Peer-to-Peer Networks Practical Exercise 5

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Kademlia Overlay Evaluation

- everybody was on time and achieved full point value
- each and every time I hope to keep that line
- but then the attestations take place...

Native Multicast

- message sent by one socket,
- received by many
- introduces as little overhead as possible
- by replication packages on demand in routers
- utilizes IP addresses with in high values
- fixes the implementation to an address type

Implementing Multicast

- C programmers depend on their sockopts.
 - Tack and Sean Walton provide tutorials.
- Python largely recycles the C methods
 - Doug Hellmann has some words about and
 - it was discussed on Stack Overflow.
- Java's UDPChannel provides a MulticastChannel interface.
 - The NIO2 primer has an example on slide 14 ff.
- .NET also provides uniform interface methods.
 - A Tutorial by Kelly Elias provides a good start.

Using Multicast

- peers can communicate anonymously without knowing
 - who listens
 - if anyone listens at all
- multicast commands and gueries to various peers
- peers join groups according to given criteria
 - peers having data
 - peers having files
 - unconnected peers
 - erroneous peers
- and can be controlled at once altogether

Programming Exercise 5

- Make an educated guess...
- complete Kademlia
- storing key-value-pairs
- retrieving them
- FIND_VALUE, STORE
- data storage in RAM is sufficient
- regular timeout and re-publishing of entries
- cache when found

Task Considerations

- files are dissected into parts
 - choose a reasonable size
 - choose a reasonable hash or identity function
 - smaller files are stored immediate

storing files exemplified

$$\#(\textit{name}(\textit{file})) \rightarrow \left\{ \begin{aligned} \#(\textit{part}_1) & \rightarrow & \textit{part}_1 \\ \#(\textit{part}_2) & \rightarrow & \textit{part}_2 \\ \vdots & & \vdots \\ \#(\textit{part}_n) & \rightarrow & \textit{part}_n \end{aligned} \right\} \textit{content}(\textit{file})$$

demonstrate split and reassembly of files

Schedule

- 20 points to achieve
- 3 weeks time, last programming task
 - 29. January theory
 - 5. February no class
 - 12. February questions and answers