Attributes of Distributed Hash Tables and Their Ramifications

Andrew Rosen

June 24, 2014

Chapter 1

Introduction

Chapter 2

So What Are Those Attributes Anyway?

2.1   Routing

2.2   Churn and Fault Tolerance

2.3   Security

2.3.1   Sybil Attacks

2.3.2   Eclipse Attacks

Chapter 3

The Four Kings

Chapter 4

The Challengers

4.1   Kademlia

Chapter 5

The Small New World

Games you may have played

The experiment

5.1 The Small World

5.2 Voronoi Based Schemes

5.2.1 RayNet

Beaumont et al argues that a loose structure enough for searching. Assume a d-dimension space, each dimension tied to some attribute of an object and each object identified by a unique set of values. Objects should be linked to other objects that are close in the space.

Chapter 6

Momentum

Or who's idea was it that the darn things don't actually move!