## README

### Team Members

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## Steps to Run

dotnet add package Akka –version 1.4.25 dotnet add package Akka.FSharp –version 1.4.25 dotnet fsi project3.fsx <numNodes> <numRequests>

- numNodes An integer which specifies the number of peers in the Chord network.
- numRequests The number of requests each peer handles.

### Introduction

Our algorithm uses Actor Model in F# to implement the Chord protocol. Each peer can create a request per second. The program terminates when all the peers have found all the requests. The peers try to look up for the data via a finger table to reduce the number of hops required to find a specific data key.

#### Observations

- We have implemented the Chord protocol where new nodes join the network and are arranged according to their identifiers (generated randomly) in the chord ring.
- The stabilize function is called periodically to update the successors according to the changing chord network.
- The notify function updates the predecessor according to the changing chord network.
- The finger table is also updated periodically to handle the changing network. In our code the finger table is of size 20. Our address space is of size  $2^{20}$ .
- We have tested the network for nodes ranging from 10 to 5000 and have calculated the average hops required to find the keys.
- We have tested the network for 10 requests per node. Each node is made to search 10 keys per second and the number of hops are calculated to find the average.
- We have built the graph for our outputs which shows a logarithmic trend. Thus we can conclude that the Chord Protocol indeed finds peers in logarithmic time.

## Largest Network

We have tested Chord with 5000 nodes and 10 requests each. The average hops for 5000 nodes as found by our code is **6.05**.

# Graphs and Outputs

# Average Hop Count vs Number of nodes



