

Fault-tolerant Distributed Spanning Tree

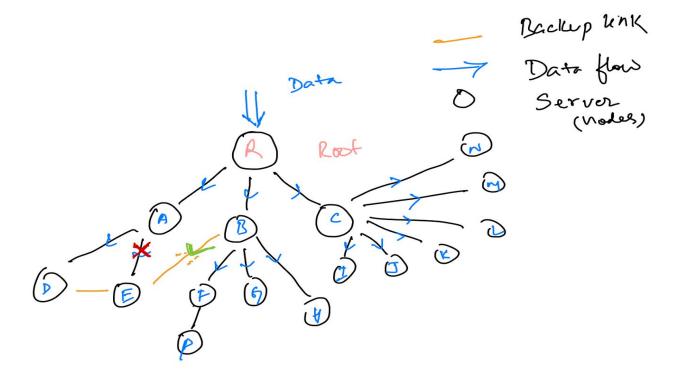
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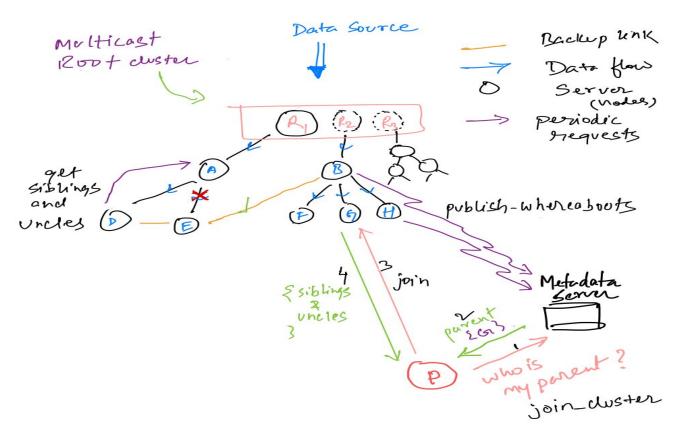
Topology



Topology

_id	node_id	parent_id	depth	children_count	capacity_left	endpoint_uri
638eeb55ce3de3c1ecc61774	4e74e42c-4654-4ce9-8ed4- 4d5a0aa590f5		1	2	0	172.24.0.5:53800
638eeb67ce3de3c1ecc61775	9e92d2e4-d5a7-4728-8a69- 2881b73db89f	4e74e42c-4654-4ce9-8ed4- 4d5a0aa590f5	2	2	0	172.24.0.6:59444
638eeb67ce3de3c1ecc61776	e2ab2477-145b-4797-990e- 232cc060ba12	4e74e42c-4654-4ce9-8ed4- 4d5a0aa590f5	2	2	0	172.24.0.7:56830
638eeb7cce3de3c1ecc61777	ff2fe69e-8d03-4c0e-9067- ad6c0851bcc4	9e92d2e4-d5a7-4728-8a69- 2881b73db89f	3	2	0	172.24.0.9:40798
638eeb7cce3de3c1ecc61778	f0e8e5ba-3ce2-480b-9f71- 6f6e6f0f9b29	9e92d2e4-d5a7-4728-8a69- 2881b73db89f	3	1	1	172.24.0.8:55908
638eeb7cce3de3c1ecc61779	8f1517b0-d717-4d34-918e- 02a2adc02664	e2ab2477-145b-4797-990e- 232cc060ba12	3	0	2	172.24.0.12:41562
638eeb7dce3de3c1ecc6177a	ef936160-50e4-4668-a33e- 0fdb079d5e78	e2ab2477-145b-4797-990e- 232cc060ba12	3	0	2	172.24.0.10:51290
	642fd195-2848-44bf-99f7- d848af50bdda	ff2fe69e-8d03-4c0e-9067- ad6c0851bcc4	4	0	2	172.24.0.14:41252

Architecture



- Infrastructure layer: gRPC for intra-node cluster report exchange.
- Application layer: Media Streaming (RTMP), Config Deployment (QUIC) etc.

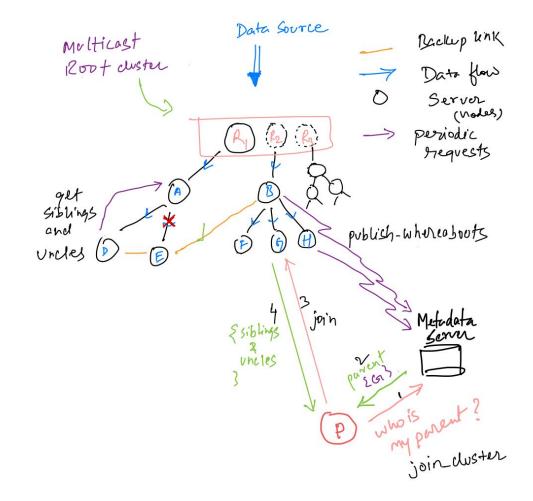
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APIs

Data Flow

(Application Layer)

- accept_data
- forward_data

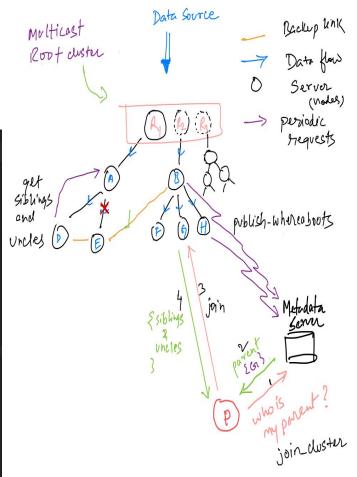


APIs

Metadata Service

(Metadata about self)

```
service MetadataService {
    rpc JoinCluster(JoinClusterRequest) returns (JoinClusterResponse);
    rpc PublishWhereabouts(WhereaboutsRequest) returns (WhereaboutsResponse);
message JoinClusterRequest {
    int32 capacity = 1;
   optional string node_id = 2; // existing nodes post node/parent failure recovery
message JoinClusterResponse {
                                      message Node {
   int32 status = 1;
                                           string node id = 1;
   string node_id = 2;
                                           optional string endpoint uri = 2;
   Node parent = 3;
   int32 depth = 4;
   optional string message = 5;
```

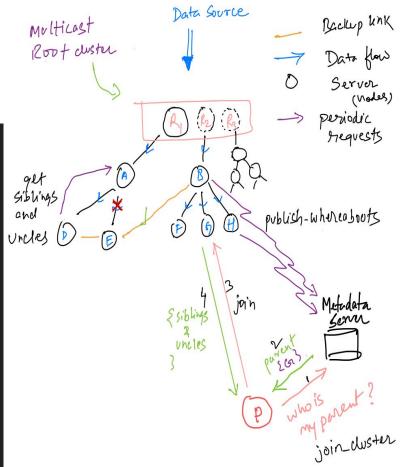


APIs

Node State

(Metadata about self)

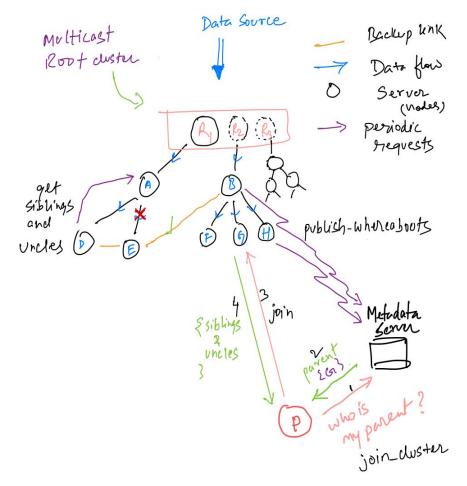
```
class NodeState {
    constructor(node_id, depth, parent_endpoint, parent_id) {
        this.node_id = node_id;
        this.depth = depth;
        this.parent_endpoint = parent_endpoint || "";
        this.parent_id = parent_id || "";
        this.grand_parent = "";
        this.grand_parent_endpoint = "";
        // The children and siblings to be populated from peer discovery
        // Cache stored as node_id -> Node(node_id, endpoint_uri)
        this.children = new NodeCache({ maxKeys: config.get(`${CONFIG_ROOT}.capacity`) | });
        this.siblings = new NodeCache();
        this uncles = new NodeCache();
```



APIs

- Metadata Service
 - publish_whereabouts (periodic health reporting to MDS)

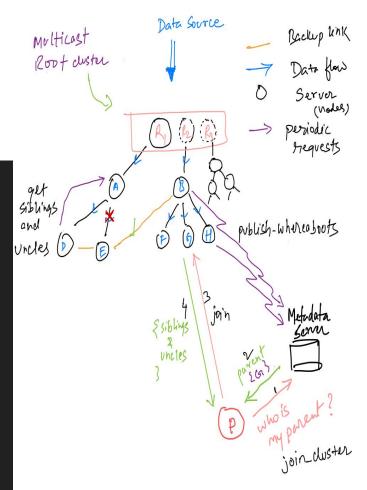
```
message WhereaboutsRequest {
   string parent_id = 2; · · · // parent node
   int32 depth = 3; · · · · · · · // tree depth
   int32 children_count = 4;  // current children count
message WhereaboutsResponse {
   int32 status = 1; ·····// HTTP return code 2xx, 4xx etc
   optional string message = 2;
```



APIs

 Node Manager Service get_siblings_and_uncles (periodic peer discovery)

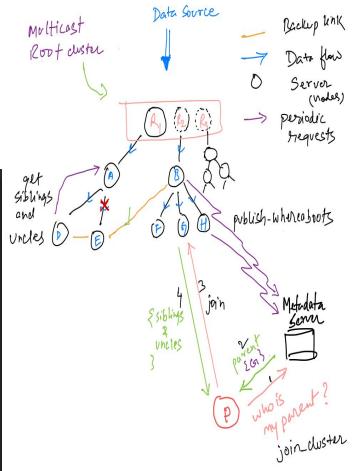
```
service NodeService {
    rpc JoinParent(JoinParentRequest) returns (JoinParentResponse);
    rpc GetSiblingsAndUncles(SiblingsAndUnclesRequest) returns (SiblingsAndUncles);
message SiblingsAndUnclesRequest{
   string node_id = 1;
message SiblingsAndUncles {
    repeated Node siblings = 1;
    repeated Node uncles = 2;
   Node grand_parent = 3;
```



APIs

 Node Manager Service join_parent (join assigned parent node)

```
message JoinParentRequest {
   Node child = 1;
message JoinParentResponse {
    int32 status = 1;
    string message = 2;
    SiblingsAndUncles siblings and uncles = 3;
```



APIs

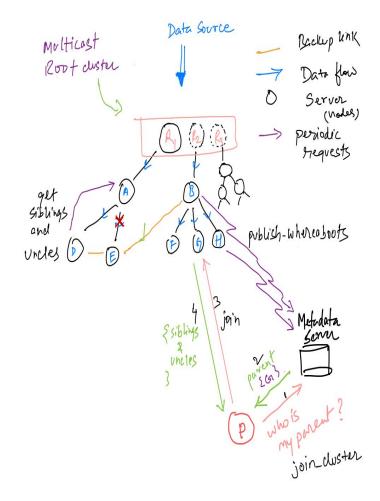
Node Manager Service get_new_parent

- Compute new parent based on the NodeState during failure recovery.

trigger_parent_switch

 Event-driven switching to new parent as failure recovery.

parent = get_new_parent (NodeState)
JoinParent() // join rpc to new parent



Demo



Future Scope



Reference

- Protocol Buffers
- gRPC

Thank you!

