

# Adaptive Agent-based Self-organization for Robust Hierarchical Topologies



7<sup>th</sup> European Workshop on Multi-agent Systems



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**Autonomic Systems Group, Evangelos Pournaras, December 2009**

# Motivation

Hierarchical topologies  Tree structures

➤ Aggregation

➤ Decision-making



➤ Search

➤ Information dissemination

Simple in principle

## Motivation (cont.)

### Distributed systems and tree overlays

➤ Node / link failures

➤ Congestions



➤ Attacks

➤ Heterogeneity

Sensitive in principle

## **Problem**

### **Robustness**

Minimization of the impact of failures in the topology

### **Self-organization**

Nodes with local knowledge in dynamic environments

### **Application-dependence**

Abstract application to self-organization requirements

# Propose

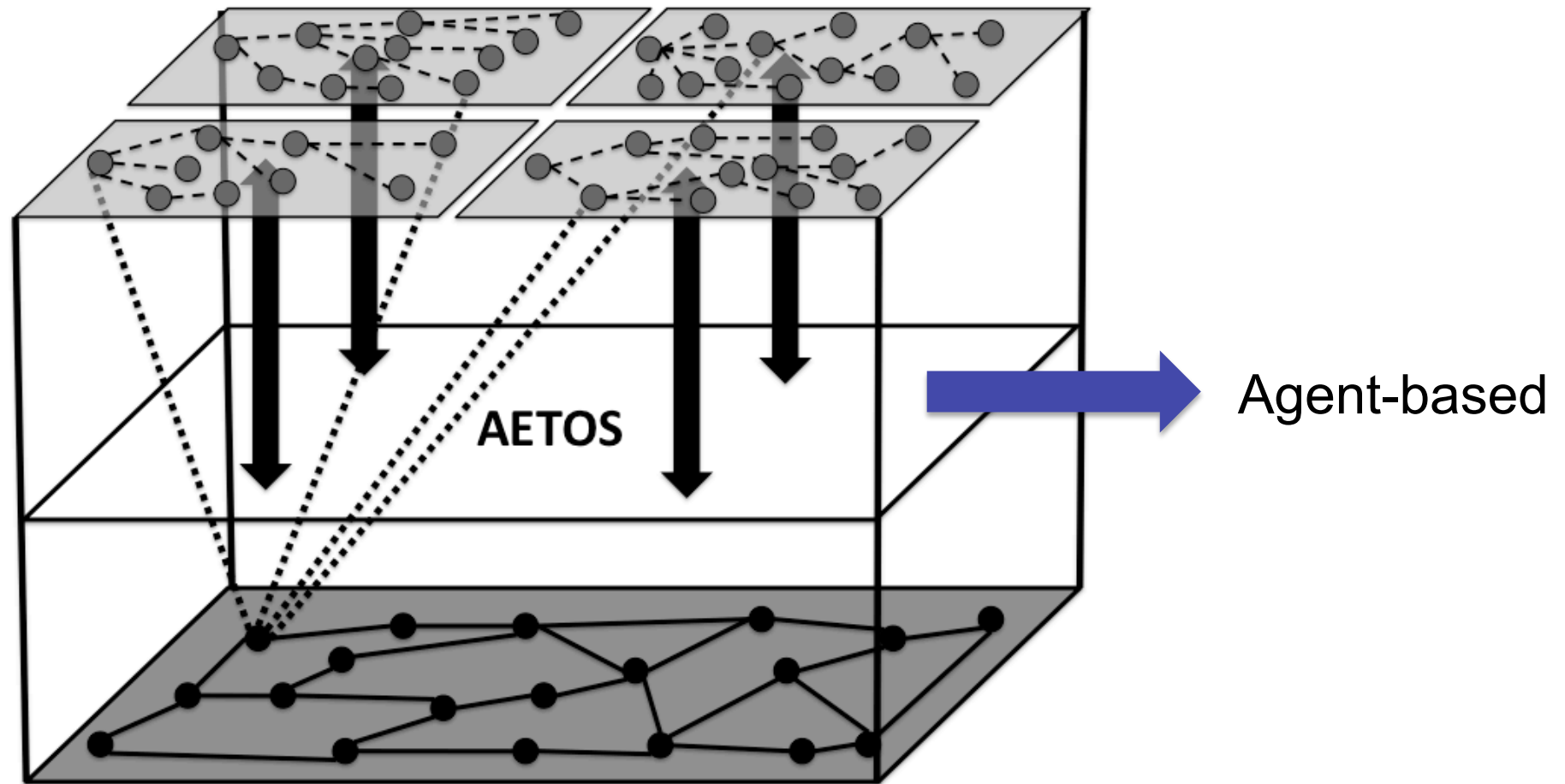
## AETOS



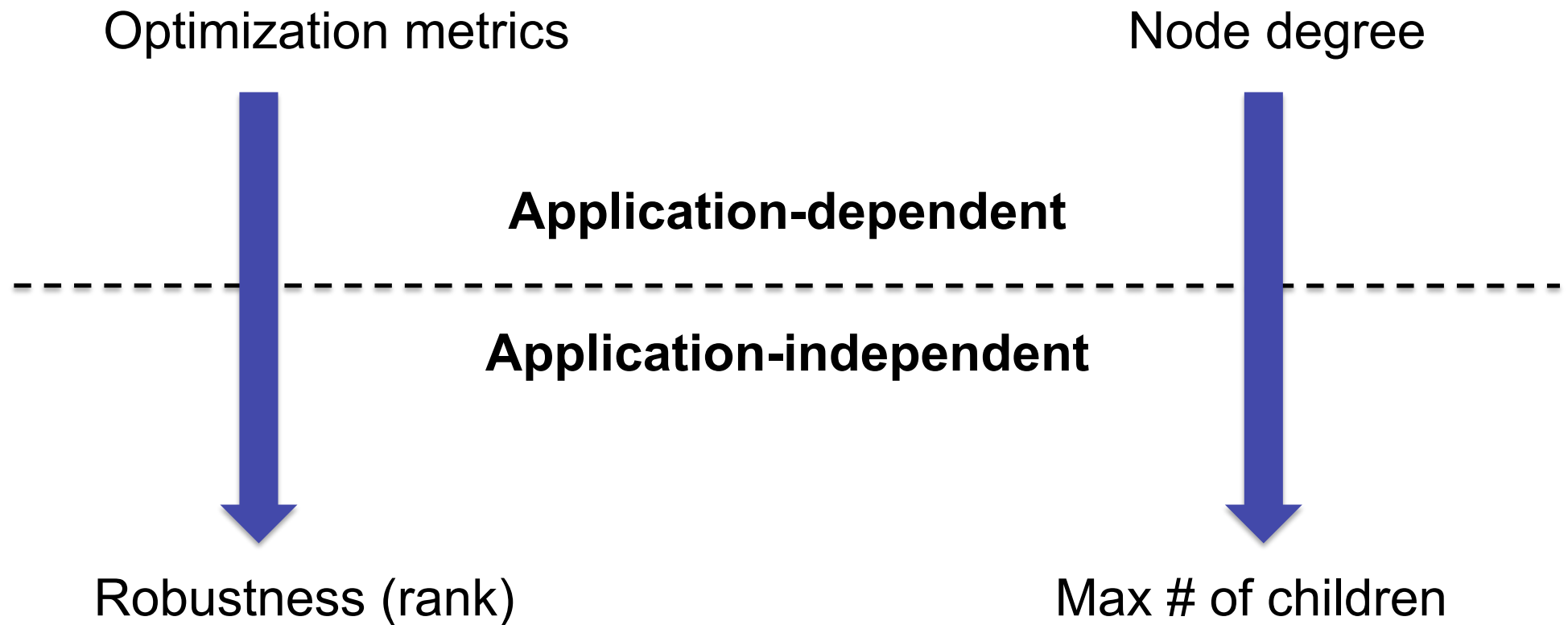
The Adaptive Epidemic Tree Overlay Service

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# Approach



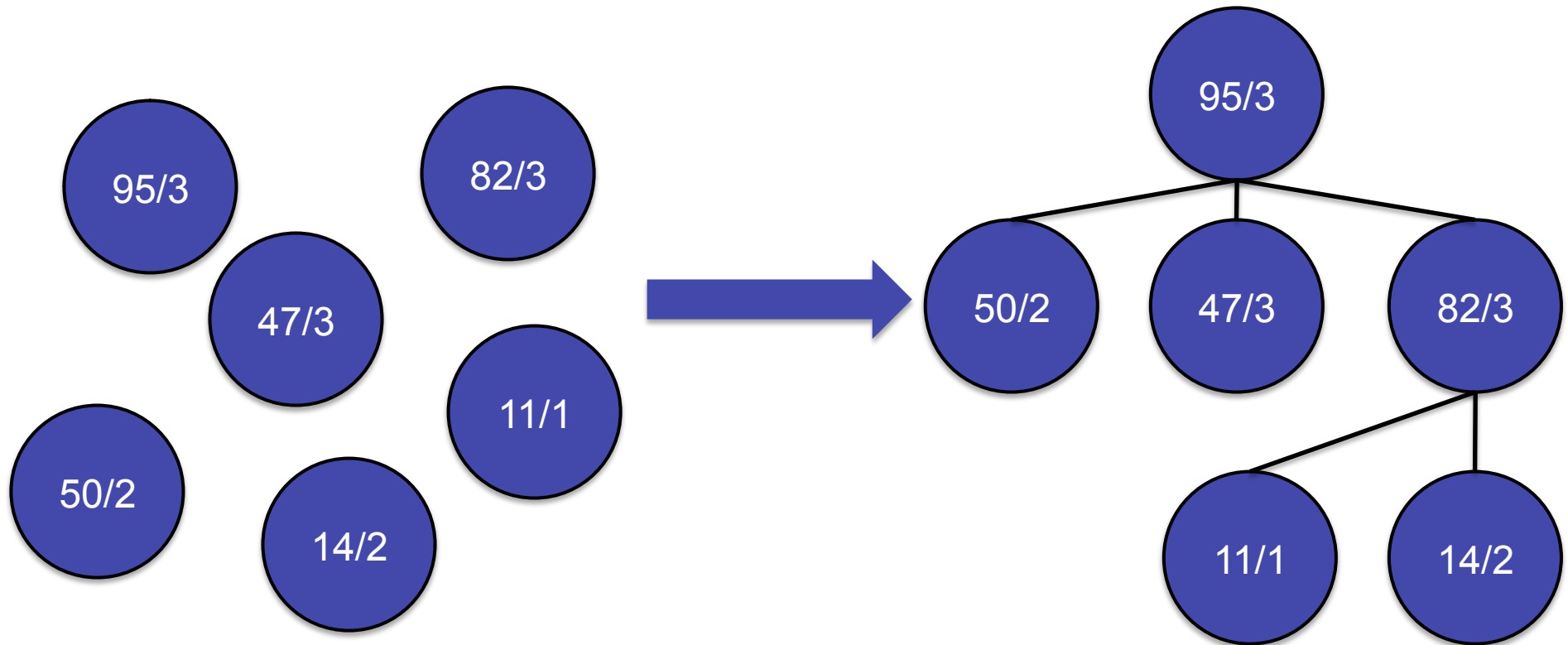
# Application requirements abstraction



# Target topology

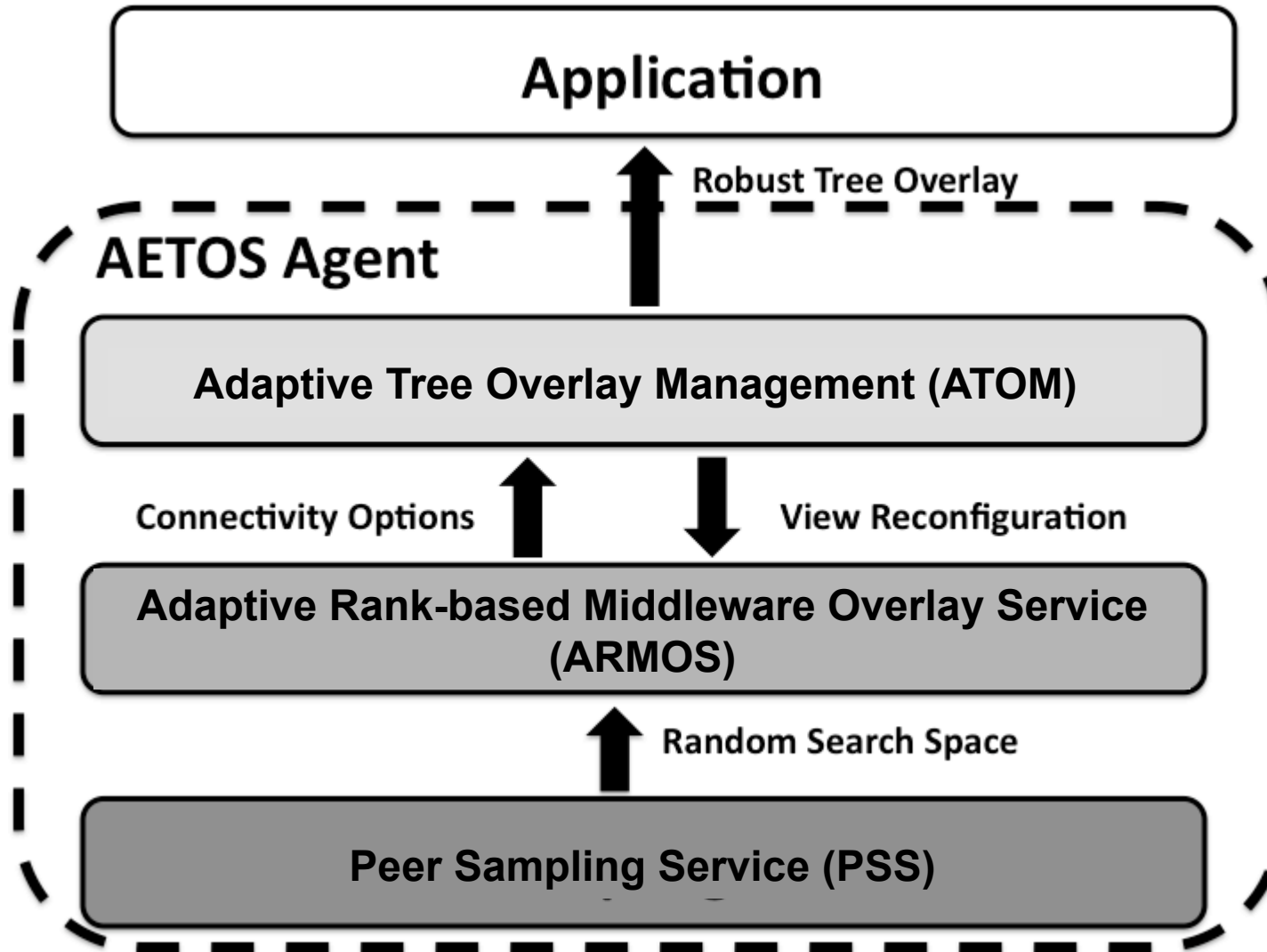
## Optimization problem:

Sort nodes according to their robustness and max # of children





# Architecture



# AETOS Agent

3 type of **views**

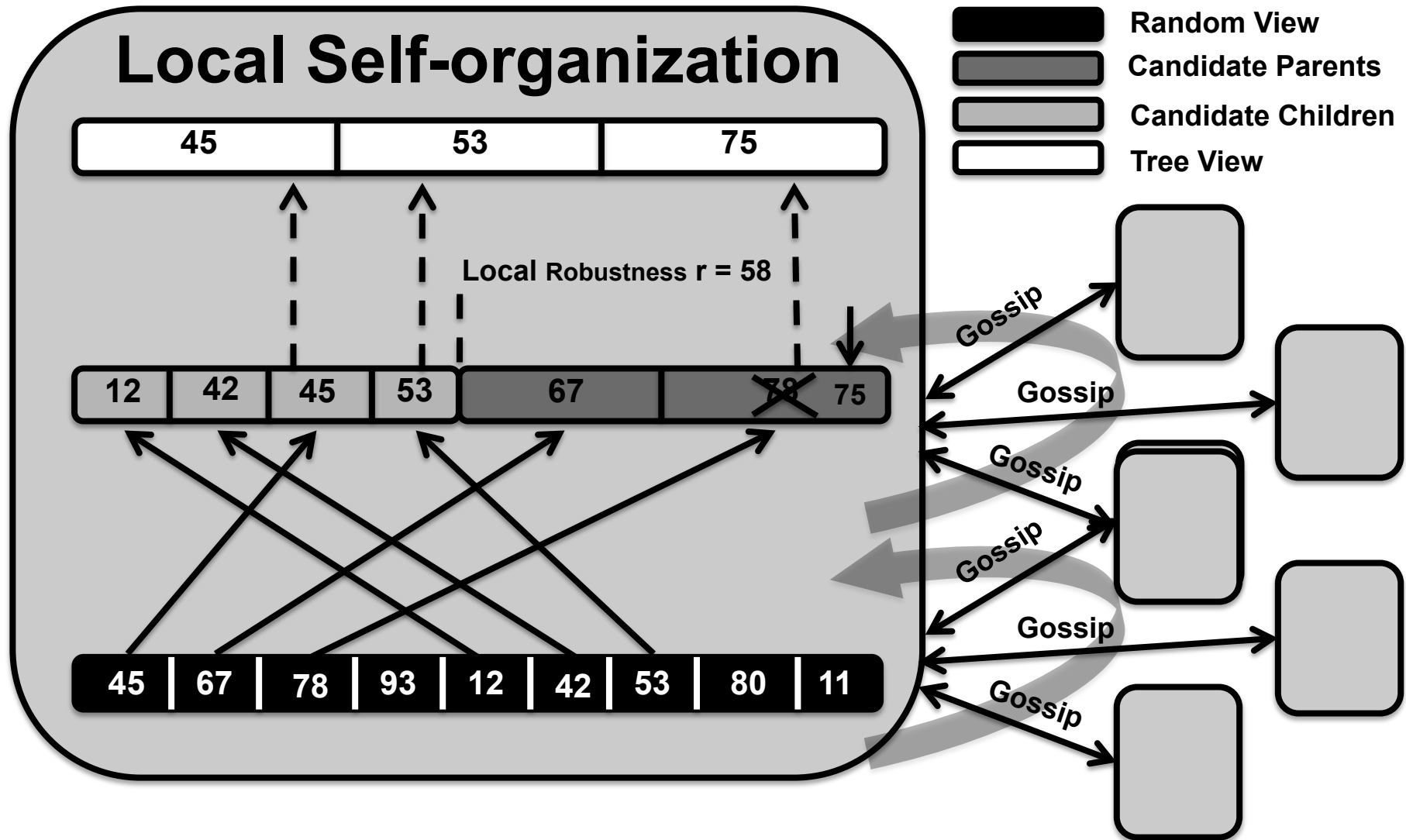


2 agent **behaviors**

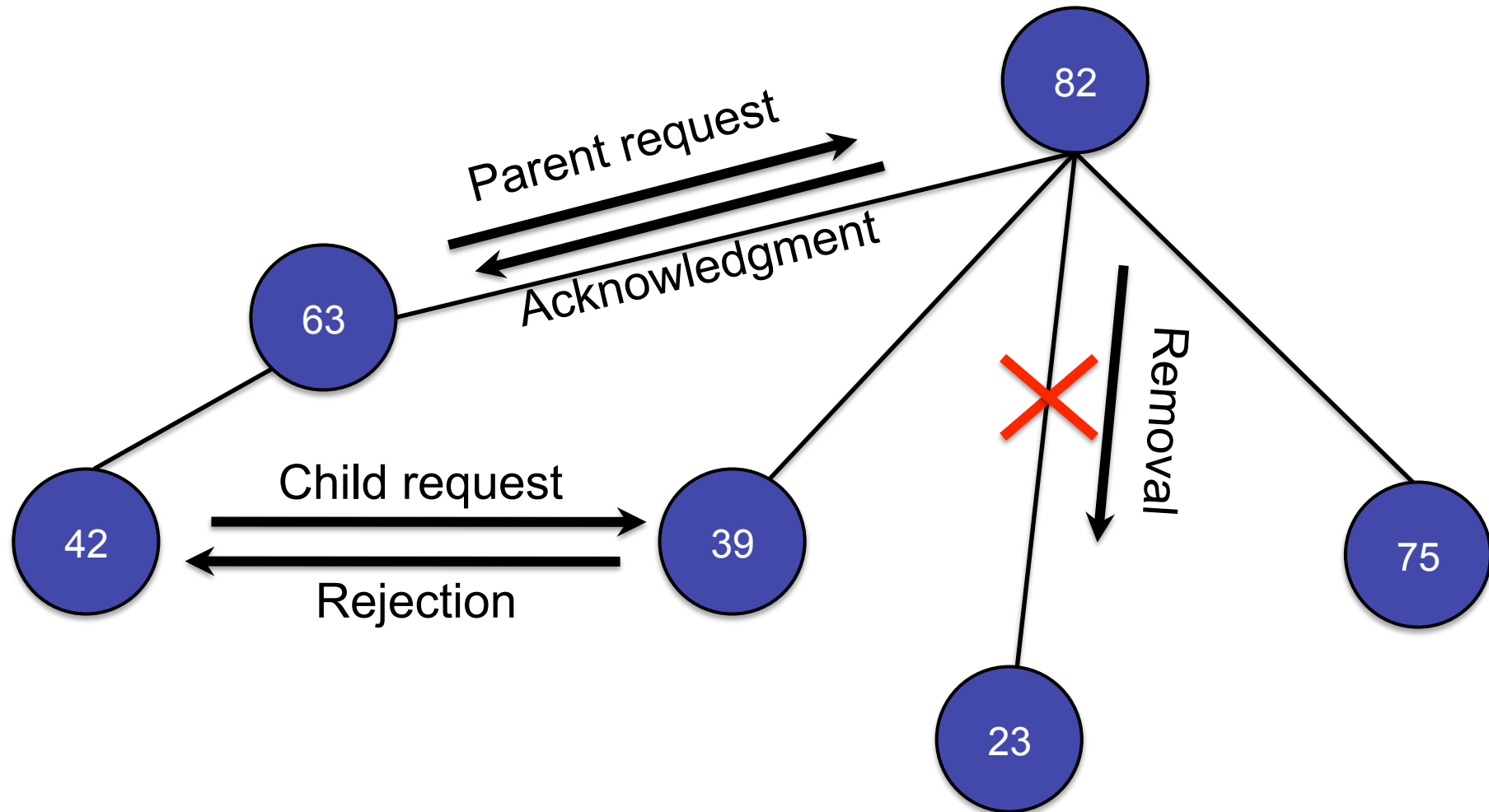
Greedy

Myopic

# Information flow



# Tree Management



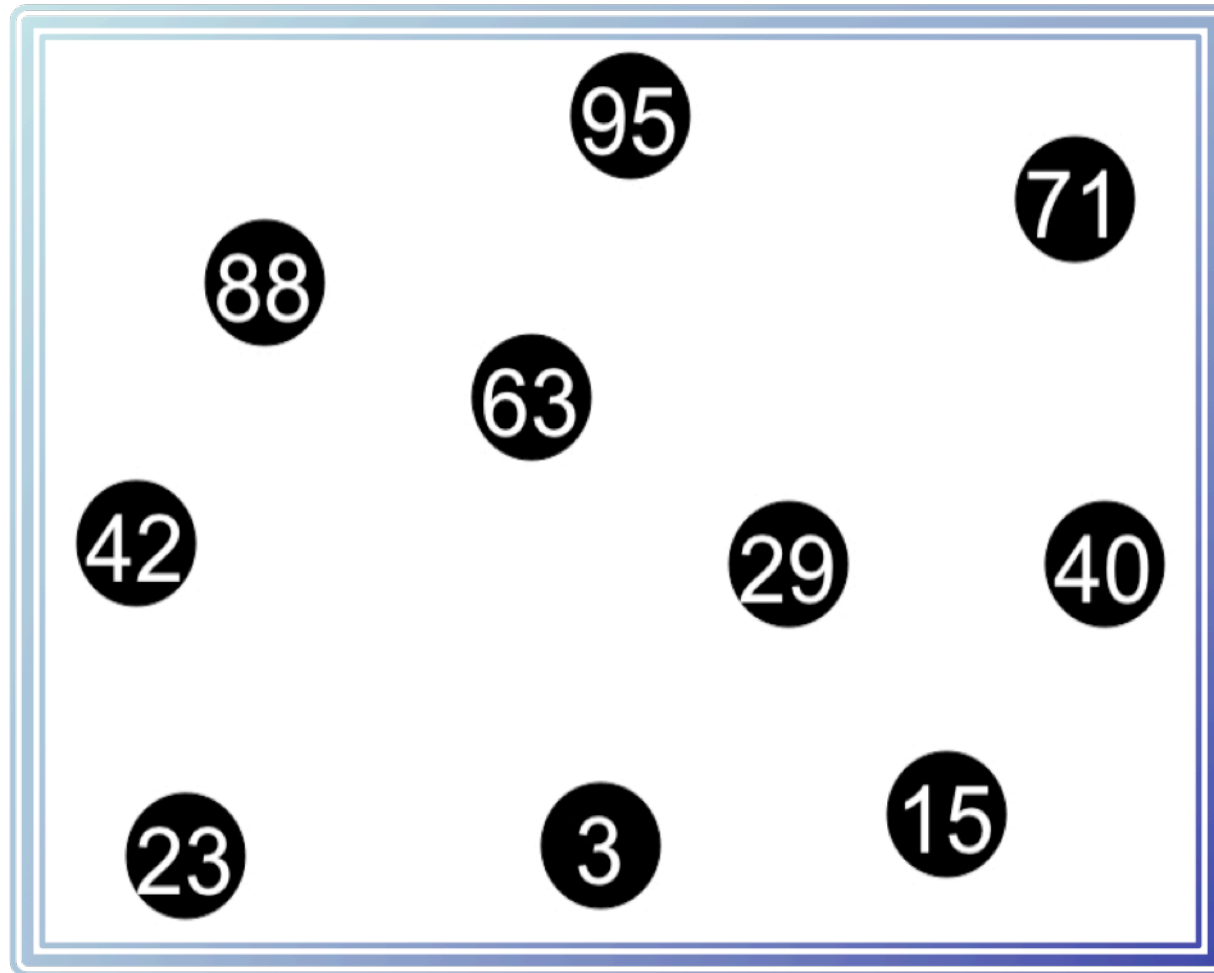
# Proximity View Reconfigurations

Downgrade reconfiguration (rejection, removal)

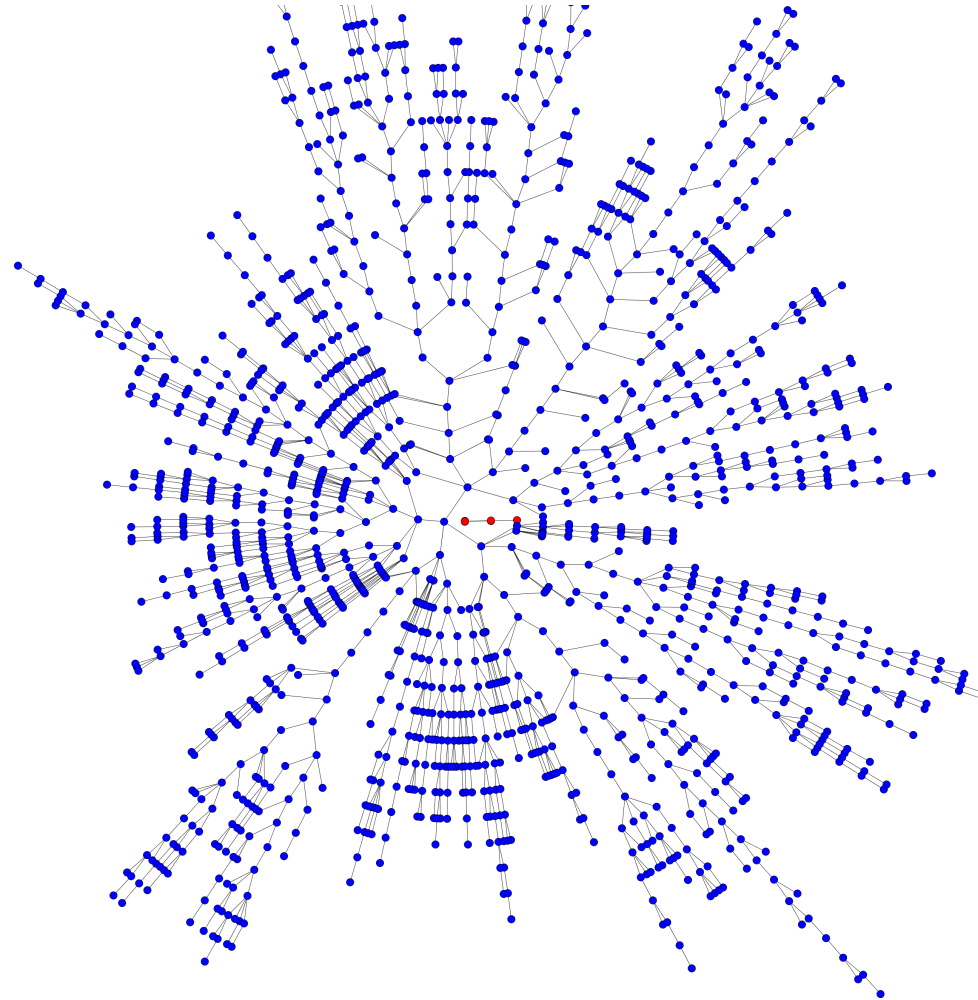


Agent picks candidates with **lower robustness than the ones it tried before**

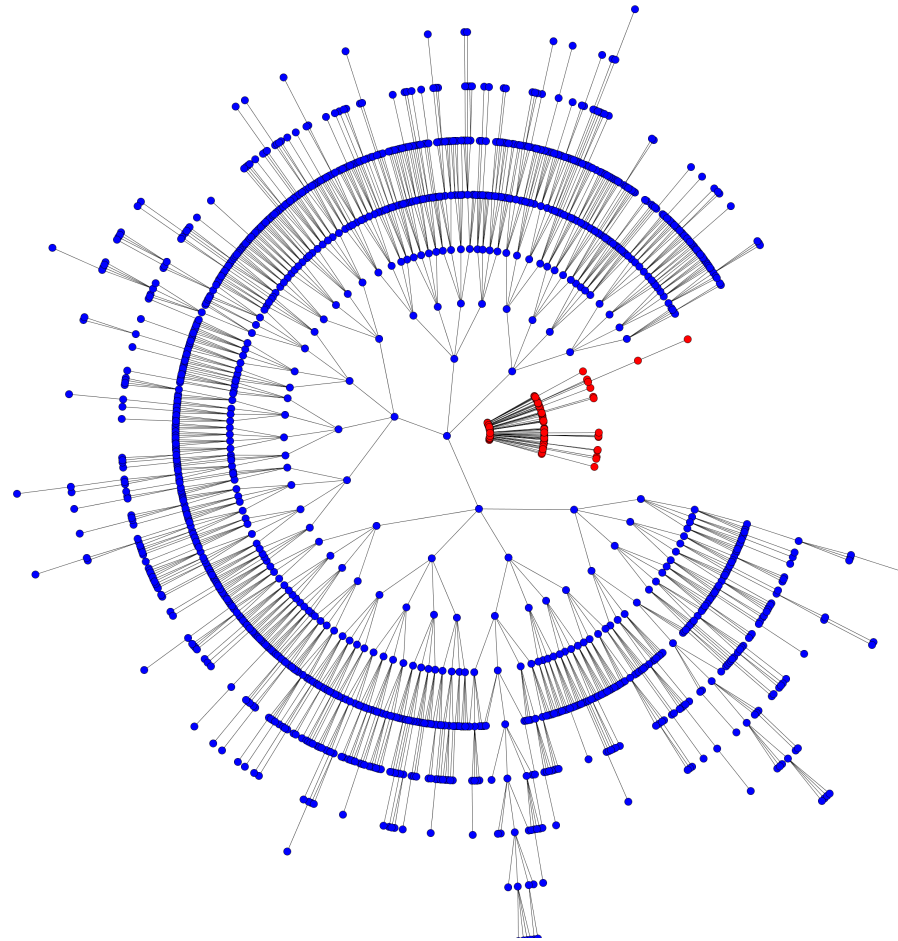
## Example



# Example: Myopic Agents



# Example: Greedy Agents





# Conclusions & Future Work

- **Building & maintaining** hierarchical structures in distributed environments **is challenging**
- Importance: **Robustness, self-organization, application-independence**
- 3-layer architecture:
  - Bottom: randomness->**proactive robustness**
  - Middle: proximity->**reconfigurable knowledge**
  - Top: connectivity->**reactivity**

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- Further large-scale experimentation in dynamic settings, e.g. changing rank values
- Test in different applications, e.g. energy management, application-level multicast

# Questions?



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