

ANTop

Adjacent Network Topologies



Main features

- Decoupling the permanent identifier of a node from the node's topology-dependent address.
- Address space based on hypercubes.
- *Rendez-vous* based indirect routing using DHT (Distributed Hash Tables).

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Plan

- Indirect routing.
- Address mapping.
- Connection process.
- Address space.
- Improving mapping.
- Reactive routing.

Indirect routing

Three identifiers for each node:

- Universal Identifier **U** , known by any other node that may communicate with the node.
- Virtual Address **V** , translation of U in the virtual address space. It is used to name the correspondent *rendez-vous* node.
- Relative address **E** , current topology-dependent address of the node. It changes if the node moves.

Indirect routing

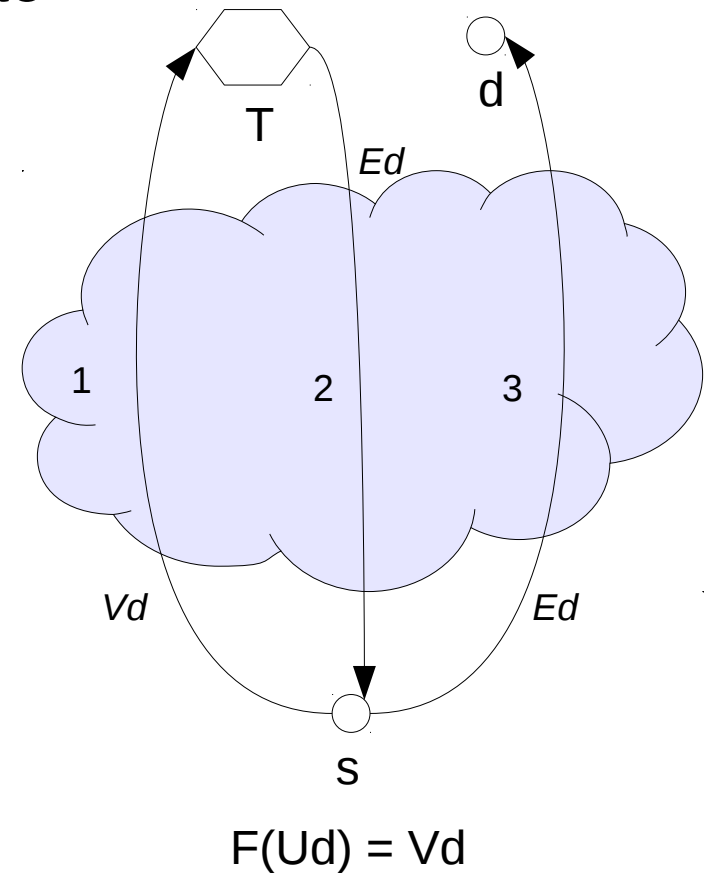
0- Source node s translates identifier U_d into the address space to obtain the virtual address V_d .

V_d can be either the main address of the rendez-vous node T_d or be included in his address space.

1- Source node s asks T_d for the d relative address E_d .

2- T_d sends the d relative address E_d to s .

3- Using the relative address E_d , s is now able to communicate with node d .



Address mapping

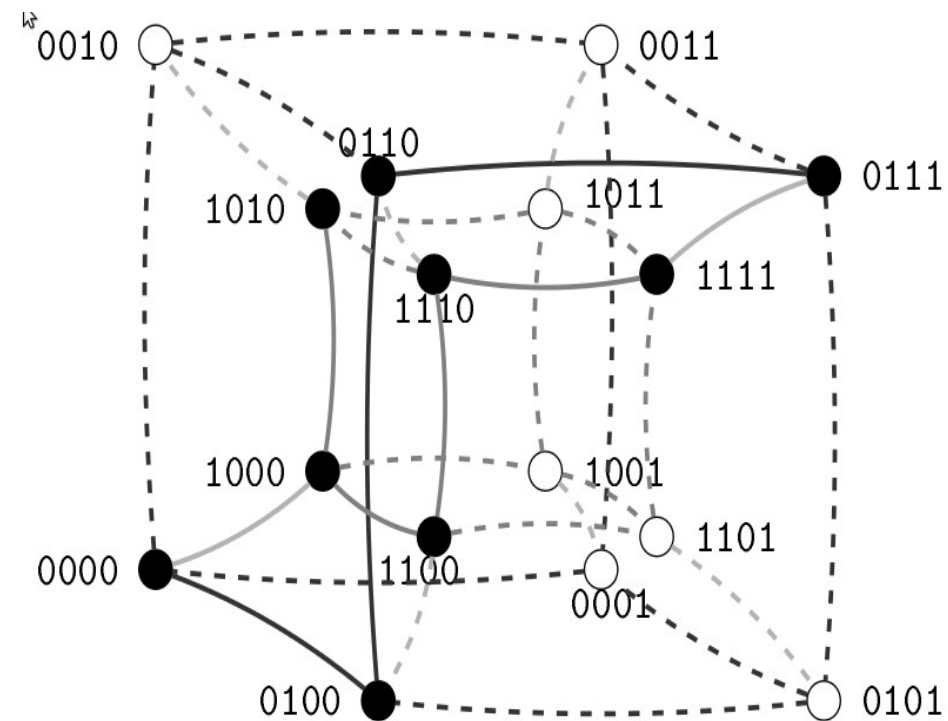
- Virtual address space based on a hypercube structure.

- Each node is directly connected with d neighbors.

- Address long d .

- 2^d nodes (maximum quantity[°]).

- Distance between two nodes is measured by XORing their two addresses (minimum distance[°]).

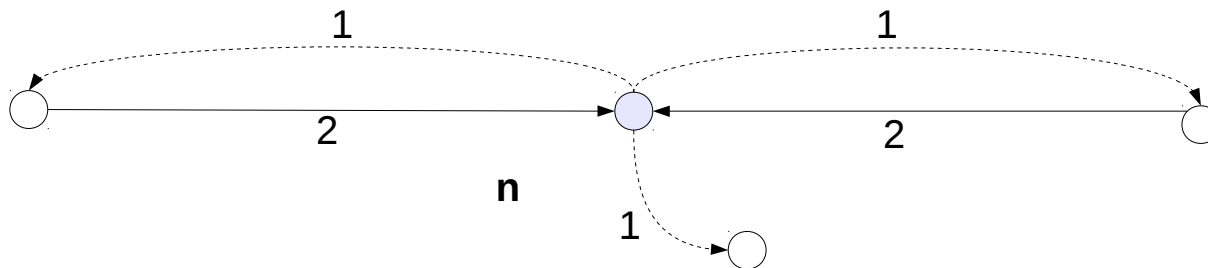


Dimension 4 hypercube.

[°]Since we are working with **incomplete** hypercubes.

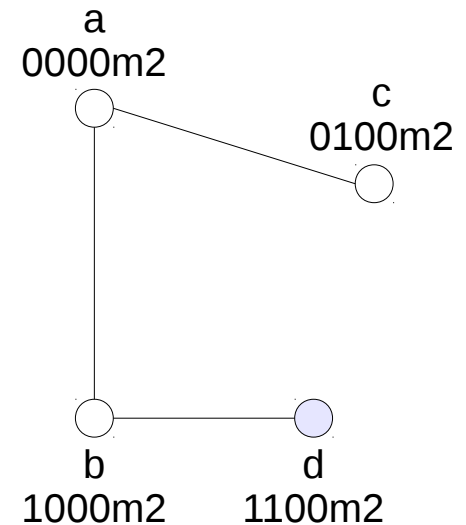
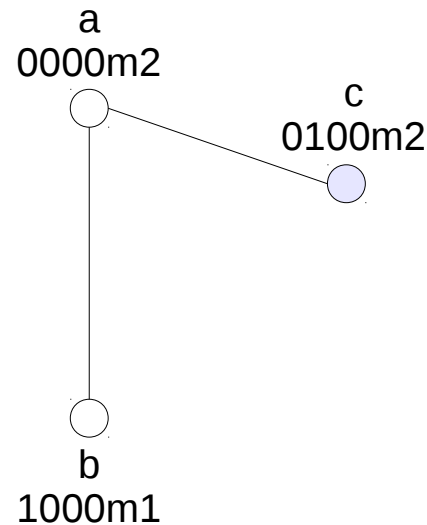
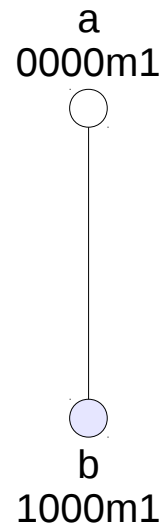
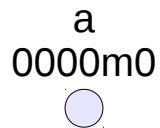
Connection process

- 1- New node **n** asks his neighbors for a main address (broadcast message PAR).
- 2- Neighbors may offer a main address to the new node **n** (PAP).
- 2- **n** chooses which is the best from all the possibilities. The chosen neighbor becomes the parent node **Pn**.
- 3- **n** advises all his neighbors about his new address (PAN).
- 4- **Pn** gives **n** half of his address space (usually upper half).



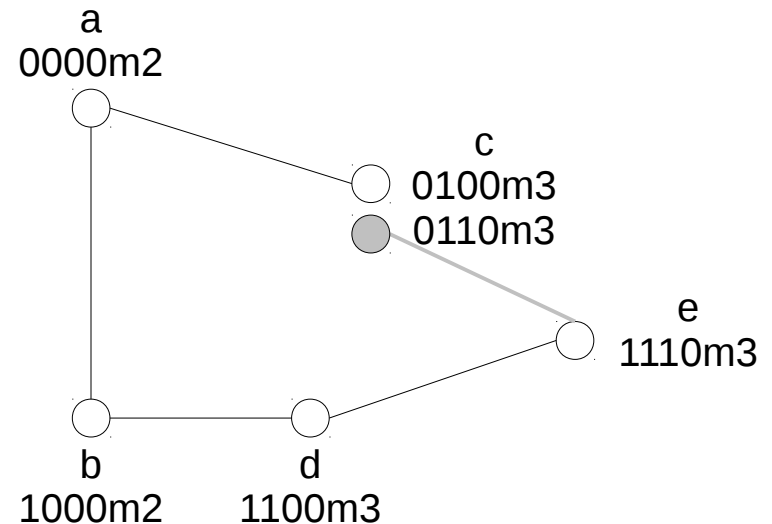
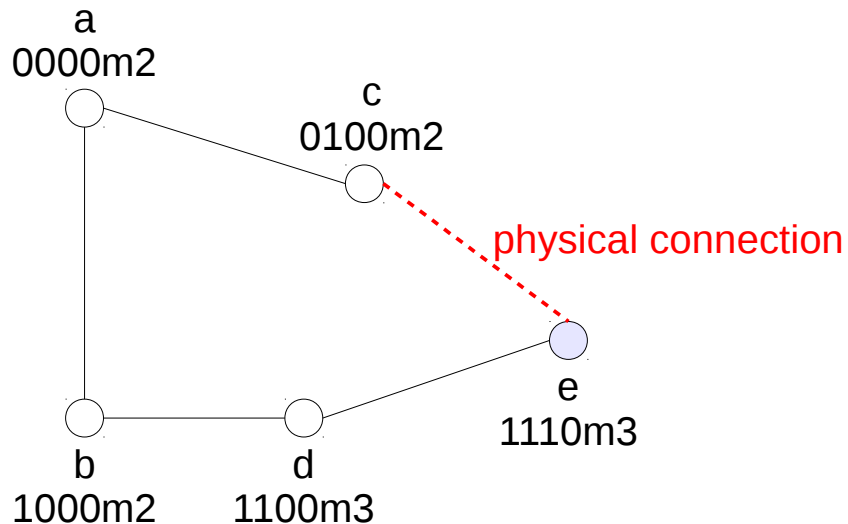
Address space

- Connected node must give half (usually upper half) of their address space to the new node.
- Tree distribution of network addresses space.



Improving mapping

- Multiple addresses to some nodes in the hypercube to make more physical connection become edges in the hypercube.



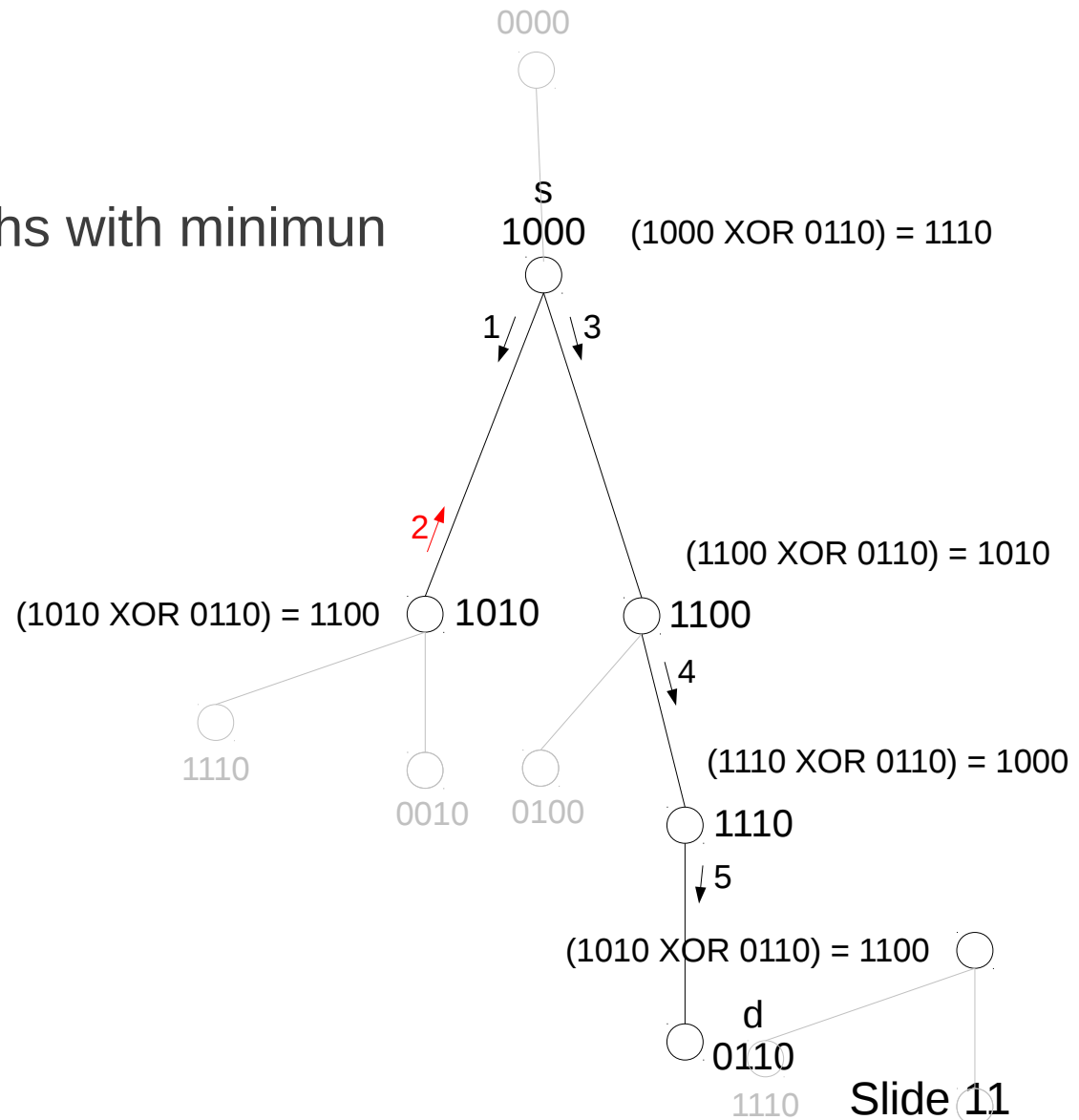
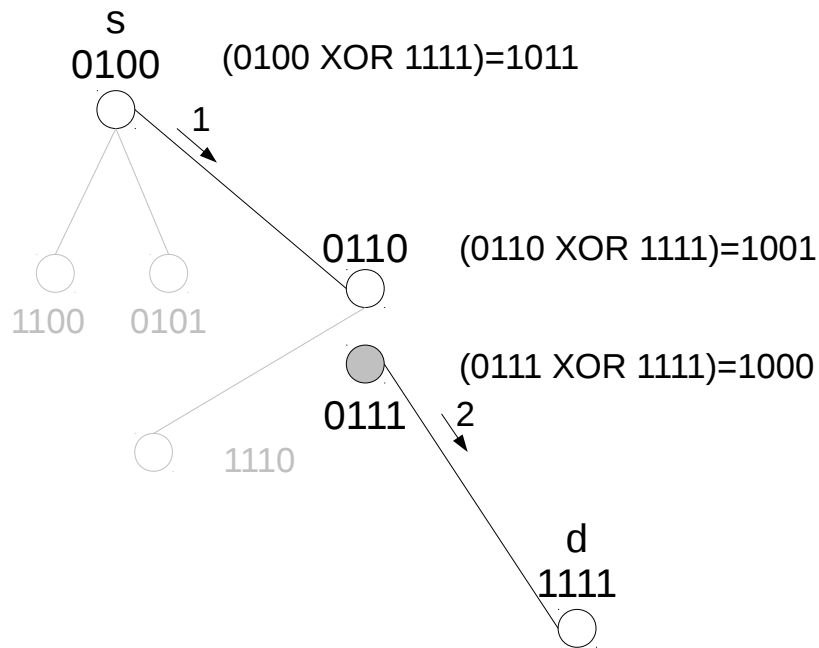
- Node c has a physical connection to node e, but their addresses are not adjacent.
- Address 0110 belongs to the c address space and is adjacent to e main address. 0110 becomes c secondary address.

Routing

- Proactive routing
 - Builds and maintains routing tables all the time and assures a route for every node in a network.
 - Quite stable networks.
- Reactive routing
 - There is no a-priori information (no routing tables), only keeps temporary track of recently used routes.
 - Highly dynamic networks.

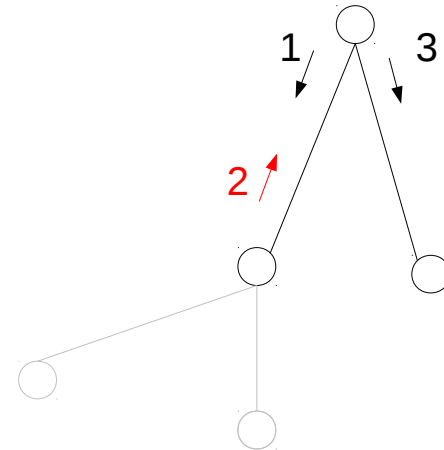
Reactive routing

- No a-priori knowledge.
- Standard hypercube routing.
- Stores unsuccessful paths.
- Routes messages through paths with minimum distance to the destination.



Reactive routing

- If a message cannot be routed, it should be sent backwards and then send it through a different route.
- The message is marked as 'returned' to prevent loops.
- To mark the message is not enough to guarantee the correct delivery of all messages.
- All used routes are stored in a *Visited BitMap*.



		Visited Bitmap		
Destinations	1000	0	1	0
	0101	1	0	0
		Neighbors Map		
		0100	1100	0111

- Q&A