

CS 425 / ECE 428
Distributed Systems
Fall 2024

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w/ Indranil Gupta

Lecture 7: Peer-to-peer Systems I

MP2 Released

- You will be implementing
 - Failure detector
 - Membership protocol
- Using concepts you learnt last week!
- Stage 2 (of 4) in building a fully-working distributed system from scratch
 - Stage 3 will be a distributed storage system
 - Stage 4 will be a full distributed system

Why Study Peer to Peer Systems?



What other architecture?

E.g., RM in YARN/Hadoop

Namenode in GFS/HDFS

- First distributed systems that seriously focused on scalability with respect to number of nodes
- P2P techniques abound in cloud computing systems
 - Key-value stores (e.g., Cassandra, Riak, Voldemort) use Chord p2p hashing

Napster UI

? Can you name some peer-to-peer systems?

The screenshot shows the Napster v2.0 BETA 7 application window. At the top, there are menu options: File, Actions, and Help. Below the menu is a toolbar with buttons for Home, Chat, Library, Search, Hot List, Transfer, Discover, and Help. The search interface includes input fields for Artist (containing 'artist.mp3') and Title, a 'Find it!' button, a 'Clear Fields' button, and a 'Max Results' dropdown set to 100. Below the search fields is a table of search results with the following columns: Filename, Filesize, Bitrate, Freq, Length, User, Connection, and Ping. The table contains 18 rows of data, with the 10th row highlighted in blue. Below the table, it says 'Returned 100 results.' and there are two buttons: 'Get Selected Songs' and 'Add Selected User to Hot List'. At the bottom of the window, there is a status bar that reads: 'Online (keyscreen): Sharing 491 files, Currently 740,043 files (2.991 gigabytes) available in 5,873 libraries.'

Filename	Filesize	Bitrate	Freq	Length	User	Connection	Ping
incomplete_other_artist\Tito Puentes Golden Latin Jazz Allstars - Oye Como ...	3,696,640	128	44100	3:51	bdenzler	DSL	343
incomplete_other_artist\{Marty Robbins} The Fastest Gun Around.mp3	542,304	128	44100	0:39	bdenzler	DSL	343
incomplete_other_artist\Ravi Shankar - Chants Of India 04 - Asato Maa.mp3	2,449,408	128	44100	2:35	bdenzler	DSL	343
other_artist\Engelbert Humperdinck - White Christmas.mp3	9,277,648	320	44100	3:52	bdenzler	DSL	343
other_artist\Grateful Dead - Franklin's Tower - Reggae Style.mp3	4,635,458	128	44100	4:48	bdenzler	DSL	343
Unknown Artist - You seriously have to listen to this.mp3	462,848	318	16000	0:17	sam113...	Cable	383
MP3z\artist - 'The Way Life Is' By Drag-On featuring Case.mp3	4,726,784	128	44100	4:54	burg651	Cable	386
MP3z\artist - 'Opposite Of H2O' By Drag-On featuring Jadakiss.mp3	3,540,992	128	44100	3:41	burg651	Cable	386
Various Artist - Perfect Day 97.mp3	3,722,344	128	44100	3:53	falkstad	ISDN-128K	398
Liszt\Liszt - Etude 'Un sospiro' - Czifra-artist.mp3	2,752,512	128	44100	2:53	Iskjdlkj...	Unknown	504
Music\Waiting To Exhale - Original Soundtrack Album - Various Artist - Count...	3,199,083	96	44100	4:26	Jzfork9	56K	511
Track_03_artist.mp3	4,054,332	128	44100	4:13	immusic...	Cable	514
Track_02_artist.mp3	6,228,974	128	44100	6:26	immusic...	Cable	514
Track_01_artist.mp3	4,731,426	128	44100	4:54	immusic...	Cable	514
Track_04_artist.mp3	4,514,505	128	44100	4:41	immusic...	Cable	514
Track_05_artist.mp3	4,105,323	128	44100	4:16	immusic...	Cable	514
mixer in track_01_Artist_0721011750.mp3	180,686	128	44100	0:17	immusic...	Cable	514
Album\Reflex - Keep In Touch-Artist.mp3	7,041,024	160	44100	5:49	rotimca	56K	527

A Brief History

- [6/99] Shawn Fanning (freshman Northeastern U.) releases Napster online music service
- [12/99] RIAA sues Napster, asking \$100K per download
- [3/00] 25% UWisc traffic Napster, many universities ban it
- [00] 60M users
- [2/01] US Federal Appeals Court: users violating copyright laws, Napster is abetting this
- [9/01] Napster decides to run paid service, pay % to songwriters and music companies
- [Today] Napster protocol is open, people free to develop opennap clients and servers <http://opennap.sourceforge.net>
 - Gnutella: <http://www.limewire.com> (deprecated)
 - Peer to peer working groups: <http://p2p.internet2.edu>

What We Will Study

- Widely-deployed P2P Systems (This Lecture)
 1. Napster
 2. Gnutella
 3. Fasttrack (Kazaa, Kazaalite, Grokster)
 4. BitTorrent
- P2P Systems with Provable Properties (Next Lecture)
 1. Chord
 2. Pastry
 3. Kelips

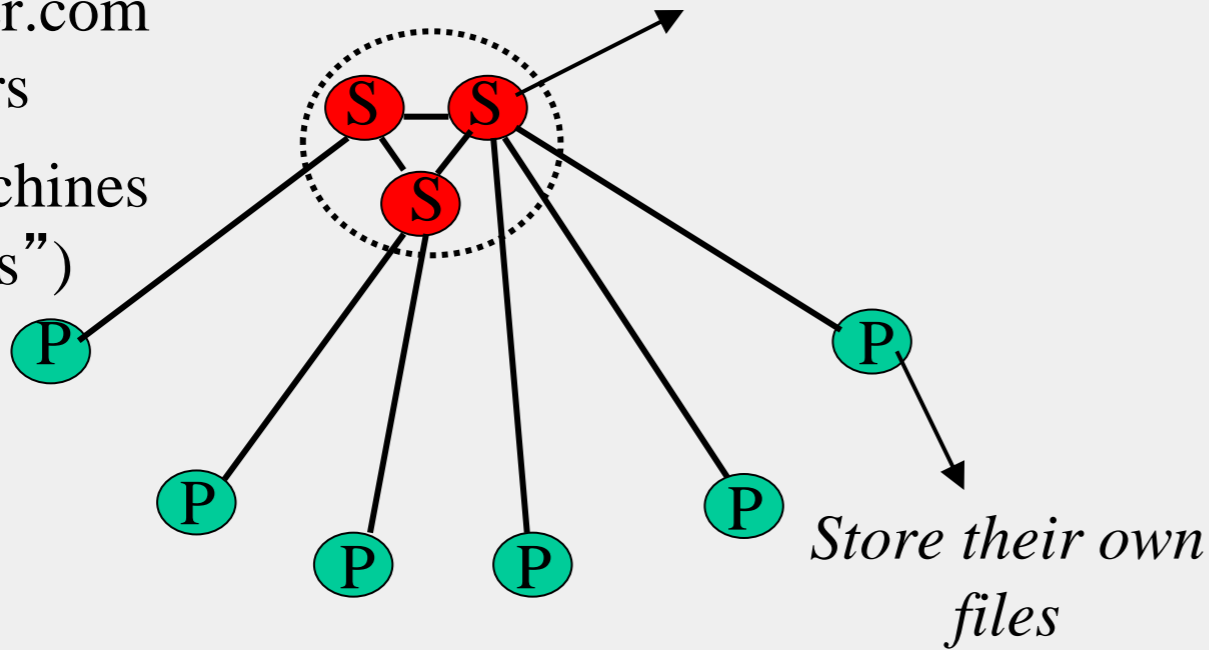
Napster Structure

*Store a directory, i.e.,
filenames with peer pointers*

Filename	Info about
PennyLane.mp3	Beatles, @ 128.84.92.23:1006

napster.com
Servers

Client machines
("Peers")



Napster Operations

Client

- Connect to a Napster server
 - Upload list of music files that you want to share
 - Server maintains list of <filename, ip_address, portnum> tuples. **Server stores no files.**

Napster Operations

Client (contd.)

- Search
 - Send server keywords to search with
 - (Server searches its list with the keywords)
 - Server returns a list of hosts - $\langle \text{ip_address}, \text{portnum} \rangle$ tuples - to client
 - Client pings each host in the list to find transfer rates
 - Client fetches file from best host
- All communication uses TCP (Transmission Control Protocol)
 - Reliable and ordered networking protocol

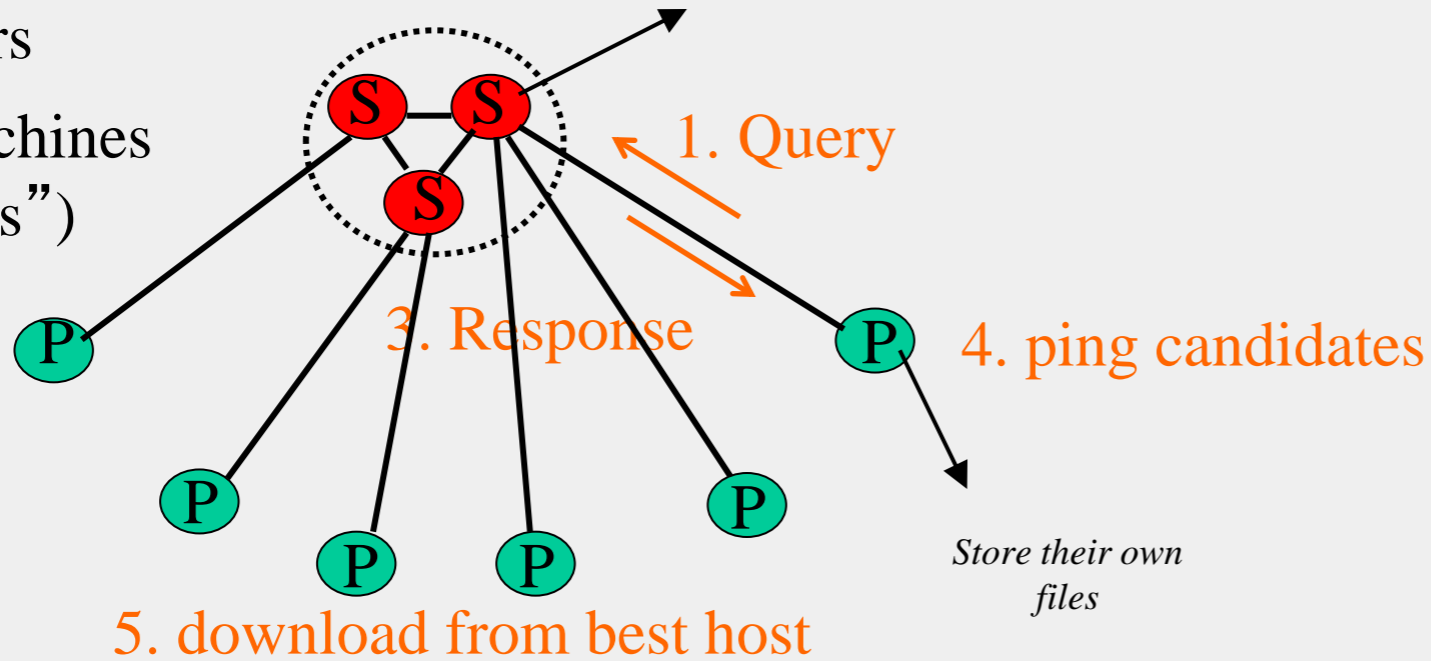
Napster Search

2. All servers search their lists (ternary tree algorithm)

*Store peer pointers
for all files*

napster.com
Servers

Client machines
("Peers")



Joining a P2P system



Whose IP addresses will
napster.com domain map to?

- Can be used for any p2p system
 - Send an http request to well-known url for that P2P service - `http://www.myp2pservice.com`
 - Message routed (after lookup in DNS=Domain Name system) to **introducer**, a well known server that keeps track of some recently joined nodes in p2p system
 - Introducer initializes new peers' neighbor table

Problems



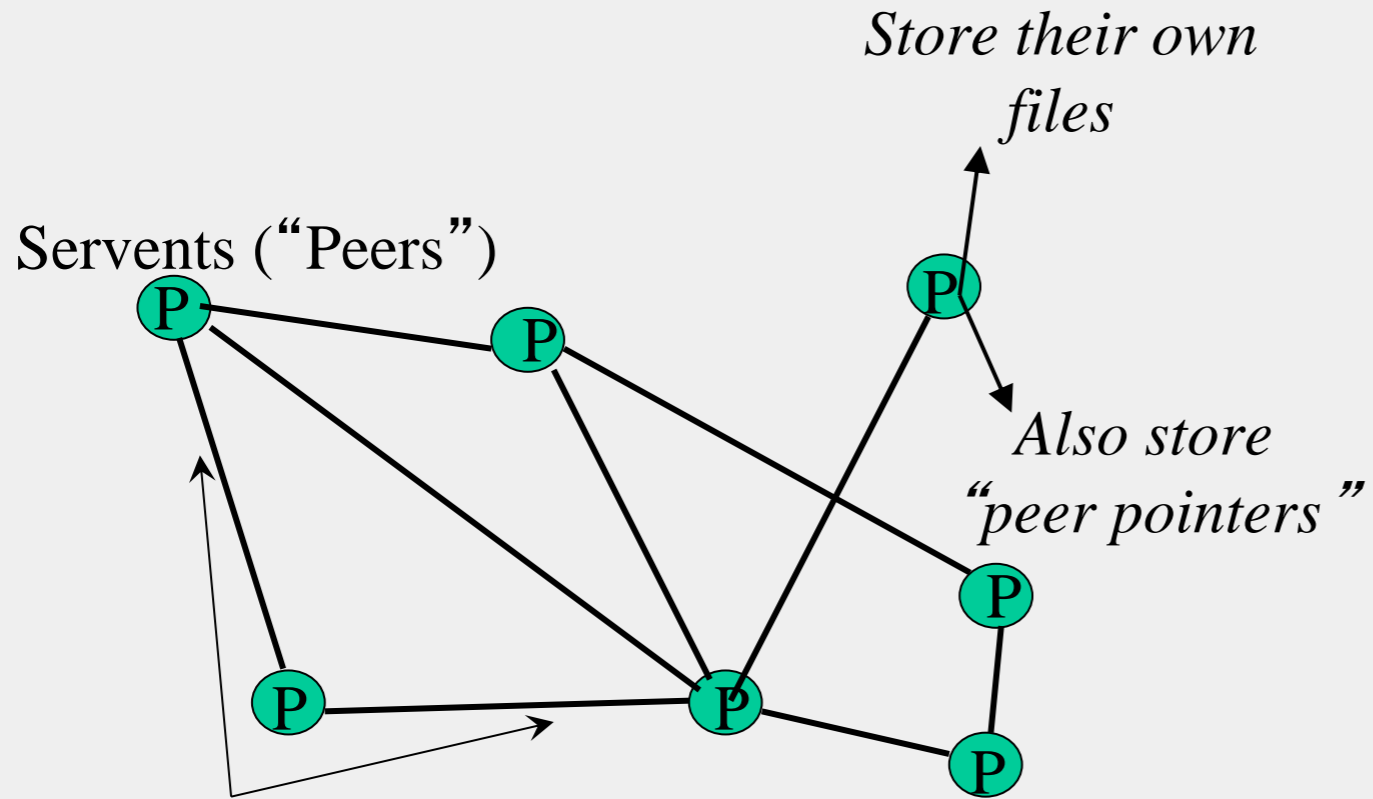
What are the problems in Napster's servers-peers design?

- Centralized server a source of congestion
- Centralized server single point of failure
- No security: plaintext messages and passwds
- napster.com declared to be responsible for users' copyright violation
 - “Indirect infringement”
 - Next system: Gnutella

Gnutella

- Eliminate the servers
- Client machines search and retrieve amongst themselves
- Clients act as servers too, called **servents**
- [3/00] release by AOL, immediately withdrawn, but 88K users by 3/03
- Original design underwent several modifications

Gnutella



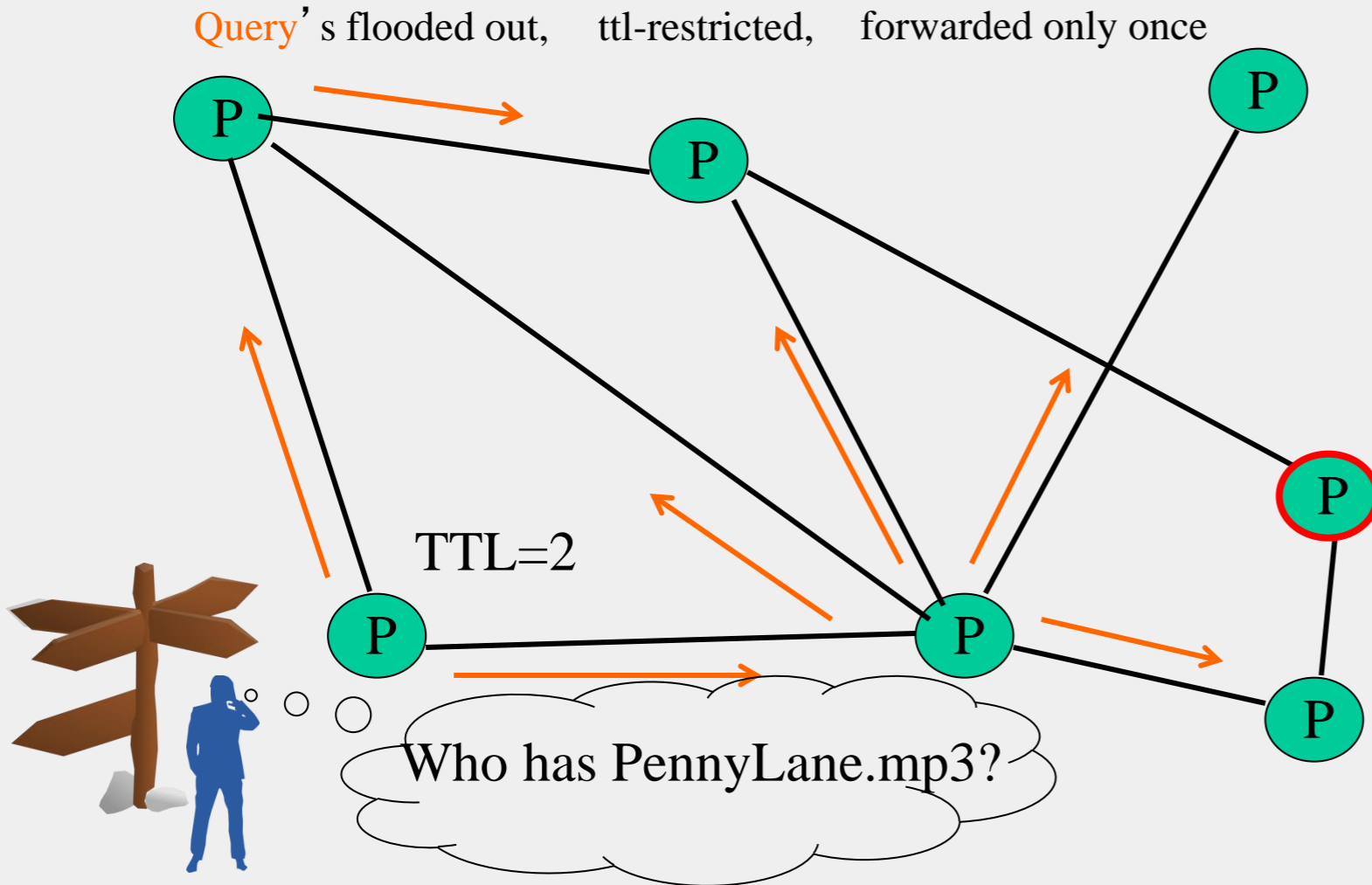
Connected in an **overlay graph**
(== each link is an implicit Internet path)

How do I search for my Beatles file?

- Gnutella *routes* different messages within the overlay graph
- Gnutella protocol has 5 main message types
 - **Query** (search)
 - **QueryHit** (response to query)
 - **Ping** (to probe network for other peers)
 - **Pong** (reply to ping, contains address of another peer)
 - Push (used to initiate file transfer)
- We'll go into the message structure and protocol now
 - All fields except IP address are in *little-endian* format
 - 0x12345678 stored as 0x78 in lowest address byte, then 0x56 in next higher address, and so on.

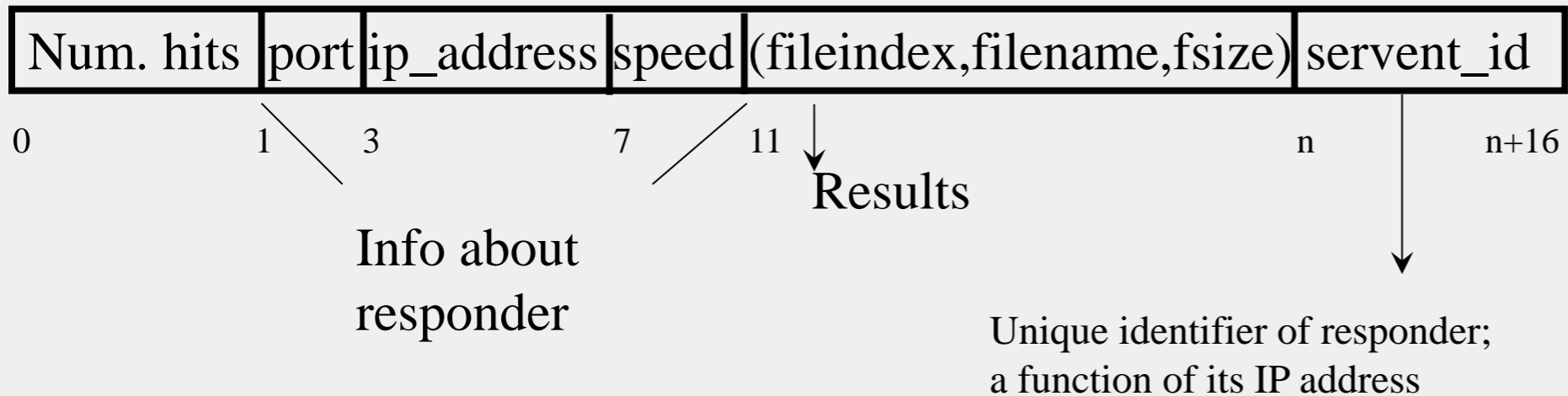
Gnutella Search

? If you set TTL=2, do all nodes in this graph receive query?



Gnutella Search

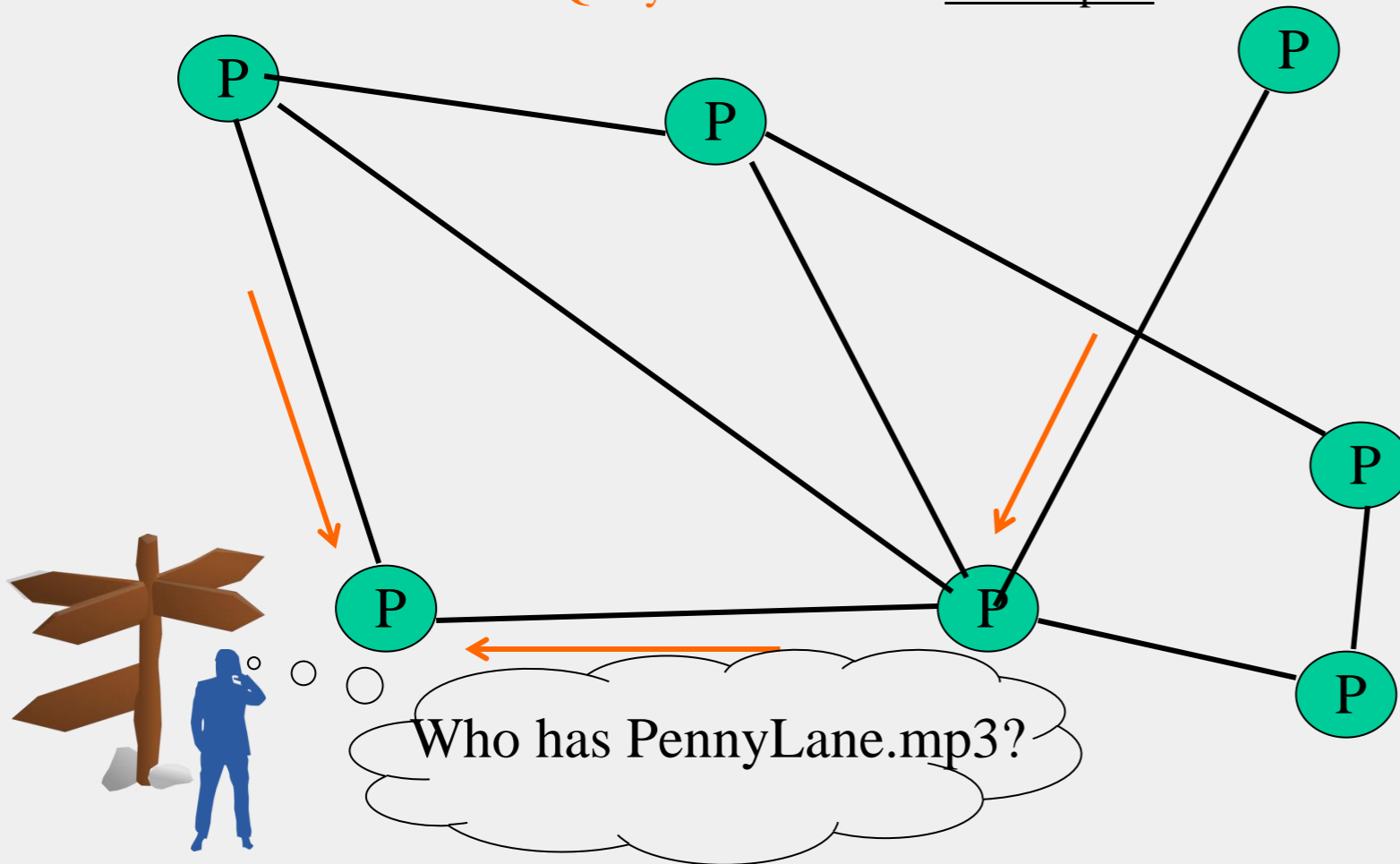
QueryHit (0x81) : successful result to a query



Payload Format in Gnutella **QueryHit** Message

Gnutella Search

Successful results **QueryHit**'s routed on reverse path



Avoiding excessive traffic



On Queryhit, what if peer that sent the query is no longer your neighbor?

- To avoid duplicate transmissions, each peer maintains a list of **recently received messages**
- Query forwarded to all neighbors except peer from which received
- Each Query (identified by DescriptorID) forwarded only once
- QueryHit routed back **only** to peer from which Query received with same DescriptorID
- Duplicates with same DescriptorID and Payload descriptor (msg type, e.g., Query) are dropped
- QueryHit with DescriptorID for which Query not seen is dropped

After receiving QueryHit messages

- Requestor chooses “best” QueryHit responder
 - Initiates HTTP request directly to responder’s ip+port

```
GET /get/<File Index>/<File Name>/HTTP/1.0\r\n
Connection: Keep-Alive\r\n
Range: bytes=0-\r\n
User-Agent: Gnutella\r\n
\r\n
```

- Responder then replies with file packets after this message:

```
HTTP 200 OK\r\n
Server: Gnutella\r\n
Content-type:application/binary\r\n
Content-length: 1024 \r\n
\r\n
```

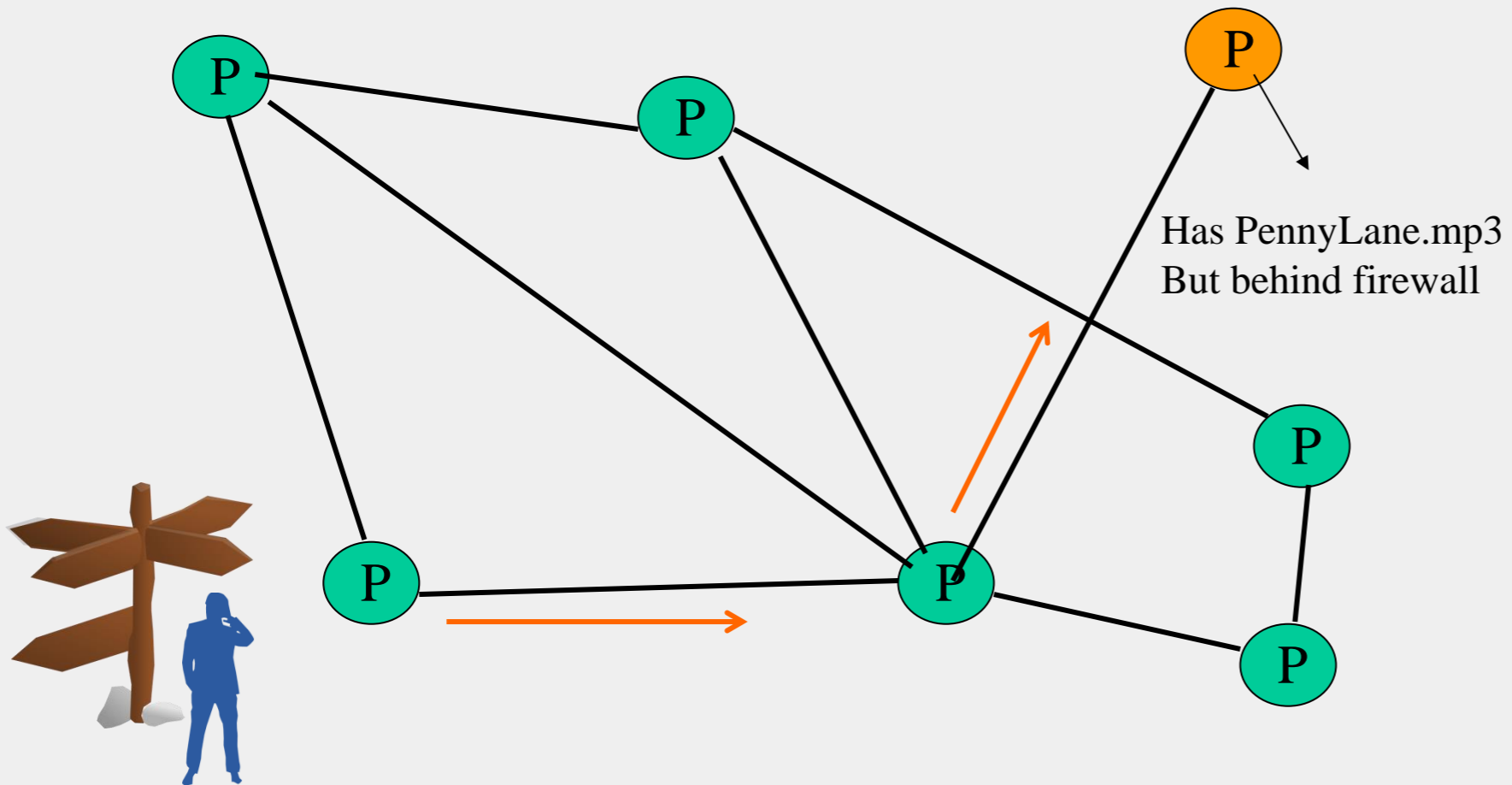
After receiving QueryHit messages (2)

- HTTP is the file transfer protocol. Why?
 - Because it's standard, well-debugged, and widely used.
- Why the “range” field in the GET request?
 - To support partial file transfers.
- What if responder is behind firewall that disallows incoming connections?

Dealing with Firewalls

? How should push message be sent?

Requestor sends **Push** to responder asking for file transfer



Dealing with Firewalls

Push (0x40)



same as in
received QueryHit

Address at which
requestor can accept
incoming connections

Dealing with Firewalls

- Responder establishes a TCP connection at ip_address, port specified. Sends

GIV <File Index>:<Servent Identifier>/<File Name>\n\n

- Requestor then sends GET to responder (as before) and file is transferred as explained earlier
- What if requestor is behind firewall too?
 - Gnutella gives up
 - Can you think of an alternative solution?

Ping-Pong

? What TTL to set for ping messages?

Ping (0x00)

no payload

Pong (0x01)

Port	ip_address	Num. files shared	Num. KB shared
------	------------	-------------------	----------------

- Peers initiate Ping's periodically
- Pings flooded out like Querys, Pongs routed along reverse path like QueryHits
- Pong replies used to update set of neighboring peers
 - to keep neighbor lists fresh in spite of peers joining, leaving and failing

Gnutella Summary

- No servers
- Peers/servents maintain “neighbors”, this forms an overlay graph
- Peers store their own files
- Queries flooded out, ttl restricted
- QueryHit (replies) reverse path routed
- Supports file transfer through firewalls
- Periodic Ping-pong to continuously refresh neighbor lists
 - List size specified by user at peer : heterogeneity means some peers may have more neighbors
 - Gnutella found to follow **power law** distribution:

$$P(\text{\#links} = L) \sim L^{-k} \quad (k \text{ is a constant})$$

Problems

- Ping/Pong constituted 50% traffic
 - Solution: Multiplex, *cache* and reduce frequency of pings/pongs
- Repeated searches with same keywords
 - Solution: *Cache* Query, QueryHit messages
- Modem-connected hosts do not have enough bandwidth for passing Gnutella traffic
 - Solution: use a central server to act as proxy for such peers
 - Another solution:
 - ➔FastTrack System (soon)

Problems (contd.)

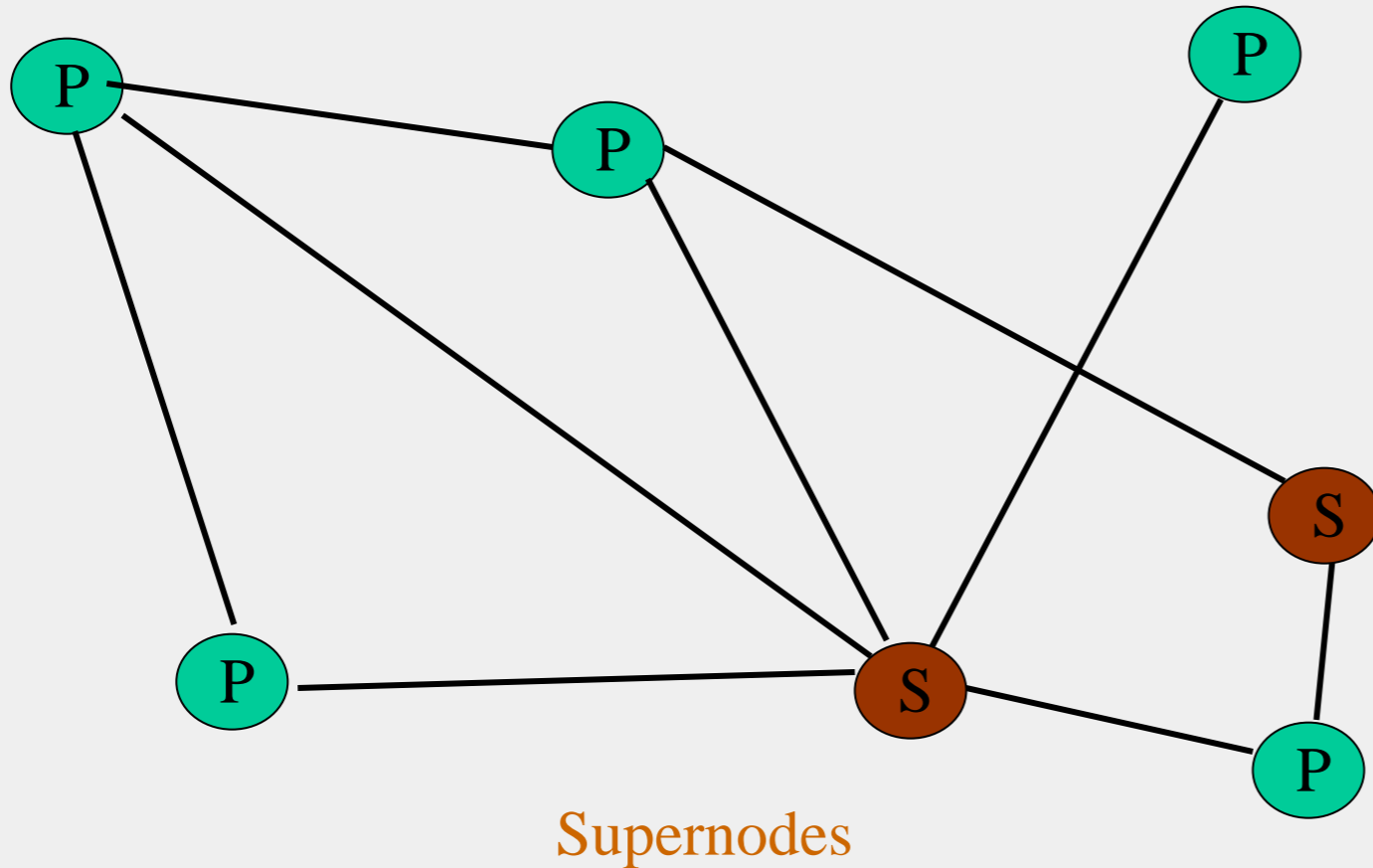
- Large number of *freeloaders*
 - 70% of users in 2000 were freeloaders
 - Only download files, never upload own files
- Flooding causes excessive traffic
 - Is there some way of maintaining meta-information about peers that leads to more intelligent routing?
 - ➔ Structured Peer-to-peer systems
 - e.g., Chord System (coming up next lecture)

FastTrack

- Hybrid between Gnutella and Napster
- Takes advantage of “healthier” participants in the system
- Underlying technology in Kazaa, KazaaLite, Grokster
- Proprietary protocol, but some details available
- Like Gnutella, but with some peers designated as *supernodes*

A FastTrack-like System

Peers

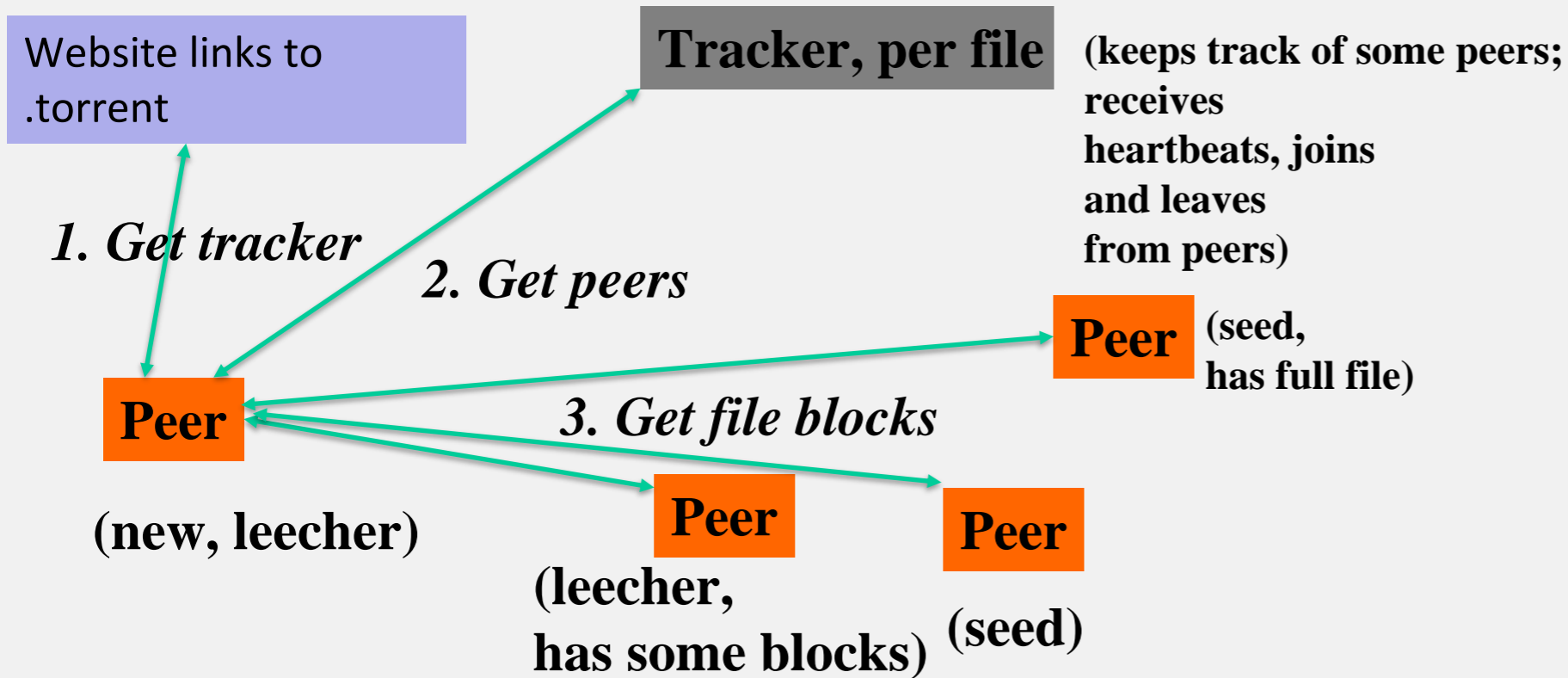


FastTrack (contd.)


- A supernode stores a directory listing a subset of nearby (<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 (See P2PEcon workshop)
- A peer searches by contacting a nearby supernode

BitTorrent

? Advantages of splitting files into blocks?



BitTorrent (2)

 Why choose the rarest block?

- File split into blocks (32 KB – 256 KB)
- Download **Local Rarest First** block policy: prefer early download of blocks that are least replicated among neighbors
 - Exception: New node allowed to pick one random neighbor: helps in bootstrapping
- **Tit for tat** bandwidth usage: Provide blocks to neighbors that provided it the best download rates
 - Incentive for nodes to provide good upload rates
 - Seeds do the same too
- **Choking**: Limit number of neighbors to which concurrent uploads \leq a number (5), i.e., the “best” neighbors
 - Everyone else choked
 - Periodically re-evaluate this set (e.g., every 10 s)
 - **Optimistic unchoke**: periodically (e.g., ~30 s), unchoke a random neighbor – helps keep unchoked set fresh

Announcements

- MP1 reports being graded
- MP2 out already, due 9/29 (demos on 9/30)
- HW1 due Thu 9/19 2pm
- HW2 will be out then

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Lecture 8: Peer-to-peer Systems II

Announcements

- MP1 being graded
- MP2 out already, due 9/29 (demos on 9/30)
 - Time for this MP is short – Start NOW!
 - Recommended solutions available soon for MP1
- HW2 out today, due 10/6 at 2 pm (due on a Sunday)

What We Are Studying


- Widely-deployed P2P Systems
 1. Napster
 2. Gnutella
 3. Fasttrack (Kazaa, Kazaalite, Grokster)
 4. BitTorrent
- P2P Systems with Provable Properties
 1. Chord
 2. Pastry
 3. Kelips

DHT=Distributed Hash Table

 New challenges in DHT
over simple hash table?

- A hash table allows you to insert, lookup and delete objects with keys
- A *distributed* hash table allows you to do the same in a distributed setting (objects=files)
- Performance Concerns:
 - Load balancing
 - Fault-tolerance
 - Efficiency of lookups and inserts
 - Locality
- Napster, Gnutella, FastTrack are all DHTs (sort of)
- So is Chord, a structured peer to peer system that we study next

Comparative Performance

 When is lookup latency $O(N)$ in Gnutella?

	Memory	Lookup Latency	#Messages for a lookup	
Napster	$O(1)$ ($O(N)$ @server)	$O(1)$	$O(1)$	
Gnutella	$O(N)$	$O(N)$	$O(N)$	

Comparative Performance

	Memory	Lookup Latency	#Messages for a lookup	
Napster	$O(1)$ ($O(N)$ @server)	$O(1)$	$O(1)$	
Gnutella	$O(N)$	$O(N)$	$O(N)$	
Chord	$O(\log(N))$	$O(\log(N))$	$O(\log(N))$	

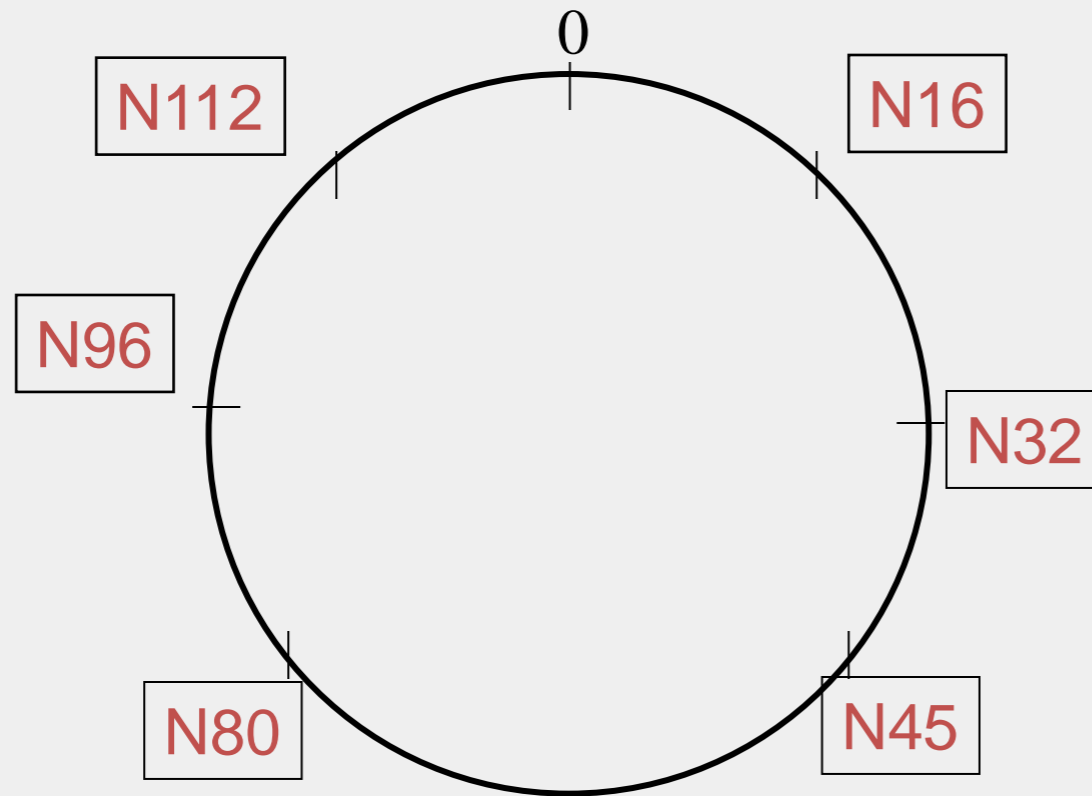
Chord

- Developers: I. Stoica, D. Karger, F. Kaashoek, H. Balakrishnan, R. Morris, Berkeley and MIT
- Intelligent choice of neighbors to reduce latency and message cost of routing (lookups/inserts)
- Uses *Consistent Hashing* on node's (peer's) address
 - **SHA-1**(ip_address,port) → 160 bit string
 - Truncated to m bits
 - Called *peer id* (number between 0 and $2^m - 1$)
 - Not unique but id conflicts very unlikely
 - Can then map peers to one of 2^m logical points on a circle

Ring of peers

Say $m=7$

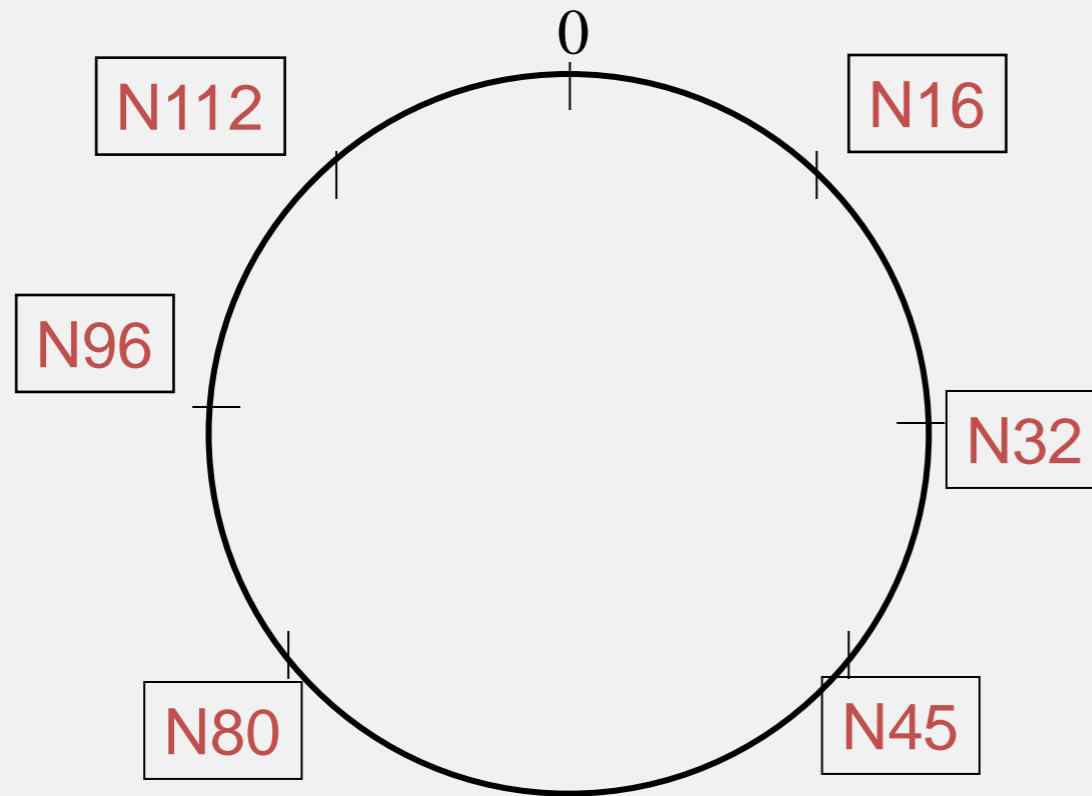
6 nodes



Peer pointers (1): successors

Say $m=7$

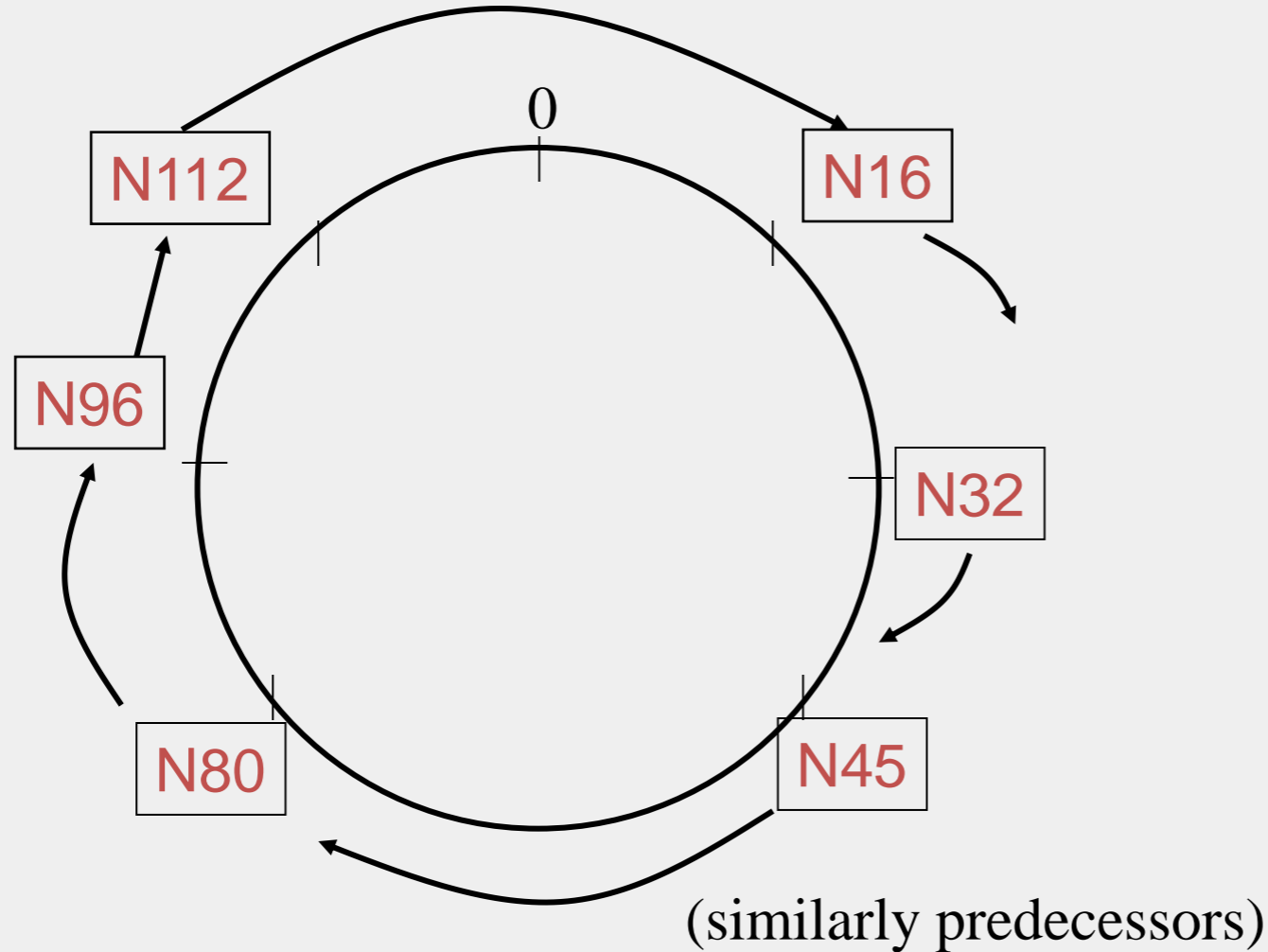
6 nodes



Peer pointers (1): successors

? Assume you route using just successors. Any problems with this?

Say $m=7$

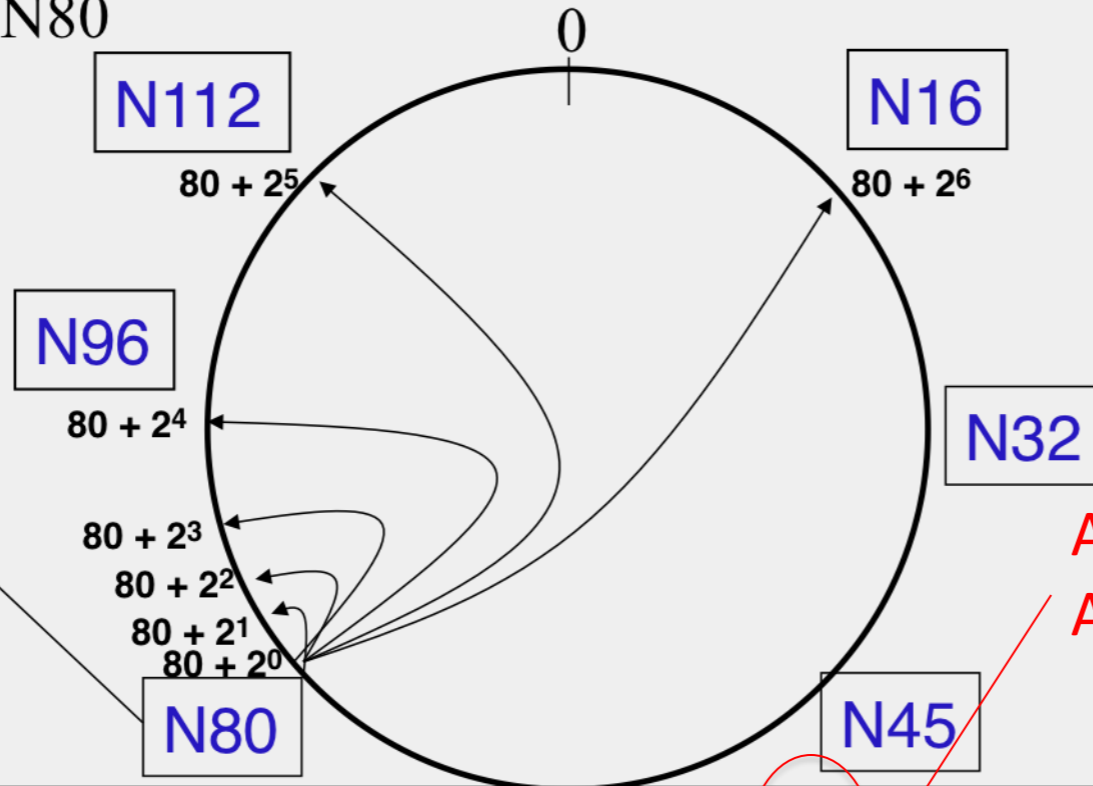


Peer pointers (2): finger tables

Say $m=7$

Finger Table at N80

i	$ft[i]$
0	96
1	96
2	96
3	96
4	96
5	112
6	16



At or to the clockwise of
Also, use $(n+2^i) \bmod 2^m$

i th entry at peer with id n is first peer with id $\geq n + 2^i \pmod{2^m}$

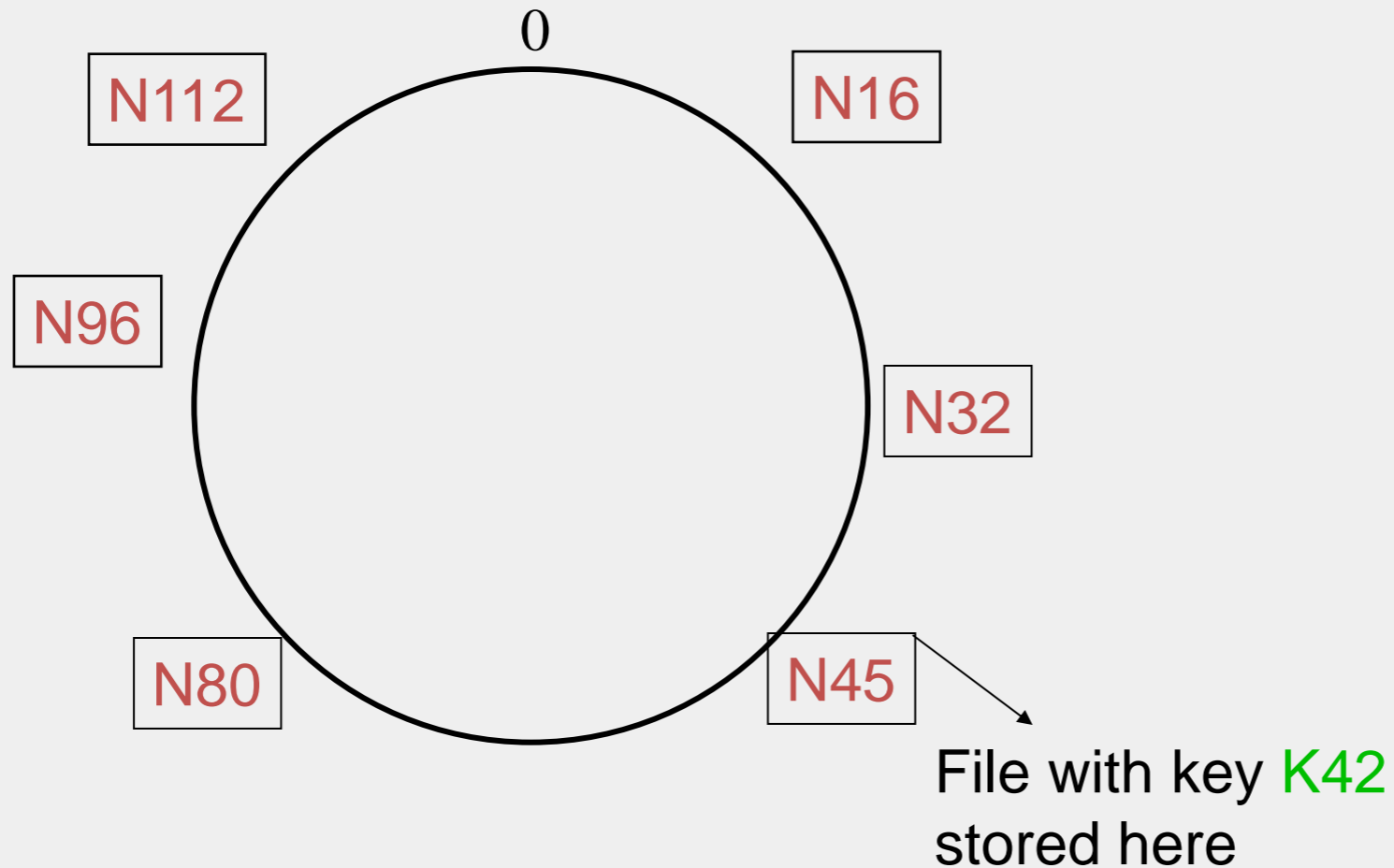
What about the files?

- Filenames also mapped using same consistent hash function
 - $\text{SHA-1}(\text{filename}) \rightarrow 160 \text{ bit string (key)}$
 - File is stored at **first peer with id greater than or equal to its key (mod 2^m)**
- File *cnn.com/index.html* that maps to key K42 is stored at first peer with id **at or to the clockwise of 42**
 - Note that we are considering a different file-sharing application here : *cooperative web caching*
 - The same discussion applies to any other file sharing application, including that of mp3 files.
- Consistent Hashing \Rightarrow with K keys and N peers, each peer stores $O(K/N)$ keys. (i.e., $< c.K/N$, for some constant c)

Mapping Files

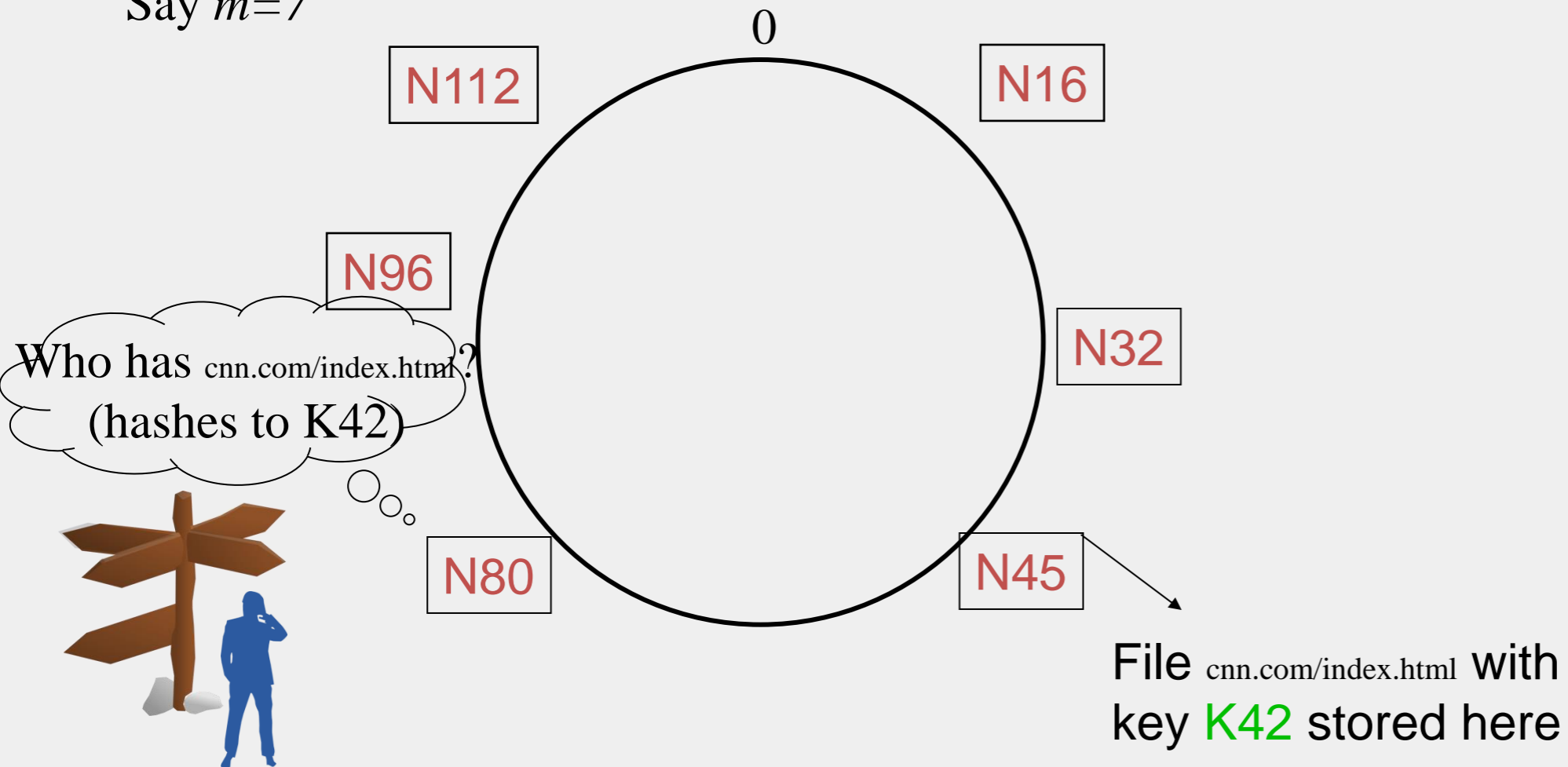
? Advantage of consistent hashing over conventional hashing?

Say $m=7$



Search

Say $m=7$



Search

At node n , send query for key k to largest successor/finger entry $\leq k$
if none exist, send query to $successor(n)$

At or to the anti-clockwise of k
(it wraps around the ring)

Say $m=7$

Who has `cnn.com/index.html`?
(hashes to `K42`)



N112

N16

N96

N32

N80

N45

File `cnn.com/index.html` with
key `K42` stored here

Search

At node n , send query for key k to largest successor/finger entry $\leq k$
if none exist, send query to $successor(n)$

At or to the anti-clockwise of k
(it wraps around the ring)

Say $m=7$

N112

N16

N96

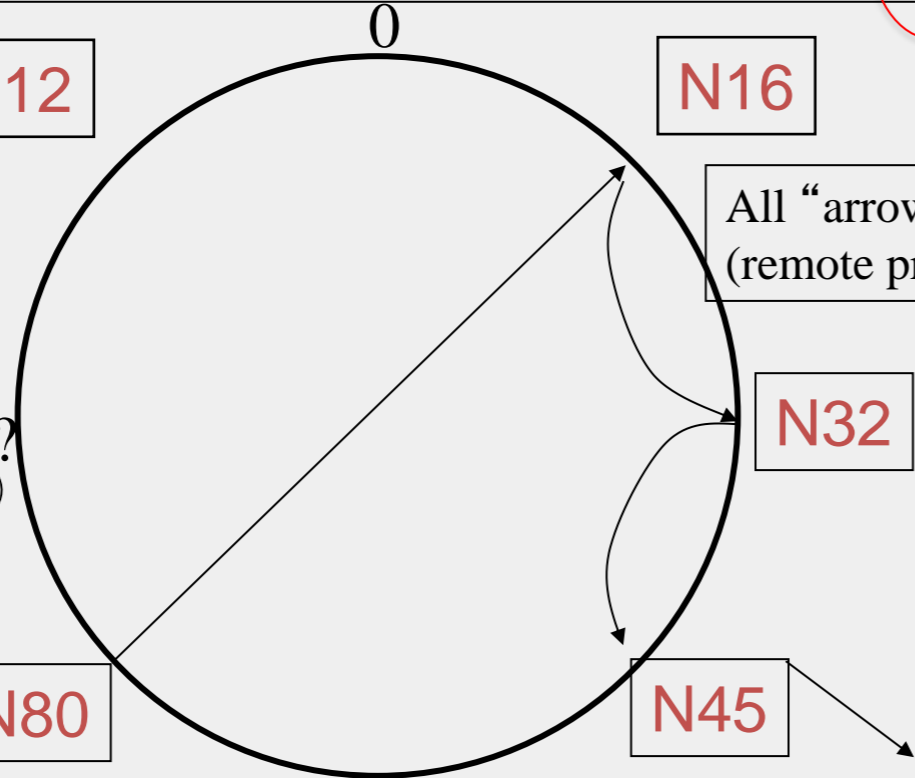
All "arrows" are RPCs
(remote procedure calls)

N32

Who has `cnm.com/index.html`?
(hashes to K42)

N80

N45



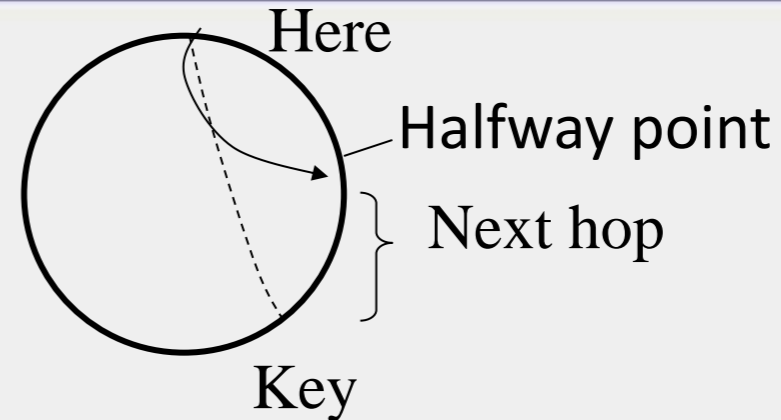
File `cnm.com/index.html` with
key **K42** stored here

Analysis

Search takes $O(\log(N))$ time

Proof

- (intuition): *at each step, distance between query and peer-with-file reduces by a factor of at least 2*
- (intuition): after $\log(N)$ forwardings, distance to key is at most $2^m / 2^{\log(N)} = 2^m / N$
- Number of node identifiers in a range of is $O(\log(N))$ with high probability (why? SHA-1! and “Balls and Bins”)
So using *successors* in that range will be ok, using another $O(\log(N))$ hops

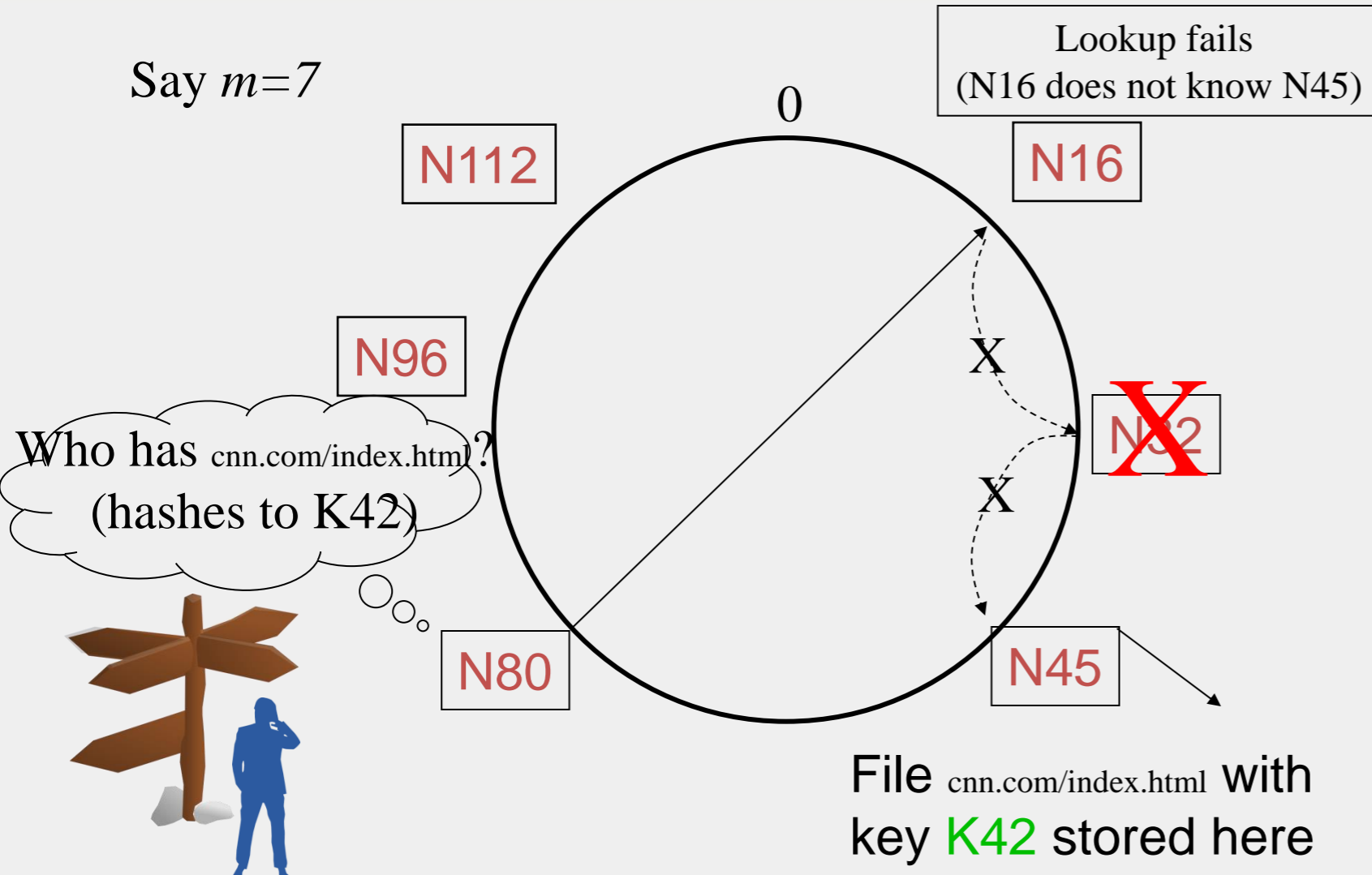


Analysis (contd.)

- $O(\log(N))$ search time holds for file insertions too (in general for *routing to any key*)
 - “Routing” can thus be used as a **building block** for
 - All operations: insert, lookup, delete
- $O(\log(N))$ time true only if finger and successor entries correct
- When might these entries be wrong?
 - When you have failures

Search under peer failures

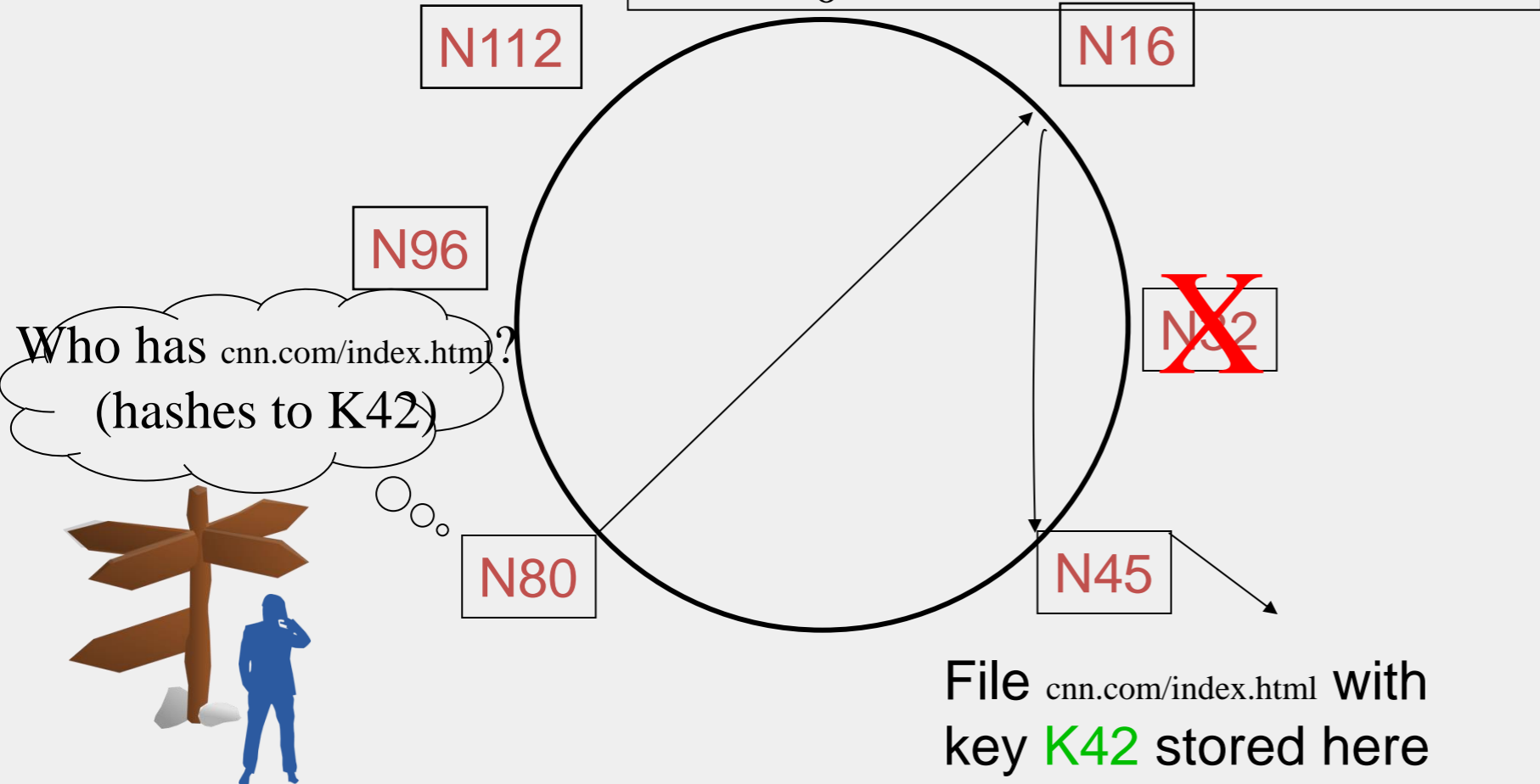
Say $m=7$



Search under peer failures

Say $m=7$

One solution: maintain r multiple *successor* entries
0 In case of failure, use successor entries



Search under peer failures

- Choosing $r=2\log(N)$ suffices to maintain *lookup correctness* w.h.p.(i.e., ring connected)
 - Say 50% of nodes fail
 - Pr(at given node, at least one successor alive)=

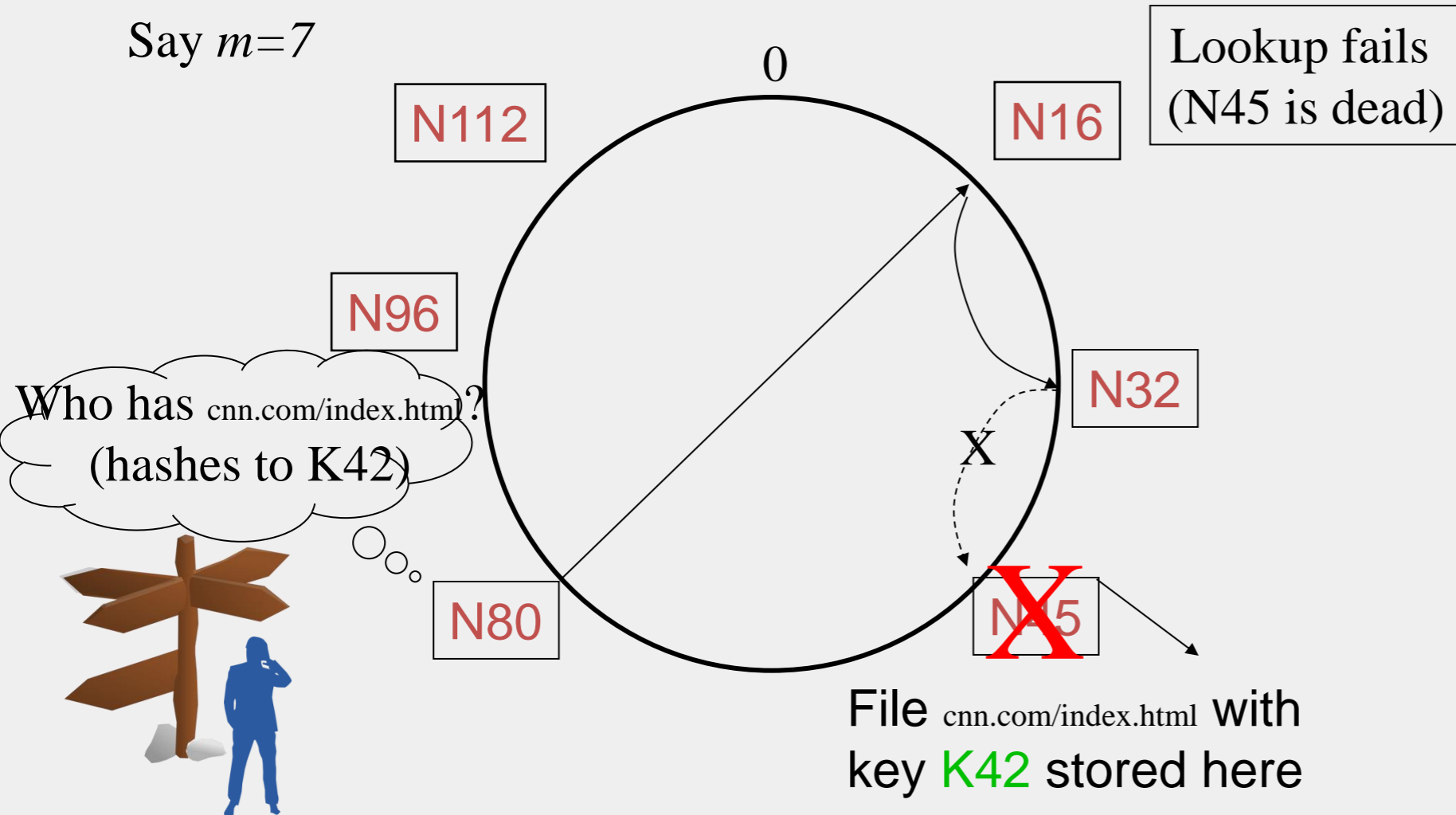
$$1 - \left(\frac{1}{2}\right)^{2\log N} = 1 - \frac{1}{N^2}$$

- Pr(above is true at all alive nodes)=

$$\left(1 - \frac{1}{N^2}\right)^{N/2} = e^{-\frac{1}{2N}} \approx 1$$

Search under peer failures (2)

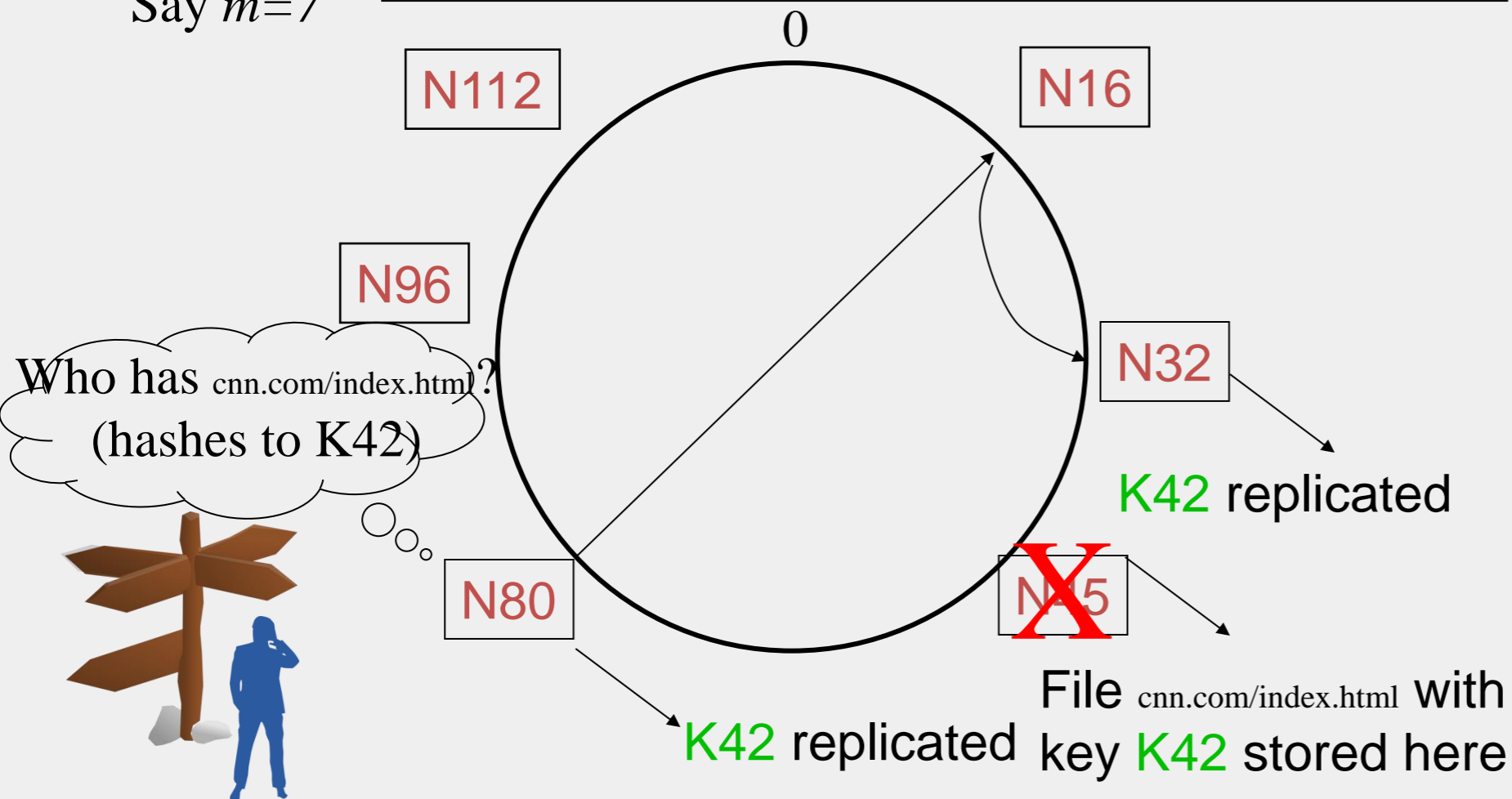
Say $m=7$



Search under peer failures (2)

Say $m=7$

One solution: replicate file/key at r successors and predecessors



Need to deal with dynamic changes

 How did Gnutella deal with churn?

- ✓ Peers fail
 - New peers join
 - Peers leave
 - P2P systems have a high rate of *churn* (node join, leave and failure)
 - 25% per hour in Overnet (eDonkey)
 - 100% per hour in Gnutella
 - Lower in managed clusters
 - Common feature in all distributed systems, including wide-area (e.g., PlanetLab), clusters (e.g., Emulab), clouds (e.g., AWS), etc.

So, all the time, need to:

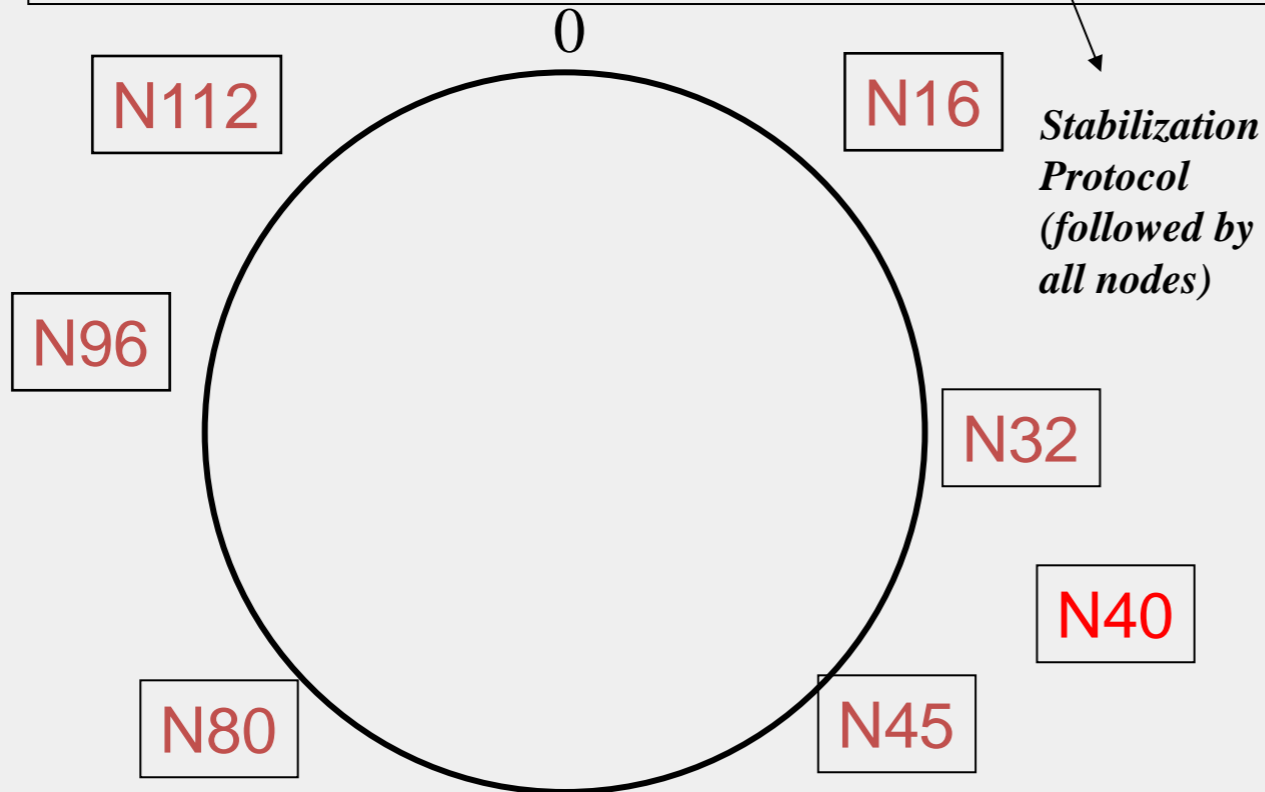
→ Need to update *successors* and *fingers*, and copy keys

New peers joining

? What should a peer (say N96) do when a new node N40 contacts it to join the system?

Say $m=7$

Introducer points to random peer which directs N40 to N45 (and N32)
N32 updates successor to N40
N40 initializes successor to N45, and inits fingers from it
N40 periodically talks to neighbors to update finger table

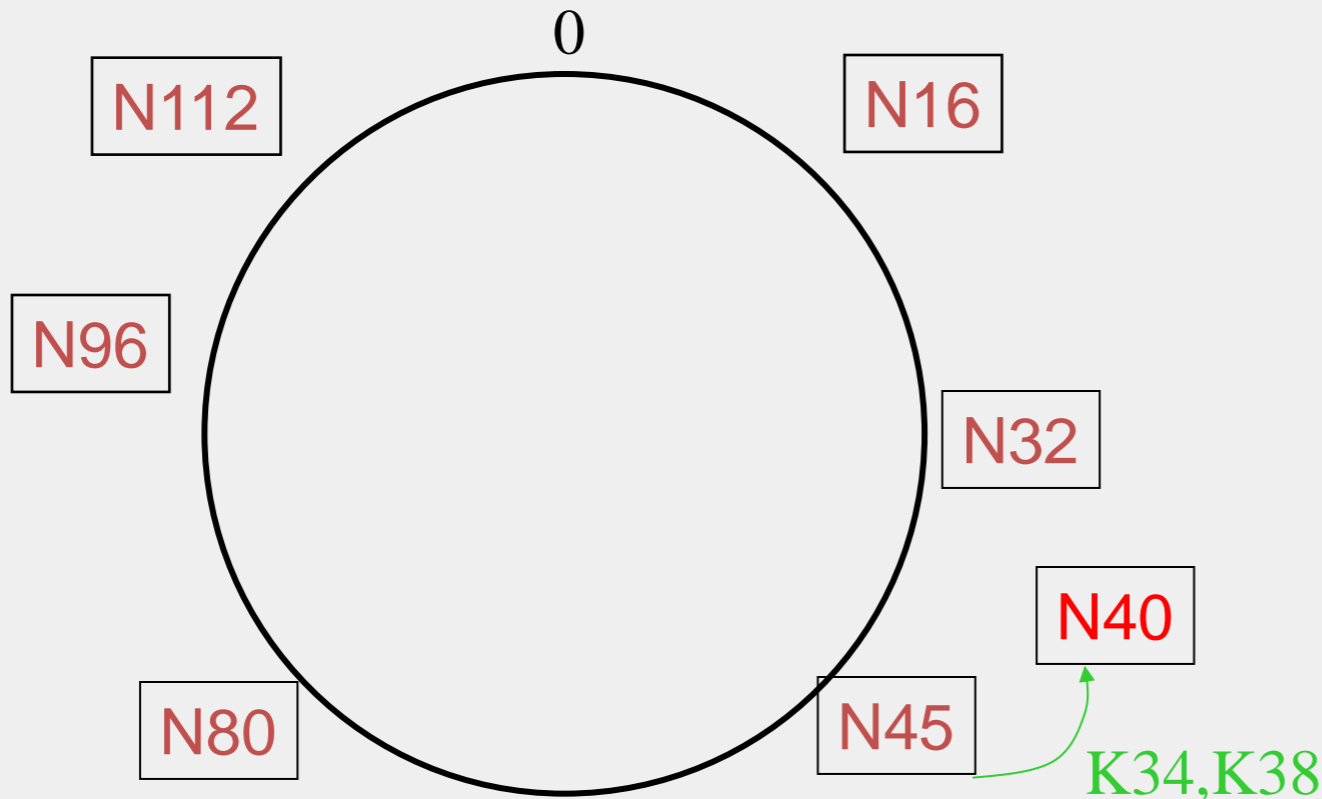


New peers joining (2)

? Besides initializing N40's successor/finger-table what should the system do?

N40 may need to copy some files/keys from N45
(files with fileid between 32 and 40)

Say $m=7$



New peers joining (3)

- A new peer affects $O(\log(N))$ other finger entries in the system, on average [Why?]
- Number of messages per peer join=
 $O(\log(N)*\log(N))$
- Similar set of operations for dealing with peers leaving
 - For dealing with failures, also need *failure detectors* (you've seen them!)

Stabilization Protocol

- Concurrent peer joins, leaves, failures might cause loopiness of pointers, and failure of lookups
 - Chord peers periodically run a *stabilization* algorithm that checks and updates pointers and keys
 - Ensures *non-loopiness* of fingers, eventual success of lookups and $O(\log(N))$ lookups w.h.p.
 - Each stabilization round at a peer involves a constant number of messages
 - Strong stability takes $O(N^2)$ stabilization rounds
 - For more see [Extended paper on Chord webpage]

Churn

- When nodes are constantly joining, leaving, failing
 - Significant effect to consider: traces from the Overnet system show *hourly* peer turnover rates (*churn*) could be 25-100% of total number of nodes in system
 - Leads to excessive (unnecessary) key copying (remember that keys are replicated)
 - Stabilization algorithm may need to consume more bandwidth to keep up
 - Main issue is that files are replicated, while it might be sufficient to replicate only meta information about files
 - Alternatives
 - Introduce a level of indirection, i.e., store only pointers to files (any p2p system)
 - Replicate metadata more, e.g., Kelips (later in this lecture)

Virtual Nodes

- Hash can get non-uniform → Bad load balancing
 - Treat each node as multiple virtual nodes behaving independently
 - Each joins the system
 - Reduces variance of load imbalance

Wrap-up Notes

- Virtual Ring and Consistent Hashing used in Cassandra, Riak, Voldemort, DynamoDB, and other key-value stores
- Current status of Chord project:
 - File systems (CFS,Ivy) built on top of Chord
 - DNS lookup service built on top of Chord
 - Internet Indirection Infrastructure (I3) project at UCB
 - Spawned research on many interesting issues about p2p systems

<https://github.com/sit/dht/wiki>

(Old: <http://www.pdos.lcs.mit.edu/chord/>)

Pastry

- Designed by Anthony Rowstron (Microsoft Research) and Peter Druschel (Rice University)
- Assigns ids to nodes, just like Chord (using a virtual ring)
- **Leaf Set** - Each node knows its successor(s) and predecessor(s)

Pastry Neighbors

- **Routing tables** based on prefix matching
 - Think of a hypercube
- Routing is thus based on prefix matching, and is thus $\log(N)$
 - And hops are short (in the underlying network)


Pastry Routing



If every node has a neighbor for every prefix, how many neighbors does a node maintain? (in terms of N)

- Consider a peer with id 01110100101. It maintains a neighbor peer with an id matching each of the following prefixes (* = starting bit differing from this peer's corresponding bit):
 - *
 - 0*
 - 01*
 - 011*
 - ... 0111010010*
- When it needs to route to a peer, say 01110111001, it starts by forwarding to a neighbor with the largest matching prefix, i.e., 011101*

Pastry Locality

 Why are early hops shorter and later hops longer?

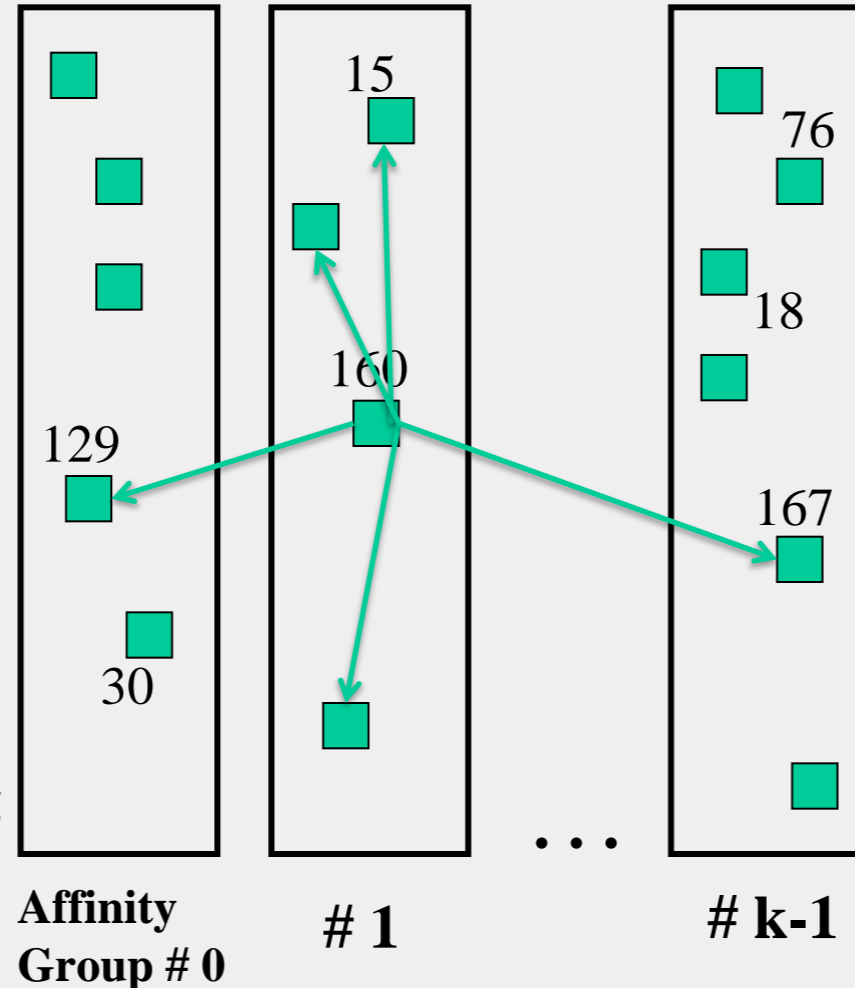
- For each prefix, say 011*, among all potential neighbors with the matching prefix, the neighbor with the **shortest round-trip-time** is selected
- Since shorter prefixes have many more candidates (spread out throughout the Internet), the neighbors for shorter prefixes are likely to be closer than the neighbors for longer prefixes
- Thus, in the prefix routing, early hops are short and later hops are longer
- Yet overall “stretch”, compared to direct Internet path, stays short

Summary of Chord and Pastry

- Chord and Pastry protocols
 - More structured than Gnutella
 - Black box lookup algorithms
 - Churn handling can get complex
 - $O(\log(N))$ memory and lookup cost
 - $O(\log(N))$ lookup hops may be high
 - Can we reduce the number of hops?

Kelips – A 1 hop Lookup DHT

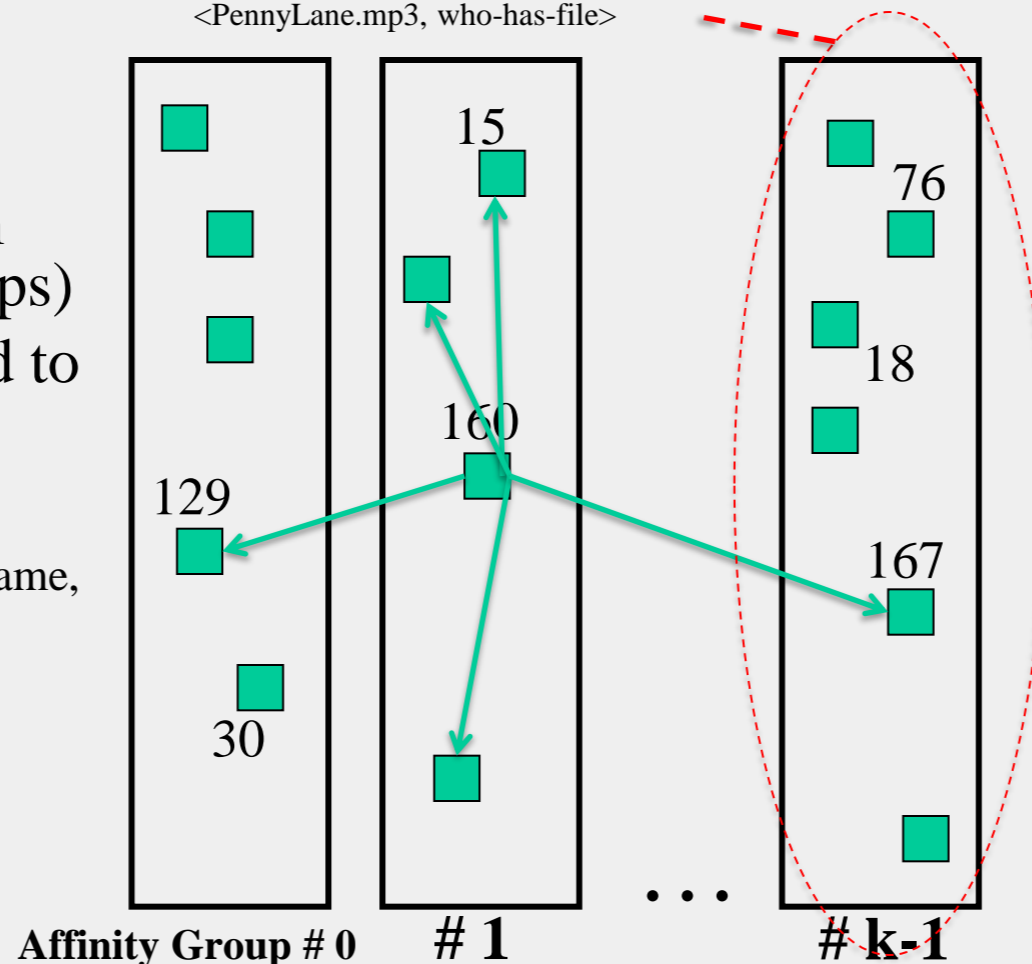
- k “affinity groups”
 - $k \sim \sqrt{N}$
- Each node hashed to a group (hash mod k)
- Node’s neighbors
 - (Almost) all other nodes in its own affinity group
 - One contact node per foreign affinity group
 - Gossip-style heartbeating



Kelips Files and Metadata

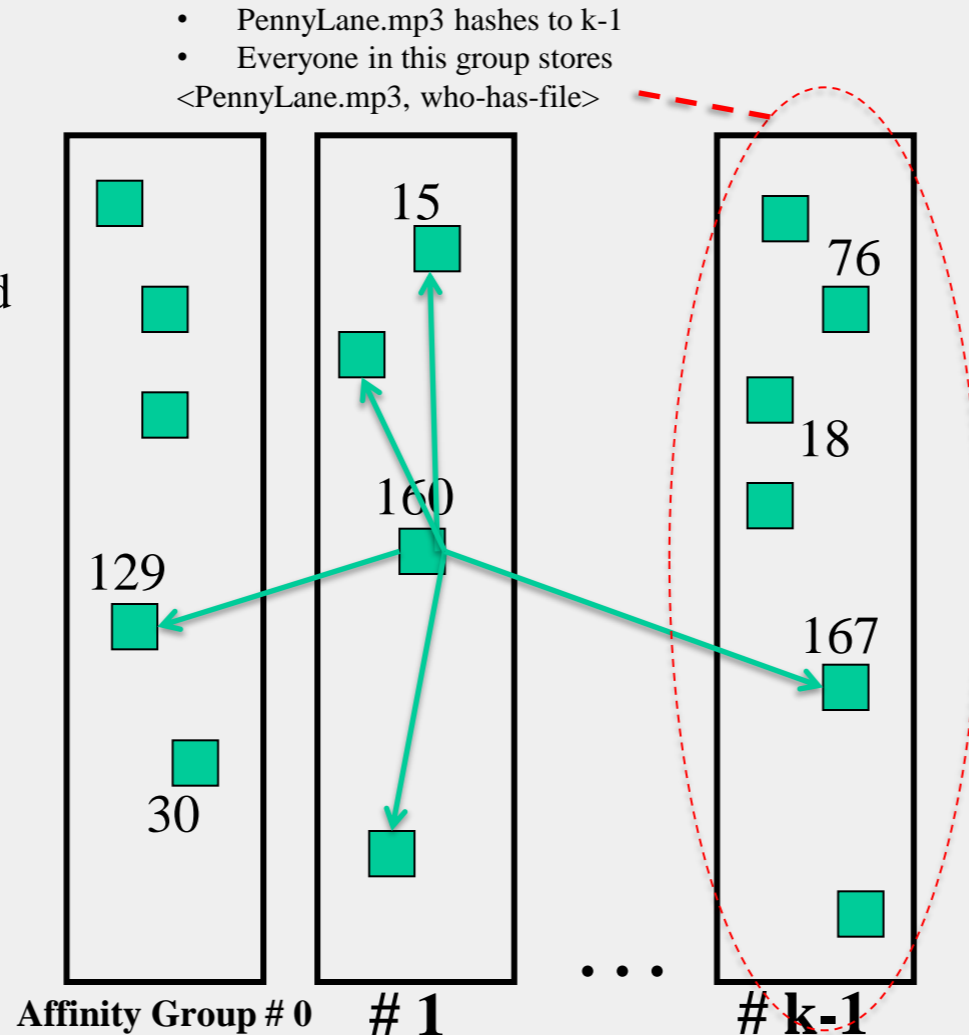
- File can be stored at any (few) node(s)
- Decouple file replication/location (outside Kelips) from file querying (in Kelips)
- Each filename hashed to a group
 - All nodes in the group replicate pointer information, i.e., $\langle \text{filename}, \text{file location} \rangle$
 - Spread using gossip
 - Affinity group does not store files

- PennyLane.mp3 hashes to $k-1$
- Everyone in this group stores $\langle \text{PennyLane.mp3}, \text{who-has-file} \rangle$



Kelips Lookup

- Lookup
 - Find file affinity group
 - Go to your contact for the file affinity group
 - Failing that try another of your neighbors to find a contact
- Lookup = 1 hop (or a few)
 - Memory cost $O(\sqrt{N})$
 - 1.93 MB for 100K nodes, 10M files
 - Fits in RAM of most workstations/laptops today (COTS machines)



Kelips Soft State

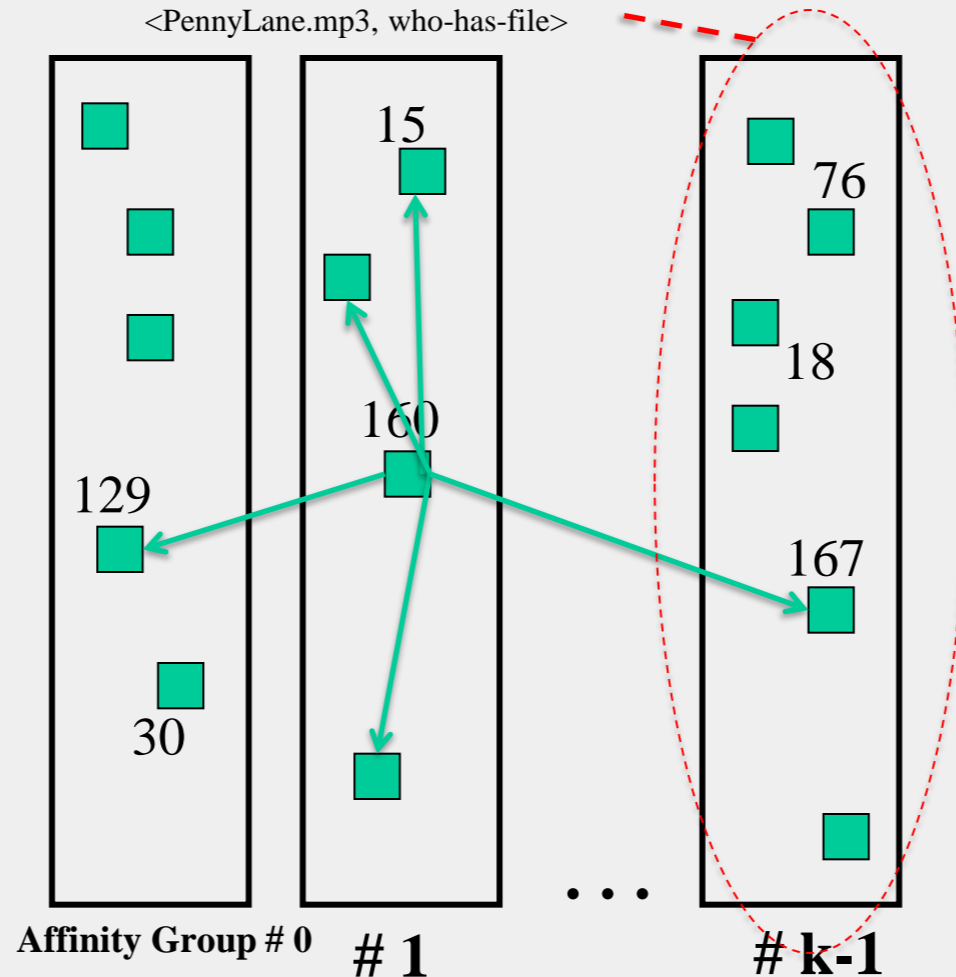
- Membership lists

- Gossip-based membership
- Within each affinity group
- And also across affinity groups
- $O(\log(N))$ dissemination time

- File metadata

- Needs to be periodically refreshed from source node
- Times out

- PennyLane.mp3 hashes to $k-1$
- Everyone in this group stores $\langle \text{PennyLane.mp3, who-has-file} \rangle$



Chord vs. Pastry vs. Kelips

- Range of tradeoffs available
 - Memory vs. lookup cost vs. background bandwidth (to keep neighbors fresh)

What We Have Studied

- Widely-deployed P2P Systems
 1. Napster
 2. Gnutella
 3. Fasttrack (Kazaa, Kazaalite, Grokster)
 4. BitTorrent
- P2P Systems with Provable Properties
 1. Chord
 2. Pastry
 3. Kelips

Announcements

- MP2 out already, due 9/29 (demos on 9/30)
- HW2 due 10/6 2 pm (it's a SUNDAY!)