

Optimal Load Balancing in Distributed Computer Systems

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Telecommunication Networks and Computer Systems



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Kim, Yongbing Zhang**



Optimal Load Balancing In Distributed Computer Systems:

Optimal Load Balancing in Distributed Computer Systems Hisao Kameda, Jie Li, Chonggun Kim, Yongbing Zhang, 2012-12-06 An important consideration in improving the performance of a distributed computer system is the balancing of the load between the host computers Load balancing may be either static or dynamic static balancing strategies are generally based on information about the system's average behavior rather than its actual current state while dynamic strategies react to the current state when making transfer decisions Although it is often conjectured that dynamic load balancing outperforms static careful investigation shows that this view is not always valid Recent research on the problem of optimal static load balancing is clearly and intuitively presented with coverage of distributed computer system models problem formulation in load balancing and effective algorithms for implementing optimization Providing a thorough understanding of both static and dynamic strategies this book will be of interest to all researchers and practitioners working to optimize performance in distributed computer systems *Optimal Load Balancing in Distributed Computer Systems* A. N. Tantawi, D. Towsley, 1984 *Distributed Computer Systems* H. S. M. Zedan, 2014-05-12 Distributed Computer Systems Theory and Practice is a collection of papers dealing with the design and implementation of operating systems including distributed systems such as the amoeba system argus Andrew and grapevine One paper discusses the concepts and notations for concurrent programming particularly language notation used in computer programming synchronization methods and also compares three classes of languages Another paper explains load balancing or load redistribution to improve system performance namely static balancing and adaptive load balancing For program efficiency the user can choose from various debugging approaches to locate or fix errors without significantly disturbing the program behavior Examples of debuggers pertain to the ada language and the occam programming language Another paper describes the architecture of a real time distributed database system used for computer network management monitoring integration as well as administration and control of both local area or wide area communications networks The book can prove helpful to programmers computer engineers computer technicians and computer instructors dealing with many aspects of computers such as programming hardware interface networking engineering or design **Recent Advances in Parallel Virtual Machine and Message Passing Interface** Marian Bubak, Jack Dongarra, Jerzy Wasniewski, 1997-10-15 This book constitutes the refereed proceedings of the 4th European Parallel Virtual Machine and Message Passing Interface Users Group Meeting PVM MPI 97 held in Cracow Poland in November 1997 Parallel Virtual Machine and Message Passing Interface are the most popular tools for programming in accordance with the message passing paradigm which at present is considered to be the best way to develop effective parallel programs The book presents 63 carefully selected papers covering the whole range of PVM MPI issues The papers are organized in sections on evaluation and performance extensions and improvements implementation tools algorithms and applications in science and engineering Game Theory Relunched Hardy Hanappi, 2013-03-27 The

game is on Do you know how to play Game theory sets out to explore what can be said about making decisions which go beyond accepting the rules of a game Since 1942 a well elaborated mathematical apparatus has been developed to do so but there is more During the last three decades game theoretic reasoning has popped up in many other fields as well from engineering to biology and psychology New simulation tools and network analysis have made game theory omnipresent these days This book collects recent research papers in game theory which come from diverse scientific communities all across the world they combine many different fields like economics politics history engineering mathematics physics and psychology All of them have as a common denominator some method of game theory Enjoy

Load Balancing in Parallel Computers

Chenzhong Xu, Francis C.M. Lau, 2007-08-26 Load Balancing in Parallel Computers Theory and Practice is about the essential software technique of load balancing in distributed memory message passing parallel computers also called multicomputers Each processor has its own address space and has to communicate with other processors by message passing In general a direct point to point interconnection network is used for the communications Many commercial parallel computers are of this class including the Intel Paragon the Thinking Machine CM 5 and the IBM SP2 Load Balancing in Parallel Computers Theory and Practice presents a comprehensive treatment of the subject using rigorous mathematical analyses and practical implementations The focus is on nearest neighbor load balancing methods in which every processor at every step is restricted to balancing its workload with its direct neighbours only Nearest neighbor methods are iterative in nature because a global balanced state can be reached through processors successive local operations Since nearest neighbor methods have a relatively relaxed requirement for the spread of local load information across the system they are flexible in terms of allowing one to control the balancing quality effective for preserving communication locality and can be easily scaled in parallel computers with a direct communication network Load Balancing in Parallel Computers Theory and Practice serves as an excellent reference source and may be used as a text for advanced courses on the subject

Distributed System Design

Jie Wu, 2017-12-14 Future requirements for computing speed system reliability and cost effectiveness entail the development of alternative computers to replace the traditional von Neumann organization As computing networks come into being one of the latest dreams is now possible distributed computing Distributed computing brings transparent access to as much computer power and data as the user needs for accomplishing any given task simultaneously achieving high performance and reliability The subject of distributed computing is diverse and many researchers are investigating various issues concerning the structure of hardware and the design of distributed software Distributed System Design defines a distributed system as one that looks to its users like an ordinary system but runs on a set of autonomous processing elements PEs where each PE has a separate physical memory space and the message transmission delay is not negligible With close cooperation among these PEs the system supports an arbitrary number of processes and dynamic extensions Distributed System Design outlines the main motivations for building a distributed system including inherently distributed applications performance cost

resource sharing flexibility and extendibility availability and fault tolerance scalability Presenting basic concepts problems and possible solutions this reference serves graduate students in distributed system design as well as computer professionals analyzing and designing distributed open parallel systems Chapters discuss the scope of distributed computing systems general distributed programming languages and a CSP like distributed control description language DCDL expressing parallelism interprocess communication and synchronization and fault tolerant design two approaches describing a distributed system the time space view and the interleaving view mutual exclusion and related issues including election bidding and self stabilization prevention and detection of deadlock reliability safety and security as well as various methods of handling node communication Byzantine and software faults efficient interprocessor communication mechanisms as well as these mechanisms without specific constraints such as adaptiveness deadlock freedom and fault tolerance virtual channels and virtual networks load distribution problems synchronization of access to shared data while supporting a high degree of concurrency

The ... International Conference on Distributed Computing Systems, 1991 *Parallel and Distributed Processing* José D. P. Rolim, 1999-03-30 This book constitutes the refereed proceedings of 11 IPPS SPDP 98 Workshops held in conjunction with the 13th International Parallel Processing Symposium and the 10th Symposium on Parallel and Distributed Processing in San Juan Puerto Rico USA in April 1999 The 126 revised papers presented were carefully selected from a wealth of papers submitted The papers are organised in topical sections on biologically inspired solutions to parallel processing problems High Level Parallel Programming Models and Supportive Environments Biologically Inspired Solutions to Parallel Processing Parallel and Distributed Real Time Systems Run Time Systems for Parallel Programming Reconfigurable Architectures Java for Parallel and Distributed Computing Optics and Computer Science Solving Irregularly Structured Problems in Parallel Personal Computer Based Workstation Networks Formal Methods for Parallel Programming Embedded HPC Systems and Applications

Scheduling Problems Rodrigo Righi, 2020-07-08 Scheduling is defined as the process of assigning operations to resources over time to optimize a criterion Problems with scheduling comprise both a set of resources and a set of a consumers As such managing scheduling problems involves managing the use of resources by several consumers This book presents some new applications and trends related to task and data scheduling In particular chapters focus on data science big data high performance computing and Cloud computing environments In addition this book presents novel algorithms and literature reviews that will guide current and new researchers who work with load balancing scheduling and allocation problems

Scheduling Divisible Loads in Parallel and Distributed Systems Veeravalli Bharadwaj, Debasish Ghose, Venkataraman Mani, Thomas G. Robertazzi, 1996-10-14 This book provides an in depth study concerning a class of problems in the general area of load sharing and balancing in parallel and distributed systems The authors present the design and analysis of load distribution strategies for arbitrarily divisible loads in multiprocessor multicomputer systems subjects to the system constraints in the form of communication delays In

particular two system architecture single level tree or star network and linear network are thoroughly analyzed The text studies two different cases one of processors with front ends and the other without It concentrates on load distribution strategies and performance analysis and does not cover issues related to implementation of these strategies on a specific system The book collates research results developed mainly by two groups at the Indian Institute of Science and the State University of New York at Stony Brook It also covers results by other researchers that have either appeared or are due to appear in computer science literature The book also provides relevant but easily understandable numerical examples and figures to illustrate important concepts It is the first book in this area and is intended to spur further research enabling these ideas to be applied to a more general class of loads The new methodology introduced here allows a close examination of issues involving the integration of communication and computation In fact what is presented is a new calculus for load sharing problems

Intelligent Sustainable Systems Atulya K. Nagar,Dharm Singh Jat,Gabriela Marín-Raventós,Durgesh Kumar Mishra,2022-01-03 This book provides insights of World Conference on Smart Trends in Systems Security and Sustainability WS4 2021 which is divided into different sections such as Smart IT Infrastructure for Sustainable Society Smart Management prospective for Sustainable Society Smart Secure Systems for Next Generation Technologies Smart Trends for Computational Graphics and Image Modeling and Smart Trends for Biomedical and Health Informatics The proceedings is presented in two volumes The book is helpful for active researchers and practitioners in the field **The 8th International Conference on Distributed Computing Systems, San Jose, California, June 13-17, 1988** ,1988

Proceedings of the Eighth International Conference on title San Jose Ca June 1988 On the specification design implementation evaluation and operation of these systems No subject index acidic paper Annotation copyrighted by Book News Inc Portland OR *Parallel Computer Architectures* Arndt Bode,Mario Dal Cin,2013-12-11 Parallel computer architectures are now going to real applications This fact is demonstrated by the large number of application areas covered in this book see section on applications of parallel computer architectures The applications range from image analysis to quantum mechanics and data bases Still the use of parallel architectures poses serious problems and requires the development of new techniques and tools This book is a collection of best papers presented at the first workshop on two major research activities at the Universitiit Erlangen Niirnberg and Technis che Universitiit Miinchen At both universities more than 100 researchers are working in the field of multiprocessor systems and network configurations and methods and tools for parallel systems Indeed the German Science Founda tion Deutsche Forschungsgemeinschaft has been sponsoring the projects under grant numbers SFB 182 and SFB 342 Research grants in the form of a Sonder forschungsbereich are given to selected German Universities in portions of three years following a thoroughful reviewing process The overall duration of such a research grant is restricted to 12 years The initiative at Erlangen Niirnberg was started in 1987 and has been headed since this time by Prof Dr H Wedekind Work at TU Miinchen began in 1990 head of this initiative is Prof Dr A

Bode The authors of this book are grateful to the Deutsche Forschungsgemeinschaft for its continuing support in the field of research on parallel processing The first section of the book is devoted to hardware aspects of parallel systems Frontiers of High Performance Computing and Networking Geyong Min,2006-11-22 This book constitutes the refereed joint proceedings of ten international workshops held in conjunction with the 4th International Symposium on Parallel and Distributed Processing and Applications ISPA 2006 held in Sorrento Italy in December 2006 It contains 116 papers that contribute to enlarging the spectrum of the more general topics treated in the ISPA 2006 main conference

Communication Infrastructures for Cloud Computing Mouftah, Hussein T.,Kantarci, Burak,2013-09-30 Cloud computing has provided multiple advantages as well as challenges to software and infrastructure services In order to be fully beneficial these challenges facing cloud specific communication protocols must be addressed Communication Infrastructures for Cloud Computing presents the issues and research directions for a broad range of cloud computing aspects of software computing and storage systems This book will highlight a broad range of topics in communication infrastructures for cloud computing that will benefit researchers academics and practitioners in the active fields of engineering computer science and software

Advances in Dynamic Games Andrzej S. Nowak,Krzysztof Szajowski,2007-12-24 This book focuses on various aspects of dynamic game theory presenting state of the art research and serving as a guide to the vitality and growth of the field A valuable reference for researchers and practitioners in dynamic game theory it covers a broad range of topics and applications including repeated and stochastic games differential dynamic games optimal stopping games and numerical methods and algorithms for solving dynamic games The diverse topics included will also benefit researchers and graduate students in applied mathematics economics engineering systems and control and environmental science The 9th International Conference on Distributed Computing Systems IEEE Computer Society. TC on Distributed Processing,1989 Proceedings of the 9th International Conference on title Newport Beach CA June 1989 Topics include operating system performance backup and consistency synchronization language and tools fault tolerant databases and file system design concurrency control transaction management and query processing replication management No index Annotation copyrighted by Book News Inc Portland OR **Principles of Distributed Systems** Marina Papatriantafidou,Philippe Hunel,2004-07-28 The 7th International Conference on Principles of Distributed Systems OPODIS2003 was held during December 10 13 2003 at La Martinique French West Indies and was co organized by the Universit edes Antille set del a Guyane La Martinique French West Indies and by Chalmers University of Technology Sweden It continued a tradition of successful conferences with friendly and pleasant atmospheres The earlier organizations of OPODIS were held in Luzarches 1997 Amiens 1998 Hanoi 1999 Paris 2000 Mexico 2001 and Reims 2002 OPODIS is an open forum for the exchange of state of the art knowledge on distributed computing and systems among researchers from around the world Following the tradition of the previous organizations its program is composed of high quality contributed and invited papers by experts of

international caliber in this scientific area The topics of interest are theory specifications design and implementation of distributed systems including distributed and multiprocessor algorithms communication and synchronization protocols coordination and consistency protocols stabilization reliability and fault tolerance of distributed systems performance analysis of distributed algorithms and systems specification and verification of distributed systems security issues in distributed computing and systems and applications of distributed computing such as embedded distributed systems real time distributed systems distributed collaborative environments peer to peer systems cluster and grid computing

A FRAMEWORK FOR SCALABLE DISTRIBUTED JOB PROCESSING WITH DYNAMIC LOAD BALANCING USING

DECENTRALIZED APPROACH Dr P. SrinivasaRao,2017-12-30 A distributed system consists of many heterogeneous processors with different processing power and all processors are interconnected with a communication channel In such a system if some processors are less loaded or idle and others are heavily loaded the system performance will be reduced drastically System performance can be improved by using proper load balancing 1 4 The aim of load balancing is to improve the performance measures and reduce the overall completion time and cost

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