

Peer-to-Peer Networks 10 Fast Download

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- R. Ahlswede, N. Cai, S.-Y. R. Li, and R. W. Yeung, "Network Information Flow", (IEEE Transactions on Information Theory, IT-46, pp. 1204-1216, 2000)
- Example
 - Bits x and y need to be transmitted
 - Every line transmits one bit
 - If only bits are transmitted
 - then only x or y can be transmitted in the middle?
 - By using X we can have both results at the outputs



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$$| + 1 = 2 = 0 \pmod{2}$$

- R. Ahlswede, N. Cai, S.-Y. R. Li, and R. W. Yeung, "Network Information Flow", (IEEE Transactions on Information Theory, IT-46, pp. 1204-1216, 2000)
- Theorem [Ahlswede et al.]
 - There is a network code for each graph such that each node receives as much information as the maximum flow of the corresponding flow problem









- Christos Gkantsidis, Pablo Rodriguez Rodriguez, 2005
- Goal
 - Overcoming the Coupon-Collector-Problem
 - a file of m parts can be always reconstructed if at least m network codes have been received
 - Optimal transmission of files within the available bandwidth
- Method
 - Use codes as linear combinations of a file
 - Produced code contains the vector and the variables
 - During the distribution the linear combination are re-combined to new parts
 - The receiver collects the linear combinations
 - and reconstructs the original file using matrix operations







$$\begin{array}{c} \overbrace{\mathsf{CoNe}}_{\mathsf{Freiburg}} & \mathsf{Coding and Decoding} & \overbrace{j^{**}}^{*} r_{ij} \cdot t_j \\ = \mathsf{File:} x_1, x_2, \dots, x_m & (r_{i1}r_{i2} \dots r_{im}) \cdot \begin{pmatrix} x_1 \\ \vdots \\ x_m \end{pmatrix} = y_i \\ = \mathsf{Codes:} y_1, y_2, \dots, y_m & (r_{i1}r_{i2} \dots r_{im}) \cdot \begin{pmatrix} x_1 \\ \vdots \\ x_m \end{pmatrix} = (\begin{pmatrix} r_{11} & \cdots & r_{1m} \\ \vdots & \ddots & \vdots \\ r_{m1} & \cdots & r_{mm} \end{pmatrix} \cdot \begin{pmatrix} x_1 \\ \vdots \\ x_m \end{pmatrix} = \begin{pmatrix} y_1 \\ \vdots \\ y_m \end{pmatrix} \\ = \mathsf{If the matrix is invertable then} \\ & \left(\begin{array}{c} x_1 \\ \vdots \\ x_m \end{array} \right) = \begin{pmatrix} r_{11} & \cdots & r_{1m} \\ \vdots & \ddots & \vdots \\ r_{m1} & \cdots & r_{mm} \end{pmatrix}^{-1} \cdot \begin{pmatrix} y_1 \\ \vdots \\ y_m \end{pmatrix} \\ = \underbrace{\mathsf{M}}_{\mathsf{M}} & \underbrace{\mathsf{M}}_{$$





Speed of Network-Coding

- Comparison
 - Network-Coding (NC) versus
 - Local-Rarest (LR) and
 - Local-Rarest+Forward-Error-Correction (LR +FEC)

