



Improving Download Time & Traffic via Locality in BitTorrent Protocol

Master Thesis Defense

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The Problem

- When a peer inserts in swarm, requests a pool of peers from tracker to contact and download the content
- This process is driven by the tracker with **random** way and it achieves a high level of robustness...
- ...**but** what happens with download times and network traffic(inter-domain & intra-domain)?
- Is there any way to select “better” peers?

Types of Locality

There are 3 main types of Locality criteria in BitTorrent:

- 1) Locality based on Overlay network processes
- 2) Locality based on Underlay network processes
- 3) Locality based on statistics computed and decisions made about pieces of the content (Piece Selection Strategy)

The Idea

- Insert locality use with the addition of AS information of each peer advertised to the tracker
- The tracker will process the obtained information of the connected to him peers and will response to each peer with a list of peers with a guaranteed percentage of peers with the same ASID to the peer that made the request to him

What is needed

- A search of all the connected to the tracker peers to learn the size of the same ASID peers to each peer makes a request
- A calculation of inserted percentage of the same ASID peers according to the **factor a (%)** before the random algorithm runs which completes the remaining pool of peers sent

$$\text{max_same_asid_peers} = a * \text{peers_size}$$

The algorithm

```
if ( same_asid_peers <= max_same_asid_peers ) //(Case 1)
{
    //Place all these peers to the list will be sent to the peer
}
else //(Case 2)
{
    while (added_peers < max_same_asid_peers )
    {
        //Select random peer from same_asid_peer table
        //Place this random peer to the list will be sent to the peer
    }
}
//Complete the rest of the list with random peers from all the peers table
```

Examples

Peers in swarm	Max peers in reply	Factor a (%)	Same ASID peers	Max Same ASID peers
50	10	0	5	0 (default case)
50	10	10	6	1 (case 2)
50	10	35	5	3 (case 2)
50	10	40	3	3 (case 1)
50	10	50	7	5 (case 2)

Limitations

- 1) The proposal will have purpose to work only if:
 - There are a lot of peers that will request the content
 - We are talking about symmetric-size topologies (GT-ITM topology used)
 - The peers from the same AS are not bad enough
- 2) Even if we have many users we must respect Tit-for-Tat and set the factor a logical value and not making cliques

Simulation Process

- Use of Omnet Network Simulator with INET and Oversim Frameworks
- Use of the BitTorrent module implemented by our students
- Addition of:
 - 1) The extra information is sent by each peer to the tracker *and*
 - 2) Our algorithm to process the list to the tracker

Simulation Parameters - Scenarios

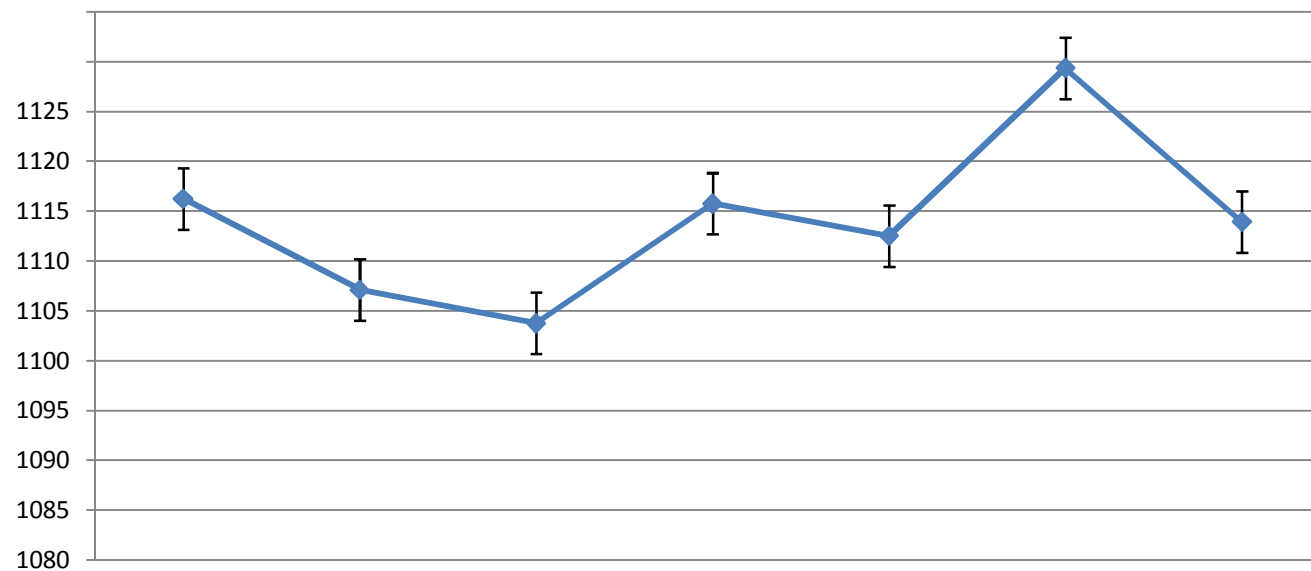
Simulation Parameters

- 50 terminals
- 150 MB file size
- 256 KB piece size
- 10 max peers in reply
- end game mode: true

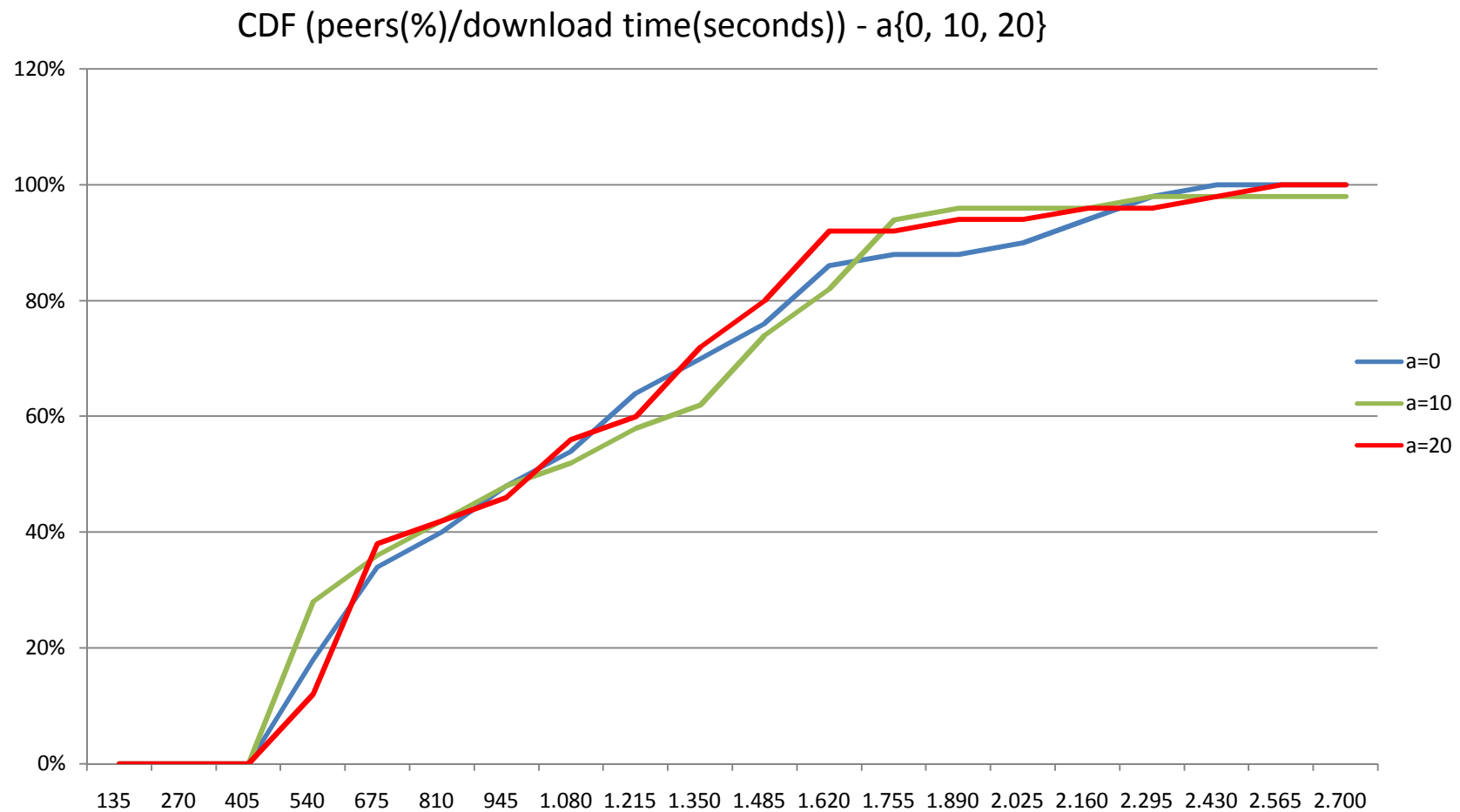
Simulation Scenarios (35 total)

- factor a for values {0, 10, 20, 30, 40, 50, 60}
- 5 different seed values

Results – Average Download Time

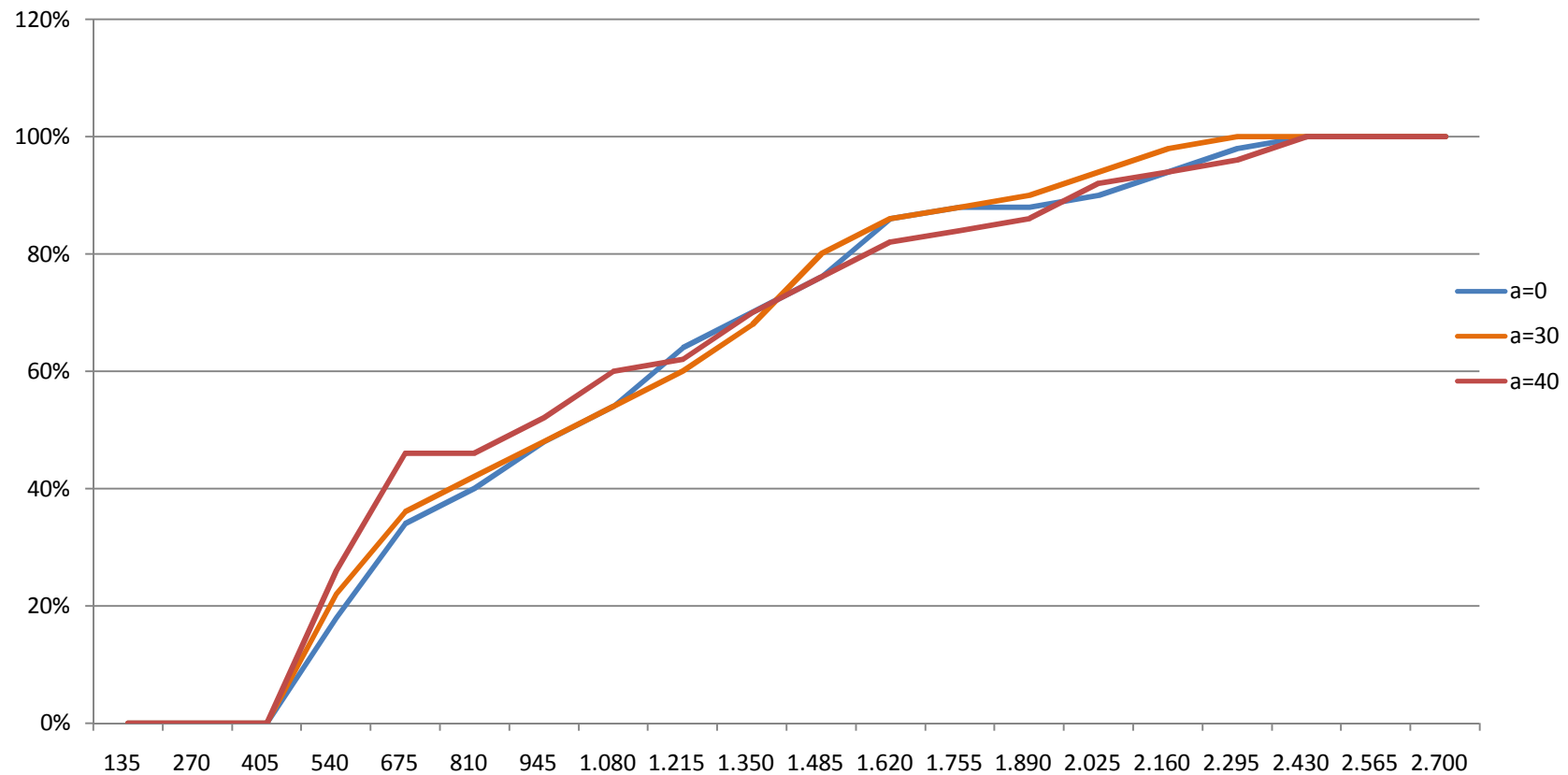


Results – CDF a {0, 10, 20}



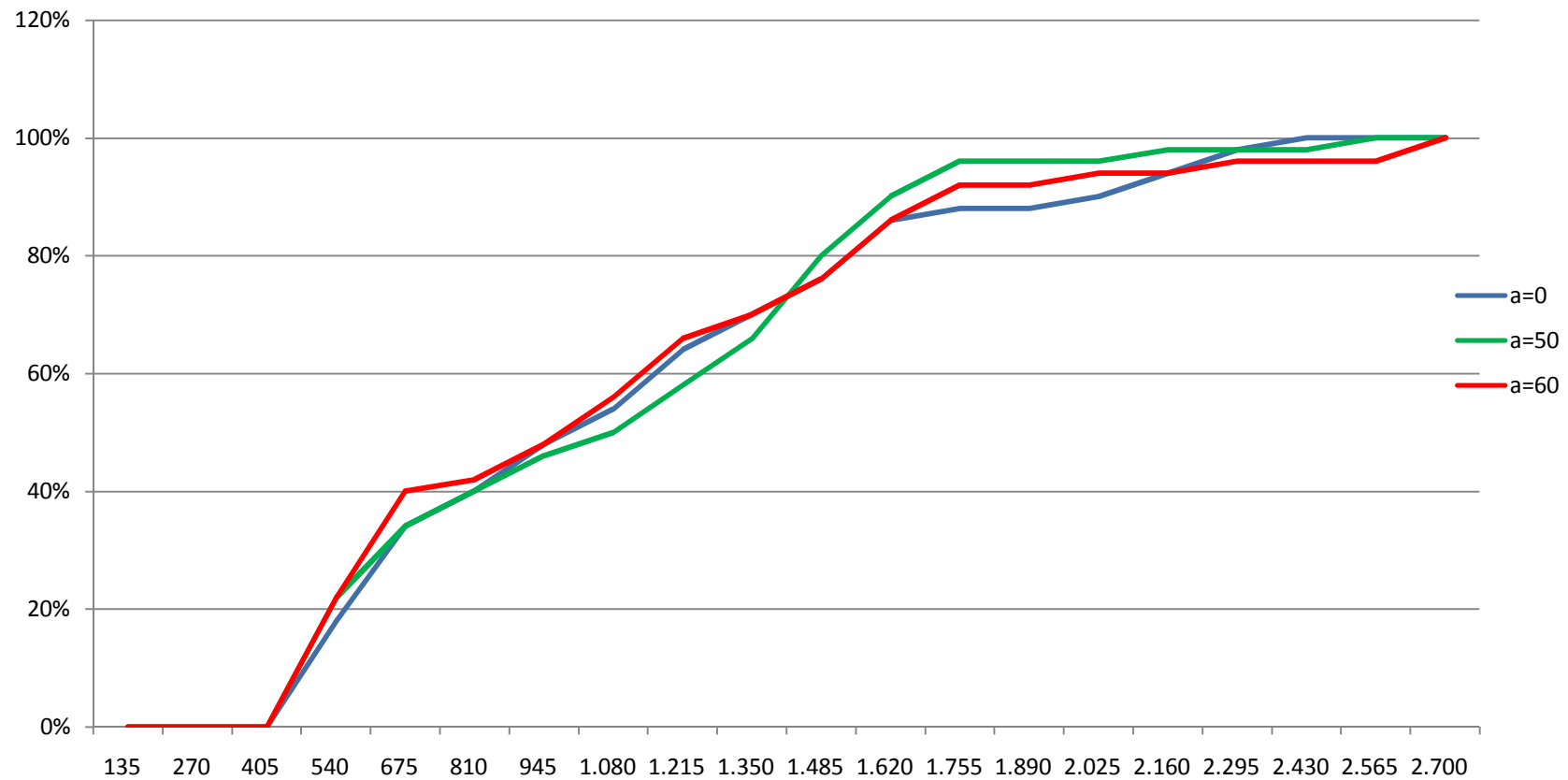
Results – CDF a {0, 30, 40}

CDF (peers(%)/download time(seconds)) - a{0, 30, 40}



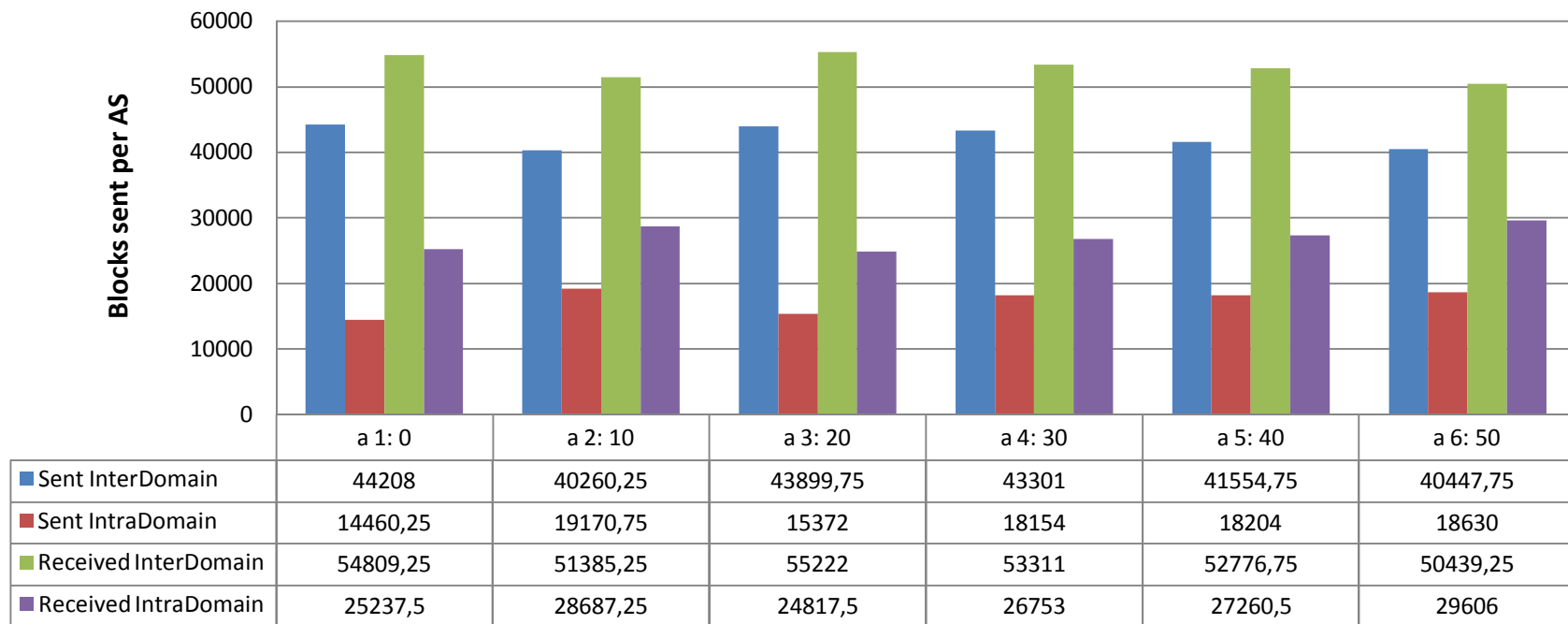
Results – CDF a {0, 50, 60}

CDF (peers(%)/download time(seconds)) - a{0, 50, 60}



Results – Network Traffic

Blocks sent per AS / a(%)



Conclusions

- A factor between 10-20% gives a better download time than the completely random method
- The ingress domain traffic becomes bigger when the factor a is getting bigger
- A case of factor between 10-25% can give a good combinatorial result of these two parameters

Future Work

- Many types of improvement can be made to this “very hot” of Locality-aware area
- Maybe some tries for a better Piece Selection Strategy will give a good result for better performance of the protocol than Rarest First Strategy
- Collaboration of ISPs may has a big cost but if the traffic among them continues getting bigger and bigger will be necessary

Related Work - References

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- Simon G. M. Koo , Karthik Kannan , C. S. George Lee, ”Neighbor-Selection Strategy in Peer-to-Peer Networks”, (Purdue University)
- Rong, L., Burnett, I. , ”BitTorrent in a dynamic resource adapting peer-to-peer network”, (Wollongong Univ., Australia), December 2005
- Marco Slot, Paolo Costa, Guillaume Pierre and Vivek Rai, “Zero-Day Reconciliation of BitTorrent Users with Their ISPs”, (VU University Amsterdam), August 2009

References

- K. Katsaros, V. P. Kemerlis, C. Stais and G. Xylomenos, "A BitTorrent Module for the OMNeT++ Simulator," Proc. 17th Annual Meeting of the IEEE International Symposium on Modeling, Analysis and Simulation of Computer and Telecommunication Systems (MASCOTS), London, Great Britain, September 2009
- BitTorrent Development Community: BitTorrent Protocol Specification v1.0 (<http://wiki.theory.org/BitTorrentSpecification>)
- BitTorrent.Org: The BitTorrent Protocol Specification (http://www.bittorrent.org/beps/bep_0003.html)
- A.Varga OMNeT++ network simulator homepage (<http://www.omnetpp.org>)

Thank you for attending!

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Any Questions?

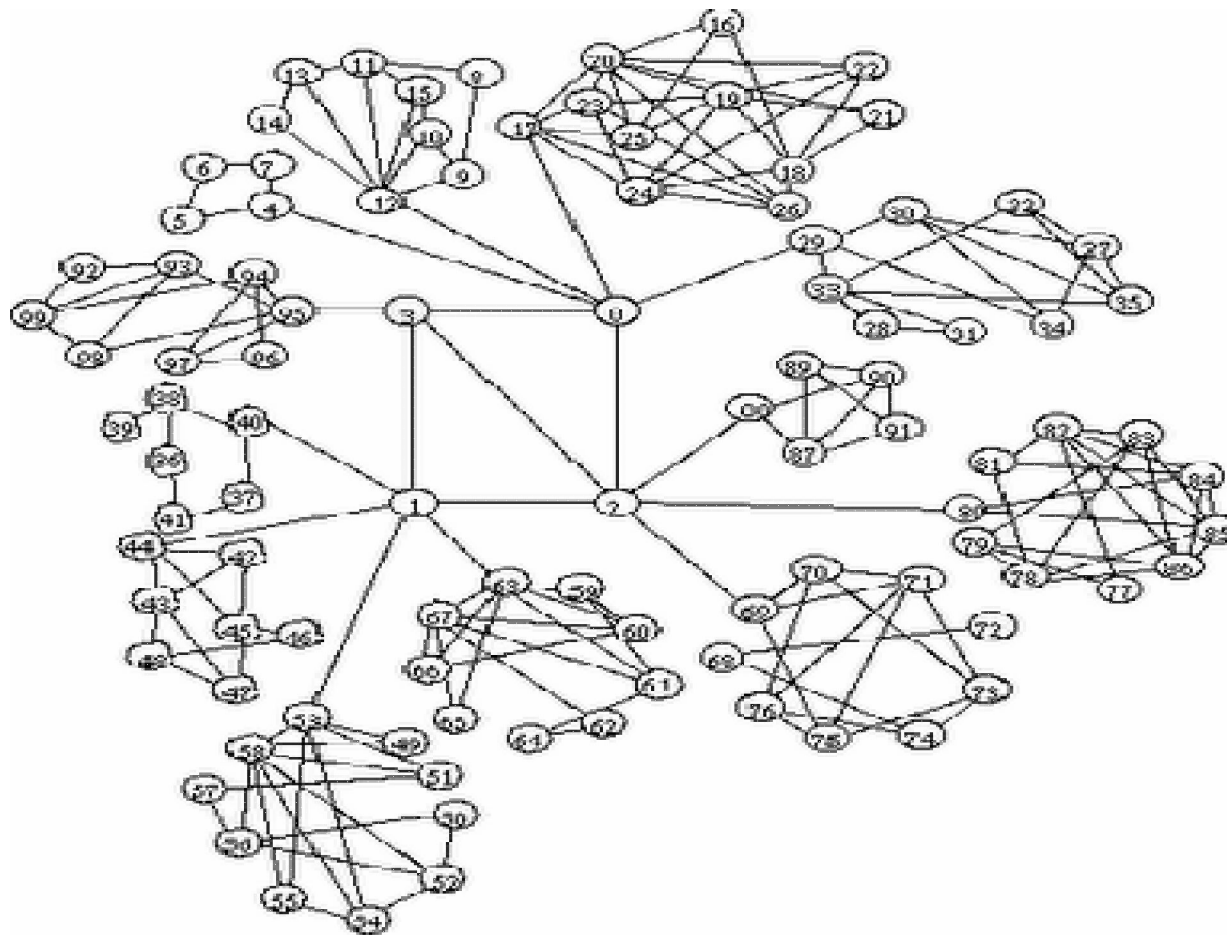
Backup Slides

ASID advertisement

- Advertisement of extra information of **ASIDs** between each peer and tracker

info_hash	no_peer_id
peer_id	event (started, stopped, completed)
port	ip_address
uploaded	numwant
downloaded	key
left	tracker_id
compact	asid

GT-ITM Topology example



Software used

- OMNeT++ 3.3
- INET for OverSim
- OverSim
- BRITE
- GT-ITM
- Ubuntu 8.04 Operating System
- Microsoft Excel 2007

Results – Network Traffic

Blocks sent per AS / a(%)

