

*A Reinforcement Learning
Approach to Virtual Machines
Auto-configuration*

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Why VM Autoconfiguration?

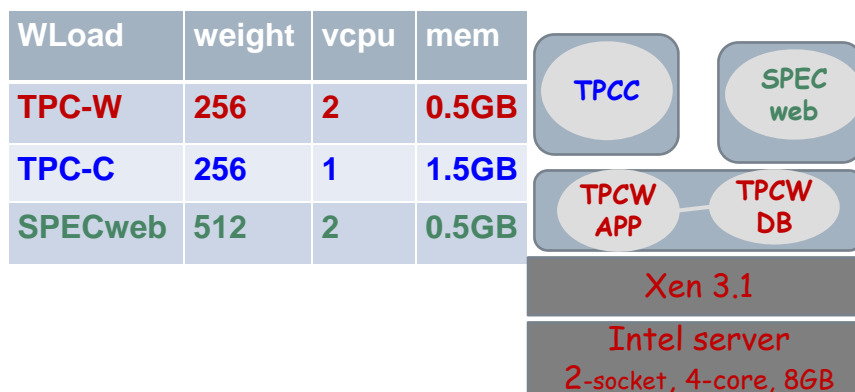
- Server consolidation is a primary usage of virtualization to reduce TCO
- In cloud systems, virtual machines need to be configured on-demand, in real time
- VMs need to be reconfigured dynamically
 - Created from template
 - Migrated to a new host
 - Resource demands/supplies vary with

Challenges in Online Autoconfig

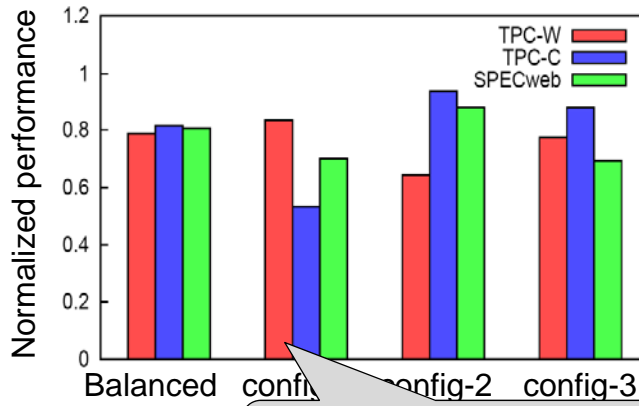
- A rich set of configurable parameters
 - CPU, memory, I/O bandwidth, etc
- Heterogonous applications in the same physical platform
 - Hungry for different types of resources
- Performance interference between VMs
 - Centralized virtualization layer
- Delayed effect of reconfiguration
- **Scale and real-time requirements make it even harder**

Performance Interference

- Balanced configurations



Performance Interference (cont')



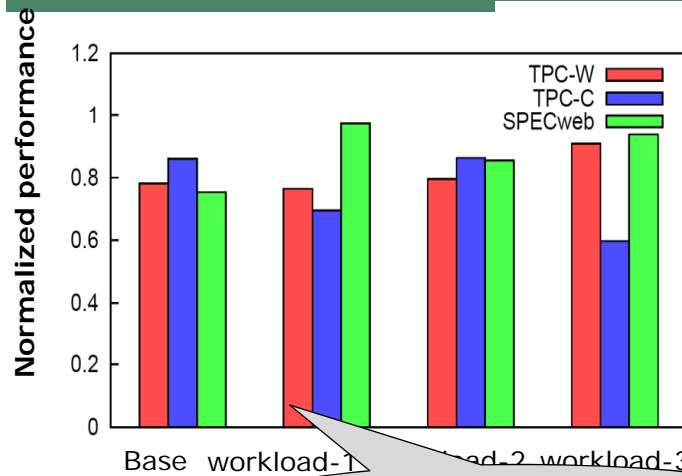
Config-1: move 1G mem from TPC-C to TPC-W

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Perf Interference (cont')



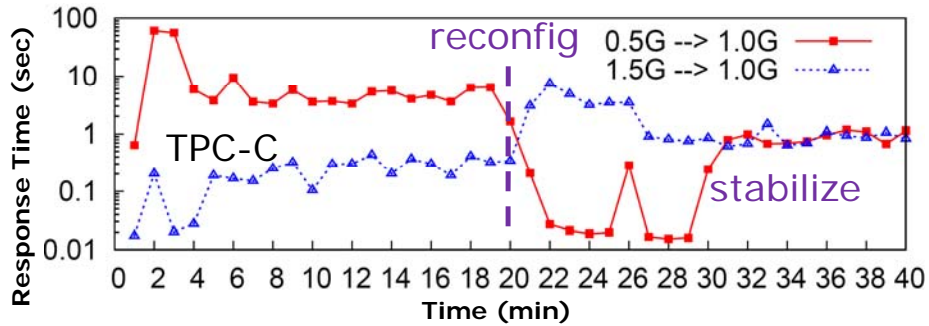
Load-1: Input of TPC-W from browsing-mix to ordering-mix

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Delayed Effect of Reconfiguration

- Reconfig takes effect after certain delays
- TPC-C benchmark on two VMs of same conf, except mem



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Problem Statement

- For VMs to be run on the same physical platform, automate the resource (re)configuration process:
 - Optimize system-wide perf (utility func) under individual SLA constraints.
 - SLA w. r.t. throughput or response time
- Multi-resources
 - CPU time (weighted scheduling in Xen), #virtual CPUs, Memory
- Work-conserving in resource allocation

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Related Work

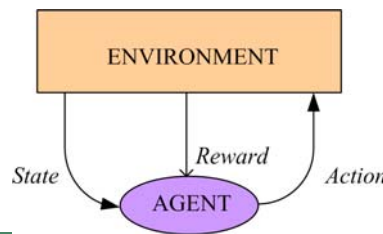
- [Wildstrom08] **Regression** based value est for memory
 - Single memory resource, supervised learning, not adaptive
- [Soror08] **Greedy search** based config enumeration for database workloads
 - Single CPU resource, assumes independent calibration of different resources
- [Padala07, Padala09] **Control theory** based alloc of resources (CPU, i/o bw)
 - Assumes no interference between VMs due to the use of non-work-conserving mode
 - Delayed effect of memory config is not considered

Our Contribution

- **A reinforcement learning approach** for online auto-configuration of multiple resources (includes memory)
- Consideration of VM interferences in work-conserving mode
- Consideration of delayed effect in resource allocation
- Prototyped in a VCONF framework and tested in real world applications

Reinforcement Learning

- Learning by interaction with env
 - State: configuration of VMs (cpu, mem, time, etc)
 - Action: reconfiguration (increase/decrease/nop of resrc)
 - Immediate reward: w.r.t. response time or throughput
- Learning Objective
 - For a given state, find an action policy that would maximize long-run return



Reinforcement Learning (cont')

- An optimal policy π^* is to select the action a in each state s that maximizes cumulative reward r
$$Q^{\pi^*}(s_t, a_t) = r_0 + \gamma r_1 + \gamma^2 r_2 + \dots \quad (0 \leq \gamma < 1)$$
- An RL solution is to obtain good estimations of $Q(s_t, a_t)$ based on interactions: (s_t, a_t, r_{t+1})
- $Q(s_t, a_t)$ of each state-action pair is updated each time an interaction finishes:
$$Q(s_t, a_t) = Q(s_t, a_t) + \alpha [r_{t+1} + \gamma^* Q(s_{t+1}, a_{t+1}) - Q(s_t, a_t)]$$

RL for Autoconfiguration

- **State space:** $(mem_1, weight_1, vcpu_1, \dots, mem_n, weight_n, vcpu_n)$
- **Action set:** *Inc, Dec, and Nop* on each resource
- **Rewards:** summarized perf over hosting applications
 - Score each VM based on normalized perf

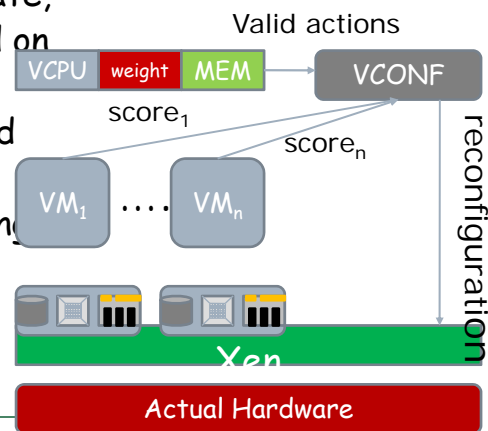
$$reward = \begin{cases} \sqrt[n]{\prod_{i=1}^n w_i * score_i} & \text{if for all } score_i > 0; \\ -1 & \text{otherwise} \end{cases}$$

$$score = \frac{thrpt}{ref_thrpt} - penalty$$

$$penalty = \begin{cases} 0, & \text{if } resp \leq SLA; \\ \frac{resp}{SLA}, & \text{if } resp > SLA. \end{cases}$$

VCONF Architecture

- VCONF resides in dom0
- Observes current state, makes decision based on Q(s, a) table
- Monitors VM perf and calculate rewards
- Updates corresponding entry in Q(s, a) table



Adaptability and Scalability

- Trivial implementation would lead to poor adaptability and scalability
 - **Adaptability**
 - Revise existing policy when environment changes
 - Poor adaptability due to slow start
 - **Scalability**
 - The size of the $Q(s,a)$ table grows exponentially with the state variables
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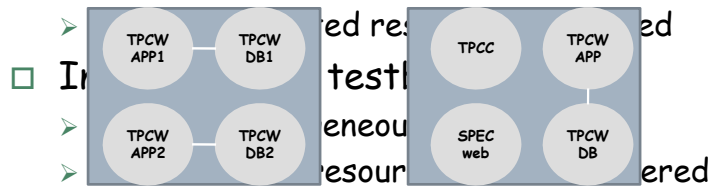
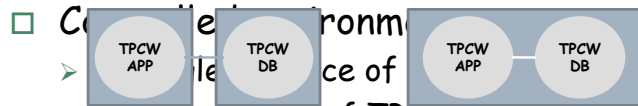
Model-based RL and Function Approx

- Build env models from collected traces
 - $(s_t, a_t) \rightarrow r_t$
 - **Batch update $Q(s, a)$ using simulated interactions from the models**
 - Continuously update the models with new traces
 - Model-based RL is more data efficient
 - Model reuse when similar resource demands detected
 - Replace look-up table based Q with **neural network based function approximation**
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Experimental Results

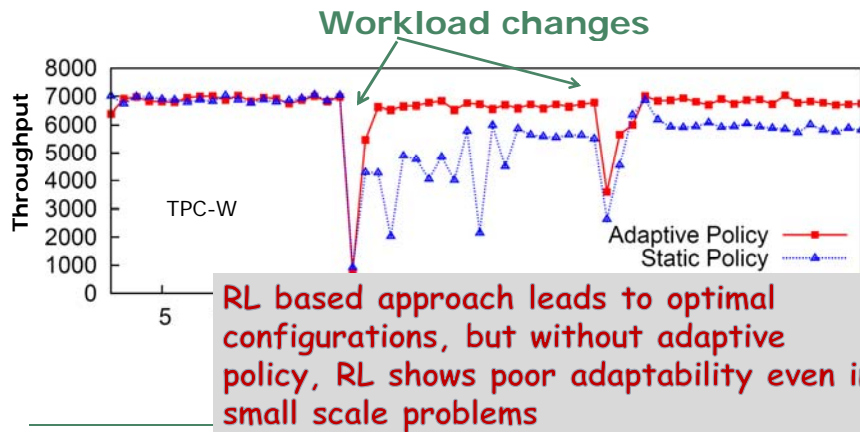
Settings

- SPECweb, TPC-C, TPC-W as applications
- Xen vm ver3.1 on 2-socket quad-core CPU



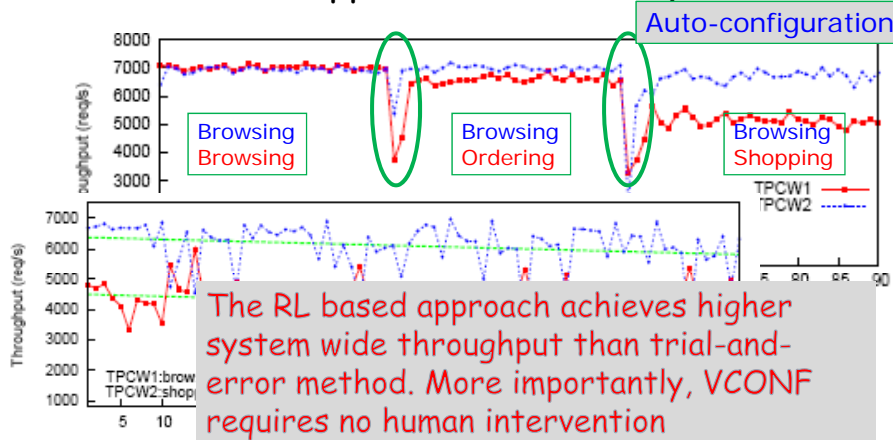
Single Application Auto-configuration

Optimizing application throughput



System-Wide Perf Optimization

- Two TPC-W apps run concurrently



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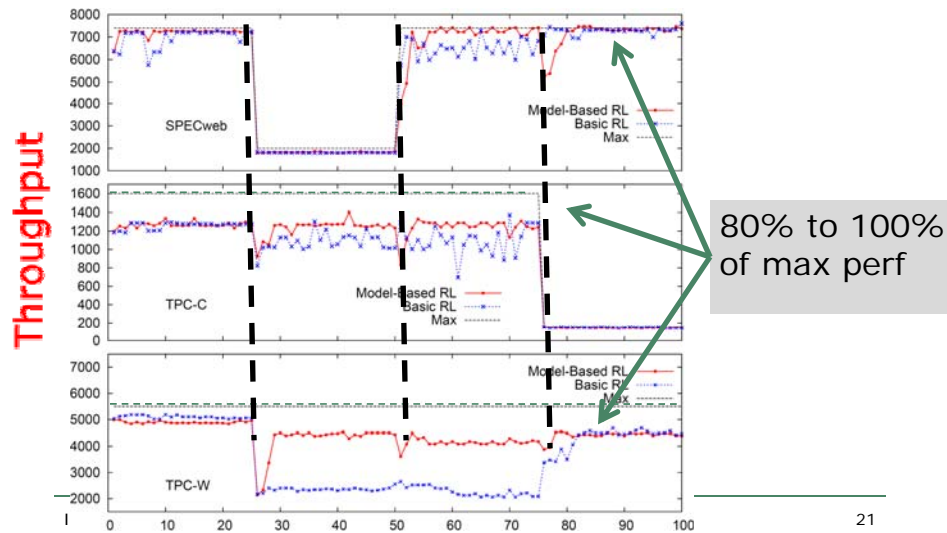
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VM Auto-configuration in Clouds

- Heterogeneous VMs
- Large problem size
 - More VMs, more resources considered

	TPC-W	TPC-C	SPECweb
Workload-1	600 browsing	50 warehouses, 10 terminals	800 banking
Workload-2	600 ordering	50 warehouses, 10 terminals	800 banking
Workload-3	600 browsing	50 warehouses, 1 terminals	800 banking
Workload-4	600 browsing	50 warehouses, 10 terminals	200 banking

Coordinated Auto-Reconfiguration



Conclusion

- VCONF shows the applicability of RL algorithms in VM auto-configuration
 - RL-based agent is able to obtain optimal (near-optimal) policies in small scale problems
 - In clouds with a large problem size, model-based RL shows better adaptability and scalability
- Future work
 - Consider more resources, such as I/O, shared cache
 - Integrate migration as an additional dimension in the RL framework
- Auto-configuration of appliances in clouds [see ICDCS'09]

Thank you !

Questions?

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