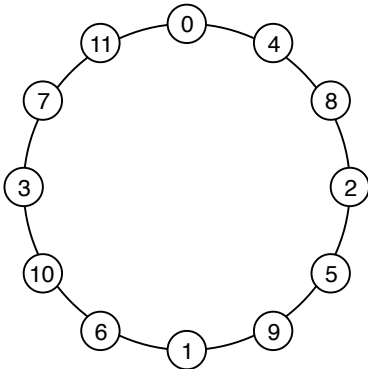


CS 677 Project 1: Distributed File System Doc(v 1.1).

Nodes in hash ring rule

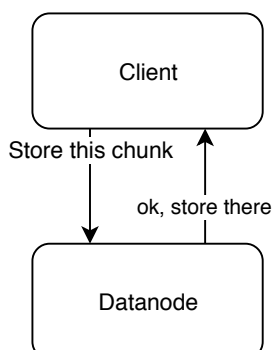
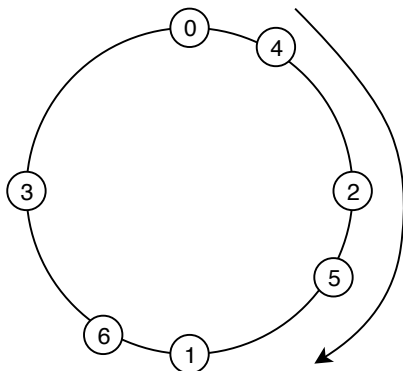
I will fix the location of first 12 nodes. After 12 nodes, new nodes will be randomly placed in the ring.



The number above is the order that new nodes will be placed. If only two node 0,1. Node 1 will manage $(0, 2^{159}]$ hash numbers while Node 0 will handle with $(2^{159}, 2^{160}]$.
If all 12 nodes are on-line, each one will handle $2^{160}/12$.

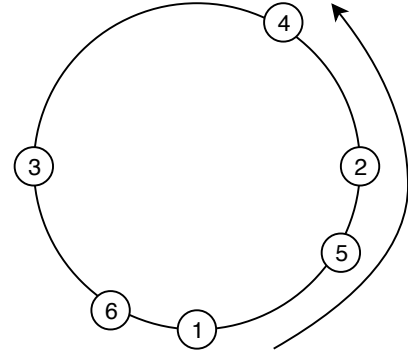
Store data rule

Using P2P. First, client contact with one node(the first node will be fixed) where to store. This node will use SHA-1, place file into hash ring. Then return one node to client as the location of the first chunk. The rest chunks will store clockwise in each node one by one.



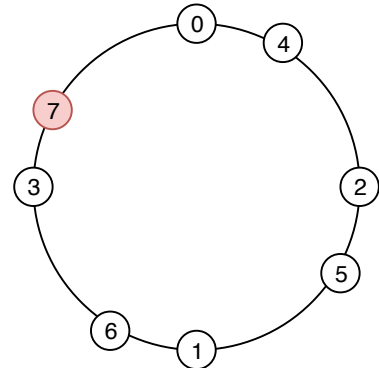
Replicate data rule

Unlike storing data, replicate data will go anti-clockwise, if the original chunk stores in 5, it will have two replications in nodes 2 and 4 to make sure total number of replication is three.



Adding Nodes into hash ring

While adding new nodes into hash ring, the range of nodes will change, which means some nodes will place their local data to the new node as replication; Some node need to delete replications since the number of total replication exceed three. My algorithm is below:



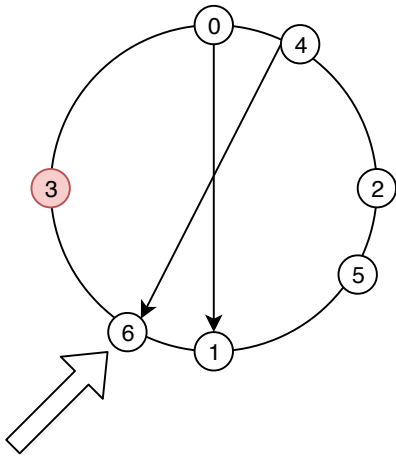
Node 7 is a new node. Before node 7 being added, node 3,6 handle with node 0's replication; node 0,3 handle with node 4's replication. Now node 7 will handle with node 4's replication, node 3 need to remove node 4's replication. Node 6 also need to remove node 0's replication as well.

Coordinator will ask node 0, 4 to replicate local chunks into node 7, at the same time, it asks node 3 to remove node 4's replication; node 6 to remove node 0's replication.

Remove bad nodes

Good nodes will always send heart-beat messages to the coordinator every three second. If coordinator cannot receive heart-beat from a node, it will mark this node as a bad node and remove it.

Once node fails, it means several chunks cannot meet the required number of replication. So the ring need to solve this problem.



In this case, node 3 is a bad node. The coordinator has detected and removed it from the ring. Then coordinator will ask a node before bad node (node 6) to begin repairing replication process.

1. Node 6 will send node 3's local data to node 5, and tell other nodes node3's local data becomes mine, do change in your list.
2. Node 6 ask node 4 to send its local data to itself as replication.
3. Node 6 tell node 1 to download node 0's local data as replication

Architecture

1. Data node
2. Coordinator
3. Client

MetaData
hostInfoList: List<String, Integer>
filenameMap: Map<String, List<String, Integer>>
host: String
Port: Integer

Coordinator
host: String
port: Integer
hostHashMap: Map<hashHost: Integer, List<String, Integer>>
hashNewNode: Integer
addHashNodeMap: void
removeHashNodeMap: void
heartBeatManager: void
updateHashNodeMapAll: void

Client
host: String
port: Integer
dataNodeHost: String
dataNodePort: Integer
filenameMap: Map<String, List<Byte[]>>
uploadFile: void
downloadFile: void
splitFile: void
combineFile: void

This file will still keep updating during this project!!

DataNode
host: String
port: Integer
hostHashMap: Map<hashHost: Integer, List<String, Integer>>
dataChunkMap: Map<hasHost: Integer, Map<filename,chunkList>>
askLocalChunkFromHost: void
addChunkLocally: void
removeChunkLocally: void
getChunkFile: Byte[]
sendReplication: void
heartBeat: void