

DOSP Project 3 Readme Document

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Contents of project3.zip:

Project3/ebin/chord.beam
Project3/src/chord.erl

Project Overview:

This project aims to simulate a chord network where multiple nodes will be able to join a network with the hashed values of its Identifier and be able to accept lookout request and complete them with a logarithmic time due to the implementation of scalable key location method.

Usage Guidelines:

- 1) To start the chord server and the lookup requests,
 - a. Input: chord:start(NumOfNodes, NumOfRequests)
 - b. Output: Avg Hops

```
2> chord:start(50,16).  
true
```

- c. Avg Hops = 1.485

The maximum number of Nodes tested on our system is 15000 and the avg Hop Count came up to 5.44

Refer to Report for more information on design details and test results.