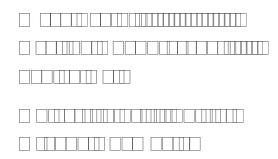
DIFFUSION-BASED LOAD BALANCING



THE TARGET RUNTIME

- O over-decomposed
- •

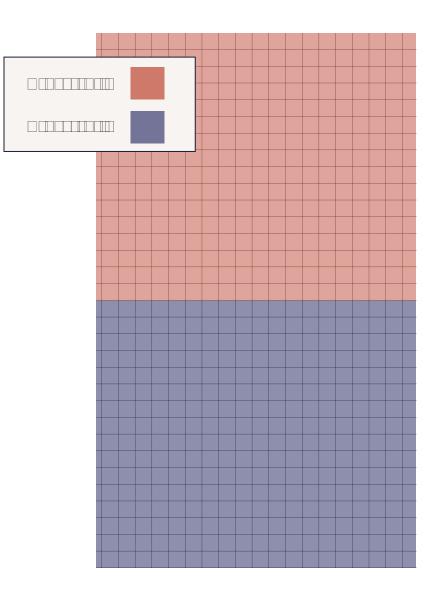
- •

MIGRATABLE OBJECTS

- •

VISUALIZING LOAD WITH A STENCIL CODE

- •
- •
- •
- Color

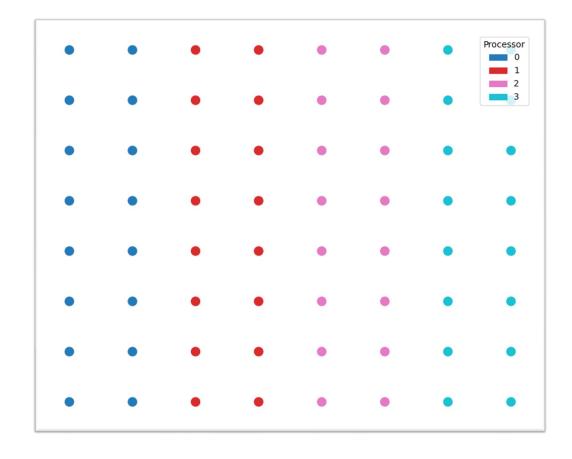


A NAÏVE STRATEGY: GREEDY REFINE

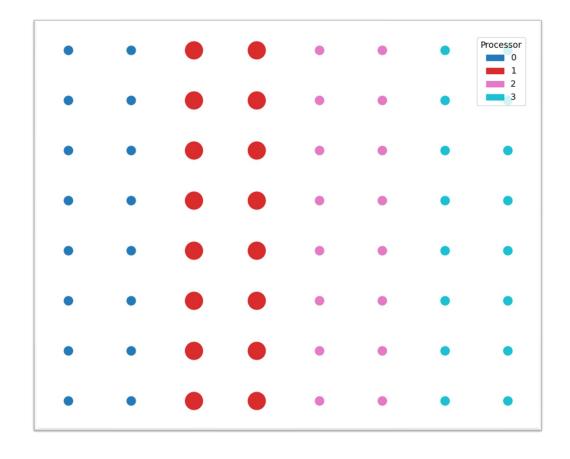
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VISUALIZING GREEDY REFINE

- •

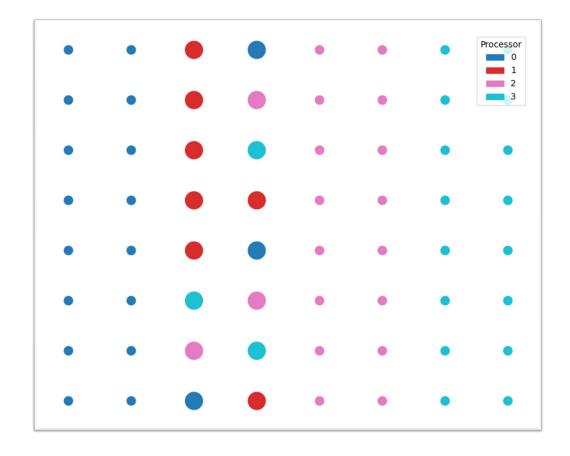


VISUALIZING GREEDY REFINE



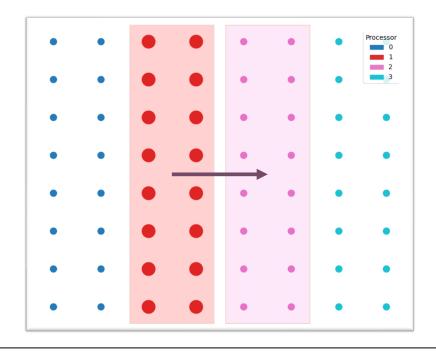
VISUALIZING GREEDY REFINE

- •
- •

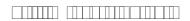


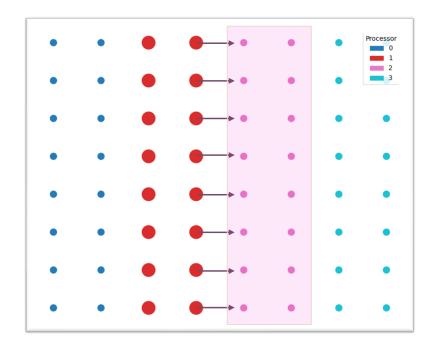
THE DIFFUSION ALGORITHM

- - •



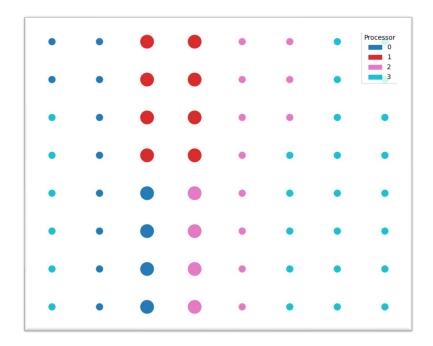
THE DIFFUSION ALGORITHM





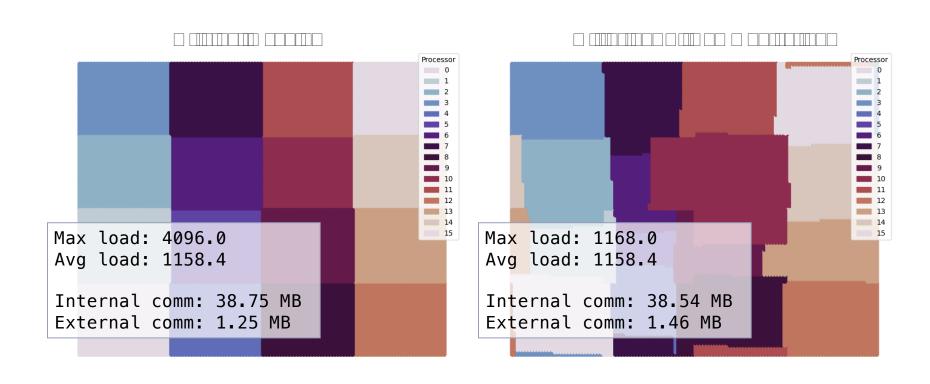
DIFFUSION-BASED LOAD BALANCING

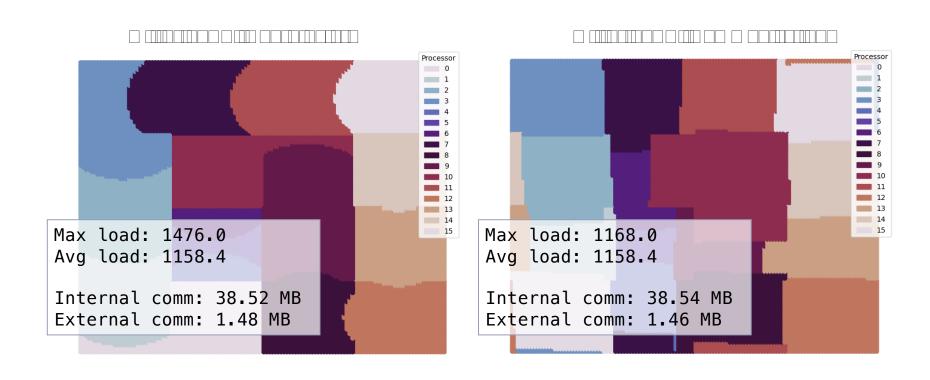
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COORDINATE APPROXIMATION

- - •
 - •





THE LB SIMULATOR

FUTURE WORK

MODULARITY EFFORTS + COLLABORATION

QUESTIONS?