

# Routing Indices For Peer-to-Peer Systems

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A Critical Review

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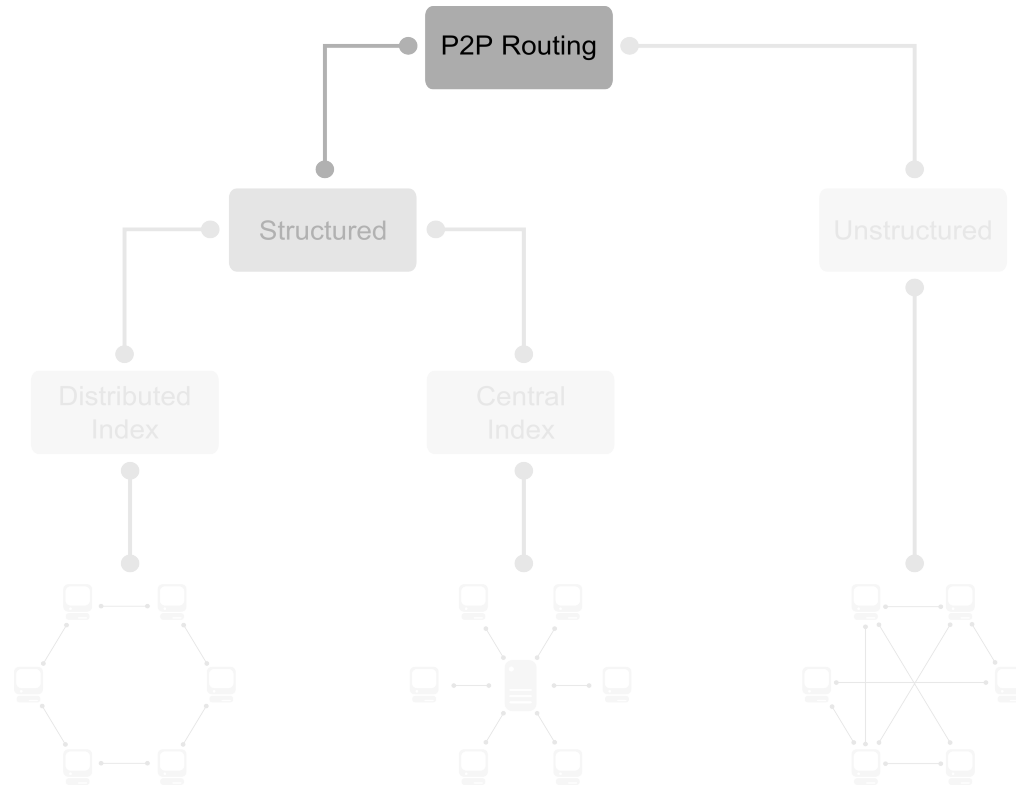
# Outline

- Summary
- Technical Content
  - Strengths
  - Weaknesses
- Thoughts and Recommendations
- Final Evaluation

# Background

- P2P systems facilitates content sharing
- No global knowledge over the network
- Routing is a major open problem in P2P networks

# Taxonomy of Solutions



# The Nature of Query

- Conjunction of keywords
- Forwarded until satisfied
- **Stop condition:** certain number of documents
- **Keywords:** subject topics e.g.

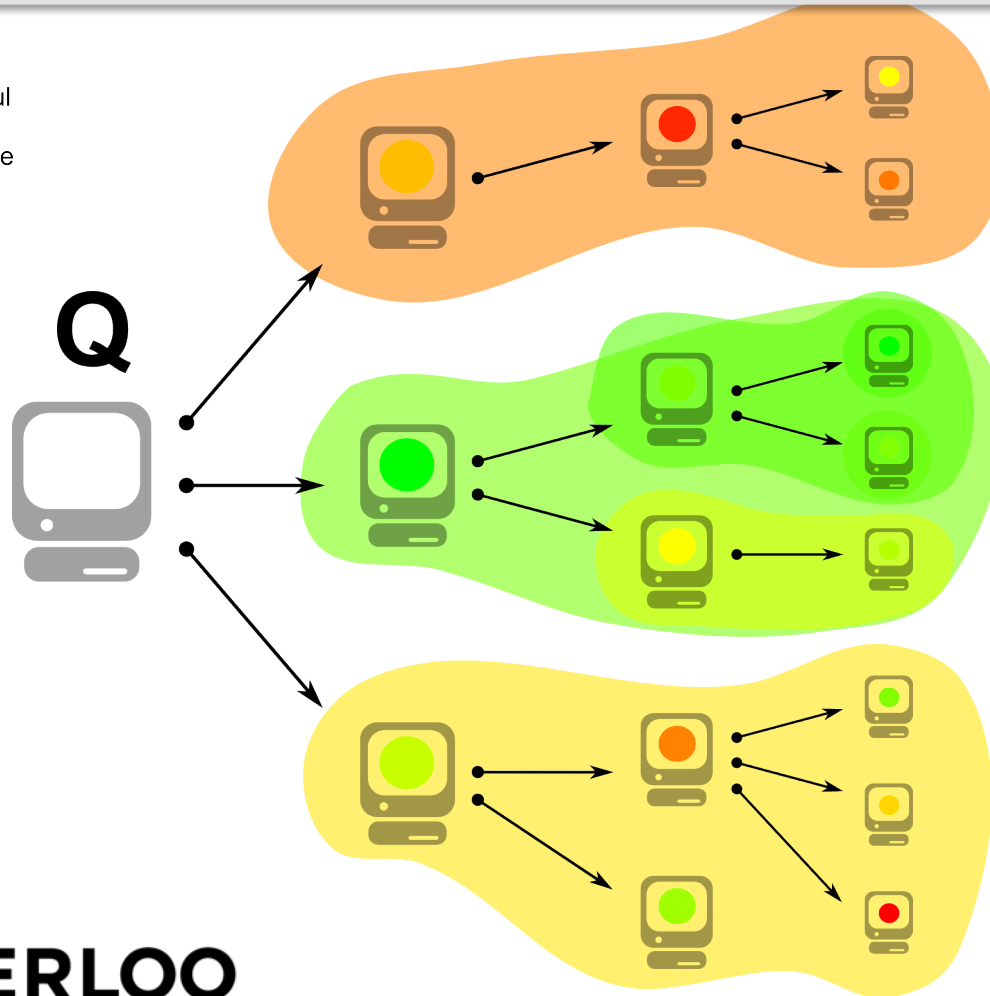
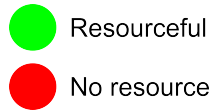
*“Find me 100 documents on **database** and **networks**”*

# General Idea

- Direction versus location
- Use hints to guide the query through the network
- Basis of routing:

**“Choose the neighbor that is more likely to yield better result”**

# General Idea Cont'

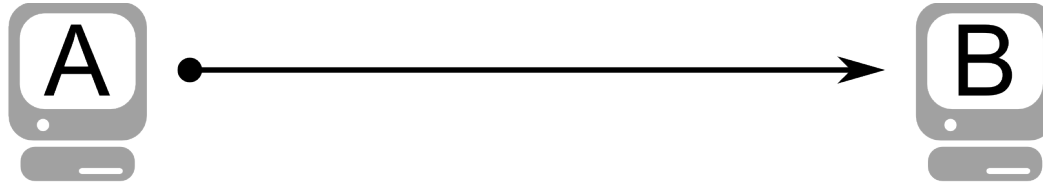


# Basic Model

- Compound Routing Indices (CRI):
  - Local indices
  - Routing indices
- Route table functionality
- Summarize RIs by coarsely categorizing topics:
  - Compresses RI table
  - Information loss due to summarization



# Basic Model Cont'



	#	DB	N	T	L	
A	130	23	42	85	0	-----> Local Index
⋮			⋮			
B	412	123	300	65	200	-----> Routing Index

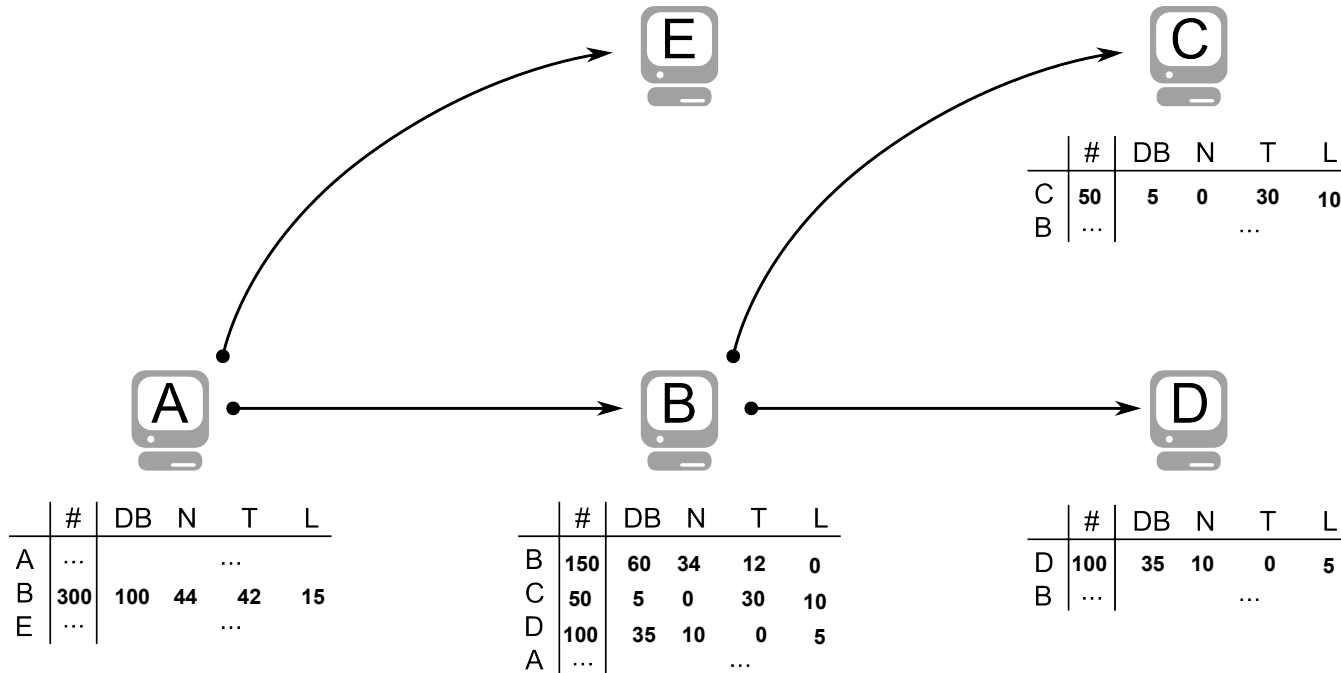
↓

Total number of documents

↓

Number of documents on topic T

# Basic Model Cont'



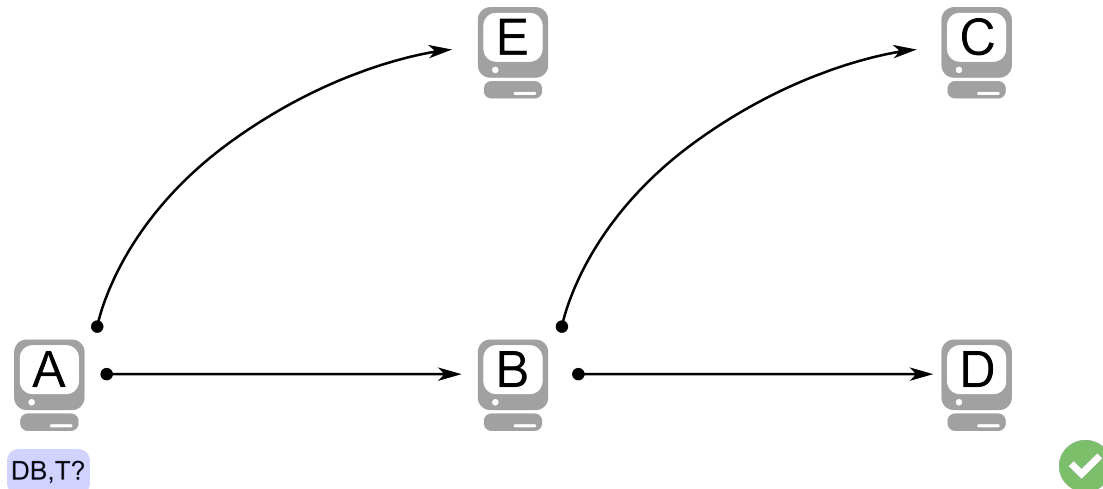
$$300 = 60 + 50 + 35 + 100$$

# Estimation Model

- Estimate the number of documents along the path as a measure of “goodness”
- Prioritize neighbors based on their estimated goodness
- GLOSS estimator:

$$NumOfDocs \times \prod_i \frac{CRI(s_i)}{NumOfDocs}$$

# Estimation Model Cont'

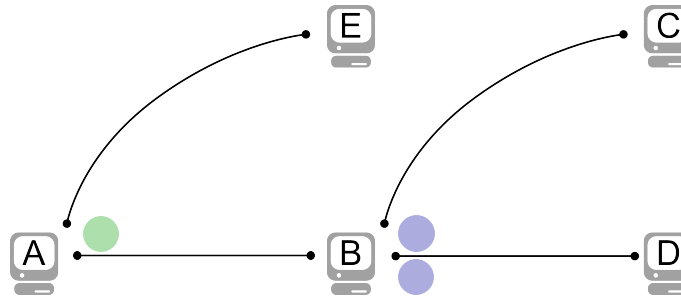


	#	DB	N	T	L
A	...			...	
B	500	500	04	20	16
D	200	56	00	08	520

$$G(b) = 500 \times \frac{5100}{5000} \times \frac{30}{50} \times \frac{24}{300} = 8$$

$$G(d) = 200 \times \frac{56}{200} \times \frac{28}{200} = 0$$

# Creation and Maintenance



A's table					
	#	DB	N	T	L
A	400	240	120	5	45
E	200	50	0	28	120
B	300	100	44	42	15

800 340 164 43 605 Update for E

B's table					
	#	DB	N	T	L
B	150	60	34	12	0
C	50	5	0	30	10
D	100	35	10	0	5
A	600	290	120	33	165

850 386 464 43 170 Update for C

800 355 154 75 175 Update for D

# Variations of the Design

- Compound Routing Indices
- Hop-count Routing Indices
- Exponentially Aggregated Routing Indices

# Hop-count RI

- Store aggregated RIs for a maximum of **m** hops. **m** is also called *horizon*
- New goodness: The hop that yield the most result with the least number of hops
- Assumptions:
  - Uniform distribution
  - Regular tree with constant fan-out
- Estimator:

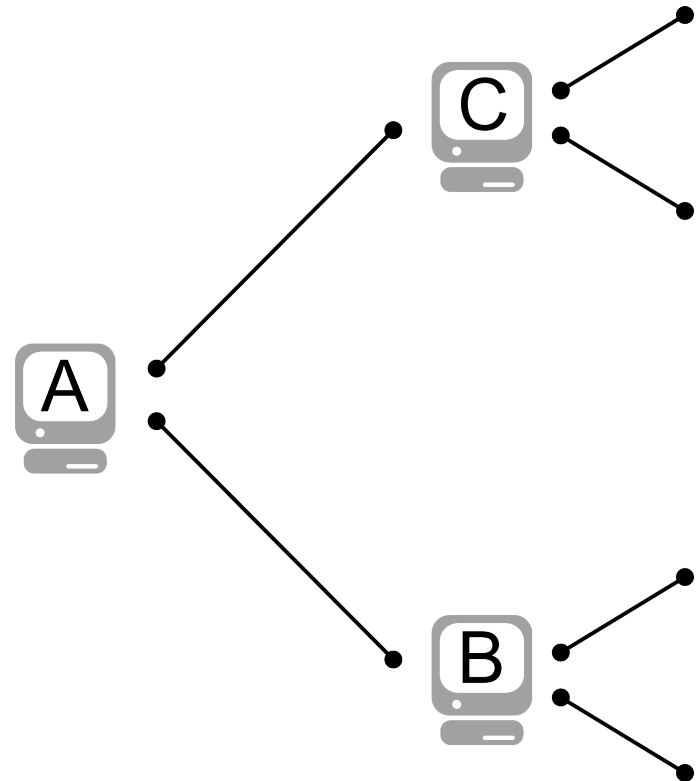
$$goodness_{hc}(Neighbor_i, Q) = \sum_{j=0..h} \frac{goodness(N_i[j], Q)}{F^j}$$

# Hop-count RI Cont'

	1 Hop					2 Hop				
	#	DB	N	T	L	#	DB	N	T	L
B	150	60	34	12	0	230	70	140	0	23
C	50	5	0	30	10	100	35	8	45	50

$$G(b) = \frac{[150 \times \frac{34}{150} \times \frac{12}{150}]}{1} + \frac{[230 \times \frac{140}{230} \times \frac{0}{230}]}{2} = 2.72$$

$$G(c) = \frac{[50 \times \frac{0}{50} \times \frac{30}{50}]}{1} + \frac{[35 \times \frac{8}{35} \times \frac{45}{35}]}{2} = 140$$



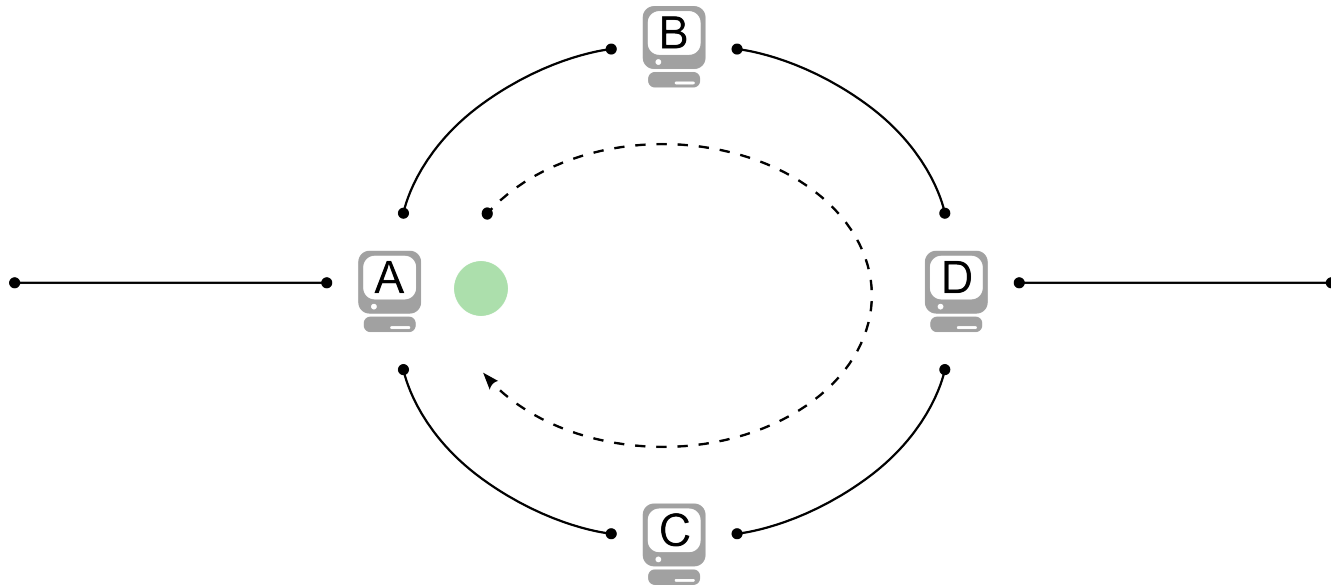


# Exponentially Aggregated RI

- Compresses HRI tables into one table
- Simply apply the regular-tree cost to HRI model
- Is not bounded by the *horizon*
- Effects of updates dissipates through out the path
- Trades storage for accuracy

# Cycles in the Network

Updates can loop indefinitely throughout the network



# Dealing With Cycles

- No solution
- Cycle avoidance solution
- Cycle detection and recovery solution

# No Solution?

*Simply no changes are made to any of the algorithms*

- **Pros:**  
Works for Hop-count and Exponential RI
- **Cons:**  
Can loop indefinitely for CRI

# Cycle Avoidance

*Do not allow update connections that results in cycles*

- **Pros:**  
Consistency is maintained since there are no loops
- **Cons:**  
Sub-optimal update model

# Cycle Detection & Recovery

*Include a message identifier in the update in order to detect cycles*

- **Pros:**  
Consistency of the system is maintained
- **Cons:**  
Race condition, ignores hop-count

# Strengths

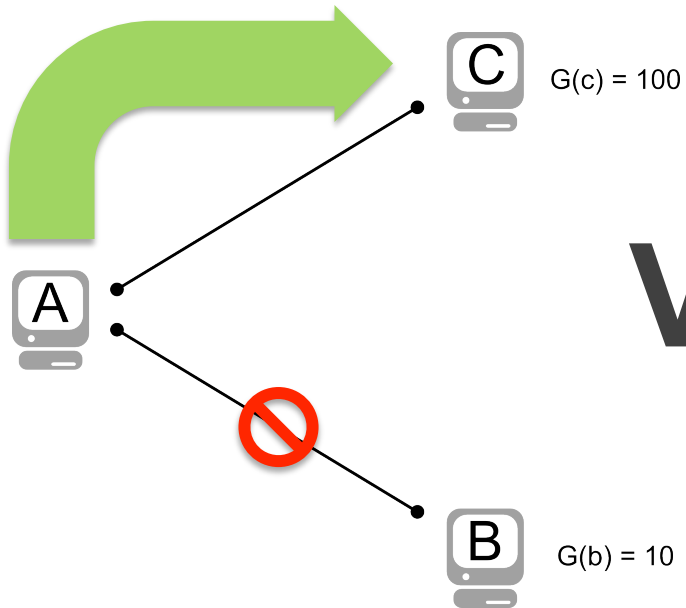
- **Major:** Great experiment setup and high gain
- **Minor:** High peer autonomy
- **Minor:** DV inspired update propagation

# Weaknesses

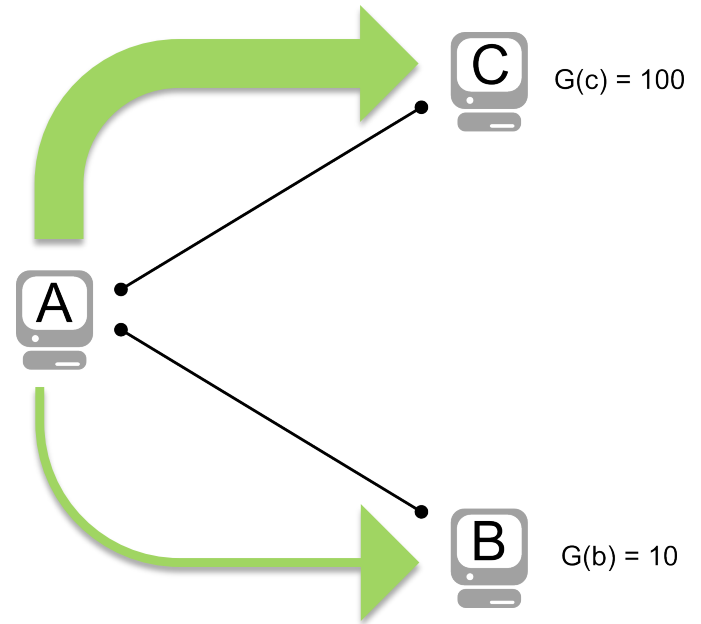
- **Major:** Starvation
- **Major:** keywords, compression and narrowed application domain
- **Major:** Race condition regarding cycle recovery solution



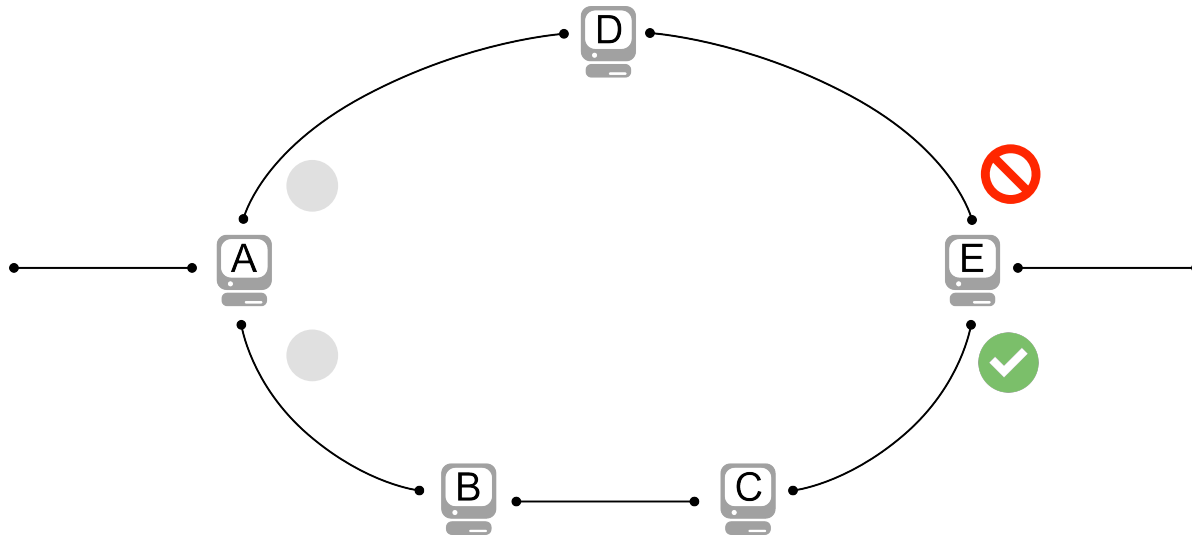
# Starvation



VS.



# Race Condition



# Future Extension

- Probabilistic Routing Model:  
Instead of blindly choosing the neighbor with the highest goodness, distribute query among paths based on the combination of goodness and query size.

# Final Evaluation

- Main issues:
  - Radical assumptions regarding certain design decisions
  - Narrowed application space

• Final score: **2.75**



# Questions?

# Thank You!

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