Peer-To-Peer Applications

Antonio Carzaniga

Faculty of Informatics University of Lugano

October 22, 2014

Outline

- Transferring big files
 - client-server vs. peer-to-peer
- BitTorrent
- Peer-to-peer search
- Miscellaneous

■ How long does it take to transfer a *big* file?

■ How long does it take to transfer a *big* file?

Example:

```
size = 600Mb

speed = 500Kb/s

T = ?
```

How long does it take to transfer a big file?

Example:

```
size = 600Mb

speed = 500Kb/s

T = 1200s = 20min
```

■ How long does it take to transfer a *big* file?

Example:

$$size = 600Mb$$

 $speed = 500Kb/s$
 $T = 1200s = 20min$

In general:

$$T = \frac{size}{speed}$$

(we ignore the latency, which is marginal for large files)

■ How long does it take to transfer a *big* file?

Example:

$$size = 600Mb$$

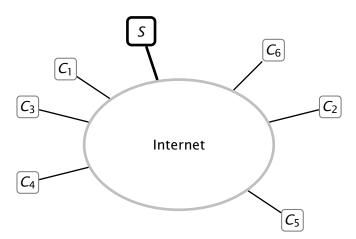
 $speed = 500Kb/s$
 $T = 1200s = 20min$

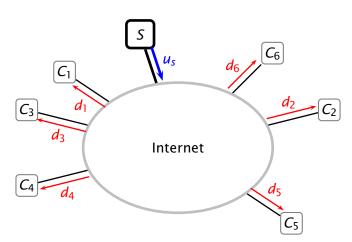
In general:

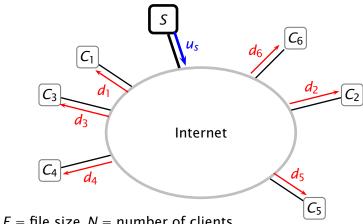
$$T = \frac{size}{speed}$$

(we ignore the latency, which is marginal for large files)

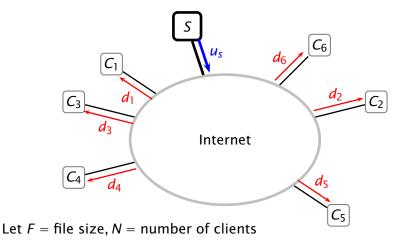
- How long does it take to transfer a big and very popular file?
 - N clients want the file







Let F = file size, N = number of clients



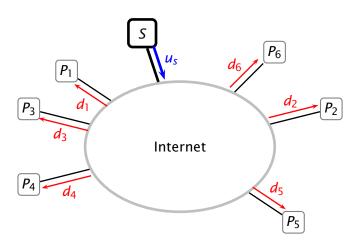
$$T_{CS} \ge \max\left(\frac{NF}{u_s}, \frac{F}{d_{min}}\right)$$

1. Split the file into blocks

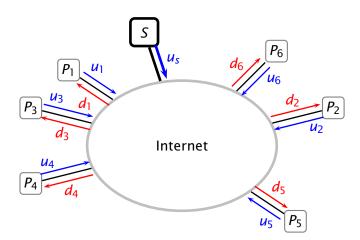
- 1. Split the file into blocks
- 2. The server sends different blocks to different clients

- 1. Split the file into blocks
- 2. The server sends different blocks to different clients
- 3. The clients exchange blocks using "peer-to-peer" connections

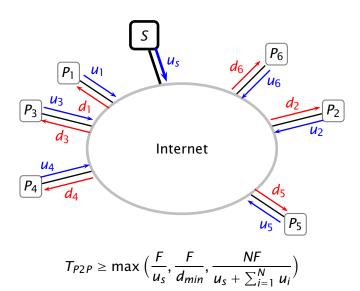
Transfer Time with P2P Connections



Transfer Time with P2P Connections



Transfer Time with P2P Connections



© 2009 Antonio Carzaniga

Transfer time is at least

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{NF}{u_s + \sum_{i=1}^{N} u_i}\right)$$

Transfer time is at least

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{NF}{u_s + \sum_{i=1}^{N} u_i}\right)$$

Assuming $u_1 = u_2 = \cdots = u_N = u_p$

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{F}{u_s/N + u_p}\right)$$

Transfer time is at least

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{NF}{u_s + \sum_{i=1}^{N} u_i}\right)$$

Assuming $u_1 = u_2 = \cdots = u_N = u_p$

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{F}{u_s/N + u_p}\right)$$

■ And for large peer groups $(N \gg 1)$

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{F}{u_n}\right)$$

Transfer time is at least

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{NF}{u_s + \sum_{i=1}^{N} u_i}\right)$$

Assuming $u_1 = u_2 = \cdots = u_N = u_p$

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{F}{u_s/N + u_p}\right)$$

■ And for large peer groups $(N \gg 1)$

$$T_{P2P} \ge \max\left(\frac{F}{u_s}, \frac{F}{d_{min}}, \frac{F}{u_n}\right)$$

The transfer time does not depend on the number of receivers!

A tracker keeps track of which peers participate in the "torrent"

- A tracker keeps track of which peers participate in the "torrent"
 - at startup, Alice requests a list of peers from the tracker
 - then, Alice tries to establish direct connections with her "neighbor peers"
 - periodically, Alice tells the tracker that she is still participating in the torrent

- A tracker keeps track of which peers participate in the "torrent"
 - at startup, Alice requests a list of peers from the tracker
 - then, Alice tries to establish direct connections with her "neighbor peers"
 - periodically, Alice tells the tracker that she is still participating in the torrent
- The torrent (one or more files) is split into equal-size chunks
 - peers accumulate chunks and keep track of the chunks they have
 - it might be that no single peer has all the chunks, as long as all the chunks are available from *some* peer

 Neigboring peers exchange their lists of chunks and eventually exchange chunks

- Neigboring peers exchange their lists of chunks and eventually exchange chunks
 - periodically, Alice requests the list of chunks of her peers

- Neigboring peers exchange their lists of chunks and eventually exchange chunks
 - periodically, Alice requests the list of chunks of her peers
 - Alice figures who has what chunks, and therefore requests some chunks from her neighbors
 - Alice requests the rarest chunk first (why?)

- Neigboring peers exchange their lists of chunks and eventually exchange chunks
 - periodically, Alice requests the list of chunks of her peers
 - Alice figures who has what chunks, and therefore requests some chunks from her neighbors
 - Alice requests the rarest chunk first (why?)
 - Alice also receives requests from her neighbors

- Neigboring peers exchange their lists of chunks and eventually exchange chunks
 - periodically, Alice requests the list of chunks of her peers
 - Alice figures who has what chunks, and therefore requests some chunks from her neighbors
 - Alice requests the rarest chunk first (why?)
 - Alice also receives requests from her neighbors
 - Alice gives priority to neighbors that share the most (highest rate): she sends her chunks to the top four (why?)

- Neigboring peers exchange their lists of chunks and eventually exchange chunks
 - periodically, Alice requests the list of chunks of her peers
 - Alice figures who has what chunks, and therefore requests some chunks from her neighbors
 - Alice requests the rarest chunk first (why?)
 - Alice also receives requests from her neighbors
 - Alice gives priority to neighbors that share the most (highest rate): she sends her chunks to the top four (why?)
 - periodically, Alice also selects another trading partner at random (why?)

■ How do you find files in a file-sharing network?

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.
- Distributed peer-to-peer search with query flooding

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.
- Distributed peer-to-peer search with query flooding
 - not too good (why?)

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.
- Distributed peer-to-peer search with query flooding
 - not too good (why?)
 - many variants: limited scope, probabilistic, hierarchical with super-peeers, etc.

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.
- Distributed peer-to-peer search with query flooding
 - not too good (why?)
 - many variants: limited scope, probabilistic, hierarchical with super-peeers, etc.
- Distributed peer-to-peer search with structured indexes
 - a.k.a., distributed hash tables (DHTs)

- How do you find files in a file-sharing network?
- Centralized index (i.e., client-server)
 - typically maps objects (e.g., files, nicknames) to IP addresses
 - not too good: performance bottleneck, single point of failure, etc.
- Distributed peer-to-peer search with query flooding
 - not too good (why?)
 - many variants: limited scope, probabilistic, hierarchical with super-peeers, etc.
- Distributed peer-to-peer search with structured indexes
 - a.k.a., distributed hash tables (DHTs)
 - many variants, lots of interesting theoretical and practical developments

■ How does Skype work?

How does Skype work? ... or what Skype does not want you to know

- How does Skype work? ... or what Skype does not want you to know
- Search: how does Alice find Bob?
 - peer-to-peer index

- How does Skype work? ... or what Skype does not want you to know
- Search: how does Alice find Bob?
 - peer-to-peer index
- Connections: how does Alice connect to Bob?

- How does Skype work? ... or what Skype does not want you to know
- Search: how does Alice find Bob?
 - peer-to-peer index
- Connections: how does Alice connect to Bob?
 - direct connections when possible

- How does Skype work? ... or what Skype does not want you to know
- Search: how does Alice find Bob?
 - peer-to-peer index
- Connections: how does Alice connect to Bob?
 - direct connections when possible
 - indirect connections through a relay "super-peer"

- How does Skype work? ... or what Skype does not want you to know
- Search: how does Alice find Bob?
 - peer-to-peer index
- Connections: how does Alice connect to Bob?
 - direct connections when possible
 - indirect connections through a relay "super-peer"
- And much more: chat, audio/video codecs, multi-party communication, etc.