

Economic-based Distributed Resource Management and Scheduling for Grid Computing

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Abstract

Grid computing, emerging as a new paradigm for next-generation computing, enables the sharing, selection, and aggregation of geographically distributed heterogeneous resources for solving large-scale problems in science, engineering, and commerce. The resources in the Grid are heterogeneous and geographically distributed. Availability, usage and cost policies vary depending on the particular user, time, priorities and goals. The management of resources and application scheduling in such a large-scale distributed environment is a complex task. This thesis proposes a distributed computational economy as an effective metaphor for the management of resources and application scheduling. It proposes an architectural framework that supports resource trading and quality of services based scheduling. It enables the regulation of supply and demand for resources; provides an incentive for resource owners to participate in the Grid; and motivates the users to trade-off between deadline, budget, and the required level of quality-of-service. The thesis demonstrates the capability of economic-based systems for wide-area parallel and distributed computing by developing users' quality-of-service requirements-based scheduling strategies, algorithms, and systems. It demonstrates their effectiveness by performing scheduling experiments on the World-Wide Grid for solving parameter sweep—task and data parallel—applications.

Thesis Contributions: To support the thesis that an economic-based Grid resource management and scheduling system can deliver significant value to users, resource providers and consumers, compared to traditional approaches, we have:

- identified the key requirements that an economic-based Grid system needs to support,
- developed a distributed computational economy framework called the **Grid Architecture for Computational Economy (GRACE)**, which is generic enough to accommodate different economic models and maps well onto the architecture of wide-area distributed systems,
- designed deadline and budget constrained scheduling algorithms with four different strategies: cost, time, conservative-time, and cost-time optimisations,
- developed a Grid resource broker called Nimrod-G that supports deadline and budget constrained algorithms for scheduling parameter sweep applications on the Grid,
- developed a Grid simulation toolkit, called GridSim, that supports discrete-event based simulation of Grid environments to allow repeatable performance evaluation under different scenarios,
- evaluated the performance of deadline and scheduling algorithms through a series of simulations by varying the number of users, deadlines, budgets, and optimisation strategies and simulating geographically distributed Grid resources, and
- demonstrated the effectiveness and application of Grid technologies for solving real-world problems such as molecular modelling for drug design on the WWG (World-Wide Grid) testbed.