

# Contents

|                                                |           |
|------------------------------------------------|-----------|
| List of Figures                                | ix        |
| List of Tables                                 | xiii      |
| Preface                                        | xv        |
| <b>1 Introduction</b>                          | <b>1</b>  |
| 1.1 Overview                                   | 1         |
| 1.2 Road Map                                   | 4         |
| <b>2 P2P Applications</b>                      | <b>5</b>  |
| 2.1 Introduction                               | 5         |
| 2.2 Distributed Processing                     | 8         |
| 2.2.1 Internet Computing                       | 8         |
| 2.2.2 Wireless Sensor Networks                 | 9         |
| 2.3 File Sharing                               | 11        |
| 2.4 Voice over IP and Instant Messaging        | 14        |
| 2.5 Video Streaming                            | 17        |
| 2.6 Discussion                                 | 25        |
| 2.7 Case Study: PPLive                         | 27        |
| 2.8 Summary                                    | 27        |
| 2.9 Review Questions                           | 28        |
| <b>3 P2P Network Architectures</b>             | <b>29</b> |
| 3.1 Introduction                               | 29        |
| 3.2 Structured P2P Systems                     | 30        |
| 3.2.1 Chord                                    | 32        |
| 3.2.2 CAN (Content Addressable Network)        | 35        |
| 3.2.3 Other Structured Approaches              | 37        |
| 3.3 Unstructured (Mesh) P2P Systems            | 39        |
| 3.4 Hybrid P2P Systems                         | 41        |
| 3.5 Network Architecture with QoS Provisioning | 43        |
| 3.5.1 AAA Tasks                                | 47        |
| 3.5.2 Charging                                 | 47        |
| 3.5.3 Dynamic QoS                              | 47        |
| 3.5.4 Service Brokerage                        | 48        |

|          |                                                                                  |           |
|----------|----------------------------------------------------------------------------------|-----------|
| 3.5.5    | Discussion . . . . .                                                             | 48        |
| 3.6      | Video Streaming Network Architecture . . . . .                                   | 49        |
| 3.7      | Case Study: PPLive . . . . .                                                     | 51        |
| 3.8      | Summary . . . . .                                                                | 52        |
| 3.9      | Review Questions . . . . .                                                       | 53        |
| <b>4</b> | <b>Topology Control . . . . .</b>                                                | <b>55</b> |
| 4.1      | Introduction . . . . .                                                           | 55        |
| 4.2      | A General Framework for Distributed Topology Control . . . . .                   | 58        |
| 4.3      | Structured Topology Control . . . . .                                            | 59        |
| 4.4      | Unstructured Topology Control . . . . .                                          | 63        |
| 4.5      | Network-Coding-Based Distributed Topology Control . . . . .                      | 69        |
| 4.6      | Energy Efficient Distributed Topology Control in a Wireless P2P System . . . . . | 70        |
| 4.7      | Case Study: PPLive . . . . .                                                     | 72        |
| 4.8      | Summary . . . . .                                                                | 72        |
| 4.9      | Review Questions . . . . .                                                       | 73        |
| <b>5</b> | <b>Incentives . . . . .</b>                                                      | <b>75</b> |
| 5.1      | Introduction . . . . .                                                           | 75        |
| 5.2      | Incentive Issues in P2P Systems on the Internet . . . . .                        | 78        |
| 5.2.1    | File Sharing Systems . . . . .                                                   | 78        |
| 5.2.1.1  | BitTorrent . . . . .                                                             | 79        |
| 5.2.1.2  | Hierarchical P2P Systems . . . . .                                               | 80        |
| 5.2.1.3  | Payment-Based Systems . . . . .                                                  | 80        |
| 5.2.1.4  | Cost of Sharing . . . . .                                                        | 82        |
| 5.2.1.5  | Reciprocity and Reputation-Based Systems . . . . .                               | 84        |
| 5.2.1.6  | Penalty-Based Approaches . . . . .                                               | 86        |
| 5.2.1.7  | Game Theoretic Modeling . . . . .                                                | 87        |
| 5.2.1.8  | Auction-Based Approaches . . . . .                                               | 91        |
| 5.2.1.9  | Exchange-Based Systems . . . . .                                                 | 93        |
| 5.2.2    | Media Streaming Systems . . . . .                                                | 95        |
| 5.2.2.1  | Layered Many-to-One Streaming . . . . .                                          | 95        |
| 5.2.2.2  | Multicast One-to-Many Streaming . . . . .                                        | 99        |
| 5.2.2.3  | Coalition-Based Media Streaming . . . . .                                        | 105       |
| 5.3      | Incentive Issues in Wireless P2P Systems . . . . .                               | 110       |
| 5.3.1    | Routing and Data Forwarding . . . . .                                            | 110       |
| 5.3.2    | Wireless Information Sharing Systems . . . . .                                   | 112       |
| 5.3.3    | Network Access Sharing . . . . .                                                 | 115       |
| 5.3.4    | Wireless P2P Media Streaming . . . . .                                           | 117       |
| 5.3.4.1  | System Model . . . . .                                                           | 117       |
| 5.3.4.2  | Two Neighboring Clients . . . . .                                                | 121       |
| 5.3.4.3  | Three Neighboring Clients . . . . .                                              | 123       |
| 5.3.4.4  | The General Scenario . . . . .                                                   | 125       |
| 5.4      | Discussion . . . . .                                                             | 126       |

|          |                                                           |            |
|----------|-----------------------------------------------------------|------------|
| 5.5      | Case Study: PPLive . . . . .                              | 127        |
| 5.6      | Summary . . . . .                                         | 128        |
| 5.7      | Review Questions . . . . .                                | 128        |
| <b>6</b> | <b>Trust . . . . .</b>                                    | <b>129</b> |
| 6.1      | Introduction . . . . .                                    | 129        |
| 6.1.1    | Trust Modeling . . . . .                                  | 129        |
| 6.2      | EigenTrust . . . . .                                      | 132        |
| 6.3      | PeerTrust . . . . .                                       | 135        |
| 6.4      | Trust- $\chi$ . . . . .                                   | 137        |
| 6.5      | FuzzyTrust . . . . .                                      | 139        |
| 6.6      | Game Theoretic Analysis on Trust Management . . . . .     | 144        |
| 6.7      | SuperTrust . . . . .                                      | 146        |
| 6.8      | PowerTrust . . . . .                                      | 148        |
| 6.9      | GossipTrust . . . . .                                     | 149        |
| 6.10     | Trust Establishment in Wireless Sensor Networks . . . . . | 150        |
| 6.10.1   | Symmetric Key-Based Approaches . . . . .                  | 150        |
| 6.10.1.1 | Deterministic Key Pre-Distribution Schemes . . . . .      | 150        |
| 6.10.1.2 | Probabilistic Key Pre-Distribution Schemes . . . . .      | 151        |
| 6.10.2   | Asymmetric Key-Based Approaches . . . . .                 | 153        |
| 6.11     | Case Study: PPLive . . . . .                              | 155        |
| 6.12     | Summary . . . . .                                         | 155        |
| 6.13     | Review Questions . . . . .                                | 156        |
| <b>7</b> | <b>Security Issues . . . . .</b>                          | <b>159</b> |
| 7.1      | Overview . . . . .                                        | 159        |
| 7.2      | Content Pollution . . . . .                               | 159        |
| 7.3      | Buffer Map Cheating . . . . .                             | 163        |
| 7.4      | Sybil Attacks . . . . .                                   | 164        |
| 7.5      | DDoS Attacks . . . . .                                    | 166        |
| 7.6      | P2P Worm Propagation . . . . .                            | 167        |
| 7.7      | P2P SIP . . . . .                                         | 168        |
| 7.8      | Collusive Piracy . . . . .                                | 168        |
| 7.9      | Case Study: PPLive . . . . .                              | 169        |
| 7.10     | Summary . . . . .                                         | 169        |
| 7.11     | Review Questions . . . . .                                | 170        |
| <b>8</b> | <b>Conclusions . . . . .</b>                              | <b>171</b> |
| 8.1      | Where Are We Now? . . . . .                               | 171        |
| 8.2      | Peer into the Future . . . . .                            | 172        |
|          | <b>Bibliography . . . . .</b>                             | <b>175</b> |
|          | <b>Index . . . . .</b>                                    | <b>197</b> |