Novel Scheduling Algorithms for Efficient Deployment of MapReduce Applications in Heterogeneous Computing Environments

Sun-Yuan Hsieh\textsuperscript{1,2,3}, Chi-Ting Chen\textsuperscript{1}, Chi-Hao Chen\textsuperscript{1}, Tzu-Hsiang Yen\textsuperscript{1}, Hung-Chang Hsiao\textsuperscript{1}, and Rajkumar Buyya\textsuperscript{4,5}

\textsuperscript{1}Department of Computer Science and Information Engineering, \textsuperscript{2}Institute of Medical Informatics, \textsuperscript{3}Institute of Manufacturing Information and Systems, National Cheng Kung University, No. 1, University Road, Tainan 701, Taiwan
\textsuperscript{4}Department of Computing and Information Systems, \textsuperscript{5}Cloud Computing and Distributed Systems Laboratory, The University of Melbourne, Australia

Abstract

Cloud computing has become increasingly popular model for delivering applications hosted in large data centers as subscription oriented services. Hadoop is a popular system supporting the MapReduce function, which plays a crucial role in cloud computing. The resources required for executing jobs in a large data center vary according to the job type. In Hadoop, jobs are scheduled by default on a first-come-first-served basis, which may unbalance resource utilization. This paper proposes a job scheduler called the \textit{job allocation scheduler} (JAS), designed to balance resource utilization. For various job workloads, the JAS categorizes jobs and then assigns tasks to a \textit{CPU-bound queue} or an \textit{I/O-bound queue}. However, the JAS exhibited a locality problem, which was addressed by developing a modified JAS called the \textit{job allocation scheduler with locality} (JASL). The JASL improved the use of nodes and the performance of Hadoop in heterogeneous computing environments. Finally, two parameters were added to the JASL to detect inaccurate slot settings and create a dynamic job allocation scheduler with locality (DJASL). The DJASL exhibited superior performance than did the JAS, and data locality similar to that of the JASL.

Index Terms: Hadoop, heterogeneous environments, heterogeneous workloads, MapReduce, scheduling.

1. Introduction

The scale and maturity of the Internet has recently increased dramatically, providing excellent opportunities for enterprises to conduct business at a global level with minimum investment. The
Internet enables enterprises to rapidly collect considerable amounts of business data. Enterprises must be able to process data promptly. Similar requirements can be observed in scientific and Big Data applications. Therefore, promptly processing large data volumes in parallel has become increasingly imperative. Cloud computing has emerged as a new paradigm that supports enterprises with low-cost computing infrastructure on a pay-as-you-go basis.

In cloud computing, the MapReduce framework designed for parallelizing large data sets and splitting them into thousands of processing nodes in a cluster is a crucial concept. Hadoop [1], which implements the MapReduce programming framework, is an open-source distributed system used by numerous enterprises, including Yahoo and Facebook, for processing large data sets.

Hadoop is a server-client architecture system that uses the master-and-slave concept. The master node, called JobTracker, manages multiple slave nodes, called TaskTrackers, to process tasks assigned by the JobTracker. A client submits MapReduce job requests to the JobTracker, which subsequently splits jobs into multiple tasks, including map tasks and reduce tasks. Map tasks receive input data and output intermediate data to a local node, whereas reduce tasks receive intermediate data from several TaskTrackers and output the final result.

By default, Hadoop adopts a first-come-first-served (FCFS) job scheduling policy: A TaskTracker transfers requests to a JobTracker through the Heartbeat cycle. When the JobTracker receives a Heartbeat message, it obtains the number of free slots in the TaskTracker and then delivers the task to the TaskTracker, which executes the task immediately. Because resource utilization is not considered in the default job scheduling policy of Hadoop (FCFS), some slave nodes do not have the capacity to perform an assigned task. Therefore, such nodes cannot continue to execute tasks after the system releases resources, leading to poor performance in a Hadoop system. The resource allocation problem is an NP-complete problem [25]; this type of problem has received substantial attention in cloud computing. In Facebook fair scheduler [4] and Yahoo capacity scheduler [3], multiple queues are used to achieve resource allocation through a policy that entails assigning a distinct number of resources to each queue, thus providing users with various queues to maximize resource utilization. However, users may have excessive resources, resulting in wasted resources.

In this study, we investigated an approach for balancing resource utilization in Hadoop systems in heterogenous computing environments such as clouds. In this paper, the term "heterogeneous" means that all nodes have different computing capabilities (e.g., the number of CPUs). In a Hadoop system, the workload of MapReduce jobs submitted by clients typically differs: a job may be split into several tasks that achieve the same function, but involve managing different data blocks.
When the default Hadoop job scheduling policy is applied, the task of a single job typically runs on the same TaskTracker. When a TaskTracker executes the same task for a single job, it is limited by specific resources, despite the other resources remaining idle. For example, assume that jobs are divided into two classes: CPU-bound jobs and I/O-bound jobs. Clients submit the two classes of jobs to Hadoop and then migrate these tasks to the TaskTracker. According to the default job scheduling policy of Hadoop, each TaskTracker executes the same tasks. However, some TaskTrackers are assigned CPU-bound jobs, which are bounded by the CPU resource, and the remaining trackers are assigned I/O-bound jobs, which are bounded by the I/O resource. Tian et al. [23] proposed a dynamic MapReduce (DMR) function for improving resource utilization during various job types. However, the DMR function is applicable in only homogeneous experimental environments. In a heterogeneous environment, the DMR function might not be reasonable for resource utilization. To overcome the limitations of current MapReduce application platforms, this paper first proposes a job scheduler called the job allocation scheduler (JAS) for balancing resource utilization in heterogeneous computing environments. The JAS divides jobs into two classes (CPU-bound and I/O-bound) to test the capability of each TaskTracker (represented by a capacity ratio). According to the capacity ratio for the two job classes, the TaskTrackers are assigned different slots corresponding to the job types to maximize resource utilization. However, if tasks are assigned according to only the two job types, then the JAS may not have the benefit of locality [12], increasing the data transfer time. To address this problem, this paper proposes a modified JAS, called the job allocation scheduler with locality (JASL). The JASL can record each node’s execution time, and then compare the execution times of the local and non-local nodes to determine whether the task can be executed on the non-local node. In addition, an enhanced JASL, called the dynamic job allocation scheduler with locality (DJASL), was developed by adding a dynamic function to the JASL. A performance evaluation was conducted to compare the proposed algorithms with the default job scheduling policy of Hadoop and DMR. The experimental results indicated that the proposed algorithms improved the job scheduling performance of Hadoop and DMR. The JASL (DJASL) enhanced the data locality of Hadoop and the JAS.

The rest of this paper is organized as follows. Section 2 describes the architecture of the Hadoop system and DMR scheduler. In addition, this section reviews related studies. Section 3 presents the components of the proposed method, including job classification and task assignment as well as the JAS, JASL, and DJASL algorithms. Section 4 presents the experimental results obtained in heterogeneous computing environments. Finally, Section 5 concludes the paper.
2. Background

This section introduces Hadoop and related topics. Section 2.1 describes the default scheduler of Hadoop; Section 2.2 introduces job workloads; Section 2.3 presents the problem caused by the default scheduler of Hadoop and job workload; Section 2.4 describes a scheduler designed to address the problem and the problem that it may produce; and Section 2.5 reviews related studies.

2.1. Hadoop Default Scheduler

Hadoop supports the MapReduce programming model originally proposed by Google [9], and it is a convenient approach for developing applications (e.g., parallel computation, job distribution, and fault tolerance). MapReduce comprises two phases. The first phase is the map phase, which is based on a divide-and-conquer strategy. In the divide step, input data are split into several data blocks, the size of which can be set by the user, and are then paralleled by a map task. The second phase is the reduce phase. A map task is executed to generate output data as intermediate data after the map phase is complete, and these intermediate data are then received and the final result is produced.

By default, Hadoop executes scheduling tasks on an FCFS basis, and its execution consists of the following steps:

Step 1 Job submission: When a client submits a MapReduce job to a JobTracker, the JobTracker adds the job to the Job Queue.

Step 2 Job initialization: The JobTracker initializes the job in the Job Queue by the JobTracker by splitting it into numerous tasks; the JobTracker then records the data locations of the tasks.

Step 3 Task assignment: When a TaskTracker periodically (every 3 seconds by default) sends a Heartbeat to a JobTracker, the JobTracker obtains information on the current state of the TaskTracker to determine whether it has available slots. If the TaskTracker contains free slots, then the JobTracker assigns tasks from the Job Queue to the TaskTracker according to the number of free slots.

This approach differs considerably from the operating mode implemented in the schedulers of numerous parallel systems [6,8,15,17,18]. Specifically, some of the task schedulers in such systems, co-scheduler [6] and gang-scheduler [8], operate in heterogeneous environments. Co-schedulers ensure
that sub-tasks are initiated simultaneously and are executed at the same pace on a group of workstations, whereas gang-schedulers involve using a set of scheduled threads to execute tasks simultaneously on a set of processors. Other parallel system task schedulers, such as grid-schedulers [15,17] and dynamic task schedulers [18], have been designed for enhancing performance in scheduling operations involving jobs with dissimilar workloads. The grid-scheduler determines the processing order of jobs assigned to the distribution system, and the dynamic task scheduler operates in environments containing varying system resources and adapts to such variations. This paper proposes a task scheduler that allocates resources at various job workloads in a heterogeneous computing environment.

2.2. Job Workloads

Rosti et al. [21] proposed that jobs can be classified according to the resources used; some jobs require substantial amount of computational resources, whereas other jobs require numerous I/O resources. In this study, jobs were classified into two categories according to their corresponding workload: 1) CPU-bound jobs and 2) I/O-bound jobs. Characterization and performance comparisons of CPU- and I/O-bound jobs were provided in [16,20,26]. CPU- and I/O-bound jobs can be parallelized to balance resource utilization [21,23].

2.3. Hadoop Problem

As mentioned, Hadoop executes job scheduling tasks on an FCFS basis by default. However, this policy can cause several problems, including imbalanced resource allocation. Consider a situation involving numerous submitted jobs that are split into numerous tasks and assigned to TaskTrackers. Executing some of these tasks may require only CPU or I/O resources. Neglecting the workloads of a job may lead to imbalanced resource allocation. Fig. 1 illustrates an imbalanced resource allocation scenario in the Hadoop default scheduler.

Assume that the Job Queue contains two jobs: a CPU-bound job (i.e., Job1) and an I/O-bound job (i.e., Job2). Job1 and Job2 are initialized with eight map tasks. Moreover, TaskTracker1, TaskTracker2, and TaskTracker3 send sequential Heartbeat messages to the JobTracker. According to the default job scheduler of Hadoop, the JobTracker submits tasks to the TaskTracker according to the Heartbeat order. TaskTracker1 and TaskTracker2 are assumed to execute CPU-bound jobs; therefore, they have high CPU utilization and low I/O utilization, causing them to be bounded by CPU resources. By contrast, TaskTracker3 is assigned to execute I/O-bound jobs; therefore, TaskTracker3 has high I/O utilization but low CPU utilization, causing it to be bounded by I/O
resources. Because the default job scheduler in Hadoop does not balance resource utilization, some tasks in the TaskTracker cannot be completed until resources used to execute other tasks are released. Because some tasks must wait for resources to be released, the task execution time is prolonged, leading to poor performance.

2.4. Dynamic Map-Reduce Scheduler

To address the imbalanced resource allocation problem of the default scheduler in Hadoop, as described in Section 2.3, Tian et al. [23] proposed a balanced resource utilization algorithm (DMR) for balancing CPU- and I/O-bound jobs. They proposed a classification-based triple-queue scheduler to determine the category of one job and then parallelize various job types and thus balance the resources of JobTrackers by using CPU- and I/O-bound queues.

Consider the example shown in Fig. 2. The DMR scheduler first evenly divides the slots into CPU and I/O slots. When Job1 and Job2 are added to the Waiting Queue, they are divided into eight map tasks (Fig. 2(a)). After the scheduler determines the workload types of Job1 and Job2, the jobs are added to the CPU- or I/O-bound queue. TaskTracker1, TaskTracker2, and TaskTracker3 send sequential Heartbeat messages to the JobTracker. The JobTracker then determines that all three TaskTrackers have two idle CPU slots and two idle I/O slots according to the Heartbeat information (assuming that each TaskTracker has four slots). The JobTracker then queries the Job Queue to determine whether any task can be assigned to the TaskTrackers. The JobTracker knows that the CPU-bound queue contains Job1 and that the I/O-bound queue contains Job2. It then assigns two CPU-bound job tasks, $J_1t_1$ and $J_1t_2$, and two I/O-bound job tasks, $J_2t_1$ and $J_2t_2$, to TaskTracker1.
(a) When a client submits a new job, the submitted job is added to the waiting queue. Subsequently, the scheduler classifies the job type.

(b) After the scheduler classifies the job type, the jobs are added to the CPU-bound queue or the I/O-bound queue. The JobTracker then assigns these tasks according to the number of free CPU or I/O slots contained in the TaskTracker.

(c) The JobTracker assigns tasks until all of the TaskTrackers have no free slots.

Figure 2: Workflow of a DMR scheduler.

(Fig. 2(b)). TaskTracker2 and TaskTracker3 execute similar steps to those of TaskTracker1. These steps are repeated until all jobs are completed. According to the DMR concept, each TaskTracker has a CPU-bound job and I/O-bound job. Furthermore, this approach demonstrates improved performance because each TaskTracker improves overall resource utilization (Fig. 2(c)).

The DMR approach generally improves resource utilization in a Hadoop system. However, in a heterogeneous computation environment, the DMR approach may cause uneven resource utilization in some TaskTrackers, thus reducing the performance of the Hadoop system. For example, assume that three TaskTrackers, TaskTracker1, TaskTracker2, and TaskTracker3, have distinct capabilities (Fig. 3). TaskTracker1 can execute two CPU-bound jobs and one I/O-bound job simultaneously; therefore, this TaskTracker has two CPU slots and one I/O slot. TaskTracker2 can execute one CPU-bound job and two I/O-bound jobs simultaneously (i.e., TaskTracker2 contains one CPU slot.
Figure 3: Different capabilities of TaskTrackers.

and two I/O slots). TaskTracker3 can execute one CPU-bound job and three I/O-bound jobs simultaneously (i.e., TaskTracker3 has three CPU slots and one I/O slot). Nevertheless, according to the DMR approach, each TaskTracker has two CPU slots and two I/O slots (implying a total of four slots). After receiving jobs from clients, the JobTracker assigns the tasks to a TaskTracker. Each TaskTracker contains two CPU-bound tasks and two I/O-bound tasks. Therefore, TaskTracker1 has one I/O-bound task that must wait for the I/O resources to be released, resulting in its I/O capacity becoming overloaded. TaskTracker2 has one CPU slot that must wait for CPU resources to be released; therefore, the CPU capacity of TaskTracker2 becomes overloaded. Finally, TaskTracker3 has one CPU slot that must wait for CPU resources to be released; therefore, the CPU capacity of TaskTracker3 becomes overloaded. Furthermore, TaskTracker3 includes one idle I/O slot, indicating that its I/O resources are not effectively used. According to this example, the DMR may exhibit poor performance in a heterogeneous environment because of its inefficient resource utilization. Therefore, resource allocation is a critical concern in heterogeneous computing environments involving varying job workloads.

2.5. Related Studies

Because of the increase in the amount of data, balancing resource utilization is a valuable method for improving the performance of a Hadoop system.\(^1\) Numerous resource allocation algorithms have been proposed in recent years.

Bezerra \textit{et al.} \cite{RamDisk} a RAMDISK for temporary storage of intermediate data. RAMDISK has high throughput and low latency and this allows quick access to the intermediate data relieving in the hard disk. Thus, adding RAMDISK improves the performance of the shared input policy. Ghoshal \textit{et al.} \cite{PipeCloud} a set of pipelining strategies to effectively utilize provisioned cloud resources. The experiments on the ExoGENI cloud testbed demonstrates the effectiveness of our approach in

\(^1\)This study applied a different approach by proposing a job scheduling algorithm to achieve this goal.
increasing performance and reducing failures.

Isard et al. [14] mapped a resource allocation problem to a graph data structure and then used a standard solver, called Quincy, for computing the optimal online scheduler. When fairness is required, Quincy increases fairness, substantially improving data locality.

Tumanov et al. [24] focused on the resource allocation of mix workloads in heterogeneous clouds and proposed an algebraic scheduling policy called Alsched for allocating resources to mixed workloads in heterogeneous clouds. Alsched allocates resources by considering the customizable utility functions submitted as resource requests.

Schwarzkopf et al. [22] presented a novel approach to address the increasing scale and the need for a rapid response to changing requirements. These factors restrict the rate at which new features can be deployed and eventually limit cluster growth. Two schedulers, a monolithic scheduler and a statically partitioned scheduler, were presented in [22] to achieve flexibility for large computing clusters, revealing that optimistic concurrency over a shared state is a viable and attractive approach for cluster scheduling.

Max-min fairness is a resource allocation mechanism used frequently in data center schedulers. However, numerous jobs are limited to specific hardware or software in the machines that execute them. Ghodsi et al. [11] proposed an off line resource allocation algorithm called Constrained Max-Min Fairness, which is an extension of max-min fairness and supports placement constraints. They also proposed an on-line version called Choosy. Apache released a new version of the Hadoop system, called YARN or MapReduce2.0 (MRv2) [2], which is currently adopted only by Yahoo. The two major function of JobTrackers, namely resource management and job scheduling and monitoring, are split into two components called ResourceManager and NodeManager. ResourceManager is used to schedule the demand of resources that applications require, and NodeManager is used to monitor the use of resources, such as CPU, memory, disk, and network resources, by running applications. However, default schedulers of both Hadoop and YARN still do not support heterogenous computing environments. The main focus of YARN is on improving resource utilization and load balancing. Not only resource utilization and load balancing are the important issue of cloud computing but data locality also the problem we need to concern. Otherwise, although there are many different kinds of mechanism and method to deal with job scheduling problem, but the kinds of mixed workloads and diverse of heterogeneous environments are important factor to effect the results. Therefore, the novel scheduling algorithms and policies proposed in this paper are incomparable and take advantage of related studies for some reason on both performance and data locality and
also applicable to both Hadoop and YARN on these problems.

3. Proposed Algorithms

This section presents the proposed JAS algorithm, which provides each TaskTracker with a distinct number of slots according to the ability of the TaskTracker in a heterogeneous environment.

3.1. JAS Algorithm

When a TaskTracker sends a Heartbeat message, the following phases of the JAS algorithm are executed.

Step 1: Job classification: When jobs are in the Job Queue, the JobTracker cannot determine the job types (i.e., CPU-bound or I/O-bound). Thus, the job types must be classified and the jobs must be added to the corresponding queue according to the method introduced in Section 3.1.1.

Step 2: TaskTracker slot setting: After a job type is determined, the JobTracker must assign tasks to each TaskTracker depending on the number of available slots for each type in each TaskTracker (CPU slots and I/O slots). Thus, the number of slots must be set on the basis of the individual ability of each TaskTracker according to the methods introduced in Sections 3.1.2 and 3.1.3.

Step 3: Tasks assignment: When a TaskTracker sends a Heartbeat message, the JobTracker receives the numbers of idle CPU slots and I/O slots and then assigns various types of job tasks to the corresponding slots for processing (i.e., the tasks of a CPU-bound job are assigned to CPU slots, and vice versa). Sections 3.1.4 and 3.1.5 introduce the task assignment procedures.

3.1.1. Job Classification

Algorithm 1 presents job classification process. When a TaskTracker sends a Heartbeat message, the JobTracker can determine the number of tasks that have been executed in the TaskTracker, which enables it to determine the states of these tasks. When these tasks are complete, the JobTracker can receive information on the tasks (Table 1).

The parameters used to classify jobs (Table 1) were detailed in [23]. Assume that a TaskTracker has \( n \) slots; the TaskTracker executes the same \( n \) map tasks, and the completion times of the map tasks are identical. A map task generates data throughput, including map input data (MID), map output data (MOD), shuffle output data (SOD), and shuffle input data (SID). Hence, \( n \) map tasks
Table 1: Parameters of Job Classification

<table>
<thead>
<tr>
<th>Notation</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>n</td>
<td>number of map tasks</td>
</tr>
<tr>
<td>MID</td>
<td>Map Input Data</td>
</tr>
<tr>
<td>MOD</td>
<td>Map Output Data</td>
</tr>
<tr>
<td>SID</td>
<td>Shuffle Input Data</td>
</tr>
<tr>
<td>SOD</td>
<td>Shuffle Output Data</td>
</tr>
<tr>
<td>MTCT</td>
<td>Map Task Completed Time</td>
</tr>
<tr>
<td>DIOR</td>
<td>Disk Average I/O Rate</td>
</tr>
</tbody>
</table>

Algorithm 1: JOB_CLASSIFICATION (Heartbeat)

1. Obtain TaskTrackerQueues information from Heartbeat.
2. for task in TaskTracker do
3.   if task has been completed by TaskTracker then
4.     obtain the task information from TaskTracker;
5.     compute throughput = \( \frac{n}{2} \times (MID + MOD + SOD + SID) \); 
6.     if task belongs to a job J that has not been classified then
7.       if throughput < DIOR then
8.         set J as a CPU-bound job;
9.         move J to the CPU Queue;
10.      else
11.         set J as an I/O-bound job;
12.         move J to the I/O Queue;
13.     end if
14.   end if
15. end if
16. end for
17. end

generate the total data throughput = \( n \times (MID + MOD + SOD + SID) \), and the amount of data that can be generated from a TaskTracker in 1 s is

\[
\text{throughput} = \frac{n \times (MID + MOD + SOD + SID)}{MTCT},
\]

where \( MTCT \) is the map task completion time.

The JobTracker can determine the amount of data that a single map task can generate from a TaskTracker in 1 s (i.e., throughput). When the throughput is less than the disk average I/O rate (DIOR), the JobTracker classifies a job according to the determined information; in this case, the total data throughput generated by \( n \) map tasks is still less than the average I/O read/write rate. When the map tasks require few I/O resources (i.e., \( \text{throughput} < \text{DIOR} \)), the JobTracker classifies the job as CPU-bound. Otherwise, \( \text{throughput} \geq \text{DIOR} \), implying that the total data throughput generated by \( n \) map tasks is at least equal to the average I/O read/write rate. In this case, the JobTracker classifies the job as I/O-bound. After all jobs are classified, the JobTracker must record the execution time of all tasks, which can be used to compute the number of CPU slots (I/O slots) of each TaskTracker.

3.1.2. CPU Slot Setting

Algorithm 2 presents the procedure for setting the CPU slots of a TaskTracker, and Table 2 lists the parameters used in these procedures.
Table 2: Parameters Used for Setting CPU Slots

<table>
<thead>
<tr>
<th>Notation</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>( T \subseteq { t_1, t_2, \ldots, t_{n-1}, t_n },</td>
<td>T</td>
</tr>
<tr>
<td>( T_j \subseteq { t_1, t_2, \ldots, t_n }, j \subseteq T )</td>
<td>the set of tasks run on TaskTracker ( j )</td>
</tr>
<tr>
<td>( E_{T_i} )</td>
<td>the execution time of task ( t_i ) where ( t_i \in T )</td>
</tr>
<tr>
<td>( e_j = \sum_{t_j \in M_j} )</td>
<td>the total execution time of the tasks run on TaskTracker ( j )</td>
</tr>
<tr>
<td>( m )</td>
<td>the label of TaskTracker ( j )</td>
</tr>
<tr>
<td>( s )</td>
<td>the number of all slots on Hadoop</td>
</tr>
<tr>
<td>( c_y )</td>
<td>the CPU execution capability of the TaskTracker ( y )</td>
</tr>
<tr>
<td>( k_y )</td>
<td>the number of CPU slots in TaskTracker ( y )</td>
</tr>
</tbody>
</table>

Algorithm 2: SET_CPU_SLOT(Job Queue)

1. for Job in Job Queue do
2. if Job has been completed and Job is CPU-bound then
3. obtain the task information from TaskTracker;
4. compute the TaskTracker capability according to TaskTrackerCPUCapability;
5. \[ c_y = \frac{|M_y|}{e_y}; \] (2)
6. for each TaskTracker do
7. \( k_y = \text{(the number of CPU slots)} * \frac{c_y}{\sum_{j=1}^{m} c_j} \) (3)
8. record \( k_y \) on TaskTrackerCPUTable;
9. SetTaskTrackerCPUTable := 1;
10. return TaskTrackerCPUslot according to TaskTrackerCPUTable;
11. break.

In Algorithm 1, when a task belonging to a CPU-bound job has been completed, the JobTracker records the execution time of the task in TaskTrackerCPUCapability. When the JobTracker detects that the number of CPU slots in the TaskTracker has not been set, it executes Algorithm 2 to set the number of CPU slots. In Algorithm 2, the JobTracker reads the execution time of each task in TaskTrackerCPUCapability and computes the CPU capability of each TaskTracker according to (2). Finally, when the JobTracker computes the CPU capability ratio of each TaskTracker according to (3), it can determine the number of CPU slots in each TaskTracker.

![Algorithm 2: SET_CPU_SLOT(Job Queue)](image)

Fig. 4 illustrates how the number of CPU slots in each TaskTracker is determined. Assume
that a client submits a job $J$ to the JobTracker, which is a CPU-bound job divided into nine tasks. This Hadoop system contains three TaskTrackers: $r_1$, $r_2$, and $r_3$. The JobTracker distributes the nine tasks such that $t_1$, $t_3$, and $t_5$ are assigned to $r_1$; $t_2$, $t_6$, and $t_7$, and $t_8$ are assigned to $r_2$; and $t_4$ and $t_9$ are assigned to $r_3$. After a task has been completed, the JobTracker classifies the task as a CPU-bound job and then records the execution time of that task in TaskTrackerCPUCapability. For example, when $t_1$ has been completed and then the JobTracker classifies it as a CPU-bound job, the JobTracker records its execution time in $r_1$ in TaskTrackerCPUCapability, therefore, TaskTrackerCPUCapability contains the record that $t_1$ has been completed by $r_1$. These steps are repeated for recording $t_2$–$t_9$ in TaskTrackerCPUCapability. Fig. 4 illustrates the final results regarding TaskTrackerCPUCapability. After a job is complete, the JobTracker determines whether the CPU slot in a TaskTracker has been set to 1. If this is the case, then the JobTracker skips Algorithm 2; otherwise, the JobTracker executes Algorithm 2. According to TaskTrackerCPUCapability, the JobTracker computes the CPU capability of each TaskTracker according to (2). Equation (2) shows the number of tasks belonging to $J$ assigned to a TaskTracker that can be completed in 1 s. Let $s$ be the number of slots in the Hadoop system. For example, the capacity of $r_1$ is $c_1 = \frac{t_1 + t_3 + t_5}{3}$; the capacity of $r_2$ is $c_2 = \frac{t_2 + t_6 + t_7 + t_8}{4}$; and the capacity of $r_3$ is $c_3 = \frac{t_4 + t_9}{2}$. After determining the capacity of each TaskTracker, the JobTracker uses (3) to compute the CPU capability ratio of each TaskTracker and calculates the number of CPU slots in each TaskTracker. For example, the number of CPU slots in $r_1$ is $k_1 = \frac{s}{2} \cdot \frac{c_1}{c_1 + c_2 + c_3}$; the number of CPU slots in $r_2$ is $k_2 = \frac{s}{2} \cdot \frac{c_2}{c_1 + c_2 + c_3}$; and the number of CPU slots in $r_3$ is $k_3 = \frac{s}{2} \cdot \frac{c_3}{c_1 + c_2 + c_3}$. Because the number of CPU slots (number of I/O slots) is equal to half the number of Hadoop slots, the number of CPU slots (I/O slots) is set to $\frac{s}{2}$.

After executing Algorithm 2, the JobTracker can determine the number CPU slots in each TaskTracker. This is useful for improving each TaskTracker’s CPU resource utilization.

### 3.1.3. I/O Slot Setting

A TaskTracker executes Algorithm 3 to set I/O slots. Table 3 lists the parameters used in the algorithm.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Notation</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>The set of tasks on a I/O-bound job</td>
<td>$L = {t_1, t_2, \ldots, t_L}$</td>
<td>$L = n$</td>
</tr>
<tr>
<td>The execution time of task $t_i$, where $t_i \in L$</td>
<td>$t_i$</td>
<td>$t_i$</td>
</tr>
<tr>
<td>The set of tasks run on TaskTracker$_1$</td>
<td>$N_1 = {t_1, t_2, \ldots, t_{k_1}}$</td>
<td>$t_i$ run on TaskTracker$_1$</td>
</tr>
<tr>
<td>The total execution time of the tasks run on TaskTracker$_1$</td>
<td>$f_1 = \sum_{t_j \in N_1} t_j$</td>
<td>$t$</td>
</tr>
<tr>
<td>The I/O execution capability of TaskTracker$_1$</td>
<td>$d_y$</td>
<td>$d_y$</td>
</tr>
<tr>
<td>The number of I/O slots in TaskTracker$_1$</td>
<td>$l_y$</td>
<td>$l_y$</td>
</tr>
</tbody>
</table>

Suppose that $m$ TaskTrackers exist: TaskTracker$_1$, TaskTracker$_2$, \ldots, TaskTracker$_m$. Define
Algorithm 3: SET\textsubscript{I/O SLOT}(Job Queue)

1. for Job in Job Queue do
2. if Job has been finished and Job is I/O-bound then
3. obtain the task information from TaskTracker;
4. compute the TaskTracker capability according to TaskTracker\textsubscript{IOCapability};
5. \[ d_y := \frac{n_y}{f_y} \] \hspace{1cm} (4)
6. for each TaskTracker do
7. \[ i_y := (\text{the number of I/O slots}) \times \frac{d_y}{\sum_{j=1}^{m} d_j} \]
8. record \( i_y \) on TaskTracker\textsubscript{IOTable};
9. SetTaskTracker\textsubscript{IOTable} := 1;
10. return TaskTracker\textsubscript{Ioslot} according to TaskTracker\textsubscript{IOTable};
11. break.

\[ d_y = \frac{n_y}{f_y}, \] \hspace{1cm} (4)

and

\[ i_y = (\text{the number of I/O slots}) \times \frac{d_y}{\sum_{j=1}^{m} d_j}. \] \hspace{1cm} (5)

In Algorithm 1, when a task belonging to an I/O-bound job has been completed, the JobTracker records the task execution time in TaskTracker\textsubscript{IOCapability}. If the JobTracker detects that the number of I/O slots in a TaskTracker has not been set, it executes Algorithm 3 to set the number of I/O slots. In Algorithm 3, the JobTracker reads each task’s execution time in TaskTracker\textsubscript{IOCapability} and then computes each TaskTracker’s I/O capability according to (4). Finally, the JobTracker computes each TaskTracker’s I/O capability ratio according to (5) and then sets the number of I/O slots for each TaskTracker.

3.1.4. CPU Task Assignment

The JobTracker executes Algorithm 1 to classify each job and then executes Algorithm 2 to set the number of CPU slots for each TaskTracker. According to Heartbeat information, the JobTracker determines the number of tasks (belonging to a CPU-bound job) executed for a TaskTracker and calculates the number of idle CPU slots (recorded in AvailableCPUSlot) in the TaskTracker. After the JobTracker obtains the AvailableCPUSlot information of the TaskTracker, the JobTracker executes Algorithm 4 to assign CPU tasks to each TaskTracker.

For each AvailableCPUSlot, the JobTracker first queries the Job Queue. If an unclassified job appears in the Job Queue, then the JobTracker selects one task from the job and assigns it to a TaskTracker, terminating the iteration. Subsequently, AvailableCPUSlot is reduced by one and the JobTracker initiates the next iteration. The JobTracker then requeries the Job Queue until all jobs in the Job Queue have been classified. The JobTracker then queries the CPU Queue, and if it detects an unfinished job in this queue, the JobTracker assigns a task from the unfinished jobs in the CPU Queue to a TaskTracker, terminating the iteration. Subsequently, AvailableCPUSlot is
Algorithm 4: CPU_TASK_ASSIGN

<table>
<thead>
<tr>
<th>Line</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>for each AvailableCPUSlot do</td>
</tr>
<tr>
<td>2</td>
<td>for Job in the Job Queue do</td>
</tr>
<tr>
<td>3</td>
<td>if Job has not been classified then</td>
</tr>
<tr>
<td>4</td>
<td>select a task of Job and move it to the TaskTrackerQueues of a TaskTracker according to the Heartbeat information; break;</td>
</tr>
<tr>
<td>6</td>
<td>if ∃ a task has not been selected and moved to the TaskTrackerQueues of a TaskTracker then</td>
</tr>
<tr>
<td>7</td>
<td>for Job in the CPU Queue do</td>
</tr>
<tr>
<td>8</td>
<td>if Job has not been completed then</td>
</tr>
<tr>
<td>9</td>
<td>select a task of Job and move it to the TaskTrackerQueues of the corresponding TaskTracker according to the information of Heartbeat; break;</td>
</tr>
<tr>
<td>11</td>
<td>if ∃ a task that has not been selected and moved it to the TaskTracker's TaskTrackerQueues then</td>
</tr>
<tr>
<td>12</td>
<td>for Job in I/O Queue do</td>
</tr>
<tr>
<td>13</td>
<td>if Job has not been finished then</td>
</tr>
<tr>
<td>14</td>
<td>select a task of Job and move it to the TaskTrackerQueues of the TaskTracker according to Heartbeat information; break.</td>
</tr>
</tbody>
</table>

reduced by one and the JobTracker initiates the next iteration. The JobTracker requeries the CPU Queue until no unfinished jobs. These steps are repeated until AvailableCPUSlot is zero, meaning that the TaskTracker has no idle CPU slots; hence, the JobTracker terminates the execution of Algorithm 4.

If AvailableCPUSlot is not zero and the JobTracker does not select any task from the Job Queue or the CPU Queue for the TaskTracker, then the JobTracker queries the I/O Queue to ensure that no idle CPU slots are wasted. If an unfinished job is detected in the I/O Queue, the JobTracker assigns a task from this queue to a TaskTracker, terminating the iteration. These steps are repeated until no unfinished jobs remain in the I/O Queue or AvailableCPUSlot is zero. The JobTracker then terminates Algorithm 4. Thus, the proposed Algorithm 4 enables the JobTracker to allocate tasks accurately to the idle CPU slots of TaskTrackers, thus preventing wastage of idle CPU slots.

3.1.5. I/O Task Assignment

The JobTracker executes Algorithm 1 to classify each job and Algorithm 3 to set the number of I/O slots for each TaskTracker. On the basis of Heartbeat information, the JobTracker determines the number of tasks (belonging to an I/O-bound job) executed by a TaskTracker, and then calculates the number of idle I/O slots (recorded in AvailableIOSlot) existing in this Tracker. After the JobTracker obtains the AvailableIOSlot of the TaskTracker, it executes Algorithm 5 to assign I/O tasks to each TaskTracker.

For each AvailableIOSlot, the JobTracker first queries the Job Queue. If an unclassified job is detected in the Job Queue, the JobTracker selects one task from the job and moves it to a TaskTracker, terminating the iteration. Subsequently, AvailableIOSlot is reduced by one and the JobTracker initiates the next iteration. The JobTracker requeries the Job Queue until no unclassified jobs remain in the queue. The JobTracker then queries the I/O Queue, if an unfinished job
exists in the I/O Queue, the JobTracker assigns a task from the unfinished jobs in the queue to a TaskTracker, terminating the iteration. Subsequently, AvailableIOSlot is reduced by one and the JobTracker begins the next iteration. The JobTracker requeries the I/O Queue until no unfinished jobs remain in the queue. These steps are repeated until AvailableIOSlot is zero, meaning that the TaskTracker has no idle I/O slots; hence, the JobTracker terminates Algorithm 5.

If AvailableIOSlot is not equal to zero and the JobTracker does not assign any task from the Job Queue or I/O Queue to a TaskTracker, the JobTracker queries the CPU Queue to ensure that no idle I/O slots are wasted. If an unfinished job exists in the CPU Queue, the JobTracker assigns a task from this queue to a TaskTracker, terminating the iteration. These steps are repeated until no unfinished jobs remain in the CPU Queue or AvailableIOSlot is zero. The JobTracker then terminates Algorithm 5. Therefore, the proposed Algorithm 5 enables the JobTracker to allocate tasks accurately to the idle I/O slots of TaskTrackers, thus preventing the waste of idle I/O slots.

### 3.1.6. Complete JAS Algorithm

All the algorithms presented in the preceding subsections were compiled into one algorithm, forming Algorithm 6. Table 4 shows the required parameters.

Slots are set according to each TaskTracker’s ability, and tasks from either the CPU- or I/O-bound queue are assigned to TaskTrackers. The proposed JAS algorithm reduces the execution time compared with the FCFS scheduling policy of Hadoop.

### 3.2. Improving the Data Locality of the JAS Algorithm

#### 3.2.1. Problems of the JAS algorithm

Although Hadoop tends to assign tasks to the nearest node possessing its block, the JAS algorithm assigns tasks according to the number of CPU and I/O slots in TaskTrackers. Because of the property of the JAS, data locality is lost and a substantial amount of network traffic occurs. Fig. 5
Algorithm 6: JobAllocation_Scheduler (JAS)

1. When a batch of jobs are submitted into JobTracker:
2. add jobs into Job Queue;
3. SetTaskTrackerCPUTable := 0;
4. SetTaskTrackerIOTable := 0;
5. while receive Heartbeat by TaskTracker do
6. TaskTrackerCPUslot := 0;
7. TaskTrackerI0slot := 0;
8. obtain TaskTrackerRunningCPUtask from Heartbeat information;
9. obtain TaskTrackerRunningI0task from Heartbeat information;
10. AvailableCPUslots := 0;
11. AvailableI0slots := 0;
12. JOB_CLASSIFICATION (Heartbeat);
13. if SetTaskTrackerCPUTable == 1 then
14. obtain TaskTrackerCPUslot according to TaskTrackerCPUTable;
15. else
16. TaskTrackerCPUslot := SET_CPU_SLOT(Job Queue);
17. if SetTaskTrackerI0Table == 1 then
18. obtain TaskTrackerI0slot according to TaskTrackerIOTable;
19. else
20. TaskTrackerI0slot := SET_I0_SLOT(Job Queue);
21. if TaskTrackerCPUslot == 0 then
22. TaskTrackerCPUslot := default CPU slot;
23. if TaskTrackerI0slot == 0 then
24. TaskTrackerI0slot := default I/O slot;
25. AvailableCPUslots := TaskTrackerCPUslot – TaskTrackerRunningCPUtask;
26. AvailableI0slots := TaskTrackerI0slot – TaskTrackerRunningI0task;
27. CPU_TASK_ASSIGN(AvailableCPUSlot);
28. I0_TASK_ASSIGN(AvailableI0Slot).

Table 4: JAS Parameters

<table>
<thead>
<tr>
<th>Notation</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetTaskTrackerCPUTable</td>
<td>a Boolean variable indicating whether the CPU slot of each TaskTracker has been set by the JobTracker</td>
</tr>
<tr>
<td>SetTaskTrackerIOTable</td>
<td>a Boolean variable indicating whether the I/O slot of each TaskTracker has been set by the JobTracker</td>
</tr>
<tr>
<td>TaskTrackerCPUslot</td>
<td>the number of CPU slots in the TaskTracker</td>
</tr>
<tr>
<td>TaskTrackerI0slot</td>
<td>the number of I/O slots in the TaskTracker</td>
</tr>
<tr>
<td>TaskTrackerRunningCPUtask</td>
<td>the number of CPU-bound job tasks currently being executed by the corresponding TaskTracker</td>
</tr>
<tr>
<td>TaskTrackerRunningI0</td>
<td>the number of I/O-bound job tasks currently being executed by the corresponding TaskTracker</td>
</tr>
<tr>
<td>AvailableCPUSlots</td>
<td>the number of idle CPU slots in a TaskTracker (these idle CPU slots can work with CPU-bound job tasks)</td>
</tr>
<tr>
<td>AvailableI0slots</td>
<td>TaskTrackerI0slot – TaskTrackerRunningI0</td>
</tr>
</tbody>
</table>

This illustrates these problems.

(a) JobTracker assign tasks of Job 1 according to TaskTrackers CPU slots. Job 2 is in the CPU-bound queue waiting for the assignment of the JobTracker.

(b) According to Algorithm 6, the JobTracker assigns $J_2$ to TaskTracker1. Because the data block required by $J_2$ is in JobTracker1, it needs to be moved from TaskTracker1 to TaskTracker2, which may increase network traffic.

Figure 5: JAS algorithm may increase network traffic.

Assume that TaskTrackers are available (i.e., TaskTracker1 and TaskTracker2): TaskTracker1
has three CPU slots and one I/O slot, and TaskTracker2 contains two CPU slots and two I/O slots. Job 1 and Job 2 are CPU-bound jobs. According to Algorithm 6, the JobTracker assigns $J_{1t1}$, $J_{1t2}$, and $J_{1t3}$ to TaskTracker1, and assigns $J_{1t4}$ to TaskTracker2 (Fig. 5(a)). Job 2 remains in the CPU-bound queue; subsequently, the JobTracker assigns its tasks. When the JAS is applied, the JobTracker tends to assign $J_{2t1}$ to TaskTracker2. However, because the data block required by $J_{2t1}$ is in TaskTracker1; TaskTracker2 must retrieve this block from TaskTracker1. The transfer of the data block results in extra network traffic, eliminating the benefit of data locality (Fig. 5(b)).

### 3.2.2. Improving the JAS

**Algorithm 7: JOB_CLASSIFICATION_L (Heartbeat)**

```plaintext
1 obtain TaskTrackerQueues information from Heartbeat;
2 Initialize LocalityBenefitTable := 0;
3 for task in TaskTracker do
4   if task has been completed by TaskTracker then
5     obtain the task information from TaskTracker;
6     compute throughput = \(\frac{n(MID + MOD + SOD + SID)}{MTCT}\)
7     if task belongs to a job J that has not been classified then
8       if result < DIOR then
9         set J as a CPU-bound job;
10        move J to CPU Queue;
11       else
12         set J as a I/O-bound job;
13         move J to I/O Queue;
14     if task belongs to a CPU-bound job then
15       record the execution time of task on TaskTrackerCPUCapability;
16     else
17       record the execution time of task on TaskTrackerI OCapability;
18     record the execution time of task on LocalityBenefitTable;
```

To address the problem described in Section 3.2.1, the JAS algorithm was modified to ensure that data locality is retained. First, when Algorithm 1 is executed, the execution times of all TaskTrackers in LocalityBenefitTable in the cluster, including the times required by the TaskTrackers to execute local and non-local map-tasks, are recorded as indicated by Algorithm 7. The JobTracker then assigns either CPU- or I/O-bound tasks according to (6). If NonLocalBenefit is true, then the TaskTracker can execute a non-local task; otherwise, it can execute only local tasks, as indicated by Algorithm 8.

\[
\text{NonLocalBenefit} = \begin{cases} 
\text{true} & \text{if } ET_i > ET_j + \text{Transfer} \text{time;} \\
\text{false} & \text{else.}
\end{cases}
\]  

(6)

Let $ET_i$ and $ET_j$ be the execution times of two TaskTrackers in a cluster, and let $\text{Transfer} \text{time}$ be the transfer time of a block from TaskTracker$_i$ to TaskTracker$_j$.

To address the locality problem, Algorithm 5 can be modified in a similar manner as Algorithm 4, deriving Algorithm 8. Algorithm 9 presents the enhanced JASL. As demonstrated in Section 4, Algorithm 9 exhibits superior performance to the Hadoop scheduling policy and greater data locality than does the JAS algorithm.
### 3.3. Dynamic JASL Algorithm

Although the JASL algorithm can achieve a balance between performance and data locality, it still exhibits some problems, necessitating its modification. Network latency and inappropriate data block examination prolong task execution times, thus affecting the execution of Algorithm 2 or 3, and consequently preventing the JobTracker from accurately setting the number of CPU and I/O slots for each TaskTracker. Therefore, some TaskTrackers with high capability receive a low number of CPU or I/O slots, resulting in the waste of CPU or I/O resources. Conversely, some TaskTrackers with low capability receive such a high number of CPU or I/O slots that they have numerous additional tasks, reducing the performance of the Hadoop system. To prevent
resource waste, a dynamic adjustment mechanism was added to the JASL algorithm, resulting in Algorithm 10.

**Algorithm 10: Dynamic Job Allocation Scheduler with Locality (DJASL)**

```plaintext
1. When a batch of jobs are submitted into JobTracker:
   2. add jobs into Job Queue;
   3. Initialize SetTaskTrackerCPUTable := 0;
   4. Initialize SetTaskTrackerIOTable := 0;
   5. Initialize CPUcount := 0;
   6. Initialize IOcount := 0;
   7. Initialize LocalityBenefitTable := 0;
8. while receive Heartbeat by TaskTracker do
   9. TaskTrackerCPUTask := 0;
   10. TaskTrackerIOTask := 0;
   11. obtain TaskTrackerRunningCPUtask from Heartbeat information;
   12. obtain TaskTrackerRunningIOTask from Heartbeat information;
   13. AvailableCPUSlots := 0;
   14. AvailableIOSlots := 0;
   15. JOB_CLASSIFICATION_L(Heartbeat);
   16. if SetTaskTrackerCPUTable == 1 then
      17. obtain TaskTrackerCPUSlot according to TaskTrackerCPUTable;
   18. else
      19. TaskTrackerCPUSlot := SET_CPU_SLOT(Job Queue);
   20. if SetTaskTrackerIOTable == 1 then
      21. obtain TaskTrackerIOTask according to TaskTrackerIOTable;
   22. else
      23. TaskTrackerIOTask := SET_IO_SLOT(Job Queue);
   24. if TaskTrackerCPUcount == 0 then
      25. TaskTrackerCPUcount := default CPU slot;
   26. if TaskTrackerIOcount == 0 then
      27. TaskTrackerIOcount := default I/O slot;
   28. if TaskTrackerCPUusage > 90% of CPU usage then
      29. CPUcount += 1;
   30. if TaskTrackerIOusage > 35MB then
      31. IOcount += 1;
   32. if CPUcount > 100 then
      33. reset CPU slot;
   34. if IOcount > 100 then
      35. reset I/O slot;
   36. if CPUcount == 0 then
      37. AvailableCPUSlots := TaskTrackerCPUSlot - TaskTrackerRunningCPUSlot;
   38. if IOcount == 0 then
   40. CPU_TASK_ASSIGN_L(AvailableCPUSlots);
   41. IO_TASK_ASSIGN_L(AvailableIOSlots);
```

Algorithm 10 is an enhanced algorithm called the dynamic job allocation scheduler with locality (DJASL) and includes two accumulative parameters, namely CPUcount and IOcount, that are used to quantify the overload frequency of CPU and I/O utilization. When a TaskTracker sends a Heartbeat message, the JobTracker executes job classification and sets the number of the slots for each TaskTracker, in addition to monitoring the CPU utilization and I/O read/write rate of each TaskTracker. If the CPU utilization exceeds a certain value (default: 90%), the CPUcount is increased by one. In addition, if the I/O read/write rate exceeds a certain value (default: 35 MB), the IOcount is increased by one. These steps are repeated until the CPUcount or IOcount value exceeds the threshold, during which the JobTracker determines that slots for some TaskTrackers are inappropriately set; hence, the JobTracker re-executes Algorithm 2 to obtain the accurate slot settings for each TaskTracker. This modified procedure enables the JobTracker to adjust the CPU or I/O slots for each TaskTracker dynamically. As demonstrated in Section 4, the proposed algorithm increases the resource utilization of each TaskTracker and improves the overall performance of the Hadoop system.
4. Performance Evaluation

This section presents the experimental environment considered in Section 4.1 and the experimental results regarding the JAS algorithm presented in Section 3.

4.1. Experimental Environment

The experimental setup included an IBM Blade Center H23 with 7 Blades (84 CPUs, 1450 GB of memory, and 3 TB of disk space divided into four partitions) and a Synology DS214play NAS was mounted to extend hardware resources (Intel Atom CE5335 CPU, and 3 TB of disk space). Moreover, VirtualBox 4.2.8 was used to create several virtual machines. One of the machines served as the master machine and the remaining ones served as slaves. Several heterogenous experimental environment setups (Tables 5–7) were employed to observe performance diversification and data locality. We setup different heterogeneous experimental environment each with 100 VMs separated to four partitions of disk space. IBM Blade Center with 7 Blades share these partitions together. In order to create diversity of data locality problem, slave nodes are average setup on each disk partitions. The first setup, Environment 1, comprised one master machine, which contained two CPUs with 4 GB of memory, and 99 slave machines, with one CPU each, with 2 GB of memory. Environment 1 was set to the control group. The second setup, Environment 2, comprised one master, which contained two CPUs with 4 GB of memory, and 99 slaves. Among these 99 slaves, 33 comprised two CPUs with 2 GB of memory, 33 had four CPUs with 2 GB of memory, and 33 had eight CPUs with 2 GB of memory. Environment 2 was established to assess the effect of distinct numbers of CPUs on various group of slaves. The third setup, Environment 3, comprised one master, containing two CPUs with 4 GB of memory, and 99 slaves. Among these 99 slaves, 33 had one CPU with 2 GB of memory, 33 had one CPU with 4 GB of memory, and 33 had one CPU with 8 GB of memory. Environment 3 was established to evaluate the effect of various memory capacities on different groups of slaves. The final setup, Environment 4, comprised one master containing four CPUs with 8 GB of memory and 99 slaves with one CPU and 2 GB of memory. Environment 4 was established to assess the various computing ability of the master node. All machines shared 6 TB of hard disk space. Ubuntu 14.04 LTS was adopted as the operating system. Hadoop-0.20.205.0 was used, and each node comprised four map slots and one reduce slot.

Eight job types were executed: Pi, Wordcount, Terasort, Grep, Inverted-index, Radixsort, Self-join, and K-Means. The data size of different jobs was designed from 5 to 100 GB. When a client sent a request to Hadoop to execute these eight jobs, they were executed in a random order. Ten
requests were sent to determine the average job execution time. Section 4.2 reports the results.

4.2. Results

The experimental results can be classified into three themes presented in three sections: 1) Section 4.2.1 presents the individual performance of each job and indicates the effect of various data sizes; (2) Section 4.2.2 shows that the JAS algorithm improves the overall performance of the Hadoop system and that the JASL algorithm improves the data locality of the JAS; and 3) Section 4.2.3 indicates that the proposed DJASL algorithm improves the overall performance of the Hadoop system and that this algorithm has similar data locality to the JASL algorithm.

4.2.1. Individual Performance of Each Workloads

Fig. 6 illustrates the individual performance of each jobs, and each job setup comprised nearly 10 GB of data. The average execution time of the DJASL was compared with that of the default Hadoop algorithm in Environment 1 (Table. 5); the results revealed that the sorting type jobs registered a higher execution time than the other jobs did, and that the join type jobs exhibited a shorter execution time. However, as shown in Fig. 7, when multiple data were batch processed, the execution time did not increase multiples in continuation of the experiment. For example, if we have double data size of workloads, but the execution time will increase less than two times. We allocated nearly 100 GB of data storage space for each request involving different jobs and processed them in batches. The following sections present the experimental results.
4.2.2. Performance and Data Locality of the JAS and JASL Algorithms

In some of the ten requests, the performance of the JAS algorithm was not superior to those of Hadoop and DMR because the JAS algorithm sets slots inappropriately. Therefore, the resource...
utilizations of some TaskTrackers became overloaded, and some tasks could not be executed until resources were released. Hence, the execution times of these tasks increased, causing the performance of the JAS algorithm to decrease compared with those of Hadoop and DMR. However, to simulate real situations, the average execution times of all jobs over ten requests were derived. In the heterogeneous computing environment, average execution times of the JAS and JASL algorithms were shorter than those of Hadoop and DMR.

Fig. 8(a) depicts the average execution times of Hadoop, DMR, and the JAS and JASL algorithms. Because a substantial difference was observed in the CPU and memory resources between the nodes in those Environments (Tables 5–7), the performance of the algorithms in Environment 2 was superior to that of the algorithms in the other environments. However, the difference in performance between the environments was small. The execution time of the JASL algorithm was longer than that of the JAS algorithm, but the data locality of the JASL algorithm was substantially greater than that of the JAS algorithm (Fig. 9). Thus, the large amount of extraneous network transformation produced by the JAS algorithm can be reduced. Because of the large processing capability difference between the nodes in Environment 2, higher numbers of efficient nodes were assigned for higher numbers of tasks, reducing data locality.

Fig. 8(b) illustrates the percentage execution time relative to Hadoop. In the four environments, the performance of the JAS algorithm improved by nearly 15%-18% compared with Hadoop and nearly 18%-20% compared with DMR. Moreover, the data locality of the JASL algorithm improved by nearly 25%-30% compared with the JAS in these environments.

4.2.3. Performance and Data Locality of the DJASL Algorithm

The JobTracker occasionally inaccurately sets the slots when the JASL algorithm is applied, potentially reducing the performance. Hence, the DJASL algorithm includes two parameters, namely

![Figure 9: Data locality of JAS and JASL compared with Hadoop in four environments.](image-url)
CPUcount and IOcount, which are used to ensure accurate slot settings. The JobTracker resets slots according to threshold values, and differences in the threshold values cause performance results to vary. If a threshold value is too high (i.e., slots are set incorrectly when the DJASL is applied), the JobTracker must wait for a long period to reset the slots. By contrast, if a threshold value is too low, the JobTracker must reset slots frequently. Inappropriate threshold settings hinder the maximization of resource utilization and negatively affect the performance of the Hadoop system. Therefore, an experiment was conducted in this study to determine the values of various threshold settings. The threshold was set to 100, 200, 300, 400, and 500. According to these five values, five requests were sent to Hadoop, and each request contained ten disordered jobs (five Wordcount and five Terasort). According to Fig. 10, setting the threshold value to 300 yielded the optimal performance.

Figure 10: Average execution time of a job in DJASL for setting the various thresholds.

Because the DJASL algorithm can reset slots through a count mechanism, its performance was superior to that of Hadoop. On average, the performance of the DJASL algorithm was superior to that of DMR. However, the performance of the DJASL algorithm was occasionally inferior to that of DMR because slots must be reset. In some scenarios, tasks executed by TaskTrackers are not removed by the JobTracker. Therefore, the JobTracker must wait for such tasks to be completed. When TaskTrackers become overloaded, the contained tasks cannot be completed until resources are released. Therefore, the execution times for these tasks are prolonged, reducing the performance of the DJASL algorithm compared with that of DMR. When the slots of the JobTracker have been reset, the resources of each TaskTracker can be used to improve the performance of the Hadoop system. The average execution time of all jobs was used to simulate real situations.

We implemented three heterogeneous computing environments (Tables 5–7) and compared each of them in detail with all the presented algorithms (e.g., Hadoop, DMR, JAS, JASL, DJASL). Fig. 11(a) shows a comparison of the performance of the DJASL algorithm in Environment 2, which
Figure 11: Performance of the DJASL compared with the JAS and JASL in different heterogeneous computing environments.
Fig. 12 illustrates the results. The data locality of the DJASL algorithm was nearly identical to that of the JASL algorithm. In these environments, the JASL and DJASL effectively improved the data locality and also reduced the differences between these algorithms and Hadoop.

5. Conclusion

This paper proposes job scheduling algorithms to provide highly efficient job schedulers for the Hadoop system. Job types are not evaluated in the default job scheduling policy of Hadoop, causing some TaskTrackers to become overloaded. According to the proposed DJASL algorithm, the JobTracker first computes the capability of each TaskTracker and then sets the numbers of CPU and I/O slots accordingly. In addition, the DJASL algorithm substantially improves the data locality of the JAS algorithm and resource utilization of each TaskTracker, improving the
performance of the Hadoop system. The experimental results revealed that performance of the DJASL algorithm improved by approximately 18% compared with Hadoop and by approximately 28% compared with DMR. The DJASL also improved the data locality of the JAS by approximately 27%.

The proposed scheduling algorithms for heterogeneous cloud computing environments are independent of systems supporting the MapReduce programming model. Therefore, they are not only useful for Hadoop as demonstrated in this paper, but also applicable to other cloud software systems such as YARN and Aneka.

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References


Sun-Yuan Hsieh received the PhD degree in computer science from National Taiwan University, Taipei, Taiwan, in June 1998. He then served the compulsory two-year military service. From August 2000 to January 2002, he was an assistant professor at the Department of Computer Science and Information Engineering, National Chi Nan University. In February 2002, he joined the Department of Computer Science and Information Engineering, National Cheng Kung University, and now he is a distinguished professor. He received the 2007 K. T. Lee Research Award, President’s Citation Award (American Biographical Institute) in 2007, the Engineering Professor Award of Chinese Institute of Engineers (Kaohsiung Branch) in 2008, the National Science Council’s Outstanding Research Award in 2009, and IEEE Outstanding Technical Achievement Award (IEEE Tainan Section) in 2011. He is Fellow of the British Computer Society (BCS). His current research interests include design and analysis of algorithms, fault-tolerant computing, bioinformatics, parallel and distributed computing, and algorithmic graph theory.

Chi-Ting Chen received the MS degree in the Department of Computer Science and Information Engineering from National Cheng Kung University, Tainan, in 2015. His research interests include hub location problem, cloud computing and design and analysis of algorithms.

Chi-Hao Chen received the MS degree in the Department of Computer Science and Information Engineering from National Cheng Kung University, Tainan, in 2014. His research interests include cloud computing and design and analysis of algorithms.

Tzu-Hsiang Yen received the MS degree in the Department of Computer Science and Information Engineering from National Cheng Kung University, Tainan, in 2013. His research interests include cloud computing and design and analysis of algorithms.

Hung-Chang Hsiao is a full professor in Computer Science and Information Engineering, National Cheng-Kung University, Taiwan, since August 2012. He received the PhD degree in computer science from National Tsing-Hua University, Taiwan, in 2000. Dr. Hsiao’s research interests include distributed and parallel computing, NoSQL databases, big data, and randomized algorithm design and performance analysis.

Dr. Rajkumar Buyya is a Fellow of IEEE, Professor of Computer Science and Software Engineering, Future Fellow of the Australian Research Council, and Director of the Cloud Computing and Distributed Systems (CLOUDS) Laboratory at the University of Melbourne, Australia. He is also serving as the founding CEO of Manjrasoft, a spin-off company of the University, commercializing its innovations in Cloud Computing. He has authored over 500 publications and six text books including “Mastering Cloud Computing” published by McGraw Hill, China Machine Press, Morgan Kaufmann, and for Indian, Chinese, and international markets respectively. He is one of the highly cited authors in computer science and software engineering worldwide.

Software technologies for Grid and Cloud computing developed under Dr. Buyya’s leadership have gained rapid acceptance and are in use at several academic institutions and commercial enterprises in 40 countries around the world. Dr. Buyya has led the establishment and development of key community activities, including serving as foundation Chair of the IEEE Technical Committee on Scalable Computing and five IEEE/ACM conferences. These contributions and international research leadership of Dr. Buyya are recognized through the award of “2009 IEEE TCSC Medal for Excellence in Scalable Computing” from the IEEE Computer Society TCSC. Manjrasoft’s Aneka Cloud technology developed under his leadership has received “2010 Frost & Sullivan New Product Innovation Award” and recently Manjrasoft has been recognised as one of the Top 20 Cloud Computing companies by the Silicon Review Magazine. He is currently serving as Co-Editor-in-Chief of Journal of Software: Practice and Experience, which was established 40+ years ago.