P2P File Sharing Project

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1. Introduction

Sharing files over the internet has become a common part of our lives, and **peer-to-peer (P2P) file sharing** is one of the most innovative ways to do it. Unlike traditional methods where a central server manages everything, P2P allows users to share files directly. This approach is not only faster and more efficient but also ensures there's no single point of failure, making it incredibly reliable.

In this project, we're building a P2P file-sharing system where files are split into smaller chunks. These chunks can be downloaded from several users at the same time, speeding up the process and making better use of everyone's internet connection. It's a simple yet powerful way to share files.

1.1 What is P2P?

P2P (peer-to-peer) networking is all about sharing resources directly between users, without needing a middleman. Think of it as a group of friends sharing items among themselves rather than having to go to a central store. Each participant in a P2P network called a "peer," can act both as a supplier and a receiver. This makes the system very flexible and robust.

Key features of P2P include:

- **No Central Authority**: There's no single server running the show, so if one part of the network goes down, the rest keeps running.
- **Resource Sharing**: Everyone pitches in—whether it's bandwidth, storage, or processing power.
- **Scalability**: The more people join, the better it works. More peers mean more resources to share.

1.2 What is BitTorrent?

BitTorrent is one of the most popular ways to use P2P technology, especially for sharing large files. Instead of downloading a whole file from one person, BitTorrent splits the file into smaller pieces, which can be shared among many people. This way, users can upload and download parts of the file simultaneously, making the process faster and more efficient.

Key concepts in BitTorrent:

- Seeders and Leechers: If you've downloaded the whole file, you're a "seeder" and can help others get it. If you're still downloading, you're a "leecher" but can still share the parts you've already received.
- **Tracker**: A tracker helps coordinate who's sharing what, and which files are registered to the system.

In this project, I've implemented aspects of both BitTorrent and P2P file sharing to create a fast and reliable system for sharing files.

2. Prerequisites:

- a. The system works with Python and docker and can be installed on every supported system (either Mac, Windows, or Linux)
- b. Docker
- c. Python3.8+

3. Architecture

a. Tracker

- i. Manages the available torrents
- ii. Tracks active peers

b. Client

- i. Represents both seeder and leecher
- ii. Handles uploading and downloading file chunks
- iii. Communicates with the tracker and other peers in the system.
- iv. Once a peer connects as a leecher and downloads a file it becomes a seeder.
- v. A peer can only seed one file at a time but can continue downloading available torrents.

c. Protocol

i. Defines the communication standards in the system.

d. Torrent

- i. Represents a single torrent file with its metadata
- ii. Handles corresponding peers connected to certain torrents (as seeder or leecher)

e. Communication

- i. TCP communication for peer to peer communication, chunk transfer and tracker to peer communication.
- ii. Ensures data integrity and completeness.

f. Multithreading

- i. The system uses threads using asyncio for it's operation.
- ii. Once a seeder uploads a file it creates a listening server for download requests in another thread, so it can continue its operation and download files.

iii. The tracker also uses threads to accept multiple requests concurrently.

4. Flow of operation

- a. Upload a file
 - i. A peer registers to the tracker, uploads a torrent and becomes the initial seeder of the torrent

b. Download a file

- i. A peer registers to the tracker, asks for a list of available torrents and requests the torrent to download.
- ii. The torrent will be downloaded in chunks from all available seeders.

c. Seeding

- i. Once the download is completed the peer becomes a seeder of the file as well and registers to the tracker as a new seeder of the torrent.
- ii. A peer can only seed one file, but can continue to download other files available.

5. Communication protocol

a. We've defined a protocol of communication between server to peer and peer to peer, also operation codes in the system.

b. **Operation Codes**

Peer-Tracker Operations (PeerServerOperation):

- GET_LIST: Request a list of available torrents from the tracker.
- 2. GET_TORRENT: Fetch metadata for a specific torrent.
- 3. START_SEED: Notify the tracker that the peer is seeding a file.
- 4. STOP_SEED: Notify the tracker that the peer is stopping the seeding process.
- 5. UPLOAD_FILE: Register a new file for sharing and initiate seeding.

ii. Peer-Peer Operations (PeerOperation):

- 1. GET_PEERS: Retrieve a list of peers sharing a specific file.
- GET_CHUNK: Request a specific chunk of the file from another peer.
- 3. STATUS_INTERESTED: Notify a peer of interest in downloading from them.
- 4. STATUS_CHOKED/STATUS_UNCHOKED: Indicate the availability or unavailability of chunks to other peers.

b. Return Codes

1. Success Codes:

- a. SUCCESS (200): Operation completed successfully.
- b. FINISHED_DOWNLOAD (201): Peer has finished downloading the file.

c. FINISHED_SEEDING (202): Peer has finished seeding the file.

2. Error Codes:

- a. BAD_REQUEST (400): Malformed or invalid request.
- b. TORRENT_DOES_NOT_EXIST (411): Requested torrent ID does not exist.
- c. NO_AVAILABLE_TORRENTS (410): No torrents available for sharing.
- d. FAIL (450): Generic failure.

3. Payload Fields

A. General Fields:

- a. OP_CODE: Specifies the operation being performed.
- b. RET_CODE: Indicates the return code of the operation.
- c. IP_ADDRESS and PORT: Network details for peer-to-peer communication.

B. Torrent-Specific Fields:

- a. TORRENT_ID: Unique identifier for a torrent.
- b. FILE_NAME: Name of the file being shared.
- c. NUM_OF_CHUNKS: Number of chunks the file is divided into.
- d. SEEDER_LIST/LEECHER_LIST: Lists of peers seeding or downloading the file.

C. Chunk-Specific Fields:

- a. CHUNK_IDX: Index of the requested or shared chunk.
- b. CHUNK_DATA: Actual data of the chunk.

5.1 Example Communication Flows

1. Peer Requests File List

- Request:
 - o OP_CODE: GET_LIST
 - o IP_ADDRESS: Peer's IP
 - o PORT: Peer's port
- Response:
 - o RET_CODE: SUCCESS
 - TORRENT_LIST: List of available torrents.

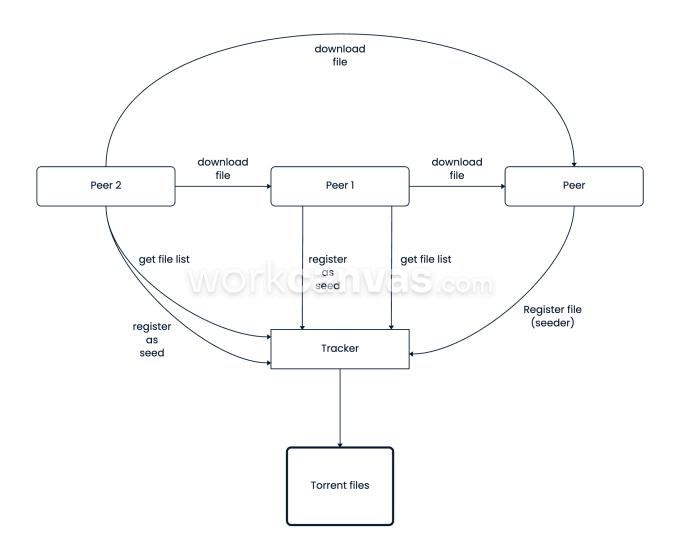
2. Peer Downloads a File

- Request Metadata:
 - OP_CODE: GET_TORRENT
 - o TORRENT_ID: Torrent ID of the desired file.
- Request Chunks:
 - o OP_CODE: GET_CHUNK
 - CHUNK_IDX: Index of the desired chunk.

3. Tracker Updates Seeding Status

- Request:
 - o OP_CODE: START_SEED
 - TORRENT_ID: Torrent ID of the file being seeded.
 - PEER_ID: ID of the peer initiating the seed.
- Response:

5.2. Architecture Diagram:



5.3. Possible Flows:

1. Single Peer Download

- 1. Peer requests the chunk list from the tracker.
- 2. Tracker provides the chunk metadata and seeder details.
- 3. Peer sequentially requests chunks using GET_CHUNK.
- 4. Seeder responds with CHUNK_DATA for each request.
- 5. Peer assembles chunks into a complete file.

2. Multi-Peer Download (Multiple seeders)

- 1. Peer requests the chunk list and seeder information from the tracker.
- 2. Peer splits chunk requests across available seeders.
- 3. Each seeder responds with CHUNK_DATA.
- 4. Peer assembles all received chunks.
- 5. Peer notifies the tracker of completion and transitions to a seeder.

3. Parallel Peer Downloads (Multiple Leechers)

- 1. Each peer retrieves chunk and seeder details from the tracker.
- 2. Peers independently request different chunks to minimize duplicate requests.
- 3. Seeder(s) handle concurrent chunk requests.
- 4. Each peer completes the download and informs the tracker.

4. Failure and Recovery

- 1. Peer requests chunks from seeders.
- 2. If a request fails, the peer retries with another seeder or the same seeder.
- 3. Peer continues until all chunks are successfully retrieved.
- 4. Peer notifies the tracker of completion.

5. Concurrent Downloads

- 1. Peer maintains separate chunk buffers for each file.
- 2. Peer initiates concurrent download tasks for each file.
- 3. Each task independently handles chunk requests and responses.
- 4. Peer completes all downloads and assembles files.

6. System structure

The P2P file-sharing system is defined in the docker-compose.yml

6.1. Services

Tracker

- Acts as the central coordinator for peers.
- Keeps track of available torrents, seeders, and leechers.
- Facilitates communication by providing metadata to peers.

• Configuration:

- o **Ports**: Exposed on 8888.
- o **Command**: Runs the tracker.py script to manage torrents.
- **Network**: Static IP (172.20.0.2) on the p2p_network.
- o **Volumes**: Shares the src directory for source code.

Seeder

- \circ Hosts the initial copy of the file.
- Provides file chunks to requesting peers (leechers).

• Configuration:

- **Ports**: Exposed on 8001.
- Command: Runs client_handler.py, specifying its address
 (172.20.0.3), tracker IP (172.20.0.2), and port (8888).

Olumes:

- Maps ./input to /app/files for seeding files.
- Maps . / output to /app/output for logs or processed files.
- **Network**: Static IP (172.20.0.3) on the p2p_network.
- **Dependencies**: Waits for the tracker service to start.

Leecher1

- Requests chunks of files from the seeder, then seeds the downloaded file.
- Downloads and reassembles the file in its local output folder.

• Configuration:

- o **Ports**: Exposed on 8002.
- Command: Runs client_handler.py, specifying its address
 (172.20.0.4), tracker IP (172.20.0.2), and port (8888).
- Olumes:
 - Maps ./output/leecher1 to /app/output for storing downloaded files.
- **Network**: Static IP (172.20.0.4) on the p2p_network.
- o **Dependencies**: Depends on both tracker and seeder.

Leecher2

 Another peer that downloads file chunks, in this case it will download the chunks from both other peers.

• Configuration:

• **Ports**: Exposed on 8003.

- Command: Runs client_handler.py, specifying its address
 (172.20.0.5), tracker IP (172.20.0.2), and port (8888).
- Volumes:
 - Maps ./output/leecher2 to /app/output for storing downloaded files.
- **Network**: Static IP (172.20.0.5) on the p2p_network.
- o **Dependencies**: Depends on both tracker and seeder.

6.2. Network

• Name: p2p_network

• Type: bridge

• **Subnet**: 172.20.0.0/16

6.3. Input and Output Folders

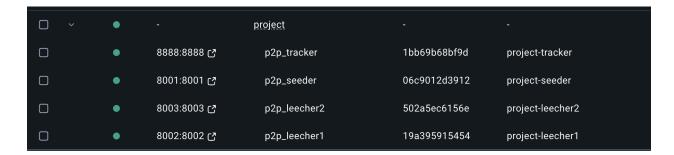
- Input Folder:
 - Location: ./input
 - Mounted on the seeder as /app/files.
 - o Contains files to be shared with peers.
- Output Folders:
 - Locations:
 - ./output/seeder: Files downloaded by seeder.
 - ./output/leecher1: Files downloaded by leecher1.
 - ./output/leecher2: Files downloaded by leecher2.
 - Each peer has its own output directory for clarity and isolation.

7. Running the system:

In order to run the system you'd need Python3.8+ and Docker installed.

The default setup is a tracker, one seeder and two leechers. (leecher1, leecher2)

docker-compose up --build



To Attach to peer's console:

docker attach <docker_name>

p2p file sharing client
-----[1] List available torrents
[2] Download a file
[3] Share a file

Uploading a file:

Listing available files:

Downloading a file:

Running the tests:

```
cd src/tests/
PYTHONPATH=.. python -m unittest discover
```

8. Error handling and Retry mechanism:

The system has an error handling and retry mechanism, to ensure all chunks are downloaded.

Once a chunk is failed to download, the system tries to retry it, and if possible even from other available seeds.

Retry from one seed:

```
2024-12-06 14:20:31,197 - INFO - Retrying read...
2024-12-06 14:20:31,704 - INFO - Retrying read...
2024-12-06 14:20:32,711 - DEBUG - result in retry 450
2024-12-06 14:20:32,711 - DEBUG - result in retry 450
2024-12-06 14:20:32,711 - INFO - connecting to seeder at 172.20.0.3:8001
2024-12-06 14:20:32,713 - INFO - connected as leecher: 172.20.0.4:8002
2024-12-06 14:20:32,713 - DEBUG - sending message: {"OP_CODE": 195, "IP_ADDRESS": "172.20.0.4", "PORT": "8002", "CHUNK_INDX": 39}
2024-12-06 14:20:32,713 - DEBUG - Reading message
2024-12-06 14:20:32,713 - DEBUG - Reading message: {"OP_CODE": 195, "IP_ADDRESS": '172.20.0.3', 'PORT': '8001', 'CHUNK_DATA': 'tw/QQOhEJqcnn ye.n9+c...', 'CHUNK_INDX': 39, 'RET_CODE': 200}
2024-12-06 14:20:32,716 - DEBUG - Result in retry 200
2024-12-06 14:20:32,717 - INFO - Successfully downloaded chunk 39 from peer 0
2024-12-06 14:20:32,717 - INFO - connected as leecher: 172.20.0.3:8001
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
2024-12-06 14:20:32,718 - DEBUG - Result in retry 200.4:8002
```

Retry from different peers:

```
2024-12-06 14:22:35,763 - INFO - Successfully downloaded chunk 61 from peer 1
2024-12-06 14:22:35,764 - INFO - connecting to seeder at 172.20.6.3:8003
2024-12-06 14:22:35,764 - DEBUG - sending message ("OP_CODE": 195, "IP_ADDRESS": "172.20.0.5", "PORT": "8003", "CHUNK_INDX": 62}
2024-12-06 14:22:35,764 - DEBUG - sending message
2024-12-06 14:22:35,766 - DEBUG - Reading message
2024-12-06 14:22:35,766 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS": "172.20.0.3", 'PORT': '8001', 'CHUNK_DATA': 'XqCaPJWOrsSgH_GX6XKS+...', 'CHUNK_INDX': 62, 'RET_CODE': 200}
2024-12-06 14:22:35,767 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS": "172.20.0.3", 'PORT': '8001', 'CHUNK_DATA': 'XqCaPJWOrsSgH_GX6XKS+...', 'CHUNK_INDX': 62, 'RET_CODE': 200}
2024-12-06 14:22:35,767 - DEBUG - Received message: 4 ("OP_CODE": 195, "IP_ADDRESS": "172.20.0.3", "PORT": "8003", "CHUNK_DATA': 'XqCaPJWOrsSgH_GX6XKS+...', 'CHUNK_INDX': 63, 'INFO - connecting to seeder at 172.20.0.5:8003
2024-12-06 14:22:35,768 - DEBUG - sending message
2024-12-06 14:22:35,768 - DEBUG - sending message: {"OP_CODE": 195, "IP_ADDRESS": "172.20.0.5", "PORT": "8003", "CHUNK_INDX": 63}
2024-12-06 14:22:35,769 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS": "172.20.0.4", 'PORT': '8002', 'CHUNK_DATA': 'uCSgaKFstMxhX 'NRXA33...', 'CHUNK_INDX': 63, 'RET_CODE': 200}
2024-12-06 14:22:35,769 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS": '172.20.0.4", 'PORT': '8002', 'CHUNK_DATA': 'uCSgaKFstMxhX 'NRXA33...', 'CHUNK_INDX': 63, 'RET_CODE': 200}
2024-12-06 14:22:35,769 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS': '172.20.0.4", 'PORT': '8002', 'CHUNK_DATA': 'uCSgaKFstMxhX 'NRXA33...', 'CHUNK_INDX': 63, 'RET_CODE': 200}
2024-12-06 14:22:35,769 - DEBUG - Received message: {"OP_CODE": 195, "IP_ADDRESS': '172.20.0.4", 'PORT': '8002', 'CHUNK_DATA': 'uCSgaKFstMxhX 'NRXA33...', 'CHUNK_INDX': 63, 'RET_CODE': 200}
2024-12-06 14:22:35,769 - DEBUG - Received message: ("OP_CODE': 105, "IP_CODE': 105, "IP_CODE': 105, "IP_CODE': 105, "IP_CO
```

9. File Handling

In order to support the P2P communication, we split large files into chunks, ensure recieving all chunks, and their integrity, then build the file again.

9.1. File Splitting (file_handler.py -> split_file)

How It Works

- Chunk Size:
 - $\circ~$ Defined by CHUNK_SIZE in the protocol (e.g., 16KB or 24KB).
 - Files are read in chunks of this size.
- Splitting Logic:
 - Files are processed in binary mode (rb).
 - Each chunk is written to a separate file (e.g., file_chunk_0, file_chunk_1, etc.).
 - The splitting process calculates and stores a hash for each chunk to ensure data integrity during transfers.

9.2. Chunk Hashing (file_handler.py -> calculate_hash, verify_chunk)

Hashing ensures data integrity by verifying that chunks are not corrupted during transfer.

How It Works

• Hashing Algorithm:

- Uses SHA-256 for strong cryptographic hashing.
- Reads chunks in blocks (e.g., 4KB) to calculate the hash.

• Verification:

- When a chunk is received, its hash is recalculated and compared to the expected hash.
- If the hashes match, the chunk is valid; otherwise, it's marked as corrupted.

9.3. Encoding and Decoding

• Encoding:

 Chunks are base64-encoded before transmission to avoid issues with binary data.

• Decoding:

 Received chunks are decoded back into their original binary form before storage.

10. Conclusion and Future Work

10.1. Future work:

- 1. Enhanced Error Handling: Implement more robust mechanisms to handle network failures, corrupted data, and tracker unavailability to ensure seamless operation under adverse conditions.
- 2. Encryption Support: Introduce end-to-end encryption for data transfer to ensure secure communication between peers and protect sensitive information.
- 3. Better Peer Selection: Develop algorithms to optimize peer selection, prioritizing peers with faster connections and better availability for efficient file sharing.
- 4. Web Interface/ GUI: Create a user-friendly web-based interface for easier management of torrents, peers, and file transfers, enhancing the system's usability.
- 5. NAT Traversal: Incorporate techniques to enable peers behind Network Address Translation (NAT) devices to connect directly without additional configuration.

6. Efficiency: This project is written in python for convenience, should consider more robust language that support efficient I/O and network communications.

10.2. Conclusion

The P2P File Sharing Project lays the groundwork for a scalable, efficient, and reliable system that leverages modern networking techniques. By addressing the proposed future enhancements, the system can achieve greater robustness, security, and usability. These improvements will ensure it remains competitive and capable of meeting evolving user demands in a decentralized sharing ecosystem.