Workflow Management System in Public Clouds Using Time Limits

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Abstract— **In workflow scheduling in the context of Clusters and Grids typically ignore costs related to utilization of the infrastructure, and also have limitations in the capacity of taking advantage of elastic infrastructures. Existing research in execution of scientific workflows in Clouds either tries to minimize the workflow execution time ignoring deadlines and budgets or focus on the minimization of cost while trying to meet the application deadline. We will also examine how the replication-based advance can be used when the provisioning and preparation procedure is performed for numerous workflows whose requirements get there at dissimilar charge. The proposed Enhanced IC-PCP with Replication (EIPR) algorithm is increasing the likelihood of completing the execution of a scientific workflow application within a user-defined deadline in a public Cloud environment, which typically offers high availability but significant performance variation, with the use of task replication. two assets with the same individuality may have dissimilar presentation in a given time, what results in difference in the execution time of tasks that may lead to delays in the workflow completing. To decrease the force of presentation difference of public Cloud possessions in the deadlines of workflows. The EIPR algorithm increases the chance of deadlines being met and reduces the total execution time of workflows as the plan accessible for duplication decreases.**

Index Terms— **Cloud computing, scientific workflows, task replication, soft deadline.**

I. INTRODUCTION

AMONG the programming paradigms available for development of scientific applications, the workflow model is extensively applied in diverse areas such as astronomy, bioinformatics, and physics. Scientific workflows are described as direct acyclic graphs (DAGs) whose nodes represent tasks and vertices represent dependencies among tasks. Because a single workflow can contain hundreds or thousands of tasks, this type of application can benefit of large-scale infrastructures. Among such infrastructures, the one of special interest in this paper is public Cloud. This is because these infrastructures are available in a pay-per-use system and can provide dynamic scaling in response to the needs of the application (a propriety known as elasticity).

Therefore, resources for execution of the workflow can be provisioned on demand, and their number can be increased if there is enough budget to support it. This Cloud utilization model, where users obtain hardware resources such as virtual machines where they deploy their own applications, is called Infrastructure as a ServiceVIaaS. For the sake of simplicity, throughout this paper we refer Cloud IaaS providers as Cloud providers. This capability of Clouds makes them a suitable platform to host **deadline-constrained scientific workflows.**

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II. RELATED WORK

A. *SCHEDULING REAL-TIME TRANSACTION*

Abbott.R.et al, [1] discussed that show transactions in a debases system can have real-time constraints. Consider for example program trading, or the use of computer programs to initiate trades in a financial market with little or no human intervention. A financial market is a complex Process whose state is partially captured by variables such as current stock prices, changes in stock prices, volume of trading, trends, and composite indexes. These variables and others can be stored and organized in a database to model a financial market .One type of process in this system.

B. *DEADLINE-CONSTRAINEDWORKFLOW SCHEDULING ALGORITHMS*

Abrishami.S.et al, [2] discussed that show the advent of cloud computing as a new model of service provisioning in distributed systems encourages researchers to investigate its benefits and drawbacks on executing scientific applications such as workflows. One of the most challenging problems in Clouds is workflow scheduling, the problem of satisfying the QoS requirements of the user as well as minimizing the cost of workflow execution. It have previously designed and analyzed a two-phase scheduling algorithm for utility Grids, called Partial Critical Paths (PCP), which aims to minimize the cost of workflow execution while meeting a user-defined deadline. However, it believe Clouds are different from utility Grids in three ways on-demand resource provisioning, homogeneous networks, and the pay-as-you-go pricing model. In this paper adapt the PCP algorithm for the Cloud environment and propose two workflow scheduling.

Algorithms a one-phase algorithm which is called IaaS Cloud Partial Critical Paths, and a two-phase algorithm which is called IaaS Cloud Partial Critical Paths with Deadline Distribution. Both algorithms have a polynomial time complexity which make them suitable options for scheduling large workflows.

C. *WORKFLOW SCHEDULING ALGORITHMS FOR GRID COMPUTING*

Buyya.J.et al, [3] discussed that show workflow scheduling is one of the key issues in the management of workflow execution. Scheduling is a process that maps and manages execution of inter-dependent tasks on distributed resources. It introduces allocating suitable resources to workflow tasks so that the execution can be completed to satisfy objective functions specified by users. Proper scheduling can have significant impact on the performance of the system. In this chapter, investigate existing workflow scheduling algorithms developed and deployed by various Grid projects.

D. CLOUDSIM A TOOLKIT FOR MODELING AND SIMULATION OF CLOUD

Calheiros.R.N.et al, [4] discussed that show not possible to perform benchmarking experiments in repeatable, dependable, and scalable environment using real-world Cloud. Considering that none of the current distributed system simulators offer the environment that can be used for modelling Cloud, present CloudSim. Evaluating federated cloud computing components. The next set of experiments aimed at testing CloudSim's components that form the basis for modelling and simulation of a federated network of clouds. Evaluated a straightforward load-migration policy that performed online migration of VMs across federated cloud providers in case the origin provider did not have the requested number of free VM slots available. Create a VM instance that had the same configuration as the original VM and which was also compliant with the destination provider configurations. Migrate the cloudlets assigned to the original VM to the newly instantiated VM. Evaluating federated cloud computing components. Data center in the federated network 50 hosts, 10GB RAM, 2TB storage, processor with 1000MIPS Time shared VM scheduler. User requested 25 VMs 256MB of memory, 1GB of storage, CPU Time-shared Cloudlet scheduler Length of Cloudlets1, 800, 000 MIs. The simulation results show that both algorithms have a promising performance, with IC-PCP performing better than IC-PCPD2 in most cases.

Two setup with federated network without federated network. Plan to add new pricing and provisioning policies to CloudSim. Others like Models for database services such as blob, QoS monitoring capability at VM Pricing models for public Clouds. Furthermore, the geographical region where the data center is hosted influences total power bills. Like locations where power cost is low and has less hostile weather conditions.

E. WORKFLOWSIM: A TOOLKIT FOR SIMULATING SCIENTIFIC WORKFLOWS

Chen.W. et al, [5] discussed that show simulation is one of the most popular evaluation methods in scientific workflow studies. However, existing workflow simulators fail to provide a framework that takes into consideration heterogeneous system overheads and failures. Also lack the support for widely used workflow optimization techniques such as task clustering. Introduce workflowSim, which extends the existing CloudSim simulator by providing a higher layer of workflow management. Also indicate that to ignore system overheads and failures in simulating scientific workflows could cause significant inaccuracies in the predicted workflow runtime. To further validate its value in promoting other research work, introduce two promising research areas for which WorkflowSim provides a unique and effective evaluation platform.

F. SCHEDULING FAULT-TOLERANT DISTRIBUTED HARD REAL-TIME TASKS

Chevochot.P. et al, [6] discussed that show replication is a well-known fault tolerance technique, and several replication strategies exist. To be used in hard real-time systems, the presence of replication must be dealt with in scheduling algorithms, and more particularly in the feasibility tests in charge of testing whether deadlines will be met or not. So far existing solutions to integrate replicated tasks in scheduling algorithms were specific to a given replication strategy or to its implementation on a given architecture. This paper is devoted to the description of a framework for taking into account the replicated tasks in scheduling algorithms that is largely independent of the replication technique. Show on an example that the same scheduling algorithm can be used whatever replication strategy is selected, even if several replication strategies are simultaneously used.

G. ON THE EFFICACY, EFFICIENCY AND EMERGENT BEHAVIOR OF TASK

Cirne.W. et al, [7] discussed that show large distributed systems challenge traditional schedulers, as it is often hard to determine a priori how long each task will take to complete on each resource, information that is input for such schedulers. Task replication has been applied in a variety of scenarios as a way to circumvent this problem. Task replication consists of dispatching multiple replicas of a task and using the result from the first replica to finish. Replication schedulers are able to achieve good performance even in the absence of information on tasks and resources. It are also of smaller complexity than traditional schedulers, making them better suitable for large distributed systems. On the other hand, replication schedulers waste cycles with the replicas that are not the first to finish. Moreover, this extra consumption of resources raises severe concerns about the system-wide performance of a distributed system with multiple, competing replication schedulers. This paper presents a comprehensive study of task replication, comparing replication schedulers against traditional information-based schedulers, and establishing their efficacy, efficiency, and emergent behaviour introduce a simple access control strategy that can be implemented locally by each resource and greatly improves overall performance of a system on which multiple replication schedulers compete for resources.

H. DYNAMIC LOAD BALANCING AND JOB REPLICATION IN A GLOBAL

Dobber.M. et al, [8] discussed that show global-scale grids provide a massive source of processing power, providing the means to support processor intensive parallel applications. The strong burstiness and unpredictability of the available processing and network resources raise the strong need to make applications robust against the dynamics of grid environments. The two main techniques that are most suitable to cope with the dynamic nature of the grid are dynamic load balancing and job replication. Analyse and compare the effectiveness of these two approaches by means of trace-driven simulations. Observe that there exists an easy-to-measure statistic Y and a corresponding threshold value Y*, such that DLB consistently outperforms JR when Y

> Y*, whereas the reverse is true. Based on this observation, propose a simple and easy-to-implement approach, throughout referred to as the DLB/JR method, that can make dynamic decisions about whether to use DLB or JR.

I. MULTIPLE WORKFLOW SCHEDULING STRATEGIES WITH USER RUN TIME

Hirales-Carbajal A. et al, [9] discussed that show present an experimental study of deterministic non-preemptive multiple workflow scheduling strategies on a Grid. Distinguish twenty five strategies depending on the type and amount of information they require. Analyse scheduling strategies that consist of two and four stages: labeling, adaptive allocation, prioritization, and parallel machine scheduling. Apply these strategies in the context of executing the Cybershake, Epigenomics, Genome, Inspiral, LIGO, Montage, and sipht workflows applications. In order to provide performance comparison, performed a joint analysis considering three metrics. A case study is given and corresponding results indicate that well known DAG scheduling algorithms designed for single DAG and single machine settings are not well suited for Grid scheduling scenarios, where user run time estimates are available. It show that the proposed new strategies outperform other strategies in terms of approximation factor, mean critical path waiting time, and critical path slowdown. The robustness of these strategies is also discussed.

J. STATIC SCHEDULING ALGORITHMS FOR ALLOCATING DIRECTED TASK

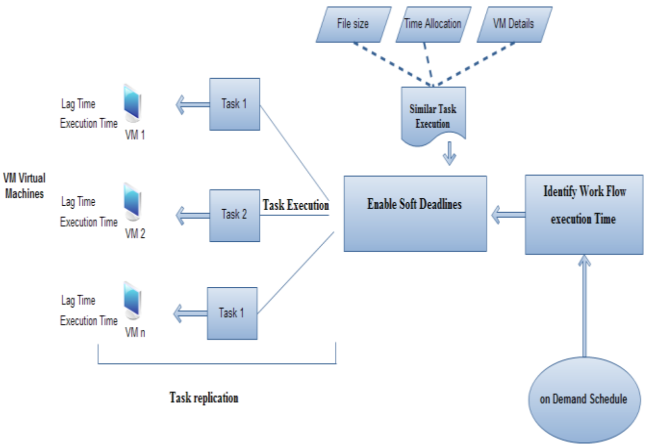
Kwok Y.K. et al, [10] discussed that show static scheduling of a program represented by a directed task graph on a multiprocessor system to minimize the program completion time is a well-known problem in parallel processing. Since finding an optimal schedule is an NP-complete problem in general, researchers have resorted to devising efficient heuristics. A plethora of heuristics have been proposed based on a wide spectrum of techniques, including branch-and-bound, integer programming, searching, graph-theory, randomization, genetic algorithms, and evolutionary methods. The objective of this survey is to describe various scheduling algorithms and their functionalities in a contrasting fashion as well as examine their relative merits in terms of performance and time-complexity. Since these algorithms are based on diverse assumptions, they differ in their functionalities, and hence are difficult to describe in a unified context. Propose a taxonomy that classifies these algorithms into different categories. Scheduling algorithms with each algorithm explained through an easy-to-understand description followed by an illustrative example to demonstrate its operation.it also outline some of the novel and promising optimization approaches and current research trends in the area.

K. MEETING SOFT DEADLINES IN SCIENTIFIC WORKFLOWS

Plankensteiner.K. et al, [11] discussed that show propose a new heuristic called Resubmission Impact to support fault tolerant execution of scientific workflows in heterogeneous parallel and distributed computing environments. In contrast to related approaches, method can be effectively used on new or unfamiliar environments, even in the absence of historical executions or failure trace models. On top of this method, propose a dynamic enactment and rescheduling heuristic able to execute workflows with a high degree of fault tolerance, while taking into account soft deadlines. Simulated experiments of three real-world workflows in the austrian grid demonstrate that method significantly reduces the resource waste compared to conservative task replication and resubmission techniques, while having a comparable makes pan and only a slight decrease in the success probability. On the other hand, the dynamic enactment method manages to successfully meet soft deadlines in faulty environments in the absence of historical failure trace information or models.

III. SYSTEM MODEL

The problem addressed in this paper consists in the execution of a workflow G in the Cloud on or before dl(G) (i.e., deadline-constrained) at the smaller possible cost (i.e., cost-optimized). Furthermore, because the workflows are subject to a soft deadline, a bigger budget can be invested for execution of G if it increases the likelihood of the deadline being met. The extra budget is expected to be proportional to the importance of the application to complete by its deadline. For this problem to be solved, two sub problems have to be solved, namely provisioning and scheduling. The provisioning problem consists in the determination of the optimal number and type of VMs that can complete the workflow within its deadline. The scheduling problem consists in the determination of the placement and order of execution of the different tasks that compose the workflow in the VMs selected during the provisioning stage.



The provisioning and scheduling problems are interconnected, as a different decision in types and number of machines may result in a different scheduling of tasks.

We assume that the workflow application executes in a single Cloud data center. Since more predictable execution and data transfer times are paramount for meeting application deadlines, keeping the workflow in a single data center eliminates one possible source of execution delay. It also eliminates the cost incurred by data transfer among data centers. We also ignore overheads incurred by the workflow management system. This is because they are strongly dependent on the particular technology for workflow management in use, varying from constant time (which could be modeled as additional execution time of each task) to cyclical regarding the number of tasks managed.

IV. PROBLEM STATEMENT

To minimize the workflow execution time ignoring deadlines. Budgets or focus on the minimization of cost while trying to meet the application deadline. Task scheduling, Data transfer, Task replication. The following should be made, **Task scheduling** type of VMs to be used for workflow execution as well as start and finish time of each VM (provisioning). Placement of tasks **Data transfer** start and end time of scheduled tasks, but also the data transfers to the first scheduled task and from the last scheduled task. **Task replication** virtual machines to be ready to receive data and tasks in the moment that they are required to meet times estimated during the scheduling process.

V. CONCLUSION

Scientific workflows present a set of characteristics that make them suitable for execution in Cloud infrastructures, which offer on-demand scalability that allows resources to be increased and decreased to adapt to the demand of applications. However, public Clouds experience variance in actual performance delivered by resources. Thus, two resources with the same characteristics may have different performance in a given time, what results in variation in the execution time of tasks that may lead to delays in the workflow execution. To reduce the impact of performance variation of public Cloud resources in the deadlines of workflows, we proposed a new algorithm, called EIPR, which takes into consideration the behavior of Cloud resources during the scheduling process and also applies replication of tasks to increase the chance of meeting application deadlines. Experiments using four well-known scientific workflow applications showed that the EIPR algorithm increases the chance of deadlines being met and reduces the total execution time of workflows as the budget available for replication increases.

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