

Optimizing Workflow Scheduling using Max-Min and Min-Min Algorithm in Cloud Environment

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ABSTRACT: Cloud Computing has gained popularity in recent times. Cloud computing is now known as a provider of dynamic services using very large scalable, on-demand, virtualized resources over the internet. It also makes it possible to access applications and associated data from anywhere. Cloud computing is a technology that allows consumers and businesses to use application without installation and access their personal files at any computer with the help of internet. There are a mass of researches on the issue of scheduling in cloud computing, most of them, however, are focused on workflow and job scheduling. A cloud workflow system is a type of platform service which facilitates the automation of distributed applications based on the novel cloud infrastructure. Most of the algorithms that are currently in use are ignoring the dependent and independent tasks that directly influence the overall execution time. Processing of Workflow which is independent to each other, in parallel reduces the execution time. We have implemented the algorithm for scheduling of resources for different workflows that focused on the considering of dependent and independent tasks that directly gives profit in minimizing computation time.

General Terms: Cloud Computing, Scheduling Algorithms, workflow management system.

I. INTRODUCTION

Cloud Computing is a term that involves delivering hosted services over the internet. In cloud computing, we can store information on cloud servers permanently with the help of clients like laptops, computers etc. Cloud computing provides different kinds of services like Platform-as-a-service, Infrastructure-as-a-service and Software-as-a-service. Infrastructure-as-a-service provides on-demand infrastructure service to customer with rentable devices like processing power, storage, processing cycles. Platform-as-a-service provides a whole platform to the users comprising of hardware and software system to check, develop and host applications. Software-as-a-service provides software System as a service to the users by paying cloud host as per his usage [1][2]. Cloud Computing opens new ways for numerous applications from which processing of scientific workflows is most crucial. The scientific workflows like Montage, Cyber Shake, Sipht etc. require heavy processing of data that is only possible with the deployment of Cloud Computing resources. However, the optimized scheduling of the individual tasks of workflow is still an issue yet to solve. The numerous algorithms are proposed and implemented such as First Come First Serve, Data-aware algorithm, Min-Min algorithm, Round-Robin algorithm etc., but these are unable to consider the independent and dependent tasks individually and schedule the tasks in such a way that the independent tasks can process simultaneously.

A. SCHEDULING

When a computer is running more than one processes that competes with one another for the CPU resources simultaneously, then there is a need to make a decision by the Operating System as to which process to run next. The process of managing resources for the processes is called scheduling. Scheduling is a process of operating which makes a choice about the next process. Scheduling algorithm is used for performing scheduling in cloud computing, mainly in task scheduling of subtasks of workflow. In this it arranges the job and processes in a queue and provides them which required resources which are useful in executing these processes. With the help of virtualization technology, all the resources that are physically available can be made virtualized and transparent for users. Additionally, more than one virtual machines are able to operate on a single host computer so that the rate of employment of resources has been effectively enhanced [3], [4]. Supplying resources under Cloud Computing environment is flexible; we can increase or reduce the supplying of resources based on the requirement of workflows.

B. Algorithms of Scheduling

(i) First Come First Serve (FCFS)

In this algorithm, tasks are compared on the basis of their arrival time and the task which comes first in the ready queue is served first. Advantage of this algorithm is its simplicity and fast execution behavior. But the main disadvantage of this algorithm is that sometimes due to the execution of a longer job, which comes in the queue first, small jobs have to wait for its completion. Due to this problem the waiting time of tasks increases and overall performance of the workflow execution decreases [5].

(ii) Min-Min Algorithm

In this algorithm, small tasks are executed first so that large tasks delay for long time. Algorithm begins with sorting the set of all unmapped tasks in increasing order of their completion

Time. Then the task having the minimum completion is scheduled from the unmapped task set and the mapped task has been removed from unmapped task list, and the process repeats until all the tasks of unmapped list is mapped to the corresponding available resources [5].

(iii) Max-min Algorithm

In this algorithm, large task is executed first so that small tasks delay for long time. This algorithm is very similar to Min-min algorithm, instead of sorting the task in the increasing order of completion time. This algorithm sorts the tasks in decreasing order of their completion time. Then the task with the overall maximum completion time is selected from this task list and scheduled to the corresponding available resource. Then the scheduled task has been removed from unmapped task set and the process repeats until all tasks of unmapped list is mapped [5].

(iv) Round-Robin Algorithm

It is second most commonly used algorithm for assigning the resources, while scheduling, to the different requests submitted for execution. It is also implemented for utilizing cloud computing resources for different workflows. In this algorithm the basic principle is that assigns some predefined time slots to the submitted requests. It does not consider dependency and interdependency that exists between different tasks [5].

C. Workflow Management System

Scheduling is processes that maps and manage the execution of interdependent task on distributed resources. Workflow can manage the business process efficiently to satisfying the modern enterprise. Workflow Management System (WFMS) provides a framework for the set-up, performance and monitoring of a defined sequence of tasks, which are arranged as a workflow.

Workflow design describes how components of workflow can be defined and composed. The relationships between the tasks of workflow are described with the help of

Workflow structure. There are two types of workflow structure: Directed Acyclic Graph (DAG) and NonDirected Acyclic Graph (DAG)[6].

Workflow is generally defined as a directed Acyclic Graph. Every task in workflow contains a program and set of factors that are required for completing a task. A single execution unit is called a task. They show their flow dependences in processes like the output of one execution unit or task may be used as the input of another task[6,7].

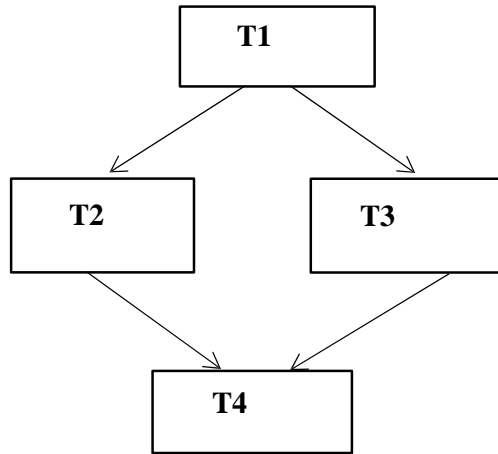


Figure 1. Directed Acyclic Graph

D. Workflow Sim

Workflow Sim is a simulator that utilizes the DAG model to simulate large scale workflows. However, an exact model agenda for scientific workflows is essential to produce sound results, mainly considering that the overall system overhead acts as a substantial role in the workflow execution time. There are many layers of components participate in formulating and implementing a workflow. Clustering Engine, Failure Generator and Failure Monitor have been introduced. Figure 2. Shows architecture of Workflow Sim and dotted line shows work of Cloud Sim.

i) Clustering Engine: The objective of Clustering Engine is to merge tasks into jobs to lessen the scheduling overheads.

ii) Failure Generator: Failure Generator is invented to insert task failures at each Execution site. Failure Generator aimlessly creates task failures after the completing of each job founded on the distribution and average failure degree that a user has specified.

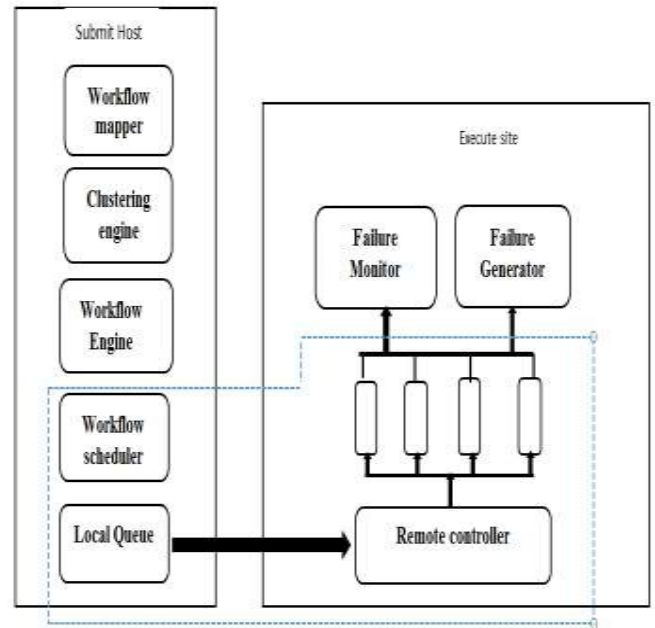


Figure 2: Workflow Sim Process

iv) Failure Monitor: Main aim of Failure Monitor is to gather failure archives (e.g., resource id, job id, task id) and send them back to the workflow management systems so that it can change the scheduling policies vigorously.

II. METHODOLOGY

During implement, two types of Input workflows are used like Cyber shake and Montage.

STEP 1: Input workflows

There are two types of workflows which are used as input: cyber shake, montage.

i) Cyber shake is a geophysical science application that computes Probabilistic unstable Hazard curves for geographic sites in the Southern California region [6].

ii) Montage is an astronomy application that is used to build huge copy mosaics of the sky [6].

STEP 2: Allocate Resources

For these workflows, some are basic resources are allocated. Virtual machine, data centers, cloud

broker and cloudlet are included as resources.

STEP3: Apply Algorithm

Four types of algorithm FCFS, ROUND ROBIN, MIN-MIN and MAX-MIN which are applied in this experiment.

STEP4: Compute Calculated Time

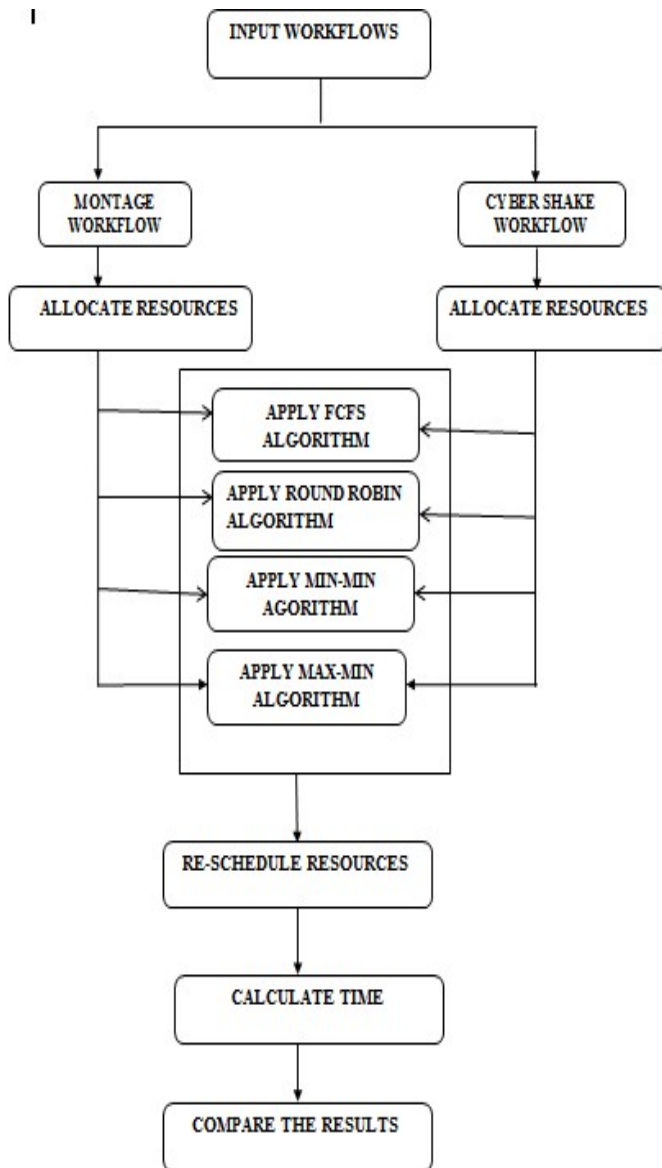


Figure3: Methodology of workflow

III. RESULTS

We have used the Cybershake_100 and Montage_100 workflow to test our algorithm. To evaluate the performance of algorithm, we have used average utilization and timespan are used. The timespan of workflow is the time taken from its submission to the cloud until the completion of its task.

TABLE I. COMPUTATION TIME WHEN 100 NODES OF CYBERSHAKE WORKFLOW ARE PROCESSES

Level	FCFS	ROUND ROBIN	MIN-MIN	Max-MIN
0	2.62	0.11	0.13	0.11
1	4494.78	203.78	1503.6	811.46
2	5287.78	417.25	1418.79	1038.42
3	4937.5	454.25	1349.57	984.03
4	0.48	0.34	0.39	0.36

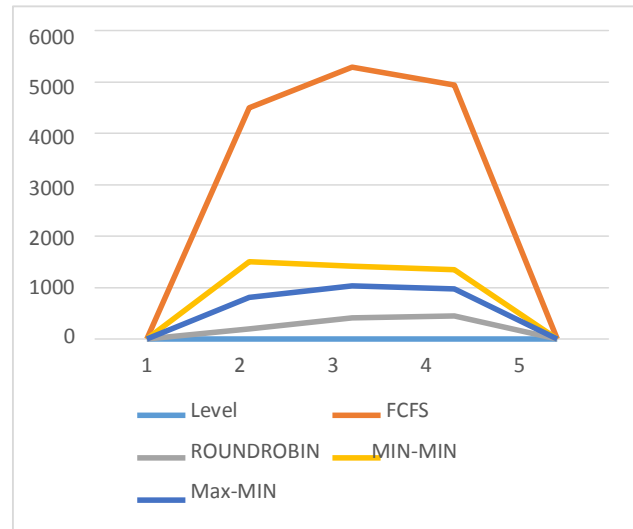


Figure6: computation time for CyberShake workflow

TABLE II. COMPUTATION TIME WHEN 100N ODES OF MONTAGE WORKFLOW ARE PROCESSED

LEVEL	FCFS	ROUND ROBIN	MAX-MIN	MIN-MIN
0	0.22	0.11	0.18	0.14
1	138.67	13.85	117.22	280.07
2	456.96	41.7	318.69	310.43
3	9.6	10.3	8.28	6.13
4	10.51	5.34	8.9	6.59
5	109.38	10.96	93.68	86.62
6	17.52	7.63	14.57	11.01
7	18.89	9.6	16.02	11.85
8	13.6	6.91	11.48	8.53

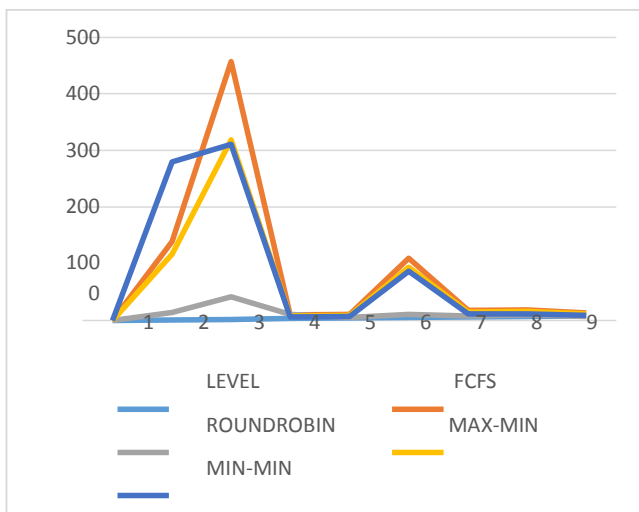


Figure 7: Computation time for montage workflow

IV. CONCLUSION

This paper represents an optimized workflow Scheduling. Workflow scheduling is one of the key issues in the management of workflow execution in cloud environment. We have deployed the various existing workflow scheduling algorithms FCFS, ROUND ROBIN, MAX_MIN, MIN in cloud computing. Parameters which are included to optimization is time delay. MAX-MIN give a good performance in Cyber Shake. If we analyze this result we conclude that those workflow which have longest process greater than low time process and low time process time

Covered in long time process like cybershake there Max-min algorithm work good because execute longer process first and meanwhile process low time delay process

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