Topic 6 – Applications

• Infrastructure Services (DNS)
  – Now with added security...

• Traditional Applications (web)
  – Now with added QUIC

• Multimedia Applications (SIP)
  – One day (more...)...

• P2P Networks
  – Every device serves
Client-server paradigm reminder

server:
- always-on host
- permanent IP address
- server farms for scaling

clients:
- communicate with server
- may be intermittently connected
- may have dynamic IP addresses
- do not communicate directly with each other
Relationship Between Names & Addresses

• Addresses can change underneath
  – Move www.bbc.co.uk to 212.58.246.92
  – Humans/Apps should be unaffected

• Name could map to multiple IP addresses
  – www.bbc.co.uk to multiple replicas of the Web site
  – Enables
    • Load-balancing
    • Reducing latency by picking nearby servers

• Multiple names for the same address
  – E.g., aliases like www.bbc.co.uk and bbc.co.uk
  – Mnemonic stable name, and dynamic canonical name
    • Canonical name = actual name of host
Mapping from Names to Addresses

• Originally: per-host file /etc/hosts*
  – SRI (Menlo Park) kept master copy
  – Downloaded regularly
  – Flat namespace

• Single server not resilient, doesn’t scale
  – Adopted a distributed hierarchical system

• Two intertwined hierarchies:
  – Infrastructure: hierarchy of DNS servers
  – Naming structure: www.bbc.co.uk

* C:\Windows\System32\drivers\etc\hosts for recent windows
Domain Name System (DNS)

• Top of hierarchy: Root
  – Location hardwired into other servers

• Next Level: Top-level domain (TLD) servers
  – .com, .edu, etc.
  – .uk, .au, .to, etc.
  – Managed professionally

• Bottom Level: Authoritative DNS servers
  – Actually do the mapping
  – Can be maintained locally or by a service provider
Distributed Hierarchical Database

Top-Level Domains (TLDs)

- com
- edu
- org
- ac
- uk
- zw
- arpa

Generic domains:
- bar
  - west
  - east
  - foo
  - my

Country domains:
- ac
- cam
- cl

Domain examples:
- my.east.bar.edu
- cl.cam.ac.uk
DNS Root

• Located in Virginia, USA
• How do we make the root scale?

Verisign, Dulles, VA
DNS Root Servers

• 13 root servers (see http://www.root-servers.org/)
  – Labeled A through M
• Does this scale?

A Verisign, Dulles, VA
C Cogent, Herndon, VA
D U Maryland College Park, MD
G US DoD Vienna, VA
H ARL Aberdeen, MD
J Verisign

K RIPE London
I Autonomica, Stockholm
M WIDE Tokyo

B USC-ISI Marina del Rey, CA
E NASA Mt View, CA
F Internet Software Consortium
  Palo Alto, CA

L ICANN Los Angeles, CA
DNS Root Servers

- 13 root servers (see http://www.root-servers.org/)
  - Labeled A through M
- Replication via any-casting (localized routing for addresses)
Using DNS

• Two components
  – Local DNS servers
  – Resolver software on hosts

• Local DNS server ("default name server")
  – Usually near the endhosts that use it
  – Local hosts configured with local server (e.g., /etc/resolv.conf) or learn server via DHCP

• Client application
  – Extract server name (e.g., from the URL)
  – Do gethostbyname() to trigger resolver code
How Does Resolution Happen?

(Iterative example)

Host at cl.cam.ac.uk wants IP address for www.stanford.edu

iterated query:
- Host enquiry is delegated to local DNS server
dns.cam.ac.uk
- Consider transactions 2 – 7 only
- contacted server replies with name of next server to contact
- “I don’t know this name, but ask this server”
DNS name resolution **recursive** example

**recursive query:**
- puts burden of name resolution on contacted name server
- heavy load?

![Diagram of DNS resolution with labels:
- root DNS server
- TLD DNS server
- local DNS server: dns.cam.ac.uk
- requesting host: cl.cam.ac.uk
- authoritative DNS server: dns.stanford.edu
- www.stanford.edu]
Recursive and Iterative Queries - **Hybrid** case

- **Recursive** query
  - Ask server to get answer for you
  - E.g., requests 1,2 and responses 9,10
- **Iterative** query
  - Ask server who to ask next
  - E.g., all other request-response pairs
DNS Caching

• Performing all these queries takes time
  – And all this before actual communication takes place
  – E.g., 1-second latency before starting Web download
• Caching can greatly reduce overhead
  – The top-level servers very rarely change
  – Popular sites (e.g., www.bbc.co.uk) visited often
  – Local DNS server often has the information cached
• How DNS caching works
  – DNS servers cache responses to queries
  – Responses include a “time to live” (TTL) field
  – Server deletes cached entry after TTL expires
Negative Caching

• Remember things that don’t work
  – Misspellings like bbcc.co.uk and www.bbc.com.uk
  – These can take a long time to fail the first time
  – Good to remember that they don’t work
  – ... so the failure takes less time the next time around

• But: negative caching is optional
  – And not widely implemented
Reliability

• DNS servers are replicated (primary/secondary)
  – Name service available if at least one replica is up
  – Queries can be load-balanced between replicas

• Usually, UDP used for queries
  – Need reliability: must implement this on top of UDP
  – Spec supports TCP too, but not always implemented

• Try alternate servers on timeout
  – Exponential backoff when retrying same server

• Same identifier for all queries
  – Don’t care which server responds
Invalid queries categories

- Unused query class:
  - Any class not in IN, CHAOS, HESIOD, NONE or ANY
- A-for-A: A-type query for a name is already a IPv4 Address
  - <IN, A, 192.16.3.0>
- Invalid TLD: a query for a name with an invalid TLD
  - <IN, MX, localhost.lan>
- Non-printable characters:
- Queries with ‘_’:
  - <IN, SRV, _ldap._tcp.dc._msdcs.SK0530-K32-1.>
- RFC 1918 PTR:
  - <IN, PTR, 171.144.144.10.in-addr.arpa.>
- Identical queries:
  - a query with the same class, type, name and id (during the whole period)
- Repeated queries:
  - a query with the same class, type and name
- Referral-not-cached:
  - a query seen with a referral previously given.
Invalid TLD


- Queries for invalid TLD represent 22% of the total traffic at the roots
  - 20.6% during DITL 2007
- Top 10 invalid TLD represent 10.5% of the total traffic
- RFC 2606 reserves some TLD to avoid future conflicts
- We propose:
  - Include some of these TLD (local, lan, home, localdomain) to RFC 2606
  - Encourage cache implementations to answer queries for RFC 2606 TLDs locally (with data or error)

<table>
<thead>
<tr>
<th>TLD</th>
<th>Percentage of total queries</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2007</td>
</tr>
<tr>
<td>local</td>
<td>5.018</td>
</tr>
<tr>
<td>belkin</td>
<td>0.436</td>
</tr>
<tr>
<td>localhost</td>
<td>2.205</td>
</tr>
<tr>
<td>lan</td>
<td>0.509</td>
</tr>
<tr>
<td>home</td>
<td>0.321</td>
</tr>
<tr>
<td>invalid</td>
<td>0.602</td>
</tr>
<tr>
<td>domain</td>
<td>0.778</td>
</tr>
<tr>
<td>localdomain</td>
<td>0.318</td>
</tr>
<tr>
<td>wpad</td>
<td>0.183</td>
</tr>
<tr>
<td>corp</td>
<td>0.150</td>
</tr>
</tbody>
</table>

awm22: at least WORKGROUP is no longer here!
It was the top in valid TLD for years...
Data flow through the DNS
Where are the vulnerable points?

Server vulnerability

Man in the Middle

Registry

Registrars & Registrants

Primary DNS

Secondary DNS

Man in the Middle

spoofing & Man in the Middle
DNS and Security

• No way to verify answers
  – Opens up DNS to many potential attacks
  – DNSSEC fixes this

• Most obvious vulnerability: recursive resolution
  – Using recursive resolution, host must trust DNS server
  – When at Starbucks, server is under their control
  – And can return whatever values it wants

• More subtle attack: Cache poisoning
  – Those “additional” records can be anything!
DNSSEC protects all these end-to-end

- provides message authentication and integrity verification through cryptographic signatures
  - You know who provided the signature
  - No modifications between signing and validation

- It does not provide authorization
- It does not provide confidentiality
- It does not provide protection against DDOS
DNSSEC in practice

• Scaling the key signing and key distribution

Solution: Using the DNS to Distribute Keys

• Distributing keys through DNS hierarchy:
  – Use one trusted key to establish authenticity of other keys
  – Building chains of trust from the root down
  – Parents need to sign the keys of their children

• Only the root key needed in ideal world
  – Parents always delegate security to child
Why is the web so successful?

• What do the web, youtube, facebook, twitter, instagram, ..... have in common?
  – The ability to self-publish

• Self-publishing that is easy, independent, free

• No interest in collaborative and idealistic endeavor
  – People aren’t looking for Nirvana (or even Xanadu)
  – People also aren’t looking for technical perfection

• Want to make their mark, and find something neat
  – Two sides of the same coin, creates synergy
  – “Performance” more important than dialogue....
Web Components

• Infrastructure:
  – Clients
  – Servers
  – Proxies

• Content:
  – Individual objects (files, etc.)
  – Web sites (coherent collection of objects)

• Implementation
  – HTML: formatting content
  – URL: naming content
  – HTTP: protocol for exchanging content
    Any content not just HTML!
HTML: HyperText Markup Language

• A Web page has:
  – Base HTML file
  – Referenced objects (e.g., images)

• HTML has several functions:
  – Format text
  – Reference images
  – Embed hyperlinks (HREF)
## URL Syntax

**protocol** : //**hostname**[ :**port**]/**directorypath**/**resource**

<table>
<thead>
<tr>
<th><strong>protocol</strong></th>
<th>http, ftp, https, smtp, rtsp, etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>hostname</strong></td>
<td>DNS name, IP address</td>
</tr>
<tr>
<td><strong>port</strong></td>
<td>Defaults to protocol’s standard port</td>
</tr>
<tr>
<td></td>
<td><em>e.g.</em> http: 80  https: 443</td>
</tr>
<tr>
<td><strong>directory path</strong></td>
<td>Hierarchical, reflecting file system</td>
</tr>
<tr>
<td><strong>resource</strong></td>
<td>Identifies the desired resource</td>
</tr>
</tbody>
</table>

Can also extend to program executions:

```
http://us.f413.mail.yahoo.com/ym/ShowLetter?box=%40B%40Bulk&MsgId=2604_1744106_29699_1123_1261_0_28917_3552_1289957100&Search=&Nhead=f&YY=31454&order=down&sort=date&pos=0&view=a&head=b
```
HyperText Transfer Protocol (HTTP)

- Request-response protocol
- Reliance on a global namespace
- Resource *metadata*
- *Stateless*
- ASCII format (ok this changed....)

```
$ telnet www.cl.cam.ac.uk 80
GET /win HTTP/1.0
<blank line, i.e., CRLF>
```
Steps in HTTP Request

• HTTP Client initiates TCP connection to server
  – SYN
  – SYNACK
  – ACK
• Client sends HTTP request to server
  – Can be piggybacked on TCP’s ACK
• HTTP Server responds to request
• Client receives the request, terminates connection
• TCP connection termination exchange

*How many RTTs for a single request?*
Client-Server Communication

- two types of HTTP messages: *request*, *response*
- HTTP request message: (GET POST HEAD ....)

```
GET /somedir/page.html HTTP/1.1
Host: www.someschool.edu
User-agent: Mozilla/4.0
Connection: close
Accept-language:fr

HTTP/1.1 200 OK
Connection close
Date: Thu, 06 Aug 1998 12:00:15 GMT
Server: Apache/1.3.0 (Unix)
Last-Modified: Mon, 22 Jun 1998 .......
Content-Length: 6821
Content-Type: text/html

HTTP response message

data data data data data data ...
```
Different Forms of Server Response

• Return a file
  – URL matches a file (*e.g.*, `/www/index.html`)
  – Server returns file as the response
  – Server generates appropriate response header

• Generate response dynamically
  – URL triggers a program on the server
  – Server runs program and sends output to client

• Return meta-data with no body
HTTP Resource Meta-Data

• Meta-data
  – Info *about* a resource, stored as a separate entity

• Examples:
  – Size of resource, last modification time, type of content

• Usage example: Conditional GET Request
  – Client requests object “If-modified-since”
  – If unchanged, “HTTP/1.1 304 Not Modified”
  – No body in the server’s response, only a header
HTTP is *Stateless*

- Each request-response treated independently
  - Servers *not* required to retain state

- **Good**: Improves scalability on the server-side
  - Failure handling is easier
  - Can handle higher rate of requests
  - Order of requests doesn’t matter

- **Bad**: Some applications *need* persistent state
  - Need to uniquely identify user or store temporary info
  - *e.g.*, Shopping cart, user profiles, usage tracking, ...
State in a Stateless Protocol:

Cookies

• **Client-side** state maintenance
  – Client stores small state on behalf of server
  – Client sends state in future requests to the server

• Can provide authentication
HTTP Performance

• Most Web pages have multiple objects
  – *e.g.*, HTML file and a bunch of embedded images

• How do you retrieve those objects (naively)?
  – *One item at a time*

• Put stuff in the optimal place?
  – *Where is that precisely?*
    • *Enter the Web cache and the CDN*
Fetch HTTP Items: Stop & Wait

Start fetching page

Request item 1

Transfer item 1

Request item 2

Transfer item 2

Request item 3

Transfer item 3

Finish; display page

≥2 RTTs per object
Improving HTTP Performance:

Concurrent Requests & Responses

• Use multiple connections *in parallel*
• Does not necessarily maintain order of responses

• Client = 😊
• Server = 😊
• Network = 😞 Why?
Improving HTTP Performance:

Pipelined Requests & Responses

• **Batch** requests and responses
  – Reduce connection overhead
  – Multiple requests sent in a single batch
  – Maintains order of responses
  – Item 1 always arrives before item 2

• How is this different from concurrent requests/responses?
  – Single TCP connection
Improving HTTP Performance:
Persistent Connections

• Enables multiple transfers per connection
  – Maintain TCP connection across multiple requests
  – Including transfers subsequent to current page
  – Client or server can tear down connection

• Performance advantages:
  – Avoid overhead of connection set-up and tear-down
  – Allow TCP to learn more accurate RTT estimate
  – Allow TCP congestion window to increase
  – i.e., leverage previously discovered bandwidth

• Default in HTTP/1.1
HTTP evolution

• 1.0 – one object per TCP: simple but slow
• Parallel connections - multiple TCP, one object each: wastes b/w, may be svr limited, out of order
• 1.1 pipelining – aggregate retrieval time: ordered, multiple objects sharing single TCP
• 1.1 persistent – aggregate TCP overhead: lower overhead in time, increase overhead at ends (e.g., when should/do you close the connection?)
Scorecard: Getting n Small Objects

Time dominated by latency

- One-at-a-time: $\sim 2n \text{ RTT}$
- Persistent: $\sim (n+1)\text{RTT}$
- M concurrent: $\sim 2[n/m] \text{ RTT}$
- Pipelined: $\sim 2 \text{ RTT}$
- Pipelined/Persistent: $\sim 2 \text{ RTT}$ first time, RTT later
Scorecard: Getting n Large Objects

*Time dominated by bandwidth*

- One-at-a-time: ~ nF/B
- M concurrent: ~ [n/m] F/B
  - assuming shared with large population of users
- Pipelined and/or persistent: ~ nF/B
  - The only thing that helps is getting more bandwidth..
Improving HTTP Performance: Caching

• Many clients transfer the **same information**
  – Generates **redundant** server and network load
  – Clients experience **unnecessary** latency
Improving HTTP Performance:

Caching: How

• Modifier to GET requests:
  – `If-modified-since` – returns “not modified” if resource not modified since specified time

• Response header:
  – `Expires` – how long it’s safe to cache the resource
  – `No-cache` – ignore all caches; always get resource directly from server
Motive for placing content closer to client:
- User gets better response time
- Content providers get happier users
  - Time is money, really!
  - Network gets reduced load

Why does caching work?
- Exploits *locality of reference*

How well does caching work?
- Very well, up to a limit
- Large overlap in content
- But many unique requests
Example: Conditional GET Request

- Return resource only if it has changed at the server
  - Save server resources!

  Request from client to server:

  ```
  GET /~awm22/win HTTP/1.1
  Host: www.cl.cam.ac.uk
  User-Agent: Mozilla/4.03
  If-Modified-Since: Sun, 27 Aug 2006 22:25:50 GMT
  <CRLF>
  ```

- HOW?
  - Client specifies “if-modified-since” time in request
  - Server compares this against “last modified” time of desired resource
  - Server returns “304 Not Modified” if resource has not changed
  - .... or a “200 OK” with the latest version otherwise
Improving HTTP Performance:

**Caching with Reverse Proxies**

Cache documents close to **server**

→ decrease server load

• Typically done by content providers

• Only works for *static(*) content*

(* static can also be snapshots of dynamic content*)

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**Diagram:**

- Server
- Reverse proxies
- Backbone ISP
- ISP-1
- ISP-2
- Clients
Improving HTTP Performance:

Caching with Forward Proxies

Cache documents close to **clients**

→ reduce network traffic and decrease latency

• Typically done by ISPs or corporate LANs

![Diagram of network architecture showing Forward and Reverse proxies, Backbone ISP, and connections to ISPs and clients.](image-url)
Improving HTTP Performance:
Caching w/ Content Distribution Networks

• Integrate forward and reverse caching functionality
  – One overlay network (usually) administered by one entity
  – *e.g.*, Akamai
• Provide document caching
  – **Pull**: Direct result of clients’ requests
  – **Push**: Expectation of high access rate
• Also do some processing
  – Handle *dynamic* web pages
  – *Transcoding*
  – *Maybe do some security function* – *watermark IP*
Improving HTTP Performance:
Caching with CDNs (cont.)

Clients <-> ISP-1 <-> Backbone ISP <-> ISP-2 <-> CDN <-> Server
Improving HTTP Performance:

CDN Example – Akamai

• Akamai creates new domain names for each client content provider.
  – e.g., a128.g.akamai.net

• The CDN’s DNS servers are authoritative for the new domains

• The client content provider modifies its content so that embedded URLs reference the new domains.
  – “Akamaize” content
  – e.g.: http://www.bbc.co.uk/popular-image.jpg becomes http://a128.g.akamai.net/popular-image.jpg

• Requests now sent to CDN’s infrastructure...
Hosting: Multiple Sites Per Machine

• Multiple Web sites on a single machine
  – Hosting company runs the Web server on behalf of multiple sites (e.g., www.foo.com and www.bar.com)

• Problem: GET /index.html

• Solutions:
  – Multiple server processes on the same machine
    • Have a separate IP address (or port) for each server
  – Include site name in HTTP request
    • Single Web server process with a single IP address
    • Client includes “Host” header (e.g., Host: www.foo.com)
    • Required header with HTTP/1.1
Hosting: Multiple Machines Per Site

• Replicate popular Web site across many machines
  – Helps to handle the load
  – Places content closer to clients

• Helps when content isn’t cacheable

• Problem: Want to direct client to particular replica
  – Balance load across server replicas
  – Pair clients with nearby servers
Multi-Hosting at Single Location

• Single IP address, multiple machines
  – Run multiple machines behind a single IP address

  – Ensure all packets from a single TCP connection go to the same replica

Load Balancer

64.236.16.20
Multi-Hosting at Several Locations

- Multiple addresses, multiple machines
  - Same name but different addresses for all of the replicas
  - Configure DNS server to return closest address
CDN examples round-up

• CDN using DNS
  DNS has information on loading/distribution/location

• CDN using anycast
  same address from DNS name but local routes

• CDN based on rewriting HTML URLs
  (akami example just covered – akami uses DNS too)
After HTTP/1.1

SPDY (speedy) and its moral successor HTTP/2

• Binary protocol
  – More efficient to parse
  – More compact on the wire
  – Much less error prone as compared
  – to textual protocols
After HTTP/1.1

SPDY (speedy) and its moral successor HTTP/2
- Binary protocol
- Multiplexing
  - Interleaved
After HTTP/1.1

SPDY (speedy) and its moral successor HTTP/2

- Binary protocol
- Multiplexing
- Priority control over Frames
- Header Compression
- Server Push
  - Proactively push stuff to client that it will need
After HTTP/1.1

- Server Push
  - Proactively push stuff to client that it will need
After HTTP/1.1

SPDY (speedy) and its moral successor HTTP/2

• Binary protocol
• Multiplexing
• Priority control over Frames
• Header Compression
• Server Push
SPDY

• SPDY + HTTP/2: One single TCP connection instead of multiple
• Downside: Head of line blocking
• In TCP, packets need to be processed in correct order
Add QUIC and stir…
Quick UDP Internet Connections

Objective: Combine speed of UDP protocol with TCP’s reliability

• Very hard to make changes to TCP
• *Faster to implement new protocol on top of UDP*
• Roll out features in TCP if they prove theory

QUIC:

• Reliable transport over UDP (seriously)
• Uses FEC
• Default crypto
• Restartable connections
3-Way Handshake

Without TLS

With TLS
UDP

• **Fire and forget**
  – Less time spent to validate packets
  – Downside - no reliability, this has to be built on top of UDP
QUIC

- UDP does NOT depend on order of arriving packets
- Lost packets will only impact an individual resource, e.g., CSS or JS file.
- QUIC is combining best parts of HTTP/2 over UDP:
  - Multiplexing on top of non-blocking transport protocol
QUIC – more than just UDP

• QUIC outshines TCP under poor network conditions, shaving a full second off the Google Search page load time for the slowest 1% of connections.

• These benefits are even more apparent for video services like YouTube. Users report 30% fewer rebuffers when watching videos over QUIC.
Why QUIC over UDP and not a new proto

• IP proto value for new transport layer
• Change the protocol – risk the wraith of
  – Legacy code
  – Firewalls
  – Load-balancer
  – NATs (the high-priest of middlebox)

• Same problem faces any significant TCP change

Honda M. et al. “Is it still possible to extend TCP?”, IMC’11
https://dl.acm.org/doi/abs/10.1145/2068816.2068834
SIP – Session Initiation Protocol

Session?

Anyone smell an OSI / ISO standards document burning?
SIP - VoIP

Establishing communication through SIP proxies.
SIP?

• SIP – bringing the fun/complexity of telephony to the Internet
  – User location
  – User availability
  – User capabilities
  – Session setup
  – Session management
    • (e.g. “call forwarding”)
H.323 – ITU

• Why have one standard when there are at least two....

• The full H.323 is hundreds of pages
  – The protocol is known for its complexity – an ITU hallmark

• SIP is not much better
  – IETF grew up and became the ITU....
Multimedia Applications

Message flow for a basic SIP session
The (still?) missing piece:
Resource Allocation for Multimedia Applications

I can ‘differentiate’ VoIP from data but...
I can only control data going into the Internet
Multimedia Applications

- Resource Allocation for Multimedia Applications

Admission control using session control protocol.
Resource Allocation for Multimedia Applications

Coming soon... 1995
2000
2010
2020
who are we kidding??

Co-ordination of SIP signaling and resource reservation.

So where does it happen?
Inside single institutions or domains of control.....
(Universities, Hospitals, big corp...)

What about my aDSL/CABLE/etc it combines voice and data?
Phone company controls the multiplexing on the line and throughout their own network too...... everywhere else is best-effort
Every host is a server: Peer-2-Peer
Pure P2P architecture

- *no* always-on server
- arbitrary end systems directly communicate
- peers are intermittently connected and change IP addresses

- **Three topics:**
  - File distribution
  - Searching for information
  - Case Study: Skype
File Distribution: Server-Client vs P2P

**Question**: How much time to distribute file from one server to $N$ peers?

File, size $F$

$u_s$: server upload bandwidth

$u_i$: peer $i$ upload bandwidth

$d_i$: peer $i$ download bandwidth

Network (with abundant bandwidth)
File distribution time: server-client

- server sequentially sends N copies: $NF/u_s$ time
- client i takes $F/d_i$ time to download

Time to distribute $F$ to $N$ clients using client/server approach

$$d_{cs} = \max \{ \frac{NF}{u_s}, \frac{F}{\min(d_i)} \}$$

increases linearly in N (for large N)
File distribution time: P2P

- server must send one copy: $F/u_s$ time
- client $i$ takes $F/d_i$ time to download
- NF bits must be downloaded (aggregate)
  - fastest possible upload rate: $u_s + \sum u_i$

$$d_{p2p} = \max \left\{ \frac{F}{u_s}, \frac{F}{\min(d_i)}, \frac{NF}{u_s + \sum u_i} \right\}$$
Server-client vs. P2P: example

Client upload rate = $u$, $F/u = 1$ hour, $u_s = 10u$, $d_{\text{min}} \geq u_s$
File distribution: BitTorrent*
*rather old BitTorrent

P2P file distribution

**tracker:** tracks peers participating in torrent

**torrent:** group of peers exchanging chunks of a file

Peer: obtain list of peers

trading chunks
BitTorrent (1)

• file divided into 256KB *chunks*.
• peer joining torrent:
  – has no chunks, but will accumulate them over time
  – registers with tracker to get list of peers, connects to subset of peers ("neighbors")
• while downloading, peer uploads chunks to other peers.
• peers may come and go
• once peer has entire file, it may (selfishly) leave or (altruistically) remain
Pulling Chunks

• at any given time, different peers have different subsets of file chunks

• periodically, a peer (Alice) asks each neighbor for list of chunks that they have.

• Alice sends requests for her missing chunks
  – rarest first

Sending Chunks: tit-for-tat

r Alice sends chunks to four neighbors currently sending her chunks at the highest rate
  ❖ re-evaluate top 4 every 10 secs

r every 30 secs: randomly select another peer, starts sending chunks
  ❖ newly chosen peer may join top 4
  ❖ “optimistically unchoke”
BitTorrent: Tit-for-tat

(1) Alice “optimistically unchokes” Bob
(2) Alice becomes one of Bob’s top-four providers; Bob reciprocates
(3) Bob becomes one of Alice’s top-four providers

With higher upload rate, can find better trading partners & get file faster!
Distributed Hash Table (DHT)

- DHT = distributed P2P database
- Database has \((key, value)\) pairs;
  - key: ss number; value: human name
  - key: content type; value: IP address
- Peers query DB with key
  - DB returns values that match the key
- Peers can also insert \((key, value)\) peers
Distributed Hash Table (DHT)

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DHT Identifiers

• Assign integer identifier to each peer in range $[0,2^n-1]$.
  – Each identifier can be represented by $n$ bits.

• Require each key to be an integer in same range.

• To get integer keys, hash original key.
  – eg, key = $h(“Game of Thrones season 29”)$
  – This is why they call it a distributed “hash” table
How to assign keys to peers?

• Central issue:
  – Assigning (key, value) pairs to peers.

• Rule: assign key to the peer that has the closest ID.

• Convention in lecture: closest is the immediate successor of the key.

• Ex: n=4; peers: 1,3,4,5,8,10,12,14;
  – key = 13, then successor peer = 14
  – key = 15, then successor peer = 1
Circular DHT (1)

- Each peer *only* aware of immediate successor and predecessor.
- "Overlay network" – logical structure
Circle DHT (2)

Who’s resp for key 1110?

O(N) messages on avg to resolve query, when there are N peers

Define closest as closest successor
Circular DHT with Shortcuts

- Each peer keeps track of IP addresses of predecessor, successor, short cuts.
- Reduced from 6 to 2 messages.
- Possible to design shortcuts so $O(\log N)$ neighbors, $O(\log N)$ messages in query.

Who’s resp for key 1110?

Who's resp for key 1110?
Peer Churn

- Peer 5 abruptly leaves
- Peer 4 detects; makes 8 its immediate successor; asks 8 who its immediate successor is; makes 8’s immediate successor its second successor.
- What if peer 13 wants to join?

To handle peer churn, require each peer to know the IP address of its two successors.
- Each peer periodically pings its two successors to see if they are still alive.
P2P Case study: Skype (pre-Microsoft)

- inherently P2P: pairs of users communicate.
- proprietary application-layer protocol (inferred via reverse engineering)
- hierarchical overlay with SNs
- Index maps usernames to IP addresses; distributed over SNs
Peers as relays

• Problem when both Alice and Bob are behind “NATs”.
  – NAT prevents an outside peer from initiating a call to insider peer

• Solution:
  – Using Alice’s and Bob’s SNs, Relay is chosen
  – Each peer initiates session with relay.
  – Peers can now communicate through NATs via relay
Summary.

• Applications have protocols too

• We covered examples from
  – Traditional Applications (web)
  – Scaling and Speeding the web (CDN/Cache tricks)

• Infrastructure Services (DNS)
  – Cache and Hierarchy

• Multimedia Applications (SIP)
  – Extremely hard to do better than worst-effort

• P2P Network examples