



# Efficiently Resource Allocation In Cloud Scheduling Using Differential Evolution

Dolly, Er. Suchitra

M.Tech Student, Dept. of CSE, Galaxy Global Group of Institution, Kurukshetra University, Dinarpur, Ambala, India

Assistant Professor, Dept. of CSE, Galaxy Global Group of Institution, Kurukshetra University, Dinarpur,  
Ambala, India

**ABSTRACT:** Scheduling of jobs is a foremost and difficult issue in Cloud Computing. Utilizing cloud computing resources efficiently is one of the Cloud computing service provider's ultimate goals. Today Cloud computing is on demand as it offers dynamic flexible resource allocation for trustworthy and definite services in pay-as-you-use manner, to Cloud service users. So there must be a provision that all resources should be made available to demanding users in proficient manner to satisfy their needs. In this dissertation author has proposed DE algorithm for scheduling. it is an evolutionary algorithm that is used to optimize the problem iteratively by improving the candidate solution. These are Meta heuristics types methods for optimizes the problems. Differential Evolution (DE) not only the diversity of the algorithm was improved, but also particle's falling into local optimum was avoided. The simulation results indicate that the proposed algorithm can effectively avoid the premature convergence problem. The proposed model aims to reduce the make-span and to increase the resource utilization .A comparison with PSO algorithm in terms of make-span, resource utilization and load balancing level is performed. Simulation of work has been done on CLOUDSIM.

**KEY WORDS:** Cloud Computing, scheduling, Genetic Algorithm, ACO Algorithm, PSO Algorithm, Differential evolution algorithm

## I. INTRODUCTION

Cloud is that where data and services resides in massively scalable data centers and can be accessed from any where from any connected device over the internet. As a cloud defined as distributed system so there are lots of compute power and storage capability residing in distributes environment of cloud. in cloud there are inter-connected computer which provide services to user according to infrastructure of cloud.

resource allocation strategies[1] and their challenges and overcoming those challenges for both user as well as for researchers. In cloud effective resources allocation strategies (RAS)are required for user satisfaction and maximization of the profit. Author find out some smarter solution and succeed optimal resource allocation algorithms for strengthen the cloud computing paradigm. In the terms of cloud[2], characters of cloud and issues in cloud platform like as performance, continusly high availability, confidentiality, and synchronization. In [4] firstly find the several group of solution using ACO algorithm according to the update pheromone after that pso algorithm is applied to find more effective solution to do crossover operation and mutation operation is used so as to avoid the local optimal solution. This improved algorithm not only accelerated the convergence speed, but also avoided the local optimum solution. Resource utilization is improved as the user task were efficiently provided appropriate resources in cloud computing. consideration objective of optimizing[5] task scheduling and resource allocation using an improved differential evolution algorithm (IDEA). This is based on the proposed cost and time on cloud computing. The proposed DEA shows the powerful global exploration on micro space and uses fewer control parameters.

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in cloud for mapping [15]the task to virtual machines author described a multi-objective task scheduling algorithm to improve the throughput of datacenter and reducing the cost without violating SLA( service level agreement) for an applications in cloud Saas environment.

## SCHEDULING IN CLOUD

In computing, **scheduling** is the method by which work specified by some means is assigned to resources that complete the work. The work may be virtual computation elements such as threads, processes or data flows, which are in turn scheduled onto hardware resources such as processors, network links or expansion cards.

A **scheduler** carries out the scheduling activity. Schedulers are often implemented so they keep all computer resources busy (as in load balancing), allow multiple users to share system resources effectively, or to achieve a target quality of service.

## SCHEDULING PROCESS

In cloud scheduling process can be categorized into 3 stages:

- **Resource discovering and filtering:** Brokers search the resources from network system and gathering the status information of these resources.
- **Resource selection:** Target resource is selected based on certain parameters of task and resource.
- **Task submission:** at the end task is submitted to selected resource.

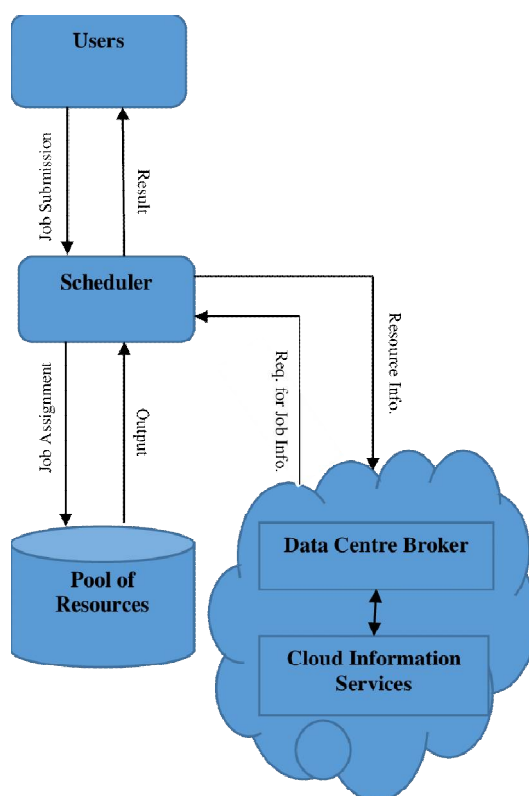


Figure1: Scheduling In Cloud



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## II. RELATED WORK

PSO provide the possible solution regarding the performance issue in cloud computing.pso provide optimal solutions in many areas. Performance improvement can made in terms of make-span and result show minimization in execution of time. Pso based[18] task and workflow scheduling schemes proposed for the cloud environment. In this pso suffer from problem such as local optima. So this is improving the pso and creating its new variants or by combining pso[21] has been improved. In each scheme it has been integrated to solve the task/ workflow scheduling problems

Quality of services(QoS) in cloud computing assures to give satisfactory results with the algorithm QoS[12] is an important indicator to measure the performance of the task scheduling in various algorithm. MQoS-GAAS with multi-QoS constraints are proposed , which considers the time-cinsuming,security and reliability in scheduling process.N- dimensional QoS abjectives are evaluated. For solving the NP-Hard problem[15] some parameter are taken as there is no efficient method to solve it.template based genetic ACO has proved to be more beneficial in cloud computing as it enhance the over all results. Ant colony optimization problem (ACO) in cloud[3] computing prove to be area of interest for researchers.it covers the characteristic of cloud computing. In[3] crossover and mutation strategies of genetic algorithm are described. It is not only accerelated the convergence speed but also improves the resource utilization ratio.virtulized resource can also be provisioned dynamically by using ACO. ACON[6] method described as N contains two ways ant mechanism.resource utilization and management of scheduling in cloud computing is a bif challenge. In AcO that is used to determine the processing order of each resource. In larger search space ACO algorithm reduced the search space and give the better solution.

## III. PROPOSED ALGORITHM

**DIFFERENTIAL ALGORITHM:** A basic variant of the DE algorithm works by having a population of candidate solutions (called agents). These agents are moved around in the search-space by using simple mathematical formulae to combine the positions of existing agents from the population. If the new position of an agent is an improvement it is accepted and forms part of the population, otherwise the new position is simply discarded.

The process is repeated and by doing so it is hoped, but not guaranteed, that a satisfactory solution will eventually be discovered. differential algorithm can be represent by a four steps process shown in to figure. only first step is performed once, the other steps are performed while an iterative process does not terminated by stop criteria.

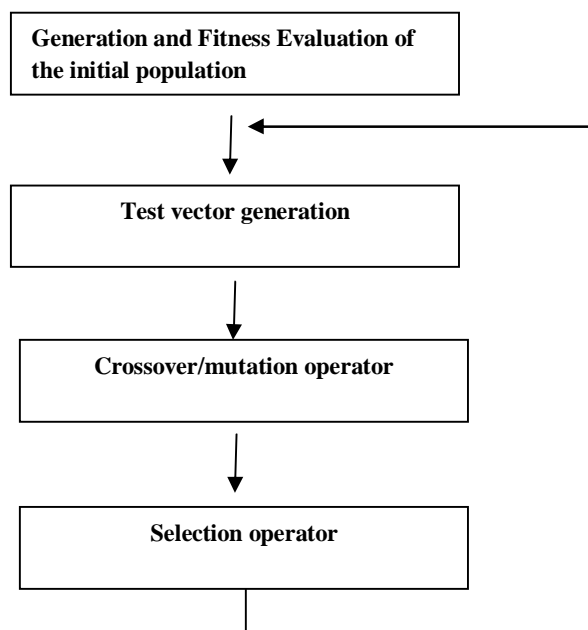


Figure 2: Differential Evolution Steps



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Formally, let  $f: R^n \rightarrow R$  be the cost function which must be minimized or fitness function which must be maximized. The function takes a candidate solution as argument in the form of vector of real numbers and produces a real number as a output which indicate the fitness of given candidate solution. The gradient of  $f$  is not known. The goal is to find a solution  $m$  for which  $f(m) < f(p)$  for all  $p$  in the search space, which would mean  $m$  is global minimum. Maximization can be performed by considering the function  $h := -f$  instead.

Let  $X \in R^n$  designate a candidate solution (agent) in the population.  $CR \in [0,1]$  is called crossover probability. Let  $F \in [0,2]$  called differential weight. The basic DE algorithm can then be described as follows:

step1: initialize all agents  $X$  with random position in search space.

step2: until a termination criterion is met, repeat the following:

- for each agent  $X$  in the population do:
  - pick three agents **a, b and c** from population at random.
  - pick a random index  $R \in \{1, \dots, n\}$
  - compute agent's new position  $Y = [y_1, \dots, y_n]$  as follows:
    - for each  $i \in \{1, \dots, n\}$ , pick uniformly number  $r_i \in U(0,1)$
    - for  $r_i < CR$  or  $i=R$  then set  $y_i = a_i + F \times (b_i - c_i)$  otherwise  $y_i = x_i$
    - the new position is the outcome of binary crossover of agent  $x$  with intermediate agent  $Z = a + F \times (b - c)$
  - if  $f(y) < f(x)$  then replace the agent in population with the improved candidate solution that is replace  $x$  with  $y$  in population

step 3: pick the agent from population that has the highest fitness or lowest cost and return it as the best found candidate solution.

## IV. EXPERIMENTAL SETUP

The performance measurement has been gathered by using the Cloudsim framework. The goal of experiment is to show that the proposed algorithm (DE) for the scheduling in cloud computing gives the better results as compared with the PSO algorithm. To accomplish this, recommended following situations. We label the identical datacenters composed of hosts. Each processing element has speed of 1000 MIPS, Available bandwidth 10Gbits/s. Storage capacity 1 TB. A Random access memory (RAM) 2048 MB.

We processed 10000 cloudlets on earlier datacenters using two policies PSO and DE approaches. The length of cloudlets are in different range from 1000-10000. In this five tests are conducted for testing our result. From these test cases we conclude that proposed algorithm beats the earlier PSO Algorithm in term of reduce the make-span and higher the resource allocation.

## V. SIMULATION RESULTS

The proposed algorithm is implemented with Cloudsim. Proposed algorithm DE is compared with PSO algorithm in terms of make-span, resource allocation and load balancing level factors. Our results show that the Makespan, Resource Allocation of proposed algorithm gives better results as compare to PSO algorithm.

**TEST: The number of cloudlets scheduled on VM is 100. we are considering 10 VMs scheduled on the Hosts and datacenters used for this.**

### 1. Makespan

Makespan is an important performance criterion of scheduling heuristics in grid computing systems. It is defined as the maximum completion time of application tasks executed. DE task scheduling algorithm work efficiently than PSO algorithm. We compare number of Tasks completed by each approach for given set of cloudlets. In fig 3 we can see the result of experiments. On the X-axis it shows number of tasks of cloudlets and on Y-axis indicates the make-span.

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Makespan is calculated by using the following equation where C is the computed completion time matrix:

$$\text{Makespan} = \max(C_{ij})_{i \in [1..n], j \in [1..m]}$$

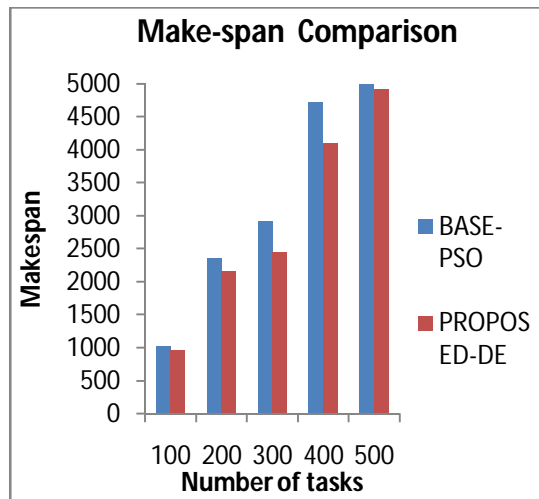


Figure3 :Makespan Comparison

Table 1: Result for 100-500 tasks

TASKS	BASE-PSO	PROPOSED-DE
100	1030.193	960.1567
200	2360.1	2160.1
300	2909.947	2449.948
400	4719.902	4109.888
500	5160.023	4919.897

Table 1 results of extracted data from the experiment. We noticed that, both the approaches seems to be quite indistinguishable but DE execution time of tasks is less. so the proposed algorithm approach is better than PSO

**Resource Utilization:** Resource utilization is the most essential performance metric. The resource's utilization ( $RU$ ) is defined as the amount of time a resource is busy in executing tasks. utilization  $U$  is the average of resource utilization. They computed as follows:

$$U = \frac{\sum_{j=1}^m MU_j}{M}$$

$$MU_j = \frac{r_j}{\text{makespan}} ; j \in [1..m]$$

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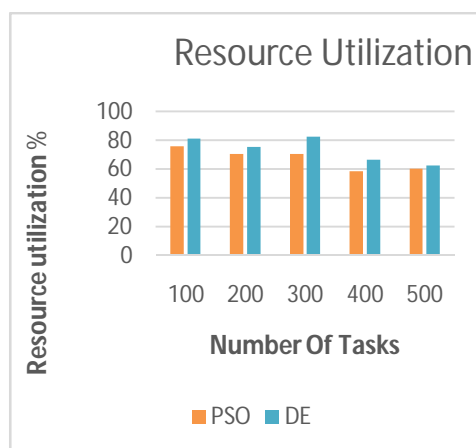


Figure 4: Resource Utilization Comparison

Table 2: Result for 100-500 tasks

TASKS	BASE-PSO	PROPOSED-DE
100	76.00936	81.06989
200	70.42074	75.32059
300	70.40406	82.5476
400	58.61121	66.60322
500	60.31063	62.39283
AVERAGE	74.06961	73.58683

By this table we analysed that in proposed approach resource utilization nearly increased as compare to PSO. DE give the assurance that in this utilization is better than that of PSO.

**Load Balancing Level:** Cloud Load Balancing Is The Process Of Distribution Of Work Load Across Multiple Computing Resources.

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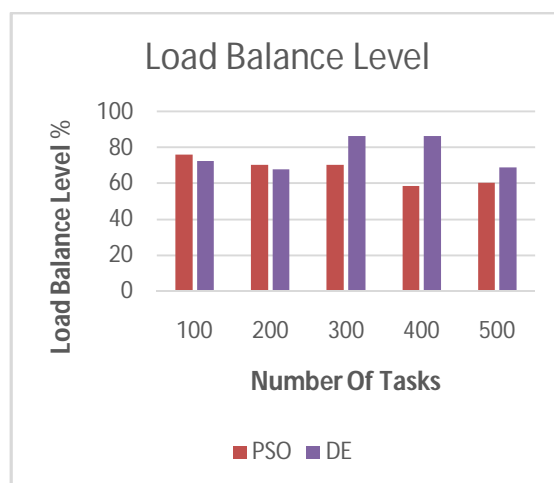


Figure 5: Load Balancing Level Comparison

Table 3: Result for 100-500 tasks

TASKS	BASE-PSO	PROPOSED-DE
100	76.00936	72.34228
200	70.42074	67.87099
300	70.40406	86.29166
400	58.61121	86.29166
500	60.31063	69.09839

by making the comparison in this factor we find that the load balancing efficiently work if number of tasks are increased but not perfectly work in less number of tasks.

## VI. CONCLUSION

Cloud computing is a computing service paradigm that charges under the basis of the amount of resources consumed i.e. pay per use constraint.. in this discuss about the various types of resources allocation and task scheduling algorithm. Although, there are various algorithms and methods were existing to solve the problem of resource allocation but none of these algorithms could be extended. Efficiency of cloud depends on the type scheduling algorithm used in environment. All above discussed algorithm used for resource allocation completely depends on types of task to be scheduled. Time driven based resource allocation gives better response time and increase resource utilization. Depending on surveying the various algorithm it can be concluded that, make span can be reduced by grouping the task. Since cloud computing systems have a high degree of unpredictability with respect to resource availability.

Differential algorithm is meta-heuristic technique use for task scheduling technique to reduce the makespan and complexity of base technique. Resource utilization is maximize by using DE. In Study GA we observed that it is easy to fall into local optimum in high-dimensional space and has a low convergence rate in the iterative process. We use Differential Evolution (DE) not only the diversity of the algorithm was improved, but also particle's falling into local optimum was avoided. Complexity of GA is higher so we use DE to reduce the complexity.



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## VII. FUTURE SCOPE

Future work involves implementation of algorithm on actual cloud environment. we comparison workload traces in cloud environment and find out that LBL factor give the better result if number of tasks are increased but in smaller task it does not perform as in larger task so this enhancement can be done in future. It can also check out access of cost and priority level be assigned for each task. Deadline cost based algorithm can be implemented with this proposed algorithm.

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