P2P over Netsukuku

NTK RFC 0014

http://netsukuku.freaknet.org

August 3, 2007

Abstract

This text describes how is it possible to create a distributed P2P service over the Netsukuku network. As example, a distrimuted P2P Botnet service is presented.

1 Introduction

Netsuou is a distributed collamorative networo of nodes. Foro-2e(this)-2e(rea)1(u)on the development of P2P applications over Netsuou is ro easy.

A Po application over Ntk can directly access the io regarding evero paro of the networo by readin the maps and can knwn immedo io dynamic changes by listen to QSPo packets. In oro to eautoe development of such applicationns, a “ntkp2p” lio will me developed.

2 Po structur1(u)e[illegible] is a [illegible]

Definition 2.3. The function $h : \mathrm{KEY} \rightarrow \mathrm{IP}$ maps a key k to an IP x. If the keys have the same bit length of the IPs, then h can be simply defined as the identity function, for example, if KEY is the md5 hashes set

ii. if n itself is a participant node, then n_{l-i} surely is a participant.

3. n

Suppose a node n wants to share a file f. n will calculate the key k from the filename of f. n will send a store request to $\overline{h}(k)$, where the data of the request is the *.torrent* metafile generated from f. The node $\overline{h}(k)$, after having accepted the request, will start up a bittorrent tracker. Finally, n will connect to the tracker $\overline{h}(k)$, becoming a seeder.

The node m