ROBUST SCHEDULING WITH GFLOWNETS

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ABSTRACT

Finding the best way to schedule operations in a computation graph is a classical NP-hard problem which is central to compiler optimization. However, evaluating the goodness of a schedule on the target hardware can be very time-consuming. Traditional approaches as well as previous machine learning ones typically optimize proxy metrics, which are fast to evaluate but can lead to bad schedules when tested on the target hardware. In this work, we propose a new approach to scheduling by sampling proportionally to the proxy metric using a novel GFlowNet method. We introduce a technique to control the trade-off between diversity and goodness of the proposed schedules at inference time and demonstrate empirically that the pure optimization baselines can lead to subpar performance with respect to our approach when tested on a target model. Furthermore, we show that conditioning the GFlowNet on the computation graph enables generalization to unseen scheduling problems for both synthetic and real-world compiler datasets.

1 INTRODUCTION

Efficient execution of computation graphs is paramount to many scientific and industrial applications, with deep learning being a prominent example (Amodei & Hernandez, 2018). Scheduling is the action of assigning operations to the available compute resources, such as threads, cores, or nodes in a cluster (Hennessy & Patterson, 2011). Unfortunately, finding the schedule with the shortest possible *makespan* (start-to-end runtime) is in general NP-hard (Papadimitriou & Steiglitz, 1998). As a result, domain experts have come up with heuristics that are tailored to specific problem instances (Ibarra & Kim, 1977). Machine learning approaches promise the possibility to automate this process allowing for fast adaptation to new graph distributions (Wang & O'Boyle, 2018). In this work, we consider the problem of scheduling a set of operations with precedence constraints on a fixed number of homogeneous devices, i.e. devices such that each operation can run on any device and has the same runtime on every device.

Evaluating the makespan of a schedule involves running all of the tasks on some target hardware. This can be very resource intensive, especially when the computation graph includes lengthy operations, the evaluated schedule is inefficient, or the intended target hardware is a cluster with many nodes. Heuristic optimizers, like genetic algorithms (Hou et al., 1994), or machine learning (Mao et al., 2019) approaches further exacerbate this problem because they require many evaluations to converge. Proxies are a much faster alternative that estimate the makespan using a simplified model of the hardware. However, this comes at the cost of discrepancies between the proxy makespan and the one observed on the hardware; as a result, performant solutions on the proxy might ultimately be unsatisfactory once tested on the target. Nonetheless, proxies remain a good indicator for most schedules. We aim to learn a scheduler that can be trained using the proxy, whilst being robust to its inaccuracies.

The common approach to scheduling problems (and combinatorial optimization problems in general) is to look for the single best schedule that minimizes a makespan measure which can be a pure mathematical proxy (Paliwal et al., 2020), or the output of a simulator (Zhou et al., 2020) or even the real makespan on hardware (Khadka et al., 2021). We propose a different philosophy: generate a set of candidate schedules that have a low makespan according to the proxy and are diverse. By having multiple good schedules that are significantly different, we can reduce the impact of systematic errors in the proxy, and hope for robust performance on the target. See Figure 1 for an illustration of the proposed scheduling pipeline.

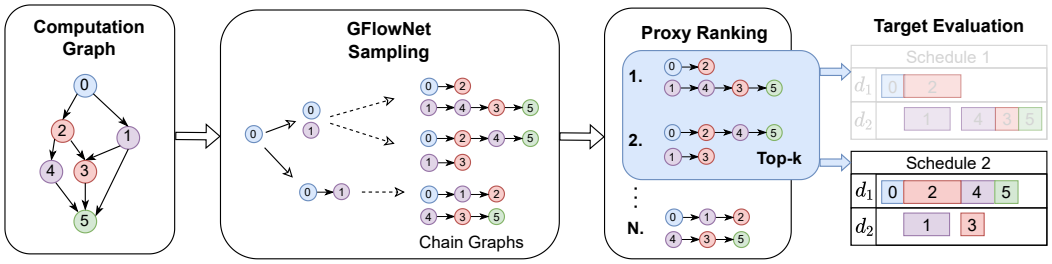

Figure 1: Full pipeline of our generative scheduling approach. Conditioned on the computation graph we generate multiple candidate schedules using GFlowNet, filter for the best k with the proxy, and pick the best performing one out of the k that we check on the target. Here we illustrate the pipeline for $k = 2$ and two devices, d_1, d_2.

Our goal is then to learn a generative model that assigns higher probability to low-makespan schedules, and importantly can also discover the different modes associated with local optima of the makespan cost. Generative flow networks (GFlowNets) have been recently introduced as a method for learning a stochastic policy that can piece-by-piece construct discrete and composite objects, proportional to a given reward (Bengio et al., 2021b). By treating the proxy as the reward we can use GFlowNets to sample a diverse set of candidate schedules.

Our main contributions are:

- We introduce an alternative to the pure proxy optimization viewpoint of scheduling that achieves better robustness to proxy errors, by generating multiple candidate schedules to evaluate directly on the target hardware.
- We extend GFlowNets to generate schedules conditioned on a computation graph. Additionally, we introduce a method to control diversity and goodness at inference time, without the need for retraining. These contributions may be of general interest, beyond the scheduling problem.
- We empirically demonstrate the robustness of our method to proxy errors and verify the generalization ability on a diverse set of synthetic and real-world computation graphs.

2 Robust Scheduling

In this section, we first provide a definition of the scheduling problem we consider in this work. Then, we discuss how a proxy simulates the schedule execution as well as the difficulties of specifying a reliable proxy. Finally, we describe our proposed generative scheduling framework.

2.1 Problem definition

In scheduling, we are given a computation graph $G_C = (O, P)$ that is a Direct Acyclic Graph (DAG) consisting of operations (nodes) $o \in O$ and precedence constraints (edges) $p \in P$ that encode a partial order in which the operations need to be executed. In particular, the edge p_{ij} encodes that operation o_i needs to finish before o_j can start, for example because o_j requires the output of o_i as input. Our task is to run all operations on a set of *devices* $\mathcal{D} = \{\delta_1, \ldots, \delta_m\}$, without violating the precedence constraints. In addition to the precedence constraints, the devices can only run one operation at a time. We can then view scheduling as performing two distinct tasks: assign a device to each operation, and determine a (complete) order among all operations on the same device that is compatible with the precedence constraints encoded in G_C. We can model the schedule as a chain of operations for each device, where the chain denotes the order in which the operations run on that device. See Figure 1 for a visual example of the chain graphs. Our aim is to find the schedule with the lowest makespan for some target hardware.

2.2 TARGET MODEL VS PROXIES

The makespan on any schedule can be evaluated on the target hardware by running all the operations in the specified order and on the specified devices. However, this can take up significant time and compute resources when the computation graph is large, has costly operations, or the target hardware is a cluster with many nodes. In addition to this, when optimizing the makespan one needs to evaluate many different schedules, further exacerbating the resource requirements.

A *proxy* is any tool that allows one to estimate the makespan of a given schedule, without having to run the schedule on the target hardware. Proxies come with significant speed advantages, which remedy the problems mentioned above. However, this comes at the cost of possible mistakes in the estimation of the makespan and relative comparison of schedules. Mistakes can occur for example when the task durations are not accurately profiled, memory movements are too complex to fully model, or additional hardware-specific features are changed. Ideally, we would like to rely on a proxy for the majority of the schedule evaluations, and only evaluate a small fraction of promising schedules on the target hardware. This approach differs from previous works, that either evaluate every schedule on the target (Khadka et al., 2021), leading to very long optimization times or evaluate everything on the proxy (Paliwal et al., 2020), which is susceptible to modeling failures.

Next, we describe how the proxy we use in this work assigns start times to each operation given a schedule, and from those produces a makespan estimate. We recall that a schedule is an order of operations for each device, which can be represented by one chain graph per device. For each of these, let us denote with C_δ, $\delta \in \mathcal{D}$ the set of edges of the chain graph associated to device δ and with $D \equiv \bigcup_{k=1}^{m} C_{\delta_k}$ the set of all device constraints. The operations correspond to graph nodes and are labeled in the same way as in G_C. During the *runtime* or *duration* ρ_i of operation o_i, no other operation can run on the same device. In practice, ρ_i is estimated directly on the hardware in a profiling stage that precedes scheduling. We denote the start time of o_i as τ_i^{s} and can thus express the precedence constraints as:

$$\tau_j^{\mathrm{s}} \geq \tau_i^{\mathrm{s}} + \rho_i, \quad \forall (i,j) \in P \cup D \tag{1}$$

An operation cannot start unless all of those that produce its inputs and all of those that precede it on its assigned device have finished first. One can then simply assign each operation o_i the start time

$$\tau_i^{\mathrm{s}} = \max_k \{\tau_k^{\mathrm{s}} + \rho_k | (k,i) \in P \cup D\} \tag{2}$$

which can be done as long as start times τ_k^{s} of all of its parents have been assigned previously. It is easy to convince oneself that, if the graph $(O, P \cup D)$ is in turn a DAG, these assignments can be done recursively by starting from the source node (i.e. the one node with no parents) of G_C. We can then define the *makespan* T of the schedule x as:

$$T(x) \equiv \max_i (\tau_i^{\mathrm{s}} + \rho_i) - \min_i (\tau_i^{\mathrm{s}}) \tag{3}$$

This is the estimate of the makespan produced by our proxy given a schedule and a set of node durations. Optimizing this cost over the set of all possible schedules is already a very rich problem, and yet, we made significant simplifying assumptions. In particular, we assumed the runtimes to have been estimated with perfect accuracy, and in equation (2) we effectively assumed that an operation can start as soon as all of the operations producing its inputs finish, meaning that data can be moved between devices instantenously (zero latency) independently of their size (infinite bandwidth). In principle, neither of these applies to real hardware, as we shall later discuss.

2.3 GENERATIVE SCHEDULING

Our aim is to come up with a good set of candidate schedules to be tested on the target hardware while relying only on the proxy for generating this set. While the proxy is imperfect, it still offers good guidance for most schedules; therefore, we would like to include schedules that perform well according to the proxy. Nevertheless, we also know that systematic errors in the proxy can cause it to incorrectly predict low makespan for some schedules. Therefore, we would like the set of candidate schedules to be diverse, while still high-quality from the point of view of the proxy.

If we had a ranking over all the schedules according to the proxy, we could just go through the list top-to-bottom, and add a schedule to the batch whenever it is significantly different from the

previous ones. A full ranking like this is infeasible to construct, but we can instead learn a generative model that samples higher ranked schedules with higher probability. When generating schedules, we need to satisfy the precedence and device constraint outlined in Section 2.1. To avoid generating invalid schedules, we picture this generation as a step-by-step process, where an empty schedule corresponds to the initial state s_0, a full schedule to a final state s_n (with $n{=}|O|$), and each state s_t with $0 < t < n$ to a partial schedule. At each intermediate state s_t, an action a_t consists in picking an operation and assigning it to one of the devices, leading to a new state s_{t+1}. We define the set of valid actions at every step t in a way such that the constraint in Equation 1 is automatically satisfied. In particular, the agent can pick an operation o_t if and only if $\forall k : (k, t) \in P$, o_k is already in the partial schedule at state s_t. This is a sufficient condition for the final "schedule" graph $(O, P \cup D)$ to be a DAG, implying that the constructed schedule is feasible. The final states represent full schedules x, for which we can compute the makespan $T(x)$ with the proxy, given the runtimes $\{\rho_i\}_{i=1}^n$. From the makespan, we compute its *speedup* with respect to the makespan on a single device as $U(x){=}\sum_i \rho_i/T(x)$, from which we compute the reward as we present in the next section.

3 Generative Flow Networks for Scheduling

GFlowNets (Bengio et al., 2021a;b) are a method for training a stochastic policy to sample discrete and composite objects proportionally to a given unnormalized density. Each object x is generated incrementally by a sequence of actions. In Section 2.3, we have presented how valid schedules can be iteratively constructed by limiting the action space appropriately. After a brief introduction of GFlowNets, the following sections will present a variety of novel extensions of GFlowNets that underpin our method.

3.1 Background

We start by introducing some notation. We denote by $\boldsymbol{s}{=}(s_0, s_1, \ldots, s_n)$ a trajectory made up of intermediate states s_t. In the case of scheduling, these correspond to partial schedules, with s_0 being the empty schedule and s_n a complete schedule. We also denote by $\mathcal{T}$ the set of all such trajectories, and by $\mathcal{T}_x$ the set of trajectories that end at x. We then define a flow function $F : \mathcal{T} \to \mathbb{R}^+$, and its associated normalized probability distribution $P(\boldsymbol{s}) = F(\boldsymbol{s})/Z$, $Z = \sum_{\boldsymbol{s}\in\mathcal{T}} F(\boldsymbol{s})$. By matching the trajectory flow of every terminal state x and its reward, i.e., $R(x) = \sum_{\boldsymbol{s}\in\mathcal{T}_x} F(\boldsymbol{s})$, the total trajectory distribution for all x becomes proportional to the reward, $P(\boldsymbol{s}) \propto R(x)$ for $\boldsymbol{s} \in \mathcal{T}_x$ and $Z = \sum_x R(x)$.

The training objectives considered in previous works aim to achieve a consistent flow (Bengio et al., 2021b; Malkin et al., 2022). While there are multiple ways to define such an objective, we parametrize the two state transition probabilities P_F and P_B, which we will call the forward and backward-sampling distributions respectively. For any Markovian flow, we can decompose the probability of a trajectory in terms of the forward probability:

$$P(\boldsymbol{s}) = \prod_{t=1}^{n} P_F(s_t|s_{t-1}) \tag{4}$$

This way, we can generate trajectories $\boldsymbol{s}$ by sampling a sequence of actions starting from s_0. Similarly, the backward probability P_B factorizes the trajectory probability conditioned on a terminal state:

$$P(\boldsymbol{s}|s_n = x) = \prod_{t=1}^{n} P_B(s_{t-1}|s_t) \tag{5}$$

A consistent flow $F(\boldsymbol{s})$ for trajectories $\boldsymbol{s} \in \mathcal{T}_x$ can then be written in terms of P_F or P_B and these two expressions must be equal:

$$Z \prod_{t=1}^{n} P_F(s_t|s_{t-1}) = R(x) \prod_{t=1}^{n} P_B(s_{t-1}|s_t) \tag{6}$$

Based on this equation, Malkin et al. (2022) propose to estimate Z, P_F, and P_B by optimizing the *trajectory balance* loss which is the squared difference between the logarithms of the l.h.s. and the r.h.s. of (6).

3.2 LOG-PARTITION VARIANCE LOSS

Previous works on GFlowNets do not consider the conditional case, where the Z might differ depending on the context, and simply treat Z as a scalar parameter to optimize. Unfortunately, conditioning the flow network on the computation graph G_C when using the trajectory balance loss described above requires learning a regression model to estimate $\log Z$ conditioned on G_C. Training such a network accurately is difficult and in practice, we found this to lead to non-convergent training behaviors. Therefore, we propose to instead use a variance loss on the log-partition function. Namely, we can rewrite Equation 6 as:

$$\zeta(\boldsymbol{s}) = \log R(x) + \sum_{t=1}^{n} \log P_B(s_{t-1}|s_t;\theta) - \sum_{t=1}^{n} \log P_F(s_t|s_{t-1};\theta) \tag{7}$$

$\zeta(\boldsymbol{s})$ is a constant (equal to $\log Z$) for all $\boldsymbol{s}$ associated to a single computation graph G_C. Our optimization goal now turns into minimizing the variance of $\zeta(\boldsymbol{s})$ over different trajectories $\boldsymbol{s}$ with the loss

$$\mathcal{L}_{\text{V}}(\boldsymbol{s}) = \left(\zeta(\boldsymbol{s}) - \mathbb{E}_{\boldsymbol{s}}\left[\zeta(\boldsymbol{s})\right]\right)^2 \tag{8}$$

In practice, we use the training distribution to estimate $\mathbb{E}_{\boldsymbol{s}}\left[\zeta(\boldsymbol{s})\right]$ with a mini-batch of trajectories.

We note that by optimizing the log-partition variance loss (8), one only needs to parametrize the forward and backward probabilities P_F and P_B. This is similar to the non-forward trajectory loss mentioned in the appendix by Malkin et al. (2022), which does not involve learning any state flows, including the initial flow Z. However, our loss does not mix forward and backward steps from different trajectories and directly optimizes the consistency of the total flow Z for each trajectory associated with a given computation graph G_C.

3.3 TEMPERATURE CONDITIONED TOPOFORMER

Reward Temperature. We compute the reward as a function of the speedup. In particular, we choose $\log R(x; m, \sigma) = (U(x) - m)/\sigma$ where $U(x)$ is the speedup of the schedule x, m is the number of devices, and $\sigma \in \mathbb{R}^+$ plays the role of a temperature. The temperature allows us to concentrate the distribution on the modes and control the selectivity of the generator. This is useful since there can be many more schedules with low speedup when compared to good ones. For example, when simply setting the reward $R(x)$ equal to the speedup of x, we observed that finding schedules with high speedup requires a prohibitively large amount of samples. We expect this temperature term to allow trade-offs between diversity and shifting the mean of the sampling distribution towards better schedules.

Previous works on GFlowNets apply a constant temperature value during training and at inference time (Bengio et al., 2021a; Jain et al., 2022). This can lead to low performance (when set too high), and low diversity or unstable training (when set too low). Furthermore, different computation graphs can have different ideal temperature values, making this approach less suitable when learning conditional GFlowNets. Instead, we propose to learn a single model for multiple different reward functions $R(x; m, \sigma)$, by conditioning the policy network on the temperature σ. Approximating the policy with a neural network is feasible because flows for a given reward can be continuously morphed into flows for any other reward function. Since our reward $R(x; m, \sigma)$ is continuous with respect to the temperature σ, we expect the change of flow for different temperatures to be learnable by a neural network. We provide a proof for the following theorem in Appendix A.

Theorem 1 (Flow Continuity)**.** *Let $\{R_i\}_{i=1}^{\infty}$ be a sequence of positive reward functions such that for all terminal states x, $(R_i(x)/R(x)) \to 1$ as $i \to \infty$. Then, for any flow F^R with reward R, there exists a sequence of flow functions $\{F^{R_i}\}_{i=1}^{\infty}$ with $F^{R_i}(\tau) \to F^R(\tau)$ for all $\tau \in \mathcal{T}$.*

The output policy changes more rapidly as a function of the temperature for very values close to 0 than for larger values. To account for this, we parametrize the temperature in terms of its logarithm. During training, we sample temperatures from the log-uniform distribution with support between $[\log \sigma_{min}, \log \sigma_{max}]$, where σ_{min} is a minimum temperature that is necessary for numerical stability. In comparison to sampling from $\mathcal{U}(\sigma_{min}, \sigma_{max})$, this avoids oversampling from high temperature regions that have little difference in the resulting network flow. At inference time, we choose how close the samples are to the mode by adjusting the σ. Finally, we note that sampling multiple temperatures at training time indeed helps recover good schedules at inference time, as opposed to training on a single fixed temperature. This is illustrated in Figure 4.

Topoformer Architecture. For the architecture of our GFlownet, we use the Topoformer (Gagrani et al., 2022), which has been recently introduced for learning topological orderings of computation graphs. It builds on the Transformer encoder architecture (Vaswani et al., 2017) and additionally masks the multi-head attention depending on the topology of the computation graph. Both forward and backward policies use separate MLP heads on top of a shared Topoformer encoder. Taking inspiration from the successful use of time conditioning in diffusion models (Song et al., 2020; Ho et al., 2020), we also add temperature conditioning by first embedding the temperature using an MLP to produce e_σ, and then reuse the embedding in every first linear layer block of the Topoformer:

$$\texttt{lin}(h, e_\sigma) = \texttt{lin}_{\text{scale}}(e_\sigma) \odot \texttt{lin}(h) + \texttt{lin}_{\text{shift}}(e_\sigma) \tag{9}$$

Here $\texttt{lin}_{\text{scale}}$ and $\texttt{lin}_{\text{shift}}$ are linear layers and $\odot$ is the elementwise multiplication (Perez et al., 2018). In contrast to diffusion models, we observe better performance on large temperature ranges with the ReLU activation function. We hypothesize that this is connected to the monotonicity of the underlying policy function with respect to decreasing temperatures (see the appendix, Corollary 1) and the propensity for linear extrapolation of ReLU MLPs (Xu et al., 2020).

Sub-graph training. Training with a full computation graph might not always be necessary and we hypothesize that learning on sub-graphs can lead to policies that generalize to the full computation graph. This can be seen as a form of data augmentation and increases the amount of training data. We shall use sub-graph training for the larger graphs that we study in this paper.

4 Related work

Reinforcement learning for scheduling. Reinforcement learning has been the predominant machine learning approach to optimize the makespan for computation graph schedules (Addanki et al., 2019; Paliwal et al., 2020; Zhang et al., 2020). The rewards used include simple proxies of the makespan (Paliwal et al., 2020; Zhou et al., 2020), but also more refined proxies which incorporate modeling of memory movements (Addanki et al., 2019). Khadka et al. (2021) directly train on the target hardware, but consider only few computation graphs, and do not show generalization to unseen ones. Addanki et al. (2019) use a sophisticated simulator of the makespan which is customized to the target hardware. Similar to our work, Zhang et al. (2020) also construct the schedule piece-by-piece. Instead of finding a single (local) mode of the proxy, our work proposes to learn the full distribution over the proxy to improve the robustness against inaccuracies in the proxy.

Generative Flow Networks. GFlowNets have been applied to generating small molecules (Bengio et al., 2021a), Bayesian networks (Deleu et al., 2022), discrete images (Zhang et al., 2022), and biological sequences (Jain et al., 2022). We extend its application to scheduling, a classical combinatorial optimization problem. Conditional GFlowNets have previously only been theoretically discussed by (Bengio et al., 2021b). We demonstrate them in practice with the log-partition variance loss, and empirically demonstrate generalization to unseen computation graphs. To control the selectiveness of the generator, previous works augment the reward with a fixed temperature (Bengio et al., 2021a; Deleu et al., 2022; Jain et al., 2022). Instead, we condition the policy neural network on the temperature term which allows us to tune the degree of diversity of the generated schedules at inference time.

5 Experiments

In this section, we evaluate different aspects of our generative scheduling approach by incrementally adding complexity to the computation graph dataset. First, we restrict training and evaluation to a single computation graph, which corresponds to the same unconditional setting considered by previous works on GFlowNets (Bengio et al., 2021a; Deleu et al., 2022; Jain et al., 2022). Next, we train with multiple computation graphs and evaluate on unseen ones. To the best of our knowledge, this is the first time that generalization of GFlowNets is tested empirically. Finally, we verify the generalization ability on real-world computation graphs of neural networks that are being used in a diverse set of AI products.

Experimental setup. In all experiments, we only use the node time duration as a feature of the computation graph. For simplicity and ease of reproducibility, we avoid any complicated heuristics to add extra features. All our experiments are based on four homogenous devices, i.e. any device can execute any operation.

Candidate sampler. We consider two heuristic and two neural methods for generating candidate schedules. The first is our GFlowNet approach described in Section 3 from which we generate 1000 samples at temperature $\sigma = 0.005$ and take the top 100 following the proxy; the other three are:

- Critical path-based list scheduling, a greedy algorithm for scheduling on homogeneous devices (Micheli, 1994). The algorithm takes as input an ordered list of jobs, which can be generated by any convenient sorting method. In our implementation, we use the Critical Path method (Micheli, 1994), which assigns the highest priority to jobs that are on the DAG path (from source to sink) with the highest sum of runtimes. This method produces a single schedule.
- Biased Random Key Genetic Algorithm (BRKGA) (Gonçalves & Resende, 2011), a genetic algorithm that has previously shown good performance on scheduling tasks (Paliwal et al., 2020). We use the top-100 schedules from the final population as the candidate schedules.
- Proximal Policy Optimization (PPO) (Schulman et al., 2017), a deep reinforcement learning method that has been successfully applied to scheduling problems Zhou et al. (2020). PPO also trains a stochastic policy, which makes it a natural choice for comparison with GFlowNets (Bengio et al., 2021a). We employ the same definitions of states, actions, and reward function (with temperature $\sigma = 0.25$; lower was not beneficial) as the GFlowNet approach. To ensure that PPO keeps exploring even after finding a local optimum we employ entropy regularization, and decay both the entropy. coefficient (Ahmed et al., 2019) and the learning rate to ensure convergence to a good solution. Same as for GFlowNets, we sample 1000 schedules and pick the top 100 as the candidate schedules

Metrics. We measure the performance in terms of the speedup $U(x)$. For the diversity, we report three different measures: graph-edit distance (GED), the L2 distance between the proxy start-times (d_{inv}), and the L2 distance between the proxy start-times concatenated with the device placement (d_{sen}). See Appendix B.2 for more details on distance computation.

5.1 Proxy errors: diversity for robust scheduling

We examine how differences between the proxy and the target performance model can affect the final runtime. To do so, we first focus on a single computation graph that is used both for training and testing, to avoid possible confounding factors that may happen in the generalization setting. Based on the possible reasons for proxy errors discussed in Section 2.2 we design three different target models that each reflect a different setting. In the first setting node durations are incorrectly profiled (Noisy Runtimes). In the second and third settings, the target models the memory movement across devices with a linear model (Culler et al., 1999), which can be either bottlenecked by limited bandwidth (Bandwidth Limited), or by high latency (Latency Limited). In Figure 2, we show the correlation between the proxy and the different target environments. For all three targets, the proxy is highly correlated but can have target speedups that differ by a factor of up to $\times 2$ for the schedules with high proxy speedups.

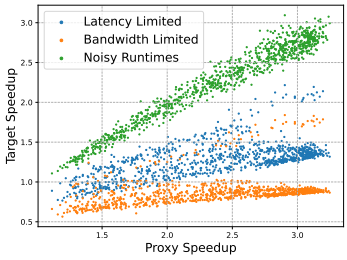

Figure 2: Correlation between proxy and target speedup for different target environments. Modes with varying performance can be observed for a fixed proxy speedup.

We report the speedups and diversity measures in Table 1. The results highlight that any method that can generate multiple good candidate schedules achieves higher speedups than list scheduling,

Table 1: Robustness results on a single computation graph. We compare different methods for generating schedules against GFlowNets. Having multiple candidate schedules improves the target performance in all cases, whereas higher diversity correlates with better robustness against a mismatch of the proxy and the target.

	Speedup				Diversity		
	Proxy	Noisy Runtimes	Bandwidth Limited	Latency Limited	GED	d_{inv}	d_{sen}
List scheduling	3.23±0.00	2.75±0.00	1.02±0.00	1.74±0.00	0	0	0
BRKGA	3.22±0.00	2.86±0.15	1.29±0.45	1.80±0.34	55.92±2.56	22.83±2.39	56.21±1.50
PPO	3.28±0.07	3.07±0.09	1.38±0.49	1.87±0.38	85.08±3.54	31.71±0.05	105.64±0.08
GFlowNet	3.21±0.02	3.05±0.04	1.78±0.03	2.11±0.03	94.79±0.15	42.08±0.33	115.98±0.09

which only produces a single unique schedule. Furthermore, if the candidate schedules are diverse, as is the case for GFlowNet, the target performance is also better on average. The results confirm our hypothesis that a diverse set of candidate schedules can improve robustness towards a misspecified proxy.

5.2 Generalizing to unseen computation graphs

Next, we evaluate how well our conditional GFlowNet can generalize to unseen computation graphs. We train and evaluate on a diverse set of synthetic computation graphs sampled from different random graph distributions. In particular, we train on graphs of size 50 sampled from the random graph distributions (a) Erdős–Rényi (Erdős et al., 1960), and (b) Layered Graphs (Gagrani et al., 2022) and evaluate, in addition to (a) and (b), on stochastic block model (Holland et al., 1983), Watts-Strogatz (Watts & Strogatz, 1998), and Barabási–Albert (Albert & Barabási, 2002). The generative process of the computation graphs can be found in Appendix B.4.

In Table 2, we demonstrate that the conditional GFlowNet is able to generalize to previously unseen computation graphs, regardless of whether they originate from the same random graph distribution. Furthermore, our proposed temperature conditioning method allows us to trade off better average performance for more diversity. In Figure 3, we observe that decreasing the temperature does indeed shift the sample distribution to the right and also sharpens it when the temperature approaches zero. Notably, the temperature $\sigma = 0.005$ is not in the training distribution, which demonstrates that the model can extrapolate to temperature values outside of the training range. Finally, we have observed that training on variable temperatures (as opposed to a fixed one) indeed improves performance at inference time, as can be seen, in Figure 4.

5.3 Real world computation graphs

Finally, we verify the generalization ability on a small set of real-world computation graphs used for the commercial development of our artificial intelligence hardware and software products (see Appendix B.5 for details on their number and size). This time we also report the speedup on the same target models used in Section 5.1 to assess robustness on a real graph set. To speed up training, we

Table 2: Generalization to different random graph distributions. We report the speedup and diversity for the top-100 schedules. PPO and GFlowNet are trained on graphs from the Erdos-Renyi and Layered Graph distribution and we report the average performance over all random graph distributions. The Speedup Proxy 100 column reports the average proxy speedup over the top-100 schedules.

	Speedup		Diversity		
	Proxy 1	Proxy 100	GED	d_{inv}	d_{sen}
List scheduling	3.44	3.44	0	0	0
BRKGA	3.46	3.45	46.59	12.75	40.11
PPO	3.48	3.46	69.54	13.45	80.84
GFlowNet	3.46	3.41	92.02	24.27	90.17

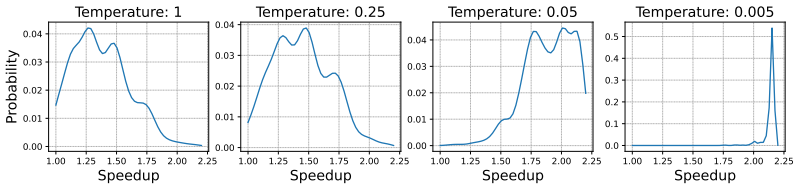

Figure 3: Empirical reward distribution on a 25-node Erdos-Renyi graph for different inference temperatures in the conditional GFlowNet. Lower temperatures allocate more probability mass to better schedules.

apply the graph subsampling strategy presented in Section 3.3 to randomly pick between 25 to 75 nodes for training.

In Table 3, we observe that the conditional GFlowNet retains the benefits of high diversity and robustness to misspecifications in the proxy even when applied to graphs not seen during training and of larger sizes. PPO shows unstable training behavior and the reward training curve does not converge, despite using the same hyperparameters that worked for the previous two experiments. We conjecture that this is due to the inhomogeneous maximum possible speedup of the training graphs that lead to different reward scales per training graph. In comparison, GFlowNet still trains as before without any changes to the hyperparameters.

Table 3: Generalization on real-world graphs. We train on a small set of real-world graphs and evaluate on unseen ones. GFlowNet retains a high diversity and exhibits consistently better performances than the baselines on the target models. PPO uses the same hyperparameters as in the previous experiments but does not manage to converge on this dataset.

	Speedup					Diversity		
	Proxy 1	Proxy 100	Noisy Runtimes	Bandwidth Limited	Latency Limited	GED	d_{inv}	d_{sen}
List scheduling	2.74±0.00	2.74±0.00	2.51±0.00	0.89±0.00	1.43±0.00	0	0	0
BRKGA	2.59±0.18	2.58±0.18	2.46±0.16	1.55±0.17	1.80±0.18	52.32±21.59	17.14±8.17	42.64±12.23
PPO	2.41±0.20	2.23±0.27	2.28±0.26	0.91±0.20	1.43±0.10	53.05±7.27	42.70±3.44	64.92±4.08
GFlowNet	2.71±0.03	2.66±0.01	2.71±0.01	1.73±0.01	1.95±0.03	87.95±0.13	26.56±0.56	91.33±0.15

6 Conclusion

We have empirically demonstrated how the conventional optimization approach to scheduling, which optimizes a proxy of the real makespan, is brittle to modeling failures in the proxy itself. Our proposed approach evaluates multiple schedules on the target and thereby achieves more robustness to discrepancies between the proxy and the target. We demonstrated that GFlownets can sample a diverse set of candidate schedules that achieve better target performance than alternative methods which achieve lower diversity. Further, we have shown that conditioning on temperature allows a trade-off between diversity and proxy performance, and that conditional GFlowNets can generalize to unseen computation graphs. Interesting future directions include scaling up our method to larger graphs and integrating scheduling heuristics to speed up training.

Ethics Statement

Our work is concerned with the optimization of compute schedules on hardware devices. Since this process is at the moment carried out via tailored heuristics and not by human operators, we cannot foresee any negative societal impact of our work.

Reproducibility Statement

In the main text and appendix, we provide comprehensive information about our GFlowNet scheme, the NN architecture employed therein, and the training hyperparameters we use. We believe that this allows any interested reader to reproduce the results in Table 1 and Table 2. We shall also release our code if the paper is accepted.

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A PROOF FOR THEOREM 1

In the following, we will denote F^R to be the flow corresponding to a flow function $F : \mathcal{T} \to \mathbb{R}^+$ with corresponding reward R. That is, $F^R : \mathcal{T} \to \mathbb{R}^+$ is a flow function, such that for any terminal state $x \in S$ we have $F^R(x) = R(x)$, where $F(s') = \sum_{s \to s' \in \tau} F(\tau)$ is the sum of trajectory flow values over trajectories containing the transition from an arbitrary state s into s'.

Theorem (Flow Continuity)**.** *Let $\{R_i\}_{i=1}^{\infty}$ be a sequence of positive reward functions such that $(R_i(x)/R(x)) \to 1$ for all (terminal) states $x \in S$. Then, for any flow F^R with reward R, there exists a sequence of flow functions $\{F^{R_i}\}_{i=1}^{\infty}$ with $F^{R_i}(\tau) \to F^R(\tau)$ for all $\tau \in \mathcal{T}$.*

Proof. Let $\{x_i\}_{i=1}^{M}$ be the set of terminal states and define

$$F^{R_i}(\tau) := \sum_{k=1}^{M} \mathbb{1}_{x_k \in \tau} F^R(\tau) \frac{R_i(x_k)}{R(x_k)}. \tag{10}$$

To see that F^{R_i} is a valid flow for R_i, we note that $F^{R_i} \geq 0$ and

$$\begin{aligned} F^{R_i}(x) &= \sum_{\tau : x \in \tau} F^{R_i}(\tau) = \frac{R_i(x)}{R(x)} \sum_{\tau : x \in \tau} F^R(\tau) \\ &= \frac{R_i(x)}{R(x)} R(x) = R_i(x) \end{aligned} \tag{11}$$

for any terminal state $x \in S$. Finally, for any $\tau \in \mathcal{T}$ with terminal state x we have

$$F^{R_i}(\tau) = \frac{R_i(x)}{R(x)} F^R(\tau) \to F^R(\tau). \tag{12}$$

■

Corollary 1. *Let $R_{\sigma_i} := \log R(x; m, \sigma_i) = (U(x) - m)/\sigma_i$ be a sequence of temperature conditioned reward functions with $\sigma_i \searrow \sigma_0$. Then, for any $\epsilon > 0$ and flow $F^{R_{\sigma_0}}$ there exists a neighborhood $(\sigma_0, \sigma_0 + \delta)$ containing flow functions F^{R_σ} with $F^{R_\sigma}(\tau) - F^{R_{\sigma_0}}(\tau) < \epsilon \, \forall \tau \in \mathcal{T}$. Furthermore, we can approximate $F^{R_{\sigma_0}}$ with monotonically changing flow functions $F^{R_{\sigma_i}}$.*

B EXPERIMENT DETAILS

B.1 CANDIDATE SAMPLERS

We use the popular open-source library pymoo (Blank & Deb, 2020) implementation. We implement the list scheduling algorithm with critical path priorities. Our PPO implementation is based on algorithm 1 at `https://spinningup.openai.com/en/latest/algorithms/ppo.html`, and we follow Schulman et al. (2017) to implement the entropy regularisation by adding the entropy term directly to the PPO-clip loss. We use the same learning rate for both the actor and the critic, and we decay it with an exponential schedule.

We train GFlowNets conditioned on a temperature randomly sampled between 0.01 and 1. At inference, we use 0.005 for the temperature in all experiments.

B.2 METRICS

The graph-edit distance (GED) compares two schedules in their chain-graph form. In particular, we can model a schedule for a computation graph, by constructing a chain graph for each device that specifies the additional precedence constraints we introduce to complete the order in which the operations are run on each device. The GED is then computed simply by taking the difference between the adjacency matrices and normalizing it by the total number of edges.

The L2 distance between the start (d_{inv}) times simply takes the start times as assigned by the proxy model and computes the L2 norm of the difference.

The L2 distance including the device assignment (d_{sen}) additionally concatenates the device placement to the times.

B.3 Proxy errors: Diversity for robust scheduling

In this experiment, we consider a single real-world graph that has around 78 nodes.

B.4 Generalization to unseen computation graphs

We generate the synthetic graph dataset from random graph distributions over undirected graphs. To get DAGs from these graphs, we randomly choose a direction for every edge in a way that produces no cycles.

We sample the runtimes for each node from the uniform distribution $\mathcal{U}(0, 1)$.

For training, we use 1000 different computation graphs, with equally many sampled from the two random graph distributions: Erdős–Rényi (Erdős et al., 1960), and Layered Graphs (Gagrani et al., 2022). We report test performances on 50 different computation graphs with equally many sampled from the five different random graph distributions: Erdős–Rényi (Erdős et al., 1960), Layered Graphs (Gagrani et al., 2022), stochastic block model (Holland et al., 1983), Watts-Strogatz (Watts & Strogatz, 1998), and Barabási–Albert (Albert & Barabási, 2002).

B.5 Real World Computation Graphs

We train on 8 real-world computation graphs of sizes below 100 nodes and evaluate on 4 different computation graphs of sizes between a dozen and below 128 nodes.

C Temperature conditioning ablation

In order to increase the likelihood of sampling good schedules, one could introduce a fixed temperature throughout training and inference. However, we have observed that this procedure is unreliable for small temperatures. Figure 4 shows generalization performance during training on the synthetic graph experiment of Section 5.2. As can be seen, choosing a temperature of 0.01 results in a smaller maximum reward as opposed to training on a higher temperature of 0.03. On the other hand, sampling a range of temperatures between 0.01 and 1 and evaluating on 0.01 samples the best performing schedules on unseen computation graphs.

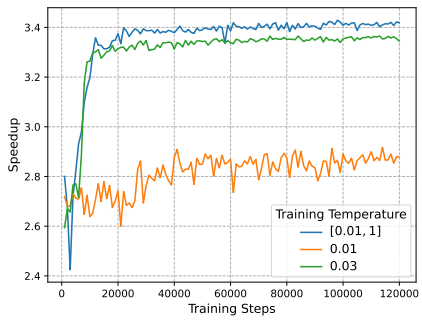

Figure 4: The impact of different temperature regimes on top-1 generalization performance. Training on single temperatures prevents learning when set too low (orange). On the other hand, training on a range of different temperatures (blue) results in better performance when performing inference with the minimum training temperature.