task $\mathcal{S}_j$.ServeIncomingPeers()
  while True **do**
    Wait for connection from $\mathcal{P}_i$
    if $\mathcal{P}_i \notin \mathcal{T}_j$ **then**
      for $\mathcal{P}_k \in \mathcal{T}_j$ **do** $[\mathcal{P}_k] \Rightarrow \mathcal{P}_i$
      $\mathcal{T}_j = \mathcal{T}_j \cup \mathcal{P}_i$
    else
      $[\texttt{goodbye}] \rightarrow \mathcal{P}_i$
      $\mathcal{T}_j = \mathcal{T}_j \setminus \mathcal{P}_i$
    $[|\mathcal{T}_j|] \Rightarrow \mathcal{R}$

task $\mathcal{S}_j$.ServeOutgoingPeers()
  while True **do**
    $m \leftarrow \mathcal{P}_o$
    if $m ==$ [goodbye] **then**
      $[\texttt{goodbye}] \rightarrow \mathcal{P}_o$
      $\mathcal{T}_j = \mathcal{T}_j \setminus \mathcal{P}_o$
    $[|\mathcal{T}_j|] \Rightarrow \mathcal{R}$

task $\mathcal{S}_j$.FeedTeam()
  $x = 0; i = 0; r = 0$
  while True **do**
    wait for C **bytes** $[\texttt{chunk}] \leftarrow \mathcal{O}$
    $[x, \texttt{chunk}] \rightarrow \mathcal{P}_i$
    $O[x] = \mathcal{P}_i$
    $i = (i + 1) \bmod |\mathcal{T}_j|$
    $x = (x + 1) \bmod \texttt{MAX\_CHUNK\_NUMBER}$
    if $x = 0$ **then** $r = (r + 1) \bmod \texttt{MAX\_ROUND\_NUMBER}$

task $\mathcal{S}_j$.FreeRidingControl()
  while True **do**
    wait for $[\texttt{lost chunk } x] \leftarrow$ **all** $\{\mathcal{M}_0, \cdots, \mathcal{M}_{M-1}\}$
      with timeout of L **rounds**
    if not timeout then $\mathcal{T}_j = \mathcal{T}_j \setminus O[x]$