

# Efficient Load Balancing in Peer-to-Peer Systems with Partial knowledge of the System

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**Abstract:** Load balancing is a critical issue for the efficient operation of peer-to-peer networks. With the notion of virtual servers, peers participating in a heterogeneous, structured peer-to-peer (P2P) network may host different numbers of virtual servers, and by migrating virtual servers, peers can balance their loads proportional to their capacities. Peers participating in a Distributed Hash Table (DHT) are often heterogeneous. The existing and decentralized load balance algorithms designed for the heterogeneous, structured P2P networks either explicitly construct auxiliary networks to manipulate global information or implicitly demand the P2P substrates organized in a hierarchical fashion. Without relying on any auxiliary networks and independent of the geometry of the P2P substrates, this paper present a novel efficient, proximity-aware load balancing algorithm by using the concept of virtual servers, that is unique in that each participating peer is based on the partial knowledge of the system to estimate the probability distributions of the capacities of peers and the loads of virtual servers.

**Keywords:** decentralized load balance algorithms, DHTs, Load balancing, Peer-to-Peer Systems, Virtual Server.

## 1. Introduction

The Peer-To-Peer(P2P) computer network is one in which each computer in the network can act as a client or server for the other computers in the network, allowing shared access to various resources such as files, peripherals, and sensors without the need for a central server. P2P networks are application-level networks built on top of end systems, which provide message routing and delivery. This network tries to address the limitations of client/server architecture.

Second generation P2P overlay networks are self-organizing, load balanced, fault-tolerant, and scalable guarantees on numbers of hops to answer a query. Load balancing is a critical issue for the efficient operation of P2P networks. This paper focus on the virtual server (VS) or migration based approach to load balancing. The most common type of structured P2P networks implements a distributed hash table (DHT). A virtual server represents a peer in the DHT; that is, the storage of data items and routing happen at the virtual server level rather than at the physical node level. A physical node hosts one or more virtual servers. Load balancing physical nodes to lightly loaded physical nodes.

In this paper, the reallocation of a virtual server from a source peer to a destination peer can be simply done by simulating the leave and join operations offered by a typical DHT. The load value of any virtual server at a particular time is the sum of the loads of the objects (data items) stored in the virtual server at that time. Possible metrics for measuring the load of an object may include the storage size of the object and the mean bandwidth required for serving the object. The maximum load that a peer is willing to hold denotes the available disk space, processor speed, and the bandwidth of that peer. This paper solves the load balancing problem in a fully decentralized manner. While pioneer studies presenting load balancing algorithms for distributed systems can be found in the literature, these studies either propose centralized load balancing algorithms or often aim at static, small-scale systems and/or homogeneous environments. When you submit your paper print it in two-column format, including figures and tables. In addition,

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## 2. Related Works

As peers participating in a DHT are often heterogeneous, the work in [1] introduces the notion of virtual servers to cope with the heterogeneity of peers. Participating peers in a DHT can host different numbers of virtual servers, thus taking advantage of peer heterogeneity. The DHT is based on the Chord protocol. The Chord protocol supports just one operation: given a key, it maps the key onto a node. Depending on the application using Chord, that node might be responsible for storing a value associated with the key. Chord uses consistent hashing to assign keys to Chord nodes.

This paper aims to solve the load balancing problem in a fully decentralized manner. The pioneer study in [2] propose a centralized algorithm. As the centralized algorithm may introduce performance bottleneck or single point of failure. While [3], [4] propose the centralized algorithms that rely on some rendezvous nodes to balance the loads of peers in a DHT. The proposal in [5] organized virtual servers in a DHT network into an auxiliary tree-shaped overlay network on top of the DHT. Such tree-shaped overlay is used to compute and disseminate the global aggregate, namely, the average allowing each peer in the system to be based on global knowledge to compute exactly its target load threshold and then to identify whether it is heavy or light. Additionally, the tree overlay facilitates the reallocation of virtual servers. The reallocation is performed in a bottom-up fashion toward the root of the tree. The nodes in the tree experience skew the workload for coordinating the reallocation of virtual servers, thus introducing another load imbalance issue.

Application-layer peer-to-peer (P2P) networks are considered to be the most important development for next-generation Internet infrastructure. For these systems to be effective, load balancing among the peers is critical. Most structured P2P systems rely on ID-space partitioning

schemes to solve the load imbalance problem and have been known to result in an imbalance factor of in the zone sizes. Chen et al. makes two contributions [6]. First, propose addressing the virtual-server-based load balancing problem systematically using an optimization-based approach and derive an effective algorithm to rearrange loads among the peers. It also explores other important issues vital to the performance in the virtual server framework, such as the effect of the number of directories employed in the system and the performance ramifications of user registration strategies.

The work in [7] presents a method to reduce the load imbalance factor to a constant. It exploits the heterogeneity of peers, such that the number of objects allocated to a peer is proportional to the peer's capacity. This paper does not aim to balance loads among peers in terms of objects allocated to peers. Based on the concept of virtual servers, the many-to-many framework [8] is used to cope with the load imbalance in a DHT. In the many-to-many framework, light and heavy nodes register their loads with some dedicated nodes, namely, the directories. The directories compute matches between heavy and light nodes and then, respectively, request the heavy and light nodes to transfer and to receive designated virtual servers. The many-to-many framework essentially reduces the load balancing problem to a centralized algorithmic problem. As the entire system heavily depends on the directory nodes, the directory nodes may thus become the performance bottleneck and single point of failure.

The work in [5] also presents a fully decentralized method for migrating objects stored in a DHT. [5] organizes a DHT into a two-level hierarchical network, where the higher level of the network consists of local clusters. Objects with excess loads are moved in a local cluster to balance the loads of the peers located in the same cluster. For those objects that cannot be moved in a local cluster, they can be transferred to peers in some foreign clusters. The proposed does not assume any specific geometry of DHTs and is thus applicable to any DHT network.

### 3. Methods

This paper presents a novel load balancing algorithm to minimize both the load imbalance and the amount of load moved. The unique feature of this proposal is that each participating peer estimates and represents the "system state" as the probability distributions for the capacities of nodes and the loads of virtual servers. The approximated probability distributions not only help estimate the expected load a peer should perceive but also provide hints for each peer in the system to schedule the transfers of virtual servers. The participating peers in our proposal operate independently, and they need not rely on dedicated nodes to pair virtual servers and participating peers, eliminating the performance bottleneck and single point of failure. On the other hand, the decentralized algorithm not only depends on global knowledge but also requires coordination among the participating peers to transfer their virtual servers; this may introduce extra workload to the peers responsible for the coordination. In contrast, each peer in our proposal independently and solely manipulates partial information of

the system and then reassigns its virtual servers to other peers based on the approximated system state. This proposal is independent of the geometry of DHTs. Unlike [5] this does not require the global knowledge of the entire system to compute the expected load per unit peer capacity. The load balancing scheme we present in this paper is not restricted to a particular type of resource (e.g., storage, bandwidth, or CPU). However, we make two assumptions in this work. First, assume that there is only one bottleneck resource in the system, leaving multi-resource balancing to our future work. Second, assume that the load on a virtual server is stable over the timescale it takes for the load balancing algorithm to perform.

This paper makes the following contributions:

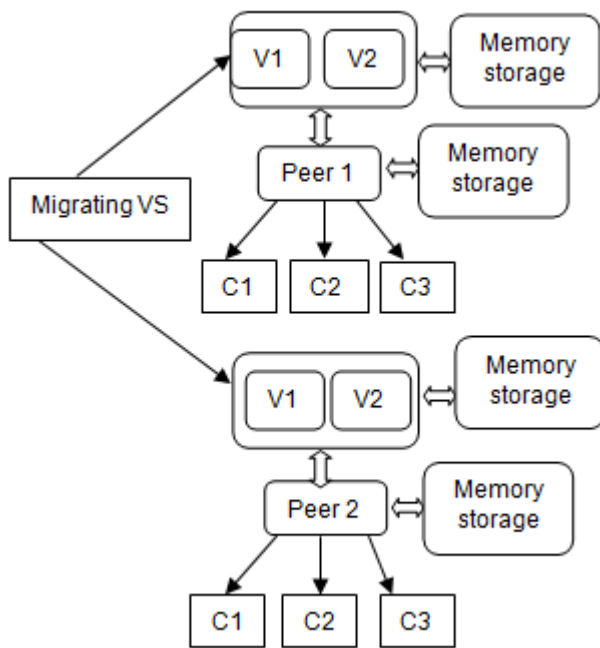
- Propose an algorithm which provides dynamic load balancing in heterogeneous, structured P2P systems.
- Solving the problem of load balancing in a completely decentralized manner.

#### Algorithm Sketch

In this paper, we assume that the entire hash space provided by a DHT and each virtual server in the DHT has a unique ID selected independently and uniformly at random from the space. Let  $N$  be the set of participating peers, and  $V$  be the set of virtual servers hosted by the peers in  $N$  in the DHT. Denote the set of virtual servers in peer  $i$  by  $V_i$ . Each peer in our proposal estimates the load, which is denoted by  $T_i$ , that it should perceive, where  $A$  is an estimation for the expected load per unit capacity.

If the current total load of  $i$  is greater than  $T_i$  (i.e.,  $i$  is overloaded), then  $i$  migrates some of its virtual servers to other peers. Otherwise,  $i$  is under loaded, which does nothing but waits to receive the migrated virtual servers. For an overloaded peer (e.g., peer  $i$ ),  $i$  picks those virtual servers for migration, such that 1)  $i$  becomes under loaded, and 2) the total movement cost,  $MC$ , in (3) is minimized due to the reallocation. If  $i$  is an under loaded peer, then  $i$  may be requested to receive a migrated virtual server, and  $i$  accepts such a virtual server if the added load due to the virtual server will not overload itself; otherwise,  $i$  rejects such virtual server. Algorithm 1 (REALLOCATION), which given as follows illustrates the idea.

Algorithm 1 (REALLOCATION), the challenges of implementing the algorithm are 1) how a peer precisely and timely estimates  $A$  and 2) how an overloaded peer seeks the peers to receive its migrated virtual servers for balancing the loads among peers. To deal with these issues, our idea is to represent the capacities of participating peers and the loads of virtual servers as the probability distributions, which are denoted by  $\Pr(X < x)$  and  $\Pr(Y < y)$ , respectively. Both  $\Pr(X < x)$  and  $\Pr(Y < y)$  provide valuable information to help the participating peers estimate  $A$ , and the overloaded peers discover the under loaded peers to share their excess loads.



V-Virtual server, C- Client

Figure 1: System Architecture

#### 4. Conclusion

The main goal of the project is load balance according to peer's capacity with the virtual server migration. This paper, presenting a novel load balancing algorithm for DHTs with virtual servers. The proposal is unique in that the system state with probability distributions. Unlike prior solutions that often rely on global knowledge of the system, each peer in this proposal independently estimates the probability distributions for the capacities of participating peers and the loads of virtual servers based on partial knowledge of the system. With the approximated probability distributions, each peer identifies whether it is under-loaded and then reallocates its loads if it is overloaded.

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