

# MASSIVIZING COMPUTER SYSTEMS

= MAKING COMPUTER SYSTEMS SCALABLE, RELIABLE, PERFORMANT,  
ETC., YET ABLE TO FORM AN EFFICIENT ECOSYSTEM

@Large Research  
Massivizing Computer Systems



<http://atlarge.science>

Co-sponsored by:



ICDCS 2018, Vienna, Austria  
Kudos to organizing team!



Prof. dr. ir. Alexandru Iosup



# THIS IS THE GOLDEN AGE OF DISTRIBUTED ECOSYSTEMS



Education for Everyone (Online)

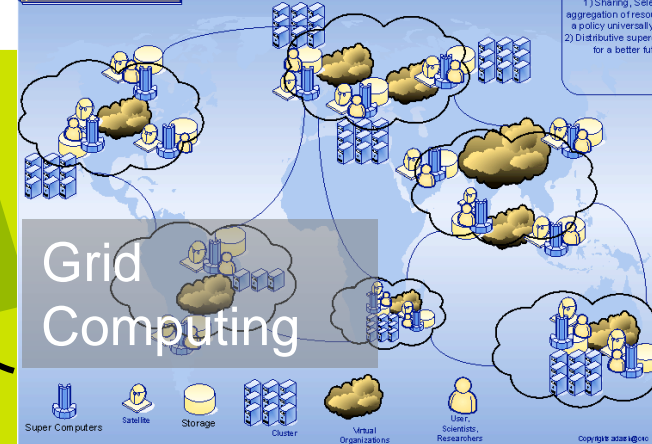


Business Services

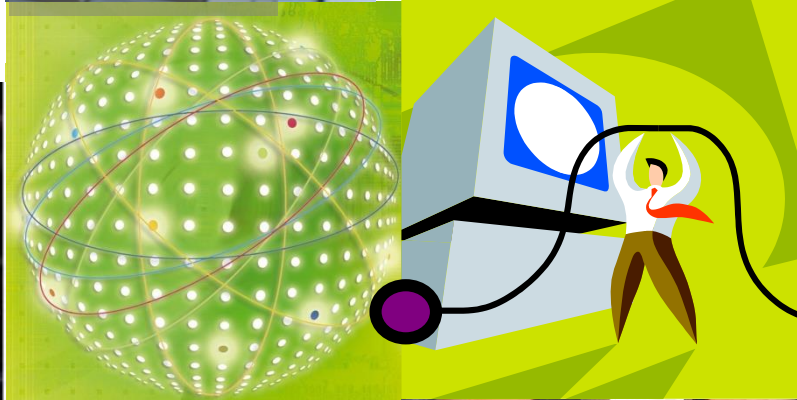


Computing

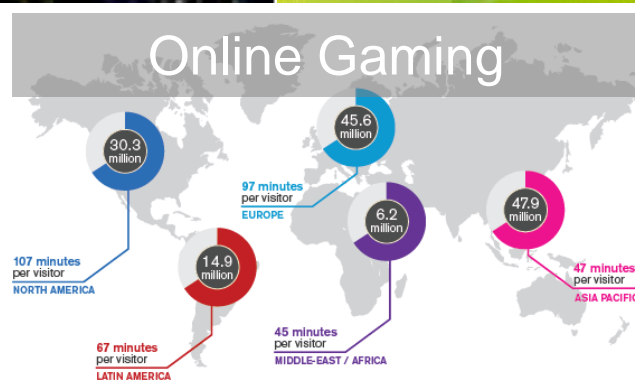
Grid Computing



Big Science



Online Gaming



AVERAGE DAILY ONLINE GAMERS WORLDWIDE

Source: comScore MMX, Worldwide, April 2013, Age 15+



BIG DATA



Datacenters



Daily Life



# A TYPICAL SYSTEM

## DE OLDEHOVE TOWER (16TH CEN.)

- > Designed for specific purpose
- > Should fit ecosystem needs
- > Should not fail for a long time
- > Engineering fails in 1529
- > Designer tries until death, 1531
- > Successor kills the project, 1532
- > Project revived repeatedly
- > City symbol for 500 years



# THIS IS THE GOLDEN AGE OF DISTRIBUTED COMPUTER SYSTEMS

YET WE ARE IN A CRISIS – 5 CORE PROBLEMS RELATED TO ECOSYSTEMS

1. The Current Laws and Theories  
Are Built and Tested for  
Isolated Computer Systems  
(or Silos, or Narrow Stacks)

TRADITIONAL DISTRIBUTED SYSTEMS  
COURSES TEACH YOU ALL ABOUT THIS

2. Need to Understand  
How to Maintain Ecosystems

3. Need to Understand  
How to Make Ecosystems  
Automated, Efficient (Smarter)

4. Beyond Tech: Need to  
Also Be Ethical

5. Need to Address  
the Peopleware Problems

# THIS IS THE MODERN SCIENCE OF DISTRIBUTED ECOSYSTEMS

MASSIVIZING COMPUTER SYSTEMS IN A NUTSHELL

WHO?

 SCIENTISTS,  ENGINEERS,  DESIGNERS,  MANAGERS, ETC.

WHAT?  
MAIN GOAL

UNDERSTAND AND CONTROL DISTRIBUTED ECOSYSTEMS, TO  
TURN THEM INTO EFFICIENT, AUTOMATED UTILITIES

HOW?  
CENTRAL PARADIGM

ECOSYSTEM OPERATION AND CHARACTERISTICS DERIVE  
NON-TRIVIALY FROM ITS SYSTEMS AND USERS (RECURSIVELY)

WHICH APPROACH?

MODERN DISTRIBUTED SYSTEMS AND PROBLEM-SOLVING



# MEANINGFUL DISCOVERY

science + engineering + design

MANY THANKS TO  
180+ CO-AUTHORS

THE COMPUTER SYSTEMS TRIPLET

[Iosup et al.  
ICDCS'18]



# MEANINGFUL DISCOVERY

**science** + engineering + design



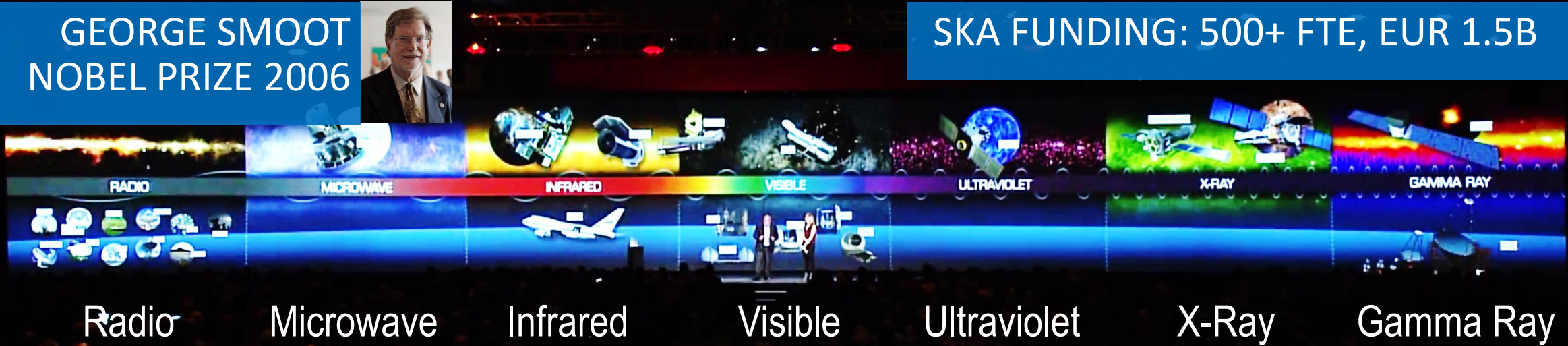
# MEANINGFUL DISCOVERY

UNCOVERING THE MYSTERIES OF OUR UNIVERSE

GEORGE SMOOT  
NOBEL PRIZE 2006



SKA FUNDING: 500+ FTE, EUR 1.5B



James Cordes, The Square Kilometer Array, Project Description, 2009 [[online](#)]

The Square Kilometer Array Factsheet, How much will it cost?, 2012 [[online](#)]

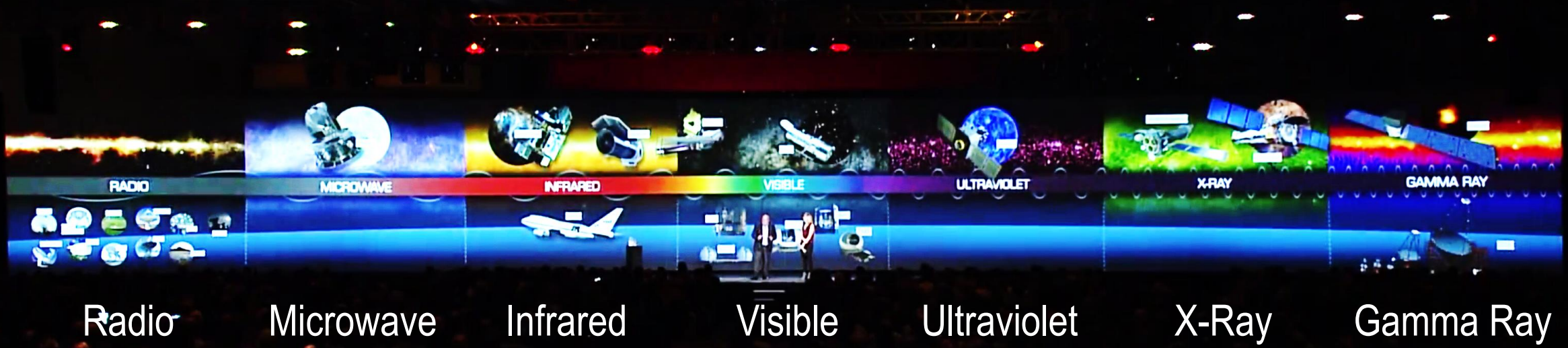
Phil Diamond and Rosie Bolton, Life, the Universe & Computing: The story of the SKA Telescope, SC17 Keynote. [[Online](#)]





# MEANINGFUL DISCOVERY

UNCOVERING THE MYSTERIES OF OUR UNIVERSE, PHYSICAL AND DIGITAL



Radio  
Cloud, Grid,  
Edge, Fog, etc.

Microwave  
Big Data

Infrared  
Sci.&Eng.  
Apps

Visible  
Consumer  
Apps

Ultraviolet  
Enterprise  
Apps

X-Ray  
Systems,  
Ecosystems

Gamma Ray  
Performance,  
Security, etc.

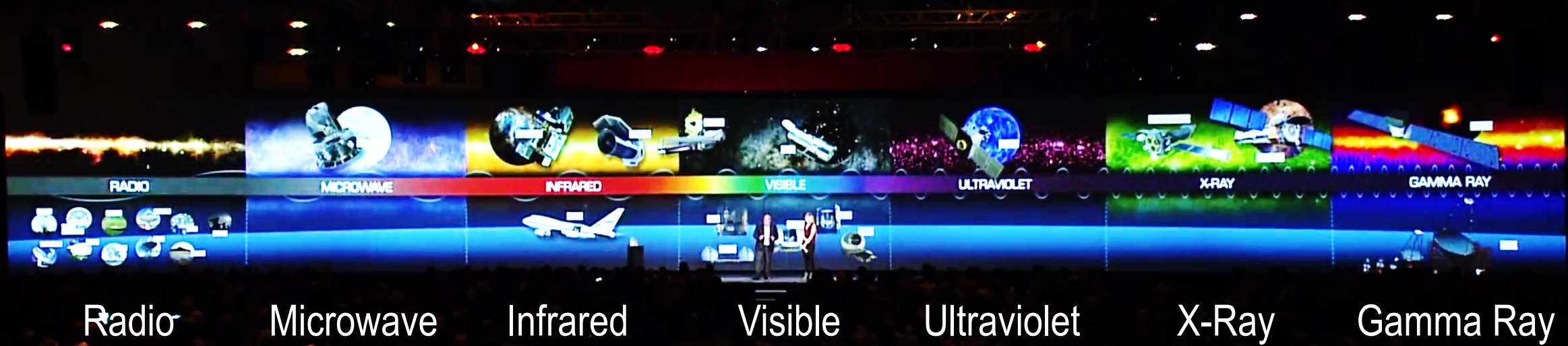
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Domain-Specific  
Understanding



# MEANINGFUL DISCOVERY

UNCOVERING THE MYSTERIES OF OUR UNIVERSE, PHYSICAL AND DIGITAL



Radio

Microwave

Infrared

Visible

Ultraviolet

X-Ray

Gamma Ray

Cloud, Grid, Edge, Fog, etc.

One aspect: BigData, P2P

Sci.&Eng. Apps+Sys.

Consumer Apps+Sys.

Enterprise Sys.

Systems, Ecosystems

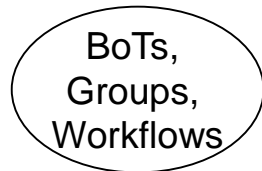
Performance, Availability, etc.



[Iosup et al. FGCS'08]



[Zhang et al. CoNext'10]



[Iosup et al. IEEE IC'11]



[Guo et al. NETGAMES'12]



[Shen et al. CCGRID'15]



[Ghiț et al. CCGRID'14]

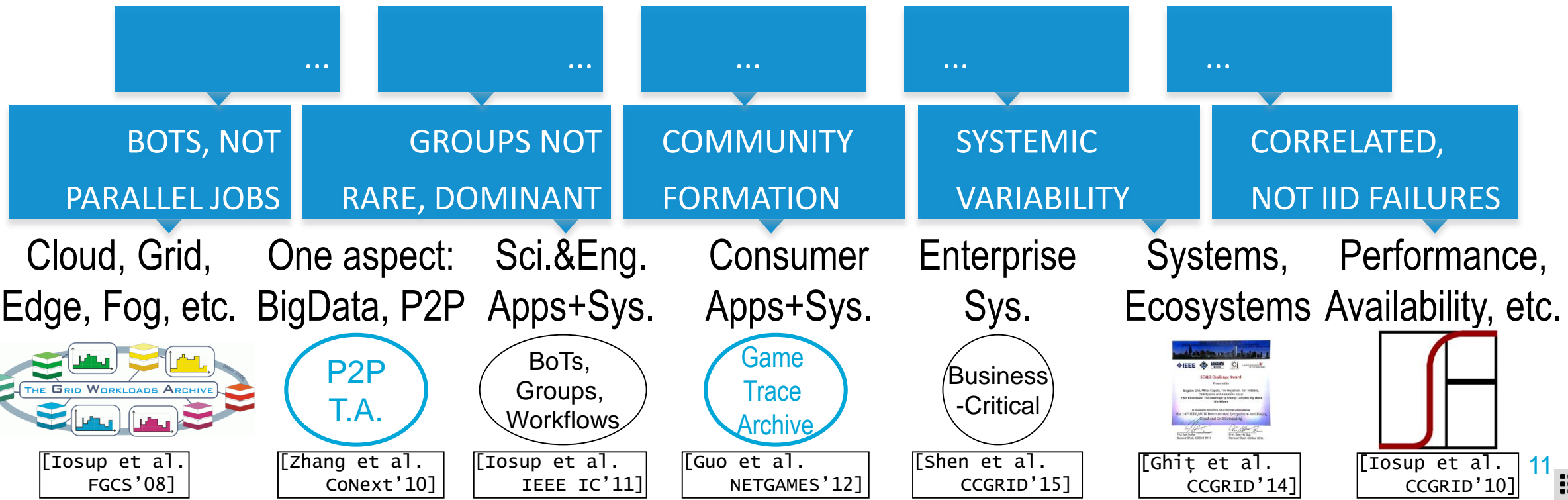


[Iosup et al. CCGRID'10]

# MEANINGFUL DISCOVERY

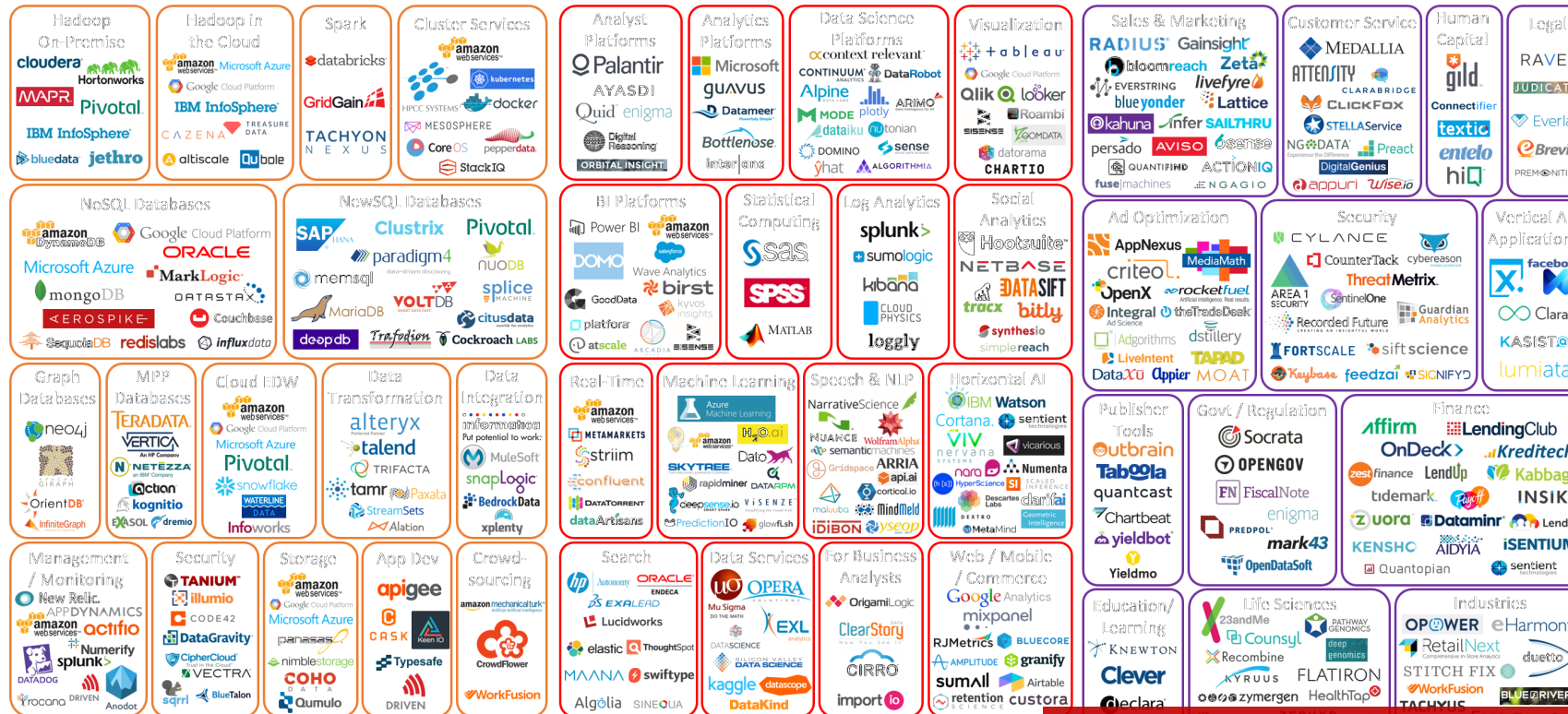
UNCOVERING THE MYSTERIES OF OUR UNIVERSE, PHYSICAL AND DIGITAL

FOUND MANY UNFORESEEN PHENOMENA: INTERACTION, ADAPTATION, EXAPTATION, ...



# MEANINGFUL DISCOVERY

BUT ... IS THERE A SYSTEMATIC WAY TO APPROACH THESE PHENOMENA?



<<1% OF BIG DATA BY MATT TURK (2017)

# MEANINGFUL DISCOVERY

BUT ... IS THERE A SYSTEMATIC WAY TO APPROACH THESE PHENOMENA?



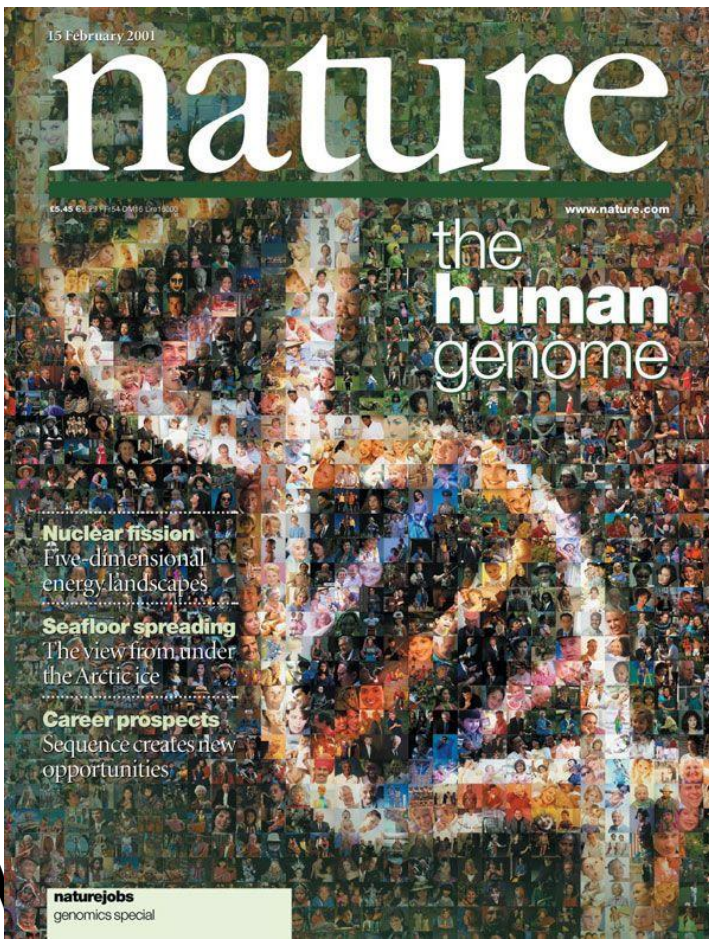
International Human Genome Sequencing Consortium, Initial sequencing and analysis of the human genome, Nature 409, Feb 2011. [\[Online\]](#)

Julie Gould, The Impact of the Human Genome Project, Naturejobs blog, 2015. [\[Online\]](#)

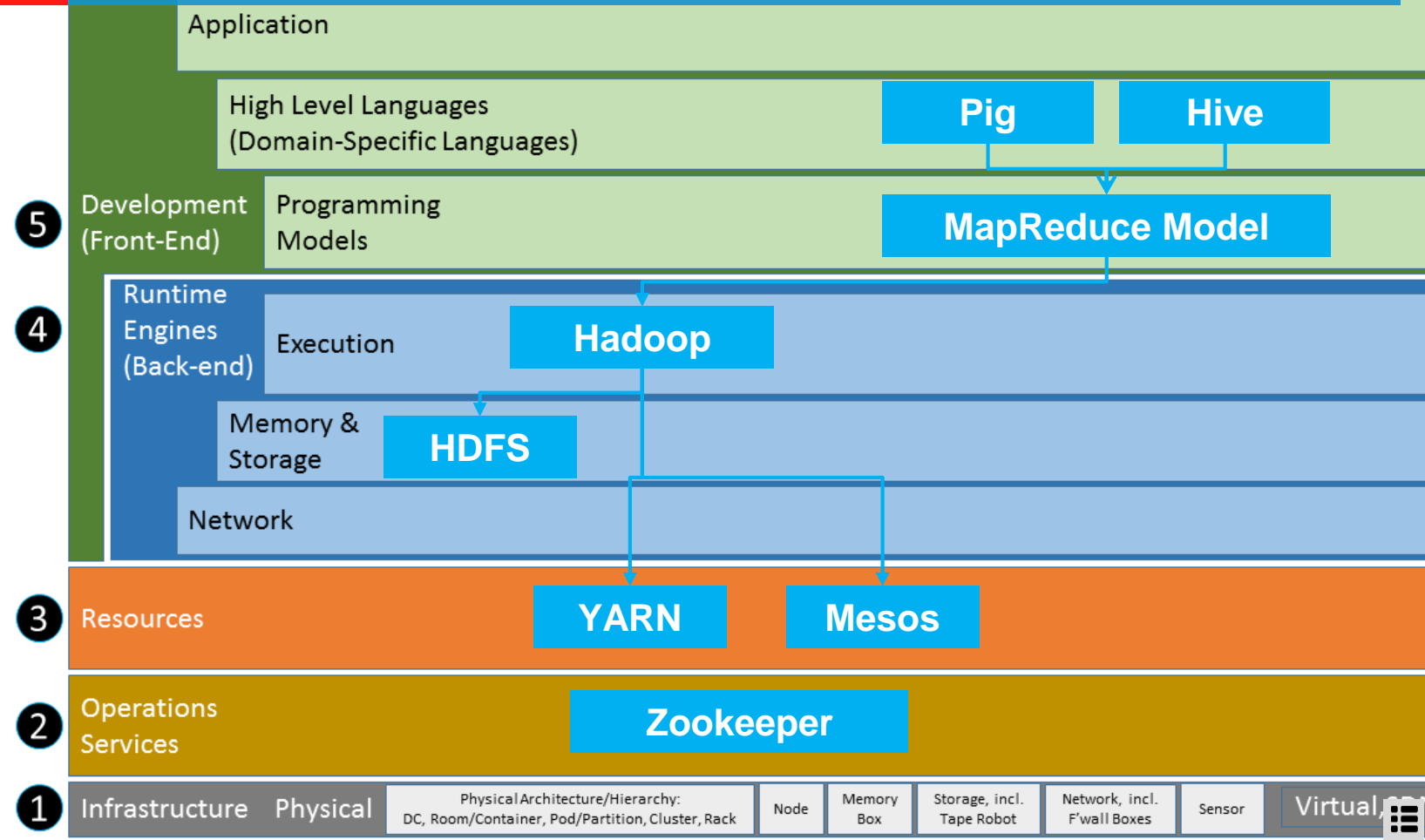


# MEANINGFUL DISCOVERY

## THE COMPLEXITY CHALLENGE



## IOSUP ET AL. REFERENCE ARCHITECTURE FOR DCS



# MEANINGFUL DISCOVERY

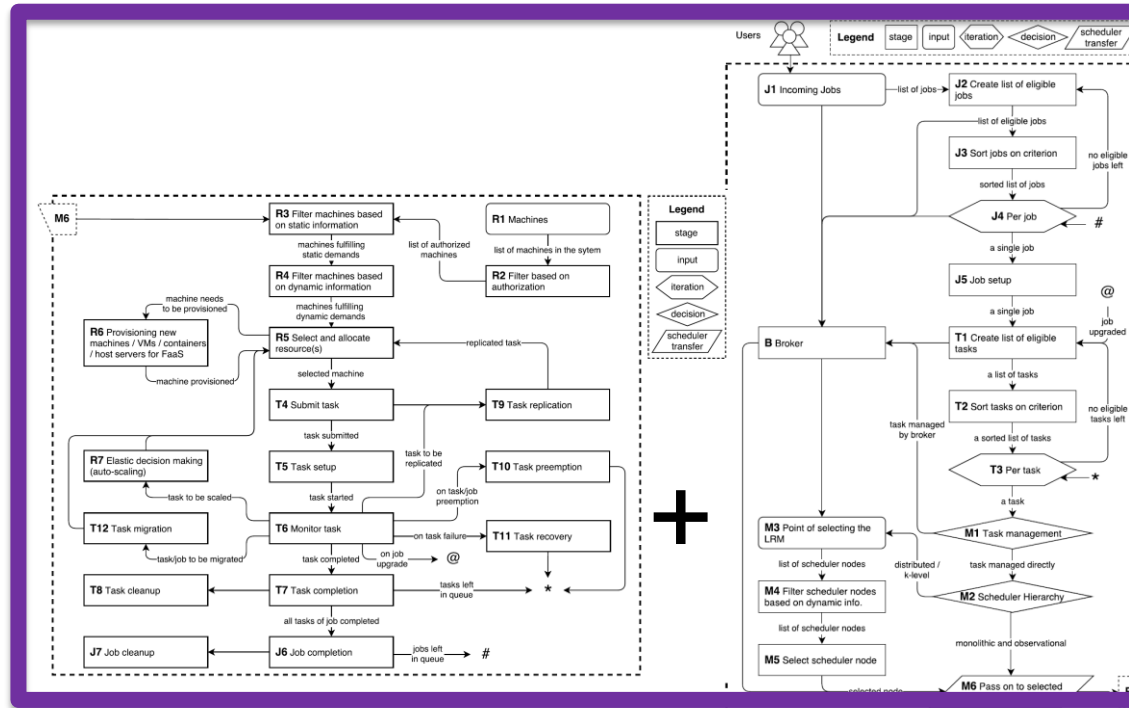
## THE COMPLEXITY CHALLENGE

## IOSUP ET AL. REFERENCE ARCHITECTURE FOR DCS



Georgios Andreadis

## ANDREADIS ET AL. REFERENCE ARCHITECTURE FOR SCHEDULERS IN DCS



Application

High Level Languages

(Domain-Specific Languages)

Development  
(Front-End)

Programming  
Models

Runtime  
Engines  
(Back-end)

Execution

Memory &  
Storage

Network

Resources

Operations  
Services

Infrastructure Physical

Physical Architecture/Hierarchy:  
DC, Room/Container, Pod/Partition, Cluster, Rack

Node

Hadoop

HDFS

YARN

Zookeeper

science + engineering + design





# MEANINGFUL DISCOVERY

## ENGINEERING LDBC GRAPHALYTICS: BENCHMARKING LEADING TO SCIENCE



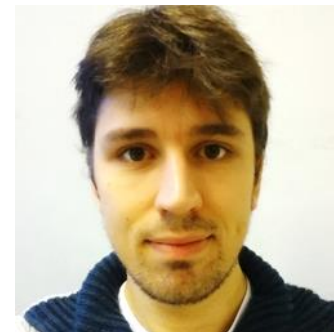
- **Graphalytics:**
  - > **Benchmark**
  - > Many classes of algorithms used in practice
  - > Diverse real and synthetic datasets
  - > Diverse experiments, representative for practice
  - > Renewal process to keep the workload relevant
  - > Enables comparison of many platforms, community-driven and industrial
  - > **Global Competition**



Wing Lung  
Ngai



Tim  
Hegeman



Stijn  
Heldens



Alex  
Uță



Ahmed  
Musaafir



Mihai  
Capotă



# MEANINGFUL DISCOVERY

## ENGINEERING LDBC GRAPHALYTICS: BENCHMARKING LEADING TO SCIENCE



- **Graphalytics:**
  - > Benchmark
  - > Many classes of algorithms used in practice
  - > Diverse real and synthetic datasets
  - > Diverse experiments, representative for practice
  - > Renewal process to keep the workload relevant
  - > Enables comparison of many platforms, community-driven and industrial
  - > Global Competition



- Community endorsed:

[graphalytics.org](http://graphalytics.org)

- Surprising findings:

Performance: orders of magnitude difference due to each of platform, algorithm, dataset, and hardware

- Triggered new research



science + engineering + design



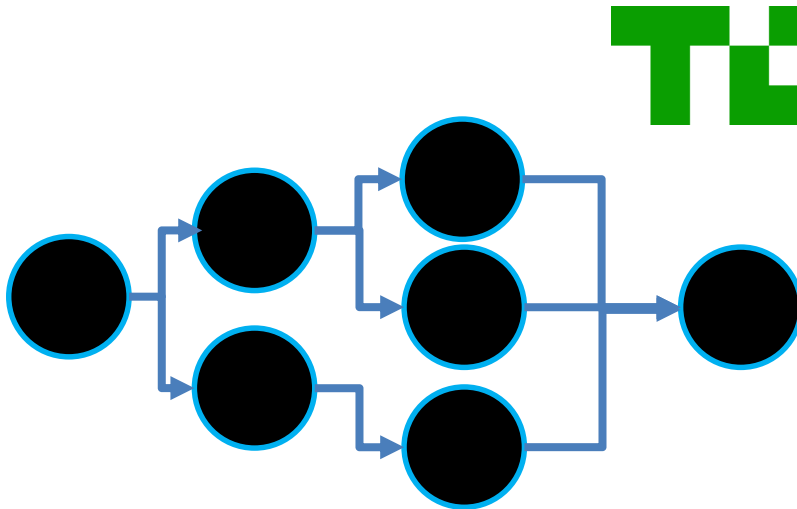
# MEANINGFUL DISCOVERY



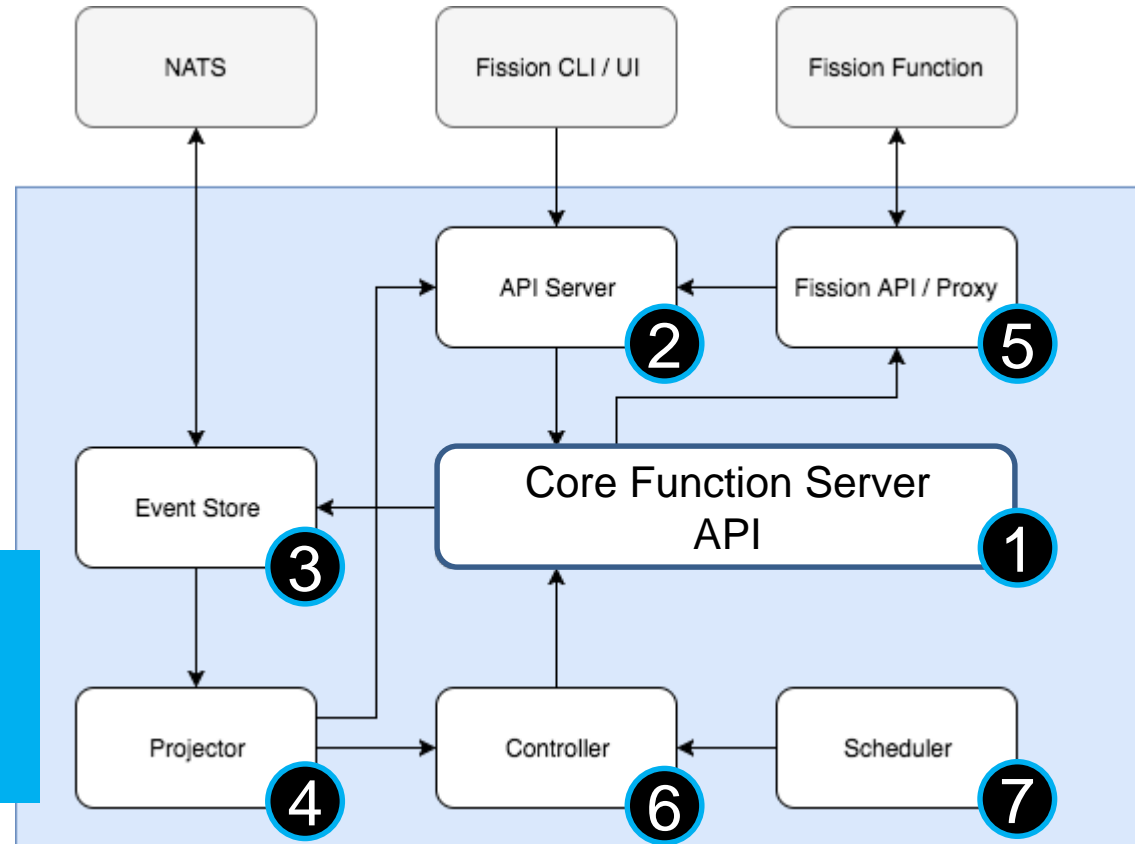
## DESIGNING SERVERLESS ARCHITECTURES



Erwin van Eyk



The workflow management engine,  
part of the Serverless ecosystem  
at Fission.io



# MASSIVIZING COMPUTER SYSTEMS

WHAT ELSE IS IN THE ARTICLE? WHAT ELSE IS IN THE 32-PAGE ARXIV.ORG VERSION?

WHAT?  
MAIN GOAL

UNDERSTAND AND CONTROL DISTRIBUTED ECOSYSTEMS, TO  
TURN THEM INTO EFFICIENT, AUTOMATED UTILITIES

## 10 Principles + 20 Research Challenges:

- > Systems
- > Peopleware
- > Methodology
- > **Hapy coincidence: Our principles are a superset of the 7 AI principles at Google**

## 6 Application Domains:

- > Datacenter Management
- > The Future of Apps
- > Generalized Graph Processing
- > The Future of Science
- > The Future of Online Gaming
- > The Future of Banking [in Europe]

Iosup et al., Massivizing Computer Systems, arxiv.org 1802.05465, Feb 2018. [[Online](#)]

Sundar Pichai, AI at Google: our principles, Jun 2018. [[Online](#)]

# MASSIVIZING COMPUTER SYSTEMS

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## WHAT IS ALSO RELATED TO THE ARTICLE? A CALL TO COLLABORATE

### 1 “a Beckman-like report for Distributed Systems research”:

- > Main research challenges
- > Main peopleware challenges
- > Main methodological challenges  
(new vs. Beckman report on DB research)

### 2 “a Distributed Systems memex”:

- > Datacenter traces
- > Apps traces
- > Operational & performance logs
- > Design logs [\*]
- > Implementation logs [\*]  
[not tried / studied before]

Iosup et al., Massivizing Computer Systems, ICDCS, Jul 2018. [[Online](#)]

Iosup et al., Distributed Systems Memex, Dagstuhl Seminar 12472: Is the Future of Data Preservation Cloudy?, 19-21 Nov 2012, Section 5.9. [[Online](#)]



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YET ABLE TO FORM AN EFFICIENT ECOSYSTEM



Many thanks to  
180+ co-authors

- Golden Age of Distributed Ecosystems ... Yet a crisis is looming
- Massivizing Computer Systems means modern distributed systems
  - Think Ecosystems
  - Methods to address key challenges in science, design, and engineering
  - Teaching facilitated by award-winning method ← ask me about this
- Much left to do, as we are merely beginning ...
  - Beckman-like report for Distributed Systems Research
  - The Distributed Systems Memex




VU

@Large Research  
Massivizing Computer Systems

<http://atlarge.science>

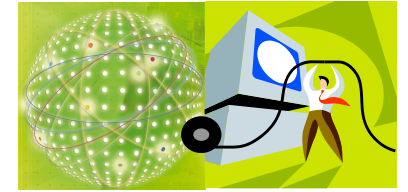
# MASSIVIZING COMPUTER SYSTEMS

## FURTHER READING

1. Iosup et al. Massivizing Computer Systems. ICDCS 2018 (in print)
2. Andreadis et al. A Reference Architecture for Datacenter Scheduling: Design, Validation, and Experiments, SC18 (in print)
3. Van Eyk et al. Serverless is More: From PaaS to Present Cloud Computing, IEEE IC Sep/Oct 2018 (in print)
4. Jiang et al. Mirror: A computation-offloading framework for sophisticated mobile games, CCPE 2018 (in print)
5. Ilyushkin et al. An Experimental Performance Evaluation of Autoscaling Policies for Complex Workflows. TOMPECS 2018.
6. Iosup et al. The OpenDC Vision: Towards Collaborative Datacenter Simulation and Exploration for Everybody. ISPDC'17.
7. Iosup et al. Self-Awareness of Cloud Applications. Self-Aware Computing Systems book, 2017.
8. Iosup et al. LDBC Graphalytics: A Benchmark for Large-Scale Graph Analysis on Parallel and Distributed Platforms. PVLDB 2016.
9. Guo et al.: Design and Experimental Evaluation of Distributed Heterogeneous Graph-Processing Systems. CCGrid 2016.
10. van Beek et al.: Self-Expressive Management of Business-Critical Workloads in Virtualized Datacenters. IEEE Computer 2015.
11. Jia et al.: Socializing by Gaming: Revealing Social Relationships in Multiplayer Online Games. TKDD 2015.
12. Ghit et al. Balanced resource allocations across multiple dynamic MapReduce clusters. SIGMETRICS 2014.
13. Iosup and Epema: Grid Computing Workloads. IEEE Internet Computing 2011.
14. Iosup et al.: On the Performance Variability of Production Cloud Services. CCGRID 2011.
15. Iosup et al.: Performance Analysis of Cloud Computing Services for Many-Tasks Scientific Computing. IEEE TPDS 2011. 



# Contact Me or Our Team



Collaboration or discussion about Massivizing Computer Systems:

Understanding, designing, deploying, tuning, analyzing, benchmarking distributed systems and ecosystems, including cloud computing and big data systems. Other topics in large-scale distributed systems and performance engineering are welcome.


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The Netherlands





# MASSIVIZING COMPUTER SYSTEMS

WHAT ELSE IS IN THE ARTICLE? WHAT ELSE IS IN THE 32-PAGE ARXIV.ORG VERSION?

SYSTEMS

P1. This is the age of computer ecosystems.

P2. Software-defined everything, but humans can still shape and control the loop.

P3. Non-functional properties are first-class concerns, composable and portable, whose relative importance and target values are dynamic.

P4. Resource Management and Scheduling, and their combination with other capabilities to achieve local and global Self-Awareness, are key to ensure nonfunctional properties at runtime..

P5. Ecosystems are super-distributed.

P6. People have a fundamental right to learn and to use ICT, and to understand their own use.

P7. Experimenting, creating, and operating ecosystems are professional privileges, granted through provable professional competence and integrity.

P8. We understand and create together a science, practice, and culture of computer ecosystems.

P9. We are aware of the evolution and emergent behavior of computer ecosystems, and control and nurture them. This also requires debate and interdisciplinary expertise.

P10. We consider and help develop the ethics of computer ecosystems, and inform and educate all stakeholders about them.

PEOPLEWARE

METHODOLOGICAL