PEER TO PEER VS CLIENT-SERVER : WHICH IS BETTER?

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1. Introduction

The growth of the internet has seen the emergence of two typical network architectures in many applications. These architectures are the Client-Server model and the Peer-to-Peer model. A powerful for the popularity of these architectures is their respective shares of network traffic. HTTP, the protocol of the client server accounts for approximately 46% of all traffic. P2P comes in at a close second consuming 37% of total traffic. The Client-Server model is the driving force behind much innovation today, most obviously in Cloud Computing. Gmail, Facebook and Dropbox are all classic examples of a client-server architecture. It's appeal lies in it's flexibility and robustness. The advent of faster and more reliable internet access in many parts of the world and the growth in the number of users has been a driving factor. People want to be able to access their resources on all of their devices. This "new" model offers robustness. In years gone by users would have to back all their work up on a CD or floppy disk. They would forget to do so at their peril. Now one can work on a project locally and easily save it to a remote server to back it up. Security NSA International Censorship Thin clients

2. The Architectures

2.1. **Client-Server.** In the Client-Server Architecture users connect over a network to a single server. The clients exchange data with the server while the server provides the clients with services. TOP DOWN, CENTRALISED

2.2. **Peer-to-Peer.** DECENTRALISED, BOTTOM UP, COLLABORATIVE

2.3. **Hybrid Peer-to-Peer.**