

# PERFORMANCE EVALUATION FOR GRID ARCHITECTURE

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## ABSTRACT

*The parallel computer is one of the remarkable developments of methodology and technology in computer science in recent years. Due to multiprocessor structure of the computer architecture, this computer has a capability to execute multiple instructions or multiple data simultaneously. The parallel computer not only provides support for efficient computation of mathematical, economical, industrial, and ecological problems but also aims new computer architecture beyond the traditional von Neumann type.*

*In the paper describes the efforts are concentrated on the design of a novel multiprocessor architecture and to schedule the arriving load on to it in order to achieve higher performance. In addition to designing an appropriate network, the efficient management of parallelism on the network involves optimizing performance needed like the minimization of communication and scheduling overhead.*

**Keywords:** *Dynamic load balancing, LEC, LET, Hypercube, Gradient model, Debruijn, Computation delay, Communication delay.*

## I INTRODUCTION

One of the most important issues is how to effectively utilized parallel computers that has become increasingly complex to improve the performance. Such systems are constructed by different processor connected with communication link to operate in parallel with relatively low cost known as multi processor system.

Multiprocessor system is very efficient at solving problems that can be partitioned into tasks with uniform computation and communication patterns. However, there exists a large class of non uniform problems with uneven and unpredictable computation and communication requirements. Therefore Dynamic load balancing (DLB) schemes are needed to efficiently solve non-uniform problems on multiprocessor systems.

## II LITERATURE REVIEW

Achieving Parallelism is now a necessity to improve the performance of computer system. One of the main Issues is how to effectively utilized parallel computer that has become increasingly complex. It is estimated that many modern supercomputers and parallel processor deliver only 10 percent or less of their peak performance potential in a variety of applications. Yet high performance degradation are many. Performance losses occur because of mismatches among applications software and hardware. Research is active in the direction of developing new multiprocessor architectures and schedule the partitioned program on to it to achieve higher performance.[1,3,4].

Effort concentrated on the Study of all factors for developing a novel multiprocessor Architecture and after developing we will evaluate the performance of a multiprocessor architecture for server and networking with on

study and to schedule the arriving load on to it in order to achieve higher performance. The other important issue are accessing delay and downloading the information while using multiprocessor technique. Comparable with similar architecture. In addition to designing an appropriate network, the efficient management of parallelism on the network involves optimizing performance needs, like the minimization of communication and scheduling over head. A simulation studies are carried out to compare the performance of different multiprocessor architecture (such as LEC, LET, Hypercube, Debruijn etc) with the various standard dynamic scheduling algorithms like Sender initiated diffusion (SID), receiver initiated diffusion (RID) etc .The simulation result will show that our Multiprocessor architecture (linearly extensible triangle) gives better performance as compare to other existing multiprocessor architecture with low cost and reduce the load balancing time and scheduling over head. Exploiting parallelism is now a necessity to improve the performance of computer systems one of the most important issues is how to effectively utilize parallel computers that has become increasingly complex to improve the performance. Such systems are constructed by different processor connected with communication link to operate in parallel with relatively low cost known as multi processor system [3,5].

Multiprocessor system is very efficient at solving problems that can be partitioned into tasks with uniform computation and communication patterns. However, there exists a large class of non uniform problems with uneven and unpredictable computation and communication requirements. Therefore Dynamic load balancing (DLB) schemes [1,2,7] are needed to efficiently solve non-uniform problems on multiprocessor systems. Over the year, much different multiprocessor architecture, having different topological structure and different interconnection, has been used in different commercially available parallel systems. An enormous amount of research has centred on the design and their interconnection. Major architecture are found in ring network, hypercube, debruijn network, LET and LEC network.[3,4,8]. A number of multiprocessor architecture have been reported in literature.[ 6,7,8] mply with the conference paper formatting requirements is to use this document as a template and simply type your text into it.

### **III PROBLEM STATEMENT**

Exploiting parallelism is now a necessity to improve the performance of computer systems. In the whole work, our effort is concentrated on develop a novel multiprocessor architecture with low cost and higher performance. Schedule the arriving load on it by simulating various scheduling scheme, in order to achieve higher performance. Compare the performance of proposed network and these scheduling schemes with the standard hypercube arch and other existing architecture. In addition to designing an appropriate network, the efficient management of parallelism on the network involves optimizing performance needed like the minimization of communication and scheduling overhead.

### **IV DESCRIBING HOW YOU SOLVED THE PROBLEM**

#### **4.1 Need for Parallelism**

- Need of parallelism arise from the need to build faster and faster machines and achieve higher computing speed.

- When applications require throughput rates that are not easily obtained with today's sequential machines, parallel processing offers a solution.
- Parallel processing is based on Multiprocessor processors working together to accomplish a task to gain high performance.
- Exploiting parallelism is now a necessity to improve the performance of computer systems.

**That's why we need to develop a multiprocessor architecture with low cost and high performance.**

Generally stated, parallel processing is based on several processors working together to accomplish a task. The basic idea is to break down, or partition, the computation into smaller units that are distributed among the processors. In this way, computation time is reduced by a maximum factor of  $p$ , where  $p$  is the number of processors present in the multiprocessor system.

Most parallel algorithms incur two basic cost components:

1. Computation delay—under which we subsume all related arithmetic/logic operations, and
2. Communication delay—which includes data movement.

In a realistic analysis, both factors should be considered.

#### 4.2 Existing Multiprocessor Architecture

A processor organization can be represented by a graph in which nodes (Vertices) represent processors and the edge represent communication paths between pairs of processors.

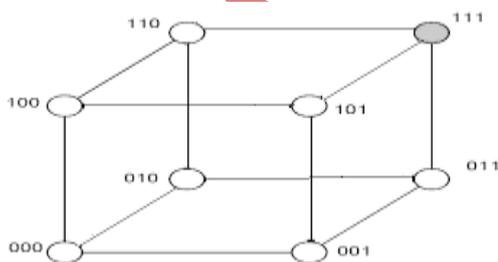


Figure 1

Hypercube Architecture

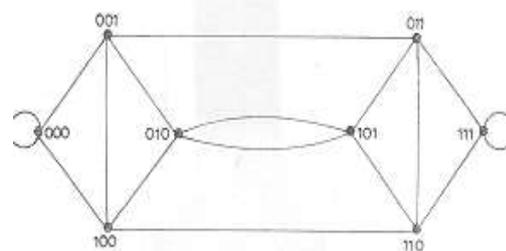


Figure 2

Debruijn Architecture

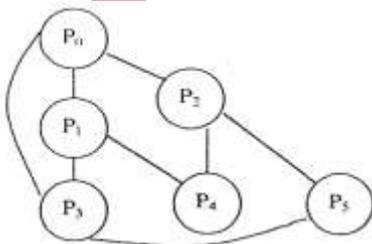


Figure 3

Linearly Extensible Tree

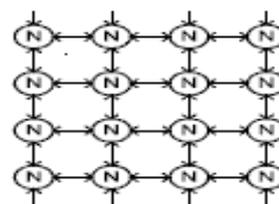


Figure 4

Two dimensional Mesh Architecture

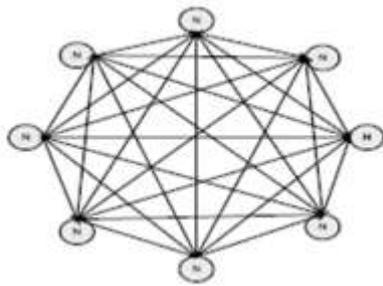


Figure 5

**Completely Connected Architecture**

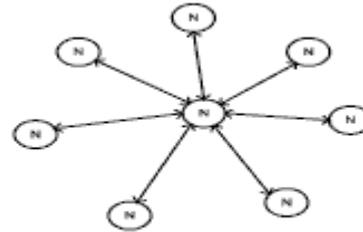


Figure 6

**Star Connected Architecture**

**4.2.1 Linearly Extensible Cube:** Characteristics of multiprocessor architecture and standard parameter:

**4.2.2 Number of Node:** It specify total No. of processing element in the multiprocessor architecture. If no. of node increases the complexity as well as cost also increases whereas performance is decreases. So no of node should be minimum so that our system is less complex.

Note: Standard existing multiprocessor architecture has maximum N=8 nodes (processors).

**4.2.3 Degree of node:** It specify number of connections in each node .Higher the degree more complex the system. It is best if the degree or connectivity on each node is constant and independent of the network size implies that the processor organization scales more easily to systems with large no. of nodes.

Note: Degree should not be greater than four. [Degree 4]

**4.2.4 Diameter:** It is the measure of Maximum Inter-node distance in a network means the largest distance between two nodes. It specifies the communication delay between nodes as the size increases the diameter will also be increases. Low diameter is better because low the diameter the communication delay between nodes is less.

**4.2.5 Expandability:** It is the property which facilitates constructing the large size system out of small one system with minimum change in the configuration of the architecture. It should be linear not exponential

**4.2.6 Scalability:** It specifies the ability of network to be modularly expandable with minimum change in the configuration.

**4.2.7 Bisection Width:** It specifies minimum No. edge that must be removed to divide the network into two halves. High bisection width is better because in algorithm requiring large amount of data movement, the size of the data set divided by the bisection width puts a lower bound on the complexity of the parallel system.

**4.2.8 Cost:** Cost is directly proportional to no. of node in the network. Cost should be minimum as possible as.

**4.2.9 Complexity:** Complexity is directly proportional to no of node and deg. of node in the network. Less complex system gives the higher performance. So less no. of node, lesser the complexity of the network.

### 4.3 Characteristics of Existing Architecture (Comparative study)

Network	No. of Link	Node degree.	Diameter	Bisection Width
Linear Array	$N-1$	2	$N-1$	1
Star	$N-1$	$N-1$	2	$N-1$
Completely Connected	$N(N-1)/2$	$N-1$	1	$(N/2)^2 N$
Binary Tree	$N-1$	3	$2(\log_2 N - 1)$	1
Illiacc Mesh	$2N$	4	$N - 1$	$2N$
Hypercube	$N \log_2 N / 2$	$N$	$\log_2 N$	$N/2$
De-bruijn	$2N-1$	4	$\log_2 N$	$N/\log_2 N$
LET	-	4	$N$	2

## V PROPOSED ARCHITECTURE

The proposed architecture named as “Linearly Extensible Triangle” triangular multi- processor network is simple extensible multiprocessor architecture having different topological properties comparable with existing architecture.

### 5.1 Linearly Extensible Triangle

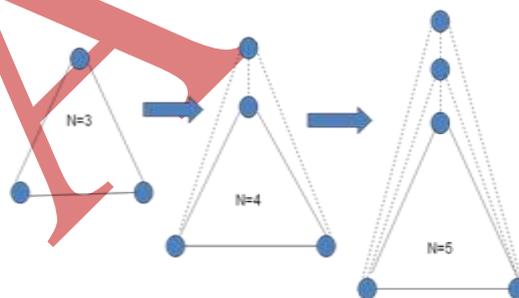


Figure: 7

### 5.2 Characteristics of Proposed Architecture

No of Node-  $N=5$

Bisection Width- 3

Degree of node-  $N-1, 3$

Diameter- 2

Complexity-Less in comparison to other existing Multi-processor architecture.

Extensibility-Constantly Extensible on each level.

Linearly extensible by Layer of one processor.

### 5.3 Proposed Performance Parameter

To achieve high performance with low cost and minimization of the communication and scheduling overhead and uniform distribution of load among the processor Standard dynamic scheduling schemes are used namely:

- Hierarchical Balancing method
- Gradient model
- Sender Initiated Diffusion (SID)

### 5.4 Dynamic load balancing

Dynamic load balancing (DLB) is essential for the efficient use of highly parallel systems when solving non-uniform problems with unpredictable load estimates. Dynamic load balancing schemes which seek to minimize total execution time of a single application running in parallel on a multi computer system.

Multi processor system be very efficient at solving problems that can be partitioned into tasks with uniform computation and communication patterns. However, there exists a large class of non uniform problems with uneven and unpredictable computation and communication requirements. Therefore Dynamic load balancing (DLB) schemes are needed to efficiently solve non-uniform problems on multiprocessor systems

To do so, an optimal tradeoff between the processing & communication overhead and the degree of knowledge used in the balancing process must be sought.

## VI A GENERAL DYNAMIC LOAD BALANCING MODEL

We have developed a general model for dynamic load balancing.

This model is organized as a four phase process:

- 1) Processor load evaluation
- 2) Load balancing profitability Determination
- 3) Task migration strategy
- 4) Task selection strategy

### Phase1: Processor Load Evaluation

- A load value is estimated for each processor in the system.
- These values are used as input to the load balancer to detect load imbalances and make load migration decisions.

### Phase2: Load Balancing Profitability Determination

- The imbalance factor quantifies the degree of load imbalance within a processor domain.

- It is used as an estimate of potential speedup obtainable through load balancing
- It is weighed against the load balancing overhead to determine whether or not load balancing is profitable at that time.

### Phase 3: Task Migration Strategy

Sources and destinations for task migration are determined. Sources are notified of the quantity and destination of tasks for load balancing.

### Phase 4: Task Selection Strategy

Source processors select the most suitable tasks for efficient and effective load balancing and send them to the appropriate destinations.

- The first and fourth phases of the model are application dependent and purely distributed. Both of these phases can be executed independently on each individual processor.
- Our focus is on the Profitability Determination and Task Migration phases, the second and third phases, of the load balancing process
- As the program execution evolves, the inaccuracy of the task requirement estimates leads to unbalanced load distributions.
- The imbalance must be detected and measured (Phase 2) and an appropriate migration strategy devised to correct the imbalance (Phase 3).
- During the Profitability Determination Phase a decision is made as to whether or not to invoke the load balancer.
- The load *imbalance factor*  $\Phi(t)$  is an estimate of the potential speedup obtainable through load balancing at time  $t$ .
- It is defined as the difference between the maximum processor loads before and after load balancing,  $L_{\max}$  and  $L_{\text{bal}}$ , respectively.

$$\Phi(t) = L_{\max} - L_{\text{bal}}$$

A decision on whether or not to load balance is made based on the value of  $\Phi(t)$  relative to the balancing overhead,  $L_{\text{overhead}}$  required to perform the load balancing. In general, load balancing is profitable if the savings is greater than the overhead, i.e.

$$\Phi(t) > L_{\text{overhead}}$$

The responsibility of invoking the balancer may either be authorized to all processors in the system or only to designated processors containing the necessary information. For highly parallel systems it is desirable to distribute the responsibility to multiple points in the system. This may be accomplished by Partitioning the system into independent groups of processors called *balancing domains*. The size of a balancing domain may range anywhere from a few processors to the entire system.

Load balancing decisions are based solely on information pertaining to those processors within each domain. The notion of balancing domains is a way of distributing the balancing process. Furthermore, by decreasing the number of processors being considered in the balancing process, balancing domains reduce the complexity of calculating the imbalance factor as well as the complexity of phase 3, the *Load Migration Strategy*.

The role of the Task Migration Phase is first, to balance the load within each domain by identifying source and destination processor pairs and determining the amount of load to be transferred between them, and second, to balance the load across the entire system. The concept of balancing domains reduces the overhead of the balancing process, but does not ensure a balanced load for the entire system. This is accomplished by either overlapping domains, whereby excess load can diffuse from more heavily loaded domains into lightly loaded ones, or through the use of variable domains, whereby the set of processors belonging to a domain periodically changes to encompass a different subset of processors within the system. Potentially more accurate migration strategies are made possible by larger balancing domains. However, larger domains may increase the aging period of information and cause the load balancing overhead to be more unevenly distributed. These tradeoffs are illustrated by the different strategies to be discussed.

## VII DYNAMIC LOAD BALANCING STRATEGIES

The following five DLB strategies are designed to support highly parallel systems.

- Sender Initiated Diffusion (SID)
- Receiver Initiated Diffusion (RID)
- Hierarchical Balancing Method (HBM)
- Gradient Model (GM)
- Dimension Exchange Method (DEM)

The schemes presented vary in the amount of processing and communication overhead and in the degree of knowledge used in making balancing decisions.

(1) Knowledge- The accuracy of each balancing decision

(2) Overhead- The amount of added processing and communication incurred by the balancing process.

The load balancing overhead includes the communication costs of acquiring load information and of informing processors of load migration decisions, and the processing costs of evaluating load information to determine task transfers. In this work, we use Sender Initiated Diffusion (SID) for performance evaluation our proposed architecture on the basis of parameter LIF and TIME.

### 7.1 Sender Initiated Diffusion (SID)

The SID strategy is a, local, near-neighbor *diffusion* approach which employs overlapping balancing domains to achieve global balancing. A similar strategy, called Neighborhood averaging, is proposed in . The scheme is

purely distributed and asynchronous. Each processor acts independently, apportioning excess load to deficient neighbors.

It has been shown in, that for an  $N$  processor system with a total system load  $L$  unevenly distributed across the system, a diffusion approach, such as the SID strategy, will eventually cause each processor's load to converge to  $L/N$ .

Balancing is performed by each processor whenever it receives a load update message from a neighbor indicating that the neighbors load,  $l_i < \text{Ideal Load}$ , where *Ideal Load* is a preset threshold. Each processor is limited to load information from within its own domain, which consists of itself and its immediate neighbors. All processors inform their neighbors of their load levels and update this information throughout program execution. The profitability of load balancing is determined by first computing the average load in the domain,  $L_p$ ,

$$L_p = \frac{1}{K+1} \left( l_p + \sum_{k=1}^K l_k \right)$$

## 7.2 Receiver Initiated Diffusion (RID)

The RID strategy can be thought of as the converse of the SID strategy in that it is a receiver initiated approach as opposed to a sender initiated approach. However, besides the fact that in the RID strategy under loaded processors request load from overloaded neighbors, certain subtle differences exist between the strategies. First, the balancing process is initiated by any processor whose load drops below a pre specified threshold ( $L_{Low}$ ).

Second, upon receipt of a load request, a processor will fulfill the request only up to an amount equal to half of its current load (this reduces the effect of the aging of the data upon which the request was based). Finally, in the receiver initiated approach the underloaded processors in the system take on the majority of the load balancing overhead, which can be significant when the task granularity is fine.

As with the SID strategy, each processor is limited to load information from within its own domain, which consists of itself and its immediate neighbors. All processors inform their near-neighbors of their load levels and update this information throughout program execution.

The RID strategy differs from its counterpart SID in the task migration phase. Here, an underloaded processor first sends out requests for load and then receives acknowledgment for each request.

## 7.3 The Gradient Model (GM)

- The gradient model is a demand driven approach .
- The basic concept is that under loaded processors inform other processors in the system of their state, and overloaded processors respond by sending a portion of their load to the nearest lightly loaded processor in the system.
- This model employs a gradient map of the proximities of under loaded processors in the system to guide the migration of tasks between overloaded and under loaded processors.

The resulting effect is a form of relaxation where tasks migrating through the system are guided by the proximity gradient and gravitate towards underloaded points. The scheme is based on two threshold parameters: the *Low-Water-Mark (LWM)* and the *High- Water-Mark (HWM)*. A processor's state is considered light if its load is below the LWM, heavy if above the HWM, and moderate otherwise. A node's *proximity* is defined as the shortest distance from itself to the nearest lightly loaded node in the system. All nodes are initialized with a proximity of  $w_{max}$ , a constant equal to the diameter of the system. The proximity of a node is set to 0 if its state becomes light. All other nodes  $p$  with near-neighbors  $n_2$  computes their proximity as

$$\text{proximity}(p) = \min (\text{proximity}(n_i)) + 1.$$

A node's proximity may not exceed  $w_{max}$ . A system is saturated, and does not require load balancing if all nodes report proximity of  $w_{max}$ . If the proximity of a node changes it must notify its near-neighbors. Hence, the balancing process is initiated by lightly loaded processors reporting proximity of 0. A gradient map of the proximities of underloaded processors in the system serves to route tasks between overloaded and underloaded processors. Load balancing profitability determination is controlled by the LWM and HWM thresholds. In order for load balancing to take place, there must be at least one overloaded processor and one underloaded processor in the system. No measure of the degree of imbalance is made, only that one exists. This criterion is characterized by the simplified version of the load balancing profitability determination phase, where, given an overloaded processor  $p$  and an underloaded processor  $q$ ,

$$L_p - L_q > \text{HWM} - \text{LWM}.$$

The proximity map is used to perform the migration phase. If a processor's state is heavy and any of its near-neighbors report a proximity less than  $w_{max}$ , then it sends a unit of its load to the neighbor of lowest proximity. Tasks are routed through the system in the direction of the nearest underloaded processors. A task continues to migrate until it reaches an underloaded processor or it reaches a node for which no neighboring nodes report a lower proximity. The scheme is illustrated in Fig. In this example, there are two overloaded nodes in the system and one under loaded node. The overloaded nodes are at different proximities from the under loaded node, but both send a fraction of load,  $\delta$ , in the direction of the under loaded processor. The value of  $\delta$  can be determined as either a percentage of the initial load, or as a fixed number of tasks. The scheme may perform inefficiently when either too much or too little work is sent to an under loaded processor.

**7.3.1 GM Complexity:** The overhead incurred by the GM strategy includes the updating of the proximity map and the routing of tasks from overloaded processors to under loaded ones. The proximity map is constructed in an iterative fashion as the existence of an under loaded processor is propagated through the system. The number of messages required to update the proximity map is dependent on the interconnection network topology, the number of under loaded processors, their locations, and the order in which they become under loaded. All but one of these factors is application dependent, making it very difficult to model the complexity. Given  $N$  processors interconnected using a hypercube topology, in the worst case, an update of the gradient map, to recognize the presence of a new under loaded processor, would require,

$$C_{io}(\text{update}) = N \log N \text{messages}.$$

The worst case occurs when there are no other under loaded processors in the system. Normally, the presence of other under loaded processors will halt the propagation of update messages to processors closer to the existing under loaded processors than to the new one.

The migration of tasks from overloaded to under loaded processors incurs added overhead due to the asynchronous nature of the algorithm. An overloaded processor sends a fixed portion of load in the direction of the nearest under loaded processor. Since the ultimate destination of migrating tasks is not explicitly known, intermediate processors in the migration path must be interrupted to perform the routing. Furthermore, proximity

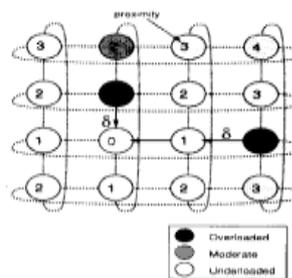


Figure 8

The proximity map may change during a task's migration, altering its destination. This may occur since the quantity of the imbalances is not known and multiple overloaded processors may send tasks towards the same destination, creating a migration overflow and a sudden change in the proximity gradient. At the other extreme, an overloaded processor, in transferring a preset portion of load, may not send enough to solve the imbalance. Hence, the degree of information used in the balancing process may lead to inefficient migration decisions.

#### 7.4 Hierarchical Balancing Method (HBM)

- It is an asynchronous global, approach which organizes the system into a hierarchy of subsystems.
- Load balancing is initiated at the lowest levels in the hierarchy with small subsets of processors and ascends to the highest level which encompasses the entire system.
- Specific processors are designated to control the balancing operations at different levels of the hierarchy.

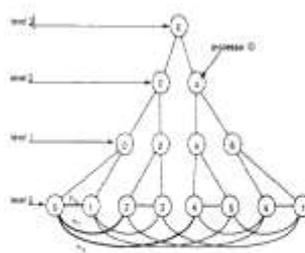


Fig. Hierarchical organization of an eight processor system with hypercube interconnections, where  $A_j$  is the connection to the neighbor at the  $j$ th level. The processor IDs at intermediate nodes in the tree represent those processors delegated to manage the balancing of corresponding lower-level domains.

**Figure 9**

- The hierarchical balancing scheme functions asynchronously.
- The balancing process is triggered at different levels in the hierarchy by the receipt of load update messages indicating an imbalance between lower level domains.
- All load levels are initialized with each processor sending its load information up the tree.

### 7.5 Dimension Exchange Method (DEM)

- It is a global ,fully synchronous approach.
- Load balancing is performed in an iterative fashion by “folding” an  $N$  processor system into  $\log N$  dimensions and balancing one dimension at a time.

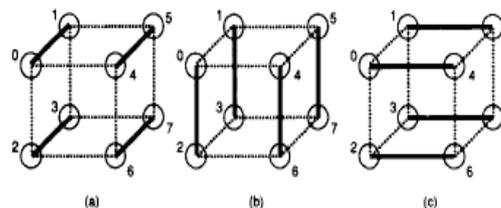


Fig. DEM strategy. All processors balance in order, in each dimension. In the example shown, a three-dimensional cube of eight processors, balancing is performed between neighbors in each dimension (a), (b), and (c). Due to synchronization requirements, the balancing between each pair of nodes must follow the order shown.

**Figure 10**

- In this scheme small domains are balanced first and these then combine to form larger domains until ultimately the entire system is balanced.
- In this scheme Balancing is initiated by any underloaded processor which has a load that drops below a preset threshold ,

$$L_p < L_{\text{Threshold}}$$

- This processor broadcasts a load balancing request to all other processors in the system.

#### 7.4.1 DEM Complexity

- In any case, the balancing process is evenly distributed with a total communication overhead :

$$C_{tot} = 3N \log N \text{ (messages).}$$

## VIII TESTING & RESULTS (EXPERIMENTAL RESULTS)

In this work, We use Sender Initiated Diffusion (SID) dynamic load balance Strategy for performance evaluation of our Architecture.

We use two performance parameter for performance evaluation:

1. Load Imbalance Factor (LIF)

## 2. Load Balancing Time (LBT)

We use four existing multiprocessor architecture for comparative study such as:

1. Linearly Extensible Cube (LEC)
2. Linearly Extensible Tree (LET)
3. Hypercube
4. Debruijn

We use parameter for performance evaluation:

$$\text{LIF} = [(\text{max load on a processor after balancing} - \text{Ideal Load}) / \text{Ideal Load}] * 100$$

$$\text{Ideal Load} = \text{Total load} / \text{no. of processor}$$

$$\text{Load Balancing Time} = (\text{Time after balancing} - \text{Time before balancing})$$

## VIII CONCLUSION AND FUTURE WORK

In this work, we have intended to evaluate the performance of our proposed architecture by comparing other existing multiprocessor architecture.

So we have use two performance parameter (LIF & LBT). And “Ideal Load” for identifying processor is overloaded or underloaded. And one scheduling strategy SID (Source Initiated Diffusion) for scheduling or balancing the arriving the load on processor.

On the basis of above two parameter we have seen that performance of our architecture is better than the other existing multiprocessor architecture in term of Load Balancing Time and Load Imbalance Factor.

Our architecture has less complexity in terms of interconnection and less processing element in comparison to other existing multi processor architecture.

So we can say that our proposed architecture( Linearly Extensible Triangle) give better performance in comparison to other existing multiprocessor architecture.

We are using only one Dynamic Load Balancing Strategies (SID) for simulation study, it can be extended to use more than one DLB Strategies (Such as RID, Gradient model etc) for comparison and simulation Study.

We use the only two performance parameter (LIF & TIME) for performance evaluation of our proposed architecture; it can be extended to include other performance parameter of performance evaluation.

We compare our architecture with some existing multiprocessor architecture,

It can be extended to include some more existing multiprocessor architecture.

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