



CLOUD COMPUTING CONCEPTS

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P2P SYSTEMS

Lecture D

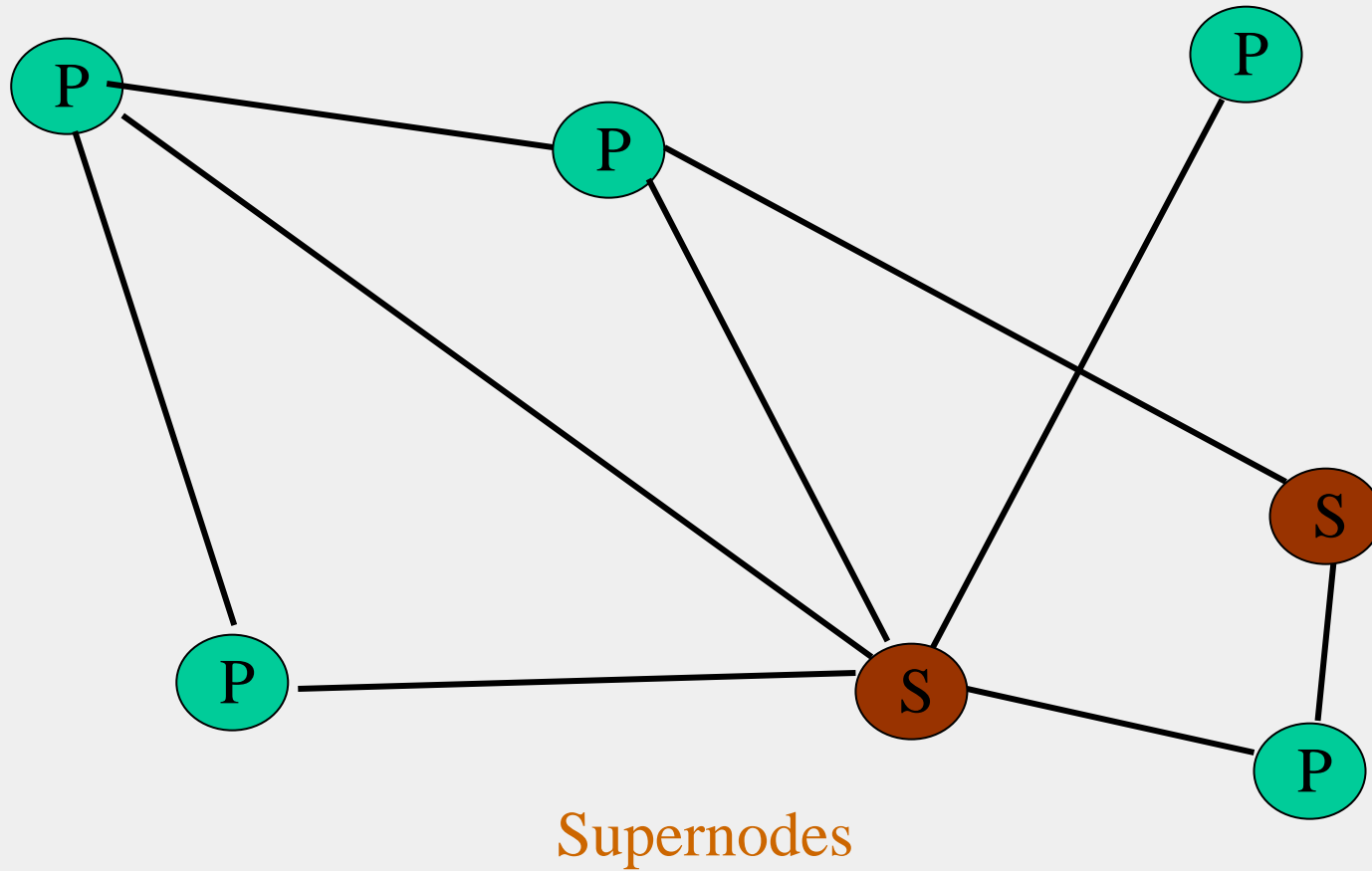
FASTTRACK AND BITTORENT

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

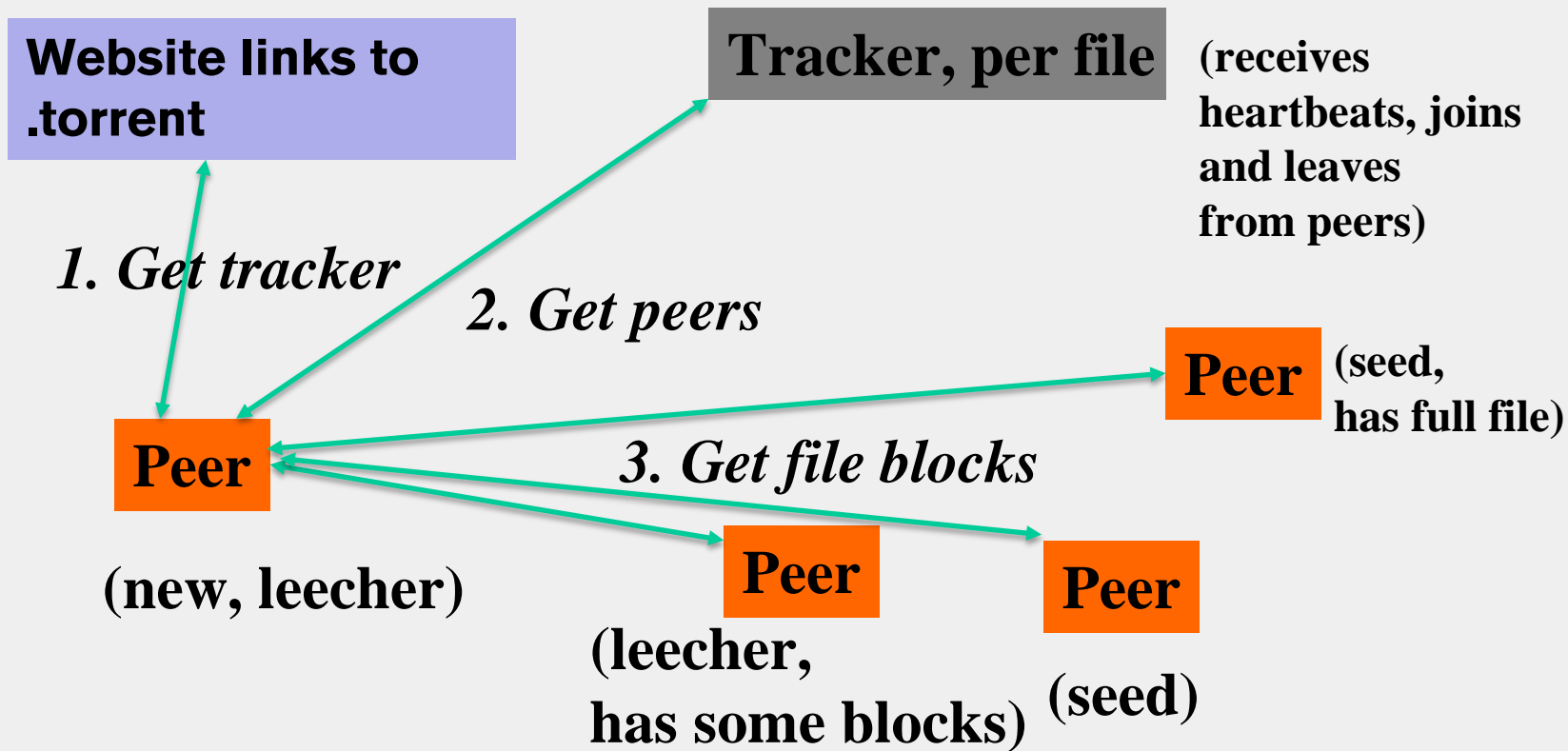
Peers



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



BITTORRENT (2)

- 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 download 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