

Balance State is defined as follows:

- Based on the initial load of the processors, we find the average load value.
- We say that the system has achieved a balanced state, if the load on each processor is equal to the absolute value of initial average load - EPSILON.

Algorithm Used to find the balanced state for “k” processors:

1. Initialize the “initial load” for k processors in array `processor_load[k]`;
2. Initialize the “timer vector” for k processors, which is the time at which a processor should do the load balancing activity.
3. Find the total initial load of k processors, which is the summation of loads on k processors.
4. Find the smallest timer value in the timer vector of k processors and find its index.
5. Do the load balancing activity for the processor on the above index.
6. Load balancing activity is defined as follows:
 - Find the left neighbors which is `processor[index-1]` if index is greater than 0. It will be the last processor if the index is 0.
 - Find the right neighbor which is the `processor[index +1]` if the index is less than k-1. It will be the first processor if the index is k-1.
 - Find the average load of the 3 processors.
 - If the load on the current processor i.e. `processor[k-1]` is greater than the average then we do the load balancing activity. Otherwise we move out of load balancing activity.
 - If the load of `processor[index-1]` is less than the average load, then we are allocating the load from `processor[index]`. Load value given by the `processor[index]` dependant on whether the load requirement of left neighbor is less or more than the excess load at the current processor.
 - After allocating the load to the left neighbor, we modify the load at left neighbor and current neighbor.
 - Then we allocate the load from `processor[index]` to right neighbor in the same way as we did for the left neighbor.
 - Eventually, we get the modified load values for `processor[index-1]`, `processor[index]` and `processor[index+1]`.
7. `Processor[index]` generates the new time value for itself using the uniform random number generator and updates the timer vector.
8. Increment the cycle count by 1.
9. Compare the load on each processor with the initial average load and see if the balanced state has been reached. If the balanced state is reached, stop the execution. Else, loop to the step4.

Test Results:

EPSILON = 2

No. of processors = 5

yagyasen@Yagyawalcyas-MacBook-Pro HW7 % ./yagya_code

The initial load is:

364 150 617 331 383

cyles: 1823

The Final load is:

367 368 371 371 368

yagyasen@Yagyawalcyas-MacBook-Pro HW7 %

EPSILON = 2

No. of processors = 10

yagyasen@Yagyawalcyas-MacBook-Pro HW7 % ./yagya_code

The initial load is:

188 352 851 519 905 49 145 109 433 846

cyles: 465

The Final load is:

440 440 440 440 440 440 439 440 439 439

yagyasen@Yagyawalcyas-MacBook-Pro HW7 %

EPSILON = 2

No. of processors = 100

yagyasen@Yagyawalcyas-MacBook-Pro HW7 % ./yagya_code

The initial load is:

44	657	246	788	597	523	286	509	606	387	617	15	658
539	476	532	917	578	481	998	477	156	359	434	528	958
423	531	27	970	712	443	173	908	782	81	84	771	396
704	369	433	46	637	420	180	172	467	333	684	740	81
643	112	208	279	47	175	70	18	69	120	470	23	154
239	95	436	984	997	384	633	889	680	472	843	466	914

771	760	58	214	109	540	676	886	188	861	977	759	159
793	426	272	178	22	339	269	147	90				

cyles: 266011

The Final load is:

449	449	449	449	449	449	449	449	448	449	449	449	448
449	448	449	449	449	448	449	448	449	449	449	449	448
449	449	449	448	448	449	448	449	448	448	448	449	448
449	449	448	448	449	448	449	449	448	449	448	448	448
448	448	448	448	448	448	448	448	448	448	448	448	448
448	448	448	448	448	448	448	448	448	448	448	448	448
448	448	448	448	448	449	449	449	449	449	449	449	449
449	449	448	448	449	449	449	449	449				

yagyasen@Yagyawalcyas-MacBook-Pro HW7 %