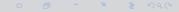
A Resource-aware Scheduling Concept for an OpenStack-based VDI

Albert-Ludwigs-Universität Freiburg

Manuel Bentele¹ Manuel Messner¹ Dirk von Suchodoletz¹ Radosław Piliszek²

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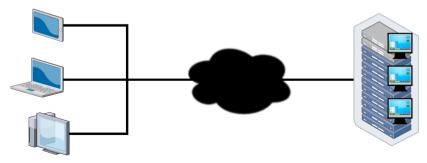


¹ University of Freiburg, Germany

² 7bulls.com, Warsaw, Poland

What is Virtual Desktop Infrastructure (VDI)?

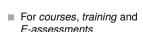
- Infrastructure to provide virtual desktops
- Virtual desktops are (usually) hosted in a data center
- Access takes place remotely, often via thin clients



How do VDI use cases look like?



Discardable desktop workplaces for temporary sessions



Discardable and stateless virtual machines



Powerful desktop workplaces for graphic-intensive visualizations

- For 3D modeling and media editing
- Dedicated graphic rendering



Traditional desktop workplaces for single-user access

- For *office work* of employees and researchers
- Persistent and stateful virtual machines



What are the characteristics of VDI use cases?





On-demand desktop workplaces

- Allocate and provision resources on demand
- Reuse OpenStack's on-demand resource scheduling and placement

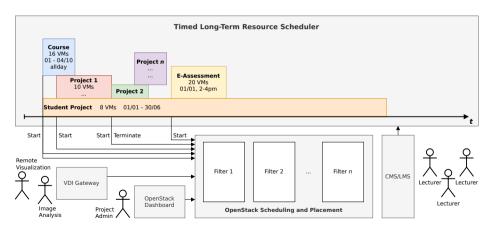


Timed (long-term) desktop workplaces

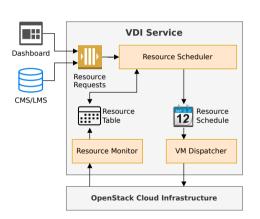
- Allocate and provision resources immediately or just before a timed event starts
- Time schedule can be obtained from a resource reservation system (e.g. campus management system)



How does timed long-term scheduling work?



How does the VDI service architecture look like?



- Separate VDI service for OpenStack
- Orchestrator composed of a
 - VM dispatcher
 - Resource scheduler
 - Resource monitor
- Resource monitor keeps track of the current resource allocations and placements in the cloud



What OpenStack bits & pieces are missing for VDI?

- Unified and broad graphic rendering resource management
 - Resource accounting for graphic adapters
 - More fine-grained vGPU partitioning support
- Live migration of vGPUs and other accelerator resources
- Timed (long-term) resource reservations of vGPUs and other accelerator resources



