

GHT: A Geographic Hash Table for Data-Centric Storage

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Based on
Sylvia Ratnasamy's slides

Keywords and Terminology

- **Sensor network**
 - ◆ a distributed network comprised of a large number of small sensing devices equipped with computation, communication and storage
- **Observation**
 - ◆ low-level readings from sensors
 - ◆ e.g. Detailed temperature readings
- **Events**
 - ◆ Predefined constellations of low-level observations
 - ◆ e.g. temperature greater than 75 F

Total Usage / Hotspot Usage

- **Total Usage**

Total number of packets sent in the sensor network
- **Hotspot Usage**

The maximal number of packets sent by a particular sensor node

Design Goals

- Availability
- Consistency
- Scaling
- Topological generality

Data-Centric Storage

- Data items are stored by "name" at nodes within the sensor network
- All data with the same general name will be stored at the same node
e.g. ("elephant sightings")
- Queries for data with a particular name are sent to the node storing those named data

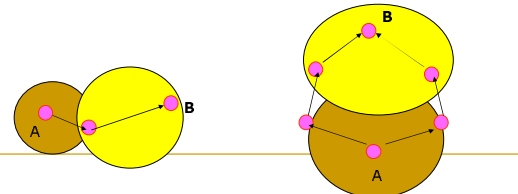
Geographic Hash Table

- Events are named with keys and both the storage and the retrieval are performed using keys
- Hash function maps the key into geographic coordinates

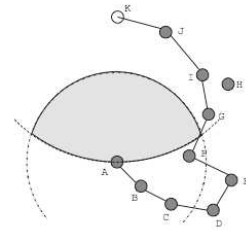
GHT Algorithm

Based on GPSR where packets are marked with position of destinations and each node is aware of its position

- Greedy forwarding algorithm
- Perimeter forwarding algorithm



Perimeter Forwarding Algorithm



Home Node

- Home node: node closest to destination
- Packet not addressed to specific node but only to a specific location
- Packet traverses entire perimeter that encloses the destination before being consumed by the home node.

Problems

- Robustness could be affected
 - » Nodes could move
 - » Node failure can occur
 - » Deployment of new nodes
- Not Scalable
 - » Bottleneck at home nodes

Solutions to the problems

- Perimeter refresh protocol
- Structured replication

Perimeter Refresh Protocol

- Replicates stored data for a key at nodes around the location to which this key hashes.
- Home node will generate refresh packet periodically.
- Refresh packet is addressed to the hashed location of the key.
- If replica doesn't receive refresh packet after some time, it will initiate a refresh.

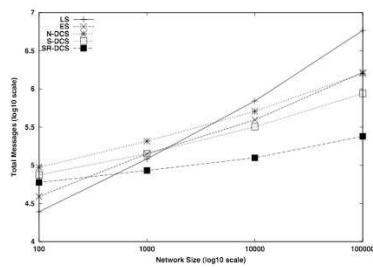
Structured Replication

- When too many events are detected, home node becomes the hotspot of communication.
- Hierarchical decomposition of the key space.
- Reduced the cost of storage, but increases the cost of queries.

Simulations

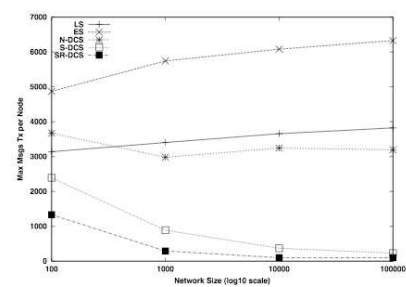
- To compare the storage methods in terms of total and hotspot usage

Simulation Results under varying n



Number of Queries $Q = 50$

Simulation Results under varying n



Number of Queries $Q = 50$

Conclusion

- DCS entails storing data items by name at nodes within the sensor network
- GHT hashes the key (events) into geographic coordinates and stores a key-value pair at the sensor node geographically nearest to the hash
- GHT uses Perimeter Refresh Protocol and Structured Replication to achieve robustness and scalability
- DCS appears to scale well to large sensor networks

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