algorithm to decide the execution time window, the number and the type of concurrent workers and parameter servers for each job upon its arrival, with a goal of minimizing the weighted average completion time. Our online algorithm consists of (i) an online scheduling framework that groups unprocessed ML training jobs into a batch iteratively, and (ii) a batch scheduling algorithm that configures each ML job to maximize the total weight of scheduled jobs in the current iteration. Our online algorithm guarantees a good parameterized competitive ratio with polynomial time complexity. Extensive evaluations using real-world data demonstrate that it outperforms state-of-the-art schedulers in today’s AI cloud systems.

ACM Reference Format:


1 INTRODUCTION

Nowadays, most leading IT companies operate distributed machine learning (ML) clusters of GPU servers, to run ML jobs that train models over large datasets for providing AI-driven services. To train a large model, hundreds of concurrent workers (typically implemented on virtual machines or containers) are deployed in parallel. Either the training dataset or the ML model is partitioned among workers, realizing data parallelism or model parallelism [11][12][23]. In model parallelism, each worker updates part of the parameters using the entire input dataset [8]. In data parallelism, each worker has an entire copy of the ML model and computes parameter update (gradients) using a portion of input data; in each training iteration, workers exchange locally-computed gradients to obtain the global ML model update. As training data is usually enormous, data parallelism is the dominant form of parallel training in practice [11][23].

A typical approach for exchanging parameter updates among workers is through the parameter server (PS) framework [12][23]. In the PS framework, one or multiple PSs maintain model parameters as a global key-value store, and each worker uploads computed gradients to the PSs. The PSs update the corresponding parameters based on received gradients and then send updated parameters to the workers. The workers and PSs may be placed on different physical servers, when they cannot be completely accommodated on the same server, or to fully utilize expensive and fragment resources on servers [8].

ML training jobs are resource-intensive and time-consuming. Existing distributed ML systems [16][18][27] require job owners to estimate the amount of resources, including the number of workers and the resource configuration of each worker, as well as the time needed, to train the ML model using a large dataset. For example, Google uses Borg [28] and Microsoft, Tencent, and Baidu use customized versions of YARN schedulers [27] to aggressively provision each job as much resource as possible according to user demand and job priority, using strategies such as FIFO and max-min fair allocations.

However, the job owner is often uncertain of the amount of resources and time it may take to complete a job. There is elasticity in ML jobs’ resource demand: It takes different amounts of time to train a certain model with workers of different resource configurations, especially of different numbers of GPUs. Further, the processing time of a mini-batch is typically not inversely proportional to the worker’s resource allocation, which is mainly due to overhead in parallel training [14]. Next, assigning training jobs less resources than what they require in the ideal case (i.e., that leads to most expedited single-job training [14][32][25]) may reduce average training completion time in the entire system. For example, when training CIFAR-10 CNN for 100K steps until the model achieves 87% accuracy, the single-step training time (time to train a mini-batch) can be 15 milliseconds with a single GPU and 10 milliseconds with two GPUs (suppose it is the ideal case) [14].

Thus, if there are two training jobs of this type submitted at the same time and only three GPUs are available, with adequate other resources, allocating one GPU to one job and two GPUs for the other is the best strategy for minimizing the average job completion time, which results in (10 + 15)/2 = 12.5 milliseconds, in contrast...
to allocating two GPUs to each job sequentially, which results in $(10 + 20)/2 = 15$ milliseconds.

Considering demand elasticity, a fundamental problem for a ML cluster operator is: Given limited resources, how to decide the number/type of workers and PSs and running time of each job, such that resources are maximally utilized and average weighted completion time is minimized? Here, the weight of each job may characterize its processing priority.

To address the above problem, we first formulate the average weighted completion time minimization problem into a time-indexed mathematical program. The program formulates features of ML jobs (demand for large-volume data analysis capacity and high inter-node connection bandwidth). Different from traditional makespan minimization problems, it contains both conventional (packing-type) constraints and non-conventional (set-type and natural language described) constraints, which cannot be handled by existing approaches [24] [17]. Decision variables include the number/type of workers and PSs, and the execution window of each job. To compute schedules on the go with the shortest completion time, we divide our design into two steps:

**First**, we propose an online framework to convert the online optimization problem into a series of batch scheduling problems by partitioning the overall timespan into intervals with geometrically increasing length. Our online scheduling framework employs a dual approximation algorithm as a subroutine for performance guarantee. The dual approximation algorithm finds an infeasible solution that is super-optimal, where the performance of the algorithm is measured by the degree of infeasibility allowed. The infeasible solution will finally become feasible as job execution can span multiple intervals. The super-optimal objective value contributes to bound the average weighted completion time. This dual algorithm is realized through a batch scheduling algorithm that solves the maximum weighted schedule problem to schedule as many unscheduled jobs as possible before a certain time point.

**Second**, we observe that the maximum weighted schedule problem includes several non-conventional constraints for characterizing the configuration/placement of workers and PSs. To handle these set-type and natural language described constraints, we encode each valid schedule in a variable and reformulate the original program into an integer linear program (ILP), where only conventional packing constraints are included, at the price of introducing an exponential number of variables. Instead of solving the ILP directly, which is infeasible in practice due to time complexity, we design an approximation algorithm by applying a tailored primal-dual framework to the ILP’s LP relaxation and its dual LP. We interpret dual variables as unit resource prices, and compute the best schedule for each job based on resource consumption cost and its ML framework. The algorithm schedules a job if its weight is higher than its estimated serving cost.

We carry out rigorous theoretical analysis to prove that our online algorithm runs in polynomial time, and achieves a bounded competitive ratio. We evaluate practical effectiveness of our online algorithm through trace-driven simulation studies. We implement four representative job scheduling strategies used in existing cloud platforms, and compare them with our algorithm. Simulation results confirm that our algorithm outperforms existing methods by up to 200% in average weighted completion time, especially in systems with resource shortage.

## 2 RELATED WORK

### Resource Allocation in Distributed ML Systems

Borg [28] is a large-scale cluster manager from Google that runs jobs in a priority-based approach with preemption. Ghodsi et al. [16] propose a fair allocation policy of multiple resource types, similar to Mesos [18] and YARN [27]. In these systems, job owner prescribes the number and resource configuration of workers. In comparison, we design an online algorithm to guide worker deployment and resource allocation, exploiting the demand elasticity of ML jobs. Gao et al. [14] solve a training time minimization problem to find the best device placement of a deep neural network, using a reinforcement learning algorithm. Bao et al. [7] propose a deep learning-based job placement algorithm to minimize interference among co-located ML jobs. Resource allocation among multiple jobs is not considered by these work. Chen et al. [9] identify the demand elasticity of data analytics jobs and propose a performance-aware fair scheduler, which is designed for the offline instead of the online scenario.

Amiri et al. [5] propose a centralized scheduling strategy that assigns tasks to workers to minimize the average completion time with the help of one master. Zou et al. [37] develop a procedure to help users better choose the mini-batch size and the number of PSs. Similarly, Yan et al. [30] develop performance models that quantify the impact of data partitioning and system provisioning on system performance and scalability. Above papers don’t consider online job scheduling and resource sharing problems. Bao et al. [8] design an online algorithm to guide resource allocation over time in a distributed machine learning system. Although we consider a similar problem, this work is significantly different from [8]. First, our work is the first that explores the demand elasticity. A job’s scheduling and configuration are needed to be determined, while [8] focuses on adjusting the number of workers in each time slot, but does not address choices of different types of workers/PSs for a job, nor allocation of workers and PSs on the same physical server(s). Second, considering the demand elasticity of ML jobs, the goal of our work is to minimize the weighted completion time, while [8] aims to maximize the overall utility. Third, with the different optimization objective, our algorithmic idea to solve the weighted completion time minimization problem is also different from [8], as shown in Fig. 1.

### Job Scheduling and Resource Allocation in Cloud Systems

Shi et al. [26] propose the first online combinatorial auction for cloud resource allocation and pricing. Chowdhury et al. [13] design an allocation algorithm to achieve multi-resource fairness for elastic and correlated demands. Zhang et al. [34] study online resource allocation in a cloud computing platform through posted-price mechanisms. Zhang et al. [33] design mechanisms for online cloud resource bundling and provisioning to maximize social welfare with server costs. Jiao et al. [21, 22] devise online prediction-free and prediction-aware algorithms to provision resources across clouds and edges for serving dynamic demands. These studies satisfy each job’s demand within a fixed window, and do not consider the demand elasticity and scheduling dimensions in the solution space.

For job scheduling, Azar et al. [6] study online cloud job scheduling problems for deadline-sensitive jobs, assuming that one server
can only execute one job in each time slot. Zheng et al. [35] investigate cloud brokerage service and study economic issues based on a stochastic job scheduling problem. Zhou et al. [36] design a mechanism for online cloud job scheduling and resource allocation, where jobs have alternative deadlines corresponding to different job valuations. Wang et al. [29] schedule jobs online via creating and running multiple replicas of each task in order to mitigate the straggler issue. The resource demand of each job is specified by the job owner in advance in the above literatures.

3 SYSTEM MODEL

3.1 System Overview

We consider a machine learning cluster where multiple ML training jobs run using potentially different ML frameworks (e.g., TensorFlow [4], MXNet [11], CNTK [2]).

Table 1: List of Notations

<table>
<thead>
<tr>
<th>J</th>
<th># of jobs</th>
<th>R</th>
<th># of resource types</th>
</tr>
</thead>
<tbody>
<tr>
<td>T</td>
<td>system timespan</td>
<td>X</td>
<td>integer set {1, 2, ..., X}</td>
</tr>
<tr>
<td>a_j</td>
<td>arrival time of j</td>
<td>D_j</td>
<td># of data chunks in j</td>
</tr>
<tr>
<td>w_j</td>
<td>weight of job j</td>
<td>d_j</td>
<td>running duration of j</td>
</tr>
<tr>
<td>M</td>
<td># of worker types</td>
<td>P</td>
<td># of PS types</td>
</tr>
<tr>
<td>E_j</td>
<td># of training epochs for job j</td>
<td></td>
<td></td>
</tr>
<tr>
<td>K_j</td>
<td># of mini-batches in one data chunk of job j</td>
<td></td>
<td></td>
</tr>
<tr>
<td>H</td>
<td># of servers to deploy workers and PSs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>C^r_h</td>
<td>capacity of type-r resource on server h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\epsilon^m_j(P^r_p)</td>
<td>type-r resource of worker m (PS p)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\beta_m(B_p)</td>
<td>bandwidth of worker m (PS p)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\sigma_j</td>
<td>time to train a mini-batch of job j in worker m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\pi_j</td>
<td>size of gradients generated by each worker after processing one mini-batch when serve job j</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\Upsilon^p_j</td>
<td>time to update parameters at a type-p PS in each iteration of j</td>
<td></td>
<td></td>
</tr>
<tr>
<td>\rho^p_j</td>
<td>processing capacity of each worker when j employs worker m and PS p</td>
<td></td>
<td></td>
</tr>
<tr>
<td>q_j</td>
<td>whether j’s all workers (and PSs) are running in one server or not</td>
<td></td>
<td></td>
</tr>
<tr>
<td>x_{jt}</td>
<td>whether or not training job j with starting time t</td>
<td></td>
<td></td>
</tr>
<tr>
<td>s^p_{jhp}</td>
<td># of type-p PSs serving job j in server h</td>
<td></td>
<td></td>
</tr>
<tr>
<td>y_{jhm}</td>
<td># of type-m workers serving job j in server h</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Especially, a set of J training jobs arrive with large input datasets during a large time span \([T] = 1, 2, ..., T\), to train different ML models using synchronous training, i.e., synchronous stochastic gradient descent (S-SGD) method. Synchronous training can typically ensure model convergence and achieve higher model accuracy than asynchronous training [30][19], and is hence widely adopted in the latter in AI clouds of leading IT companies [1]. The large input dataset of job \(j (j \in \{J\})\) is divided into \(D_j\) equal-sized data chunks. Each data chunk is divided into \(K_j\) equal-sized mini-batches. We consider the PS framework in this work.

Let \(H\) denote the number of physical servers for the deployment of workers and PSs. Each server \(h \in \{H\}\) offers \(C^r_h\) units of type-\(r\) resource. \(R\) represents the number of resource types, including GPU, CPU, memory and bandwidth. Workers and PSs are implemented as virtual machines (VMs) or containers in physical servers. We refer to workers and PSs with different resource allocations as different types. Let \(M\) and \(P\) denote the number of worker and PS types, respectively. Each type-\(m\) \((m \in \{M\})\) worker (type-\(p\) \((p \in \{P\})\) PS) consumes \(\epsilon^m_j(E^r_j)\) units of type-\(r\) \((r \in \{R\})\) resource. Let \(\beta_m(B_p)\) be the bandwidth occupied by each worker \(m\) (PS \(p\)), i.e., \(\beta_m = \sqrt{\beta_m^2} = \sqrt{2}\beta_m\).

Upon the arrival of an ML job \(j\) at time \(a_j\), the following decisions are made: (i) when to start the job, denoted by binary variable \(x_{jt}\): \(x_{jt} = 1\) if job \(j\) is executed with starting time \(t\); (ii) the number of allocated type-\(m\) workers serving job \(j\) deployed on physical server \(h\) and at after \(a_j\), indicated by integer variable \(y_{jhm}\); (iii) the number of allocated type-\(p\) PSs serving job \(j\) deployed on physical server \(h\) at and after \(a_j\), indicated by integer variable \(s^p_{jhp}\); (iv) the amount of consecutive time slots allocated to job \(j\), which is related to the number and processing capacity of workers serving job \(j\), specified by \(d_j\). We do not consider preemption in this work, because when a job is suspended, the entire image of the job needs to be stored temporarily, which increases the overhead. Table 1 summarizes important notations for easy reference.

3.2 Training Process with PS framework

The set of global parameters of each ML job is partitioned into several partitions, each maintained by one PS [23]. Each worker of job \(j\) has a complete replica of the training model. Each worker processes allocated mini-batches one by one, sends computed gradients to and receives updated parameters from all PSs after processing one mini-batch (one iteration). The training process at all workers is synchronized: in each iteration, each PS updates its parameters after it has aggregated gradients from all workers, and then sends updated parameters to all workers. When the entire input dataset is trained for one round, an epoch is completed. For an ML job, the input dataset is trained for multiple epochs. Let \(E_j\) be the required training epochs of job \(j\).

Let \(\nu_{jm}\) denote the time for a type-\(m\) worker to train a mini-batch of job \(j\). Assume the computation time at a type-\(p\) PS for updating a partition of global parameters using gradients from all workers in each iteration of job \(j\) is a constant, indicated by \(\Upsilon^p_j\). The time for a type-\(m\) worker of job \(j\) deployed on a server with no PS, to transfer gradients to all PSs in other servers is \(\pi_j\), and vice versa, assuming the upload and download bandwidth are the same. When a worker is placed together with some PSs(s) in one server, exchanging parameters/grads with PS(s) in the same server needs no inter-server bandwidth and takes less time. With synchronous training, the time for exchanging gradients/parameters in one iteration of a job depends on the worker that spends the longest time, which is bound by \(\pi_j\), i.e., the time if any worker is not co-located with any PS.

We ignore fetching time of the input data as it can be largely hidden behind training using pipelining. Let \(q_j\) indicate whether all workers and PSs of job \(j\) are deployed in the same physical server (1) or not (0). Let \(\rho^p_j\) denote the processing capacity of each worker, i.e., the number of mini-batches that can be trained by each worker in one time slot, when job \(j\) employs type-\(m\) worker(s) and type-\(p\) PS(s). Thus, we have:

\[
\rho^p_j = \begin{cases} 
1/(\nu_{jm} + \Upsilon^p_j), & \text{if } q_j = 1 \\
1/(\nu_{jm} + \Upsilon^p_j + \frac{2\pi_j}{\beta_m}), & \text{if } q_j = 0
\end{cases}
\]
We exploit the demand elasticity of ML jobs to minimize the sum of all jobs’ weighted completion times [24], that is \[ \sum_{j \in [J]} w_j \sum_{i \in \mathcal{I}_j} x_{ji} (t + d_{ji}) \]
subject to:
\[ \sum_{i \in \mathcal{I}_j} x_{ji} = 1, \forall j, \] (2a)
\[ |\{ m \in [M] \mid | \{ h \in [H] \mid y_{jhm} > 0 \} | = 1, \forall j \} | \leq 1, \forall j, \] (2b)
\[ |\{ p \in [P] \mid \sum_{h \in [H]} s_{jp} > 0 \} | = 1, \forall j, \] (2c)
\[ q_j = 1 \text{ if and only if } h \in \mathcal{H}^j, \forall h, \forall j: y_{jhm} > 0, s_{jkh'p} > 0, \forall j, \forall h, \forall k, \forall p, \] (2d)
\[ d_j \sum_{h \in [H]} \sum_{m \in [M]} y_{jhm} \theta_{jhm} \geq E_j D_j K_j, \forall j, \forall p: s_{jp} > 0 \] (2e)
\[ \sum_{h \in [H]} \sum_{m \in [M]} y_{jhm} \leq D_j, \forall j, \] (2f)
\[ \sum_{h' \in [H-h]} \sum_{m \in [M]} y_{jhm'} h_{m'} \leq \sum_{p \in [P]} s_{jp} \theta_{jp}, \forall j, \forall h, \] (2g)
\[ x_{ji} = 0, \forall j, t < a_j, \] (2h)
\[ y_{jhm} \in \{ 0, 1, \ldots \}, \forall j, \forall h, \forall m, \] (2i)
\[ s_{jp} \in \{ 0, 1, \ldots \}, \forall j, \forall h, \forall k, \forall p, \] (2j)
\[ d_j \in \{ 0, 1, \ldots \}, \forall j, \] (2k)
\[ x_{ji} \in \{ 0, 1 \}, \forall j, \forall t, \] (2l)
\[ q_j \in \{ 0, 1 \}, \forall j. \] (2m)

3.4 Algorithmic Idea

In order to solve the weighted completion time minimization problem, we design an efficient online algorithm with bounded competitive ratio (i.e., the maximum ratio of the total weighted completion time incurred by our online algorithm over that incurred by the offline optimal algorithm which knows all the inputs in advance) in two steps, as shown in Fig. 1.

i. In Sec. 4, we first group unprocessed ML jobs until a certain time point into a batch, to convert the online optimization problem into a series of batch scheduling problems. Then, we invoke a dual approximation algorithm \( A_{\text{dual}} \) to schedule jobs in a batch. According to Lemma 1 [17], the schedule produced by \( A_{\text{dual}} \) is required to satisfy two properties. It is hard to yield such a schedule directly. Rather than solving the
batch scheduling problem directly, we focus on a more solvable problem instead, i.e., the total weight maximization problem. Leveraging an approximation algorithm $A_{\text{maxweight}}$ for the total weight maximization problem, $A_{\text{dual}}$ constructs a required schedule.

ii. In Sec. 5, we introduce an approximation algorithm $A_{\text{maxweight}}$ for batch processing, which solves the total weight maximization problem. $A_{\text{maxweight}}$ applies the primal-dual framework and employs two subroutines ($A_{\text{mincost1}}$ and $A_{\text{mincost2}}$) to choose the schedule with smallest cost for each job.

Here, $A_{\text{dual}}$ is a subroutine of $A_{\text{online}}$ and a dual approximation algorithm to solve the maximum weighted schedule problem in Definition 1. $A_{\text{dual}}$ invokes $A_{\text{maxweight}}$ and $A_{\text{maxweights}}$ invokes $A_{\text{mincost1}}$ and $A_{\text{mincost2}}$. $A_{\text{mincost1}}$ and $A_{\text{mincost2}}$ solve the cost minimization problem in Sec. 5.2. Performance guarantees of various proposed algorithms are shown at the end of the yellow arrows in Fig.1.

4 ONLINE SCHEDULING FRAMEWORK

In Sec. 4.1, we introduce an online scheduling framework $A_{\text{online}}$ that partitions the timespan to group ML jobs. It requires a dual approximation algorithm for job scheduling, which is presented in Sec. 4.2.

4.1 Online Scheduling Algorithm

Our online algorithm is partly inspired by Leslie et al. [17]. The basic idea is to partition the timespan of potential completion times at geometrically increasing points, and iteratively schedule unprocessed ML jobs until a certain time point. More specifically, let $\tau_0 = 1$, $\tau_i = 2^{i-1}$. In rounds $i = 1, 2, \ldots$, we wait until time $\tau_i$. Let $J_i$ represent the set of jobs that have arrived by time $\tau_i$, but still not scheduled. Next, we require a dual approximation algorithm $A_{\text{dual}}$ for $J_i$, which produces a schedule of length at most $\alpha \tau_i$ ($\alpha > 1$, which is a number to indicate the infeasibility of the schedule produced by $A_{\text{dual}}$) and whose total weight is at least the optimal weight of the maximum weighted schedule problem in Sec. 5. The schedule generated by $A_{\text{dual}}$ is then assigned to run from time $\tau_i$ to time $\alpha \tau_i$. Because $\alpha \tau_i - \tau_i \geq \tau_i$, it is flexible to run job with length at most $\alpha \tau_i$ in interval $[\tau_i, \alpha \tau_i]$, and hence our online algorithm produces feasible schedules.

DEFINITION 1. The Maximum Weighted Schedule Problem:
In an ML cluster, given a deadline $\tau_i$, a set of jobs $J_i$ at the beginning, and a weight for each job, we aim to construct a feasible schedule that maximizes the total weight of jobs completed by time $\tau_i$.

In $A_{\text{online}}$ (Algorithm 1), $J_i^*$ denotes the set of jobs scheduled during round $i$. Note that $\tau_0 = 1$ implies the assumption that no job can complete within the first time slot. Lines 3-5 group unscheduled jobs into set $J_i$. We invoke the dual approximation algorithm $A_{\text{dual}}$ for $J_i$ in line 6. Next, we run $j \in J_i^*$ from time $\tau_i$ to time $\alpha \tau_i$, according to the schedule produced by $A_{\text{dual}}$ in line 8-9. In line 11, we add job(s) in $J_i$ which is (are) not scheduled in round $i$ to set $J_{i+1}$, to process in next round $i+1$.

Lemmas 1. Given a dual approximation algorithm for $J_i$, $i = 1, 2, \ldots$, which produces a schedule satisfying two properties: (i) the length of the schedule is at most $\alpha \tau_i$; (ii) total weight of the schedule is at least the optimal weight of the corresponding maximum weighted schedule problem, $A_{\text{online}}$ is an online $4\alpha$-approximation algorithm to minimize the total weighted completion time.

All missing proofs are in our technical report [3].

4.2 A Dual Approximation Algorithm

The dual approximation algorithm $A_{\text{dual}}$ (Algorithm 2) produces desired schedules based on a $\gamma$-approximation algorithm for the Maximum Weighted Schedule Problem, that schedules as many unscheduled jobs as possible before a deadline (to be detailed in Sec. 5). Lines 2-4 invoke the $\gamma$-approximation algorithm $A_{\text{maxweight}}$ for $\alpha$ rounds. Specifically, in the $r$th ($r \in [\alpha]$) round, we schedule jobs in $J_i \setminus J_r^*$, i.e., jobs in $J_i$ but not served in before rounds, from time $(i - 1)\tau_i + 1$ to time $\tau_i$.

Lemma 2. Given a $\gamma$-approximation algorithm for the maximum weighted schedule problem which schedules as many jobs as possible before deadline $\tau_i$, $A_{\text{dual}}$ constructs a schedule of length at most $\alpha \tau_i$ and total weight at least the optimal objective value of the corresponding maximum weighted schedule problem.

Proof: Let $J_i^*$ and $J_i^{*\tau_i}$ be the set of jobs served optimally and completed by $A_{\text{dual}}$ in the $r$th round, respectively. Thus, the optimal objective value of the total weight maximization problem for $J_i$ is $w(J_i^* \cup J_i^{*\tau_i})$. And let $J_i^* = J_i^* \cap J_i^{*\tau_i}$. In the $r$th round, the input of the $\gamma$-approximation algorithm is $J_i - J_i^*$. When $i = 1$, we have

$$w(J_i^*) \geq \frac{1}{\gamma} w(J_i^* \cup J_i^{*\tau_i}) \tag{3}$$

For $i \geq 2$, consider jobs which can be scheduled by the optimal solution but not are served by $A_{\text{dual}}$ in the first $i - 1$ rounds, i.e., $J_i^* - \cup_{r=1}^{i-1} w(J_i^*)$. In $r$th round, since each $j \in J_i^* - \cup_{r=1}^{i-1} w(J_i^*)$ can be completed by the optimal solution, $w(J_i^*) \geq w(J_i^* - \cup_{r=1}^{i-1} w(J_i^*))$. Then we have

$$w(J_i^*) \geq \frac{1}{\gamma} (w(J_i^*) - \sum_{r=1}^{i-1} w(J_i^*)) \geq \frac{1}{\gamma} (w(J_i^*) - \sum_{r=1}^{i-1} w(J_i^*)) \tag{4}$$

For $i \in [\alpha]$, the following inequality holds:

$$\sum_{r=1}^{i} w(J_i^*) \geq [1 - (1 - \frac{1}{\gamma})^i] w(J_i^*) \tag{5}$$
We prove (5) by induction. (5) must hold for \( t = 1 \), since (3) holds. Suppose (5) holds for \( t \), according to (4), we have
\[
\sum_{j \in [\tau]} w(j)^{t-1} \geq \frac{1}{2} \sum_{j \in [\tau]} w(j)^t + (1 - \frac{1}{2}) \sum_{j \in [\tau]} w(j)^{t-1} \geq (1 - \frac{1}{2}) \sum_{j \in [\tau]} w(j)^t.
\]
Thus we prove (5). Suppose for the specific \( t' \), \( \sum_{j \in [\tau]} w(j)^{t'-1} \geq \sum_{j \in [\tau]} w(j)^{t'} \) and \( \sum_{j \in [\tau]} w(j)^{t'-1} < \sum_{j \in [\tau]} w(j)^{t'} \). Note that \( w(j)^{t'-1} \) is a non-negative integer, then \( w(j)^{t'} \) and \( w(j)^{t'-1} \) are both integers. And since (5), we have \( w(j)^{t'} \geq (1 - \frac{1}{2}) w(j)^{t'-1} \). So \( (1 - \frac{1}{2}) w(j)^{t'-1} \geq w_{\text{min}} \). And \( \sum_{j \in [\tau]} w(j)^{t'} > w_{\text{min}} \) + 1, which satisfies
\[
\alpha \geq \left[ \frac{\log w(j)^t - \log w_{\text{min}}}{\log y - \log(y - 1)} \right] + 1 \geq t', \forall i.
\]
such that \( \sum_{j \in [\tau]} w(j)^{t'} \geq w(j)^{t'} \).

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5 APPROXIMATION ALGORITHM FOR TOTAL WEIGHT MAXIMIZATION

We next present an approximation algorithm \( \text{A}_{\text{max-weight}} \) for batch processing, employing a primal-dual algorithm in Sec. 5.1. As sub-routines of \( \text{A}_{\text{max-weight}} \), we design two algorithms in Sec. 5.2 to compute the best schedule for each job. Theoretical analysis is presented in Sec. 5.3.

5.1 The Maximum Weighted Schedule Problem

We formulate a maximum weighted schedule problem for each round \( i \) in our online scheduling framework, that maximizes the total weight of jobs in \( J_i \) completed by time \( \tau_i \).

\[
\text{maximize} \sum_{j \in [\tau_i]} \sum_{\ell \in [\tau_i]} w_j x_{j\ell}
\]
subject to:
\[
\begin{align*}
\sum_{\ell \in [\tau_i]} x_{j\ell} &\leq 1, \forall j \in [J], \quad (7a) \\
\sum_{\ell \in [\tau_i]} x_{j\ell}(t + d_j) &\leq \tau_i, \forall j \in [J], \quad (7b)
\end{align*}
\]

This maximization problem involves integer variables, non-linear constraint (2b) (2c) and constraints concerning multiplication of variables (2b)(2b)(7b). To address these challenges, we first apply the compact-exponential techniques [36] to reformulate problem (7) into an equivalent conventional integer linear program (ILP) with packing structure:

\[
\text{maximize} \sum_{j \in [\tau]} \sum_{\ell \in [\tau]} w_j x_{j\ell}
\]
have been scheduled in the $i$th round. In line 13, $\delta'_{y,t}(t)$ records the amount of allocated type-$t$ resource on server $h$ for time $t$.

$$\delta'_{y,t}(t) = \lambda \sum_{i \in [r]} \delta_{y,t}^i - 1, \forall h \in [H], \forall r \in [R], \forall t \in [\tau], \text{ where } \lambda = 2(THR) + 1 \tag{11}$$

**Algorithm 3** Total Weight Maximization $A_{\text{max-weight}}$

**Input:** $\psi, \tau_i, C_{h}, \forall h \in [H], r \in [R]$

**Output:** $x_{j,t}, y_{j,h,m}, s_{j,h,p}, d_j, y_j$, $\forall j \in [J], t \in [\tau], m \in [M], h \in [H], p \in [P]$.

1. Initialize $x_{j,t} = 0, d_j = 0, y_{j,h,m} = 0, s_{j,h,p} = 0, \delta'_{y,t}(t) = \lambda \sum_{i \in [r]} \delta_{y,t}^i - 1, \forall j \in [J], t \in [\tau], m \in [M], h \in [H], p \in [P], r \in [R]$.
2. for each job $j \in [J]$ do
   3. $(c_j, l_j) = A_{\text{min-cost}}(\tau_i, \{\delta'_{y,t}(t), \{C_{h}\})$)
   4. $(c_j, l_j) = A_{\text{max-cost}}(\tau_i, \{\delta'_{y,t}(t), \{C_{h}\})$)
   5. if $c < c_j$ then
      6. $c_j = c, l_j = I$
   7. end if
   8. $u_j = w_j - c - j$
   9. if $u_j > 0$ then
      10. $x_{j,t} = 1, d_j = L_j$
      11. Set $x_{j,t}, y_{j,h,m}, s_{j,h,p}$ according to $l_j, \forall h \in [H], m \in [M], p \in [P], r \in [R], \forall t \in \tau$
      12. $\delta'_{y,t}(t) = \delta'_{y,t}(0) + (1)$
      13. $\delta'_{y,t}(t) = \delta'_{y,t}(t) + s_{j,h,p}(l_j), \forall t \in \tau$
      14. Update $\delta'_{y,t}(t), \forall t \in \tau$
   15. end if
   16. end for

We make two assumptions. First, the per unit resource per time slot weight is bounded: $1 \leq \frac{F_m}{C_h}, \forall h, l, r, t \in [R]$, which implies that the one type resource demand of each job on one server is small as compared to the resource capacity of each server. The price function starts at zero and increases exponentially with the increase of resource consumption. When there is little usage of type-$t$ resource on server $h$, $\delta'_{y,t}(t)$ is close to zero, which allows jobs to consume resource freely. When type-$t$ resource on server $h$ is exhausted, $\delta'_{y,t}(t)$ is close to the resource capacity $C_{h}$, and $\delta'_{y,t}(t)$ grows fast to a carefully designed large value $\lambda$, so that type-$t$ resource on server $h$ will be barely allocated to a job, unless its weight is sufficiently large.

### 5.2 Cost Minimization Problem

Since $w_j$ is a constant, the utility maximization problem of job $j$ is equivalent to the following cost minimization problem

$$\min_{t \in [\tau]} \sum_{r \in [r]} \sum_{m \in [M]} x_{j,t} \delta'_{y,t}(t) \left( \sum_{m \in [M]} \sum_{p \in [P]} \sum_{y_j,h,m} \sum_{s_{j,h,p}} \right)$$

subject to:

$$\sum_{t \in [\tau]} x_{j,t} = 1, \tag{12}$$

$$\sum_{t \in [\tau]} x_{j,t} = 1, \tag{12a}$$

$$\sum_{t \in [\tau]} x_{j,t} = 1, \tag{12b}$$

$$\sum_{t \in [\tau]} x_{j,t} = 1, \tag{12c}$$

We next show the schedule that minimizes job $j$’s cost can be found efficiently and optimally using Algorithm 5 and Algorithm 4. When we fix the worker type $m$ and the PS type $p$ serving job $j$, the number of acquired time slots is at most $\left(\frac{F_D K_j}{\rho_{pm}}\right)$. For a fixed allocated time slot $d_j$, the number of workers needed is at least $\left(\frac{F_D K_j}{\rho_{pm}}\right)$. If we further know the starting time of job $j$, problem (12) is simplified as the following ILP, where $m = m', p = p', t = t'$.

$$\min_{y_j} \text{cost}(m', p', t', t'')$$

subject to:

$$q_j = 1 \text{ if and only if } h = h', \forall h, h' : y_{j,h,m'} > 0, s_{j,h,p'} > 0, \tag{13a}$$

$$\sum_{h \in [H]} y_{j,h,m} \leq D_j, \tag{13b}$$

$$\sum_{h \in [H]} y_{j,h,m} \geq \left(\frac{E_D N_j K_j}{d_j \rho_{pm}}\right), \tag{13c}$$

$$s_{j,h,p} B_{pm} \geq \sum_{h \in [H]} y_{j,h,m} B_{pm}, \forall p \in [P], \tag{13d}$$

$$\sum_{h \in [H]} y_{j,h,m} \leq 1 \tag{13e}$$

That is, we need to find the best placement scheme for job $j$ to minimize the overall resource cost satisfying constraints (13a)-(13g). Particularly, consider the situation where we deploy all $f$ workers and $p$ workers on one server, $i.e., q_j = 1$. Note that constraint (13d) is satisfied naturally, since the RHS of (13d) is zero. We come up with algorithms to find the best schedule with the smallest cost for job $j$ as $A_{\text{min-cost}}$, and $A_{\text{min-cost}}$ handles the case where all workers and PSs of job $j$ are running on one server, i.e., $q_j = 1$, $\rho_{pm} = 1/(u_{j,m} + u_{j,p})$, and $A_{\text{min-cost}}$ solves the other, i.e., $q_j = 0$, $\rho_{pm} = 1/(u_{j,m} + u_{j,p} + \frac{u_{j,m} u_{j,p}}{2})$. In $A_{\text{min-cost}}$, we record the amount of available type-$t$ resource on server $h$ at time slot $t$ using $\delta'_{y,t}(t)$ in line 2. Next, we enumerate the worker and PS types serving job $j$ in line 3 and 4. Then, we traverse possible execution time and compute the number of workers needed in lines 5-6. Given starting time $t'$ in line 7, we sort workers for worker $m'$ deployment in non-decreasing order of total resource cost $\sum_{e \in [e]} \sum_{r \in [r]} \delta'_{y,t}(t) \rho_{pm}$ recorded by $\Omega_m$ in line 8. Then lines 9-33 maximally deploy workers starting from the cheapest server, respecting capacity constraint (2h), the required number of workers $N_j$ in (13c) and bandwidth reservation constraints (13d). Specifically, we decide the number of workers and PSs in given server $n$ in lines 14-22 in a greedy manner, i.e., the maximum number of workers and PSs are placed satisfying (13d). If there are not enough workers or PSs, completing job $j$ is infeasible (lines 25 and 26); otherwise, we compute the overall cost $\sum_{e \in [e]} \sum_{r \in [r]} \sum_{m \in [M]} \sum_{p \in [P]} \delta'_{y,t}(t) \rho_{pm}$ (line 28). We identify the schedule with smallest cost in lines 30-32. Finally, we return the resulting schedule $l_j$ and the corresponding cost $\text{cost}_m$ in line 38. Compared to $A_{\text{min-cost}}$, $A_{\text{min-cost}}$ counts the range of acquired time slots and number of workers needed with different processing.
Algorithm 4 Subroutine for Job $j$ $A_{\text{mincost}1}$
Input: $t_s, \beta'_m(t), \delta'_m(t), C'_m, \forall h \in [H], r \in [R], t \in [t_i]$;
Output: $l'_j, \text{cost}_m$;
1: Initialize $u_j = 0, l_j, \emptyset, \text{cost}_m = +\infty$;
2: $q_j = 0, \delta'_m(t) = C'_m - \beta'_m(t), \forall h, r, t$;
3: for $m = 1$ to $M$ do
4: for $p' = 1$ to $P$ do
5: for $L_j = \left\lfloor \frac{E(K_i)}{\rho_{m}^{p'}} \right\rfloor$ to $\left\lceil \frac{E(D)K_i}{\rho_{m}^{p'}} \right\rceil$ do
6: $N_j = \left\lfloor \frac{E(D)K_i}{L_j\rho_{m}^{p'}} \right\rfloor$, $N = N_j$;
7: for $t^* = 1$ to $t_i - L_j$ do
8: List $h \in [H]$ in nondecreasing order of $\Omega_h, t^* = t^* + L_j$;
9: for $n = 1, \ldots, H$ do
10: $y_{km} = 0, s_{km}p = 0, \forall m, k, p, h$;
11: if $k = n$ then
12: $\hat{y} = \min \left\{ \min_{c \in [C]} (r, r+F) \left\lfloor \frac{\delta'_m(t)}{\rho_{m}^{p'}} \right\rfloor, N \right\}$;
13: $y_{km'} = \hat{y}$;
14: end if
15: for $g = 0$ to $g$ do
16: $\hat{s} = \min_{c \in [R]} (r, r+F) \left\lfloor \frac{\delta'_m(t) - g\rho_{m}^{p'}}{\rho_{m}^{p'}} \right\rfloor$;
17: if $s_{km'} \geq (N_j - g)\rho_{m}^{p'}$ then
18: $y_{kn} = \hat{s}$;
19: $s_{kn} = \min \left\{ \hat{s}, \left\lfloor \frac{(N_j - g)\rho_{m}^{p'}}{\rho_{m}^{p'}} \right\rfloor \right\}$;
20: end if
21: end for
22: end if
23: $N = N - y_{km'}$;
24: end for
25: if $N > 0$ or $s_{kn} < 1$ then
26: $\text{cost}_m = +\infty$;
27: else
28: Compute cost;
29: end if
30: if $\text{cost} < \text{cost}_m$ then
31: $\text{cost}_m = \text{cost}, l'_j = \left\{ t^*, L_j, y, s, q_j \right\}$;
32: end if
33: end for
34: end for
35: end for
36: end for
37: end for
38: return $l'_j, \text{cost}_m$

Algorithm 5 Subroutine for Job $j$ $A_{\text{mincost}2}$
Input: $t_s, \beta'_m(t), \delta'_m(t), C'_m, \forall h \in [H], r \in [R], t \in [t_i]$;
Output: $l'_j, \text{cost}_m$;
1: Initialize $u_j = 0, l_j, \emptyset, \text{cost}_m = +\infty$;
2: $q_j = 1, \delta'_m(t) = C'_m - \beta'_m(t), \forall h, r, t$;
3: while traverse the value space of variables $m', p' L_j t^*$ in order do
4: for $h = 1, \ldots, H$ do
5: $y_{km} = 0, s_{km}p = 0, \forall m, k, p, h$;
6: Compute $y_{km}$ and $s_{km}p$ respecting (2h) and (13a)
7: Set cost according to the feasibility of $y_{km}$ and $s_{km}p$;
8: if $\text{cost} < \text{cost}_m$ then
9: $\text{cost}_m = \text{cost}, l'_j = \left\{ t^*, L_j, y, s, q_j \right\}$;
10: end if
11: end for
12: end while
13: return $l'_j, \text{cost}_m$

Theorem 3. $A_{\text{online}}$ in Algorithm 1 is $4\alpha$-competitive, where $\alpha = \left\lfloor \frac{\log(w_j)}{\log \omega_{\text{min}}} \right\rfloor + 1$, where $\alpha$ and $\omega_{\text{min}}$ are defined in (11), $w_j = \sum_{i} w_j$ and $w_{\text{min}} = \min_{j} w_j$.

Proof: According to Lemma 1 [17] and Lemma 2, we know that the competitive ratio of $A_{\text{online}}$ is $4\alpha$, where $\alpha = \left\lfloor \frac{\log(w_j)}{\log \omega_{\text{min}}} \right\rfloor + 1$ and $\gamma$ is the approximation ratio of $A_{\text{max weight}}$ in Algorithm 3. Then, combining Theorem 4 we finish the proof.

We observe that the typical value of $\alpha$ is close to 4 in simulation studies. As shown by the proof of Lemma 2, the value of $\alpha$ in each round $i$ should satisfy inequality (6). According to the definition of $J_i$ [17], we can set $\alpha$ to be $\left\lfloor \frac{\log(w_j)}{\log \omega_{\text{min}}} \right\rfloor + 1$ in simulations. Further, if $J_i = J_i$ for the specific $i$, we can terminate the $i$th round iteration of $A_{\text{algorithm}}$ and turn to the next round.

Theorem 4. The approximation ratio of $A_{\text{max weight}}$ in Algorithm 3 is $2 \log \lambda$.

Theorem 5. $A_{\text{online}}$ in Algorithm 1 runs in polynomial time, with time complexity $O((\log \omega_j) MFPT \log(T(H \log H + H^2))$.

6 PERFORMANCE EVALUATION

Settings. We simulate an ML cluster running for $T \in [100, 300]$ time slots (default value: 150). Each time slot is one hour long. The default number of servers is 150. The overall resource capacities, C, are set to be approximately [0.2, 0.5] fraction of the respective overall job resource demand, which is computed by adding the ideal resource demand of all jobs. Resources configuration of each server is set according to Amazon EC2 GPU instances P3, P2 and G3. The numbers of worker and PS types are set to be 8 and 10, respectively. Following similar settings in [23][8][12], we set resource configuration for each type worker as follows: 1 to 4 GPUs, 1 to 10 vCPUs and bandwidth of 100Mbps to 5GBps. Resource configuration for each type PS is: 1 to 10 vCPU and bandwidth of 5GBps to 20 Gbps. For each job, $w_j$ is in [200, 5000], $E_j$ is set within [50, 100], $D_j$ is in [5, 50], $K_j$ is in [10, 50], $U_j$ is in [10, 100] milliseconds, $v_{\text{job}}$ is in [0.001, 0.05] time slots, and $\pi_i$ is within [30, 575]MB [19][8].

Algorithms for comparison. We compare $A_{\text{online}}$ with three job scheduling policies: (i) OASIS: given unit resource prices, jobs with larger utility, which maps to $u_j$ in Sec. 5.1, are served first and each
job selects the best placement scheme that minimizes its placement cost [8]. (ii) FIFO: default scheduler in Hadoop and Spark [31]; jobs run by order of arrival, with fixed numbers and resource configuration of workers (and PSs). The number of workers is fixed to a number within [1, 30] for FIFO, (iii) Dominant Resource Fairness Scheduling (DRF): default scheduler in YARN [27] and Mesos [18]; the numbers of workers (and PSs) are computed to achieve max-min fairness in dominant resources [16]. In (i)-(iii), the resource configuration of workers (and PSs) is the same as that in the ideal case, which is derived according to recent literature [14] [32] [25] in our simulation studies. We compare $A_{\text{maxweight}}$ with an algorithm from recent literature [20] which proposes a greedy strategy to schedule jobs with deadlines in the offline scenario.

6.1 Performance of $A_{\text{online}}$

Fig. 2 compares the total weighted completion time produced by different algorithms under different numbers of jobs, where $T = 300$. $A_{\text{online}}$ performs up to 200% better than the other algorithms in both cases. The objective value may grow with the increase of number of servers according to Fig. 3. Note that $\lambda$ in price function (11) increases in line with the number of servers $H$. $A_{\text{online}}$ prefers to schedule jobs of larger weight with larger $\lambda$ when available resources are insufficient. Thus, when the overall resource capacities nearly remain the same, the total amount of fragment resources increases and effective resource capacity of the servers decreases with larger $H$. The objective values in Fig. 2 (Fig. 3) are the average of multiple trials.

6.2 Performance of $A_{\text{maxweight}}$

Fig. 4 compares the total weight achieved by $A_{\text{maxweight}}$ with related algorithm from recent literature [20]. Our offline algorithm $A_{\text{maxweight}}$ performs much better than the other. Fig. 7 shows the total weight of $A_{\text{maxweight}}$ under different $H$, i.e., the number of servers to deploy workers and PSs. It reflects that the total weight is smaller for larger values of $H$ because the total amount of fragment resources increases with the increase of the number of servers. In Fig. 7, there is an upward trend in the total weight with the increment of the number of jobs. Fig. 6 represents the total weight of $A_{\text{maxweight}}$ under different $F$, which is related to price function in line 14 of $A_{\text{maxweight}}$. We can see that for smaller values of $F$, the total weight is larger. Smaller $F$ represents more jobs can be
We proposed an online algorithm for scheduling synchronous train-
ing jobs in ML clusters. The online algorithm targets total weighted
completion time minimization, consisting of (i) an online greedy-
interval algorithm that converts the online scheduling problem into
a series of batch processing problems; (ii) a primal-dual algorithm
running for each batch, which computes the best execution win-
dow of each job, with proper number and type of workers (and
parameter servers). Both theoretical analysis and trace-driven simu-
lation studies validate our online algorithm’s good performance, as
compared to both offline optimum and commonly used scheduling
algorithms in read-world cloud systems.

ACKNOWLEDGMENTS

This work was supported by the Fundamental Research Funds for the
Central Universities (2042019k0016) and grants from Hong
Kong RGC under the contracts HKU 17204619, 17225516, C5026-
18G (CRF).

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