



Peer-to-Peer Networks

08 Kelips and Epidemic Algorithms

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 - Cornell University, Ithaca, New York
- Kelip-kelip
 - malay name for synchronizing fireflies
- P2P Network
 - uses DHT
 - constant lookup time
 - $O(n^{1/2})$ storage size
 - fast and robust update

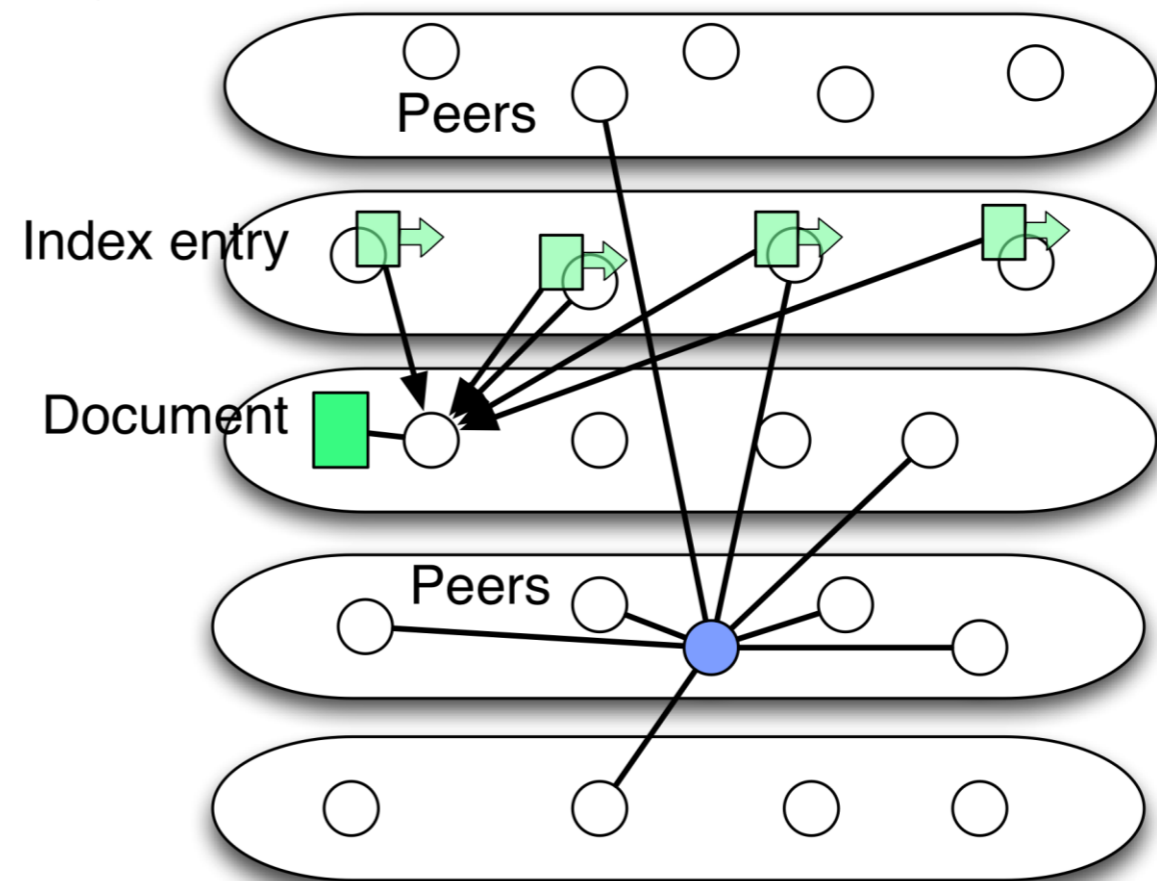


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Kelips Overview

- Peers are organized in k affinity groups
 - peer position chosen by DHT mechanism
 - k is chosen as $n^{1/2}$ for n peers
- Data is mapped to an affinity group using DHT
 - all members of an affinity group store all data
- Routing Table
 - each peer knows all members of the affinity group
 - each peer knows at least one member of each affinity group
- Updates
 - are performed by epidemic algorithms

Affinity Groups



Routing Table

- Affinity Group View

- Links to all $O(n/k)$ group members
- This set can be reduced to a partial set as long as the update mechanism works

- Contacts

- For each of the other affinity group a small (constant-sized) set of nodes
- $O(k)$ links

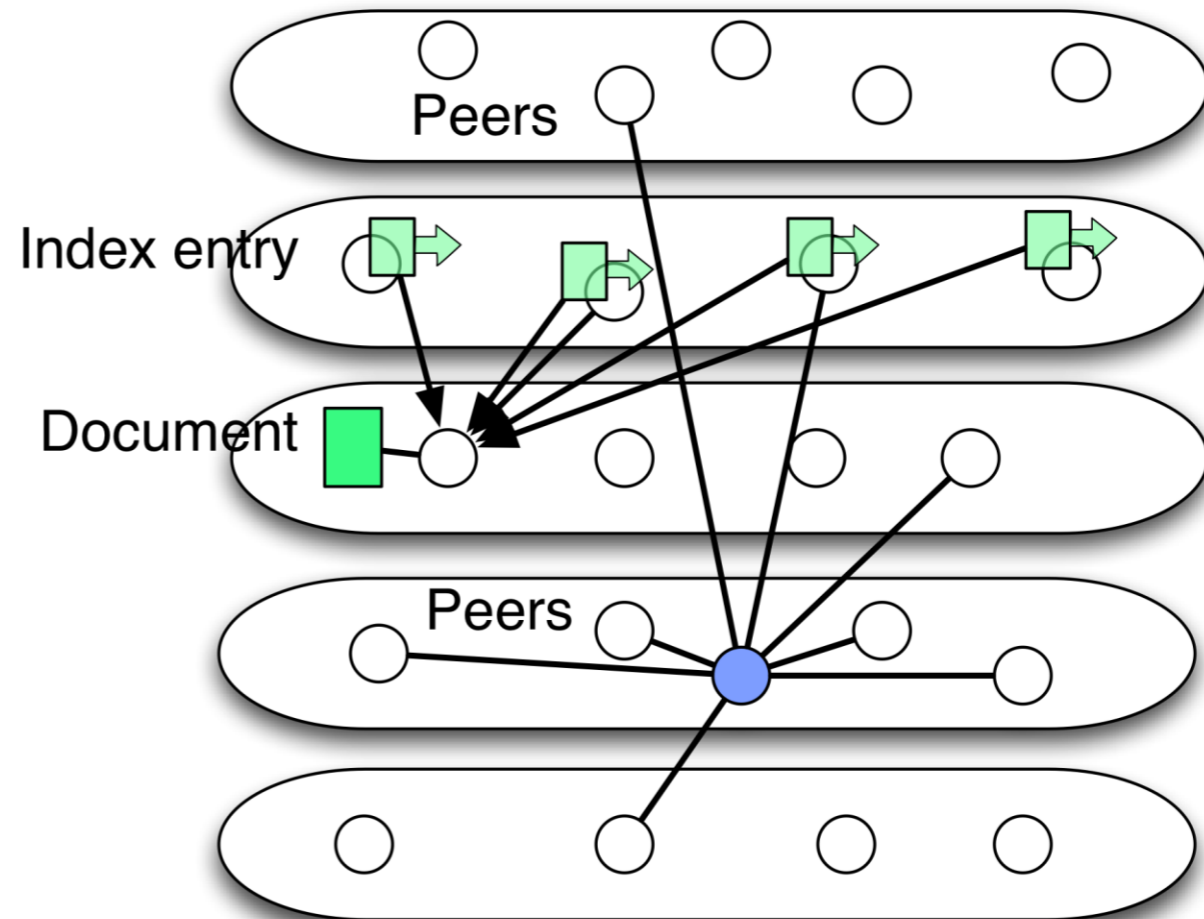
- Filetuples

- A (partial) set of tuples, each detailing a file name and host IP address of the node storing the file
- $O(F/k)$ entries, if F is the overall number of files

- Memory Usage: $O(n/k + k + F/k)$

- for $k = O(\sqrt{n + F})$

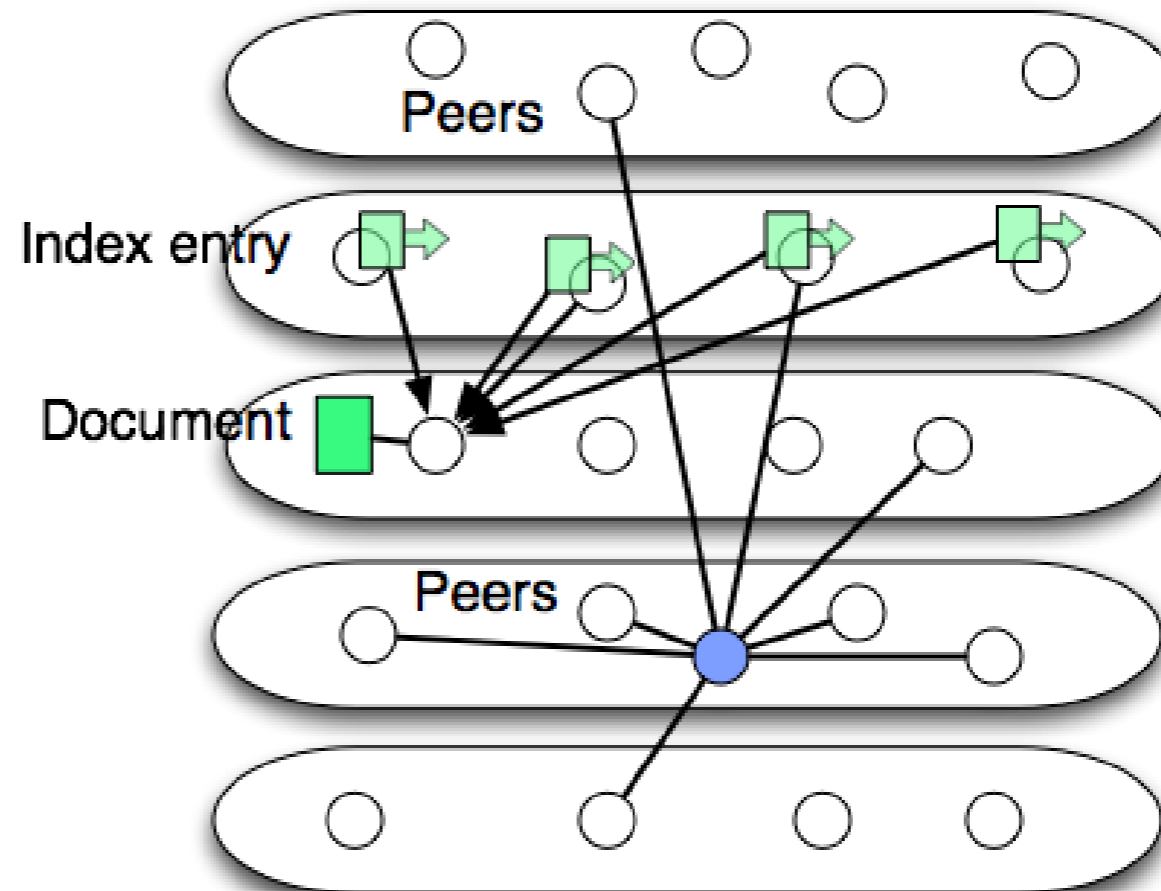
Affinity Groups



$$O(\sqrt{n + F})$$

- Lookup-Algorithm
 - compute index value
 - find affinity group using hash function
 - contact peer from affinity group
 - receive index entry for file (if it exists)
 - contact peer with the document
- Kelips needs four hops to retrieve a file

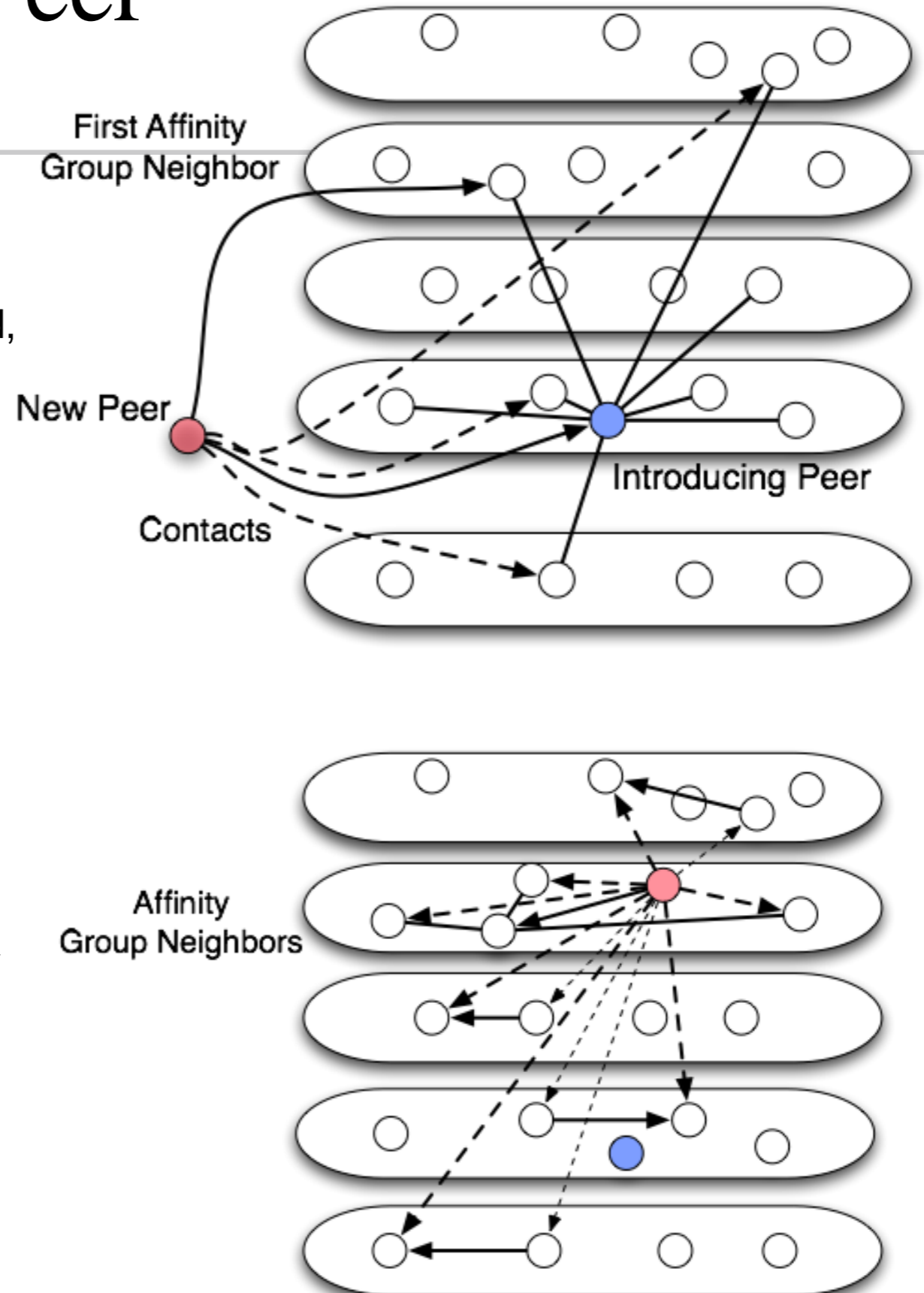
Affinity Groups



Inserting a Peer

Algorithm

- Every new peer is introduced by a special peer, group or other method,
 - e.g. web-page, forum etc.
 - The new peer computes its affinity group and contacts any peer
 - The new peer asks for one contact of the affinity group and copies the contacts of the old affinity group
 - By contacting a neighbor node in the affinity group it receives all the necessary contacts and index file tuples
 - Every contact is replaced by a random replacement (suggested by the contact peer)
 - The peer starts an epidemic algorithm to update all links
- Except the epidemic algorithm the runtime is $O(k)$ and only $O(k)$ messages are exchanged



How to Add a Document

- Start an Epidemic Algorithm to Spread the news in the affinity group
- Such an algorithm uses $O(n/k)$ messages and needs $O(\log n)$ time
- We introduce Epidemic Algorithms later on

How to Check Errors

- Kelip works in heartbeats, i.e. discrete timing
- In every heartbeat each peer checks one neighbor
- If a neighbor does not answer for some time
 - it is declared to be dead
 - this information is spread by an epidemic algorithm
- Using the heartbeat mechanisms all nodes also refresh their neighbors
- Kelips quickly detects missing nodes and updates this information

- Kelips has lookup time $O(1)$, but needs $O(n^{1/2})$ sized Routing Table
 - not counting the $O(F/n^{1/2})$ file tuples
- Chord, Pastry & Tapestry use lookup time $O(\log n)$ but only $O(\log n)$ memory units
- Kelips is a reasonable choice for medium sized networks
 - up to some million peers and some hundred thousands index entries

- What is an Epidemic Algorithm

Epidemic Spread of Viruses

- Observation
 - most viruses do not prosper in real life
 - other viruses are very successful and spread fast
- How fast do viruses spread?
- How many individuals of the population are infected?
- Problem
 - social behavior and infection risk determine the spread
 - the reaction of a society to a virus changes the epidemic
 - viruses and individuals may change during the infection

- SI-Model (rumor spreading)
 - susceptible \rightarrow infected
- SIS-Model (birthrate/deathrate)
 - susceptible \rightarrow infected \rightarrow susceptible
- SIR-Model
 - susceptible \rightarrow infected \rightarrow recovered
- Continuous models
 - deterministic
 - or stochastic
- Lead to differential equations
- Discrete Models
 - graph based models
 - random call based
- Lead to the analysis of Markov Processes

- SI-Model (rumor spreading)
 - susceptible \rightarrow infected
 - At the beginning one individual is infected
 - Every contact infects another individual
 - In every time unit there are in the expectation β contacts
- SIS-Model (birthrate/deathrate)
 - susceptible \rightarrow infected \rightarrow susceptible
 - similar as in the SI-Model, yet a share of δ of all infected individuals is healed and can receive the virus again
 - with probability δ an individual is susceptible again
- SIR-Model
 - susceptible \rightarrow infected \rightarrow recovered
 - like SI-Model, but healed individuals remain immune against the virus and do not transmit the virus again

- Variables
 - n: total number of individuals
 - remains constant
 - $S(t)$: number of (healthy) susceptible individuals at time t
 - $I(t)$: number of infected individuals
- Relative shares
 - $s(t) := S(t)/n$
 - $i(t) := I(t)/n$
- At every time unit each individual contacts β partners
- Assumptions:
 - Among β contact partners $\beta s(t)$ are susceptible
 - All $I(t)$ infected individuals infect $\beta s(t) I(t)$ other individuals in each round
- Leads to the following recursive equations:
 - $I(t+1) = I(t) + \beta s(t) I(t)$
 - $i(t+1) = i(t) + \beta i(t) s(t)$
 - $S(t+1) = S(t) - \beta s(t) I(t)$
 - $s(t+1) = s(t) - \beta i(t) s(t)$

- $i(t+1) = i(t) + \beta i(t) s(t)$
- $s(t+1) = s(t) - \beta i(t) s(t)$
- Idea:
 - $i(t)$ is a continuous function
 - $i(t+1)-i(t)$ approximate first derivative

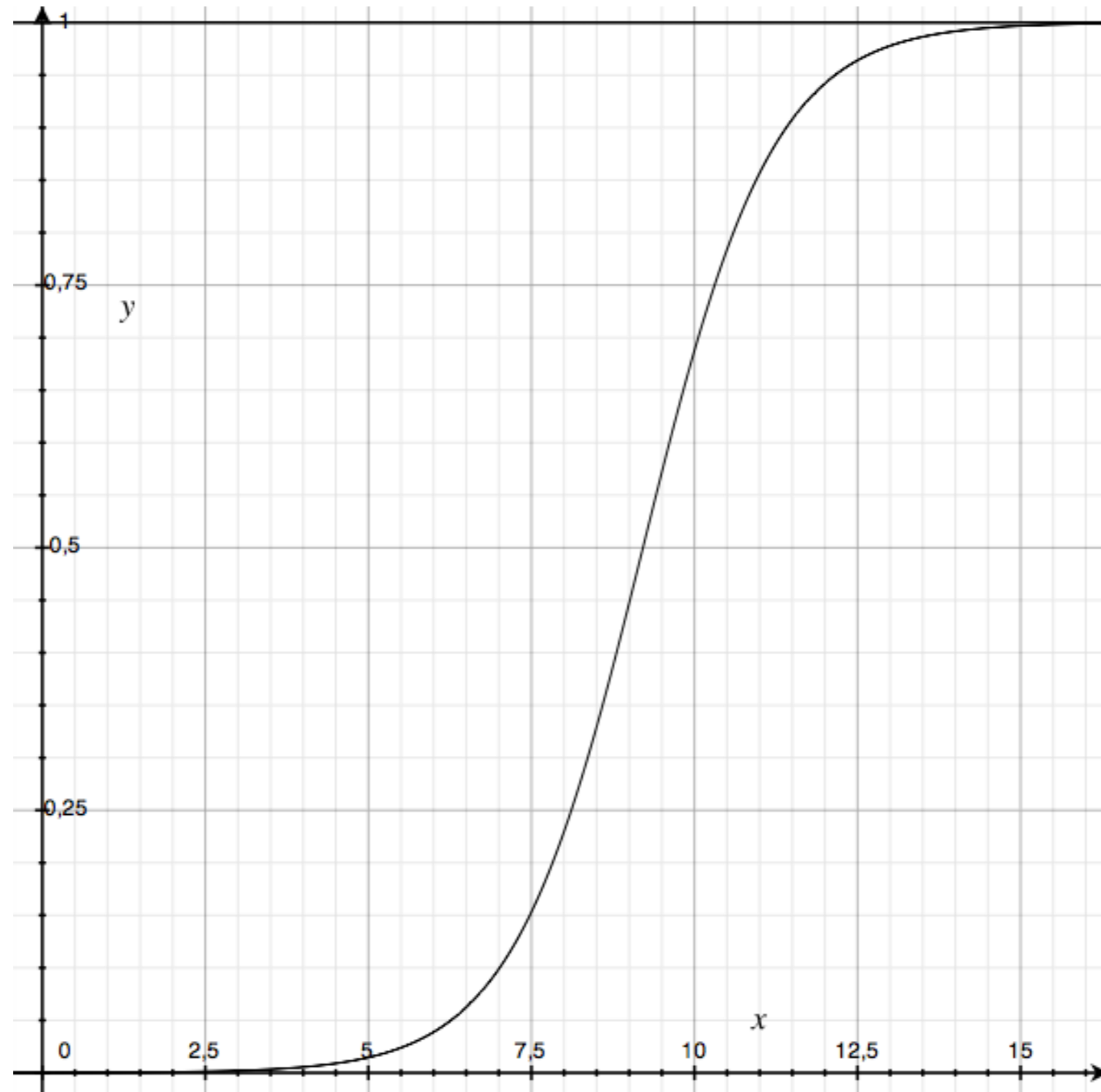
$$\frac{i(t+1) - i(t)}{1} \approx \frac{di(t)}{dt}$$

$$\frac{di(t)}{dt} = \beta \cdot i(t)(1 - i(t))$$

- Solution:

$$i(t) = \frac{1}{1 + \left(\frac{1}{i(0)} - 1\right) e^{-\beta t}}$$

- The number of infected grows exponentially until half of all members are infected
- Then the number of susceptible decrease exponentially



- **Variables**

- n : total number of individuals

- remains constant

- $S(t)$: number of (healthy) susceptible individuals at time t

- $I(t)$: number of infected individuals

- **Relative shares**

- $s(t) := S(t)/n$

- $i(t) := I(t)/n$

- At every time unit each individual contacts β partners

- **Assumptions:**

- Among β contact partners $\beta s(t)$ are susceptible
- All $I(t)$ infected individuals infect $\beta s(t) I(t)$ other individuals in each round
- A share of δ of all infected individuals is susceptible again

- Leads to the following recursive equations:

- $I(t+1) = I(t) + \beta i(t) S(t) - \delta I(t)$
- $i(t+1) = i(t) + \beta i(t) s(t) - \delta i(t)$
- $S(t+1) = S(t) - \beta i(t) S(t) + \delta I(t)$
- $s(t+1) = s(t) - \beta i(t) s(t) + \delta i(t)$

- $i(t+1) = i(t) + \beta i(t) s(t) - \delta i(t)$
- $s(t+1) = s(t) - \beta i(t) s(t) + \delta i(t)$

- Idea:

- $i(t)$ is a continuous function

- $i(t+1)-i(t)$ approximate first derivative $\frac{i(t+1) - i(t)}{1} \approx \frac{di(t)}{dt}$

$$\frac{di(t)}{dt} = \beta \cdot i(t)(1 - i(t)) - \delta i(t)$$

- Solution:

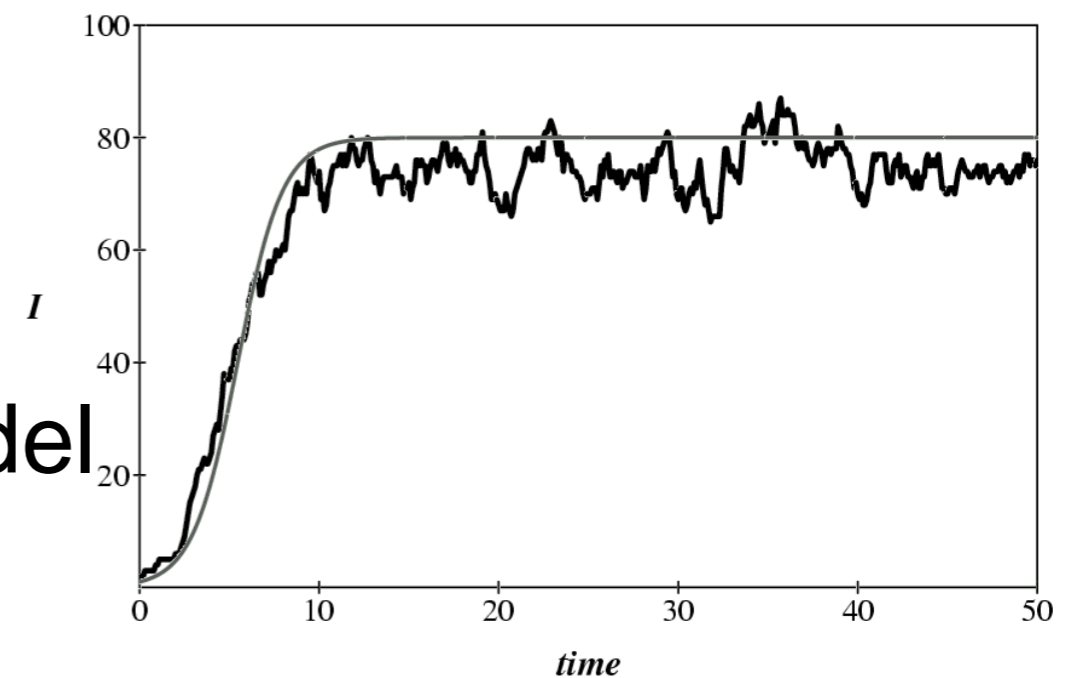
- for $\rho = \frac{\delta}{\beta}$

$$i(t) = \frac{1 - \rho}{1 + \left(\frac{1 - \rho}{i(0)} - 1 \right) e^{-(\beta - \delta)t}}$$

$$i(t) = \frac{1 - \rho}{1 + \left(\frac{1 - \rho}{i(0)} - 1 \right) e^{-(\beta - \delta)t}}$$

$$\rho = \frac{\delta}{\beta}$$

- If $\beta < \delta$
 - then $i(t)$ is strictly decreasing
- If $\beta > \delta$
 - then $i(t)$ converges against $1 - \rho = 1 - \delta/\beta$
- Same behavior in discrete model has been observed
 - [Kephart, White '94]



- Variables
 - n : total number of individuals
 - remains constant
 - $S(t)$: number of (healthy) susceptible individuals at time t
 - $I(t)$: number of infected individuals
 - $R(t)$: number of recovered individuals.
- Relative shares
 - $s(t) := S(t)/n$
 - $i(t) := I(t)/n$
 - $r(t) := R(t)/n$
- At every time unit each individual contacts β partners

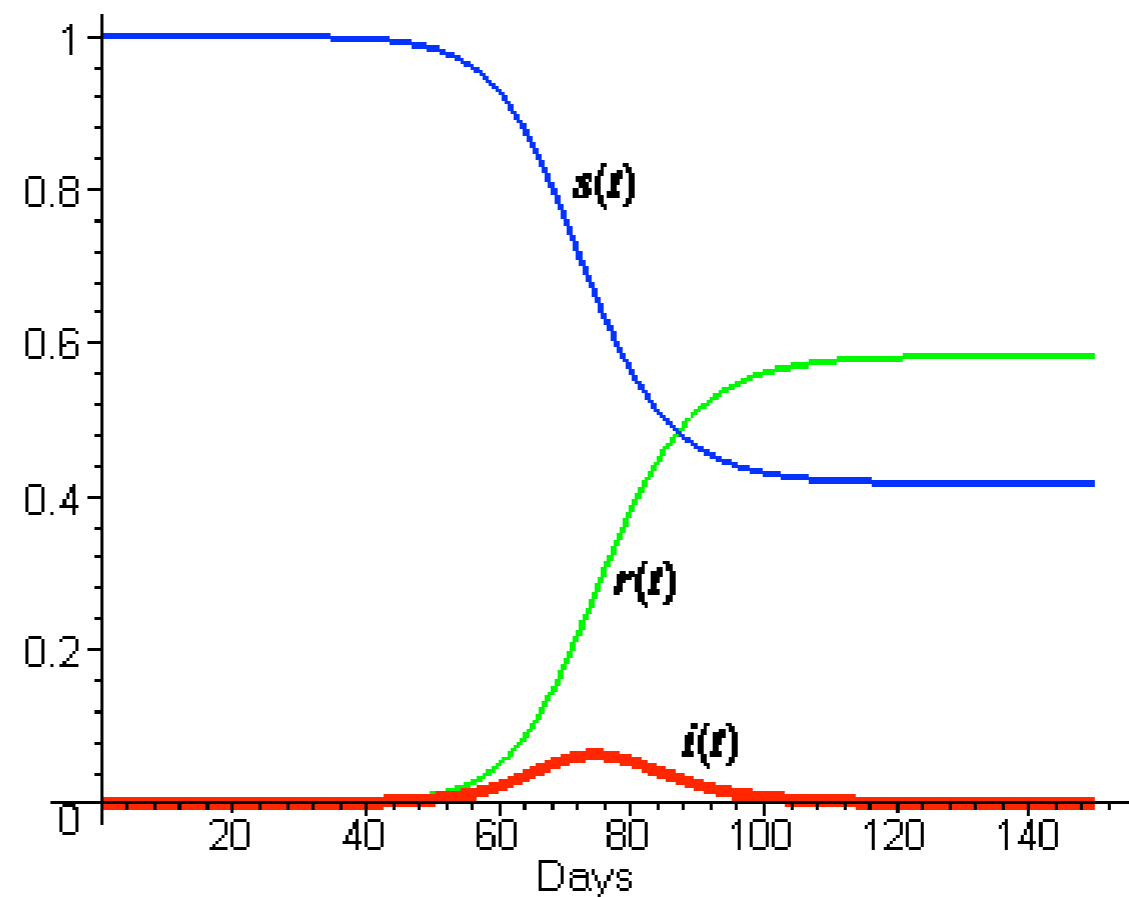
- Assumptions:
 - Among β contact partners $\beta s(t)$ are susceptible
 - All $I(t)$ infected individuals infect $\beta s(t) I(t)$ other individuals in each round
 - A share of δ of all infected individuals is immune (recovered) and never infected again
- Leads to the following recursive equations:
 - $I(t+1) = I(t) + \beta i(t) S(t) - \delta I(t)$
 - $i(t+1) = i(t) + \beta i(t) i(t) - \delta i(t)$
 - $S(t+1) = S(t) - \beta i(t) S(t)$
 - $s(t+1) = s(t) - \beta i(t) s(t)$
 - $R(t+1) = R(t) + \delta I(t)$
 - $r(t+1) = r(t) + \delta i(t)$

- The equations and its differential equations counterpart
 - $i(t+1) = i(t) + \beta i(t) i(t) - \delta i(t)$
 - $s(t+1) = s(t) - \beta i(t) s(t)$
 - $r(t+1) = r(t) + \delta i(t)$
- No closed solution known
 - hence numeric solution
- Example
 - $s(0) = 1$
 - $i(0) = 1.27 \cdot 10^{-6}$
 - $r(0) = 0$
 - $\beta = 0.5$
 - $\delta = 0.3333$

$$\frac{ds(t)}{dt} = -\beta \cdot i(t)s(t)$$

$$\frac{di(t)}{dt} = \beta \cdot i(t)s(t) - \delta i(t)$$

$$\frac{dr(t)}{dt} = \delta i(t)$$



- Same data storage at all locations
 - new entries appear locally
- Data must be kept consistently
- Algorithm is supposed to be decentral and robust
 - since connections and hosts are unreliable
- Not all databases are known to all
- Solutions
 - Unicast
 - New information is sent to all data servers
 - Problem:
 - not all data servers are known and can be reached
 - Anti-Entropy
 - Every local data server contacts another one and exchanges all information
 - total consistency check of all data
 - Problem
 - communication overhead
- Epicast ...

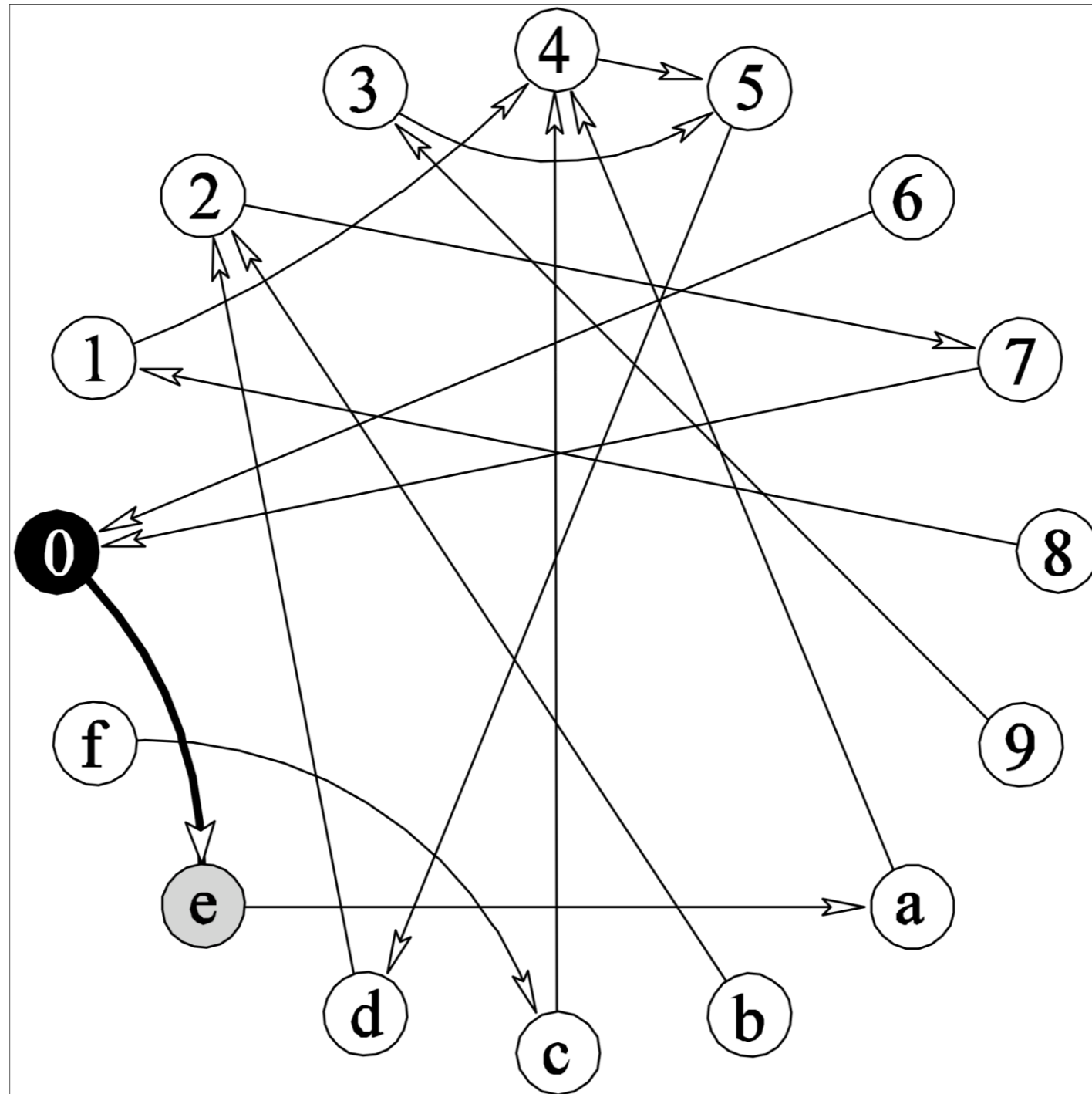
- Epicast
 - new information is a rumor
 - as long the rumor is new it is distributed
 - Is the rumor old, it is known to all servers
- Epidemic Algorithm [Demers et al 87]
 - distributes information like a virus
 - robust alternative to BFS or flooding
- Communication method
 - Push & Pull, d.h. infection after $\log_3 n + O(\log \log n)$ rounds with high probability
- Problem:
 - growing number of infections increases communication effort
 - trade-off between robustness and communication overhead

- Given a contact graph $G=(V,E)$
 - n : number of nodes
 - $I(t)$:= number of infected nodes in round t
 - $i(t) = I(T)/n$
 - $S(t)$:= number of susceptible nodes in round t
 - $I(t)+S(t)=n$
 - $s(t) = S(T)/n$
- Infection:
 - If u is infected in round t and $(u,v) \in E$, then v is infected in round $t+1$
- Graph determines epidemics
- Complete graph:
 - 1 time unit until complete infection
- Line graph
 - $n-1$ time units until complete infection

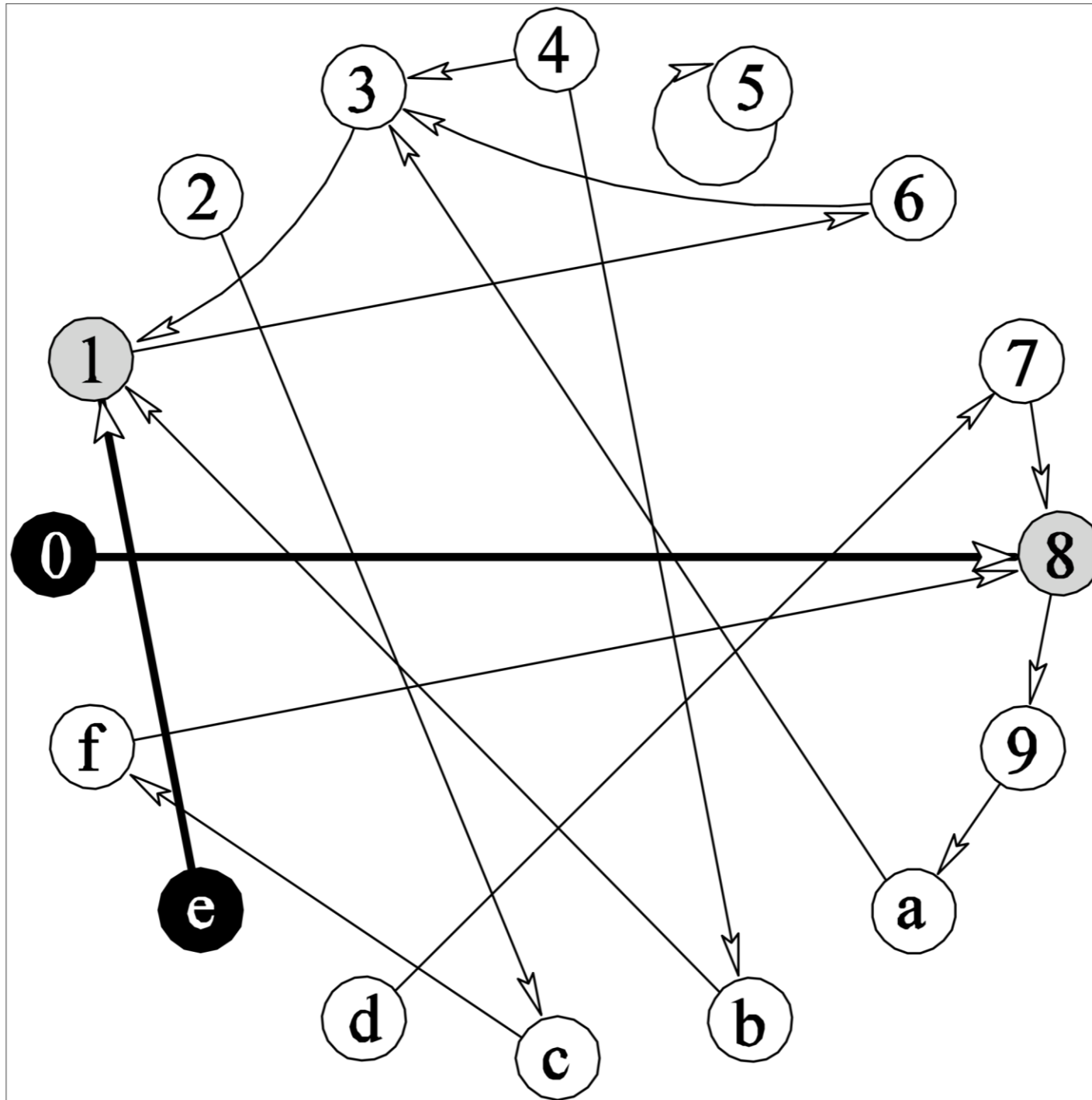
- Random graph $G_{n,p}$
 - n nodes
 - Each directed edge occurs with independent probability p
- Expected indegree $\gamma = p(n-1)$
- How fast does an epidemic spread in $G_{n,p}$, if $\gamma \in O(1)$?
- Observation für $n > 2$:
 - With probability $\geq 4^{-\gamma}$ and $\leq e^{-\gamma}$
 - a node has in-degree 0 and cannot be infected
 - a node has out-degree 0, and cannot infect others
- Implications:
 - Random (static) graph is not a suitable graph for epidemics

- In each round a new contact graph $G_t=(V,E_t)$:
 - Each node in G_t has out-degree 1
 - chooses random node v out of V
- Infection models:
 - Push-Model
 - if u is infected and $(u,v) \in E_t$, then v is infected in the next round
 - Pull-Modell:
 - if v is infected and $(u,v) \in E_t$, then u is infected in the next round

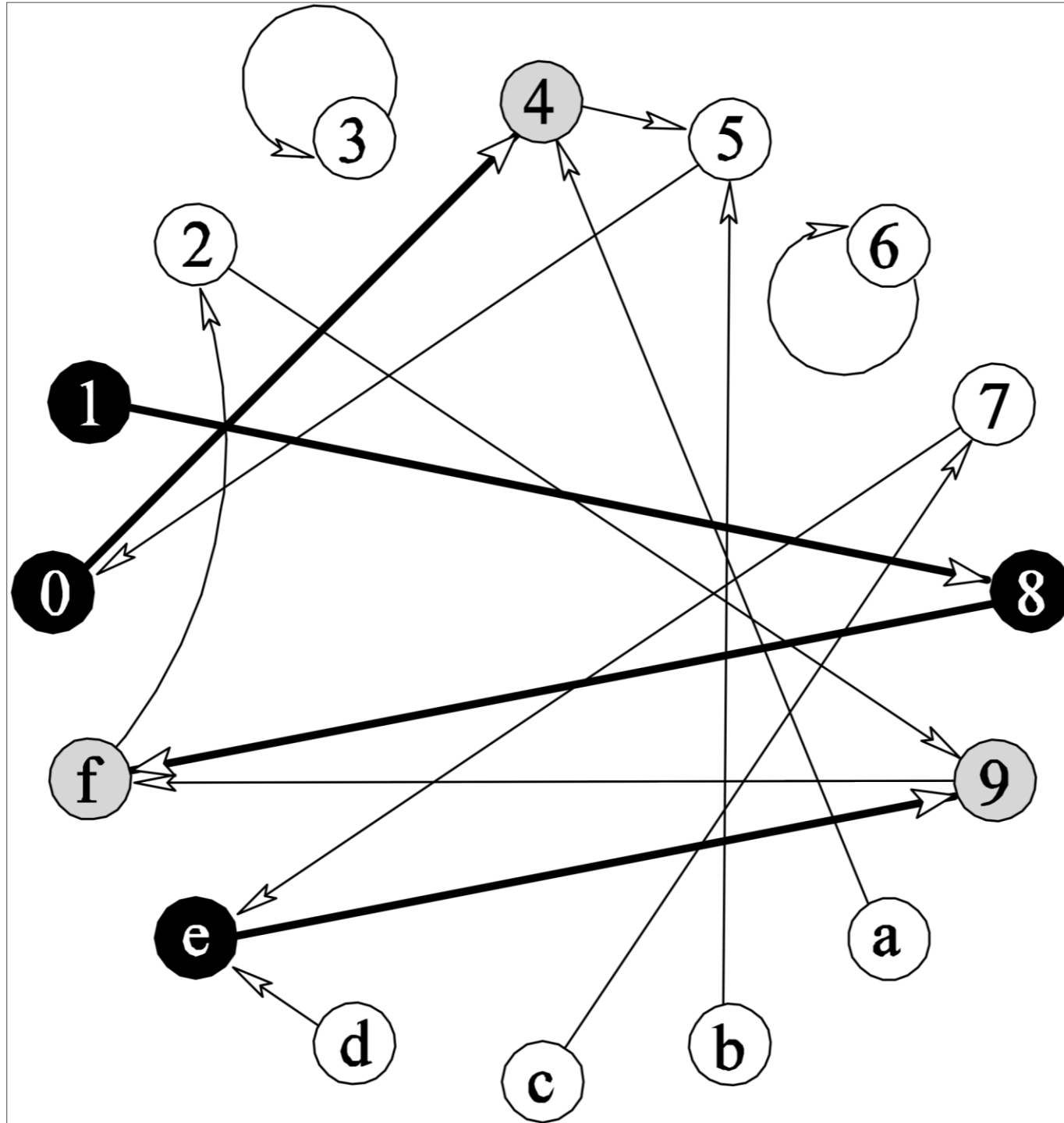
Push Model



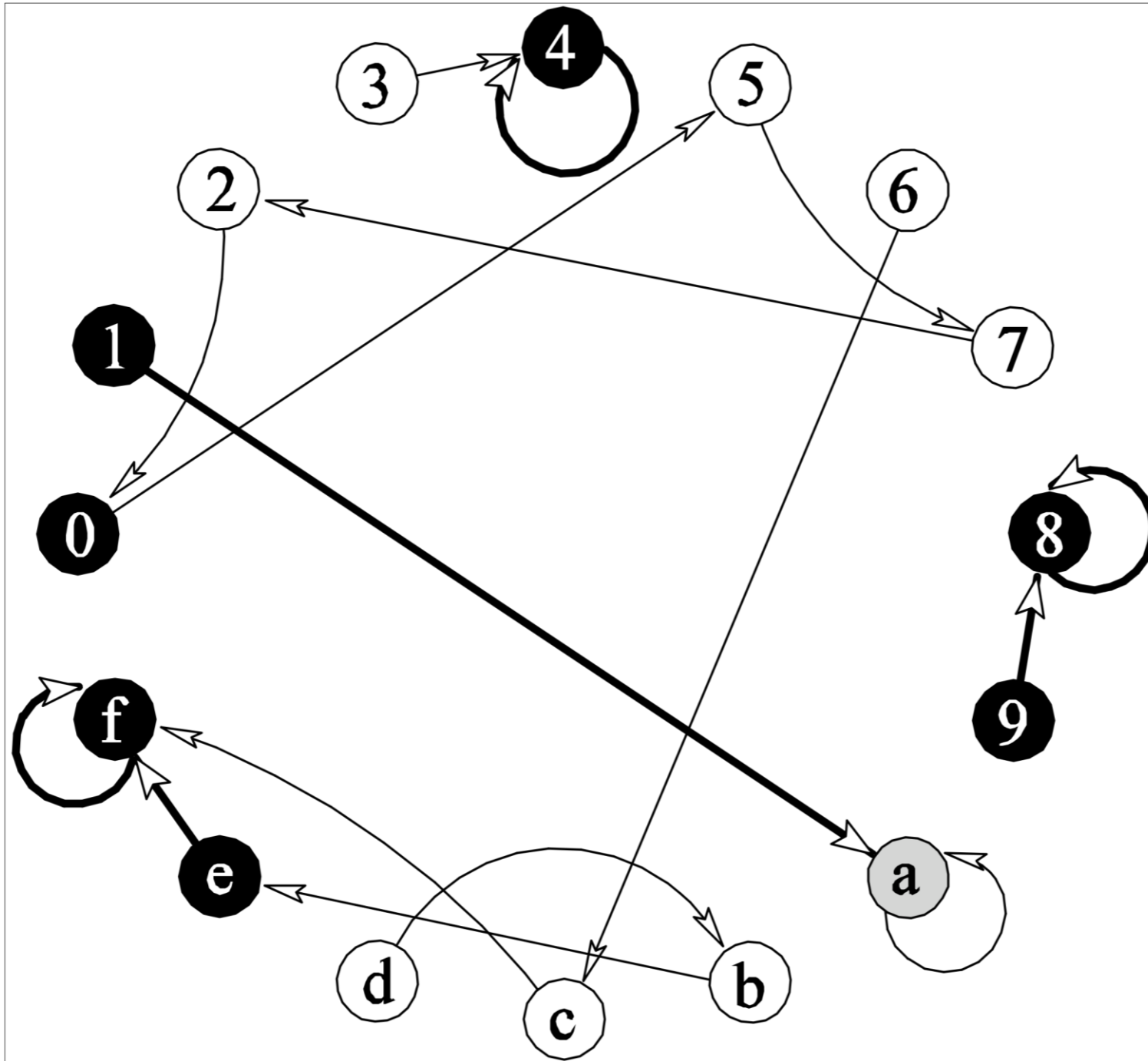
Push Model



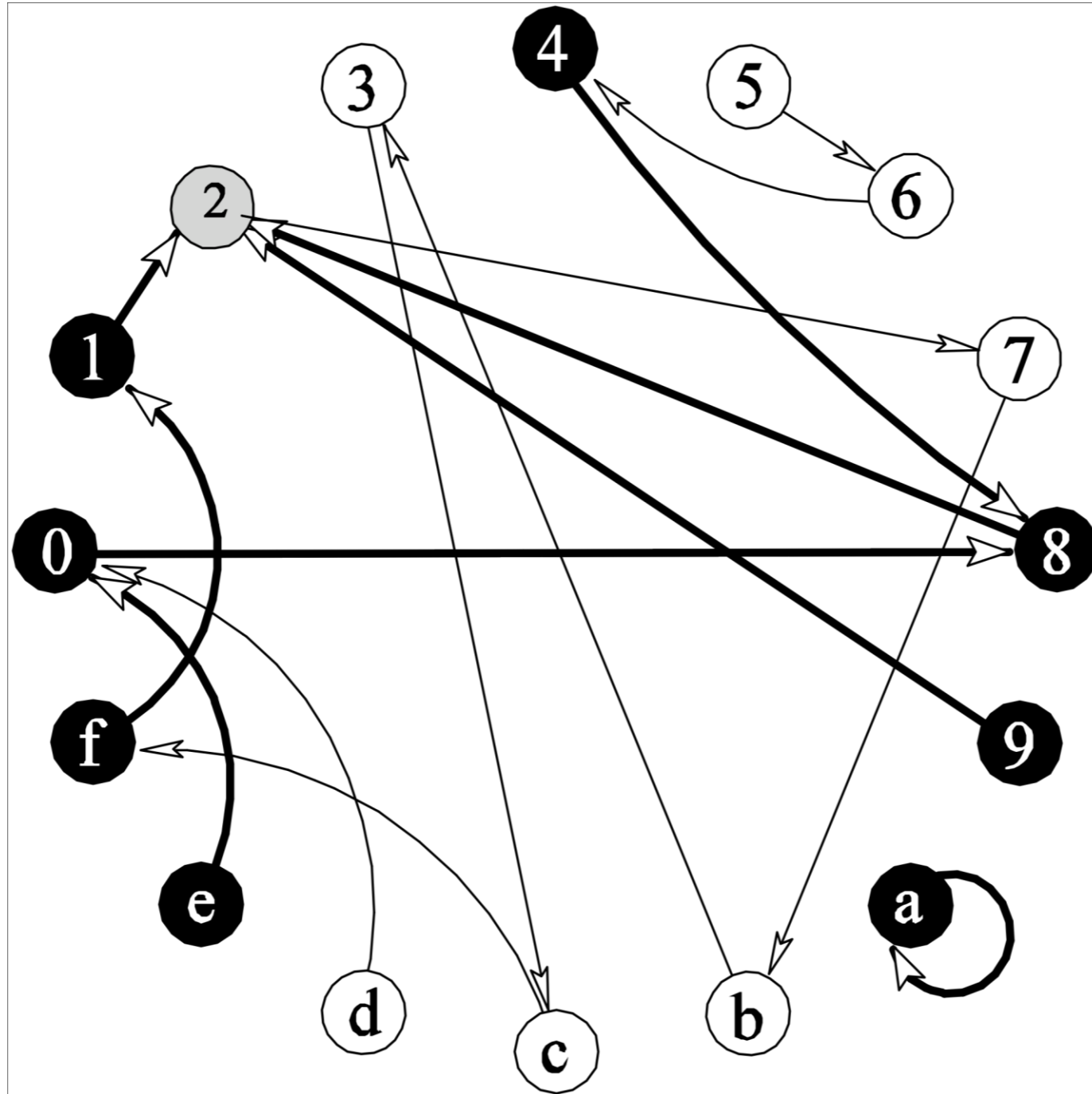
Push Model



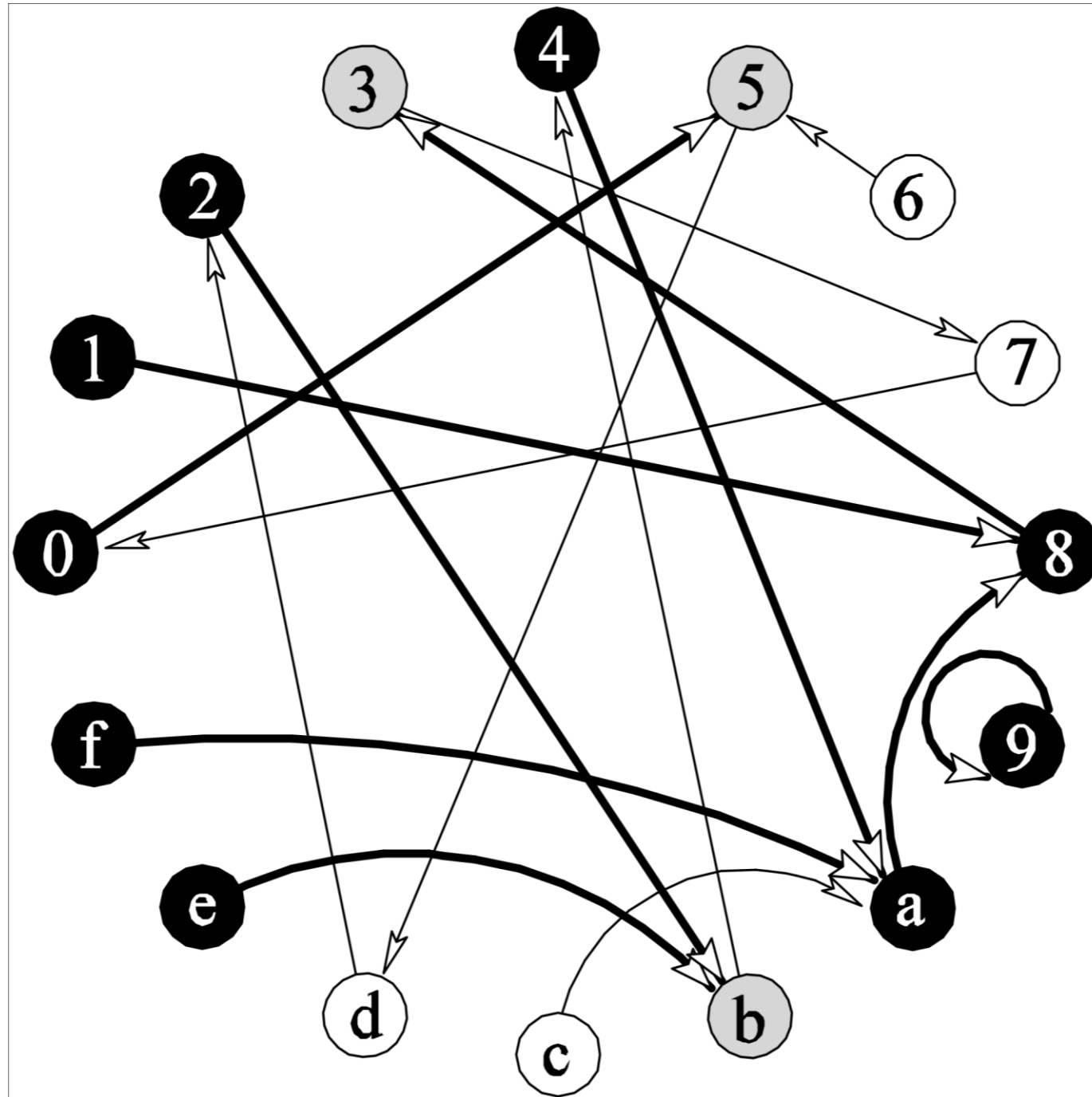
Push Model



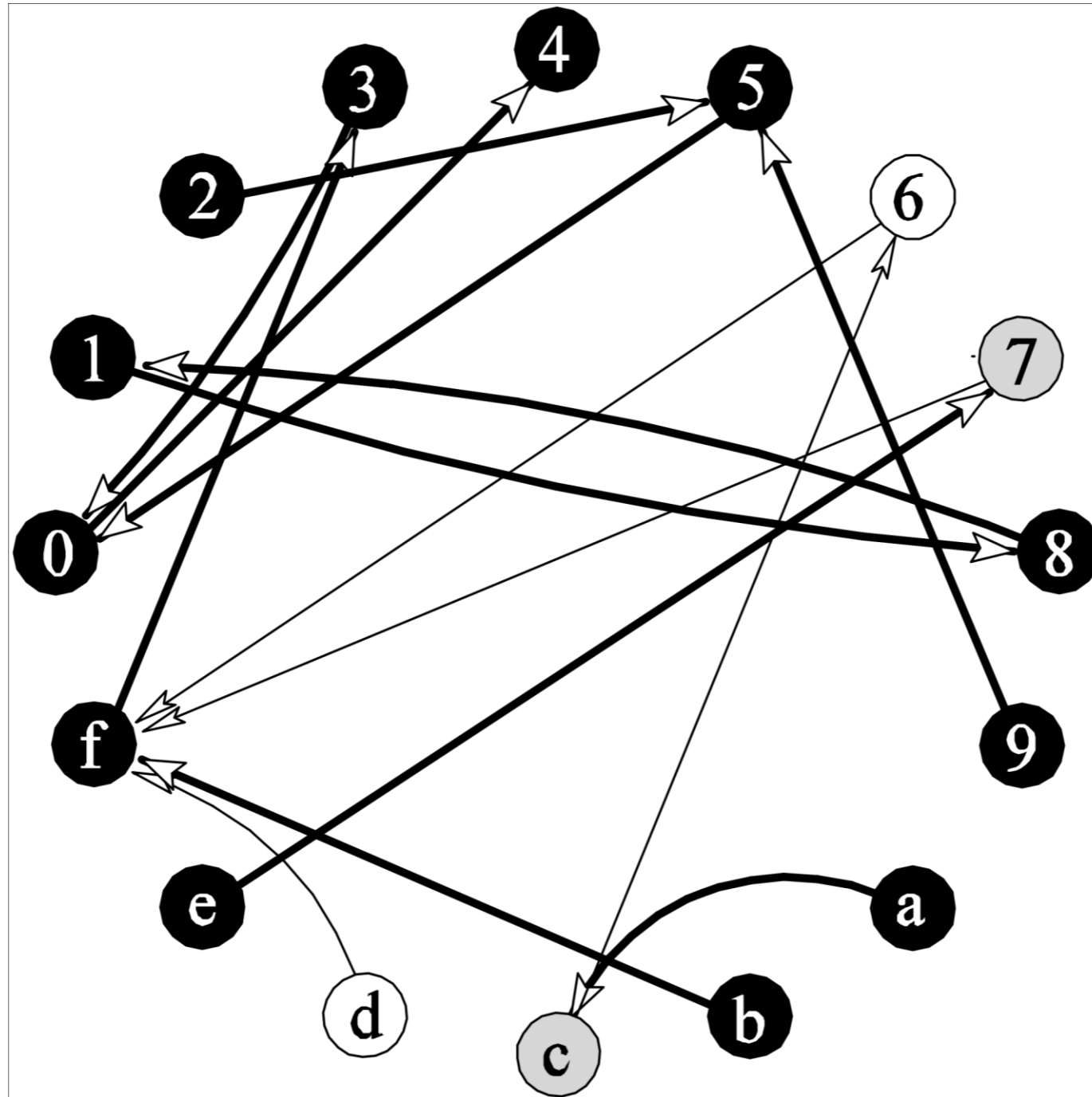
Push Model



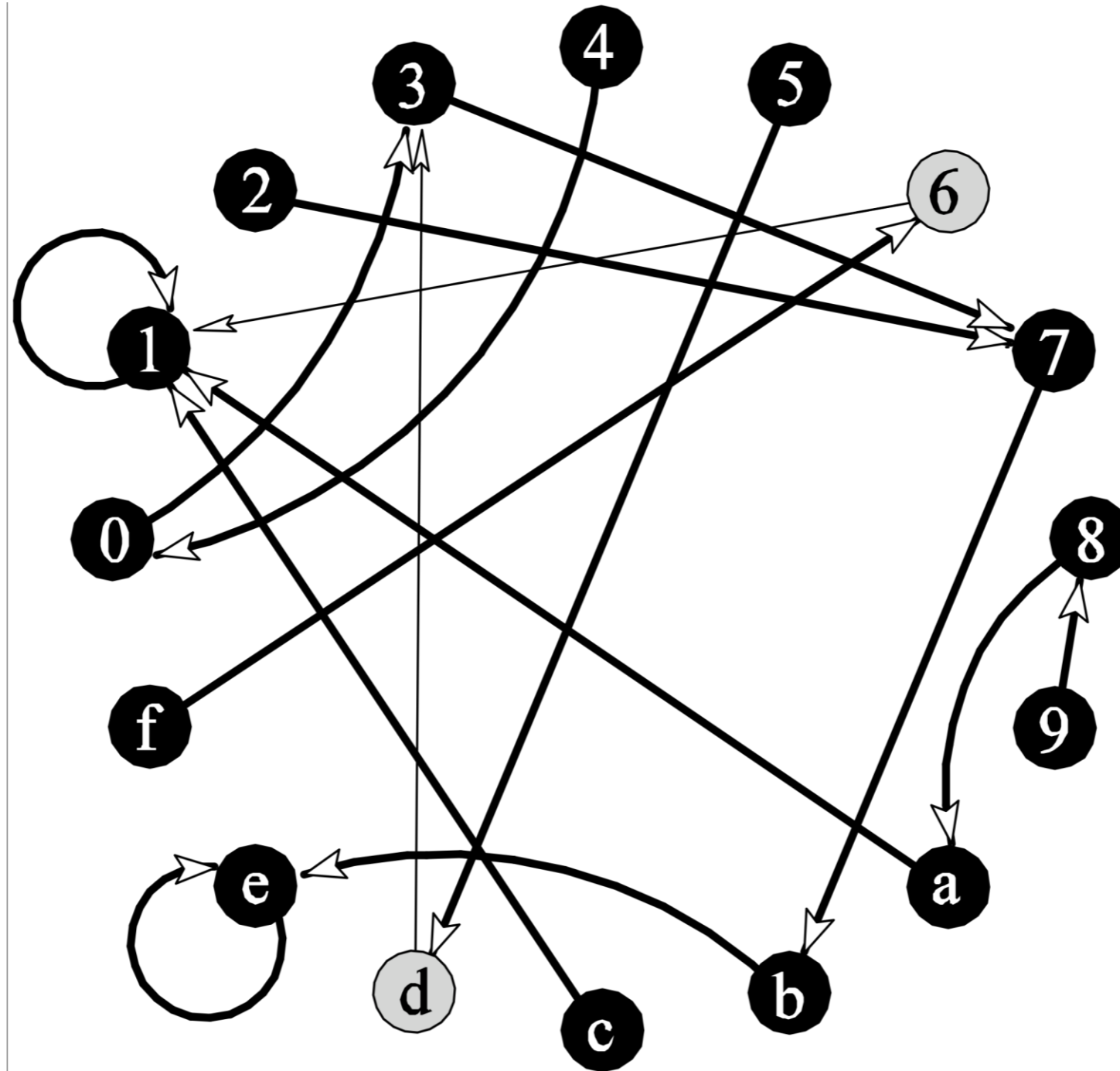
Push Model



Push Model



Push Model



- 3 cases for an infected node
 1. it is the only one infecting a new node
 2. it contacts an already infected node
 3. it infects together with other infected nodes a new node
 - this case is neglected in the prior deterministic case

- Probability for 1st or 3rd case $s(t) = 1 - i(t)$
- Probability for 2nd case $i(t)$
- Probability for 3rd case is at most $i(t)$
 - since at most $i(t)$ are infected
- Probability of infection of a new node, if $i(t) \leq s(t)/2$:
 - at least $1 - 2i(t)$
- $E[i(t+1)] \geq i(t) + i(t)(1 - 2i(t)) = 2i(t) - 2i(t)^2 \approx 2i(t)$

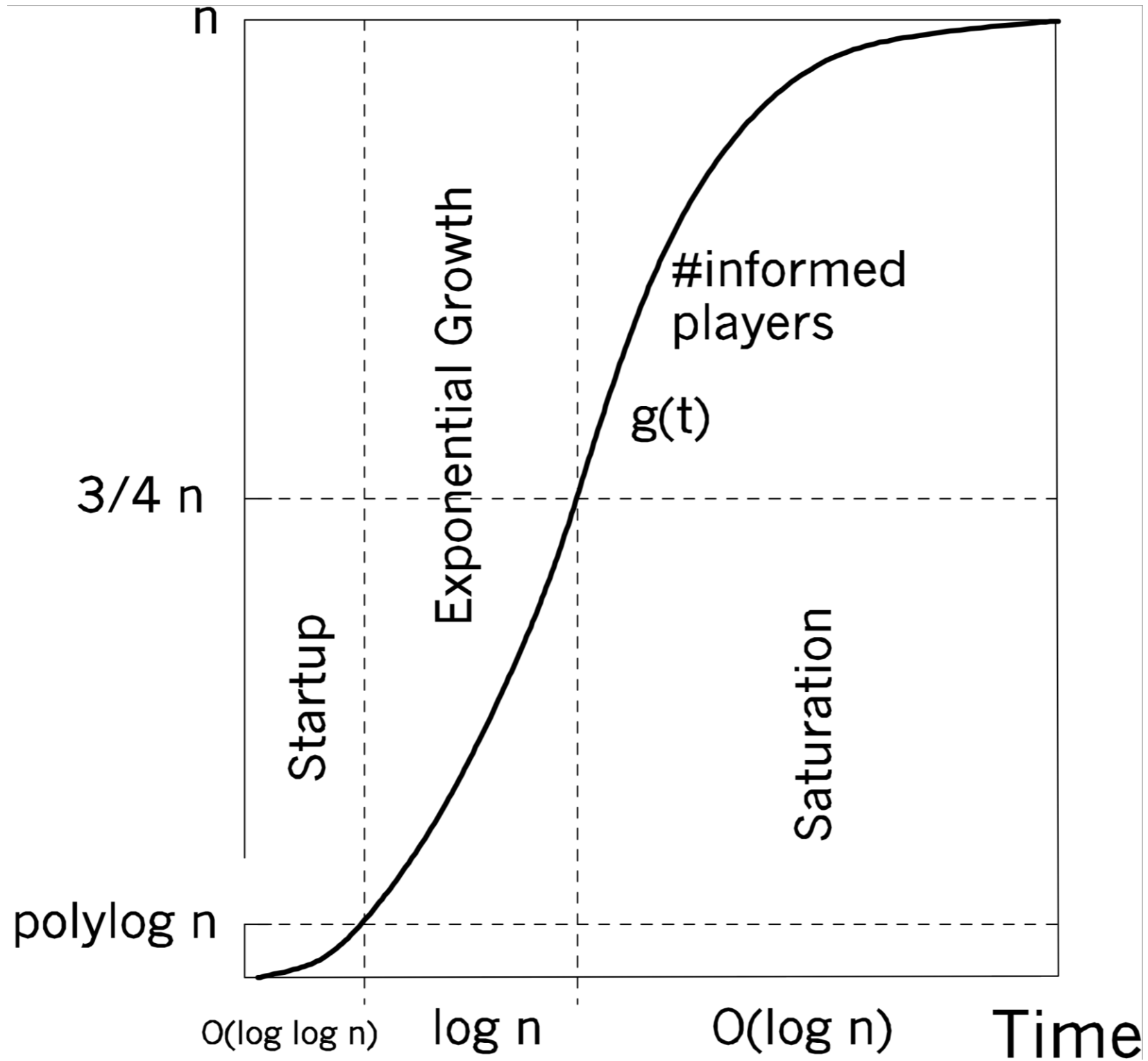
- If $i(t) \leq s(t)/2$:
 - $E[i(t+1)] \geq 2 i(t) - 2i(t)^2 \approx 2 i(t)$
- Start phase: $I(t) \leq 2 c (\ln n)^2$
 - Variance of $i(t+1)$ relatively large
 - Exponential growth starts after some $O(1)$ with high probability
- Exponential growth:
 - $I(t) \in [2 c (\ln n)^2, n/(\log n)]$
 - Nearly doubling of infecting nodes with high probability, i.e. $1-O(n^{-c})$
- Proof by Chernoff-Bounds
 - For independent random variables $X_i \in \{0,1\}$ with $X_m = \sum_{i=1}^m X_i$
 - and any $0 \leq \delta \leq 1$
 - Let $\tau = 1/(\ln n)$ $P[X_m \leq (1 - \delta)E[X_m]] \leq e^{-\delta^2 E[X_m]/2}$
 - $E[X_m] \leq 2 c (\ln n)^3$
 - Then $\tau^2 E[X_m] / 2 \leq c \ln n$
 - This implies $P[X_m \leq (1 - \delta)E[X_m]] \leq e^{-\delta^2 E[X_m]/2} \leq n^{-c}$

Push Model

Middle Phase & Saturation

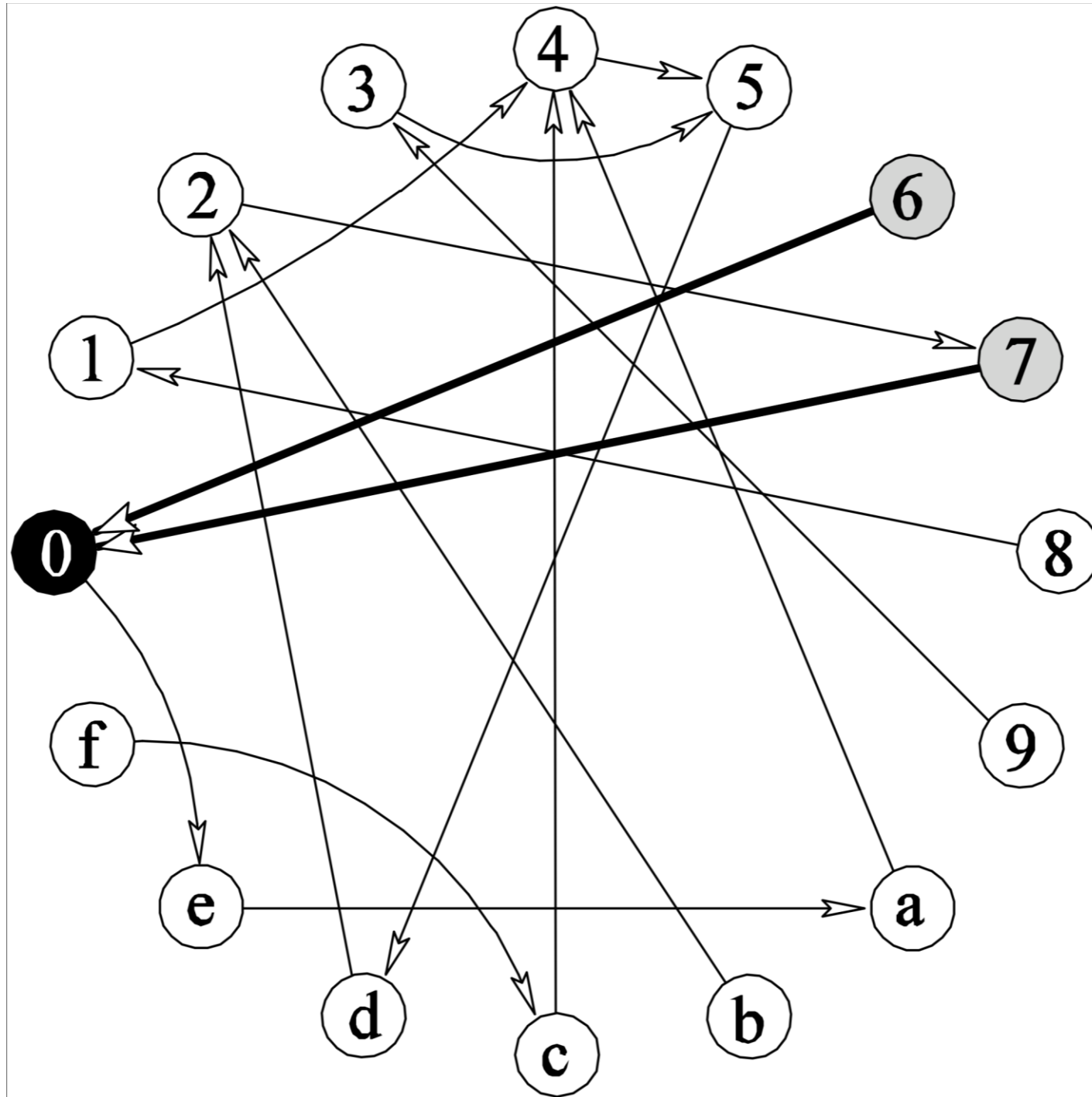
- Probability of infections of a new node if $i(t) \ll s(t)/2$: $1 - 2i(t)$
 - $E[i(t+1)] \approx 2i(t) - 2i(t)^2 \approx 2i(t)$
- Middle phase $I(t) \in [n/(\log n), n/3]$
 - term $2i(t)^2 \approx 2i(t)/(\log n)$ cannot be neglected anymore
 - Yet, $2i(t) - 2i(t)^2 \approx 4/3 i(t)$ still implies exponential growth, but with base < 2
- **Saturation: $I(t) \approx n/3$**
 - Probability that a susceptible node is not contacted by $I(t) = c n$ infected nodes:
 - This implies a constant probability for infection $\approx 1 - e^{-1/3}$ und $\delta 1 - e^{-1}$
 - Hence $E[s(t+1)] \approx e^{-i(t)} s(t) \approx e^{-1/3} s(t)$
 - Chernoff-bounds imply that this holds with high probability
 - Exponential shrinking of susceptible nodes $\left(1 - \frac{1}{n}\right)^{cn} = \left(\left(1 - \frac{1}{n}\right)^n\right)^c \leq \frac{1}{e^c}$
 - Base converges to $1/e$

Push Model

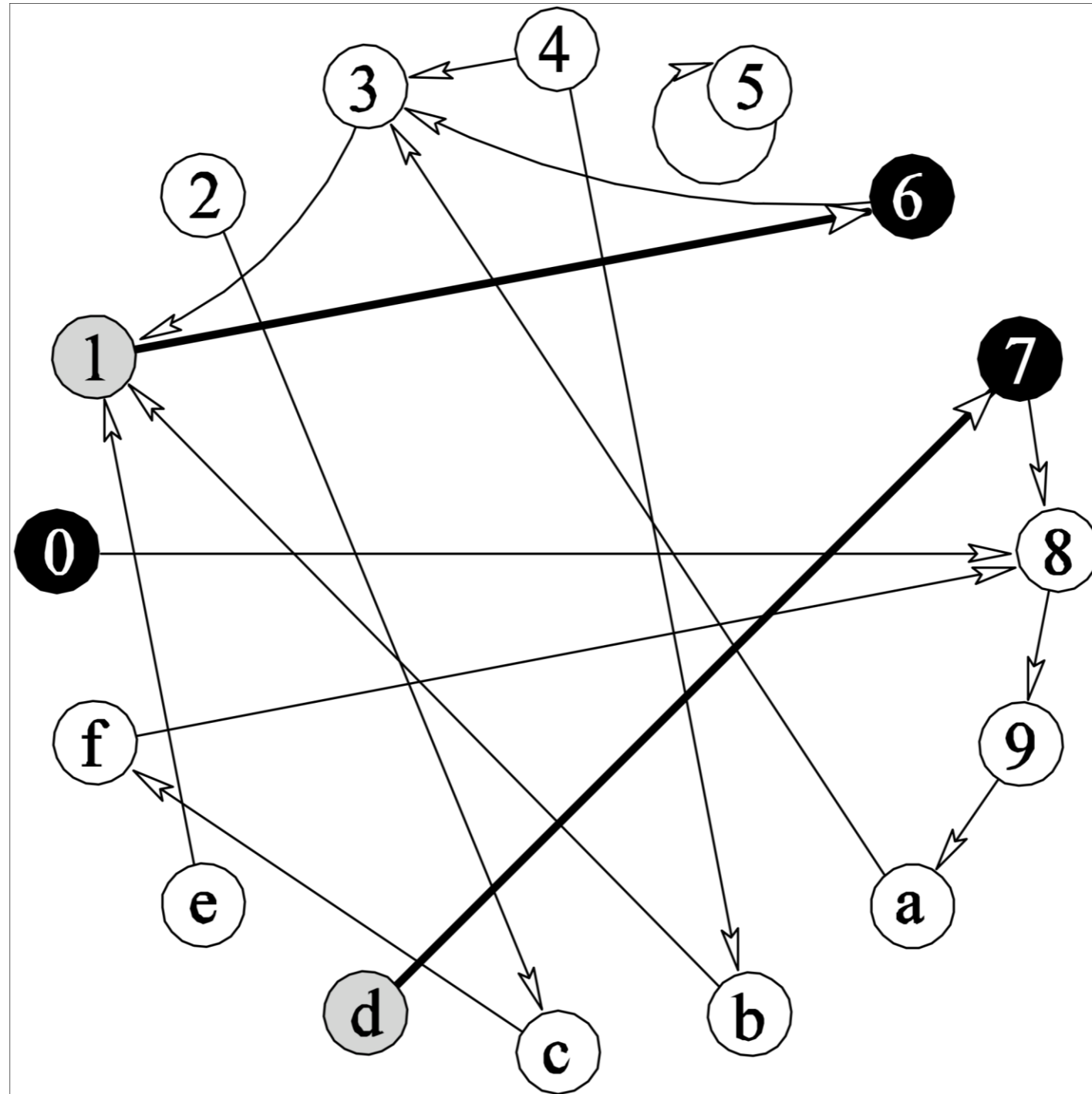


- Infection models:
 - Push Model
 - if u is infected and $(u,v) \in E_t$, then v is infected in the next round
 - Pull Model
 - if v is infected and $(u,v) \in E_t$, then u is infected in the next round

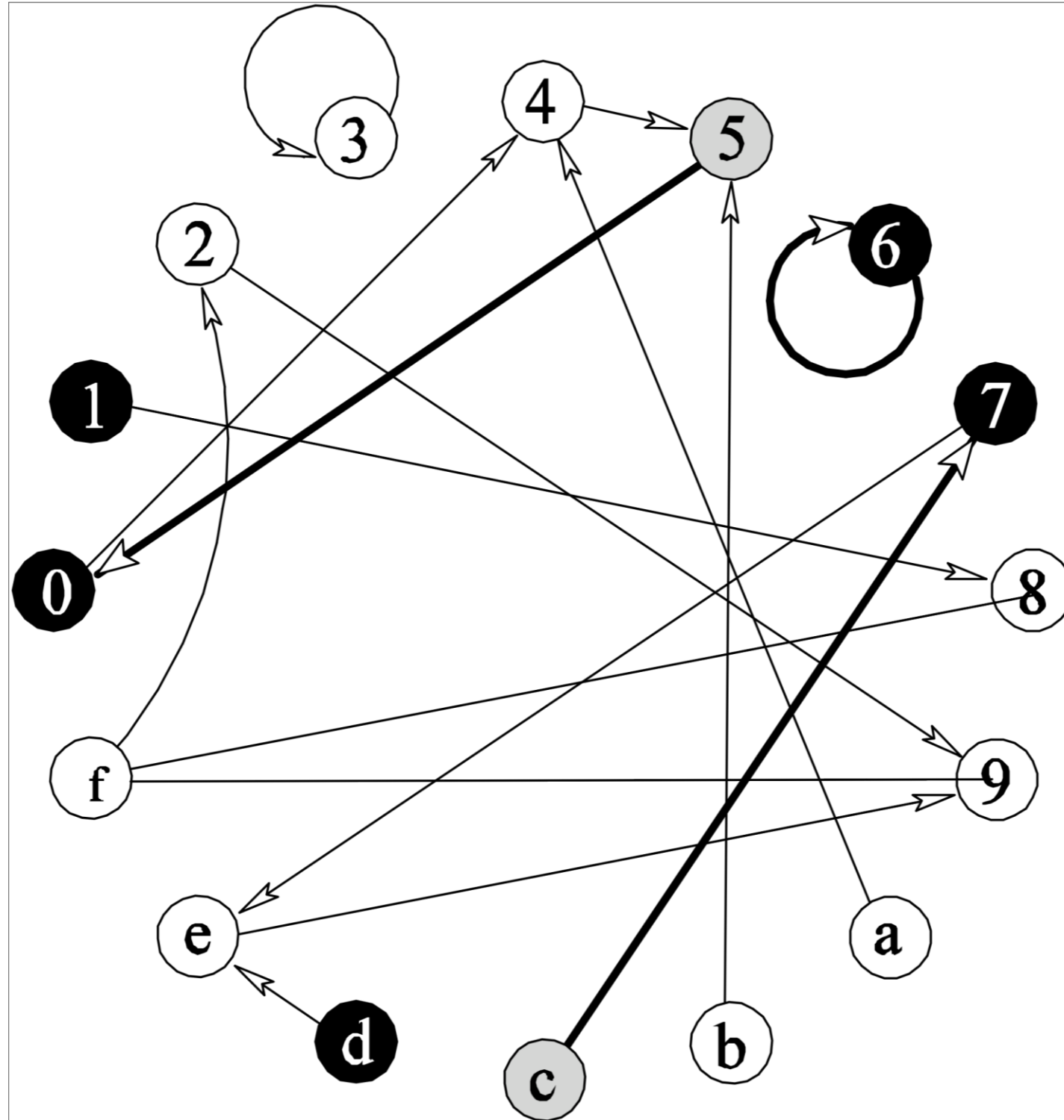
Pull Model



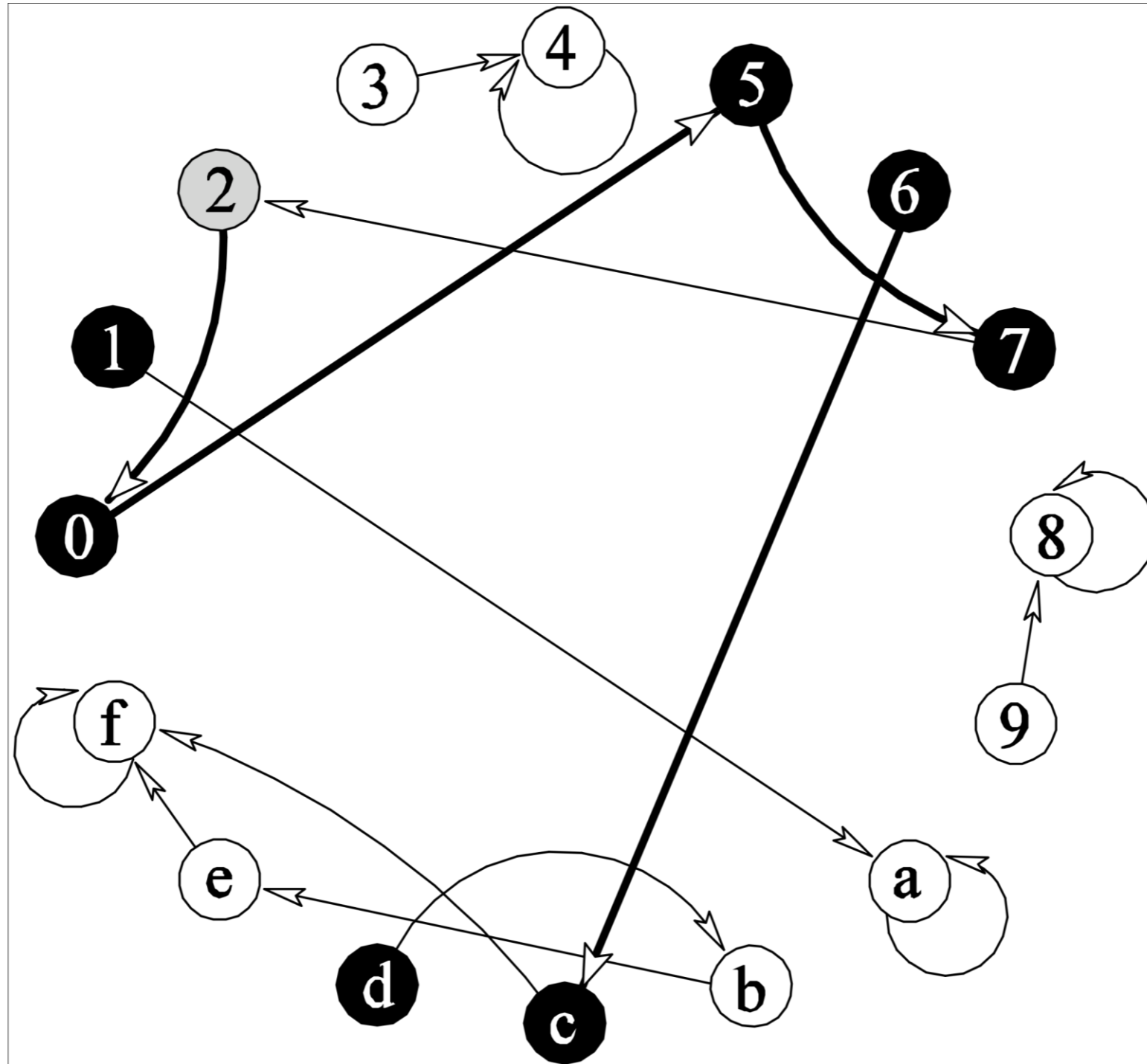
Pull Model



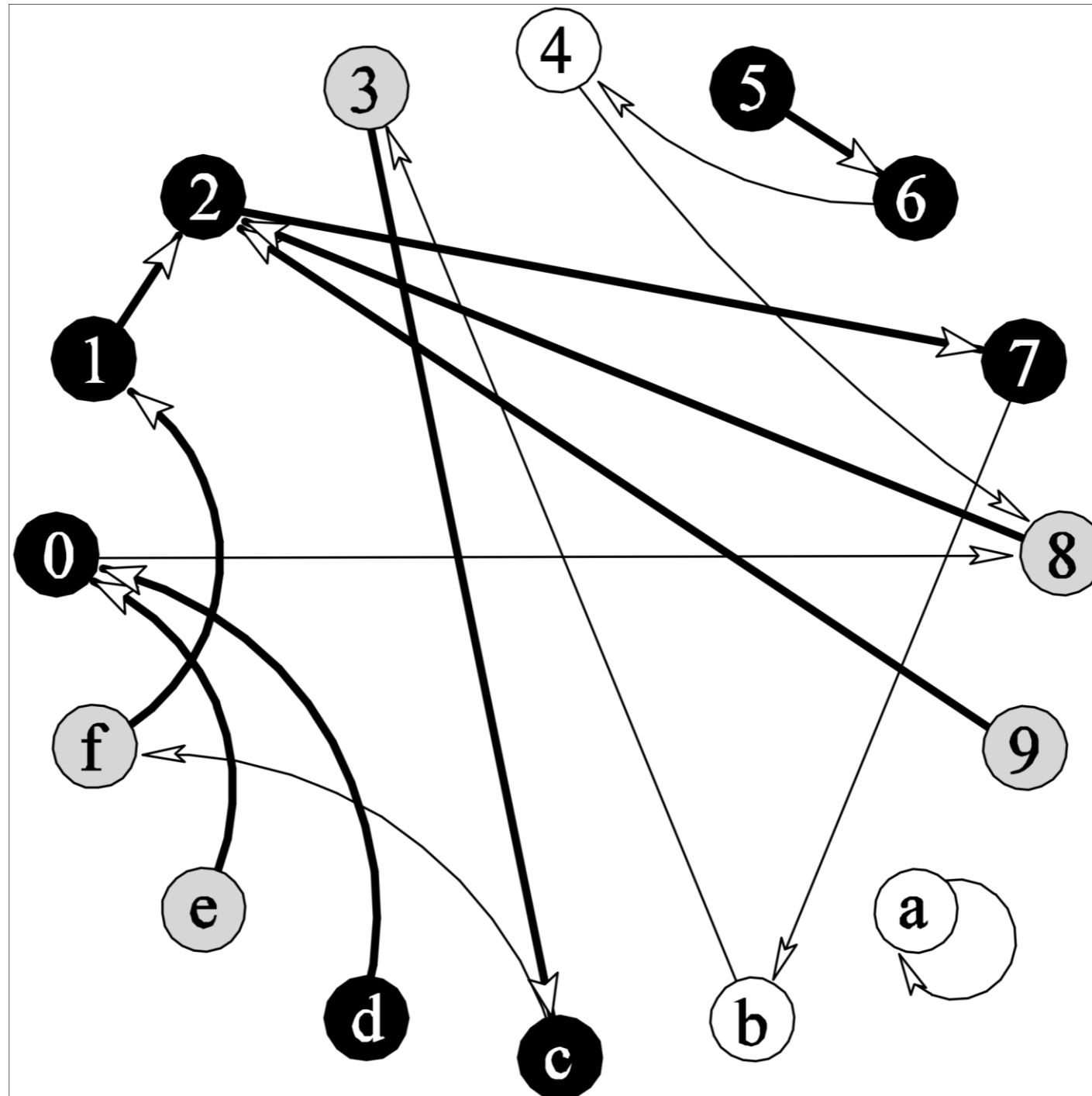
Pull Model



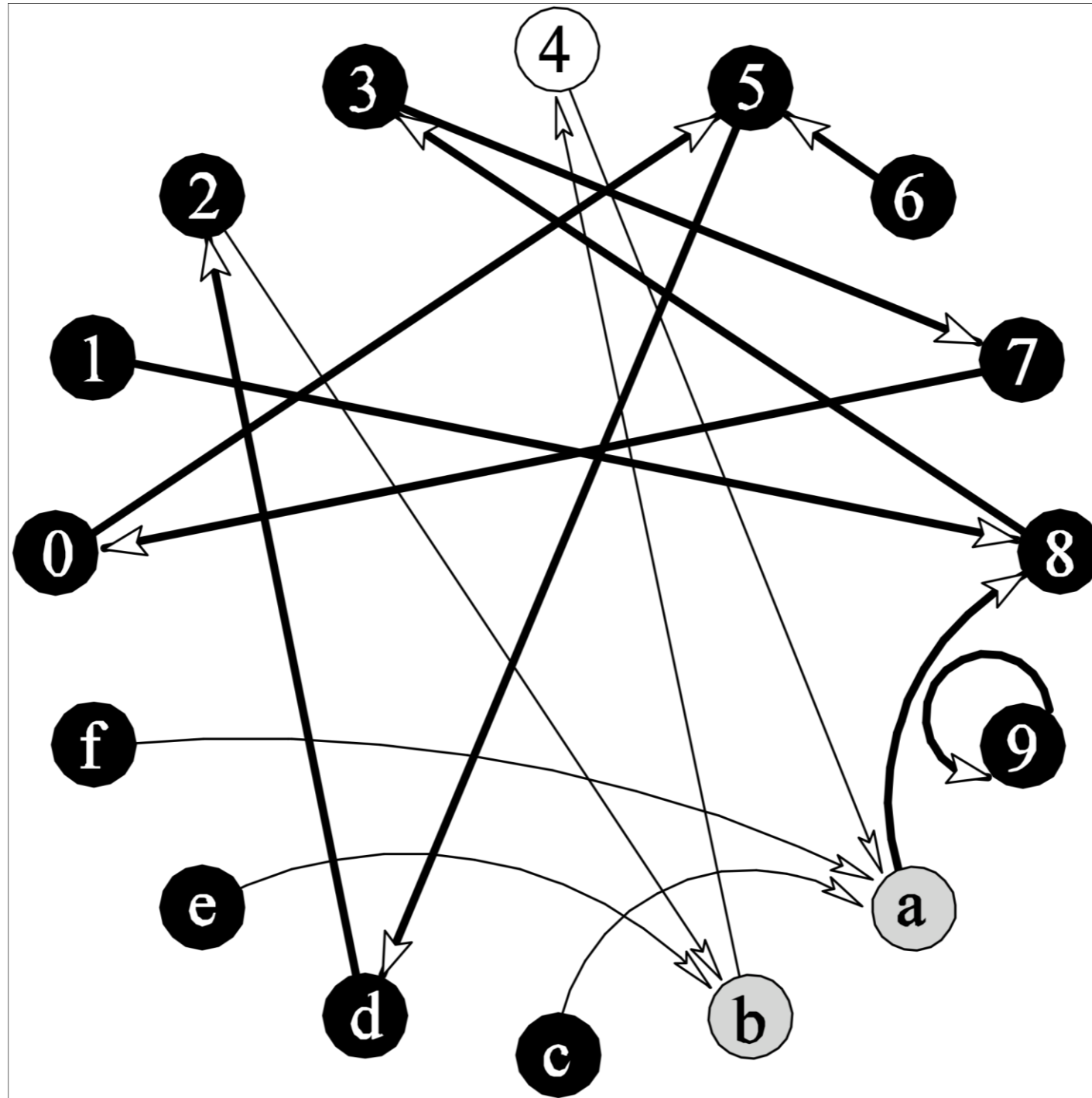
Pull Model



Pull Model



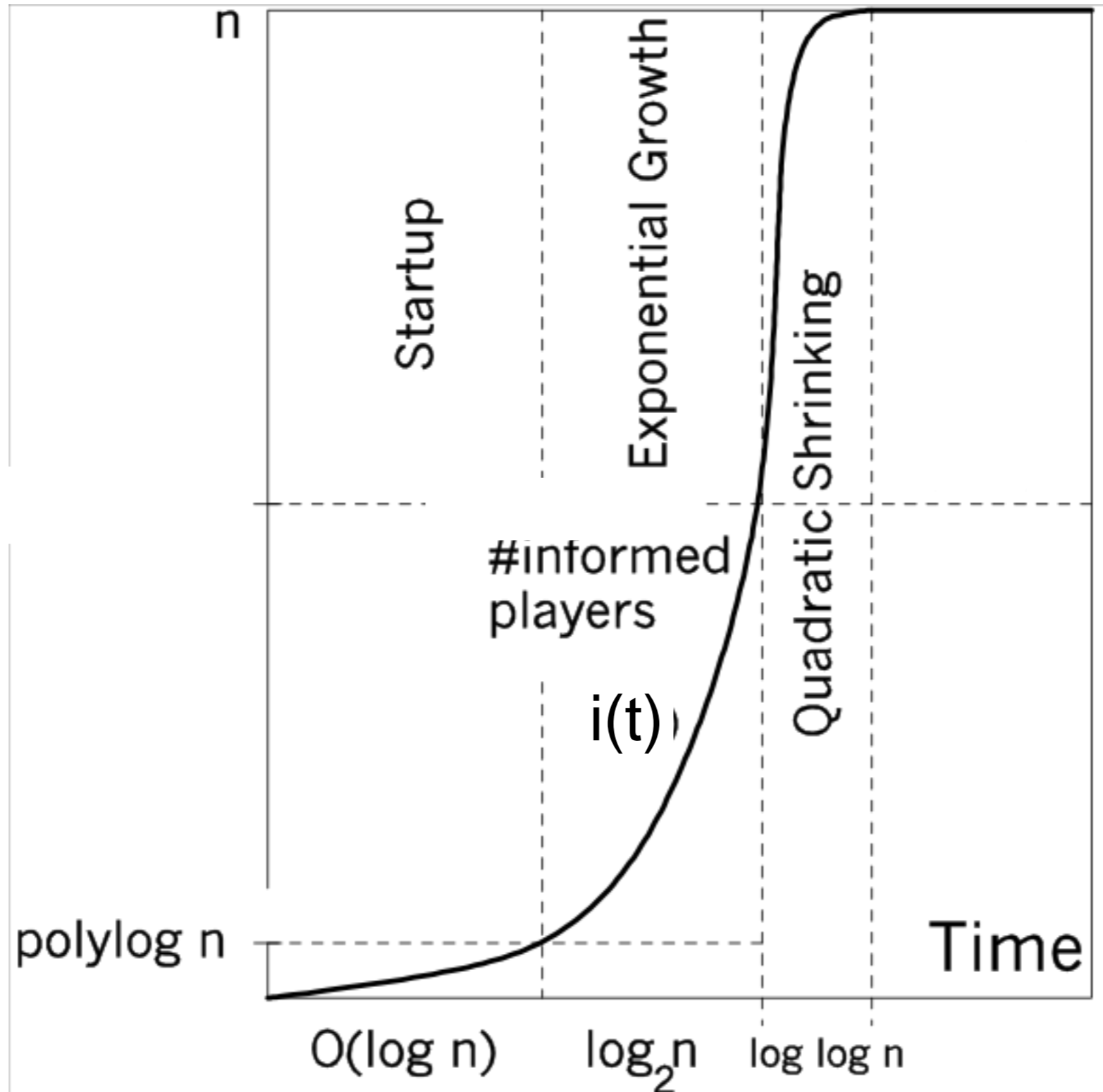
Pull Model



- Consider
 - an susceptible node and $I(t)$ infected nodes
- Probability that a susceptible node contacts an infected node: $i(t)$
 - $E[s(t+1)]$
 - $= s(t) - s(t) i(t)$
 - $= s(t) (1 - i(t)) = s(t)^2$
 - $E[i(t+1)]$
 - $= 1 - s(t)^2$
 - $= 1 - (1 - i(t))^2$
 - $= 2 i(t) - i(t)^2 \approx 2 i(t)$
 - for small $i(t)$

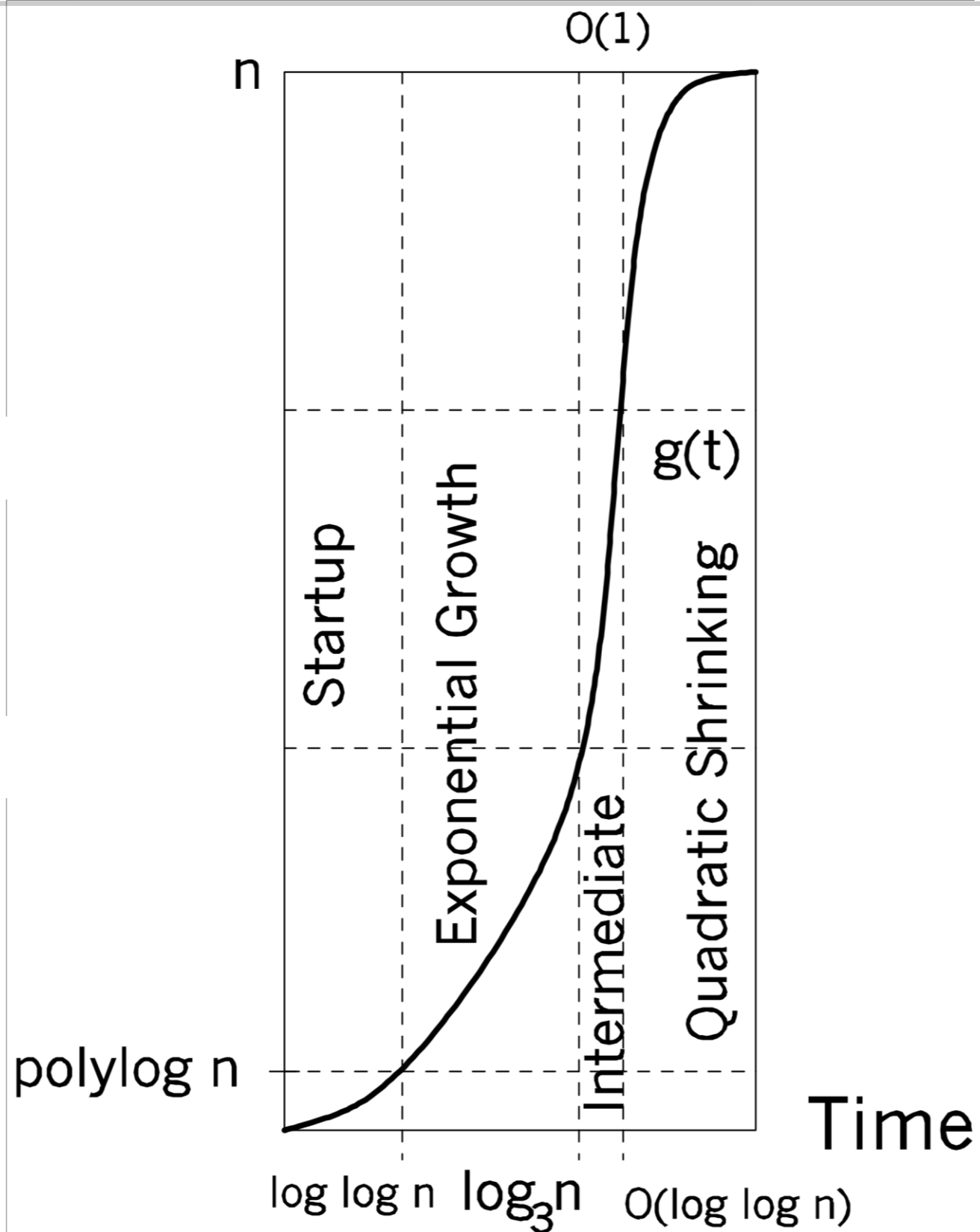
- **Problem**
 - if $i(t) \leq (\log n)^2$ then exponential growth is not with high probability
 - $O(\log n)$ steps are needed to start eh growth with high probability
 - yet in the expectation it grows exponentially
- **After this phase**
 - If $s(t) \leq \frac{1}{2}$
 - then the share of susceptible nodes is squared in each step
 - This implies $E[s(t+ O(\log \log n))] = 0$,
 - If $i(t) \geq \frac{1}{2}$ then after $O(\log \log n)$ steps all nodes are infected with high probability

Pull Model



- Combines growth of Push and Pull
- Start phase: $i(t) \leq 2 c (\ln n)^2$
 - Push causes doubling of $i(t)$ after $O(1)$ rounds with high probability
- Exponential growth:
 $I(t) \in [2 c (\ln n)^2, n/(\log n)]$
 - Push and Pull nearly triple in each round with high probability:
 - $i(t+1) \geq 3 (1-1/(\log n)) i(t)$
- Middle phase: $I(t) \in [n/(\log n), n/3]$
 - Push and Pull
 - slower exponential growth
- Quadratic shrinking: $I(t) \geq n/3$
 - caused by Pull:
 - $E[s(t+1)] \leq s(t)^2$
 - The Chernoff bound implies with high probability
 - $s(t+1) \leq 2 s(t)^2$
 - so after two rounds for $s(t) \leq 1/2^{1/2}$
 - $s(t+2) \leq s(t)^2$ w.h.p.

Push&Pull Model



- Simple termination strategy
 - If the rumor is older than \max_{ctr} , then stop transmission
- Advantages
 - simple
- Disadvantage
 - Choice of \max_{ctr} is critical
 - If \max_{ctr} is too small then not all nodes are informed
 - If \max_{ctr} is too large, then the message overhead is $\Omega(n \max_{ctr})$
- Optimal choice for push-communication
 - $\max_{ctr} = O(\log n)$
 - Number of messages: $O(n \log n)$
- Pull communication
 - $\max_{ctr} = O(\log n)$
 - Number of messages: $O(n \log n)$
- Push&Pull communication
 - $\max_{ctr} = \log_3 n + O(\log \log n)$
 - Number of messages: $O(n \log \log n)$

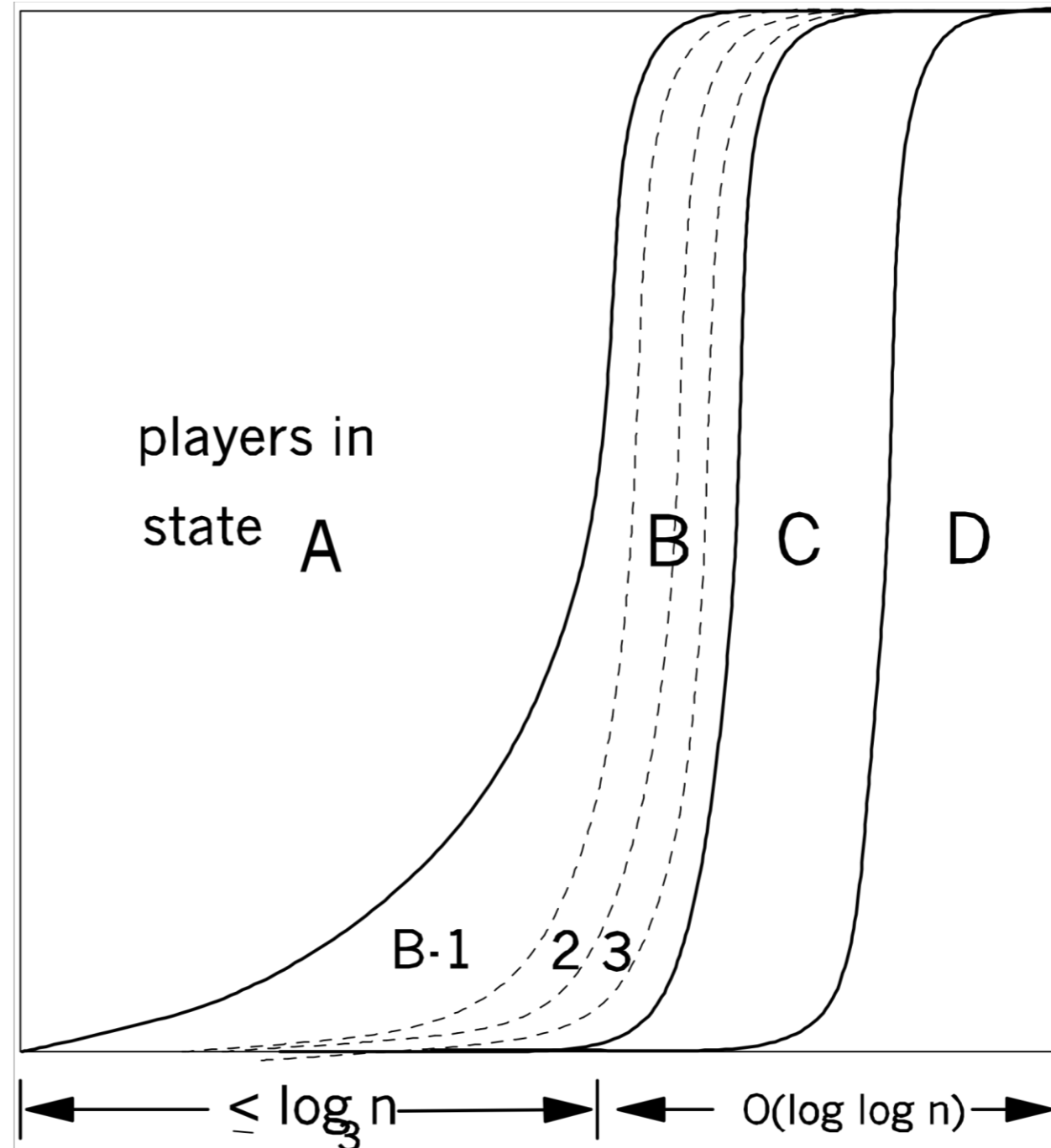
Shenker's Min-Counter Algorithm

- Only is the rumor is seen as old then contact partners increase the age-counter
- Shenkers Min-Counter-Algorithmus für $\max_{ctr} = O(\log \log n)$
 - Every player P stores age-variable $ctr_R(P)$ for each rumor R
 - A: player P does not know the rumor:
 - $ctr_R(P) \leftarrow 1$
 - B: If player P sees rumor for the first time
 - $ctr_R(P) \leftarrow 1$
 - B: If partners Q_1, Q_2, \dots, Q_m communicate with P in a round
 - If $\min_i \{ctr_R(Q_i)\} \geq ctr_R(P)$ then
 - $ctr_R(P) \leftarrow ctr_R(P) + 1$
 - C: If $ctr_R(P) \geq \max_{ctr}$ then
 - tell the rumor for \max_{ctr} more rounds
 - then D: stop sending the rumor
- Theorem
 - Shenkers Min-Counter algorithms informs all nodes using Push&Pull-communication in $\log_3 n + O(\log \log n)$ rounds with probability $1 - n^{-c}$, using at most $O(n \log \log n)$ messages.

Shenker's Min-Counter-Algorithm

- Theorem

- Shenker's Min-Counter algorithm informs all nodes using Push&Pull-communication in $\log_3 n + O(\log \log n)$ rounds with probability $1 - n^{-c}$, using at most $O(n \log \log n)$ messages.



Peer-to-Peer Networks

08 Kelips and Epidemic Algorithms

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