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# Applications of Intelligent Agent Technology to the Grid

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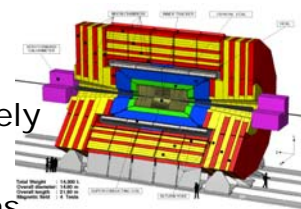
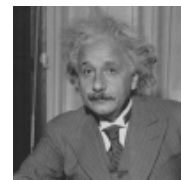
In collaboration with  
**Nick Jennings & Ian Foster**



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## Why the Grid? Origins: Revolution in Science

- Pre-Internet
  - ◆ Theorize &/or experiment, alone or in small teams; publish paper
- Post-Internet
  - ◆ Construct and mine large databases of observational or simulation data
  - ◆ Develop simulations & analyses
  - ◆ Access specialized devices remotely
  - ◆ Exchange information within distributed multidisciplinary teams





## Why the Grid? New Driver: Revolution in Business

- Pre-Internet
  - ◆ Central data processing facility
- Post-Internet
  - ◆ Enterprise computing is highly distributed, heterogeneous, inter-enterprise (B2B)
  - ◆ Business processes increasingly computing- & data-rich
  - ◆ Outsourcing becomes feasible → service providers of various sorts
  - ◆ Growing complexity & need for more efficient management



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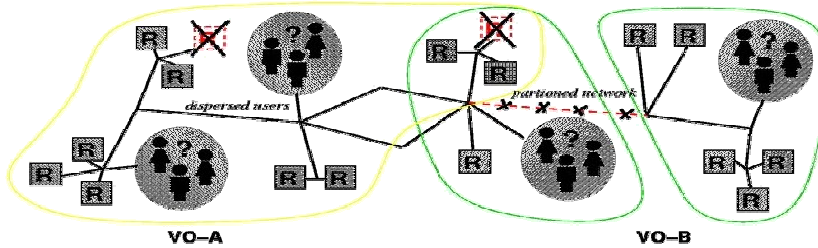
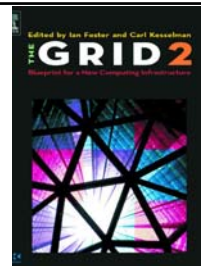
## Common Requirements

- Dynamically link resources/services
  - ◆ From collaborators, customers, eUtilities, ... (members of evolving “virtual organization”)
- Into a “virtual computing system”
  - ◆ Dynamic, multi-faceted system spanning institutions and industries
  - ◆ Configured to meet instantaneous needs, for:
- Multi-faceted QoX for demanding workloads
  - ◆ Security, performance, reliability, ...

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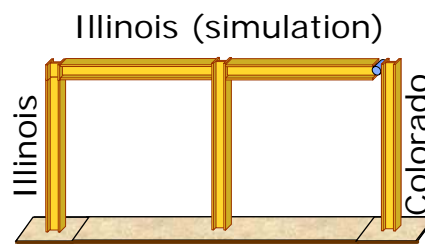
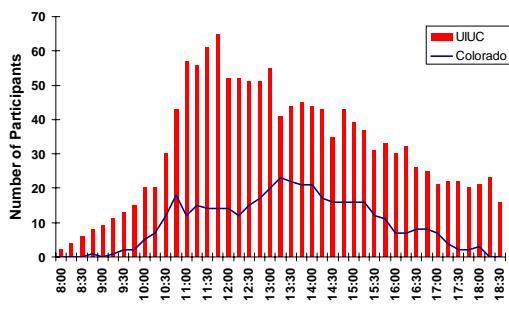
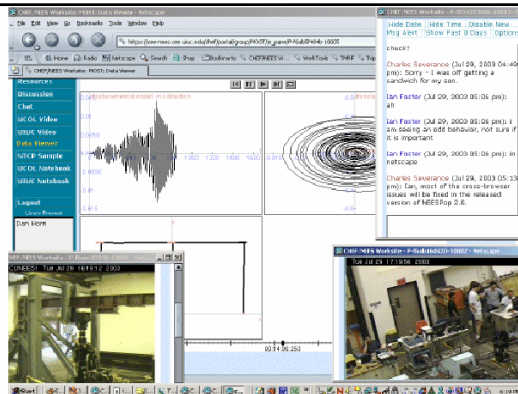
# The Grid

“Resource sharing & coordinated problem solving in dynamic, multi-institutional virtual organizations”



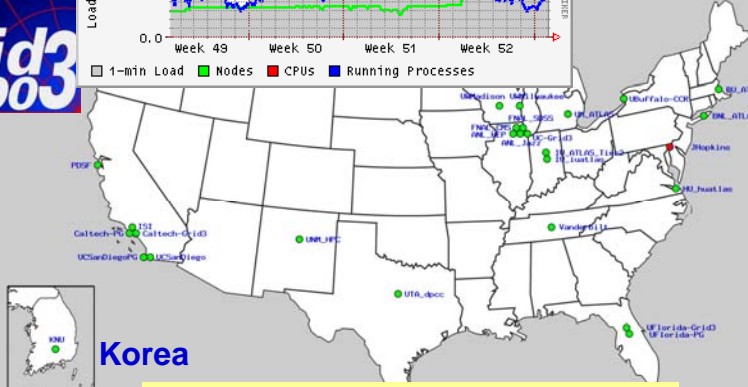
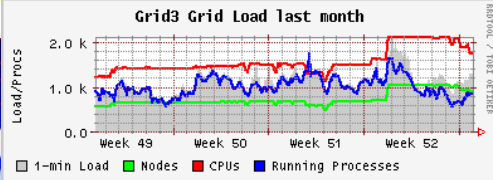
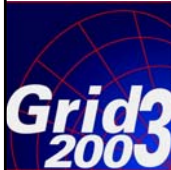
1. Enable integration of distributed resources
2. Using general-purpose protocols & infrastructure
3. To achieve better-than-best-effort service

## Grid in Practice: Earthquake Engineering Example



# Grid2003: An Operational Grid

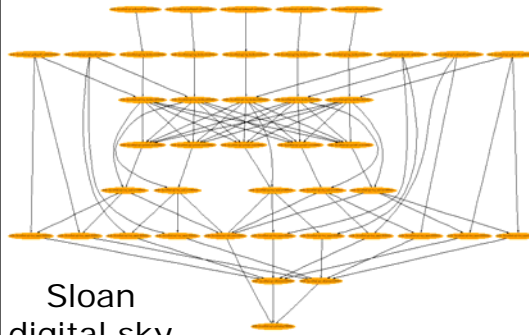
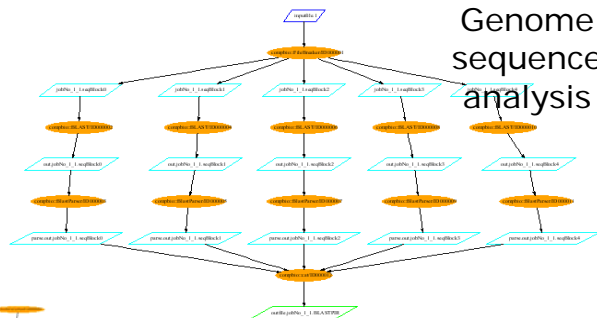
- > 28 sites (2100-2800 CPUs) & growing
- > 400-1300 concurrent jobs
- > 7 substantial applications + CS experiments
- > Running since October 2003



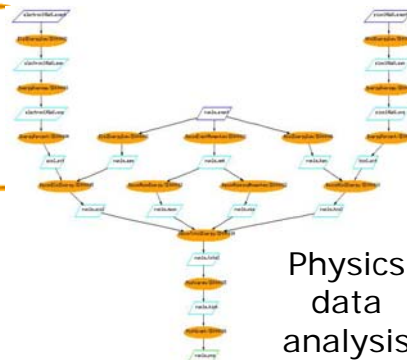
<http://www.ivdgl.org/grid2003>

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**Example Workflows**

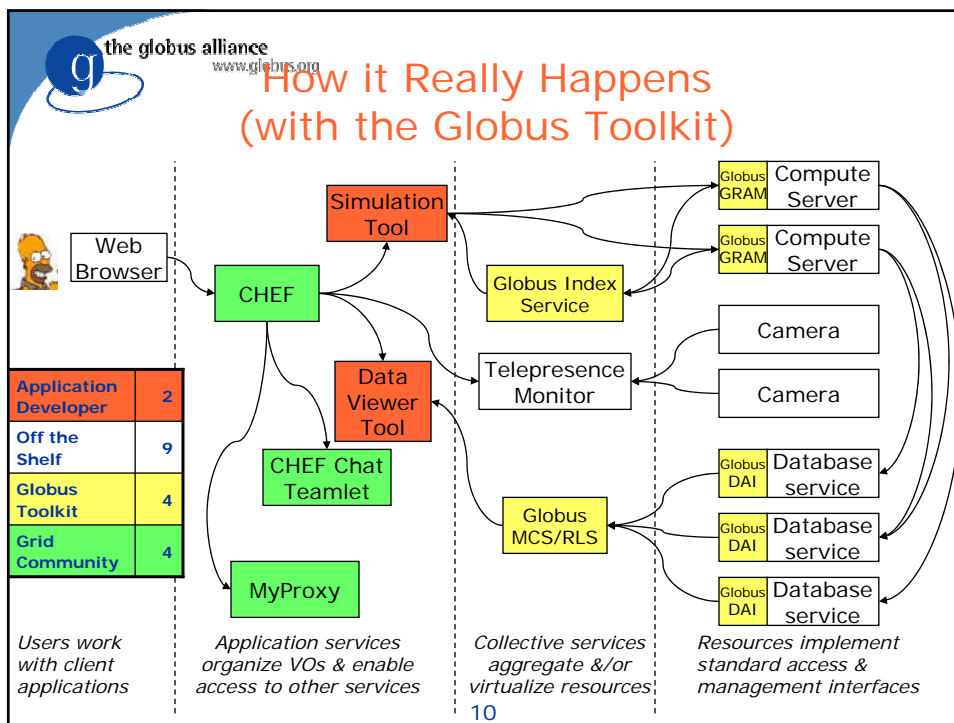
Genome sequence analysis



Sloan digital sky survey



Physics data analysis





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## WS Core Enables Frameworks: E.g., Resource Management

Applications of the framework  
(Compute, network, storage provisioning,  
job reservation & submission, data management,  
application service QoS, ...)

WS-Agreement  
(Agreement negotiation)

WS Distributed Management  
(Lifecycle, monitoring, ...)

WS-Resource Framework & WS-Notification  
(Resource identity, lifetime, inspection, subscription, ...)

Web services  
(WSDL, SOAP, WS-Security, WS-ReliableMessaging, ...)

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## The Need for Automation: Critical if Grid is to Scale

- Who contributes & gets to consume what?
  - ◆ Policy negotiation, enforcement, auditing
- How do I schedule jobs & data movement?
  - ◆ Adaptive scheduling
- Who can be trusted to do what?
  - ◆ Community membership, reputation, trust negotiation, intrusion detection
- Why do things fail?
  - ◆ Failure detection, problem determination, fault isolation, system adaptation

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## Virtual Organizations

- VOs play a central role in Grids
  - ◆ Widely adopted approach in scientific applns.
- Manually established (acceptable use policy, resource allocation, membership, services available)
- Some infrastructure support (e.g. VO based discovery, membership services)
- More automation needed
  - ◆ Need autonomous VO formation

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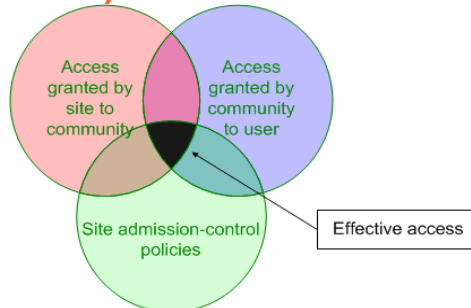
## VO Formation

- Need to:
  - ◆ Determine policy (negotiation, trust management)
  - ◆ Determining membership and role (coalition formation)
  - ◆ Creating VO wide services (global behaviors)
  - ◆ Managing work (collaborative problem solving, workflow management)
  - ◆ Evolution
- Related to coalition formation (Lesser's talk yesterday)
  - ◆ May be driven strictly by policy
    - "Coalition of the willing...."
  - ◆ May be driven by contribution or utility to goals
    - e.g. N lowest bidders for a service (Normana, Preece, et. a.l., 2004),
  - ◆ May be dynamic and nested
    - Mapping of workflow to defined agent set
    - Creation of global services

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## Policy Federation

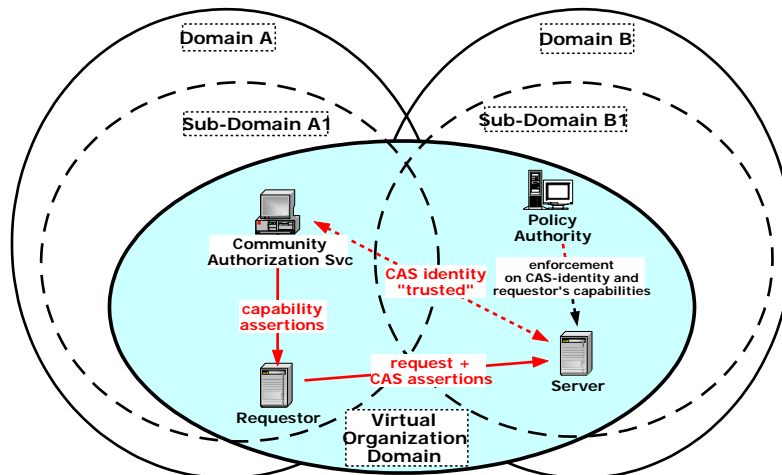


- Policy negotiation between members
  - ◆ Creation of coalition policy (e.g. Ao & Minsky 2003)
- Reasoning about trust
  - ◆ Rule based, or logic based decision making (e.g. KAoS ontologies, policy services)
- Application of policy
  - ◆ Assignment of role (Sims, Corkill, and Lesser 2004)
  - ◆ Learning and adaptation of trust & reputation (Ramchurn, Huynh, Jennings, 2004)

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## Community Authorization Service

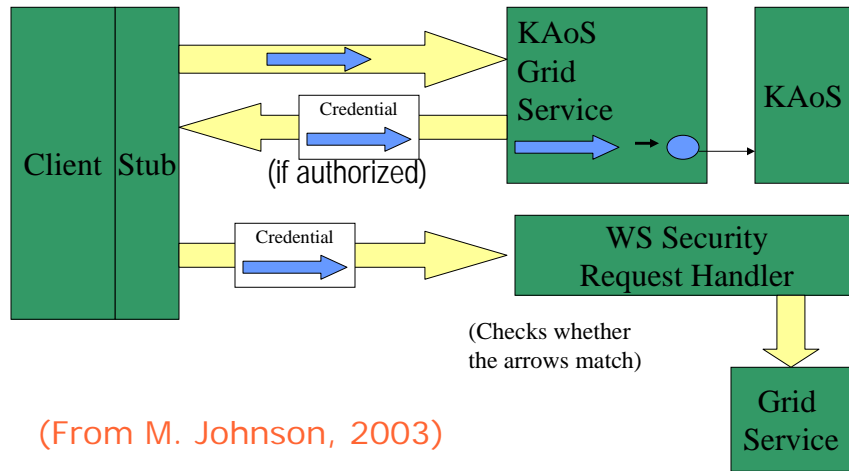


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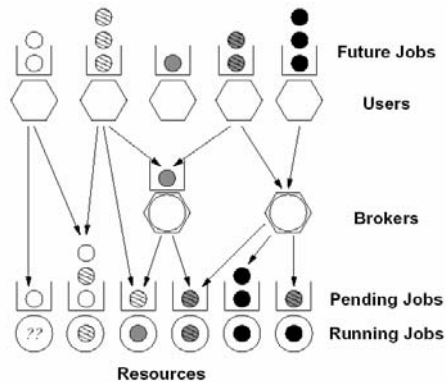


## Using KAoS Policy Services

(The arrows represent SOAP messages)



## Grid Resource Management



Large number of users utilizing resources either through direct job-submission or through intermediaries (brokers)

Issues of how to:

- identify potential providers
- choose between alternatives



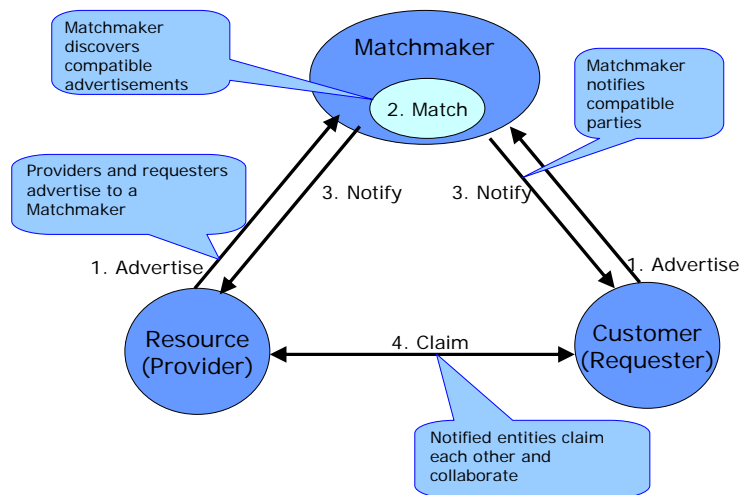
## Resource selection: Matchmaking

- Classified Advertisement (ClassAds) describe:
  - ◆ Attributes of consumers & providers
  - ◆ Constraints on compatible entities
  - ◆ Preference (rank)
- Matchmaker matches compatible ClassAds
  - ◆ Symmetric match on attributes & constraints
  - ◆ Selection based on ranking function

(Raman, Livny and Solomon 1998)



## Matchmaking: The Protocol





## Matchmaking as a Contract Net



- Matchmaker acts as communication hub
- Can apply more sophisticated evaluation criteria
  - ◆ Auction, market based, ...
- Still need to address claiming protocol
  - ◆ Match is only advisory

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## How to choose between providers?

- Application driven selection
- Computational economies (e.g. Wolski, Brevik, Plank and Bryan, 2003)
  - ◆ Commodities markets
  - ◆ Auction markets

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## Resource selection through Q-learning

- Agent updates a Q-value after each completed job at that resource
  - ◆  $Q_i \leftarrow Q_i + \alpha(r - Q_i)$   $\alpha$  is the learning rate
  - ◆  $r$  is the reward signal:
    - $r = 1$  if  $T_w \leq \langle T_w \rangle$
    - $r = -1$  if  $T_w > \langle T_w \rangle$
- $\langle T_w \rangle$  wait time averaged over all the jobs submitted by the agent
- Resource choosing according to  $\epsilon$ -greedy rule

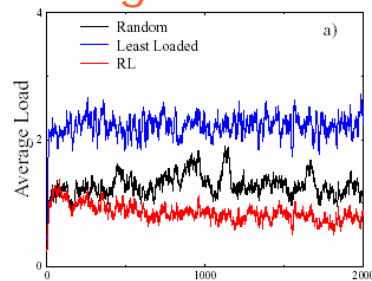
(Galstyan, Czajkowski and Lerman, 2004)

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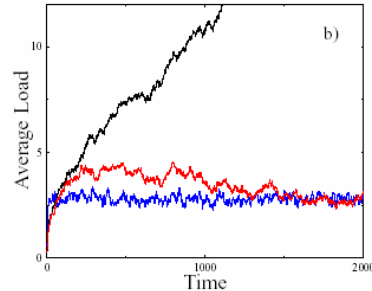


## Average Load

Arrival rate  $P = .15$



Arrival rate  $P = .2$





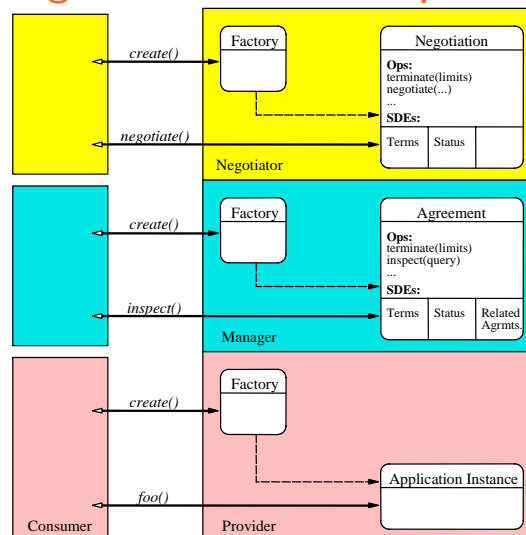
## Creating Agreements

- Require standard framework for driving symmetric, bilateral agreement
- Can be used to render many RM problems
  - ◆ Task/job submission, reservations, storage, compute, network provisioning
  - ◆ WS-Agreement provides frame
- WS-Agreement provides this
  - ◆ Global Grid Forum standard activity ([www.ggf.org](http://www.ggf.org))

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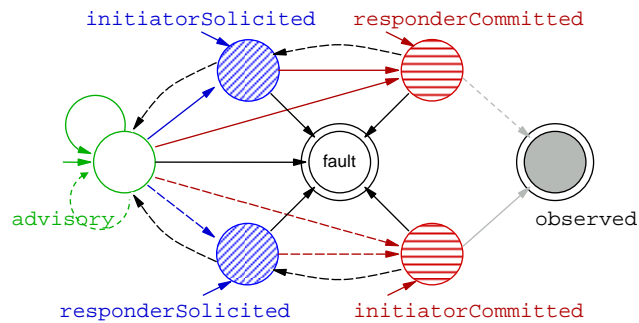
## WS-Agreement Conceptual Model



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## Offer Types and Negotiation State



Complexity due to distributed and faulty nature of system

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## WS-Agreement and Negotiation

- Defines an extensible “protocol framework”
  - ◆ Standard port types and basic semantics
- Missing pieces:
  - ◆ Protocol details: e.g. bi-lateral negotiation, auction, client initiated, server initiated, ...
  - ◆ Agreement structure, domain specific terms
  - ◆ Logic to drive negotiation/agreement
    - Eg, agent based negotiation techniques (Jennings, Faratin, Lomuscio, Parsons, Sierra and Wooldridge 2001)

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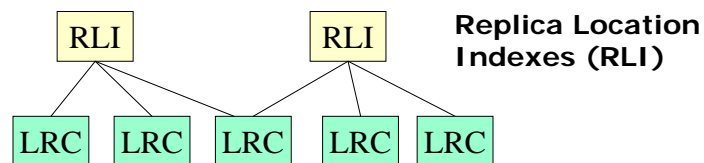
## Creating VO wide services

- Virtualization creates new service types
- Services by subsetting capabilities,
  - ◆ Provisioning
  - ◆ hosting
- Services by combining capabilities
  - New functionality
  - Scalable
  - Robust
- Services whose function is distributed especially interesting

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## Replica Location Service



### Local Replica Catalogs (LRC)

- Distributed registry service for discovery of data replicas
  - ◆ Maintains mapping between global and local names
- LRC maintains definitive mapping catalog
- RLI aggregates information from LRCs
  - ◆ relaxed consistency of index
- Soft state update with from LRC to RLIs
  - ◆ Optional compression of updates reduces overheads
- Membership service identifies LRCs and RLIs

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## RLS Design Questions

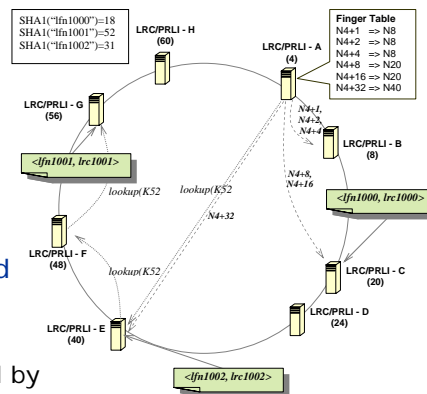
- How to maintain membership
  - ◆ Self organization with adaptation
- How to structure indexes
  - ◆ Service structure (where to place indexes, relationship between indexes and catalogs)
- How to distribute logical namespace across indexes
- How to distribute queries across index
- How to structure system for desired scalability, fault-tolerance, performance

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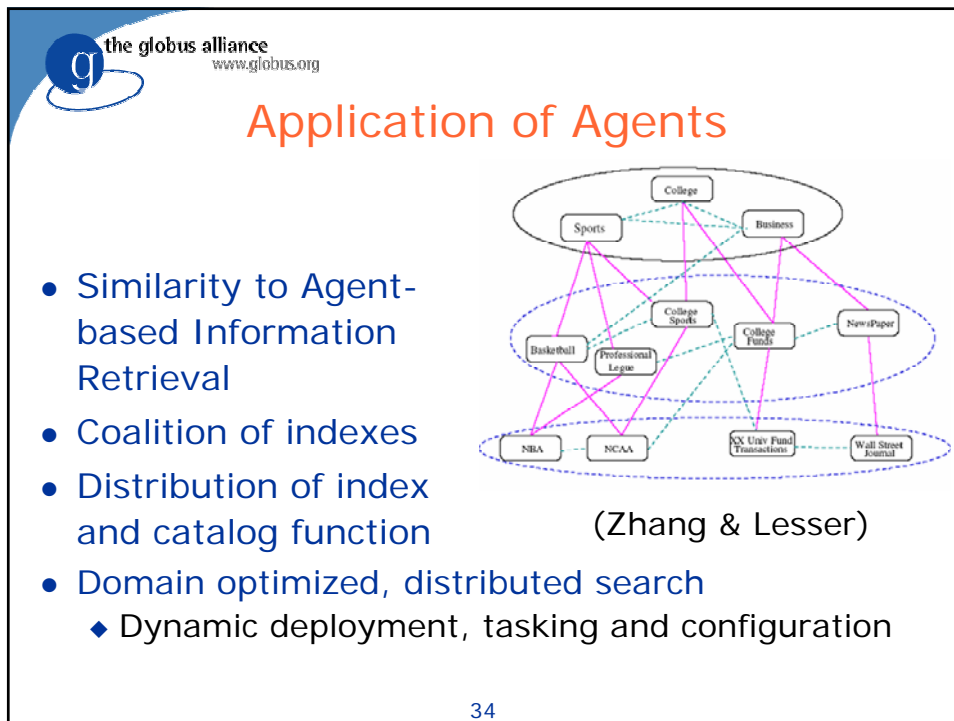
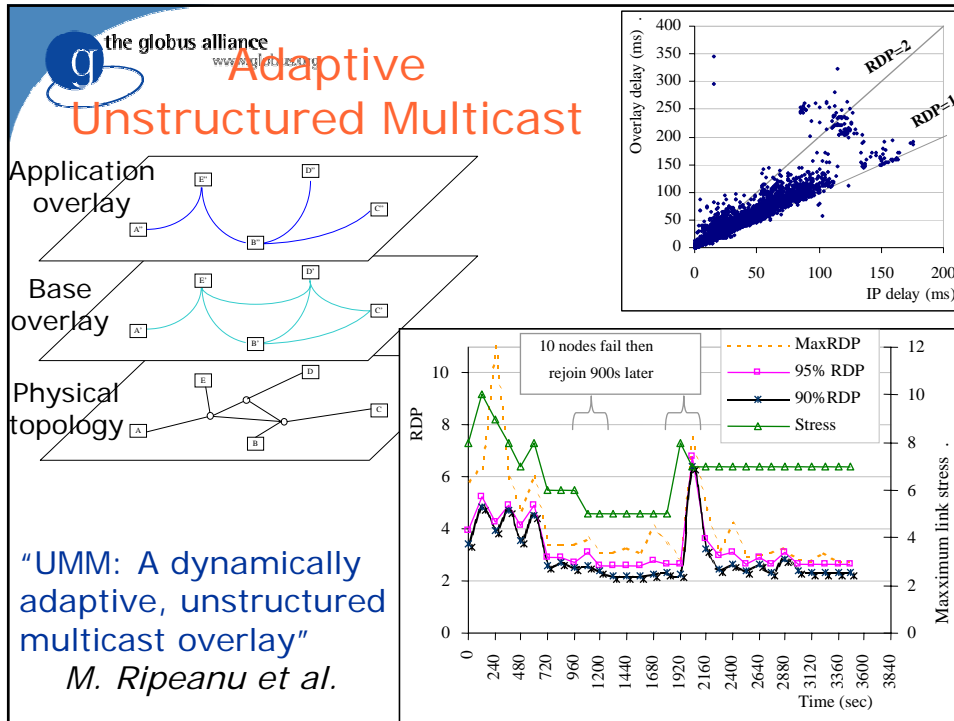


## Peer-to-Peer Replica Location Service (P-RLS) Design

- Uses overlay network of the Chord peer-to-peer system to self-organize P-RLS servers
  - ◆ Chord is a structured P2P system based on Distributed Hash Tables (DHT)
- A P-RLS server consists of:
  - ◆ an unchanged Local Replica Catalog (LRC)
  - ◆ a peer-to-peer Replica Location Index node (a P-RLI)
- P-RLI nodes self-organize into a ring topology based on the Chord overlay construction algorithm
  - ◆ When P-RLI nodes join or leave, the network topology is repaired by the Chord stabilization algorithm



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## Summary

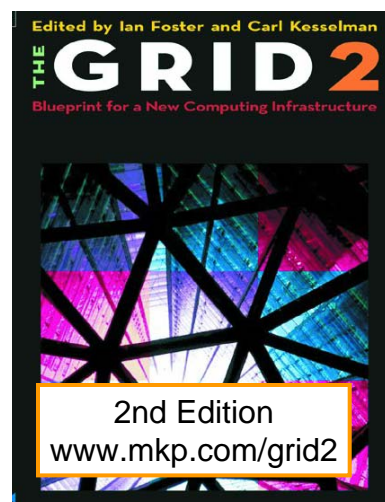
- Agents & Grid share a common interest in robust, scalable open distributed systems
- Large-scale scientific and commercial Grid infrastructure being build with expanding applications space
- Many places where agent technology can “drop in”
- Problem perspective and details sometimes different
  - ◆ May need to build understanding across communities

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## For More Information

- Brain meets brawn:  
Why Grid and agents need each other, *Proc. 3rd Int. Conf. on Automated Agents and Multi-Agent Systems*
- Globus Alliance
  - ◆ [www.globus.org](http://www.globus.org)
- Global Grid Forum
  - ◆ [www.ggf.org](http://www.ggf.org)
- Background information
  - ◆ [www.isi.edu/~carl](http://www.isi.edu/~carl)
- **GlobusWORLD 2005**
  - ◆ **Feb 7-11, Boston**



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