Internet Technology

05r. Distributed Hash Tables

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Spring 2013

Locating content

- Our discussion on peer-to-peer applications focused on content distribution
  - Content was fully distributed

- How do we find the content?

Napster	Central server (hybrid architecture)
Gnutella & Kazaa	Network flooding Optimized to flood supernodes … but it's still flooding
BitTorrent	Nothing! It's somebody else's problem

- Can we do better?

What's wrong with flooding?

- Some nodes are not always up and some are slower than others
  - Gnutella & Kazaa dealt with this by classifying some nodes as "supernodes" (called "ultrapeers" in Gnutella)

- Poor use of network resources

- Potentially high latency
  - Requests get forwarded from one machine to another
  - Back propagation (e.g., Gnutella design), where the replies go through the same chain of machines used in the query, increases latency even more

Hash tables

- Remember hash functions & hash tables?
  - Linear search: O(*N*)
  - Tree: O(log*N*)
  - Hash table: O(1)

What's a hash function? (refresher)

- Hash function
  - A function that takes a variable length input (e.g., a string) and generates a (usually smaller) fixed length result (e.g., an integer)
  - Example: hash strings to a range 0-6:
    - *hash("Newark") → 1*
    - *hash("Jersey City") → 6*
    - *hash("Paterson") → 2*
- Hash table
  - Table of *(key, value)* tuples
  - Look up a key:
    - Hash function maps *keys* to a range *0 … N-1*
      table of *N* elements
      `i = hash(key)`
      `table[i]` contains the item
  - No need to search through the table!

Considerations with hash tables (refresher)

- Picking a good hash function
  - We want uniform distribution of all values of *key* over the space *0 … N-1*

- Collisions
  - Multiple keys may hash to the same value
    - hash("Paterson") → 2
    - hash("Edison") → 2
  - `table[i]` is a bucket (slot) for all such *(key, value)* sets
  - Within `table[i]`, use a linked list or another layer of hashing

- Think about a hash table that grows or shrinks
  - If we add or remove buckets → need to rehash keys and move items

Distributed Hash Tables (DHT)

- Create a peer-to-peer version of a (*key, value*) database

- How we want it to work
  1. A peer queries the database with a key
  2. The database finds the peer that has the value
  3. That peer returns the (key, value) pair to the querying peer

- Make it efficient!
  – A query should not generate a flood!

- We'll look at one DHT implementation called **Chord**

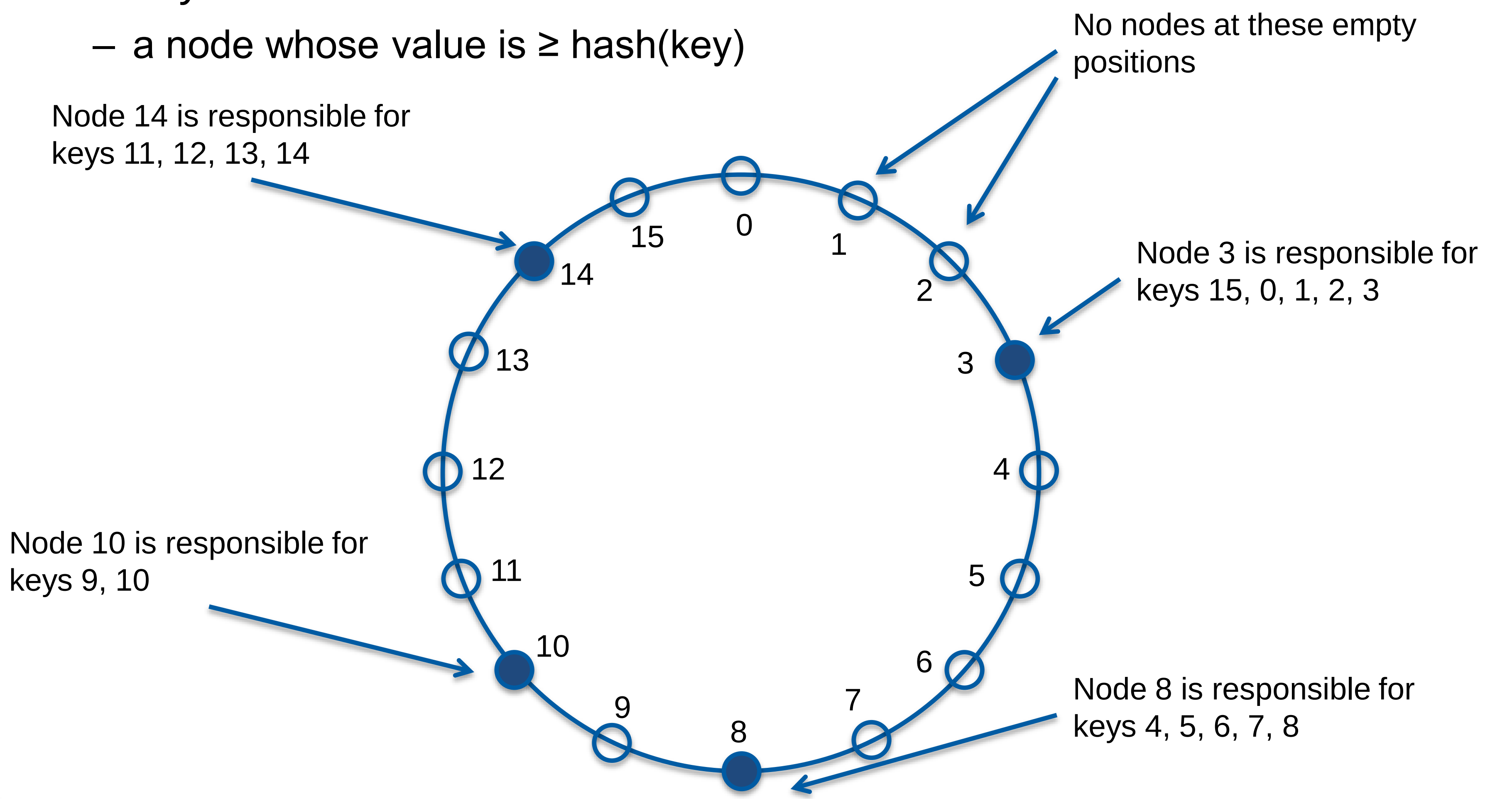
The basic idea

- Each node (peer) is identified by an integer in the range $[0, 2^n-1]$
- Each key is hashed into the range $[0, 2^n-1]$
- Each peer will be responsible for specific keys
  - A key is stored at the closest successor node
  - This is the first node whose ID ≥ hash(key)

- If we arrange the peers in a logical ring (incrementing IDs) then a peer needs to know only of its successor and predecessor
  - This limited knowledge of peers makes it an **overlay network**

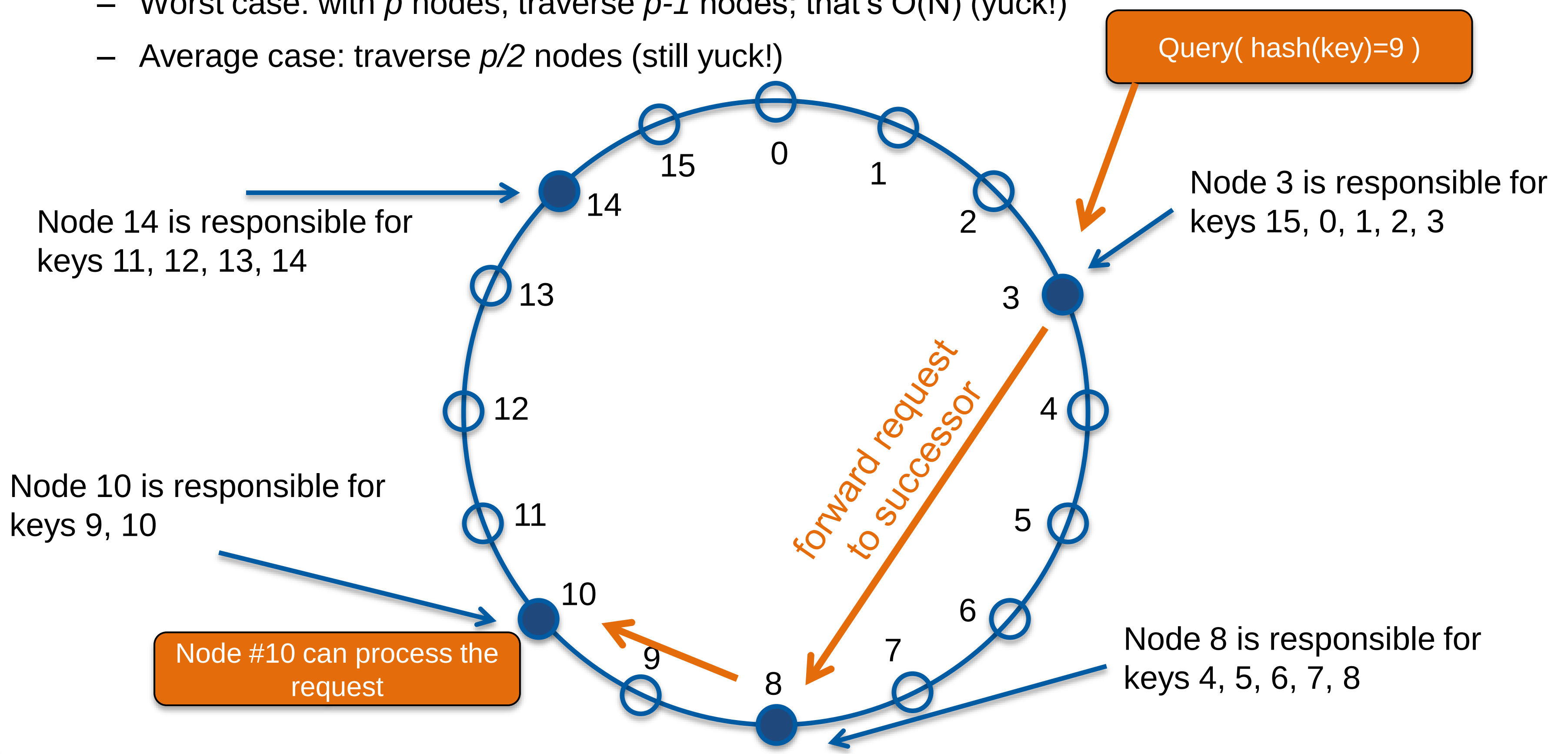
Key assignment

- Example: *n=16;* system with 4 nodes (so far)
- A key is stored at a successor
  - a node whose value is ≥ hash(key)



Handling requests

- Any peer can get a request (*insert* or *query*). If the hash(key) is not for its ranges of keys, it forwards the request to a successor.
- The process continues until the responsible node is found
  - Worst case: with *p* nodes, traverse *p-1* nodes; that's O(N) (yuck!)
  - Average case: traverse *p/2* nodes (still yuck!)

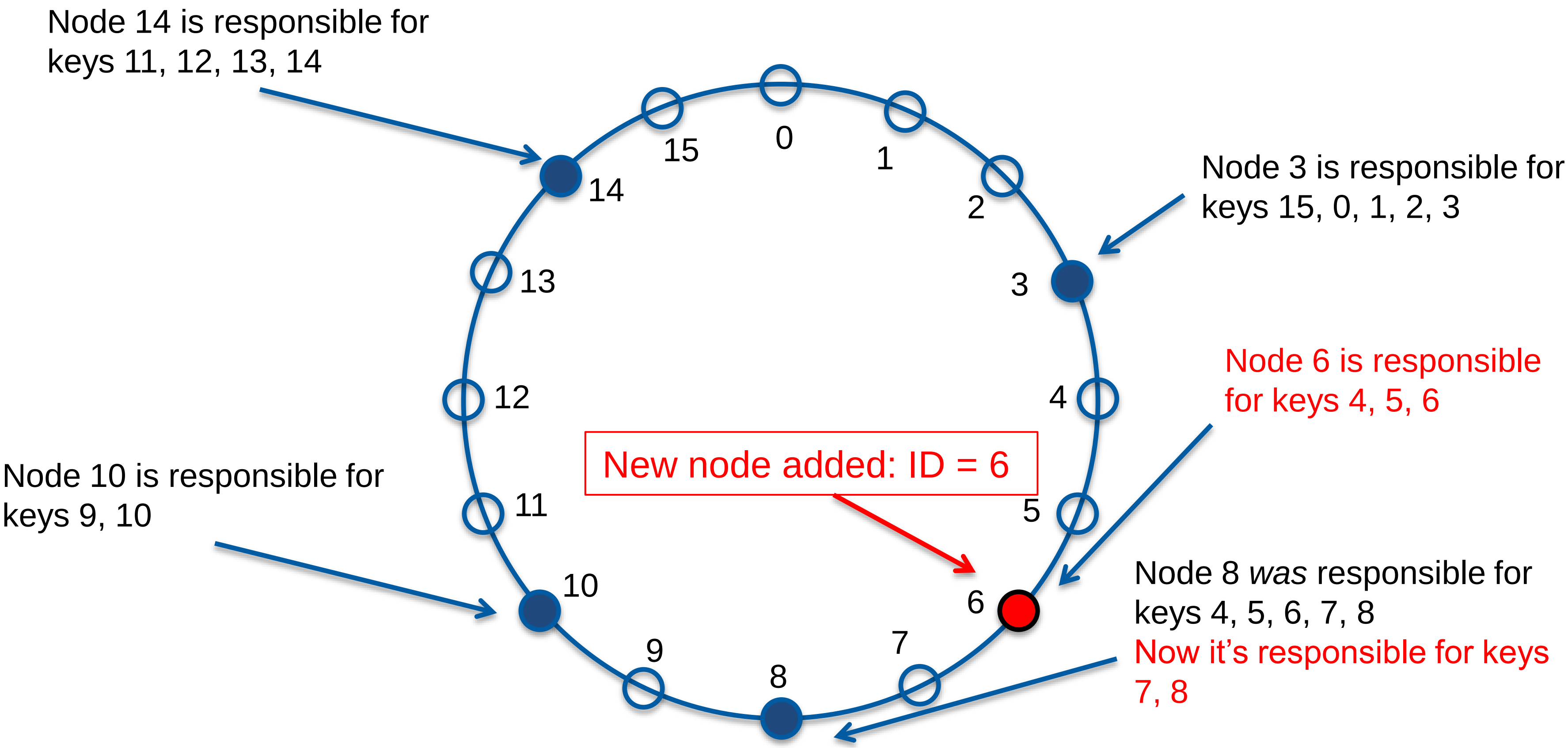


Let's figure out three more things

1. Adding/removing nodes
2. Improving lookup time
3. Fault tolerance

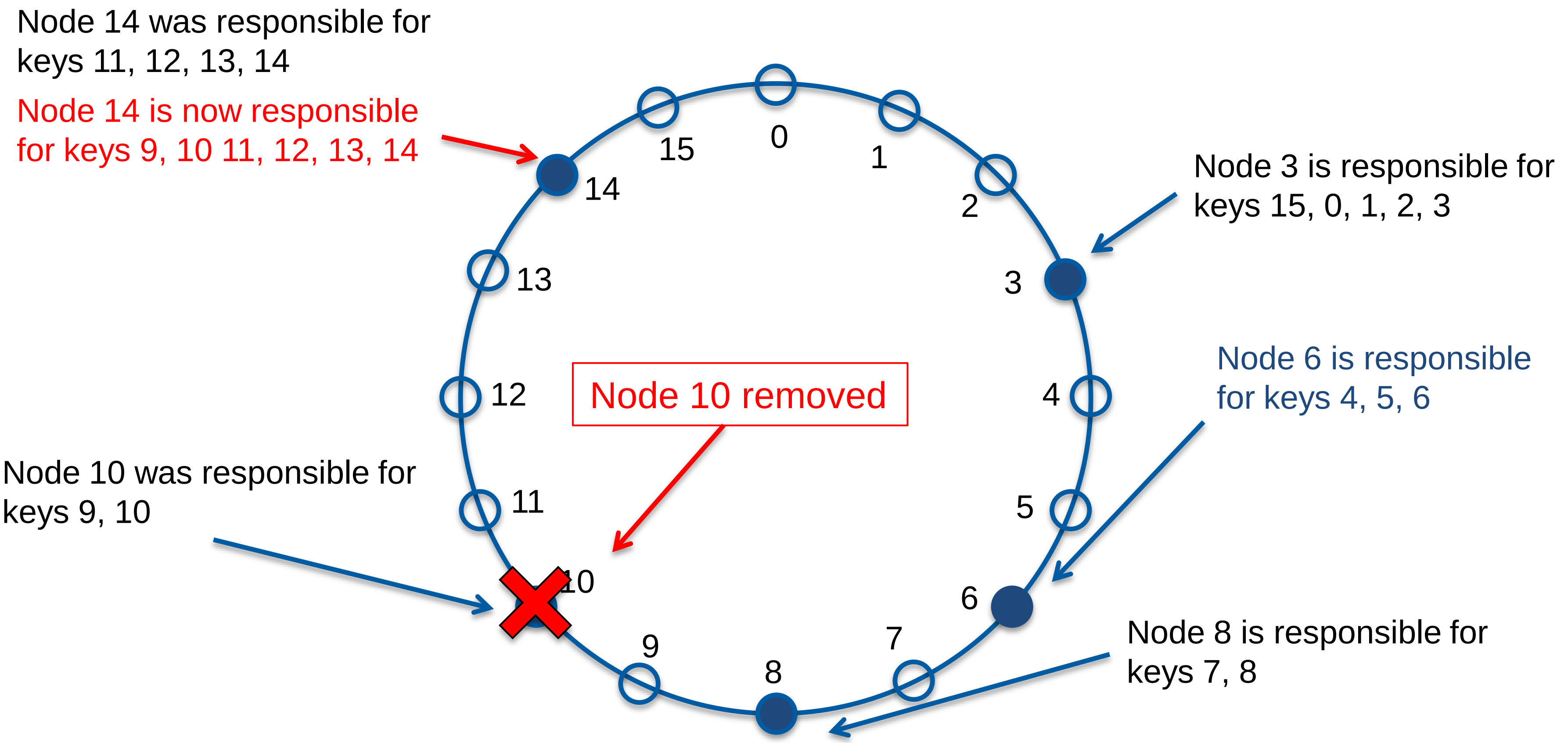
Adding a node

- Some keys that were assigned to a node's successor now get assigned to the new node
- Data for those *(key, value)* pairs must be moved to the new node



Removing a node

- Keys are reassigned to the node's successor
- Data for those *(key, value)* pairs must be moved to the successor



Performance

- We're not thrilled about *O(N)* lookup

- Simple approach for great performance
  - Have all nodes know about each other
  - When a peer gets a node, it searches its table of nodes for the node that owns those values
  - Gives us *O(1)* performance
  - Add/remove node operations must inform everyone
  - Not a good solution if we have millions of peers (huge tables)

Finger tables

- Compromise to avoid huge per-node tables
  - Use finger tables to place an upper bound on the table size
- Finger table = partial list of nodes
- At each node, i^{th} entry in finger table identifies node that succeeds it by at least 2^{i-1} in the circle
  - finger_table[0]: immediate (1st) successor
  - finger_table[1]: successor after that (2nd)
  - finger_table[2]: 4th successor
  - finger_table[3]: 8th successor
  - …
- *O(log N)* nodes need to be contacted to find the node that owns a key

  … not as cool as O(1) but way better than O(N)

Fault tolerance

- Nodes might die
  - (key, value) data would need to be replicated
  - Create R replicas, storing each one at *R-1* successor nodes in the ring
- It gets a bit complex
  - A node needs to know how to find its successor's successor (or more)
    - Easy if it knows all nodes!
  - When a node is back up, it needs to check with successors for updates
  - Any changes need to be propagated to all replicas

The end