

Stochastic Analysis and File Availability Enhancement for BT-like File Sharing Systems

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The Chinese University of Hong Kong

Outline

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- **Introduction**

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- **Modeling the Performance**

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- **Extension on heterogeneous Network**

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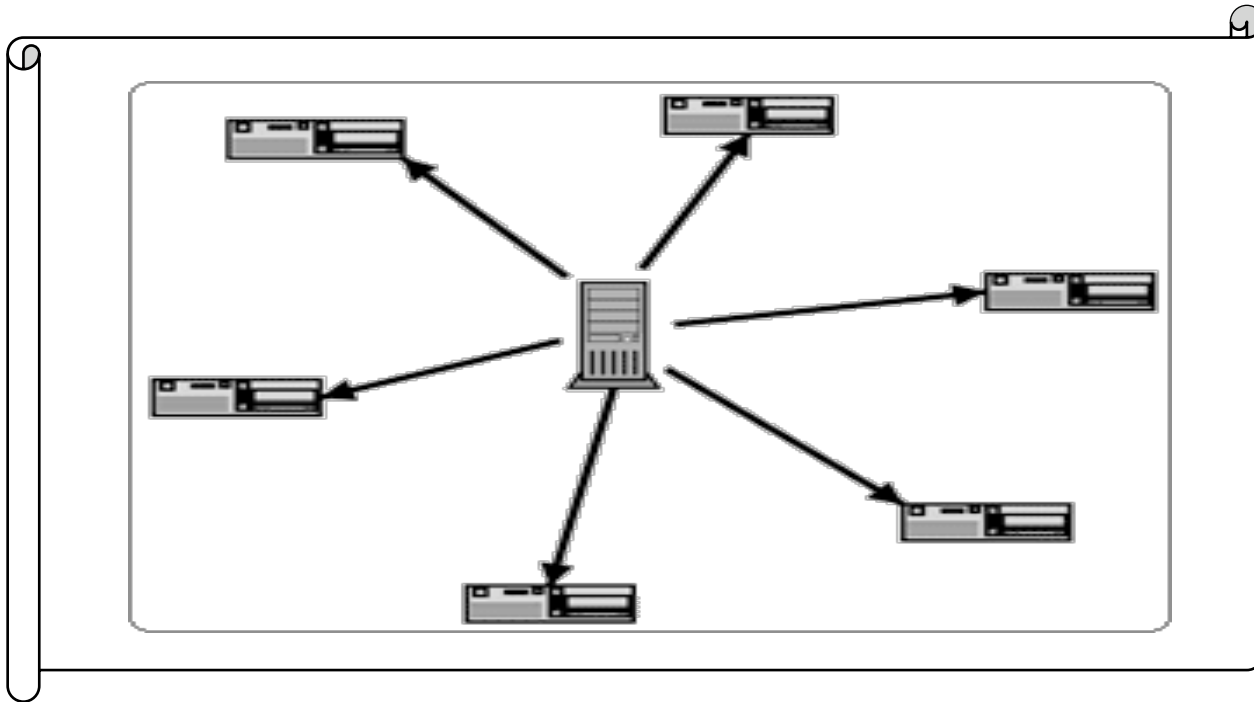
- **Introduction**
- **Modeling the Performance**
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- **Modeling the Availability**
- **Availability Improvement Algorithms**

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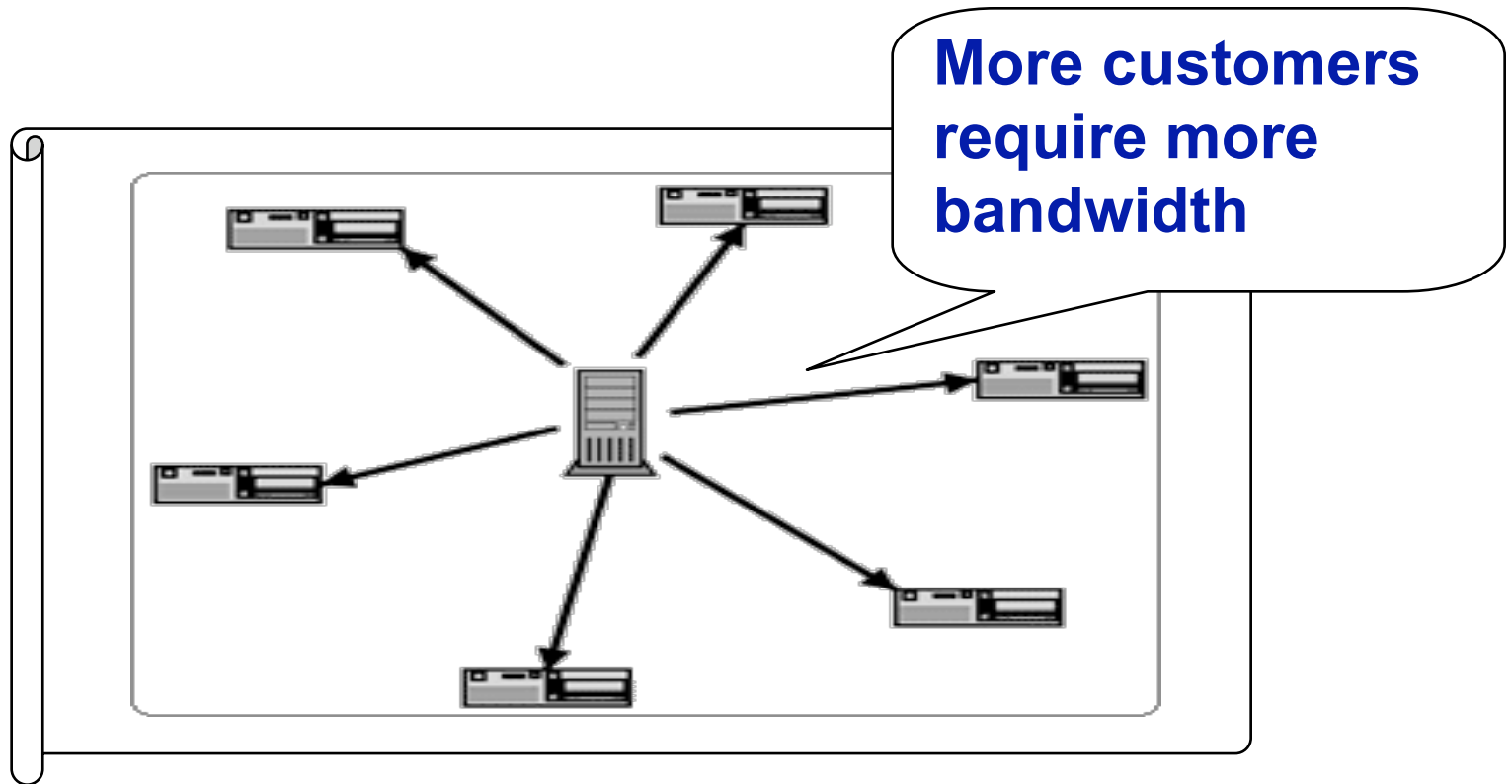
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- **Modeling the Performance**
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- **Modeling the Availability**
- **Availability Improvement Algorithms**
- **Conclusion**

The Problem with C/S Publishing

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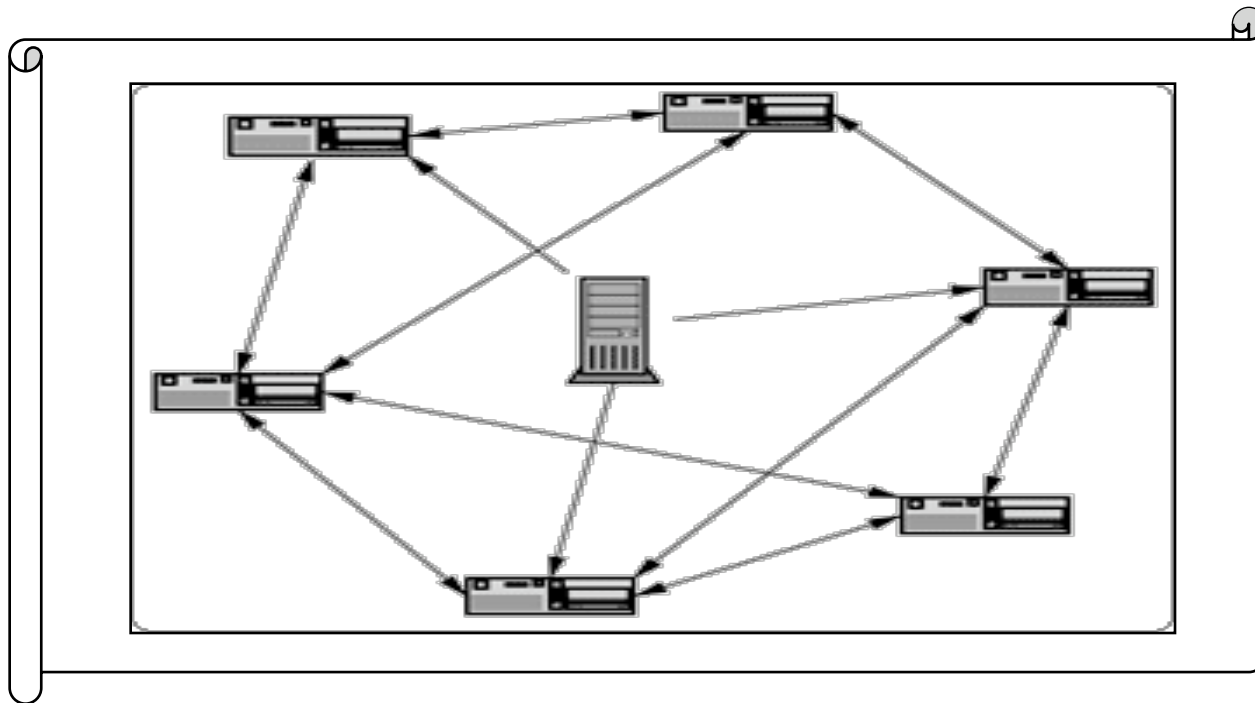


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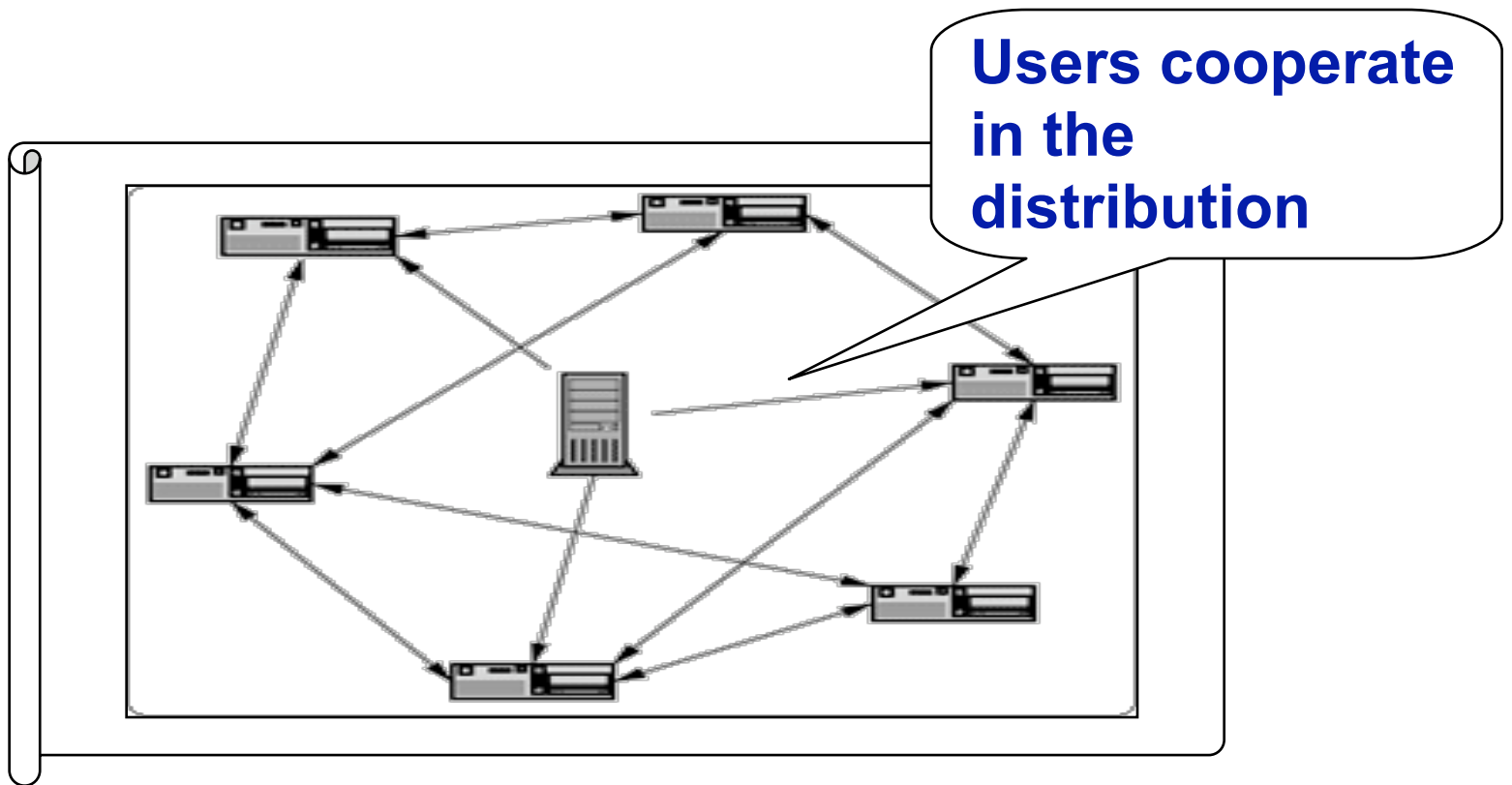


BitTorrent Solution

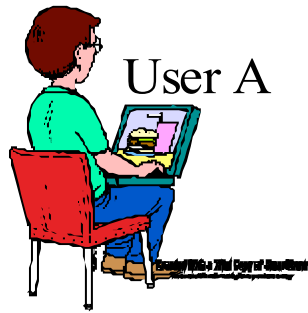
BitTorrent Solution



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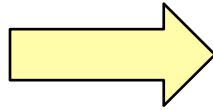
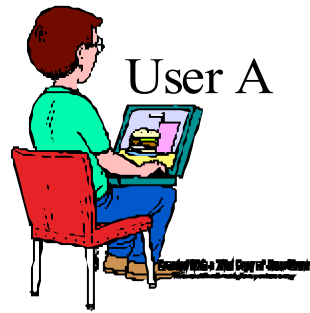


Publishing Content



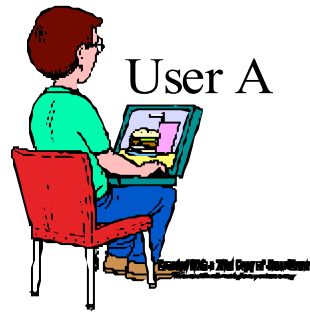
Web Server

Publishing Content



Web Server

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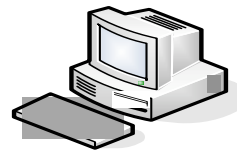
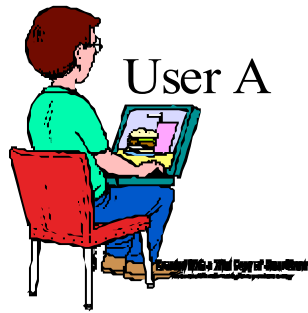


AAA.torrent



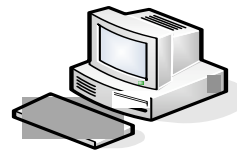
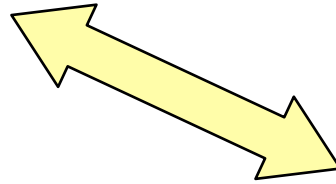
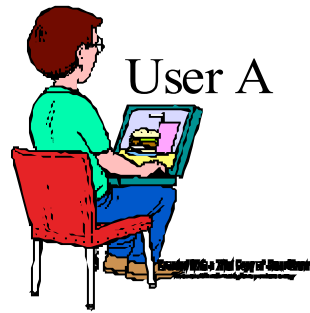
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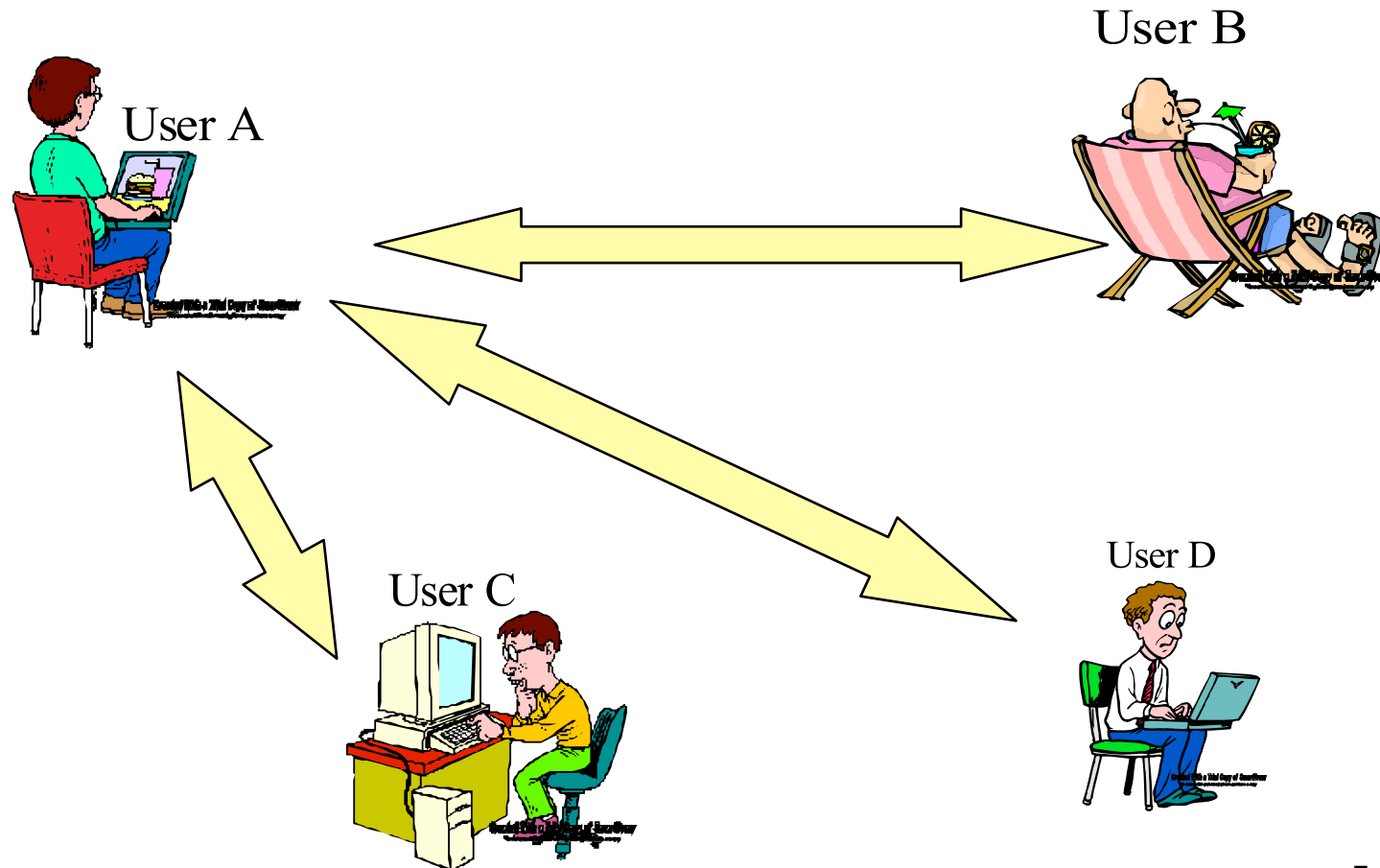


Tracker

Publishing Content



Publishing Content



Motivation

Motivation

- **To understand the BT protocol**

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 - **Analytical metrics**

Motivation

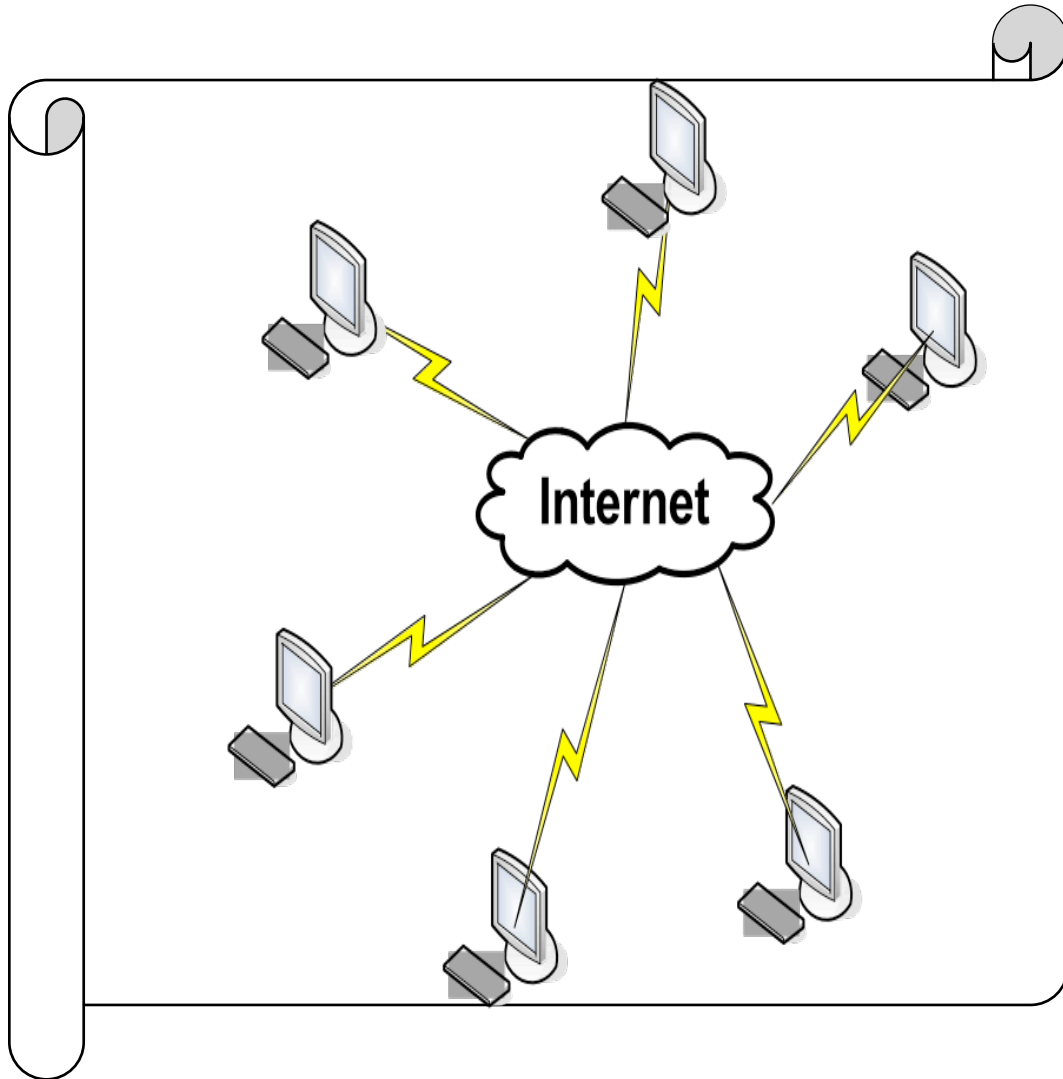
- **To understand the BT protocol**
 - **Why is it good?**
 - **Can we do better?**
- **Contribution:**
 - **Analytical metrics**
 - **Insights for Protocol-designers**

Related Work

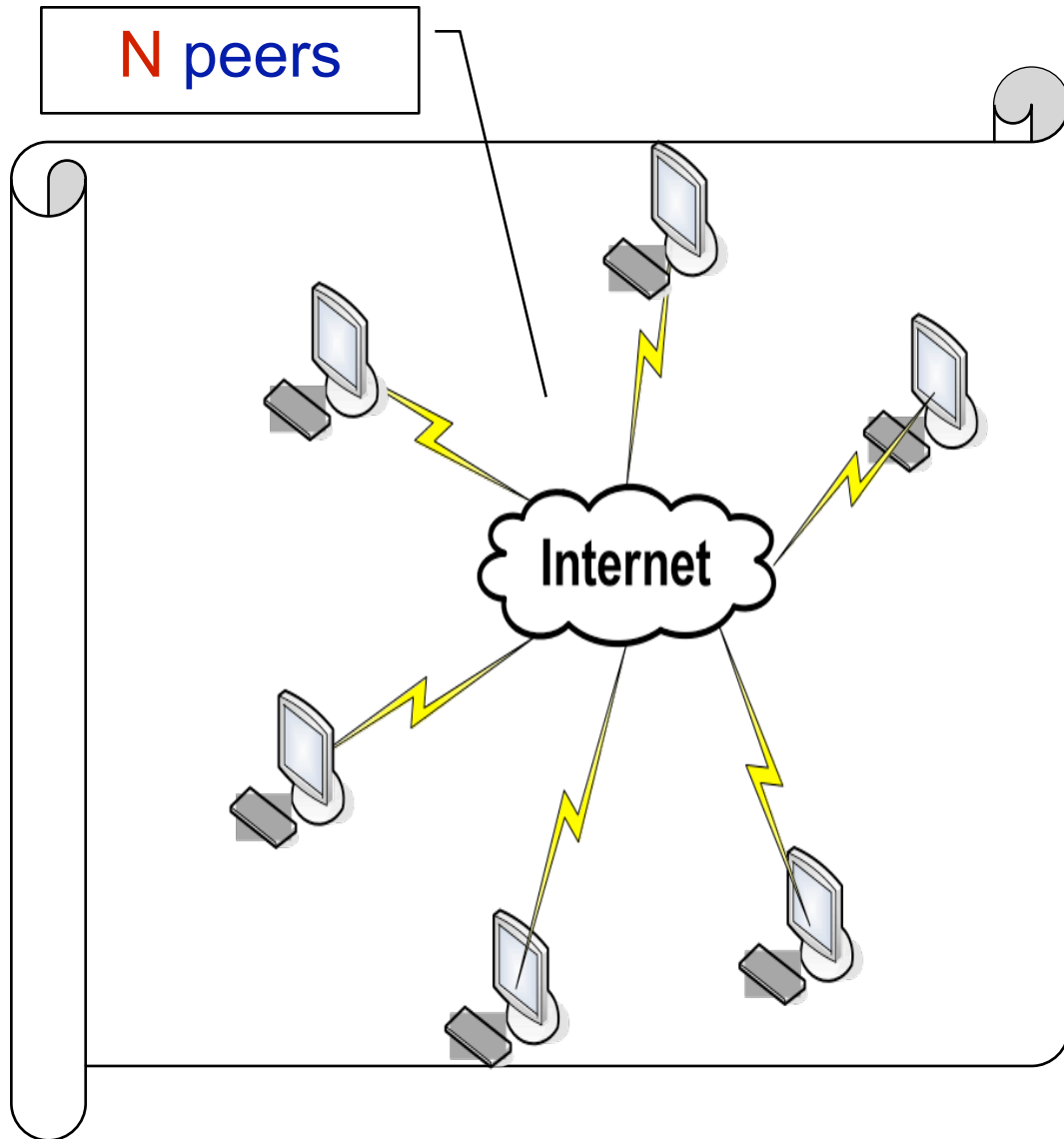
- **X. Yang and et al, Infocom 2004:**
 - Simple Markov Model
 - Numerical calculation needed
- **L. Massoulie and et al, Sigmetrics 2004**
 - Detailed Markov Model
- **D. Qiu and et al, Sigcomm 2004**
 - Simple Fluid Model
 - Some analytical results are obtained

BitTorrent Model

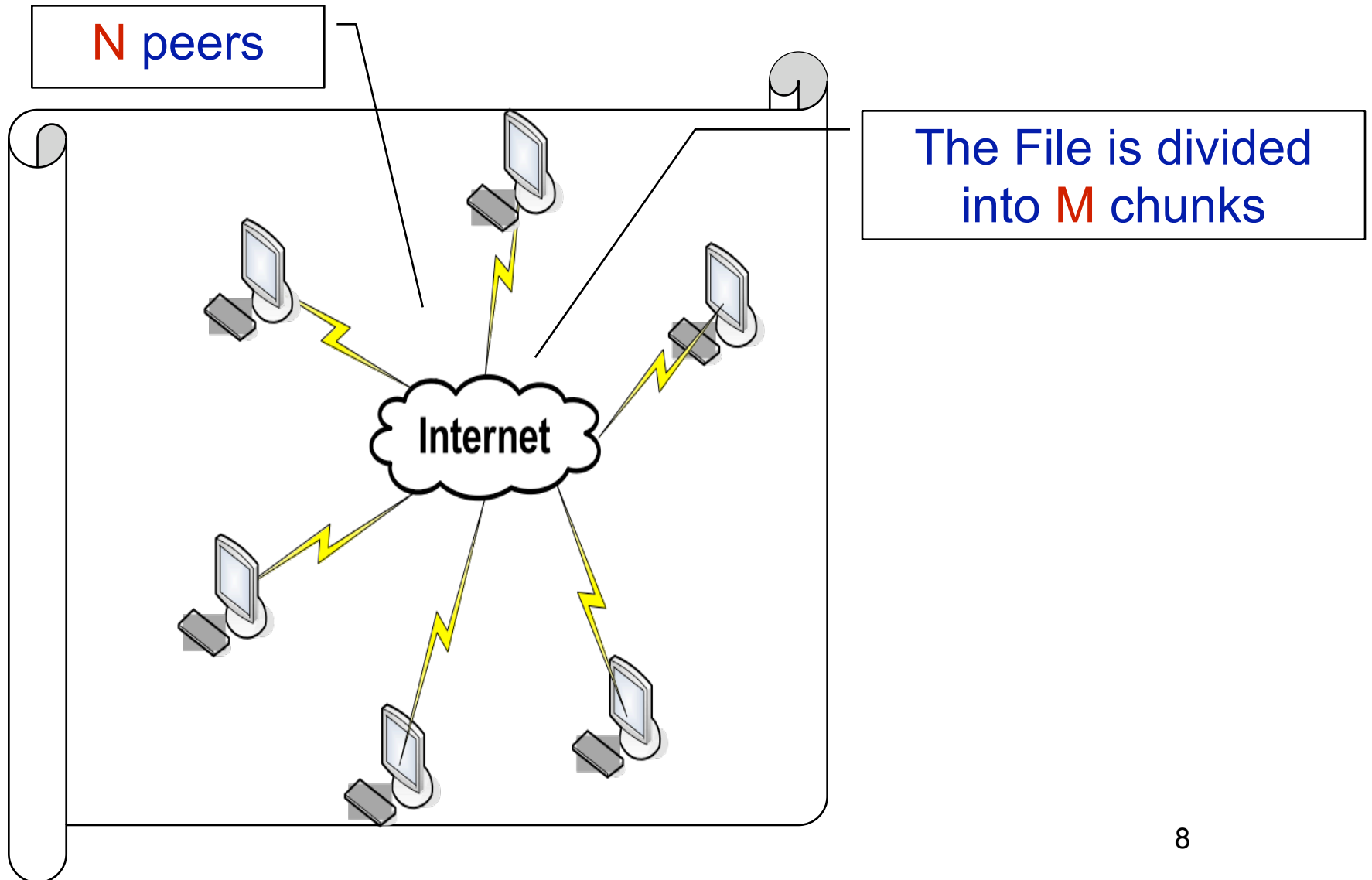
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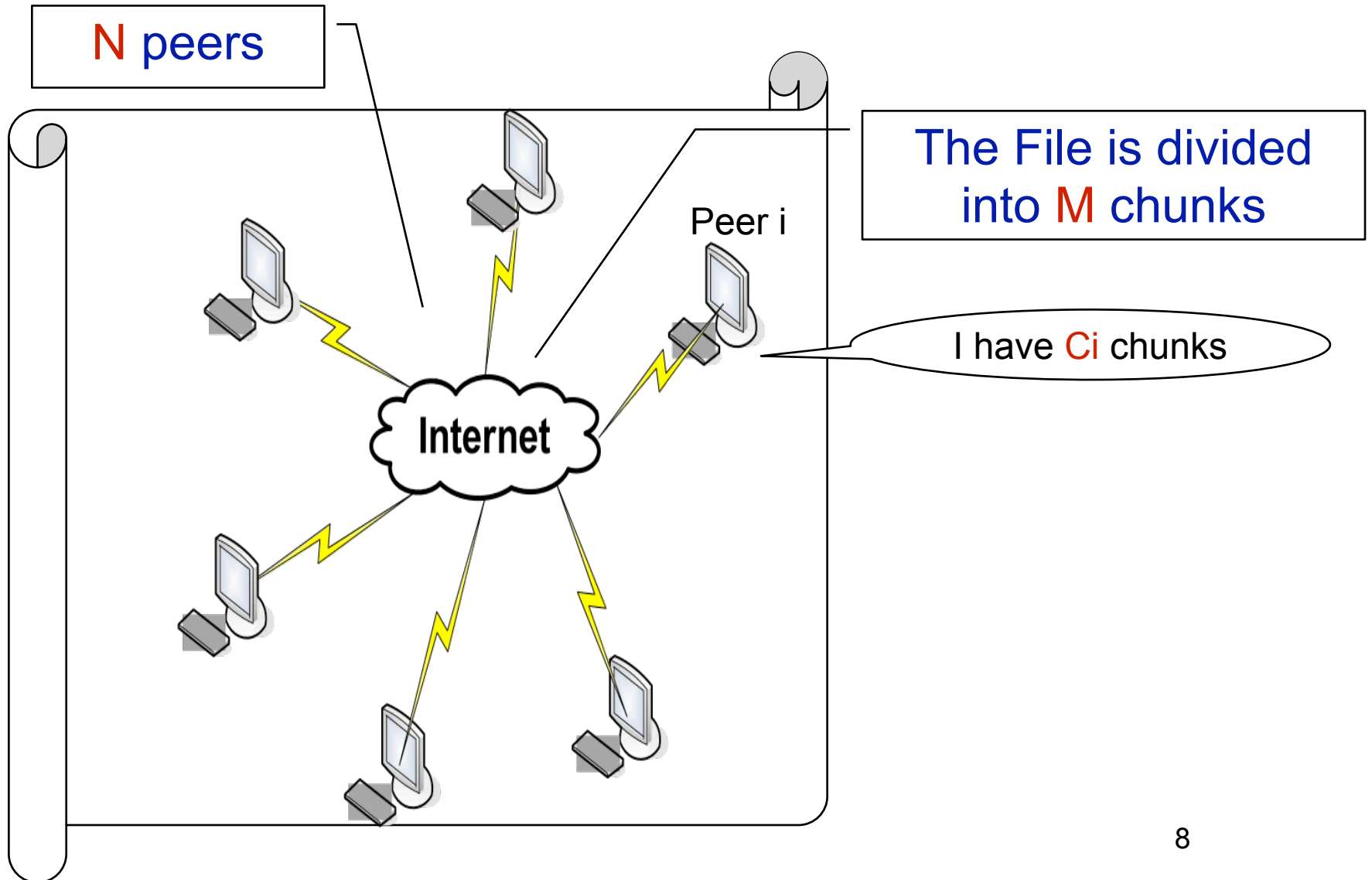
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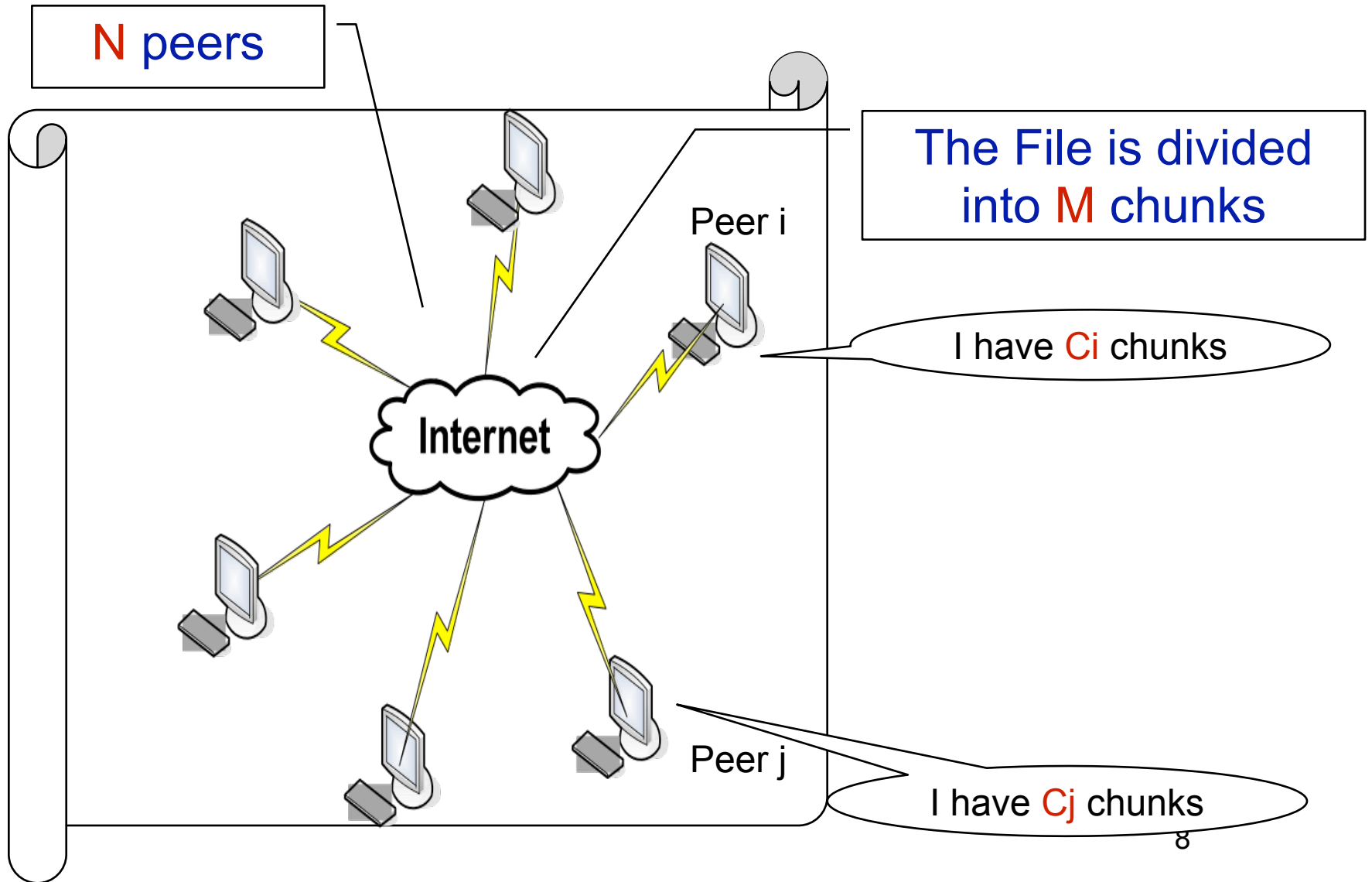
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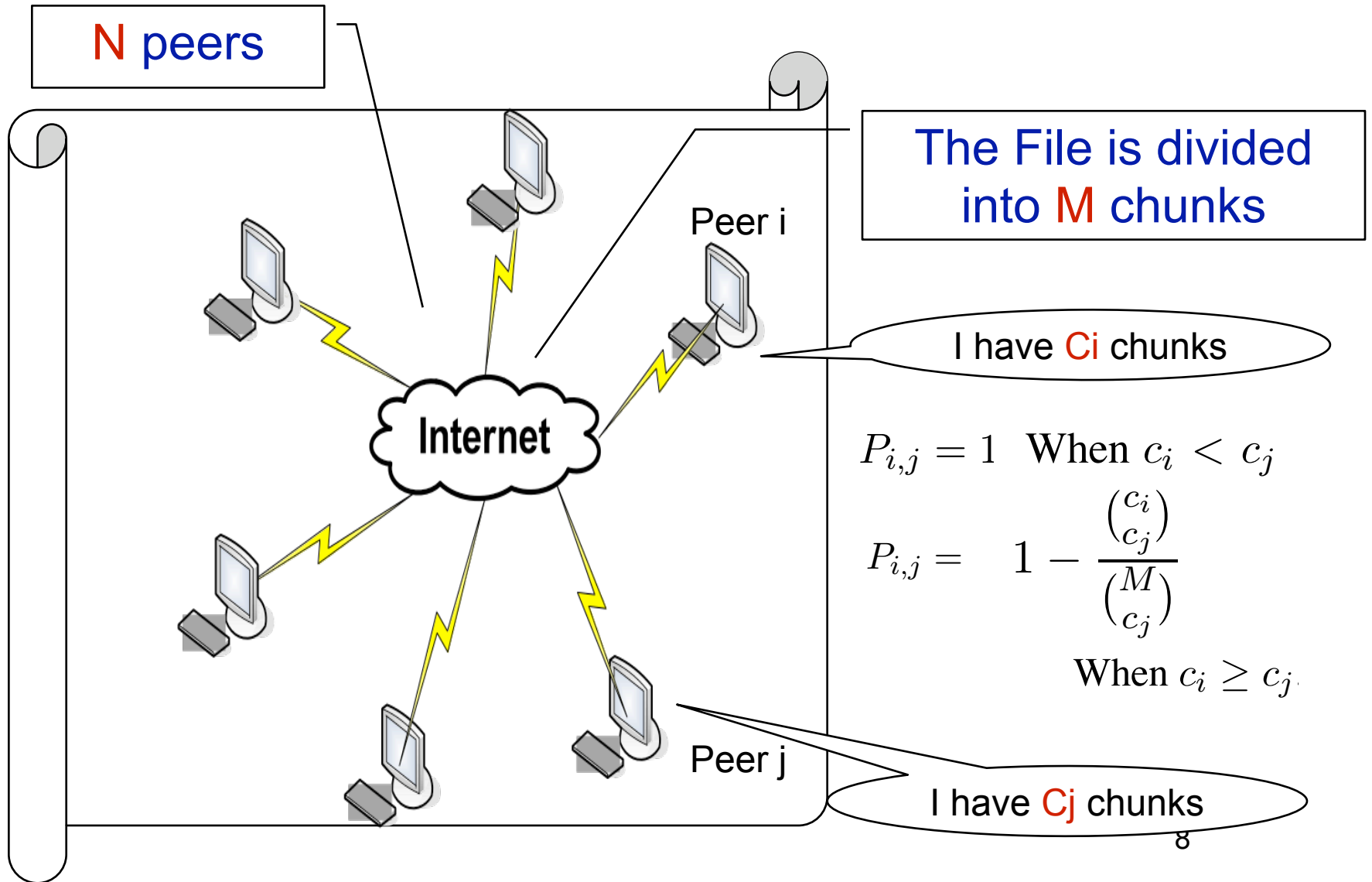
BitTorrent Model



BitTorrent Model

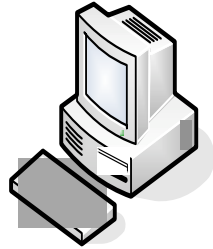


BitTorrent Model



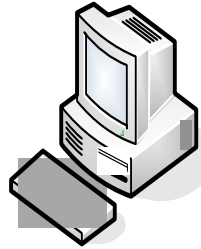
Simplified Peer States

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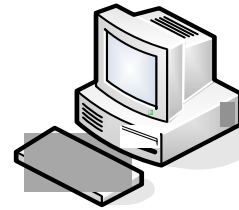


I have
little

Simplified Peer States

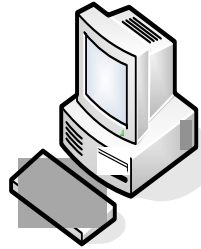


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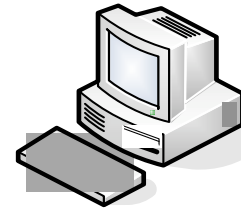


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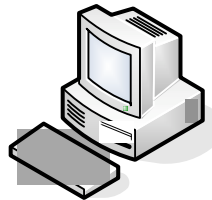
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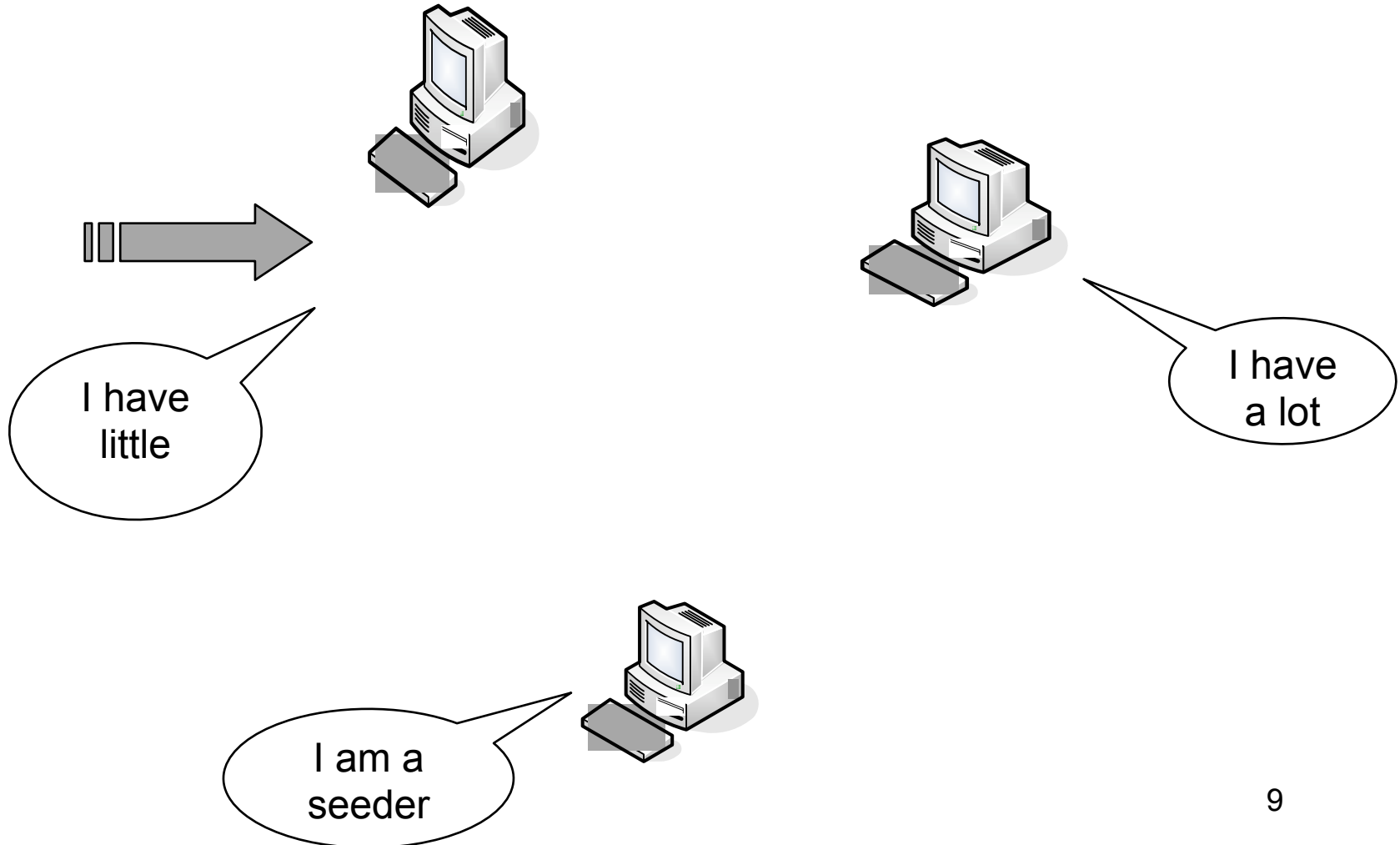


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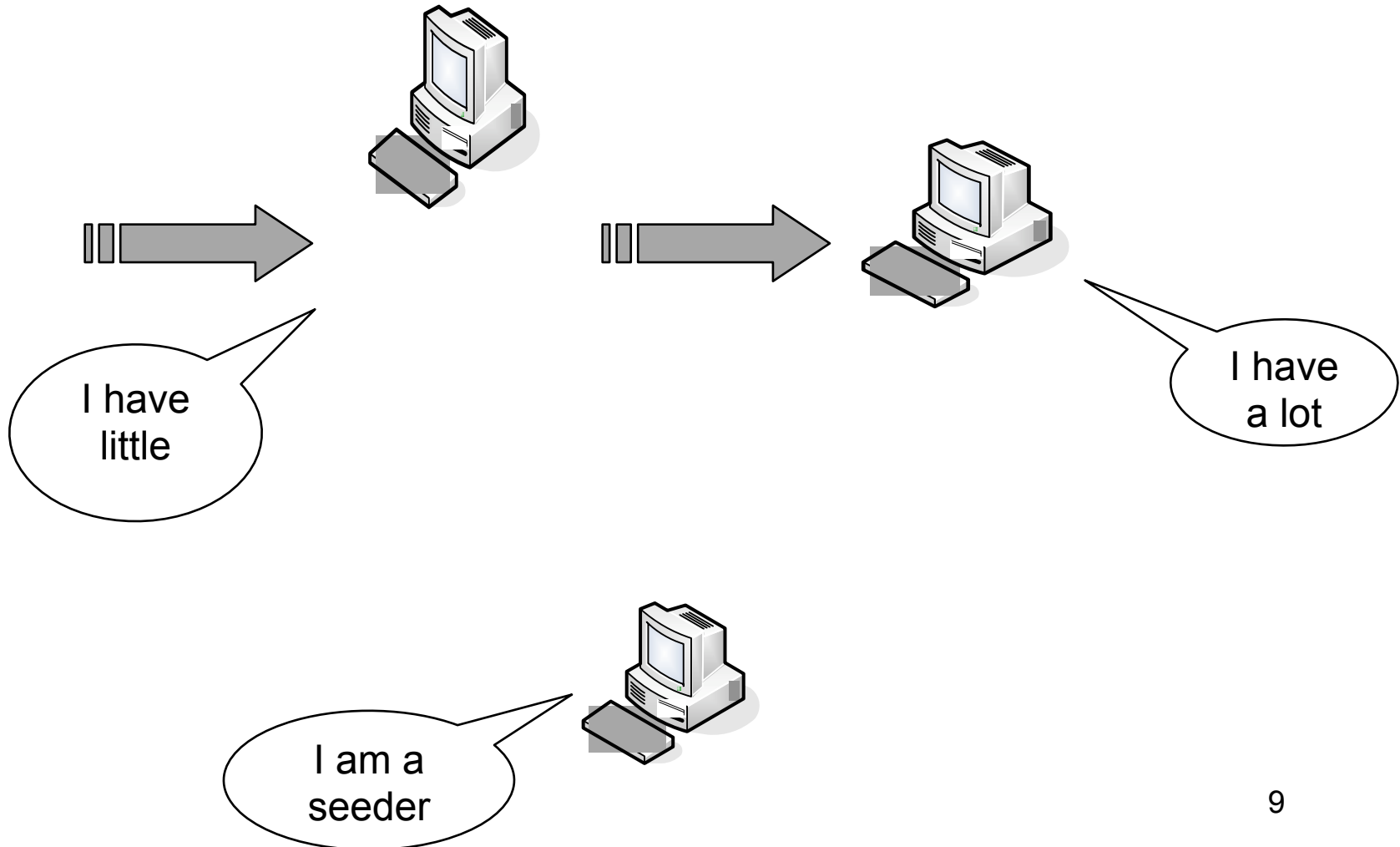


I am a
seeder

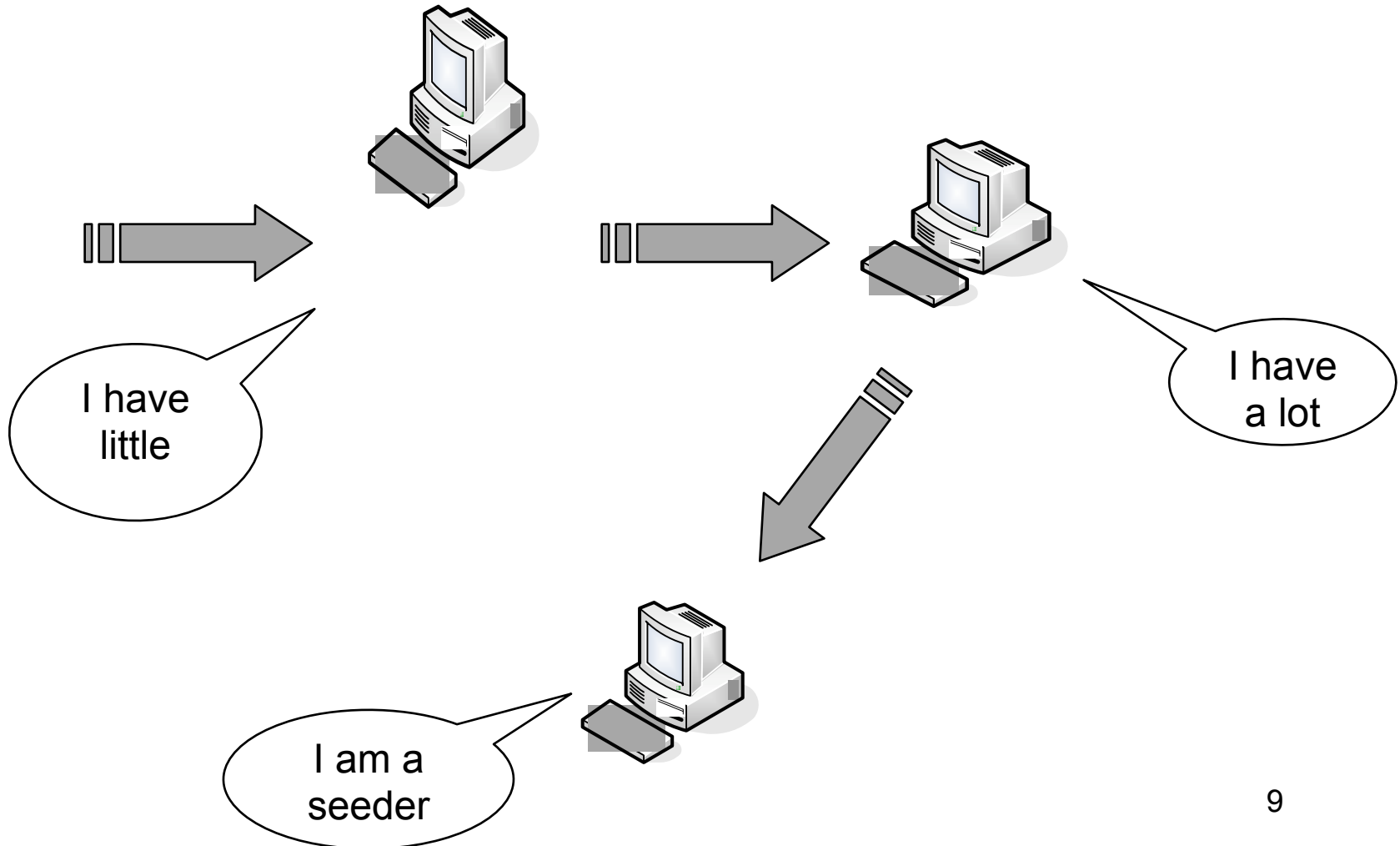
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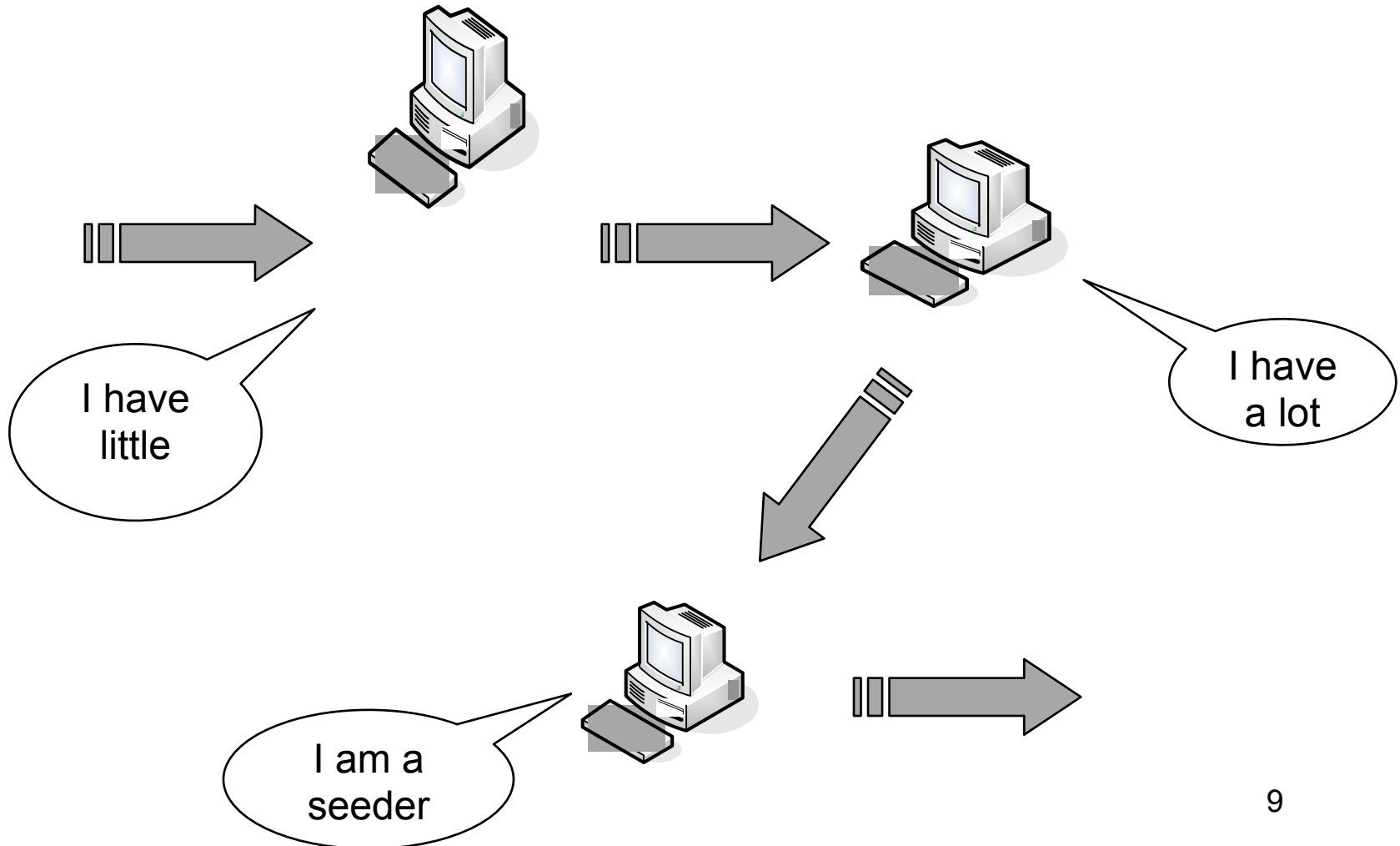
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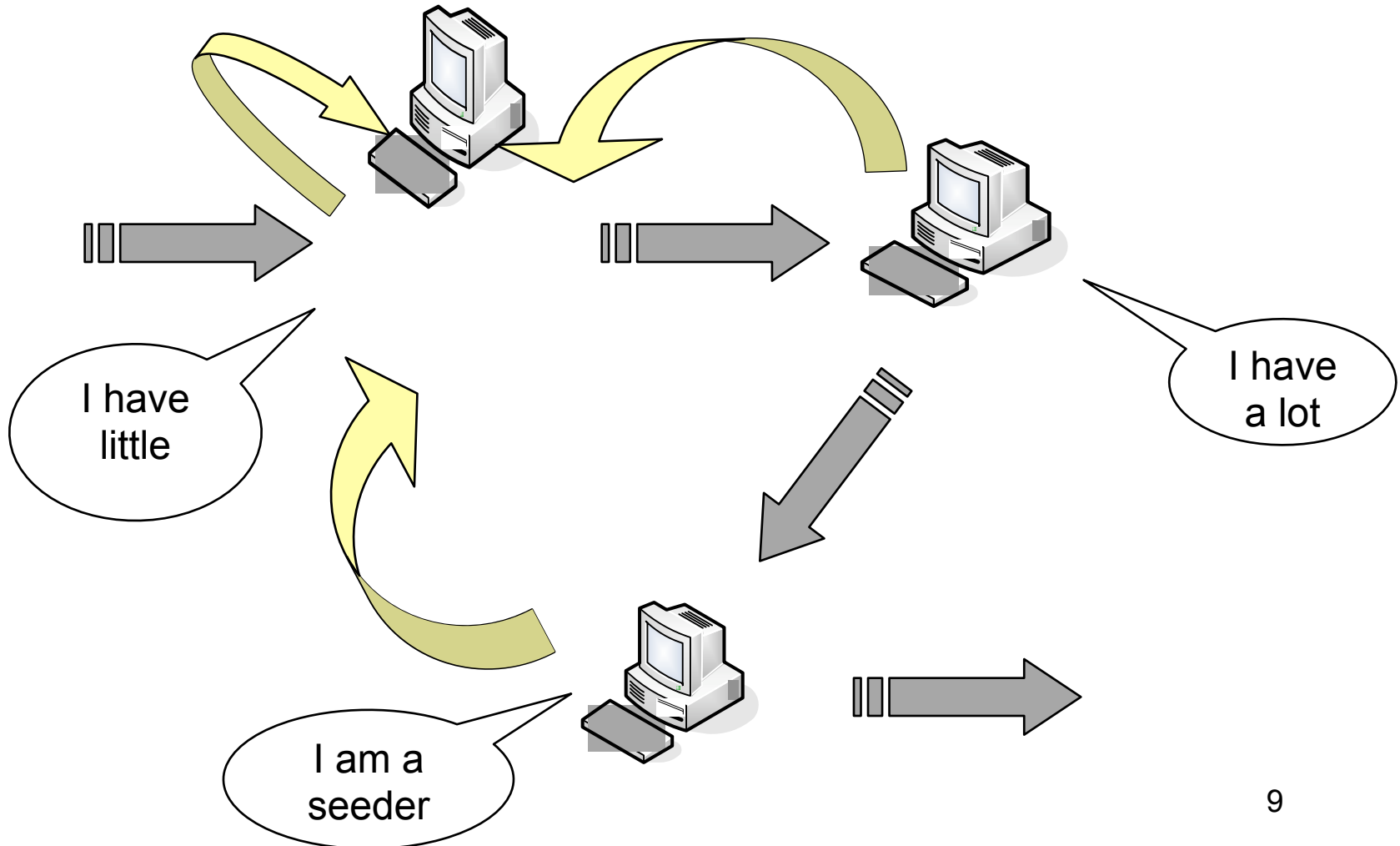
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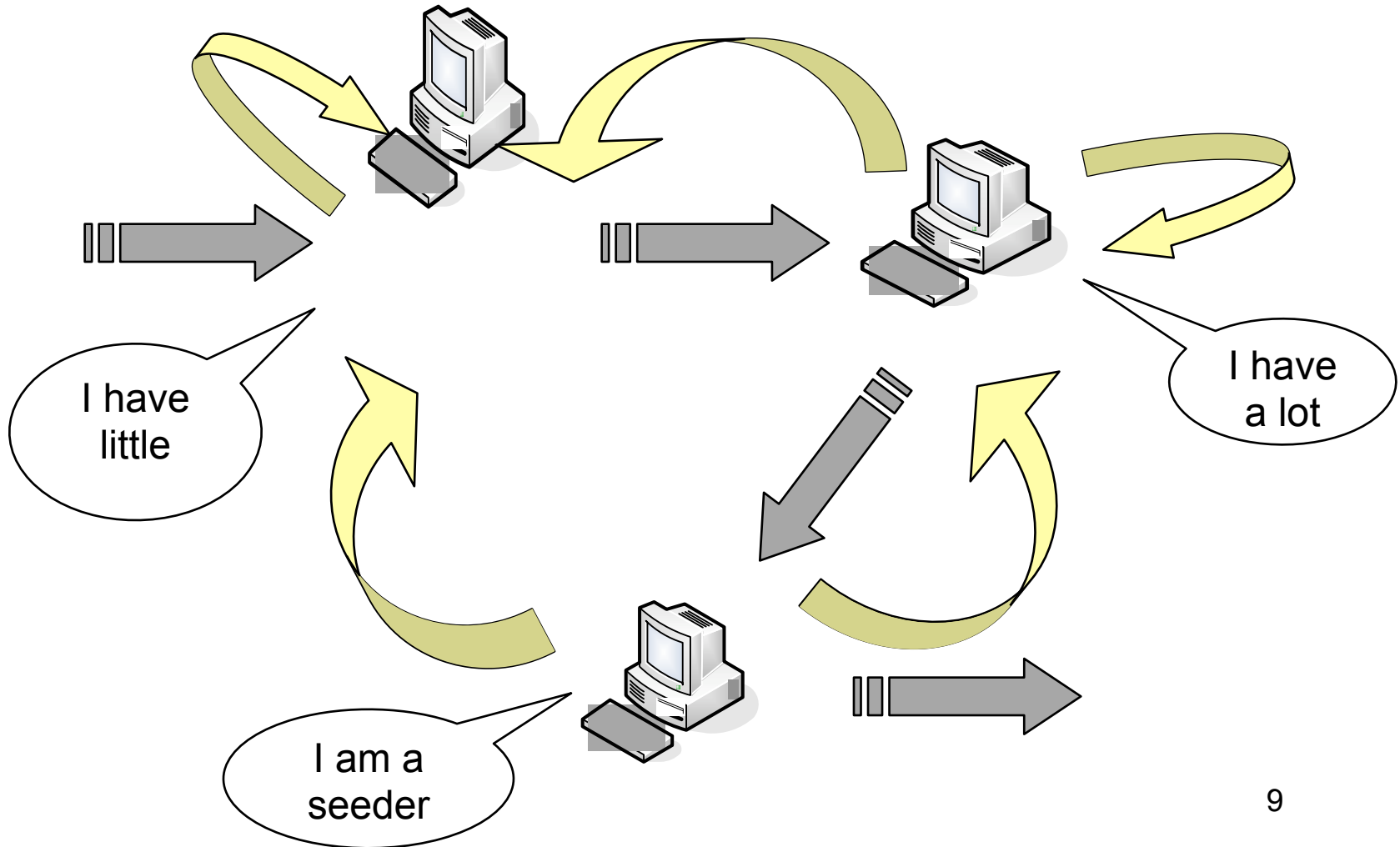
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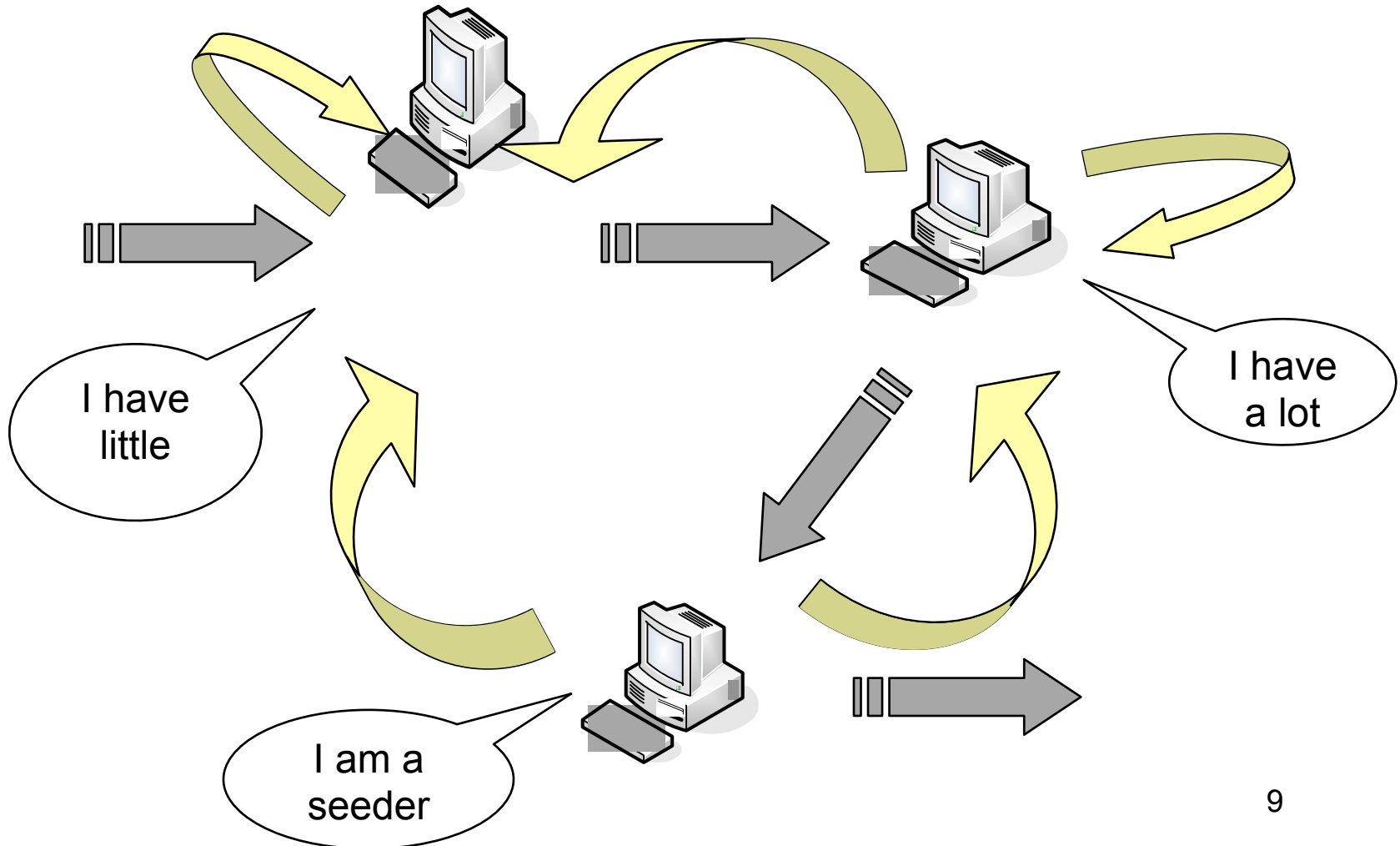


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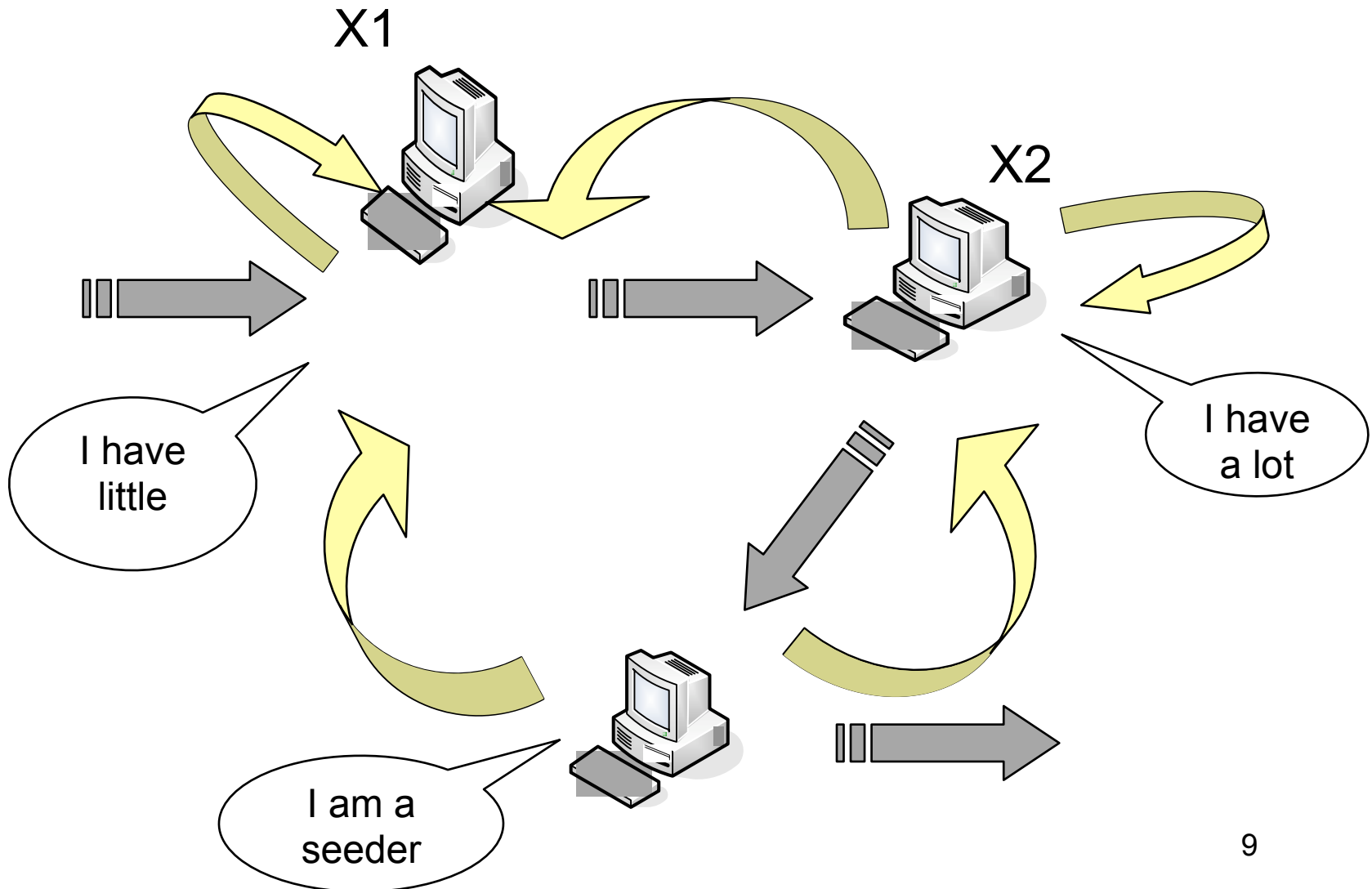


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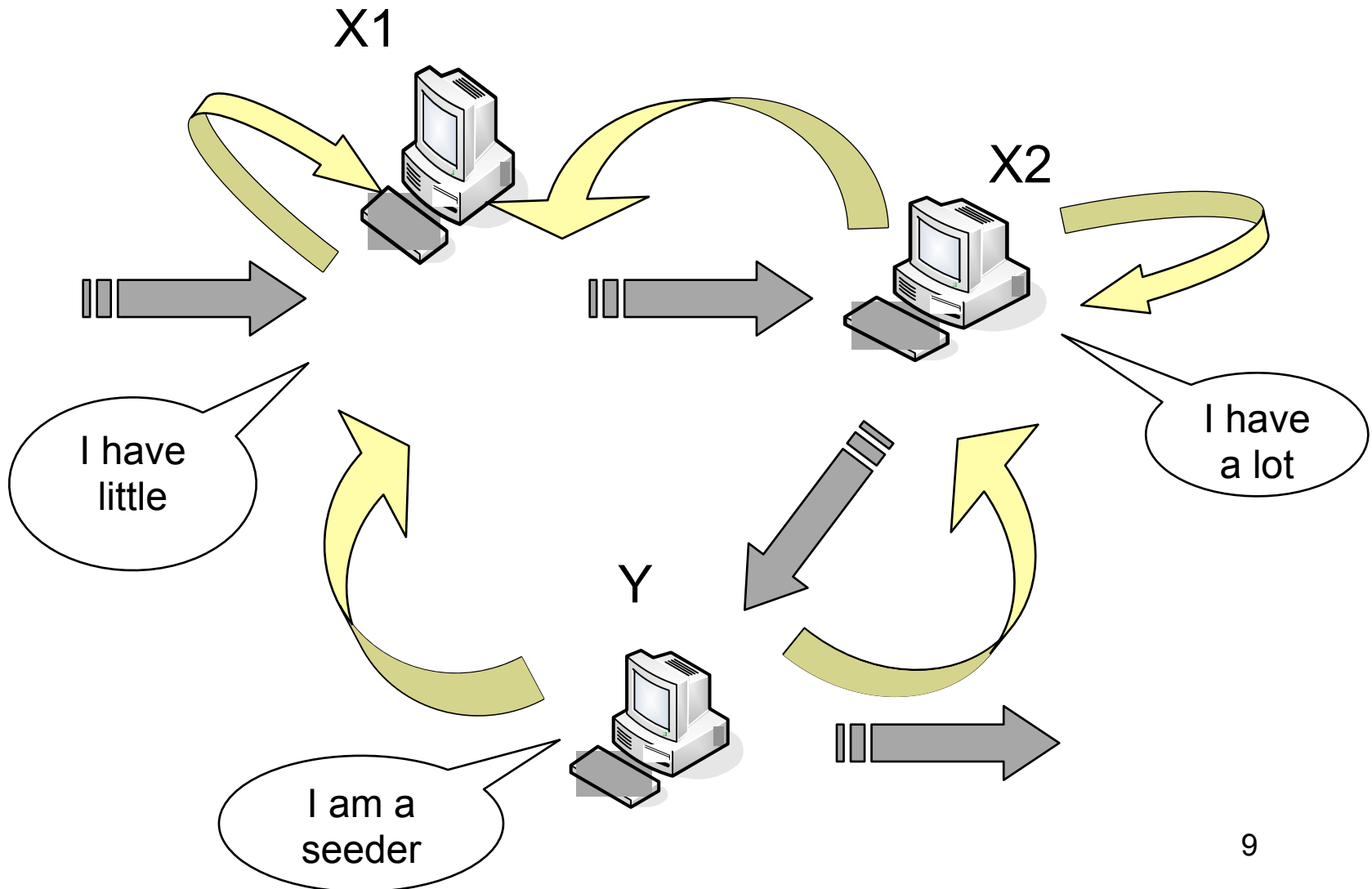
X1



Simplified Peer States



Simplified Peer States



Dynamics

Dynamics

$$\dot{X}_1 = \ddot{e} - R_1$$

$$\dot{X}_2 = R_1 - R_2$$

$$\dot{Y} = R_2 - \tilde{a}Y$$

Dynamics

$$\begin{aligned}\dot{X}_1 &= \ddot{e} - R_1 \\ \dot{X}_2 &= R_1 - R_2 \\ \dot{Y} &= R_2 - \tilde{a}Y\end{aligned}$$

Transfer Rate from
State 1 to State 2

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Transfer Rate from
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Transfer Rate from
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$$\begin{aligned}R_1 &= X_1 \times \min\{\mu\rho(X_1 + X_2 + Y), B/2\} / (sM/2) \\ R_2 &= X_2 \times \min\{\mu\rho(X_2 + Y), B/2\} / (sM/2)\end{aligned}$$

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Transfer Rate from
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Downloading rate
per connection

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Bandwidth Constraint

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Chunk Size

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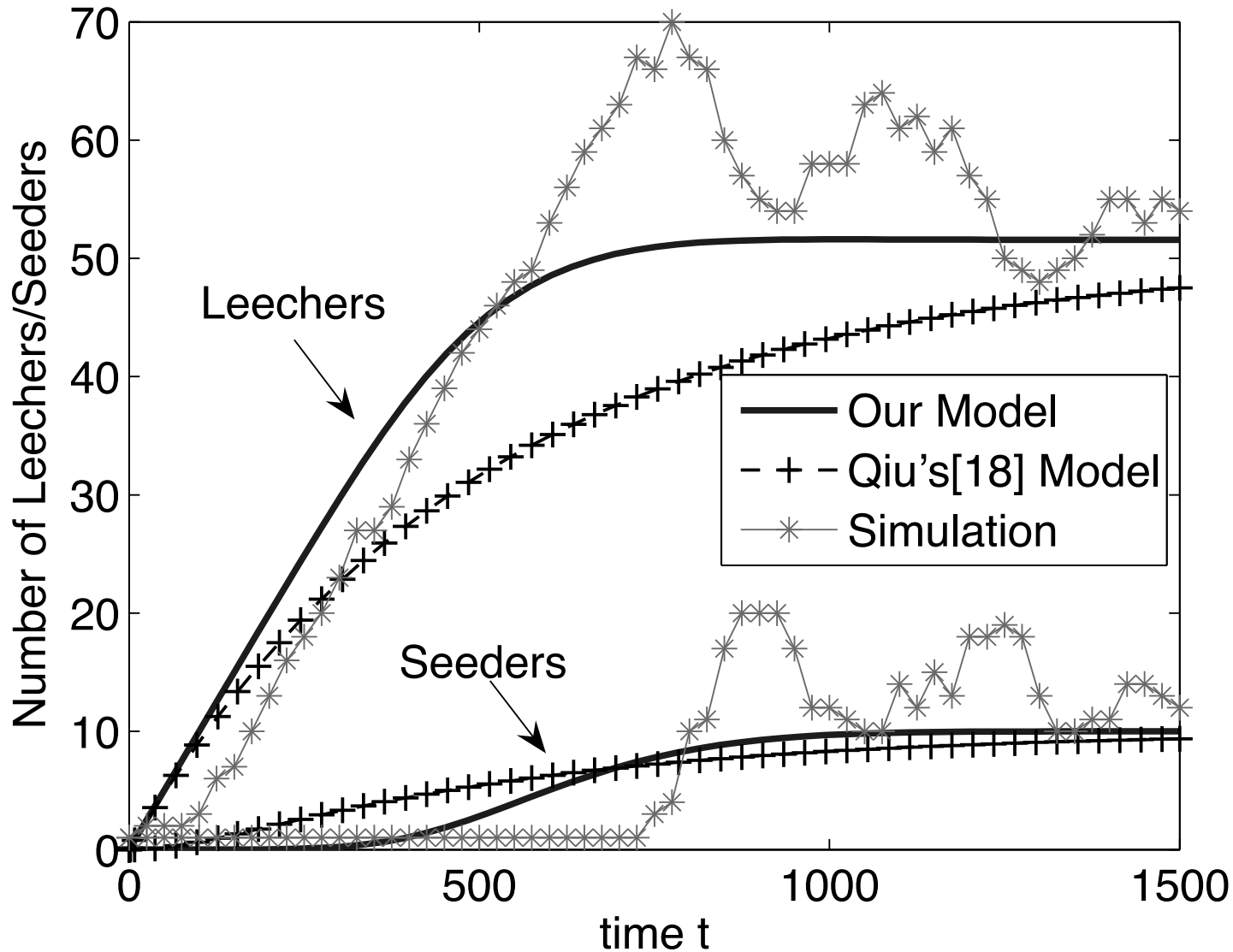
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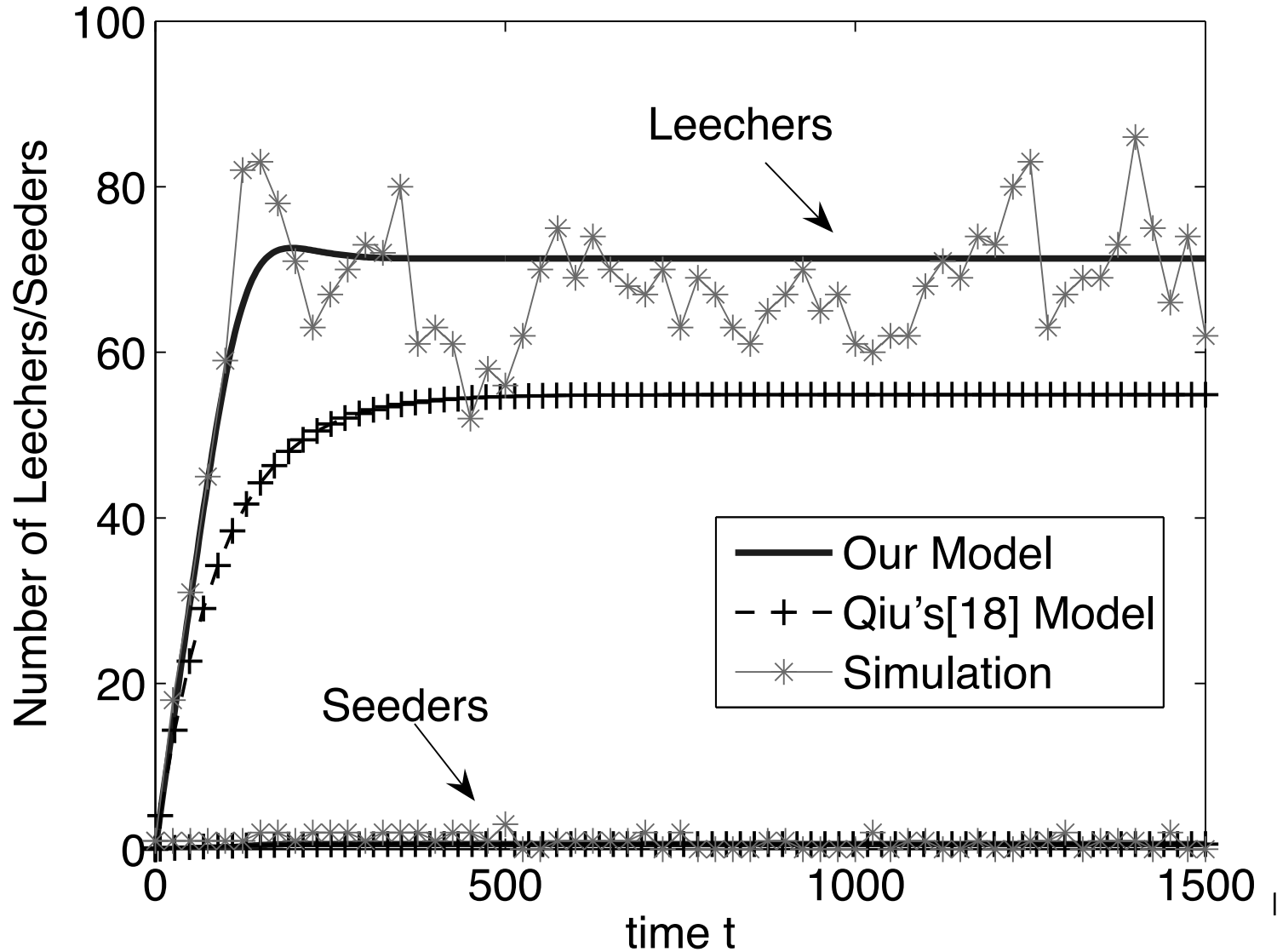
Compare the Dynamics with Simulation:

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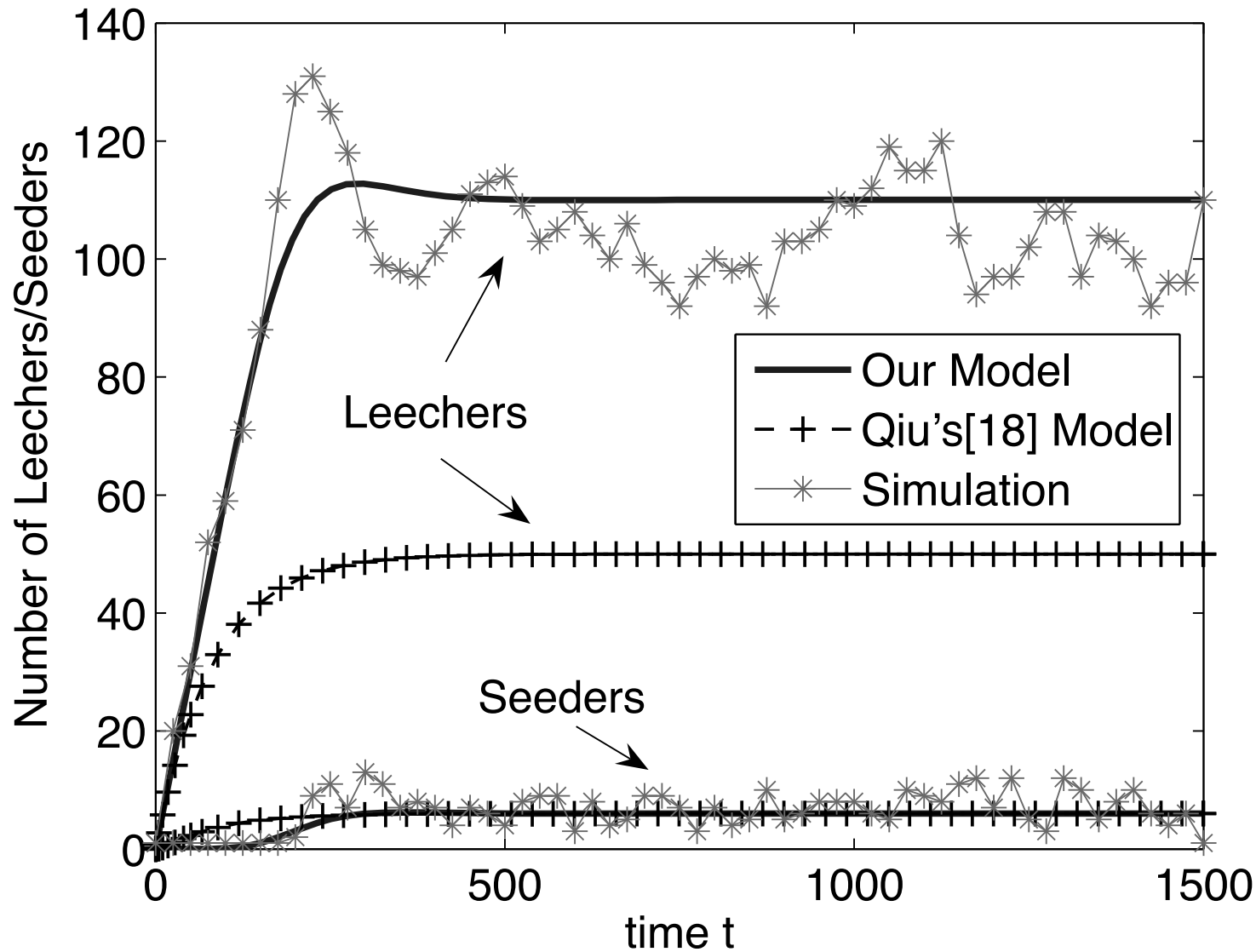
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Compare the Dynamics with Simulation:

Steady State

$$\bar{T}_d = \frac{\bar{X}_1 + \bar{X}_2}{\lambda}$$

$$\bar{T}_p = \begin{cases} O(\bar{N}^2) & \text{Case 1,} \\ O(\bar{N}) & \text{Case 2 or 3.} \end{cases}$$

Steady State

- **By Little's Law, average downloading time in the steady state is derived by:**

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Steady State

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- **The system throughput in steady state is derived by:**

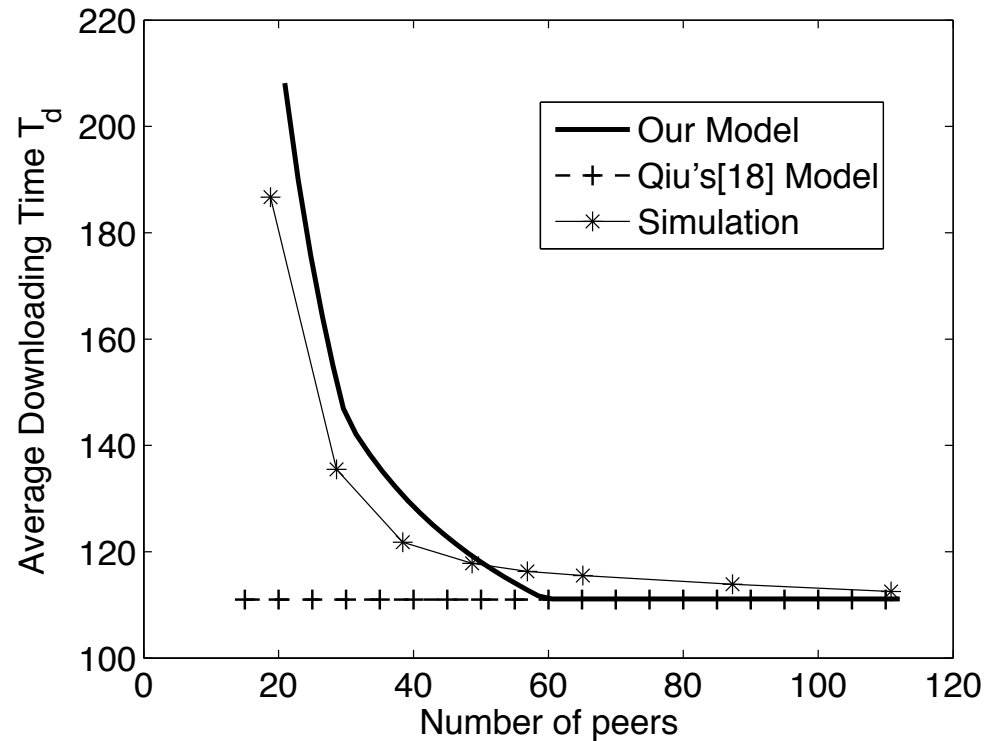
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Insights: Scalability

- **The system shows good scalability:**
 - $T_p = O(N^2)$ in Case 1
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(a) \bar{T}_d as the function of N

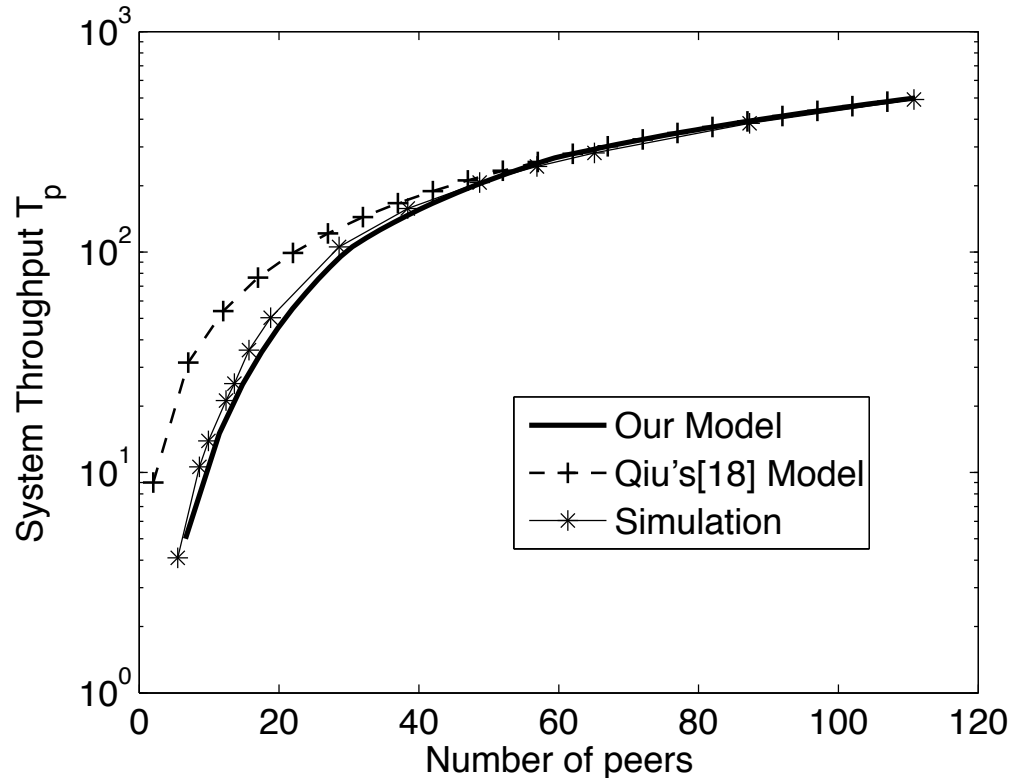
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Insights: Scalability

■ **The system shows good scalability:**

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(b) \bar{T}_p as the function of N

Insights: Scalability

- **The system shows good scalability:**
 - $T_p = O(N^2)$ in Case 1
 - $T_p = O(N)$ in Case 2 & 3

Insights: Popularity

- The arrival rate λ represents the popularity of the served file.

$$\frac{\partial \bar{T}_d}{\partial \lambda} = \begin{cases} -\frac{1+\sqrt{5}}{4\sqrt{\alpha}} \lambda^{-3/2} & \text{Case 1,} \\ -\frac{1}{2\sqrt{\alpha}} \lambda^{-3/2} & \text{Case 2,} \\ 0 & \text{Case 3.} \end{cases}$$

- More popular the file is, less downloading time, in Case 1 and 2.
- The downloading time keeps the same in Case 3.

Insights: Seeding

- Let $T_s = 1/\gamma$ be the average seeding time
- Increase seeding time T_s :
 - less downloading time T_d in case 1 and 2;
 - same downloading time T_d in case 3.
- Extreme situation: $T_s=0$:
 - Downloading time T_d won't be infinity

Insights: Topology

- The average degree of a peer in overlay:

$$\rho(N - 1)$$

- This degree is affected by the list returned by tracker (30-60 by default)
- Larger ρ :
 - reduce T_d in case 1 and 2
 - won't help in case 3, only burden the network

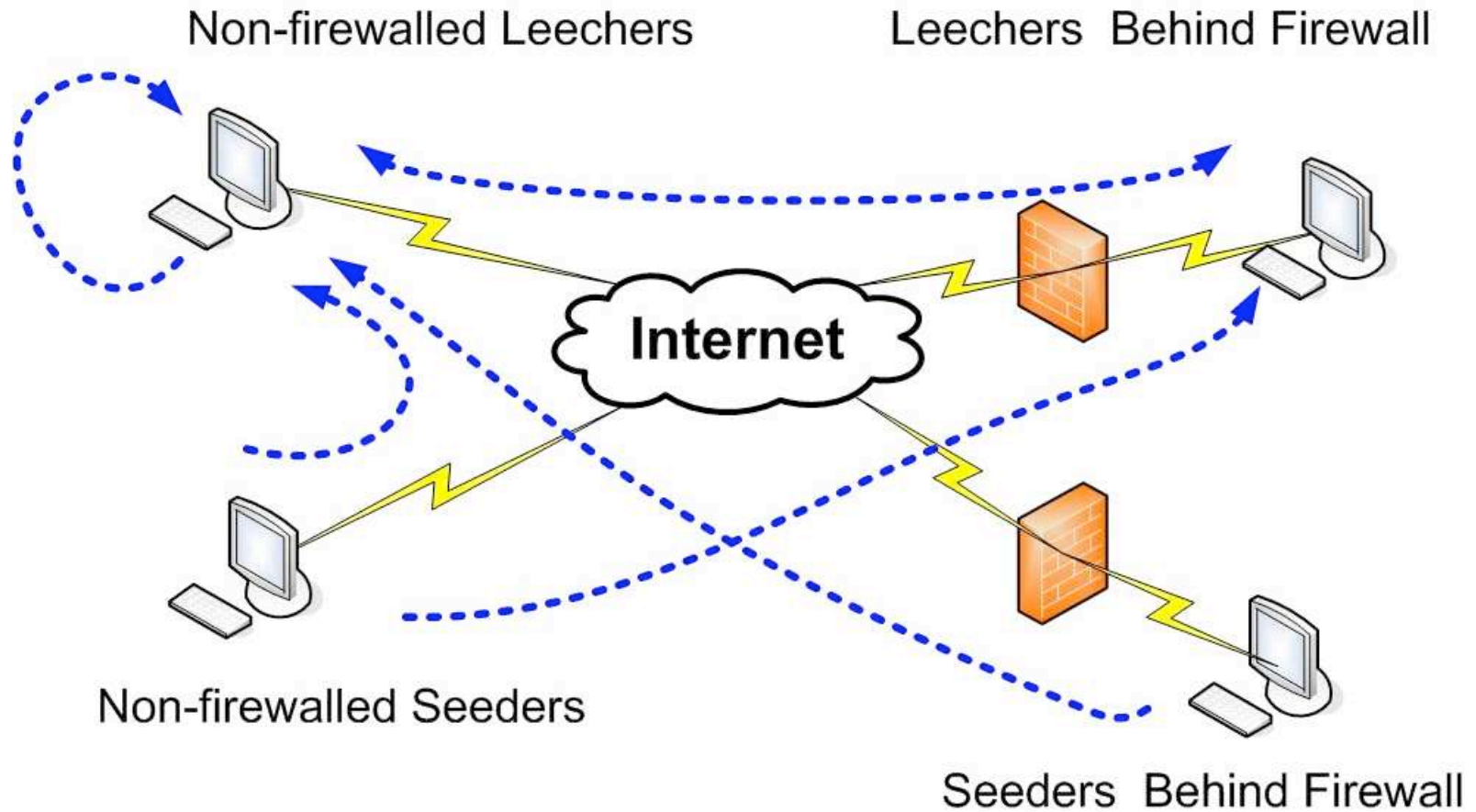
Insights: Bandwidth

- Larger B:
 - reduce T_d in case 2 and 3
 - won't help in case 1

Where you are

- Introduction
- Modeling the Performance
- Extension on heterogeneous Network
- Modeling the Availability
- Availability Improvement Algorithms
- Conclusion

Impact of Firewall



Dynamics

Dynamics

$$\dot{X}_p = \lambda_p - X_p \min\{\mu\rho(X_p + X_f), B/2\} / sM$$

$$\dot{X}_f = \lambda_f - X_f \min\{\mu\rho X_p, B/2\} / sM$$

Dynamics

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Arrival Rate of
non-firewalled
peers

Dynamics

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Arrival Rate of
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Arrival Rate of
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Number of non-
firewalled peers

Dynamics

$$\dot{X}_p = \lambda_p - X_p \min\{\mu\rho(X_p + X_f), B/2\} / sM$$
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Number of non-
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- The performance gap is related to the arrival rate

This gap can be very large even the two arrival rates are very close

Where you are

- Introduction
- Modeling the Performance
- Extension on heterogeneous Network
- Modeling the Availability
- Availability Improvement Algorithms
- Conclusion

File Availability

File Availability

- The probability that a peer can get its chunk from its neighborhood:

File Availability

- The probability that a peer can get i th chunk from its neighborhood:

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- The probability that a peer can finish its download:

$$\Theta = \prod_{i=1}^M \gamma_i$$

Optimal Chunk Distribution

$$\text{Max } \Theta$$

$$\text{s.t. } \sum_{i=1}^M h_i \leq C$$

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- The optimal solution:
 - $h_1 = h_2 = \dots = h_M = C/M$

Optimal Chunk Distribution

- Maximize the probability of downloading all chunks:

$$\text{Max } \Theta$$

**Chunks should be distributed
as equally as possible**

$$\sum_{i=1}^M$$

- The optimal solution:
 - $h_1 = h_2 = \dots = h_M = C/M$

Define the Measurement

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Optimization solution to this unconstrained l1-norm problem:

only increase h_i when chunk i has the fewest copies

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Use Rarest First Policy

Synchronization problem occurs in high connectivity system

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- **Introduction**
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File Enhancement Algorithm

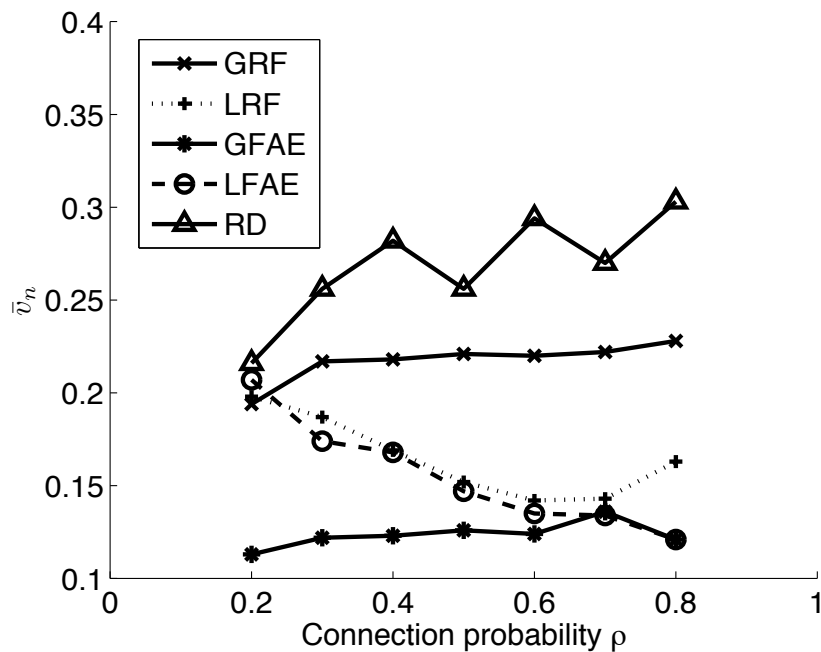
- Choose chunk i probabilistically according to:

$$\sigma_i = \frac{\Delta h_i}{\sum_{\forall \Delta h_j > 0} \Delta h_j}.$$

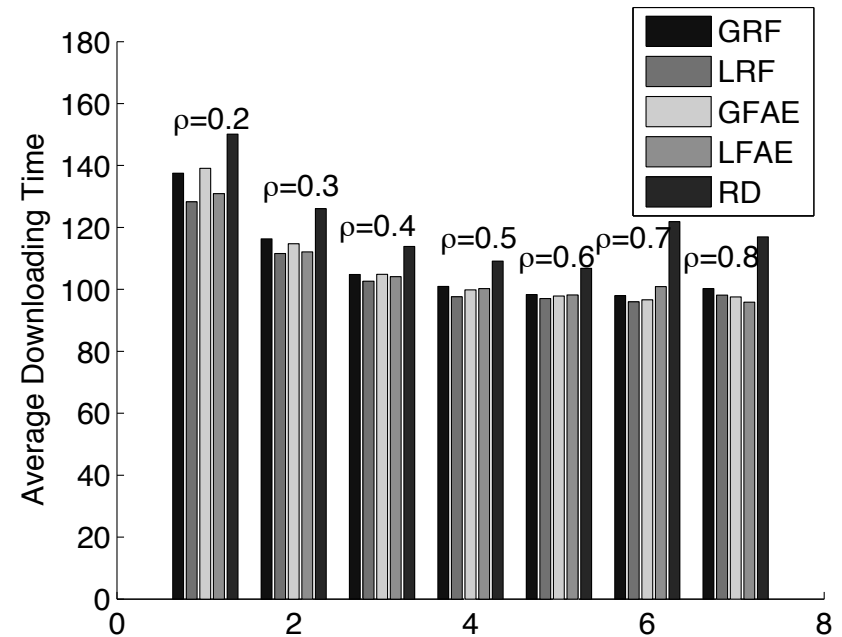
$$\Delta h_i = \begin{cases} \frac{\partial V}{\partial h_i} = \frac{2(\bar{h} - h_i)}{M} & \text{if } h_i \leq \bar{h} \\ 0 & \text{otherwise.} \end{cases}$$

Experiments

Low bandwidth:



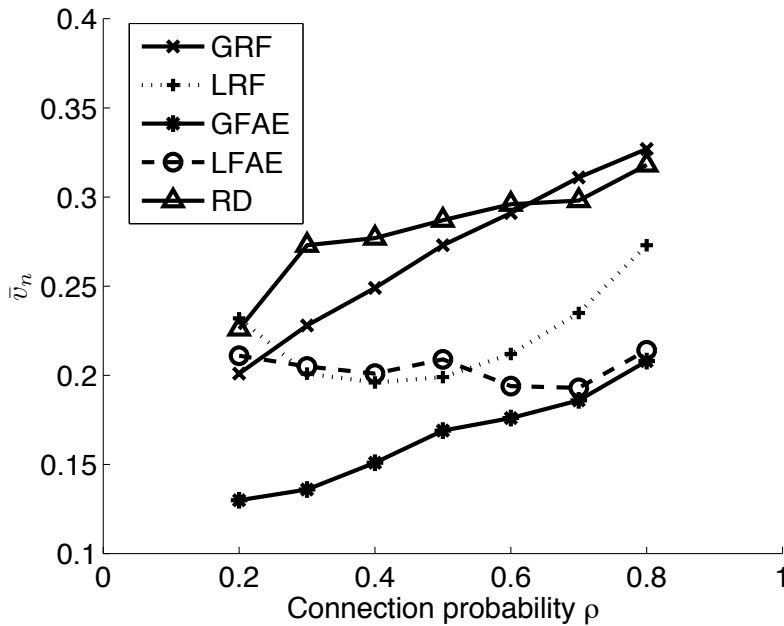
(a) Availability, $B = 4.5$



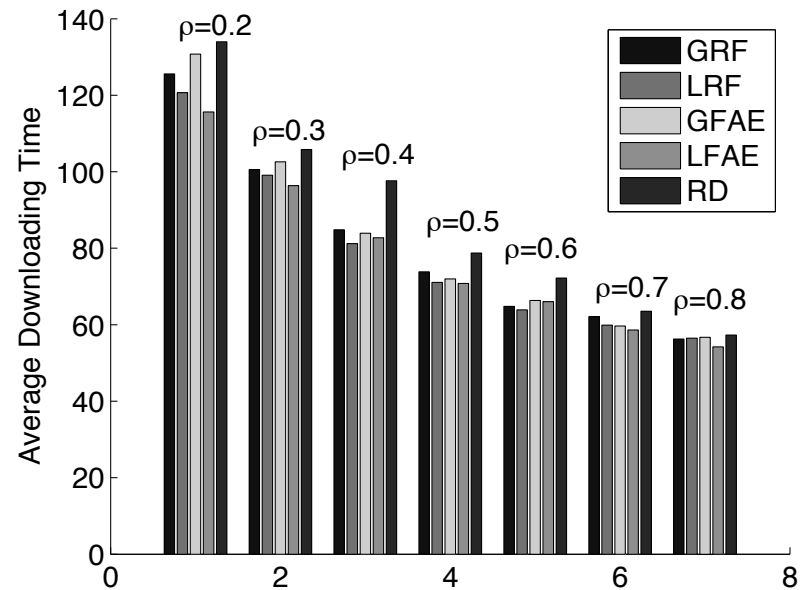
(b) Average downloading time, $B = 4.5$

Experiments

High bandwidth:



(a) Availability, $B = 12$



(b) Average downloading time, $B = 12$

Conclusion

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- **Propose the analytical model to understand BT**

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Conclusion

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- **Propose the analytical model to understand BT**
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 - **Sensitivity analysis on different system parameters.**

Conclusion

- **Propose the analytical model to understand BT**
 - **On Throughput,**
 - **On Availability,**
 - **Sensitivity analysis on different system parameters.**
- **Extend the model to consider peers**

Conclusion (Cont.)

- **Validate the analytical result with extensive simulation (our model is more accurate than the Qiu's model)**
- **Propose new approach on chunk selection algorithm to enhance file availability**