

# Project Title

## Team Members

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## Primary Sources

<a href="#">Chord</a> [3]
<a href="#">Ant Colony Systems</a> [4]
<a href="#">Kurose &amp; Ross</a> [2]
<a href="#">Self-Chord</a> [1]

## Introduction

When considering how to share real-time information across a networked environment, a number of concerns about information staleness must be addressed. Crude solutions like constant update polling and flooding are not viable in large-scale networks. This restriction led to the advent of smarter solutions like the Chord protocol, which creates a distributed hash table to store and retrieve information in  $O(\log n)$  time.

## Midterm Progress Report Goals

List our goals for where the project should be during the midterm progress report.

## Final Demonstration Goals

List our goals for where the project will finish, what the demonstration will look like, etc.

## References

- [1] FORESTIERO, A., MASTROIANNI, C., AND MEO, M. Self-chord: A bio-inspired algorithm for structured p2p systems. In *Proceedings of the 2009 9th IEEE/ACM International Symposium on Cluster Computing and the Grid* (USA, 2009), CCGRID '09, IEEE Computer Society, p. 44–51.
- [2] KUROSE, J. F., AND ROSS, K. W. *Computer Networking: A Top-Down Approach Featuring the Internet*, 6th ed. Addison-Wesley, Boston, MA, USA, 2012.
- [3] STOICA, I., MORRIS, R., KARGER, D., KAASHOEK, M. F., AND BALAKRISHNAN, H. Chord: A scalable peer-to-peer lookup service for internet applications. *SIGCOMM Comput. Commun. Rev.* 31, 4 (aug 2001), 149–160.
- [4] YU, W.-J., AND ZHANG, J. Pheromone-distribution-based adaptive ant colony system. In *Proceedings of the 12th Annual Conference on Genetic and Evolutionary Computation* (New York, NY, USA, 2010), GECCO '10, Association for Computing Machinery, p. 31–38.