1. How to compile the program

The program was developed in **JAVA** language using Eclipse 3.5 IDE. To compile and run this program, JDK 6 and Eclipse 3.5 are needed. JDK 6 can be downloaded at http://java.sun.com/javase/downloads/widget/jdk6.jsp and Eclipse 3.5 at http://cloud.eclipsesource.com/R/eclipse-java-galileo-win32.zip.

1) Install JDK 6

Install the **java.exe** file downloaded and add to the Environment Variable **PATH** "C:\Sun\SDK\bin" (default)

2) Install Eclipse 3.5

Unzip the **eclipse-java-galileo-win32.zip** file downloaded from the above address and you will find the executable file **/eclipse/eclipse.exe**. Double click the icon of the executable file, and Eclipse IDE will start.

3) Import the project

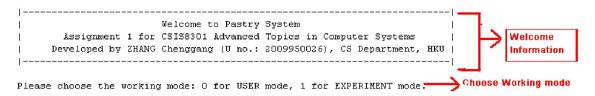
Click "File" a "Import", and choose "Existing Projects into Workspace" under "General" folder. Then click "Next" and select the root directory by clicking "Browse". Click "Finish" after choosing the root directory of the project.

4) Compile & Run the program

There are two JAVA files in the project, named Pastry.java and PastryUI.java. **Pastry.java** is the logic part and **PastryUI.java** is the UI part. To run the program, you can click "**Run**" à "**Run as**" à "**Java Application**" in *PastryUI.java*.

An executable *.jar* file *PastryUI.jar* is also provided. After installing the JRE (Java Running Environment), you can run this file by typing "java – jar PastryUI.jar" at the command line.

2. How to use the program





```
Please choose the working mode: O for USER mode, 1 for EXPERIMENT mode.

Oworking Mode

Currently there are 2 protocols implemented, please choose one to work with:

O: Improved Pastry Protocol (Highly Recommended!)

1: Original Pastry Protocol
```



```
Currently there are 2 protocols implemented, please choose one to work with:

0: Improved Pastry Protocol (Highly Recommended!)

1: Original Pastry Protocol

Protocol ID

For USER mode, the default setting is: Case = 4, an ID has 4 quaternary digits

Please input the size of the leaf set, |L| (needs to be an even number like 2,4,6...) : Input |L|
```



```
For USER mode, the default setting is: base = 4, an ID has 4 quaternary digits

Please input the size of the leaf set, |L| (needs to be an even number like 2,4,6...):

Size of |L|

Please input the size of the neighborhood set, |M|:

Size of |M|

Please enter the NodeIDs you want to insert, each nodeId on one line and ending with -1!

For Example:

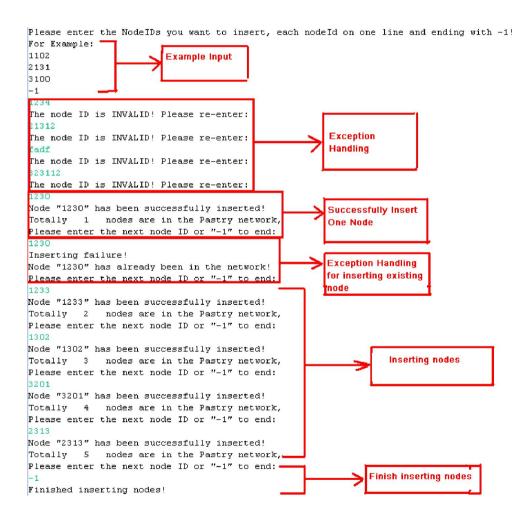
1102

2131

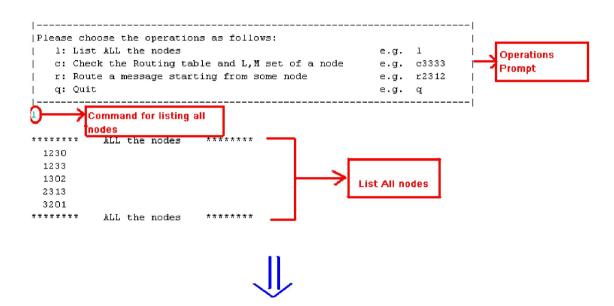
3100

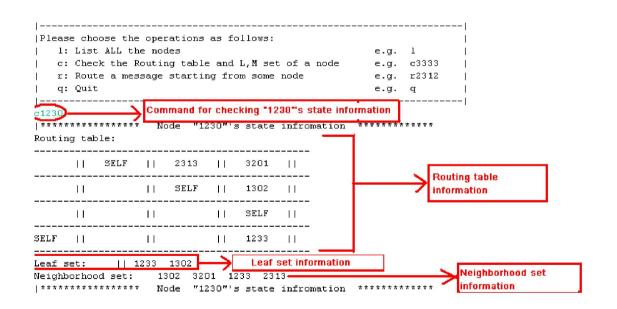
-1
```



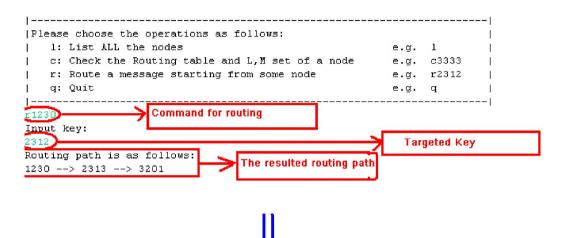


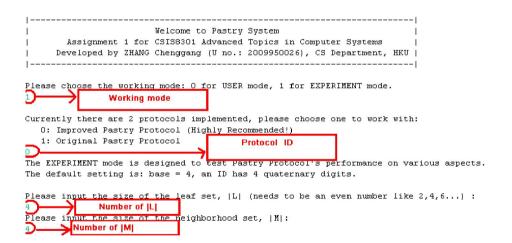




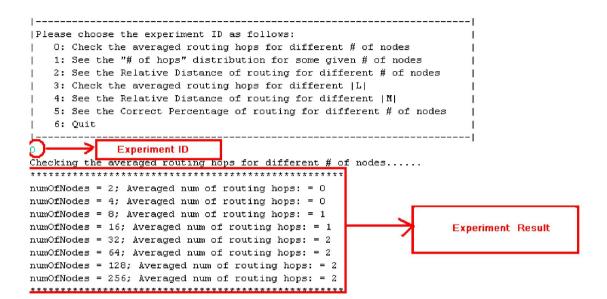




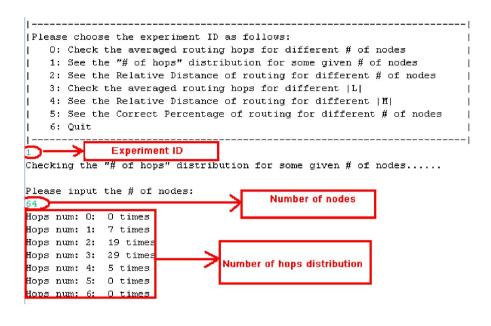














```
|Please choose the experiment ID as follows:
   O: Check the averaged routing hops for different # of nodes
   1: See the "# of hops" distribution for some given # of nodes
   2: See the Relative Distance of routing for different # of nodes
   3: Check the averaged routing hops for different |L|
   4: See the Relative Distance of routing for different |\mathbf{M}|
   5: See the Correct Percentage of routing for different # of nodes
   6: Quit
              Experiment ID
Checking the Relative Distance of routing for different # of nodes.....
**********
numOfNodes = 2; Averaged Relative Distance: = 1.0
numOfNodes = 4; Averaged Relative Distance: = 1.0
numOfNodes = 8; Averaged Relative Distance: = 1.0
numOfNodes = 16; Averaged Relative Distance: = 1.2
                                                                      Experiment Result
numOfNodes = 32; Averaged Relative Distance: = 2.1333333333333333
numOfNodes = 64; Averaged Relative Distance: = 2.1333333333333333
numOfNodes = 128; Averaged Relative Distance: = 1.9166666666666667
numOfNodes = 256; Averaged Relative Distance: = 2.33333333333333333
```





```
|Please choose the experiment ID as follows:
   O: Check the averaged routing hops for different # of nodes
   1: See the "# of hops" distribution for some given # of nodes
   2: See the Relative Distance of routing for different # of nodes
   3: Check the averaged routing hops for different |L|
   4: See the Relative Distance of routing for different | M|
   5: See the Correct Percentage of routing for different # of nodes
   6: Ouit
          Experiment ID
Experiment ID

Checking the Relative Distance of routing for different | M | .....
***********
numOfNodes = 128, |M| = 0; Averaged Relative Distance: = 8.2166666666666667
 numOfNodes = 128, \ | \ M | = 1; \qquad Averaged \ Relative \ Distance: = 3.0 \\ numOfNodes = 128, \ | \ M | = 2; \qquad Averaged \ Relative \ Distance: = 4.0 \\
numOfNodes = 128, |M| = 2;
numOfNodes = 128, |M| = 3;
                       Averaged Relative Distance: = 1.63333333333333333
Experiment
numOfNodes = 128, |M| = 8;
                       Averaged Relative Distance: = 2.75
                                                                         Result
numOfNodes = 128, |M| = 9;
                        Averaged Relative Distance: = 2.5833333333333333
numOfNodes = 128, |M| = 10; Averaged Relative Distance: = 2.7166666666666667
numOfNodes = 128, |M| = 12;
                         Averaged Relative Distance: = 2.65
numOfNodes = 128, |M| = 13; Averaged Relative Distance: = 1.85
numOfNodes = 128, |M| = 16; Averaged Relative Distance: = 1.5666666666666666
```

3. Special notes

Currently two versions of Pastry protocols have been implemented: the original Pastry protocol and the improved Pastry protocol. **The improved Pastry protocol** is relatively better tested than the **original Pastry protocol**, so there may be some bugs in the original Pastry protocol implementation.

The Original Pastry Protocol works as follows when constructing a new node X's Routing table, Leaf set and Neighborhood set (will be referred to as R table, L set and M set respectively): Define the new node as X, and the physically nearest node in Pastry Network is A. Then A routes the "join" message with X's ID. Suppose the routing path is Aà Bàà Z, and Z is the numerically nearest node to the new node X. To construct the R table, L set and M set, X copies the routing path's ith node's ith row to its ith row, copies Z's L set to its L set, and uses A's M set as its own M set.

The Improved Pastry Protocol works as follows when constructing a new node X's Routing table, Leaf set and Neighborhood set (will be referred to as R table, L set and M set respectively): Define the new node as X, and the physically nearest node in Pastry Network is A. Then A routes the "join" message with X's ID. Suppose the routing path is Aà Bàà Z, and Z is the numerically nearest node to the new node X. To construct the R table, L set and M set, instead of just copying the routing path's ith node's ith row to its ith row, copying Z's L set to its L set, and using A's M set as its own M set, X considers all the nodes along the routing path and uses them as currently known live nodes in the Pastry Network to construct its own R table, L set and M set. (More details can be found in the following methods:

constructRTable(), constructLSet() and constructMSet() in the Pastry.java
in the source code directory)

Also, two working modes are provided. One is **USER mode**, which is designed for the user to use and test Pastry. The other is **EXPERIMENT mode**, which is used for testing the performance of Pastry Protocol.

If you have any questions about the program itself and how to compile and run it, do not hesitate to contact with me. Thank you!

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