# A DSA Model For Data Access In Self-Organizing Systems

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### Self-Organizing System?

- Distributed system with:
- reactive characteristics
  - Ability to detect unusual behavior
- self-healing characteristics
  - Ability to carry out corrective actions in order to optimize the system's behavior
- Example of self-organizing system: Mobile Ad Hoc Network (MANET).

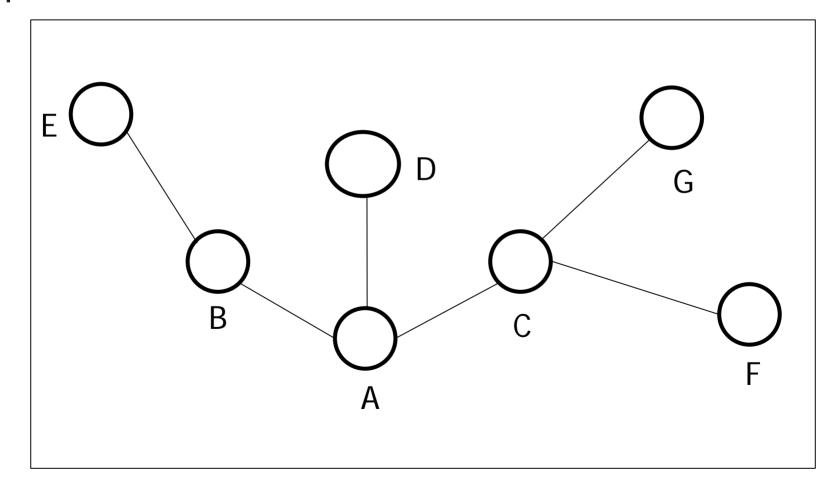


#### Mobile Ad Hoc Network (MANET)

- Network deployed without pre-existing fixed infrastructure
- Consists of mobile nodes connected by wireless links
- Each node acts both as router and host
- Dynamic topology
- Fully decentralized



# MANET characteristics Dynamic topology





### Data access requirements

Learning about data availability

Accessing those data



#### Data access issues

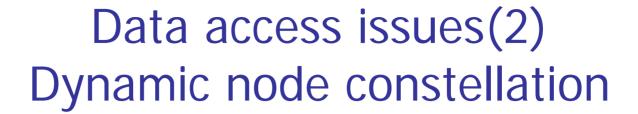
Lack of centralized server

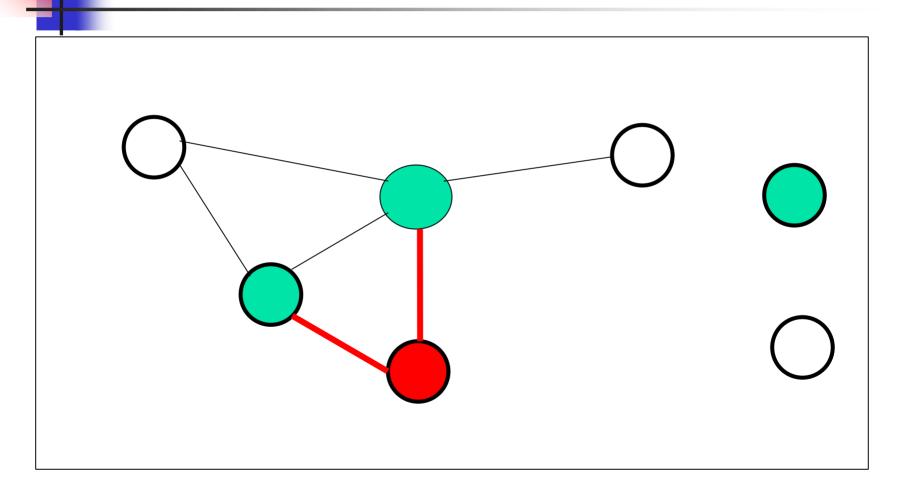
Dynamic node constellation

Changing link's status



- Maintaining ones is
  - unreliable, and
  - expensive because of the unpredictable topology (nodes can join and leave the network without warning)







# Data access issues(3) Potential change of link's status

- Connectivity between two nodes may change over time:
  - symmetric
     Node A and B can receive messages from each other.
  - Asymmetric
     Node A can receive messages from B, then B may not necessarily receives messages from A.
- → Need for a real-time lookup service

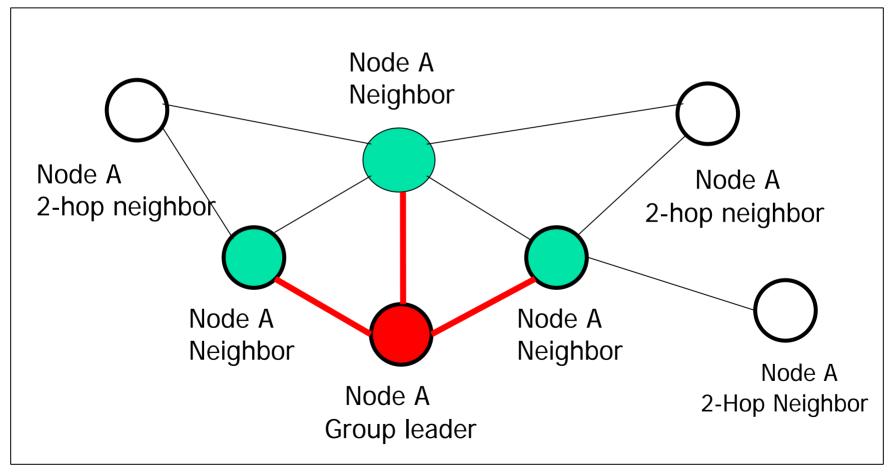


# Key concepts for the design of the data access API

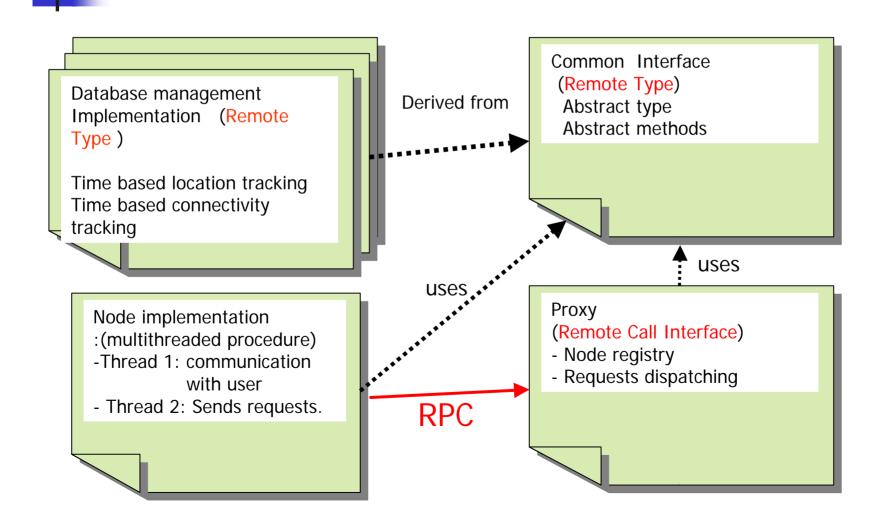
- Network partitioning
  - Group (group leader, group leader elector)
- Each node maintains a database
  - neighbor set, 2-hop neighbor set, group leader set, group leader elector set
  - status of links between nodes
- Time based database management
- Database consistency through exchange of messages between nodes



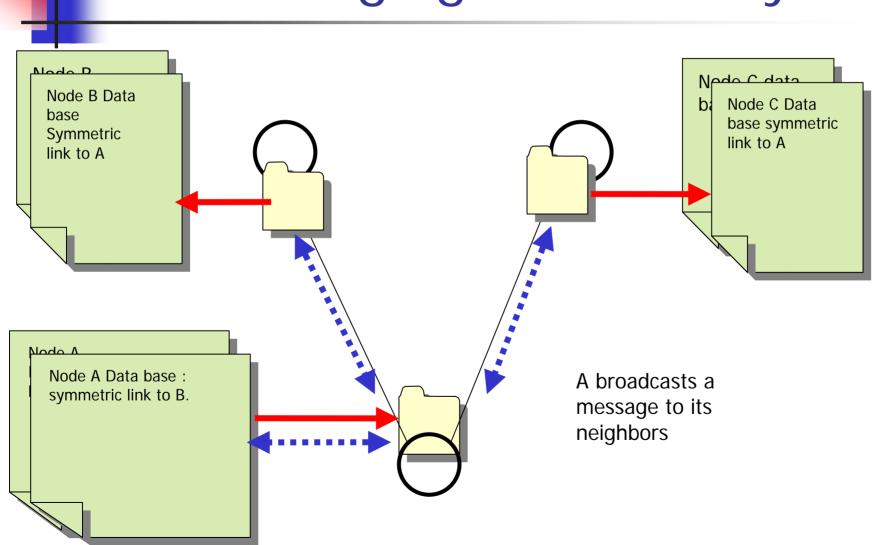
#### network partitioning



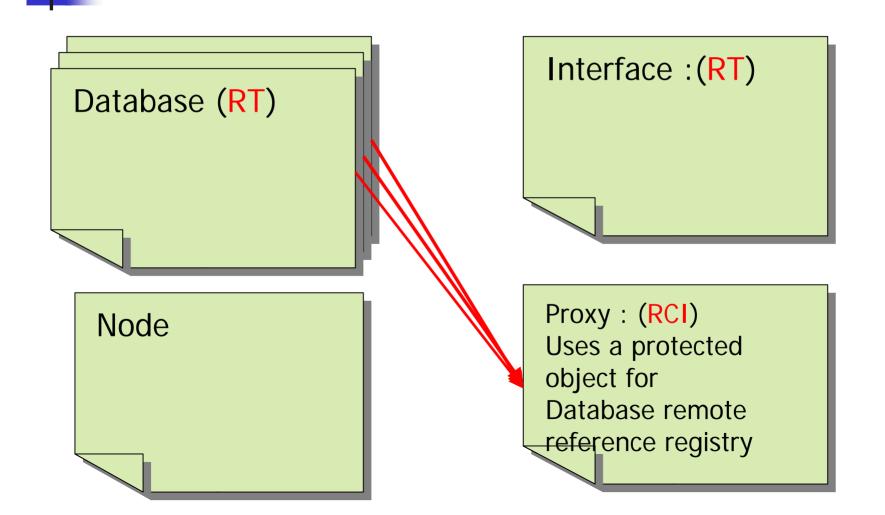




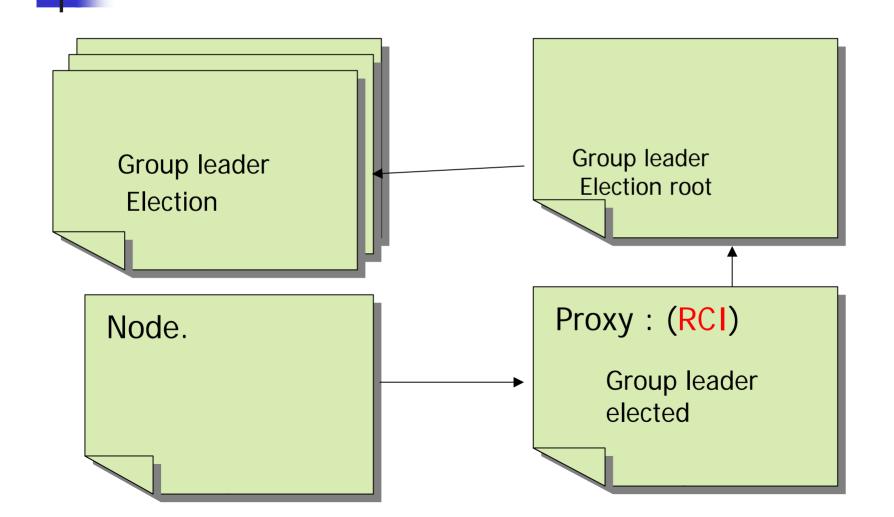
### Managing connectivity



### DSA data access API services: Node registry







# Conclusion

API implemented

Works on network of PC running Linux

## Future work

- Implementing multicast communication between nodes
- Requires to extend Glade ??? .

 Implementing a GUI (GTK does not support tasking)



?

#### Thanks