Final Presentation: Scheduler 2

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May 2, 2024

Project Goals

75%

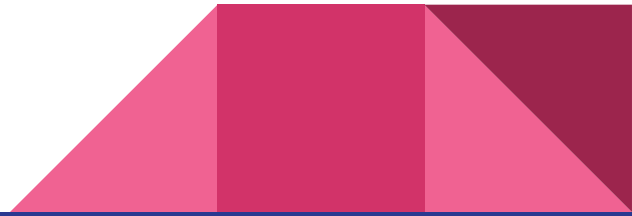
- Break down optimized query plans. ✅
- Dispatch fragments to enable correct execution. ✅
- Provide job status ✅

100%

- Able to abort/cancel a query ✅
- Facilitate both inter-query and intra-query parallelism. ✅
- Implement cost-based, dynamic scheduling. ✅

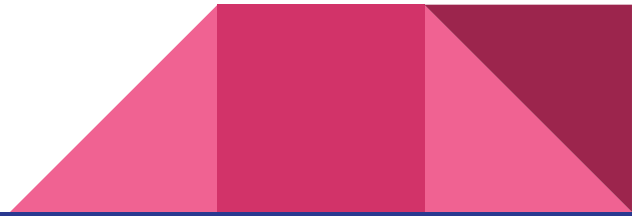
125%

- File-granularity Morsel-driven parallelism.
- NUMA-aware locality optimizations.
- Scheduler fault tolerance and scalability.
- Work Stealing.



Progress

- Expanded on integration testing
- Full integration of query graph parser and pipelined execution
- More intelligent scheduling policy (Task FIFO -> Stride)
- Developed profiling and benchmarking tools
- Testing on TPC-H queries
- Removed global scheduler lock in favor of lock-free data structures and finer-grained locking



Architectural Components: API and Internals

Item 1: Architectural Components – Internal

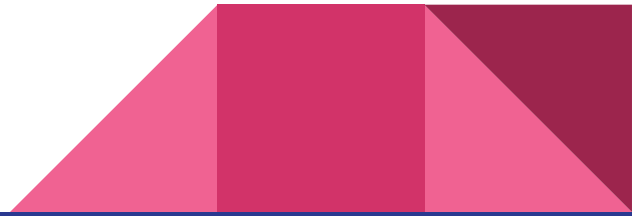
- Fundamental Internal Components and Interfaces
  - DAG Parser
    - Serialization/Deserialization ✅
    - Parsing DAG into pipelined stages ✅
      - Identify operators that are designated pipeline breakers (JOIN, LIMIT, …) ✅
      - Split plan and replace with operators with `PlaceholderExec` containing metadata with pointer to intermediate data ✅

Item 1: Architectural Components – Internal

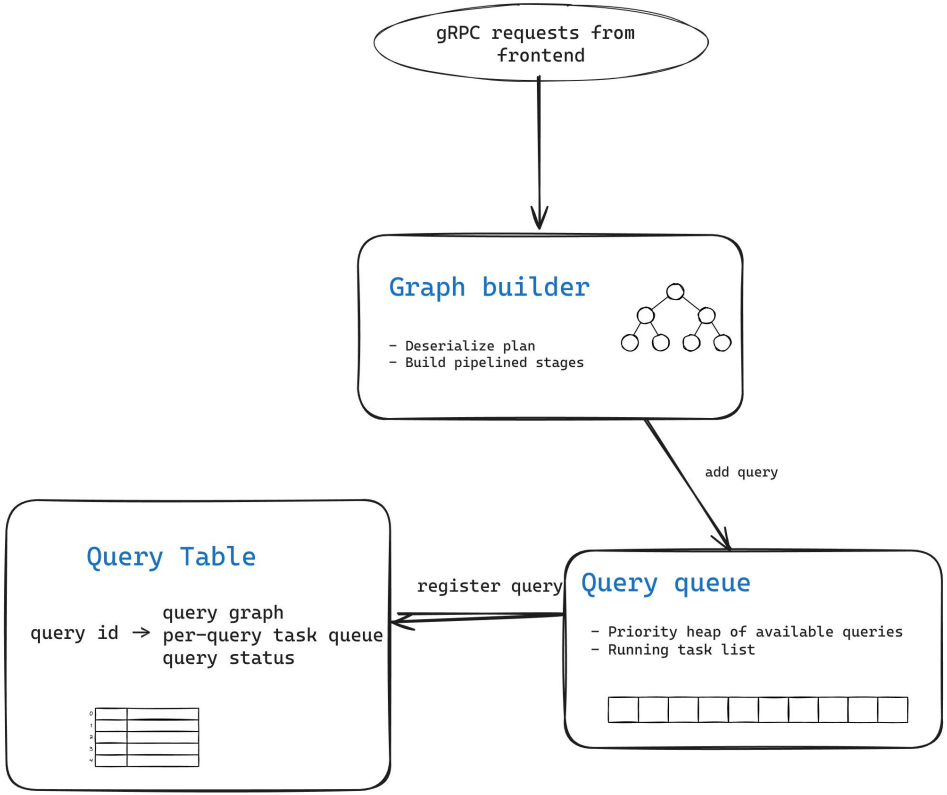
- Fundamental Internal Components and Interfaces
  - QueryID Table
    - Concurrent table and task structures, interfaces
  - Query Queue
    - Query-based stride scheduling
    - Per-query task queue (FIFO)
  - Pull-based task scheduling framework, EE-facing API

Item 2: Architectural Components – Executor-side

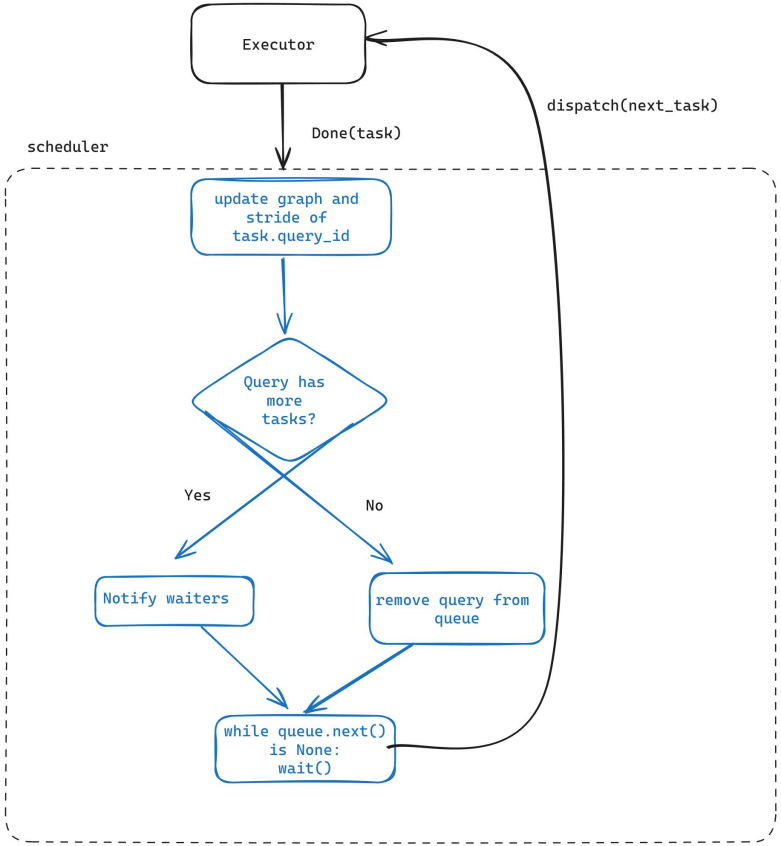
- Fundamental Internal Components and Interfaces
  - Interface for communicating intermediate results
    - Thread-safe HashMap<TaskKey, Vec<RecordBatch>
    - TaskKey = query ID + stage ID
    - Final results sent (Mock EE -> Scheduler -> Mock Frontend)
    - Blocking pull-based task assignment



Workflow – Query Setup



Workflow – Task Dispatch



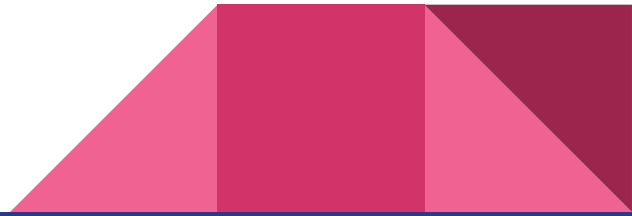
Testing:
Overview and Architecture

Testing Framework – Internal Components

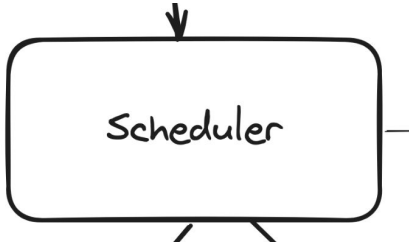
- Component/Integration tests for core and auxiliary structures
    - Task queue, intermediate result table, DAG parser, query graph soundness
- Concurrency/Stress tests for concurrent structures
- Tests correct behavior of scheduling policy

E2E Testing Framework

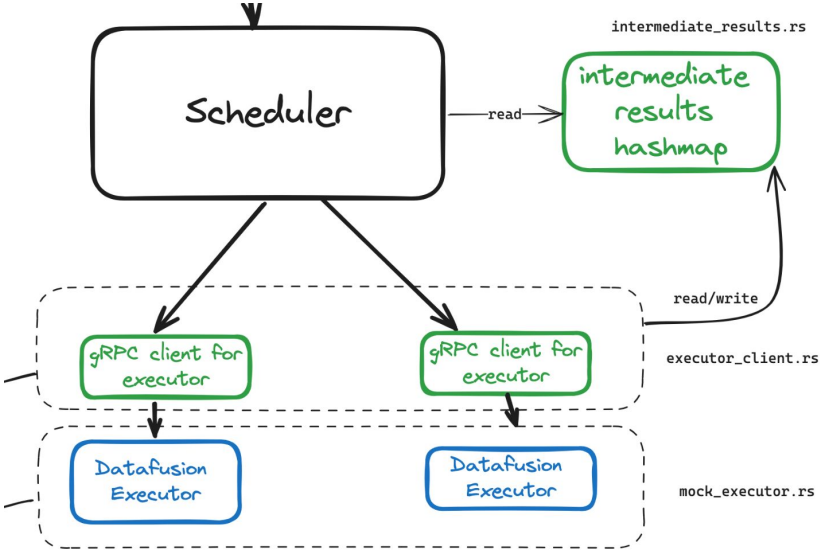
- Complete system with frontend, scheduler, mock executors, optimizer and catalog
- Supports **end-to-end query execution** and **result verification**
- Includes profiling and performance visualization tools
- **Highly modular** for future component integration



E2E Testing: Architecture



E2E Testing: Architecture



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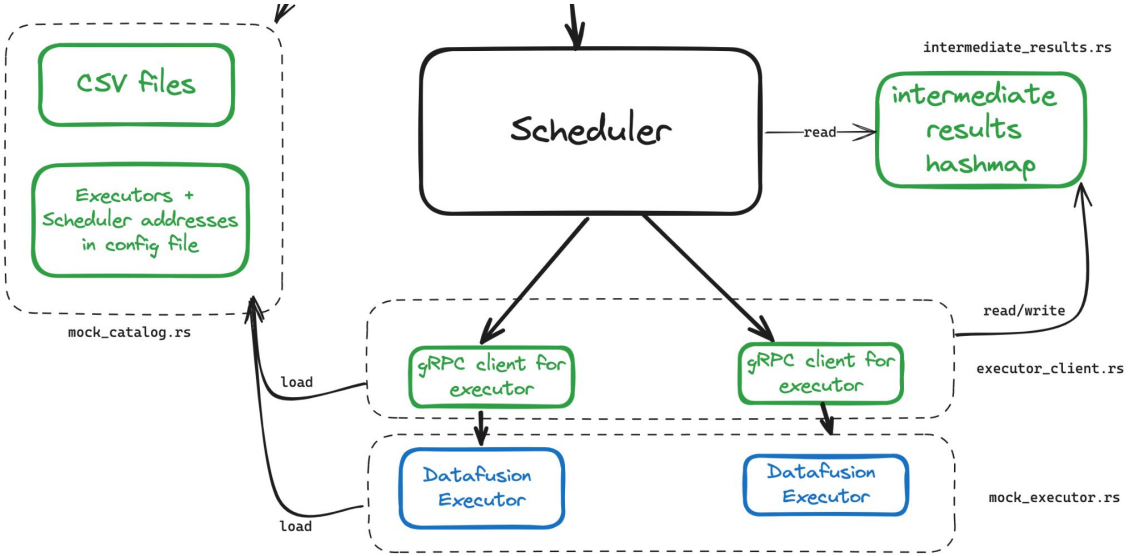
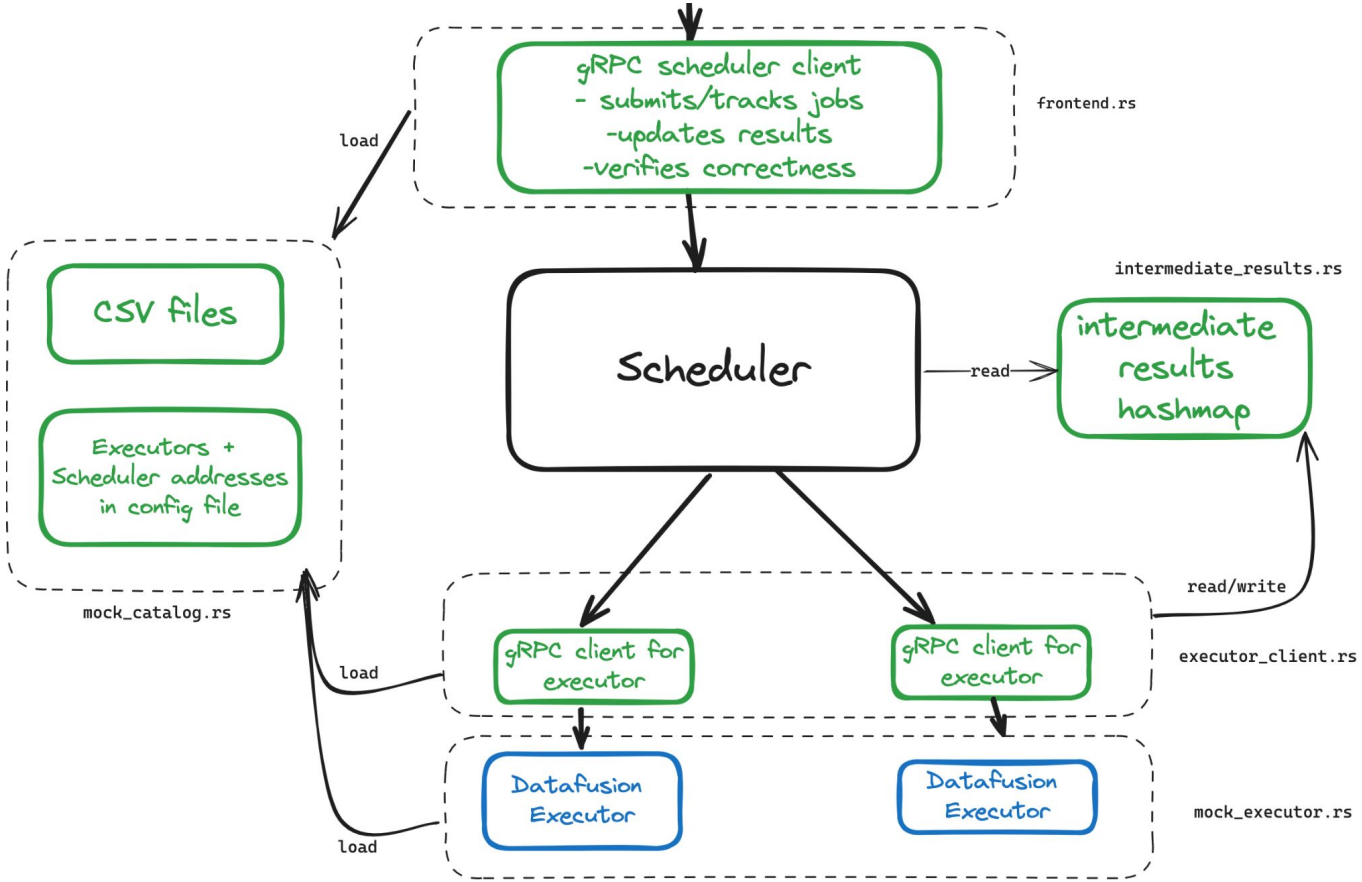
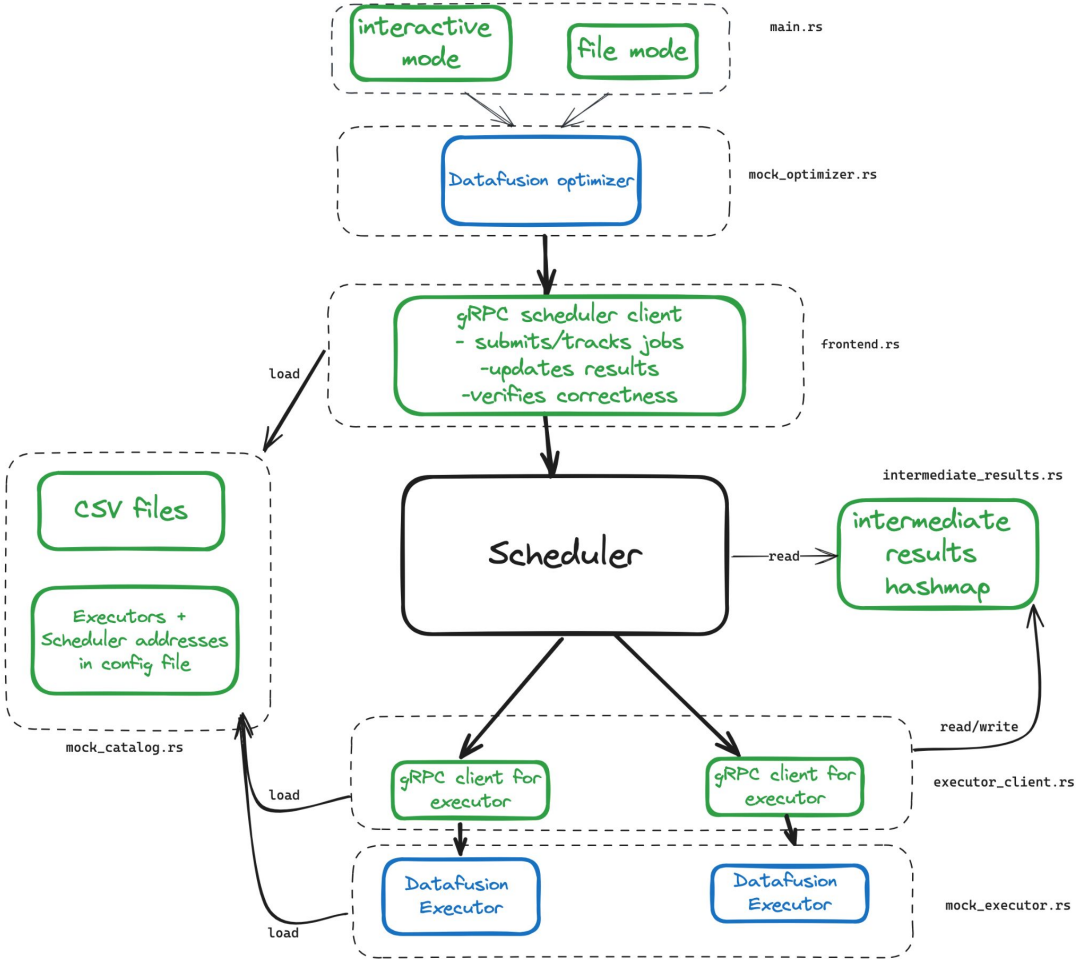


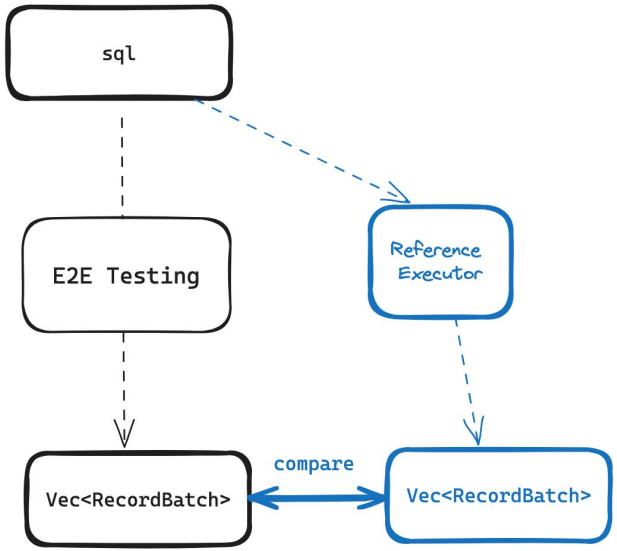
E2E Testing: Architecture




interactive mode
file mode
main.rs
Datafusion optimizer
mock_optimizer.rs
gRPC scheduler client
- submits/tracks jobs
-updates results
-verifies correctness
frontend.rs
load
CSV files
Executors + Scheduler addresses in config file
mock_catalog.rs
Scheduler
intermediate_results.rs
read
intermediate results hashmap
read/write
gRPC client for executor
gRPC client for executor
executor_client.rs
load
load
Datafusion Executor
Datafusion Executor
mock_executor.rs

E2E Testing Features: Result Verification

- Query results compared against reference Datafusion executor



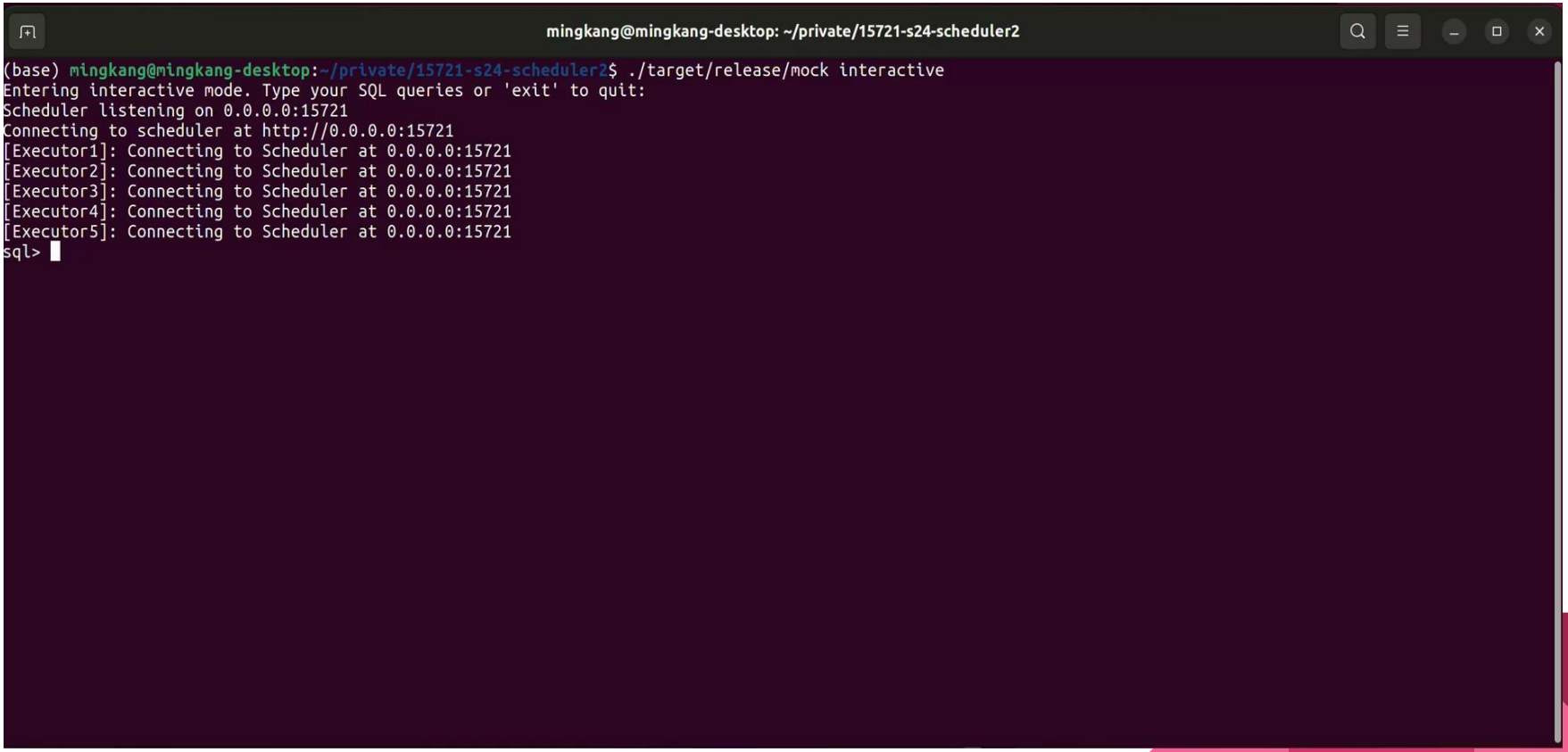
E2E Testing Features: Profiling

- Logs query submission/completion times
- Tracks executor client activity (busy/idle)
- Python tool for visualization

E2E Testing Features: Modularity

- Easily replaceable optimizer and executor functions
  - `optimize (p: &LogicalPlan) -> Result<Arc<dyn ExecutionPlan>>`
  - `execute (e: Arc<dyn ExecutionPlan>) -> Result<Vec<RecordBatch>>`
- Framework supports future integration

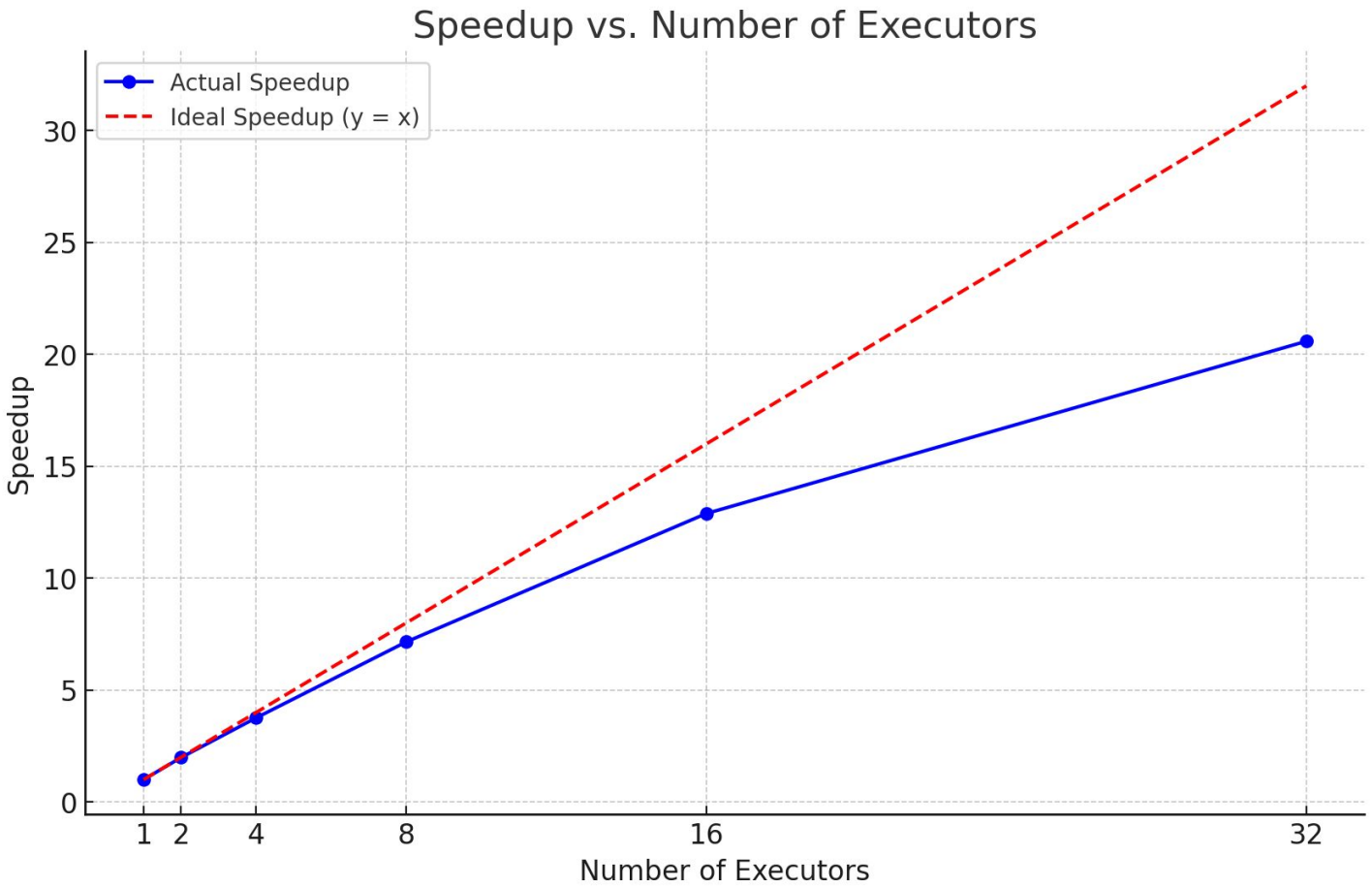
E2E Testing: Interactive Mode Demo



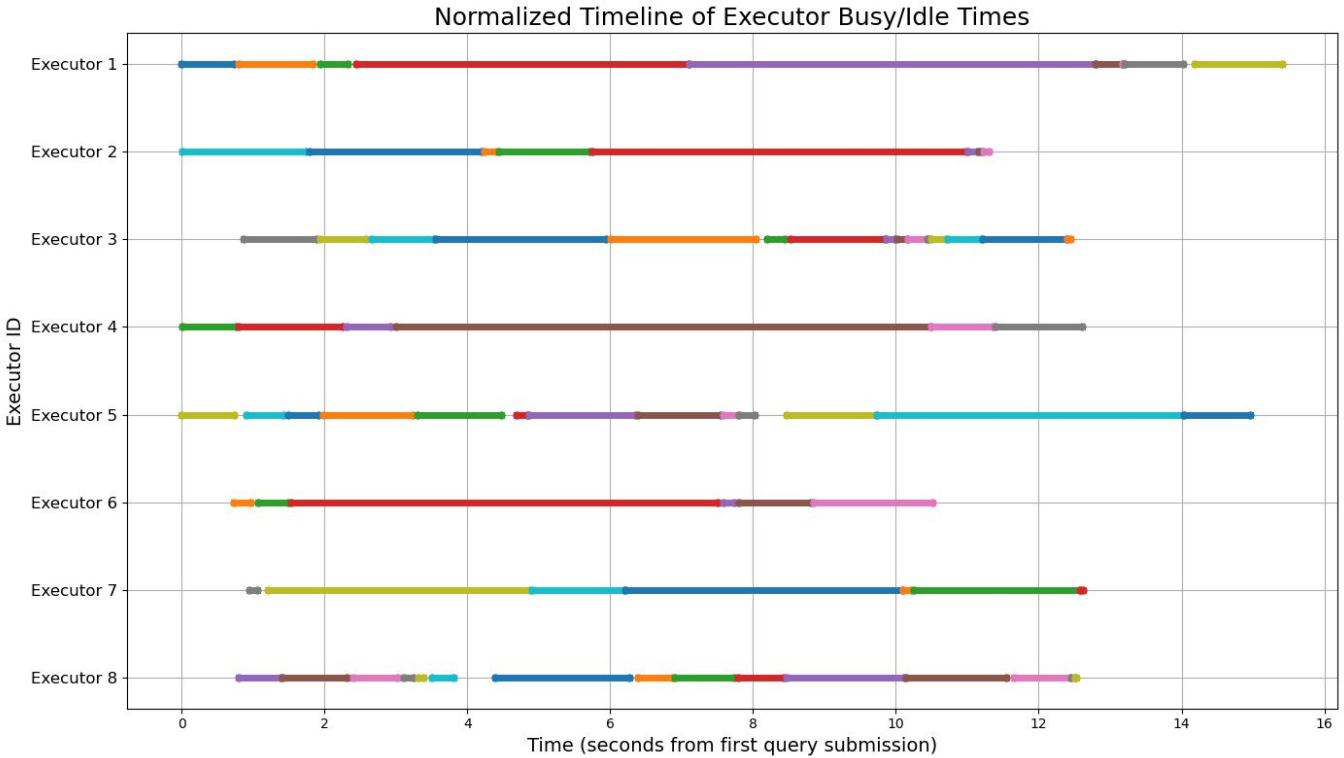
E2E Testing: Batch Submission/Profiling Demo

Benchmark Results

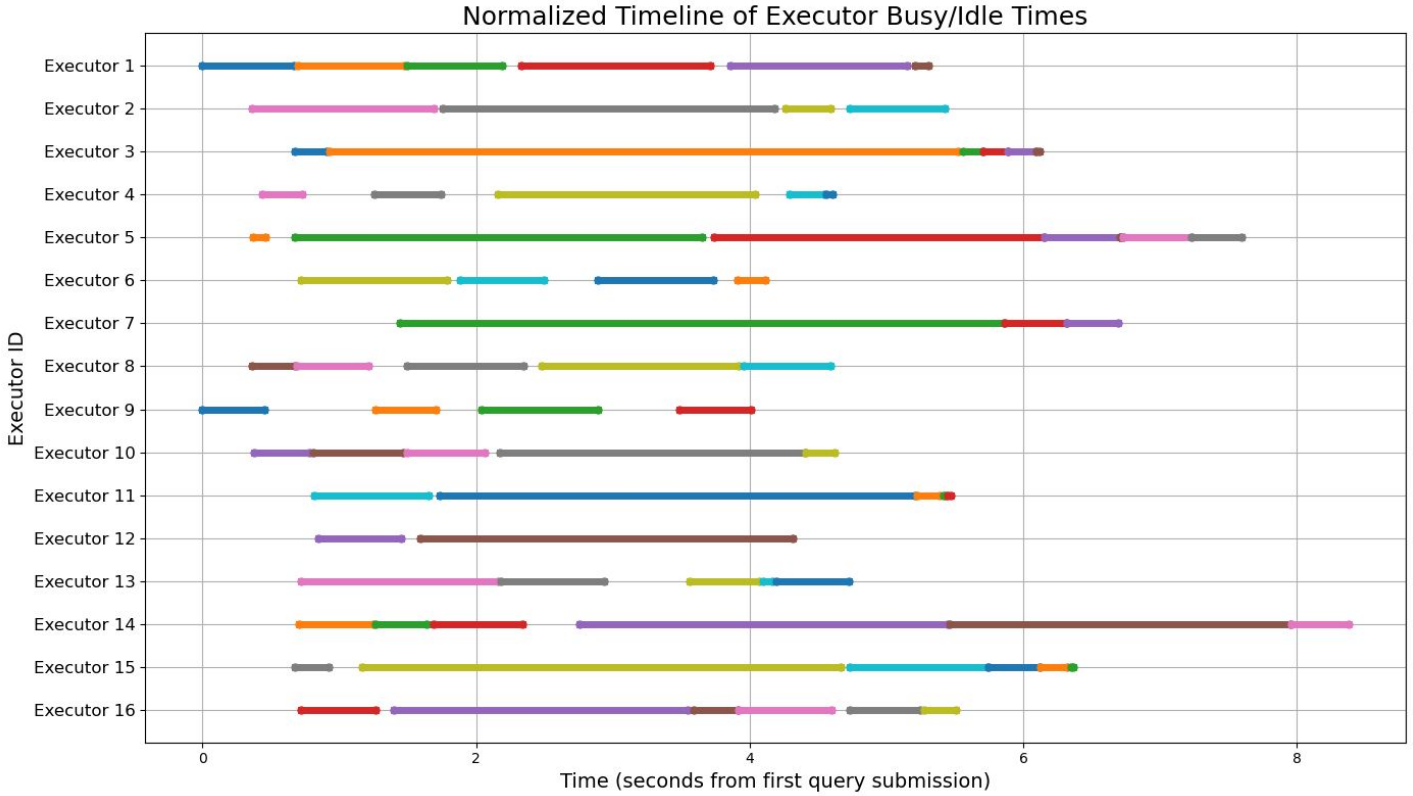
- Batch submitted all 22 TPC-H queries (scale factor: 2) on AWS EC2 with 32 vCPUs
- Tested with 1, 2, 4, 8, 16, 32 executors
- Complete data/graphs available here


Speedup vs. Number of Executors
Actual Speedup
Ideal Speedup (y = x)
Speedup
0
5
10
15
20
25
30
1
2
4
8
16
32
Number of Executors

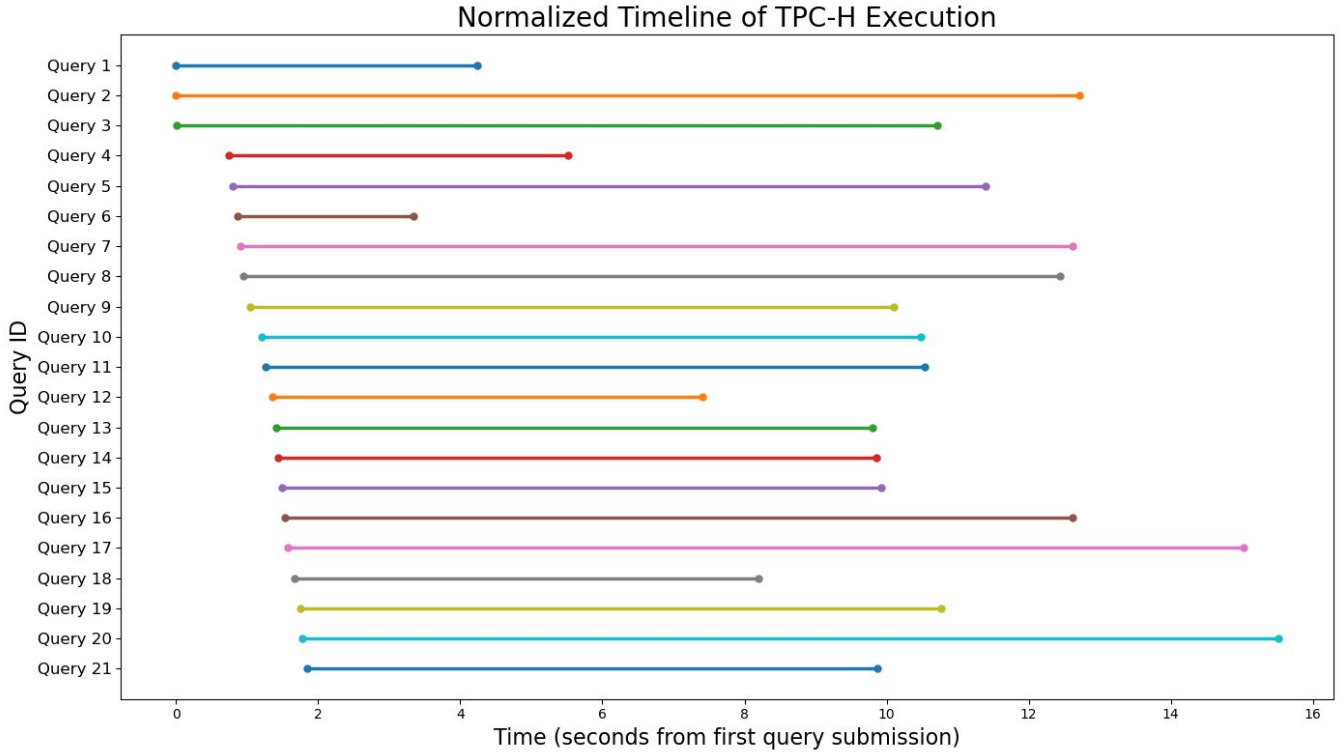
Busy/Idle Time Visualization (8 Executors)



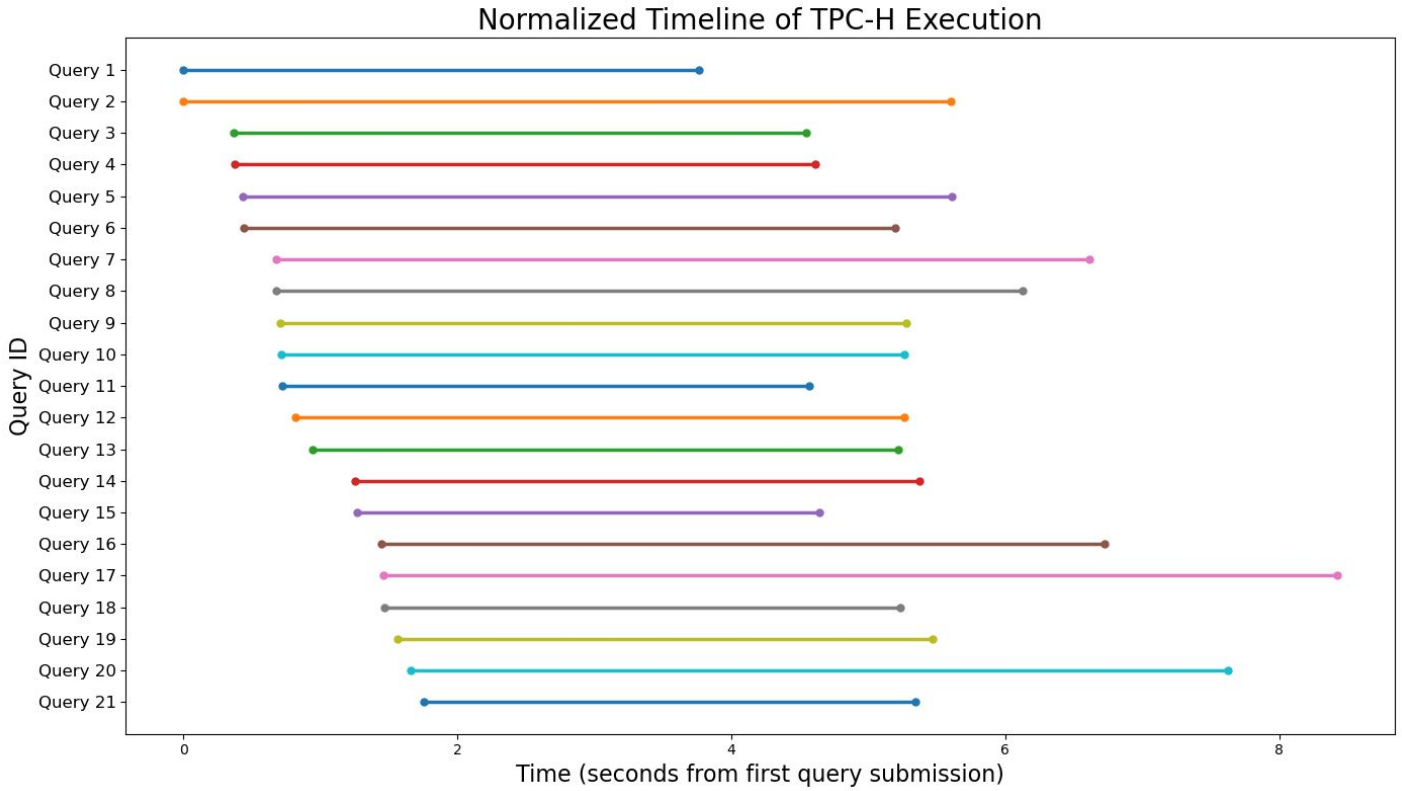
Busy/Idle Time Visualization (16 Executors)



Query Timeline (8 Executors)



Query Timeline (16 Executors)



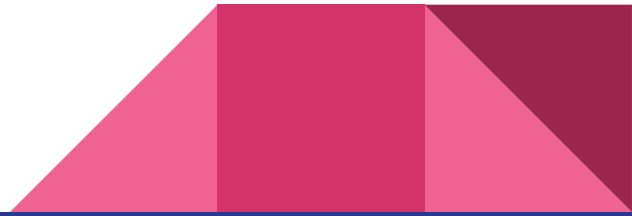
Code Quality Assessment

Strong Areas:

- Core scheduling data structures and business logic
- E2E testing framework

Weak Areas:

- Error handling -> Should use more uniform approach
- Unittesting -> Suffered due to convenience of E2E framework
- General Robustness -> Presumes client familiarity



Future work

- Address less robust areas of the codebase
- More advanced scheduling policy
- Explore intra-query task ordering strategies
- NUMA-aware locality optimizations
- Morsel-based intra-operator parallelism
- Integration with other components