Distributed Hash Tables II

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1

FINGER TABLES

2

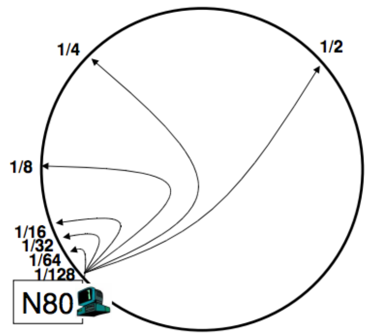
2

Finger Tables

M = #nodes

m = #key bits

$M = 2^m$

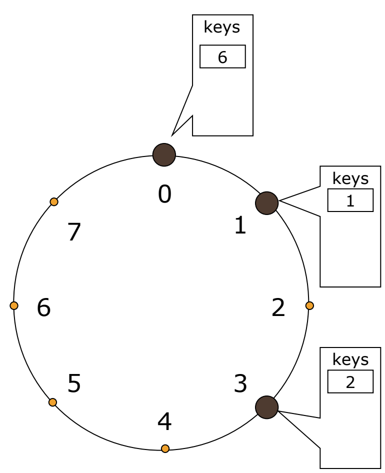


- Entry *i* in the finger table of node N is the first node that succeeds or equals $ID_N + 2^i \pmod M$
- $FINGER_N(i) = \min \{ID_{N2} \mid ID_{N2} \geq ID_N + 2^i \pmod M\}$
- i.e. i^{th} finger points $1/2^{m-i}$ way around the ring

3

3

Example Ring



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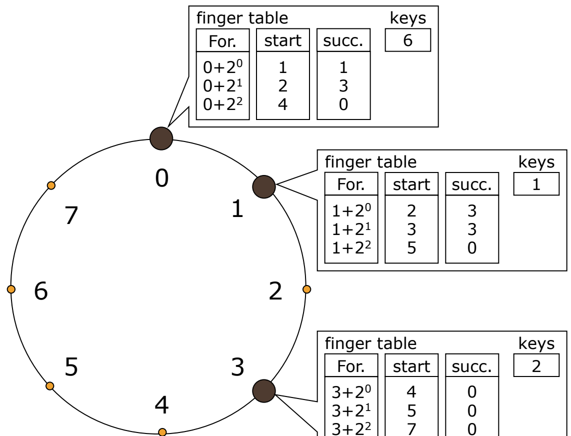
4

Finger Tables



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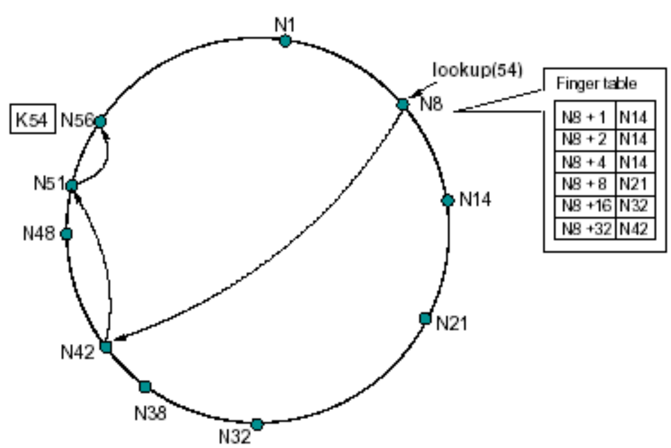
Example query

- The path of a query for key 54 starting at node 8:



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6

Node Join and Stabilization

- "Stabilization" protocol contains 6 functions:
  - `create()`
  - `join()`
  - `stabilize()`
  - `notify()`
  - `fix_finger()`
  - `check_predecessor()`

7

7

Node Join – `join()`

- When node n first starts, it calls `n.join(n')`, for some node `n'`
- `join()` function asks `n'` to find the immediate successor of n

8

8

Node Join – join()

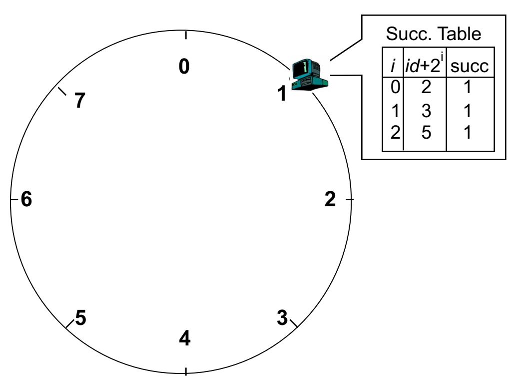
```
// create a new Chord ring.
n.create()
  predecessor = nil;
  successor = n;

// join a Chord ring containing node n'.
n.join(n')
  predecessor = nil;
  successor = n'.find_successor(n);
```

9

9

DHT: Chord Join

- Assume an identifier space [0..7]
- Node n1 joins



i	$id+2^i$	succ
0	2	1
1	3	1
2	5	1

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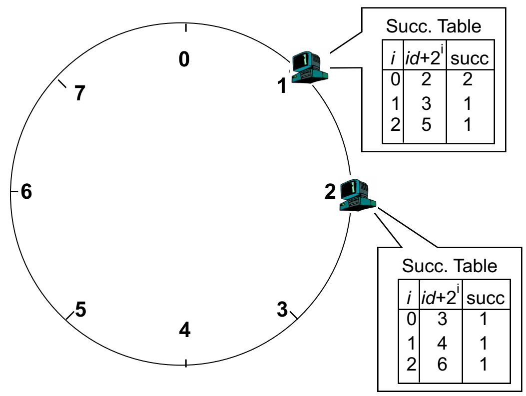
10

DHT: Chord Join

- Node n2 joins



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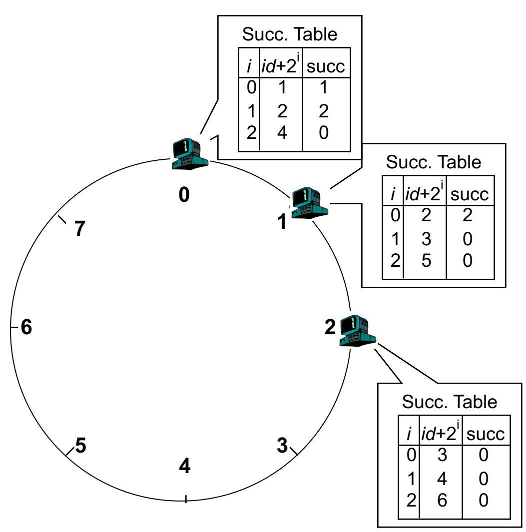
DHT: Chord Join

- Node n0 joins

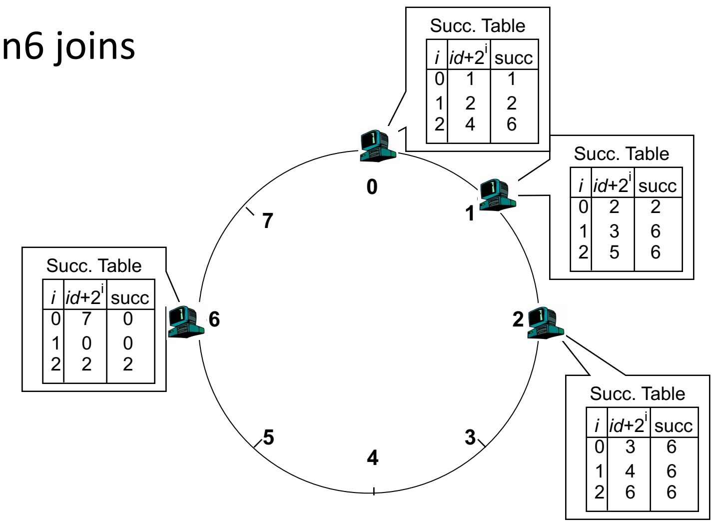


12

12

DHT: Chord Join

- Node n6 joins



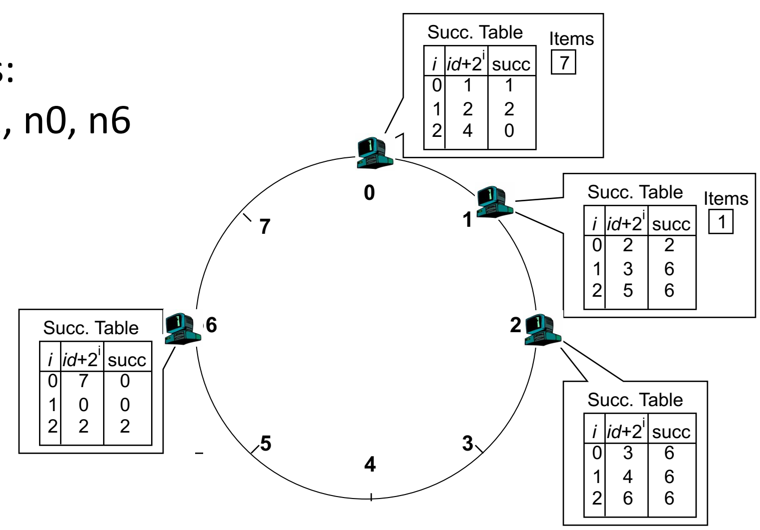
13

13

DHT: Chord Join

- Nodes:
  n1, n2, n0, n6

- Items:
  f7, f1



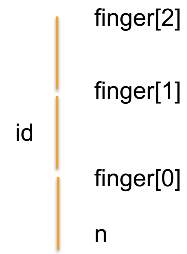
14

14

Scalable Key Location – find_successor()

```
// ask node n to find the successor of id
n.find_successor(id)
  if (id ∈ (n, successor])
     return successor;
  else
     n’ = closest_preceding_node(id);
     return n’.find_successor(id);

// search the local table for the highest predecessor of id
n.closest_preceding_node(id)
  for i = m-1 downto 0
     if (finger[i] ∈ (n, id))
          return finger[i];
  return n;
```



15

15

Scalable Key Location – find_successor()

```
// ask node n to find the successor of id
n.find_predecessor(id):
  n’ = n
  while (id ∉ (n’, n’.successor])
     n’ = n’.closest_preceding_finger(id)
  return n’

n.find_successor(id):
  n’ =  find_predecessor(id)
  return n’.successor

// search the local table for the highest predecessor of id
n.closest_preceding_finger(id)
  for i = m-1 downto 0
     if (finger[i] ∈ (n, id))
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```
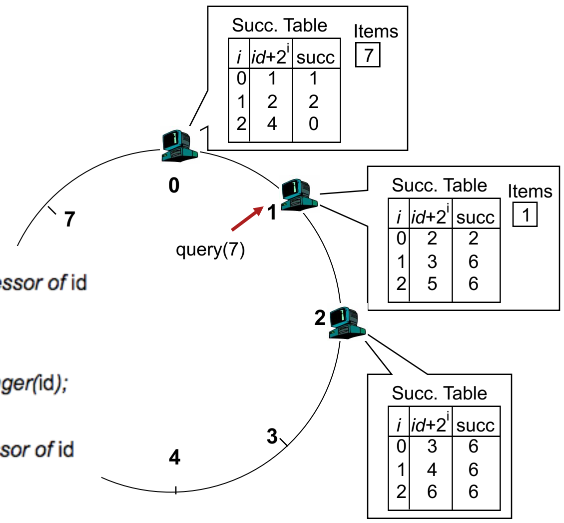

16

16

DHT: Chord Routing

- Upon receiving a query for item id, a node:
  - Checks whether stores the item locally
  - If not, forwards the query to the largest node in its successor table that does not exceed id




```
// ask node n to find the predecessor of id
n.find_predecessor(id)
  n' = n;
  while (id ∉ (n', n'.successor])
    n' = n'.closest_preceeding_finger(id);
  return n'

// ask node n to find the successor of id
n.find_successor(id)
  n' = find_predecessor(id);
  return n'.successor;
```

17

17

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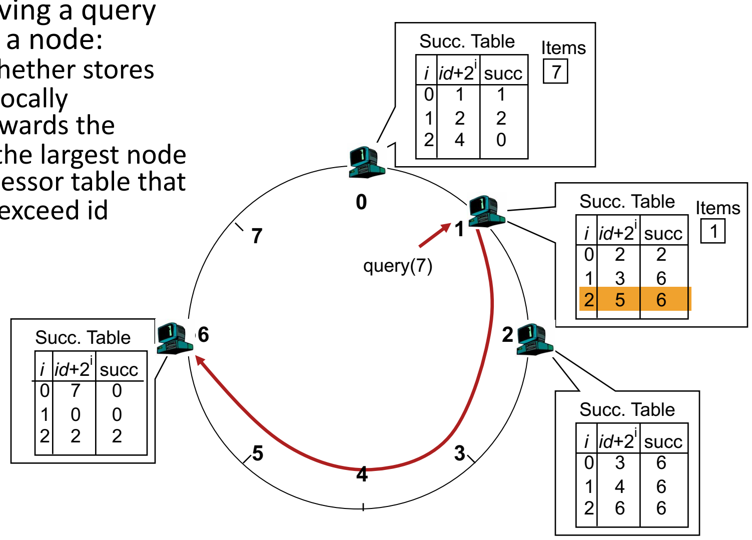

18

18

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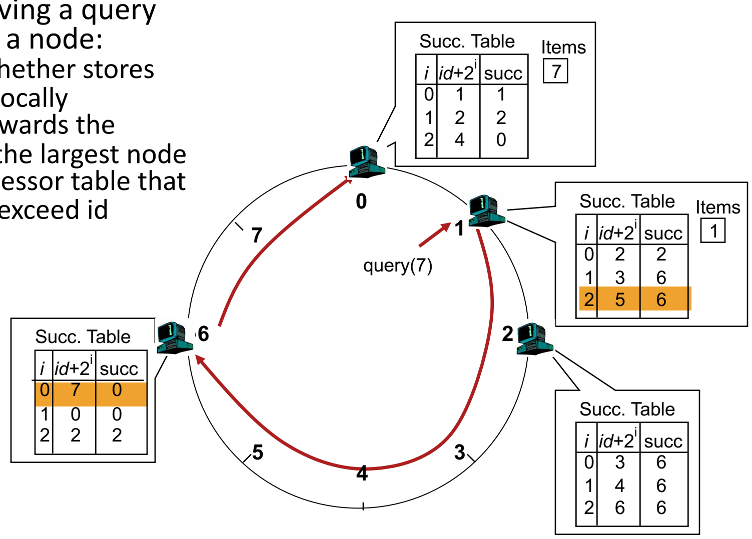

19

19

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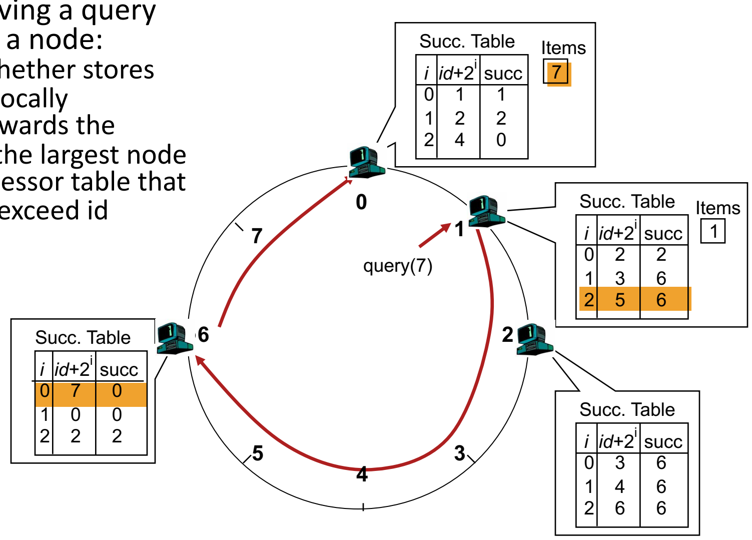

20

20

Chord reliability

- Correct routing table (successors, predecessors, and fingers)
- Primary invariant: correctness of successor pointers
  - Fingers for performance
  - Algorithm is to “get closer” to the target
  - Successor nodes always do this

Join: Relaxed Approach

- If ring is correct, then routing is correct
- Stabilization
  - Each node periodically runs stabilization routine

Join: Relaxed Approach

- If ring is correct, then routing is correct
  - Fingers needed for speed only
- Stabilization
  - Each node periodically runs stabilization routine
  - Each node refreshes all fingers by periodically calling `find_successor(N+2^i)` for random `i`
  - Periodic cost is O(log M) per node due to finger refresh

23

fix_finger()

```
// called periodically. refreshes finger table entries.
n.fix_finger()
  next = (next + 1) % m ;
  if (next > m-1)
      next = 0;
  finger[next] = find_successor(n + 2^next);

// checks whether predecessor has failed.
n.check_predecessor()
  if (predecessor has failed)
      predecessor = nil;
```


24

DHT: Chord Summary

- Pros:
  - Guaranteed Lookup
  - O(log M) per node state and search scope
- Cons:
  - Supporting non-exact match search is hard

25

25

Question

- What assumptions does Chord makes for its search complexity?
- What could change those assumptions?

26