

# A DISTRIBUTED DYNAMIC LOAD BALANCER FOR ITERATIVE APPLICATIONS

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MOTIVATION

PROPOSED WORK

EVALUATION



# MOTIVATION

Load Imbalance





# MOTIVATION

Dynamic Load Imbalance



# DYNAMIC LOAD BALANCER SHOULD...

Perform good load balance

Incur minimum overhead

Be profitable!



# LOAD BALANCERS

Centralized

Distributed

Hierarchical





# CENTRALIZED LB

Global view of the system

Bottleneck



# DISTRIBUTED LB

Local view of the system

Scalable

Poor load balance





# HIERARCHICAL LB

Subgroup of processors

Decisions at the root

Scalable



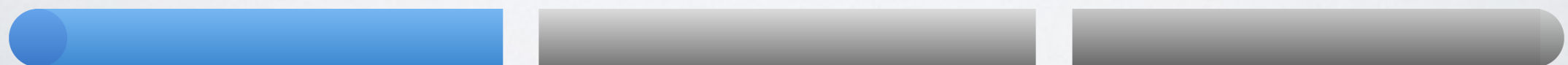
# MOTIVATION

## CentralizedLB

- Global view
- Bottleneck
- Good Load balance

## DistributedLB

- Limited view
- Scalable
- Poor Load balance







# GRAPEVINE-LB



# GRAPEVINE-LB

Fully distributed

Partial information about global state

Scalable and good quality



# GRAPEVINE-LB

1. Information Propagation

2. Load Transfer







# INFORMATION PROPAGATION

Based on gossip protocol

Underloaded processors start gossip

Randomly sample peers (Fanout)



# INFORMATION PROPAGATION

On receiving load information

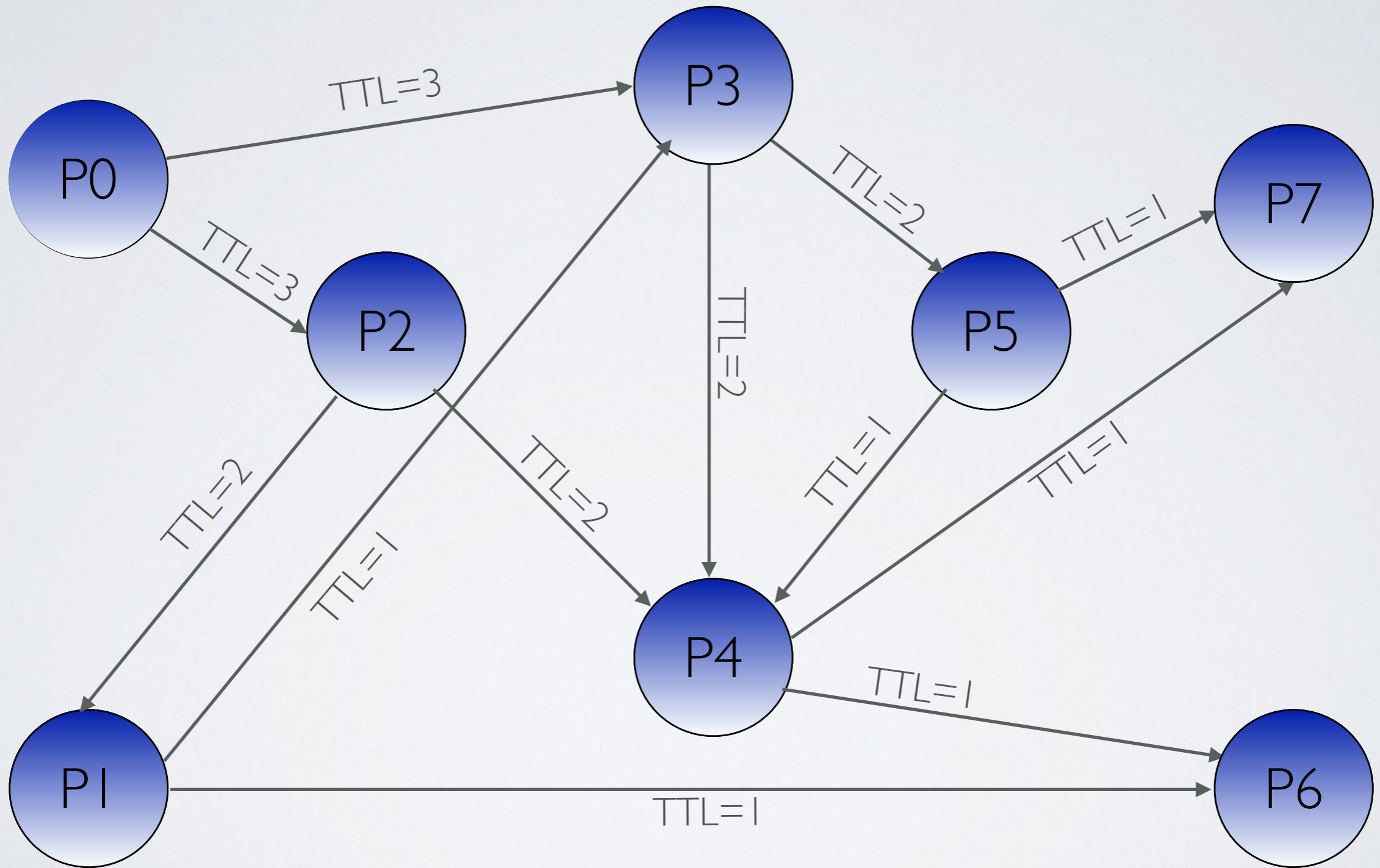
- Updates its knowledge
- Forwards to random peers

No explicit synchronization

- TTL (Time To Live)



8 Processors  
Fanout 2  
TTL 3

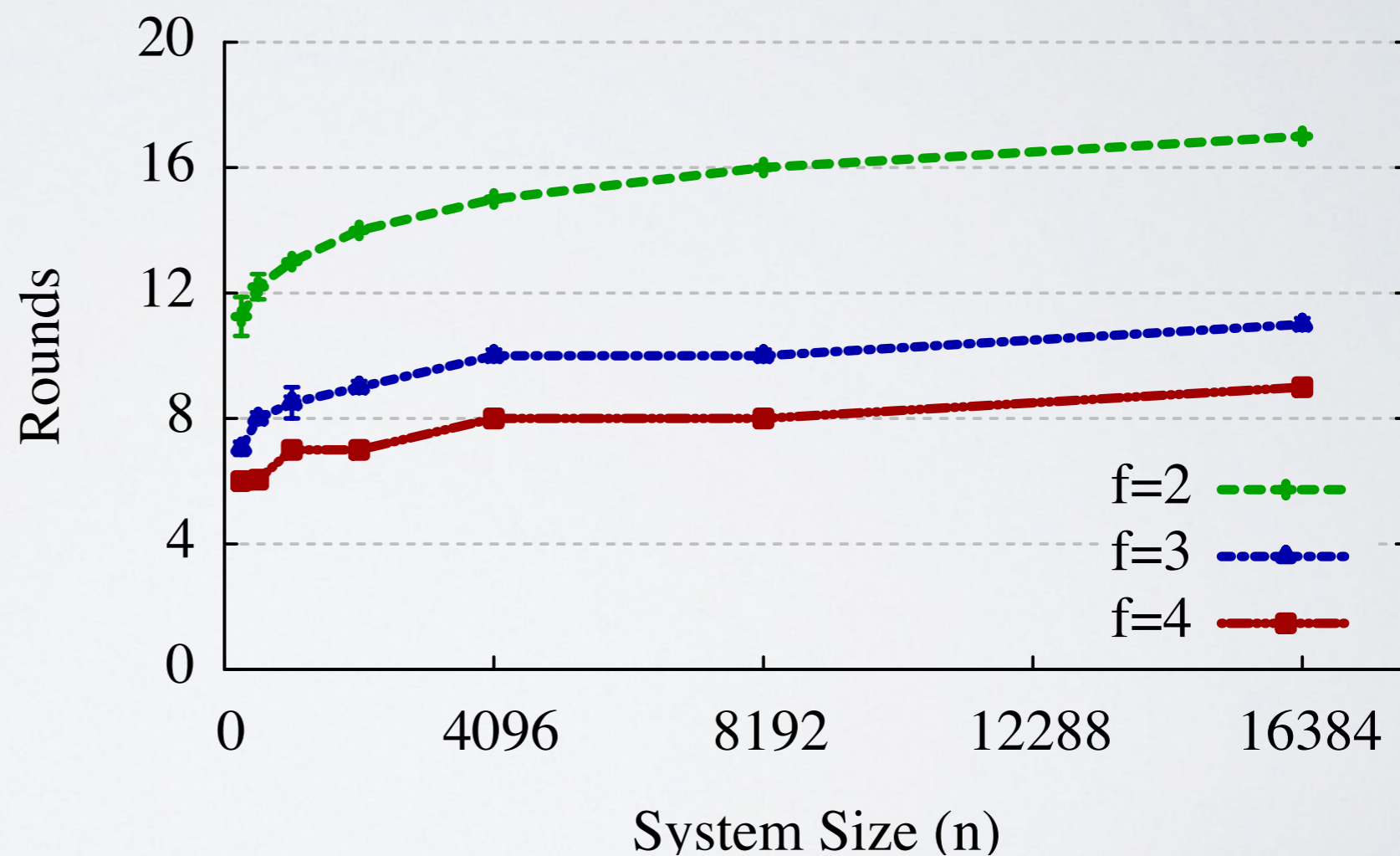




# INFORMATION PROPAGATION

Number of rounds taken to propagate single update

$$r = O(\log_f n)$$



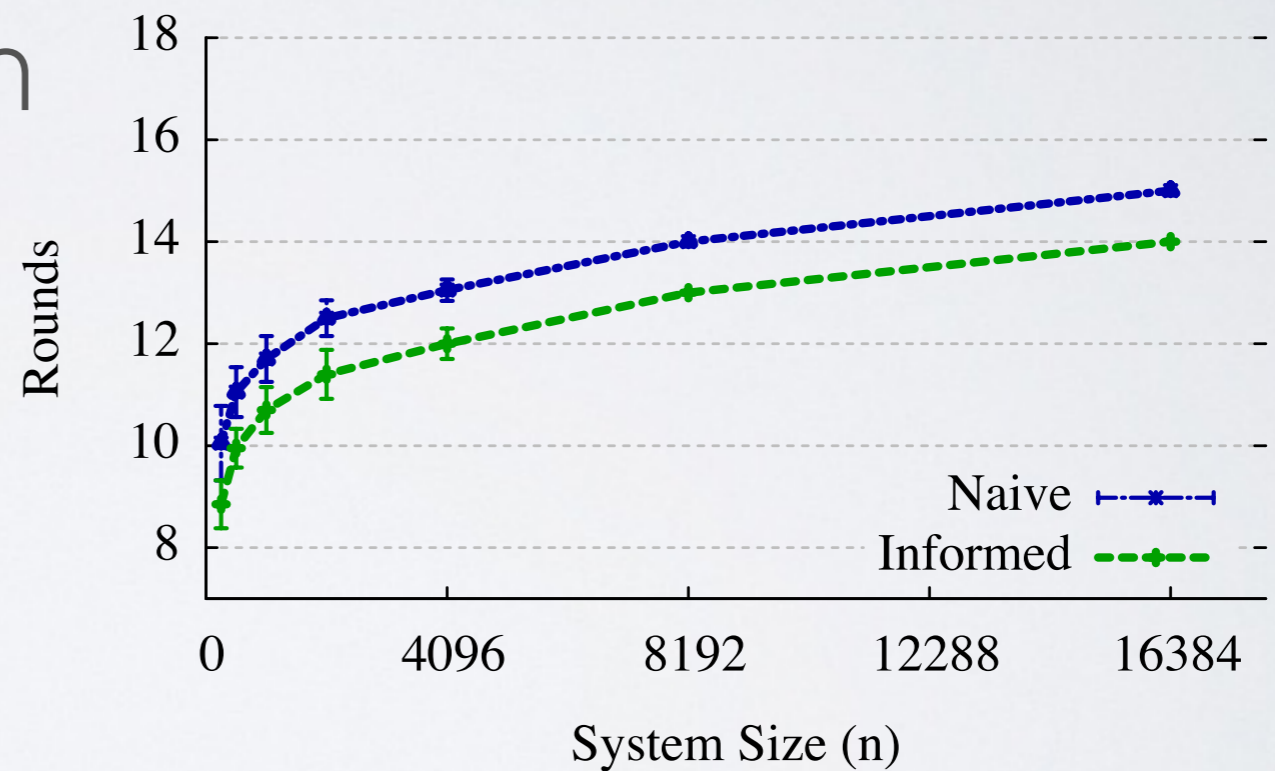
# INFORMATION PROPAGATION

Naïve

- Random selection

Informed

- Biased selection
- Incorporate current knowledge



# LOAD TRANSFER

Distributed

Naïve transfer

- Select processors uniformly at random
- Transfer load until load below threshold

Informed transfer

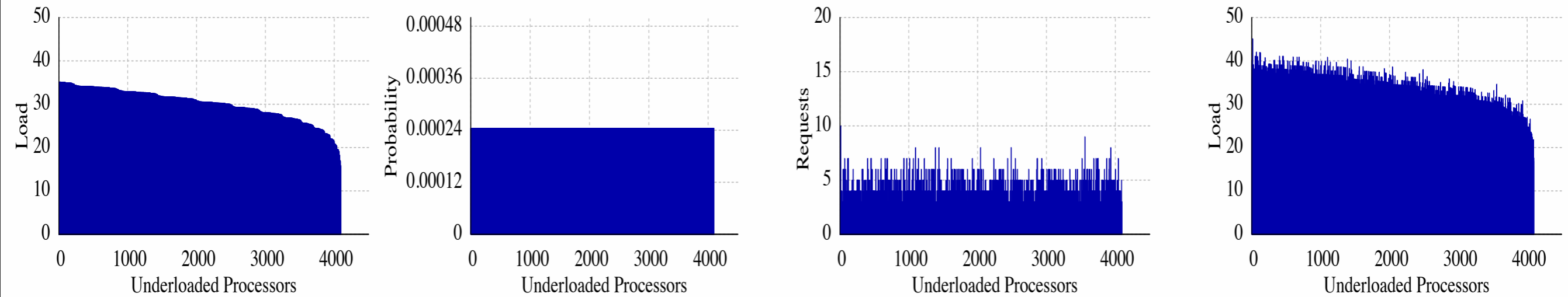
- Select processors based on load

$$p_i = \frac{1}{z} \times \left( 1 - \frac{L_i}{L_{avg}} \right)$$

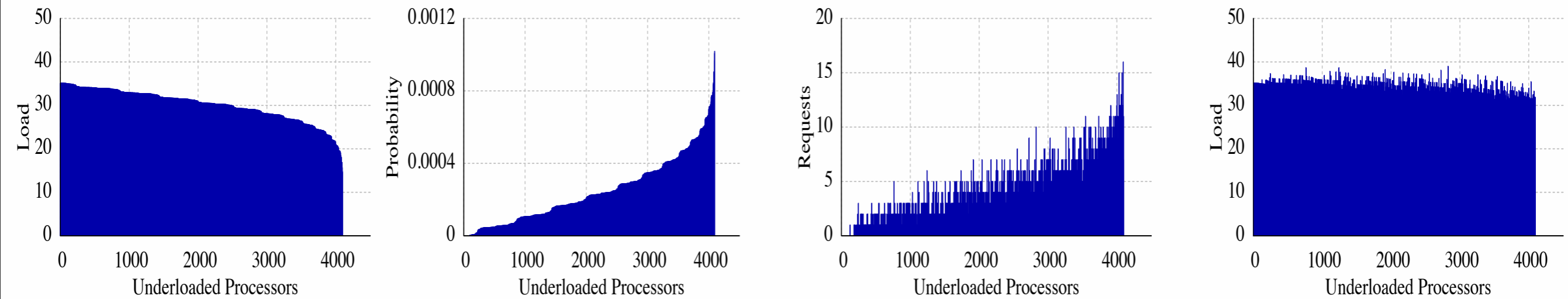




# Naïve transfer



# Informed transfer



**Initial load**

**Probabilities assigned**

**Work transferred**

**Final load**

# QUALITY OF LOAD BALANCE

Partial information sufficient

Tunable using TTL



# TUNABLE PARAMETERS

TTL (Time To Live)

Fanout

Imbalance threshold





# BACKGROUND

Application over-decomposed

Load balancer invoked periodically

Using Charm++ load balancing framework

Load balancing framework

- Instruments
- Collects statistics
- Migrates objects





# EVALUATION



## Applications

LeanMD (Strong scaling)

Adaptive Mesh Refinement (Strong scaling)

## Machine:

IBM BG/Q, Mira

## Comparison

GreedyLB, AmrLB, HierarchicalLB, DiffusionLB





# METRICS

Time per step **excluding** LB time

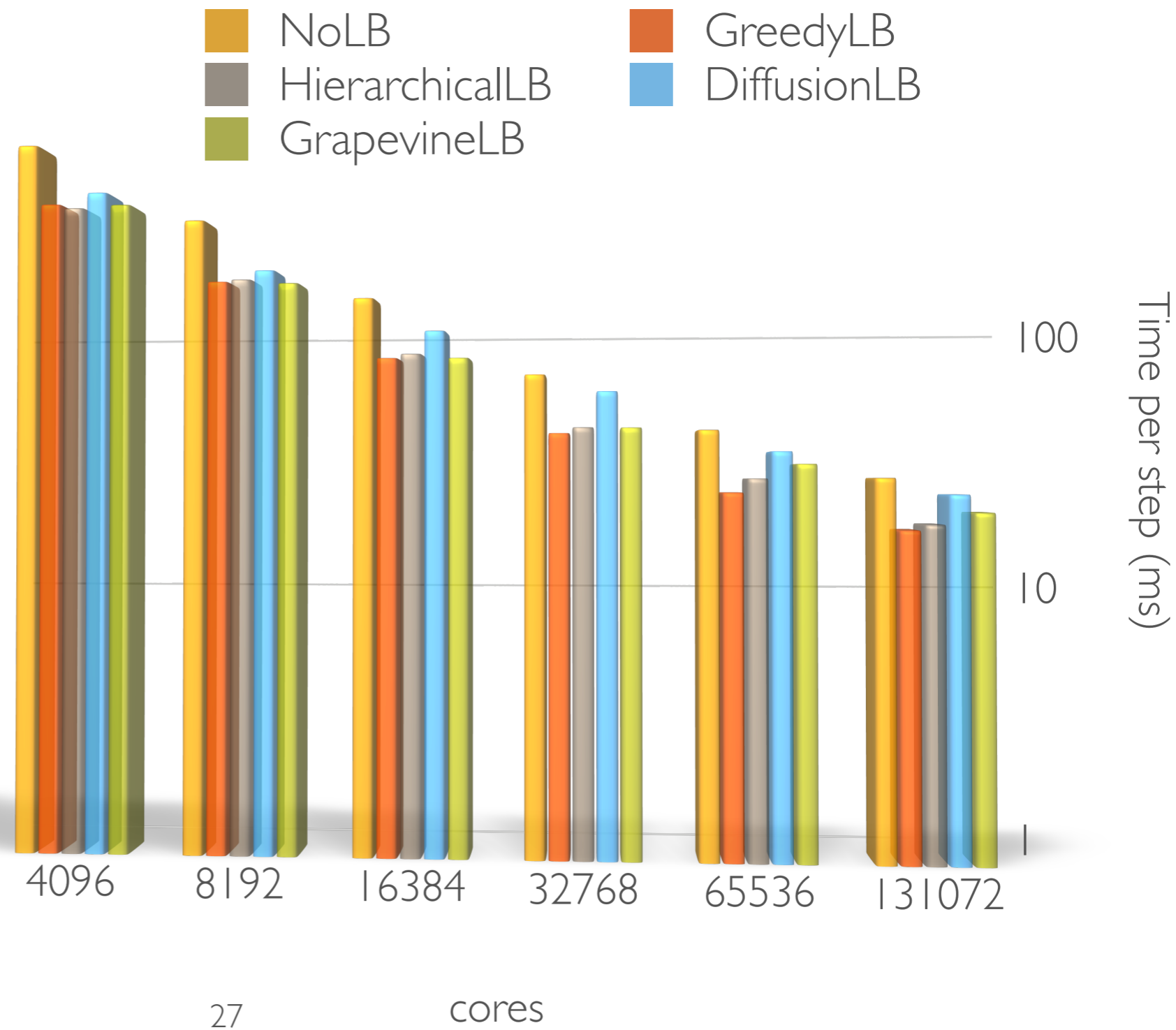
Load balancing overhead

Total application time



# LEANMMD: TIME PER STEP

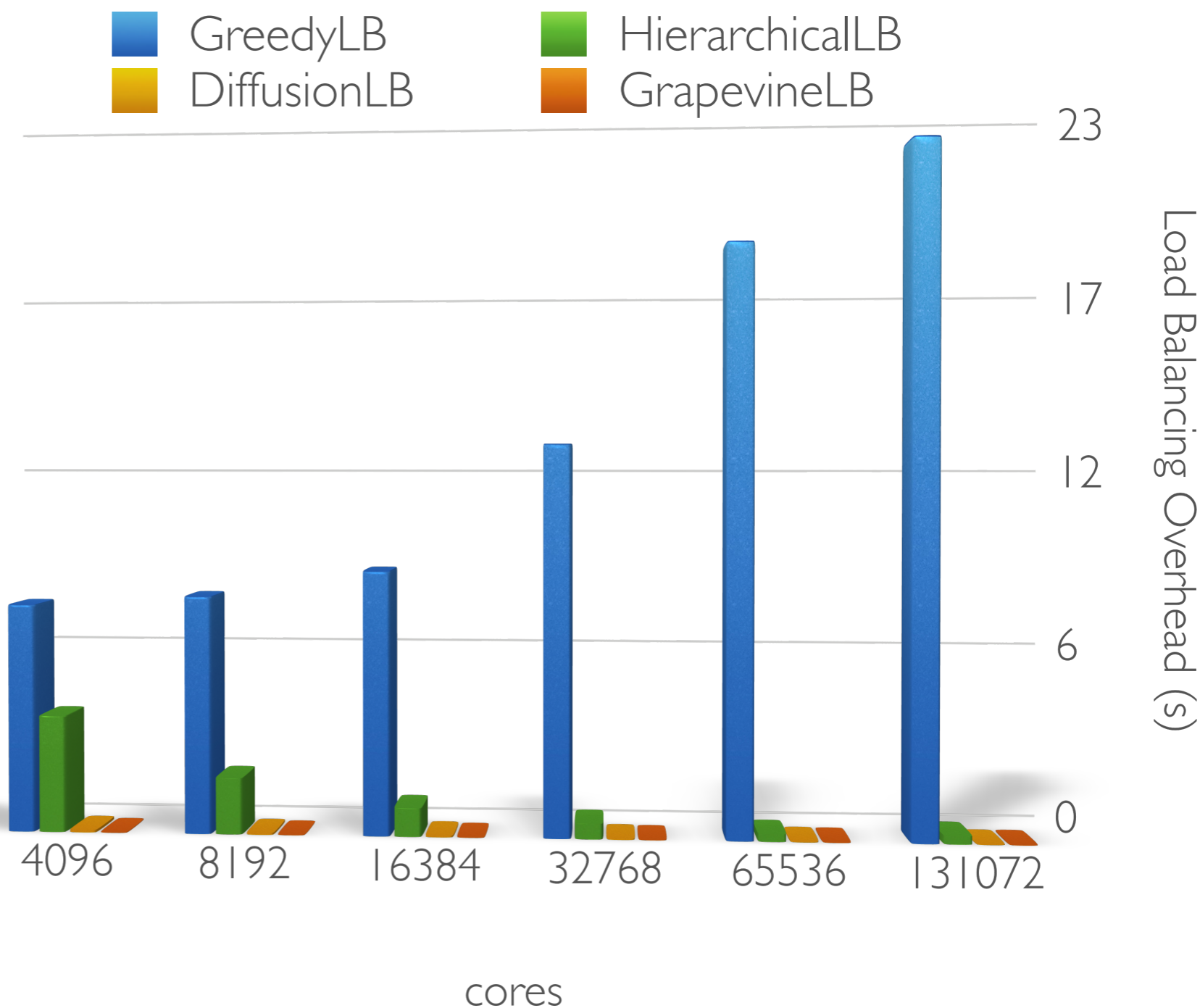
GrapevineLB-  
good quality



# LEANMMD: LB OVERHEAD

Centralized LB  
-high overhead

Distributed LBs  
-low overhead

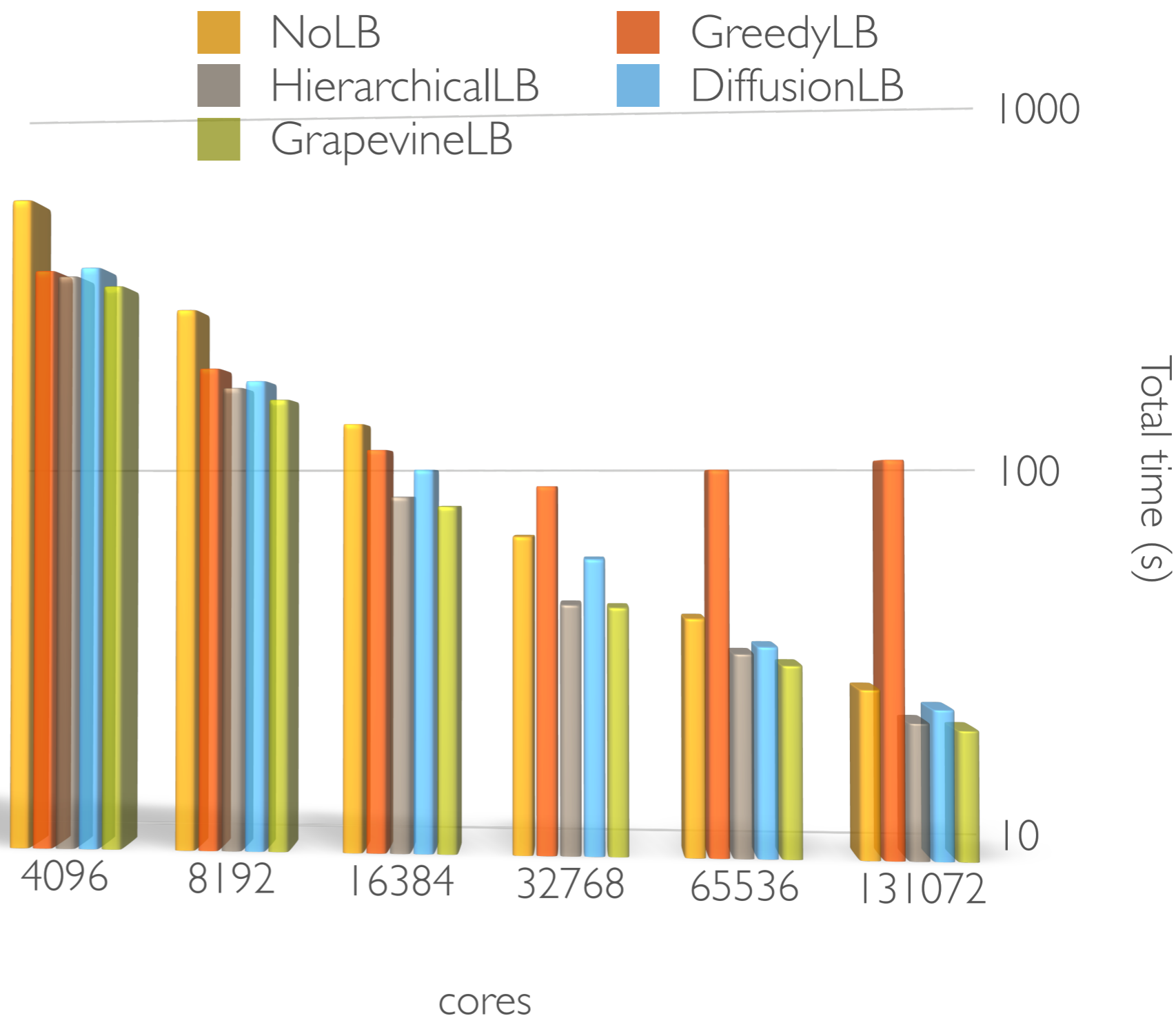




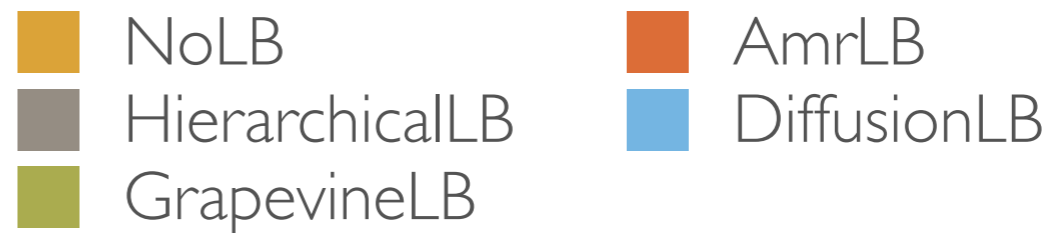
# LEANMMD: TOTAL TIME

Centralized-  
overhead exceeds  
benefit

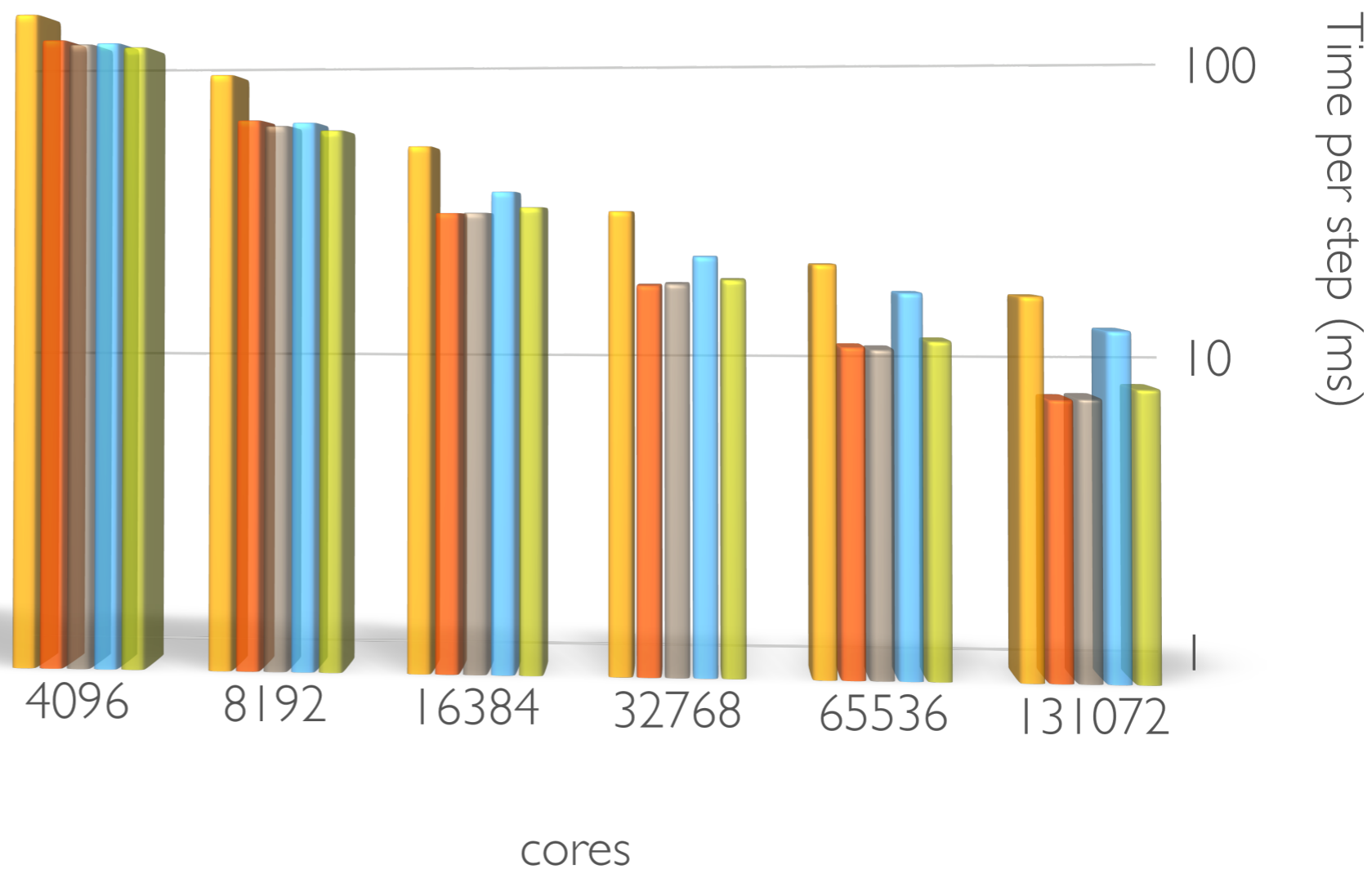
GrapevineLB gives  
best performance



# AMR: TIME PER STEP



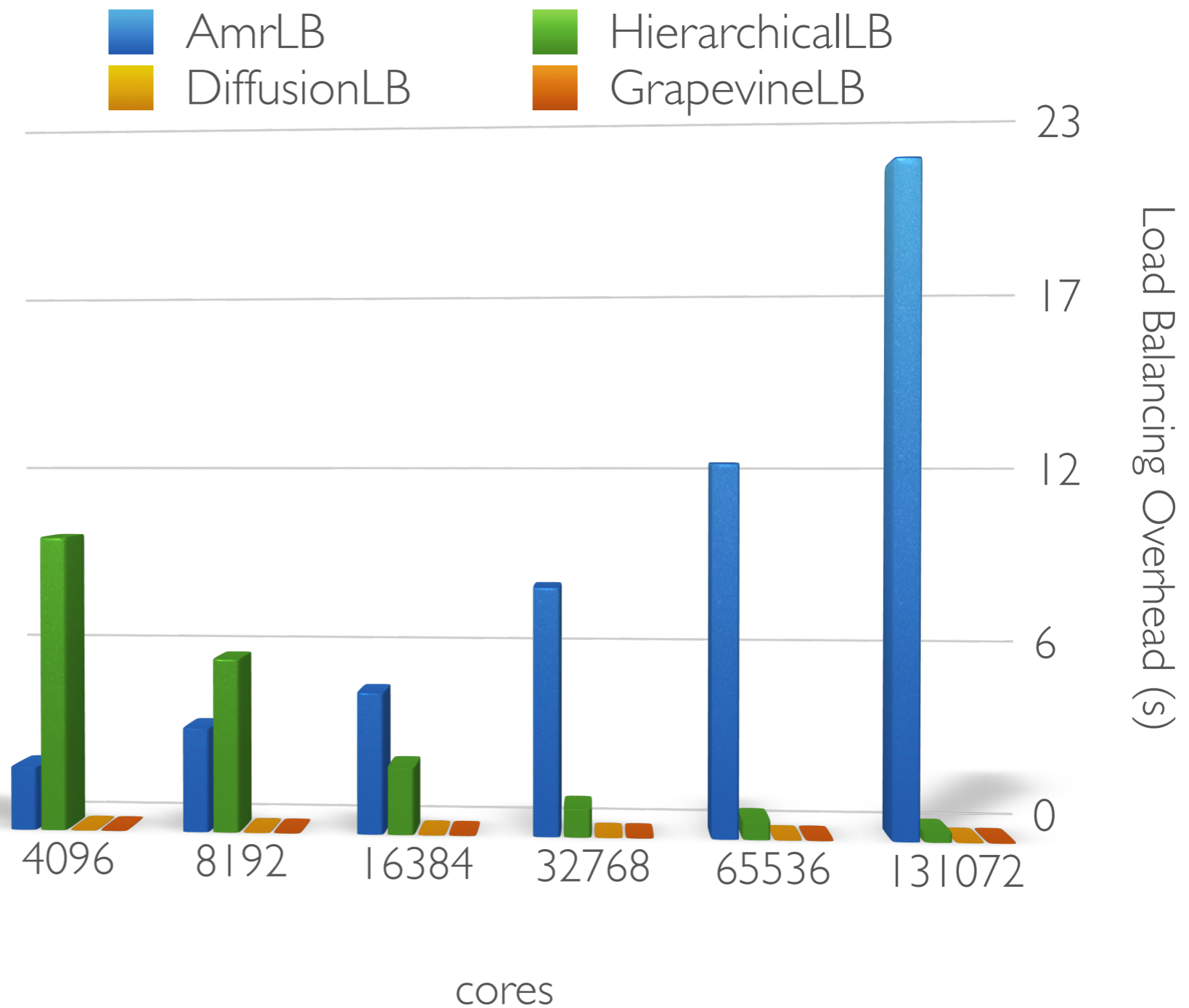
GrapevineLB-  
good quality



# AMR - LB OVERHEAD

Centralized LB  
-high overhead

Distributed LBs  
-low overhead



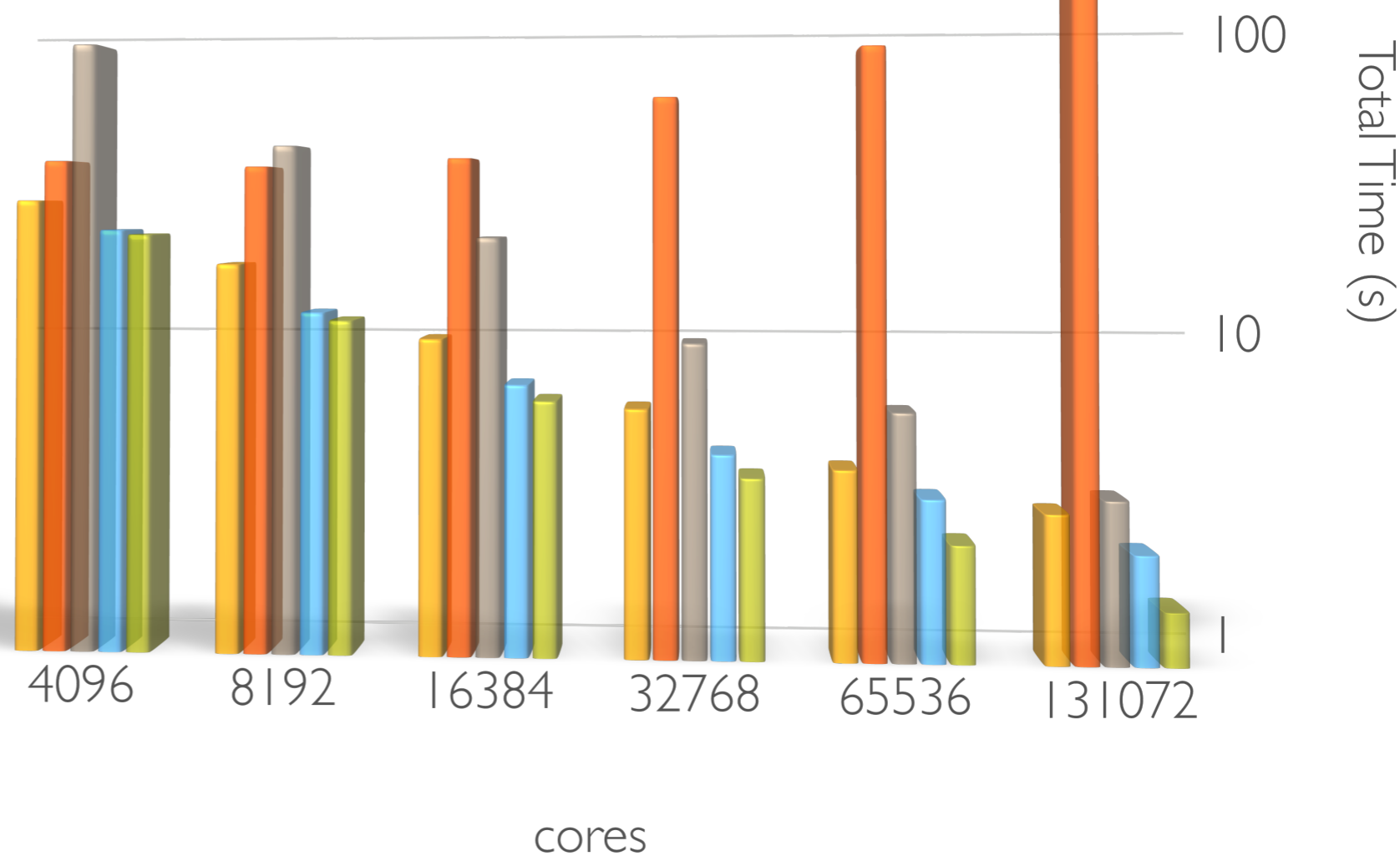
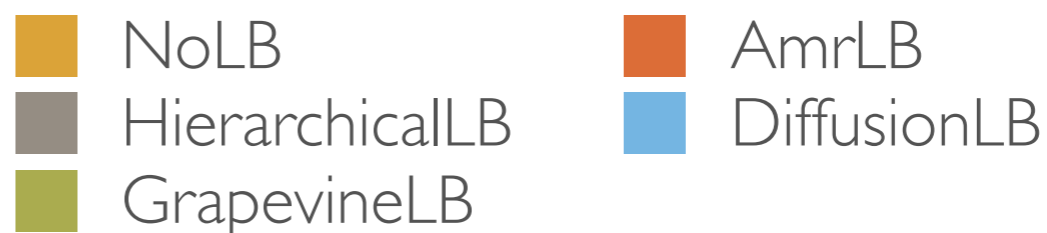


# AMR-TOTAL TIME

Centralized,  
Hierarchical-  
overhead exceeds  
benefit

DiffusionLB-  
marginal benefit

GrapevineLB-  
best performance



# SUMMARY

Simple strategy

Good quality with less overhead

Tunable

# ACKNOWLEDGEMENTS

PPL group

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THANK YOU!

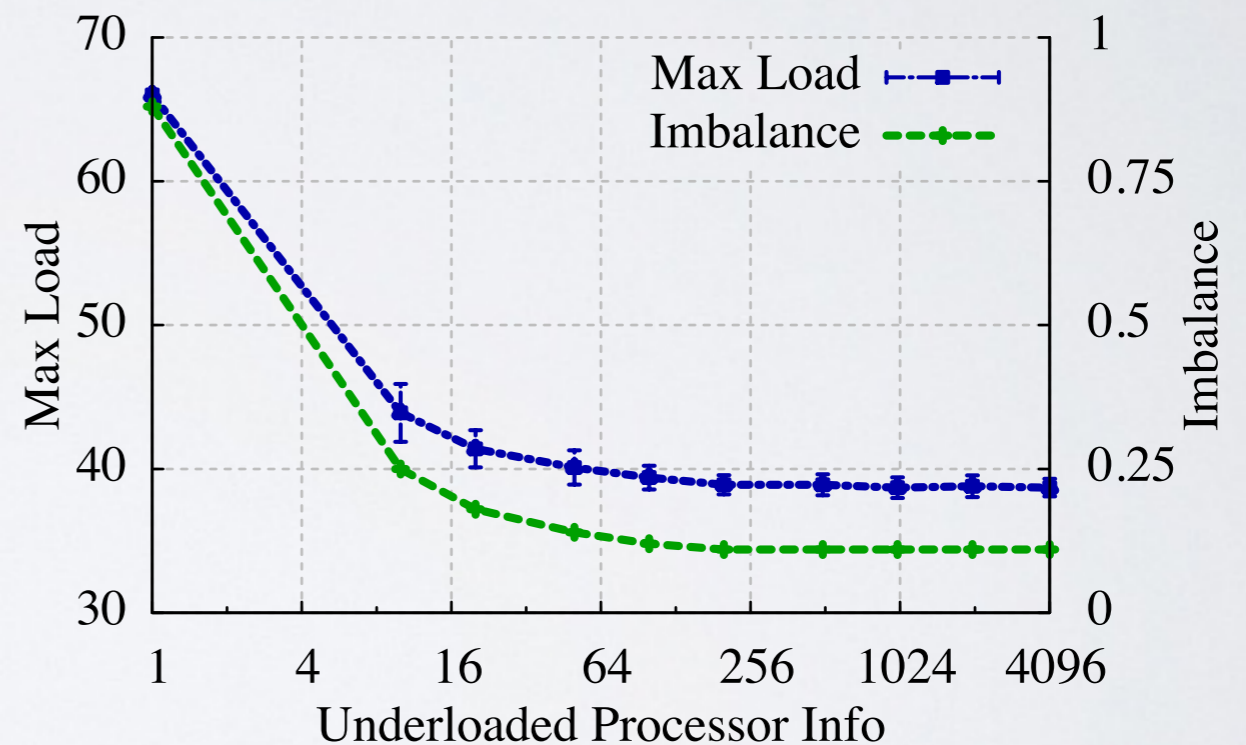
# LEANMMD: TOTAL TIME

|             | 4096   | 8192   | 16384  | 32768 | 65536 | 131072 |
|-------------|--------|--------|--------|-------|-------|--------|
| NoLB        | 519.19 | 263.30 | 131.56 | 67.18 | 41.49 | 27.20  |
| DiffuseLB   | 342.15 | 170.41 | 99.67  | 58.47 | 34.91 | 24.29  |
| GreedyLB    | 336.34 | 184.09 | 112.23 | 90.19 | 99.51 | 105.35 |
| HierarchLB  | 325.00 | 163.65 | 84.62  | 44.56 | 33.49 | 22.43  |
| GrapevineLB | 305.20 | 152.21 | 79.94  | 43.88 | 31.3  | 21.53  |

# QUALITY OF LOAD BALANCE

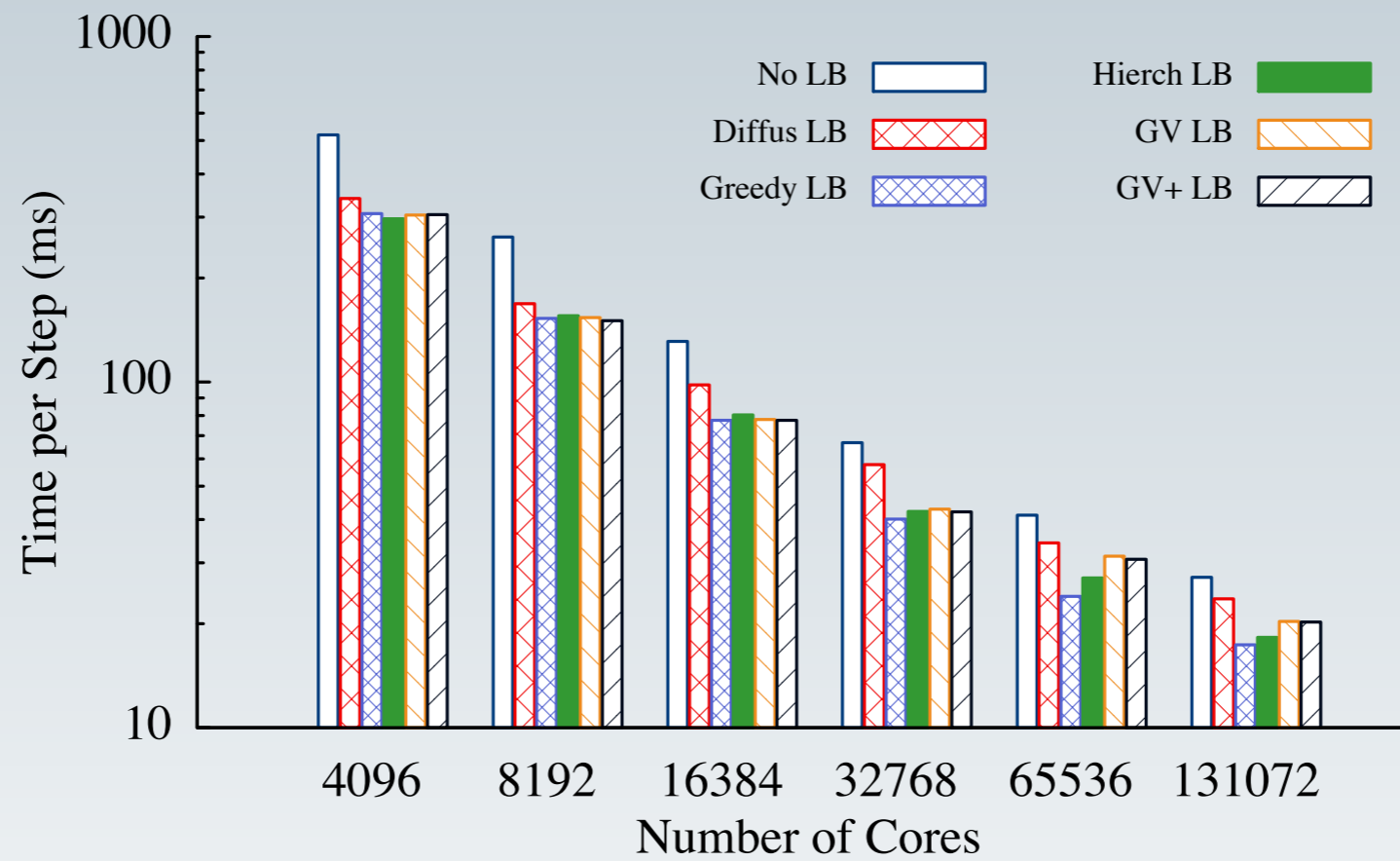
- Quality metric

$$I = L_{max}/L_{avg} - 1$$





# LEANMMD-TIME PER STEP



# LB OVERHEAD

| Strategies | Number of Processes |       |       |        |        |        |
|------------|---------------------|-------|-------|--------|--------|--------|
|            | 4K                  | 8K    | 16K   | 32K    | 64K    | 131K   |
| Hierc      | 3.721               | 1.804 | 0.912 | 0.494  | 0.242  | 0.262  |
| Grdy       | 7.272               | 7.567 | 8.392 | 12.406 | 18.792 | 21.913 |
| Diff       | 0.080               | 0.057 | 0.051 | 0.035  | 0.027  | 0.018  |
| Gv         | 0.017               | 0.013 | 0.014 | 0.016  | 0.015  | 0.018  |
| Gv+        | 0.017               | 0.013 | 0.013 | 0.015  | 0.015  | 0.018  |

Load balancing cost (in seconds) of various strategies for LeanMD