



# Peer-to-Peer Networks

## 07 Degree Optimal Networks

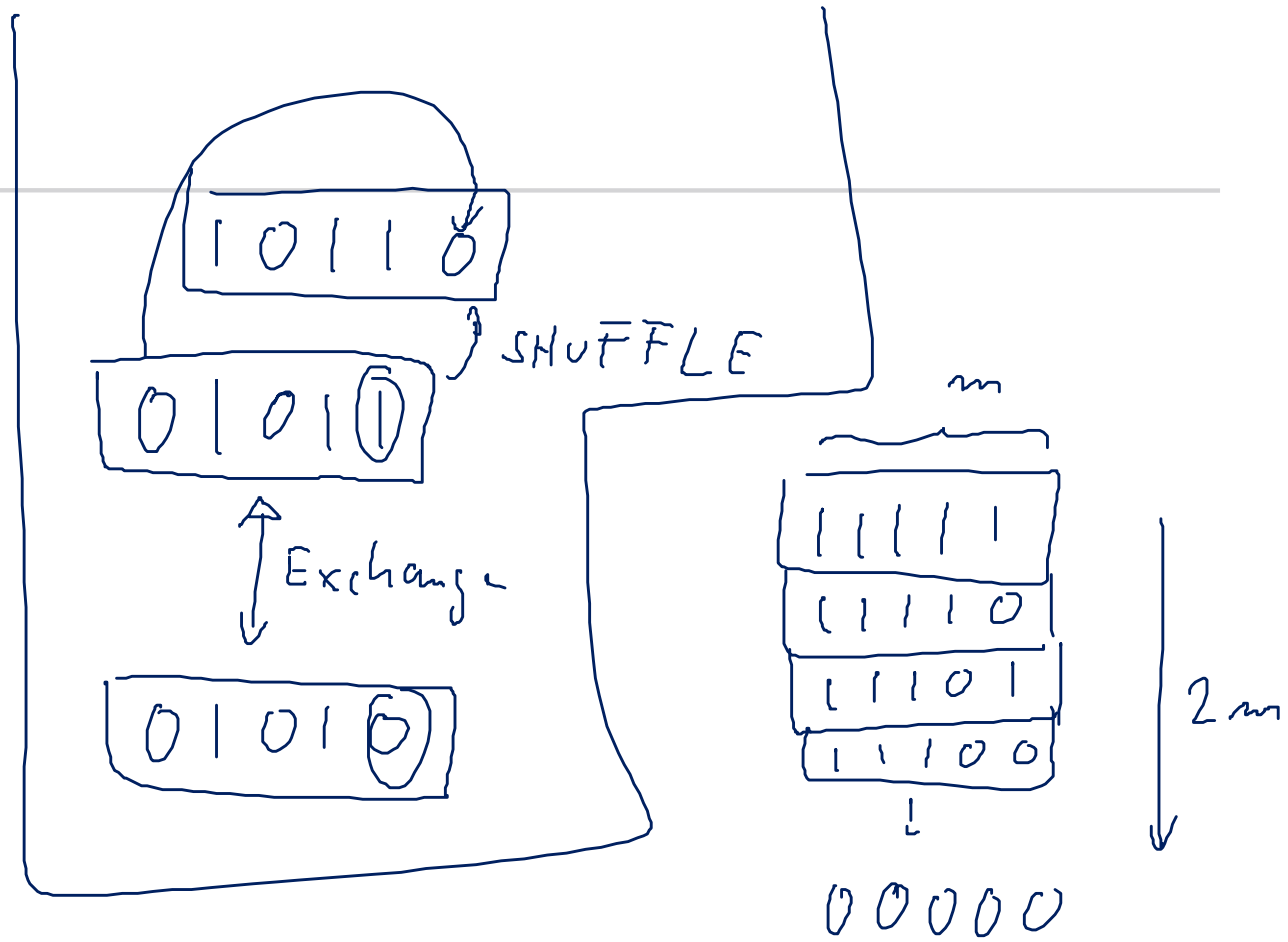
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University of Freiburg

# Degree Optimal Networks

*Dutch*  
↙  
Koorde

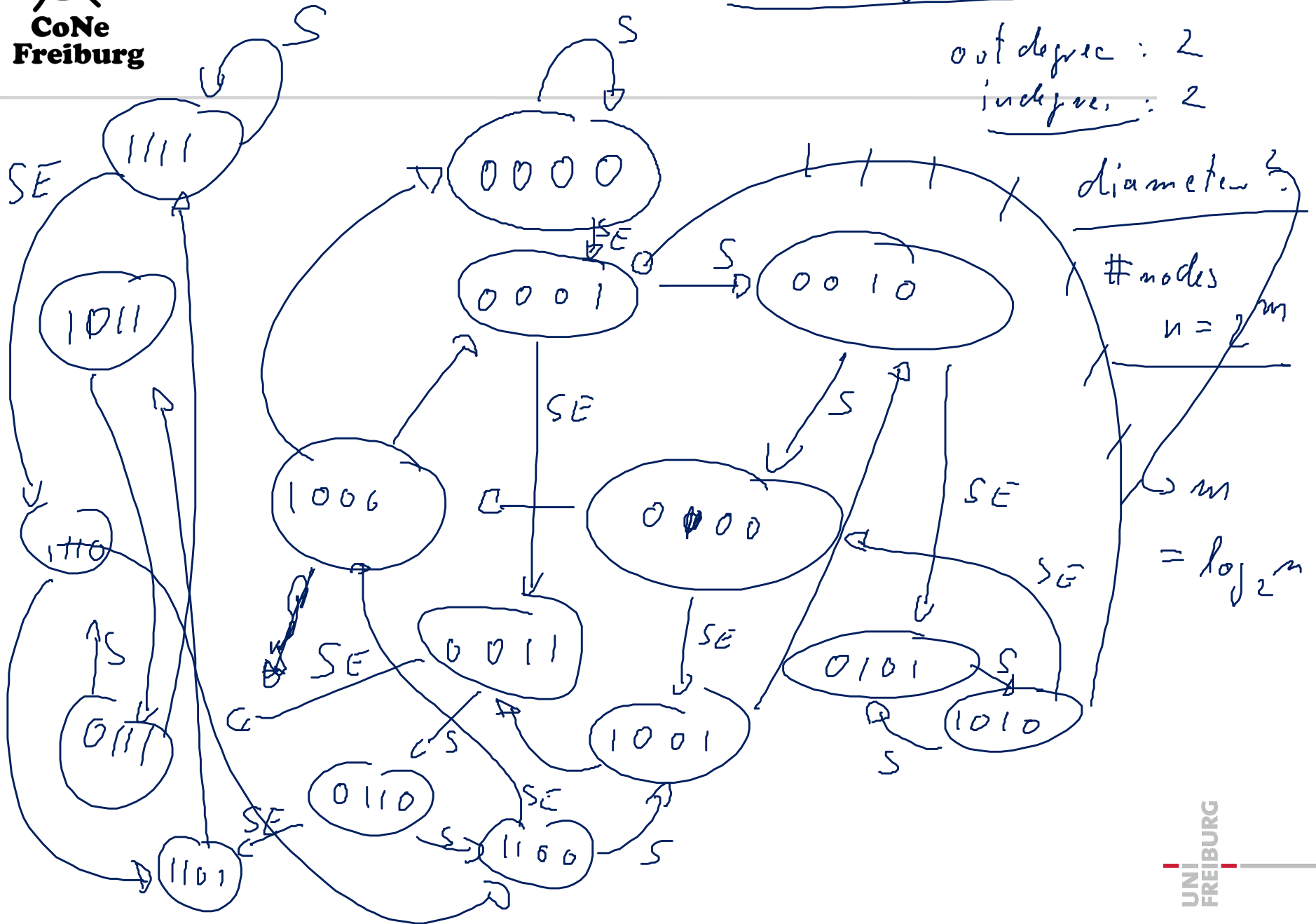
M. Frans Kaashoek and David R.  
Karger 2003

↳ Chord



# De Bruijn Graph

out degree : 2  
 in degree : 2



# Shuffle, Exchange, Shuffle-Exchange

$s_i \in \{0, 1\}$

- Consider binary string  $s$  of length  $m$

- shuffle operation:

- $$\text{shuffle}(s_1, s_2, s_3, \dots, s_m) = (s_2, s_3, \dots, s_m, s_1)$$

- exchange:

- $$\text{exchange}(s_1, s_2, s_3, \dots, s_m) = (s_1, s_2, s_3, \dots, \neg s_m)$$

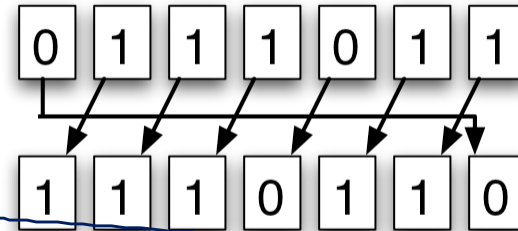
- shuffle exchange:

- $$\text{SE}(S) = \text{exchange}(\text{shuffle}(S)) = (s_2, s_3, \dots, s_m, \neg s_1)$$

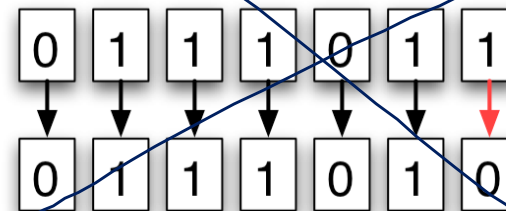
- Observation:

Every string  $a$  can be transformed into a string  $b$  by at most  $m$  shuffle and shuffle-exchange operations

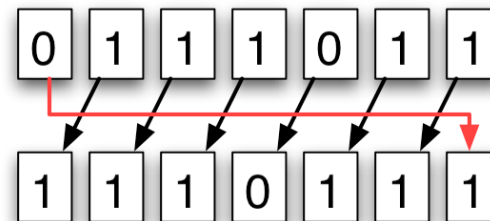
## Shuffle



## Exchange



## Shuffle-Exchange



# Magic Trick

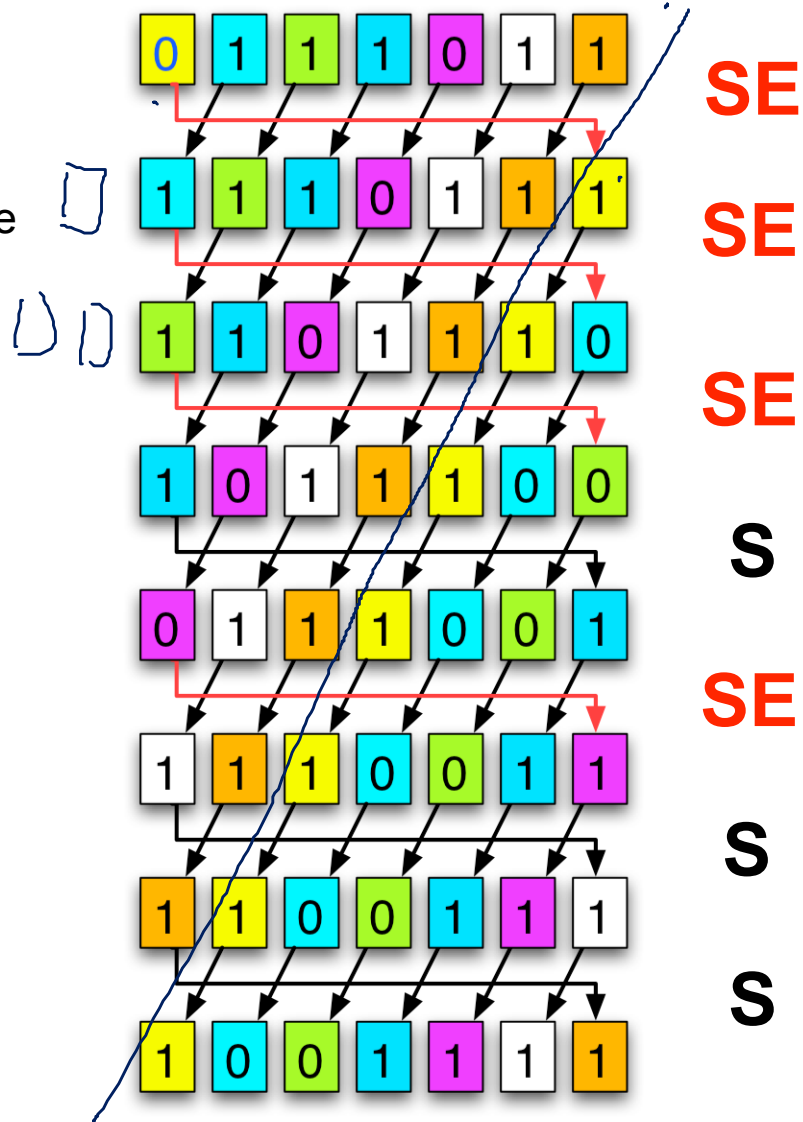
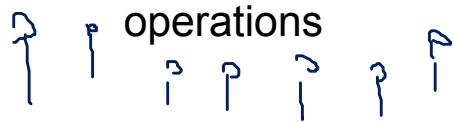
- Observation

Every string  $a$  can be transformed into a string  $b$  by at most  $m$  shuffle and shuffle exchange operations Beispiel:

From  
to  
via

0	1	1	1	0	1	1
1	0	0	1	1	1	1

SE SE SE S SE S S



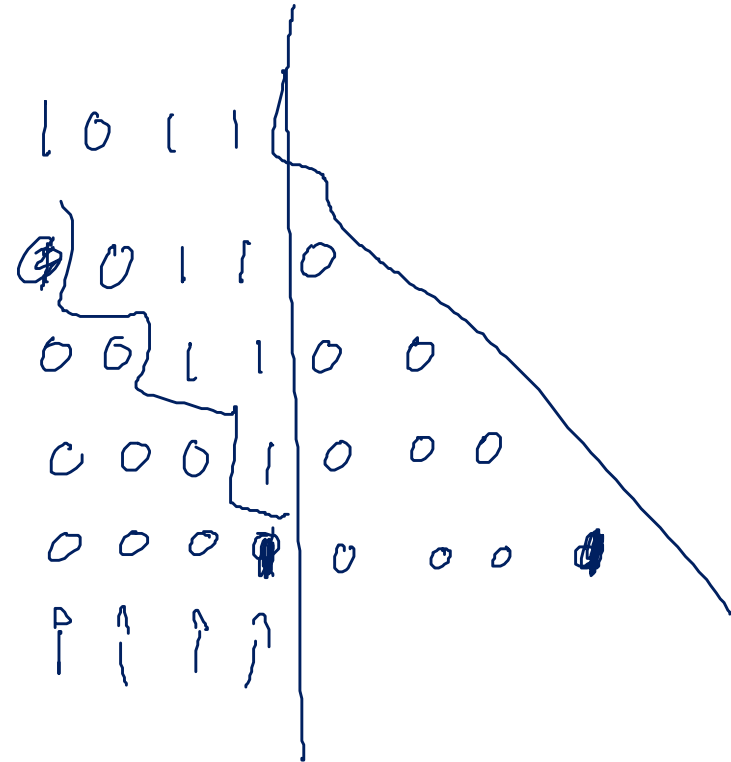
$$\begin{array}{r}
 \cancel{111} \quad 1011 \\
 \quad \quad 0001 \\
 \hline
 \textcircled{1} \quad 1010 \\
 \quad \quad \boxed{SE} \text{ s } \boxed{SE} \text{ s}
 \end{array}$$

st. 000110000

ta. 001100000

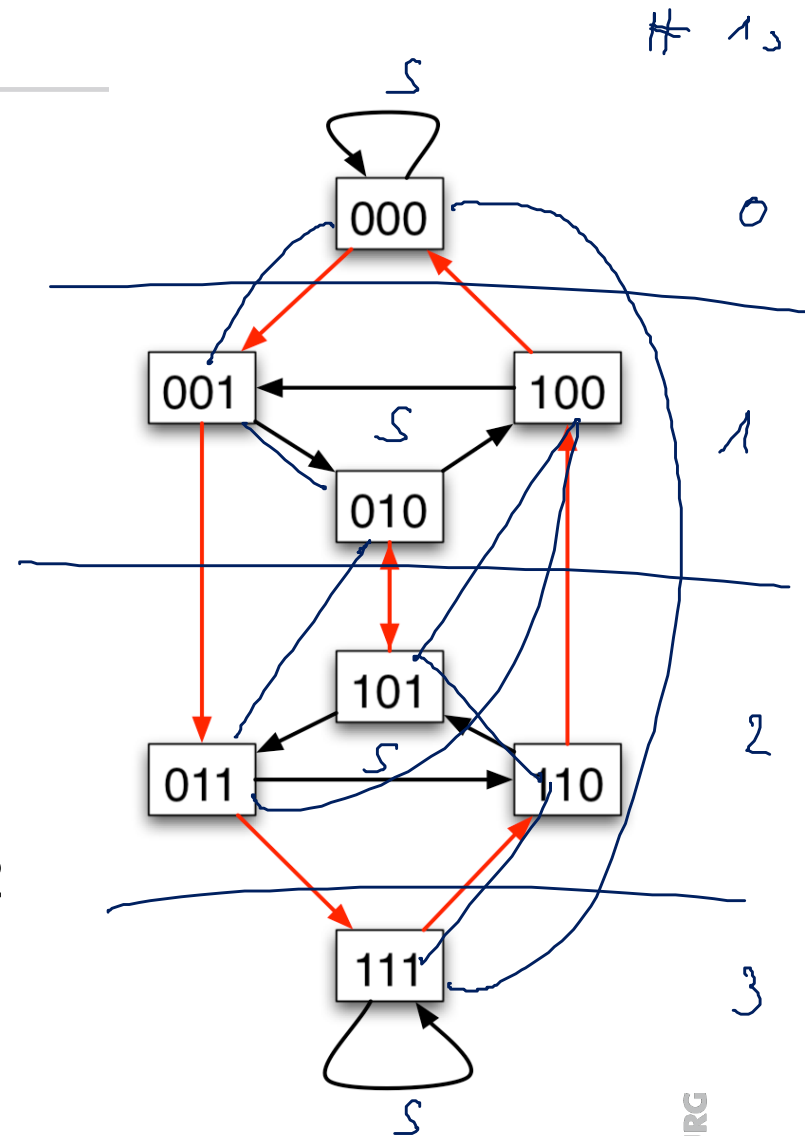
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s s  $\boxed{SE}$   $\boxed{SE}$  s s s s



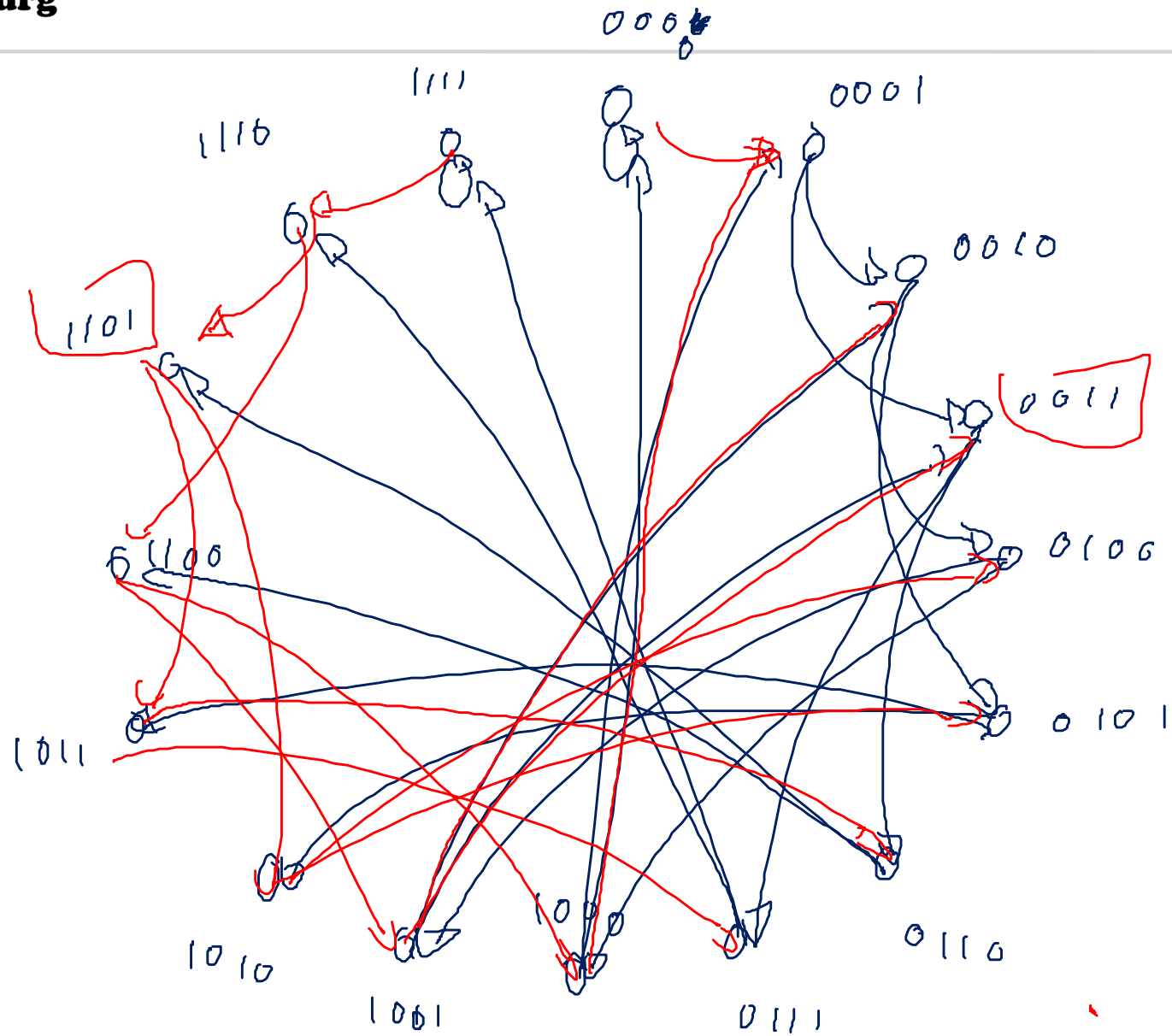
# The De Bruijn Graph

- A De Bruijn graph consists of  $n=2^m$  nodes,
  - each representing an  $m$  digit binary strings
- Every node has two outgoing edges
  - $(u, \text{shuffle}(u))$
  - $(u, \text{SE}(u))$
- Lemma
  - The De Bruijn graph has degree 2 and diameter  $\log n$
- Koorde = Ring + DeBruijn-Graph



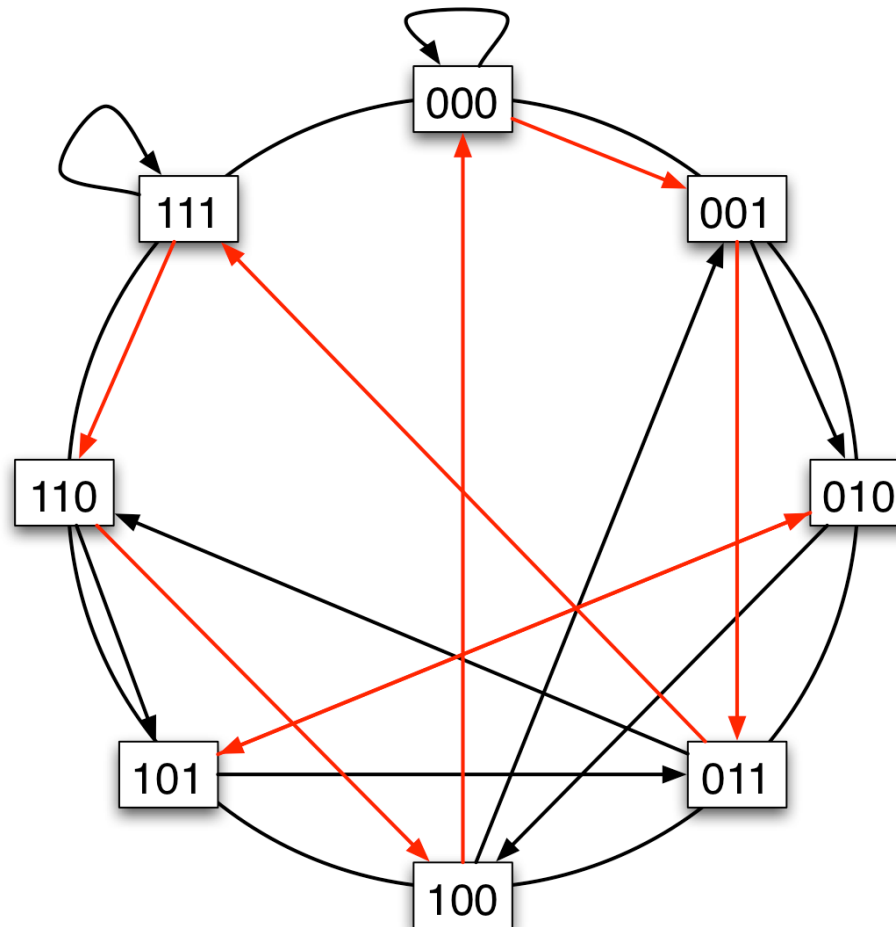


# Woerde



# Koorde = Ring + DeBruijn-Graph

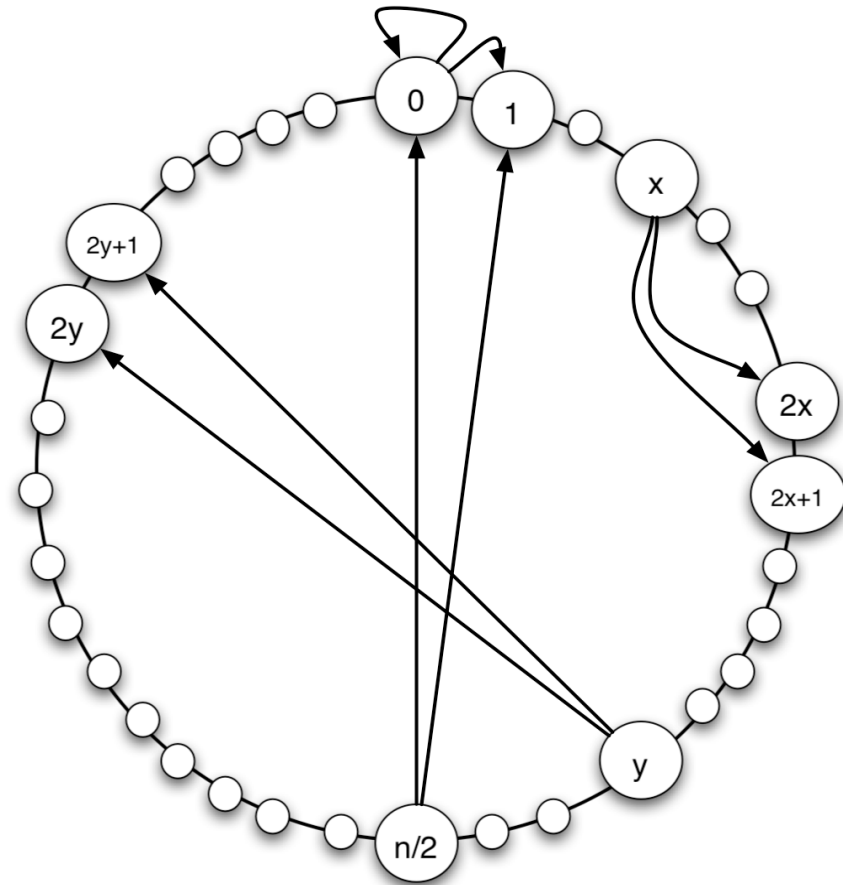
- Consider ring with  $2^m$  nodes and De Bruijn edges



# Koorde = Ring + DeBruijn-Graph

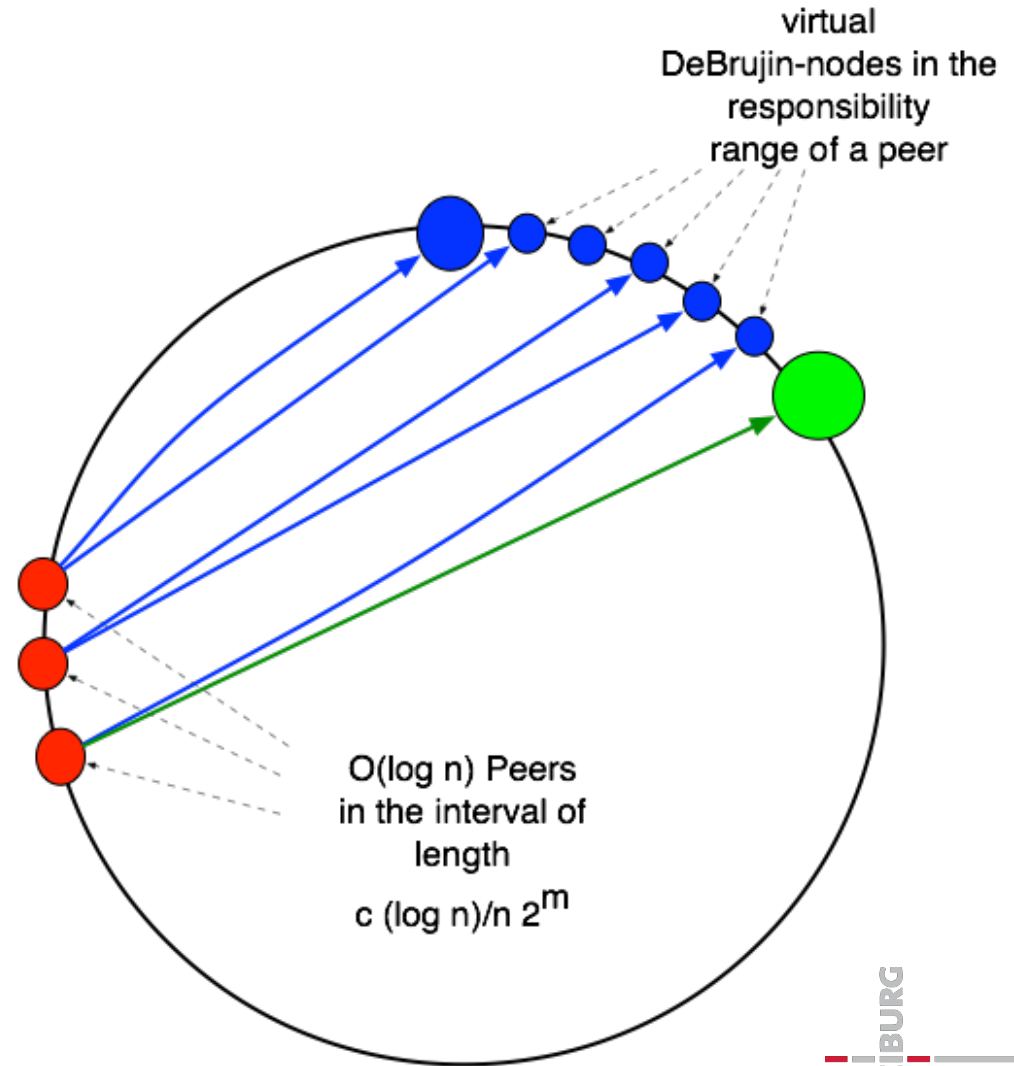
## ■ Note

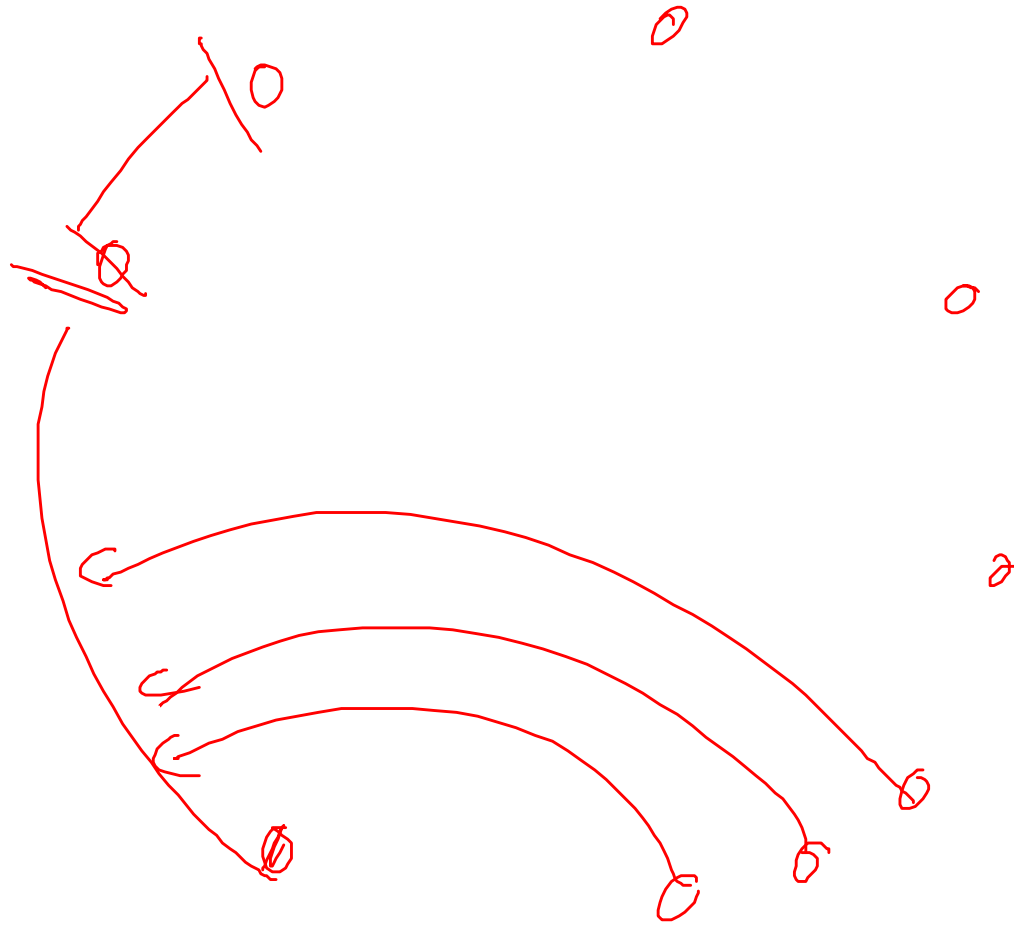
- $\text{shuffle}(s_1, s_2, \dots, s_m) = (s_2, \dots, s_m, s_1)$ 
  - $\text{shuffle}(x) = (x \text{ div } 2^{m-1}) + (2x) \bmod 2^m$
- $\text{SE}(S) = (s_2, s_3, \dots, s_m, \neg s_1)$ 
  - $\text{SE}(x) = 1 - (x \text{ div } 2^{m-1}) + (2x) \bmod 2^m$
- Hence: Then neighbors of  $x$  are
  - $2x \bmod 2^m$  and
  - $2x+1 \bmod 2^m$



# Virtual DeBruijn Nodes

- To avoid collisions we choose
  - $m > (2+c) \log(n)$
- Then the probability of two peers colliding is at most  $n^{-c}$
- But then we have much more nodes in the graph than peers in the network
- Solution
  - Every peer manages all DeBruijn nodes between his position and his successor on the ring
  - only for incoming edges
  - outgoing edges are considered only from the peer's position on the ring





# Properties of Koorde

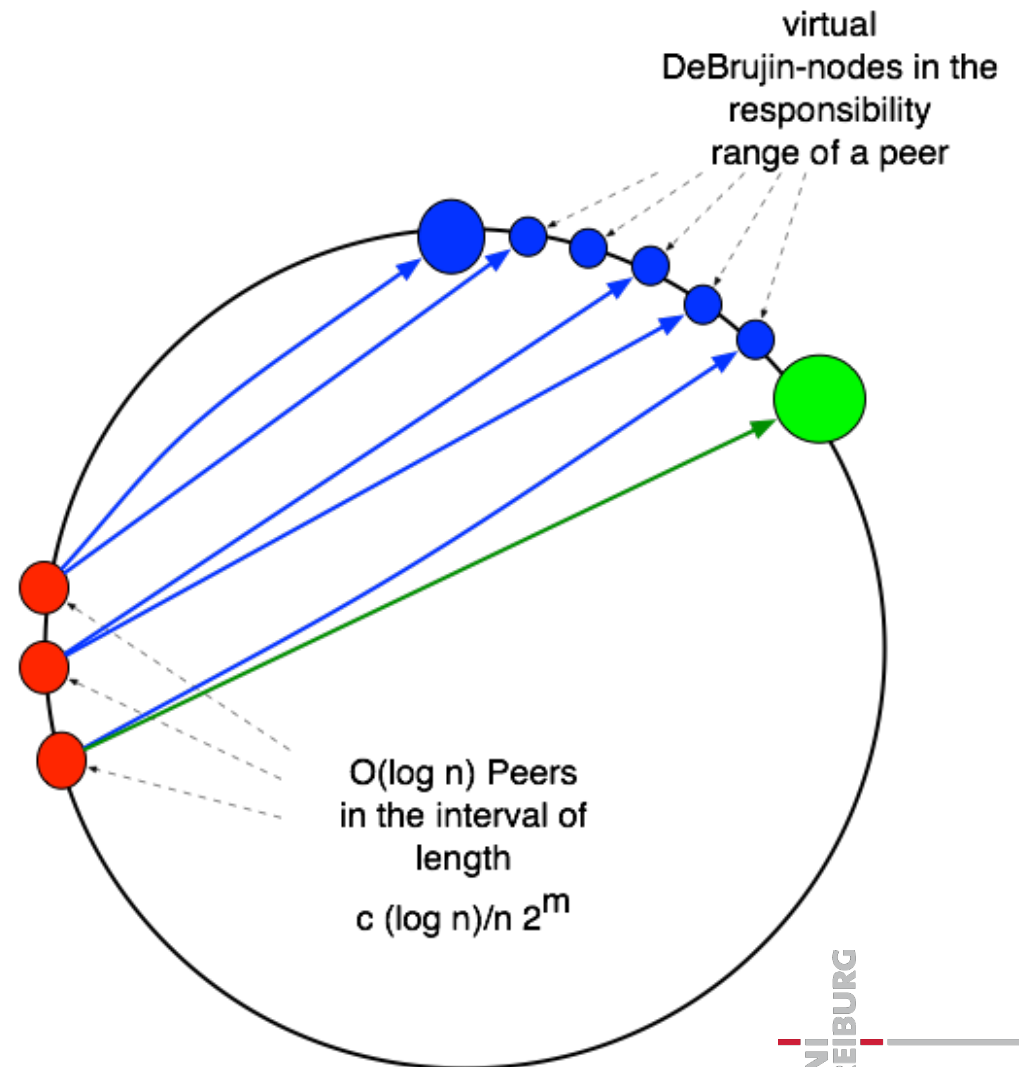
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- Theorem
  - Every node has four pointers
  - Every node has at most  $O(\log n)$  incoming pointers w.h.p.
  - The diameter is  $O(\log n)$  w.h.p.
  - Lookup can be performed in time  $O(\log n)$  w.h.p.
- But:
  - Connectivity of the network is very low.



# Properties of Koorde

- Theorem
  - 1. Every node has four pointers
  - 2. Every node has at most  $O(\log n)$  incoming pointers w.h.p.
- Proof:
  - 1. follows from the definition of the De Bruijn graph and the observation that only non-virtual nodes have outgoing edges
  - 2. The distance between two peers is at most  $c (\log n)/n 2^m$  with high probability
  - The number of nodes pointing to this distance is therefore at most  $c (\log n)$  with high probability





- Theorem
  - The diameter is  $O(\log n)$  w.h.p.
  - Lookup can be performed in time  $O(\log n)$  w.h.p.
- Proof sketch:
  - The minimal distance of two peers is at least  $n^{-c} 2^m$  w.h.p.
  - Therefore use only the  $c \log n$  most significant bits in the routing
    - since the prefix guarantees that one ends in the responsibility area of a peer
  - Follow the routing algorithm on the De Bruijn-graph until one ends in the responsibility area of a peer

0 0 0 1 0

~~0~~ 0 0 1 0 6

0 0 1 0 1

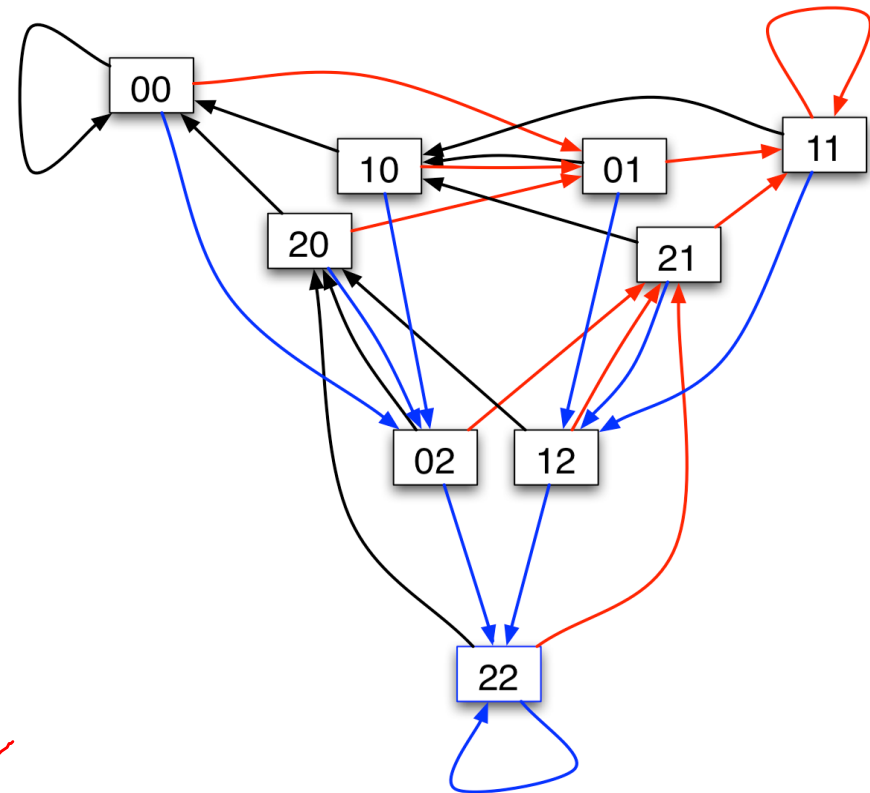
6 0 1 0 2

0 0 1 0 3

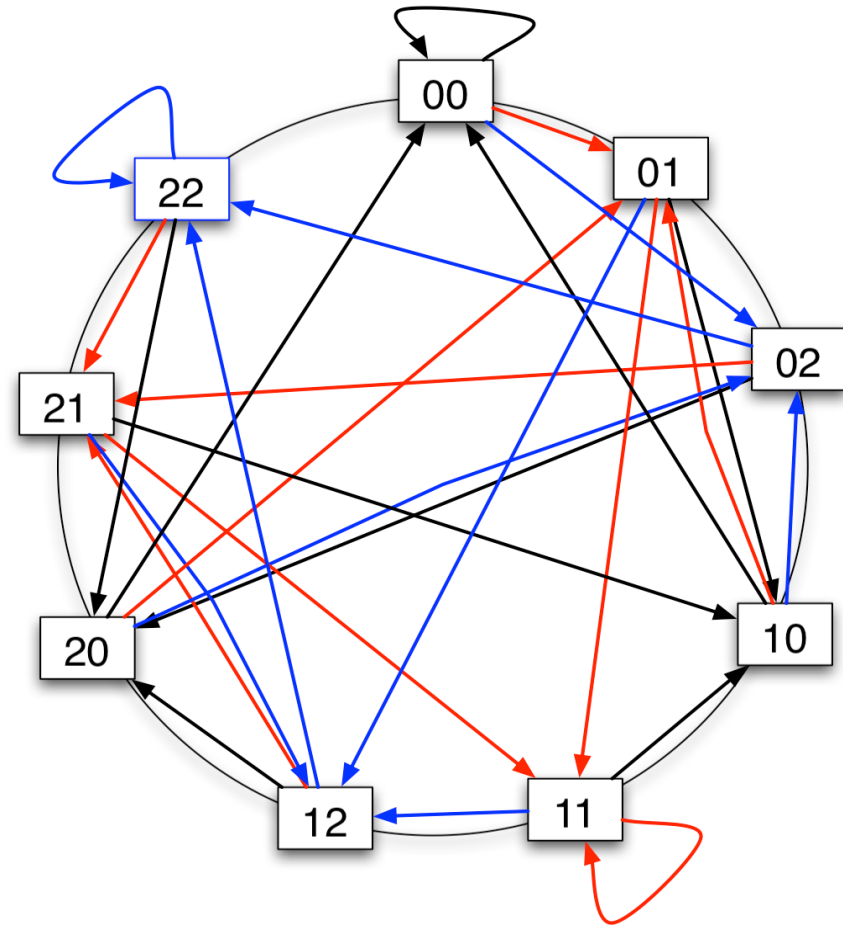
0 0 1 0 4

# Degree $k$ -DeBruijn-Graph

- Consider alphabet using  $k$  letters, e.g.  $k = 3$
- Now, every  $k$ -De Bruijn-node has successors
  - $(kx \bmod km)$
  - $(kx + 1 \bmod km)$
  - $(kx + 2 \bmod km)$
  - ...  $(kx + k - 1 \bmod km)$
- Diameter is reduced to
  - $(\log m) / (\log k)$  *↔ Pastry*
- Graph connectivity is increased to  $k$



- Straight-forward generalization of Koorde
  - by using k-De Bruijn graphs
- Improves lookup time and messages to  $O((\log n)/(\log k))$  steps





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