

# Tapestry with Replication

Architecture, Algorithms, and Evaluation

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Distributed Systems Project 26

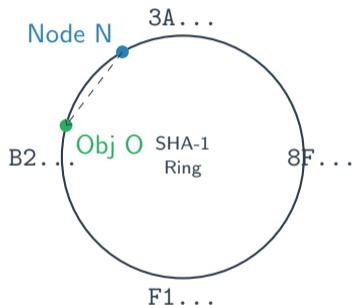
# System Model & Identifier Space

## Identifier Space

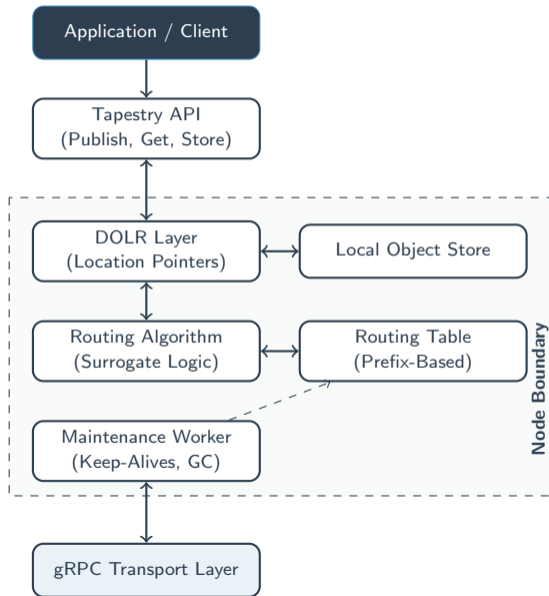
- **160-bit Space:** Circular namespace ( $2^{160}$ ).
- **Representation:** 40 Hexadecimal digits.
- **Identity:** Nodes and Objects hash (SHA-1) to the same space.

## Distance Metric

- Unlike Kademlia (XOR), Tapestry uses **Prefix Matching**.
- Distance = Length of shared prefix.
- *Close* = Long common prefix.



# Component Interaction



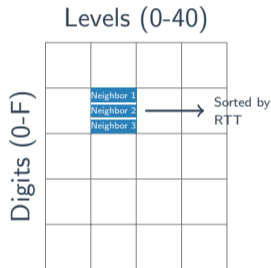
# The Routing Mesh & Data Structures

## Routing Table Structure

- **Dimensions:** 40 Levels  $\times$  16 Hex Digits.
- **Entry:**  $Table[L][D]$  stores nodes sharing prefix length  $L$  with next digit  $D$ .

## Neighbor Management

- **Redundancy:** Stores  $k = 3$  backups per cell.
- **Proximity:** Neighbors sorted by RTT (Latency).
- **Backpointers:** Inverse graph tracking nodes that point to *me* (Critical for Leave/Join).



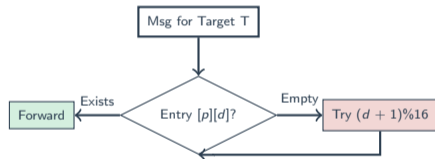
# Routing Logic: Surrogate Routing

## Next Hop Selection

1. Calculate shared prefix length  $p$ .
2. Look up digit  $d$  at level  $p + 1$ .
3. **Match:** If entry exists, forward to closest neighbor.
4. **Hole:** If entry empty, invoke **Surrogate Routing**.

## Surrogate Mechanism

Deterministic modulo search:  $(d + 1, d + 2, \dots) \pmod{16}$ . Guarantees convergence to a unique root even if target ID doesn't exist.



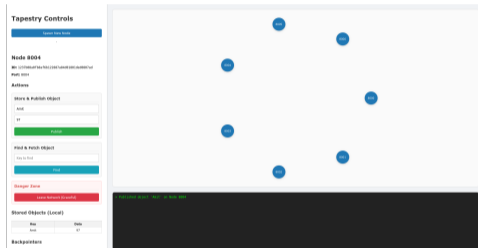
# Decentralized Object Location (DOLR)

## Publication (Advertisement)

- **Hash:** Key hashed to SHA-1 ObjectID.
- **Route:** Message routes toward Root.
- **Cache:** Intermediate nodes store *Location Pointers* (Soft State).
- Mapping: *ObjectID*  $\rightarrow$  *PublisherAddr*.

## Lookup (Resolution)

- Route toward Root.
- **Interception:** If any node has a pointer, return it immediately.
- Reduces latency by finding cached pointers closer to the client.



Visualization: Nodes storing pointers along the path

# Dual Replication Strategy

## 1. Storage Replication (Durability)

- **Goal:** Survive Publisher crash.
- **Action:** On Publish, replicate data payload to  $N$  random neighbors.
- **Protocol:** Custom Replicate RPC.

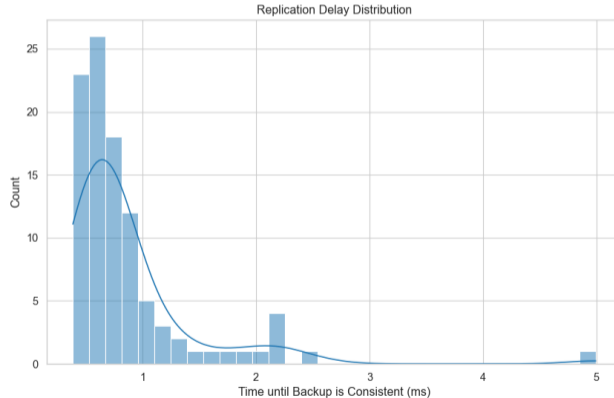
## 2. Salted Path Replication (Availability)

- **Goal:** Survive Root failure / Partition.
- **Action:** Publish to multiple IDs:  $H(K)$ ,  $H(K + "0")$ ,  $H(K + "1")$ .
- Creates independent paths to distinct roots.

### Replication Logic

This dual strategy separates Data Durability (storing copies) from Routing Availability (finding copies).

## Replication Delay Distribution



Most replication operations complete within 3ms, minimizing the window of vulnerability.

*The network assumes all information will eventually become stale.*

## Republishing Loop

- **Who:** Publisher Nodes.
- **Action:** Re-advertise objects every 60s.
- **Why:** Refreshes pointers at routers.

## Garbage Collection (GC)

- **Who:** Routers (Intermediate nodes).
- **Action:** Scan `LocationPointers`.
- **Logic:** Delete entries older than 120s.
- **Result:** Dead paths are automatically pruned.

**Keep-Alives:** Background probes remove unresponsive neighbors from the Routing Table.

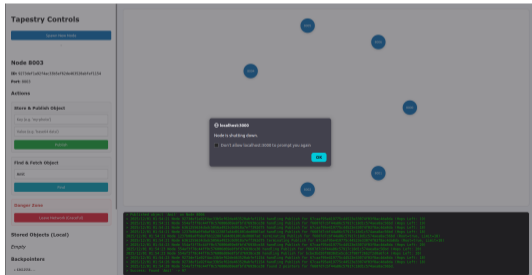
# Node Lifecycle: Join & Leave

## Insertion (Join)

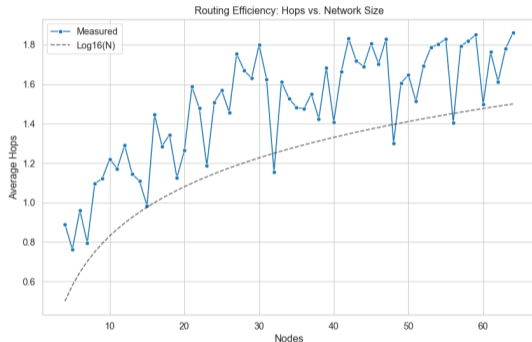
1. **Bootstrap:** Connect to gateway.
2. **Route to Self:** Find Surrogate node.
3. **Copy:** GetRoutingTable from Surrogate.
4. **Notify:** AddBackpointer to neighbors.

## Graceful Departure (Leave)

1. **Handoff:** Push local objects to neighbors via Replicate.
2. **Notify:** Send NotifyLeave to Backpointers.
3. Peers remove node immediately.



# Evaluation: Routing Efficiency



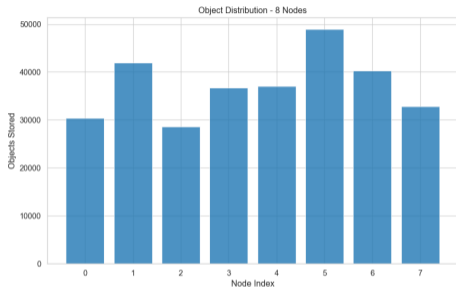
## Scaling

Hop count scales logarithmically  $O(\log_{16} N)$ .

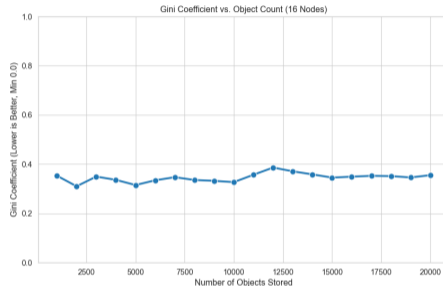
The aggressive table population during Join keeps hop counts close to theoretical bounds ( $\approx 1.6$  hops).

# Evaluation: Load Distribution

## Object Histogram



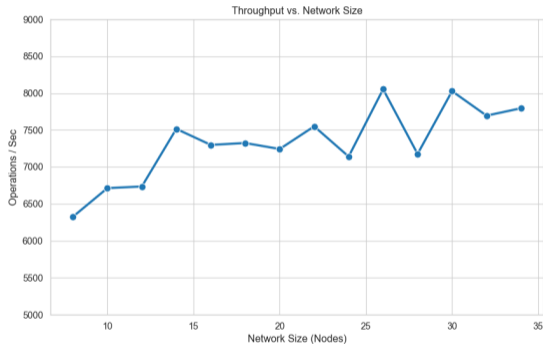
## Gini Coefficient



### Insight

Low Gini coefficient confirms SHA-1 hashing distributes objects uniformly, preventing hotspots even with random keys.

# Evaluation: System Throughput

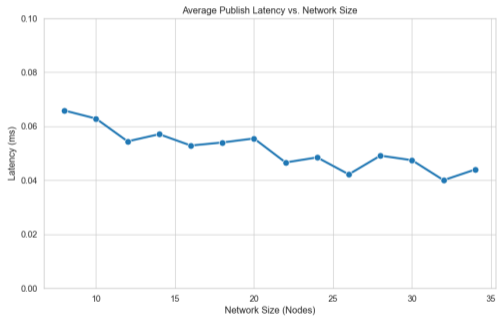


## Stability

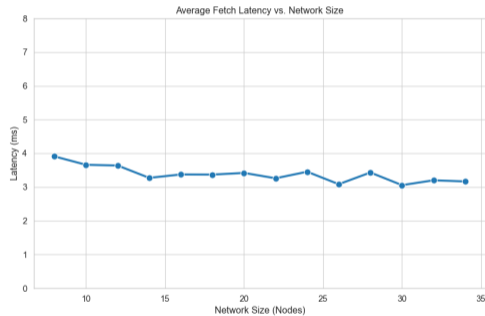
Throughput increases in larger networks. This proves that our **Connection Pooling** successfully mitigated OS resource exhaustion (ephemeral ports).

# Evaluation: Latency (Publish vs Fetch)

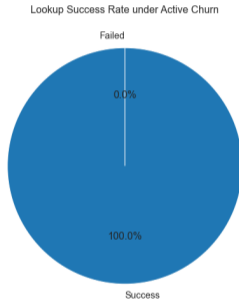
## Publish Latency



## Fetch Latency



# Evaluation: Resilience to Churn



## Stress Test

**Scenario:** Randomized Node Failure.

**Result:** High Success Rate. Salted paths and Storage Replication successfully masked node failures during the test window.

We implemented a full-featured Tapestry overlay in Go, verifying the original research claims while adding modern engineering robustness.

- ✓ **Core Protocol:** Prefix Routing, Surrogate Logic, Soft State.
- ✓ **Replication and Fault Tolerance:** Salted Paths + 3-Way Storage Replication.
- ✓ **Lifecycle:** Graceful Handoff and Fast Join optimizations.
- ✓ **Performance:** Validated Logarithmic scaling and High Availability under churn.

**Thank You**