

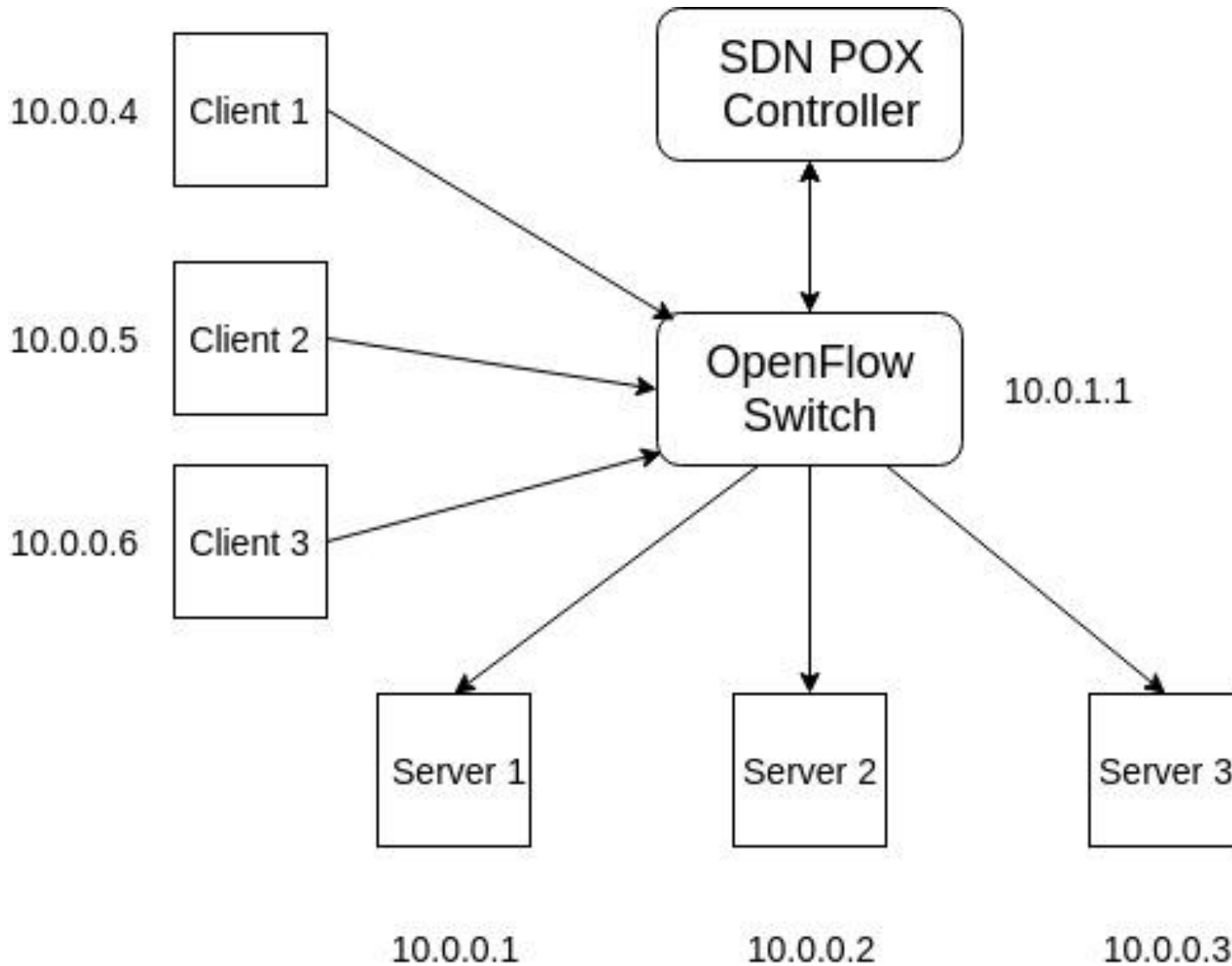


## Load Balancing on SDN

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# System Model



Load Balancer System Model



**BITS Pilani**

# Implementation Challenges

## Mininet specific:

- vlan port while installation(only NAT available)
- not able to install external packets like (iperf, http-perf)
- “random.py” file name

## Project specific:

- ARP packets to check whether servers are alive or not
- calculating RTT
- give servers capacity
- give packets weight

# Random Algorithm

```
def pick_server():  
    # pick random server from alive servers  
    ip_address = random.choice(live_servers_list[])  
    # return ip_address of that server  
    return ip_address
```

# Round-Robin Algorithm

```
def pick_server():  
    N = length(live_servers_list[])  
    # index stores index of last picked server  
    index = (index + 1) % N  
  
    ip_address = live_servers_list[index]  
  
    # return ip_address of that server  
    return ip_address
```

# Least Connection Based

```
def pick_server():  
    N = length(live_servers_list[])  
  
    final_server = live_servers_list[0]  
    current_no_of_connections = INF  
  
    for x in live_servers_list[N]:  
        # y stores current no of connections  
        y = find_connections(x)  
        # if it is lesser than current no of connections  
        # then select that server  
        if y < current_no_of_connections:  
            final_server = x  
            #rememver that y for future comparison  
            current_no_of_connections = y  
  
    ip_address = final_server  
    # return ip_address of that server  
    return ip_address
```

# Weighted RR

```
counter = 0
```

```
THRESHOLD[N] = {0}
```

```
def pick_server():
```

```
    N = length(live_servers_list[])
```

```
    counter = (counter + 1) % MAX_LIMIT
```

```
    final_server = live_servers_list[0]
```

```
    for x in live_servers_list[N]:
```

```
        # if counter is lesser than THRESHOLD
```

```
        if counter < THRESHOLD[x]:
```

```
            final_server = x
```

```
            ip_address = final_server
```

```
            return ip_address
```

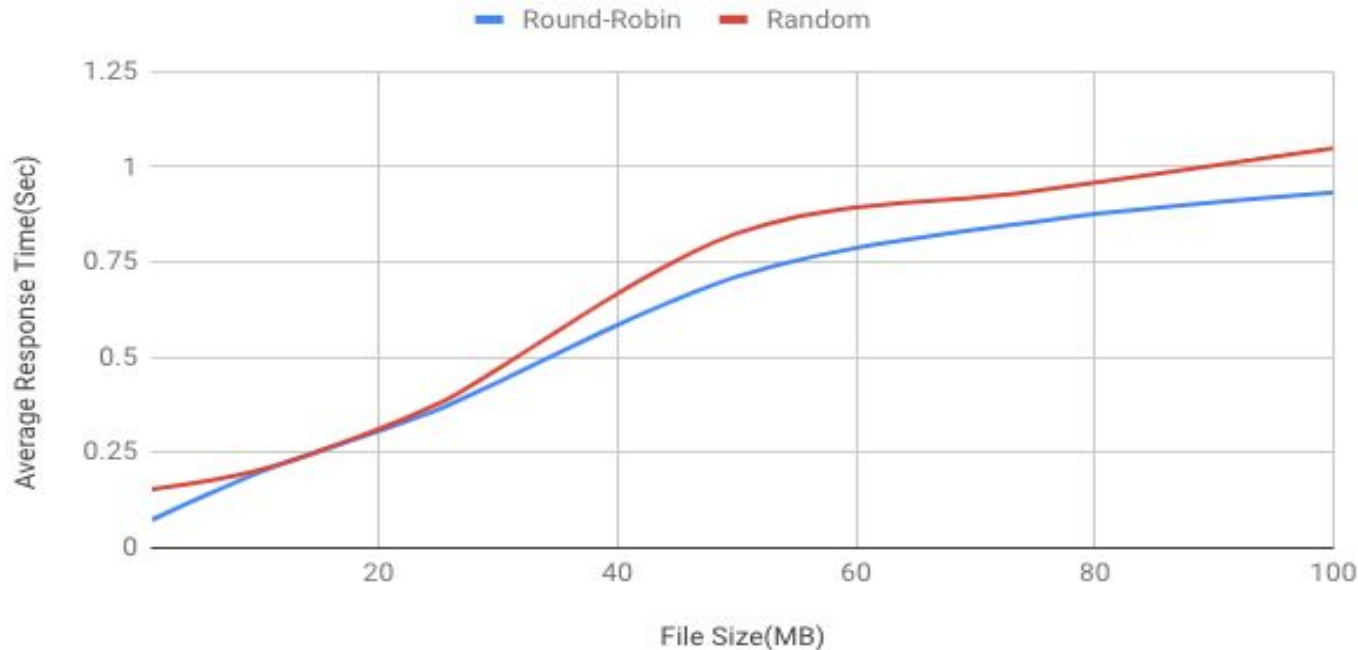
```
        # else find next server having higher THRESHOLD
```

```
        else: x = x + 1
```

```
    return final_server
```

# Random vs RR

## Round-Robin and Random

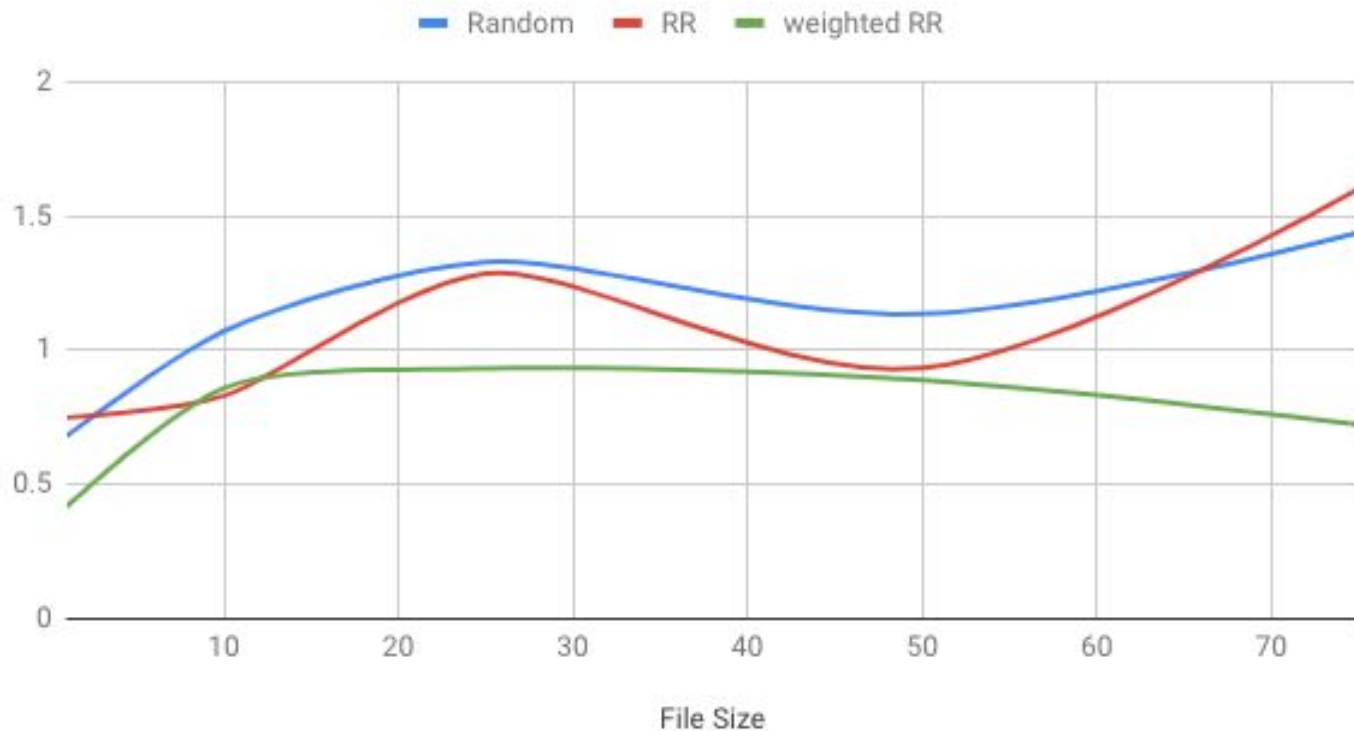


File Size	Round-Robin	Random
1	0.07395833333	0.15375
10	0.198125	0.2039583333
25	0.3635294118	0.3782352941
50	0.7115686275	0.8249019608
75	0.8558823529	0.9360784314
100	0.9323529412	1.048431373



# 50 \* 3 iterations

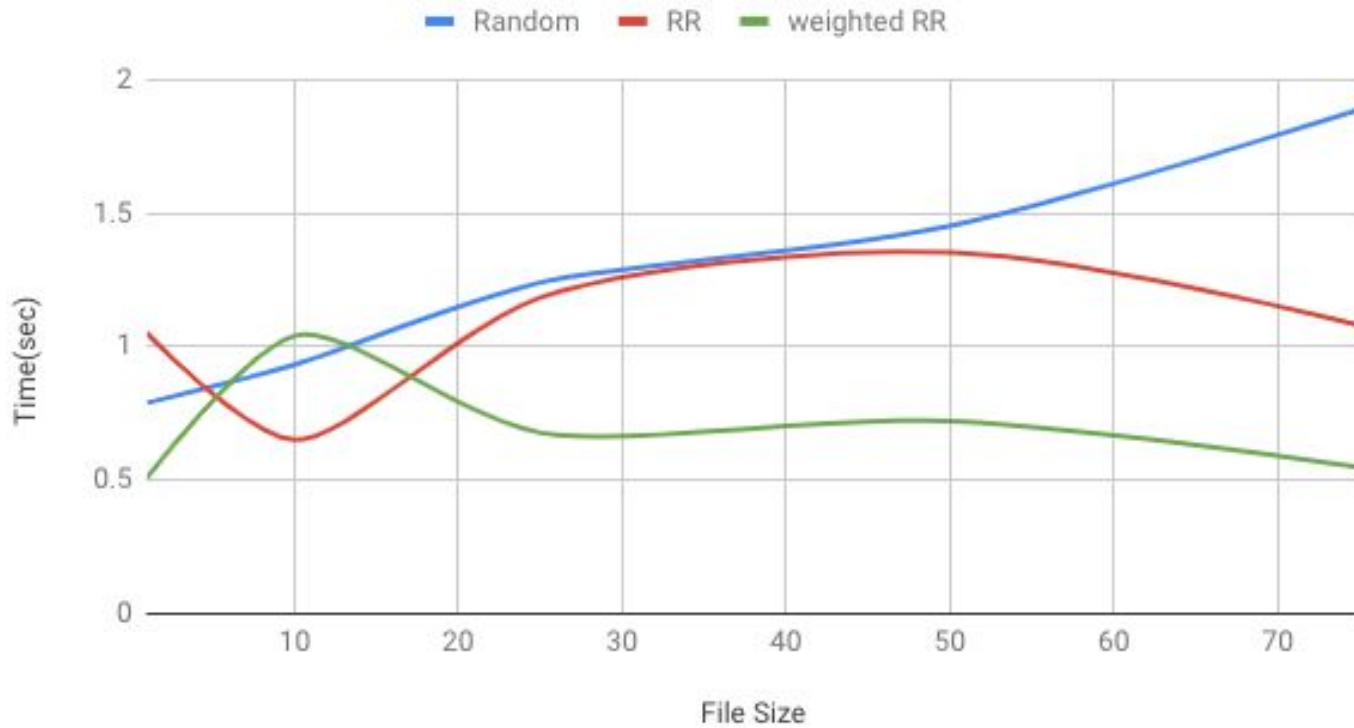
Random, RR and weighted RR



File Size	Random	RR	weighted RR
1	0.680333	0.749	0.418
10	1.07033	0.829667	0.859
25	1.32833	1.28533	0.932333
50	1.13467	0.933333	0.889
75	1.438	1.6	0.722333

# 100 \* 3 iterations

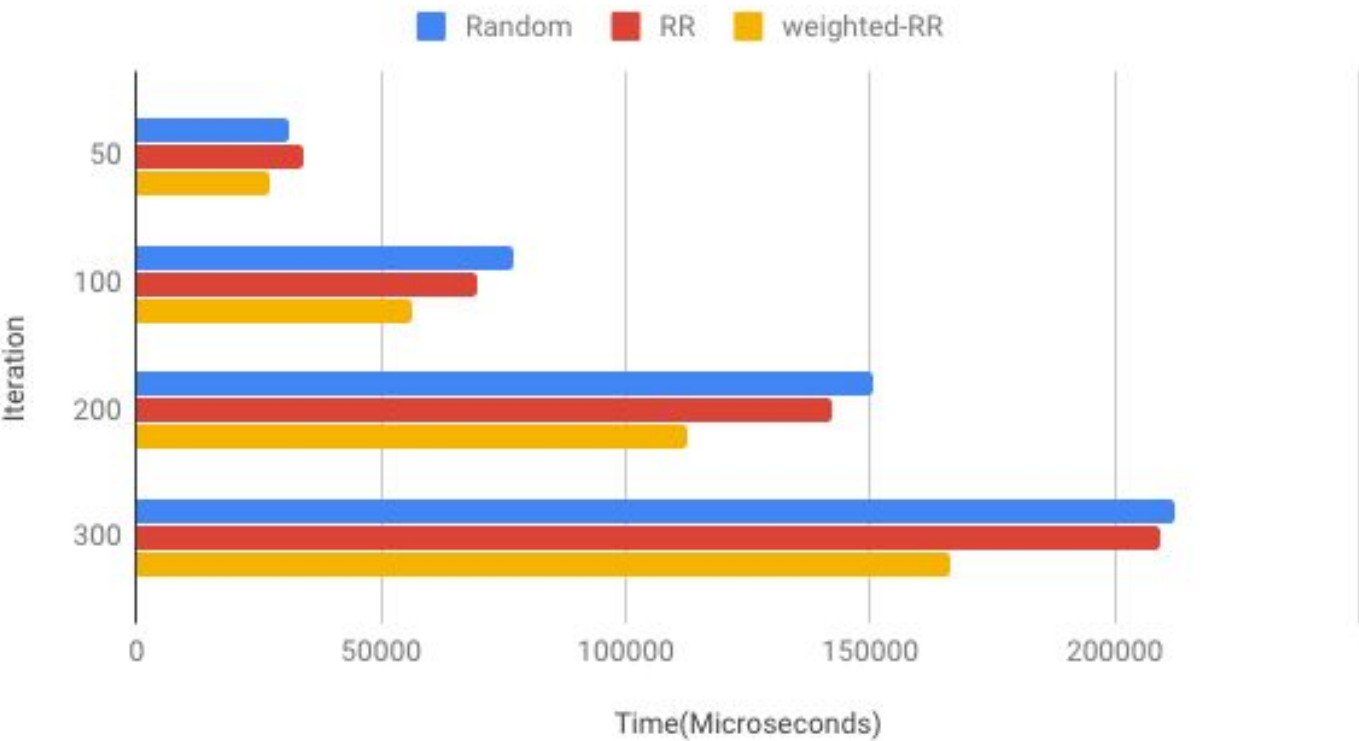
## Random, RR and weighted RR



File Size	Random	RR	weighted RR
1	0.7895	1.0505	0.5085
10	0.932167	0.6505	1.04017
25	1.23967	1.18317	0.677333
50	1.45217	1.35267	0.721167
75	1.8885	1.0795	0.548333

# Turn Around Time (packets with diff. size)

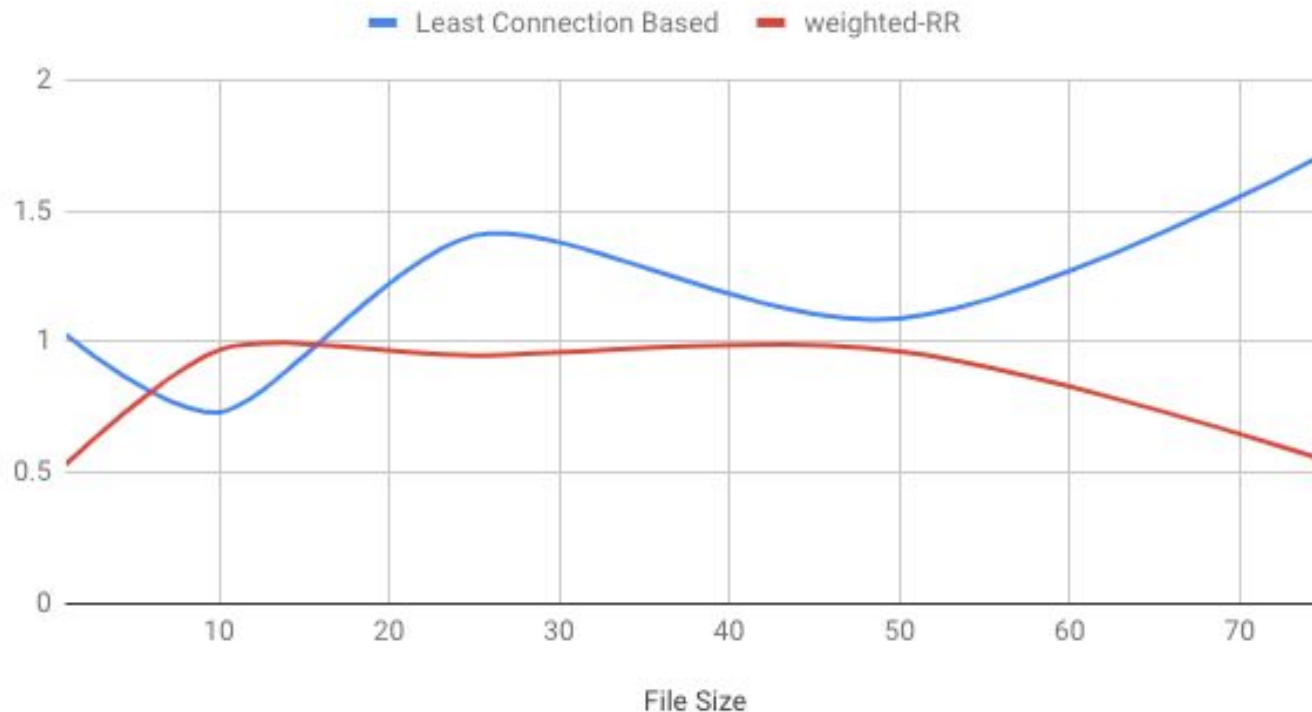
Random, RR and weighted-RR



Iteration	Random	RR	weighted-RR
50	31388.804	33997.289	27375.259
100	77032.588	69841.801	56255.486
200	150419.423	142287.505	112495.153
300	212460.915	209429.211	166604.749

# Least Connection vs weighted-RR

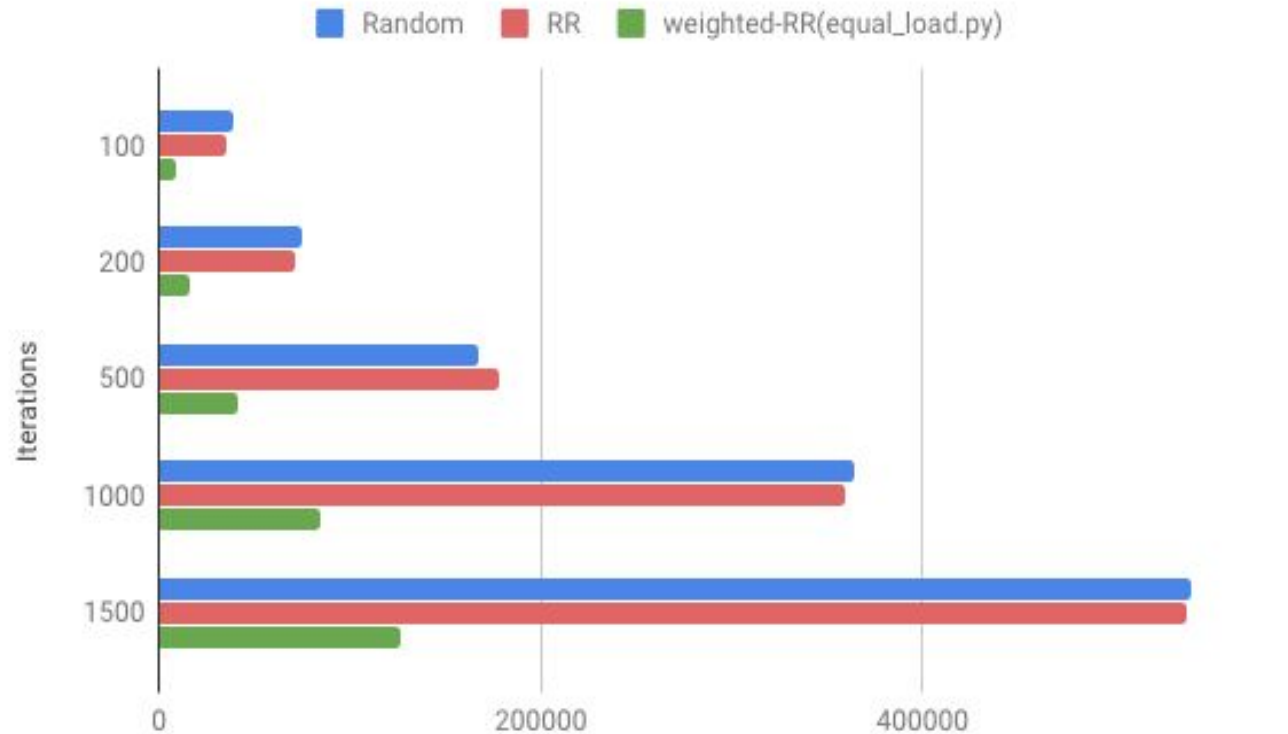
Least Connection Based and weighted-RR



File Size	Least Connection Based	weighted-RR
1	1.02533	0.533667
10	0.73	0.969
25	1.4055	0.947667
50	1.08867	0.9635
75	1.71617	0.548167

# Turn Around Time (packets with same size)

Random, RR and weighted-RR(equal\_load.py)



Iterations	Random	RR	weighted-RR(equal_load.py)
100	38496.255	35544.115	8444.825
200	74705.323	71727.752	16428.513
500	167638.835	178612.654	41555.514
1000	364786.688	359001.205	84330.728
1500	540187.439	538257.512	126570.55



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## Thank You !!