

CONTENTS

I	Large Tree	2
I-A	4 evil nodes , 60 good nodes	3
	I-A1 Dynamic Limits, Run 1-3	3
	I-A2 Probabilistic Interest accept, Run 1-3	4
I-B	8 evil nodes , 56 good nodes	5
	I-B1 Dynamic Limits, Run 1-3	5
	I-B2 Probabilistic Interest accept, Run 1-3	6
I-C	12 evil nodes , 52 good nodes	7
	I-C1 Dynamic Limits, Run 1-3	7
	I-C2 Probabilistic Interest accept, Run 1-3	8
I-D	16 evil nodes , 48 good nodes	9
	I-D1 Dynamic Limits, Run 1-3	9
	I-D2 Probabilistic Interest accept, Run 1-3	10
I-E	20 evil nodes , 44 good nodes	11
	I-E1 Dynamic Limits, Run 1-3	11
	I-E2 Probabilistic Interest accept, Run 1-3	12
I-F	24 evil nodes , 40 good nodes	13
	I-F1 Dynamic Limits, Run 1-3	13
	I-F2 Probabilistic Interest accept, Run 1-3	14
I-G	28 evil nodes , 36 good nodes	15
	I-G1 Dynamic Limits, Run 1-3	15
	I-G2 Probabilistic Interest accept, Run 1-3	16
II	Tree	17
II-A	1 evil node , 15 good nodes	18
	II-A1 Dynamic Limits, Run 1-3	18
	II-A2 Probabilistic Interest accept, Run 1-3	19
	II-A3 Physical Limits, Run 1-3	20
II-B	2 evil nodes , 14 good nodes	21
	II-B1 Dynamic Limits, Run 1-3	21
	II-B2 Probabilistic Interest accept, Run 1-3	22
	II-B3 Physical Limits, Run 1-3	23
II-C	3 evil nodes , 13 good nodes	24
	II-C1 Dynamic Limits, Run 1-3	24
	II-C2 Probabilistic Interest accept, Run 1-3	25
	II-C3 Physical Limits, Run 1-3	26
II-D	4 evil nodes , 12 good nodes	27
	II-D1 Dynamic Limits, Run 1-3	27
	II-D2 Probabilistic Interest accept, Run 1-3	28
	II-D3 Physical Limits, Run 1-3	29
II-E	5 evil nodes , 11 good nodes	30
	II-E1 Dynamic Limits, Run 1-3	30
	II-E2 Probabilistic Interest accept, Run 1-3	31
	II-E3 Physical Limits, Run 1-3	32
II-F	6 evil nodes , 10 good nodes	33
	II-F1 Dynamic Limits, Run 1-3	33
	II-F2 Probabilistic Interest accept, Run 1-3	34
	II-F3 Physical Limits, Run 1-3	35
II-G	7 evil nodes , 9 good nodes	36
	II-G1 Dynamic Limits, Run 1-3	36
	II-G2 Probabilistic Interest accept, Run 1-3	37
	II-G3 Physical Limits, Run 1-3	38
II-H	8 evil nodes , 8 good nodes	38
	II-H1 Dynamic Limits, Run 1-3	38
	II-H2 Probabilistic Interest accept, Run 1-3	39
	II-H3 Physical Limits, Run 1-3	40

**Left graphs show bandwidths of data/inter-set stream
Right graphs show the same data but in number of packets**

I. LARGE TREE

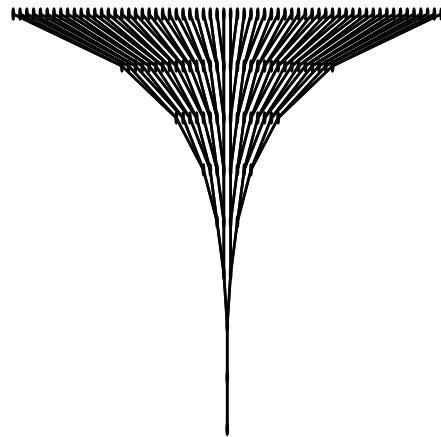
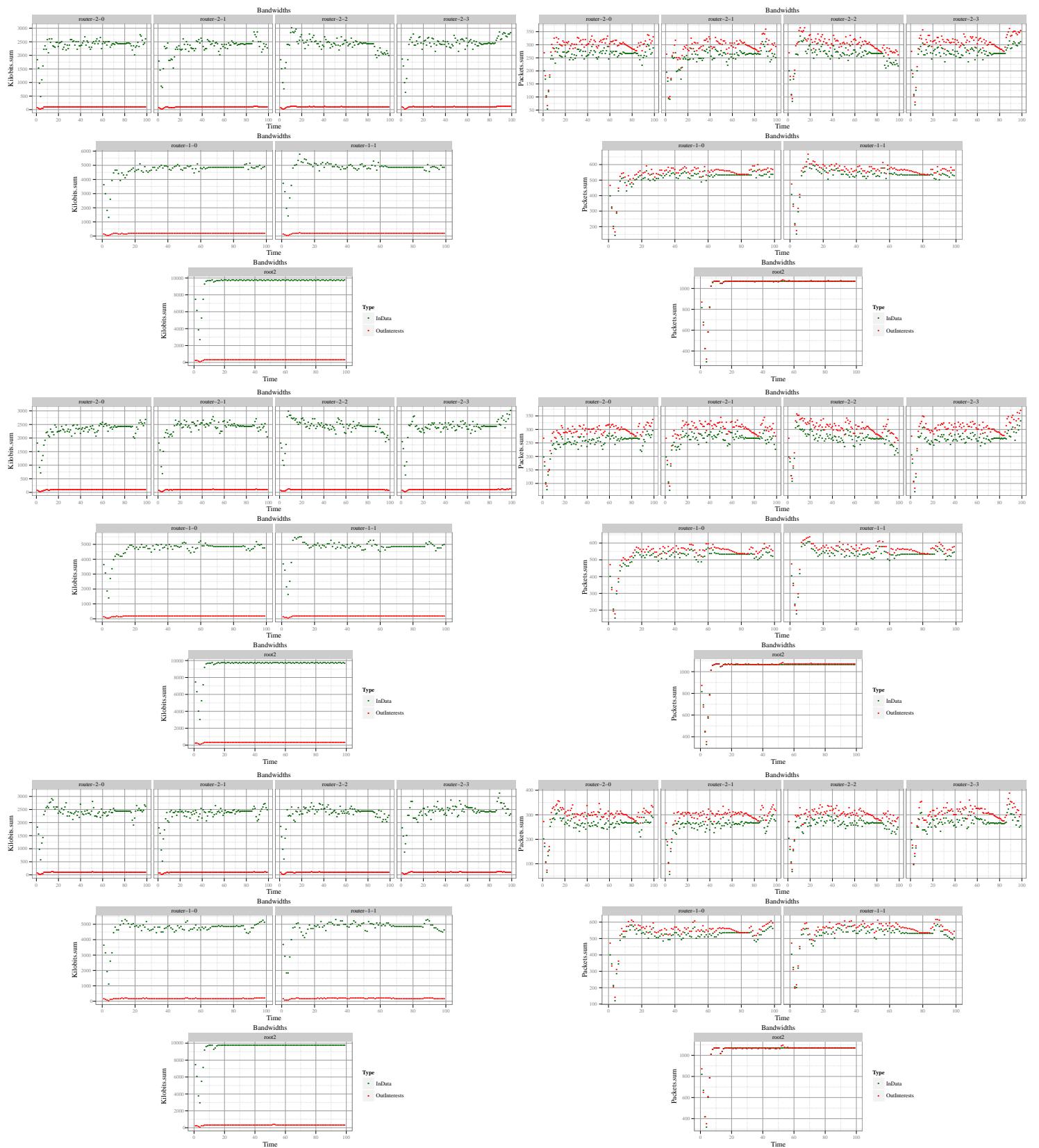


Fig. 1. 128-node binary tree topology

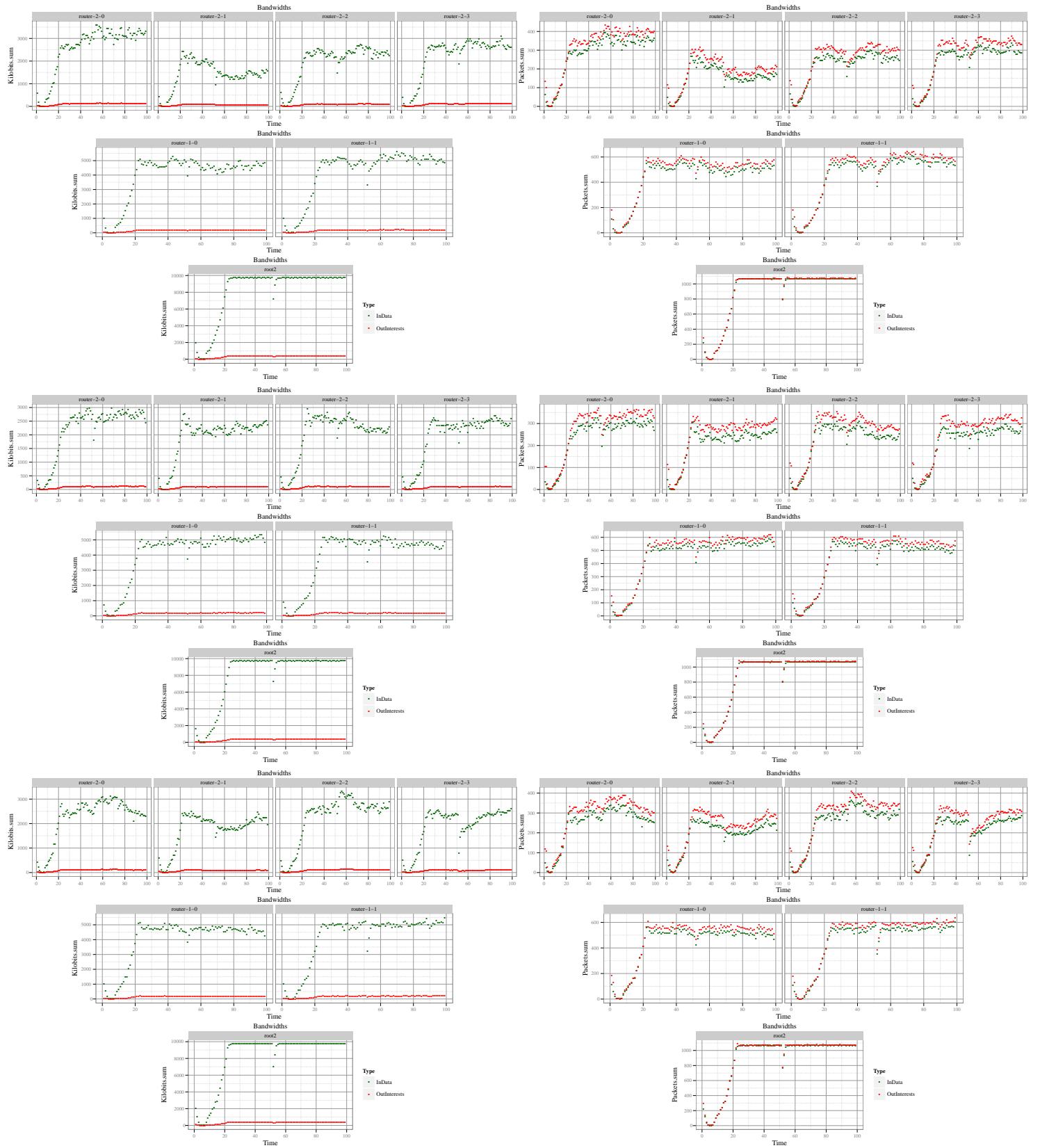
The following presents results for three independent runs of the simulation, varying number of good and bad clients.

A. 4 evil nodes, 60 good nodes

1) Dynamic Limits, Run 1-3:

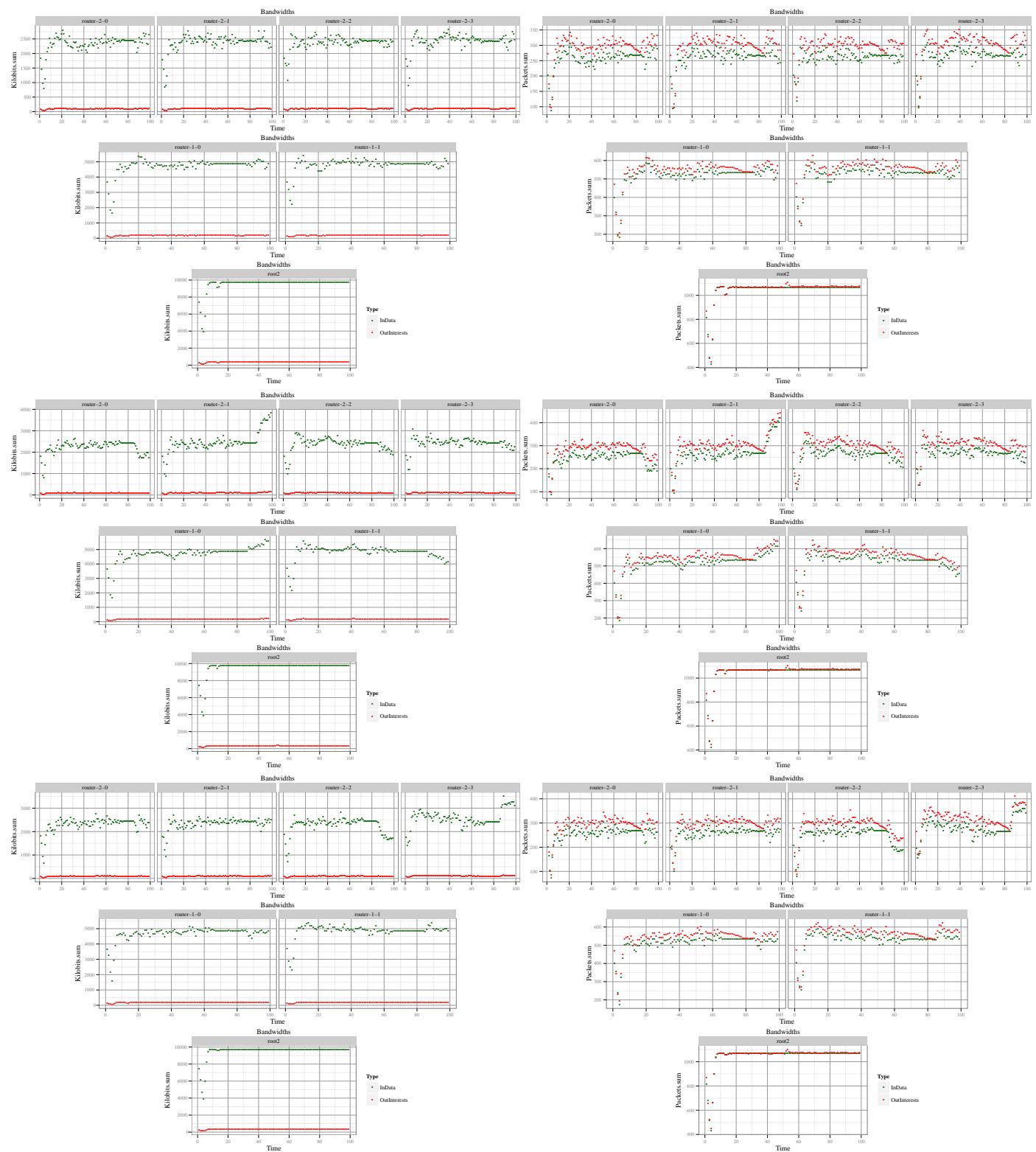


2) Probabilistic Interest accept, Run 1-3:

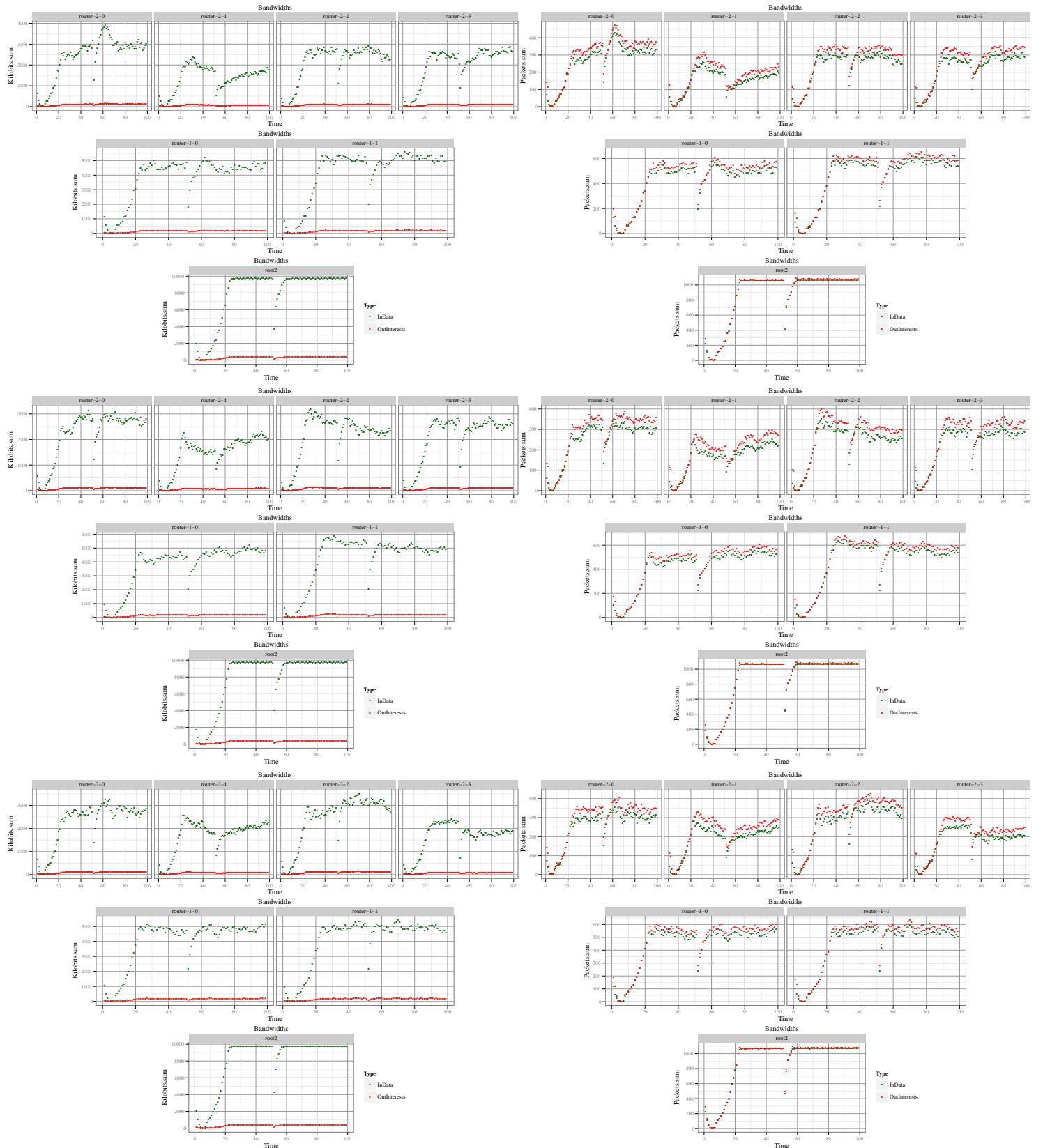


B. 8 evil nodes, 56 good nodes

1) Dynamic Limits, Run 1-3:

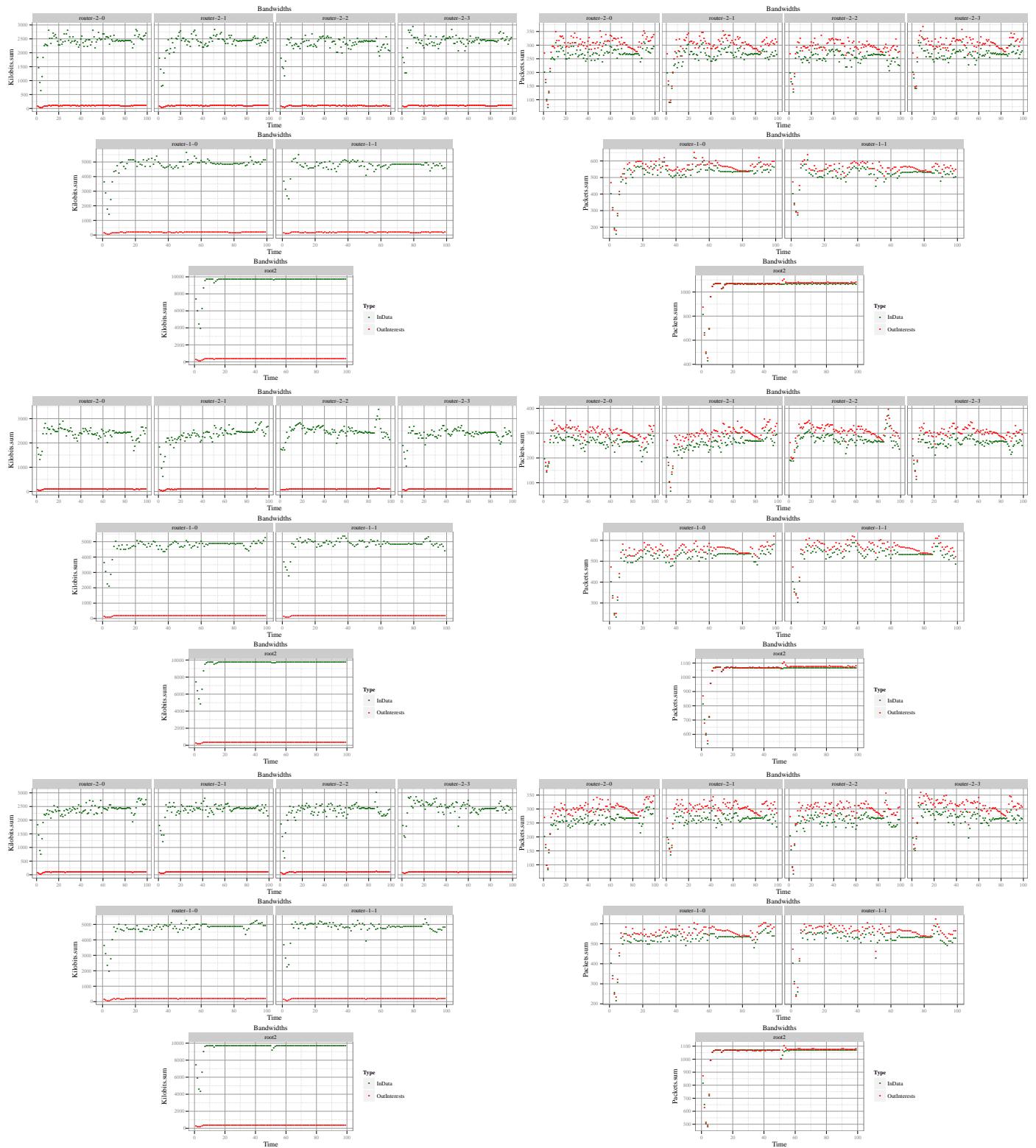


2) Probabilistic Interest accept, Run 1-3:



C. 12 evil nodes, 52 good nodes

1) Dynamic Limits, Run 1-3:

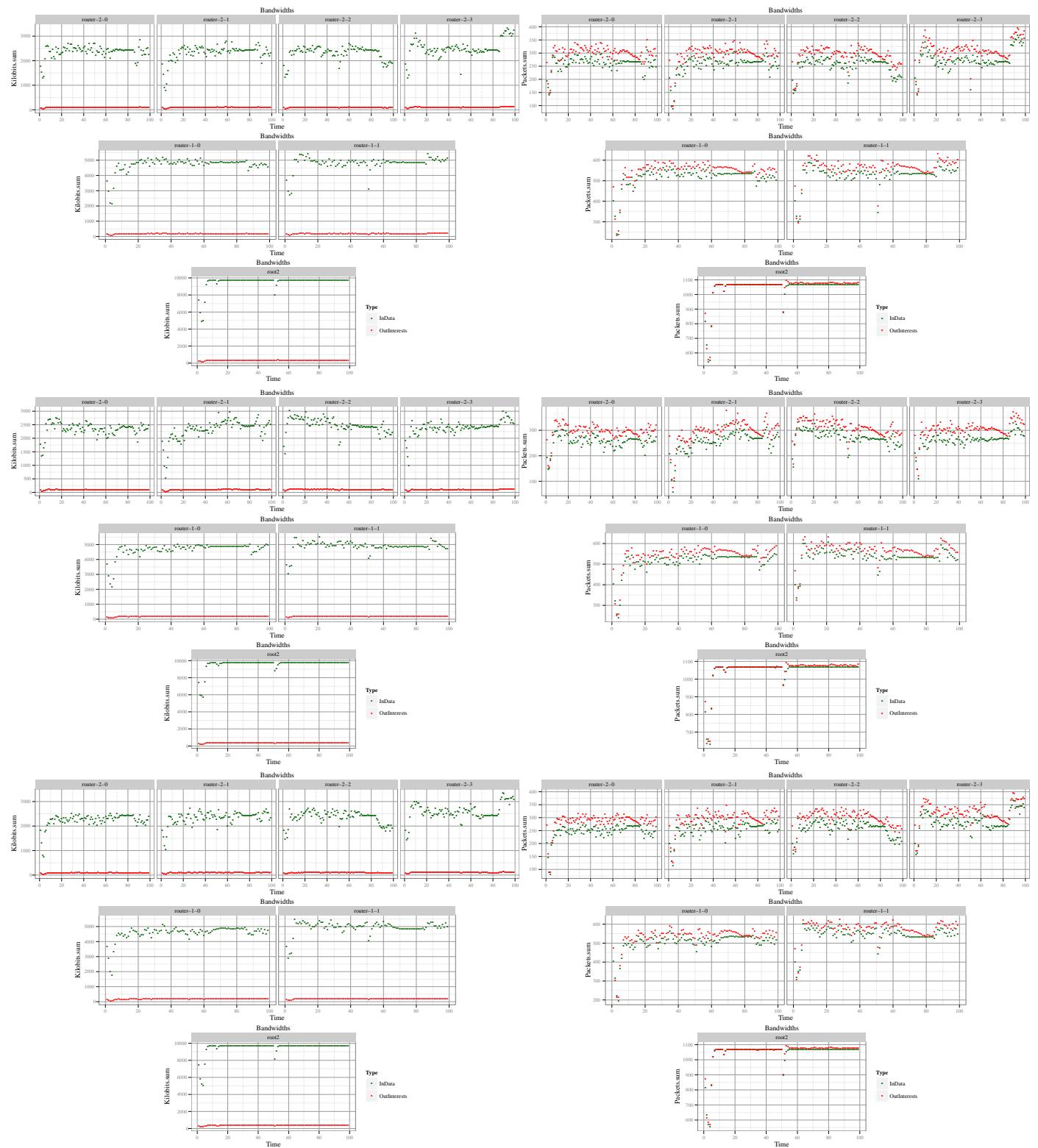


2) Probabilistic Interest accept, Run 1-3:

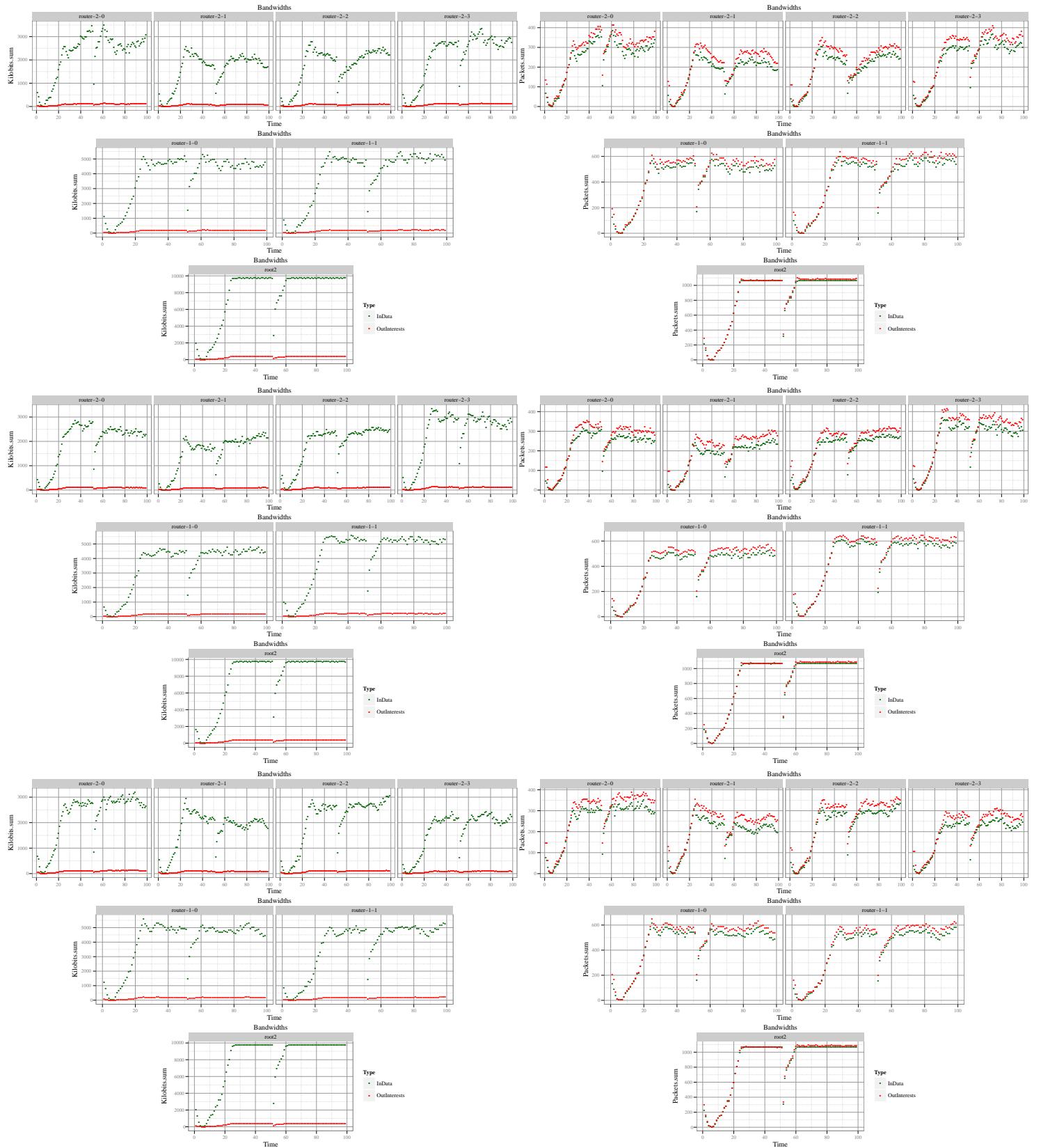


D. 16 evil nodes, 48 good nodes

1) Dynamic Limits, Run 1-3:

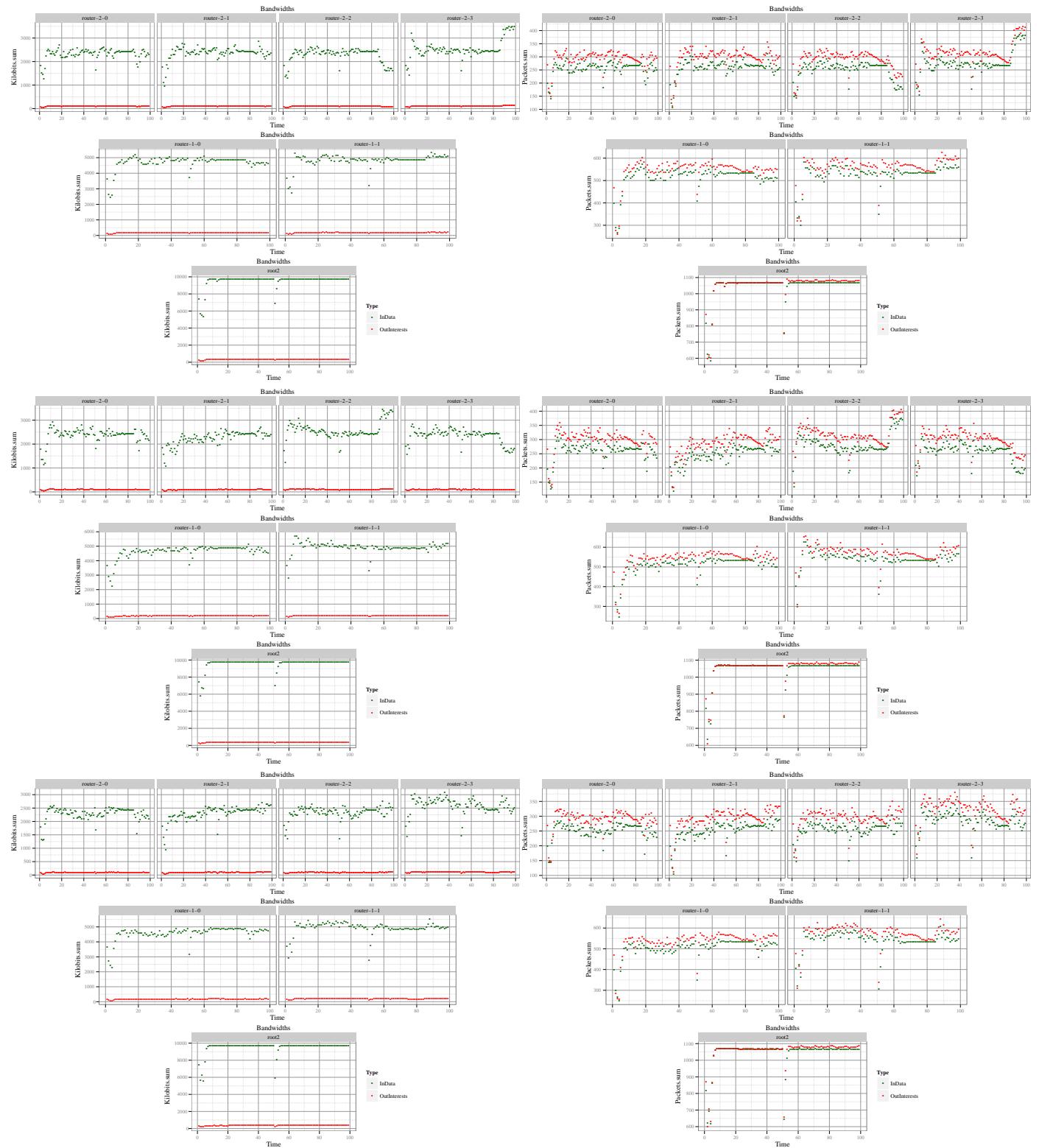


2) Probabilistic Interest accept, Run 1-3:

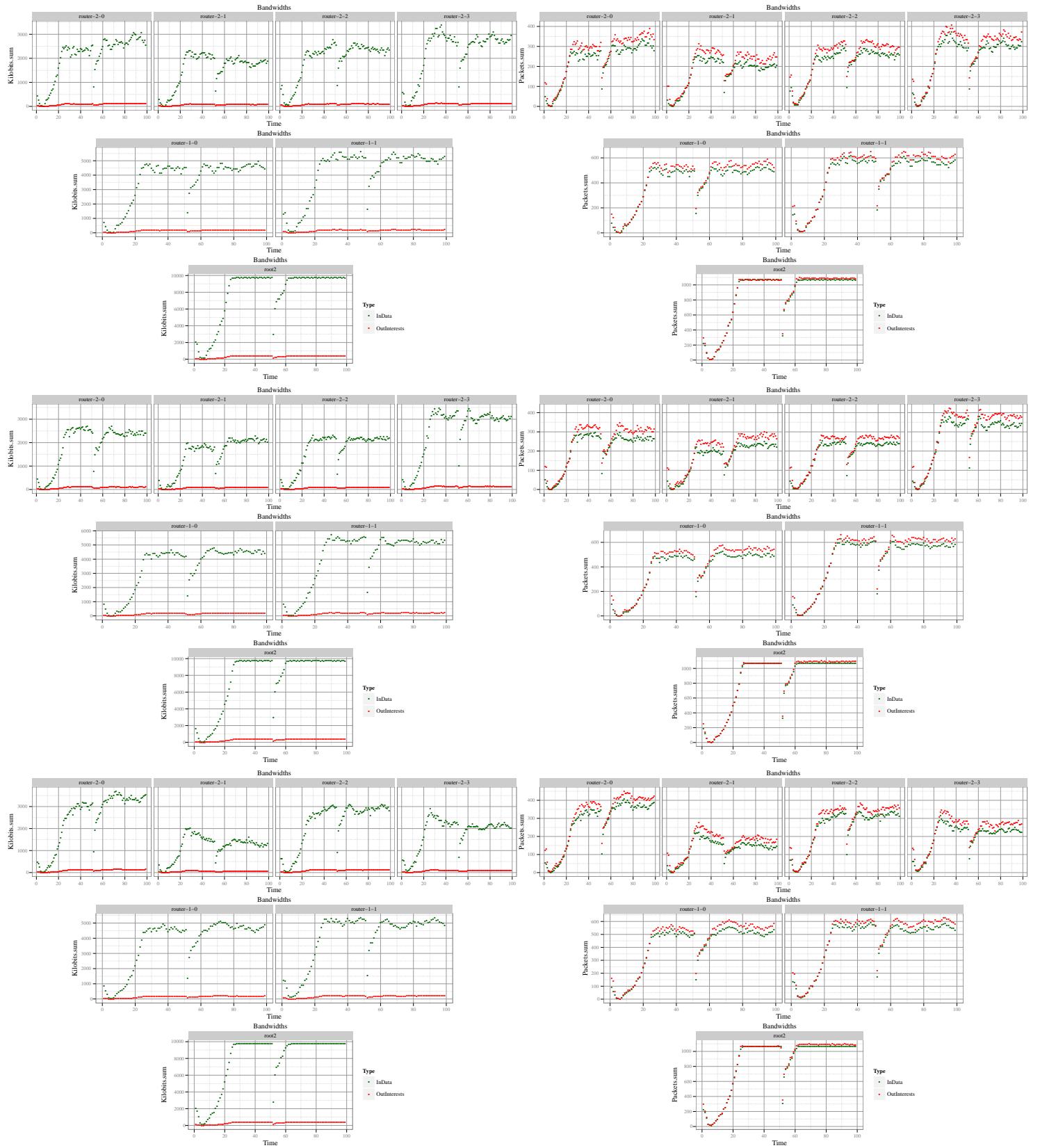


E. 20 evil nodes, 44 good nodes

1) Dynamic Limits, Run 1-3:

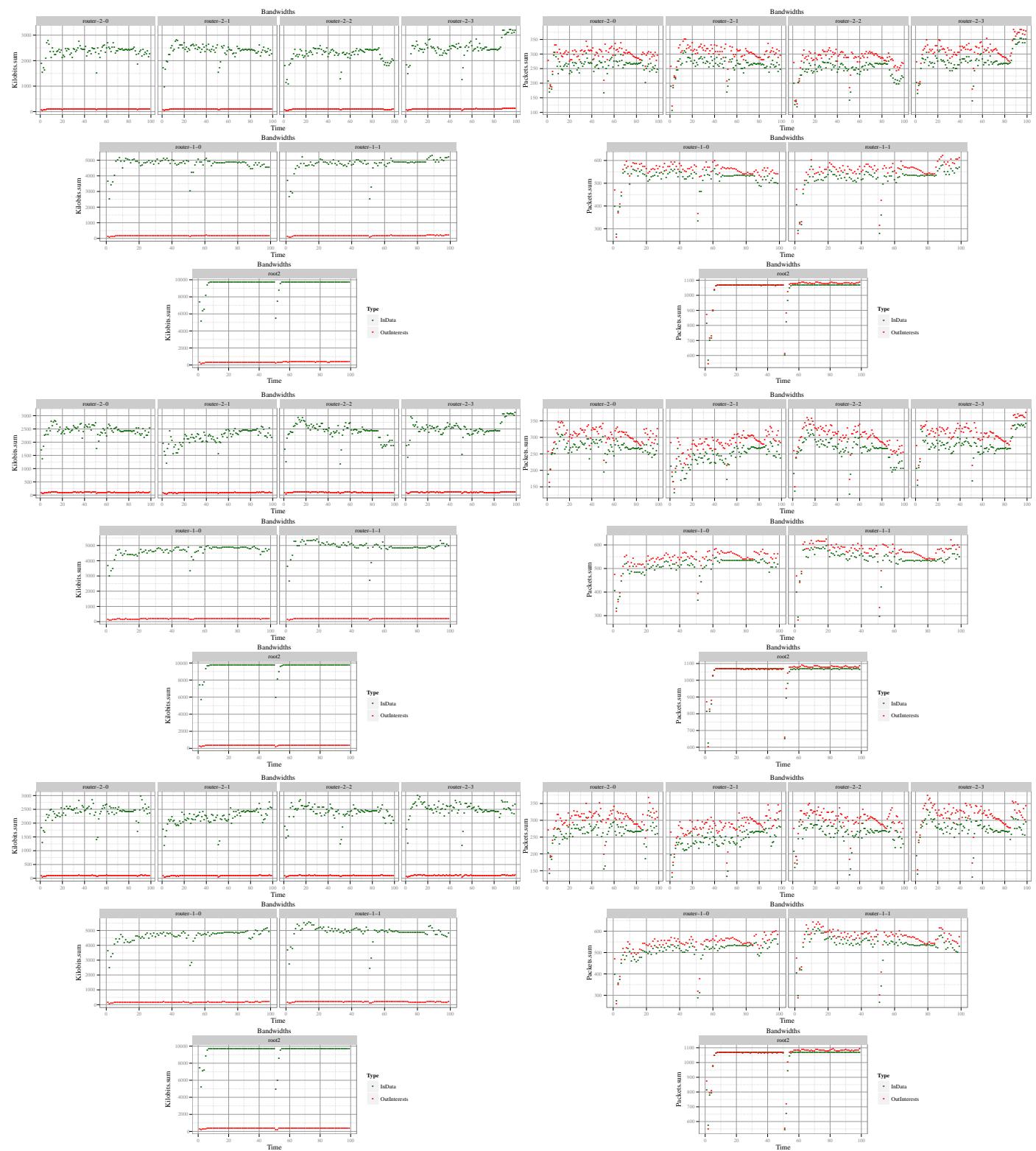


2) Probabilistic Interest accept, Run 1-3:

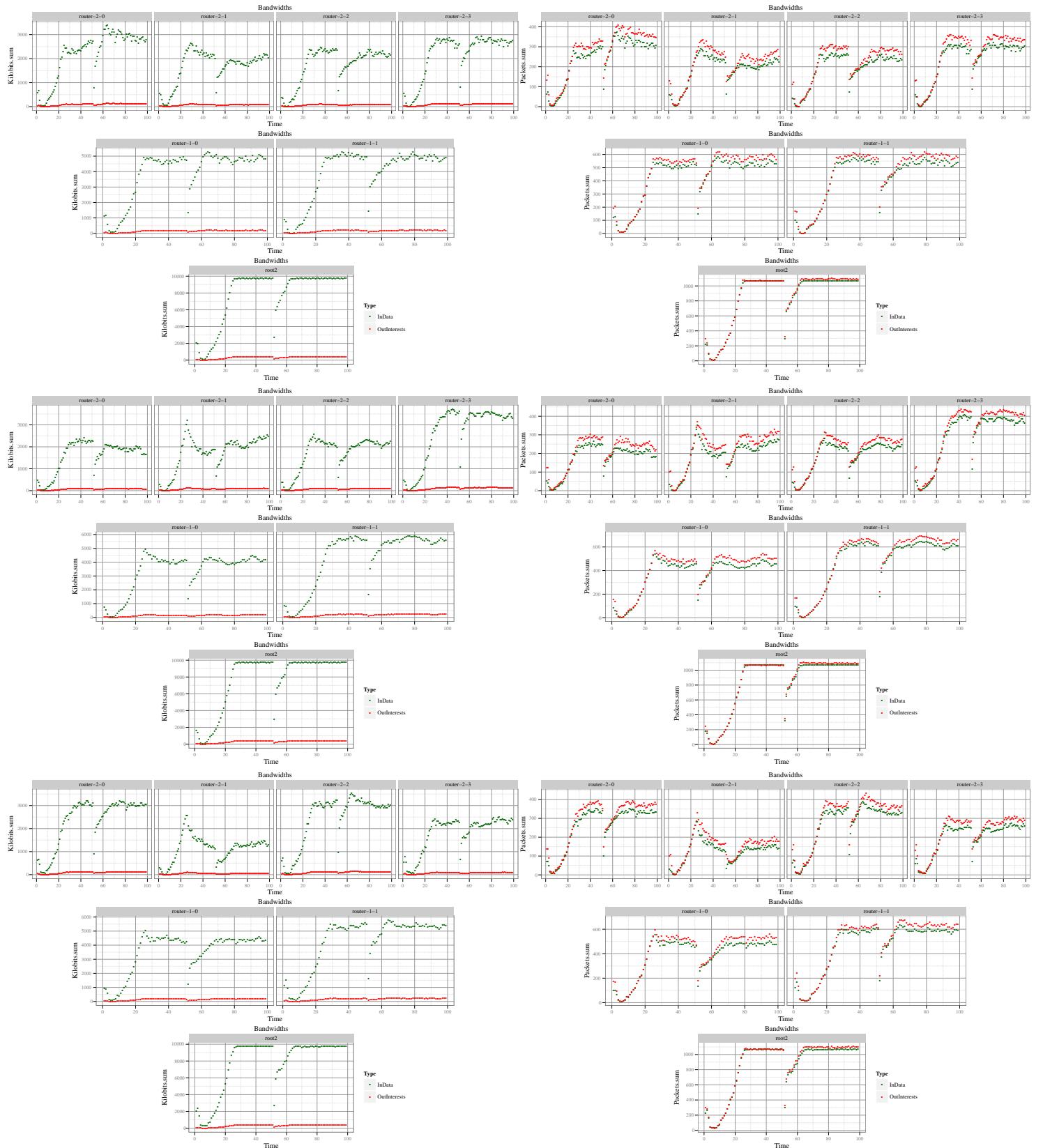


F. 24 evil nodes, 40 good nodes

1) Dynamic Limits, Run 1-3:

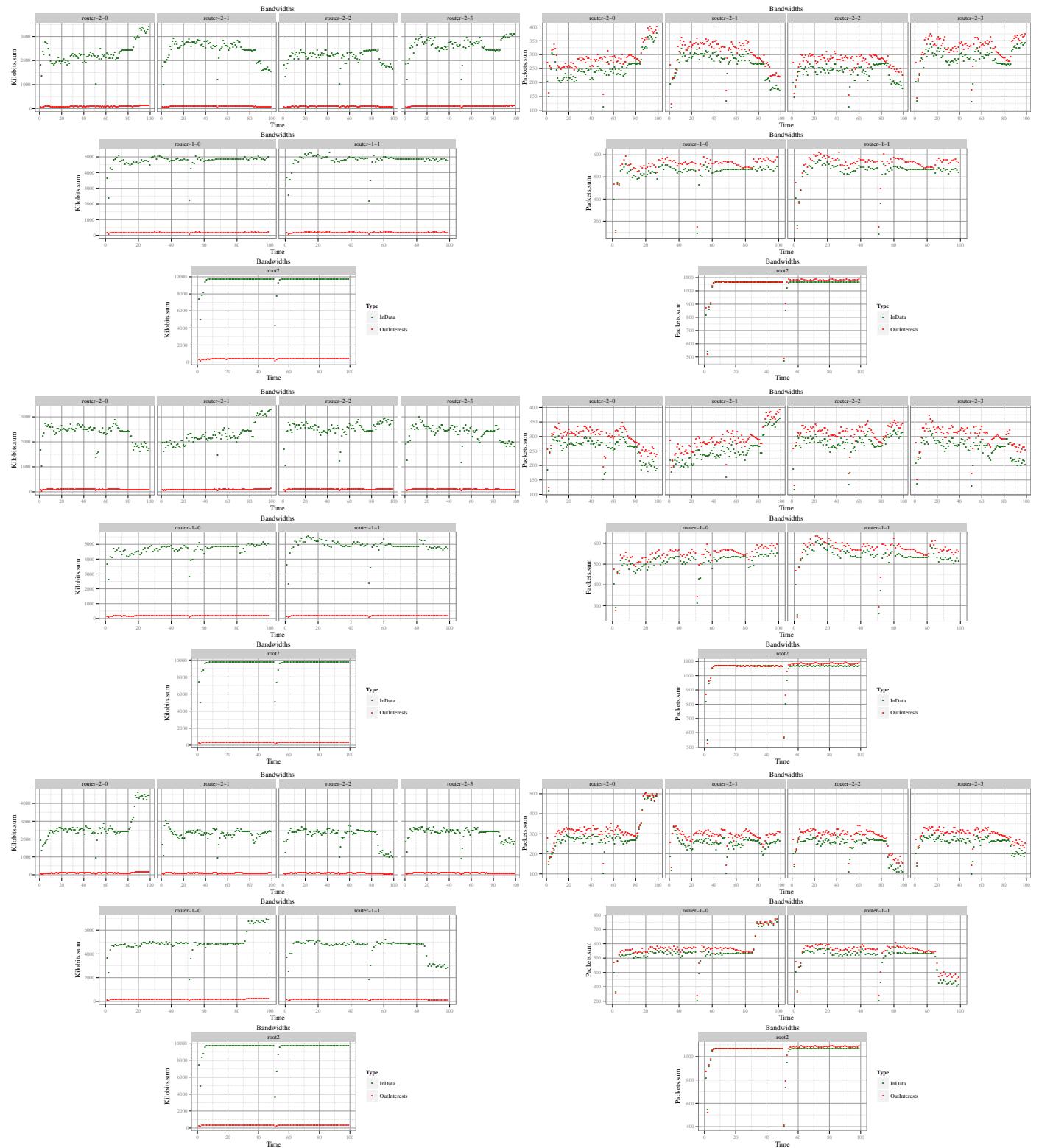


2) Probabilistic Interest accept, Run 1-3:

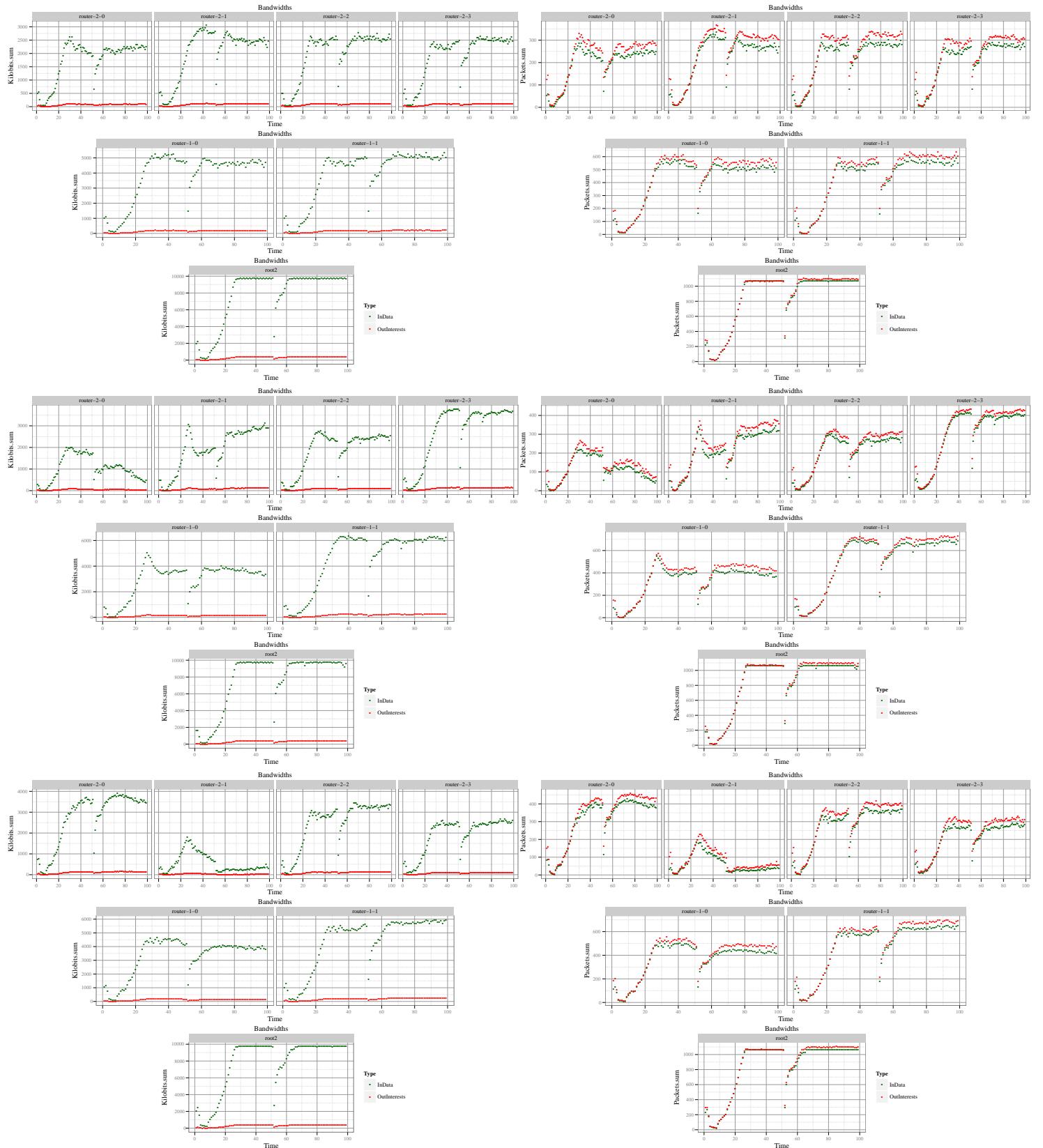


G. 28 evil nodes, 36 good nodes

1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:



**Left graphs show bandwidths of data/interset stream
Right graphs show the same data but in number of packets**

II. TREE

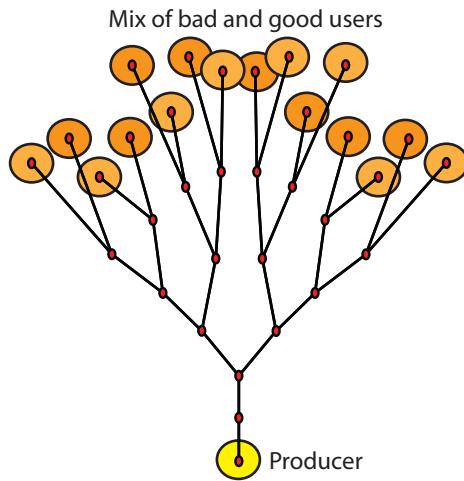
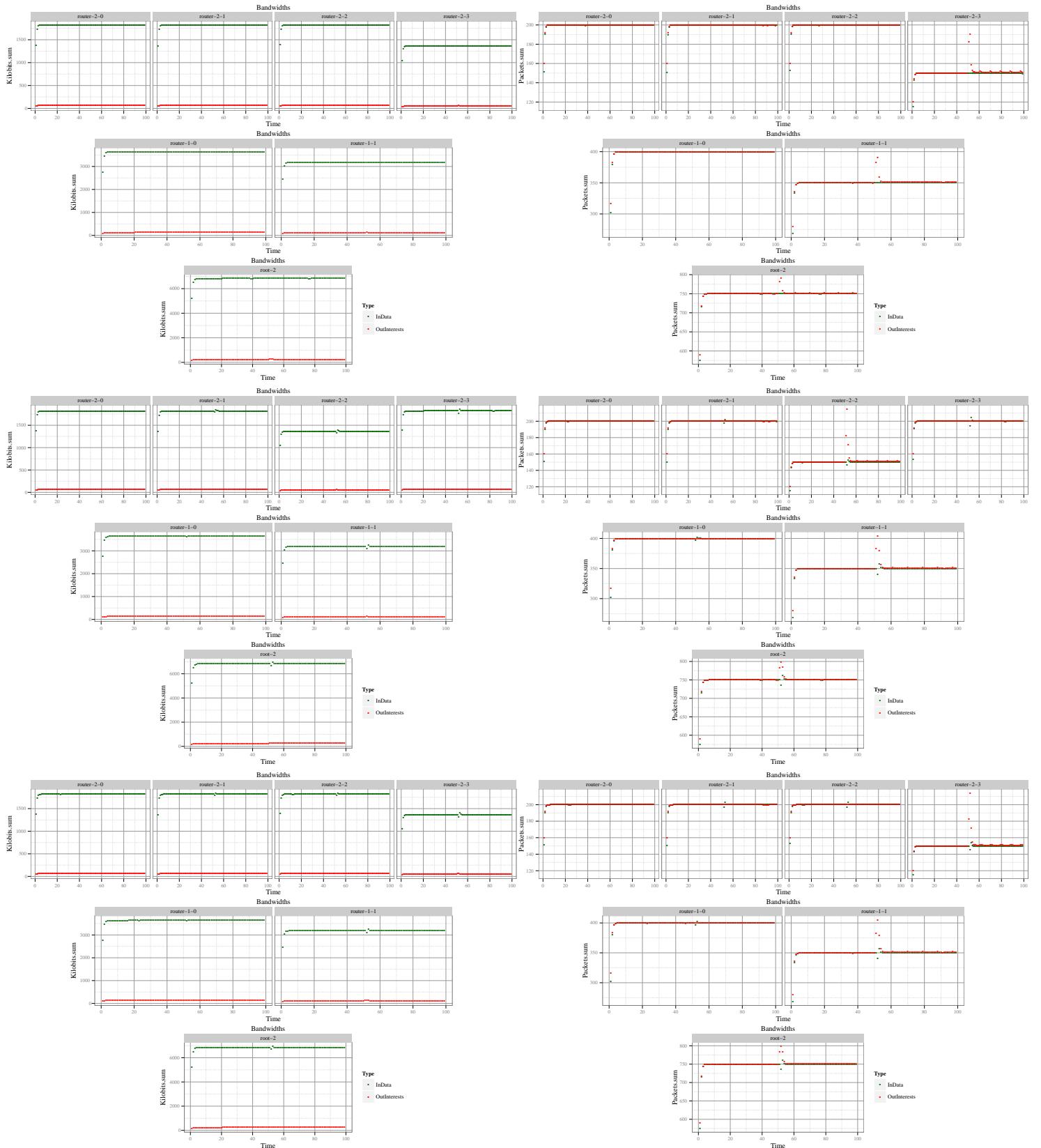


Fig. 2. 32-node binary tree topology

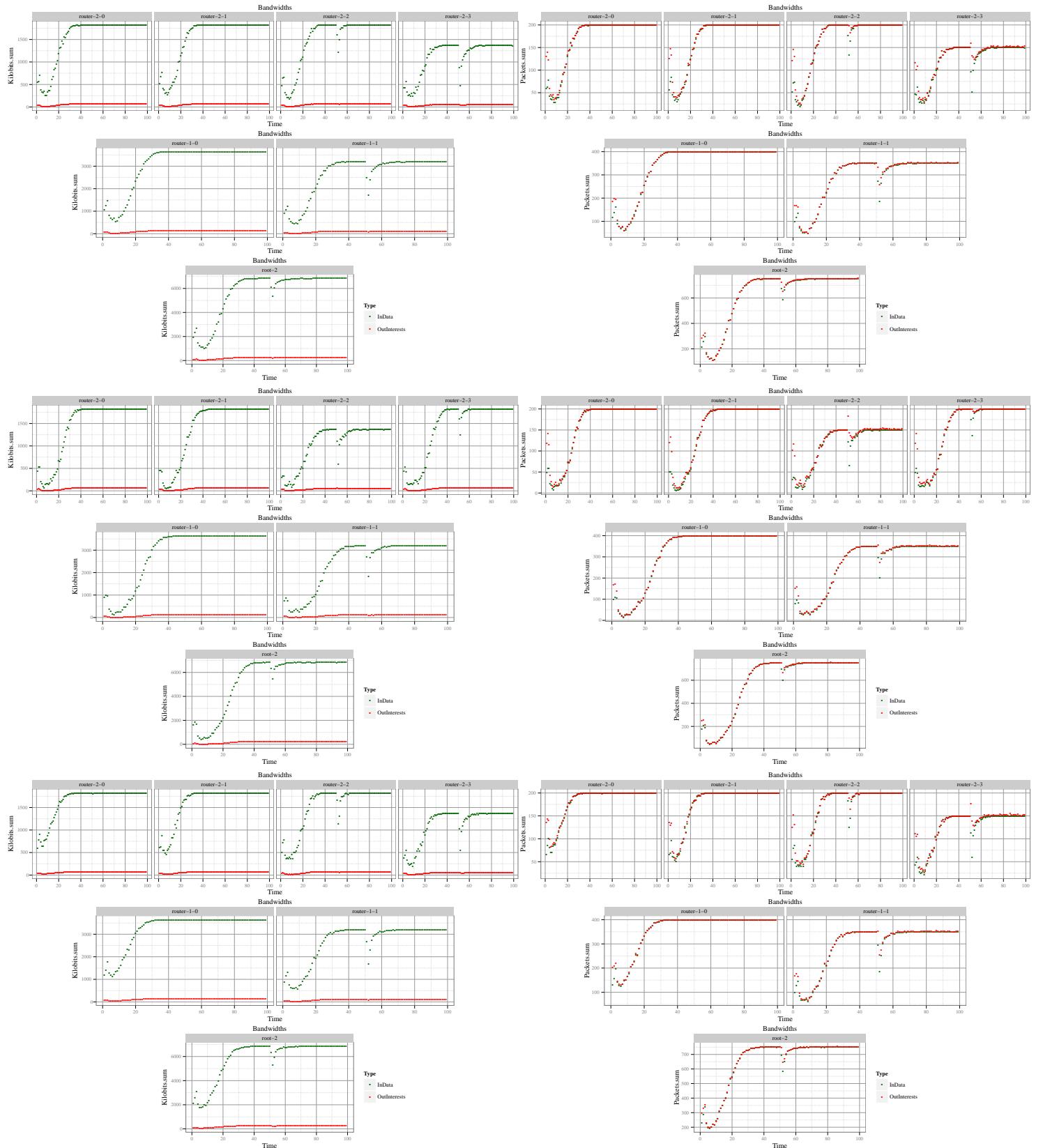
The following presents results for three independent runs of the simulation, varying number of good and bad clients.

A. 1 evil node, 15 good nodes

1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

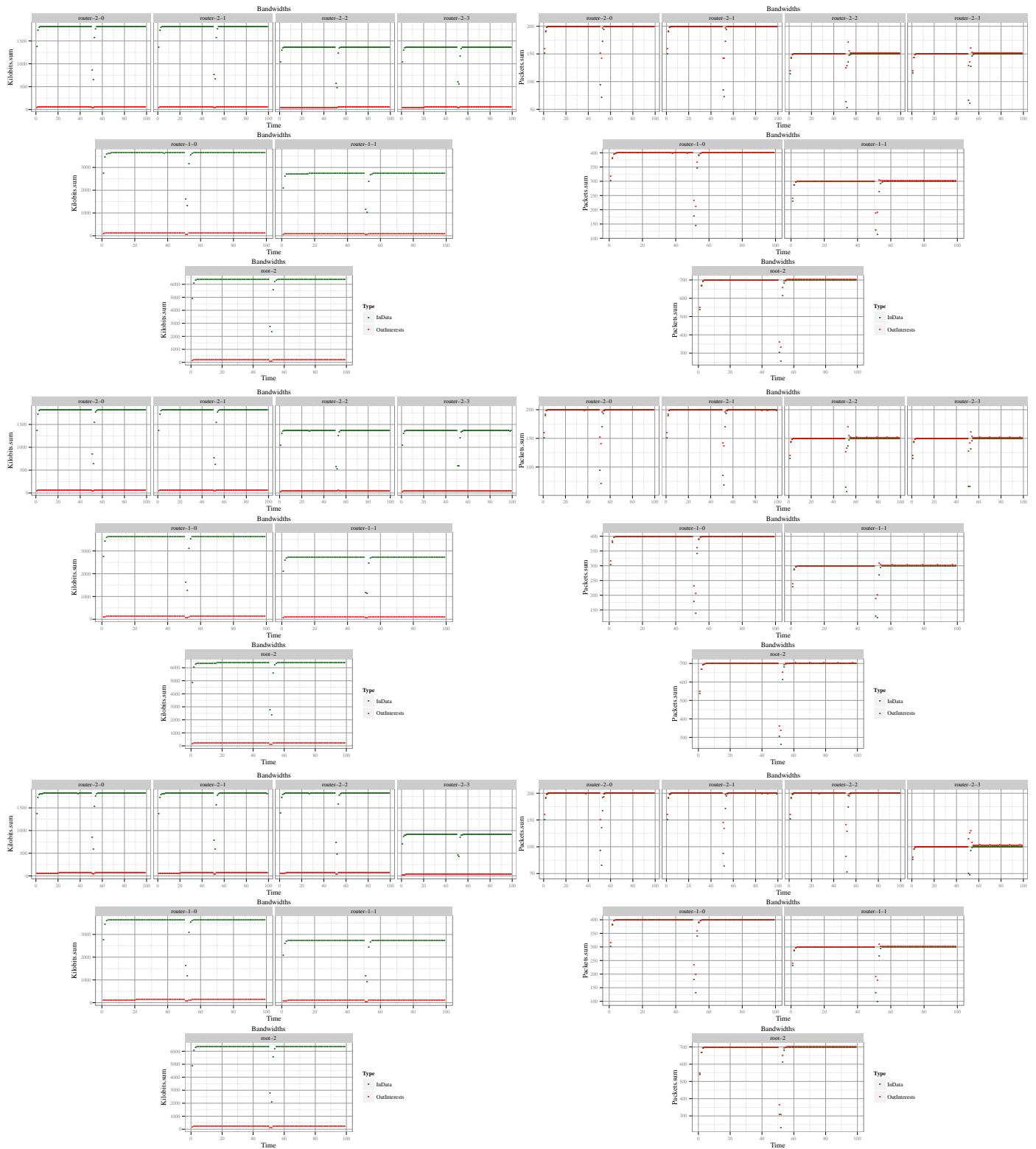


3) Physical Limits, Run 1-3:

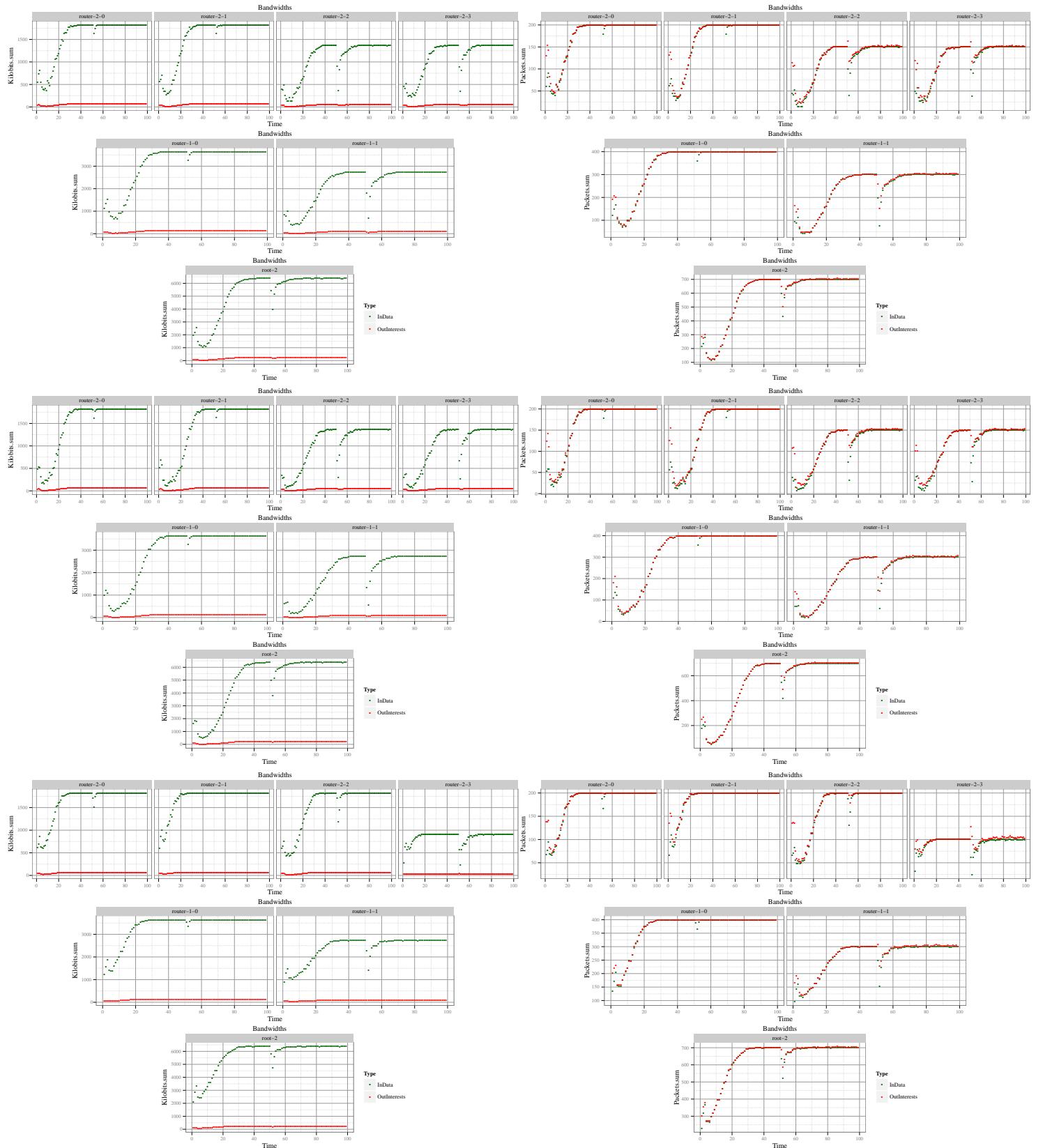


B. 2 evil nodes, 14 good nodes

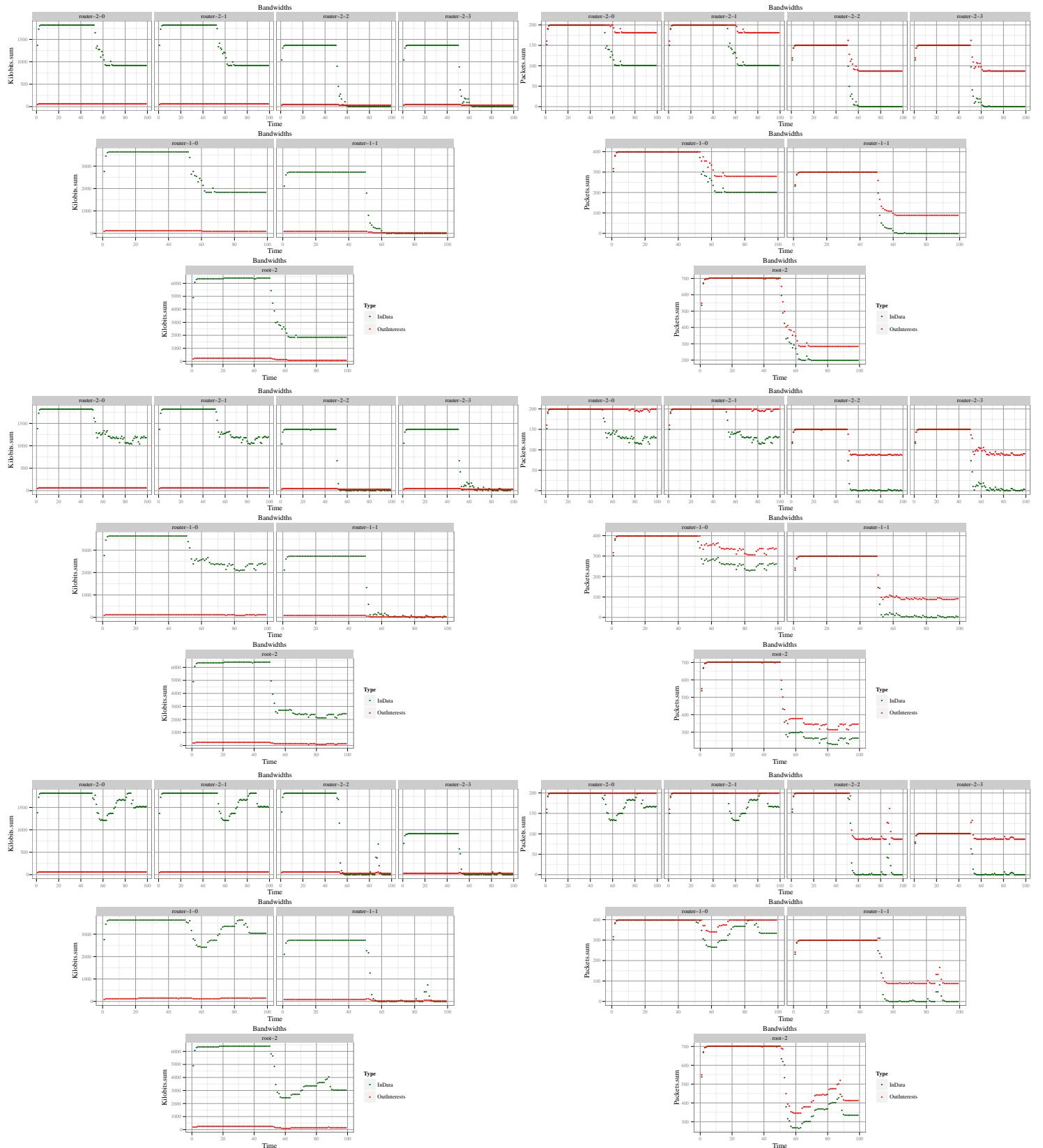
1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

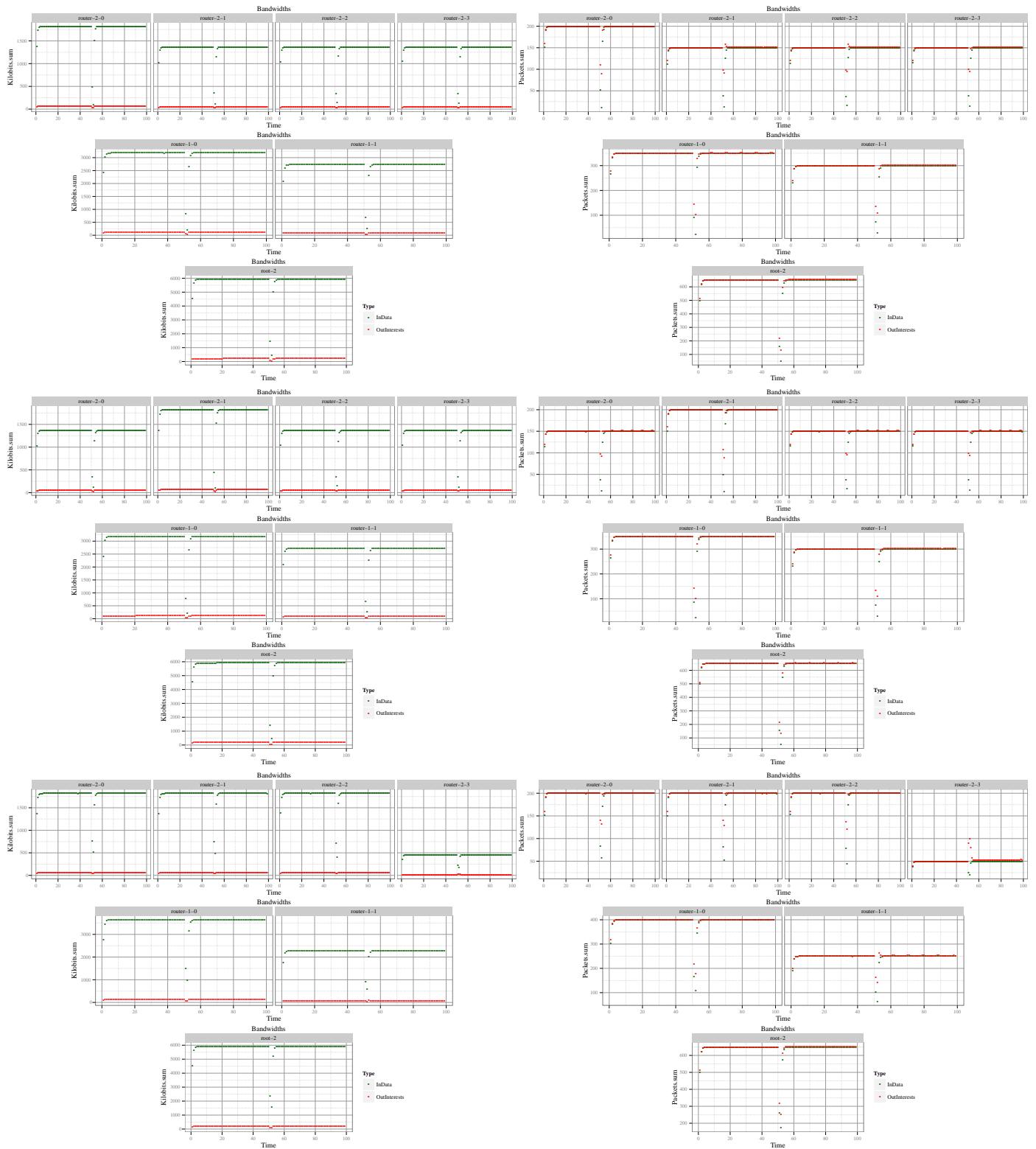


3) Physical Limits, Run 1-3:

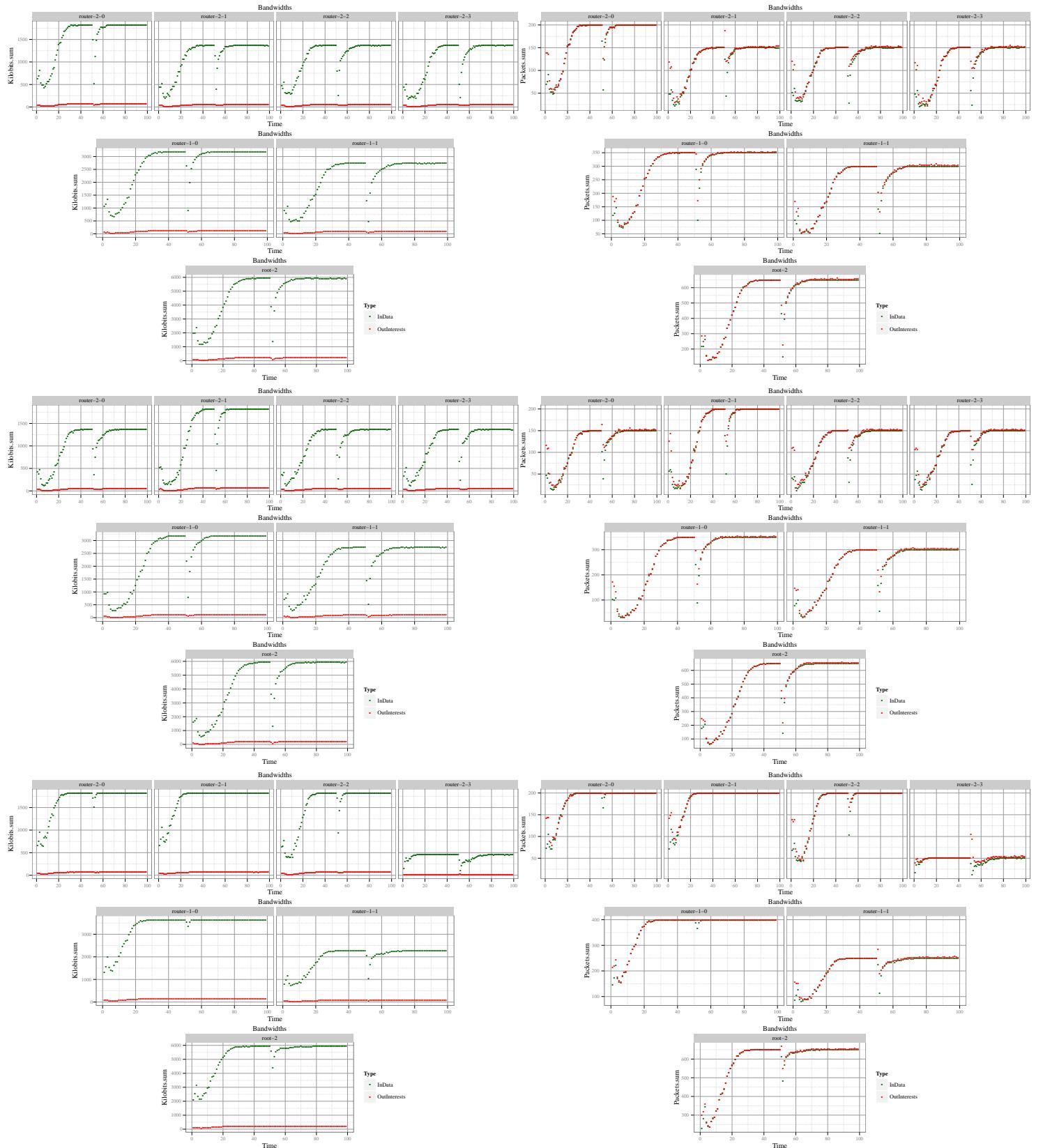


C. 3 evil nodes, 13 good nodes

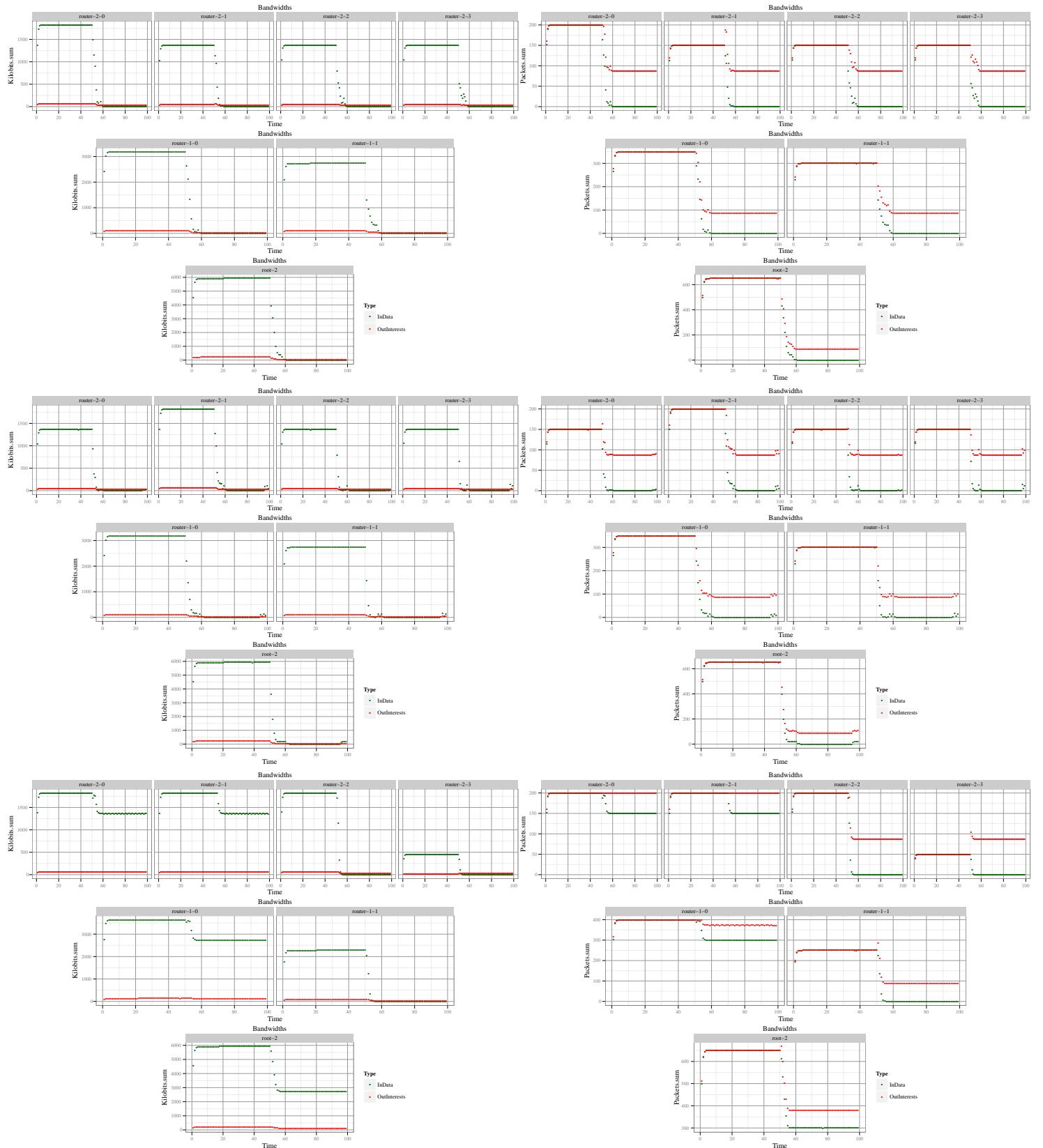
1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

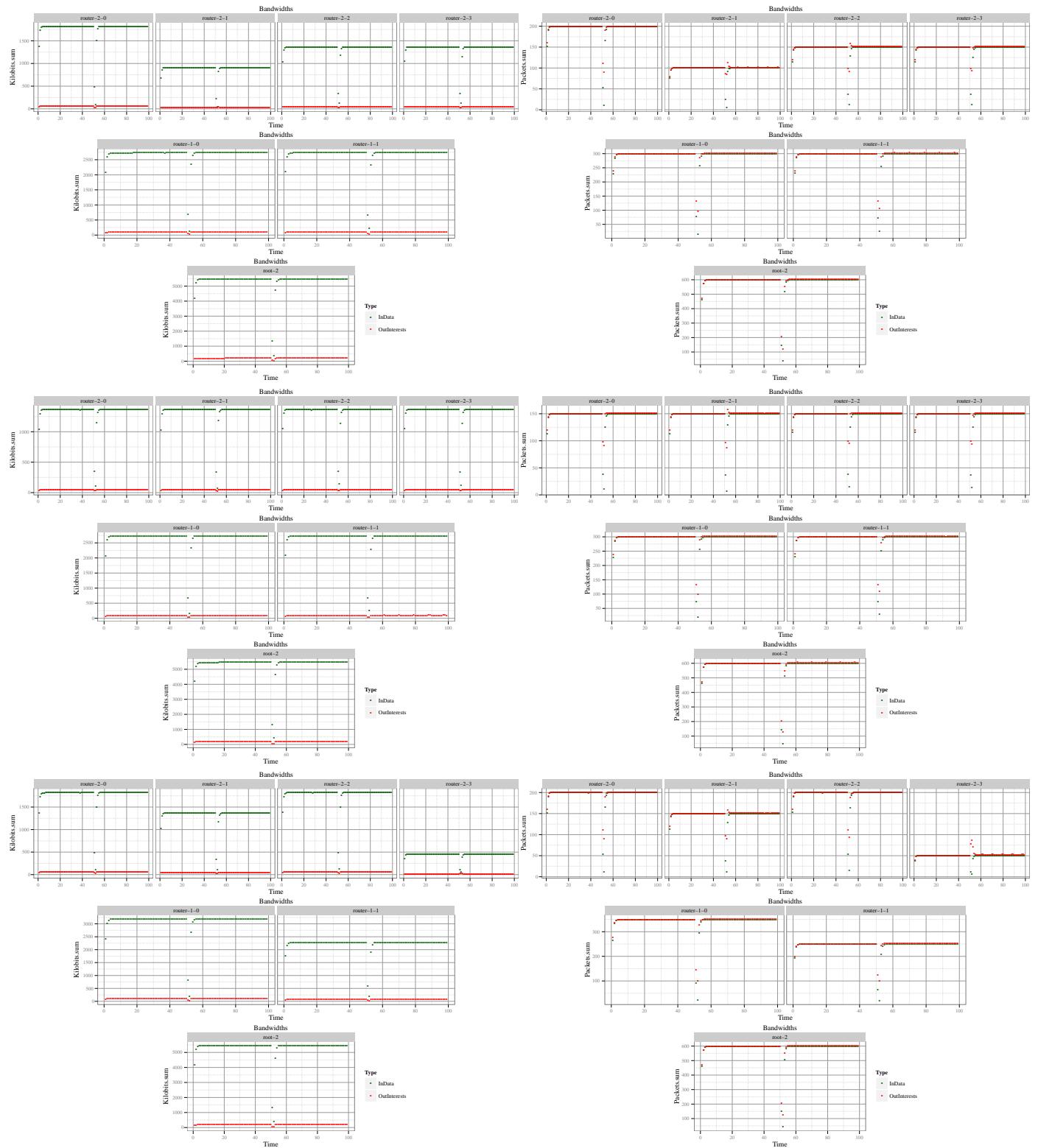


3) Physical Limits, Run 1-3:

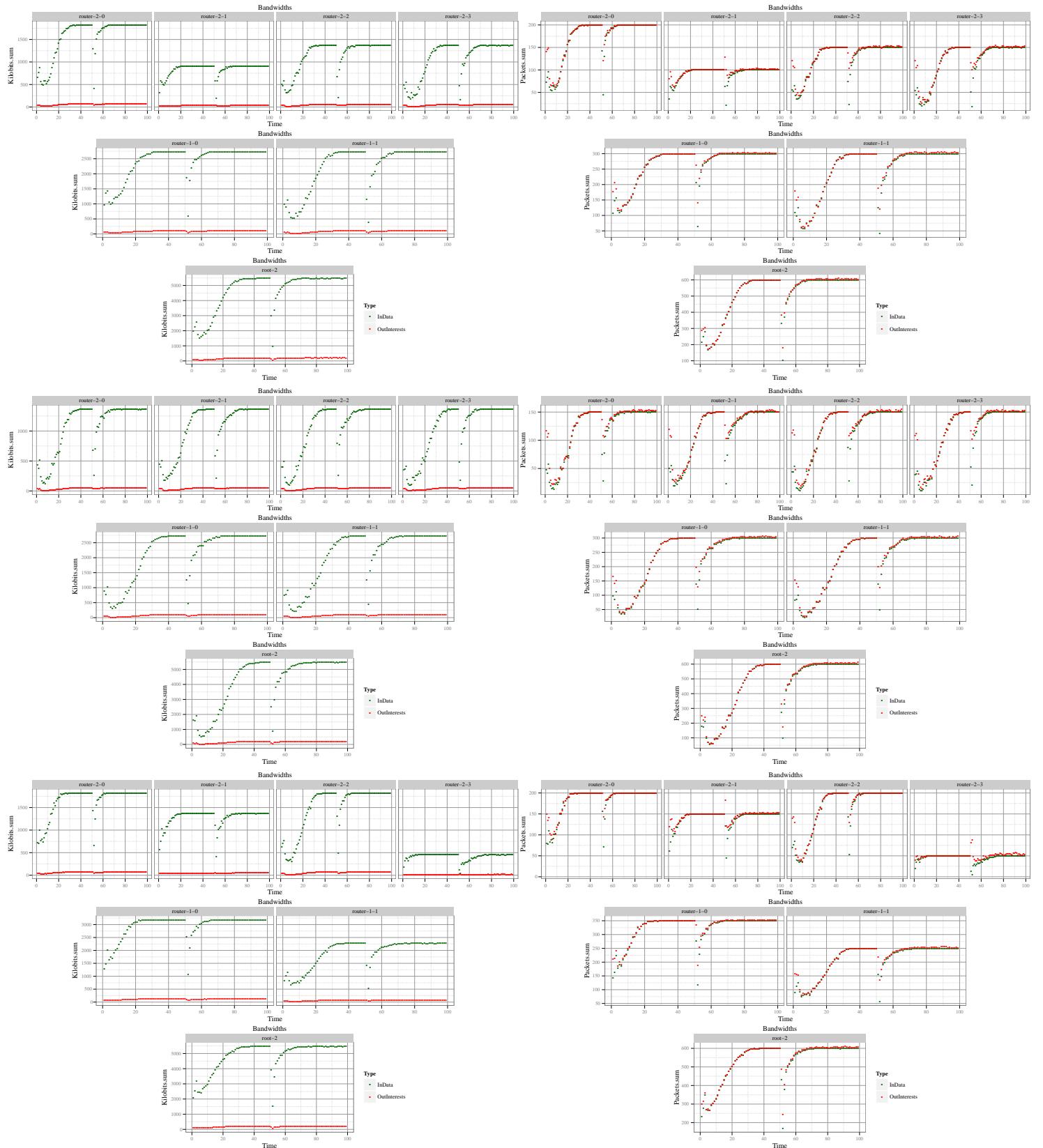


D. 4 evil nodes, 12 good nodes

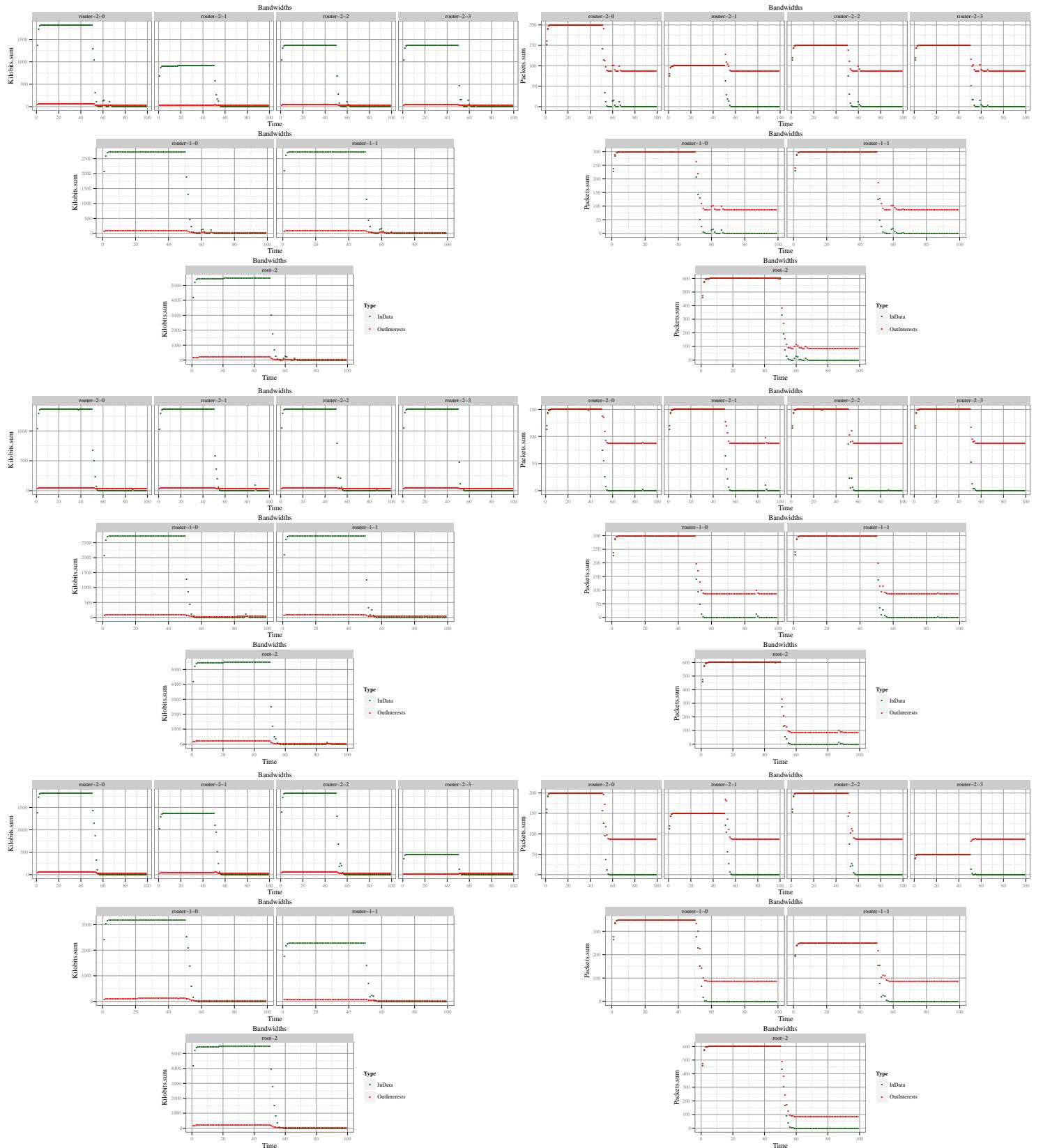
1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

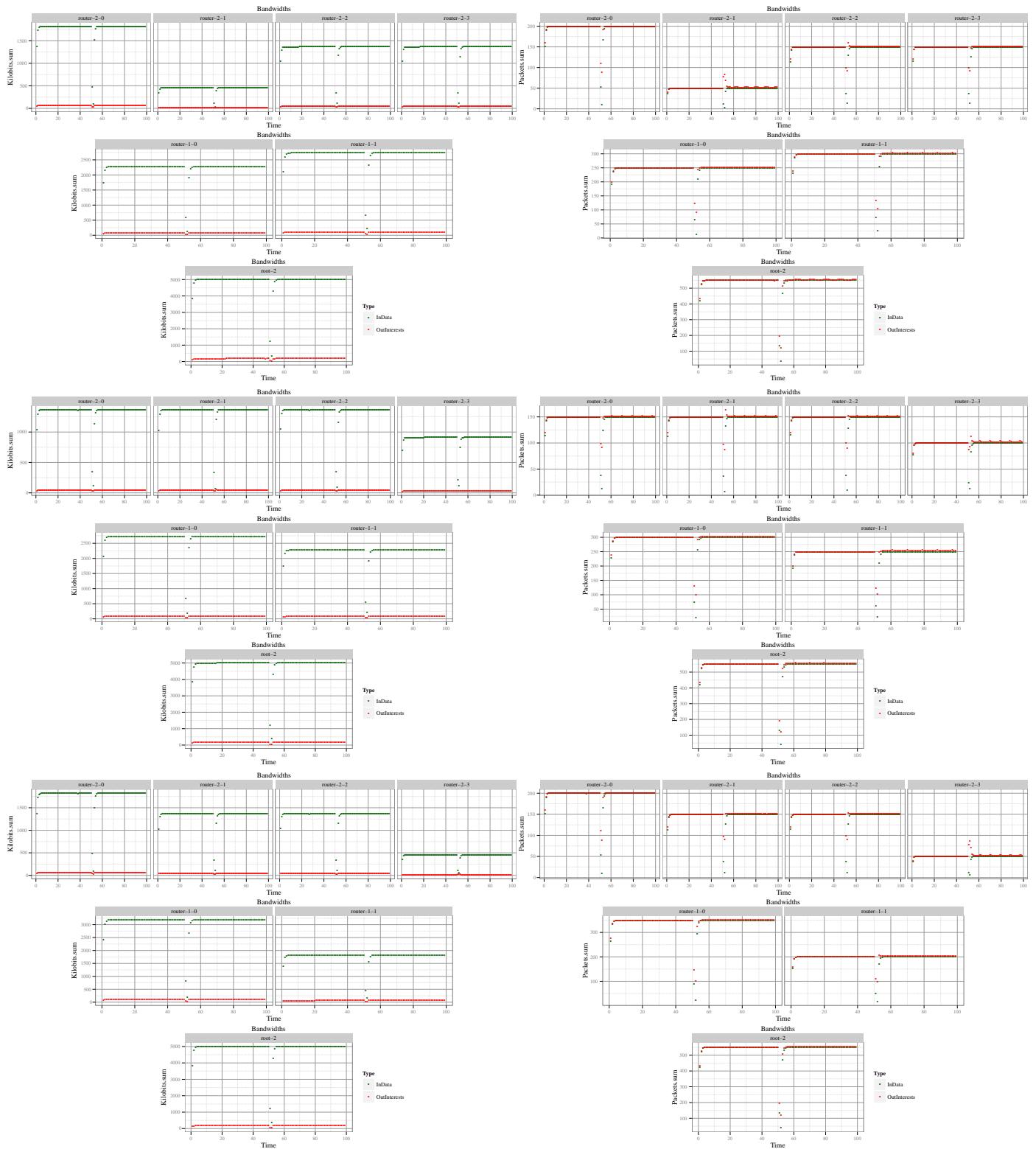


3) Physical Limits, Run 1-3:

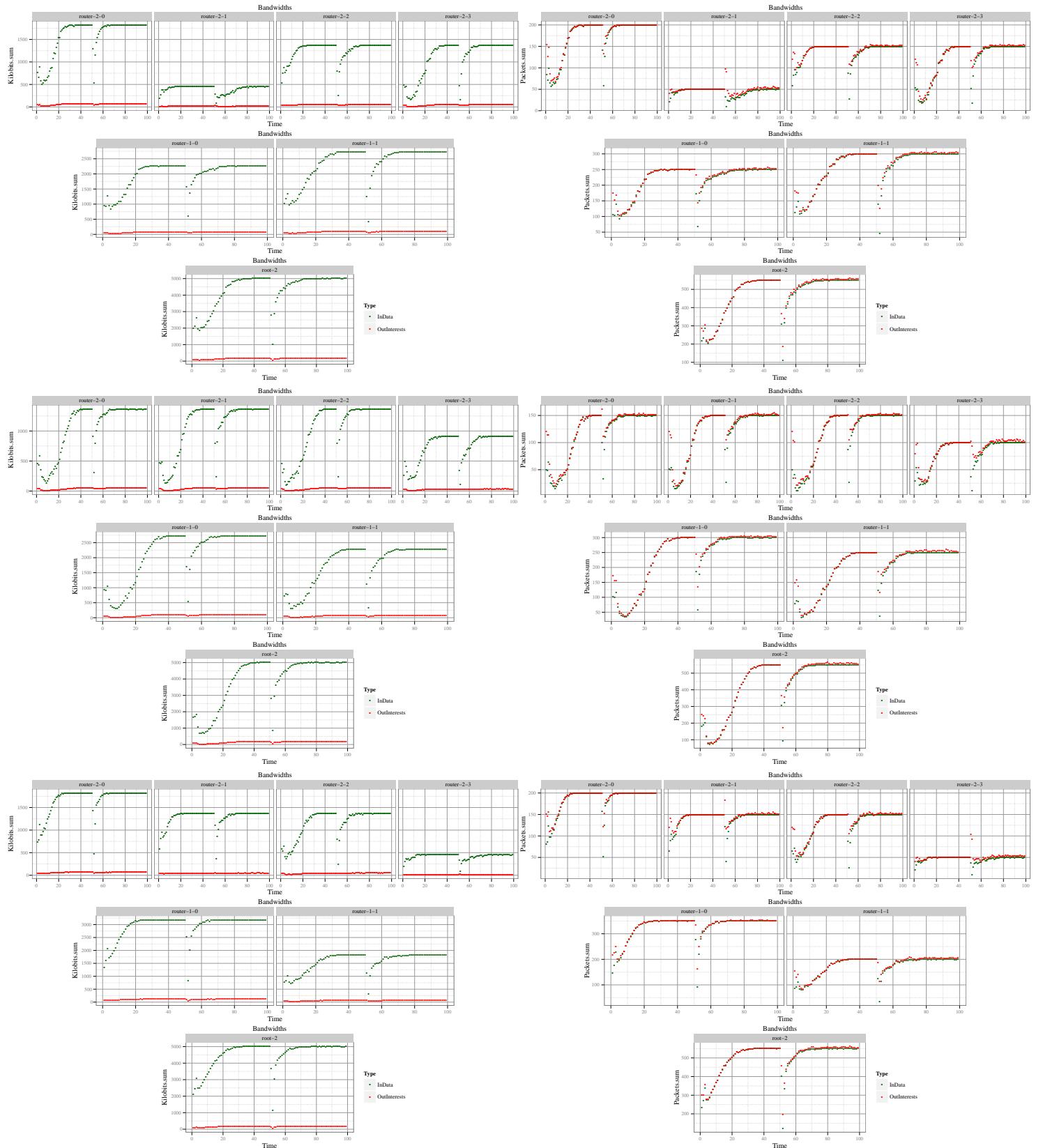


E. 5 evil nodes, 11 good nodes

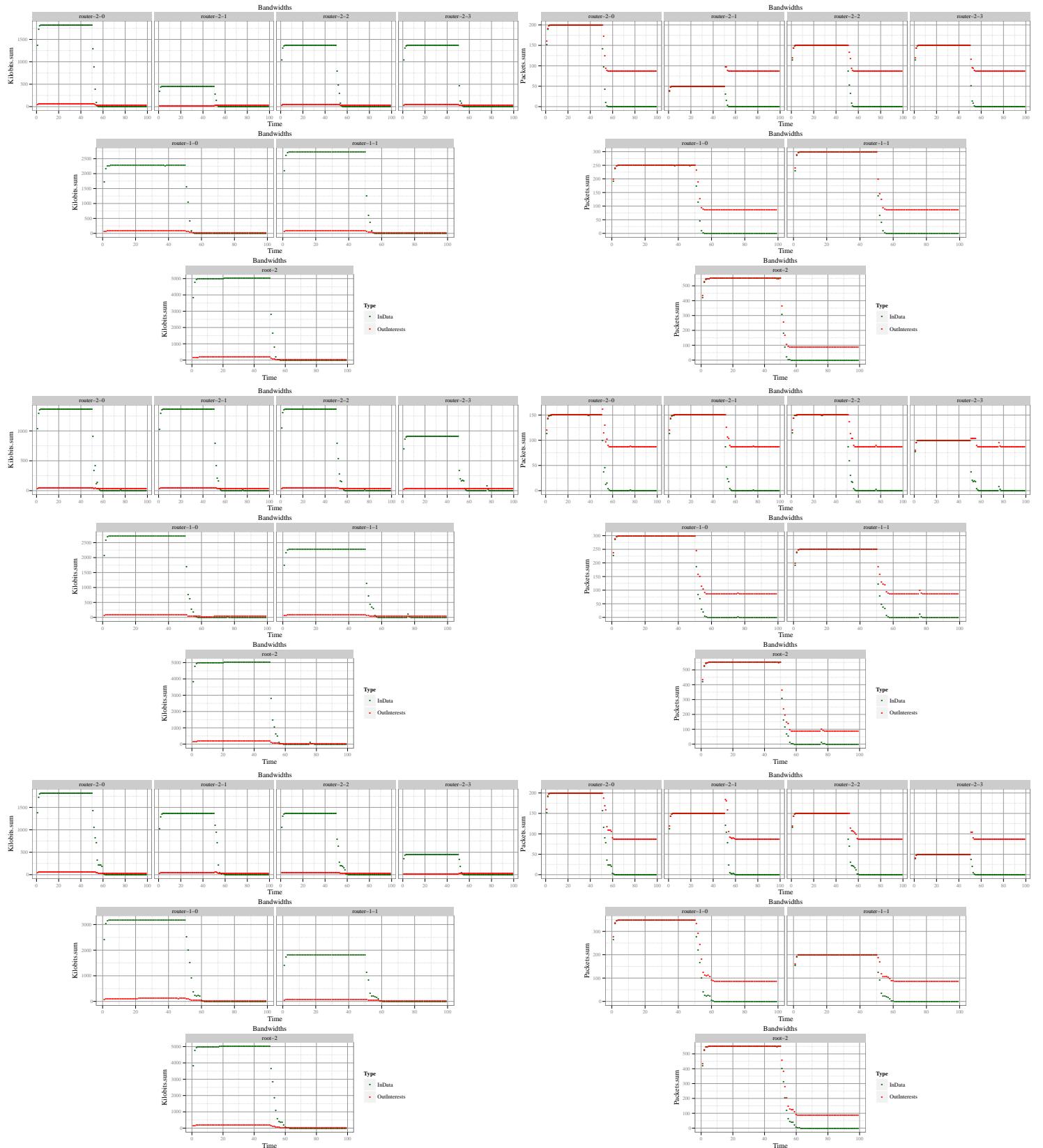
1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

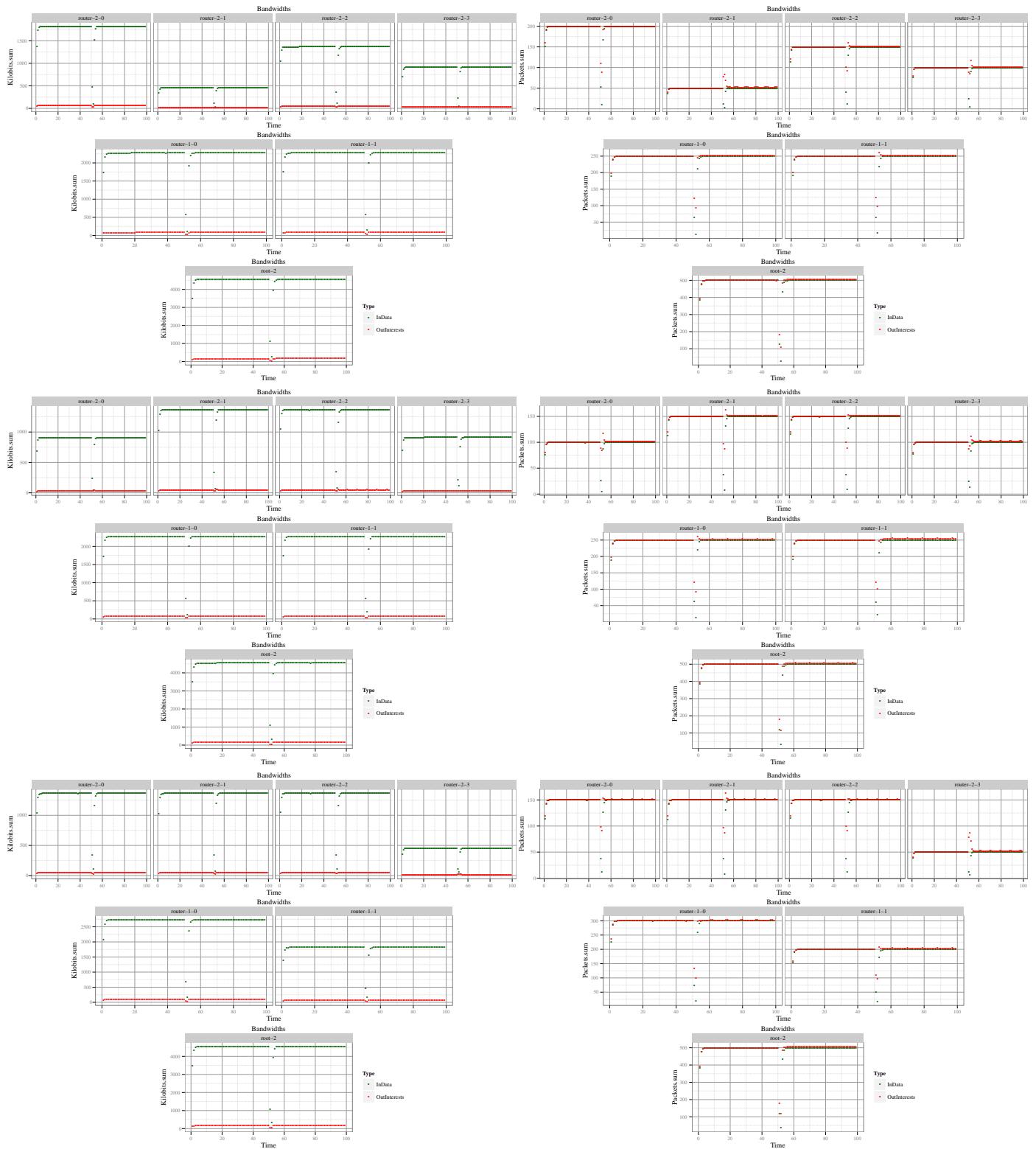


3) Physical Limits, Run 1-3:

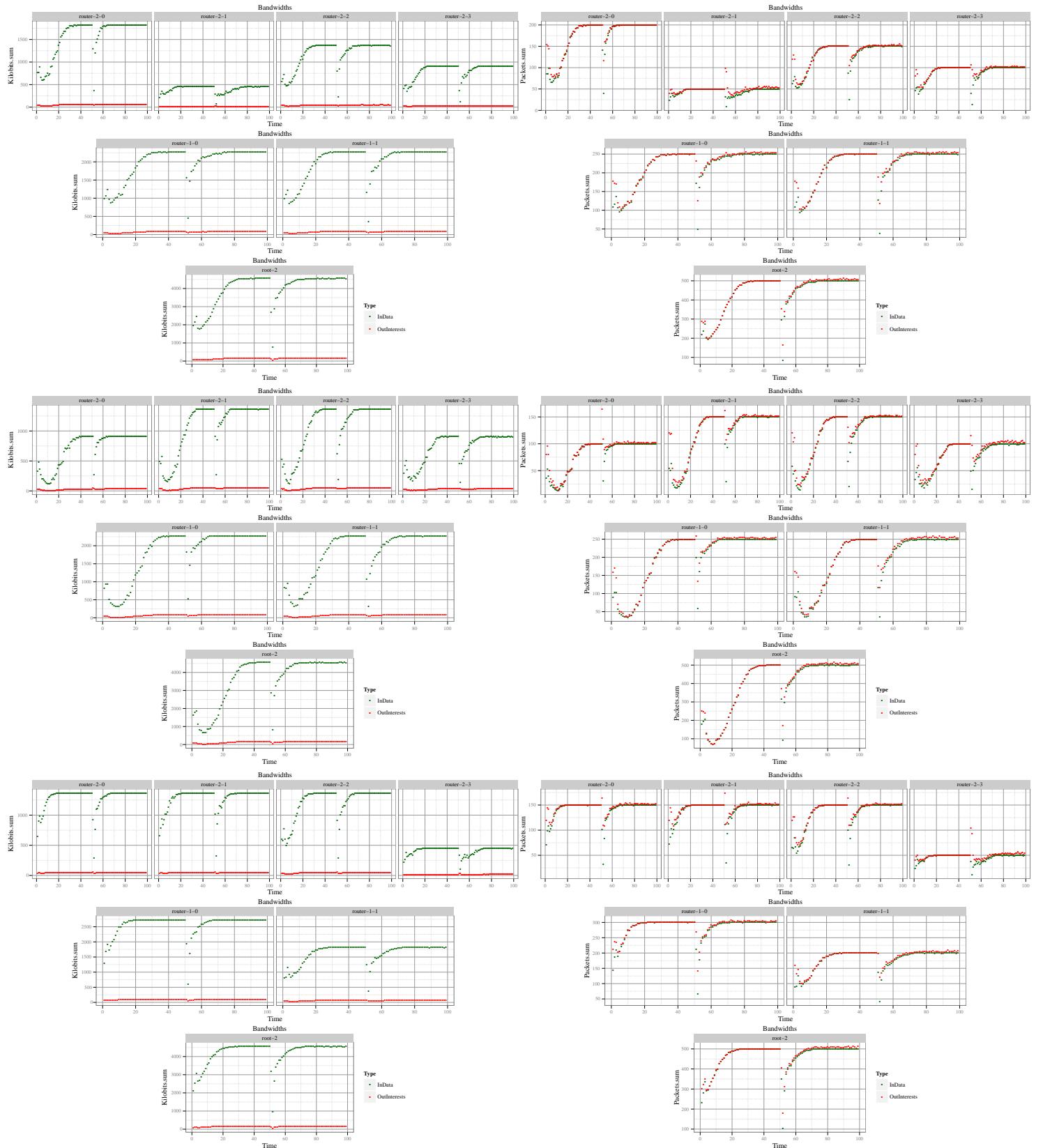


F. 6 evil nodes, 10 good nodes

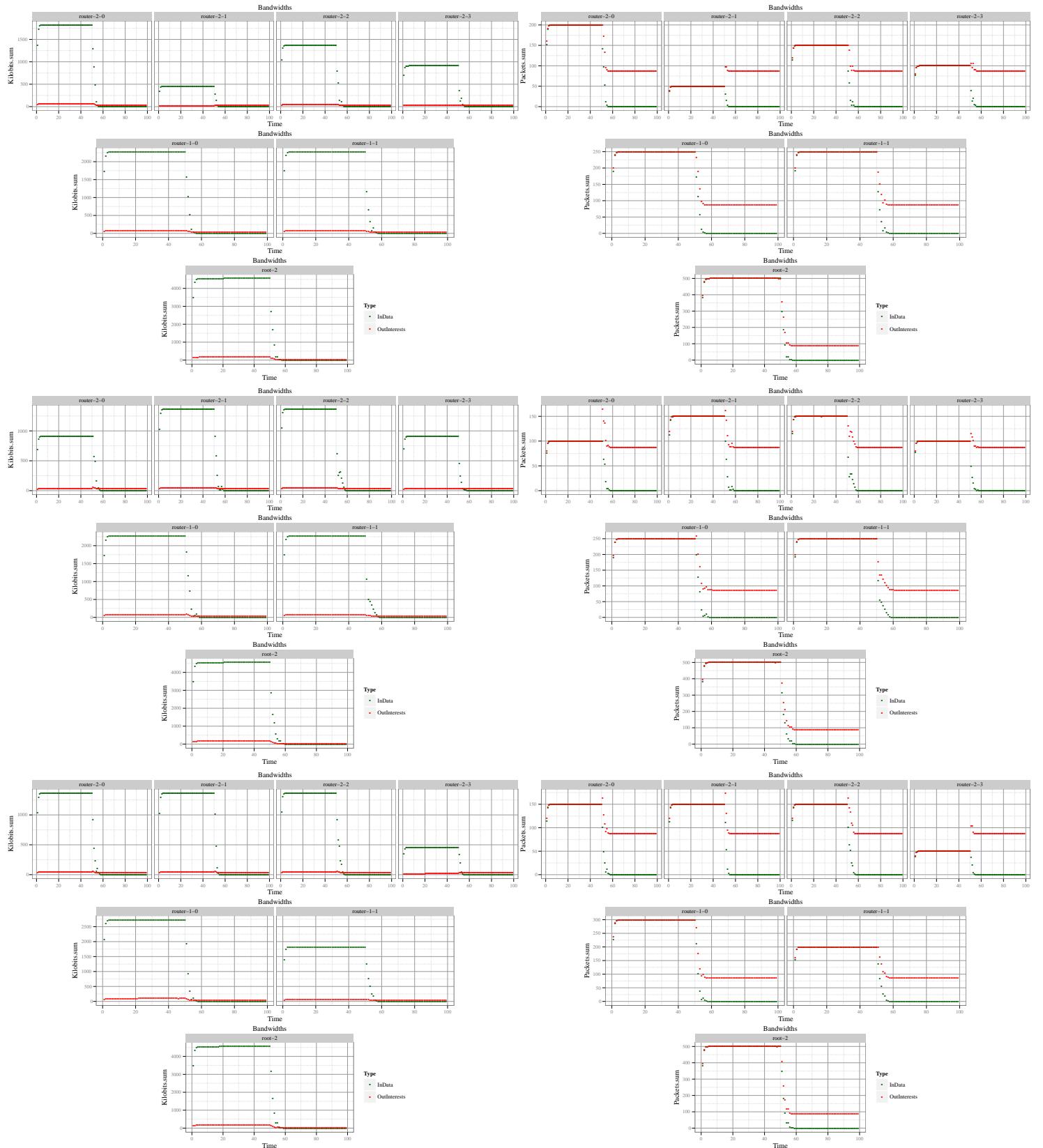
1) Dynamic Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:

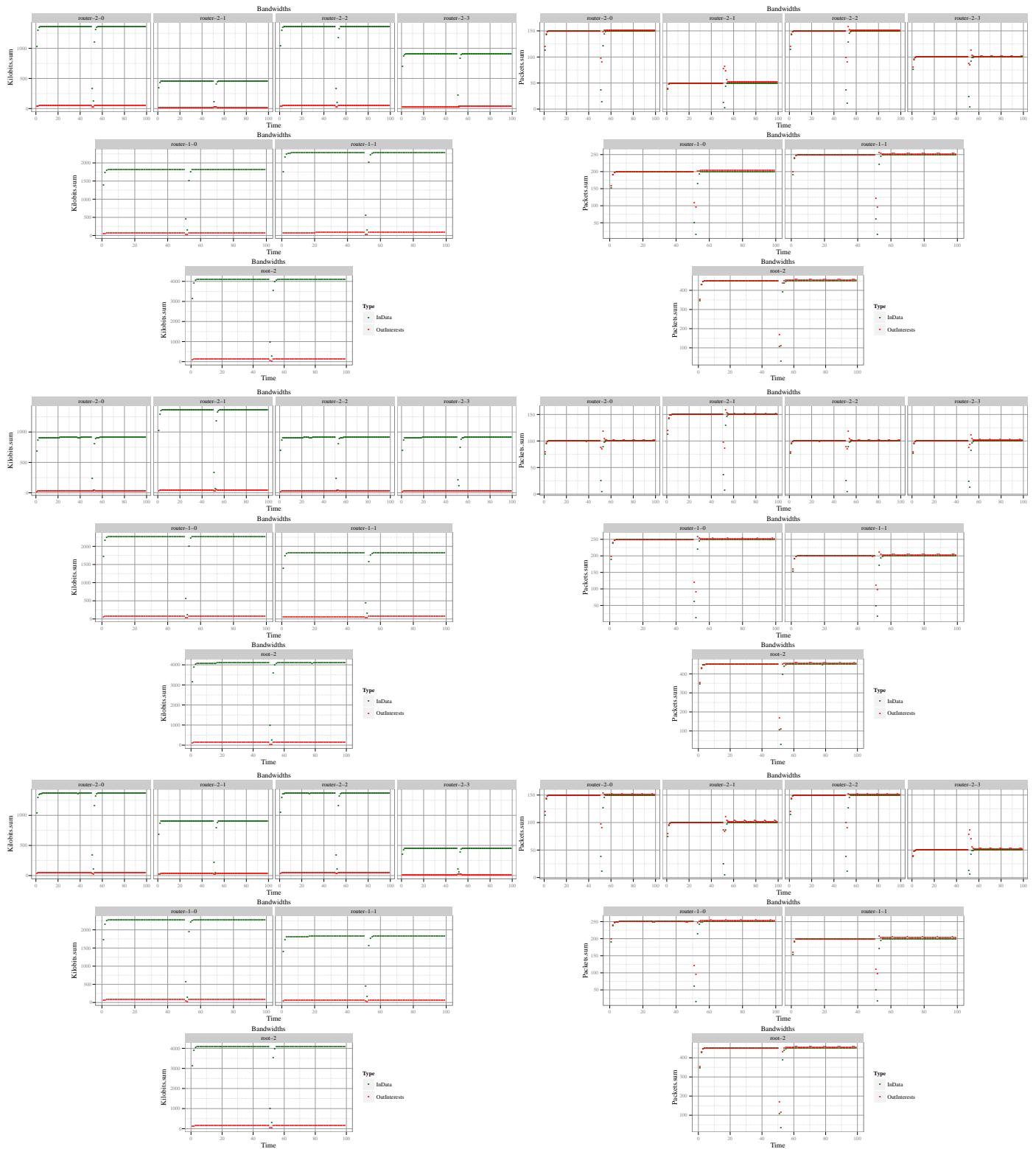


3) Physical Limits, Run 1-3:

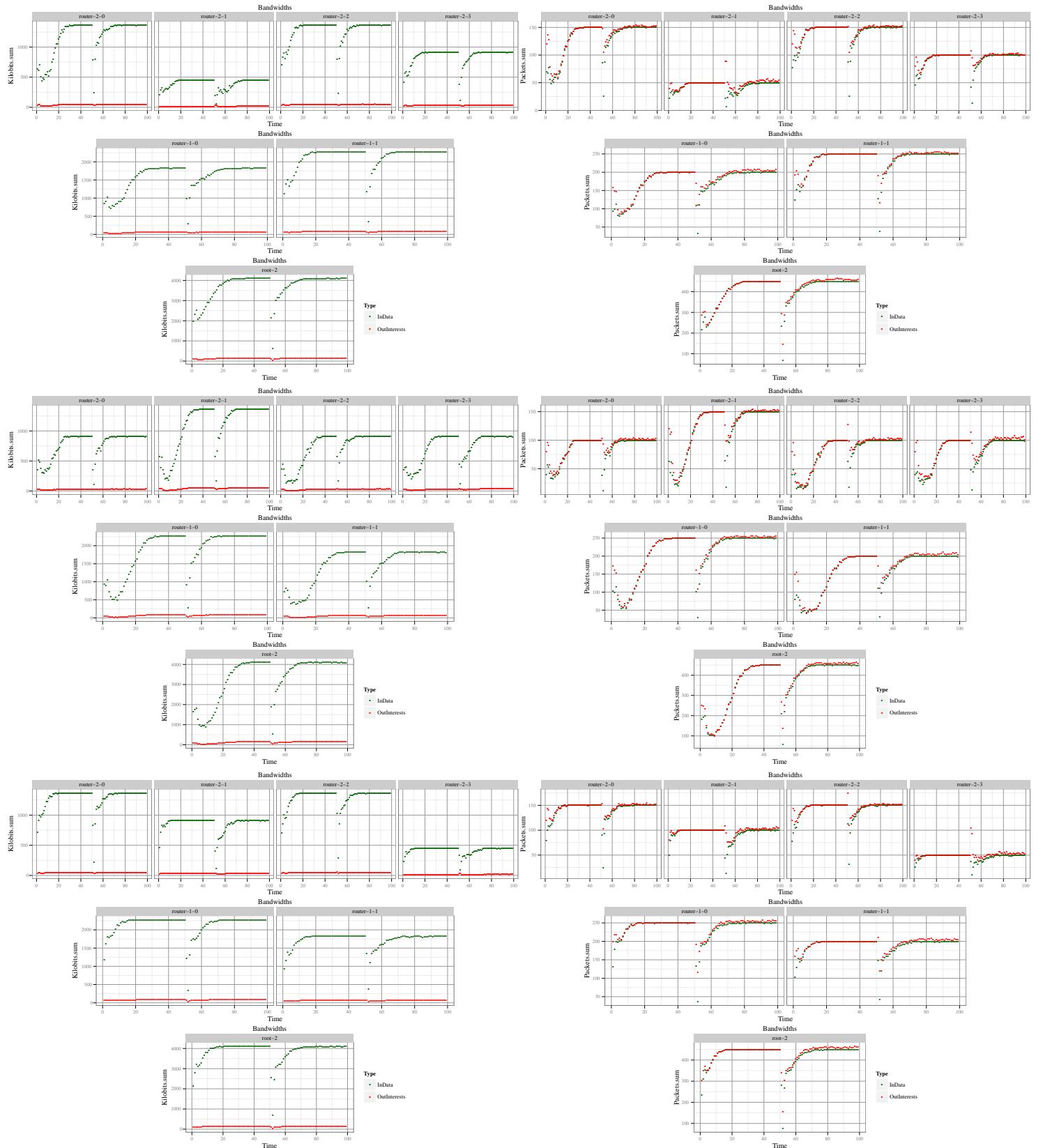


G. 7 evil nodes, 9 good nodes

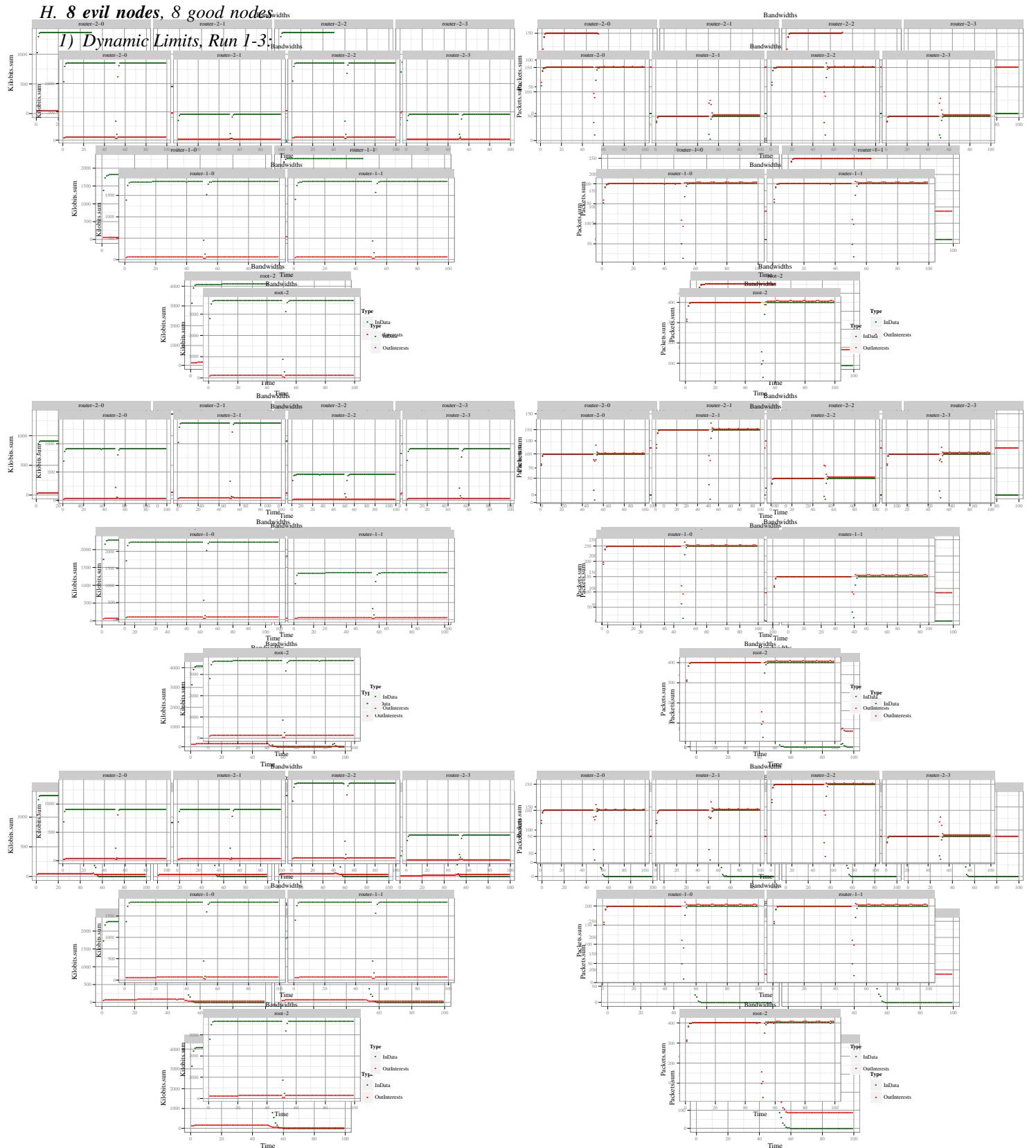
1) Dynamic Limits, Run 1-3:



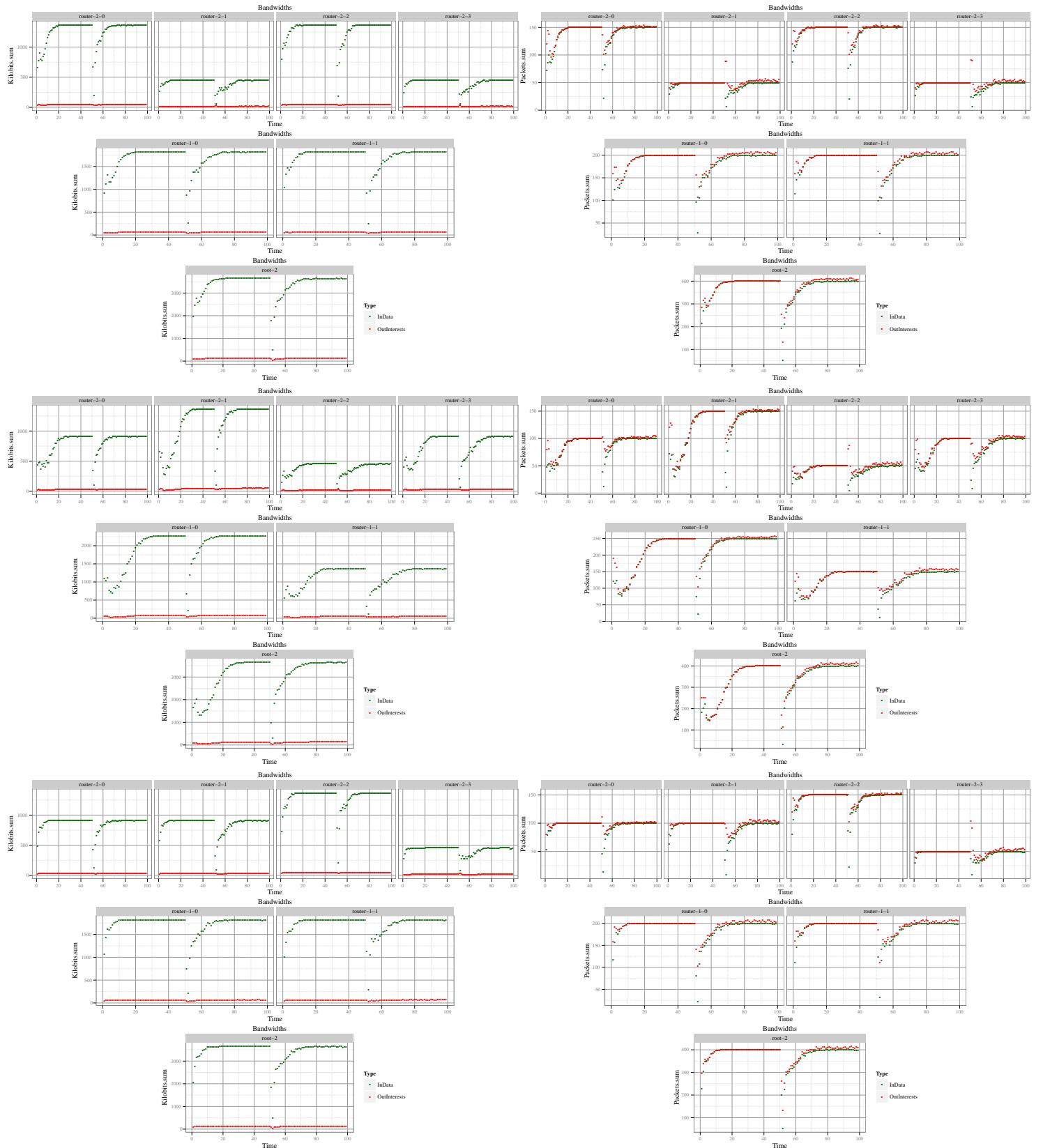
2) Probabilistic Interest accept, Run 1-3:



3) Physical Limits, Run 1-3:



2) Probabilistic Interest accept, Run 1-3:



3) Physical Limits, Run 1-3:

