Title :

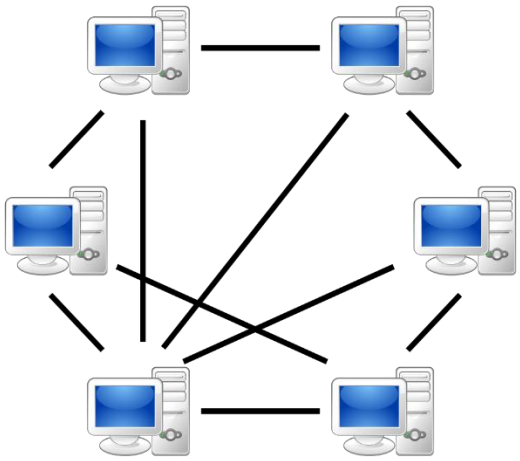
Peer-to-peer network

Description :

The project will be a peer-to-peer network where one receiver can request and download a file from several peers in a given network. When a receiver node needs a file, it must first discover the nodes that possesses it. Then it will select a limited number of nodes to download from. To do it, the shortest path algorithm will be used to select the lowest-cost paths. Then, the file must be breaked down into chunks whose download is distributed to the selected nodes. The ultimate goal would be to have several downloads from different nodes at the same time, in such a way that the selected paths divide the transfer work in fair amounts for each node.

Doubts :

- What should we do if there's a lot of download on the same node?
- Recalculate the shortest paths during download? If yes, is there a multicast to decide what paths are the fairest?



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