

Fault-Tolerant Middleware: Communication

Reliable communication middlewares for distributed systems

Kyle E. Benson

Department of Computer Science
University of California, Irvine
Irvine, California 92697
`kebenson@uci.edu`

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Introduction

- Traditional routing
 - Unique address: IP, MAC, Peer ID, etc.
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 - Local routing: distance-vector, link state, label-switching

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 - Latency: request from closer server, route locally when possible
 - Congestion: confine route requests to smaller regions (MANETs)
 - Energy: closer nodes need less radio power to reach
 - Sensors: regional event detection, spatial querying
 - Planning: paths (robots), surveillance cameras (focus on area target will appear next)
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 - our primary interest!

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- 1 Location Service
- 2 Greedy Forwarding
- 3 Trajectory Routing
- 4 Geometric Routing
- 5 Clustering
- 6 Hybrid
- 7 Wired Overlay Routing

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- Distribute load
 - In ?, node updates *location servers (LS)* throughout network
 - Divide network into hierarchical grid
 - LS's in 3 external grids at each level
 - Lookup distance < square LS co-resides in

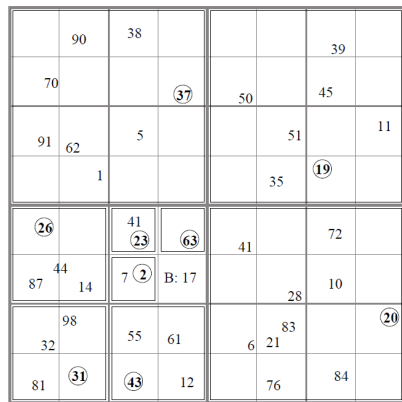


Figure: Hierarchical grid with 4 order-i squares in order-i+1 square.