CSE 486/586 Distributed Systems
Peer-to-Peer Architecture --- 1

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Last Time

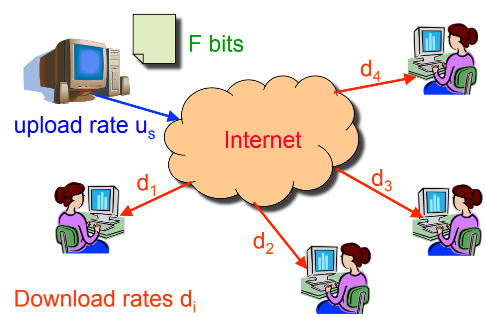
- Gossiping
  – Multicast
  – Failure detection

Today's Question

- How do we organize the nodes in a distributed system?
- Up to the 90's
  – Prevalent architecture: client-server (or master-slave)
  – Unequal responsibilities
- Now
  – Emerged architecture: peer-to-peer
  – Equal responsibilities
- Today: studying peer-to-peer as a paradigm (not just as a file-sharing application, but will still use file-sharing as the main example)
  – Learn the techniques and principles

Motivation: Distributing a Large File

- A client-server architecture can do it…

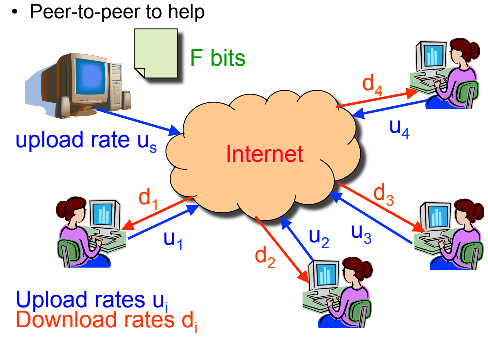


Motivation: Distributing a Large File

- …but sometimes not good enough.
  – Limited bandwidth
  – One server can only serve so many clients.
- Increase the upload rate from the server-side?
  – Higher link bandwidth at the one server
  – Multiple servers, each with their own link
  – Requires deploying more infrastructure
- Alternative: have the receivers help
  – Receivers get a copy of the data
  – And then redistribute the data to other receivers
  – To reduce the burden on the server

Motivation: Distributing a Large File

- Peer-to-peer to help



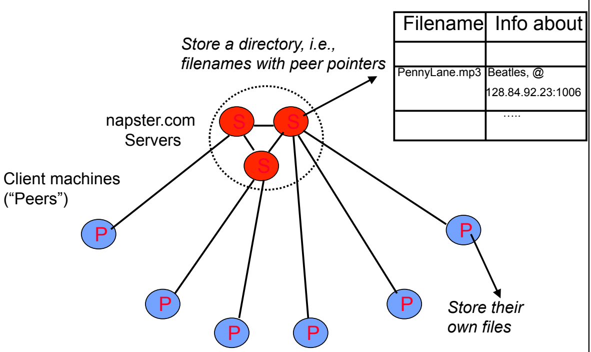
Challenges of Peer-to-Peer

- Peers come and go
  - Peers are intermittently connected
  - May come and go at any time
  - Or come back with a different IP address
- How to locate the relevant peers?
  - Peers that are online right now
  - Peers that have the content you want
- How to motivate peers to stay in system?
  - Why not leave as soon as download ends?
  - Why bother uploading content to anyone else?
- How to download efficiently?
  - The faster, the better

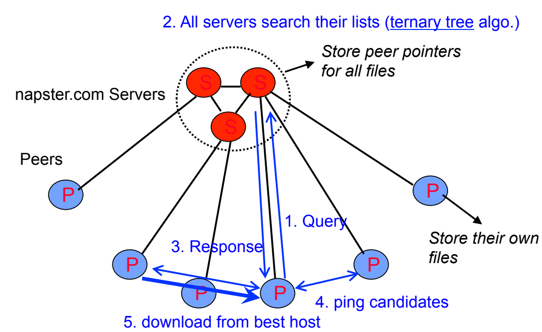
Locating Relevant Peers

- Evolution of peer-to-peer
  - Central directory (Napster)
  - Query flooding (Gnutella)
  - Hierarchical overlay (Kazaa, modern Gnutella)
- Design goals
  - Scalability
  - Simplicity
  - Robustness
  - Plausible deniability

The First: Napster



The First: Napster

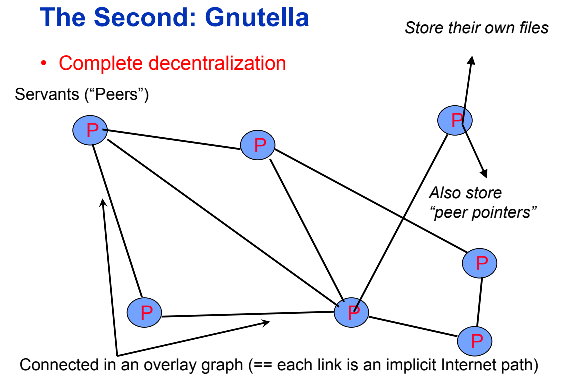


The First: Napster

- Server's directory continually updated
  - Always know what file is currently available
  - Point of vulnerability for legal action
- Peer-to-peer file transfer
  - No load on the server
  - Plausible deniability for legal action (but not enough)
- Proprietary protocol
  - Login, search, upload, download, and status operations
  - No security: cleartext passwords and other vulnerability
- Bandwidth issues
  - Suppliers ranked by apparent bandwidth & response time
- Limitations:
  - Decentralized file transfer, but centralized lookup

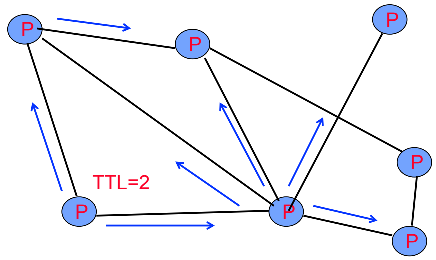
The Second: Gnutella

- Complete decentralization



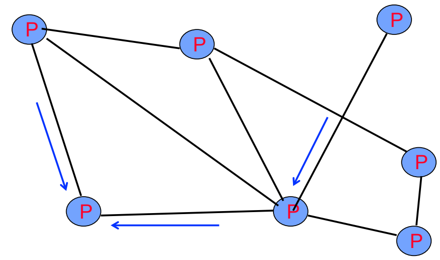
The Second: Gnutella

Query's flooded out, ttl-restricted, forwarded only once



The Second: Gnutella

Successful results QueryHit's routed on reverse path

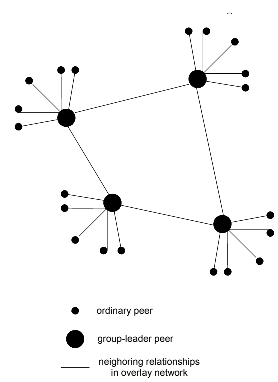


The Second: Gnutella

- Advantages
  - Fully decentralized
  - Search cost distributed
  - Processing per node permits powerful search semantics
- Disadvantages
  - Search scope may be quite large
  - Search time may be quite long
  - High overhead, and nodes come and go often

The Third: KaAzA

- Middle ground between Napster & Gnutella
- Each peer is either a group leader (super peer) or assigned to a group leader
  - TCP connection between peer and its group leader
  - TCP connections between some pairs of group leaders
- Group leader tracks the content in all its children



The Third: KaZaA

- A supernode stores a directory listing (<filename,peer pointer>), similar to Napster servers
- Supernode membership changes over time
- Any peer can become (and stay) a supernode, provided it has earned enough *reputation*
  - Kazaalite: participation level (=reputation) of a user between 0 and 1000, initially 10, then affected by length of periods of connectivity and total number of uploads
  - More sophisticated reputation schemes invented, especially based on economics
- A peer searches by contacting a nearby supernode

CSE 486/586 Administrivia

- Please start PA2-B.
- (In class) Midterm: 3/9 (Wednesday)

Now: BitTorrent

- Key motivation: popular content
  - Popularity exhibits temporal locality (Flash Crowds)
  - E.g., Slashdot/Digg effect, CNN Web site on 9/11, release of a new movie or game
- Bram Cohen (the inventor) attended UB.
- Focused on efficient *fetching*, not searching
  - Distribute same file to many peers
  - Single publisher, many downloaders
- Preventing free-loading

Key Feature: Parallel Downloading

- Divide large file into many pieces
  - Replicate different pieces on different peers
  - A peer with a complete piece can trade with other peers
  - Peer can (hopefully) assemble the entire file
- Allows simultaneous downloading
  - Retrieving different parts of the file from different peers at the same time
  - And uploading parts of the file to peers
  - Important for very large files
- System Components
  - Web server
  - Tracker
  - Peers

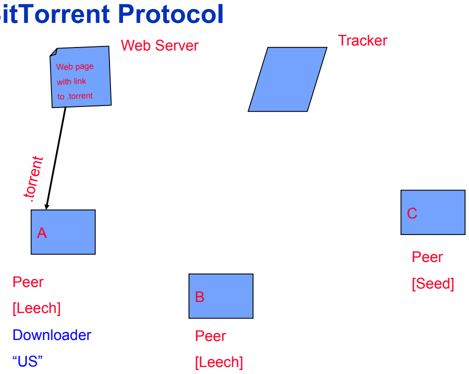
Tracker

- Infrastructure node
  - Keeps track of peers participating in the torrent
- Peers register with the tracker
  - Peer registers when it arrives
  - Peer periodically informs tracker it is still there
- Tracker selects peers for downloading
  - Returns a random set of peers
  - Including their IP addresses
  - So the new peer knows who to contact for data
- Can be "trackerless" using DHT

Chunks

- Large file divided into smaller pieces
  - Fixed-sized chunks
  - Typical chunk size of 256 Kbytes
- Allows simultaneous transfers
  - Downloading chunks from different neighbors
  - Uploading chunks to other neighbors
- Learning what chunks your neighbors have
  - Periodically asking them for a list
- File done when all chunks are downloaded

BitTorrent Protocol



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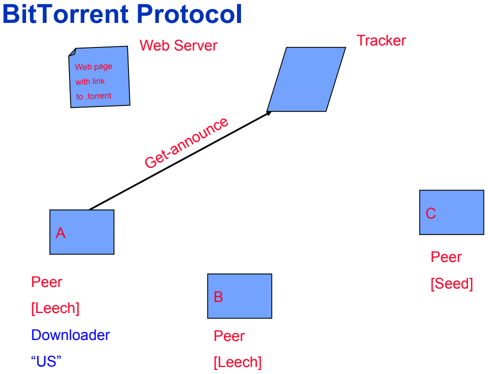

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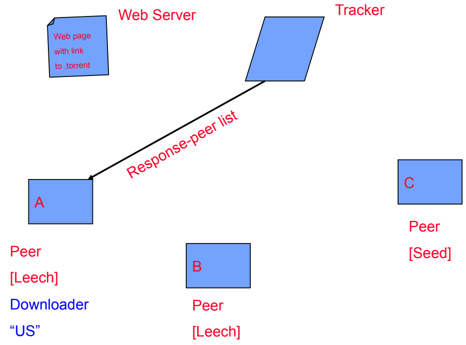

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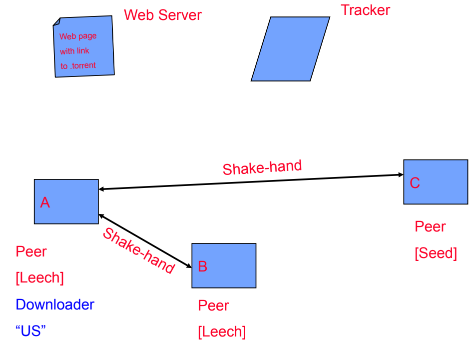

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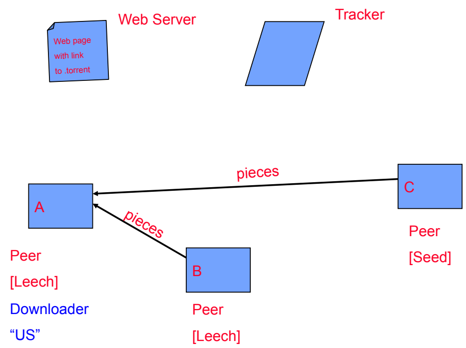

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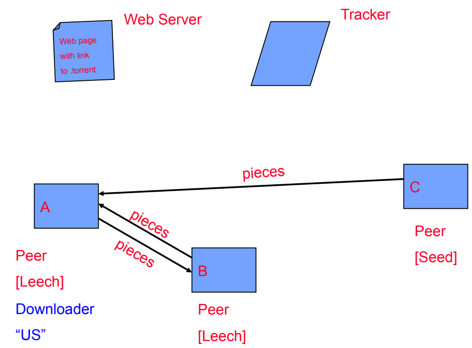

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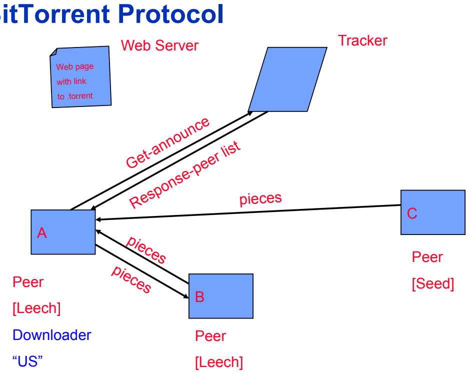

Chunk Request Order

- Which chunks to request?
  - Could download in order
  - Like an HTTP client does
- Problem: many peers have the early chunks
  - Peers have little to share with each other
  - Limiting the scalability of the system
- Problem: eventually nobody has rare chunks
  - E.g., the chunks need the end of the file
  - Limiting the ability to complete a download
- Solutions: random selection and rarest first

Rarest Chunk First

- Which chunks to request first?
  - The chunk with the fewest available copies
  - I.e., the rarest chunk first
- Benefits to the peer
  - Avoid starvation when some peers depart
- Benefits to the system
  - Avoid starvation across all peers wanting a file
  - Balance load by equalizing # of copies of chunks

Preventing Free-Riding

- Vast majority of users are free-riders
  - Most share no files and answer no queries
  - Others limit # of connections or upload speed
- A few "peers" essentially act as servers
  - A few individuals contributing to the public good
  - Making them hubs that basically act as a server
- BitTorrent prevent free riding
  - Allow the fastest peers to download from you
  - Occasionally let some free loaders download

Preventing Free-Riding

- Peer has limited upload bandwidth
  - And must share it among multiple peers
- Prioritizing the upload bandwidth: tit for tat
  - Favor neighbors that are uploading at highest rate
- Rewarding the top four neighbors
  - Measure download bit rates from each neighbor
  - Reciprocates by sending to the top four peers
  - Recompute and reallocate every 10 seconds
- Optimistic unchoking
  - Randomly try a new neighbor every 30 seconds
  - So new neighbor has a chance to be a better partner

Gaming BitTorrent

- BitTorrent can be gamed, too
  - Peer uploads to top N peers at rate 1/N
  - E.g., if N=4 and peers upload at 15, 12, 10, 9, 8, 3
  - … then peer uploading at rate 9 gets treated quite well
- Best to be the N^{th} peer in the list, rather than 1^{st}
  - Offer just a bit more bandwidth than the low-rate peers
  - But not as much as the higher-rate peers
  - And you'll still be treated well by others
- BitTyrant software
  - Uploads at higher rates to higher-bandwidth peers
  - http://bittyrant.cs.washington.edu/

BitTorrent Today

- Significant fraction of Internet traffic
  - Estimated at 30%
  - Though this is hard to measure
- Problem of incomplete downloads
  - Peers leave the system when done
  - Many file downloads never complete
  - Especially a problem for less popular content
- Still lots of legal questions remains
- Further need for incentives

Summary

- Evolution of peer-to-peer
  - Central directory (Napster)
  - Query flooding (Gnutella)
  - Hierarchical overlay (Kazaa, modern Gnutella)
- BitTorrent
  - Focuses on parallel download
  - Prevents free-riding
- Next: Distributed Hash Tables

Acknowledgements

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