

# Lab Class Protocol-Design

## P2P-Overlay, Part II

### P2P-Protokol, Version 0.1

- New message concepts:
  - Originator spec.: FROM
  - Destination spec.: FOR
  - Message-IDs: MESSAGE-ID
  - Message reach: TTL
  - Matching of replies with responses: KEY
- Order of fields is predefined!  
(see Assignment 5)

### P2P-Protokol, Version 0.1

- Peer Search (2):
  - New message type:  
PING FROM viper:2000 MESSAGE-ID 1 TTL 3 P2P/0.1
  - Contains originator spec: FROM VIPER:2000
    - needed to send replies
    - used for duplicate message detection
  - Message ID: MESSAGE-ID 1
    - used for duplicate message detection
    - (Node-ID, Message ID) globally unique!

### P2P-Protokol, Version 0.1

- Extending the P2P Node Software by Adding 'Standard' Features:
  - Peer Search / Overlay Mapping
  - Information Lookup
  - (Information Transfer)

### P2P-Protokol, Version 0.1

- Peer Search (1):
  - Node only knows neighbours
  - Want to know more about other nodes (peers)
  - Send information request (ping) into network
  - Collect responses (pongs)
  - But: might result in *huge* number of replies!

### P2P-Protokol, Version 0.1

- Peer Search (3):
  - PING FROM viper:2000 MESSAGE-ID 1 TTL 3 P2P/0.1
  - Time-to-Live Counter: TTL 3
    - limits message reach...
    - ... and thus overlay network load

## P2P-Protokol, Version 0.1

- Peer Search (5):
- Reply message:  
P2P/0.1 PONG FOR viper:2000 FROM boa:2000 MESSAGE-ID 24 TTL 3
  - Contains destination node ID:  
FOR VIPER:2000
  - Contains new message ID!!
  - Reply message with both originator and destination:  
*first* destination spec (FOR),  
*then* originator spec (FROM)!

## P2P-Protokol, Version 0.1

- Information Lookup (2)
  - New message type:  
SEARCH FROM viper:2000 KEY readme.txt MESSAGE-ID 2  
TTL 3 P2P/0.1
  - Contains sender spec, message ID, TTL
  - Contains search term spec: KEY readme.txt

## P2P-Protokol, Version 0.1

- Downloading Information (1):
  - Need to know where to find information (SEARCH/FOUND)
  - Request with explicit destination!

## P2P-Protokol, Version 0.1

- Information Lookup (1):
  - 'Information' usually means file names :-)
  - Can have multiple simultaneous lookup requests in progress:  
-> what reply belongs to what request?
  - Again potentially many replies.

## P2P-Protokol, Version 0.1

- Information Lookup (3)
  - New reply message type:  
P2P/0.1 FOUND FOR viper:2000 FROM boa:2000 MESSAGE ID 10  
TTL 3 KEY readme.txt
  - Reply message, so first destination (FOR),  
then originator (FROM)
  - New message ID!
  - Contains search term (KEY) to enable  
matching of requests to replies.

## P2P-Protokol, Version 0.1

- Downloading Information (2):
  - New message type:  
GET FROM viper:2000 FOR boa:2000 KEY  
readme.txt MESSAGE-ID 101 TTL 3 P2P/0.1
  - Request message, so
    - first originator (FROM)
    - then destination (FOR)
  - Note: opposite order of orig. and dest.!

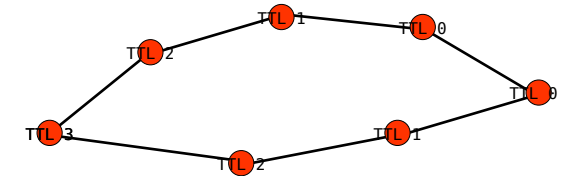
## P2P-Protokol, Version 0.1

- Downloading Information (3):
  - Protocol not **yet** powerful enough for information transfer
  - Respond with error message:  
 P2P/0.1 510 NOT IMPLEMENTED FOR viper:2000 FROM  
 boa:2000 MESSAGE-ID 13 TTL 3 KEY readme.txt

## P2P-Protokol, Version 0.1

- Newly generated (non-handshake) messages:
  - request: broadcast
  - reply: send only to neighbour from which the request has been received
- Forwarding:
  - ignore duplicate messages
  - flood with regard to TTL

## P2P-Protokol, Version 0.1 TTL Handling

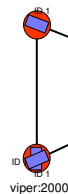


## P2P-Protokol, Version 0.1

- Uploading Information (1):
  - Works like downloading:  
 PUT FROM viper:2000 FOR boa:2000 KEY readme.txt  
 SIZE 1024 MESSAGE-ID 19 TTL 3
  - New field to warn receiver about size:  
 SIZE 1024
  - For now, reply with same error message as for downloading (510 NOT IMPLEMENTED)

## P2P-Protokol, Version 0.1 Duplicate Message Detection

- With flooding, message may arrive multiple times
  - React to message once only!
  - Need to recognize duplicates
  - Use tuple (Node-ID, Message-ID)
  - For each originator node:
    - store message IDs already seen as ordered list
    - check new messages against list
    - generate Message IDs using counter



## P2P-Protokol, Version 0.1 TTL Handling

- Node generates message
  - send new message: ...TTL 3...
  - receive, decrement (TTL now 2)
  - process message
  - check TTL > 0
    - Yes: flood as ...TTL 2...
    - No: discard
- Decrement TTL *after* receiving, *before* checking!
- Forwarding changes Message-ID!!!



## Additional Commands

- Reading short commands from keyboard:
  - ping
  - search legal.mp3
  - get legal.mp3 viper:2100
  - put legal.mp3 boa:2200