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Load-Balancing

Load balancing is a computer networking method to distribute workload across multiple processing computers or a cluster, network links, central units, disk drives, or other resources.

♦ Ease of administration / maintenance

 Easily and transparently remove physical servers from rotation to perform maintenance.

* Resource sharing

- Run multiple instances of an application/service on a server
- Load-balance to different port based on data analyzed.

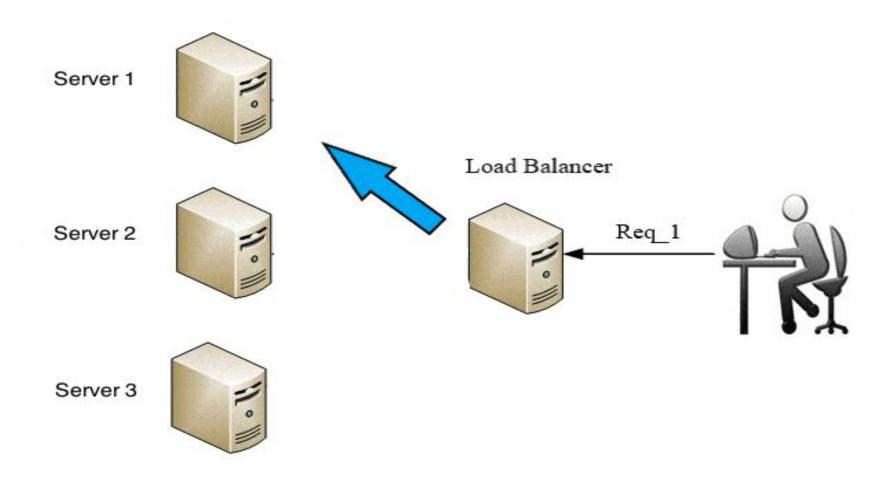
Motivation for the Project

- Learn about load balancing
- Achieve Optimal Resource Utilization
- Maximize Throughput
- Minimize Response Times
- Avoid Overload and Crashing of Infrastructure
- ❖ Performance Comparison with each strategy

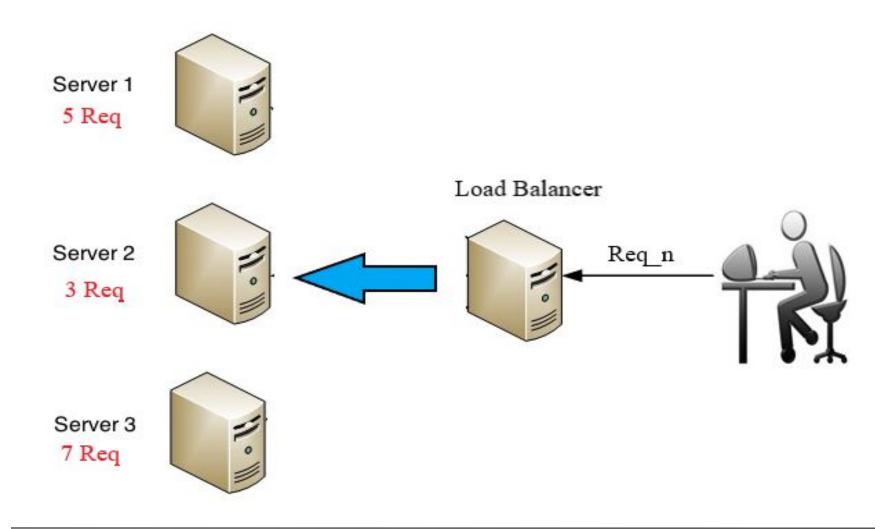
Load Balancing Strategies

- Static Load Balancing
- Dynamic Load Balancing
- * Round-Robin
- Least connections
- Chained Failover
- Weighted Round-Robin
- Weighted Response Time

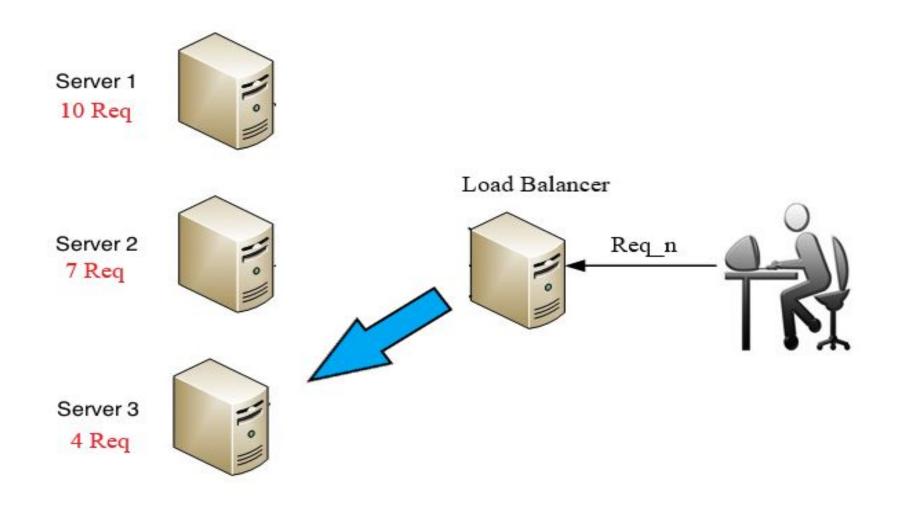
Round-Robin



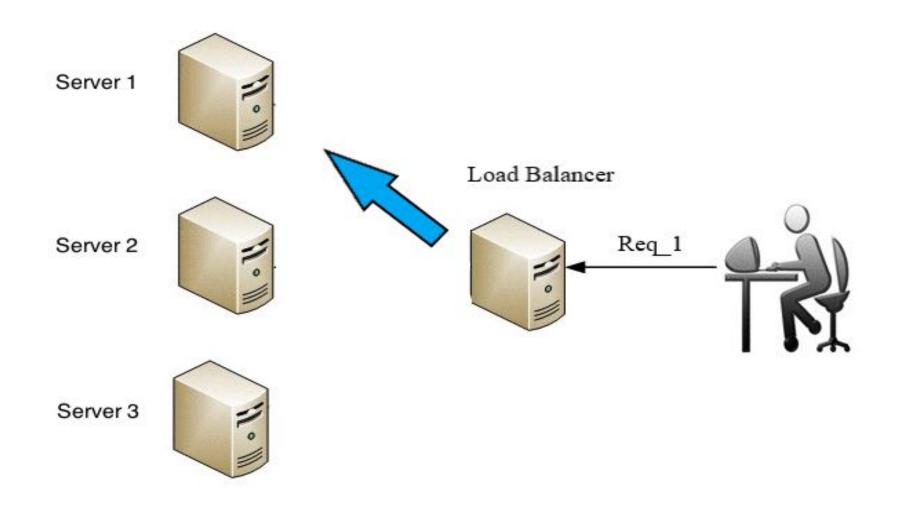
Least Connection



Least Connection



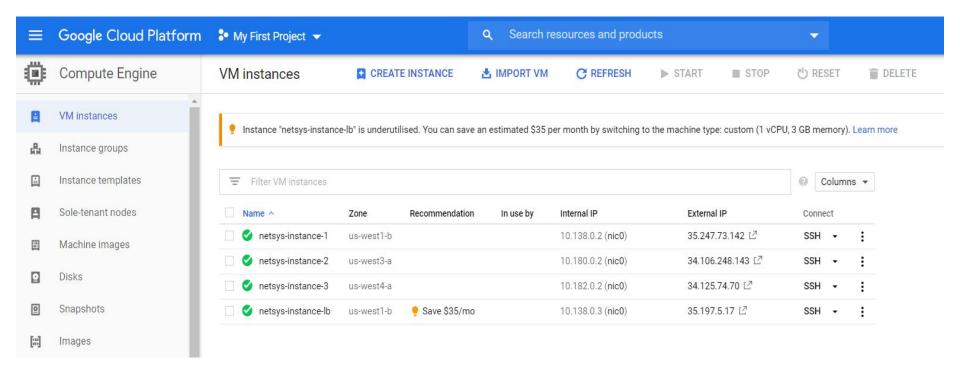
Chained Failover



Implementation Framework

- Created a framework with Python "http" and "socket" packages to establish network pipes and handling requests.
- ❖ Initially tested the infrastructure on localhost, where one instance was the balancer at port X and spawned servers with distinct ports.
- * Randomised execution scripts for more real-time testing.
- Final testing on GCP VMs over external network.

GCP



Technical Implementation

Multi-threaded using Python threading library

- Main thread just listens for connections
- Hands off to child threads for the rest

Child threads handle:

- Decision making (Round robin, chained failover, least connection)
- Packaging and delivering client request + server response

Balancer:

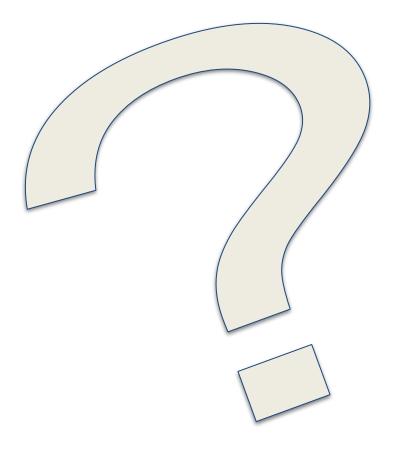
- Tracks total number of requests handled
- Tracks open requests for each server
- Can be configured to listen at any port
- Provides a verbose mode for debugging

DEMO

Challenges

- Didn't have enough time to build out the UI for dynamic server management
- During testing, we had someone pinging the server which caused inconsistent results
- Inconsistent broken pipe error on GCP

Questions?



THANK YOU