

# Do incentives build robustness in BitTorrent?

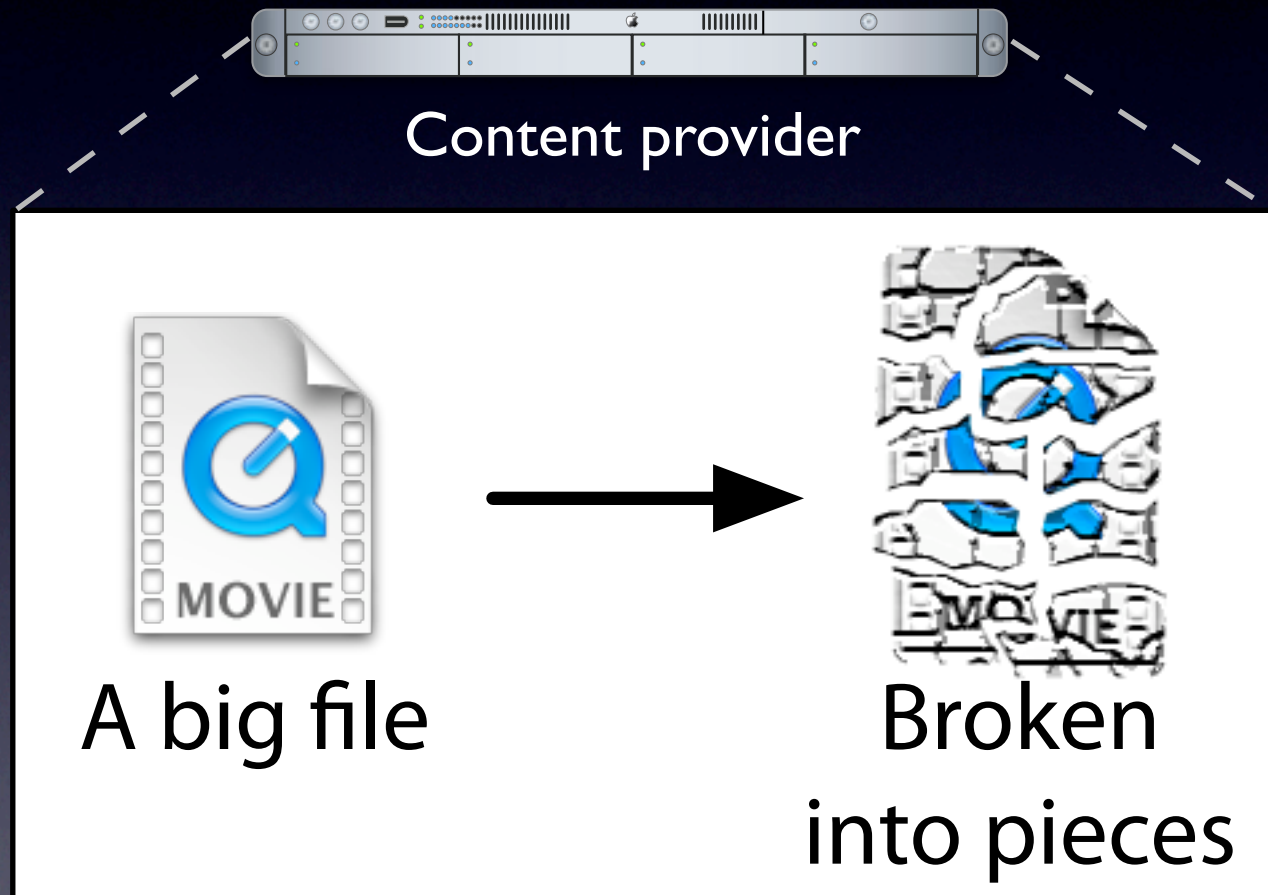
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# Overview

- BitTorrent: P2P file distribution tool designed with *incentives for contribution*
- Users need to contribute resources (upload capacity) to receive good performance.
- *Main question:* Can we cheat?

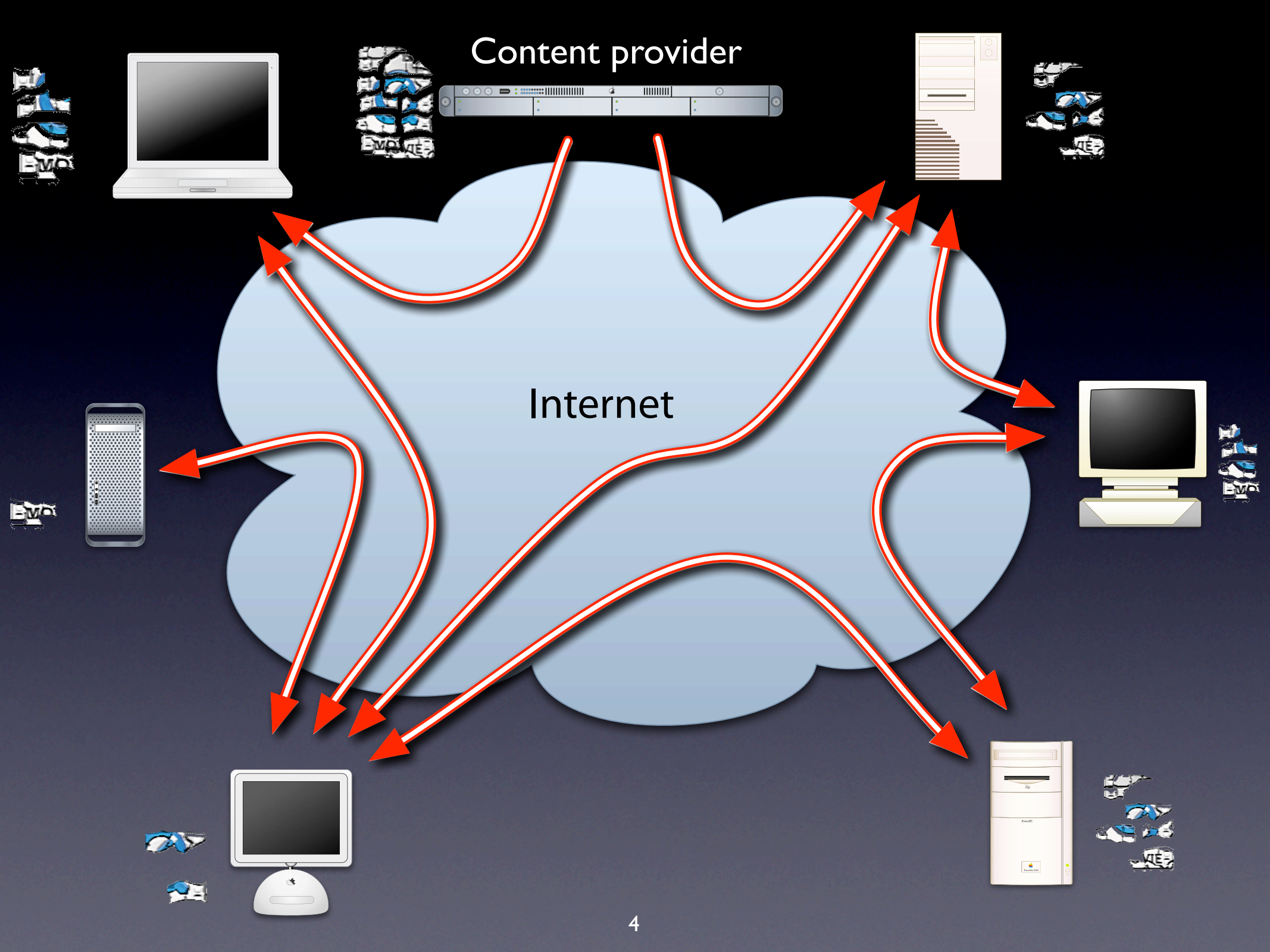


# How BitTorrent works



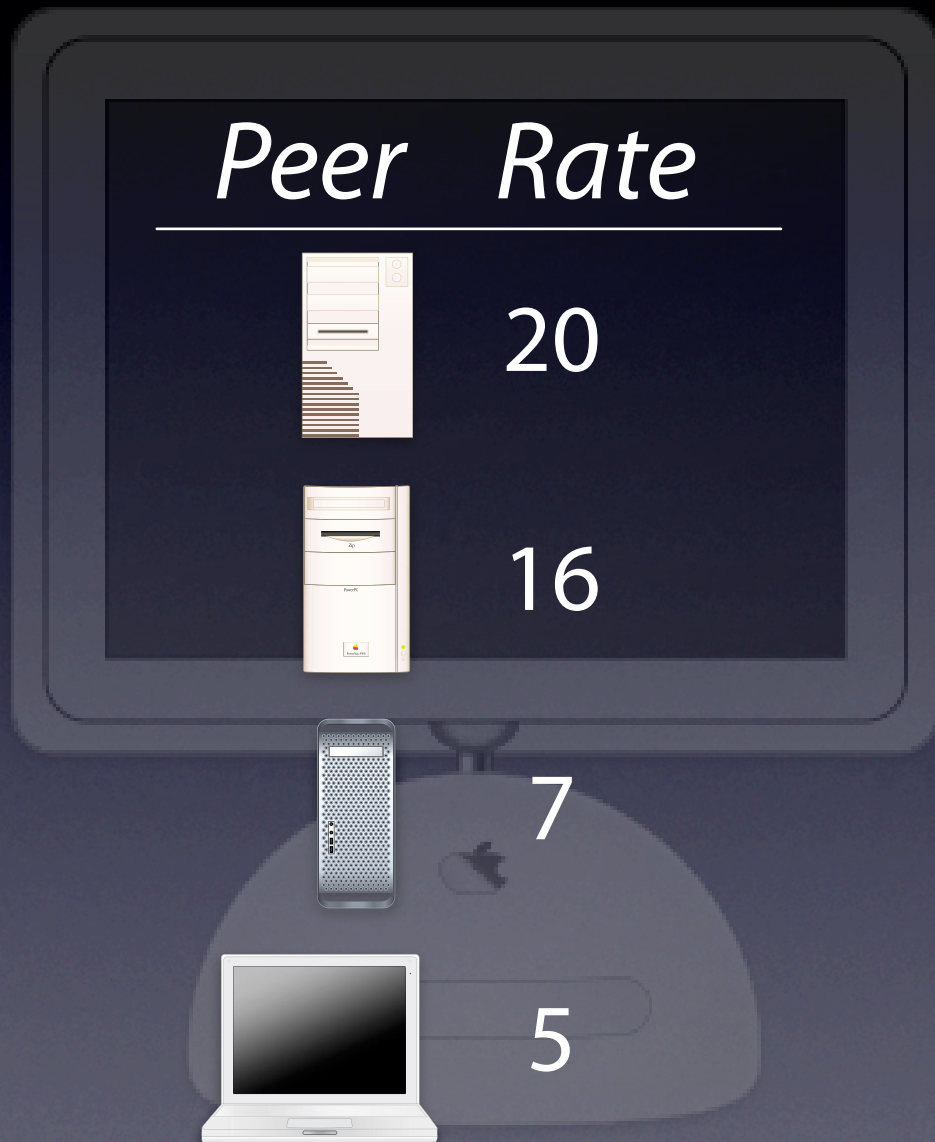
Content provider





Internet





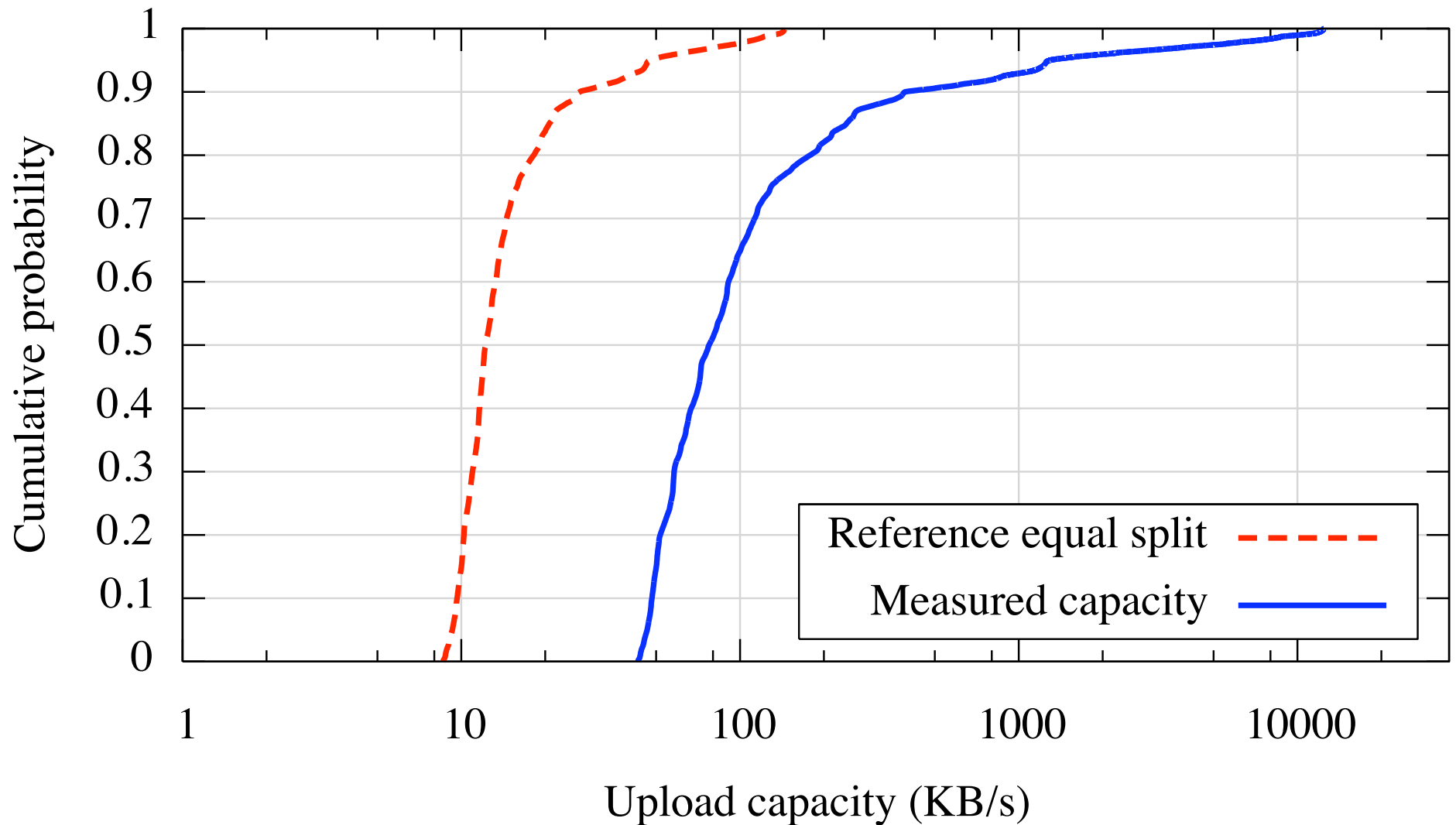
# Incentives



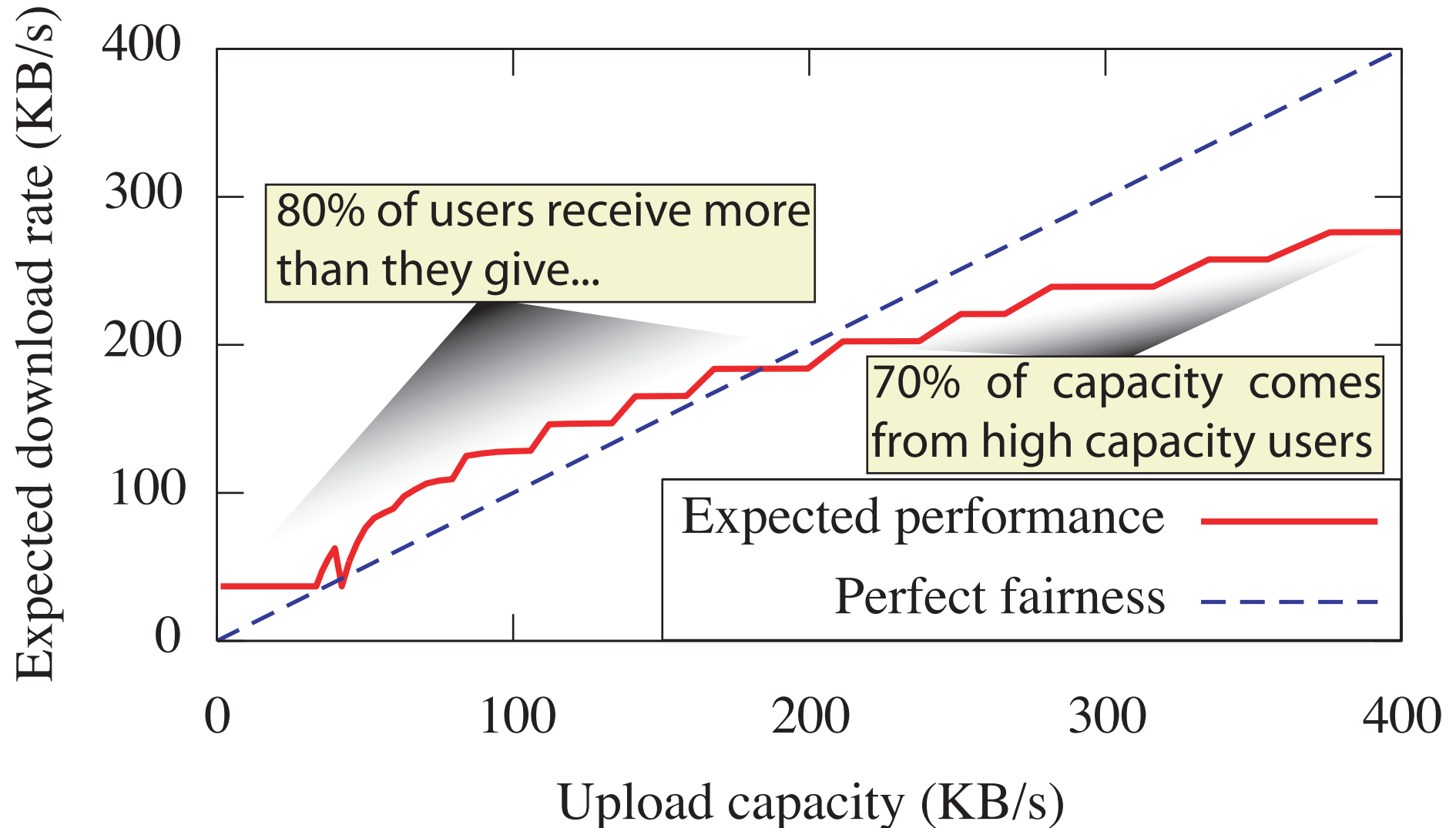
<i>Peer</i>	<i>Rate</i>
	20
	16
	7
	5

- Decisions about which peers to send data are made by each peer individually following a *tit-for-tat* policy:
- I'll send data to you if you've been sending data to me.

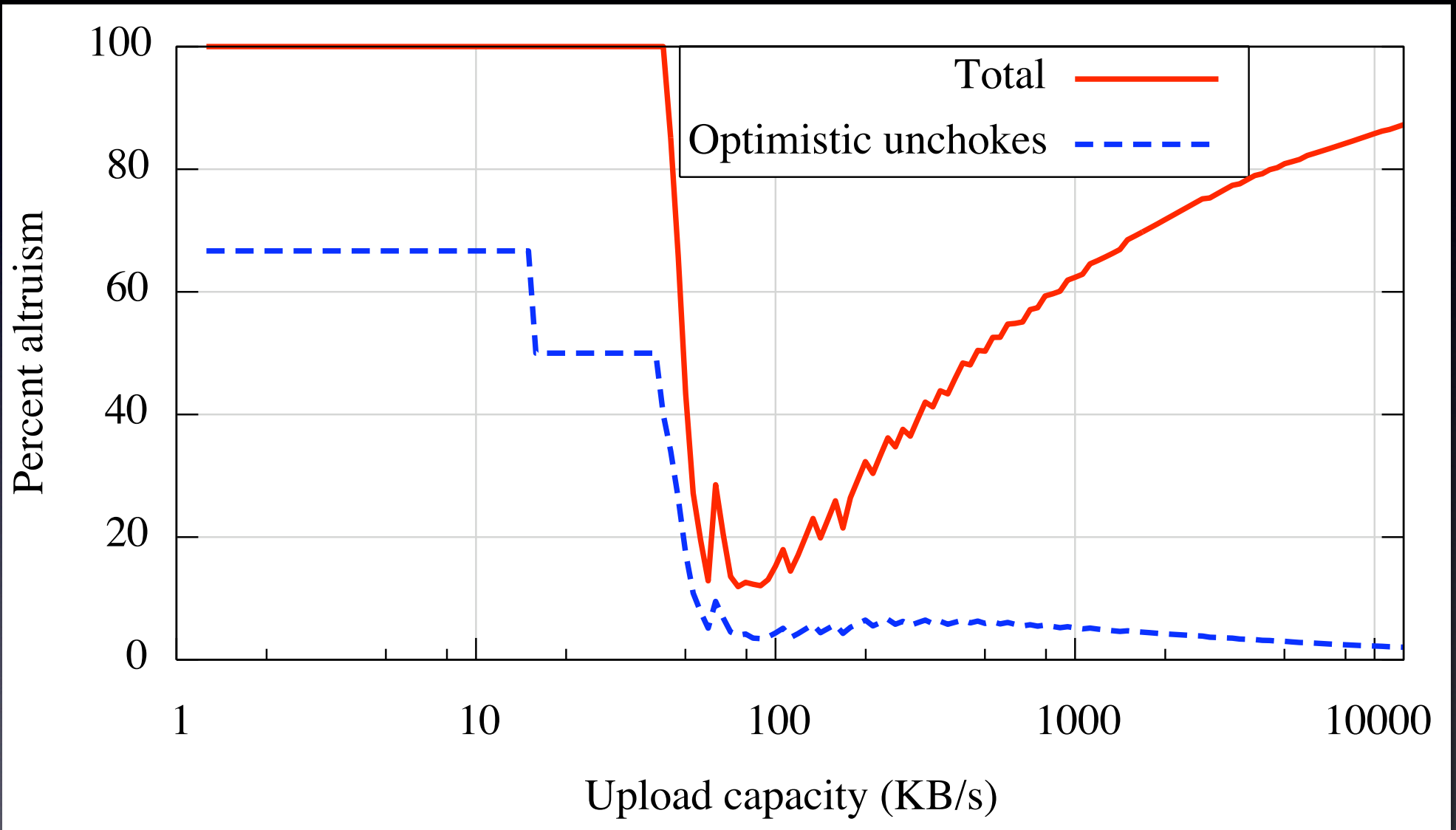
# Real users



# Fairness



# Altruism





# Building *BitTyrant*

- Can altruism in existing BitTorrent swarms be exploited by a selfish client? – Yes.
- *Key idea*: strategic selection of which peers and at what rates to send data

# Core algorithm

Each round, rank order each peer  $p$  by the ratio  $d_p/u_p$ , and choose those of top rank until the local upload capacity is reached.

$$\underbrace{\frac{d_0}{u_0}, \frac{d_1}{u_1}, \frac{d_2}{u_2}, \frac{d_3}{u_3}, \frac{d_4}{u_4}}_{\text{choose } k \mid \sum_{i=0}^k u_i \leq \text{capacity}}, \dots$$

At the end of each round for each unchoked peer:

If peer  $p$  does not send data: increase cost estimate,  $u_p$ .

If peer  $p$  has unchoked us for the last minute:  
reduce cost estimate,  $u_p$ .



# Results

- BitTyrant improves average download performance by 70%.
- Regardless of capacity, using BitTyrant is in the selfish interest of every peer individually.
- When all peers behave selfishly, average performance degrades for all peers, even those with high capacity.