

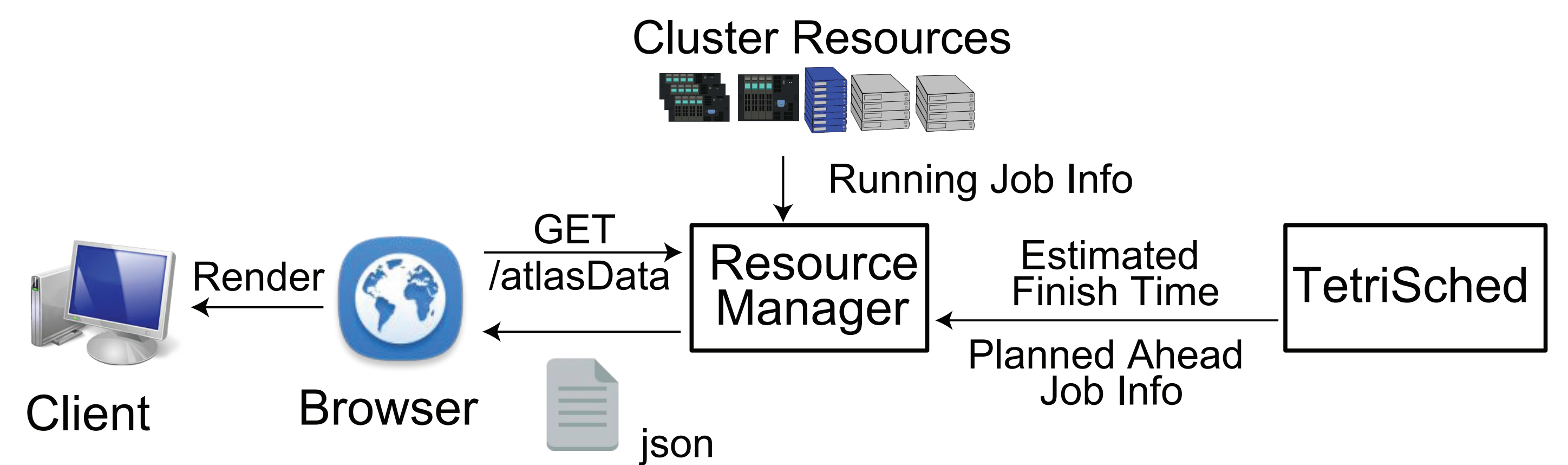
# TetriScope: Visualizing Scheduling with Adaptive Plan-ahead

Jun Woo Park, Alexey Tumanov, Xiaolin Zang, Michael A. Kozuch (Intel Labs), Bill Courtright, Greg Ganger

## Motivation

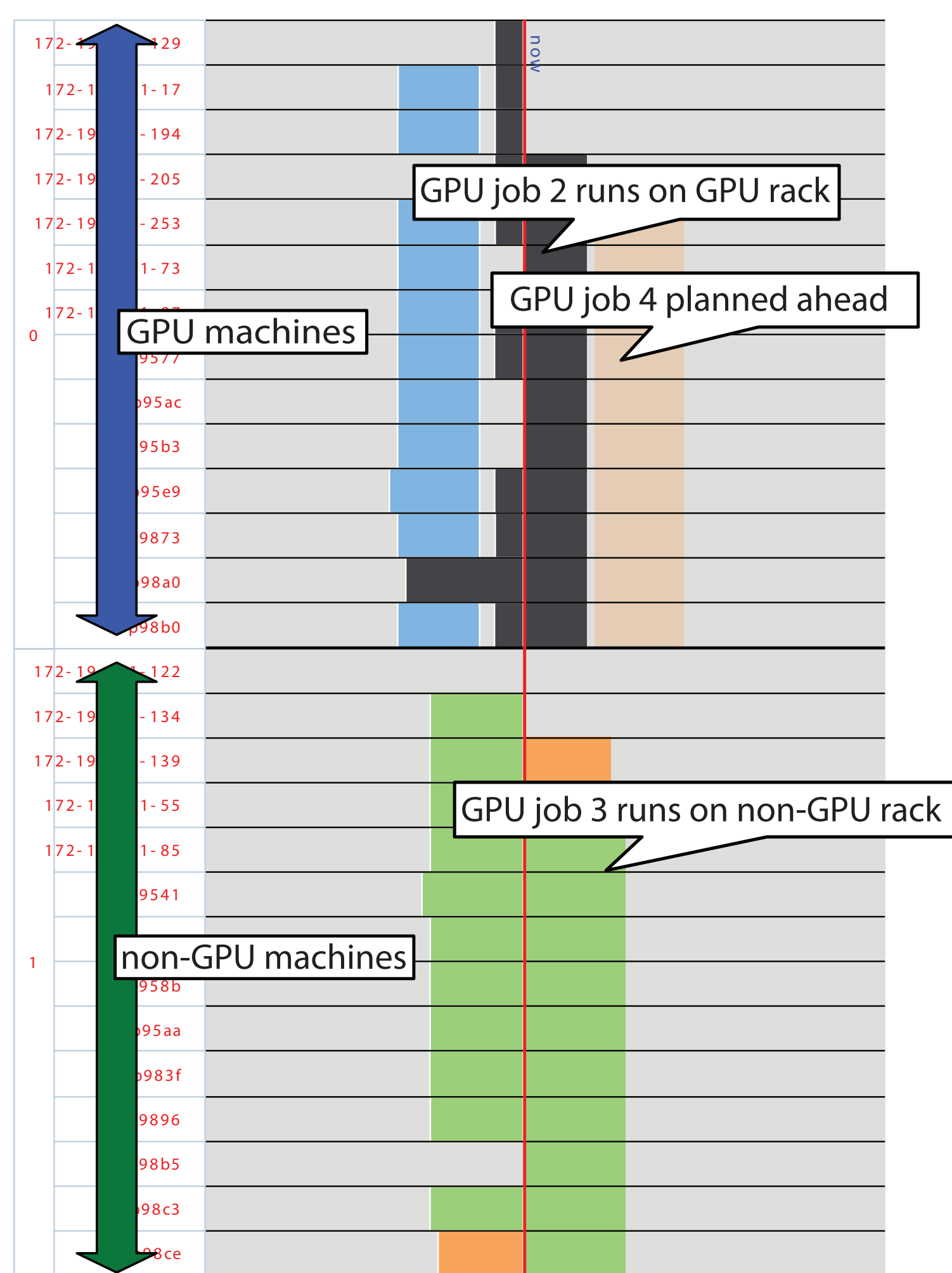
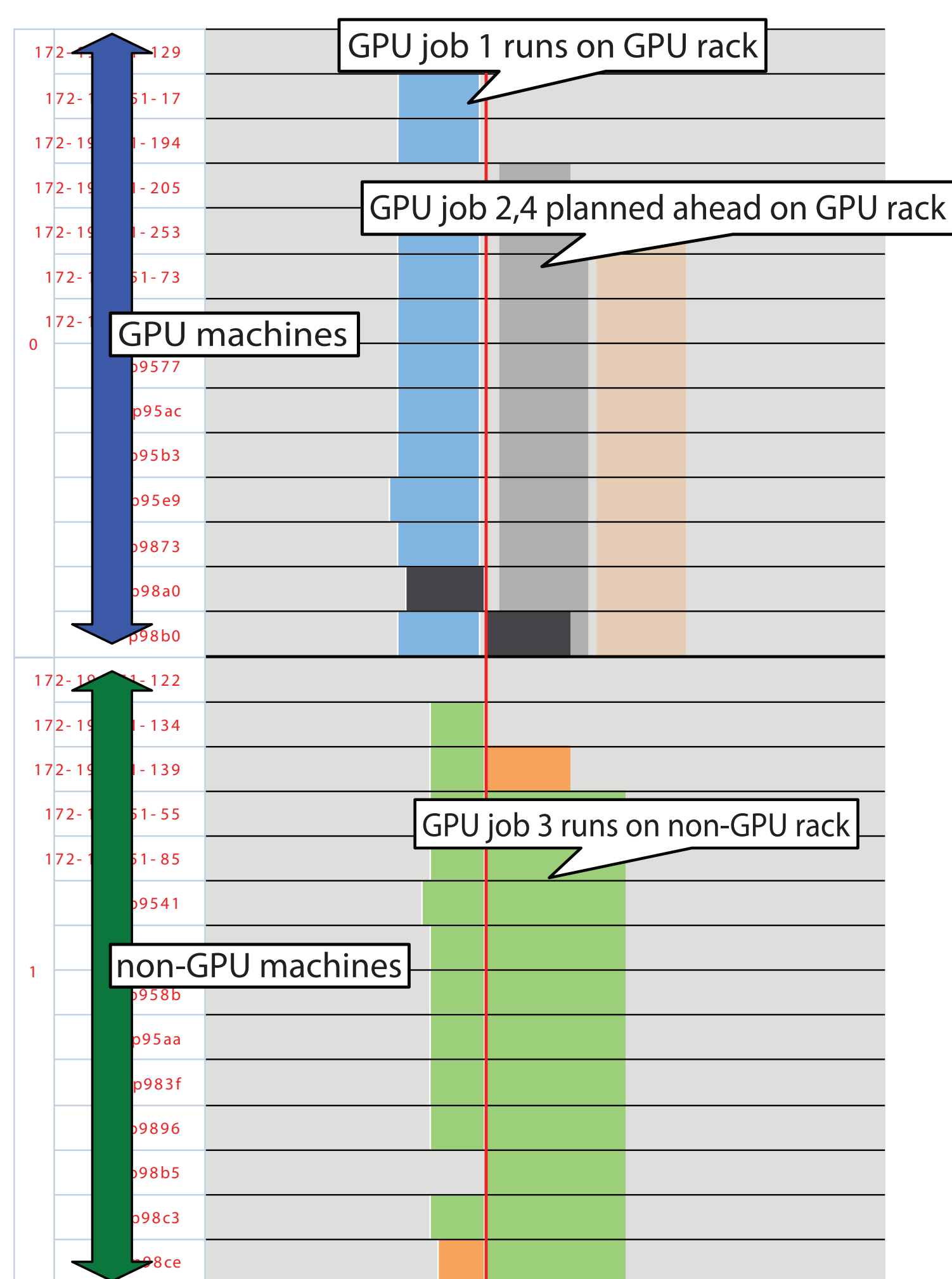
- Need to understand/debug complex scheduling decisions
  - › Effect of Job Properties
  - › Scheduler performance
- Scheduler state is difficult to analyze at scale
- TetriScope: a visualization tool that presents YARN scheduler state visually so that users can grasp the cluster state and analyze scheduler behavior

## TetriScope System Architecture



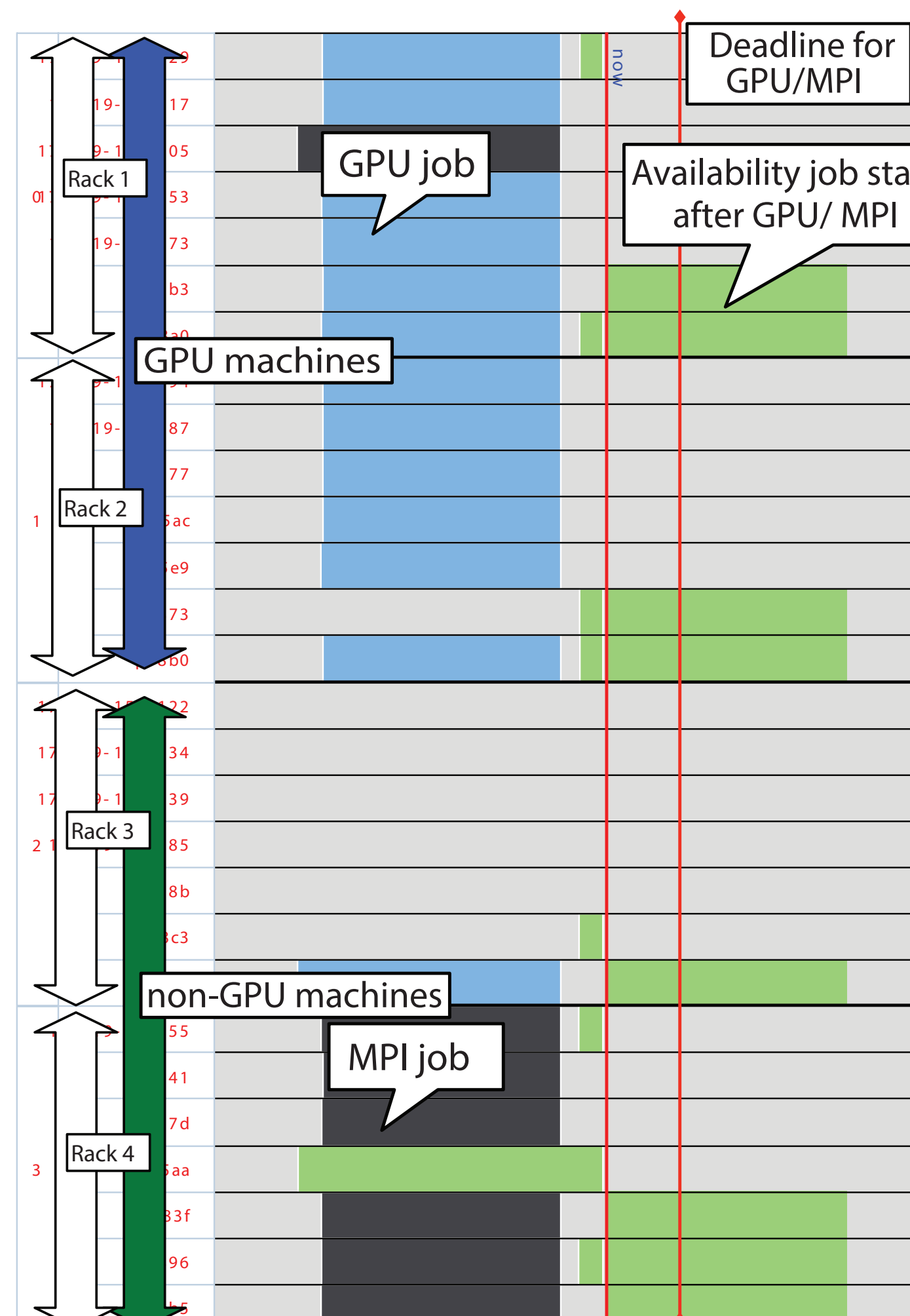
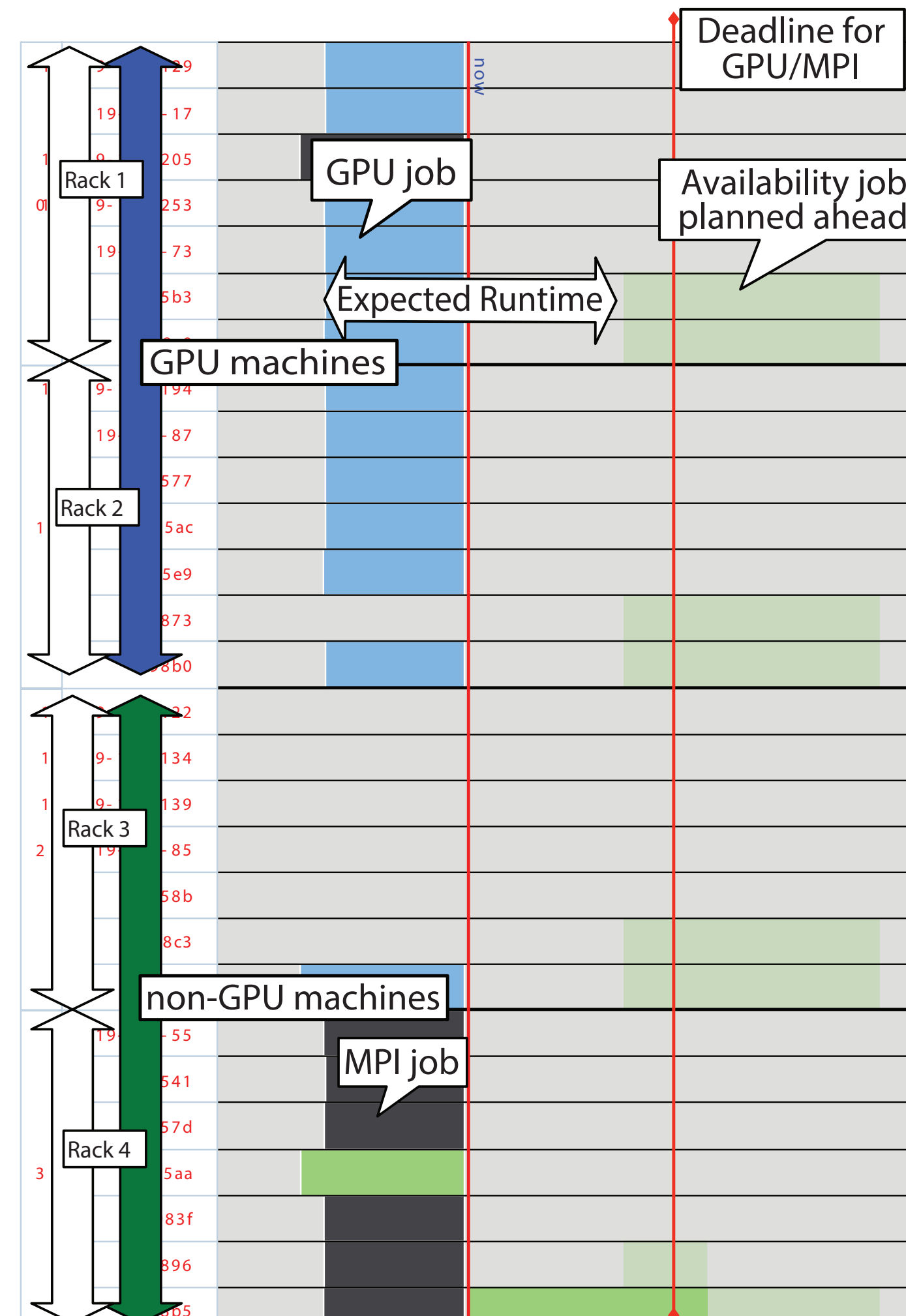
## Demo Scenarios

### PLAN AHEAD



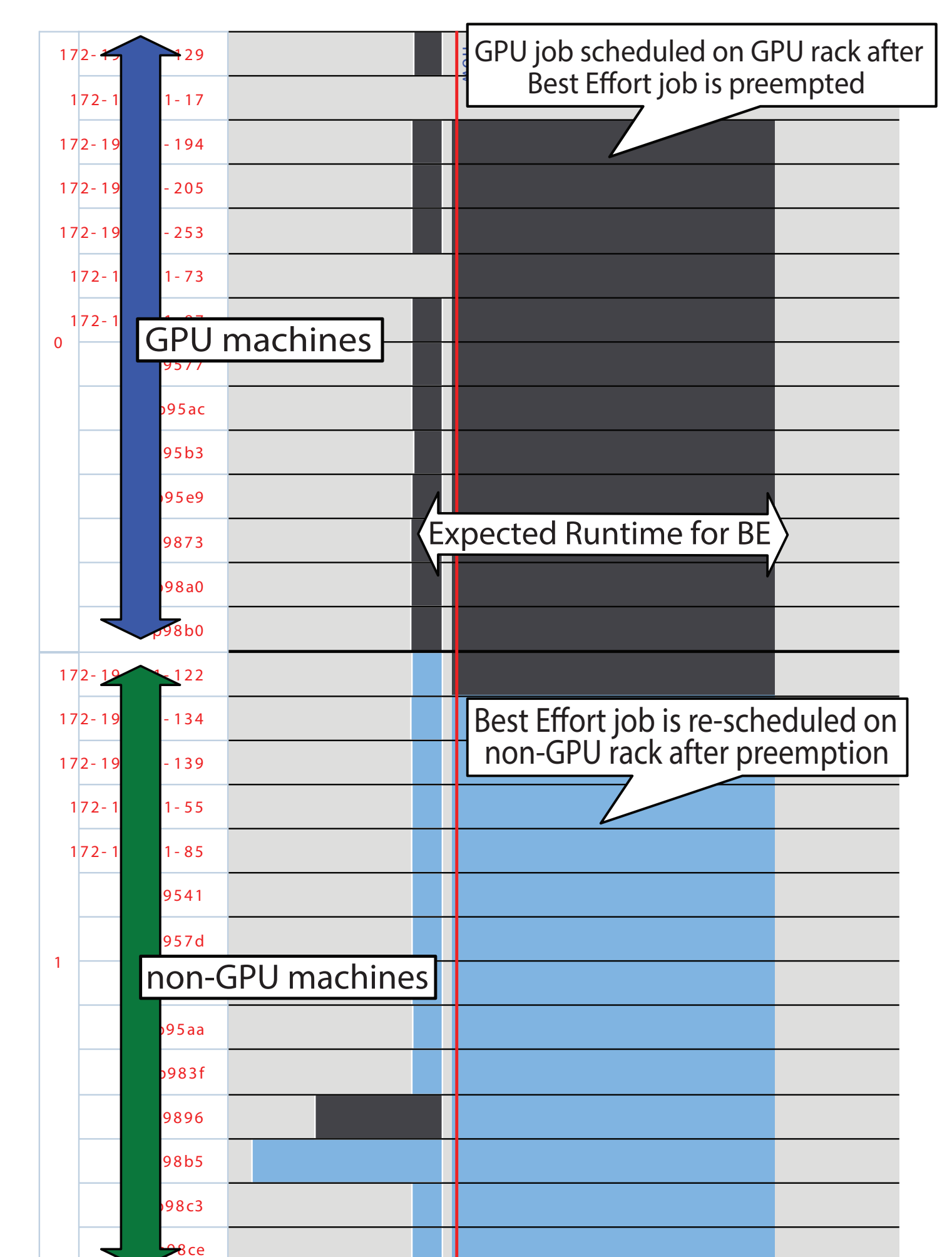
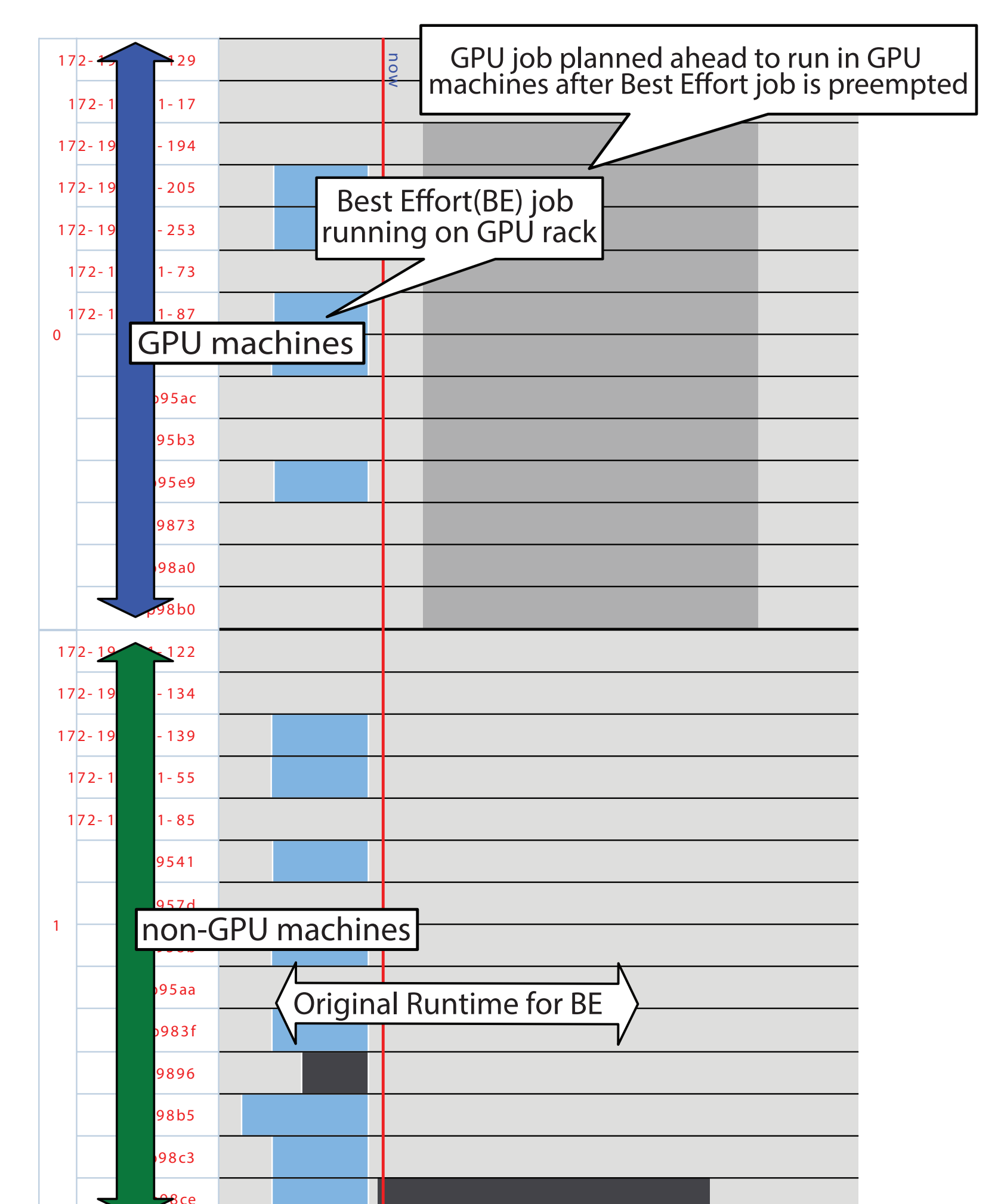
- GPU job 1 schedules on GPU machine
- GPU job 2 runs on non-GPU rack since it is faster than waiting for GPU rack
- GPU job 3 and 4 is planned ahead in GPU rack

### GLOBAL SCHEDULING



- Availability job arrives with loose deadline
- GPU/MPI arrives with tighter deadline
- Only way to meet deadline: run GPU and MPI job before Availability Job

### PREEMPTION



- Best Effort job already occupying GPU rack when GPU job arrives
- Best Effort job is preempted to let GPU job run on GPU rack
- Best Effort job is scheduled on non-GPU rack after preemption

