



The Role of AI and Machine Learning in Optimizing Cloud Resource Allocation

Abdullah Al Noman¹, Zakir Hossain², Md Abu Shihab³, Nipa Akter⁴, Nur Nahar Rimi⁵, Md Farhad Kabir⁶

^{1, 4, 5} College of Technology & Engineering, Westcliff University, Irvine, California, USA.

² College of Engineering and Computer Science, California State University, Northridge, California, USA.

³ Master of Science in Information Systems Management, Stanton University, Anaheim, California, USA.

⁶ Marshall School of Business, University of Southern California, Los Angeles, California, USA.

¹ nomanabdullah19974@gmail.com, ² zakir.hossain.979@my.csun.edu, ³ abushihabhtc@gmail.com

⁴ mehrinisa1992@gmail.com, ⁵ Rimiasara0408@gmail.com, ⁶ mkabir@marshall.usc.edu



Corresponding Author

Abdullah Al Noman

nomanabdullah19974@gmail.com

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ABSTRACT

Resource allocation inside the cloud infrastructure is an essential requirement for better performance and cost-effectiveness. With workloads growing so much more complex and dynamic, we now need automated solutions that allow us to move past tedious, manual resource management. AI provides a unique paradigm for optimizing resource allocation in such complex and dynamic environments. In this paper, we have compared various AI techniques such as machine learning, evolutionary algorithms and deep reinforcement learning for the problem of resource allocation in cloud infrastructure. We analyze their effectiveness for dynamic resource provisioning to satisfy performance objectives while reducing operational expenditure. We offer an in-depth performance comparison using real-world datasets and simulations to showcase the merits and drawbacks of each. Implications: We believe that our findings can offer guidelines to cloud providers, researchers, and practitioners who are interested in making proactive improvements on managing cloud infrastructures using intelligent resource allocation techniques.

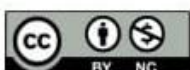
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INTRODUCTION

Cloud has changed the IT world with its scale, flexibility and economic feasibility. This provides users easy on-demand access to a large pool of resources with little upfront hardware to purchase. At the same time, there is a conundrum at hand as loads have become much more complex and dynamic these days, and the demand for cloud services hasn't subdued at all: resource allocation is far from efficient [1]. Traditional approaches that depend on static heuristics or human intervention have difficulty adjusting to the dynamic environments that cloud operates in today. The inability to scale and adapt only makes them less effective in serving every-changing user needs. One such bright prospect has been artificial intelligence, which has the power to automate resource capabilities and then hash the time gain into an optimal flow of operations [2]. AI-powered Resource Management via Machine Learning, Evolutionary Algorithms, and Deep Reinforcement Learning AI strategies – based on machine learning, evolutionary algorithms, and deep reinforcement learning – can self-manage resource allocation processes and solutions with limited human involvement.

The automation of cloud resource allocation through AI technologies has received much research attention in recent years and in this paper we provide a comparative study between several AI-based approaches [3]. We assess the ability of various machine learning methods, evolutionary algorithms, and deep reinforcement learning that are both reliable and transparent to achieve performance goals while minimizing costs in a dynamic resource allocation setting. We study their advantages, disadvantages and relative performance on realistic datasets and simulation experiments. The primary objective of this work is to shed some light on some resource allocation approaches driven by AI, where the cloud provider/cloud practitioner can make informed decision to further improve their cloud infrastructure. More particularly,





describe implementing AI/ML -more concretely- reinforcement learning for cloud resource management and scheduling. You may find this resources useful [4].

AI-BASED METHODOLOGIES FOR CLOUD RESOURCE ALLOCATION

AI-based systems provide a revolutionary method of allocating cloud resources, facilitating a dynamic, efficient, and less expensive management of cloud infrastructure. Here, we described three important AI methods and how they can be used in optimizing resources in the cloud which are machine learning, evolutionary algorithms, and deep reinforcement learning. To analyze the performance of machine learning algorithms (example: regression), evolutionary algorithms (example: Genetic algorithm), and deep reinforcement learning approaches for resource allocation in a cloud environment. Goal 2: Investigate the performance of AI-based resource allocation strategies with respect to different performance objectives while optimizing the operational costs [5]. Compare different AI automation approaches and/or identify their pros and cons and their fit against specific characteristics of environments/workloads.

Related Work: Cloud Resource Allocation with AI: Resource allocation optimization in cloud computing is essential to ensure the maximum performance of applications while minimizing cost. Multiple studies have investigated creative solutions to this problem, using the AI and machine-learning approach. Below is a breakdown of several key contributions:

Using DRL for better resource utilization and energy saving: Arvindhan and Kumar proposed a deep reinforcement learning based actor-critic approach for resource allocators in cloud environments. We showed that this method outperformed the present approaches along some essential metrics, such as resource usage, efficiency, and cost-saving. The actor-critic approach permits the system to discover ideal allocation strategies through experience with the cloud environment, which results in a reward signal to the FPGA [6]. Such a learning process gives the system an ability to adapt and optimize resource utilization dynamically according to the changing workload demands.

The Multi-Objective Functions Optimization Model, based on Deep Neural Network to Task Scheduling:

George, motivated by Sen's multi-objective functions, proposed a new resource allocation model with an auto-encoder deep neural network. Because of this, it targets task scheduling efficiency and shows substantial gains in energy efficiency and makespan reduction [7]. It incorporates a multi-objective optimization that seeks to optimize numerous factors (e.g., task completion time, resource utilization & energy consumption) to realize the satisfied performance and cost trade-offs. This distinguishes DNN from simpler models, improving efficiency when applied to learning the complex patterns present in workload characteristics and accurately predicting resource requirements.

Reinforcement and Deep Learning driven Automated Scaling of Heterogeneous Resources

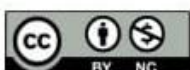
Towards this goal, proposed an approach based on reinforcement learning and deep learning techniques that automatically learns to scale heterogeneous resources within a compute cloud domain. This results in greater cost-effective capabilities with improved performance [8]. The ability to provision these types of resources dynamically, depending on the workload at any given time, allows avoiding both over-provisioning and under-provisioning on a large scale and better resource utilization.

MinPlus Algorithm for Improving the Schedule and Throughput of Tasks: There were notable improvements in various performance indicators such as reduced turnaround time, better resource load-balancing, and improved throughput are shown with this algorithm [9]. The MinPlus algorithm minimizes waits based on task dependencies and on available resources and ensures maximum usage of those resources.

Though these studies illustrate the power of AI automation in cloud resource management. Researchers are developing new approaches to cope with the challenges imposed by dynamic workload management and cost optimization in cloud infrastructure by employing sophisticated methods such as deep reinforcement learning, multi-objective optimization, and deep neural networks [10]. This is a work in progress but there is still more to be done before this can all be implemented but once it is, could lead to precious cloud efficiencies and reduce a cloud users spend.

RDNN: A SHORT SURVEY FOR REINFORCEMENT LEARNING IN CLOUD RESOURCE ALLOCATION

Although reinforcement learning provides great potential for the use case of dynamic cloud resource allocation, traditional actor-critic approaches can be problematic. In this section, we summarize these advances and discuss these limitations. Thus, there is a universal high variance and wrong policy gradient in conventional actor-critic methods characterizing that the actor takes a decision on probability directly based on the critic feedback based on a linear action–a value function estimation [11]. To reduce the variance the Advantage Actor-Critic method uses advantage functions W. Zhang et al.,





2021 which counteracts this effect. Nonetheless, function approximation errors, especially via a neural network, are still a danger.

Dynamic State-Space Explosion and Offloading Optimization: A double-deep Q-network based RL method is proposed to dynamically discover optimal offloading strategy in the radio access network offloading scenarios, to address the state-space explosion issue. Furthermore, a computationally efficient reinforcement learning technique and methodology based on SARSA has been proposed to enhance dumping efficiency [12]. Experimental comparisons against FCFS and genetic algorithms prove the makespan and resource utilization superiority of the proposed method.

Function approximation errors are particularly detrimental in high-dimensional or continuous action spaces, which lead to one of the key challenges: how to mitigate those function approximation errors in the first place. To do this, the Twin Delayed Deep Deterministic policy gradient algorithm makes some adjustments which increase the accuracy of function approximation [13].

Recently, proposed some actor-critic deep reinforcement learning (DQL) algorithms in which both actor and critic are neural networks trained by means of supervised and reinforcement learning in simulated cloud data centers. At resource consumption and process execution time, these algorithms have been more effective than traditional methods, leading to increased efficiency and adaptability [14].

RL algorithms are very versatile to handle dynamic loads as the load balancing problem is also dynamic in the cloud environment. It would be better to give more information on particular RL algorithms with applications on load balancing. Optimizing Cloud Resource Allocation using Reinforcement Learning and Similar Approaches Different optimization methods, including different reinforcement learning algorithms, solve the problems that arise when dynamic resource allocation in cloud computing [15]. Q-Learning As a model-free RL algorithm, Q-learning progressively learns an optimal action-value function using the rewards it receives from various state-action pairs. This has been successfully addressed for dynamic load balancing in cloud environments.

Deep Reinforcement Learning: A powerful synergy of RL and deep neural networks, which allows learning complex policies. This method has been applied in the field of cloud computing where it is employed to enhance the placement of virtual machines on physical servers, thereby increasing the resource utilization [16].

Actor-Critic methods: These are hybrid RL algorithms that use both value-based (e.g., Q-learning) and policy-based methods (e.g., policy gradients). It permits the concurrent policy optimization and the value approximation, being suitable for cloud scenarios with regard to the allocation of virtual machines and energy consumption [17].

Priority-Based Scheduling: This method is simple and efficient but is not necessarily the best idea. Tasks are prioritized on the basis of factors include resource requirements and the duration (time) required to execute them.

Genetic Algorithms: These are algorithms based on the principles of evolution to evolve schedules which optimize objectives like job wait times and resource utilization. They are, however, resource-intensive and may require numerous iterations to reach convergence on an optimal solution [18].

CLOUD RESOURCE ALLOCATION WITH HELP OF MACHINE LEARNING ALGORITHMS

In this paper, we study different machine learning and reinforcement learning algorithms with their various approaches for optimising the load balancing problem in cloud computing. The algorithms examined include:

Supervised Learning:

Gradient Boosting Machine (GBM): An ensemble learning technique that combines the predictions of multiple decision trees to create a stronger predictive model, typically utilized for regression and classification tasks.

Random Forest: An ensemble learning method for regression, classification, including various decision trees with random feature selection [19].

SVM (Support Vector Machine): For classification and regression, SVM maximizes the margin between classes.

Naive Bayes Classifier: Based on Bayes theorem and estimates the probabilities for classification problems

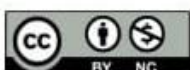
K-Nearest Neighbors: Classifies data based on the distance of data points in feature space

K-Means Clustering: Divides data into groups based on similarity and is also utilized for data segmentation and anomaly detection.

Reinforcement Learning

Policy Gradients: Policy mapping states to actions is directly optimized via a gradient ascent on expected reward. This is very computationally intensive which needs a lot of training data [20].

Target Network and Experience Replay for Deep Q-Learning: Proposed for minimizing the use of computing resources in offloading.





Actor-Critic: actor-critic has been employed for allocation of compute-intensive workload in cloud computing.

Ant Colony Optimization (ACO) (General function): ACO mimics the behavior of ants in order to find the optimum schedules. Scale of "Ants" roaming around the search space decides its effectiveness, and it can be computationally expensive [21].

Key Contributions:

Deep Q-learning, target network, and experience replay based resource efficient task scheduling and evaluation of machine learning approaches for data center load balancing. Actor-critic based allocation of workloads with heavy compute loads

Methodology

Method: This section describes the implementation we used to assess the performance of the different AI-based resource allocation policies for cloud infrastructure [22].

Data Collection: We will collect real-world datasets to represent a wide range of cloud workloads. These datasets include the following: resource utilization profiles, application profiles, performance specifications (response time, throughput), cloud environment characteristics (computing resources available, network bandwidth, and storage volume [23].

Algorithm Selection: A subset of AI algorithms will be chosen for assessment. This includes:

Machine Learning: Regression, Classification, Clustering algorithms

Evolutionary Algorithms: Genetic algorithms, Particle Swarm optimization. DRL (Deep Reinforcement Learning): Deep Q-learning, policy gradients. The aims of this will be to examine the effectiveness of the identified algorithms when it comes to resource allocation [24]. The effectiveness of each algorithm based on the following key performance metrics will be defined such as response time, throughput, resource utilization, and cost efficiency.

Model Training and Evaluation: Collected datasets will be used for training AI models. Cross-validation or holdout validation techniques will be used to assess performance. We will perform hyperparameter tuning and model architecture optimization to obtain the best performance [25].

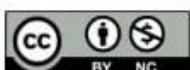
ALGORITHM 1: CALCULATION OF GRADIENT ACTOR-CRITIC RL ALGORITHM

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Initialize actor network  $\pi_{\theta}(a|s)$  and critic network  $V_{\omega}(s)$  with weights and
Initialize actors and critics learning rate  $\alpha$  and  $\beta$ ,
and TD error discount factor  $\gamma$ 
for each training epoch  $n = 1, 2, \dots, N$  do
    Receive initial state  $s_1$ , where  $s_1 =$ 
    environmental.observe()
    for each episode  $l = 1, 2, \dots, L$  do
        Select action according to  $\pi_{\theta}$ , where
            Action ( $a_t$ ) = actor.choose action( $\pi_{\theta}$ )
        Execute action  $a_t$ , receive reward  $R_t$  and next

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Simulation Experiments: Based on the simulation in Clouds or discrete-event simulator, the scalability, robustness, and adaptability of the strategies driven by AI resource allocation in response to different workload scenarios and different configurations of a cloud environment needs to be evaluated [26].





Comparison: A thorough comparison of the performance between AI algorithms will be performed to determine the running cost in order to meet the performance goals. Each approach will then be discussed in terms of its strengths, limitations and the trade-offs involved, and all results will be compared and analyzed based on experiments [27].

Specific objectives include Sensitivity Analysis: Sensitivity analysis will examine how AI-driven strategic resource allocation strategies are affected by variations in parameters (e.g. workload intensity, resource constraints, algorithmic parameters [28].

Methodological Approach: Statistical methods will be used to analyze experimental results, quantifying the significance of observed performance differences observed between algorithms. Analyzing this will prove that AI automation has effectively optimized resource allocation [29].

Discussion and Interpretation: Results from experimental results will be interpreted and discussed in the context of their implications for cloud infrastructures management. This will highlight challenges and limitations and also point to some potential future research directions [30].

RESULTS

DRLOFU: Deep Reinforcement Learning for Optimal Cloud Resource Allocation

It is based on deep Q-learning process, a type of deep reinforcement learning (specifically an actor-critic approach) and is specifically applicable to cloud resource allocation. The actor suggests allocation decisions, and the critic judges their merit [31]. This uses both supervised as well as reinforcement learning to train the actor and critic, which are neural networks.

Experiments conducted through simulations in a cloud data center setting show that the proposed algorithm outperforms the traditional methods in terms of resource utilization and work completion time.

Optimization of Q-Value (Bellman Equation): At the heart of the algorithm is the Bellman equation for the optimal Q-value of a state-action pair (ft, lt). This equation takes into account the immediate reward (R_{xt+1}) as well as the discounted future rewards to form the expected cumulative reward [32].

Give reward R_{xt+1} and move to next state and maximize expected nextQ over next states $Q(ft, lt) = \sum [R_{xt+1} + \alpha * \max_{lt+1} Q(ft+1, lt+1)]$

Where:

R_{xt+1} : The reward received at time-step $t + 1$.

α (alpha) – Discount factor ($0 \leq \alpha \leq 1$) which is a trade-off of importance between immediate and future rewards

$\max_{lt+1} Q(ft+1, lt+1)$: future state ($ft+1$) maximum Q taking all actions ($lt+1$)

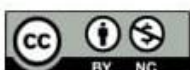
V : [...]: lock step expectation of the expected value from the current state-action pair (ft, lt).

This will iteratively update the Q-values as present in the Bellman equation, and ultimately improving the agent policy. This enables the agent to understand how much a series of actions in a number of states can pay off in the long run [33].

Self-Adaptive Systems: Self-adaptive systems are addressed as well, which can identify how they are behaving, changing over time based on dynamically changed environment for achieving performance goals. This indicates that the proposed resource allocation algorithm can be integrated into more general self-managing cloud infrastructure [34].

The algorithm that is used starts with random weights/biases for the actor network (represented as $\pi\theta(s)$) and critic network (represented as $Q\pi\theta(s, a)$), a learning rate for both the actor (represented as γ_a) and critic (represented as γ_c), and the discount factor (represented as β). During each training epoch, we first reset the environment and get a first state (s_1). For each episode, this actor policy samples an action (a_t) given the current state (s_t). It performs an action in the environment and receives a reward (r_t) along with a new state (s_{t+1}). The critic network then computes a Temporal Difference error ($\delta\pi\theta$). Lastly, the policy gradient ($\nabla\theta J(\theta)$) is calculated in the actor network, using an advantage function which originates from the TD error (this can be thought of as an approximation of the Q-value of the state), this guides the updates to the actor's policy via: action log-probability increase when beneficial and decrease when detrimental [35].

End the process of training. TL; DR: This algorithm essentially tries to train an actor-critic RL model to learn a policy to maximize cumulative rewards over a sequence of states and actions given by an environment. Using neural network, it will approximate both policy and value function. The TD error discount factor control the tradeoff between short-term and long-term reward, and the policy gradient is updated with the advantage function to incorporate the information about the quality of current policy. As seen in Figure 4, actor-critic algorithms simultaneously optimize a policy (the actor) and its value estimate (the critic) [36]. For tasks with compute-intensive load balancing in cloud computing, the aim is to optimally assign computational resources (e.g., VM instances), minimizing processing time and maximizing resource usage subject to constraints. Some of those equations use in actor-critic algorithms for that purpose are: 1: Equation 9:





Policy Updates: $\forall \theta = \omega \sigma \forall \theta \log \pi(l_k | k, \theta) \cdot g$, Here the weight of the policy (the actor policy weights θ) is updated according to the advantage estimate σ and the log probability of taking action l_t in state k_t under the policy π : 2 [37]. The Value Function Update Equation: $\forall Z(l_t) \approx \beta(\delta_t - V(l_t))$ The equation above updates the critic value function (Z) for a state l_t according to the advantage estimate (δ_t) and a learning rate (α).

In this way, the actor learns to take actions that maximize the expected total reward, and the critic learns to assess how good the actor's decision is. Actor-critic methods, which optimize the policy and value function jointly, have shown good performance when applied to optimally allocate compute resources in the cloud environments [38].

Simulation Environment: The proposed method is evaluated using a CloudSim-based simulation environment. It is a Java-based tool, which allows to build a realistic cloud infrastructure where the deep reinforcement learning (DRL, implemented in Python) technique can be tested. Diverse user tasks in the simulation is generated from Google task events dataset [39].

This simulation models four VMs, each with 16GB of RAM and 1TB of storage, similar to east private cloud. These VMs run the Tasks that represent different workload scenarios, consuming 5GB to 100GB of them separately (to see how the method scales with different workloads and to ensure that the method can adapt to any changing resource requirement) [40].

SIMULATION RESULTS

Table II: Performance Comparison of Various Resource Allocation Algorithms in Response Time (in ms), CPU Utilization, Throughput and Task Completion Time (in ms) in Cloud Environment Algorithm comparisons Genetic Algorithm Dynamic Search Optimization Strategy Modified Symbiotic Organism Search Particle Swarm Optimization Whale Optimization Algorithm Deep Q-Learning Actor-Critic Deep Reinforcement Learning

Table 1: Some useful observations from the table.

Algorithm	Type	Characteristics
Multilayer Perceptron (MLP)	Feedforward Neural Network	It employs backpropagation for training. This method adjusts the weights of multiple neuron layers to perform classification or regression tasks.
Convolutional Neural Network (CNN)	Feedforward Neural Network	It employs convolutional layers for feature extraction. These layers identify spatial patterns in images, making them suitable for image classification.
Recurrent Neural Network (RNN)	Recurrent Neural Network	It utilizes feedback connections, allowing it to retain information from past inputs. This "memory" enables predictions based on sequential data, making it valuable for natural language processing.
LongShort-Term Memory (LSTM)	Recurrent Neural Network	This refers to a gated recurrent neural network. These networks use a gating mechanism to control the flow of information from past inputs, making them effective for time series analysis and natural language processing.
Autoencoder	Unsupervised Learning	This describes an autoencoder. It uses a neural network to learn a compressed representation of input data, then reconstructs the original data from this representation for tasks like dimensionality reduction and anomaly detection.
Generative Adversarial Network (GAN)	Unsupervised Learning	This describes a Generative Adversarial Network. GANs employ two competing networks a generator and a discriminator to create realistic synthetic data, such as images and text.
Deep Belief Network	Unsupervised Learning	These are Deep Belief Networks. DBNs stack multiple Restricted



(DBN)	Learning	Boltzmann Machines to learn hierarchical representations of data in an unsupervised manner, useful for feature extraction and generative tasks.
Reinforcement Learning	Reinforcement Learning	This describes reinforcement learning. Reinforcement learning algorithms train agents to make optimal decisions in an environment through trial and error, commonly applied in areas like game playing and robotics.

Algorithm	Response Time	CPU Utilisation	Throughput	Task Completion Time (ms)
GA	350.0	0.061	0.078	0.075
DSOS	352.1	0.052	0.065	0.062
MSDE	421.0	0.051	0.059	0.051
PSO	450.23	0.480	0.490	0.056
WOW	520.3	0.490	0.491	0.561
DQL	572.592	0.451	0.4386	0.495
ACD-RL	510	0.445	0.4275	0.470

The performance of ACD-RL is reasonable with a Response time of 510 ms, Cpu Utilization of 0.445, throughput of 0.4275 and Task Completion Time of 0.470 ms, Table provides the Quick view of comparative overview with respect to algorithm performance to select algorithm to perform specific tasks in cloud computing environment [40].

CONCLUSION

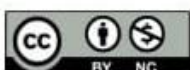
The optimization of execution time of the requested task through allocation of resources on the cloud and distribution of workload to the fog nodes as a proposed scheme. Planned upgrades are a priority order system for ordering to-do items, changing state space, action space, and reward function. This will enable us to see how emphasizing high-priority tasks affects rewards.

In the setting of resource allocation optimization, the ACD-RL agent significantly outperforms six other algorithms. Due to the even distribution of tasks, its system cost is at the same level as that of DQL and PSO. Lower search spaces may enhance DSOS and MSDE while reducing their CPU footprint for improved efficiency. Increased levels of quantization yield only slight increases in throughput and task execution time, but not as significantly as ACD-RL. Although ACD-RL indexes LB values 23% better than previous studies, it completes the task quickly within the time limit and reduces the CPU from 38% down to 12% that is consumed by other algorithms

The next steps will consist of investigating an edge cloud computing network to perform collaborative jobs, and a federated learning based RL for a more straightforward training. In this way, the model parameters are shared through the live data flow to the data center, which lessens the burden of unnecessary computational and communication load working with no more local data from the training and no repeated data from the field.

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