

Modeling a Multi-Objective Optimization Problem for Sustainable Serverless Computing

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Abstract—Sustainable cloud computing aims to reduce the environmental impact of growing computing demand. Serverless computing can improve efficiency through on-demand execution of service requests. However, existing studies prioritize either performance or energy constraints, overlooking the trade-offs between carbon footprints and cold-start latency. This paper explores a multi-objective optimization problem that can balance these conflicting goals. The design will provide a theoretical foundation for learning policies that optimize performance with environmental sustainability.

Index Terms—serverless computing, cloud computing, sustainable computing

existing studies [4] [5] [6] [7] [8], we identified the trade-offs between performance and environmental footprint, and that the existing studies lack of consideration in both carbon footprint and cold-start latency. Based on this analysis, we aim to derive a strategy that ensures service latencies while minimizing carbon emissions.

I. Introduction

Recently, we experience an exponential increase in computing demand worldwide. Large-scale data analytics and internet of everything paradigm have increased data center power consumption and greenhouse gas emissions [1]. Sustainable cloud computing aims to mitigate this environmental impact by optimizing resource usage. Serverless computing has emerged as a key to address these challenges [2]. Unlike traditional server-based models that require provisioning with idle resource waste, serverless architectures enable on-demand resource allocation. This can offer potential to reduce energy consumption and improve computational efficiency by allocating and reclaiming resources upon request, completion, respectively [3].

However, effective resource management remains difficult due to stochastic and bursty workloads. The cold-start problem is caused by reclaiming resources during idle periods. It induces not only latency but also energy overheads from frequent instance warm-ups [4]. Therefore, proactive provisioning and energy-aware scheduling have emerged for sustainable serverless computing [5].

In this paper, we investigate the potential of sustainable serverless computing by jointly addressing dynamic carbon footprints and cold-start latency. Through an analysis of

II. Problem Formulation

We consider a serverless platform operating over a discrete time horizon \mathcal{T} . The platform manages a set of distinct serverless functions \mathcal{F} . The arrival rate of invocations for function $f \in \mathcal{F}$ at time slot t is denoted by $\lambda_f(t)$. The environmental impact is governed by the carbon intensity of the electricity grid, $CI(t)$, measured in gCO_2eq/kWh . $CI(t)$ varies temporally based on the type of energy (e.g., renewable vs. fossil fuels) Then the platform dynamically manages the lifecycle of function instances: cold, warm, or active. If an incoming request arrives and a warm instance is available, this incurs a minimal latency, L_W . If no warm instances are available, a cold-start latency is required, L_C . Upon completion of execution, an instance transitioning from active to warm remains for a duration by the keep-alive policy, $T_{keep,f}(t)$, before being terminated if no new requests arrive. In addition, the controller can proactively initialize instances, $N_{PW,f}(t)$, in anticipation of future demand or favorable carbon conditions.

Let $N_f^A(t)$, $N_f^W(t)$ denote the number of active and warm instances at time t , respectively, for function f at the beginning of time slot t . The number of cold starts for function f during time slot t , $N_{cold,f}(t)$, occurs when the demand exceeds $N_f^W(t)$. Then the average response

time for f at t , incorporates the execution time $T_{exec,f}$:

$$ART_f(t) = \frac{N_{cold,f}(t)}{\lambda_f(t)} \cdot (L_C + T_{exec,f}) + \frac{\lambda_f(t) - N_{cold,f}(t)}{\lambda_f(t)} \cdot (L_W + T_{exec,f}) \quad (1)$$

The overall system performance penalty at t is defined as:

$$\mu_{perf}(t) = \sum_{f \in \mathcal{F}} w_f \cdot ART_f(t) \quad (2)$$

where w_f represents the priority weight of function f .

The execution energy is determined by the total workload processed:

$$E_{exec}(t) = \sum_{f \in \mathcal{F}} \lambda_f(t) \cdot T_{exec,f} \cdot P_{active} \quad (3)$$

The initialization energy is incurred by both reactive cold starts and proactive provisioning:

$$E_{init}(t) = \sum_{f \in \mathcal{F}} (N_{cold,f}(t) + N_{prov,f}(t)) \cdot E_{init_cost} \quad (4)$$

The idle energy is determined by the number of warm instances:

$$E_{idle}(t) = \sum_{f \in \mathcal{F}} \overline{N}_f^W(t) \cdot P_{idle} \quad (5)$$

The total operational carbon emission at t is defined as:

$$C_{total}(t) = (E_{exec}(t) + E_{init}(t) + E_{idle}(t)) \cdot CI(t) \quad (6)$$

Therefore, the objective is formulated as follows. The objective is to develop an optimal control policy π that dynamically adjusts the function lifecycle management to minimize the long-term cumulative cost. The cost function $J(t)$ balances the trade-off between performance degradation and carbon emissions:

$$J(t) = \alpha \cdot \mu_{perf}(t) + \beta \cdot C_{total}(t) \quad (7)$$

where α and β are hyperparameters that weigh the relative importance of performance and sustainability objectives.

Finally, the objective can be formulated as minimizing the expected cost over \mathcal{T} :

$$\min_{\pi} \mathbb{E} \left[\sum_{t=0}^T \gamma^t J(t) \right] \quad (8)$$

where $\gamma \in [0, 1)$ is the discount factor.

III. Conclusion

We introduced a multi-objective optimization for sustainable serverless computing, modeling trade-offs between performance degradation and carbon emissions. Then we formulated a problem that captures the dynamics of serverless function lifecycle and energy consumptions. By defining a cost function, we could establish a theoretical foundation for optimization of sustainable serverless computing based on deep reinforcement learning.

Our future work will focus on solving this formulated optimization problem. We plan to design and implement a Deep Reinforcement Learning (DRL) approach to derive an adaptive control policy that can dynamically navigate the trade-offs in real-time. Furthermore, we will validate the effectiveness of the learned policy through real-world trace simulations, comparing its performance against existing performance-centric and static carbon-aware strategies.

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