University of Duisburg-Essen, Institute for Experimental Mathematics

draft-ietf-rserpool-policies-00.txt Definition of Member Selection Policies



Thomas Dreibholz Institute for Experimental Mathematics University of Duisburg-Essen, Germany dreibh@exp-math.uni-essen.de http://www.exp-math.uni-essen.de/~dreibh

Table of Contents



- Terminology
- Selection Process
 - The Policies
 - Round Robin, Weighted Round Robin
 - Random, Weighted Random
 - Least Used, Randomized Least Used
 - Least Used with Degradation, Priority Least Used
 - Anything missing?

Conclusions and Outlook

Thomas Dreibholz's Reliable Server Pooling Page http://tdrwww.exp-math.uni-essen.de/dreibholz/rserpool/

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Load:

- "How much are a PE's resources currently utilized?"
- From 0x000000 -> 0% to 0xffffff -> 100%
- Utilization to be defined by application (e.g. memory usage, CPU load, ...)

Weight.

- "A PE's service capacity relatively to other PEs of the same pool"
- Example: 2*n -> double capacity compared to a PE weighted with n

I Classification of Policies:

- Static: Policy information does not change (e.g. CPU power)
- Dynamic: Policy information regularly changes (e.g. server load)
 => Re-registration on change!

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Selection Process



Step 1: Name Server

- On ASAP Name Resolution:
 - NS selects one or more PE identities from the pool by its policy
 - Is a selection really needed at the NS? Yes, it is!
 - Size of response message limited
 - Inefficient to reply too many elements

Step 2: Pool User's local cache

- On Name Resolution request (Application wants exactly one PE):
 - PU tries to fulfil request by its local cache first (stale cache value ...)
 - If not successful, issue ASAP Name Resolution to NS
 - Propagate result to its cache
 - Apply selection by policy again

Round Robin and Weighted Round Robin



Round Robin (the default policy)

- PE references can be hold in a circular list, pointer to current element
- Selection at NS:
 - Pointer to be forwared by <u>one</u>, regardless of the amount of elements actually selected -> necessary to avoid degeneration!
 - No duplicate entries in the list of returned elements
- Selection at PU:
 - Pointer to be forwared by the amount of elements selected

Weighted Round Robin:

- Policy Information per PE: weight
- Each PE gets as many entries in the list as its weight constant specifies
- Then: Handling like Round Robin
- Again: No duplicate entries in the list of returned elements

Random and Weighted Random



Weighted Random:

- Policy Information per PE: weight
- Selection at NS:
 - Weight constant defines PE's selection probability relative to other elements in the pool
 - Randomly select based on these probabilities
 - No duplicate entries in the list of returned elements
- Selection at PU:
 - Same behaviour as for NS

Random:

- Special case of Weighted Random:
 - All weights are set to same value (e.g. 1)

Least Used and Randomized Least Used



Least Used:

- Policy Information per PE: load
- Selection at NS:
 - Get fraction of the pool's PE entries, sorted ascending by their load values
 - Should make round robin selection between equal-loaded PEs
 - No duplicate entries in the list of returned elements
- Selection at PU:
 - Same behaviour as for NS

Randomized Least Used

– Same as Weighted Random selection with weight := 0xffffff - load

Least Used with Degradation and Priority Least Used



Least Used with Degradation:

- Policy Information per PE: load, load degradation
- Each selection component maintains per-PE local degradation counter
 - Initialized with 0, reset to 0 on re-registration, incremented by PE's *load degradation* on selection
- Selection at NS and PU:
 - Like Least Used with (load + degradation counter) instead of load only
- Difficulty: Dependencies between *load degradation*, request rate and stale cache value -> Finding optimal parameters is not easy!

Priority Least Used:

- Load degradation is only constant. No local counters!
- Handle like Least Used with (load + load degradation) instead of load only

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Anything missing? Your ideas are welcome!



- Is any policy missing?
- Does your application require a special policy?
- Do you have ideas for additional policies?

Do not hesitate to contact us!

We are always interested to include

- additional,
- new,
- better,
- ...

policies!

Any Questions?





Project Homepage:

http://tdrwww.exp-math.uni-essen.de/dreibholz/rserpool/

Thomas Dreibholz, dreibh@exp-math.uni-essen.de

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