



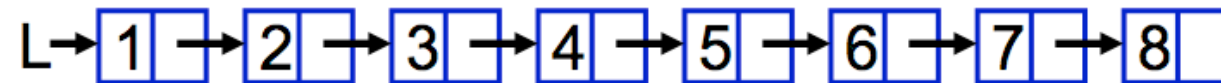
Peer-to-Peer Networks

9 Skip-Net and Skip-Graph

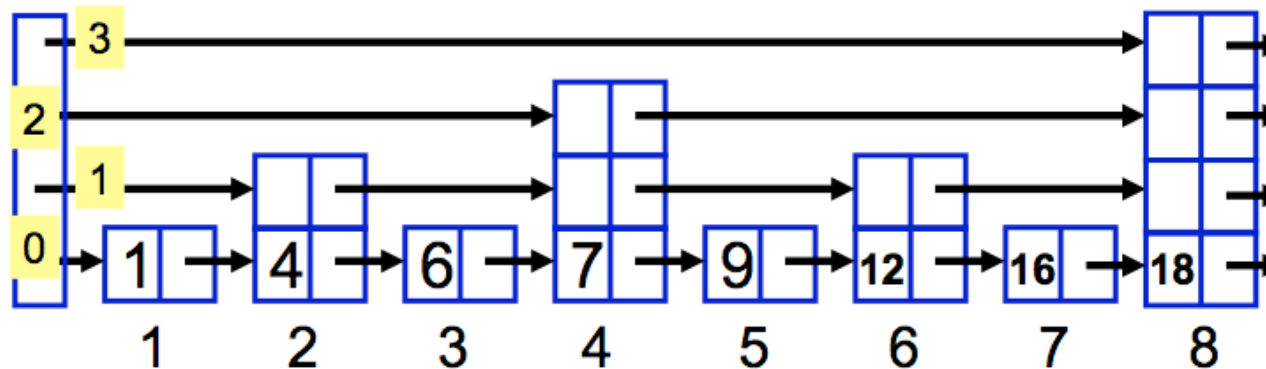
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Skip-Lists

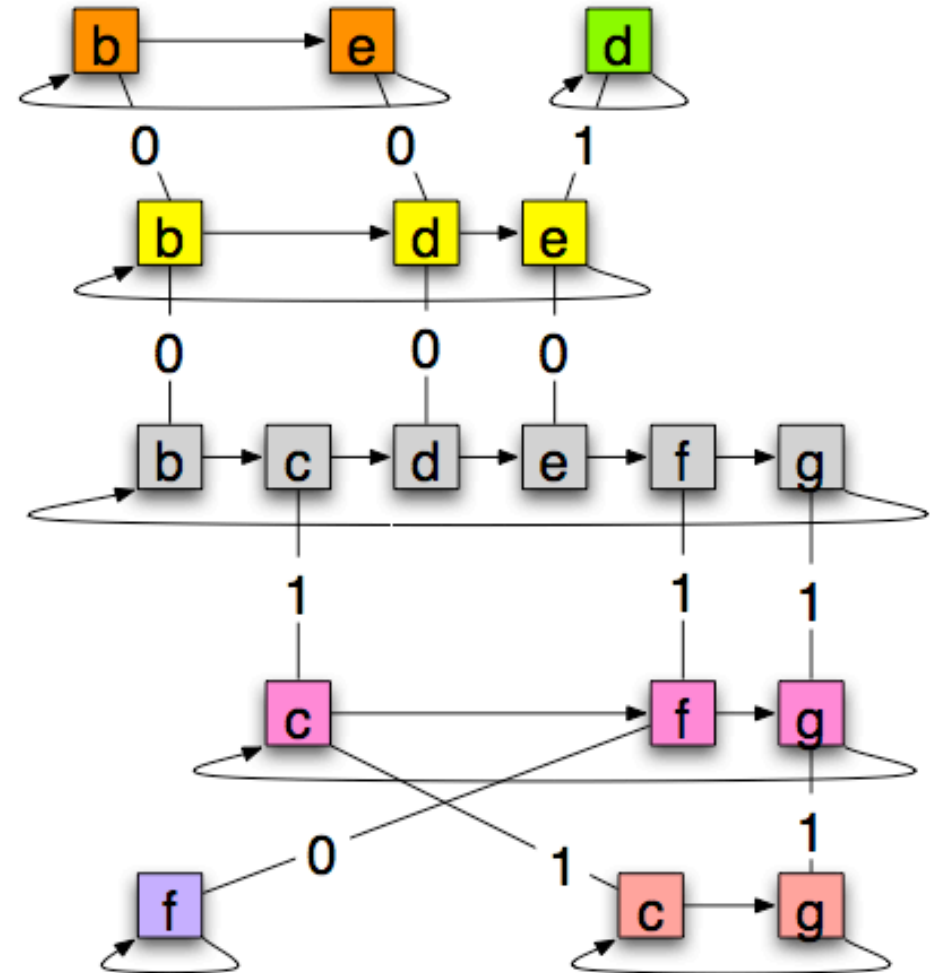
- Start with a directly connected list



- Toss a coin to select nodes with probability 50%
- Connect elements in the next level as simple directed list
- Repeat recursively until no elements are left

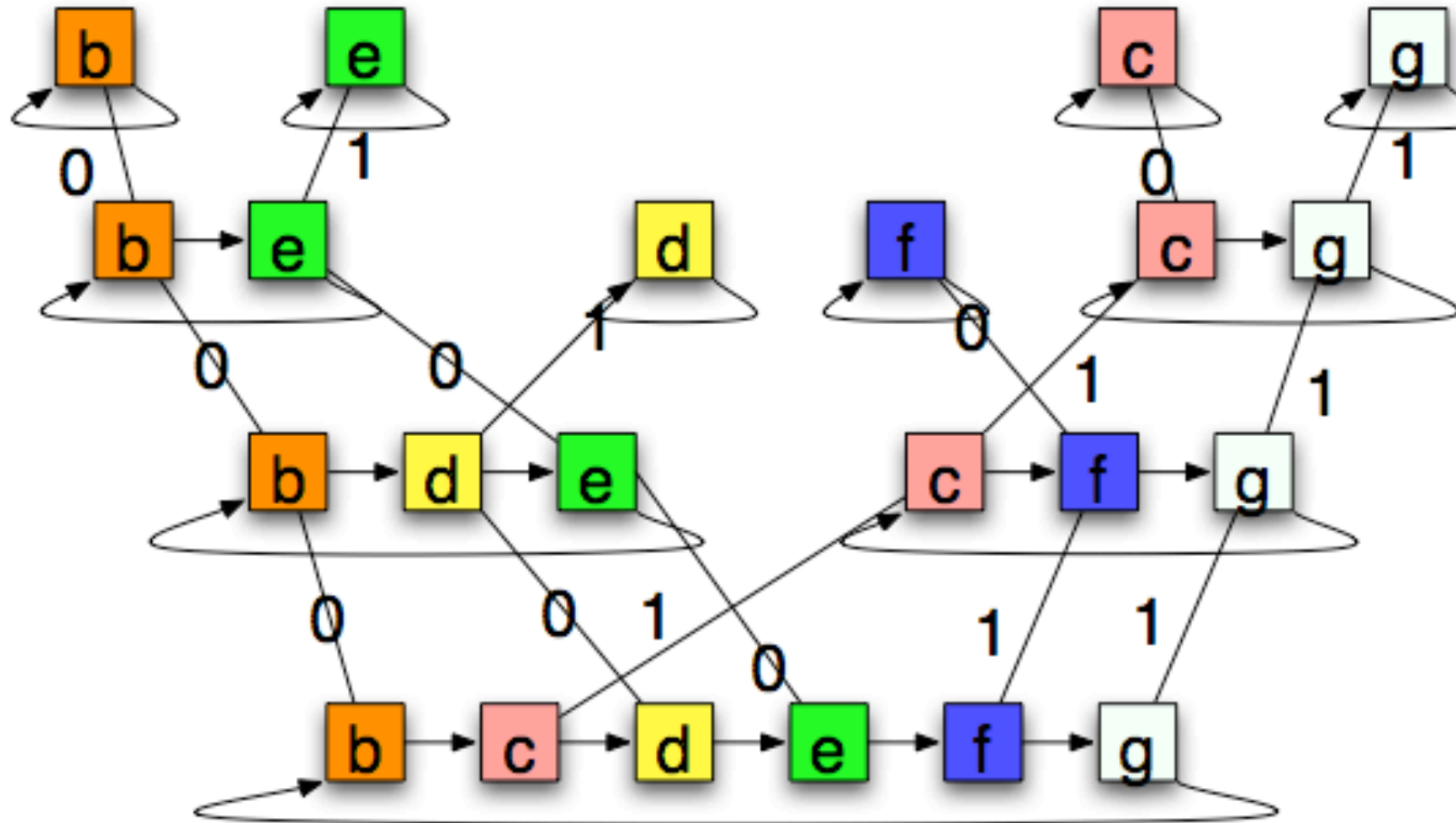


- J. Aspnes and G. Shah.
Skip graphs, 2003
- Idea
 - „Heads“ and „Tails“ of a coin toss recursively participate in an own game
- Properties
 - highly resilient
 - Diameter and degree $O(\log n)$ with high probability
 - Ordering of data remains

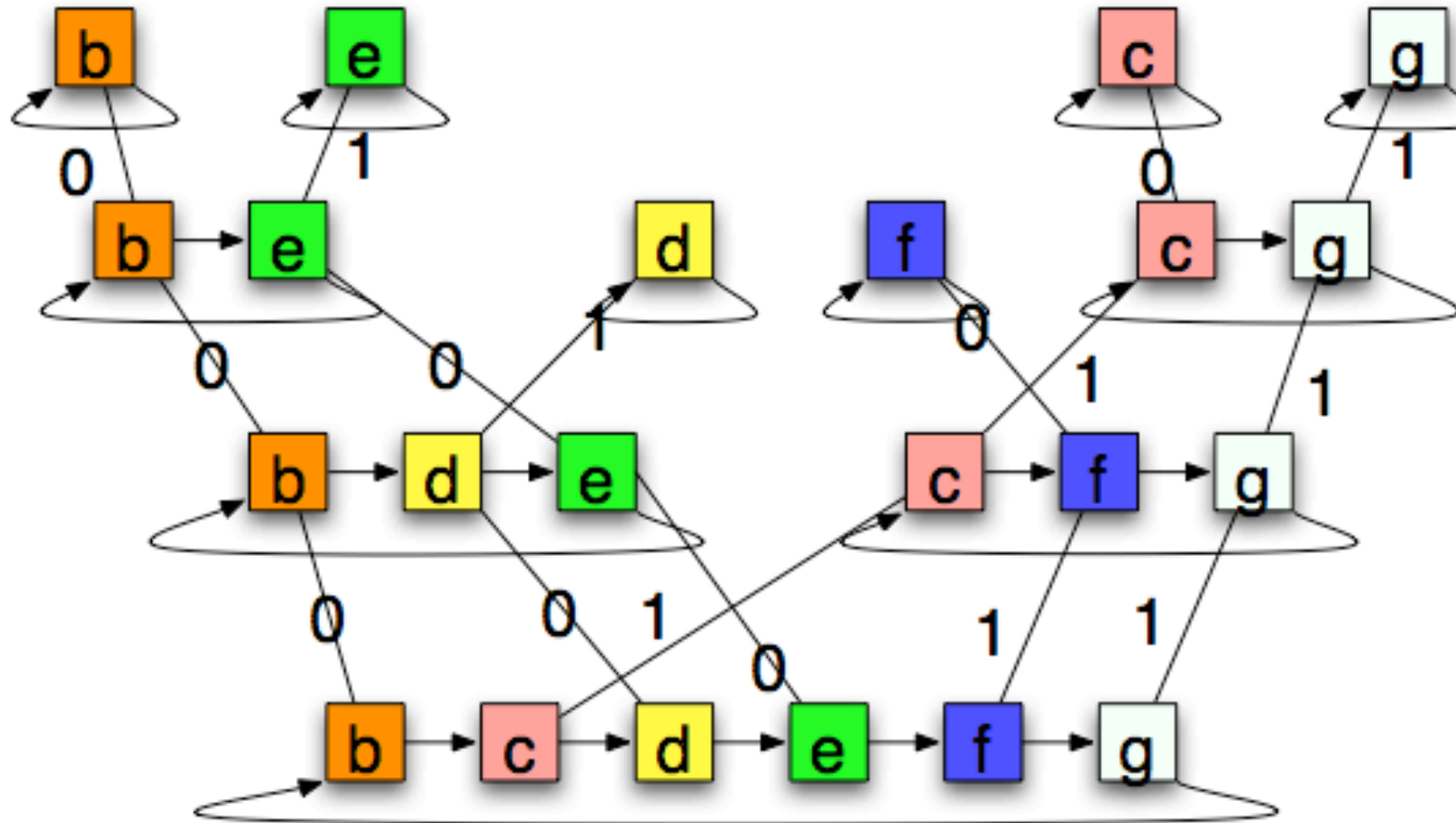


- Same data structure invented twice in parallel
- Harvey, Jones, Saroiu, Theimer, Wolman, SkipNet: A Scalable Overlay Network with Practical Locality Properties 2003
- Prinziple
 - Data is sorted stored on peers on a ring
 - Node-ID serves as random number for skip-graph
- Lookup for Data
 - Choose the farthest pointer on the ring which does not pass the peer storing the data
- Lookup for numeric node-ID
 - Recursively choose ring with same prefix
- # hops: $O(\log n)$ w.h.p.
 - if the node-IDs are chosen randomly

Search for Name-ID

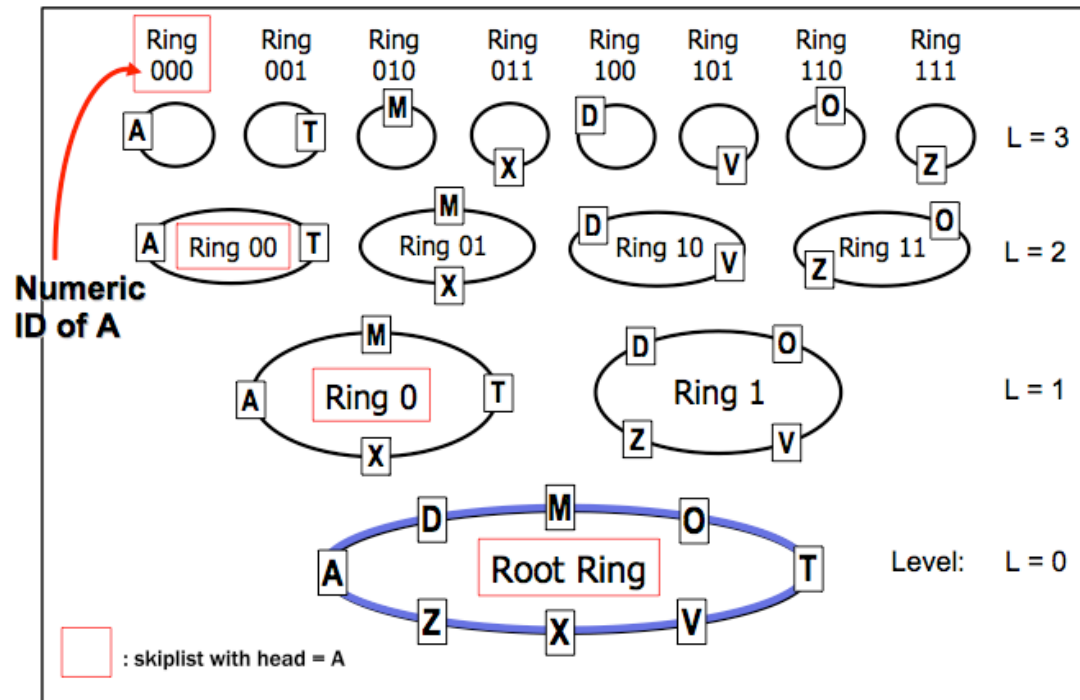


Search for Num-ID



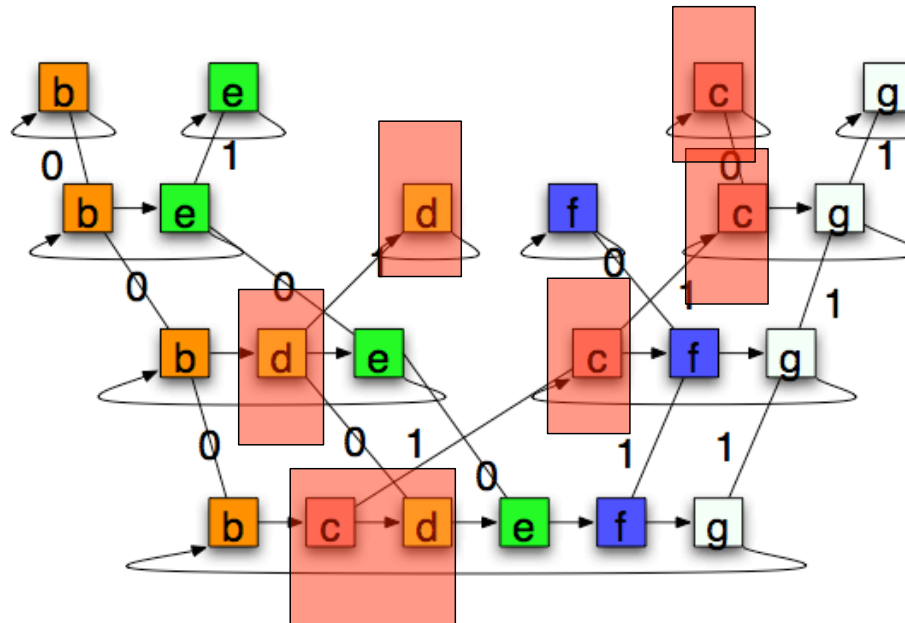
Alternative Representation

- From: P2P Network Structured Networks of Pedro Garcia Lopez, Universitat Rovira I Virgili



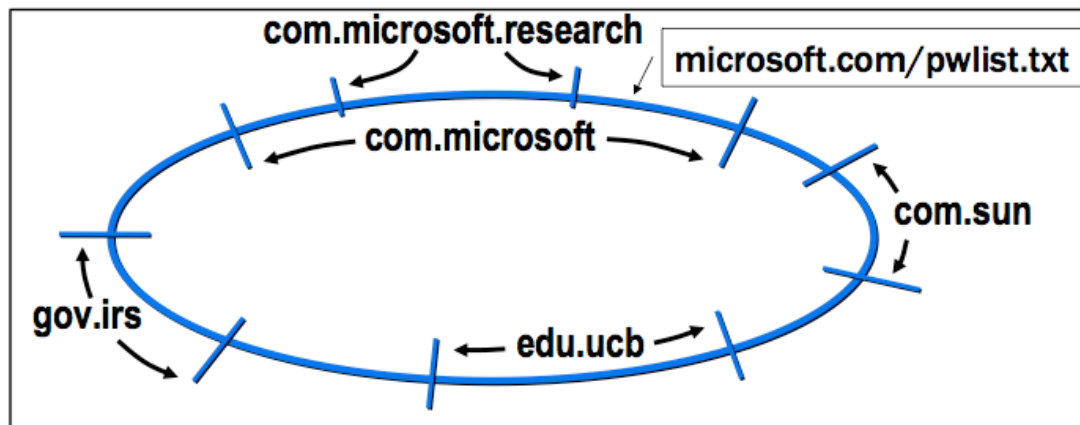
- J. Aspnes and G. Shah. Skip graphs, 2003
- Algorithm
 - Lookup of correct place according to node name
 - Insertion into higher ranks
- Runtime: $O(\log n)$ hops and $O(\log n)$ messages with high probability

- Independent Node failures
 - can be compensated by using the upper rings
- Partial network failures
 - can be repaired by removing the partial ring in higher levels



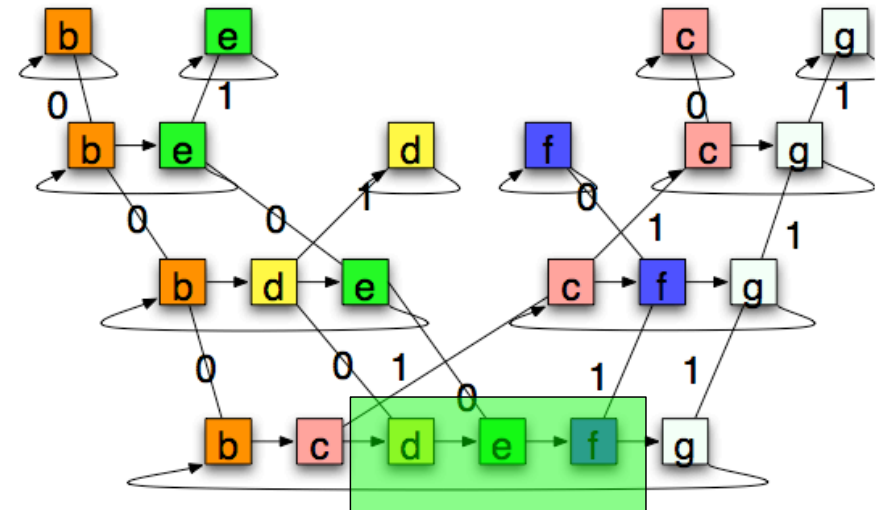
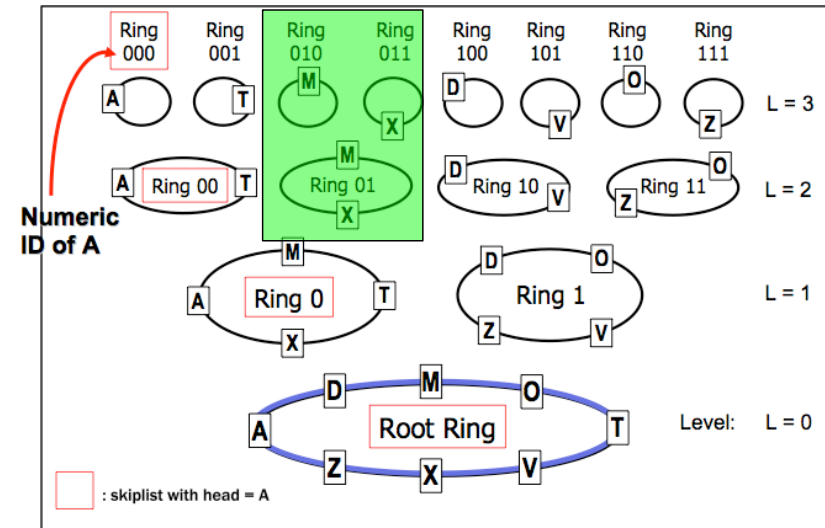
Locality of Content and Routing

- Locality of content
 - underlying ordering
- Alternative mapping of data
 - data can be stored using num-id
- Locality of Routing
 - if the hosts are sorting along domains then local routing within a domain can be facilitated where possible



Range Search

- Num-ID range search
- Name-ID range search
- Intersection of Num-ID and Name-ID
- Running time:
 - $O(\log n)$ for first element
 - Then constant time for each succeeding elements

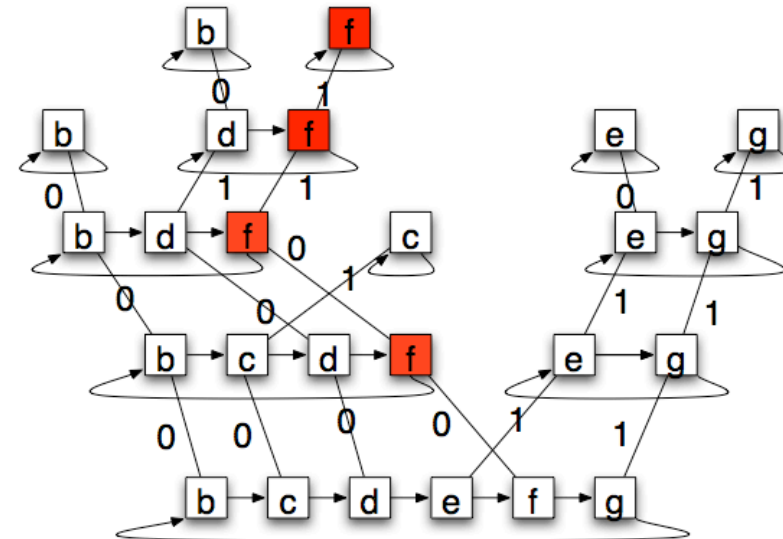
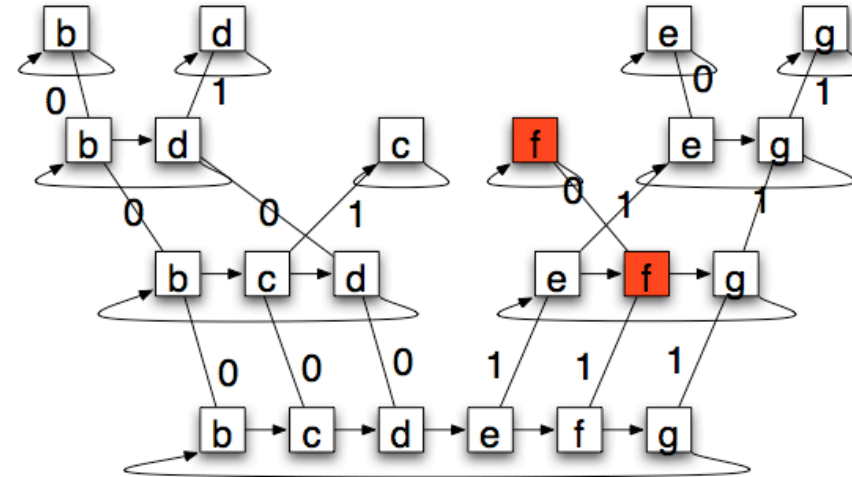


- Increase the basis
 - e.g. use dice instead of coin
 - reduces degree
 - increases diameter
- Replace duplicate pointers
 - with more pointers

- Omit Hash Table
- Single Overlay
 - Use numbering of Chord in Chord
- Multiple Overlay
 - Use multiple P2P network structures at the same time

Skip-Net with Random Numbers

- Harvey, Munro, „Deterministic Skip-Net“
- Rotation of nodes if unbalance is detected
- Rotation:
 - Insert a node in the other layer if there is a too long sequence of same level nodes
- Rebalance Skip-Net
- Network construction without randomness and without probabilistic analysis
- Lookup: $O(\log n)$ in the worst case





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