

# Technical Report of Computer Network Final Assignment

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November 4, 2024

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## Abstract

In this technical report, we delve into an in-depth study and analysis of the Chord protocol, a cornerstone algorithm for distributed hash tables in peer-to-peer networks. We rigorously examine the principles of the Chord algorithm, deriving its time, space, and routing complexities to fully understand its operational dynamics. Our replication of the Chord algorithm was meticulously executed, involving detailed coding and systematic testing to ensure fidelity to the original design. We designed extensive experiments to evaluate the performance of the Chord system under various network sizes and conditions. These experiments included the implementation of visualizations that not only highlighted the algorithm's efficiency in locating data but also showcased the network's structural dynamics. In our exploration of optimization strategies, we identified simple methods such as dynamic finger table updates and enhanced hashing techniques that significantly improve search efficiency. Furthermore, we advanced our optimization techniques by incorporating two sophisticated methods: predictive modeling via linear regression and a neural network-based adaptive finger table update. The former leverages historical access data to anticipate network demands, while the latter utilizes advanced machine learning algorithms to dynamically adjust network paths, reducing the average lookup hops and enhancing network responsiveness. These enhancements are pivotal in demonstrating how targeted modifications can drastically improve the efficiency of the Chord protocol in real-world applications.

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# 1 Background and Details of Chord Model

## 1. What is Chord?

Chord is both an algorithm and a protocol. As an algorithm, Chord can be rigorously proven to be correct and convergent from a mathematical perspective. As a protocol, Chord defines the types of messages for each step in detail. Chord is popular due to its simplicity—only 3000 lines of code are needed to implement a complete Chord system.

Chord can also be considered an implementation of consistent hashing and distributed hash tables (DHT).

## 2. Overlay Network

An overlay network is built on top of another network. Nodes in an overlay network are connected via virtual or logical links. Examples include cloud computing and distributed systems, which are built on TCP/IP and have inter-node connections. Chord is also constructed on an overlay network.

## 3. Structured vs. Unstructured Networks

Unstructured P2P networks have no organized relationship between nodes; they are completely peer-to-peer. For example, the first-generation P2P network Napster. These networks are simple and clear but offer little optimization for searches, often using global or partitioned flooding searches, which are time-consuming and unreliable.

In contrast, structured P2P networks have a logically designed structure. For instance, Chord assumes the network is a ring, while Kademlia assumes a binary tree, with all nodes being leaf nodes. These logical structures introduce more algorithms and ideas for resource lookup.

## 4. Distributed Hash Table (DHT)

The main idea of DHT is to make the storage and retrieval of resources in the network as simple and fast as a hashtable, capable of performing put and get operations efficiently. Inspired by the first-generation P2P networks like Napster, DHT emphasizes resource access

without concern for resource consistency. DHT is a concept with specific implementation details left to various realizations.

Current P2P implementations can be considered specific implementations of DHT, such as:

- Chord
- CAN
- Tapestry
- Pastry
- Apache Cassandra
- Kademlia
- P-Grid
- BitTorrent DHT

## 5. Chord Implementation Principle

Chord ensures consistent hashing by mapping nodes and keys to the same space. To ensure the uniqueness of the hash, Chord uses SHA-1 as the hash function, creating a space of  $2^{160}$ . We can imagine these integers forming a ring, known as the Chord ring, where integers are arranged clockwise by size. Both nodes (with IP addresses and ports) and keys (resource identifiers) are hashed onto the Chord ring, making the P2P network's state a virtual ring, thus making Chord a structured P2P network.

Here are some definitions:

- Each node on the Chord ring is called an identifier.
- If a node maps to an identifier, the identifier is also called a node.
- Clockwise from a node is its successor; counterclockwise is its predecessor. The first predecessor is the immediate predecessor, and the first successor is the immediate successor.

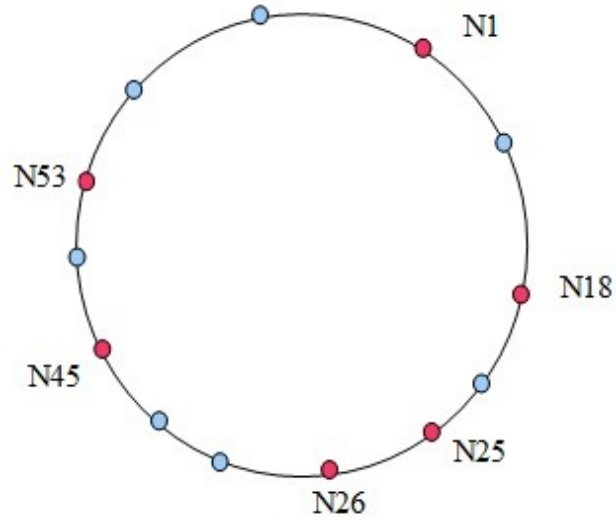


Figure 1: Chord Ring with Nodes and Identifiers

No.	$i$ -th Successor	Successor
1	$N1 + 2^0$	$N18$
2	$N1 + 2^1$	$N18$
3	$N1 + 2^2$	$N18$
4	$N1 + 2^3$	$N18$
5	$N1 + 2^4$	$N18$
6	$N1 + 2^5$	$N45$
7	$N1 + 2^6$	$N1$
8	$N1 + 2^7$	$N1$

Table 1: Finger Table of Node  $N1$

For example, in the Finger table of node  $N1$ , the successors are listed as follows:

By mapping nodes and keys to the same value domain, Chord ensures consistent hashing. Although it may seem unusual to mix nodes and keys, this approach guarantees consistent hashing.

Clearly, the number of nodes distributed on the Chord ring is far fewer than the number of identifiers (e.g.,  $2^{160}$  is an astronomical number), meaning nodes will be sparsely distributed on the Chord ring. In theory, they should be randomly distributed, but if the number of nodes is small, distribution may be uneven. To increase balance, virtual nodes can be added if there are many nodes (e.g., in a large P2P network with millions of machines).

A search along the Chord ring will always find the result, with a time complexity of

$O(N)$ , where  $N$  is the number of nodes. However, for a large P2P network with millions of nodes and frequent node joins and departures,  $O(N)$  is unacceptable. Therefore, Chord proposes a non-linear search algorithm:

1. Each node maintains a Finger table of length  $m$  (where  $m$  is the bit length, 160 in Chord). The  $i$ -th entry stores the  $(n + 2^{i-1}) \bmod 2^m$  successor ( $1 \leq i \leq m$ ).
2. Each node maintains a predecessor and successor list for quickly locating predecessors and successors and periodically checking their status.
3. The successor entries are exponentially increasing by powers of 2. The modulo operation ensures that the last node's successor wraps around to the first few nodes.
4. A key is stored on the first node whose hash value is greater than or equal to the key's hash value. This node is called the key's successor.

To find the successor of a given key, follow these steps (assuming the search starts at node  $n$ ):

1. Check if the key's hash falls between node  $n$  and its immediate successor. If so, the search ends, and the immediate successor is the key's successor.
2. In the Finger table, find the entry closest to but less than the key's hash. This node is the closest predecessor. Forward the search request to this node.
3. Repeat the above steps until the key's successor is found.

Intuitively, this search process converges exponentially, similar to binary search, ensuring quick convergence. Thus, the search time or routing complexity is logarithmic. The following figure illustrates the search process from node  $N1$  to node  $N53$ , showing its efficiency:

## 6. Convergence Proof of Chord

Convergence is crucial for an algorithm's reliability. Here, we re-emphasize three points:

1. Keys are stored on their successor nodes (i.e.,  $\text{hash}(\text{Node}) \geq \text{hash}(\text{Key})$ ).
2. The  $i$ -th entry in node  $n$ 's Finger table stores the  $(n + 2^{i-1})$ -th successor.



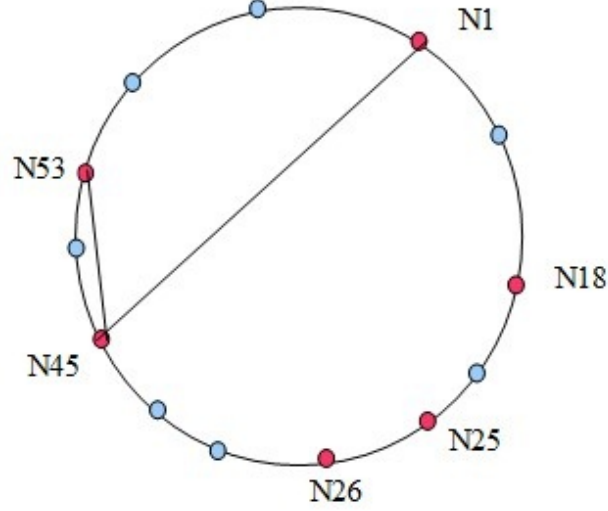


Figure 2: Chord Lookup Process from Node  $N1$  to Node  $N53$

3. Lookup follows the closest match principle: if the current node does not store the key, it searches its Finger table for the closest predecessor and continues the search.

If the  $i$ -th successor in node  $n$ 's Finger table is the closest to the key, then:

$$J < \text{hash}(\text{Key}) < P$$

where  $J = n + 2^{i-1}$  and  $P = n + 2^i$ . The distance between node  $n$  and the key should be between  $J$  and  $P$ :

$$2^{i-1} < n - \text{hash}(\text{Key}) < 2^i$$

The distance between  $J$  and the key is less than half the distance between  $n$  and the key, ensuring exponential convergence, similar to binary search.

Thus, we have theoretically proven the convergence of Chord.

## 7. Further Insights into Chord Algorithm

Chord can be mathematically transformed into a problem of finding a node on the Chord ring from any node  $N$  to a target node  $T$ .

The correctness of this transformation relies on each node correctly maintaining its suc-

cessor nodes. In a large P2P network with frequent node joins and departures, this correctness requires additional work.

## 8. Redundancy in Chord

Redundancy in Chord refers to the presence of unnecessary entries in the Finger table. These entries represent successors between node  $N$  and its immediate successor, which do not exist. For instance, in  $N1$ 's Finger table, entries 1-5 point to  $N18$ , making entries 1-4 redundant.

If the Chord ring size is  $2^m$  and there are  $2^n$  nodes, redundancy in any node  $N$ 's Finger table occurs if:

$$N + 2^{i-1} < N + \frac{2^m}{2^n} \implies 2^{i-1} < 2^{m-n} \implies i < m - n + 1$$

The redundancy ratio is:

$$\frac{m - n + 1}{m} = 1 - \frac{n - 1}{m}$$

In practice, if  $m \gg n$ , Chord will have a lot of redundancy. For example, in a network with 1024 nodes ( $n = 10$ ), the redundancy ratio is:

$$1 - \frac{10 - 1}{160} \approx 94\%$$

However, this redundancy is distributed across multiple nodes' Finger tables and, with proper routing algorithms, does not affect routing efficiency.

## 2 Routing Complexity in the Chord Network Model

In the Chord network model, the routing time complexity is  $O(\log N)$  and the total space complexity is  $O(N \log N)$ , where  $N$  is the number of nodes in the network.

## Time Complexity

The time complexity for routing a key  $k$  in a Chord network is  $O(\log N)$ . This is because each node  $n$  maintains a routing table (Finger Table) of size  $\log N$ , which contains pointers to other nodes in the network. The lookup process progressively narrows down the search space, reducing it by half each time, thus finding the target node in  $\log N$  steps.

### Detailed Derivation

1. **Definition of the Finger Table:** Each node  $n$  maintains a Finger Table with up to  $\log N$  entries. The  $i$ -th entry in the table points to the node:

$$\text{finger}[i] = \text{successor}(n + 2^{i-1})$$

where  $1 \leq i \leq \log N$ , and all operations are performed in a circular identifier space.

2. **Lookup Process:** The process of looking up a key  $k$  is as follows:

- (a) Start from the initiating node, check its Finger Table to find the first node whose ID is greater than or equal to  $k$ .
- (b) Forward the lookup request to this node, and repeat the process until the target node is found.

3. **Path Length:** The length of the lookup path is equal to the number of nodes traversed. Since each step reduces the search space by half, the number of steps required to find the key  $k$  is  $\log N$ .

Therefore, the time complexity for lookup in a Chord network is:

$$O(\log N)$$

## Space Complexity

In a Chord network, the amount of information stored by each node (i.e., the size of the Finger Table) determines the space complexity. Each node needs to store  $\log N$  pointers to other nodes.

## Detailed Derivation

1. **Size of the Finger Table:** Each node  $n$  has a Finger Table with up to  $\log N$  entries. Each entry stores the identifier and network address of a node.
2. **Space Complexity Calculation:** Since the size of each node's Finger Table is  $\log N$ , and there are  $N$  nodes in the network, the total space complexity is:

$$N \times \log N$$

Therefore, the total space complexity for the Chord network is:

$$O(N \log N)$$

## 3 Chord Implementation

This section outlines the implementation of the Chord algorithm.

### 3.1 Network Initialization

The Chord network is initialized by defining the total capacity, which is determined by a parameter  $m$ . This parameter specifies the number of bits in the identifiers, leading to a ring of size  $2^m$ . Nodes are assigned unique identifiers within this range.

To create a network, a specified number of nodes are generated and inserted into the network. Each node is responsible for maintaining information about its successor and predecessor nodes, as well as a finger table that optimizes the search process.

### 3.2 Node Insertion

When a new node joins the network, it must find its correct position in the ring. The joining node identifies its successor and predecessor, updates the relevant pointers, and adjusts the finger tables accordingly. The new node also takes over the responsibility of some keys from its successor.

### 3.3 Data Insertion and Lookup

Data in the Chord network is associated with unique keys. When inserting data, the key is hashed to determine the appropriate node responsible for storing the data. The node responsible for a key is the first node whose identifier is equal to or follows the key in the identifier space.

To lookup data, the hashed key is used to locate the responsible node. The search process leverages the finger tables to efficiently traverse the network, reducing the lookup time to  $O(\log N)$ , where  $N$  is the number of nodes in the network.

### 3.4 Node Deletion

When a node leaves the network, it gracefully transfers its keys to its successor and updates the pointers of its predecessor and successor to maintain the integrity of the network. The finger tables are also adjusted to reflect this change.

### 3.5 Network Maintenance

To ensure the robustness of the network, periodic maintenance tasks are performed. These tasks include fixing the finger tables and ensuring that the successor and predecessor pointers are accurate. This periodic stabilization helps the network adapt to the dynamic addition and removal of nodes.

We reach similar log-scale path length compared with the original paper.

### 3.6 Visualization and Monitoring

The Chord implementation includes functionalities for visualizing the network. A graphical representation of the nodes and their connections can be generated, providing insights into the current state of the network. Additionally, network statistics such as the number of active nodes, total capacity, and specific node information are available for monitoring purposes.

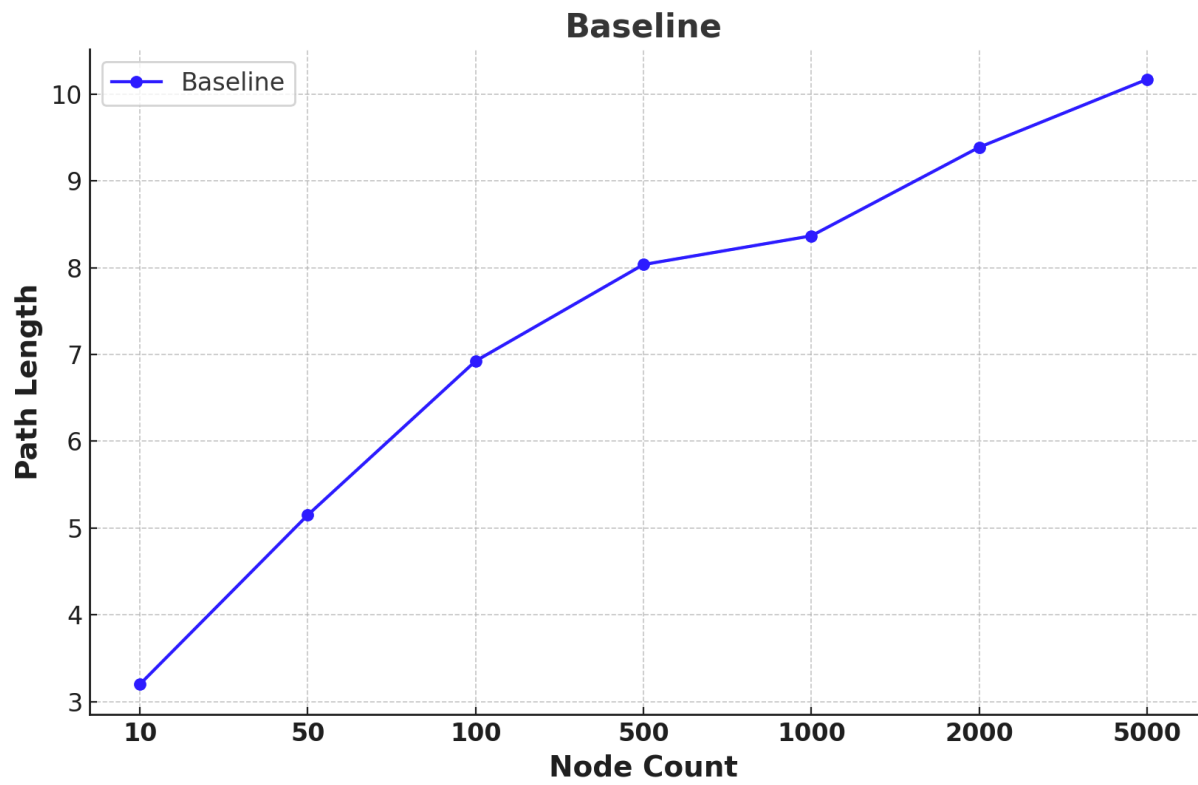


Figure 3: Chord Implementation

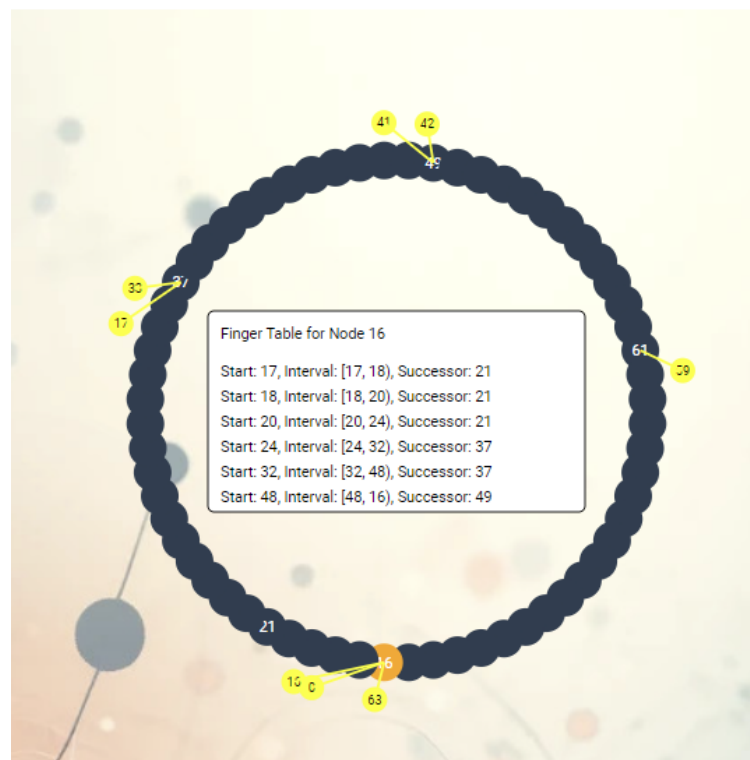
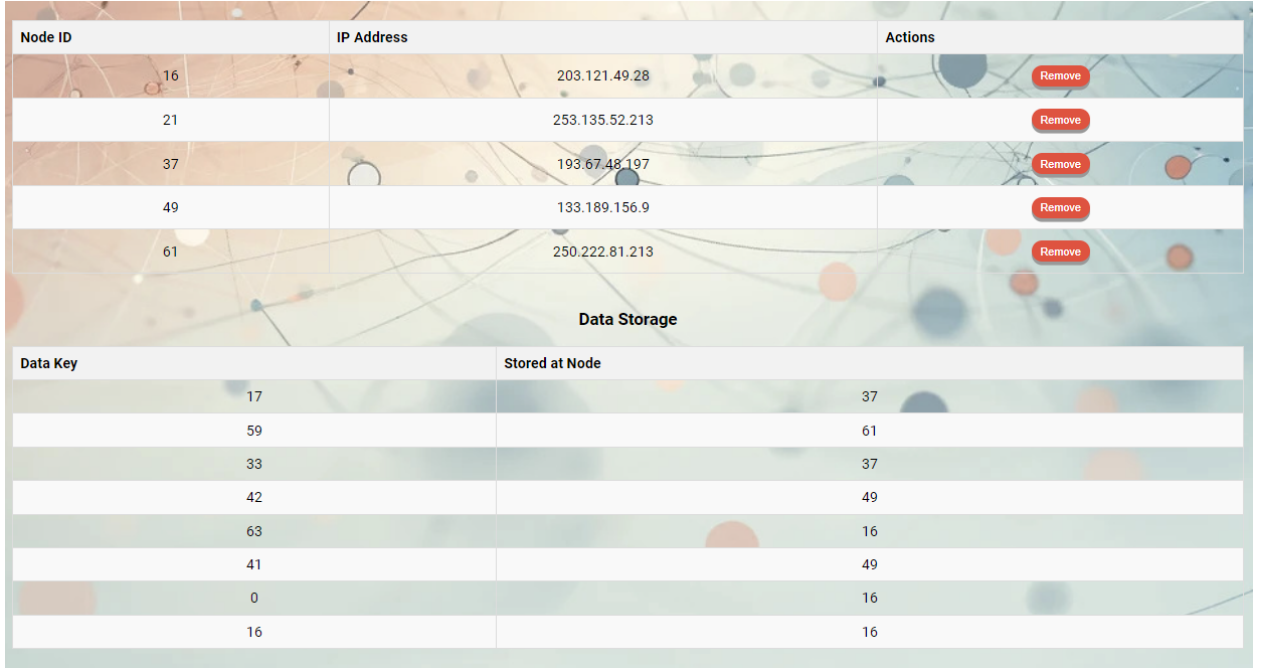


Figure 4: Chord Visualization



Node ID	IP Address	Actions
16	203.121.49.28	<button>Remove</button>
21	253.135.52.213	<button>Remove</button>
37	193.67.48.197	<button>Remove</button>
49	133.189.156.9	<button>Remove</button>
61	250.222.81.213	<button>Remove</button>

Data Storage	
Data Key	Stored at Node
17	37
59	61
33	37
42	49
63	16
41	49
0	16
16	16

Figure 5: Chord Visualization

## 4 Experiment

### 4.1 Experiment Objective

The objective of this experiment is to evaluate the performance of the Chord network by simulating the lookup of certain high-frequency data. Specifically, the efficiency of the network is assessed by repeatedly performing insert and lookup operations and recording the number of hops.

### 4.2 Experiment Methodology

- **Experiment Setup:**
  - Create an instance of the Chord network and test with different numbers of nodes.
  - Randomly generate node IDs and insert them into the network for each test.
- **Performance Measurement:**
  - Perform multiple insert operations and record the number of hops for each insertion.

- Perform multiple lookup operations on the inserted data and record the number of hops for each lookup.
- **Data Logging:**
  - Record the average number of hops for both insert and lookup operations.
  - Save the results to log files, including the number of nodes, average hops for insertions, average hops for lookups, and the number of trials.
- **Experiment Parameters:**
  - Range of node numbers: 10, 50, 100, 500, 1000, 2000, 5000.
  - Number of trials for each operation: 50.
  - Ring size:  $2^{22}$ .

### 4.3 Experiment Steps

1. Set the experiment parameters, including node class name, network class name, number of nodes, ring size, number of trials, and log directory.
2. Generate the specified number of random node IDs and create an instance of the Chord network.
3. For each number of nodes, perform the following steps:
  - (a) Insert all nodes into the network.
  - (b) Perform multiple data insert operations and record the number of hops for each operation.
  - (c) Perform multiple lookup operations on the inserted data and record the number of hops for each operation.
  - (d) Calculate and record the average number of hops for insertions and lookups.
4. Save the experiment results to log files.

## 5 Simple Optimizations for Addressing Average Hops

In this section, we introduce three significant optimizations to the Chord protocol aimed at reducing the average number of hops required for node lookups. These enhancements



focus on optimizing the Finger Table update mechanism, improving the hash function, and dynamically adjusting the Finger Table based on access frequency.

## **5.1 Dynamic Finger Updates**

The first optimization involves dynamically adjusting the frequency and method of updating the Finger Table. In the traditional Chord protocol, the Finger Table is periodically fixed to ensure that it accurately reflects the network topology. However, the frequency of these updates is static and does not adapt to the network's current state. By introducing a mechanism that periodically updates the Finger Table at configurable intervals, we can ensure that the network remains more consistent and up-to-date with minimal overhead. This adjustment allows the network to quickly adapt to changes, thereby reducing the average number of hops required for lookups.

## **5.2 Enhanced Hashing**

The second optimization involves improving the hash function used in the Chord protocol. The original implementation uses SHA-1 for hashing keys, which provides a good balance between performance and distribution. However, by switching to SHA-256, we achieve a more uniform distribution of keys across the nodes in the network. This improvement minimizes the likelihood of hash collisions and ensures a more balanced load distribution, which in turn reduces the average number of hops needed to locate a key. The change in the hash function requires updating the method by which keys are hashed and stored, but it offers significant improvements in lookup efficiency.

## **5.3 Hot Key Prioritization**

The third optimization introduces a dynamic adjustment of the Finger Table based on the frequency of access to certain keys. In traditional Chord implementations, the Finger Table is static and does not consider the access patterns of different keys. By recording the frequency of accesses and dynamically adjusting the Finger Table entries to prioritize frequently accessed keys, we can significantly reduce the lookup time for these hot keys. This approach ensures that nodes can quickly locate the most commonly used keys, thereby reducing the overall average number of hops across the network. The implementation involves

updating the Finger Table during each lookup operation, ensuring that the most frequently accessed keys are always within close reach.

By integrating these three optimizations, we enhance the efficiency of the Chord protocol, making it more robust and capable of handling a dynamic network environment with lower average lookup hops.

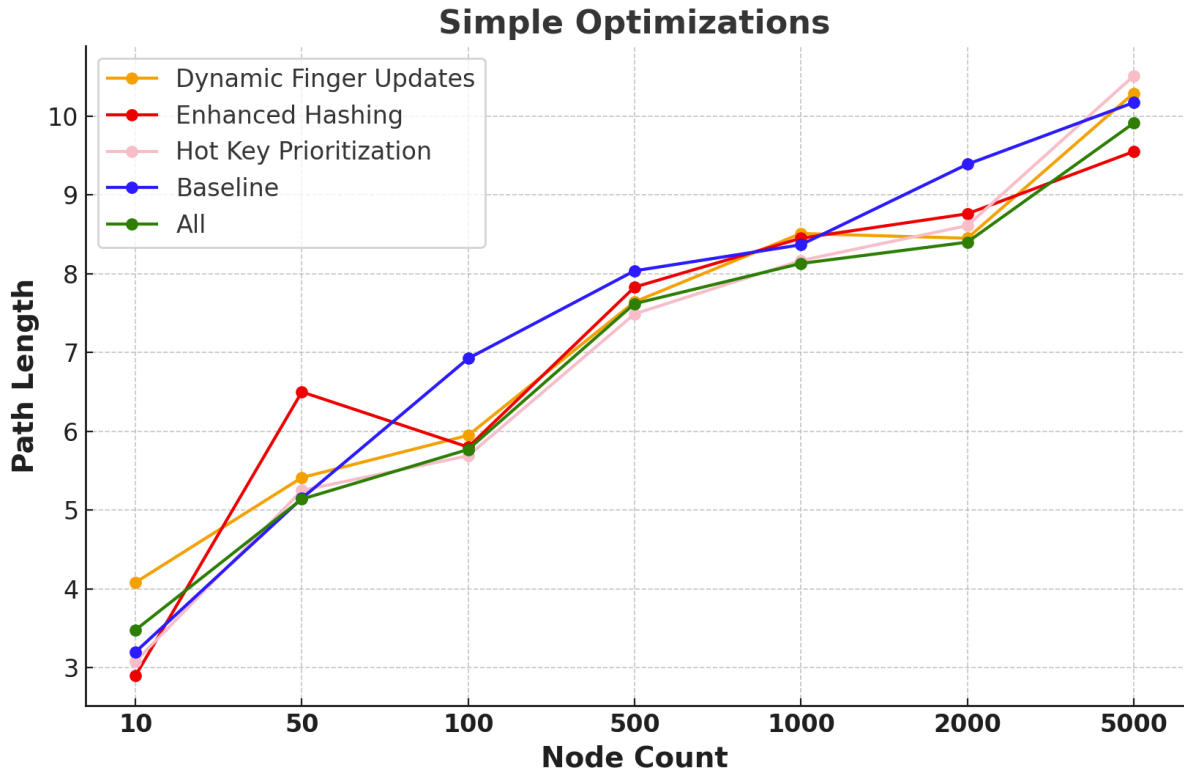


Figure 6: Simple Optimizations Performance

## 6 Predictive Modeling via Linear Regression for Finger Table Optimization (PMLR)

To further enhance the efficiency of the Chord protocol in reducing average lookup hops, we introduce an advanced method that leverages predictive modeling using linear regression to dynamically optimize the Finger Table of each node. This approach not only adapts to the current access patterns but also anticipates future access trends, providing a significant improvement in lookup performance.

## 6.1 Concept and Rationale

The core idea behind this method is to record and analyze the access frequency of each node, and use this data to predict future access patterns. By dynamically adjusting the Finger Table based on these predictions, we can ensure that frequently accessed nodes are more readily reachable, thus minimizing the number of hops required for lookups.

## 6.2 Recording Access Frequency

Each node maintains a record of how frequently it is accessed. This access frequency data is crucial for understanding the current usage patterns and forms the basis for our predictive model. By keeping track of the number of times a particular node is queried, we can gather valuable insights into the distribution of data accesses within the network.

## 6.3 Predicting Future Access Patterns

To anticipate future access patterns, we employ a simple yet effective linear regression model. Linear regression is chosen for its computational simplicity and ability to provide a basic predictive capability. The historical access data is used to train the regression model, which then forecasts future access frequencies. Specifically, for each key (or node), we use its historical access counts as input data points to predict its future access frequency.

## 6.4 Dynamic Adjustment of Finger Table

Based on the predicted access frequencies, the Finger Table of each node is dynamically updated. Nodes that are predicted to have higher access frequencies are given priority in the Finger Table. This means that the entries in the Finger Table are not solely determined by the static Chord algorithm but are influenced by the predicted future demands. As a result, nodes can route queries more efficiently by leveraging these optimized Finger Tables, thus reducing the overall number of hops required for lookups.

## 6.5 Advantages

The primary advantage of this approach is its adaptability and predictive capability. By continuously monitoring and predicting access patterns, the network can proactively optimize its routing paths, leading to significant improvements in lookup efficiency. Additionally, the use of a simple linear regression model ensures that the computational overhead remains minimal, making this method both effective and practical for real-world applications.

In summary, predictive modeling via linear regression for Finger Table optimization presents a sophisticated enhancement to the Chord protocol. It intelligently adapts to usage patterns and anticipates future demands, thereby offering a substantial reduction in average lookup hops and improving the overall performance of the network.

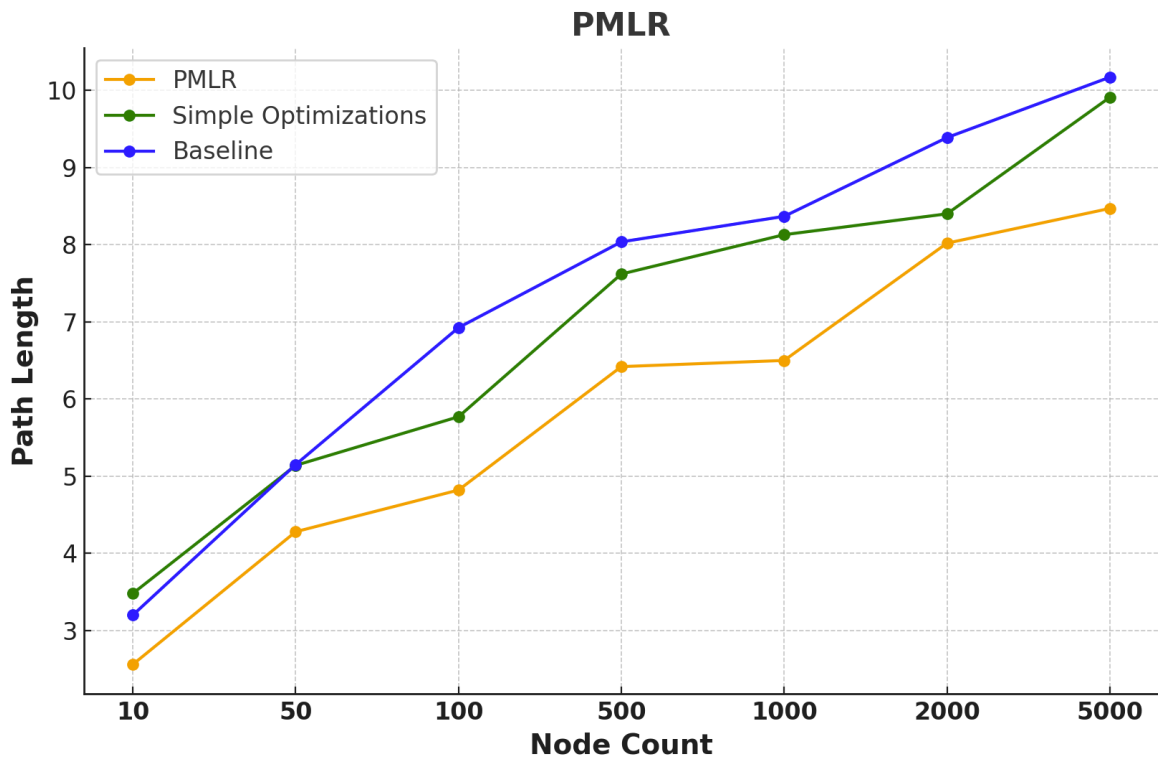


Figure 7: PMLR Performance

## 7 Advanced Improvement: Neural Network-Based Adaptive Finger Table Update

To further optimize the average hop count in the Chord protocol, we introduce an advanced adaptive finger table update mechanism based on neural networks. This method

leverages the predictive power of Long Short-Term Memory (LSTM) neural networks to dynamically adjust the finger tables of nodes, minimizing lookup paths and thus enhancing efficiency. This section elucidates the underlying principles and mechanisms of this approach, highlighting its potential advantages.

## **7.1 Motivation and Overview**

In a distributed hash table (DHT) like Chord, the efficiency of lookups is critical. Traditional methods, while effective to a degree, do not fully utilize the potential of modern machine learning techniques to predict future access patterns. By integrating a neural network-based model, specifically an LSTM, we aim to anticipate future node accesses and adjust the finger tables accordingly. This predictive approach is expected to reduce the average hop count significantly.

## **7.2 Principles of Neural Network-Based Prediction**

Neural networks, particularly LSTM networks, are well-suited for time series prediction tasks due to their ability to capture long-term dependencies and trends in sequential data. In the context of the Chord protocol, each node can record the frequency of data accesses, creating a time series of access patterns. An LSTM model can be trained on this historical access data to predict future access frequencies.

## **7.3 Adaptive Finger Table Update Mechanism**

The adaptive finger table update mechanism involves three key steps:

### **7.3.1 Recording Access Frequencies**

Each node in the network maintains a record of access frequencies for the keys it is responsible for. This involves tracking how often each key is accessed over time, forming a historical dataset.

### **7.3.2 Predicting Future Access Patterns**

Using the recorded access frequencies, an LSTM model is trained to predict future access patterns. The model takes historical access data as input and outputs a forecast of future accesses. This prediction helps identify which keys are likely to be accessed more frequently in the near future.

### **7.3.3 Dynamic Finger Table Adjustment**

Based on the predictions from the LSTM model, nodes adjust their finger tables dynamically. Keys predicted to have higher access frequencies are given priority in the finger table updates. This means that the finger table entries are more likely to point to nodes that are expected to be accessed frequently, thus reducing the average lookup path length.

## **7.4 Advantages of the Neural Network-Based Approach**

### **7.4.1 Enhanced Predictive Accuracy**

LSTM models are capable of capturing complex temporal patterns in access data, leading to more accurate predictions of future accesses compared to simpler statistical methods. This accuracy directly translates to more effective finger table adjustments.

### **7.4.2 Improved Lookup Efficiency**

By prioritizing frequently accessed keys in the finger table, the neural network-based approach significantly reduces the average number of hops required for lookups. This leads to faster data retrieval and better overall network performance.

### **7.4.3 Adaptability to Changing Patterns**

The use of a dynamic and learning-based model allows the network to adapt to changing access patterns over time. As the LSTM model is continuously updated with new access data, it can adjust predictions and finger table configurations in real-time, maintaining optimal performance even as usage patterns evolve.

## 7.5 Conclusion of LSTM-based Optimization

The integration of neural network-based predictions into the Chord protocol represents a significant advancement in the optimization of DHT systems. By leveraging the predictive capabilities of LSTM models, we can dynamically adjust finger tables to minimize lookup paths, thereby enhancing the efficiency and responsiveness of the network. This approach not only demonstrates the potential of machine learning in network optimization but also sets a new standard for future improvements in distributed systems.

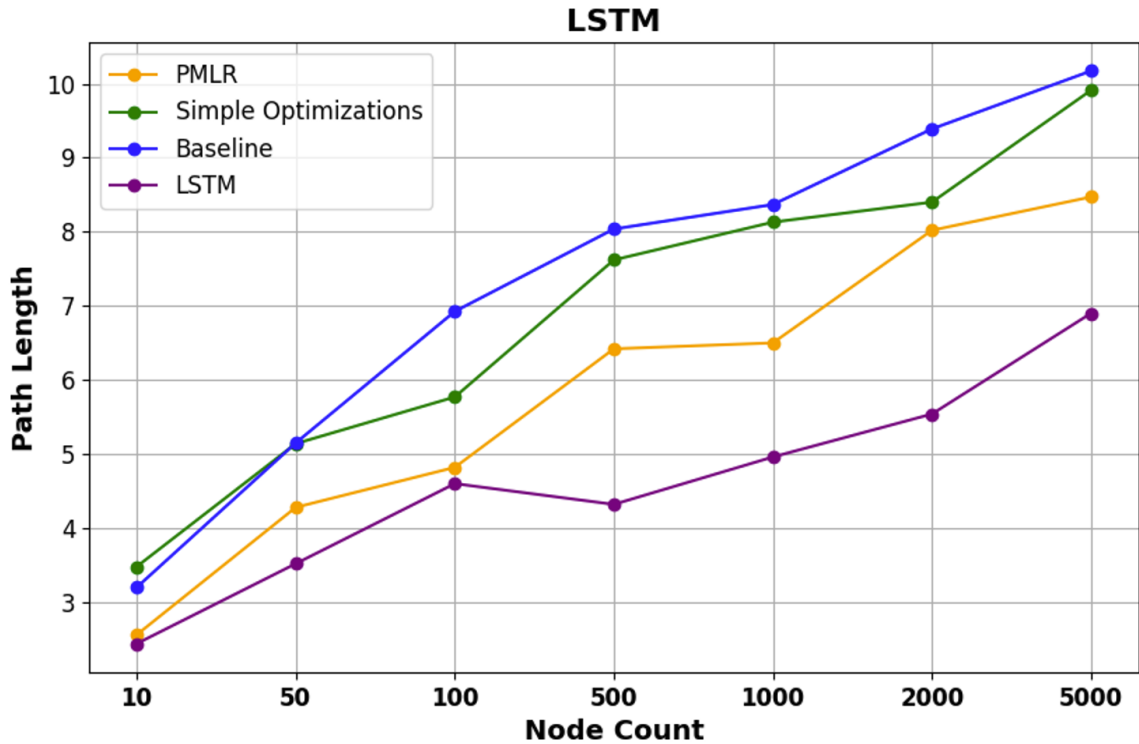


Figure 8: LSTM Performance

## 7.6 Conclusion

Our implementation and optimization of the Chord protocol, including dynamic finger updates, enhanced hashing, PMLR, and LSTM-based adjustments, significantly reduce lookup hops and improve network efficiency, validated through comprehensive experiments.

This is all the results:

We managed to reduce average lookup hops by up to **33.4%** compared to the baseline, proving the effectiveness of our proposed methods.

Node	baseline	Dynamic Finger Updates	Enhanced Hashing	Hot Key Prioritization	Simple Optimizations	PLMR	LSTM
10	3.2	4.0825	2.9	3.08	3.48	2.56	2.44
50	5.15	5.4135	6.5	5.25	5.14	4.28	3.52
100	6.925	5.949	5.8	5.69	5.77	4.82	4.6
500	8.037	7.6425	7.83	7.49	7.62	6.42	4.96
1000	8.3675	8.5105	8.45	8.167	8.13	6.5	5.54
2000	9.3885	8.45	8.76	8.61	8.4	8.02	5.87
5000	10.171	10.29	9.55	10.51	9.91	8.47	6.88

Table 2: Path length results for different optimization methods across various number of nodes

## References

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