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P3 Proposal

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Description

- bittorrent-like client and tracker

Structure

- client
 - go or python
 - can:
 - * create new .torrent files
 - * given a .torrent file, contact other clients identified in the .torrent file and request parts of a file
 - * serve parts of a file to other clients on request
 - * inform tracker when it has a piece
 - * report themselves when they do NOT have a piece that other clients think they do
- tracker server
 - go
 - can
 - * serve .torrent files to frontend
 - * keep .torrent files updated
 - add/remove clients from list of clients with torrent pieces
 - get new .torrent files from frontend
- tracker frontend
 - javascript/html
 - can
 - * search for torrents by name
 - * fetch .torrent file from backend for user to download
 - * send new .torrent file to backend from user

Distributed Systems Concepts

- paxos for replicated tracker
- clients backoff exponentially from other clients which appear to be unresponsive
- TODO: more

Test Plan

Conditions to test:

- kill a tracker, then try to do anything
- kill a client after it has informed the tracker that it has a piece, then try to get that piece

Development Tiers

- Minimum Testable Product:
 - Client:
 - * create .torrent files and send them directly to one tracker
 - * get pieces from other clients, given a .torrent
 - * serve pieces to other clients
 - * can fail without disrupting things
 - Tracker Server:
 - * single tracker (no paxos)
 - * record when there are new files
 - * record when new clients get pieces of files
- Target:
 - Client:
 - * self-report to tracker when client does not have a piece that other clients expect it to
 - * compute/create checksums on torrents to ensure security
 - Tracker Server:
 - * replicated via paxos
- Fluff:
 - Client:
 - * UI: show currently downloading/seeding files
 - Tracker Server:
 - * maintain users/manage logins
 - Tracker Frontend

Development Schedule

TODO