

Kademlia on the Open Internet

How to Achieve Sub-Second Lookups
in a Multimillion-Node DHT Overlay

Raul Jimenez



**ROYAL INSTITUTE
OF TECHNOLOGY**

Licentiate Thesis in Communication Systems

Outline

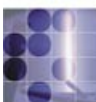
- Context
- Introduction
- Background
- Main results
- Conclusion

<context>

P29

NEXT

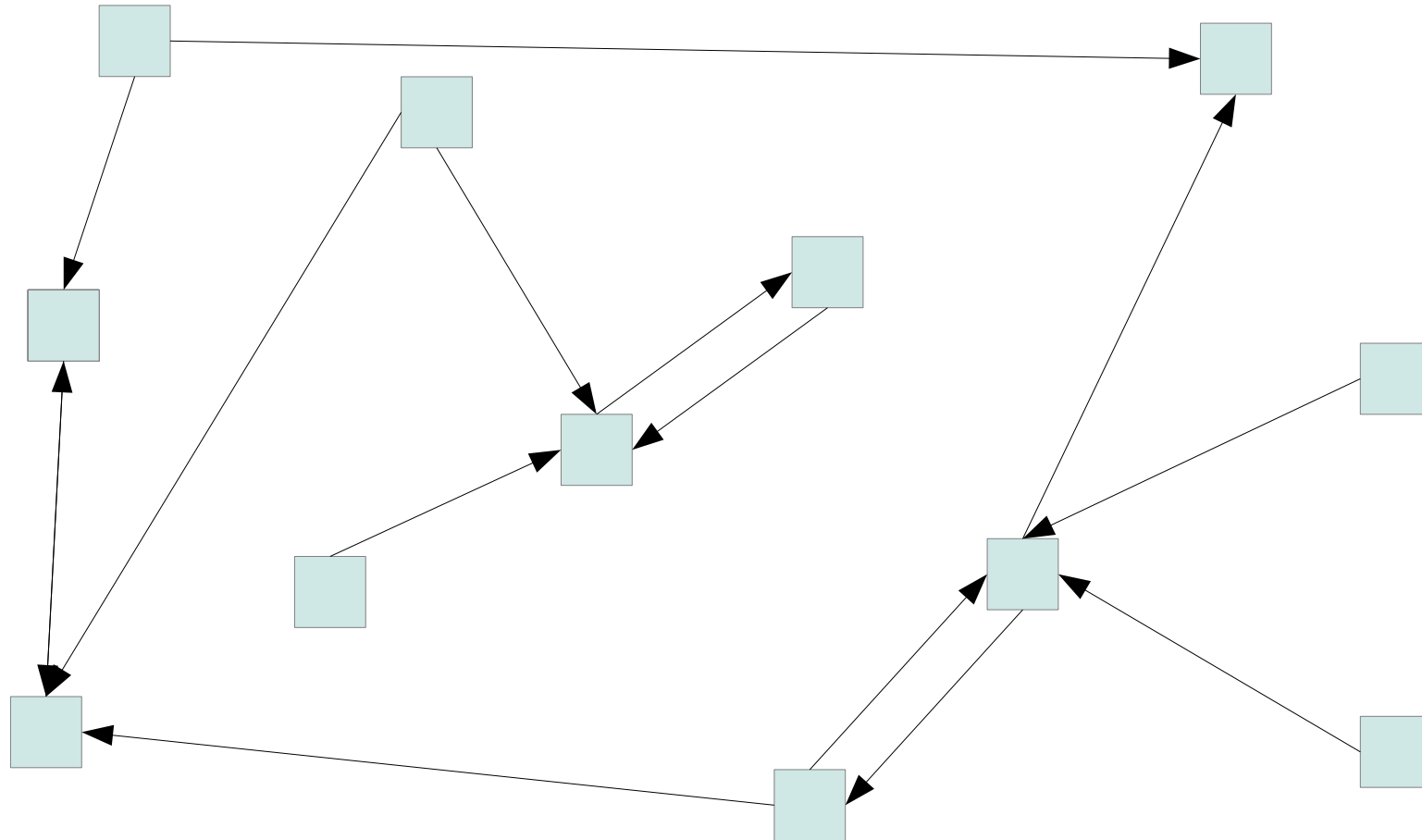
AG Projects





- Content distribution platform
- Fully decentralized
- Streaming support
- Web integration

P2P content distribution





WIKIPEDIA
The Free Encyclopedia

Main page
Contents
Featured content
Current events
Random article
Donate to Wikipedia

Interaction
Help
About Wikipedia
Community portal
Recent changes
Contact Wikipedia

Toolbox

File Discussion

Read

Edit

View history

Search



**If everyone reading this donated 50 kr,
our fundraiser would be over today.**

Read now

File:Play fight of polar bears edit 1.avi.OGG



From Wikipedia, the free encyclopedia

File

File history

File usage

Global file usage



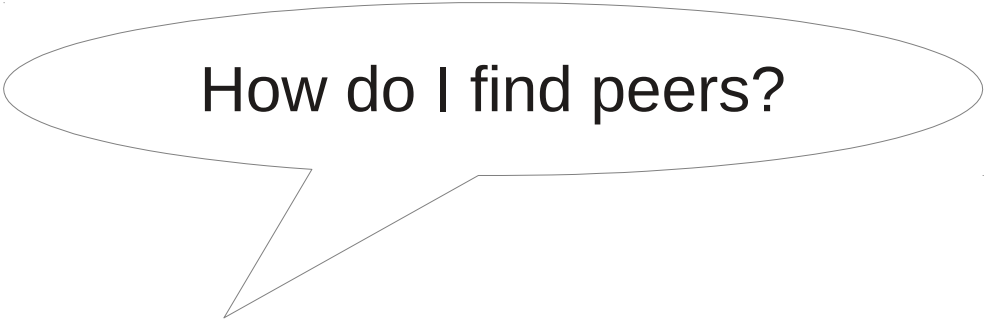
More...

No higher resolution available.

<http://swarmplayer.p2p-next.org/>

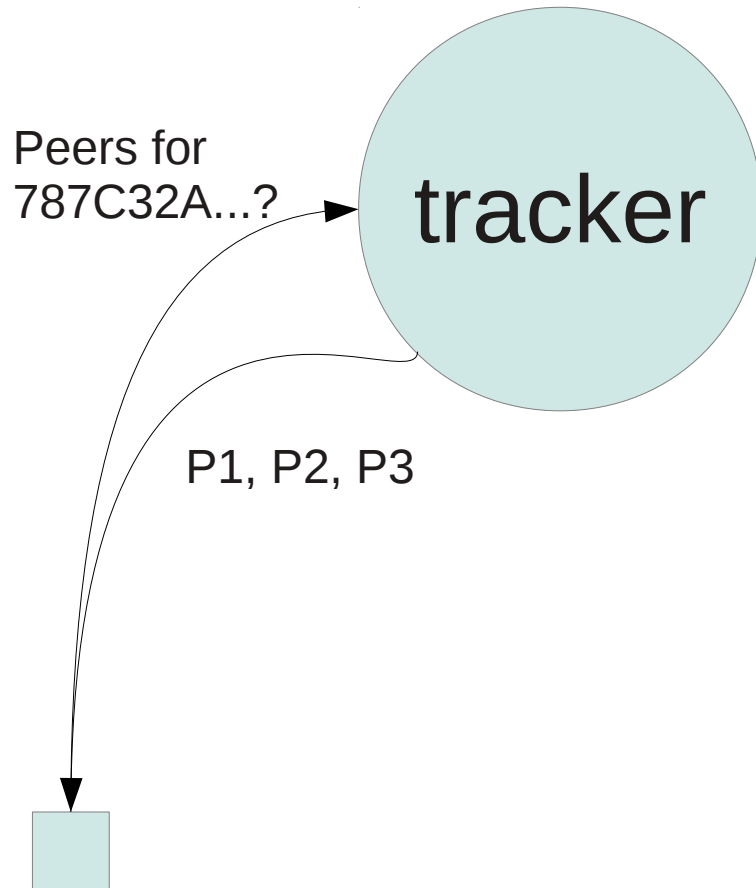
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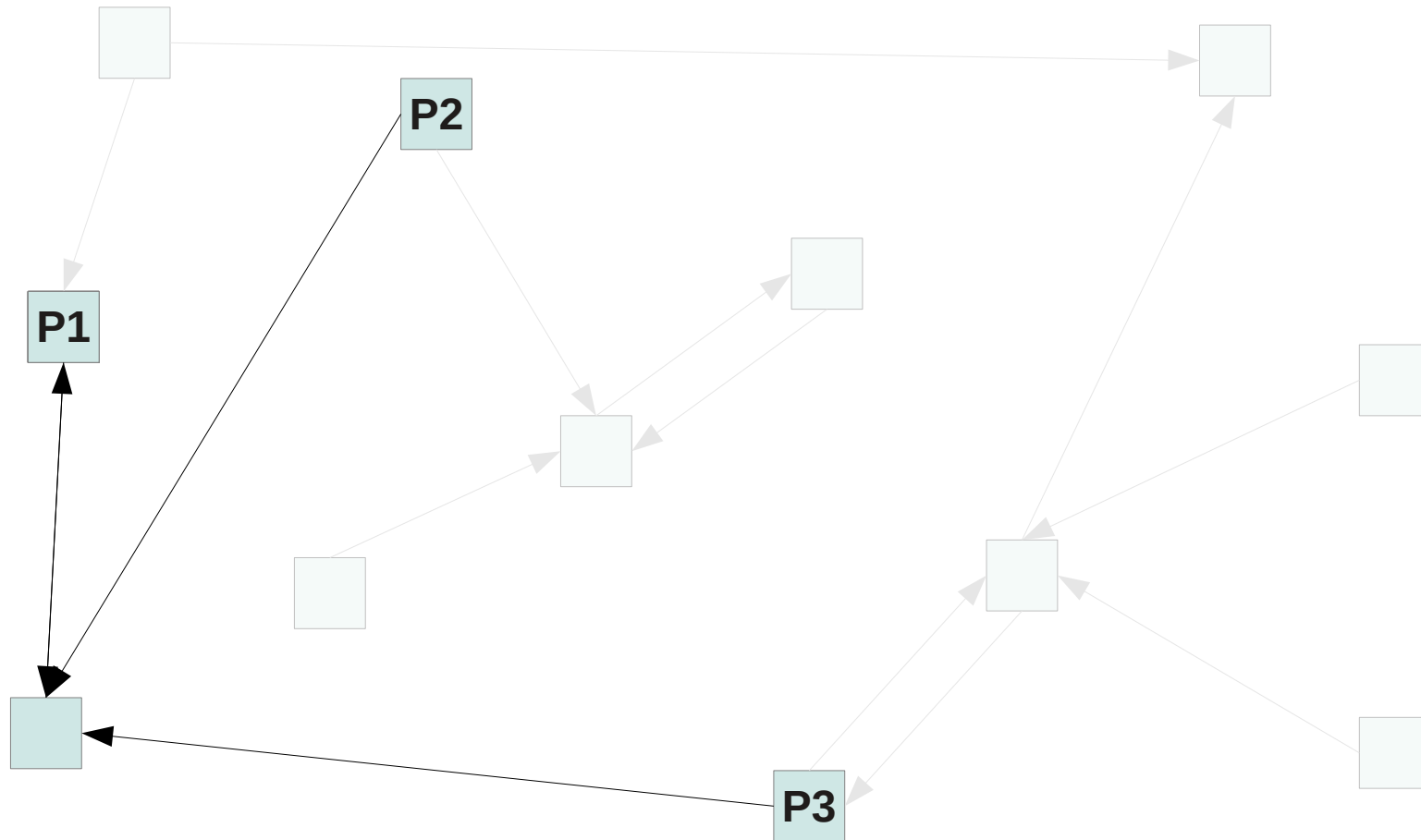


How do I find peers?

Peer discovery (aka *tracker*)



Peer-to-peer data transfer



Tracker

- Server
 - Centralized
 - Simplicity
 - Statistics
 - Scalability
 - Single point of failure

Tracker

- Server
 - Centralized
 - Simplicity
 - Statistics
 - Scalability
 - Single point of failure
- Distributed hash table
 - Decentralized
 - Scalability
 - No single point of failure
 - Churn
 - High latency

Tracker

- Distributed hash table
 - Decentralized
 - Scalability
 - No single point of failure
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 - High latency

</introduction>

<background>

Distributed Hash Table (DHT)

Distributed Hash Table (DHT)

- Key, value store/retrieve service

KEY	→	VALUE
Tel nr.	→	Name
Person ID	→	contact info
Product ID	→	stock info
Content ID	→	list of peers

Distributed Hash Table (DHT)

- Key, value store/retrieve service
- Same as “normal” hash tables but:
 - Values are stored on nodes
 - Nodes are connected to other nodes, forming an overlay
 - Lookup mechanism to locate the nodes responsible for a given key
- DHT designs:
 - Chord, Tapestry, CAN, Pastry, **Kademlia**, ...

Kademlia

Kademlia

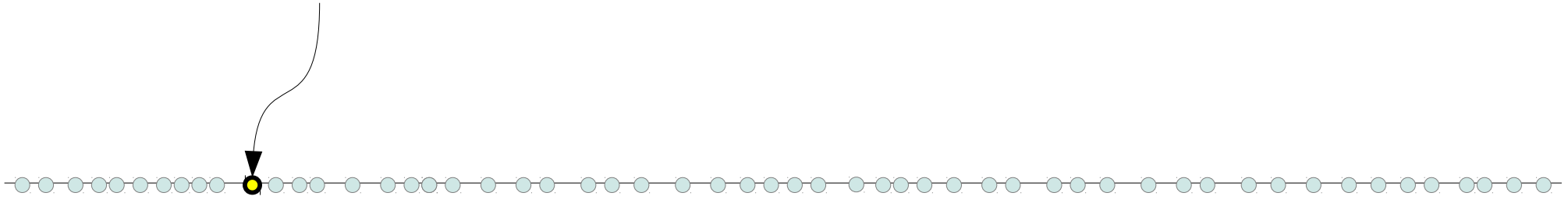
- XOR metric
 - Iterative lookup
 - Kademlia-based overlays on the Internet
 - Mainline DHT
 - KAD
 - Azureus DHT
- } > 1 million nodes each!

Kademlia's routing tables



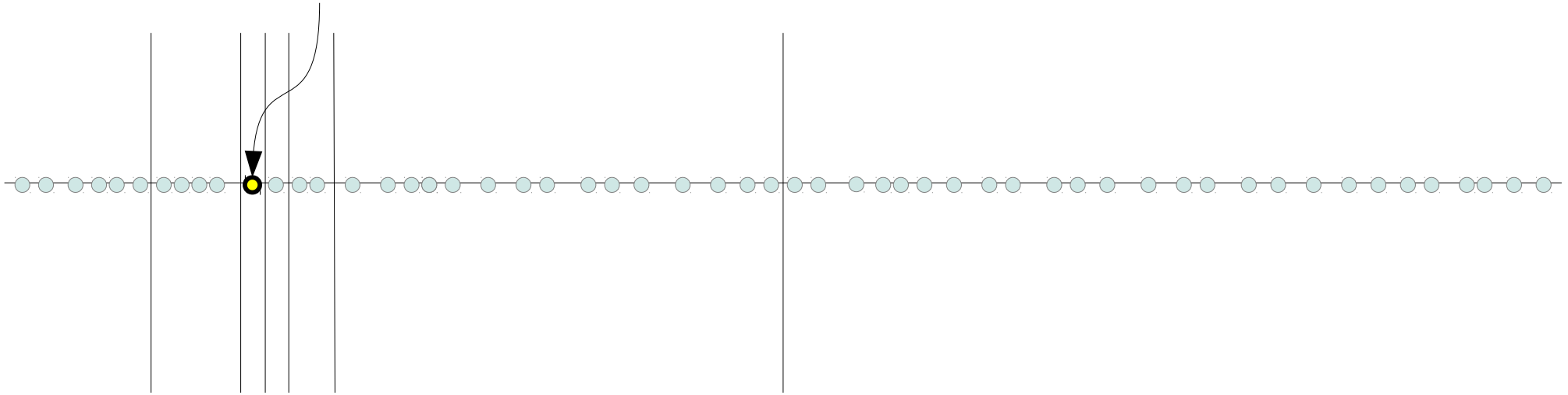
Kademlia's routing tables

My nodeID
001100...

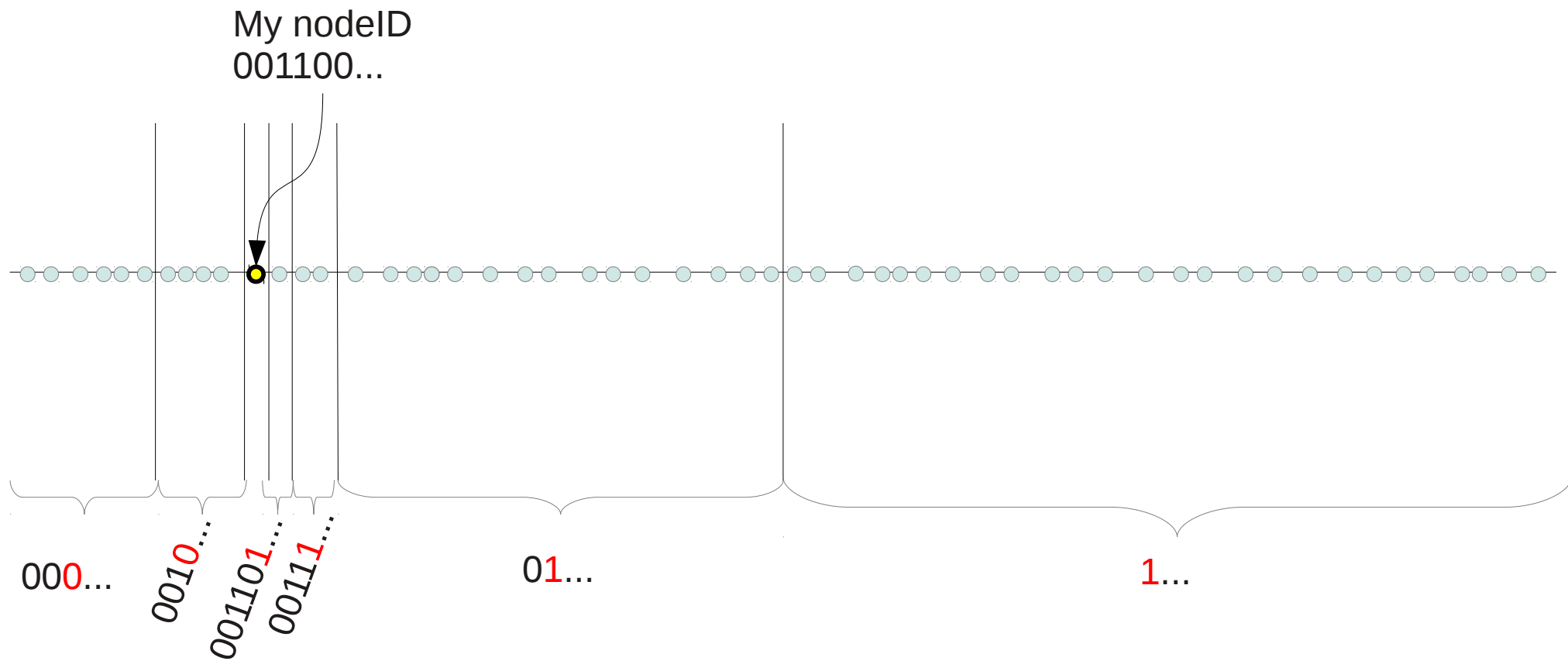


Kademlia's routing tables

My nodeID
001100...

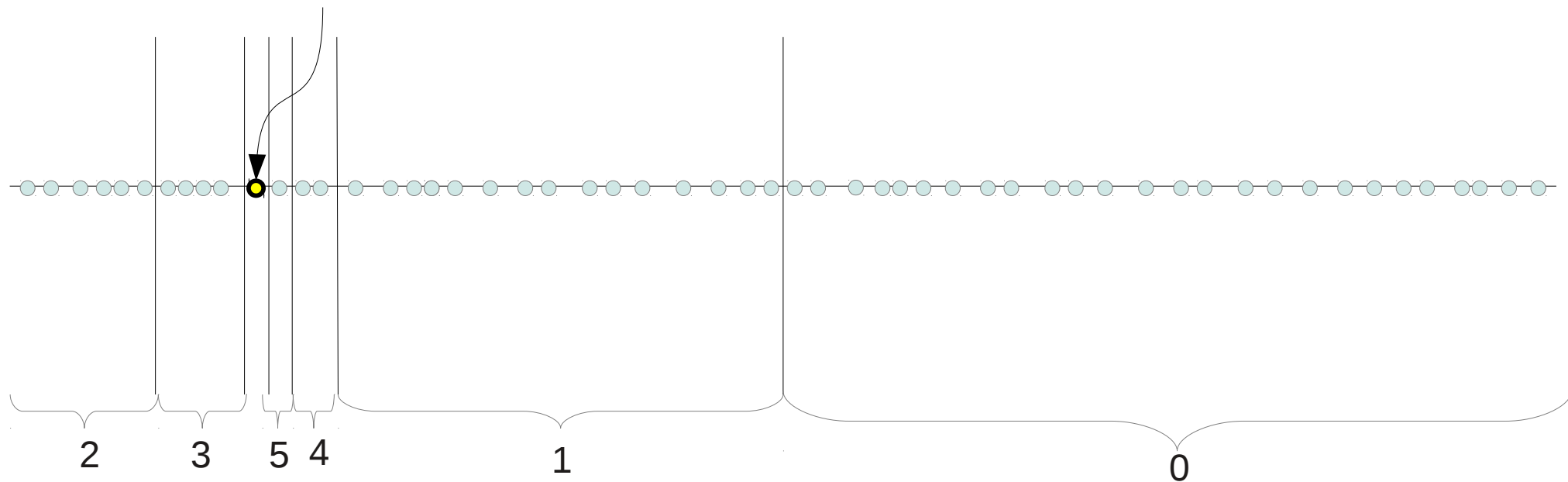


Kademlia's routing tables



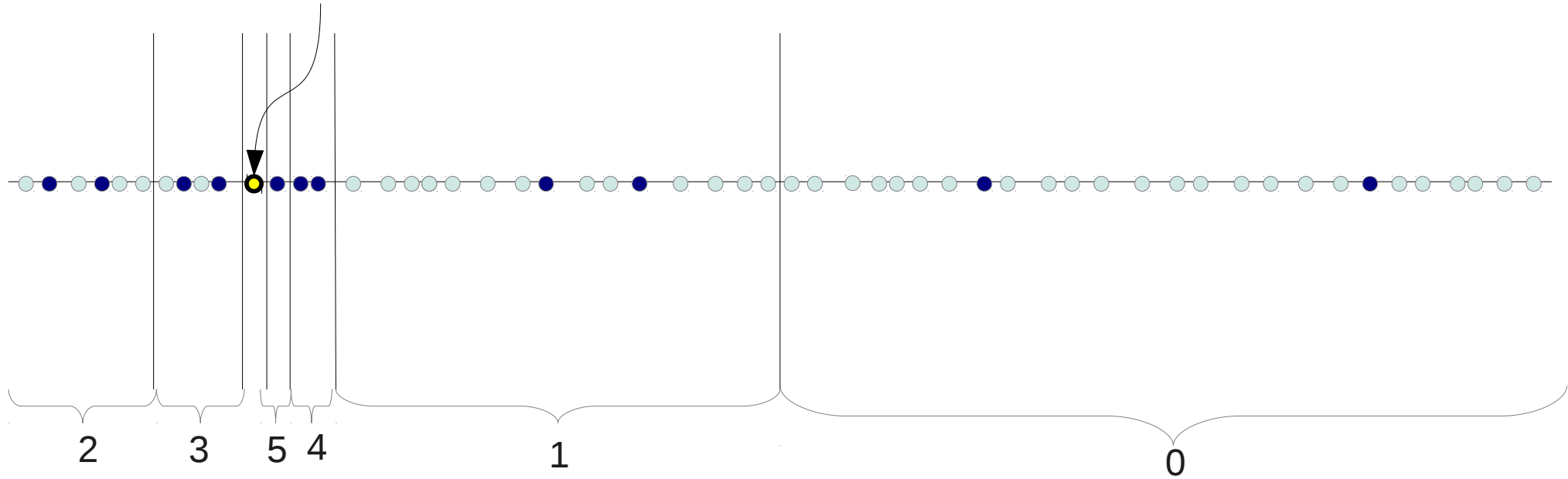
Kademlia's routing tables

My nodeID
001100...

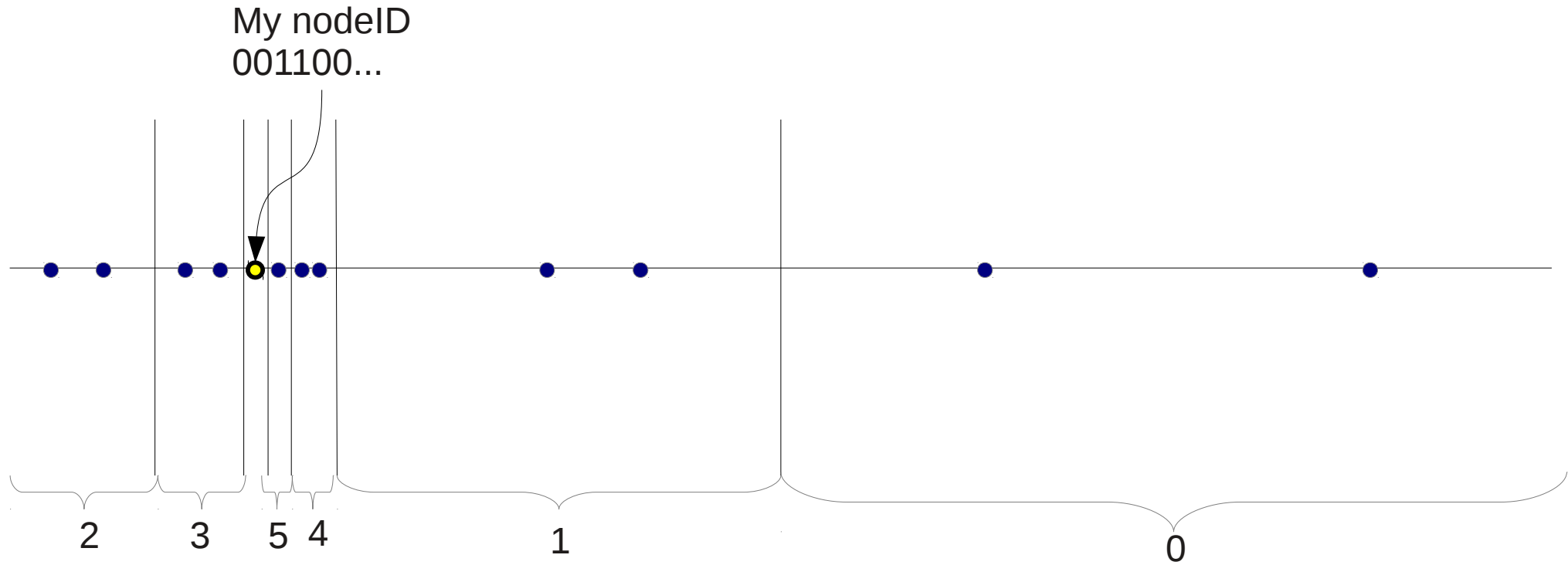


Kademlia's routing tables

My nodeID
001100...

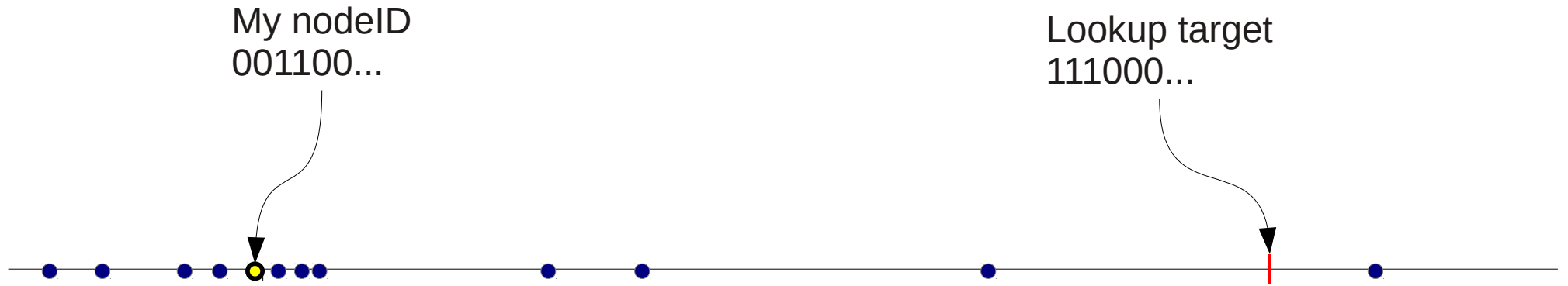


Kademlia's routing tables



Kademlia's lookup

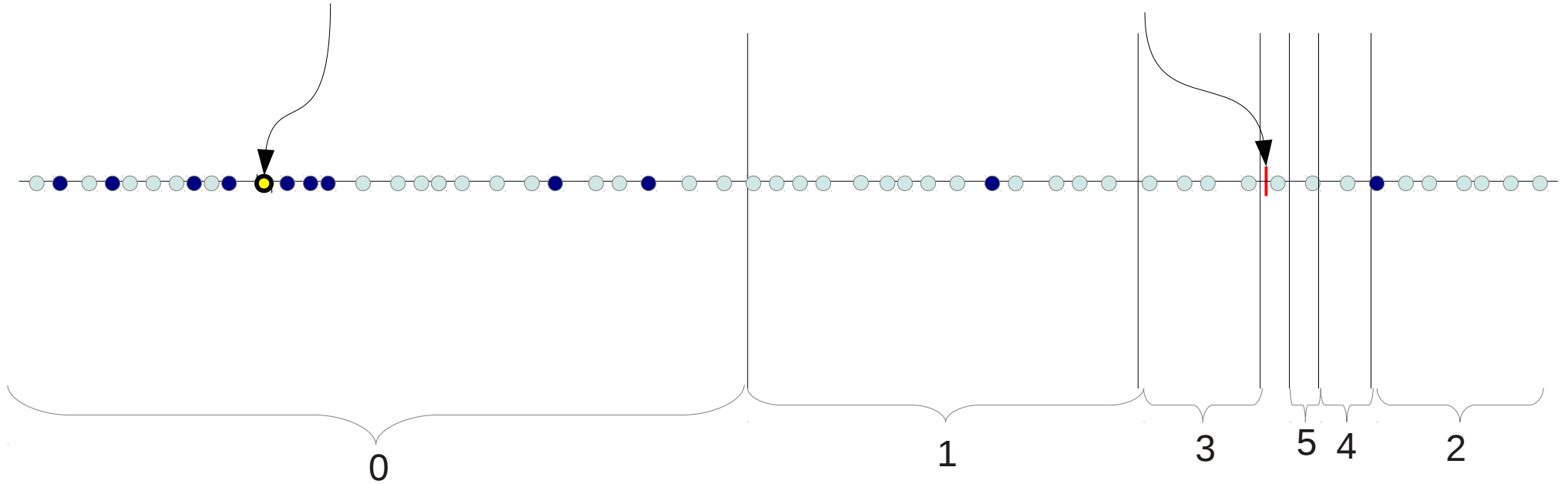
Kademlia's lookup



Kademlia's lookup

My nodeID
001100...

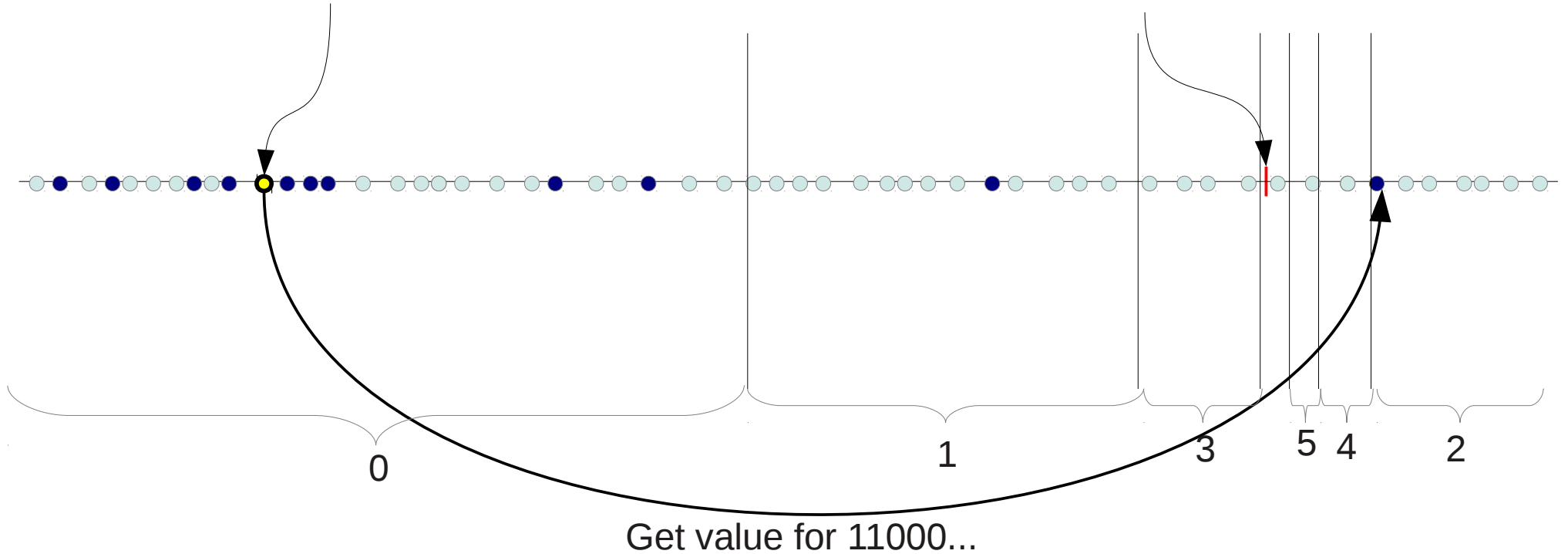
Lookup target
11000...



Kademlia's lookup

My nodeID
001100...

Lookup target
11000...

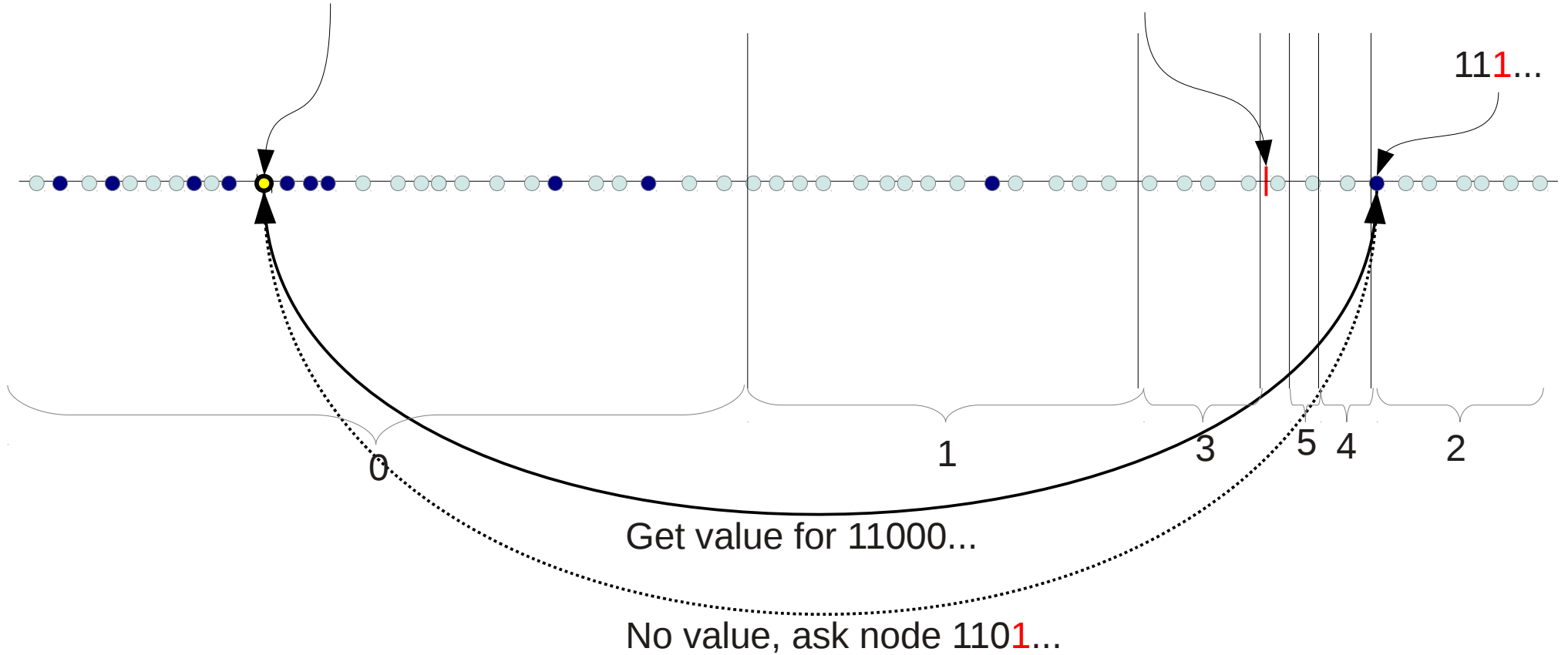


Kademlia's lookup

My nodeID
001100...

Lookup target
11000...

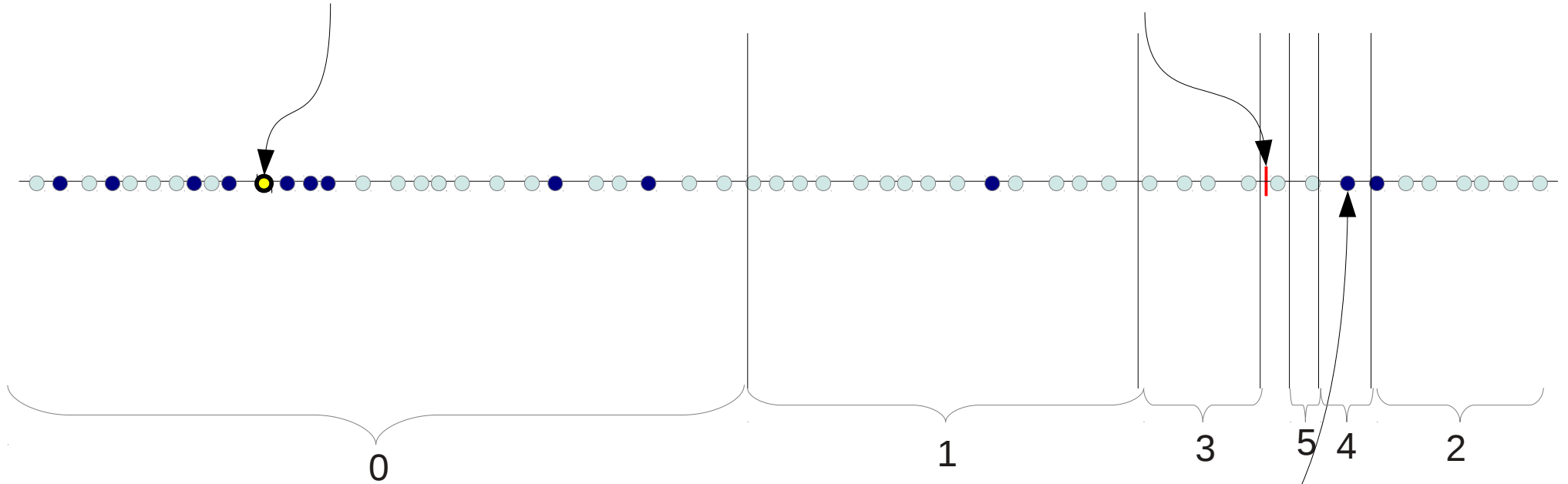
11**1**...



Kademlia's lookup

My nodeID
001100...

Lookup target
11000...

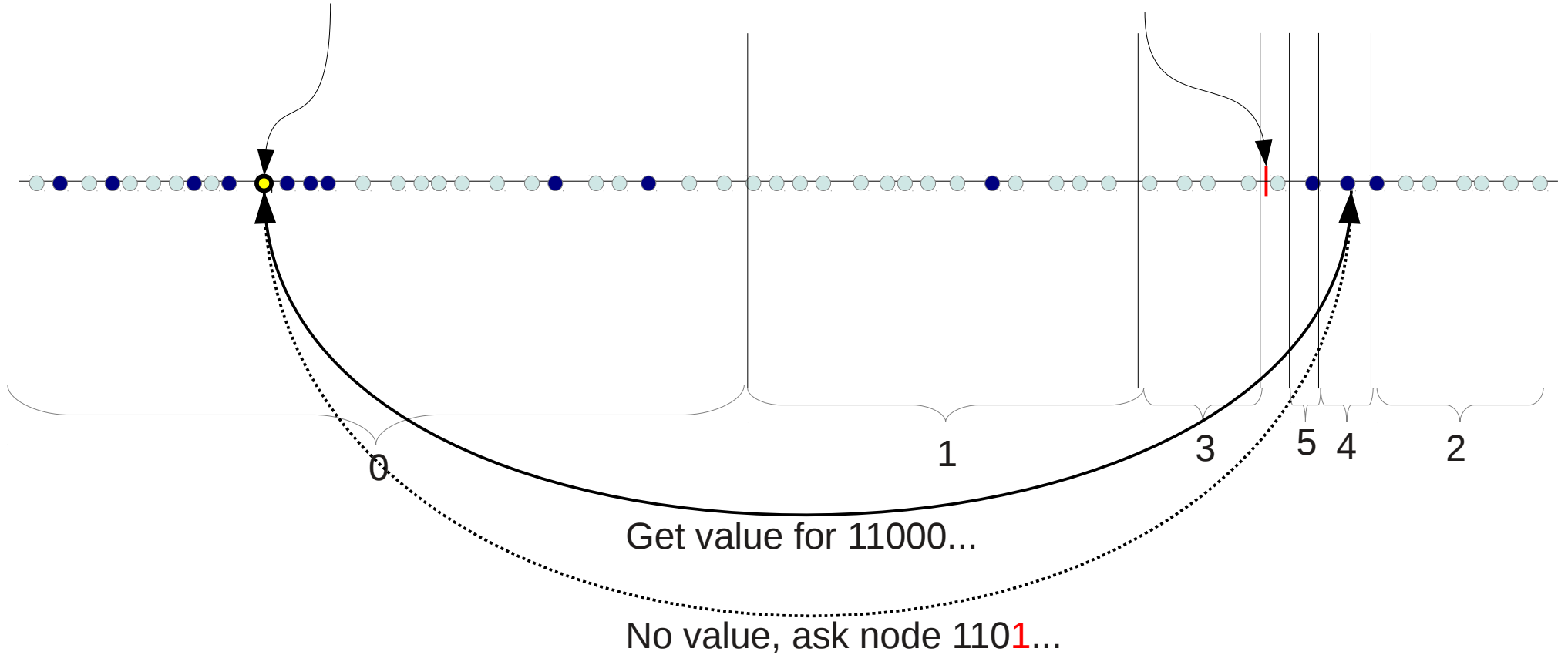


No value, ask node 1101...

Kademlia's lookup

My nodeID
001100...

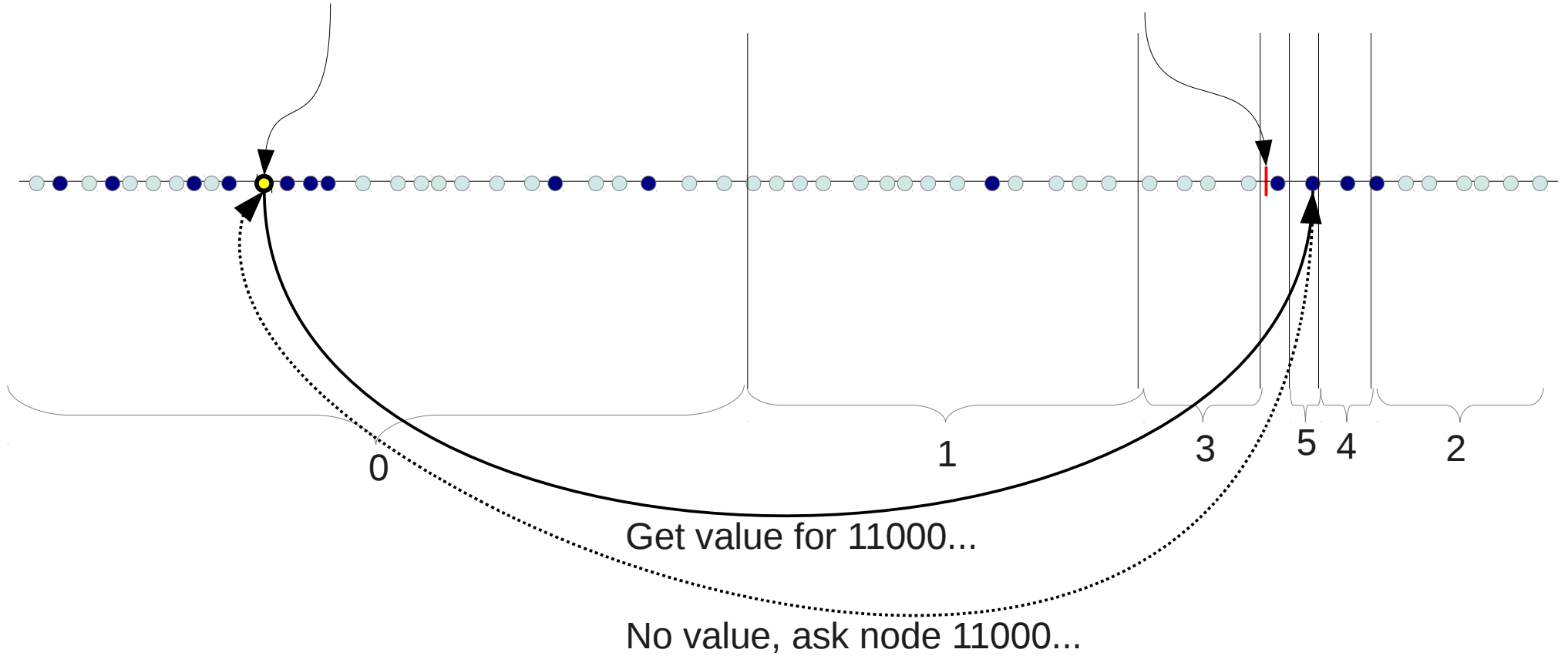
Lookup target
11000...



Kademlia's lookup

My nodeID
001100...

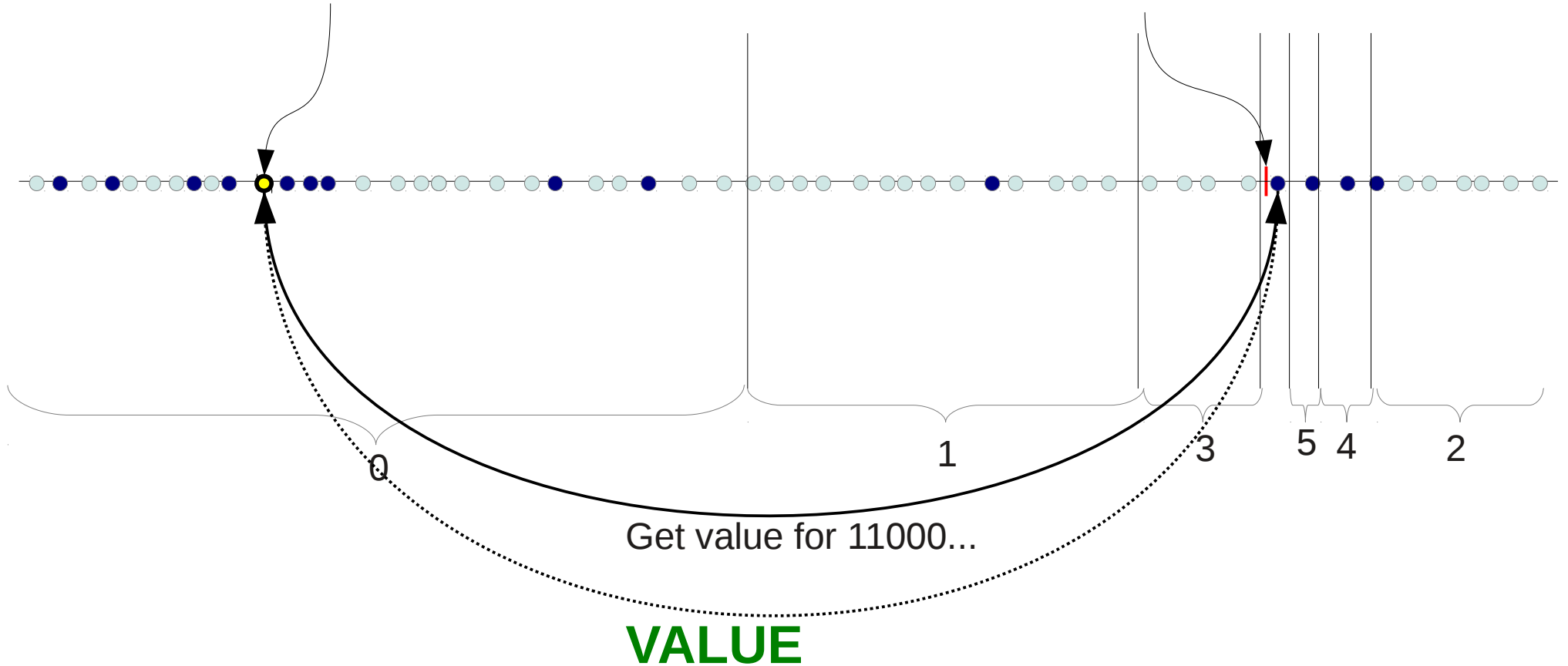
Lookup target
11000...



Kademlia's lookup

My nodeID
001100...

Lookup target
11000...



Kademlia's performance

- In the lab
 - [Li-05]
 - Median: 450 ms
 - [Kaune-08]
 - Median: 250 ms
 - [Rhea-05]
 - Median < 200 ms
 - 99 p < 600
 - [Dabek-04]
 - 100–300 ms
- On the Internet (1M+)
 - [Crosby-07]
 - MDHT median: ~1 min
 - ADHT median: ~2 min
 - [Falkner-07]
 - ADHT median: 13 s
 - [Stutzbach-06]
 - KAD median: 2 s
 - [Steiner-09]
 - KAD median: 1.5 s

</background>

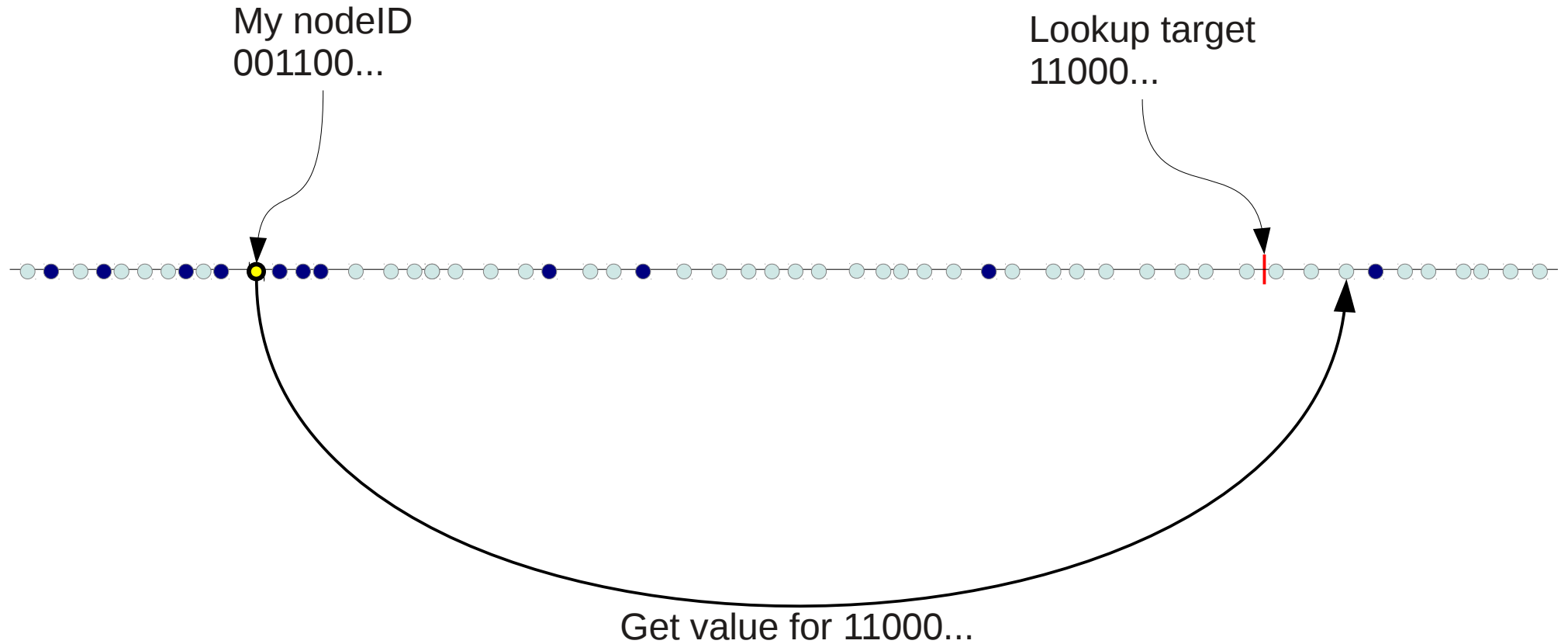
<main results>

Main results

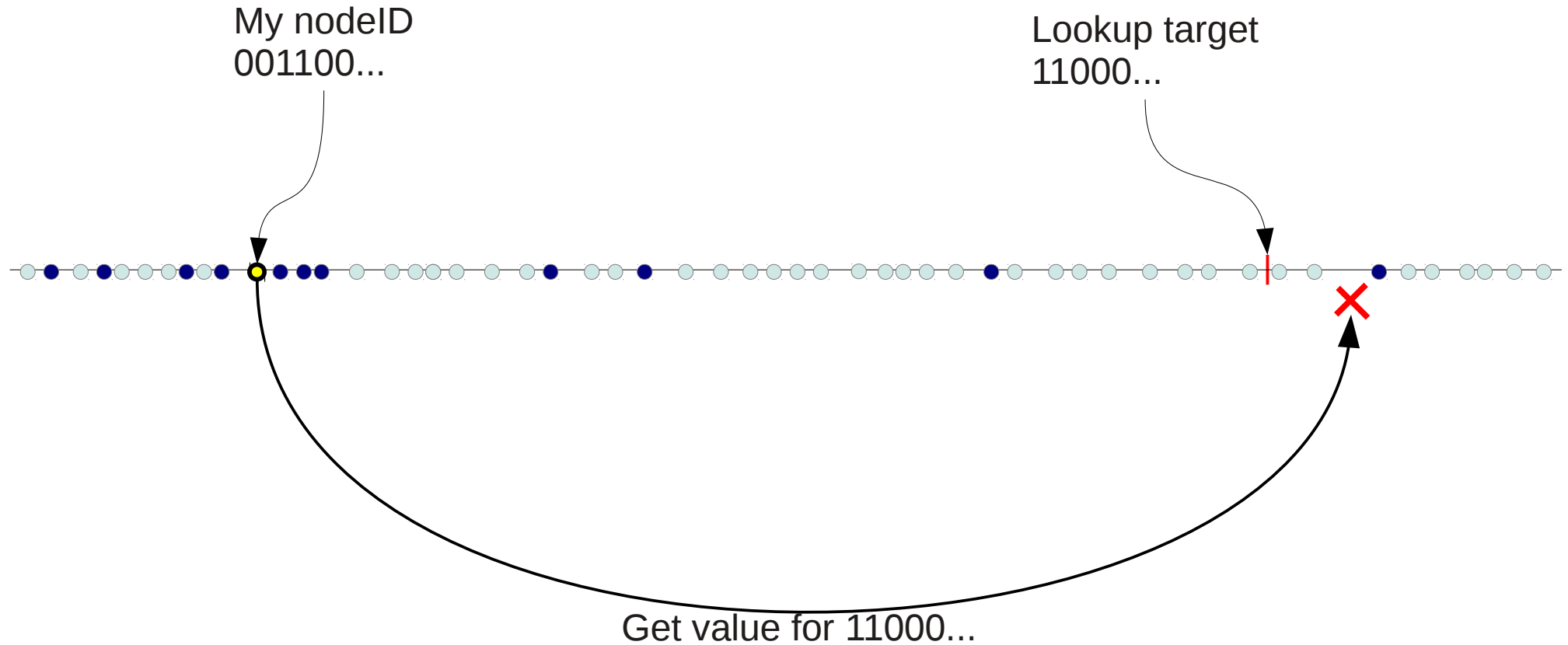
- Connectivity properties
- Sub-second lookups
- Scalability & Locality

Connectivity Properties of Mainline DHT Nodes

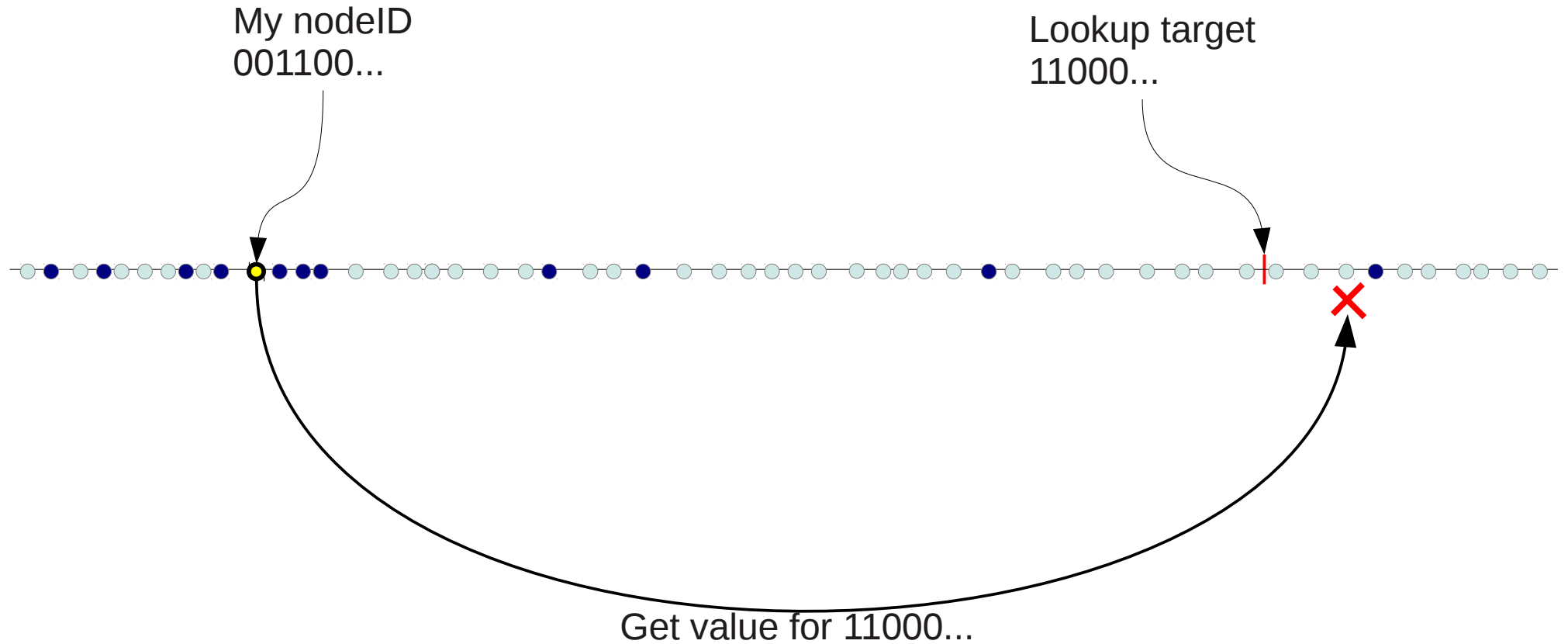
Why Mainline DHT is so **slow**?



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Why Mainline DHT is so **slow**?

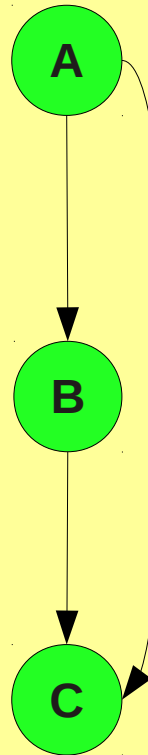


Connectivity properties

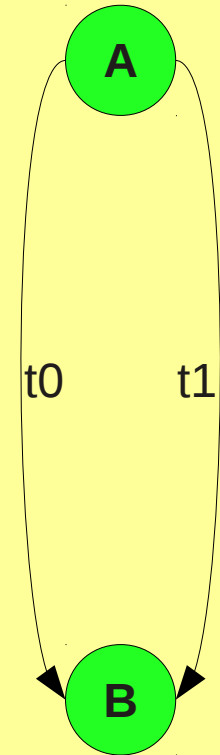
Reciprocity



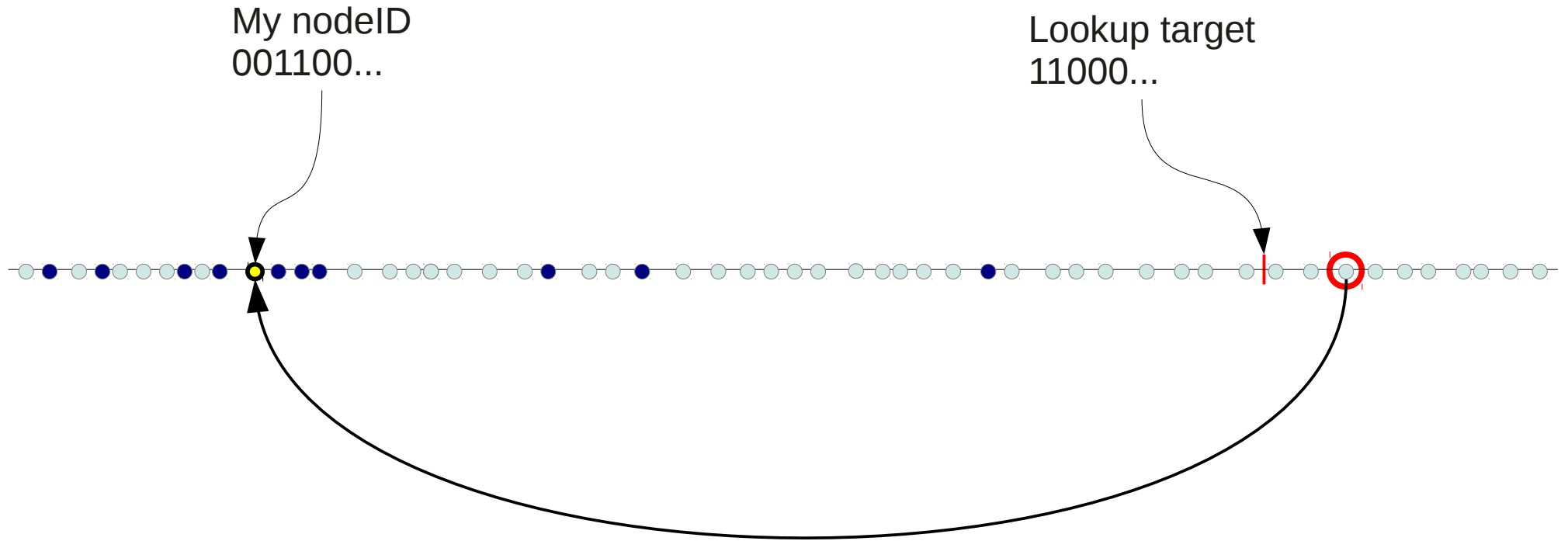
Transitivity



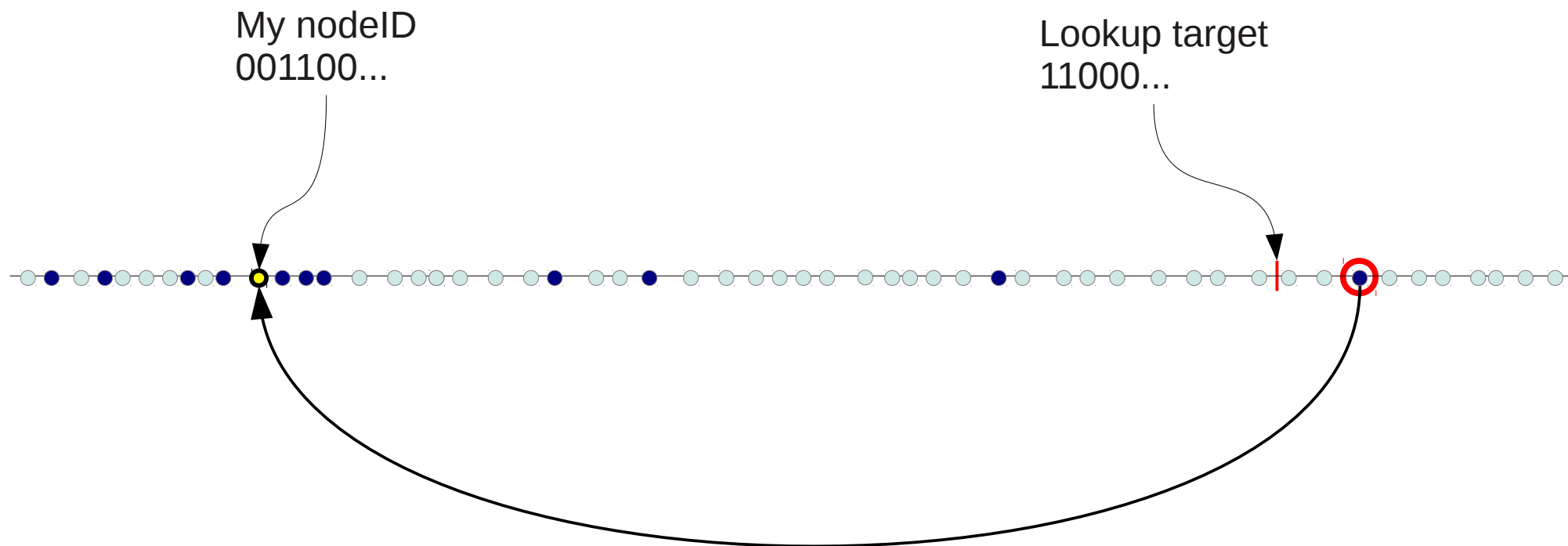
Persistence



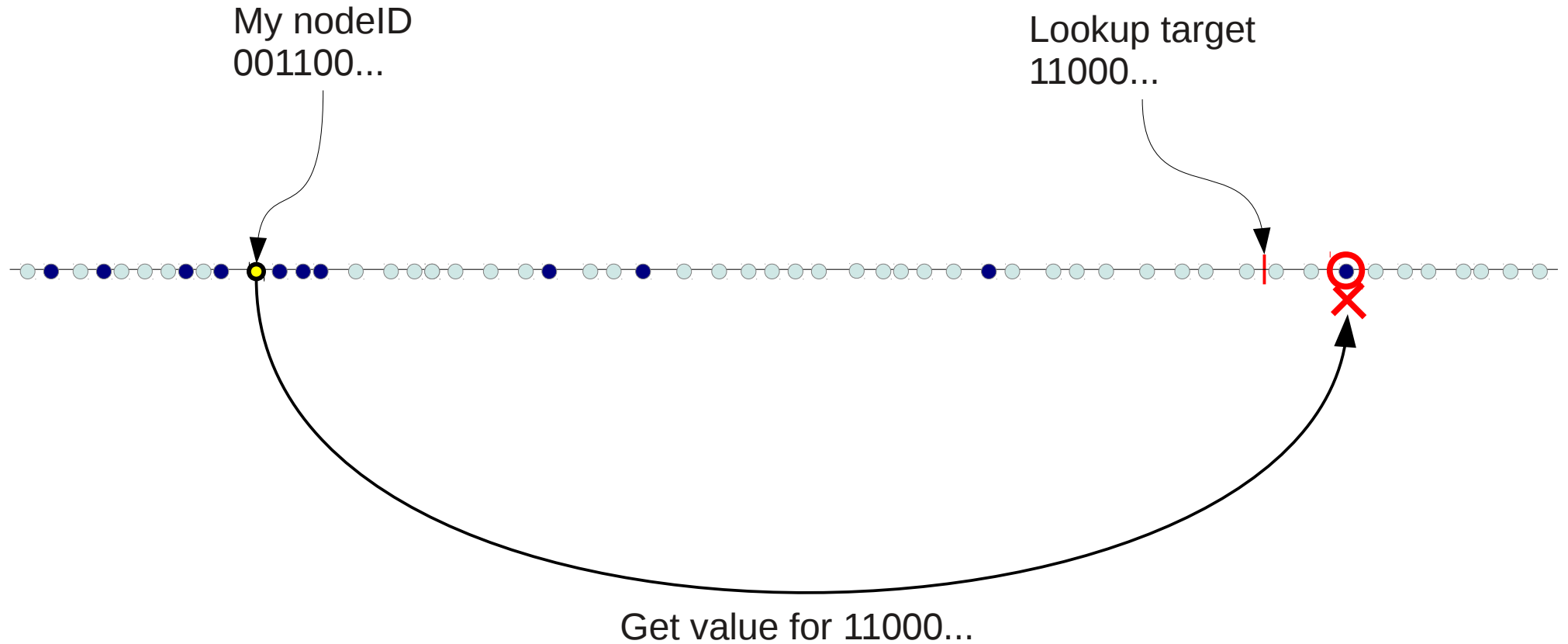
Reciprocity / Persistence



Reciprocity / Persistence



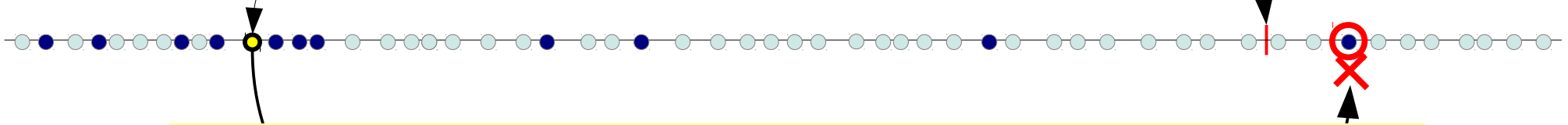
Reciprocity / Persistence



Reciprocity / Persistence

My nodeID
001100...

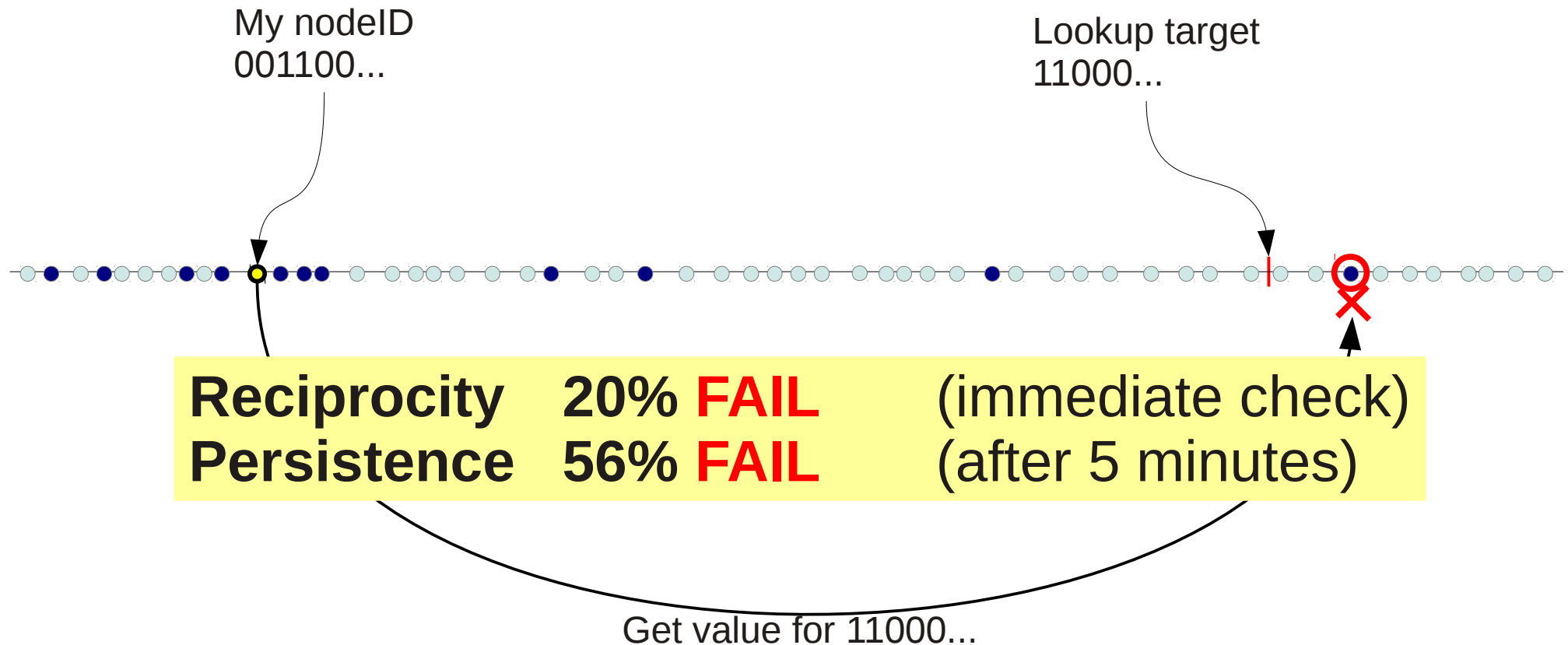
Lookup target
11000...



Reciprocity	20% FAIL	(immediate check)
Persistence	56% FAIL	(after 5 minutes)

Get value for 11000...

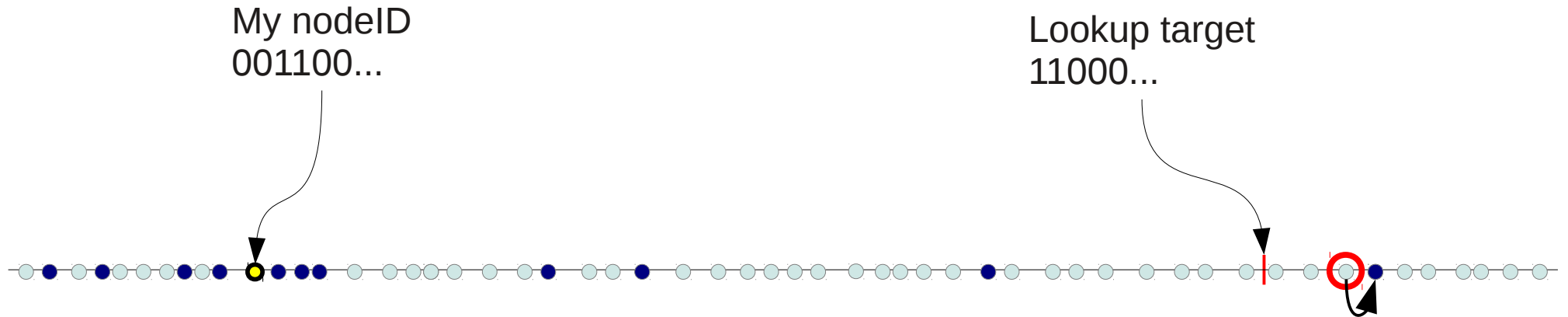
Reciprocity / Persistence



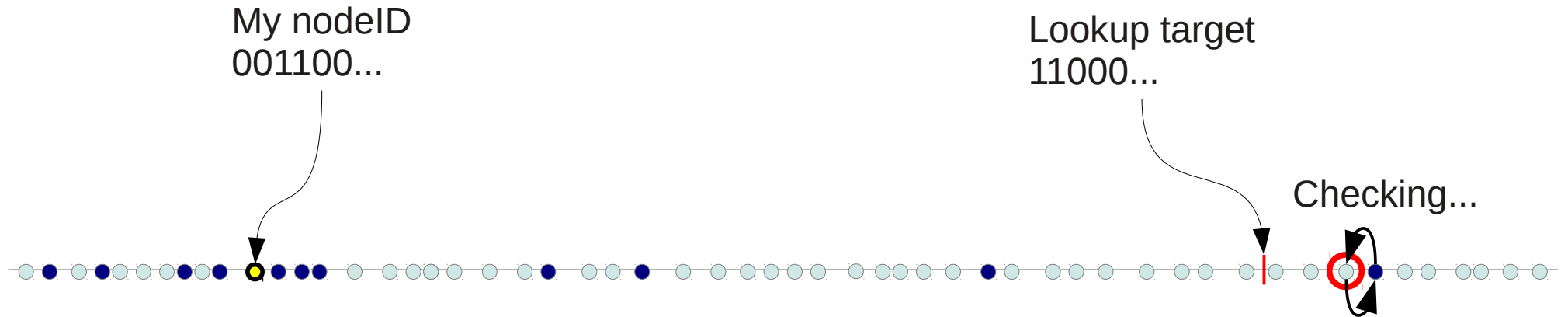
Solution:

~~Opportunistic~~ → connectivity check → **quarantine**

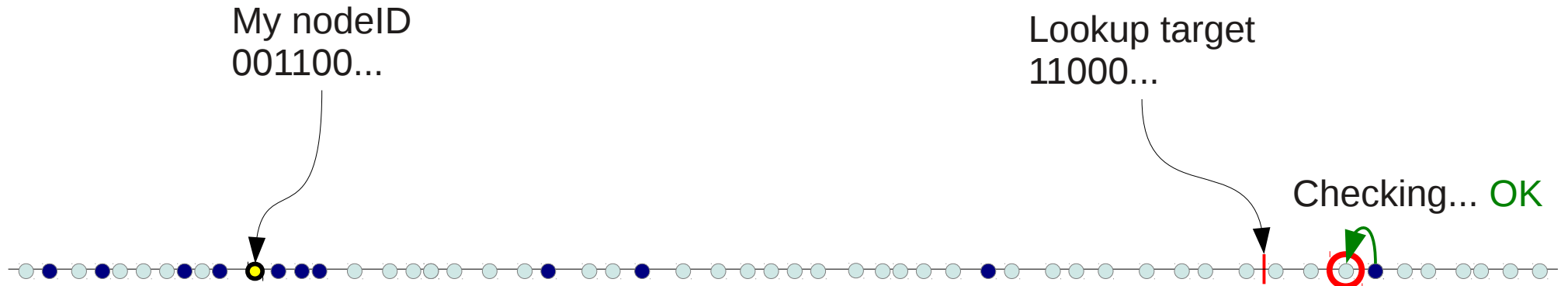
Transitivity



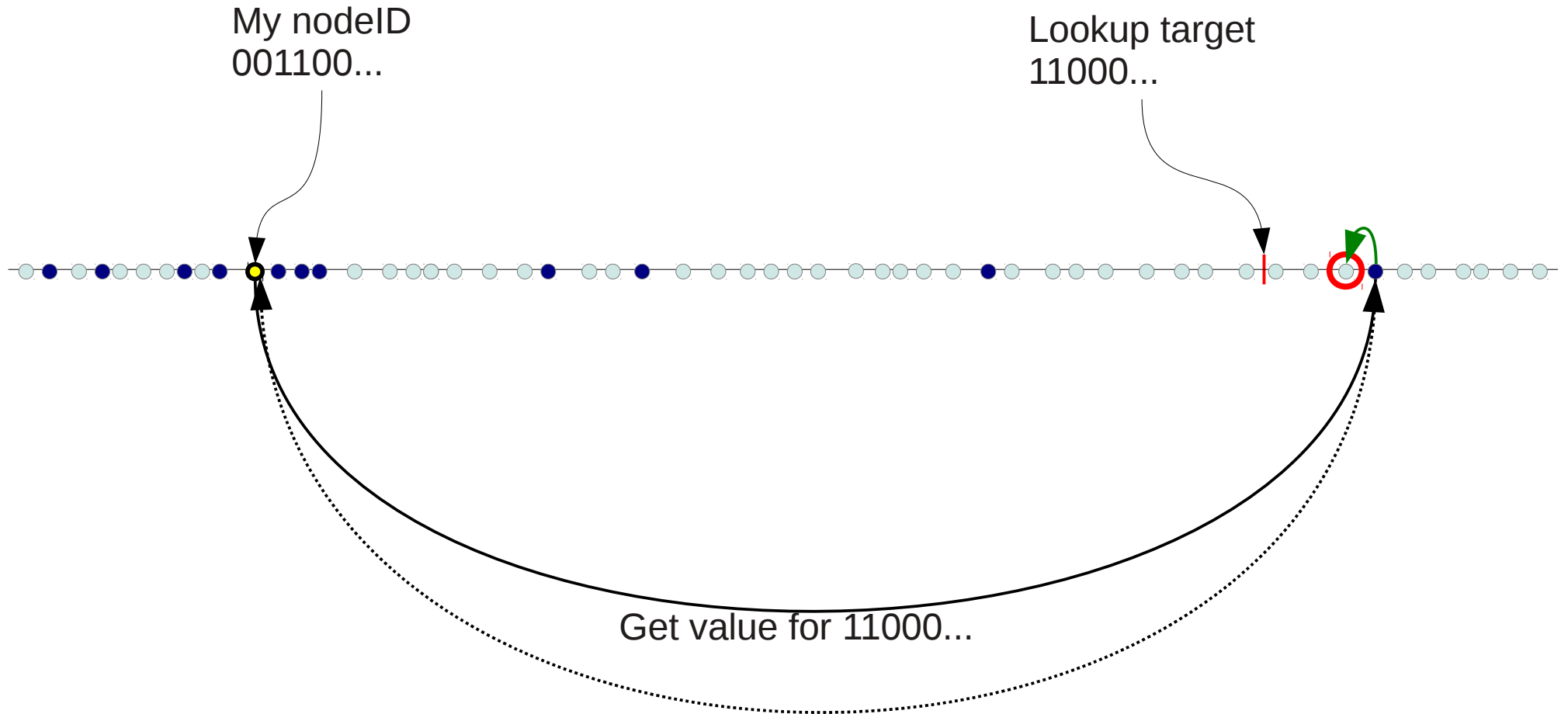
Transitivity



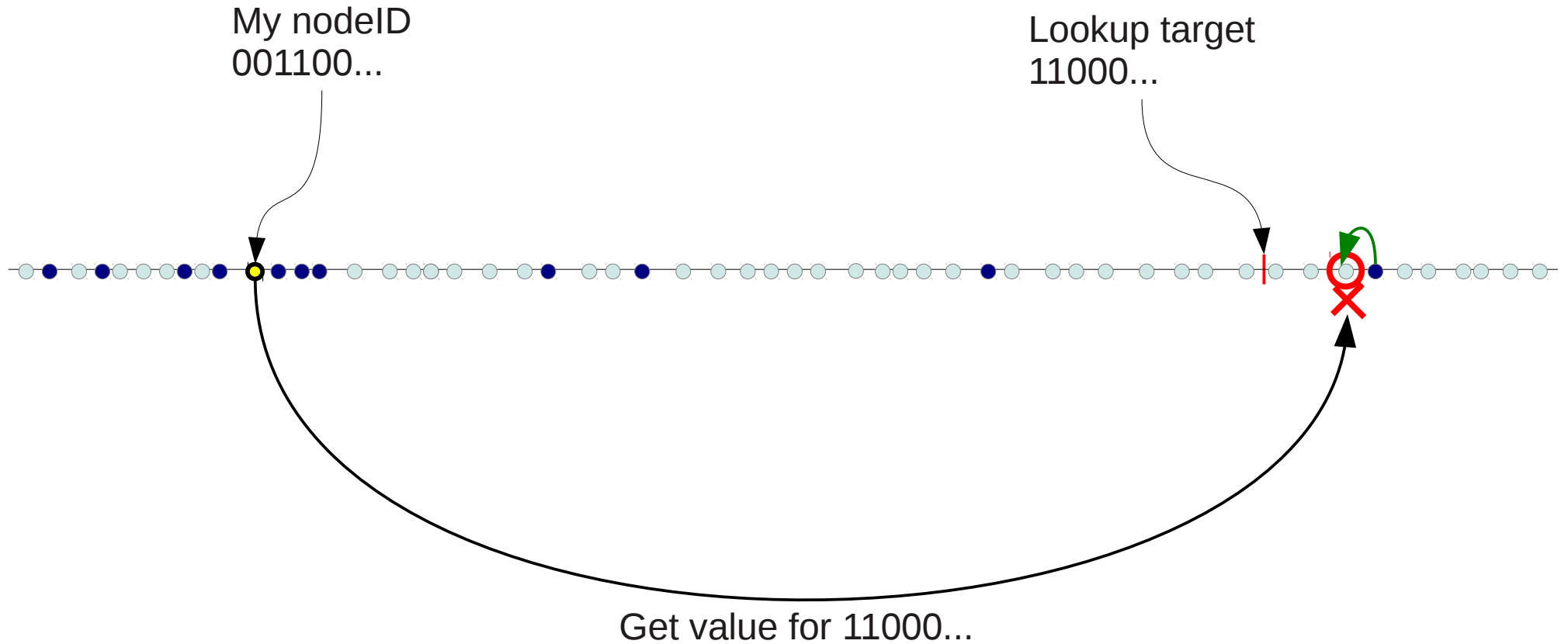
Transitivity



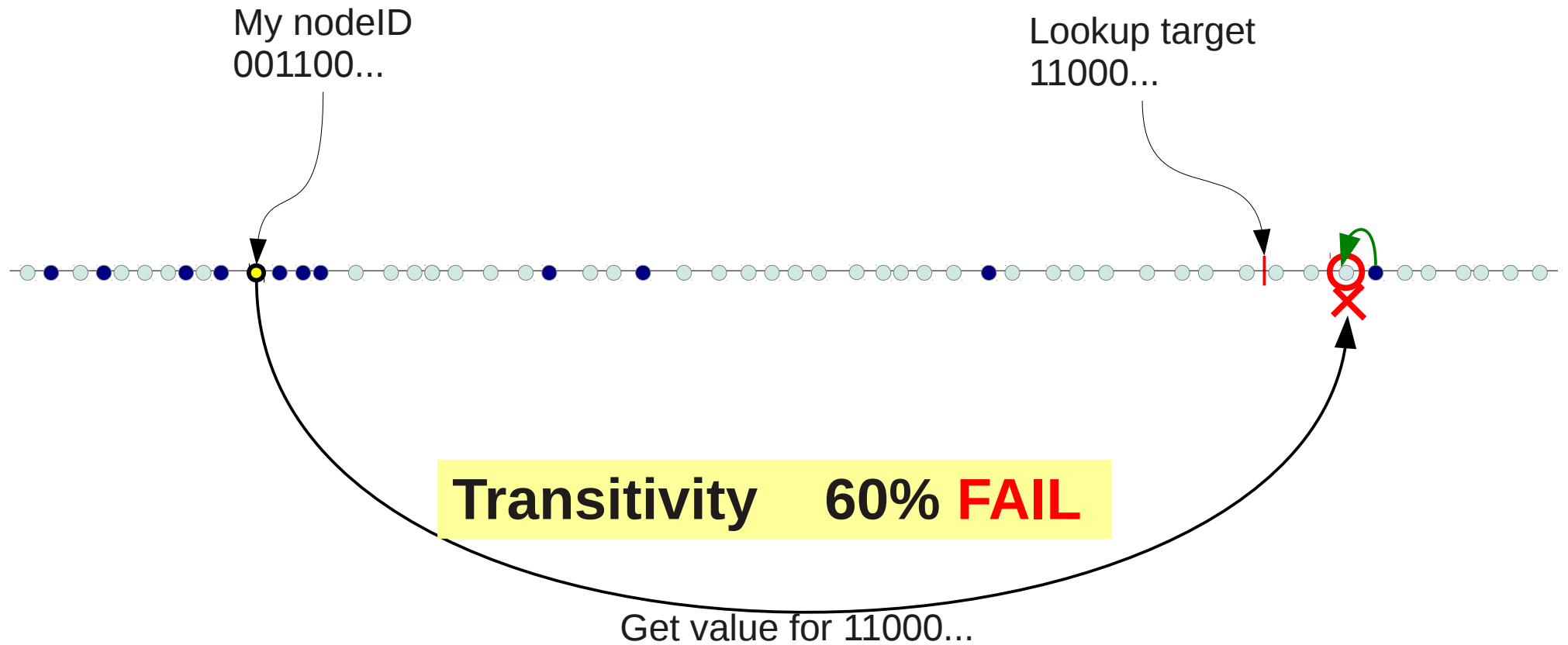
Transitivity



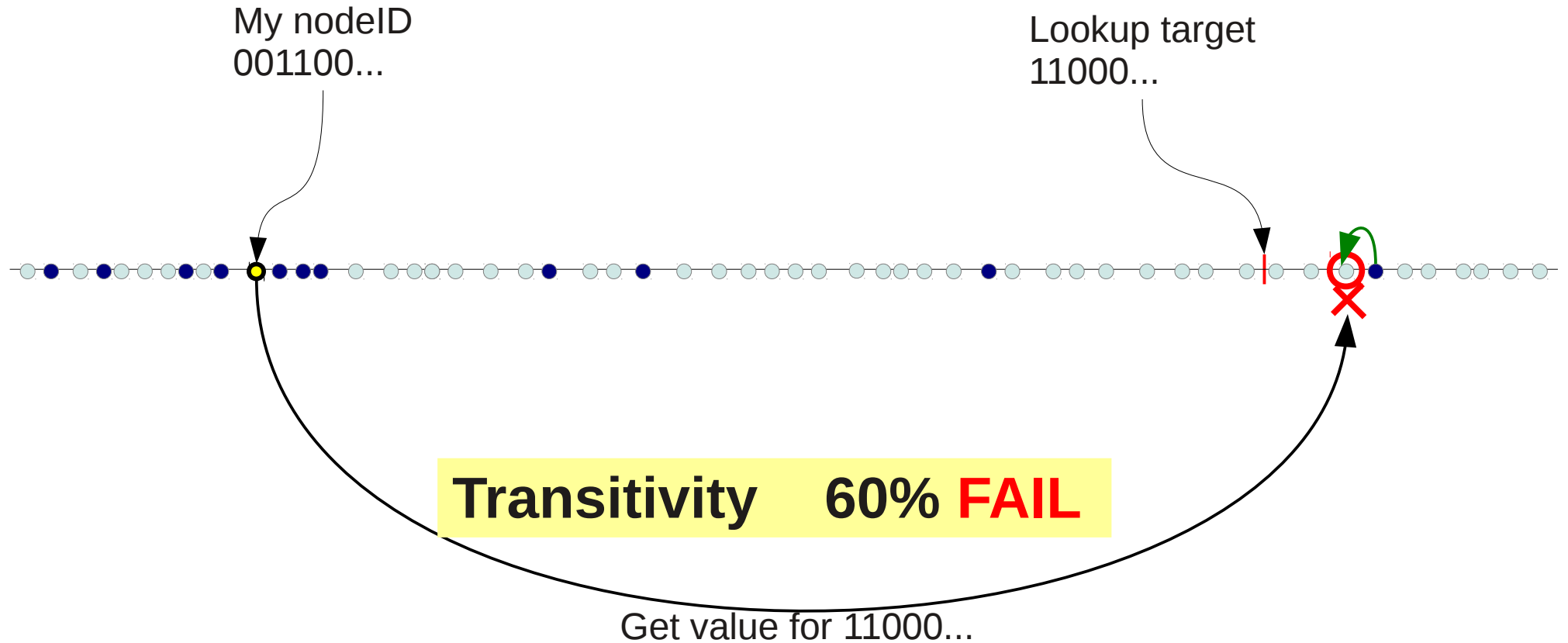
Transitivity



Transitivity

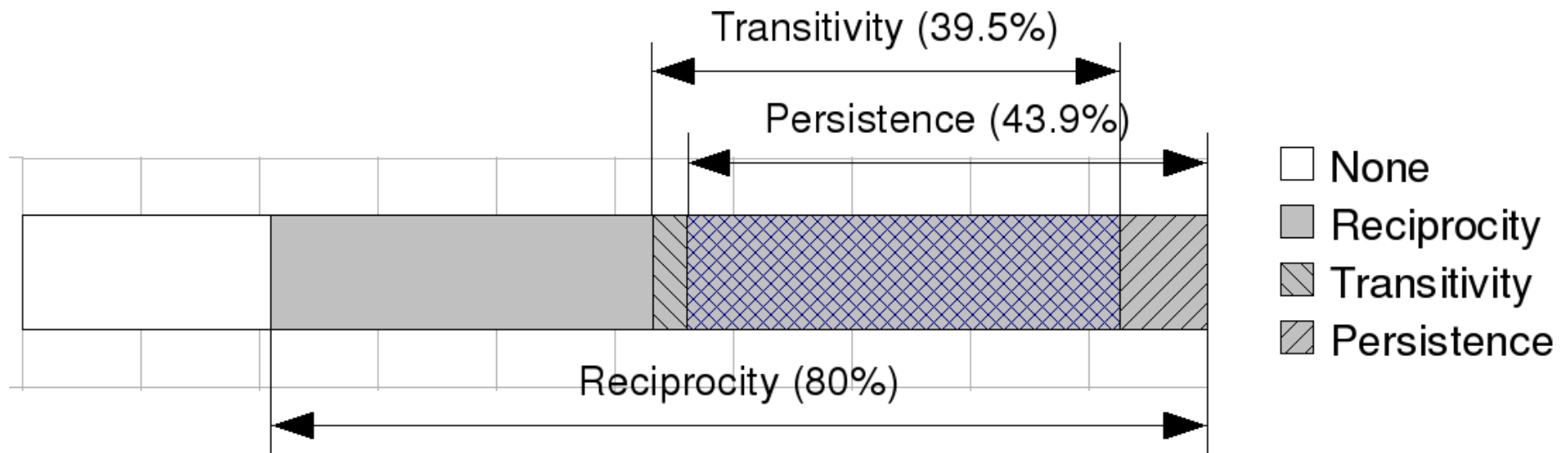


Transitivity



Solution:
Check from different IP (hard!)

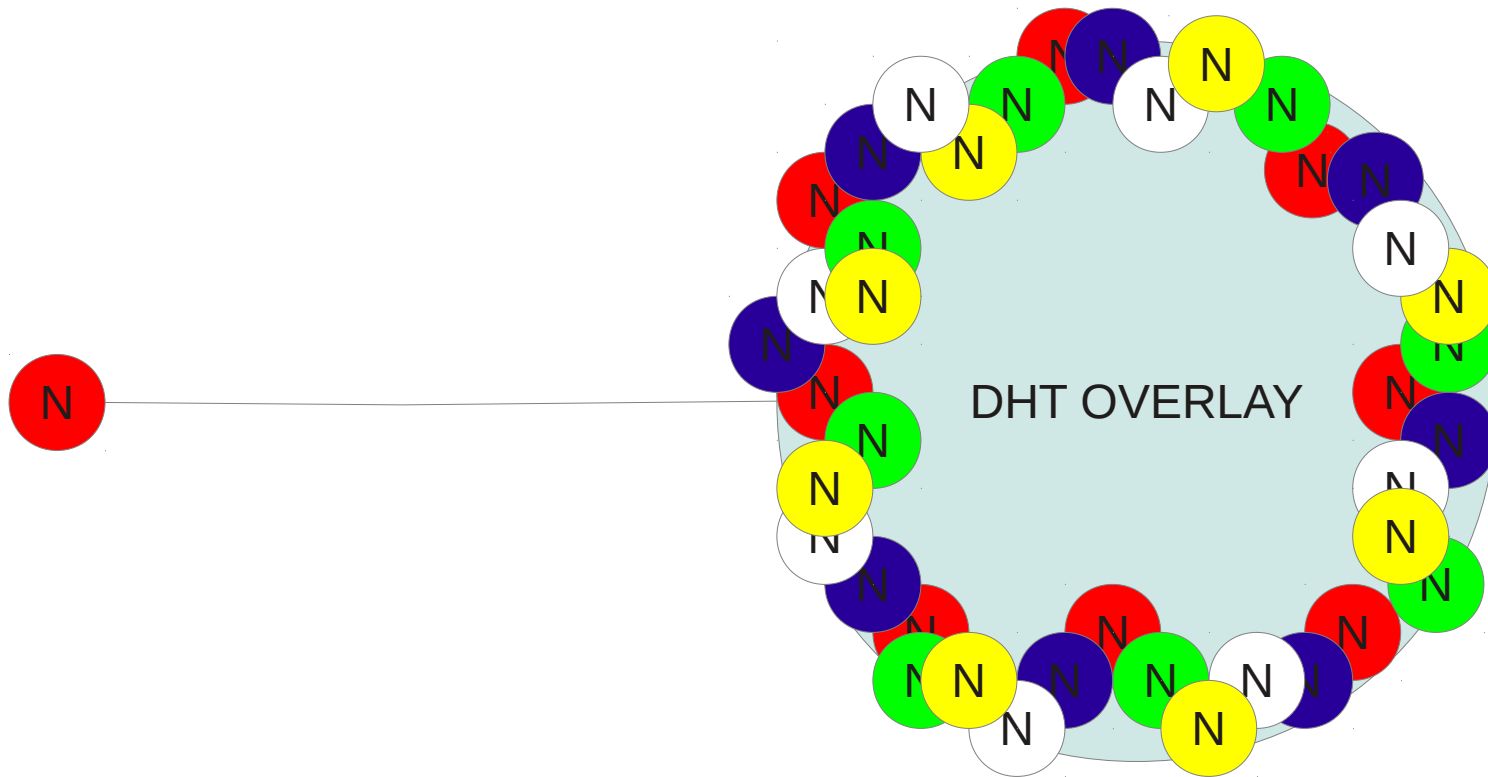
Connectivity Properties



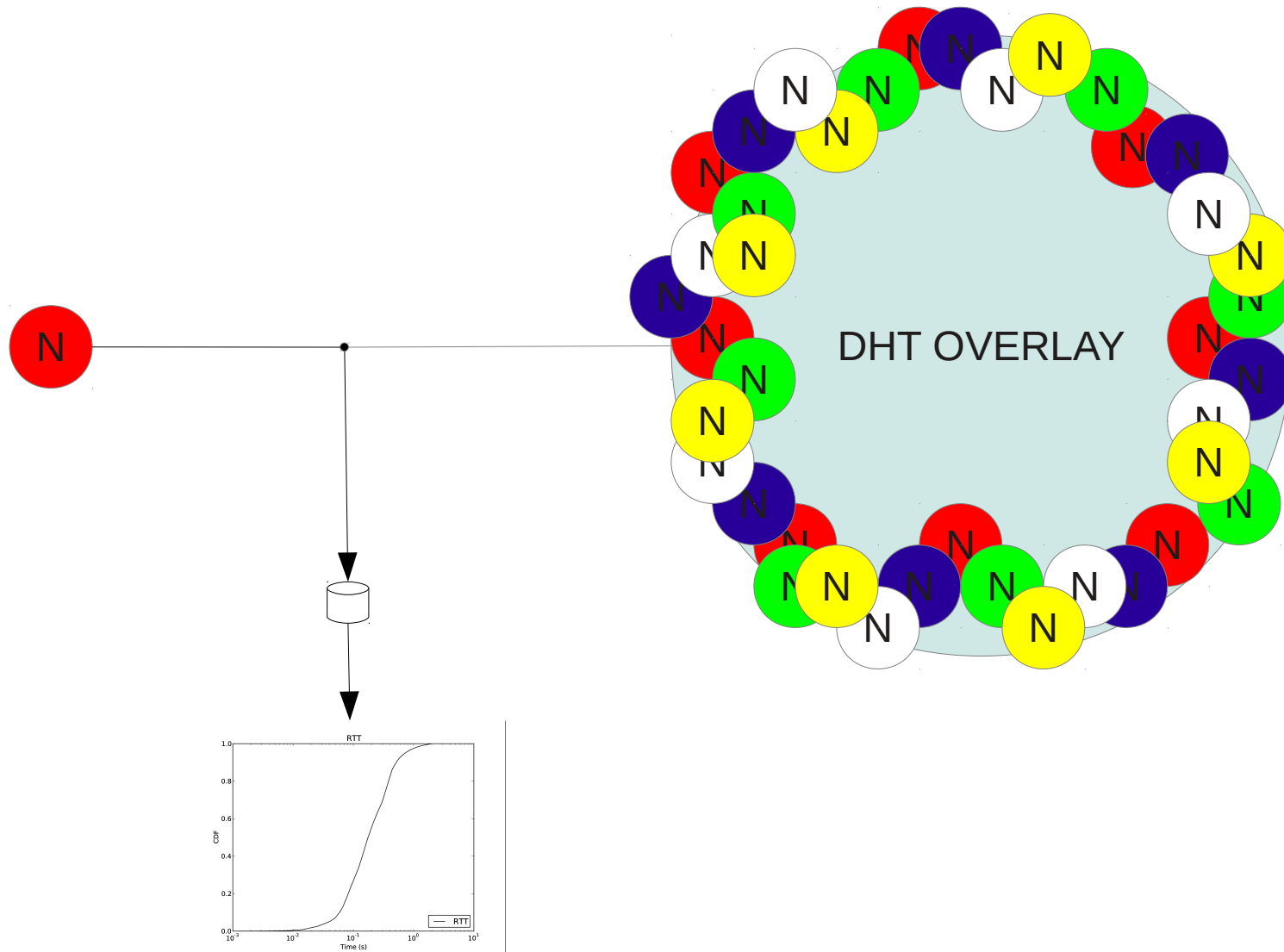
- 2/3 of the nodes show “bad connectivity”
- Clear overlap: transitivity & persistence
 - Quarantine could be “good enough”

Sub-Second Lookups in Mainline DHT

Measuring performance



Measuring performance



μTorrent

- 60% of Mainline DHT nodes
- Median lookup latency: **~650 ms**
- But ...
 - **> 1 s** 27% of lookups

Can we do better?

(while keeping backward-compatibility)

Our MainlineDHT nodes

- **Modular architecture**
 - **Lookup** module
 - **Routing table management** module

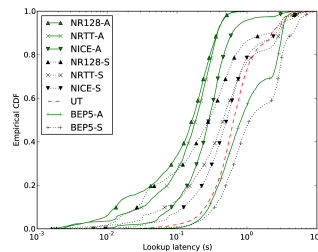
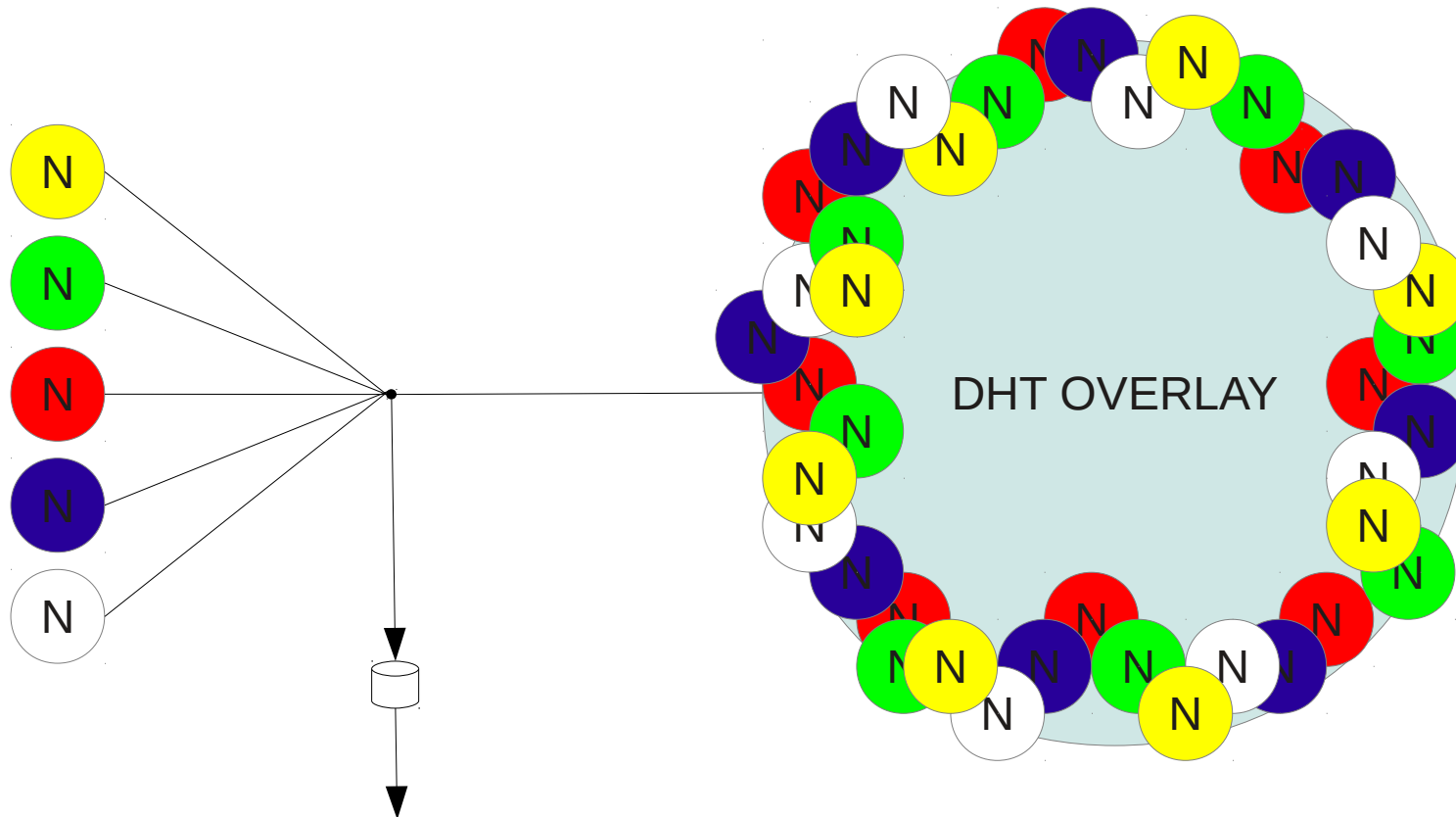
Lookup Parameters

- **Standard** lookup module
 - Same as μ Torrent
- **Aggressive** lookup module
 - More parallel queries
 - [Stutzbach-06] [Steiner-09]

Routing Table Management

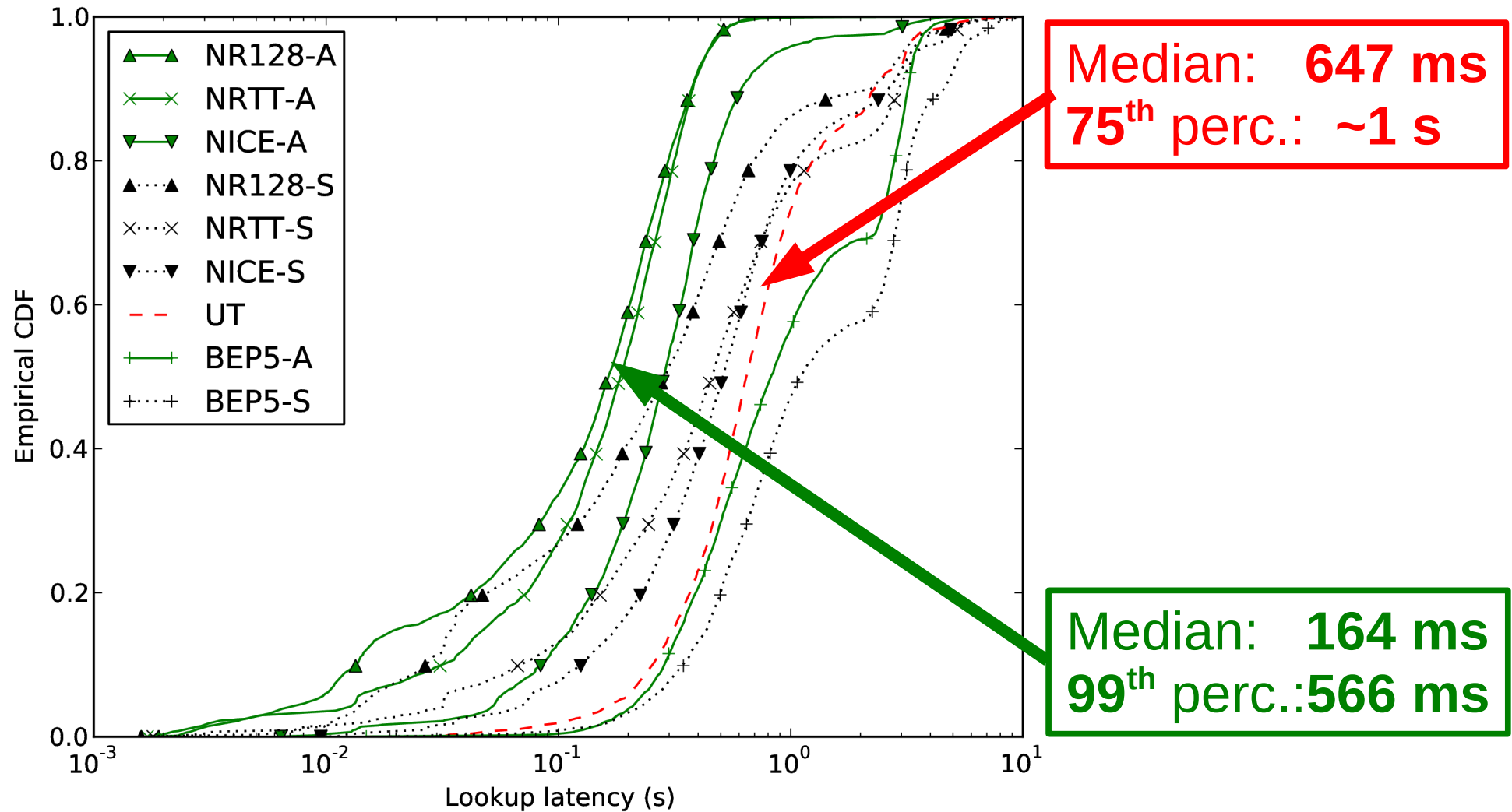
- Handle **connectivity issues** (quarantine)
- **Continuous** refresh
- Prefer **low-latency** neighbors
- Enlarge **most frequently used** buckets

Performance comparative



- μ Torrent + 8 nodes
- 3078 lookups/node
- 80+ hours, 11+ GB
- 4.4 M unique IPs
- **Very consistent results**

Lookup Latency

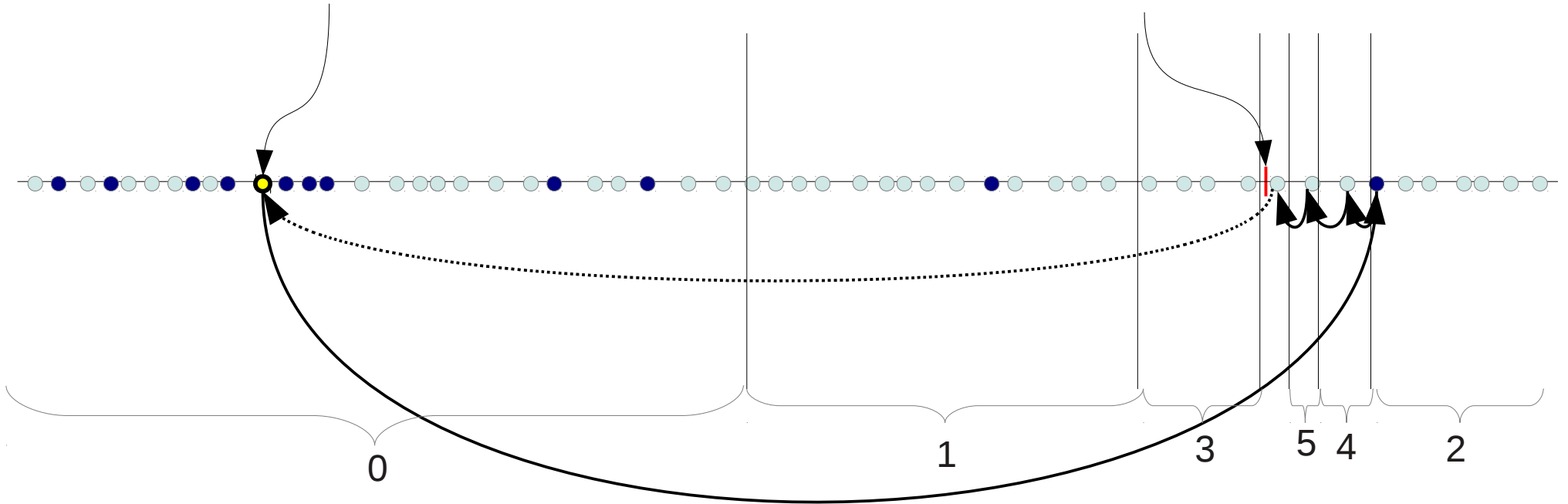


Scalability & Locality

Scalability and Locality

My nodeID
001100...

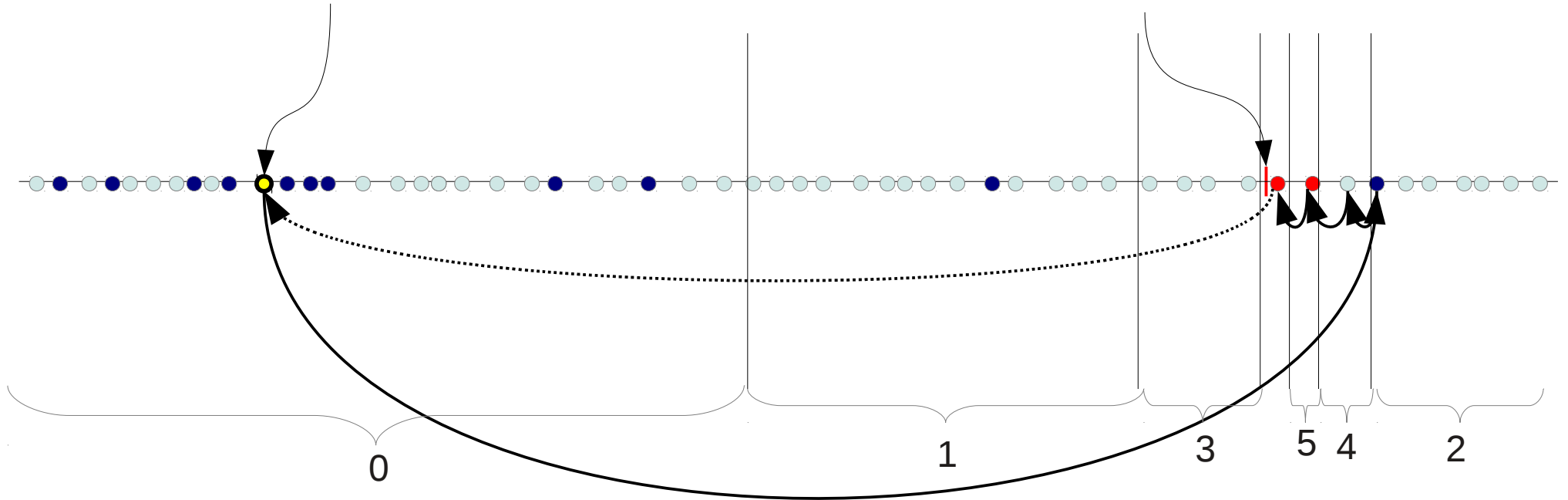
Lookup target
11000...



Scalability and Locality

My nodeID
001100...

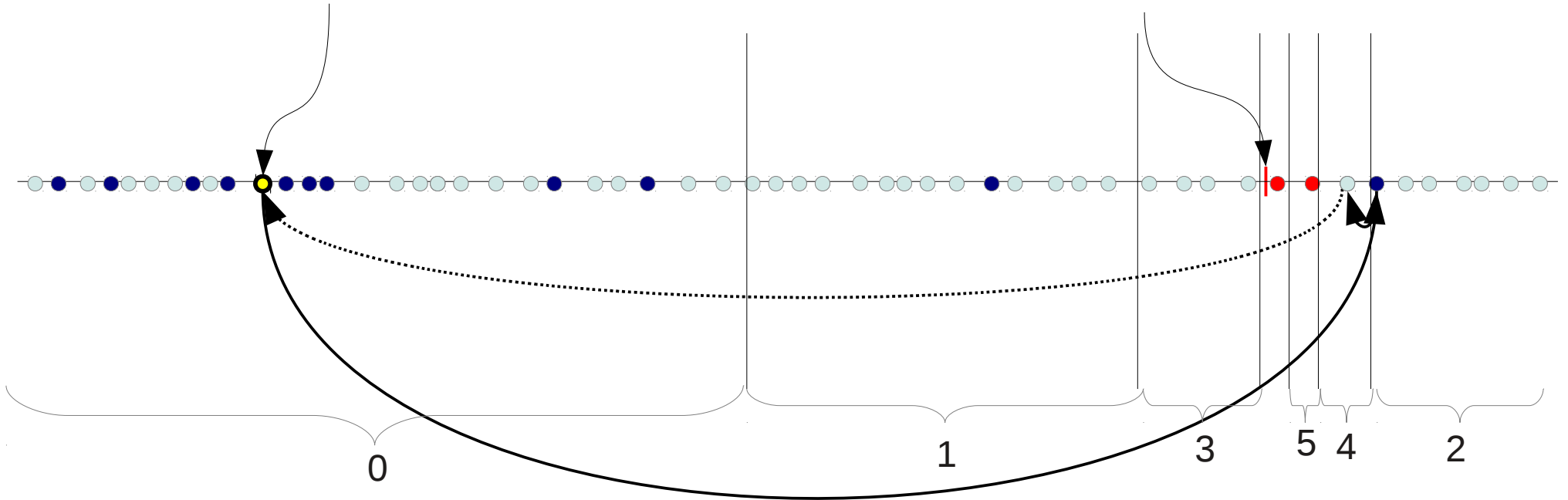
Lookup target
11000...



Scalability and Locality

My nodeID
001100...

Lookup target
11000...



Scalability and Locality

My nodeID
001100...

Lookup target
11000...

Are nodes overloaded
in Mainline DHT?

Can we apply this approach
to Mainline DHT?

0

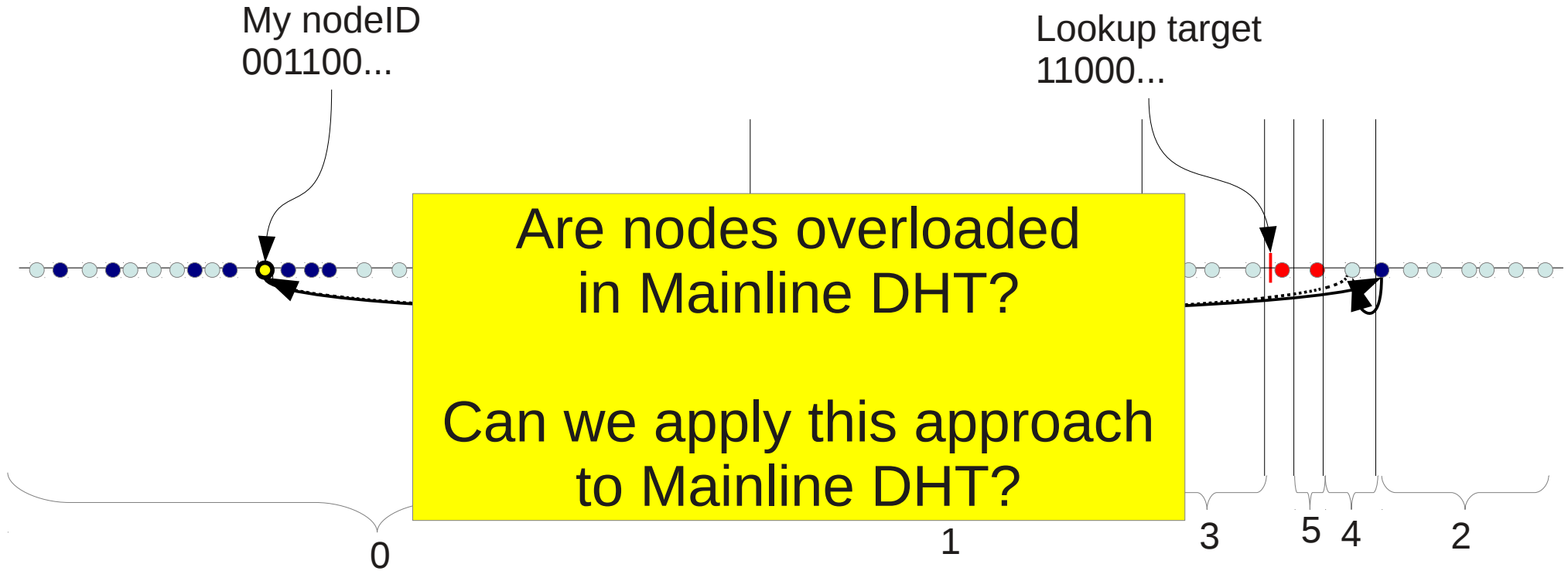
1

3

5

4

2



</main results>

<conclusion>

Contributions

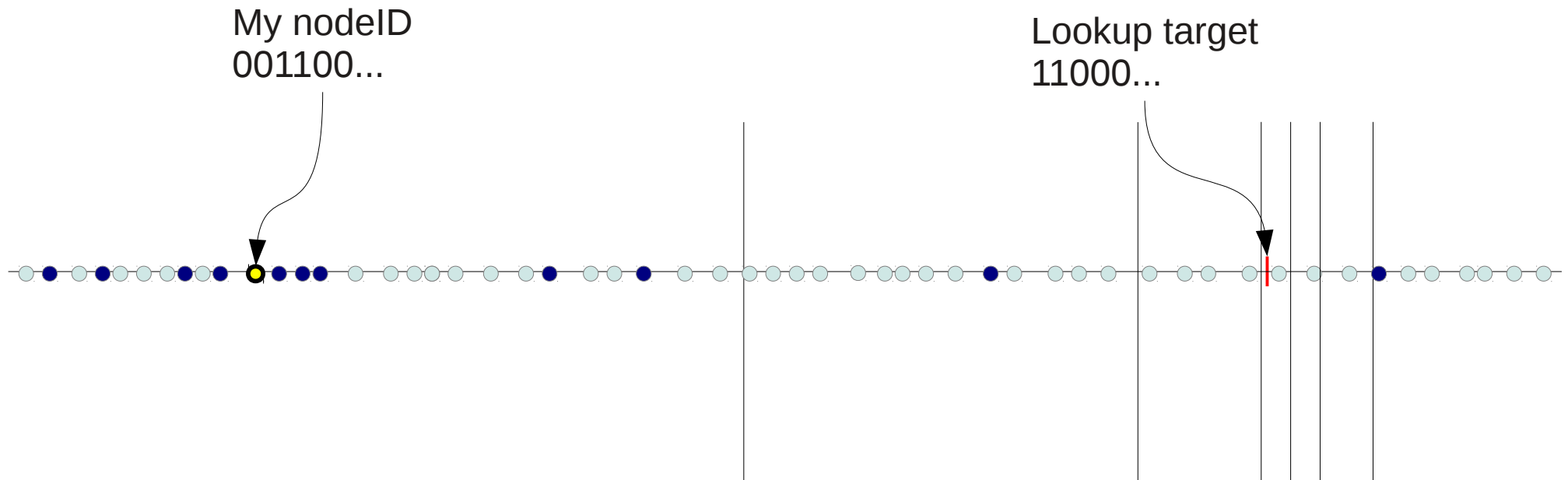
- **Connectivity properties**
- **Sub-second lookups**
- Scalability and Locality
- Source code

Future Work

- Integrate scalability and locality into MDHT
- Privacy and security

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- Integrate scalability and locality into MDHT
- Privacy and security



</conclusion>



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Thank you!

<http://people.kth.se/~rauljc/lic/>

