Analyse en session

- Voir Zakay & Feitelson 2013 “On Identifying User Session Boundaries in Parallel Workload Logs”
- Implémenté dans swf2userSessions
Algorithme de rejeu

- Rejeu traditionnel :

  - Workload (recorded or generated)
  - Scheduler (FCFS, easy-bf, ...)
  - Simulator (RJMS)
  - Simulated platform (machine description)
Rejeu avec feedback de traces HPC

Algorithme de rejeu

- Rejeu avec feedback :

  - Scheduler (FCFS, easy-bf, ...)
  - Simulated platform (machine description)
  - session partitionning
  - Recorded workload
  - Simulated users
  - submit jobs
  - Simulator (RJMS)
  - feedback
  - Simulated platform (machine description)
User behaviors

- job final state = n × see_you_later + b
- b ∈ \{degrad, reconfig, renounce, rigid\}
At each job submission, the user chooses at random their behavior depending on the state *(green state they do only rigid)*

- Red state behavior
  - degrad
  - rigid
  - renounce
  - reconfig
  - see you later *

- Yellow state behavior