

# Designs and Evaluation of a Tracker in P2P Networks

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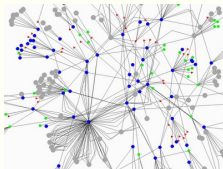
# Outlines

- 1 Introduction
- 2 A taxonomy of tracker designs
- 3 Design considerations
- 4 Performance models of tracker design
- 5 Conclusions and future work



# Introduction

- The term *tracker* originated from BitTorrent.
- The most critical function: *peer introduction*.
- Have more partner peers, get better performance.



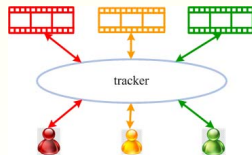
# Introduction

- Two main approaches for tracker design:
  - i server-based approach
  - ii peer-based approach
- Our contributions:
  - i A systematic description of the different designs of the tracker function.
  - ii Models for comparing the reliability of these designs.



## A taxonomy of tracker designs

- Tracker function: mapping an object to a set of peers holding this object.
  - i Objects
  - ii Peers
- Three dimensions in tracker design:
  - i Who provide the tracker function?
  - ii How are objects assigned to tracker nodes?
  - iii How are peers assigned to tracker nodes?



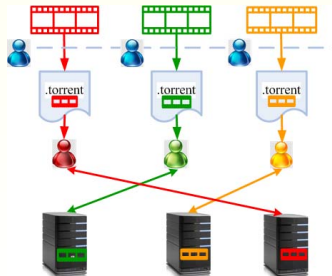
# A taxonomy of tracker designs

- ① Who provide the tracker function?
  - Deployed server(**DS**)
  - Peers(**P**)
- ② How are objects assigned to tracker nodes?
  - By manual configuration(**M**)
  - Via a distributed hash table(**DHT**)
- ③ How are peers assigned to tracker nodes?
  - Based on user choice(**U**).
  - Automatic(**A**).



## Examples

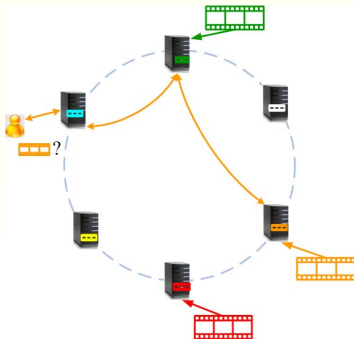
- Classic BitTorrent(**DS+M+U**)
  - The tracker is a deployed server.
  - The binding of the tracker node to the object is manually configured by file publisher in a meta-file(.torrent file).
  - Peers find the tracker by downloading the torrent file.





## Examples

- PPLive VoD(**DS+DHT+A**)
  - Tracker function is provided by deployed servers.
  - DHT is used to allocate the objects(video files) to tracker servers.



## Design considerations

- Ease of implementation.
- Legal liability or management responsibility.
- Costs e.g. server and bandwidth costs.
- Flexibility.
- Security.



## Performance models of tracker design

- Two main approaches in tracker design:
  - i server-based approach
  - ii DHT-based approach
- Performance metric: *lookup success probability*(reliability).
  - i Tracker node(s) up and running?
  - ii Tracker node(s) overloaded?



## Single node performance factor

- $R = P_{up} \times P_{queued} \times P_{served}$ 
  - i R can be  $R_s$  or  $R_p$ .
  - ii  $P_{up} = \text{mean time to failure} / (\text{mean time to failure} + \text{mean time to repair})$  is the probability that a peer is alive.
  - iii  $P_{queued} = 1 - \frac{\rho^h - \rho^{h+1}}{1 - \rho^{h+1}}$  is the probability that the tracker node is not overwhelmed.
  - iv  $P_{served}$  is the probability that the tracker node stays up till the request is served.



## Reliability

- Tracker design can be modeled as a *parallel* or *series* set of units.
- Each unit is composed of a parallel set of units (as replication or backup).

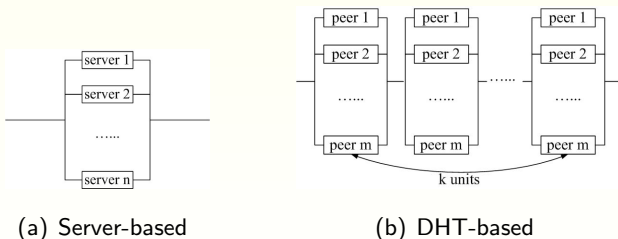


Figure: Reliability system model



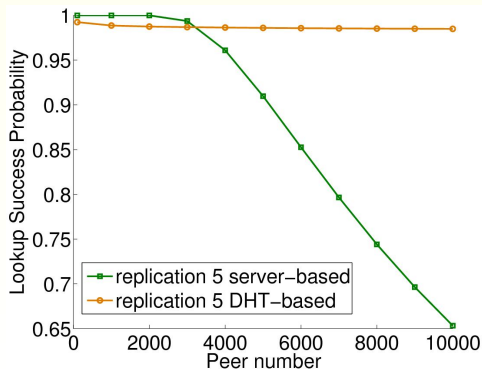
## Reliability

- $R_{\text{server}} = 1 - (1 - R_s)^n$
- $R_{\text{DHT}} = (1 - (1 - R_p)^m)^k$ 
  - i  $R_{\text{server}}$  and  $R_{\text{DHT}}$  denote the system reliability.
  - ii  $R_s$  and  $R_p$  denote the single server(peer) reliability.
  - iii  $n$  and  $m$  are replication number.
  - iv  $k$  is the expected path length visited by DHT(depending on the system population).
- Assumptions:
  - i Constant population.
  - ii Exponential distributed life time.
  - iii Exponential distributed lookups.



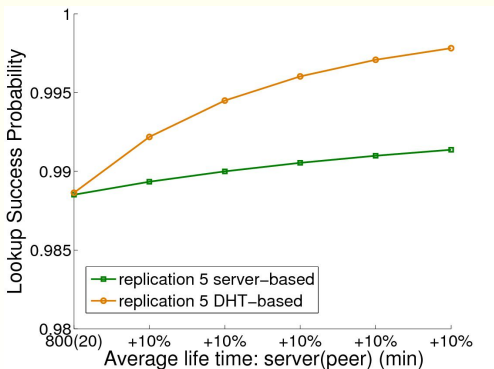
## Observations from modeling

- The reliability of server-based tracker design can deteriorate quickly under heavy load.
- DHT-based tracker design has better scalability.



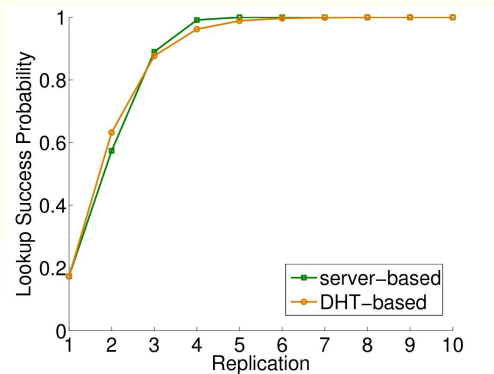
## Observations from modeling

- More stable nodes can improve the reliability.
- DHT-based tracker design is more sensitive to peer's stability.



## Observations from modeling

- More replication can improve the reliability.
- Sensitivity is about the same for both designs.



## Conclusions and future work

- A preliminary study of tracker design in P2P systems.
- A taxonomy of tracker design.
- Simple models to analyze the reliability.
- More detailed modeling and analysis is in progress.
- We are also interested in building a capacity planning tool and studying a comparison of the overheads incurred by the different tracker designs.



Thank you.  
Questions are welcome.

