Tapestry - Distributed Operating Systems - Project 3

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What is working

Everything in our tapestry implementation works.

Let N be the number of nodes to create, then we generate N node ids which is hashed from the node count. Then, N processes are spawned, and their respective process ids are mapped to an existing node id. We built 80% of the routing tables and then implemented the join operation on the remaining 20% of the nodes. Finally, generate the number of requests, R, and randomly select R source nodes to map to R destination nodes that live in our global list.

Largest network dealt with

15,000 nodes with 10,000 requests, max hops of 6.