

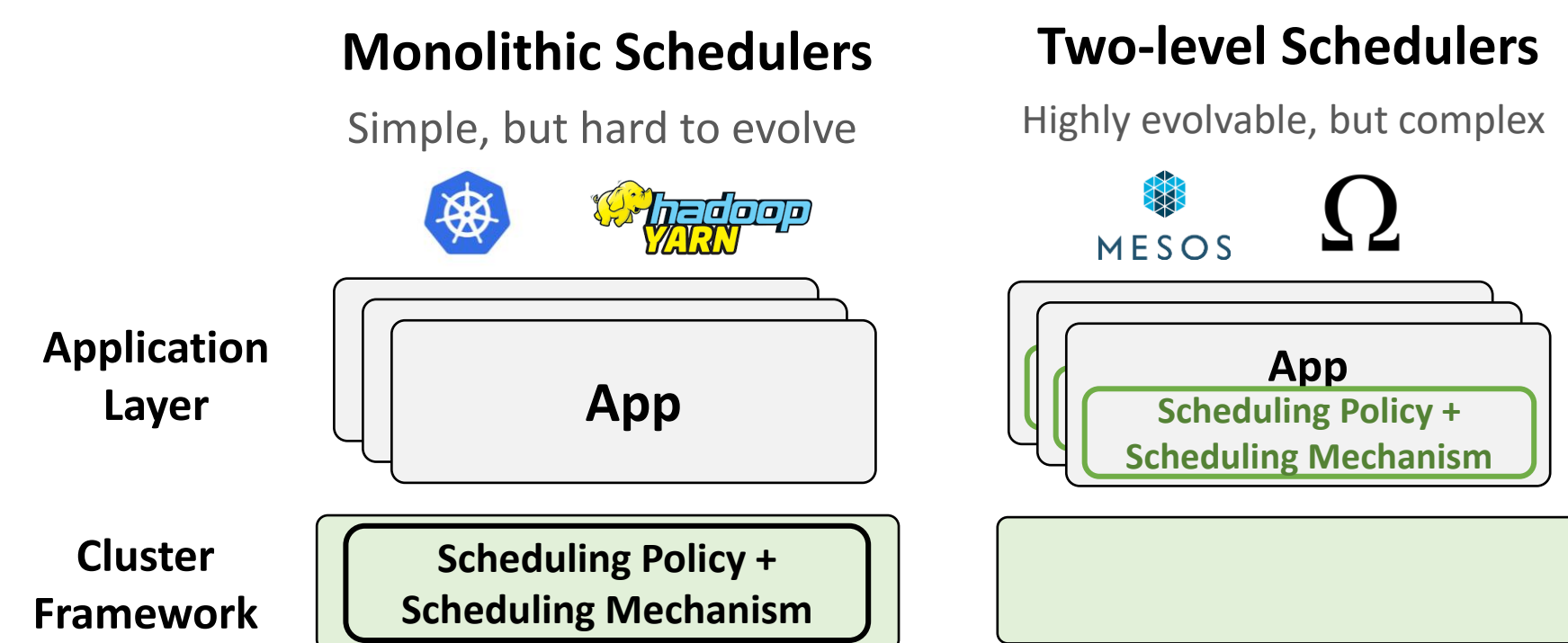
# ESCHER – Expressive Scheduling with Ephemeral Resources

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## Cluster schedulers need to be evolvable

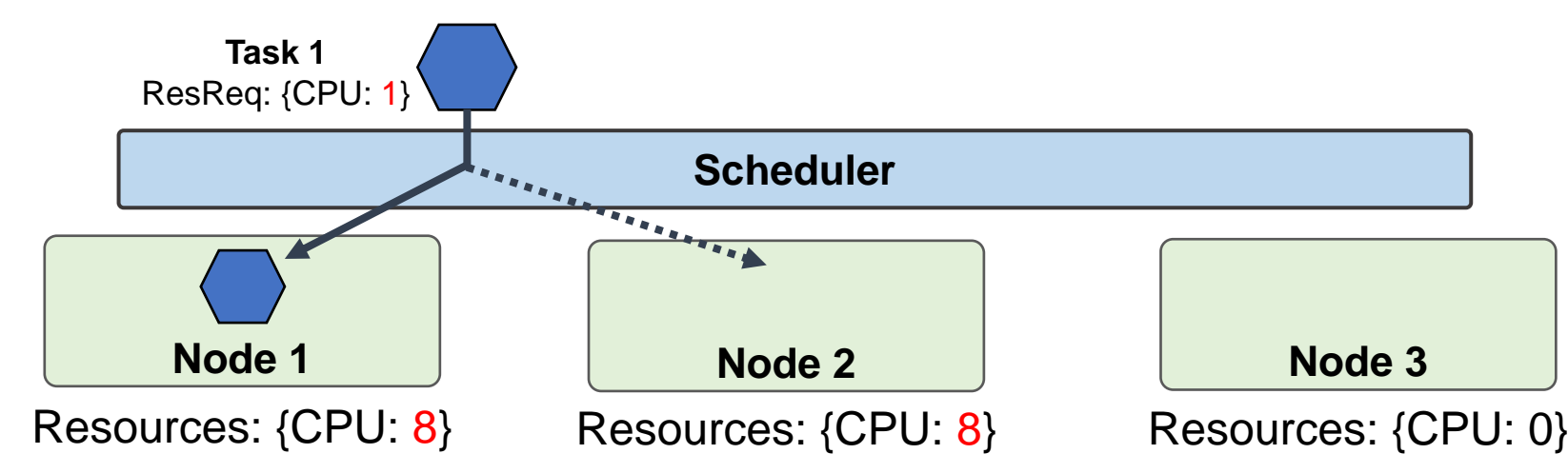
- Scheduling requirements of modern distributed applications are getting increasingly **complex**
- E.g., Distributed training requires affinity, anti-affinity and gang scheduling – all in the same job
- Cluster frameworks must provide **flexible scheduling control without the complexities of implementing a scheduler**. Existing Schedulers are insufficient:



## ESCHER Abstractions

### Abstraction 1: Resource matching scheduler

Scheduler matches tasks resource requirements to node resource availabilities



### Abstraction 2: Create resources at runtime

Frameworks provide an API for applications to **create resources** on nodes at runtime

```
def set_resource(label, capacity, node_spec=None)
```

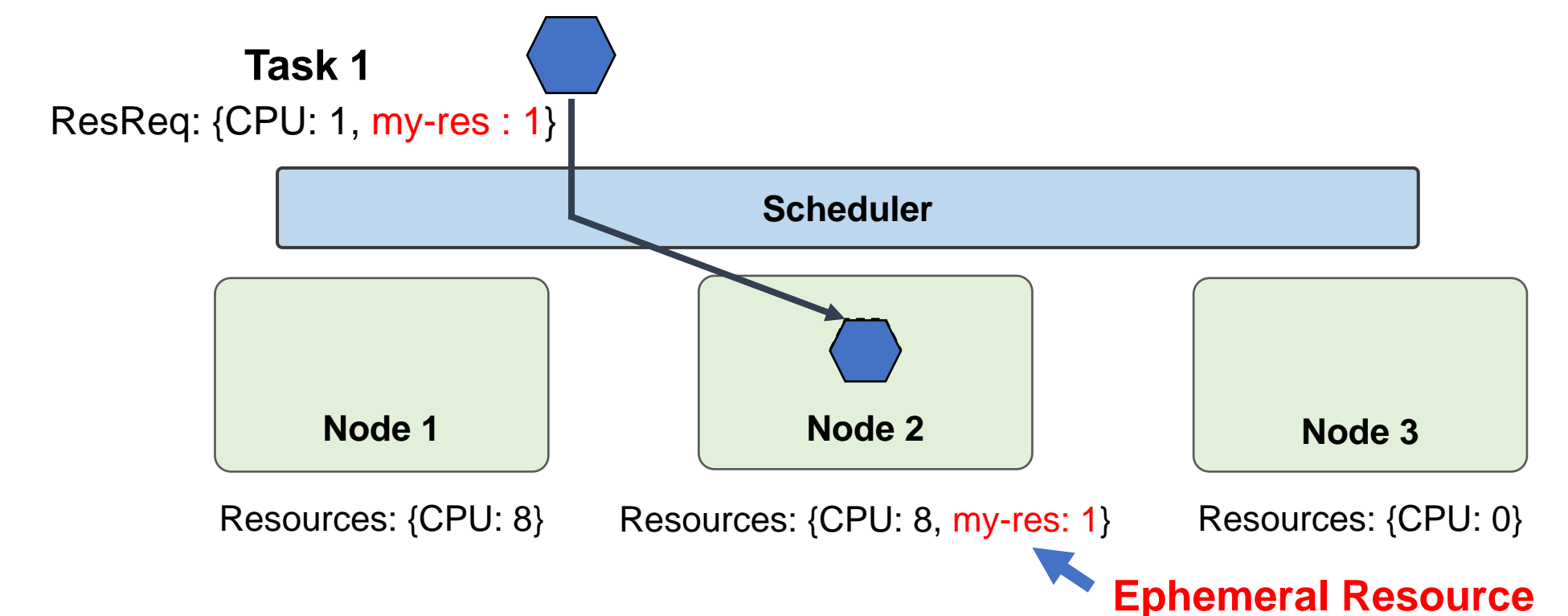
Grants applications control over resource management

Can specify resource availability constraints for resource creation

### Combining the Abstractions

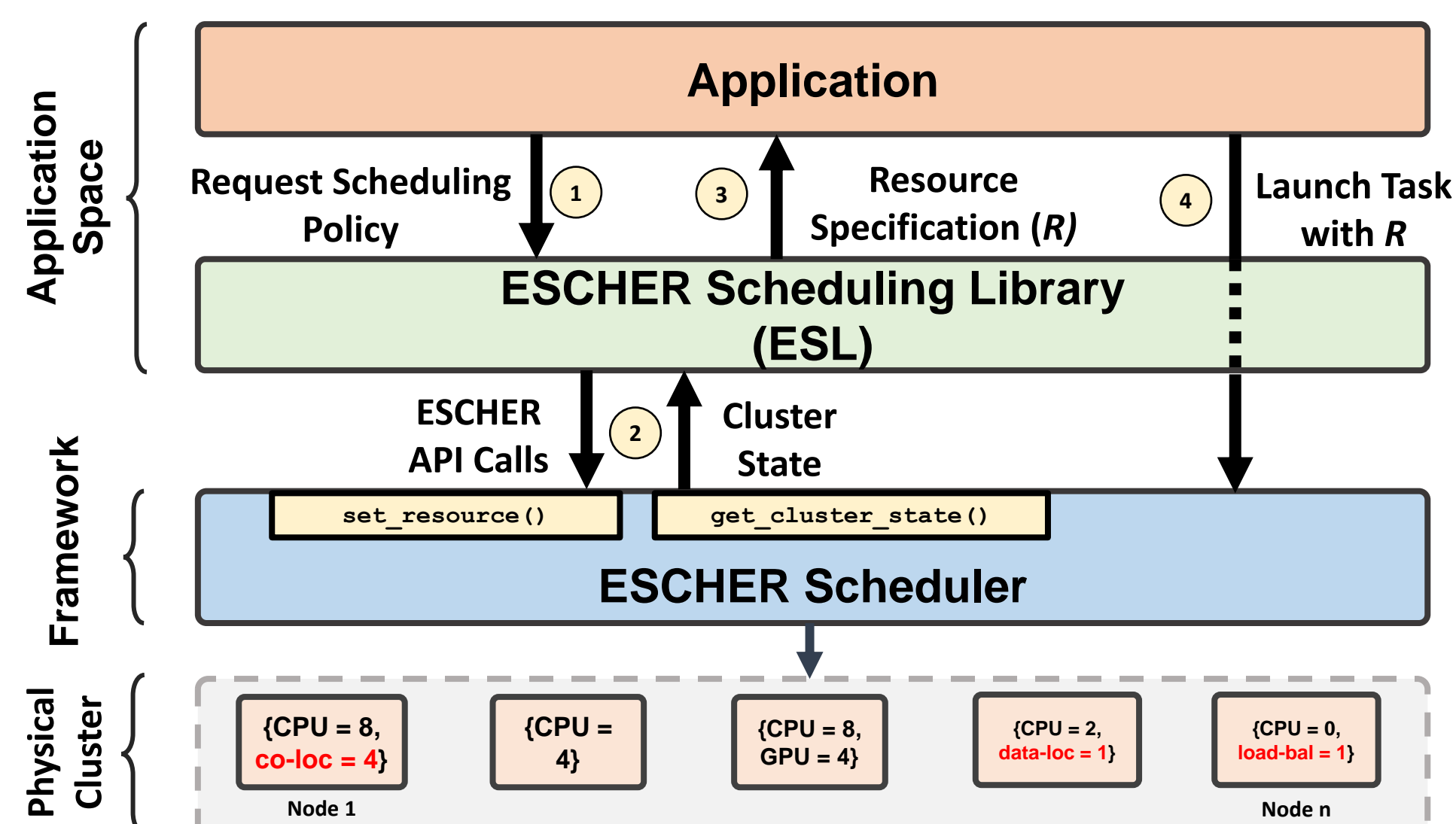
A simple resource matching scheduler can be **induced** to make targeted placement decisions with short-lived **ephemeral** resources

- These abstractions are **sufficient** to allow applications to express any arbitrary scheduling policy
- Applications can use resource management to **declaratively** specify and execute scheduling constraints

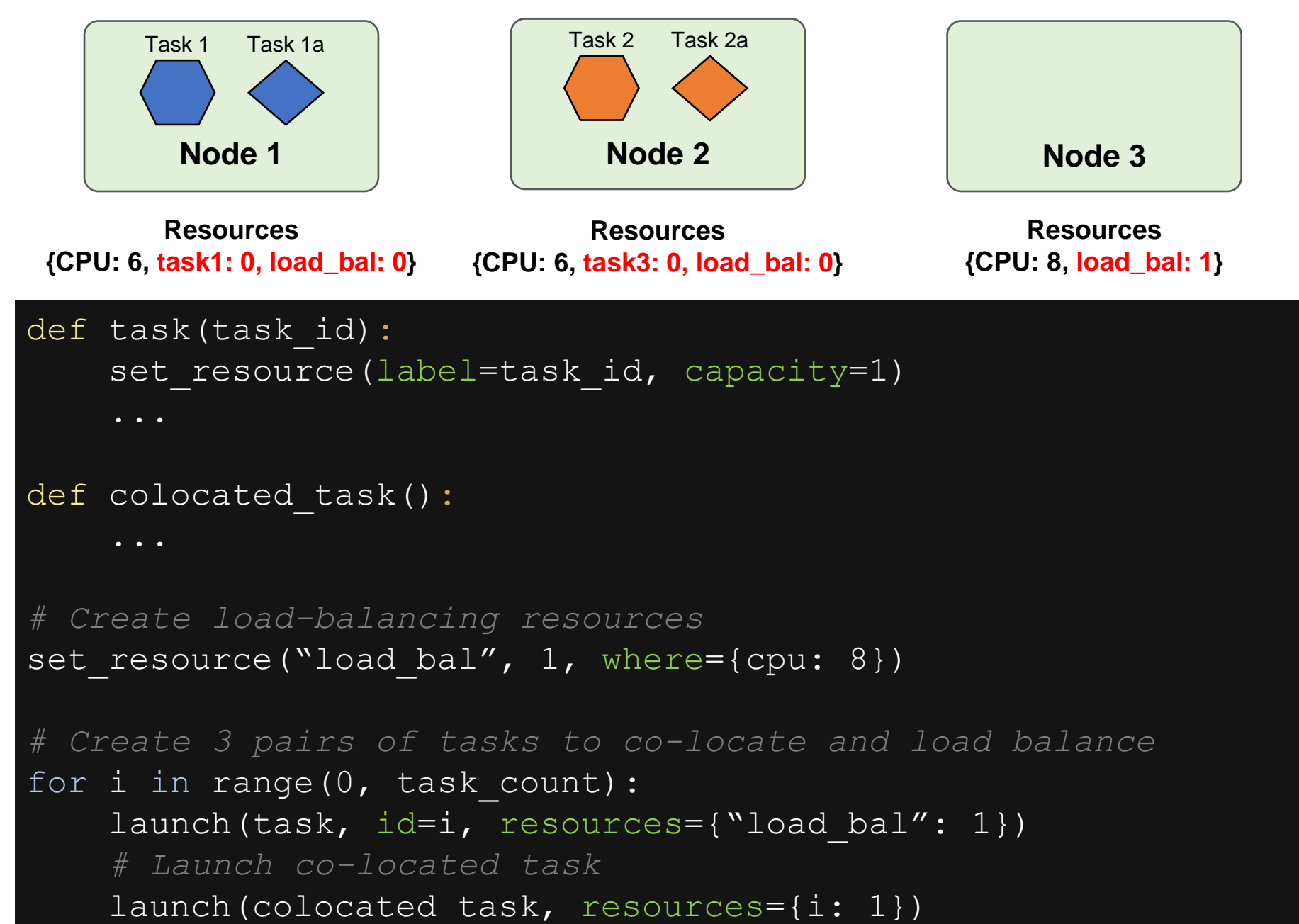


## ESCHER Workflow

- ESCHER Scheduling Libraries (ESLs) encapsulate complexity of using ephemeral resources into reusable libraries.



## Example - Load Balancing and Co-location



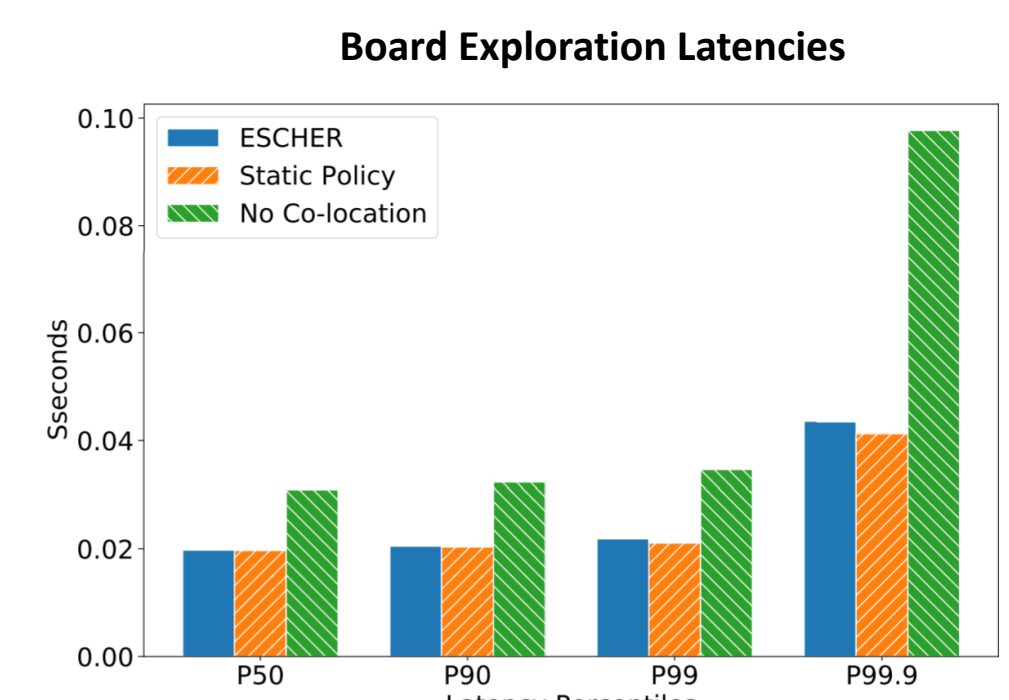
ESCHER has implementations of data locality, bin-packing, anti-affinity, soft constraints, gang scheduling, WFQ and compositions

## Benchmarks

### AlphaZero on ESCHER

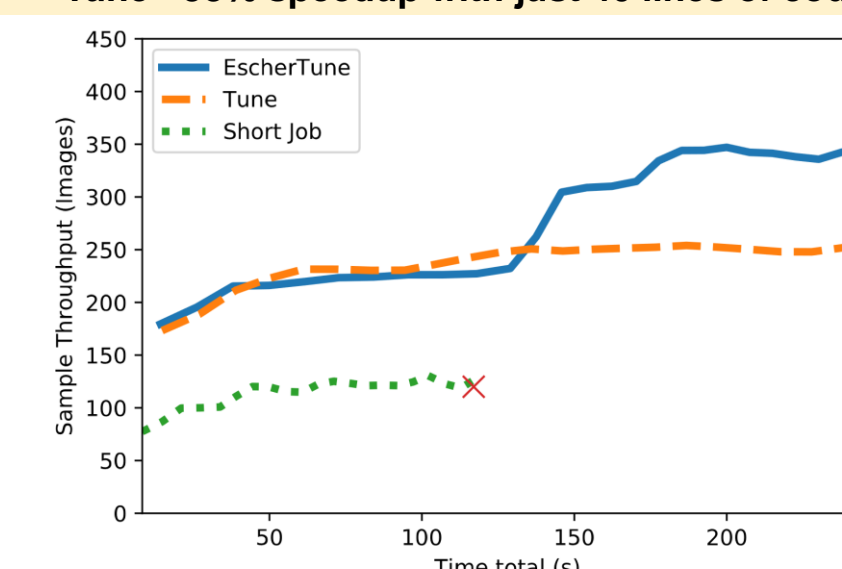
ESCHER is **2x faster** in exploring Go board states than an unaware scheduler

Performs **comparably with a hard-coded policy**, while requiring only **5 lines** of changes



### Distributed Training on ESCHER

Ported Gandiva's[1] scheduling policies to Ray Tune - 38% speedup with just 40 lines of code.



### Kubernetes MapReduce on ESCHER

