

# Algoritmos e Sistemas Distribuídos: Cyclon Algorithm

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**Algorithm 1:** Cyclon (Unstructured Overlay Management)

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**Interface:****Requests:****getNeighbors ( )****Indications:****neighbors (  $n$  )** //  $n$  is the set of neighbors of the local process**State:****neigh** //set of neighbors of the process (local partial view)**N** //maximum number of neighbors**sample** //Sample of neigh sent to the other process in last shuffle**Upon Init (  $contact, maxN$  ) do:****N**  $\leftarrow maxN$ ;**If**  $contact \neq \perp$  **then**    **neigh**  $\leftarrow \{(contact, 0)\}$ ;**else**    **neigh**  $\leftarrow \{\}$ ;**sample**  $\leftarrow \perp$ ;**Setup Periodic Timer Shuffle (T);** //T is the shuffle period, in the order of seconds**Upon getNeighbors( ) do:****pview**  $\leftarrow$  **neigh**; //To avoid the upper layer to modify the neigh set**Trigger neighbors( pview );****Upon Shuffle( ) do:****foreach**  $(p, age) \in$  **neigh** **do**    **neigh**  $\leftarrow$  (**neigh**  $\setminus (p, age)$ )  $\cup (p, age + 1)$ ;**p**  $\leftarrow$  **pickOldest(neigh)**;**If**  $p \neq \perp$  **then**    **neigh**  $\leftarrow$  **neigh**  $\setminus p$ ;    **sample**  $\leftarrow$  **randomSubset(neigh)**;    **Trigger Send (ShuffleRequest, p, sample  $\cup \{(myself, 0)\}$ );****Upon Receive (ShuffleRequest,  $s, peerSample$ ) do:****temporarySample**  $\leftarrow$  **randomSubset(neigh)**;**Trigger Send (ShuffleReply,  $s, temporarySample$ );****Call mergeViews(peerSample, temporarySample);****Upon Receive (ShuffleReply,  $s, peerSample$ ) do:****Call mergeViews(peerSample, sample);****Procedure mergeViews(peerSample, mySample)****Foreach**  $(p, age) \in$  **peerSample** **do**    **If**  $(p', age') \in$  **neigh**  $\wedge p' = p \wedge age' > age$  **then**        **neigh**  $\leftarrow$  (**neigh**  $\setminus (p', age')$ )  $\cup \{(p, age)\}$ ;    **Else If**  $\#neigh < N$  **then**        **neigh**  $\leftarrow$  **neigh**  $\cup \{(p, age)\}$ ;    **Else**         $(x, age') \leftarrow (x, age') : (x, age') \in$  **neigh**  $\wedge (x, age') \in$  **mySample**; //Pick an element of  
neigh that is also in mySample    **If**  $(x, age') = \perp$  **then**         $(x, age') \leftarrow (x, age') : (x, age') \in$  **neigh**; //Pick a random element of neigh    **neigh**  $\leftarrow$  (**neigh**  $\setminus (x, age')$ )  $\cup \{(p, age)\}$ ;

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