

# The Viceroy Network

## Algorithms for Modern Communication Networks

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# Outline

- 1 Introduction
- 2 Network Design
  - Network Characteristics
  - Trade-Off in Network Design
- 3 Viceroy Network Structure
  - Butterfly-Networks
  - Viceroy: Emulation of Butterfly Networks
- 4 Performance Evaluation
  - Level Selection
  - Routing
  - Peer Insertion
  - Ensuring Constant Indegree
  - Peer Failure / Leaving Peer
- 5 Summary



# Introduction

## Previous Peer2Peer Networks

- Single peer linkage cost not constant or fair, or,
- Suboptimal lookup efficiency

## Viceroy Design Goals

- Uniformly distribute minimal linkage cost on every peer
- Avoid bottlenecks
- Maximize Lookup Efficiency for Huge Networks



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# Network Characteristics

## Network Degree *deg*

Maximum number of outgoing links out of a single peer

## Network Diameter *dia*

Longest of all shortest distances between two peers



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# Trade-Off in Network Design

- Within a distance  $d$  of a peer there are at most  $deg^d$  peers reachable.
- The Definition of Diameter and Degree thus yield for the number of peers  $n$ :

$$deg^{dia} \geq n$$

and thus

$$\Rightarrow dia \geq \frac{\log(n)}{\log(deg)}$$

- Optimum:

$$deg = \text{const}, dia \propto \log(n).$$





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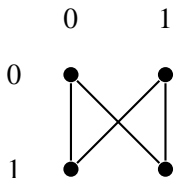


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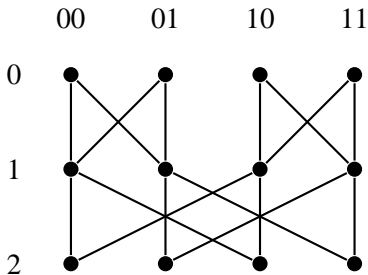
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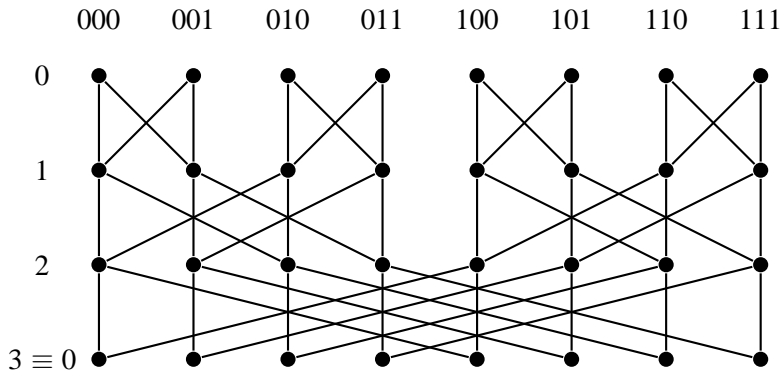
# Butterfly-Networks: Level 1



# Butterfly-Networks: Level 2



# Butterfly-Networks: Level 3



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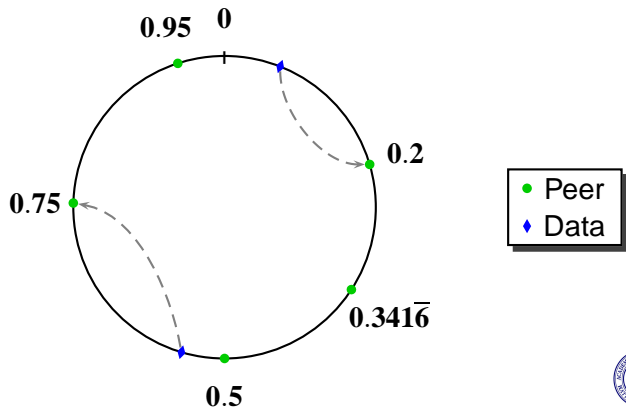
# Viceroy



*Limenitis archippus* (Viceroy Butterfly)

# Viceroy: Basics

- Viceroy implements a 1-dimensional distributed hashtable
- Keys are mapped to  $[0, 1)$
- Data is assigned to the clockwise-closest successor



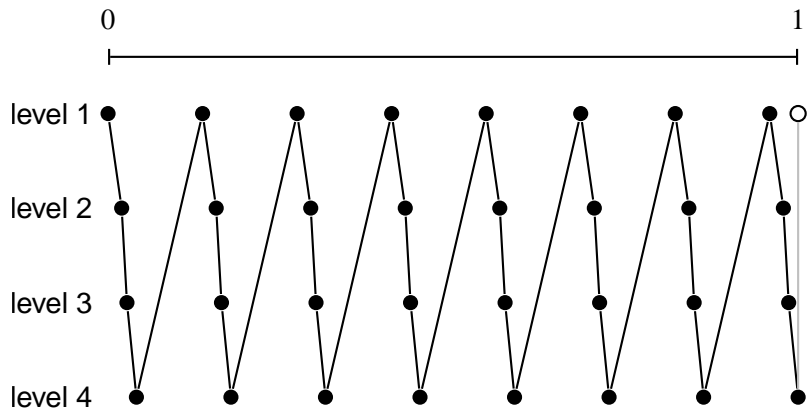
# Viceroy: Network Structure

At this point, we assume that each peer  $s$

- features a  $s.position$  that is determined by its ID, and,
- a level ( $s.level$ ).
- Links are established to...



# Best Case Emulation - Ring Links



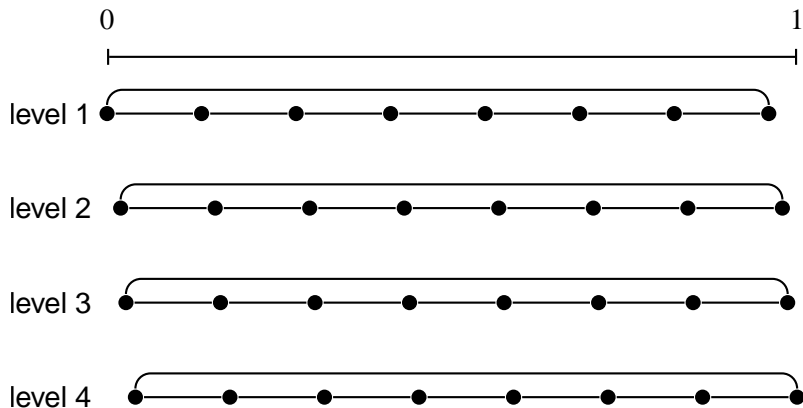
... the first successor and predecessor of  $s$  on the Interval  $[0, 1)$ , regardless of the level...



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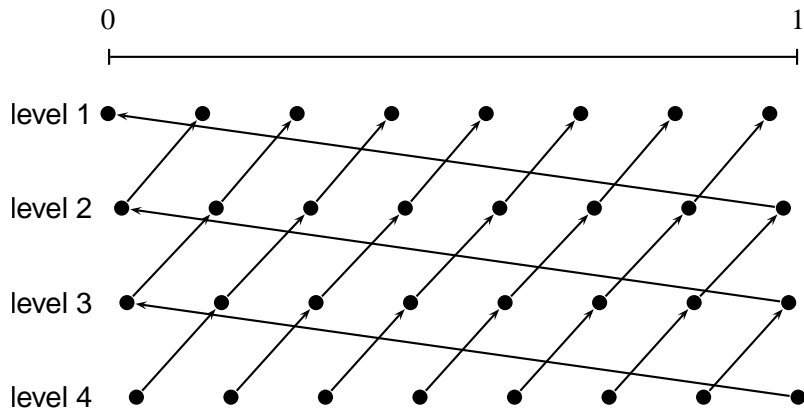
# Best Case Emulation - Level Links



... the first successor and predecessor of  $s$  on  $s.level$ ...



# Best Case Emulation - Up Links



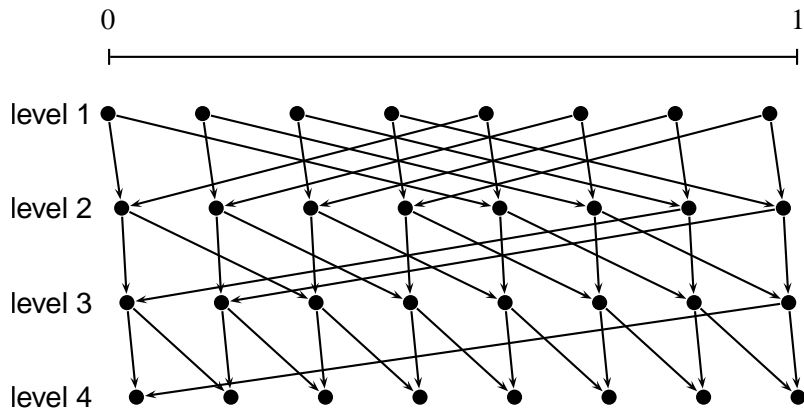
... the clockwise-closest peer on level  $s.level - 1$ , if  $s.level > 0$ ...



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# Best Case Emulation - Butterfly Links



... the clockwise-closest peer on  $s.level + 1$  to  $s.position$  and  
 $(s.position + (1/2)^{s.level}) \bmod 1...$



# Viceroy Outdegree

The outdegree is given by counting:

- 2 ring links
- 2 level links
- 1 up link
- 2 butterfly links

⇒ Constant network degree of 7.





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# Level Selection

Performance is proportional to the maximum level

Level selection is key in bounding performance:

- Assume uniform distribution of the peers
- Expected number of nodes is  $\frac{k}{\text{distance to the } k\text{-th node}}$
- The estimation for the number of peers  $\hat{n}$  is

$$\log\left(\frac{n}{c \log(n)}\right) \leq \lfloor \log(\hat{n}) \rfloor \leq c' \log(n)$$

with high probability.



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# Routing

## Step 1 - Route up to level 1

Follow up-links. Their number is  $O(\log(n))$ .

## Step 2 - Route down to target

Is the target in between the left and the right down-link, route left, else right.  $O(\log(n))$

## Step 3 - Traverse level and outer rings

If there are no down links anymore

- 1 Try level-links in direction of target
- 2 Route along the outer ring

⇒ Logarithmic complexity with high probability.



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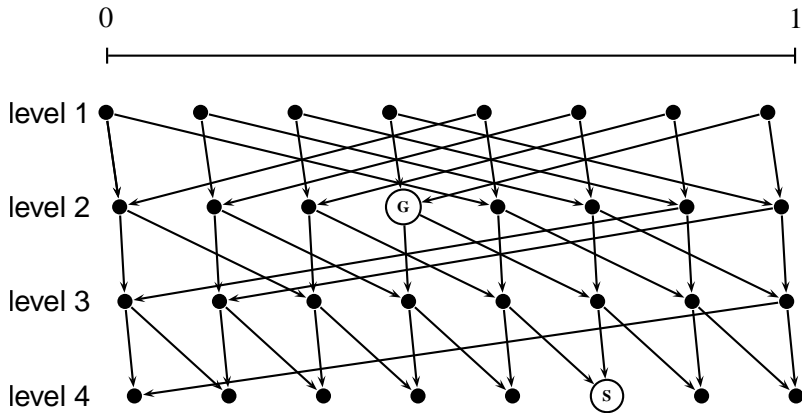
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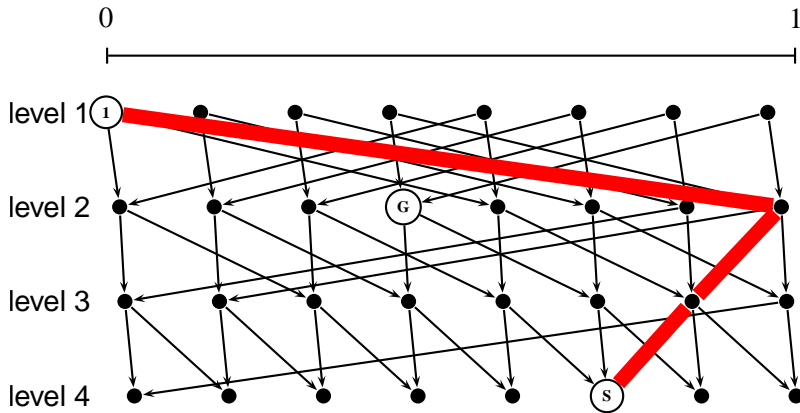




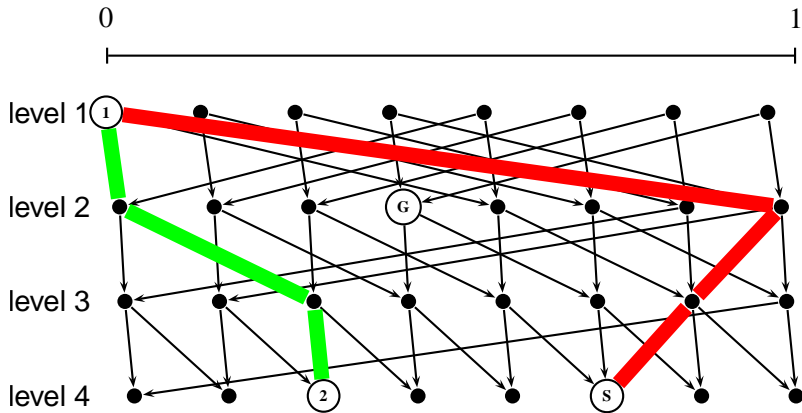
# Routing Example



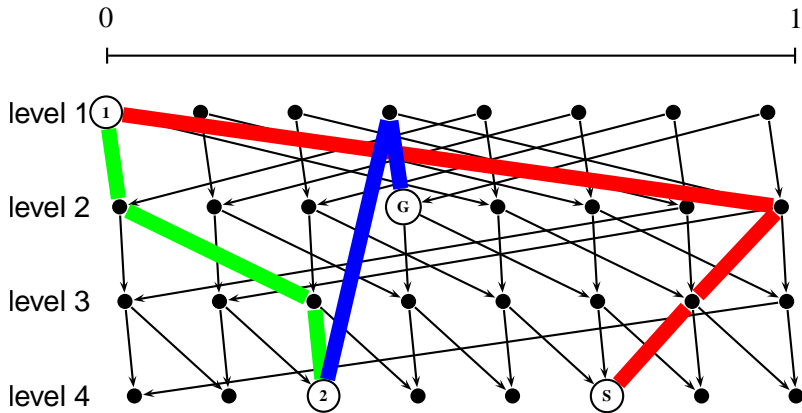
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# Routing Example - Step 3



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# Peer Insertion

- 1 Find peer responsible for SystemID.  $O(\log(n))$
- 2 Reassign keys according to successor relationship.  $O(1)$
- 3 Estimate number of peers  $\hat{n}$  through distance to  $k$ -succeeding peers ( $\hat{n} = \frac{k}{d_k}$ ).  $O(1)$
- 4 Choose Butterfly-Level uniformly out of  $1 \leq l \leq \lfloor \log(\hat{n}) \rfloor$ .  $O(1)$
- 5 Update links.  $O(1)$  in expectation,  $O(\log(n))$  with high probability
- 6 Additional to plain Butterfly, link peers on each level and create uplink.  $O(1)$

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# Ensuring Constant Indegree

Although the expected indegree is constant, it can still be logarithmic for some node.

- local coordination on “buckets” with  $O(\log(n))$  peers
- position and level selection is not random any more
- good and sane distribution of peers over stretches and levels
- really complex procedure



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- 1 The succeeding peer has to take over the data.  $O(1)$
- 2 Every former link has to find a replacement.  $O(\log(n))$





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## Viceroy features



- constant degree
- logarithmic diameter
- quite complex implementation

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# Thank you

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# Additional Literature I

-  Peter Mahlmann and Christian Schindelbauer  
*Peer-to-Peer-Netzwerke.*  
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-  Dahlia Malkhi and Moni Naor and David Ratajczak  
*Viceroy: A Scalable and Dynamic Emulation of the Butterfly*  
Proceedings of the twenty-first annual symposium on  
Principles of distributed computing, 2002.

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The picture of the Viceroy Butterfly is by Namek Piccolo

The picture of the Monarch Butterfly is by April M. King

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