

Cloud Load Balancing Algorithms Comparison

Algorithm	Environment	Mode (Online/Offline)	Parameters	Advantages	Challenges
Opportunistic load balancing (OLB)	Static / Dynamic	Online	<ul style="list-style-type: none"> Execution Time 	<ul style="list-style-type: none"> Increase host machine utilization 	<ul style="list-style-type: none"> Poor make-span
Minimum Execution Time (MET)	Static / Dynamic	Online	<ul style="list-style-type: none"> Execution Time 	<ul style="list-style-type: none"> Improves make-span of the system 	<ul style="list-style-type: none"> Does not consider machine ready time. It also shows load variations in machines.
Minimum Completion Time (MCT)	Static / Dynamic	Online	<ul style="list-style-type: none"> Ready to Execute Time Expected Execution Time Least Completion Time 	<ul style="list-style-type: none"> Improves make-span of the system 	<ul style="list-style-type: none"> Starvation
Min-Min	Static	Offline	<ul style="list-style-type: none"> Response Time 	<ul style="list-style-type: none"> Smallest completion time value. Outperforms when small tasks are greater in number 	<ul style="list-style-type: none"> Starvation Machine and task variation can't be predicted.
Load Balanced Improved Min-Min (LBIMM)	Static	Offline	<ul style="list-style-type: none"> Response Time 	<ul style="list-style-type: none"> Optimizes the make-span and resource utilization 	<ul style="list-style-type: none"> Starvation
Min-Max	Static / Dynamic	Offline	<ul style="list-style-type: none"> Waiting Time 	<ul style="list-style-type: none"> The task with MCT is executed first 	<ul style="list-style-type: none"> Starvation
Genetic Algorithm (GA)	Static	Offline	<ul style="list-style-type: none"> Process utilization 	<ul style="list-style-type: none"> Finds best-fit solution Getting better efficiency of the system Decreasing task times Better Resource Usage 	<ul style="list-style-type: none"> Assumes that the jobs are of the same priority Tiny Throughput No power saving Missing the scalability
Simulated Annealing (SA)	Static / Dynamic	Online	<ul style="list-style-type: none"> The temperature of the cloud resources 	<ul style="list-style-type: none"> It avoids local minima and finds the global optimized solution. 	<ul style="list-style-type: none"> Considers cloud resource parameters rather than task parameters
A-star Search	Static	Offline	<p>g - the movement cost to move from the starting point to a given point, following the path generated to get there.</p> <p>h - the estimated movement cost to move from that given point to the final destination</p>	<ul style="list-style-type: none"> It is optimally efficient, i.e. there is no other optimal algorithm guaranteed to expand fewer nodes than A*. 	<ul style="list-style-type: none"> A-star Search Algorithm doesn't produce the shortest path always, as it relies heavily on heuristics/approximations to calculate – h
Tabu Search (TS)	Static	Offline	Previously visited locations	<ul style="list-style-type: none"> This method uses adaptive memory that performs a more elastic search behavior. Allow non improving solutions to be accepted in order to escape from a local optimum 	<ul style="list-style-type: none"> Local search procedure Aspiration conditions Maximum size of tabu list Stopping rule.
Switching Algorithm	Dynamic	Online	<ul style="list-style-type: none"> Nodes in the cloud system 	<ul style="list-style-type: none"> Helps in migration of tasks or VMs Can achieve the fault tolerant property 	<ul style="list-style-type: none"> Does not guarantee maximum network lifetime