Optimizing and Extending Serverless Platforms A Survey

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Introduction

- Pros
 - Pay-for-Use
 - No worries about servers, developers!
 - Auto-scaling
 - Thousand-way parallelism
 - ...
- Challenges
 - provider! Do worry about servers
 - Unlimited resource illusion
 - Optimized resource management
 - ...





Introduction (Contd.)





In this paper ...



- Applications
- Serverless platform Optimizations
- Extensions



Applications



Categories of Applications

- Big Data Analytics
 - ex. PyWren, IBM-PyWren
- Cloud Offload
 - ex. gg, ExCamera, SNF



Big Data Analytics

- PyWren*
 - Distributed Computing is hard for non-expert users
 - 3 main challenges in Distributed Computing world
 - Complex, Hard-to-Configure
 - Resource Management
 - Reliable execution with efficient pricing

*Jonas, Eric, et al. "Occupy the cloud: Distributed computing for the 99%." Proceedings of the 2017 Symposium on Cloud Computing. 2017.



Big Data Analytics

- PyWren
 - Data processing atop stateless functions
 - System Components
 - Stateless functions
 - Scheduler
 - Remote Storage
 - Propose
 - Fault tolerance
 - Simplicity



Applications: Big Data Analytics

- IBM-PyWren*
 - Industry-scale PyWren implementation & extension



*Sampé, Josep, et al. "Serverless data analytics in the ibm cloud." Proceedings of the 19th International Middleware Conference Industry. 2018.



- *gg**
 - *Parallel Compilation* atop AWS lambda
 - Context:
 - Offloading everyday jobs to the cloud leveraging the ability of running burst-parallel apps
 - Challenges:
 - In outsourcing applications, software dependencies must be managed
 - Local-Cloud communication must be minimized
 - Serverless functions must be easy to use

*Fouladi, Sadjad, et al. "From laptop to lambda: Outsourcing everyday jobs to thousands of transient functional containers." 2019 {USENIX} Annual Technical Conference ({USENIX}ATC} 19). 2019.



• *gg*

- Dependency management using "thunk"s
- Containers can reference each other's output
 - gg IR (Intermediate Representation)





- *gg*
 - Compiles Chromium in 18 mins on AWS Lambda
 - 2.2x faster than icecc* on 384-core cluster
 - Compiles Inkscape[^] in 87 secs
 - 4.8X faster than icecc on 384-core cluster
 - Running $LibVPX^{\#}$ unit tests
 - gg outperforms 4-way and 48-way parallelism local runs

*<u>https://github.com/icecc/icecream</u> ^<u>https://inkscape.org/</u> #<u>https://www.webmproject.org/code/</u>



- *SNF**
 - Network Function as a Service
 - NFaaS platform should meet the following requirements:
 - Intuitive Programming Model
 - Low Latency Packet Processing
 - Auto scaling to meet the demands
 - Serverless has the necessary building blocks
 - Challenges:
 - Serverless functions are stateless
 - Coupling between work allocation and billing granularity

*Singhvi, Arjun, et al. "Snf: Serverless network functions." Proceedings of the 11th ACM Symposium on Cloud Computing. 2020.



- *SNF*
 - Decoupling Work Allocation & Billing Granularity
 - Middleground for Compute & State Decoupling
 - Flows > Flowlets > Packets
 - State Sharing Abstraction
 - Proactive State Replication



Optimizations



Optimization Goals

- Serverless Platform Optimizations
 - Start up latency
 - Resource Utilization
 - Inter-function Communication



Docker Container: 400ms Python Interpreter: 30ms scipy:

- download 2700ms
- installl: 8200ms
- import: 88ms



Startup Latency & Cold Start

- *Trade-off*: Cold Start vs Resource Efficiency
- Startup Latency Optimization Methodologies:
 - Smart Algorithms
 - Relaxing Function Isolations





Smart Algorithms

- Microsoft Azure Functions*
- Reducing the number of Cold Starts
- Challenges
 - Serverless Workload Types Are So Variant
 - Serverless Platforms incorporate fixed keep-alive policy

*Shahrad, Mohammad, et al. "Serverless in the wild: Characterizing and optimizing the serverless workload at a large cloud provider." 2020 {USENIX} Annual Technical Conference ({USENIX}{ATC} 20). 2020.



Smart Algorithms

• Put it in a nutshell:





Smart Algorithms

- Evaluation
 - Implemented on OpenWhisk
 - Memory Reduction: 15.6%
 - 99th-percentile execution time reduction: 82.4%
 - Overhead: < 1ms To The Critical Path Latency



- Photons*
 - 70-90% of the memory footprint for the concurrent functions (in the same app) is shareable



*Dukic, Vojislav, et al. "Photons: Lambdas on a diet." Proceedings of the 11th ACM Symposium on Cloud Computing. 2020.



- Strong isolation is not necessary for the concurrent functions of the same application
- Run concurrent functions in the same JVM
 - Using language level isolation
- Shared Object Store with a GET/SET API
 - Inter-function communication
 - Synchronization Mechanism

local data local data					
Shared Object Store					
Runtime					
Container					



- Running 100 concurrent functions
 - memory consumption: ↓5X
- more concurrency => better performance
 - Using Azure workload
 - 30% less memory
- Keep more containers warm
 - 52% less cold starts



Particle*

- Network Startup Time
- Using Storage-based communication is not ideal
- Overlay network for container communication
 - Flannel, Weave, Docker Swarm

	<u>User Code</u>	<u>Container Startup</u>	<u>Network Startup</u>
<u>Linux Overlay</u>	6%	26%	68%
<u>Docker Swarm Overlay</u>	4%	16%	80%
Weave Overlay	6%	25%	69%

Interconnecting 100 Tasks with Overlay Network

*Thomas, Shelby, et al. "Particle: ephemeral endpoints for serverless networking." Proceedings of the 11th ACM Symposium on Cloud Computing. 2020.







- Profiling with eBPF
- Steps 3,4
 - dev_change_net_namespace
 - Startup/cleanup
 - Hold locks
 - twice (steps 3, 4) for each container

Step	Time	Percent
1	0.1	0.92%
2	0.1	0.92%
3	5.18	47.71%
4	4.77	43.95%
5	0.49	4.45%
6	0.22	2.03%



- Consolidate Network Interfaces
 - Share Network Namespace between the functions of a single tenant
 - *Share VETH devices* => only perform 2 locks per app
- Batch commands if possible



- Reduced total runtime of burst-parallel workload
 - 2.5x better than Linux Overlay
 - 2.8x better than Weave Overlay
 - 5x better than Docker Swarm
- Running Sprocket*
 - 3-stage video processing pipeline
 - Using Particle, results are skewed towards processing

	Startup	Transfer	Process
Docker Swarm	69.86%	1.89%	28.25%
Linux Overlay	62.12%	2.50%	35.38%
Particle	17.77%	10.92%	71.31%

*Ao, Lixiang, et al. "Sprocket: A serverless video processing framework." Proceedings of the ACM Symposium on Cloud Computing. 2018.



• SAND*



*Akkus, Istemi Ekin, et al. "{SAND}: Towards High-Performance Serverless Computing." 2018 {Usenix} Annual Technical Conference ({USENIX}{ATC} 18). 2018.



- Different levels of isolation
 - Application >> Container
 - Function >> Process
- Second Contribution?
 - Next Section!



Advantages:

- Low Execution Footprint
- Automatic Resource Deallocation
- Copy-on-Write



Inter-function Communication

SAND

- First Contribution 🗸
 - Application-level Sandboxing >> Different levels of isolation
- Second Contribution
 - Hierarchical Message Bus





Inter-function Communication

- Image processing pipeline:
 - 43% reduction in total runtime compared against OpenWhisk
- local message bus is 3-5x faster than the global one
- Function interaction is faster
 - 6.3x better than AWS Greengrass
 - 8.3x better than OpenWhisk



Inter-function Communication

- Summary of inter-function communication methods
 - Photons
 - Shared Object Store
 - Particle
 - Overlay Network
 - PyWren, ... (Most Common)
 - External Storage Service
 - SAND
 - Hierarchical Message Bus



Extensions



Extensions

Kappa*

- Challenges:
 - Lambda functions are not suitable for long running jobs
 - Existing FaaS platforms lacks concurrency primitives
- Solution
 - Checkpointing mechanism
 - Provide an API



*Zhang, Wen, et al. "Kappa: A programming framework for serverless computing." Proceedings of the 11th ACM Symposium on Cloud Computing. 2020.



Extensions



Using Redis, upto 100KB chekpointing every 1s, Kappa adds < 1% overhead

Chekpointing (size: 0.5KB) every 100ms: 1000 parallel lambdas ~ 1 lambda



Discussion & Future Directions

- Resource Disaggregation + Serverless

- Serverless + Non-volatile memory
 - Faster than Disk & Remote Storage
 - Cheaper than in-memory cache
 - According to literature*
 - No support for specialized HW



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