Bubble Grouping for Peer-to-Peer Search

Work-in-Progress

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P2P File-sharing Applications/Systems Overview

- Napster centralized search w/ true p2p file download
- Gnutella totally decentralized system
- Chord generic *key–value* lookup system

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Objectives

- Completely decentralized and scalable system
- Support millions of hosts/nodes
- Support extremely dynamic behaviour of nodes
- Support for very popular keywords (ex: *mp3*)

File Searching Model

To enhance the search capability:

- each file is related to a set of keywords
- a globally distributed index is used

The index stores two kinds of $key \hookrightarrow value$ pairs:

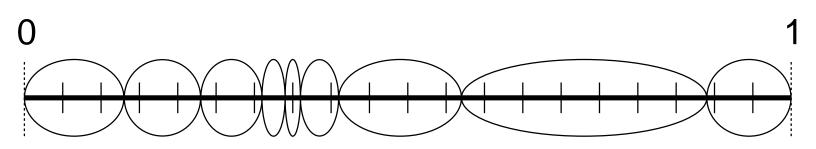
•
$$keyword \hookrightarrow file hash_{set}$$

•
$$file hash \hookrightarrow file location_{set}$$

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System Structure

- Nodes are grouped into bubbles
- Bubbles contain exclusive parts of the index
- Each index part contains a set of keys and related values



Internal Bubble Structure

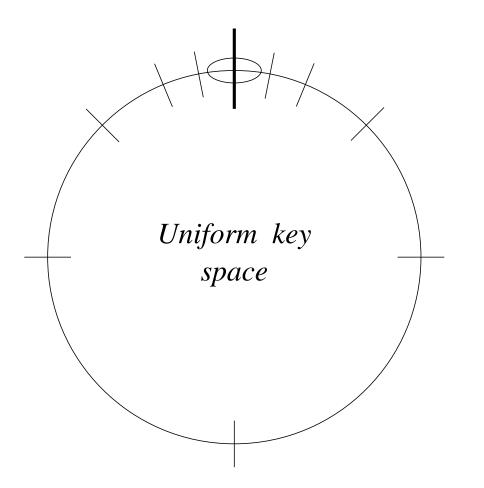
- All nodes on the same bubble know about each other
- Each bubble knows it's neighbour bubbles and corresponding nodes
- Bubble data is replicated on all bubble nodes
- Bubble node count ranges between k and 2k
 k: min hosts required for fault tolerance

Routing Algorithm

How to find the bubble for a given key?

- \Rightarrow Chord algorithm was adapted for efficiency
 - Bubbles have routing table with $O(\log N)$ entries
 - ightarrow lower key distance bubbles have more entries
 - ightarrow higher key distance bubbles have less entries
 - At most $O(\log N)$ steps are required for any keyword

Routing Algorithm



System Operations

- User Oriented: insert and query
- Node Management: add and *leave*
- Bubble Management: split and join

General Behaviour

• Node arrival

forwarded to closest small bubble

- Keyword insertion
- Bubble regrouping through dynamic management operations when thresholds are reached
- Temporal Hot-spots

Current Status

Work in progress on:

- System specification/description
- Simulation (static and dynamic)
- Problem of content indexing