

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

$[\text{goodbye}] \rightarrow \mathcal{P}_i$

$\mathcal{T}_j = \mathcal{T}_j \setminus \mathcal{P}_i$

$[|\mathcal{T}_j|] \Rightarrow \mathcal{R}$

task \mathcal{S}_j .SERVEOUTGOINGPEERS()

while True **do**

$m \leftarrow \mathcal{P}_o$

if $m == [\text{goodbye}]$ **then**

$[\text{goodbye}] \rightarrow \mathcal{P}_o$

$\mathcal{T}_j = \mathcal{T}_j \setminus \mathcal{P}_o$

$[|\mathcal{T}_j|] \Rightarrow \mathcal{R}$

task \mathcal{S}_j .FEEDTEAM()

$x = 0; i = 0; r = 0$

while True **do**

wait for C bytes $[\text{chunk}] \leftarrow \mathcal{O}$

$[x, \text{chunk}] \rightarrow \mathcal{P}_i$

$\mathcal{O}[x] = \mathcal{P}_i$

$i = (i + 1) \bmod |\mathcal{T}_j|$

$x = (x + 1) \bmod \text{MAX_CHUNK_NUMBER}$

if $x = 0$ **then** $r = (r + 1) \bmod \text{MAX_ROUND_NUMBER}$

task \mathcal{S}_j .FREERIDINGCONTROL()

while True **do**

wait for $[\text{lost chunk } x] \leftarrow \text{all } \{\mathcal{M}_0, \dots, \mathcal{M}_{M-1}$
 with timeout of L **rounds**

if not timeout then $\mathcal{T}_j = \mathcal{T}_j \setminus \mathcal{O}[x]$