

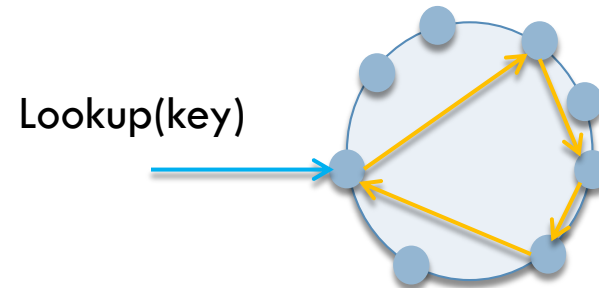
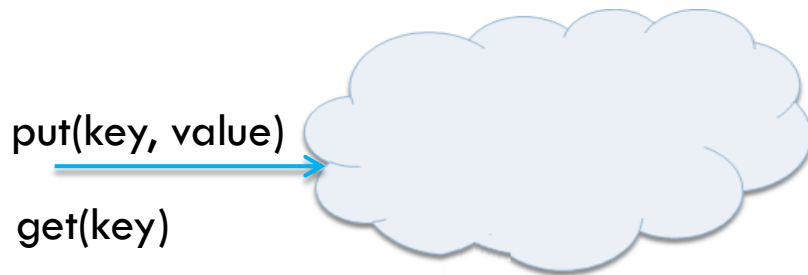
D1HT: A DISTRIBUTED ONE HOP HASH TABLE

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What is Distributed Hash Table (DHT)?

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- Storing and retrieved the data of form (key, values) pairs



- Find the responsible peer
- Store/retrieve data

- The key converted into numeric ID in the ring's range
- Each peer is responsible for IDs ($ID > \text{predID}$ && $ID \leq \text{peerID}$)
- Lookup needs at most $\log(n)$ peers to traverse
- Peers allowed to join and leave
- Data replicated on k successor peers

Multiple-hops vs single-hop DHT

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- In multiple hops DHT
 - ▣ Each peer has to keep a few routing information
 - ▣ The maintenance traffic is reduced
 - ▣ Lookup() will be forwarded to at most $\log(n)$ peers
- One hop DHT
 - ▣ Each peer has to keep a routing information of all peers in the system
 - ▣ The maintenance traffic is maximized
 - ▣ Lookup() operation requires only one peer to visit

The Purposed Solution



D1HT is one hop DHT with reasonable maintenance overhead

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- Performs the majority of lookups with single hop
- Requires low bandwidth
- Provides balanced maintenance traffic
- The routing table of each peer
 - ▣ Includes the addresses of all peers in the system
 - ▣ Must be up to date to perform any lookup() in only one hop



Event Detection and Report Algorithm (EDRA) is purposed to overcome some

6 challenges

- All peers in the system must be notified about any joining or leaving peer
 - In reasonable time
 - With reasonable bandwidth consumption
 - Without causing hot spots



How does EDRA work?

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- Any peer will assume that its predecessor has left when it does not receive messages for a number of predefined seconds
- The detecting peer p will report an event to $\log(n)$ peers
 - ▣ The report message will send to the peers, $\text{succ}(p, 2^l)$
 - ▣ Where $\text{TTL}=l$ included in each message: $l = [0, \log(n)-1)$

Each peer will notified just once

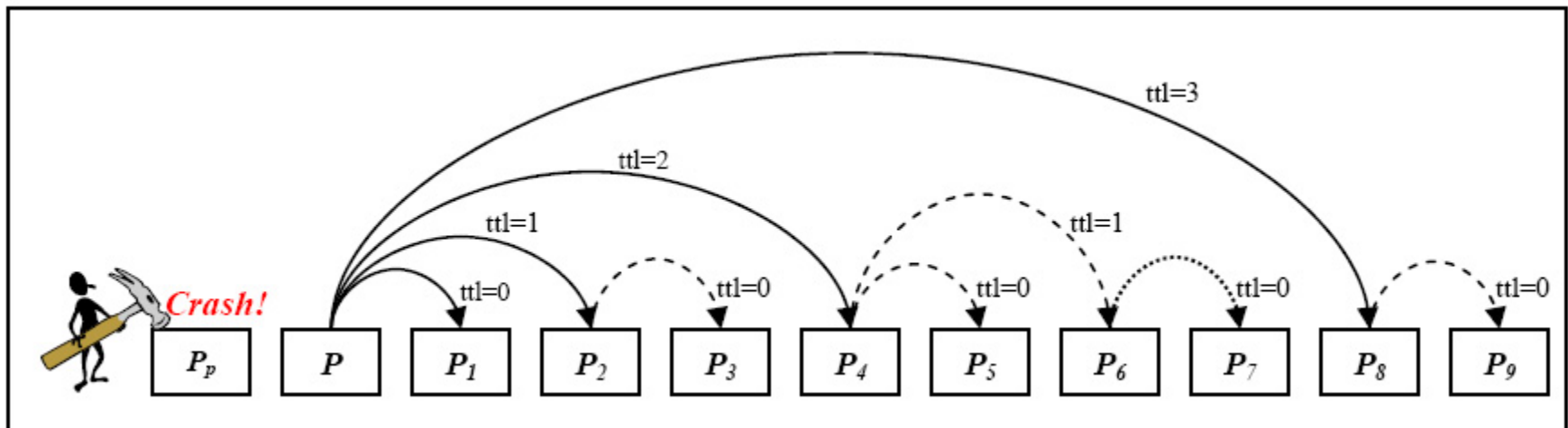
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- The peers p_i that receive the notification message, $\text{msg}(\text{TTL})$
 - Will not forward the message if $\text{TTL}=0$
 - Will forward the message to peers, $\text{succ}(p_i, 2^l)$
 - Where $l = 0, 1, \dots, \text{LLT}-1$
- To avoid redundancy the messages addressed to peers with $\text{id} < p_i \text{ID}$ will be ignored
- All peers will be notified in $O(\log(n))$

Example

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□ $n = 11, \log(n)=4$



- All peers will be acknowledged in $O(\log(n))$
- No peer will be acknowledged more than once

How load balancing is achieved?

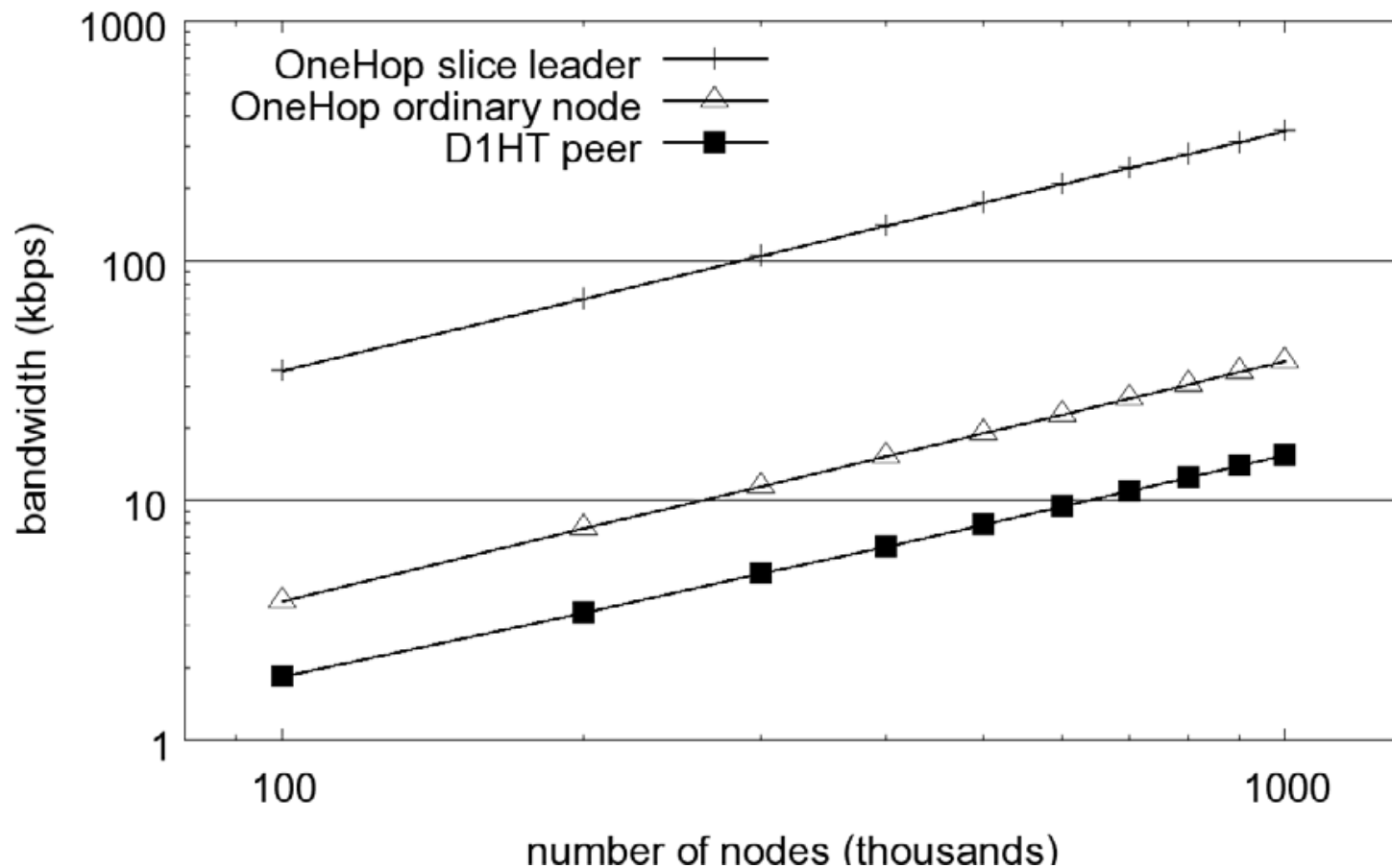
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- EDRA makes efficient use of the bandwidth
 - ▣ Good balancing in terms of incoming messages
- In terms of outgoing messages
 - ▣ For one event, the maximum load will be on the successor of the failed peer
 - ▣ For large number of events in a second, the load will depend on how the peers are distributed along the ring
 - Since the peers are uniformly distributed using hashing function the load will be also uniformly distributed

Comparing outgoing bandwidth requirements with similar approach

Outgoing bandwidth demands for oneHop and D1HT

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Questions?

