

# Configuring a Self-Organized Semantic Storage



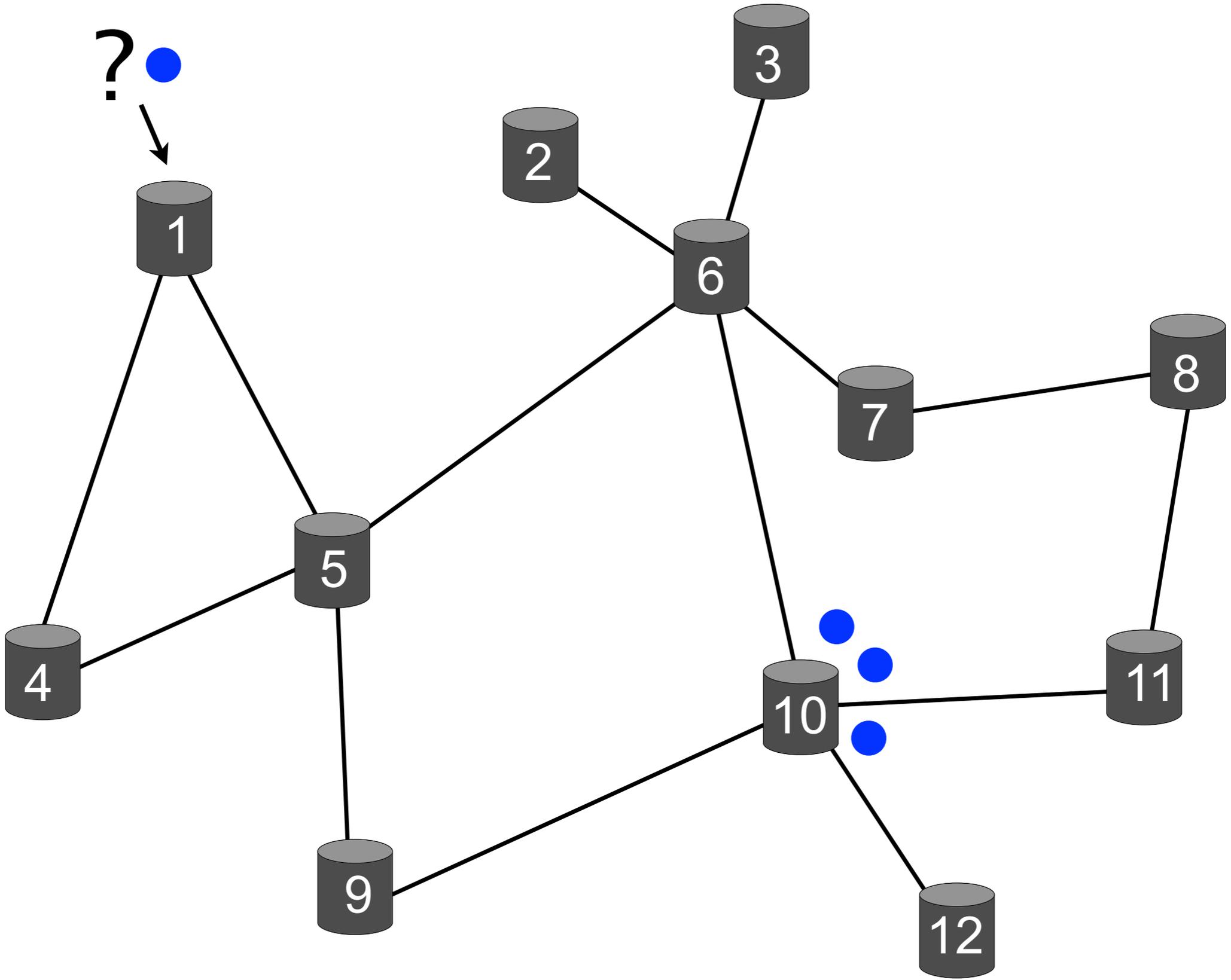
Hannes Mühleisen, Tilman Walther, Anne Augustin, Marko Harasic & Robert Tolksdorf

# Trade-Offs in Storage

	Scalability	Adaptability	Robustness	Correctness
Stand-Alone	low	<b>high</b>	low	<b>high</b>
Federated	<b>high</b>	<b>high</b>	fair	<b>high</b>
Distributed	<b>high</b>	<b>fair</b>	fair	<b>high</b>
Swarm-based	<b>high</b>	<b>high</b>	<b>high</b>	fair

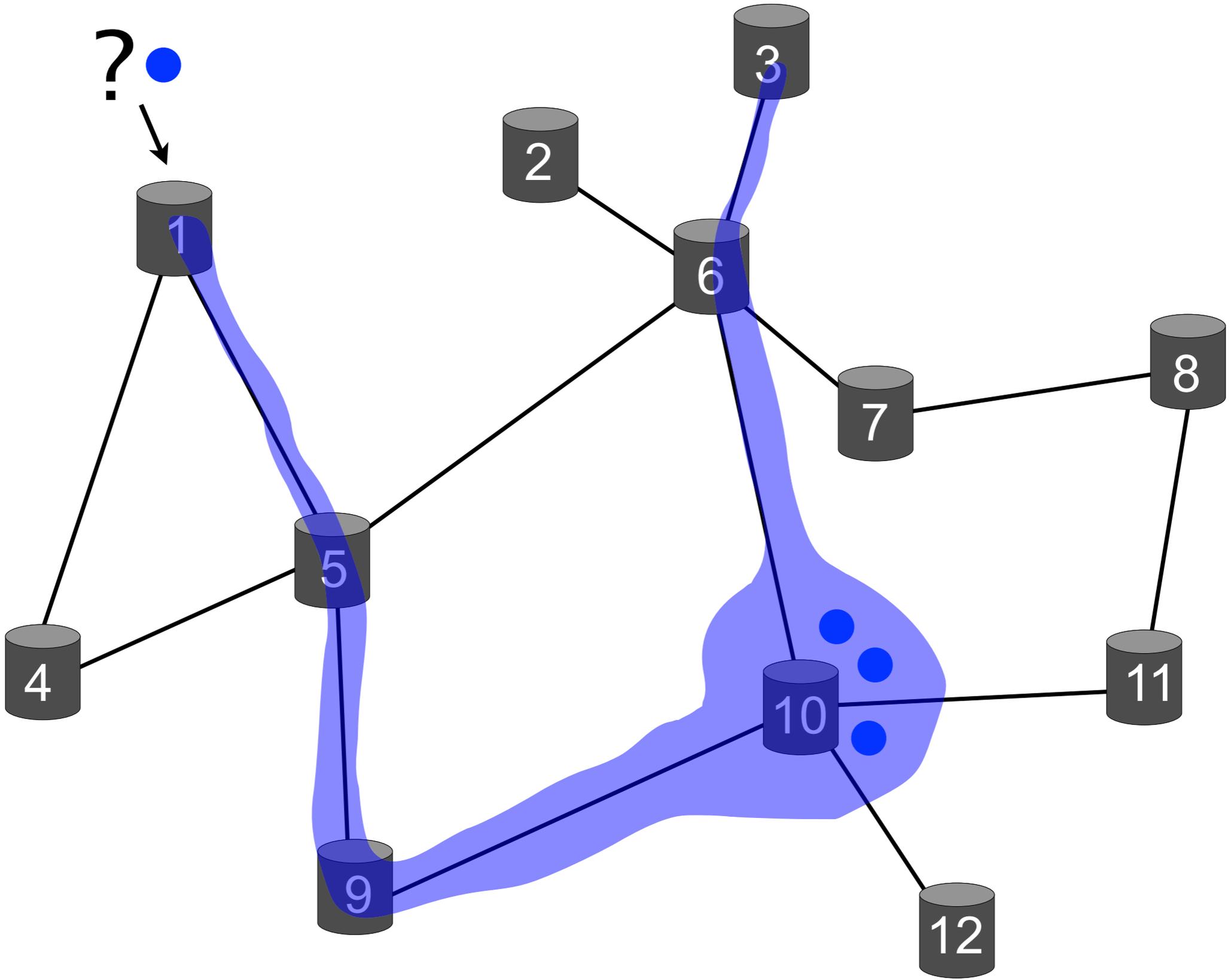
# Trade-Offs in Storage

	Scalability	Adaptability	Robustness	Correctness
Stand-Alone	low	high	low	high
Federated	high	high	fair	high
Distributed	high	fair	fair	high
Swarm-based	high	high	high	fair



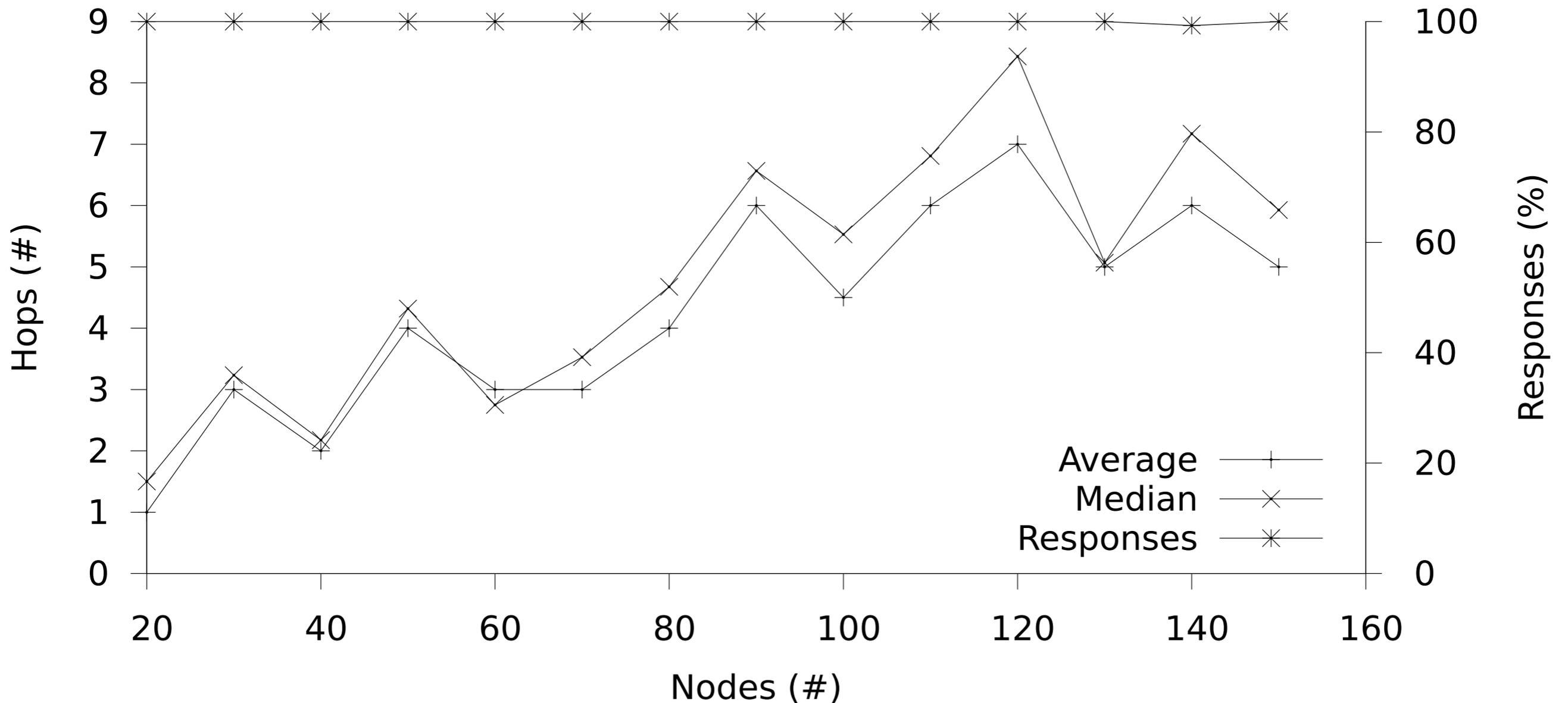




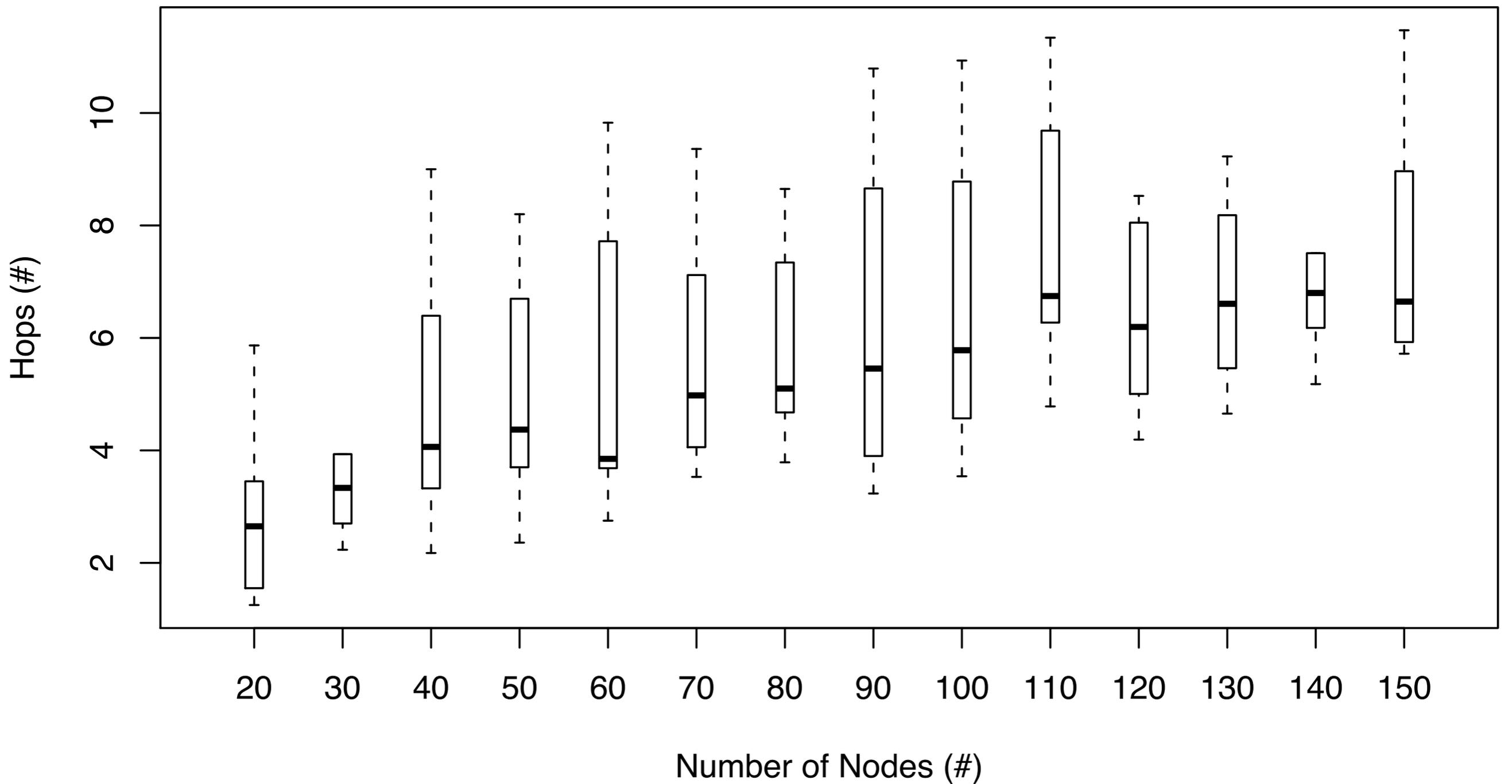


# Read Hop Count - 1 Run

Cycle 20100928-0759 - Trace Results



# Read Hop Count – 10 Runs



# Number of Steps?

# Number of Steps?

- Operations are terminated after a certain number of steps has been taken

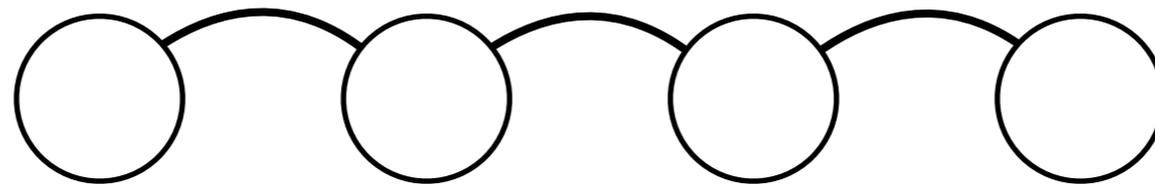
# Number of Steps?

- Operations are terminated after a certain number of steps has been taken
- How should this limit been set, which impact is expected?

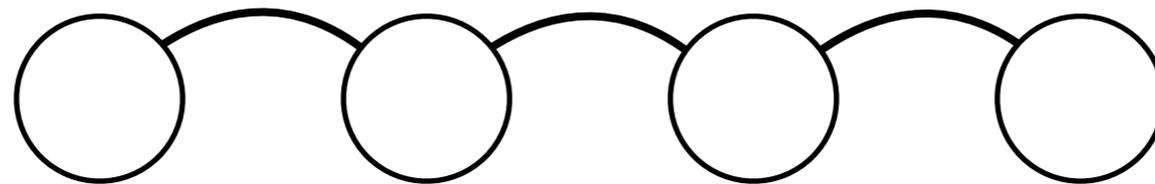
# Number of Steps?

- Operations are terminated after a certain number of steps has been taken
- How should this limit been set, which impact is expected?
- Observation:  
A higher value can lead to better performance (Doh!)

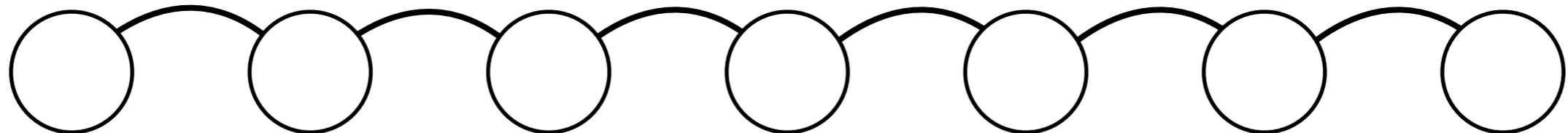
# Hop Count Limit?



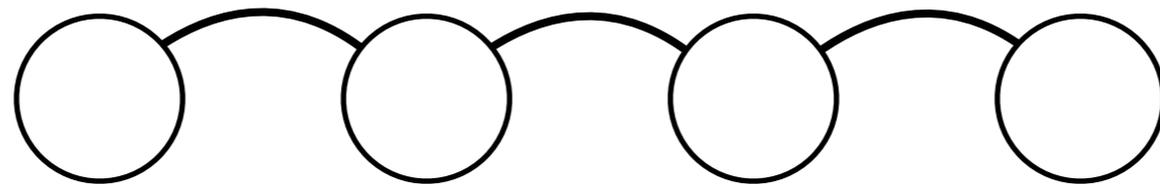
# Hop Count Limit?



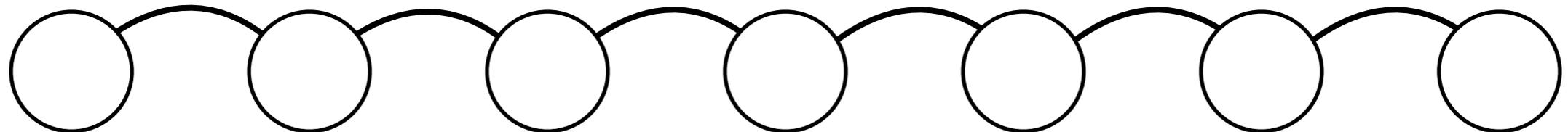
**VS.**



# Hop Count Limit?



**VS.**



**better!**

# Neighbor Limit?

# Neighbor Limit?

- Each node is allowed to have a certain amount of neighbor nodes

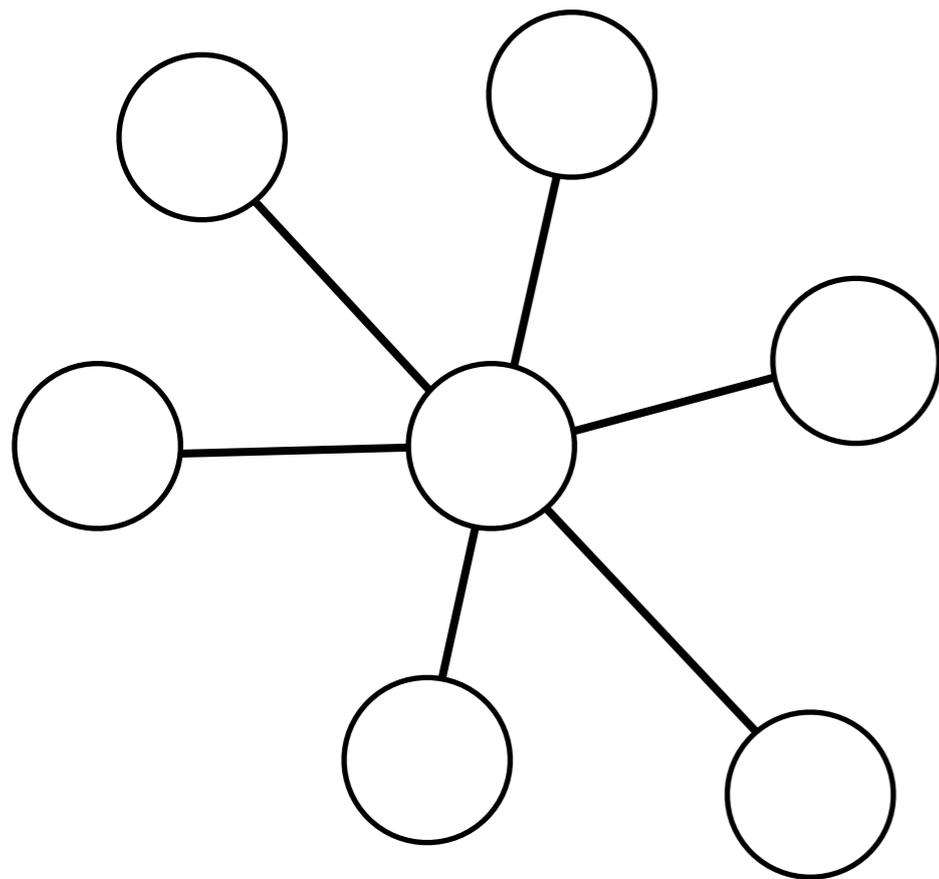
# Neighbor Limit?

- Each node is allowed to have a certain amount of neighbor nodes
- How should this limit been set, which impact is expected?

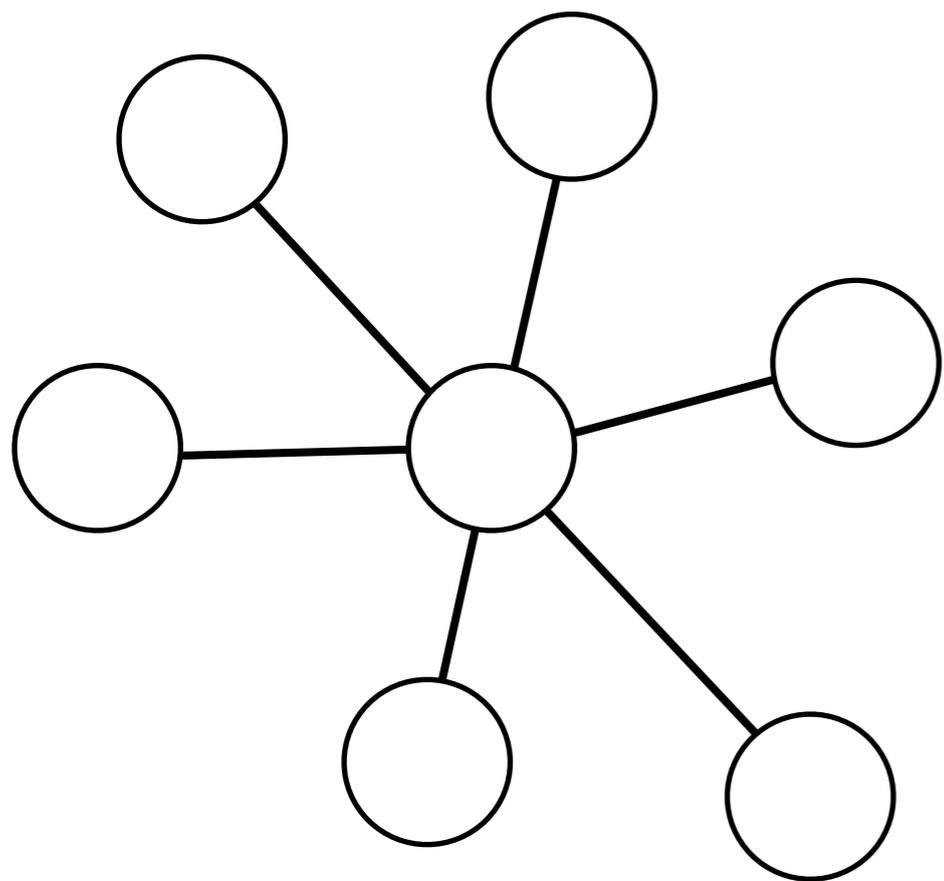
# Neighbor Limit?

- Each node is allowed to have a certain amount of neighbor nodes
- How should this limit been set, which impact is expected?
- Observation:  
A higher value can lead to performance issues

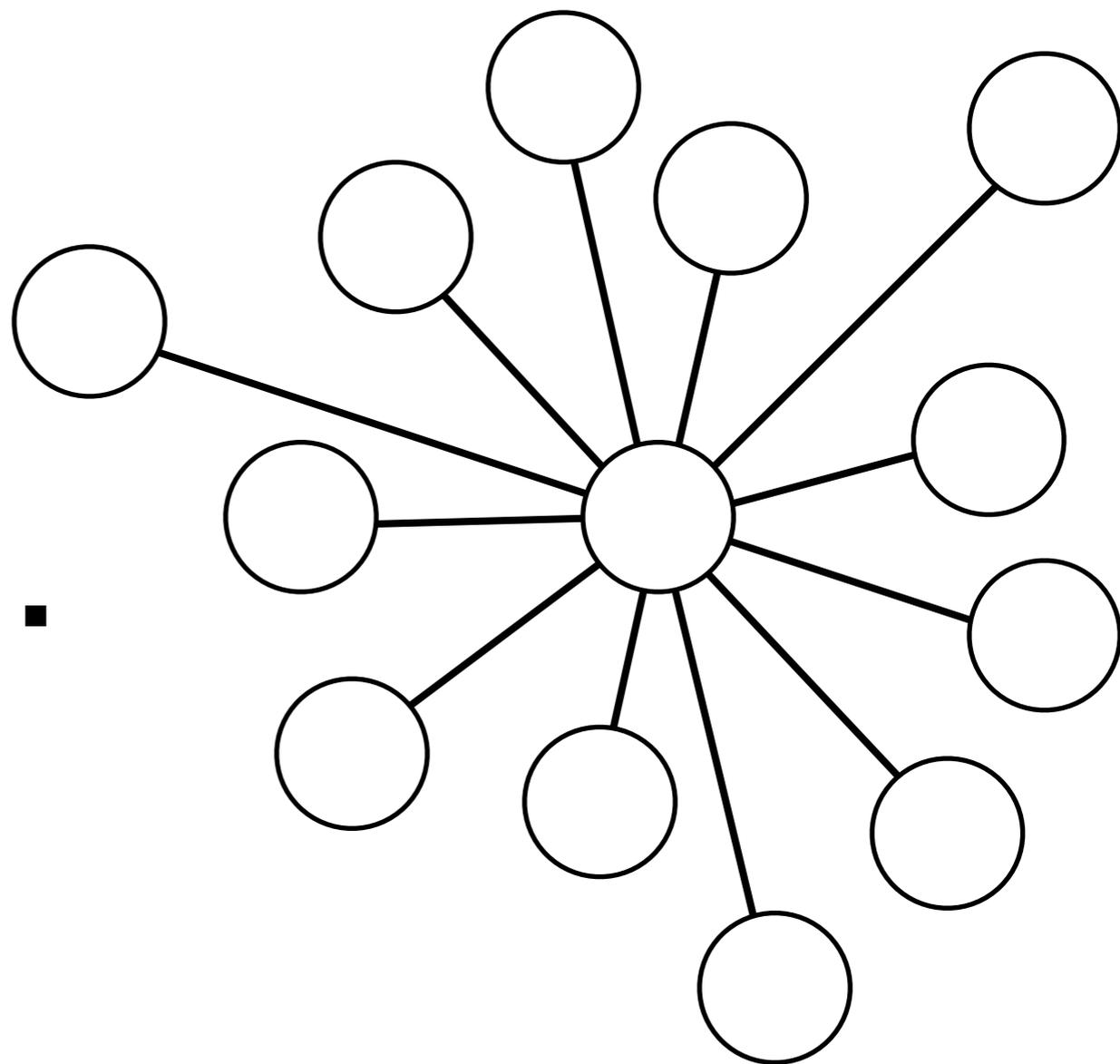
# Neighbor Limit?



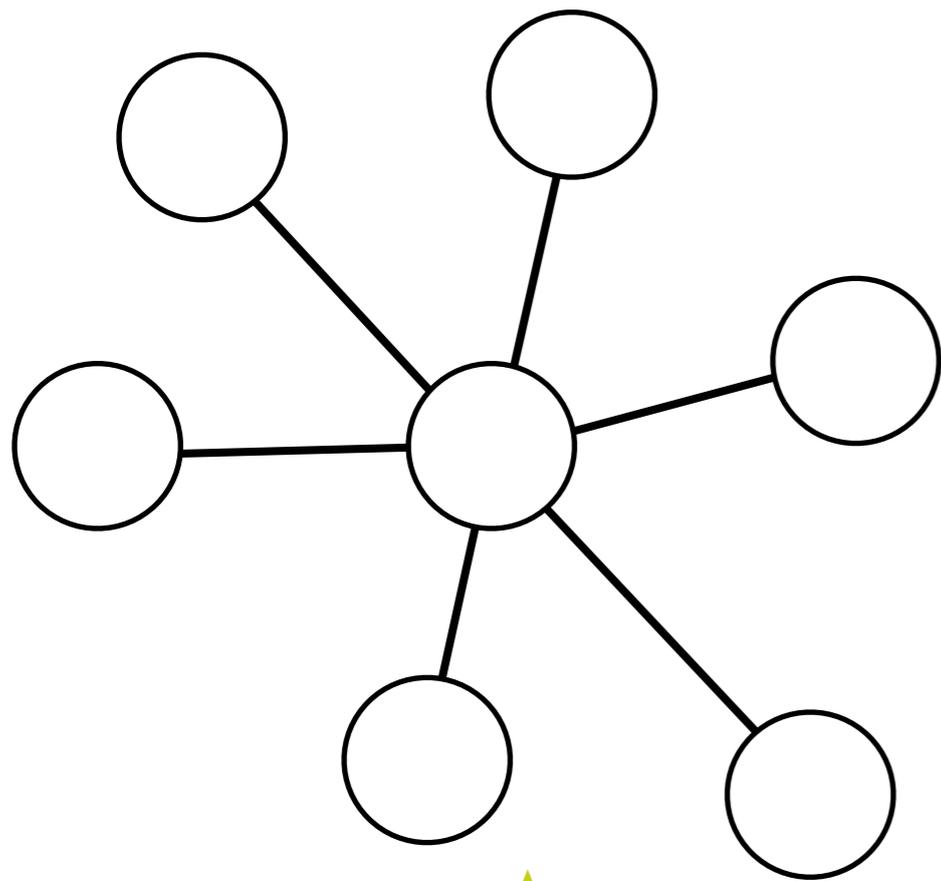
# Neighbor Limit?



**VS.**

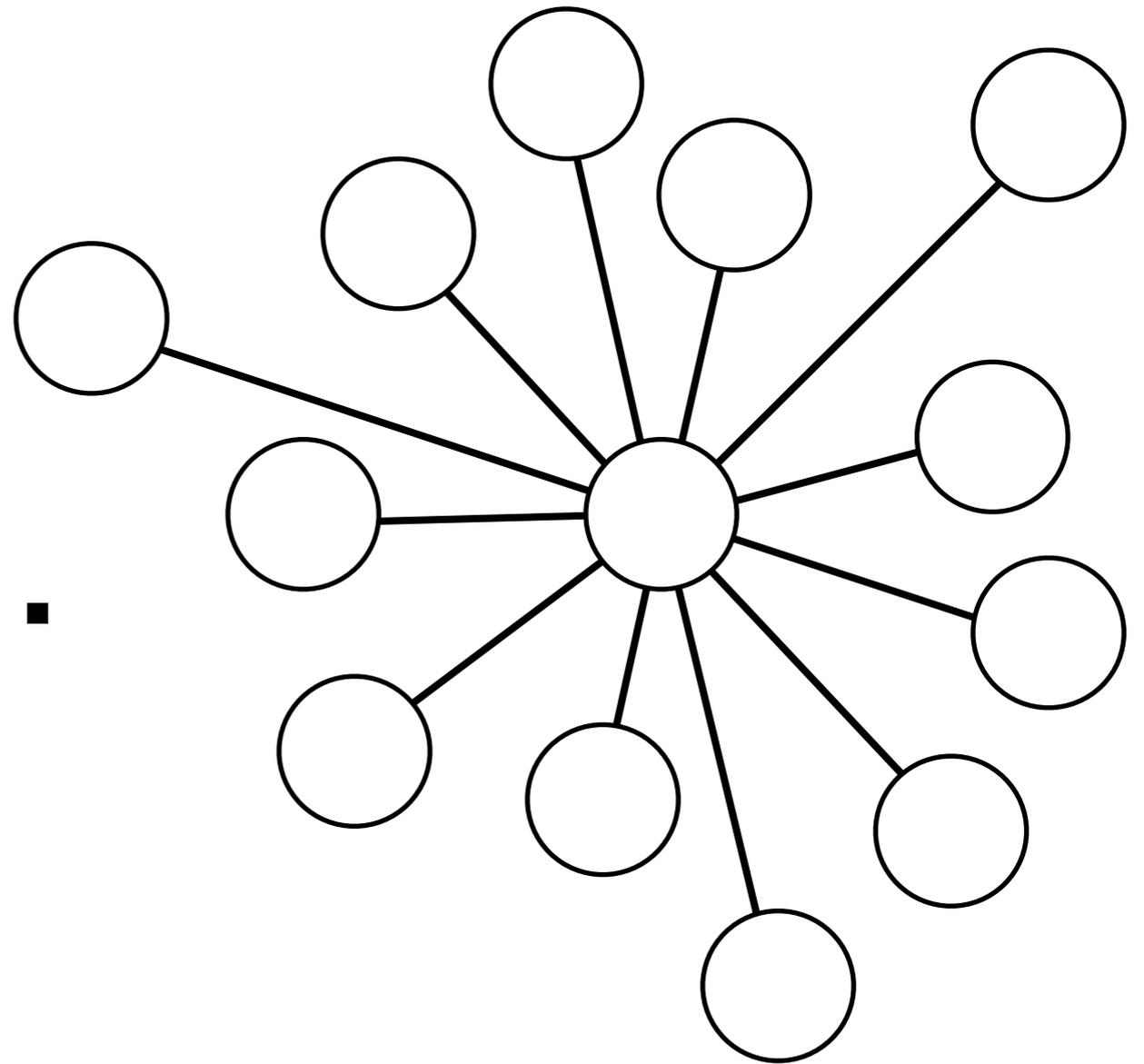


# Neighbor Limit?

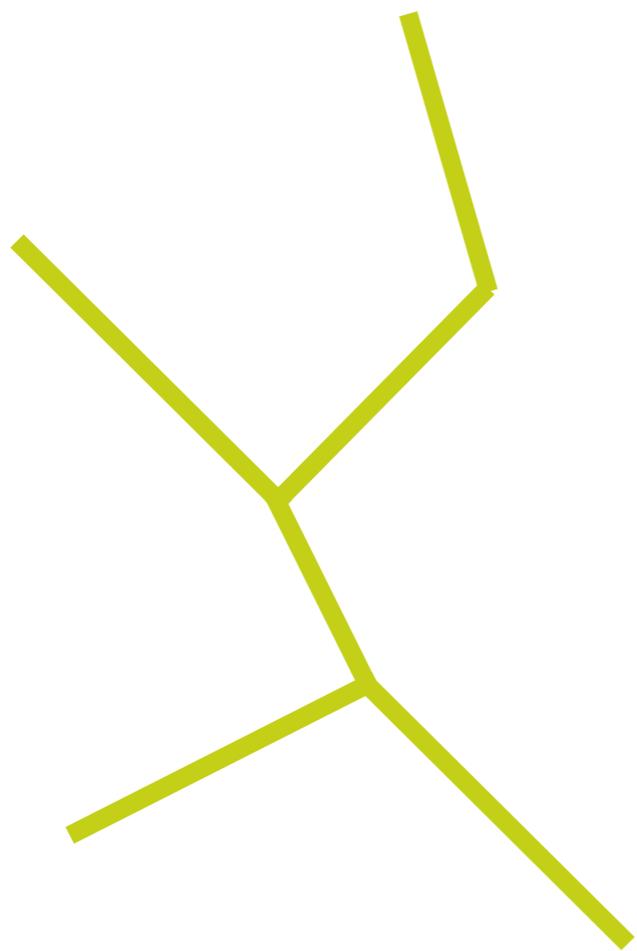


**better!**

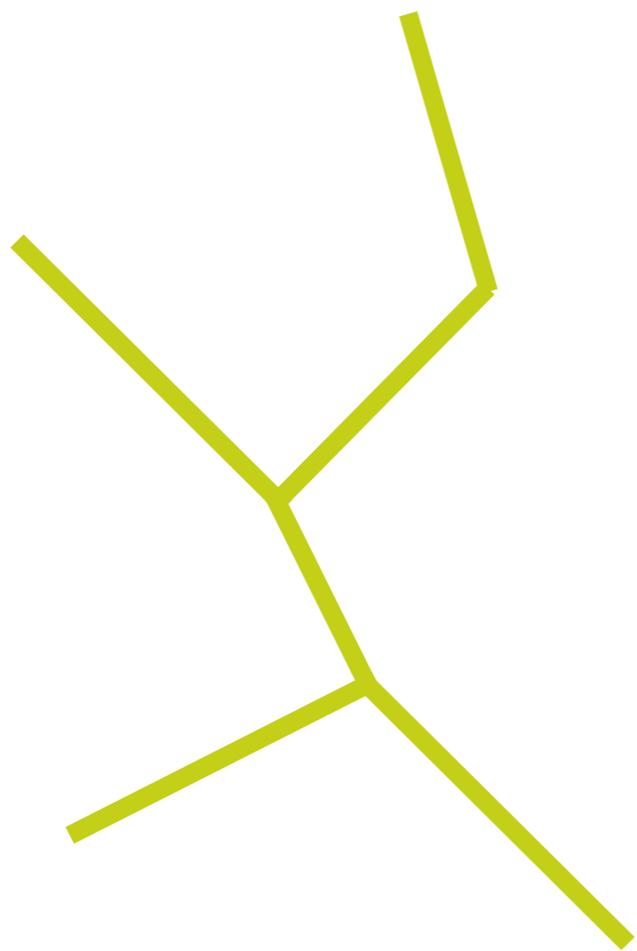
**VS.**



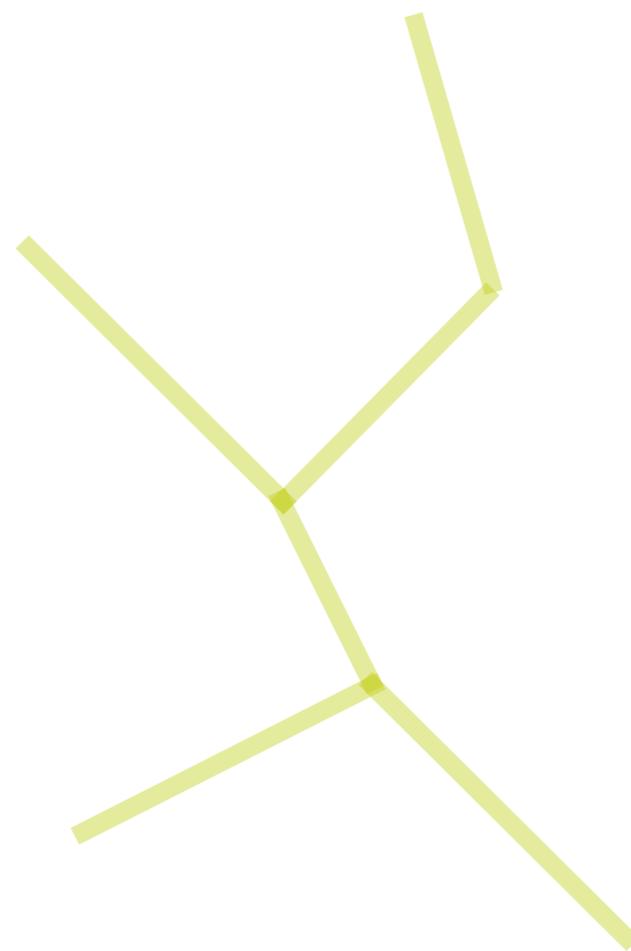
# Decay Rate?



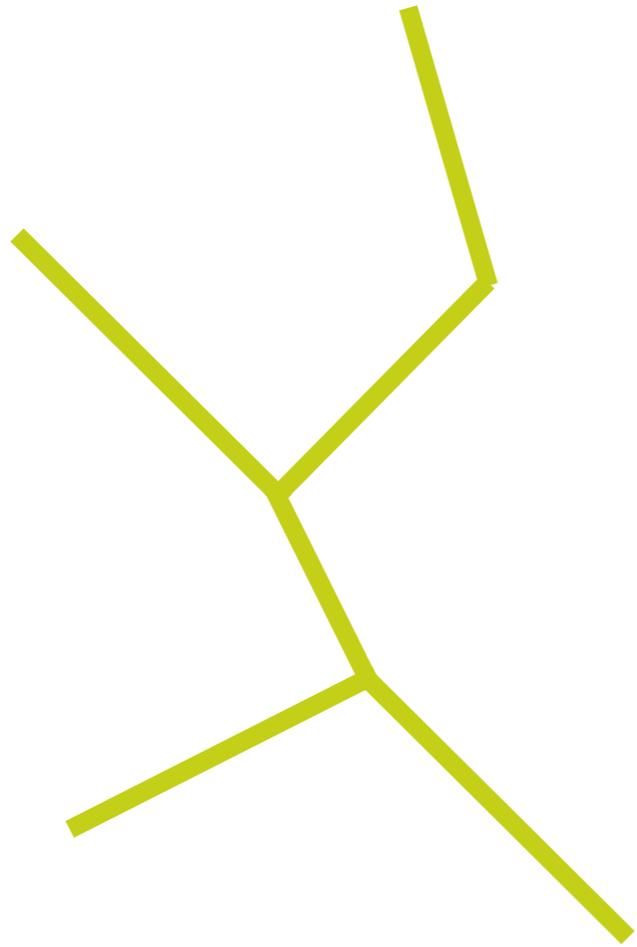
# Decay Rate?



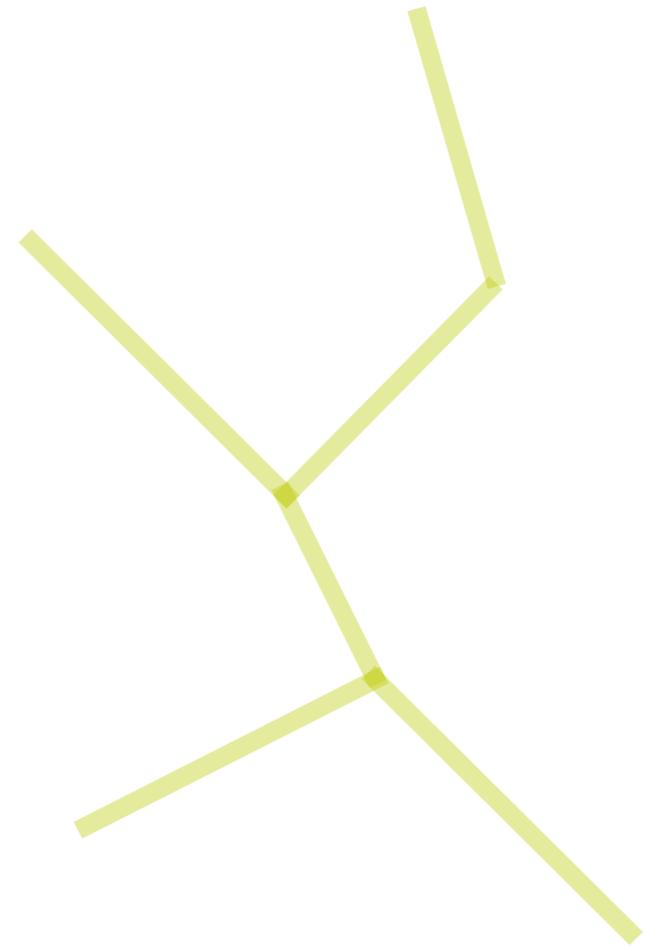
vs.



# Decay Rate?



vs.



**better!**

# Conclusion



# Conclusion

- Swarm-Based Approaches can provide scalability for a distributed storage service



# Conclusion

- Swarm-Based Approaches can provide scalability for a distributed storage service
- Tuning the various parameters is a complex challenge, which requires further work



# Conclusion

- Swarm-Based Approaches can provide scalability for a distributed storage service
- Tuning the various parameters is a complex challenge, which requires further work
- Thank you!



# Conclusion

Ants search triples for you, if you treat them  
right...

