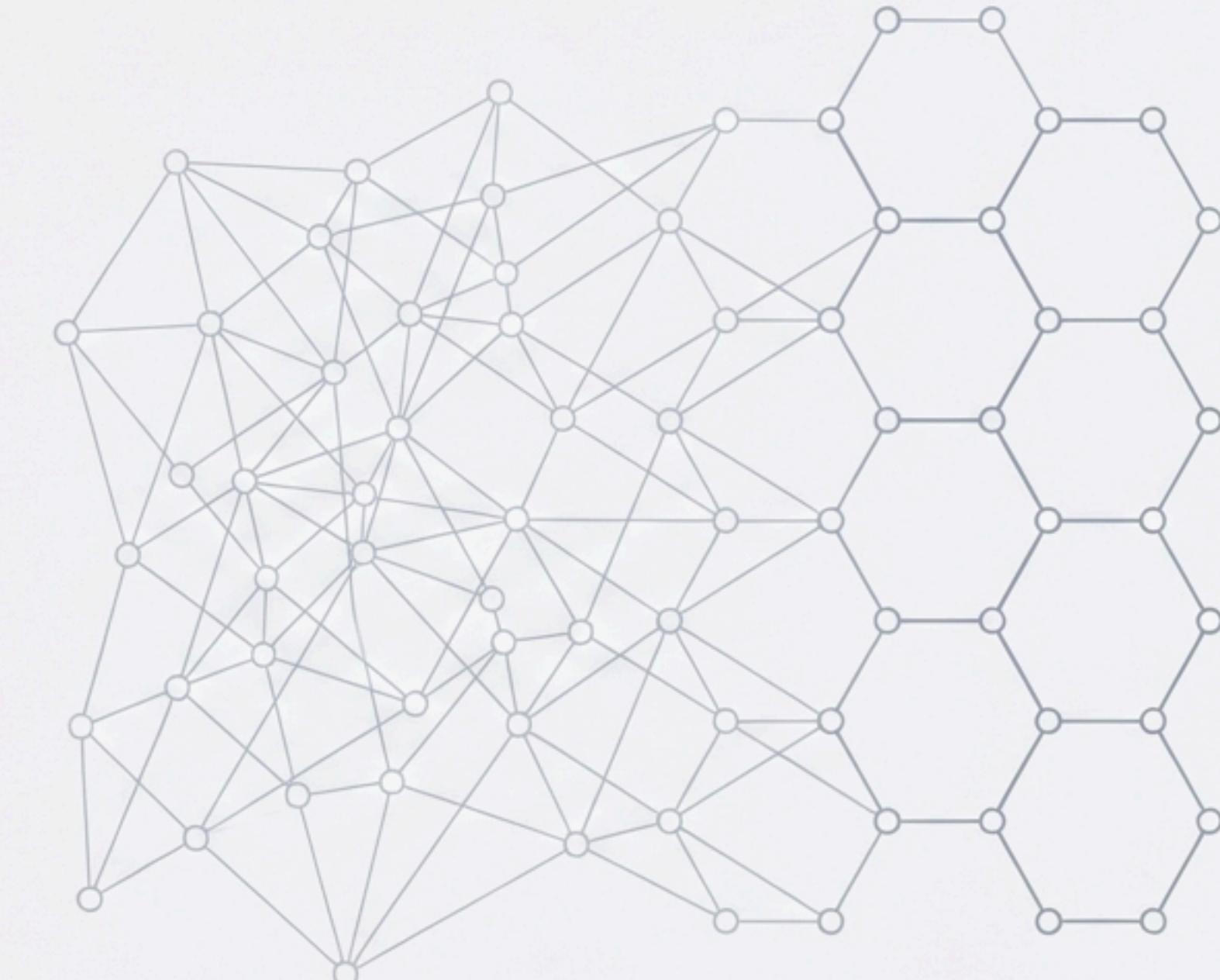


Big Data Analytics Project: Design and Benchmarking of Distributed P2P Architectures

From Unstructured Flooding to Hybrid
Structured Systems

Candidate: Di Franco Federico

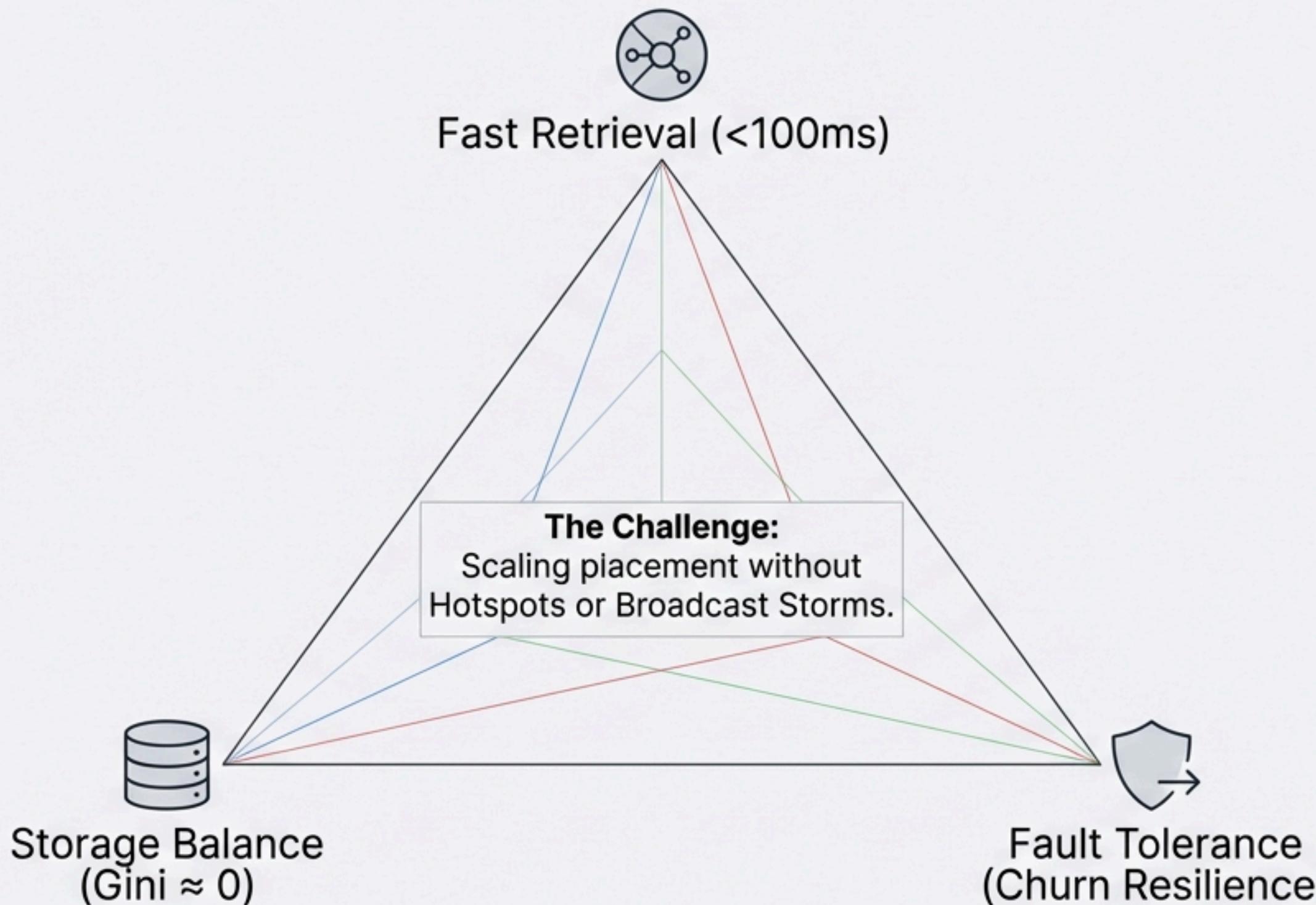
Date: January 20, 2026



Project Definition: A rigorous performance evaluation of three peer-to-peer strategies—**Naive**, **Semantic**, and **Metadata Sharding**—validated through local simulations and distributed Google Cloud deployments.

The Distributed Storage Trilemma

Balancing competing engineering goals in P2P overlays.



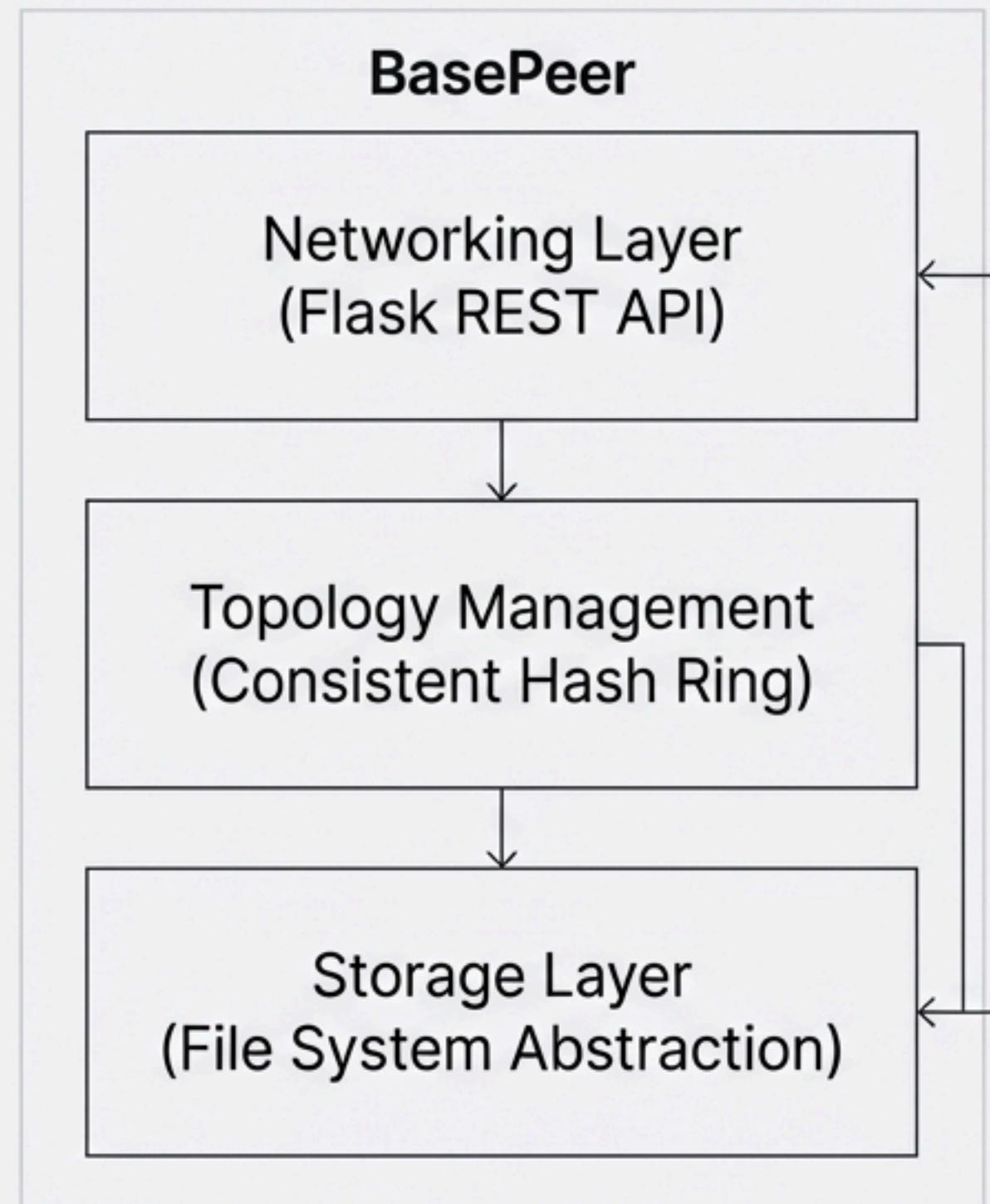
Context:

Evolution from unstructured Gnutella-style networks to structured hybrid overlays.

Approach:

Comparative analysis of three architectural strategies on shared Python/Docker infrastructure.

System Architecture: The Shared Foundation



Consistent Hashing

Algorithm: MD5 (128-bit integer space)

Distribution: $k=100$ Virtual Nodes per physical peer to mitigate skew.

Storage Model

Strategy: Split-and-Merge (BitTorrent-style)

Chunking: 1MB fixed-size blocks hashed via SHA-1.

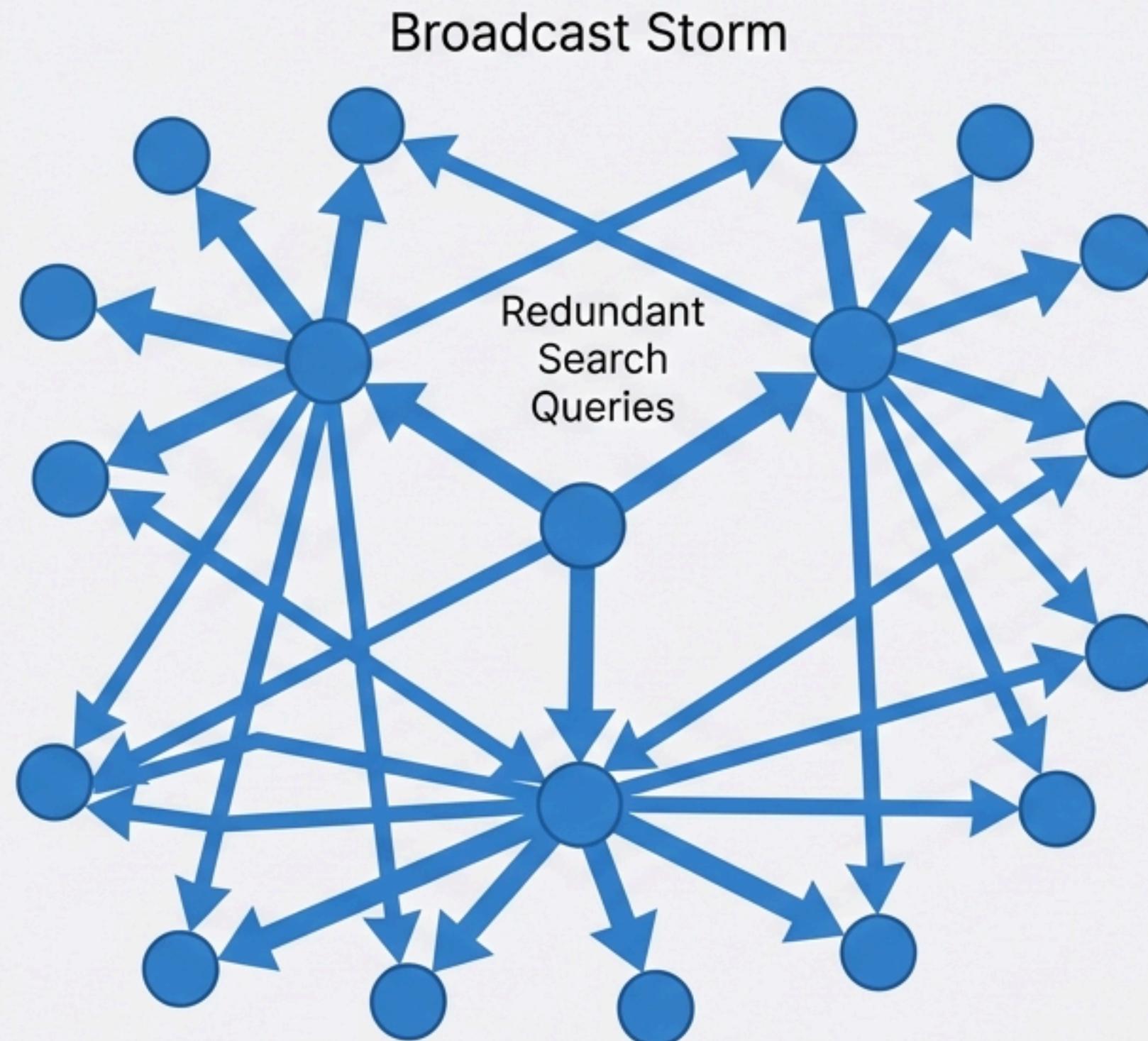
Availability

Protocol: Primary-Push Anti-Entropy

Convergence: Gossip protocol for topology updates.

Strategy 1: The Naive Approach (Flooding)

BASELINE



Mechanism

- **Data Placement:** Pure Consistent Hashing
- **Search Logic:** Recursive flooding of neighbors.

Critical Distinction

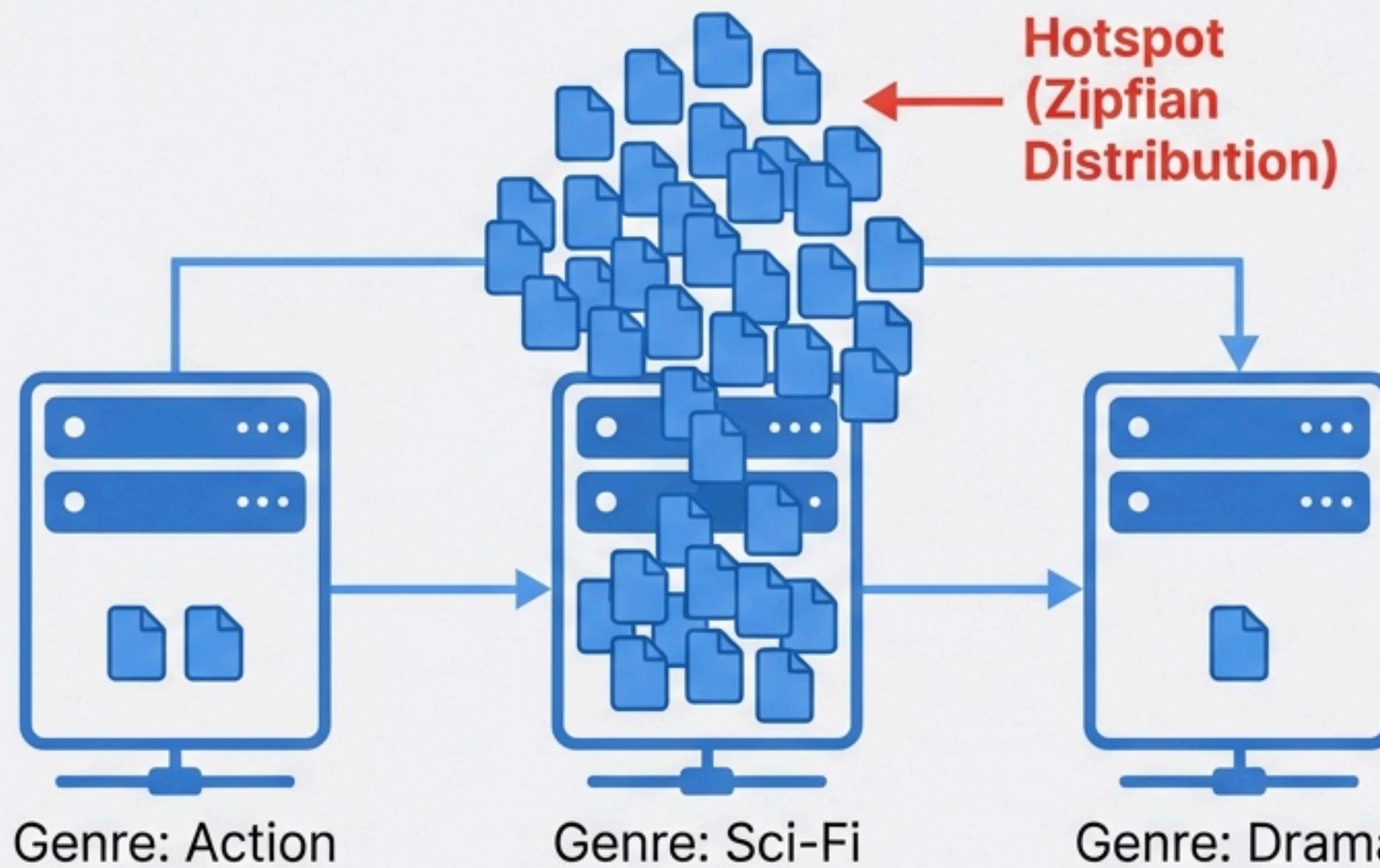
- **Search Complexity:** $O(N)$ - High Network Cost.
- **Download Complexity:** $O(1)$ - Direct DHT fetch.

Hypothesis

Robust against churn, but unscalable due to message volume.

Strategy 2: Semantic Partitioning (Data Locality)

OPTIMIZED FOR QUERY



Mechanism

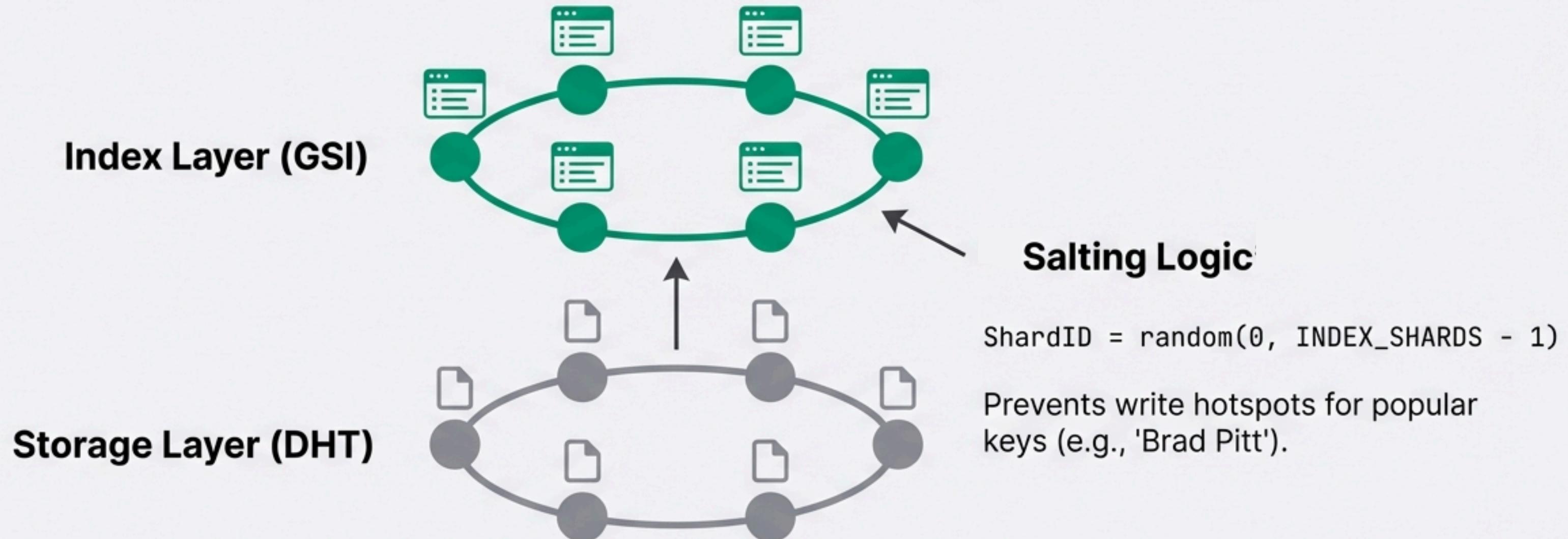
- **Placement:** Overrides DHT. Forces data co-location based on attributes.
- **Routing:** $O(1)$ directed routing for known keys.

The Trade-off

- **Benefit:** Zero-latency lookup for specific attributes.
- **The Flaw:** Storage Hotspots overload specific nodes.
- **Fallback:** Partial queries revert to $O(N)$ Broadcast.

Strategy 3: Metadata Sharding (GSI & Salting)

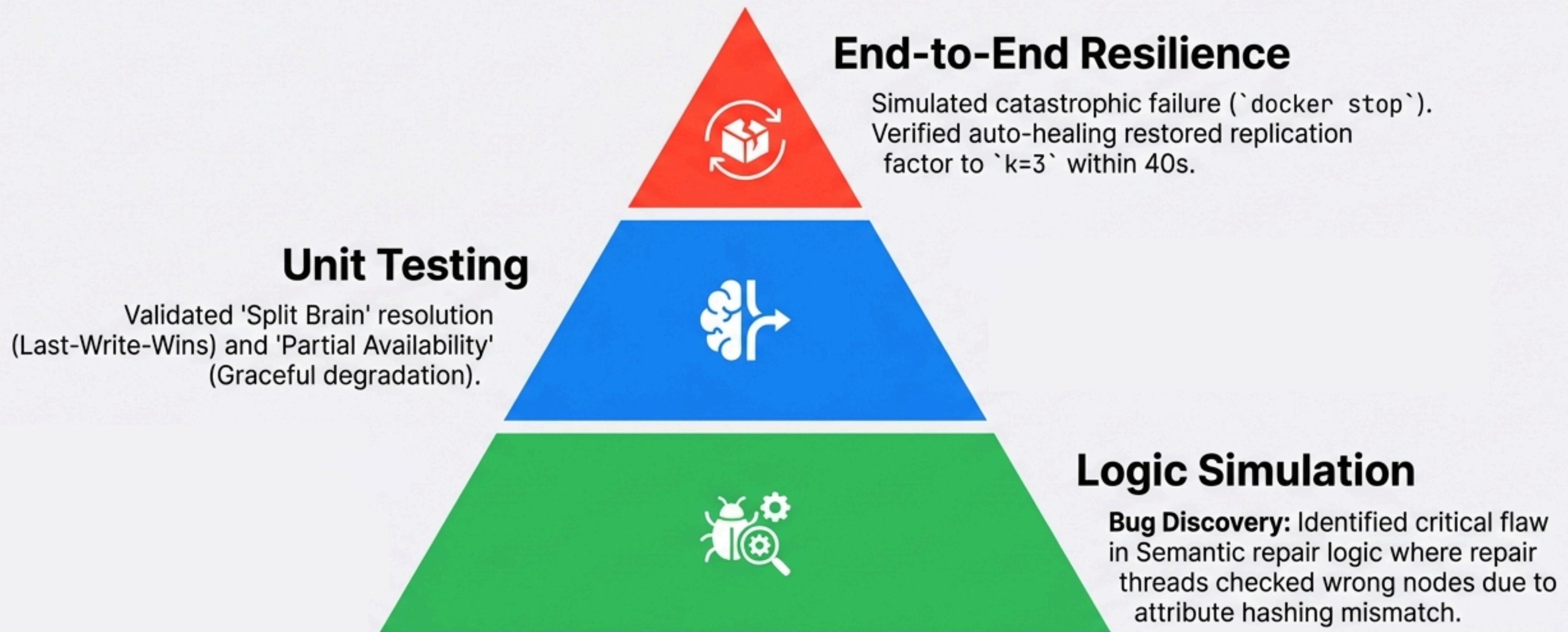
THE HYBRID SOLUTION



Search Mechanism: Scatter-Gather

- Parallel queries dispatch to fixed shard locations.
- **Complexity:** $O(S \times A)$ (Shards \times Attributes).
- **Result:** Decouples search latency from cluster size N.

Verification: The Testing Pyramid



Benchmarking Setup: Local vs. Cloud

Local Baseline (Workstation)

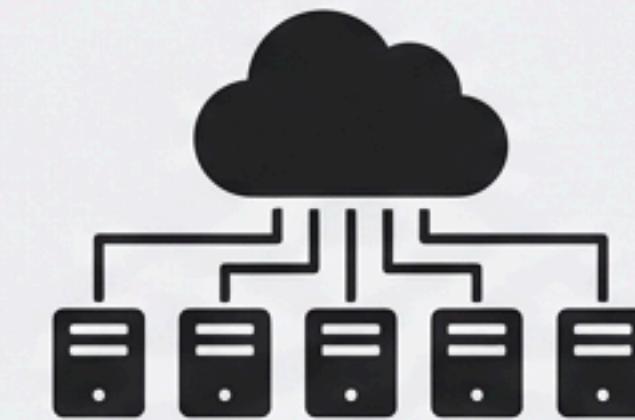


CPU: AMD Ryzen 7 5700U

Network: Docker Bridge (<0.1ms Latency)

Constraint: CPU Bound

Google Cloud Cluster



Scale: 5 VMs (e2-medium), 30 Nodes

Network: Real WAN Latency

Constraint: I/O Bound

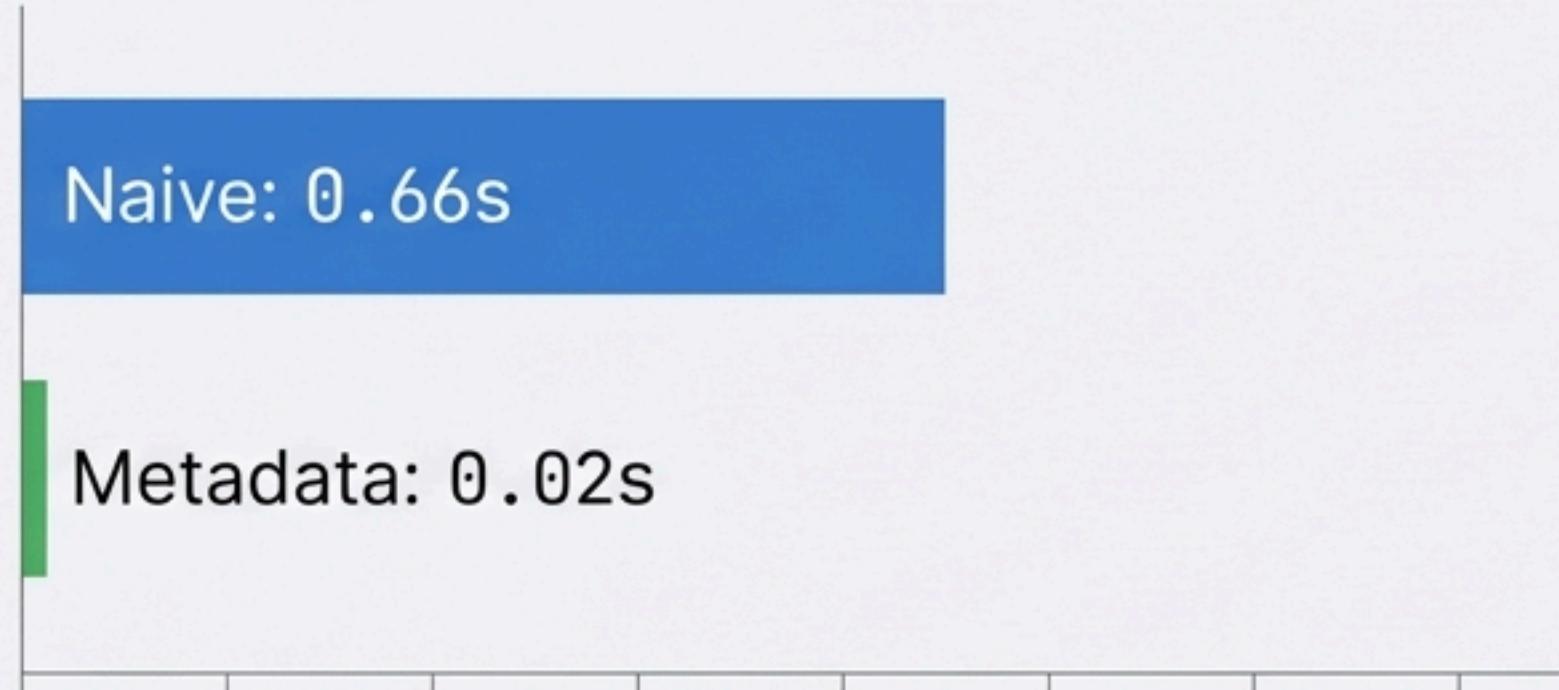
Workload Generation

Distribution: Zipfian (Power Law). 80% traffic to popular items.

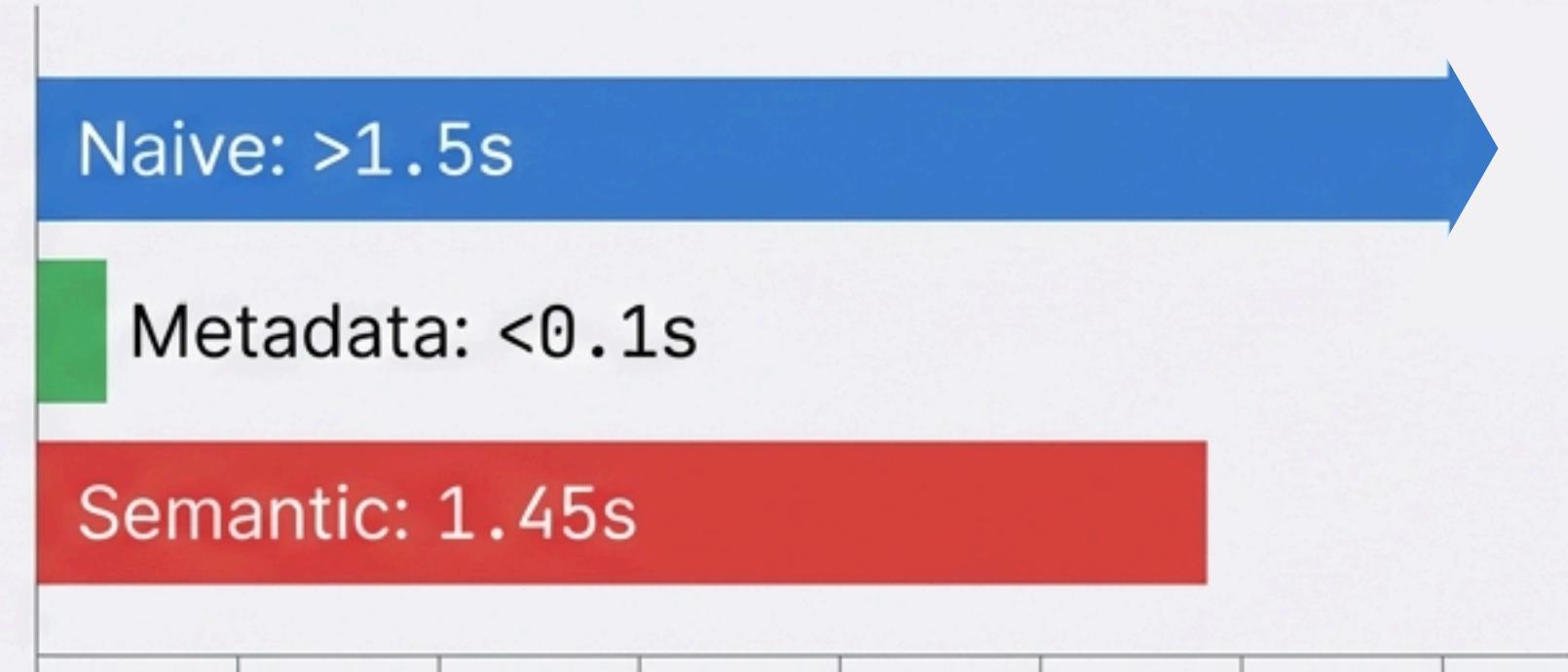
Volume: 5,000 synthetic binary files. 5,000 automated queries.

Latency Analysis: The Network Amplification Effect

Local (Zero Latency)

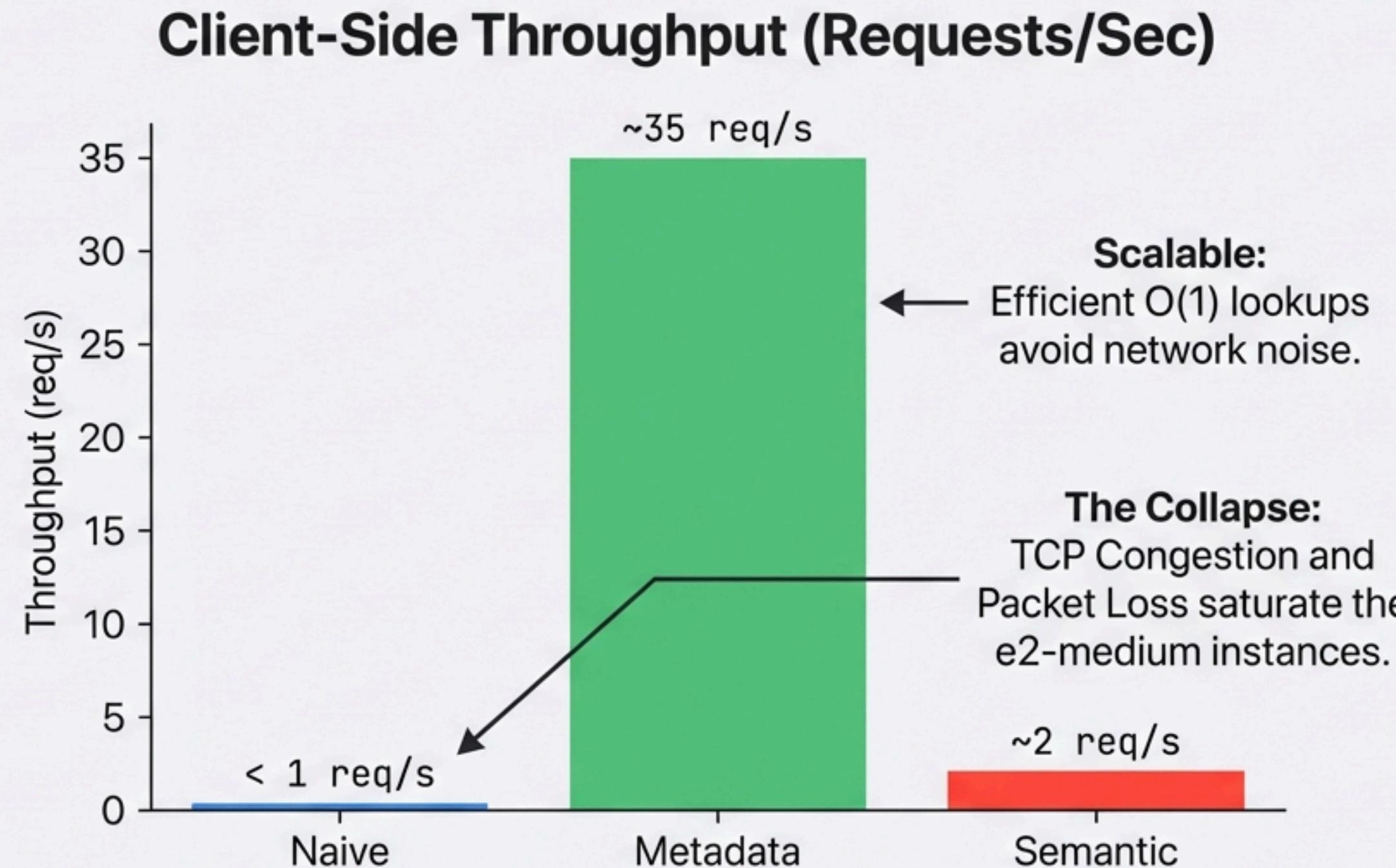


Cloud (WAN Latency)



Naive strategy degrades by ~2.5x in Cloud due to broadcast message volume hitting physical network limits.

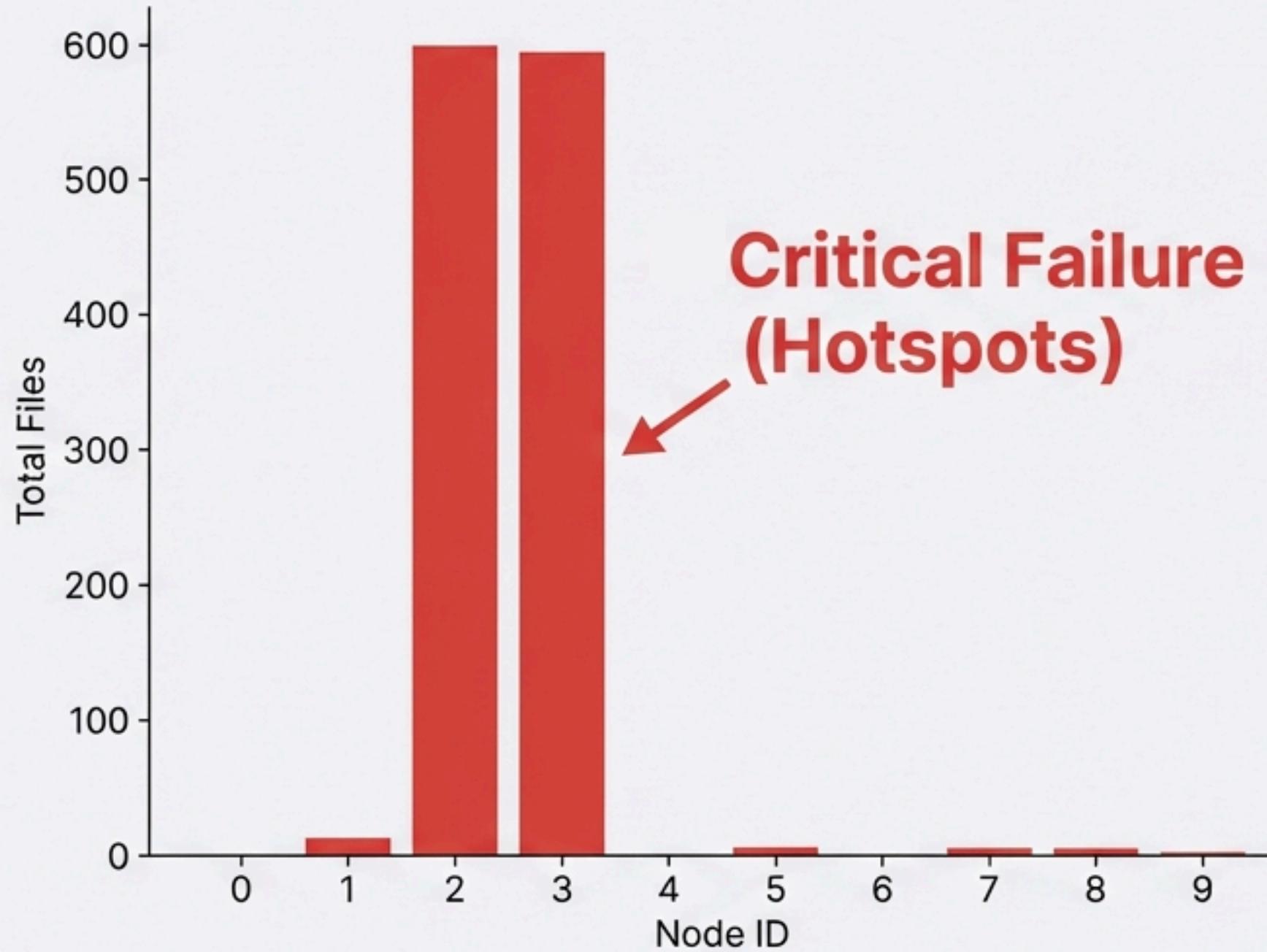
Throughput & Saturation: The Cloud Collapse



Storage Load Balancing: Algorithmic Integrity

Files per Node

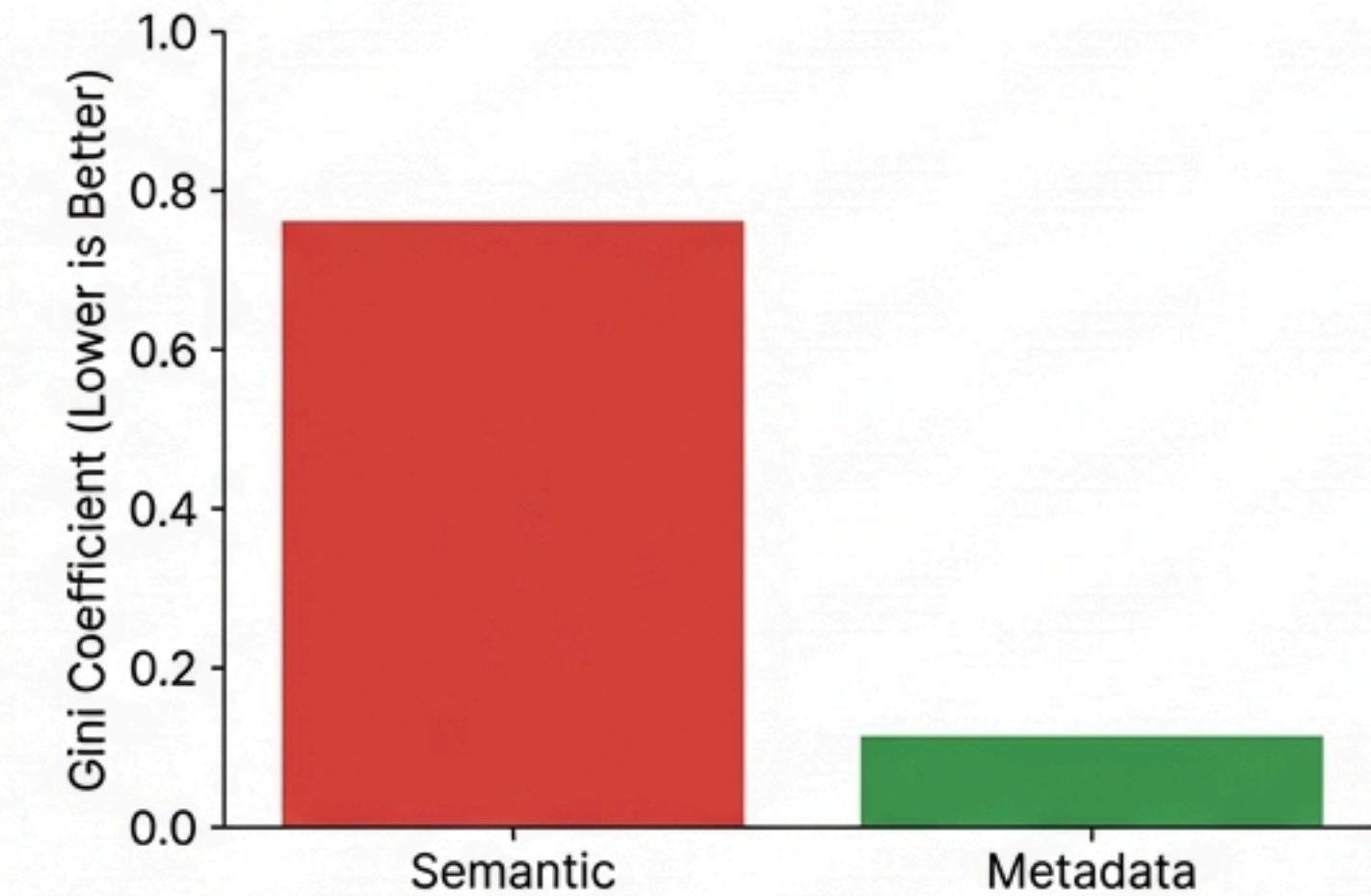
Semantic Strategy



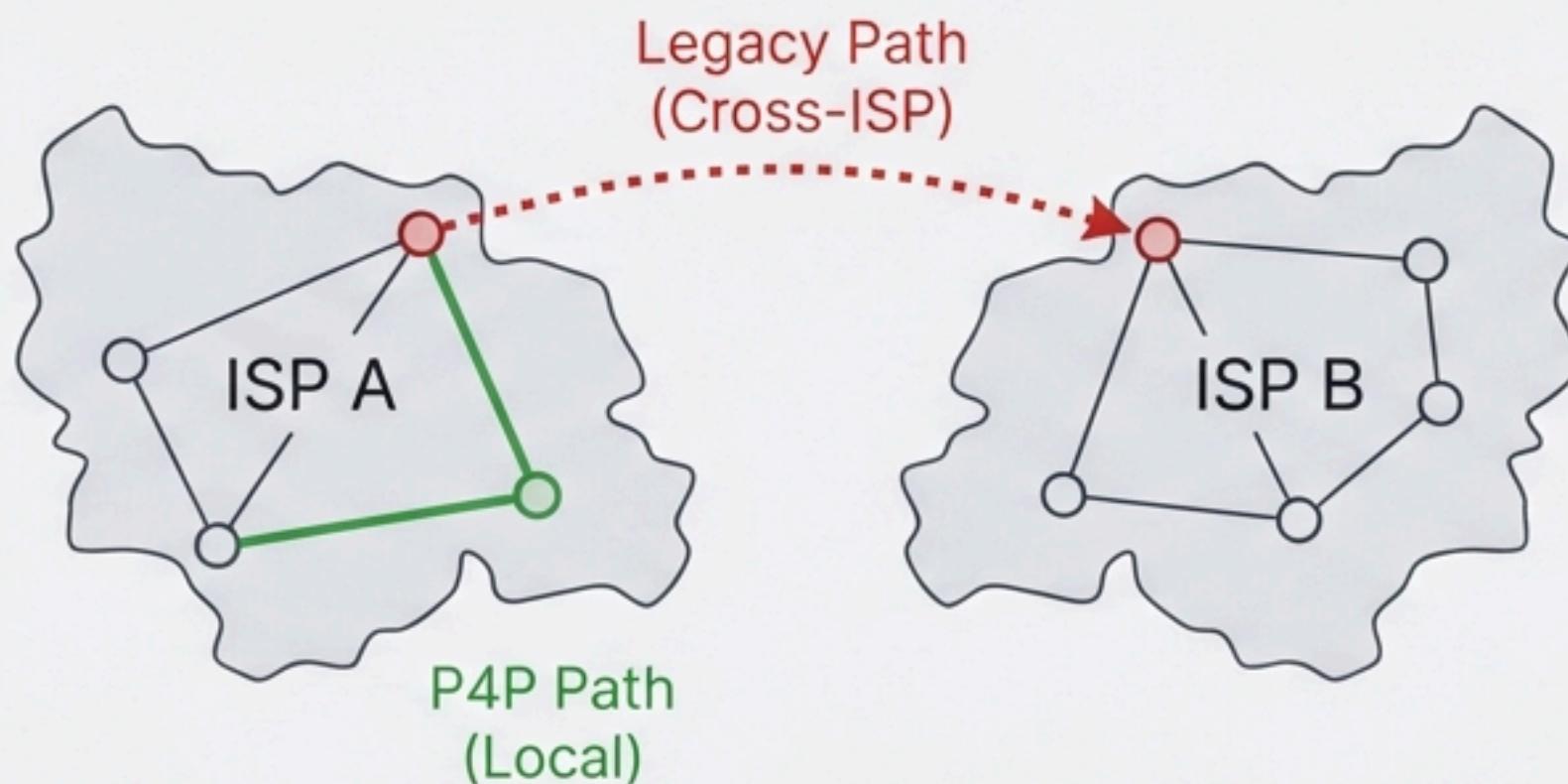
Gini Coefficient (0 = Perfect, 1 = Imbalance)

Metadata: 0.11 (Perfect Balance via Salting)

Semantic: > 0.75 (Critical Imbalance)



Network Optimization: P4P & ALTO Integration



Problem: Application-Layer overlays are blind to physical topology.

Solution: Integration with an **iTracker** using the ALTO protocol.

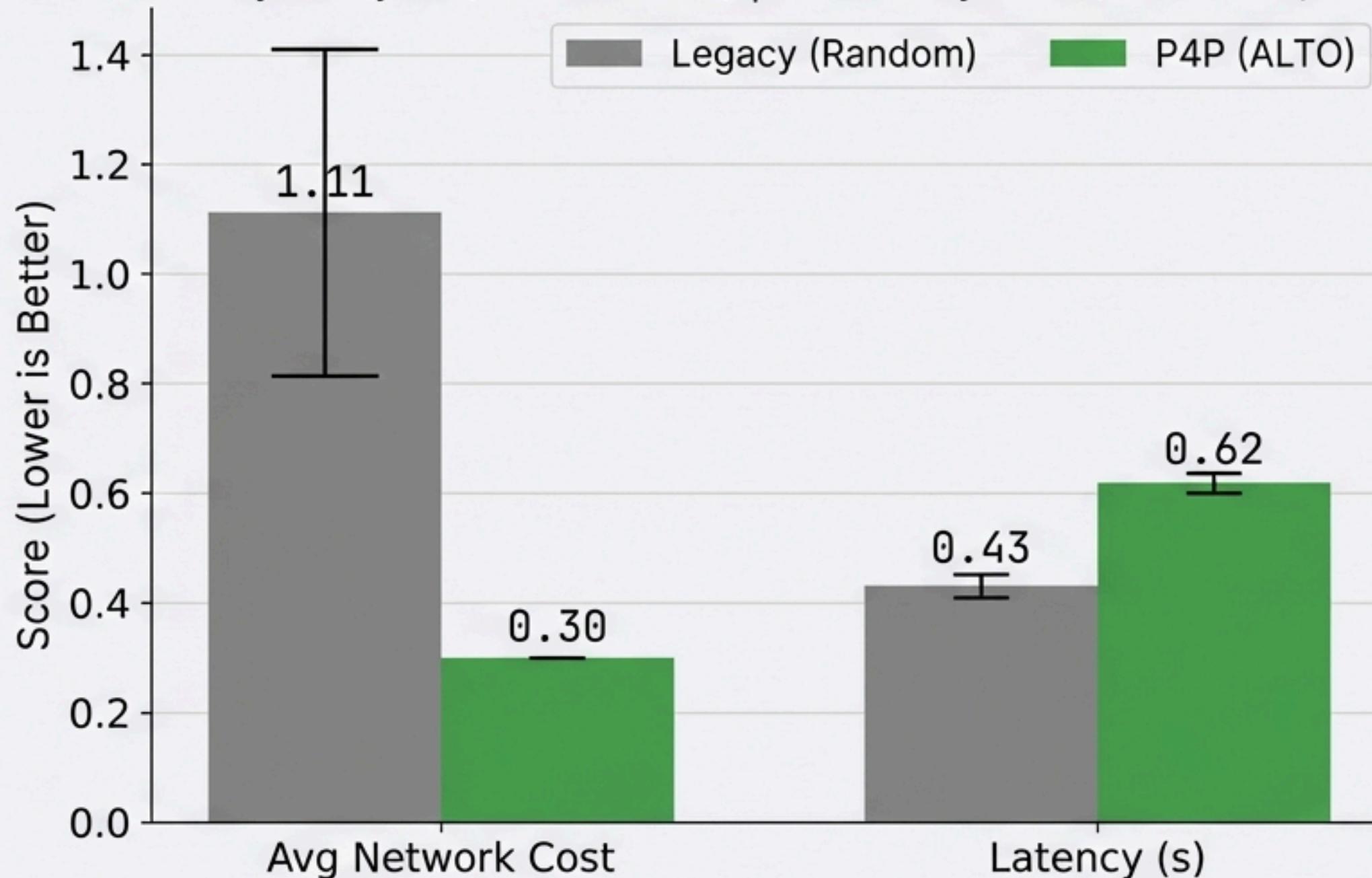
Cost Function Optimization:

$$\text{Cost} = \alpha * \text{NetworkCost} + \beta * \text{RTT}$$

Goal: Minimize ISP transit costs without sacrificing latency.

P4P Results: Deterministic Cost Reduction

P4P Stability Analysis (20 Iterations) | 7-Node System (6 Sources, 1 Client)



Key Stats

- **Cost Reduction:** 71% drop in average network cost.
- **Cross-ISP Traffic:** Reduced from 50% → 0%.
- **Stability:** Standard Deviation drops to 0.00. System always picks local peer.

Observability: The EldenRing Torrent Monitor

The screenshot shows the interface of the EldenRing Torrent P2P Network Monitor. At the top, there's a navigation bar with icons for Theme, Refresh, Add, Join, Upload, Download, Leave, and Delete. Below the bar, a status summary shows Peers: 10, Manifests: 60, Chunks: 6, and Files: 74. On the left, a "Peers" table lists 10 entries, with one row highlighted. The main area is titled "Details" and contains sections for DATA_PEERS, MANIFESTS, and CHUNKS, each listing multiple items with their hashes and chunk counts. A search bar at the top right is also visible.

Real-time Parsing:
Reads JSON manifests from Docker volumes.

Fault Injection:
Triggers node failure to test self-healing.

Dual Mode:
Supports Metadata queries and Hash lookups.

Final Verdict: The Hybrid Architecture

	Speed	Balance	Cost
 Naive	Failed ($O(N)$)	Good	Unscalable
 Semantic	Good ($O(1)$)	Failed (Hotspots)	Risky
 Metadata (GSI)	Optimal	Optimal	Winner

Recommendation: A robust Big Data P2P system requires a hybrid approach:

1. **Consistent Hashing** for payload (Chunks).
2. **Sharded/Salted Indexes** for discovery (Metadata).
3. **Topology Awareness (P4P)** for network efficiency.