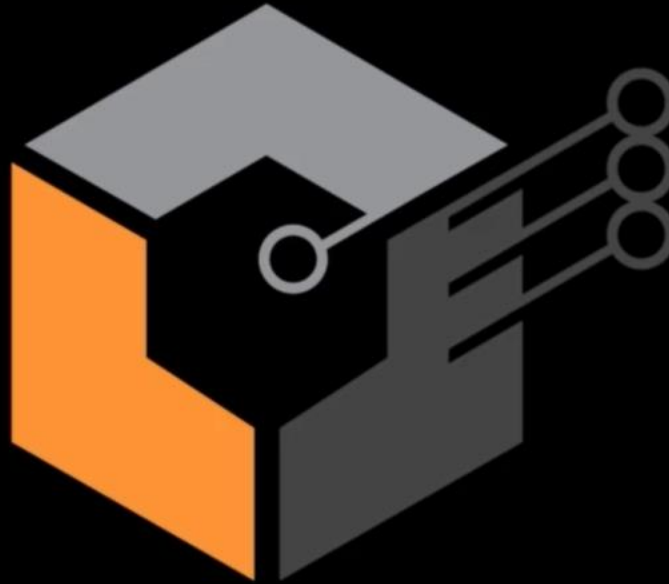


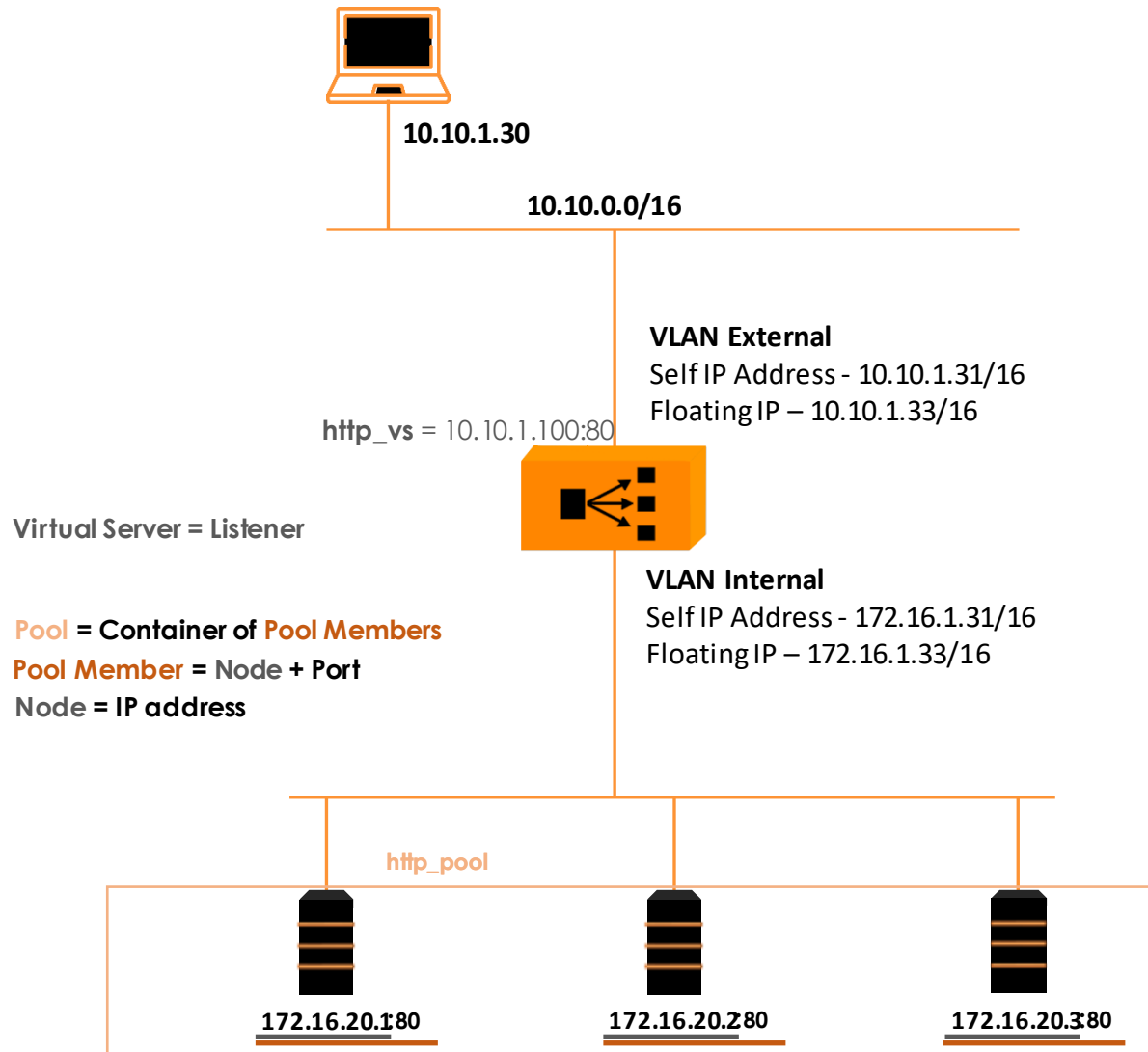
Private Cloud/Data Center

Load Balancers

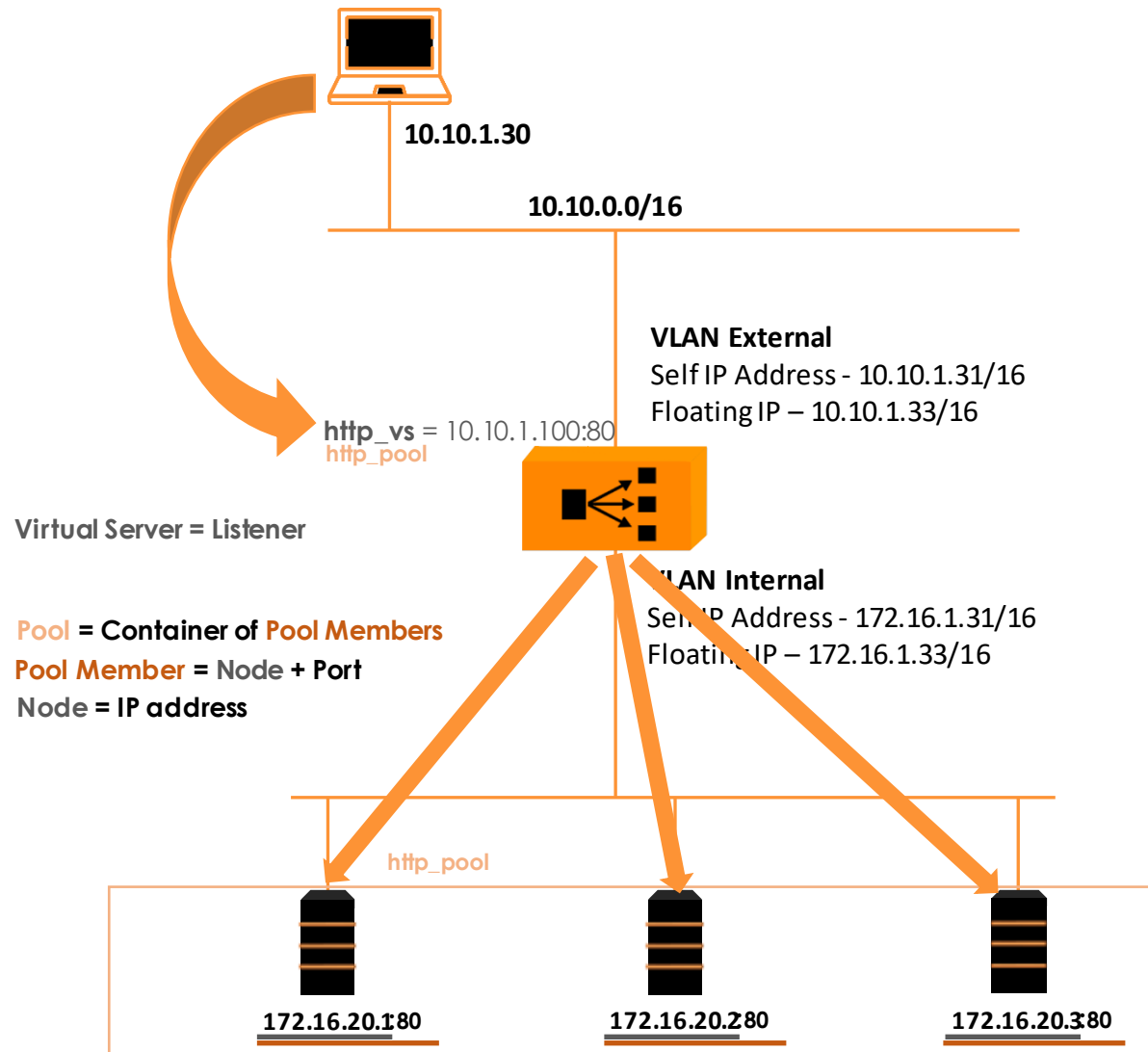


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Load Balancing



Load Balancing



Static Load Balancing

- Round Robin (default)
- Ratio

Dynamic Load Balancing

- Least Connections
- Fastest
- Weighted Least Connections
- Least Session
- Observed
- Predictive

Failure Mechanism

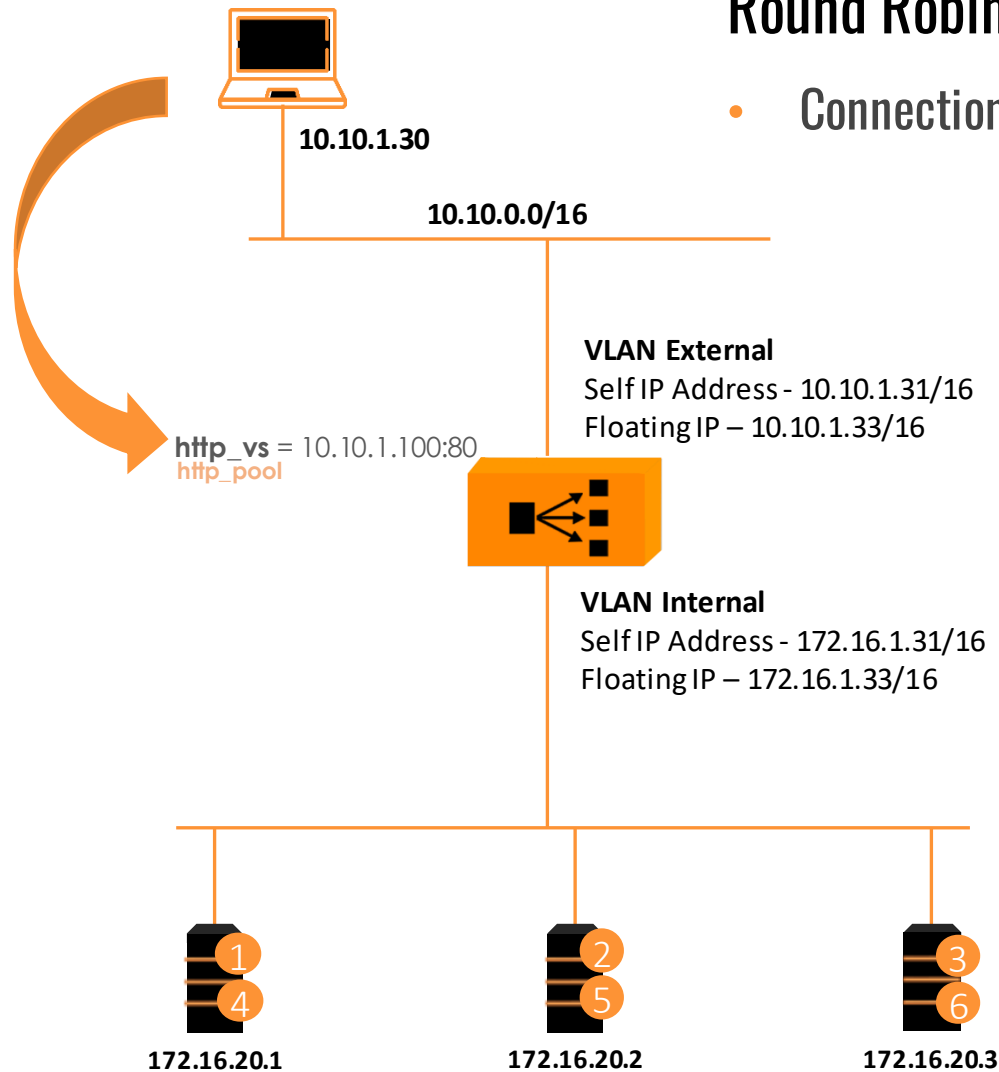
- Priority Group Activation
- Failback Host



Static Load Balancing

Round Robin

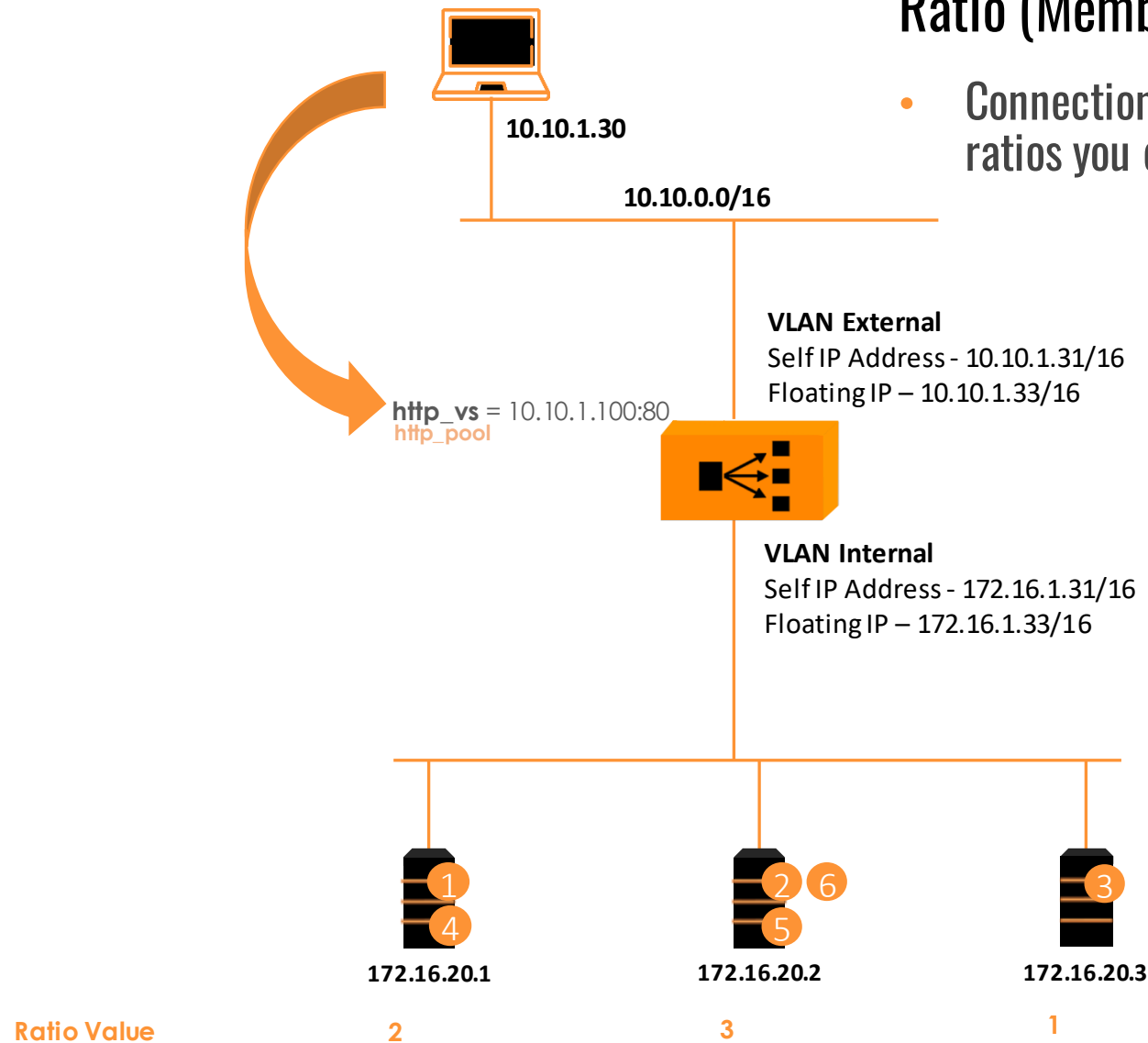
- Connection distributed evenly across all available members



Static Load Balancing

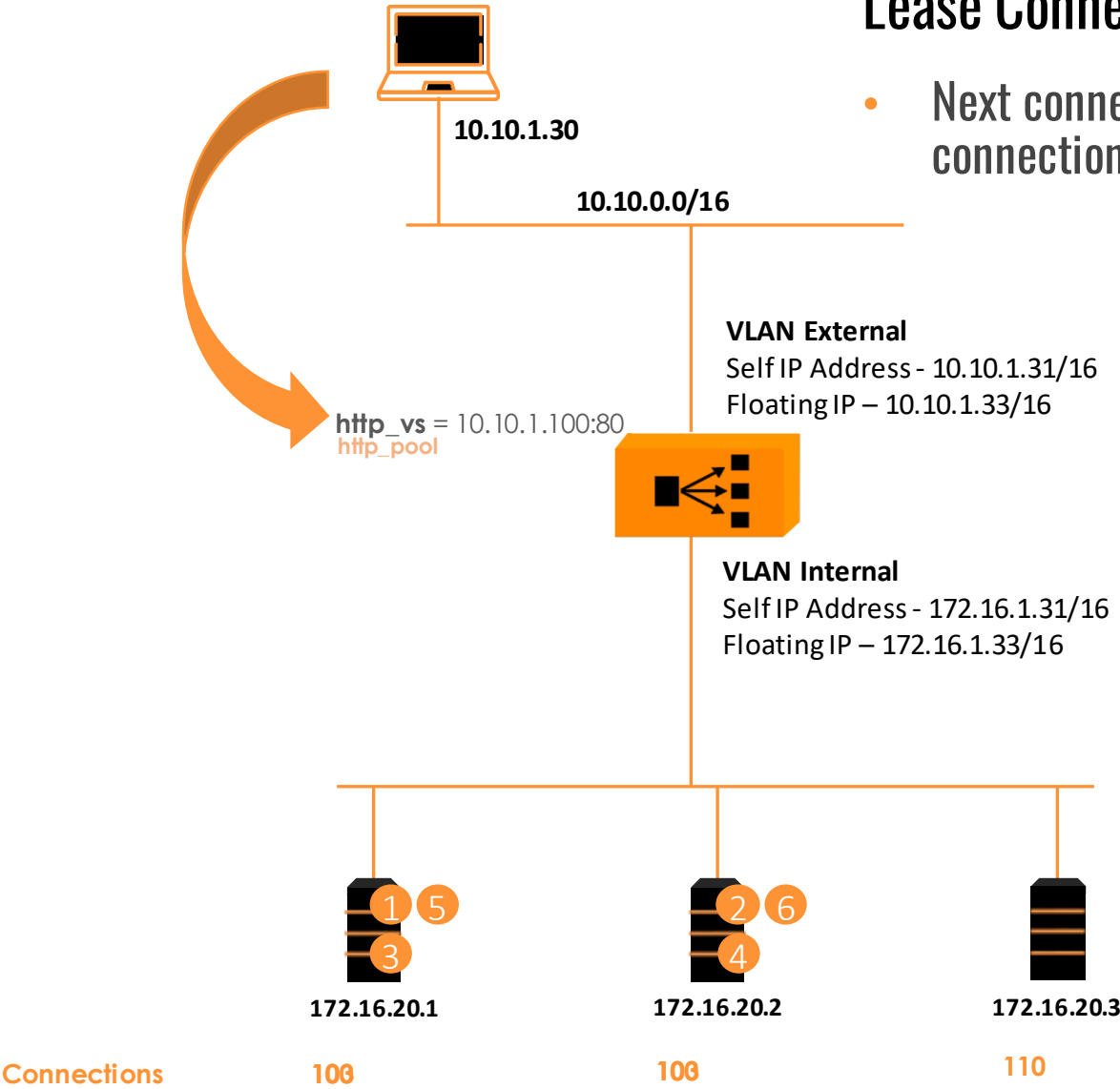
Ratio (Member or Node)

- Connection distributed in weighted round robin pattern using ratios you define



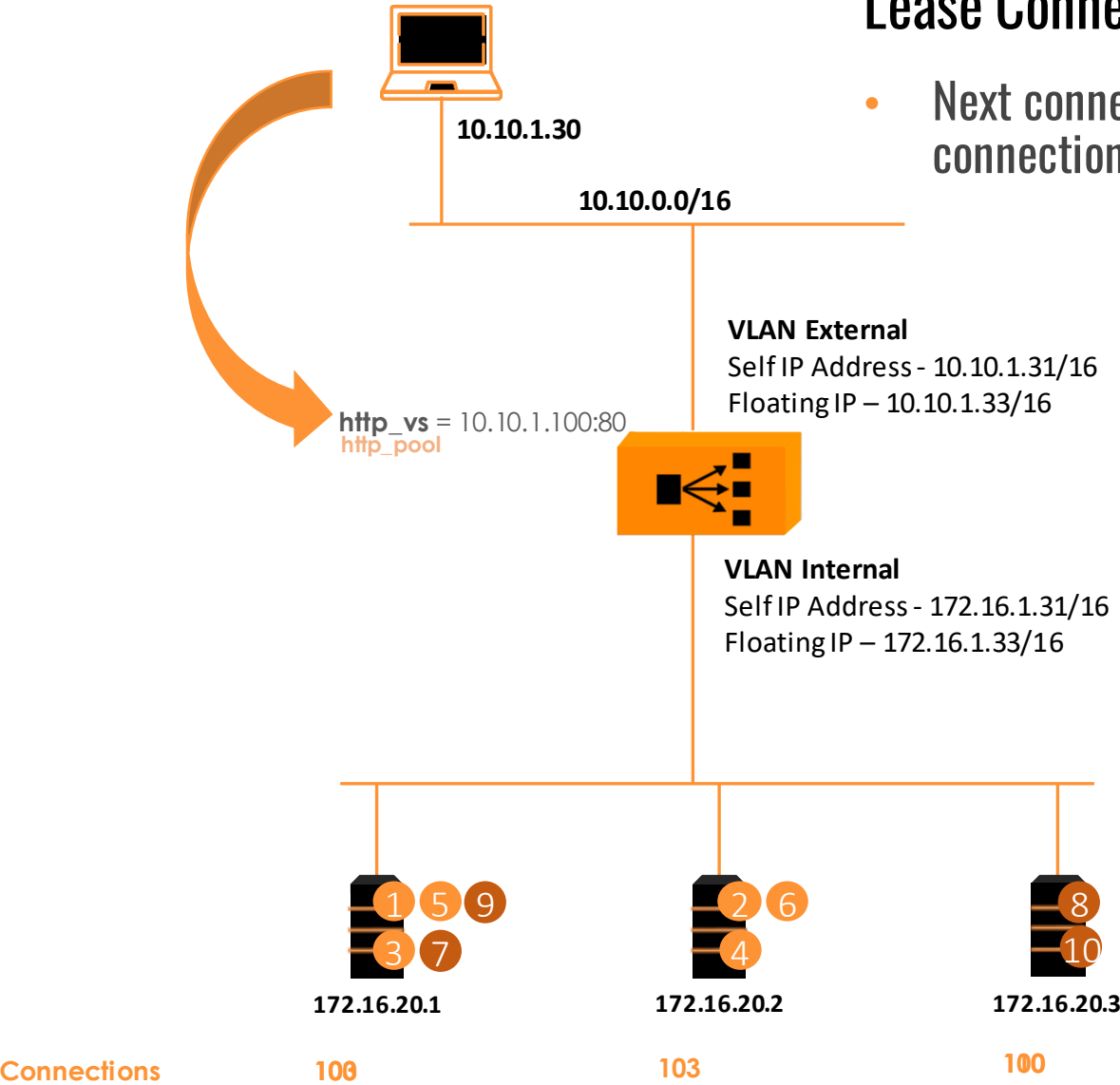
Lease Connections (Member or Node)

- Next connection goes to member or node with fewest open connections



Lease Connections (Member or Node)

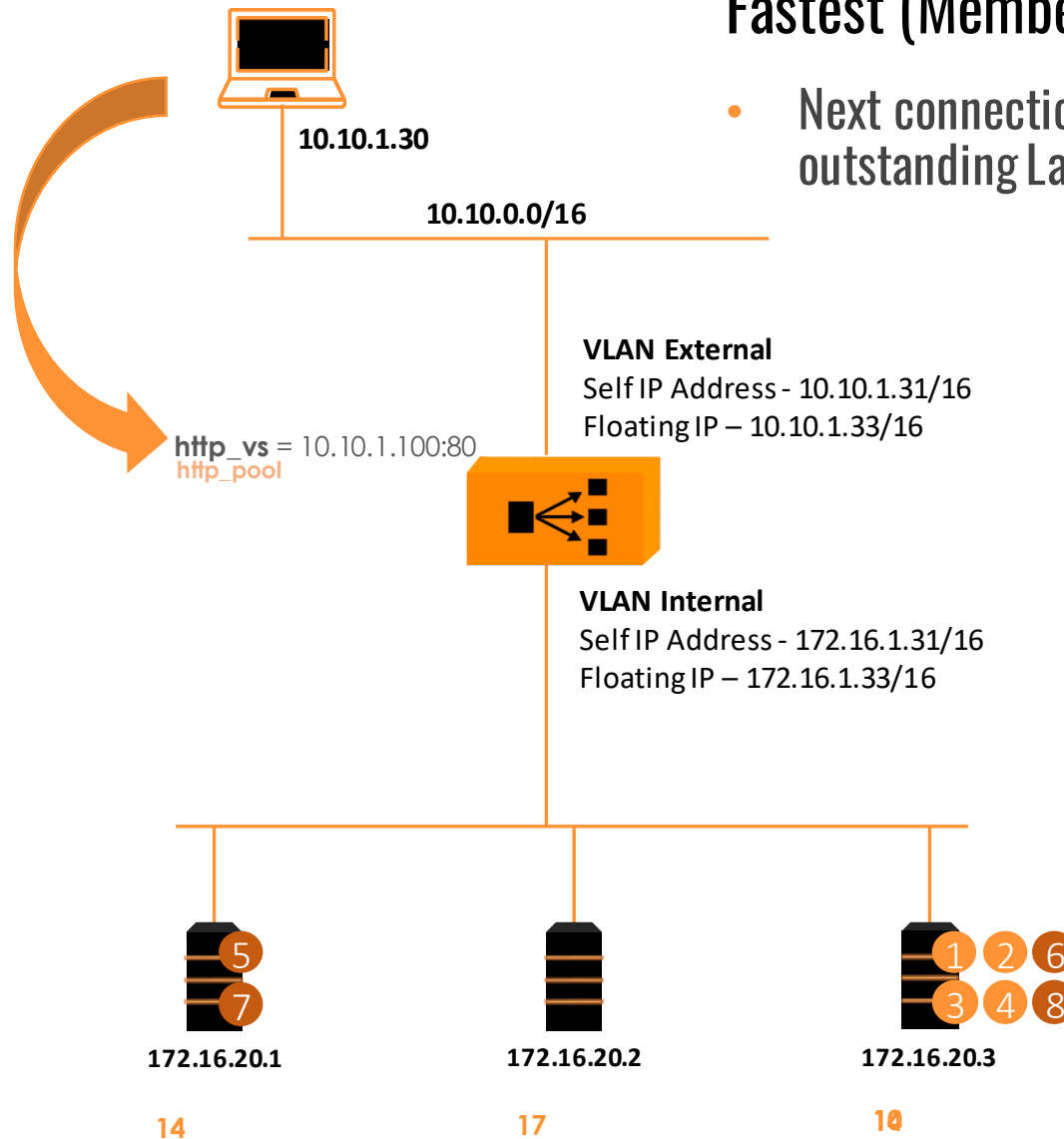
- Next connection goes to member or node with fewest open connections



Dynamic Load Balancing

Fastest (Member or Node)

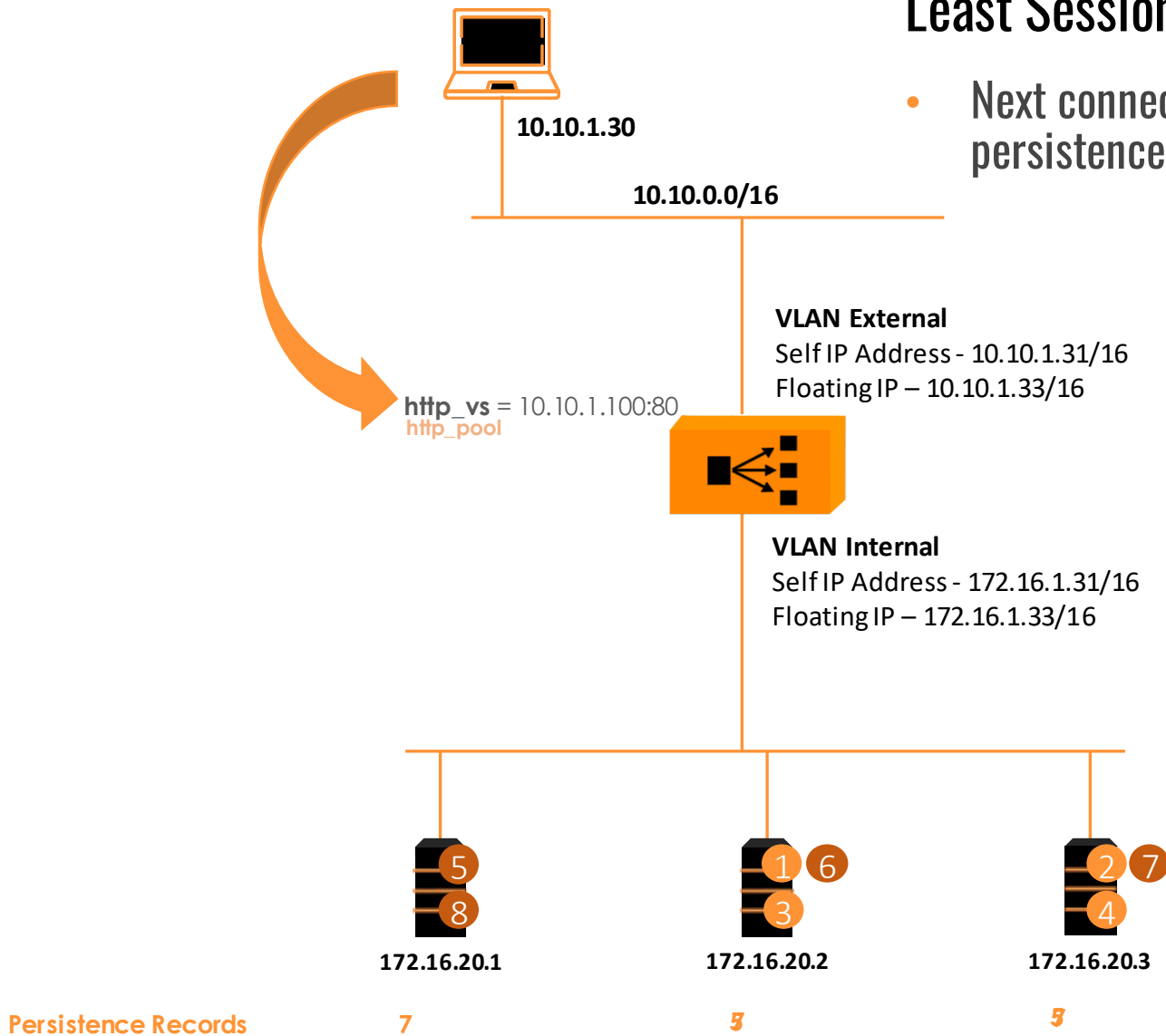
- Next connection goes to member or node with fewest outstanding Layer 7 request



Outstanding L7 Requests

Least Sessions

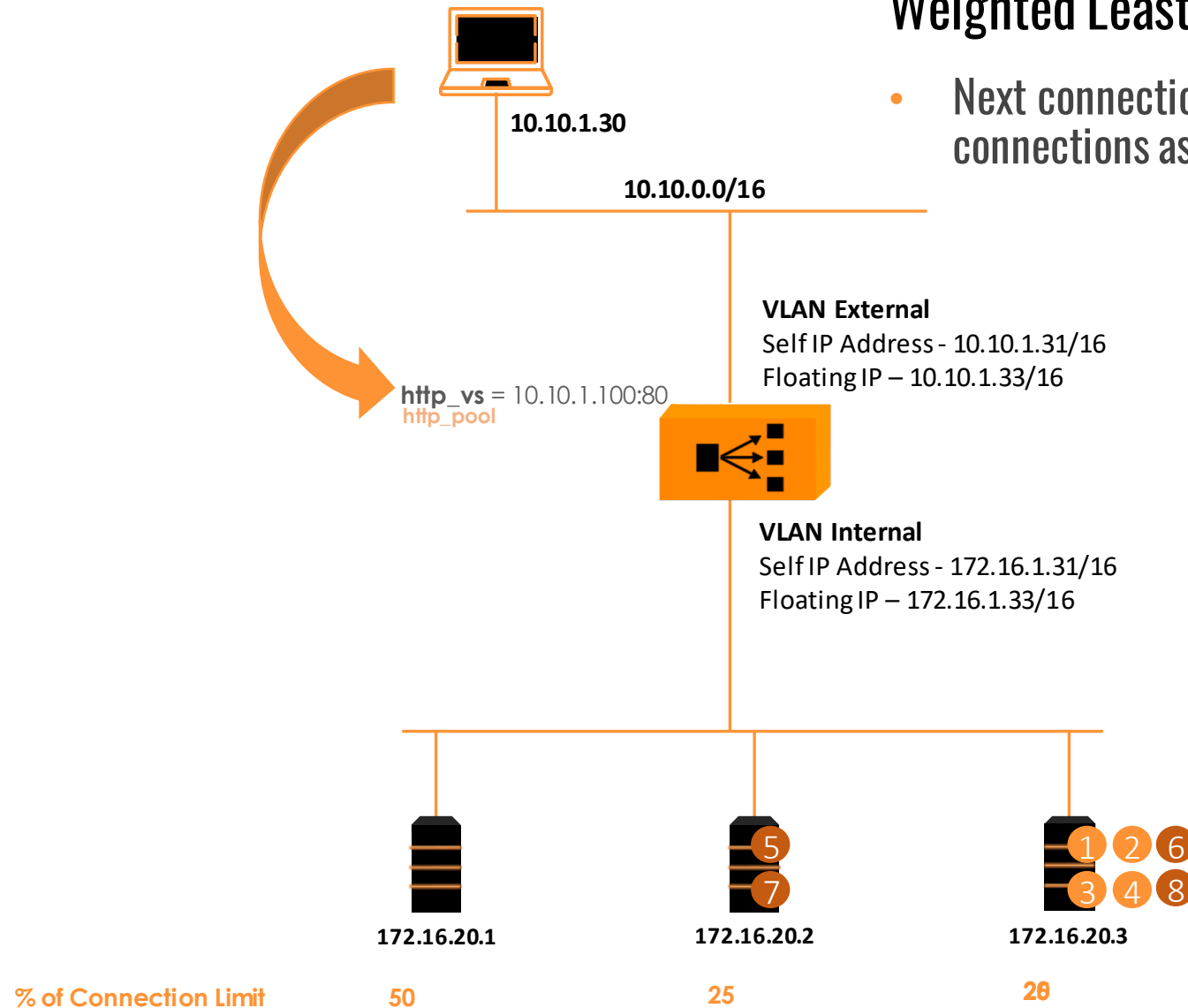
- Next connection goes to a member or node with fewest exiting persistence records



Persistence Records

Weighted Least Connection

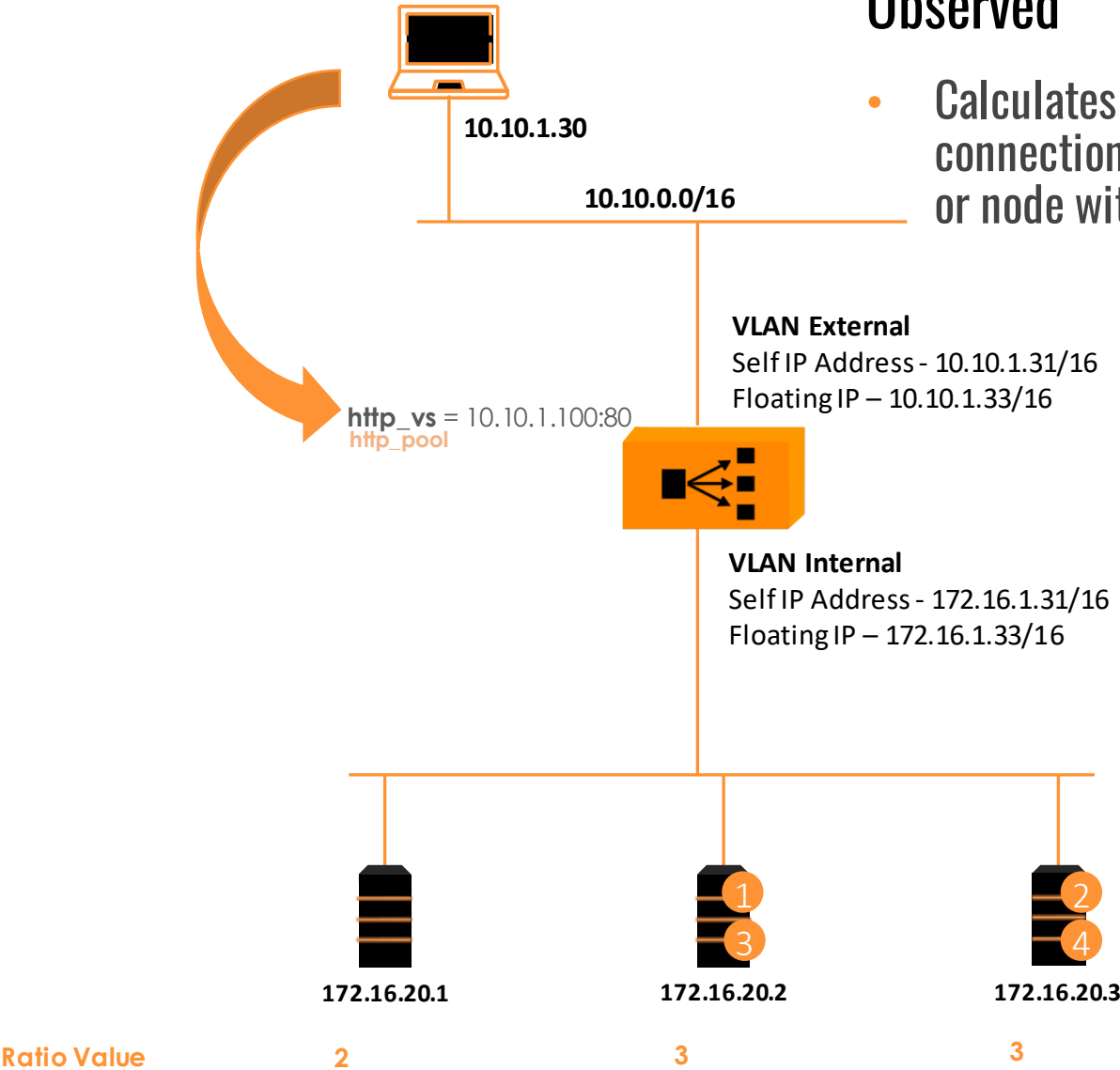
- Next connection goes to a member with fewest existing connections as a percentage of its connection limit.



Dynamic Load Balancing

Observed

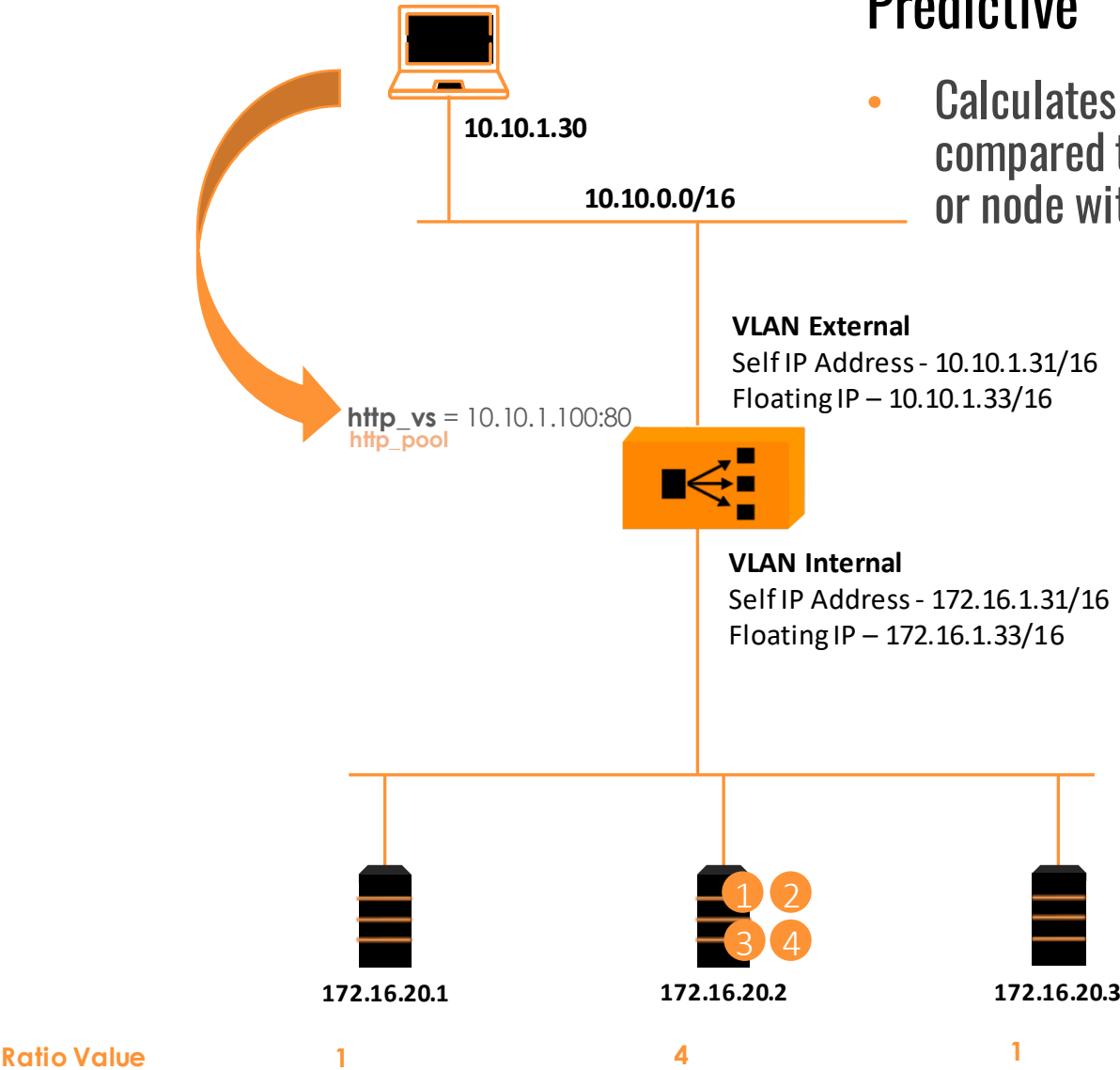
- Calculates dynamic ratio values based on number of L4 connections last observed. Next connection goes to member or node with highest calculated ratio.



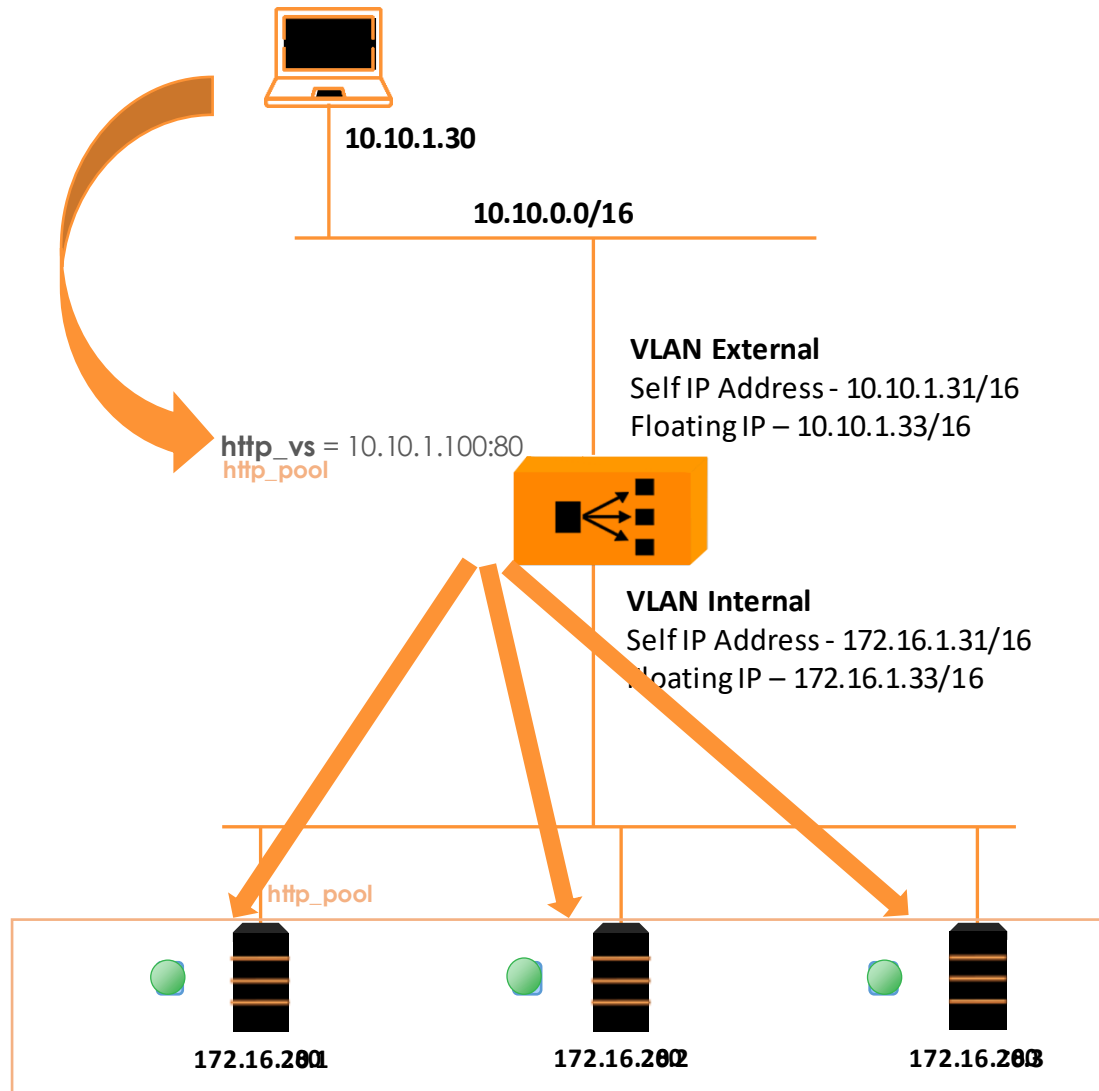
Dynamic Load Balancing

Predictive

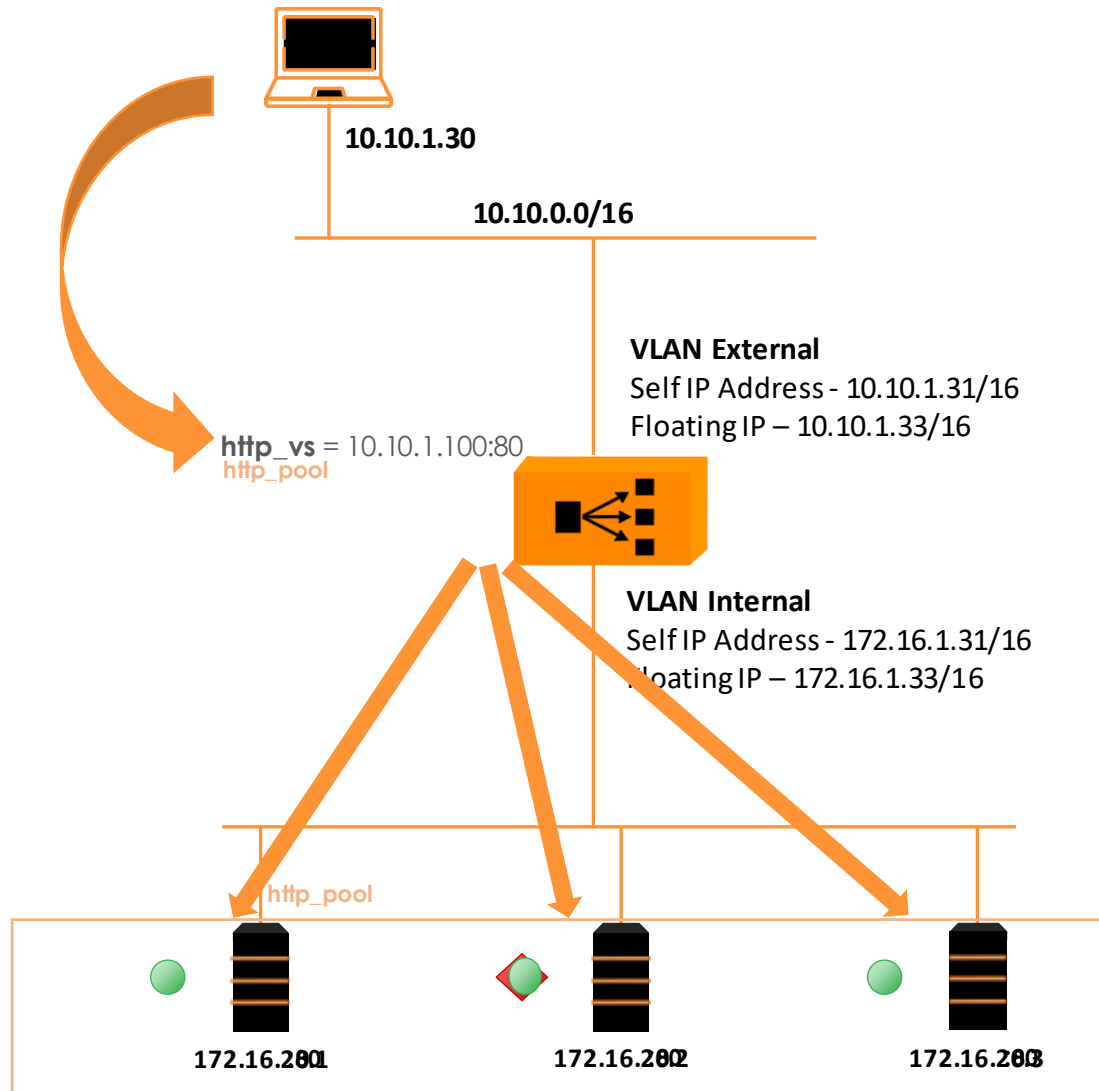
- Calculates dynamic ratio value based on current connections compared to previous connections. Next connection to member or node with highest ratio.



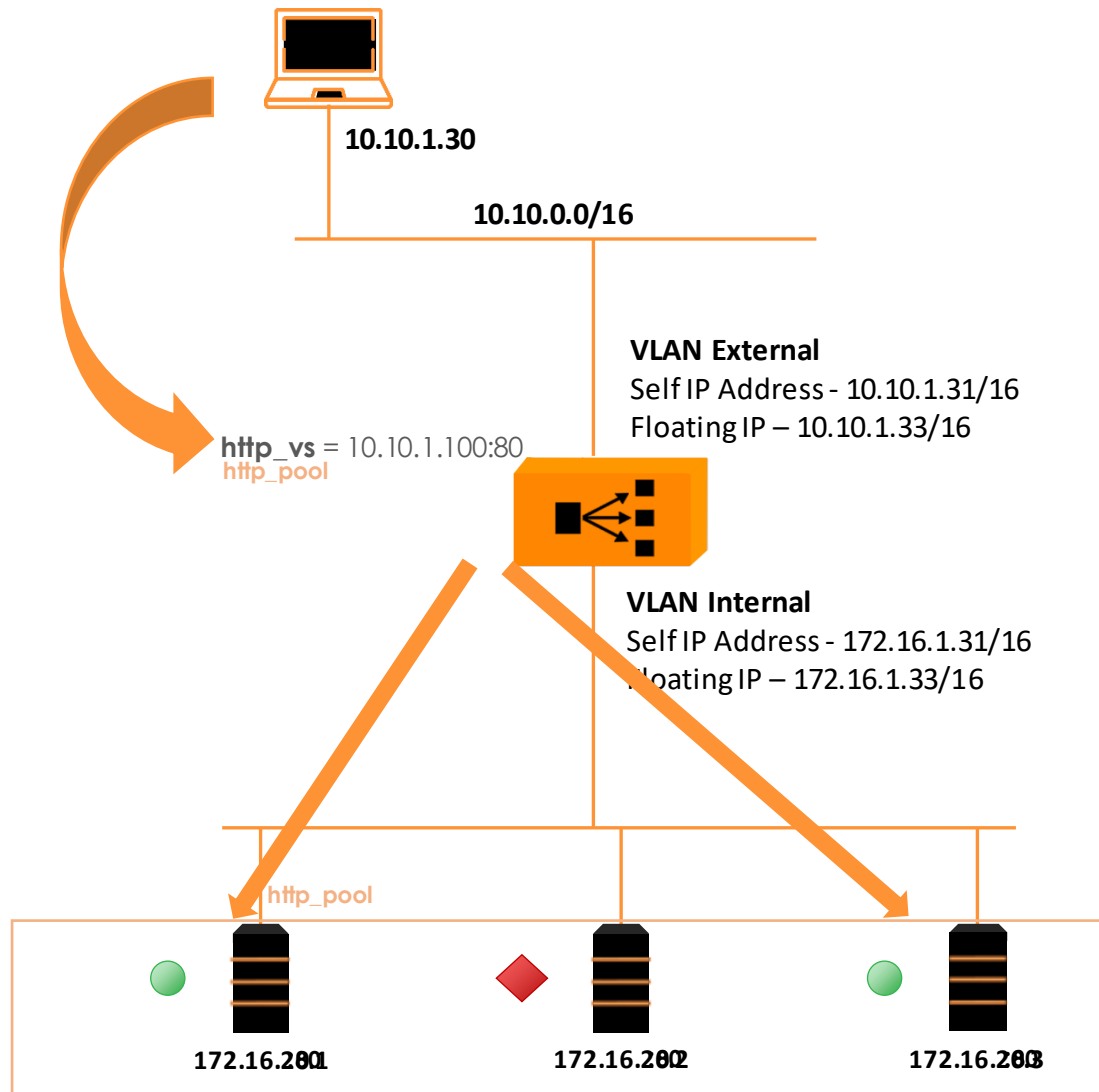
Health Monitors



Health Monitors



Health Monitors



Health Monitors / Monitors

- determine the availability and performance of hosts/devices, links, and services on a network
- Gathers and checks information from host/device
 - specific resource for
 - expected response
 - defined time interval

Types of Resources

- Nodes
- Pools
- Pool Members
- Links (BIG-IP DNS only)