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A random walk based load balancing algorithm for Fog Computing Roberto Beraldi*, Claudia Canali^{*}, Riccardo Lancellotti^{*}, Gabriele Proietti Mattia*

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Outline

1. **Context and challenges** Introduction to the context and challenges in the Fog architecture

2. **Proposed Algorithm** Solving the load balancing problem with a simple yet efficient algorithm

3. Results

Simulation results and findings

4. **Conclusions** Final conclusions





Context and Challenges

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Context Fog architecture



Average round-trip-time cloud-to-device





Context Fog architecture



~5ms

Average round-trip-time fog-to-device

[2] Context and challenges



Challenges Load balancing



[2] Context and challenges

How can nodes cooperate with the lowest overhead?





Proposed Algorithm

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System Model

For modelling the system we assume:

- a set of N nodes
- each node is represented as an M/M/1/K queue, with max queue length K - each node receives a **poisson flow** of jobs with rate λ
- service time is exponentially distributed with $\mu = 1$
- obviously a node acts both as a scheduler (\bigcirc) and as a worker (\bigcirc)

We set:

- M as the maximum number of **hops** before executing the job Θ as the cooperating threshold, namely each node starts to **cooperate** only —
- when its load is higher than T









[3] Proposed Algorithm



Sequential Forwarding Poissonian arrivals to every node



[2] The node checks its load and if it is higher than the threshold it blindly forwards the job to a random node









Sequential Forwarding Poissonian arrivals to every node

[3] Proposed Algorithm



[4] This stops when: the number of hops reaches M or we find a node with load lesser than the threshold Θ





Performance Model



Continuous Time Markov Chain representing a single node (Birth-death process)

$$\lambda_{i} = \lambda \begin{cases} 1 + \pi_{\Theta} \sum_{k=0}^{M-1} \pi_{\Theta}^{k} = \frac{1 - \pi_{\Theta}^{M+1}}{1 - \pi_{\Theta}} & i \leq \Theta \\ \pi_{\Theta}^{M} & i > \Theta \end{cases}$$

Birth rates for a node in the state *i*

[3] Proposed Algorithm



Adaptive Sequential Forwarding

The second proposed algorithm is a variation of the already presented one but the threshold value Θ is not fixed but varies at every hop in such a way it grows linearly with the number of steps.

Algorithm 2 Adaptive Forwarding Algorithm **Require:** M, Job $Q \leftarrow \text{System.QueueLen()}$ $\Theta \leftarrow [Job.Steps * Q/M]$ SequentialForwarding(M, Θ , Job)





Metrics

For understanding the performance of the proposed algorithm we are interested in: - S – average number of steps before executing a job

- W_Q average queue length
- be served
- T_r average total service time
- \mathcal{J} fairness, from the Jain index

- \mathbf{p}_{B} – blocking probability or loss rate, namely the percentage of job that cannot

We both provided numerical results and simulation results of the proposed load balancing strategy.







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Results



Simulations Setting

and 100 sensors in the city of Modena, Italy.



Simulations have done both with a simplified scenario in which we evaluated the model and with a *realistic scenario* which reflects a true deployment of 20 fog nodes

Figure. Placement of Fog nodes in the *realistic* scenario simulations. Here we assume that the time needed for two nodes to communicate is proportional to their distance









Results

Loss Rate, Response Time and Steps







Results

Adaptive Sequential Forwarding









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Conclusions



Conclusions

- sequential forwarding for load balancing in a Fog environment
- simulations
- simulations
- for the adaptive
- rate, also guaranteeing fairness (Jain index close to 1)

- we proposed two algorithms, namely sequential forwarding and the adaptive

- we tested our algorithms both with a mathematical model and with

- results shows that in the simplified scenario the model is validated against the

- in the *realistic scenario* the algorithms **outperforms** the case in which no load balancing is adopted: loss rate drops from 25% to 0.5% for the seq. for. and 0%

- the adaptive sequential forwarding, with its threshold self-tuning mechanism can provide stable performances in terms of low response time and low loss





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