

# Distributed System - Overlay

Group B

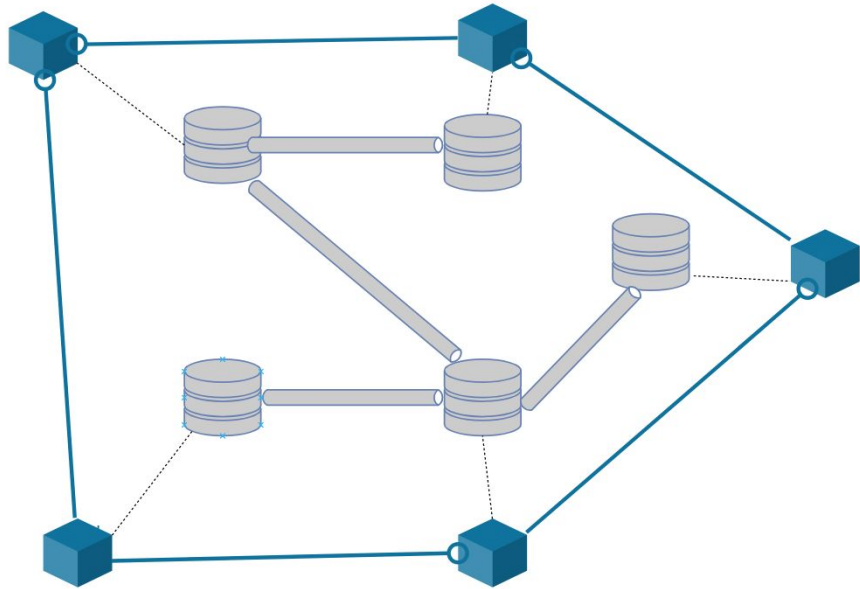
AMAL Mouataz

LONGA Benjamin

*[mouataz.amal@gmail.com](mailto:mouataz.amal@gmail.com)*

*[benjamin.longa@gmail.com](mailto:benjamin.longa@gmail.com)*

# Architecture



- Physical Node



- Virtual Node

# Physical Network

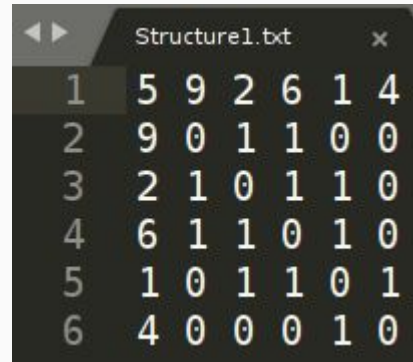
## Creation

- Using a structural file (example)

## Initialization

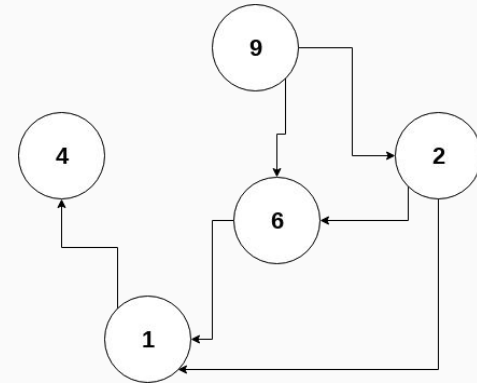
- Routing algorithm executed by each node (distributed Dijkstra)

## Structural file example :



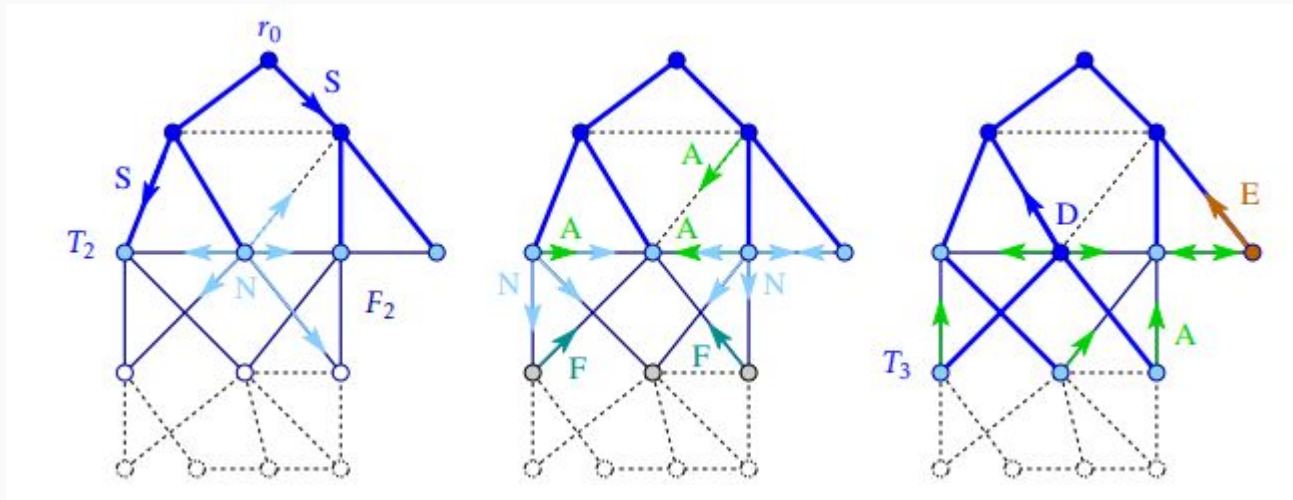
1	5	9	2	6	1	4
2	9	0	1	1	0	0
3	2	1	0	1	1	0
4	6	1	1	0	1	0
5	1	0	1	1	0	1
6	4	0	0	0	1	0

## Resulting network :



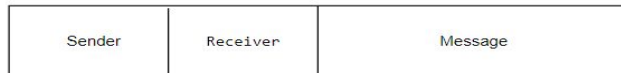
# Routing

## Distributed Dijkstra



# Virtual Network

- Interact with the user
- Virtual nodes can communicate with their right neighbour via the physical network.
- Message structure
  - Virtual ID of the sender.
  - Virtual ID du receiver.
  - contents of the message.
- The communication between physical et virtual nodes is done via the observable design pattern .



# What to do next ?

Improving this project

Dynamic network :

- Join, leave the network
- Handle message loss
- Handle disconnections

Message passing optimization in virtual network :

- Choose shortest direction (right / left)
- Implement shortcuts for large networks

Thanks, Questions ?