

# PeerSim HOWTO:

## Build a topology generator for PeerSim 1.0

Gian Paolo Jesi (jesi@cs.unibo.it)

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## 1 Introduction

This tutorial describes how to build a new PEERSIM (PEERSIM project page: <http://sourceforge.net/projects/peersim>) topology generator. In order to understand this tutorial, the reader is encouraged to study the first PEERSIM tutorial (<http://peersim.sourceforge.net/tutorial1/tutorial1.pdf>) to learn about the basic concepts that will not be discussed any further in this document.

The aim of this tutorial is to be as practical as possible; we encourage the reader to experiment further. The full source code discussed in this document is available in the PEERSIM release in the *peersim.example.hot* class package, and the latest version via anonymous cvs from the project.

## 2 What is a topology and why it is important?

In a large-scale and dynamic P2P system nodes cannot have complete information about the entire network. Instead, all nodes can possibly have only a few neighbors, that is, peers that they “know about”. These “knows about” relations define a network that is called *overlay network*, and that is a fundamental concept of P2P systems.

Many P2P protocols are either about building a specific overlay network or rely on a fixed overlay network that are provided by other services or that are given by some constraints. In all cases it is very important to be able to experiment with protocols over many different network topologies. PEERSIM already contains many topologies to experiment with, in the *peersim.dynamics.Wire\** classes, readily applicable to initialize linkable protocols. In this document we give a brief illustration of how to build a custom generator.

### 2.1 A simple model to simulate the Internet

In this document, we have chosen to code a particular topology generator to build Internet-like tree topologies. The building process is based on a specific, location dependent *preferential attachment* approach. The wiring rule applied is quite simple and takes into account geometric and network constraints to better mimic real world networks. Preferential attachment is tuned by the parameter  $\alpha$  that amplifies or reduces the influence of the geometric location.

The rule strategy is the following: we consider a unit square, and we place  $x_0$  in the middle, that is,  $x_0 = (0.5, 0.5)$ . This node is called the root. Let  $W()$  denote the number of

hops to the root. For each  $i = 1 \dots n - 1$ , we select a point  $x_i$  in the unit square at random, and we connect it to an already existing node  $x_j$  that minimizes the following formula:

$$W(x_j) + \alpha \cdot \text{dist}(x_j, x_i)$$

where  $\text{dist}()$  is the Euclidean distance and  $\alpha$  is a weight parameter. Of course,  $W(x_i) = W(x_j) + 1$ . This way we obtain a tree rooted in  $x_0$ . This topology implies that every node (except the root) has an out-degree of exactly one link. To get further details about this model, we suggest the following readings:

1. “Heuristically Optimized Trade-offs: A New Paradigm for Power Laws in the Internet” (<http://cgi.di.uoa.gr/~elias/publications/paper-fkp02.pdf>)
2. “Degree distributions of the FKP network model” (<http://research.microsoft.com/~jchayes/Papers/FKPDgreess.pdf>)
3. “On Power-Law Relationships of the Internet Topology” (<http://www.cs.ucr.edu/~michalis/CAMERA.ps>)

### 3 What we need to code

Our aim is to write PEERSIM components able to produce the desired topology according to the  $\alpha$  parameter, and to analyze it as well. The topology could be build gradually during a simulation, or at once, in a single step. We opt for the latter approach. In order to build the desired topology, we will need the following components (note that other design decisions could be taken: we selected the following way):

- A *Protocol* class that simply stores the coordinates, and has no behavioral elements (ie, a plain container).
- An initializer that sets the values for the coordinates of each node.
- A control to wire the topology (actually add the links among the nodes) within an arbitrary linkable protocol, based on the coordinates.
- An observer to print the topology to a file (e.g., to visualize the generated graph using GnuPlot).
- An observer to be used to collect statistics about the in-degree distribution.
- An observer to test the robustness to random node failures.

As we will see in next sections, some of the classes we listed are PEERSIM standard components that can readily be used, due to the generic *Linkable* interface, that provides an abstraction to deal with any topologies in a modular fashion.

## 4 Code writing

### 4.1 Protocol class

As we stated so far, the protocol code is minimal:

```
package example.hot;

import peersim.core.Protocol;

public class InetCoordinates implements Protocol {

    // -----
    // Fields
    // -----
    /** 2d coordinates components. */
    private double x, y;

    // -----
    // Constructor
    // -----
    public InetCoordinates(String prefix) {
        /* Un-initialized coordinates defaults to -1. */
        x = y = -1;
    }

    public Object clone() {
        InetCoordinates inp = null;
        try {
            inp = (InetCoordinates) super.clone();
        } catch (CloneNotSupportedException e) {
            // never happens
        }
        return inp;
    }

    public double getX() {
        return x;
    }

    public void setX(double x) {
        this.x = x;
    }

    public double getY() {
        return y;
    }

    public void setY(double y) {
        this.y = y;
    }
}
```

This class stores only the coordinates, the links will be stored in another (arbitrary) protocol the implements the *Linkable* interface.

The *clone()* method must be redefined simply to catch and swallow the exception (that is never thrown), since otherwise no deep cloning is needed (we have only primitive types).

The coordinate components are not public and can be accessed by their getter/setter methods. this is important because that way one can use the *peersim.vector* package to initialize coordinates in a completely flexible way. In this document we do not use that package.

## 4.2 Initialization class

```
package example.hot;

import peersim.config.Configuration;
import peersim.core.CommonState;
import peersim.core.Control;
import peersim.core.Network;
import peersim.core.Node;

public class InetInitializer implements Control {
    // -----
    // Parameters
    // -----
    private static final String PAR_PROT = "protocol";

    // -----
    // Fields
    // -----
    /** Protocol identifier, obtained from config property {@link #PAR_PROT}. */
    private static int pid;

    // -----
    // Constructor
    // -----
    public InetInitializer(String prefix) {
        pid = Configuration.getPid(prefix + "." + PAR_PROT);
    }

    // -----
    // Methods
    // -----
    /**
     * Initialize the node coordinates. The first node in the {@link Network} is
     * the root node by default and it is located in the middle (the center of
     * the square) of the surface area.
     */
    public boolean execute() {
        // Set the root: the index 0 node by default.
        Node n = Network.get(0);
        InetCoordinates prot = (InetCoordinates) n
            .getProtocol(pid);
        prot.setX(0.5);
        prot.setY(0.5);

        // Set coordinates x,y
        for (int i = 1; i < Network.size(); i++) {
            n = Network.get(i);
            prot = (InetCoordinates) n.getProtocol(pid);
            prot.setX(CommonState.r.nextDouble());
            prot.setY(CommonState.r.nextDouble());
        }
    }
}
```

```

        }
        return false;
    }
}

```

The initialization class has to implement the *Control* interface and its only method: *execute()*. The constructor reads the only parameter (**protocol**) from the configuration file. It declares the protocol holding the coordinates.

The class is very simple, it generates uniform random coordinates ( $x$  and  $y$ ). The only exception is the root node that, by default, is the node with index 0. Its coordinate is fixed to be (0.5, 0.5).

To generate random numbers, the static field **r** of *CommonState* MUST be used at all times, because that way the experiment are guaranteed to be reproducible.

### 4.3 The wiring class

The wiring class extends a standard PEERSIM component: *peersim.dynamics.WireGraph*. It implements *Control* and provides generic functionality for dealing with topologies, providing a graph interface. The wiring logic has to be in the *wire()* method that is called by the superclass. By default, the wiring process considers the index 0 node as the root.

The class has to read from the configuration file both  $\alpha$  (**alpha** in the configuration file) and the coordinate container protocol identifier (**coord\_protocol** in the configuration file). This is done in the class constructor. The other parameter, **protocol** is inherited from the superclass: it is the protocol that implements the *Linkable* interface.

```

package example.hot;

import peersim.config.Configuration;
import peersim.core.Linkable;
import peersim.core.Network;
import peersim.core.Node;
import peersim.dynamics.WireGraph;
import peersim.graph.Graph;

public class WireInetTopology extends WireGraph {
    // -----
    // Parameters
    // -----
    private static final String PAR_ALPHA = "alpha";

    private static final String PAR_COORDINATES_PROT = "coord_protocol";

    // -----
    // Fields
    // -----
    /* A parameter that affects the distance importance. */
    private final double alpha;

    /** Coordinate protocol pid. */
    private final int coordPid;

    // -----

```

```

// Initialization
// -----
public WireInetTopology(String prefix) {
    super(prefix);
    alpha = Configuration.getDouble(prefix + "." + PAR_ALPHA, 0.5);
    coordPid = Configuration.getPid(prefix + "." + PAR_COORDINATES_PROT);
}

/**
 * Performs the actual wiring.
 * @param g
 *      a {@link peersim.graph.Graph} interface object to work on.
 */
public void wire(Graph g) {
    /** Contains the distance in hops from the root node for each node. */
    int[] hops = new int[Network.size()];
    // connect all the nodes other than roots
    for (int i = 1; i < Network.size(); ++i) {
        Node n = (Node) g.getNode(i);

        // Look for a suitable parent node between those already part of
        // the overlay topology: alias FIND THE MINIMUM!
        // Node candidate = null;
        int candidate_index = 0;
        double min = Double.POSITIVE_INFINITY;
        for (int j = 0; j < i; j++) {
            Node parent = (Node) g.getNode(j);
            double jHopDistance = hops[j];

            double value = jHopDistance
                + (alpha * distance(n, parent, coordPid));
            if (value < min) {
                // candidate = parent; // best parent node to connect to
                min = value;
                candidate_index = j;
            }
        }

        hops[i] = hops[candidate_index] + 1;
        g.setEdge(i, candidate_index);
    }
}

private static double distance(Node new_node, Node old_node, int coordPid) {
    double x1 = ((InetCoordinates) new_node.getProtocol(coordPid))
        .getX();
    double x2 = ((InetCoordinates) old_node.getProtocol(coordPid))
        .getX();
    double y1 = ((InetCoordinates) new_node.getProtocol(coordPid))
        .getY();
    double y2 = ((InetCoordinates) old_node.getProtocol(coordPid))
        .getY();
    if (x1 == -1 || x2 == -1 || y1 == -1 || y2 == -1)
        // NOTE: in release 1.0 the line above incorrectly contains
        // |s instead of ||. Use latest CVS version, or fix it by hand.
        throw new RuntimeException(
            "Found un-initialized coordinate. Use e.g.,\

```

```

        InetInitializer class in the config file.");
    return Math.sqrt((x1 - x2) * (x1 - x2) + (y1 - y2) * (y1 - y2));
}
}

```

## 4.4 The observers

Some of the observer tasks mentioned in Section 3 can be performed by standard PEERSIM components available in the distribution.

For example, to compute statistics of the degree distribution, the user can use *peersim.reports.DegreeStats*. To test the network robustness, *peersim.reports.RandRemoval* can be used: it prints statistics about the number of generated clusters and their size, as a function of the number of randomly removed nodes.

However, to dump the topology to a file in a plottable form, we need to write our own observer: *InetObserver* implementing the *Control* interface and the corresponding *execute()* method. We extend *persim.reports.GraphObserver*. This template class gives us useful functionality to simplify dealing with the observation of graphs.

The constructor takes care of reading the parameters from the configuration file. The *protocol* parameter refers to the protocol identifier holding the “who knows whom” relation (it must be a *Linkable* protocol). It is inherited by the superclass.

The other parameters, *coord\_protocol* and *file\_base*, correspond to the coordinate container protocol name and to the filename prefix to be used. The final filename generated by the program is “*file\_base*<sub>*i*</sub> + %08d + .dat”, where the number in the middle of the filename keeps track of the current cycle number; 8 digits are available as a cycle counter. This is due to the fact that, as any control object, the observer can run at every cycle and in this case a different file has to be generated at each time.

```

package example.hot;

import java.io.FileOutputStream;
import java.io.IOException;
import java.io.PrintStream;

import peersim.config.Configuration;
import peersim.core.Node;
import peersim.graph.Graph;
import peersim.reports.GraphObserver;
import peersim.util.FileNameGenerator;

public class InetObserver extends GraphObserver {
    // -----
    // Parameters
    // -----
    private static final String PAR_FILENAME_BASE = "file_base";

    private static final String PAR_COORDINATES_PROT = "coord_protocol";

    // -----
    // Fields
    // -----

    private final String graph_filename;

```

```

private final FileNameGenerator fng;

private final int coordPid;

// -----
// Constructor
// -----
public InetObserver(String prefix) {
    super(prefix);
    coordPid = Configuration.getPid(prefix + "." + PAR_COORDINATES_PROT);
    graph_filename = Configuration.getString(prefix + "."
        + PAR_FILENAME_BASE, "graph_dump");
    fng = new FileNameGenerator(graph_filename, ".dat");
}

// Control interface method.
public boolean execute() {
    try {
        updateGraph();

        System.out.print(name + ": ");

        // initialize output streams
        String fname = fng.nextCounterName();
        FileOutputStream fos = new FileOutputStream(fname);
        System.out.println("Writing to file " + fname);
        PrintStream pstr = new PrintStream(fos);

        // dump topology:
        graphToFile(g, pstr, coordPid);

        fos.close();
    } catch (IOException e) {
        throw new RuntimeException(e);
    }

    return false;
}

private static void graphToFile(Graph g, PrintStream ps, int coordPid) {
    for (int i = 1; i < g.size(); i++) {
        Node current = (Node) g.getNode(i);
        double x_to = ((InetCoordinates) current
            .getProtocol(coordPid)).getX();
        double y_to = ((InetCoordinates) current
            .getProtocol(coordPid)).getY();
        for (int index : g.getNeighbours(i)) {
            Node n = (Node) g.getNode(index);
            double x_from = ((InetCoordinates) n
                .getProtocol(coordPid)).getX();
            double y_from = ((InetCoordinates) n
                .getProtocol(coordPid)).getY();
            ps.println(x_from + " " + y_from);
            ps.println(x_to + " " + y_to);
            ps.println();
        }
    }
}

```



```

    }
}

```

In the *execute()* method we MUST call *updateGraph()* (a *GraphObserver* protected method) in order to check if some change has occurred on the actual graph. The scope of this mechanism is to save the time of constructing the graph if many observers are run on the same graph. Time savings can be very significant if the undirected version of the same graph is observed by many observers.

In addition, note that in *execute()* method the IO library functions used may throw some exceptions. Any exceptions are caught, and re-thrown as runtime exceptions, that result in the abortion of the simulation run.

The static utility method *graphToFile()* writes to disk the actual topology. For each node *n*, the *x* and *y* coordinates are collected and then for each neighbor *i* of node *n* the coordinates are written in the following format:

```

n.neighbor(i).x n.neighbor(i).y \newline
n.x n.y \newline
\newline}

```

This format is suitable for plotting with GnuPlot. Please note that the loop starts from index 1, not from 0; this is due to the fact that node 0 is the root and has no outgoing connections.

## 5 Experiments

In order to make the model run, a PEERSIM configuration file is needed.

```

# Complex Network file:
#random.seed 1234567890
simulation.cycles 1

network.size 10000

protocol.link IdleProtocol

protocol.coord example.hot.InetCoordinates

init.0 example.hot.InetInitializer
init.0.protocol coord

init.1 example.hot.WireInetTopology
init.1.protocol link #the linkable to be wired
init.1.coord_protocol coord
init.1.alpha 4

control.io example.hot.InetObserver
control.io.protocol link
control.io.coord_protocol coord
control.io.file_base graph

control.degree DegreeStats
control.degree.protocol link
control.degree.undir

```

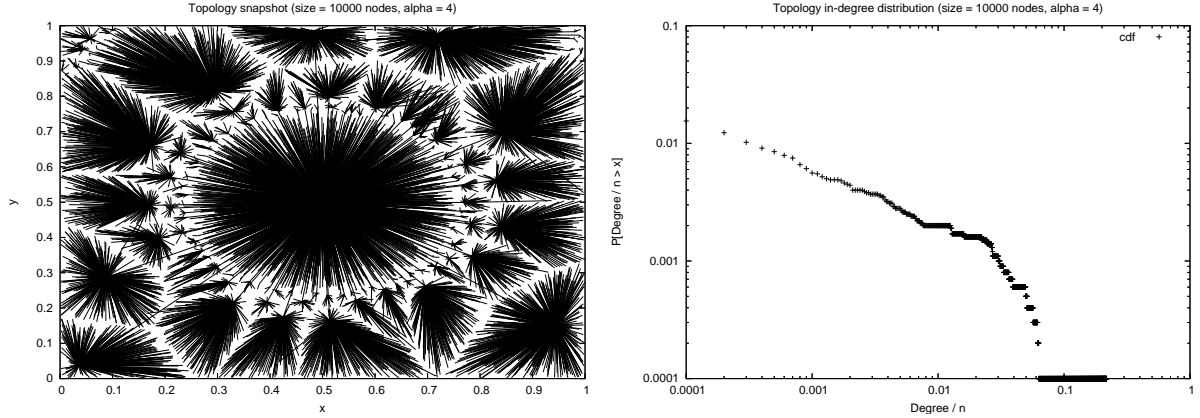


Figure 1: Topology and in-degree distribution with  $\alpha$  4

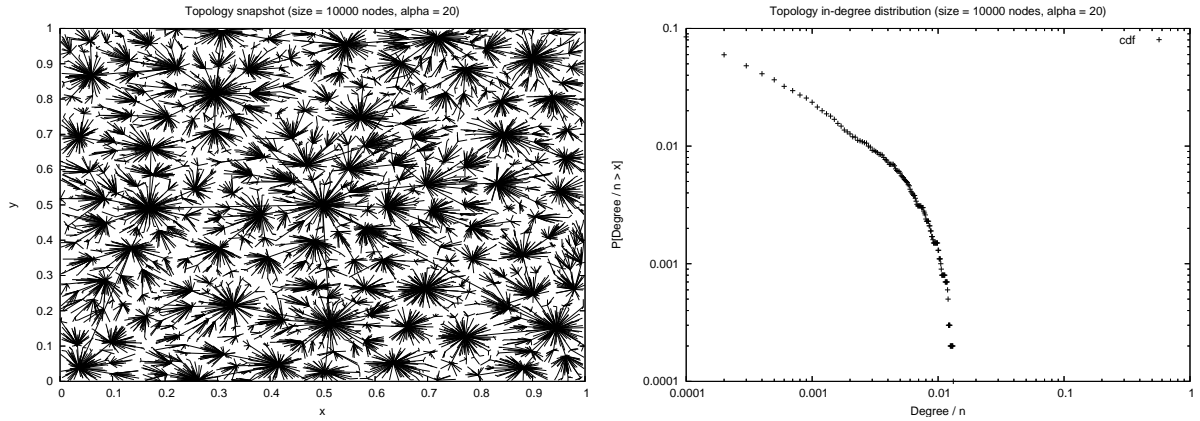


Figure 2: Topology and in-degree distribution with  $\alpha$  20

```
control.degree.method freq
```

```
include.control io degree
```

It produces a 10000 node overlay network with the parameters listed in the `init.0` section.

The presented figures show the produced topology and highlight the role of  $\alpha$ . In fact, it affects the clustering behavior of the system and it is tightly correlated to the size of the network. If  $\alpha$  is lower than  $\sqrt{netsize}$ , the topology becomes more and more clustered; with extremely low  $\alpha$ , the topology becomes a star. On the other end, if  $\alpha$  is greater than  $\sqrt{netsize}$ , the topology tends to be random and not clustered at all.

As stated in Section 4.4, the *DegreeStats* standard component can be used to collect degree statistics. However, it should be used carefully. By default in PEERSIM, the “degree” is the out-degree, while we are interested in the in-degree. So, how can we inspect the in-degree? First we need to consider the graph as **undirected** (`undir` parameter) and we choose the frequency statistics (`freq` parameter) in order to produce our plots. The observer will print something like:

```
1 9838
```

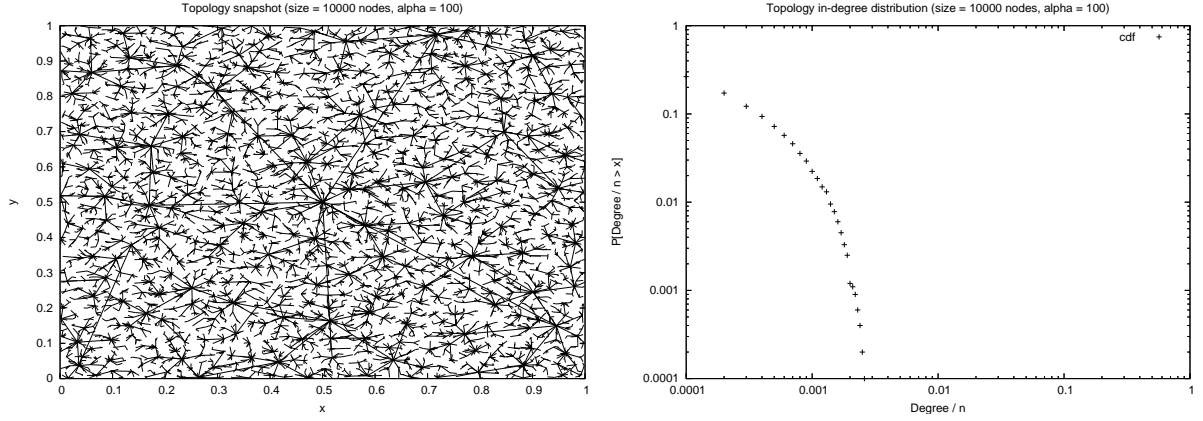


Figure 3: Topology and in-degree distribution with  $\alpha$  100

2	38
3	19
4	14
5	7
6	7
7	7
8	4
9	3
10	3
11	1
12	5
...	
...	
543	1
566	1
620	1
653	1
2153	1

The first column corresponds to the degree, while the second to the number of nodes having that degree. We know for sure that for each node, apart from the root, there is only one out-link, and we also know that all links are strictly uni-directional. Thus to extract the in-degree we simply need to subtract one from the first column.