

HYBRID ANT COLONY SYSTEM ALGORITHM FOR STATIC AND DYNAMIC JOB SCHEDULING IN GRID COMPUTING

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Abstrak

Pengkomputeran grid adalah sistem teragih dengan infrastruktur heterogen. Sistem pengurusan sumber (RMS) adalah salah satu komponen terpenting yang mempunyai pengaruh besar ke atas prestasi pengkomputeran grid. Bahagian utama RMS adalah algoritma penjadual yang bertanggungjawab untuk memeta tugas kepada sumber sedia ada. Kerumitan masalah penjadualan dianggap sebagai satu masalah lengkap polinomial tidak berketentuan (NP-lengkap) dan oleh itu, satu algoritma pintar diperlukan untuk mencapai penyelesaian penjadualan yang lebih baik. Salah satu algoritma pintar yang menonjol adalah ant colony system (ACS) yang digunakan secara meluas untuk menyelesaikan pelbagai jenis masalah penjadualan. Walau bagaimanapun, ACS mengalami masalah genangan dalam pengkomputeran grid bersaiz sederhana dan besar. ACS berasaskan mekanisma eksplotasi dan penerokaan di mana eksplotasi adalah mencukupi tetapi berkurangan pada penerokaan. Penerokaan dalam ACS adalah berasaskan kepada pendekatan rawak tanpa sebarang strategi. Kajian ini mencadangkan empat algoritma hibrid di antara ACS, Genetic Algorithm (GA), dan Tabu Search (TS) untuk meningkatkan prestasi ACS. Algoritma tersebut adalah ACS(GA), ACS+GA, ACS(TS), dan ACS+TS. Algoritma hibrid yang dicadangkan ini akan meningkatkan ACS dari segi mekanisma penerokaan dan penghalusan penyelesaian dengan melaksanakan penghibridan tahap rendah dan tinggi algoritma ACS, GA, dan TS. Semua algoritma yang dicadangkan telah dinilai dan dibandingkan dengan dua belas metaheuristic algoritma dalam persekitaran pengkomputeran grid statik (masa jangkaan kepada model pengiraan) dan dinamik (corak taburan). Satu simulator yang dinamakan ExSim telah dibangunkan untuk meniru sifat statik dan dinamik pengkomputeran grid. Keputusan eksperimen menunjukkan algoritma yang dicadangkan mengatasi ACS dari segi nilai makespan terbaik. Prestasi ACS(GA), ACS+GA, ACS(TS) dan ACS+TS adalah lebih baik daripada ACS dengan masing-masing meningkat sebanyak 0.35%, 2.03%, 4.65% dan 6.99% untuk persekitaran statik. Untuk persekitaran dinamik, prestasi ACS(GA), ACS+GA, ACS+TS dan ACS(TS) adalah lebih baik daripada ACS iaitu masing-masing meningkat sebanyak 0.01%, 0.56%, 1.16%, dan 1.26%. Algoritma yang dicadangkan boleh digunakan untuk penjadualan tugas dalam pengkomputeran grid dengan prestasi yang lebih baik dari segi makespan.

Kata Kunci: Algoritma metaheuristik, Ant colony system, Genetic algorithm, Tabu search, Penjadualan kerja dalam pengkomputeran grid.

Abstract

Grid computing is a distributed system with heterogeneous infrastructures. Resource management system (RMS) is one of the most important components which has great influence on the grid computing performance. The main part of RMS is the scheduler algorithm which has the responsibility to map submitted tasks to available resources. The complexity of scheduling problem is considered as a nondeterministic polynomial complete (NP-complete) problem and therefore, an intelligent algorithm is required to achieve better scheduling solution. One of the prominent intelligent algorithms is ant colony system (ACS) which is implemented widely to solve various types of scheduling problems. However, ACS suffers from stagnation problem in medium and large size grid computing system. ACS is based on exploitation and exploration mechanisms where the exploitation is sufficient but the exploration has a deficiency. The exploration in ACS is based on a random approach without any strategy. This study proposed four hybrid algorithms between ACS, Genetic Algorithm (GA), and Tabu Search (TS) algorithms to enhance the ACS performance. The algorithms are ACS(GA), ACS+GA, ACS(TS), and ACS+TS. These proposed hybrid algorithms will enhance ACS in terms of exploration mechanism and solution refinement by implementing low and high levels hybridization of ACS, GA, and TS algorithms. The proposed algorithms were evaluated against twelve metaheuristic algorithms in static (expected time to compute model) and dynamic (distribution pattern) grid computing environments. A simulator called ExSim was developed to mimic the static and dynamic nature of the grid computing. Experimental results show that the proposed algorithms outperform ACS in terms of best makespan values. Performance of ACS(GA), ACS+GA, ACS(TS), and ACS+TS are better than ACS by 0.35%, 2.03%, 4.65% and 6.99% respectively for static environment. For dynamic environment, performance of ACS(GA), ACS+GA, ACS+TS, and ACS(TS) are better than ACS by 0.01%, 0.56%, 1.16%, and 1.26% respectively. The proposed algorithms can be used to schedule tasks in grid computing with better performance in terms of makespan.

Keywords: Metaheuristic algorithms, Ant colony system, Genetic algorithm, Tabu search, Job scheduling in grid computing.

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Table of Contents

Permission to Use	ii
Abstrak	iii
Abstract	iv
Acknowledgement	v
Table of Contents	vi
List of Tables	x
List of Figures	xi
List of Appendices	xiii
List of Abbreviations	xiv
CHAPTER ONE INTRODUCTION.....	1
1.1 Problem Statement	8
1.2 Objective of the Study	10
1.3 Significance of the Study	11
1.4 Scope and Assumption of the Study	12
1.5 Thesis Organization	12
CHAPTER TWO LITERATURE REVIEW	14
2.1 Job Scheduling Algorithms in Computational Grid System.....	14
2.1.1 Heuristic Algorithms	15
2.1.2 Evolutionary Algorithms	19
2.1.3 Local Search	35
2.1.4 Swarm Intelligence Algorithms	44
2.2 Hybrid Approaches in Job Scheduling	67
2.3 Grid Simulator	77
2.4 Conceptual Framework	79
2.5 Summary	81
CHAPTER THREE RESEARCH METHODOLOGY	83
3.1 Research Framework	83
3.2 Research Methodology	85
3.2.1 Problem Formulation.....	85

3.2.2 Dynamic Expected Time to Compute	87
3.2.3 Solution Encoding.....	87
3.2.4 Objective Function	89
3.2.5 Ant Colony System Algorithm Implementation	90
3.4.6 Genetic Algorithm Implementation	91
3.4.7 Tabu Search Algorithm Implementation.....	94
3.2.8 Enhance ACS exploration	96
3.2.9 Refine the ACS solution.....	104
3.2.10 Grid Simulator Development	111
3.2.11 Proposed Algorithm Evaluation	111
3.3 Summary	113
 CHAPTER FOURSIMULATOR DEVELOPMENT.....	114
4.1 Identifying the Measurement Criteria	114
4.2 Implementing the Benchmark Problems Model	115
4.3 Simulation Verification and Validation	125
4.3.1 Verification Techniques	126
4.3.2 Validation Techniques.....	127
4.3.3 Testing the Proposed Hybrid Algorithms.....	127
4.4 Summary	130
 CHAPTER FIVE JOB SCHEDULING IN STATIC GRID COMPUTING... 131	131
5.1 Static Environment.....	131
5.2 Algorithms Parameters.....	132
5.2.1 Genetic Algorithm Parameters	132
5.2.2 Ant System Parameters	133
5.2.3 Ant Colony System Parameters.....	134
5.2.4 Tabu Search Parameters	135
5.2.5 BABC, EBABC1, and EBABC2 Parameters	136
5.2.6 PSO-GELS Parameters	137
5.2.7 AS(TS), AS+TS, ACS(TS), and ACS+TS Parameters	137
5.2.8 AS(GA), AS+GA, ACS(GA), and ACS+GA Parameters.....	138
5.3 Experimental Result and Analysis	139
5.3.1 Best Makespan Results.....	140

5.3.2 Average Makespan Results	141
5.3.3 Best Flowtime Results.....	143
5.3.4 Average Flowtime Results	145
5.3.5 Best Utilization Results	147
5.3.6 Average Utilization Results	149
5.3.7 Discussion	150
5.4 Summary	151
 CHAPTER SIX JOB SCHEDULING IN DYNAMIC GRID COMPUTING..	152
6.1 Dynamic Environment.....	152
6.2 Algorithm Parameters	154
6.2.1 Genetic Algorithm Parameters	154
6.2.2 Ant System Parameters	156
6.2.3 Ant Colony System Parameters.....	157
6.2.4 Tabu Search Parameters	157
6.2.5 BABC, EBABC1, and EBABC2 Parameters.....	158
6.2.6 PSO-GELS Parameters	159
6.2.7 AS(TS), AS+TS, ACS(TS), and ACS+TS Parameters	160
6.2.8 AS(GA), AS+GA, ACS(GA), and ACS+GA Parameters.....	160
6.3 Experimental Result and Analysis	162
6.3.1 Best Makespan Results.....	162
6.3.2 Average Makespan Results	164
6.3.3 Best Flowtime Results.....	166
6.3.4 Average Flowtime Results	167
6.3.5 Best Utilization Results	169
6.3.6 Average Utilization Results	171
6.3.7 Discussion	172
6.4 Summary	173
 CHAPTER SEVEN CONCLUSION AND FUTURE WORK	174
7.1 Research Contribution	174
7.2 Limitation of the Study	176
7.3 Recommendation for Future Work	176

REFERENCES.....	178
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List of Tables

Table 2.1 Difference between each variant algorithm in ACO	49
Table 2.2 Various research on different Domains and problems.....	50
Table 3.1 The implemented algorithms source.....	112
Table 4.1 Algorithms evaluated with ETC model.	115
Table 4.2 Experimental parameters	122
Table 4.3 ETC matrix for 3 resources and 13 jobs	128
Table 5.1 Algorithms resource for parameter values.....	132
Table 5.2 GA parameter values	132
Table 5.3 AS parameter value.....	133
Table 5.4 ACS parameter values	134
Table 5.5 TS parameter values.....	135
Table 5.6 BABC, EBABC1, EBABC2 parameter values.....	136
Table 5.7 PSO-GELS Algorithm Parameters Values	137
Table 5.8 AS, ACS, and TS Algorithms Parameter Values.....	138
Table 5.9 AS(GA) and AS+GA Algorithms Parameter Values	138
Table 5.10 ACS(GA) and ACS+GA Algorithms Parameter Values	139
Table 6.1 Datasets descriptions.....	153
Table 6.2 Parameters for Generating Dynamic Benchmark	153
Table 6.3 Algorithms resource for parameter values.....	154
Table 6.4 GA parameter values	155
Table 6.5 AS parameter value.....	156
Table 6.6 ACS parameter values	157
Table 6.7 TS parameter values.....	157
Table 6.8 BABC, EBABC1, EBABC2 parameter values.....	158
Table 6.9 PSO-GELS Algorithm Parameters Values	159
Table 6.10 AS, ACS, and TS Algorithms Parameter Values.....	160
Table 6.11 AS(GA) and AS+GA Algorithms Parameter Values	161
Table 6.12 ACS(GA) and ACS+GA Algorithms Parameter Values	161

List of Figures

Figure 2.1: Basic Genetic Algorithm (Zapfel et al., 2010)	26
Figure 2.2: Visualization of GA population (Zapfel et al., 2010).	26
Figure 2.3: Examples of crossover operators (Zapfel et al., 2010).....	28
Figure 2.4: Process of Genetic Algorithm (Zapfel et al., 2010)	29
Figure 2.5: Process of Tabu Search algorithm (Zapfel et al., 2010).....	39
Figure 2.6: Tabu Search algorithm pseudocode (Zapfel et al., 2010).....	41
Figure 2.7: Research conceptual framework	80
Figure 3.1: The Research Framework.....	84
Figure 3.2: The solution vector used by the ants	88
Figure 3.3: Solution vectors used by genetic algorithm	89
Figure 3.4: The new solution vectors produced by crossover operator	89
Figure 3.5: Chromosomes for five tasks and three machines	92
Figure 3.6: ACS(GA) (low level) algorithm pseudocode	98
Figure 3.7: ACS(TS) (low level) algorithm pseudocode	101
Figure 3.8: ACS+GA (high level) pseudocode	105
Figure 3.9: ACS+TS (high level) algorithm pseudocode	108
Figure 4.1: Workload modelling (Feitelson, 2013)	119
Figure 4.2: DETC simulator interface	122
Figure 4.3: Benchmark for dynamic grid computing.....	123
Figure 4.4: Grid computing simulator interface	124
Figure 4.5: Simulator charts.....	125
Figure 4.6: ACS(TS) Schedule table	129
Figure 4.7: ACS+TS Schedule table	129
Figure 4.8: ACS(GA) Schedule table	130
Figure 4.9: ACS+GA Schedule table.....	130
Figure 5.1: Geometric mean for the best makespan values	140
Figure 5.2: The percentage enhancement of each hybrid algorithm in terms of the best makespan values	141
Figure 5.3: Geometric mean for the average makespan values	142
Figure 5.4: The percentage enhancement of each algorithm in terms of the average makespan values	143
Figure 5.5: Geometric mean for best flowtime values.....	144
Figure 5.6: The percentage enhancement of each algorithm in terms of the best flowtime values	145
Figure 5.7: Geometric mean for average flowtime values.....	146
Figure 5.8: The percentage enhancement of each algorithm in terms of the average flowtime values	147
Figure 5.9: Geometric mean for best utilization value	148
Figure 5.10: The percentage enhancement of each algorithm in terms of the best utilization values	149
Figure 5.11: Geometric mean for average utilization values	149
Figure 5.12: The percentage enhancement of each algorithm in terms of the average utilization values	150
Figure 6.1: Geometric mean for the best makespan values	163
Figure 6.2: The percentage enhancement of each hybrid algorithm in terms of the best makespan values	164
Figure 6.3: Geometric mean for the average makespan values	165

Figure 6.4: The percentage enhancement of each hybrid algorithm in terms of the average makespan values	165
Figure 6.5: Geometric mean for the best flowtime values	166
Figure 6.6: The percentage enhancement of each algorithm in terms of the best flowtime values	167
Figure 6.7: Geometric mean for the average flowtime values	168
Figure 6.8: The percentage enhancement of each hybrid algorithm in terms of the average flowtime values	169
Figure 6.9: Geometric mean for the best utilization value	170
Figure 6.10: The percentage enhancement of each hybrid algorithm in terms of the best utilization values	170
Figure 6.11: Geometric mean for the average utilization value	171
Figure 6.12: The percentage enhancement of each hybrid algorithm in terms of the average utilization values	172

List of Appendices

Appendix A Ant Colony System (C# Code).....	201
Appendix B Genetic Algorithm (C# Code)	204
Appendix C Tabu Search Algorithm (C# Code).....	213
Appendix D DETC Simulator.....	220

List of Abbreviations

ABC	Artificial Bee Colony
ACO	Ant Colony Optimization
ACS	Ant Colony System
ACS(GA)	Low level hybridization between ACS and GA algorithms
ACS(TS)	Low level hybridization between ACS and TS algorithms
ACS+GA	High level hybridization between ACS and GA algorithms
ACS+TS	High level hybridization between ACS and TS algorithms
AS	Ant System
AS(GA)	Low level hybridization between AS and GA algorithms
AS(TS)	Low level hybridization between AS and TS algorithms
AS+GA	High level hybridization between AS and GA algorithms
AS+TS	High level hybridization between AS and TS algorithms
AS _{rank}	Rank-Based Ant System
BABC	Binary Artificial Bee Colony
BACO	Balanced Ant Colony Optimization
BFO	Bacterial Foraging Optimization
BWAS	Best-Worst Ant System
cMA	Cellular Memetic Algorithm
CV	Coefficient of Variation
DE	Differential Evolution
DETC	Dynamic Expected Time to Compute
EA	Evolutionary Algorithms

EAS	Elitist strategy for Ant System
EBABC1	Efficient Binary Artificial Bee Colony
EBABC2	Efficient Binary Artificial Bee Colony with flexible ranking
ET	Execution Time
ETC	Expected Time to Compute
FANT	Fast Ant System
FCFS	First Come First Served
FPLTF	Fastest Processor to Largest Task First
GA	Genetic Algorithm
GA(TS)	Low level hybridization between GA and TS algorithms
GA+TS	High level hybridization between GA and TS algorithms
GBF	Genetic Bacterial Foraging
GSA	Genetic and Simulated Annealing
GTSP	Generalized Traveling Salesman Problem
HACO	Hybrid Ant Colony Optimization
HC	Hill Climbing
HCACO	Hybrid Converse Ant Colony Optimization
HGS	Hierachic Genetic Strategy
HPDSs	High Performance Distributed Systems
IACO	Improved Ant Algorithm
JSP	Job Scheduling Problem
KPB	K-Parents Best
LJFR-SJFR	Longest Job to Fastest Resource-Shortest Job to Fastest Resource
LM	Local Move
LMCTS	Local Minimum Completion Time Swap

MA	Memetic Algorithms
MA+TS	High level hybridization between Memetic and Tabu Search
MACO	Multiple Ant Colonies Optimization
MCT	Minimum Completion Time
MDS	Metacomputing Directory Service
MET	Minimum Execution Time
MI	Million Instructions
MIPS	Million Instructions Per Second
MMAS	Max-Min Ant System
MTEDD	Minimum Time Earliest Due Date
MTERD	Minimum Time Earliest Release Date
OLB	Optimization Load Balancing
PGA1	Player's Genetic Algorithm
PGA2	Parallel Genetic Algorithm
PMCT	Player's Minimum Completion Time
PSO	Particle Swarm Optimization
PSO-GELS	Particle Swarm Optimization and Gravitational Emulation Local Search
QoS	Quality of Service
RGA	Risky Genetic Algorithm
SA	Simulated Annealing
SGA	Struggle Genetic Algorithm
SLM	Steepest Local Move
SS	Scatter Search
SSGA	Steady-State Genetic Algorithm

SwA	Switching Algorithm
TS	Tabu Search
TSP	Traveling Salesman Problem

CHAPTER ONE

INTRODUCTION

The concept of grid systems goes back to 1969 when Leonard Kleinrock wrote, “We will probably see the spread of computer utilities, which, like present electric and telephone utilities, will service individual homes and offices across the country” (Wankar, 2008). From that time, many researchers presented various works and contributed in grid systems fields. The popularity of grid systems started by the late 1990s when Foster developed a grid system called Globus Toolkit (Foster & Kesselman, 1997; 2004).

Grid systems evolves from existing technology such as distributed computing, web service, and Internet (Magoules, Pan, Tan, & Kumar, 2009). According to Xhafa and Abraham (2010), grid computing is defined as “Geographically distributed computers, linked through the internet in a Grid-like manner, which are used to create virtual supercomputers of vast amount of computing capacity able to solve complex problem from e-Science in less time than known before”.

Magoules, Nguyen, and Yu (2009) presented an extensive definition for grid systems as “A hardware and software infrastructure that provides transparent, dependable, pervasive and consistent access to large-scale distributed resources owned and shared by multiple administrative organizations in order to deliver support for a wide range of applications with the desired qualities of service. These applications can perform either: high throughput computing, on-demand computing, data intensive computing, or collaborative computing”.

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