

# Peer to Peer Applications: Napster, Gnutella

Kameswari Chebrolu

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# Napster

- Basic Idea: Employ a centralized server (farm).  
Server maintains “nodes” to “files” mappings
- **Join**: Client contacts central server
- **Publish**: Reports list of available files to central server
  - Server maintains list of <file-name; info, IP-Addr, port> tuples
  - Server stores no files, only clients do

# Napster

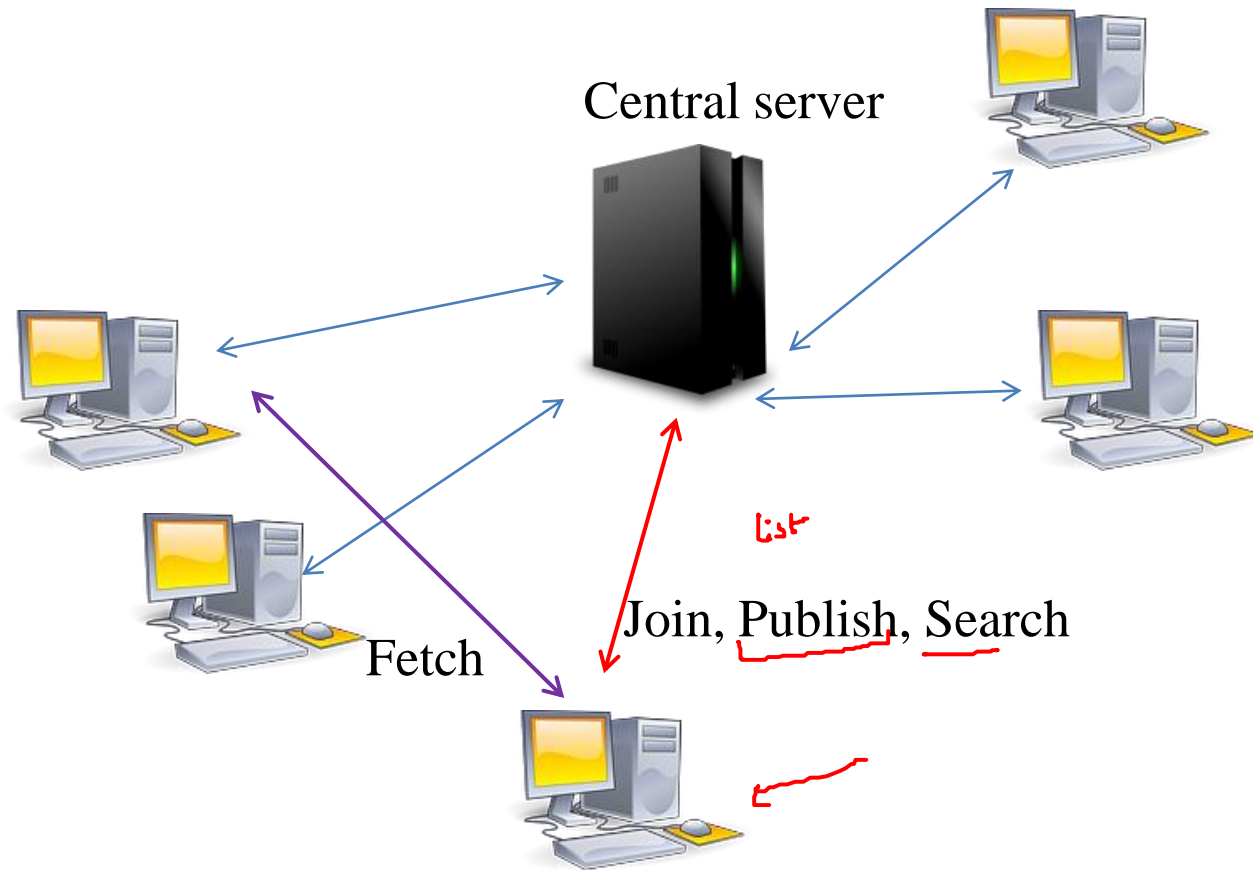
- **Search:**

- Client queries the server (send keywords).
- Server searches list with keyword and returns list of nodes (IP-addr, port) that have the requested file

- **Fetch:**

- Client pings each host in list for best transfer rate
- Gets file directly from peer with best rate

- All communication is based on TCP



# Discussion

- Pros:
  - Simple Design
  - Fast and efficient search
  - Global network view
- Cons:
  - Single point of failure
  - Not scalable (server becomes bottleneck)
  - Copyright violation ↗