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# Job Scheduling Strategies for Parallel Processing

22nd International Workshop, JSSPP 2018  
Vancouver, BC, Canada, May 25, 2018  
Revised Selected Papers

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## Preface

This volume contains the papers presented at the 22nd workshop on Job Scheduling Strategies for Parallel Processing that was held in Vancouver, Canada, on May 25, 2018, in conjunction with the 32nd IEEE International Parallel and Distributed Processing Symposium (IPDPS 2018). The proceedings of previous workshops are also available from Springer as LNCS volumes 949, 1162, 1291, 1459, 1659, 1911, 2221, 2537, 2862, 3277, 3834, 4376, 4942, 5798, 6253, 7698, 8429, 8828, 10353, and 10773.

This year 12 papers were submitted to the workshop, of which we accepted seven. All submitted papers went through a complete review process, with the full version being read and evaluated by an average of four reviewers. We would like to especially thank to our Program Committee members and additional reviewers for their willingness to participate in this effort and their excellent, detailed, thoughtful reviews.

From its very beginning, JSSPP has strived to balance practice and theory in its program while encouraging vivid discussions with the audience. This combination was repeatedly shown to provide a rich environment for technical debate about scheduling approaches. This year, the workshop opened with a keynote delivered by John Wilkes. Principal Engineer at Google, John motivated and described Google's *Flex*, the key piece of Google's resource management system. The main goal of *Flex* is to assure that internal users have access to enough resources to meet their business needs. Doing it efficiently, reliably, and scalably (i.e., with little human intervention) is very challenging. John described how techniques like controlled over-subscription, risk management, and leveraging different service-level objectives are used to meet this challenge. The presentation is available at: <http://jsspp.org/papers18/Google-Flex-JSSPP.pdf>.

Papers accepted for this year's JSSPP focused on several interesting problems in resource management and scheduling domain. The first two papers discuss the issues related to imprecise job walltimes estimates. Job walltimes estimates, usually specified by users, are known to be very imprecise, which causes problems both to the users and to the scheduling policies. Soysal et al. present a novel approach to use job metadata for job classification and improved walltime prediction. Klusáček et al. present an experimental analysis that discusses how the use of walltime predictors impacts the actual performance of a job scheduler.

Azevedo and Suter present an experience report from a real infrastructure, describing their efforts to reduce the need for a "human expert" when scheduling large HTC workloads in a system that is subject to many operational constraints that may impede the optimization efforts of the scheduler.

Merzkyet et al. describe a new pilot-based scheduling system called RADICAL-Pilot. Unlike classic HPC scheduling systems that schedule jobs on a job-per-job basis, pilot-based systems decouple workload specification, resource selection, and task execution via job placeholders and late-binding, helping to satisfy the resource requirements of workloads comprising multiple tasks. In their paper,

Merzkyet et al. describe RADICAL-Pilot’s design, architecture, and implementation, and characterize the good performance of RADICAL-Pilot when executing multiple concurrent tasks.

Bashizade et al. propose a dynamic mechanism for sharing GPUs among multiple tenants, i.e., users. This adaptive simultaneous multi-tenancy allows the GPU to be shared among multiple kernels, as opposed to single-kernel multi-tenancy that only runs one kernel on the GPU at any given time and static simultaneous multi-tenancy that does not adapt to events in the system. By dynamically adjusting the kernels’ parameters at run-time — when a new kernel arrives or a running kernel ends — Bashizade et al. show that system throughput is improved by an average of 9.8%, compared with sequentially executed kernels.

Bhuiyan et al. present a stochastic optimization-based framework for robust decision-making in the selection of distributed resources for scientific workflows with uncertain demands over a given planning horizon. Using their novel two-stage stochastic programming model for resource selection, they demonstrate up to 30% and 54% cost reductions relative to solutions lacking explicit considerations of demand uncertainties for 24-month and 36-month planning horizons, respectively.

Last but not least, Abdelmoamen et al. present an approach to control resource usage among multiple tenants in a distributed system. In their approach they built upon the concept of actors, which are autonomous concurrently executing active objects. In this paper, authors compare two different ways of supporting resource control for actor systems built using the Scala’s Akka library. Abdelmoamen et al. then experimentally establish the performance cost of using these approaches, as well as their impact on resource utilization.

We hope you can join us at the next JSSPP workshop, this time in Rio de Janeiro, Brazil, on May 24, 2019. Enjoy your reading!

September 2018

Walfredo Cirne  
Narayan Desai  
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