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Peer-to-Peer Systems and Security IN2194

Chapter 1 Peer-to-Peer Systems 1.2a Unstructured Systems

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Overview

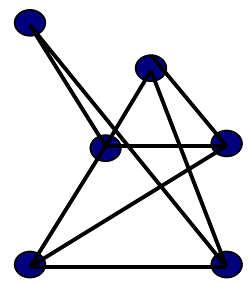
1.2a) Basics

- „Unstructured“ / „Structured“
- Early unstructured Peer-to-Peer networks
  - Napster
  - Gnutella
- Theory
  - Random Graphs
  - Small World Theory
  - Scale-Free Graphs

Unstructured / Structured

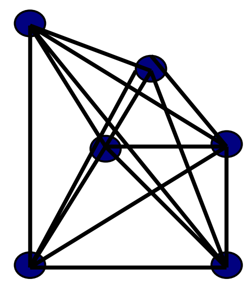
Unstructured / Structured

Unstructured Network

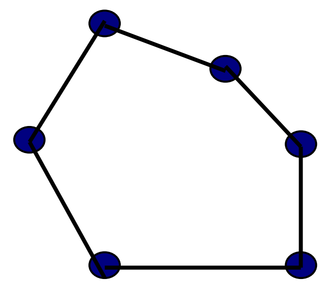


- Does not self-organize into a predefined structure.
- Graph is created by random node interactions.

Examples for structures



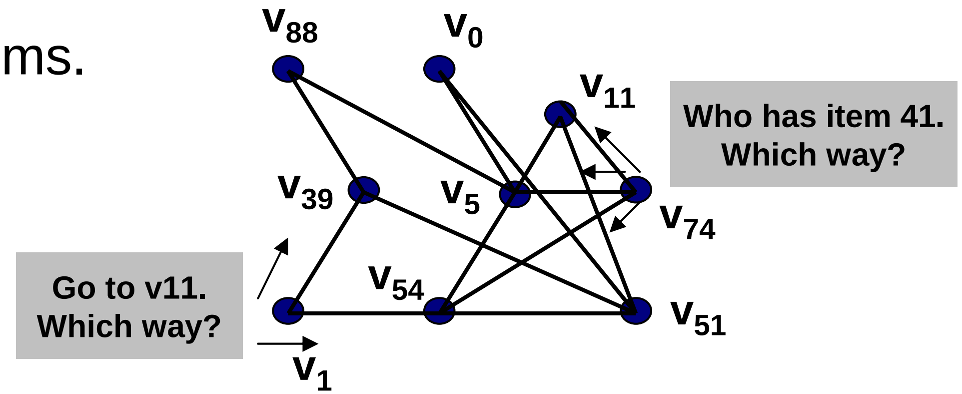
- Full Mesh / Clique
  - All nodes are connected with each other.
  - *n* nodes ➔ degree = *n-1*
  - Diameter = 1



- Ring
  - Nodes organized in a ring
  - Degree = 2
  - *n* nodes ➔ diameter = n/2

Properties

- No structure has to be created and maintained whenever something changes in the network.
  - Join
    - Completed once the node is registered at one other node (except for the need of this node to get to know more nodes….)
  - Leave
    - No need to rework, but to locally remove the link
- Unless destination is known, there is no way to know where it is but to search all over the network.
- Nodes store their own items.

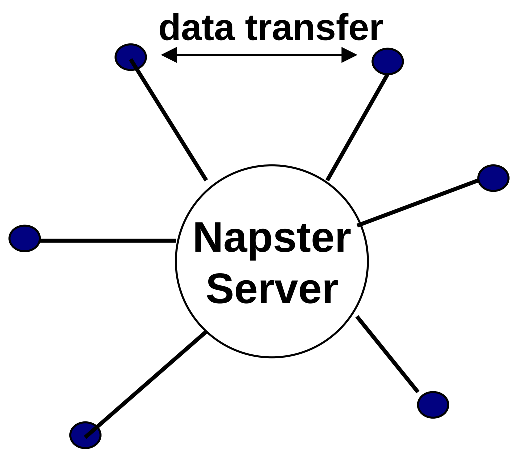


Early Unstructured P2P Systems

Napster

Napster

- A centralized Peer-to-Peer system
  - Centralized P2P = management and indexing done by central servers
- 1999 by Shawn Flemming (student at Northwestern University)
- Finally shut down in 2001 as result of law suits.
- Approach
  - Central Server
    - Manages index of files
  - Peers
    - Register to server with their shared files
    - Query server for files ➔list of Peers with their hits for the query
    - Download from Peer
  - Peer-to-Peer
    - Only the data exchange between the Peers



Filesharing

Filesharing

- Share and announce content
- Search for content
- Download content

Problems

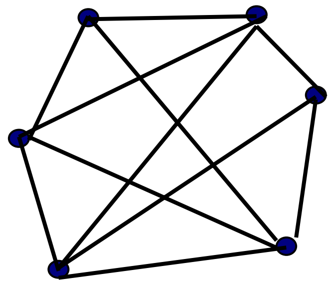
- Legal issues (see Napster) → Decentralization
- How to find content?
  - String queries
    - Substring
  - Fuzzy queries
  - Usually no exact queries

  → Thus, the task for the unstructured decentralized network is to search the network for hits.

Gnutella

Gnutella 0.4

- Pure Peer-to-Peer approach
  - No central entities like in Napster.
  - Avoid single points of failure, any peer can be removed without loss of functionality.
- Join
  - Via any node in the network
    - Taken from downloaded host list, peer cache, …
    - Receives a list of recently active peers from this node.
  - Explore neighborhood with ping/pong messages.
  - Establish connections until a quota is reached.
- Limited flooding as routing principle
  - Flood message to neighbors unless TTL of message exceeded.
  - Store the source of these messages to be able to return the hit to the source (= previous node, not the original source of the request).



Gnutella

Basic primitives of Gnutella 0.4

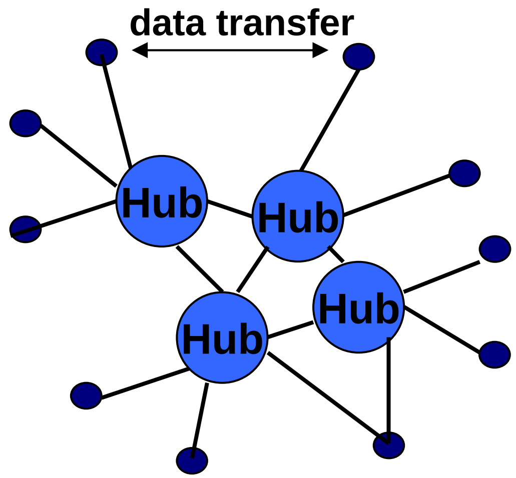
- Ping / pong: discover neighborhood
- Query / query hit: discover content
- Push: download request sent to firewalled nodes
  - Firewalls may only allow connections to be established from inside to the Internet and not the other way around.
  - The firewall and NAT aspects of Peer-to-Peer are discussed in a later section.

Properties

- Immense bandwidth consumption due to flooding for the signalling and unsuccessful search traffic!
  - Gnutella 0.4 does not scale (~ overhead dominates the network).
- Provides a weak form of anonymity as query is without source address and hits are returned hop-by-hop on the path.

Gnutella2

- Hybrid Peer-to-Peer approach
  - Distinction between client peers and super peers
    - Super peers form unstructured network
    - Client peers connect to some super peers
- Hubs (super peers)
  - Accept hundreds of leaves (client peers)
  - Many connections to other hubs
  - Query Hit Table
    - List of files provided by its leaves.
- Leaves (client peers)
  - Each leaf connects to one or two hubs.
- Search
  - Gather a list of hubs and iteratively ask them.
- Properties
  - Less traffic overhead, scales better



Theory

Theory

Observation

- Graphs of unstructured networks are created by random and social interactions.
  - Randomness
  - Social aspects (social network, entry points, uptime, …)
  - Content (interesting files, …)

Questions

- What is their form?
- Are they good?

In the following we present some theoretic graph models that are used to approximate these graphs and their properties.

Theory: Random Graphs

Randomly-created Graphs

- Way to model the structure of these networks
- Necessary to understand the behaviour of these networks

Random Graphs / Uniform Random Graphs

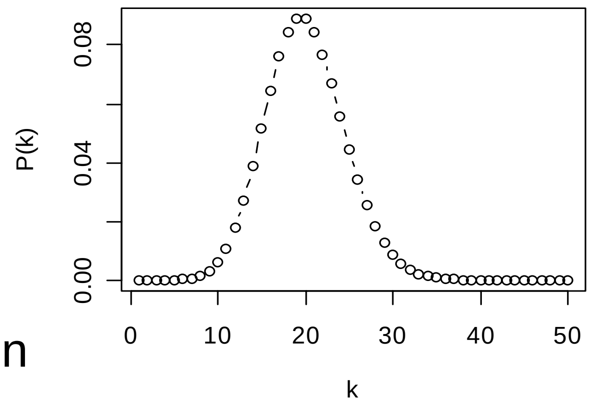
- Graph G = (V,E)
  - E is created randomly
  - n = |V|, m = |E|
- Assumption
  - Nodes randomly connect to each other.
- We will also call them uniform random graphs to distinguish them from other graphs that are also randomly-created, but where nodes are not all equal and strategies bias the link selection.
- Average distance in random graphs is most likely to be close to optimal for given n and m.

Erdös-Rényi model

Uniform random graphs according to Erdös-Rényi model (1960)

- Given:
  - n nodes und probability p
- Construction:
  - **For** any two nodes v1, v2 **do** with probability p: connect(v1,v2)
- Resulting graph:
  - $E[|E|] = p * n^2 / 2$
  - The node degree follows the binomial distribution (approx. by Poisson distribution for large n).
- Discussion:
  - Too simple and uniform for a model of real networks.

Degree distribution for n=50, p=0.4



The Small-World Phenomenon

- We meet someone we know at a place where we do not expect something like that to happen. ➔ What a small world ?!?

An experiment by Stanley Milgram (1960s)

- Milgram sent mail to people in Nebraska.
- The mail should only be sent to people they personally know who might know better how to reach to the targeted receiver.
- The targeted receivers of the mails were people from Boston.
- The result was that on average six hops were required and that the median was below six.
- Subsequently, this lead to the term ”‘Six degrees of separation”’ and the conclusion that we live in ”‘small world”’.

Discussion of the Milgram experiment

- First of all, "‘six degrees of separation"’ sounds more like a maximum, but it is an average and the maximum, say the diameter of the graph, may be significantly larger.
- Judith Kleinfeld [Klei02] looked into the experiments of Milgram in more detail.
  - Most of Milgram’s messages did not find their receiver. In fact, the success rate (chain completion rate) was below 20 %.
  - The people that were selected were also biased in such a way that well-off higher-ranked people were preferred. Moreover, even six degrees may be a strong barrier in reality, say a big world, that cannot be bridged in particular among different races and classes.
  - ***A big world afterall….?***

Graph measure: Characteristic path length (L)

In the following, we introduce two scalar properties that can be used to characterize graphs.

Characteristic path length (L)

- L corresponds to the average length of a shortest path in an undirected graph

$$L = \underset{i,j \in V, i \neq j}{avg} d(i,j) = \frac{1}{\binom{n}{2}} \sum_{i=1}^{n} \sum_{j=i+1}^{n} d(i,j)$$

- Recap of the definition of the diameter

$$D = \max_{i,j \in V, i \neq j} d(i,j)$$

- L and random graphs (e.g. constructed by Erdös-Rényi model)

$$L_{random} \sim \frac{\log n}{\log(m/n)}$$

Graph measure: Clustering coefficient (C)

Cluster

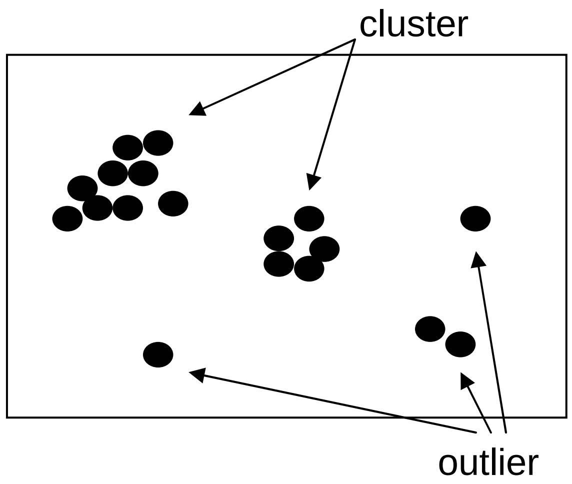
- engl. Traube, Bündel, Schwarm, Haufen
- In data analysis points with similar properties.

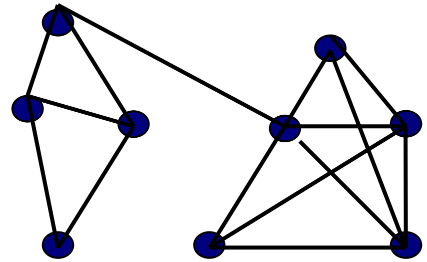
Clustering in networking

- Here, a group of nodes that are all closely connected.
- An informal notion of a cluster is that nodes in a cluster are close to each other. So, most neighbors of a node in a cluster are also close or even neighbors of each other.

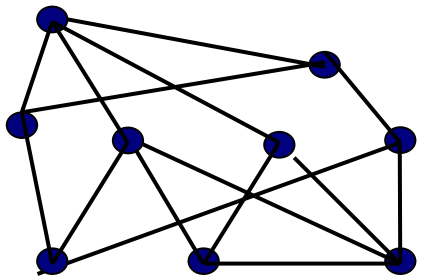
➔ *„When my friends are also friends, we are a cluster.“*

We will use this idea to define a measure called clustering coefficient.





Graph with 2 clusters



Rather unclustered

Graph measure: Clustering coefficient

Clustering coefficient C

- Given graph G = (V,E)
- We define the neighborhood of a vertex v

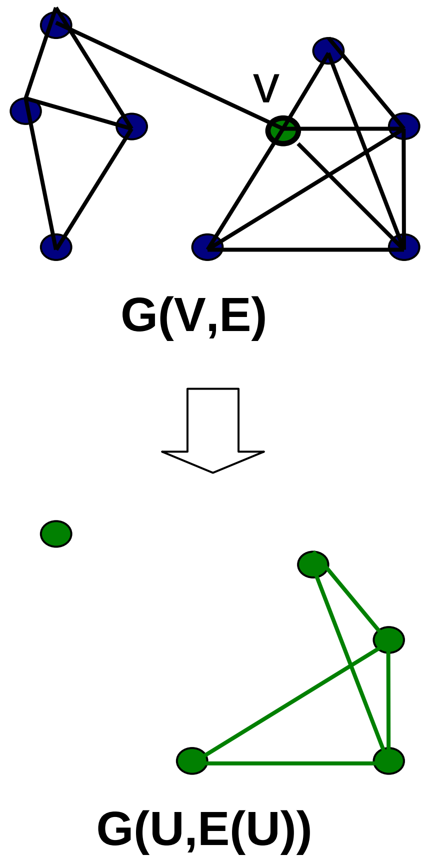
$$\Gamma_v = \{u \in V \mid u \quad adjacent \quad to \quad v\}$$

- Given U as subset of V, we define E(U) the edges of the subgraph of V spanned with the nodes U.
- Local clustering coefficient of node v

$$C_v = \frac{\#edges\_of\_subgraph\_G(\Gamma_v, E(\Gamma_v))}{\#all\_possible\_edges\_between\_nodes\_\Gamma_v} = \frac{|E(\Gamma_v)|}{\binom{\deg ree(v)}{2}}$$

- **Clustering coefficient C of G**

$$C = \frac{1}{n}\sum_{v\in V} C_v = \frac{1}{n}\sum_{v\in V} \frac{|E(\Gamma_v)|}{\binom{\deg ree(v)}{2}}$$



Examples – Clustering coefficient

Calculation

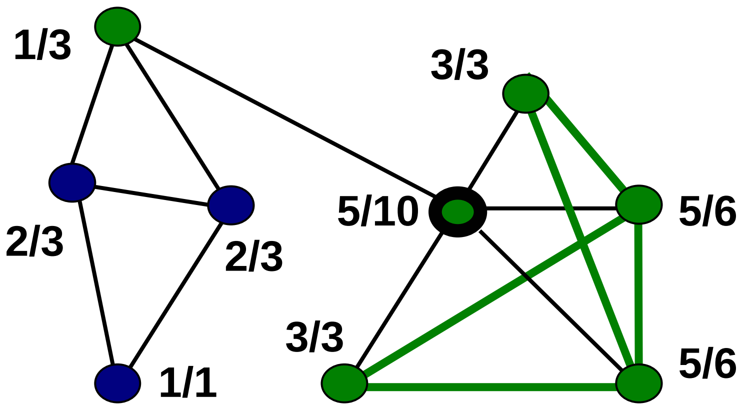
$$\binom{2}{2} = \frac{2*1}{2*1} = 1 \qquad \binom{4}{2} = \frac{4*3}{2*1} = 6$$

$$\binom{3}{2} = \frac{3*2}{2*1} = 3 \qquad \binom{5}{2} = \frac{5*4}{2*1} = 10$$

- The clustering coefficient $C = \frac{1}{n} \sum_{v \in V} \frac{|E(\Gamma_v)|}{\binom{\deg ree(v)}{2}}$

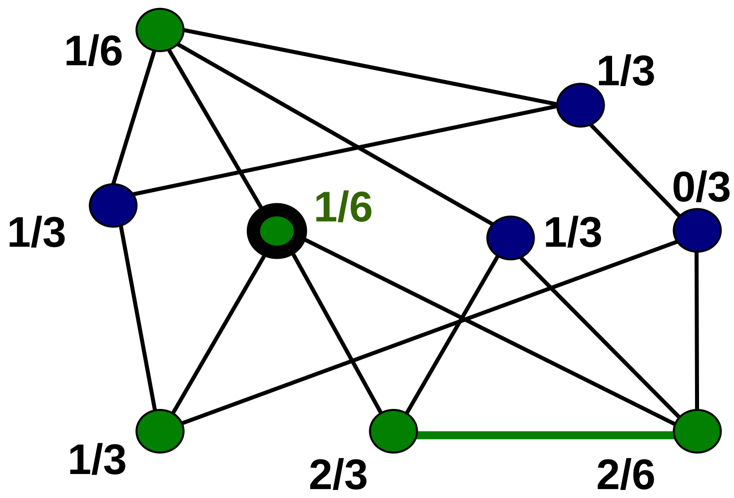
The graph with 2 clusters

- As example we compute the local clustering coefficient of a rather central node
  - It has 5 neighbors .
  - Their graph has 5 edges of 10 possible edges.
  - Thus, its coefficient is 5/10 = 0,5.
- The coefficent of the graph **C = 0,759**



The rather unclustered graph

- The example node has 4 neighbors that share only one edge. Its local clustering coefficient is 1/6 = 0,167.
- The coefficient of the graph **C = 0,296**



The Small-World Phenomenon in P2P Networking

Small-World Graph

- A Small-World graph is a graph with a characteristic path length close to that of an equivalent uniform random graph ($L \approx L_{random}$), but with a cluster coefficient much greater ($C >> C_{random}$).

Small-World on the Internet and elsewhere

	Size	Avg. degree	L	L_random	C	C_random
Internet graph (2002) Skitter topology (***)	260.000	3.39	11.4	10.1	0.023	0.000014
Gnutella (2000) Snapshot (**)	n/a	n/a	3.86	3.19	0.045	0.0068
Film collaboration (*)	225000	61	3.65	2.99	0.79	0.00027
Power Grid (*)	4900	2.67	18.7	12.4	0.080	0.005
Neural network of worm C.elegans (*)	282	14	2.65	2.25	0.28	0.05

(*) Watts & Strogatz 1999 (**) Li et. al 2004, (***) Jin & Bestavros 2006

Small-World-Theory and real networks

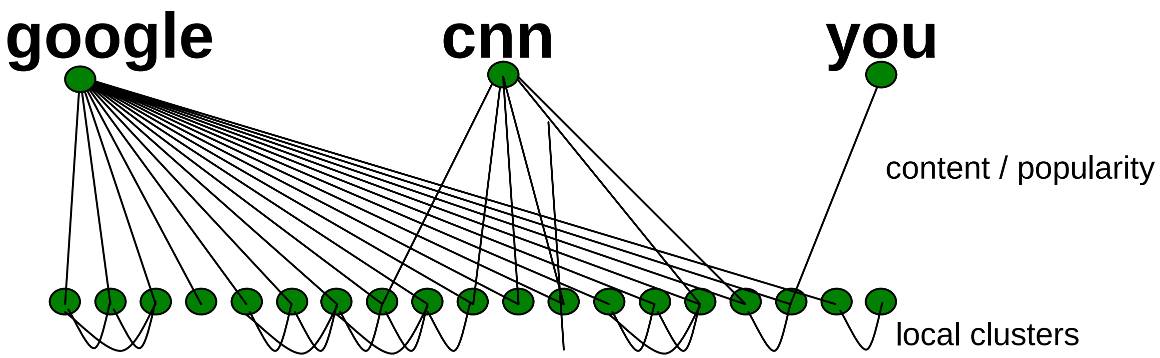
Real networks and Small-World networks

- Real networks (WWW, Gnutella, etc.) often show Small-World properties
  - Characteristic path length is small
  - Clustering coefficient is high

….but…. unlike Small-World networks, they are

- not symmetric
- the peers are way from being equally used.
- In fact, the popularity and the degree of nodes differs extremely .
  - E.g. compare google.com, cnn.com and your webpage.

Zipf's Law and Scale-Free networks



Zipf's law: "The popularity of **i**th-most popular object is proportional to $i^{-\alpha}$, α: Zipf coefficient."

- Zipf-like popularity can be found for websites, words in natural languages, movies, …

Node degrees in the example

- Google 18, CNN 6, you 1, other nodes 1-5
- In Filesharing replace the websites with popular content.
- Small-World theory does not explain and contain this variation.

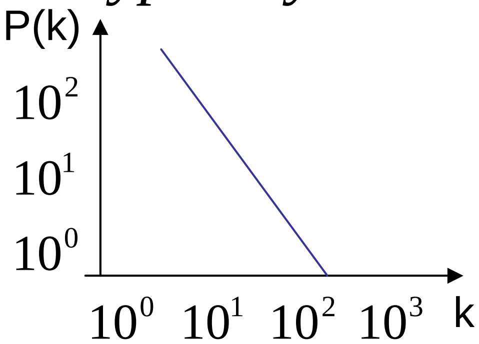
→ Next model: Scale-Free networks

Scale-Free Networks

Scale-Free networks / Power-Law networks

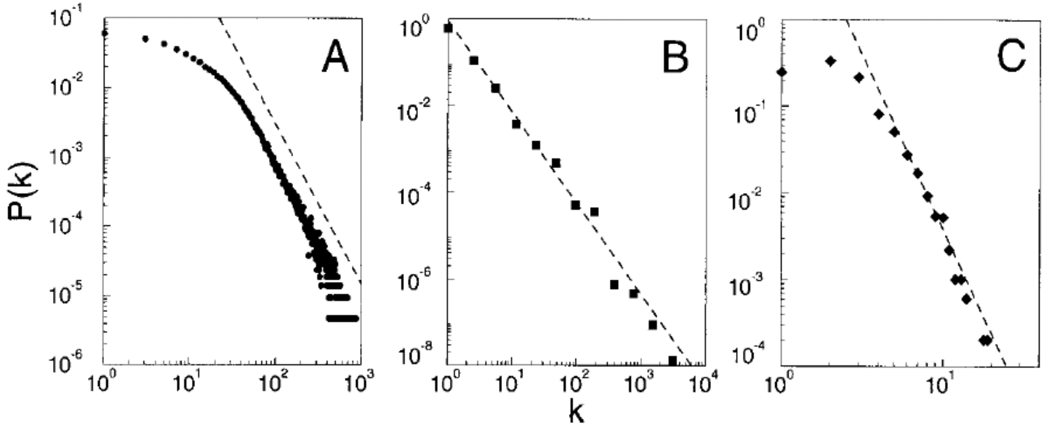
- The term scale-free relates to the fact that the degree distribution is independent of any scale (e.g. no size of the network in it).
- Power Law distribution of the node degree

$$P(k) \sim k^{-\gamma} \qquad typically \qquad with \qquad \gamma \approx 3 \pm 1$$



- Other definitions for Scale-Free graphs can be found.
- Scale-Free graphs are a likely outcome of random graph construction processes that contain some element with high variability.
  (More on the topic: Li, Alerderson, Tanaka, Doyle, Willinger: „Towards a Theory of Scale-Free Graphs“, 2005)

Scale-Free Networks



Degree distribution for the Actor, WWW, and Power Grid networks taken from

Albert-Laszlo Barabasi and Reka Albert „Emerging of Scaling in Random Network“, Science 1999.

Properties

- The Power Law distribution has extremely high variability.
- A consequence of the extreme variation of node degree, is an existence of few high-degree nodes. Typically, they are called hubs.
  - The hubs are hotspots.
  - Failure or leave of hubs is a problem for these networks („Archilles heel“)
  - Failure of non-hubs is considered less problematic. Unless a hub is hit random failures hardly have an impact on the network, say on the average path length.

High variability / Power-Law distribution

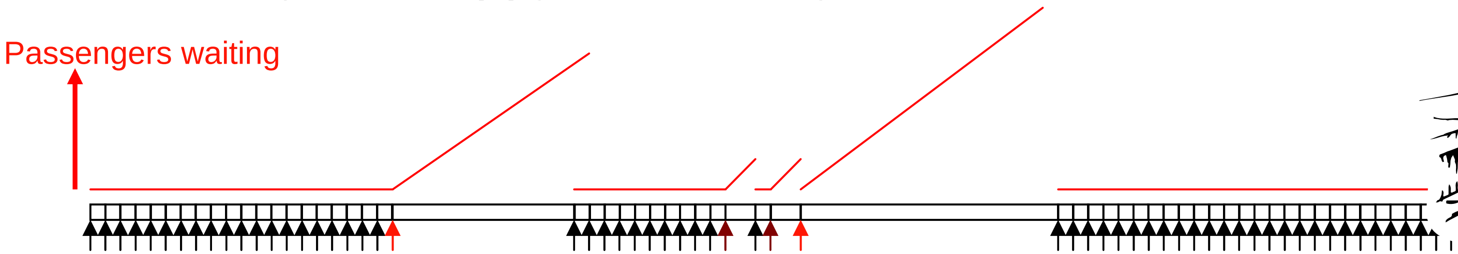
In many fields of networking, there is an element of high variability.

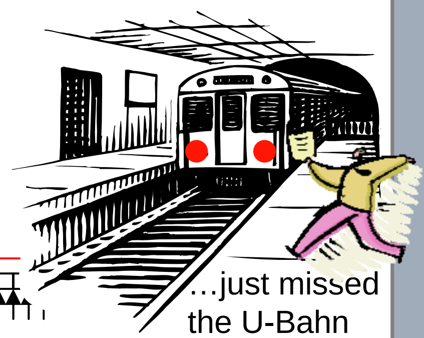
- e.g. network traffic, degree distribution, peer lifetime distribution,…
- High variability („heavy-tail“) means variation coefficient >> 1
  - The values vary more than their mean.

Example
`1 1 2 45 1 0 1 1023 3 1 2 4 0 1 0 11 …`

„Bus stop paradox“ (time between buses with variation >> 1)

- „Passenger is happy when she just misses a bus.“





- In most cases when the bus just left the bus stop (arrow), a bus will come within short time (black arrows).
- In most cases when a lot of people are waiting, the arrival of the next bus will still take a while.

Scale-Free networks (Barabasi-Albert model)

Scale-Free graphs according to Barabasi-Albert‘s „The rich get richer“ model (1999)

- Also called cumulative advantage.
- Given: n nodes
- Start with m_0 unconnected nodes, add random link for each node
  - Minimum degree of each node is 1.
- For i = 1 to t do
  - Add node, connect node to m nodes, select nodes according to the following distribution („linear preferential attachment“)

$$p(i) = \frac{k_i}{\sum_{Available\_nodes\ j} k_j}$$

- Result
  - Graph with $t*m+m_0$ edges