

Modeling and Analysis of Random Walk Search Algorithms in P2P Networks

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Contributions

- ❑ Analytical expressions for performance metrics of random walk search in decentralized P2P networks
- ❑ An algorithm, called equation based adaptive search (**EBAS**), that uses analytical results to set the parameters of random walk
- ❑ Feedback based mechanism for maintaining popularity¹ estimates

¹Popularity of an item equals the fraction of nodes in the network that have the item

Outline

- ❑ Search mechanisms and trade-offs involved
- ❑ Analytical results
- ❑ EBAS
- ❑ Simulation results
- ❑ Conclusion and future work

Search mechanisms and trade-offs involved

Analytical results

EBAS

Simulation Results

Conclusion and future Work

Search Algorithms

□ Stateless search algorithms

- No state information about network or links maintained
- e.g. Flooding, Iterative Deepening, Random Walk, k-Random Walk

□ State-full search algorithms

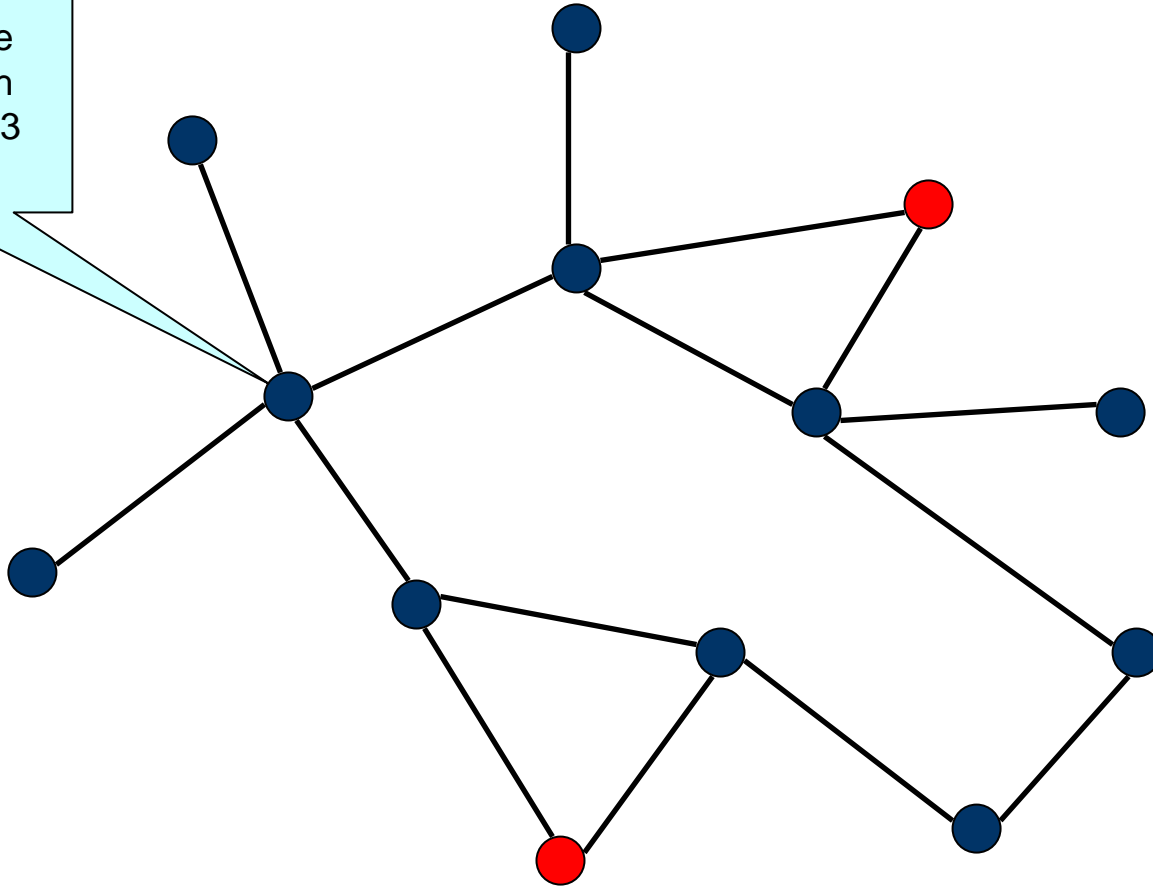
- Improvement in performance by maintaining state information (goodness of neighbors, resource indices)
- Better performance but more complex
- e.g. Directed BFS, Local Indices, APS

Search Algorithms (cont.)

- ❑ Desired performance
 - Low **overhead**
 - Low **delay**
 - High **success rate**
- ❑ Trade-offs
 - Overhead and success rate
 - Overhead and delay

The k -Random Walk

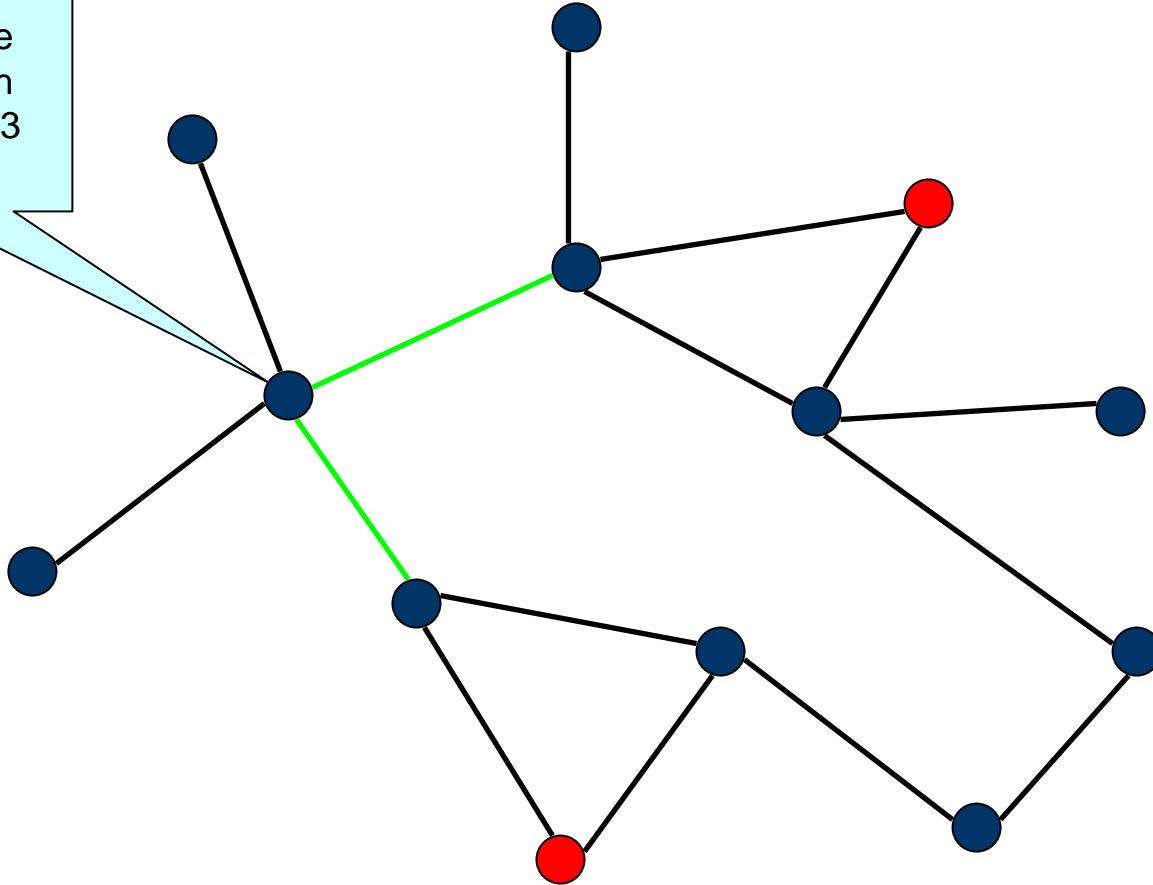
Querying Node
Initiates search
with $k = 2$, $T = 3$





- Nodes With the Resources
- Nodes Without the Resources

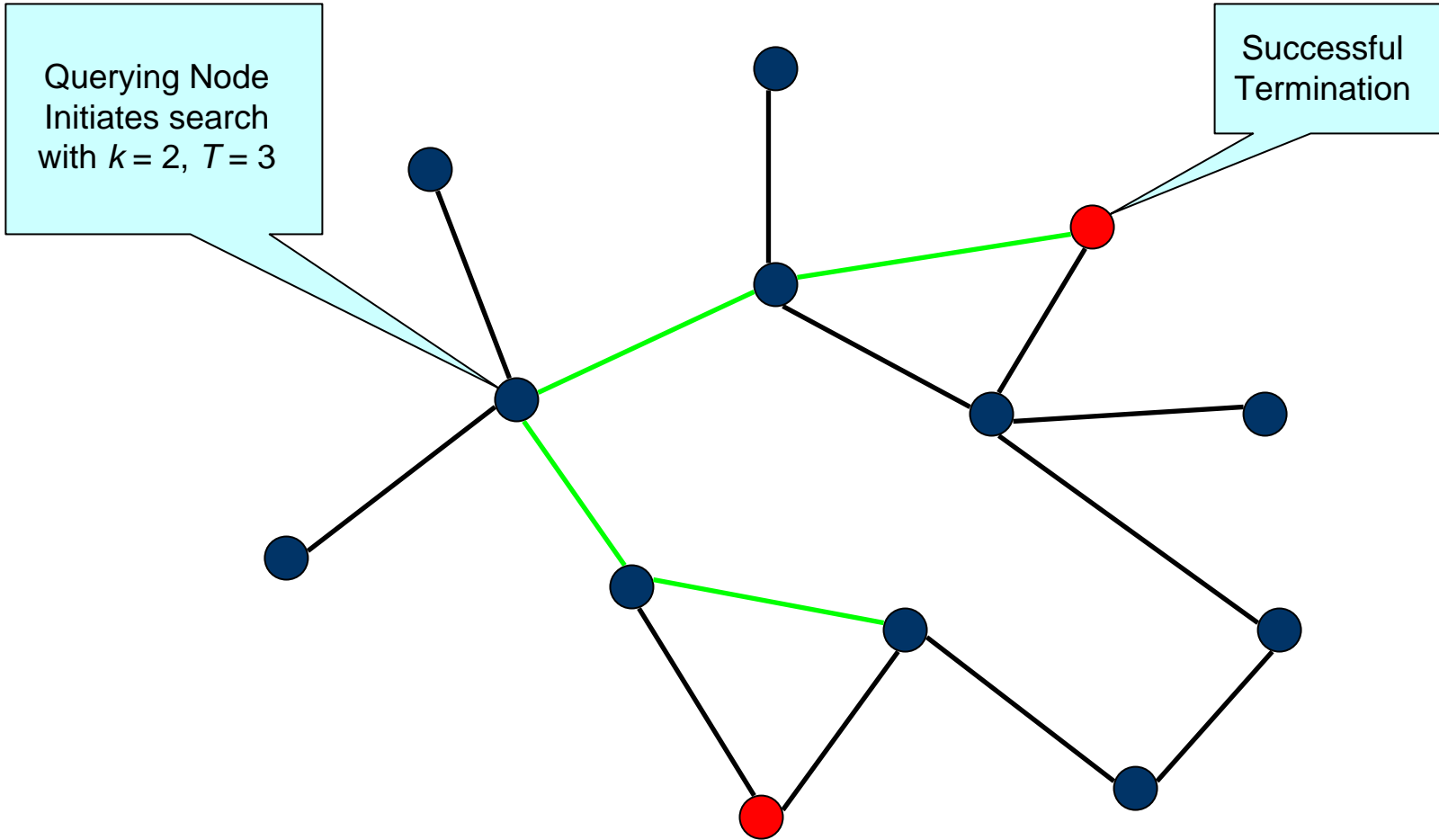
The k -Random Walk

Querying Node
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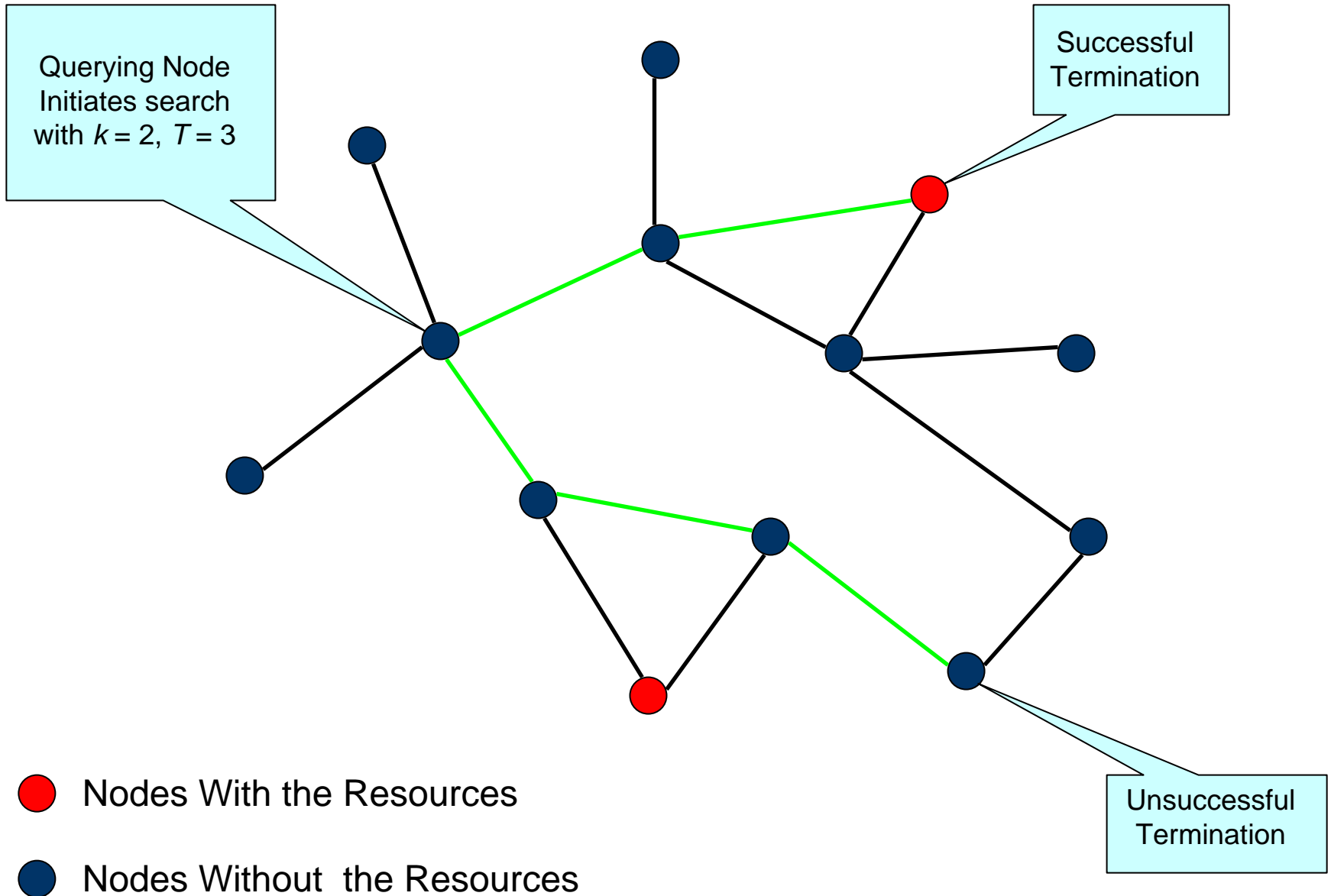
-  Nodes With the Resources
-  Nodes Without the Resources

The k -Random Walk

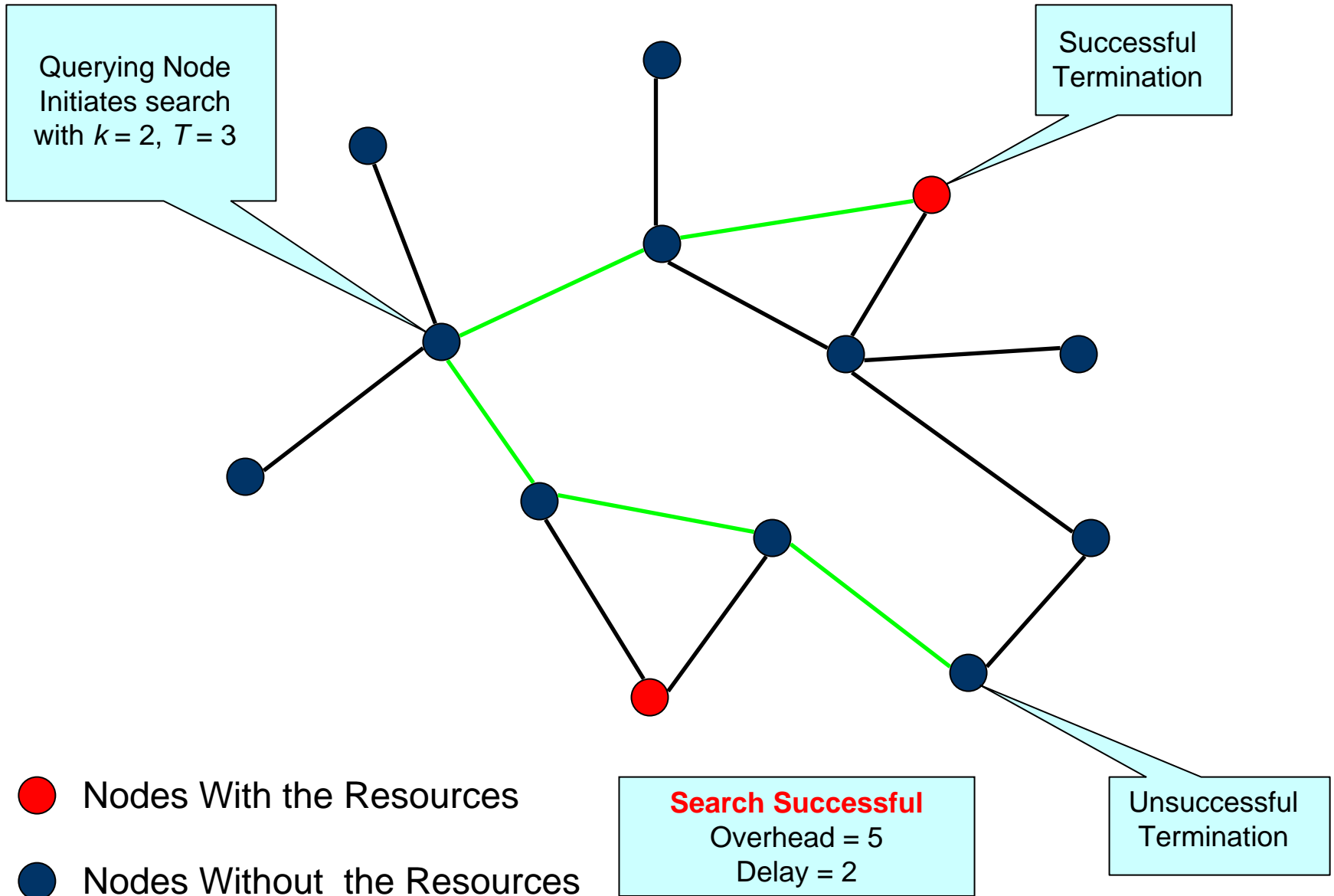


- Nodes With the Resources
- Nodes Without the Resources

The k -Random Walk



The k -Random Walk



The k -Random Walk (cont.)

- ❑ Popular alternative to flooding [3]
- ❑ So far focus is on adaptively forwarding queries to “good” neighbors
- ❑ Performance depends on parameters k and T and popularity of resource (p)
 - low k and T => high delay and low success rate
 - high k and T => high overhead
- ❑ **Problem:** Number of nodes queried are either more or less than what is required
- ❑ **Solution:** Adaptively set parameters of random walk according to popularity of resource

- Search mechanisms and trade-offs involved
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Analytical results

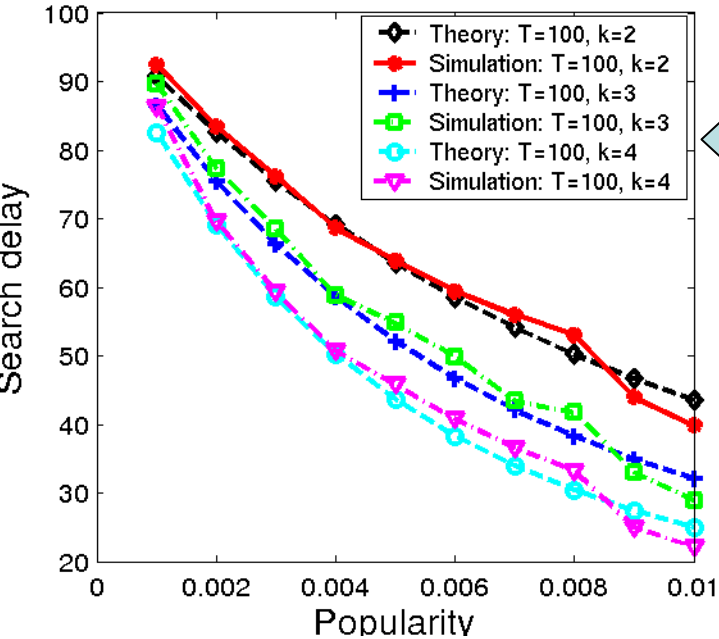
- ❑ Random walk has statistical properties similar to sampling from uniform distribution [1]
- ❑ Using above we found analytical expressions of success rate, overhead and delay in terms of **number of random walkers** (k), **TTL** (T) and **popularity** (p)

$$p_s = 1 - (1 - p)^{kT}$$

$$E[O] = k \cdot \left(\frac{1 - (1 - p)^{T-1}}{p} + (1 - p)^{T-1} \right)$$

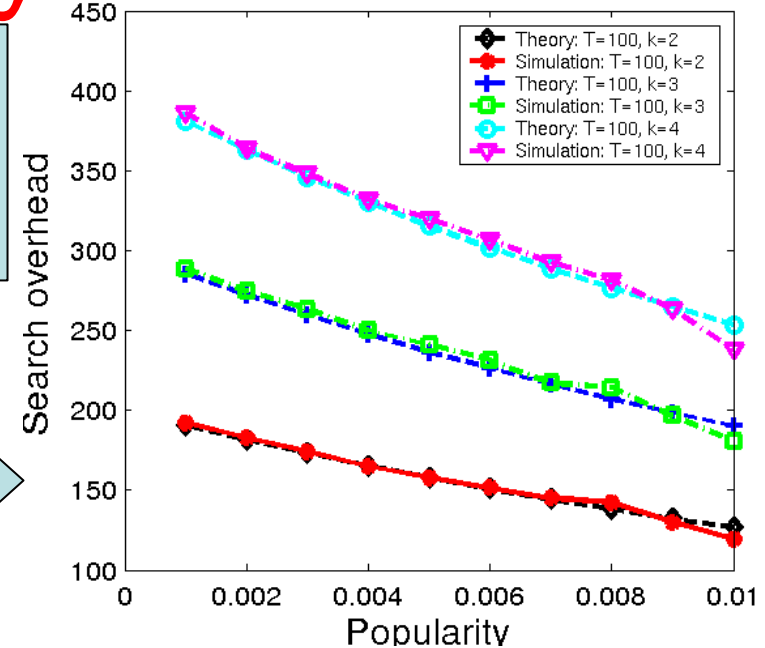
$$E[D] = \frac{1 - (1 - p)^{k(T-1)}}{1 - (1 - p)^k} + (1 - p)^{k(T-1)}$$

Verification of Analytical Results

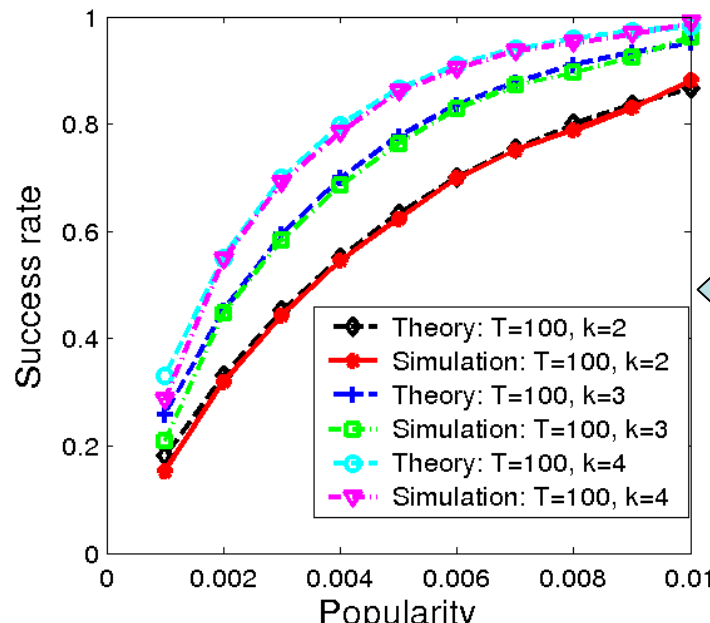


Search delay vs. popularity

Search Overhead vs. popularity



Analytical results agree closely with the simulation results



Success rate vs. popularity

- Search mechanisms and trade-offs involved
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EBAS

- Objective: Set parameters (k, T) of random walk such that

$$p_s \geq 1 - \varepsilon(p), \quad 0 < \varepsilon(p) \ll 1 \quad (1)$$

$$E[O] \leq \alpha(p), \quad \alpha(p) \geq 1 \quad (2)$$

$$E[D] \leq \delta(p), \quad \delta(p) \geq 1 \quad (3)$$

- EBAS consists of two components:
 - Popularity estimation module
 - Parameter selection module

Popularity Estimator Module

- Popularity estimator is based on exponentially weighted moving average
- Uses the fraction of successful searches in an update interval ($r_i(j)$) to obtain current estimate according to

$$\hat{q}_i(j) = 1 - \exp\left(\frac{\log(1 - r_i(j))}{k_j T_j}\right) \quad (4)$$

- Popularity estimate for next update interval is updated according to

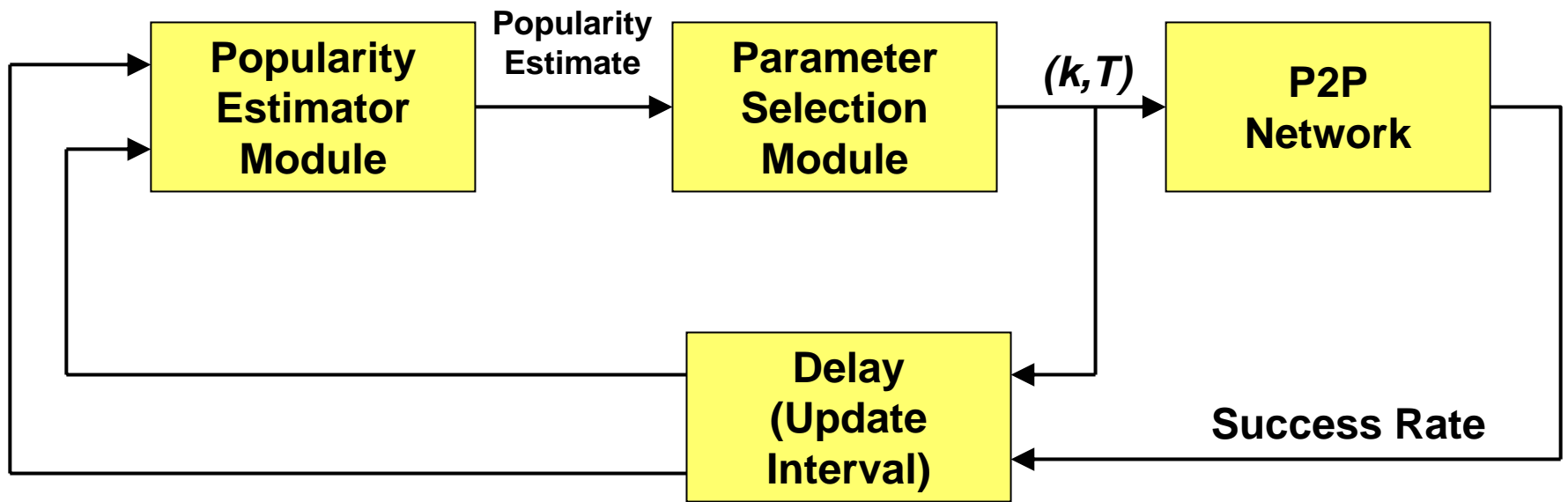
$$\hat{p}_{new} = \beta \cdot \hat{p}_{old} + (1 - \beta) \cdot \hat{q}_i(j), 0 < \beta < 1 \quad (5)$$

Parameter selection module

- ❑ Uses $\hat{p}_i(j)$ in order to set k_j and T_j such that (1), (2) and (3) are satisfied
- ❑ Inequality (1) is satisfied if

$$k_j \cdot T_j \geq \frac{\log(\varepsilon)}{\log(1 - \hat{p}_i(j))} \quad (6)$$

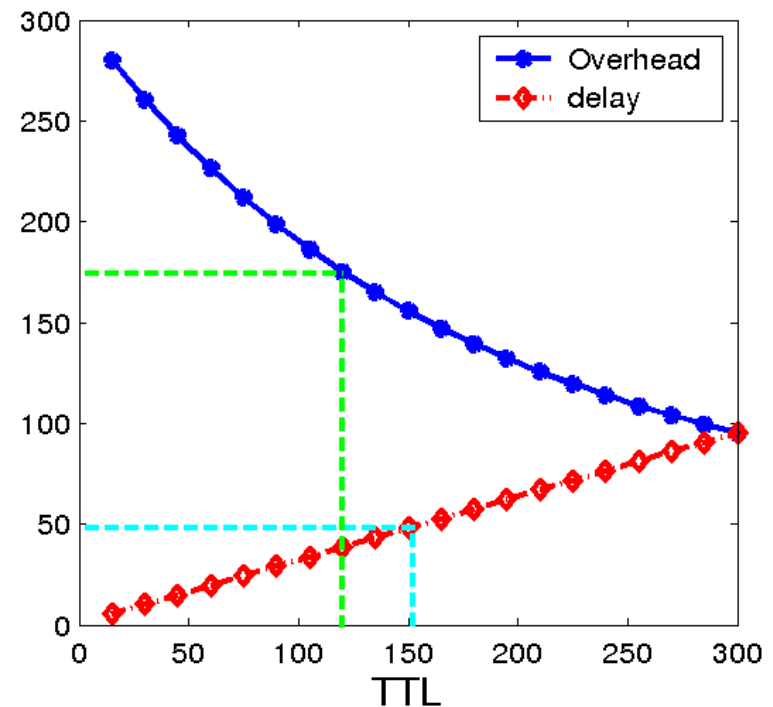
- ❑ Inequalities (2) and (3) may be solved numerically in order to obtain a the range of feasible k and T
- ❑ The parameter selection module may be implemented by means of a *parameter selection table* in which feasible values of k and T corresponding to various range of popularities



Block diagram showing main components of EBAS

An Example

- ❑ Consider a case where $p = 0.01, \varepsilon(0.01) = 0.05, \alpha(0.01) = 175$ and $\delta(0.01) = 50$
- ❑ Inequality (1) is satisfied if $k \cdot T \geq 298$
- ❑ $E[O]$ and $E[D]$ as a function of T are plotted in the figure, for $kT = 300$
- ❑ According to the figure $k = 2$ and $T = 150$ is a feasible (k, T) pair

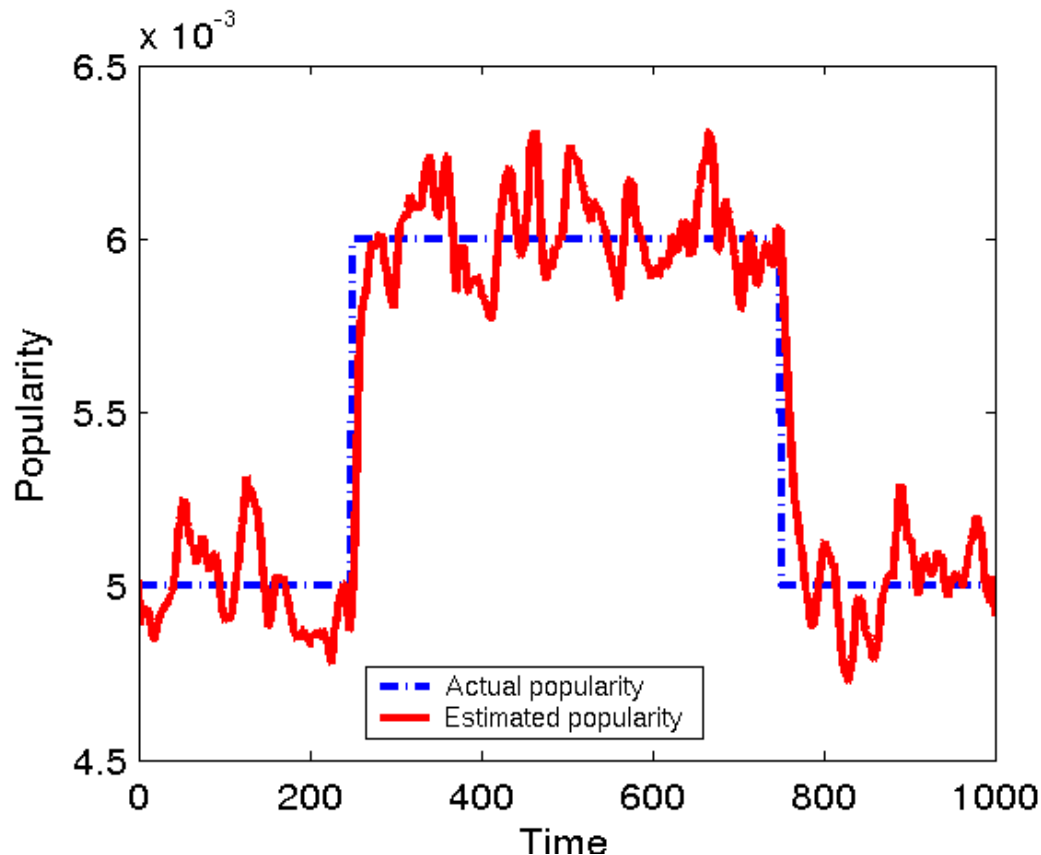


- Search mechanisms and trade-offs involved
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Simulation Scenario

- ❑ Extensive simulations done for
 - Evaluating performance of popularity estimator
 - Comparing performance EBAS with non-adaptive random walk
- ❑ Network for simulation
 - 10^4 nodes
 - $p \times 10^4$ nodes randomly chosen and marked to have resource
 - Network grown according to [2]

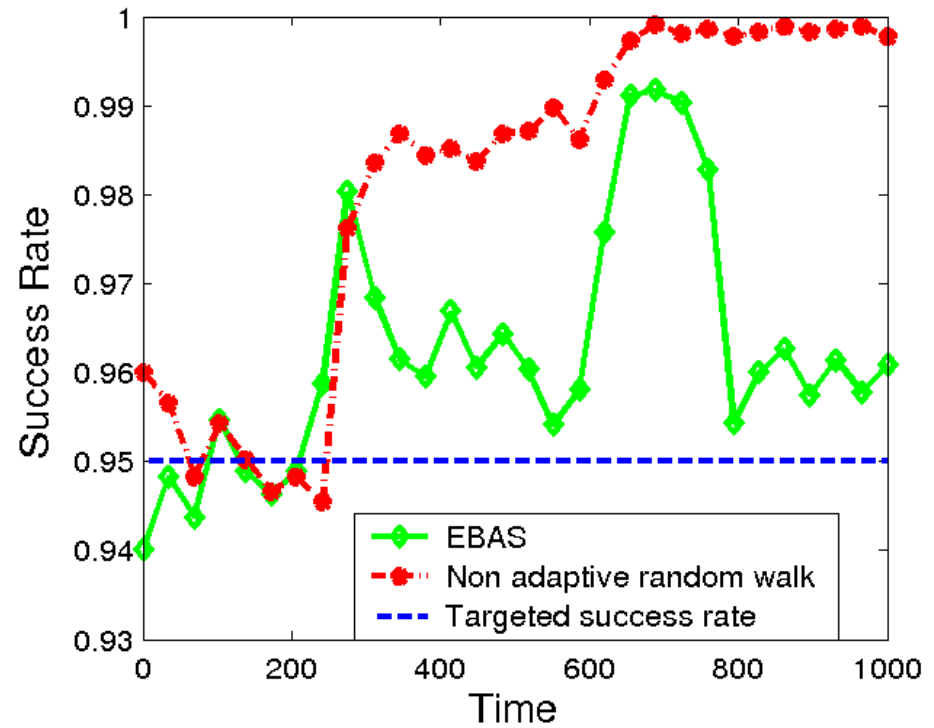
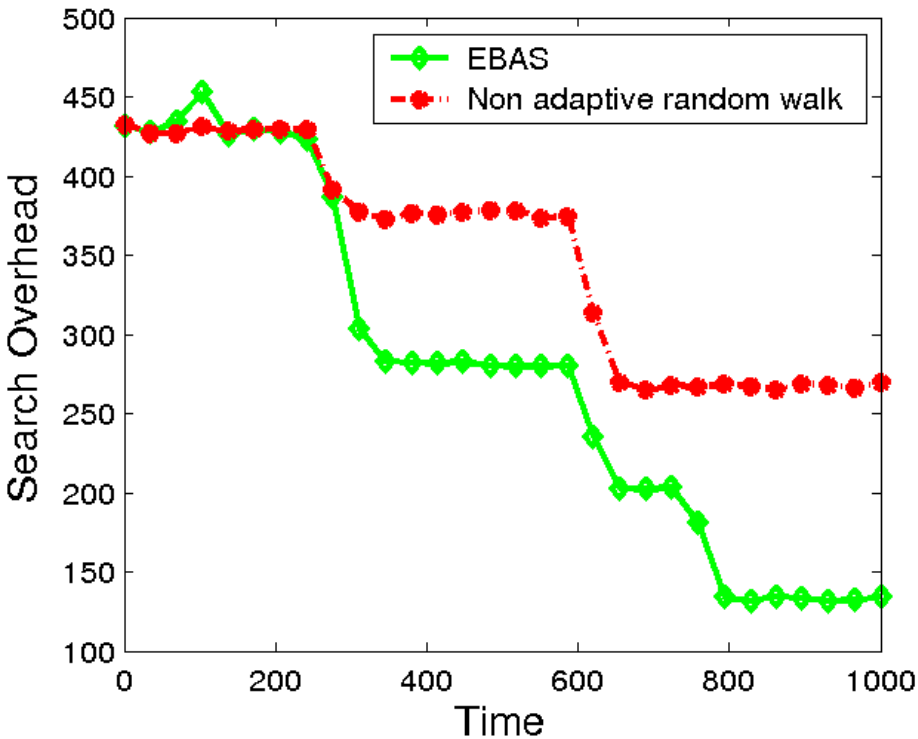
Simulation Results – Popularity Estimator Module



The popularity estimate maintained by Popularity Estimator Module closely follows actual popularity of the resource

Simulation Results - EBAS

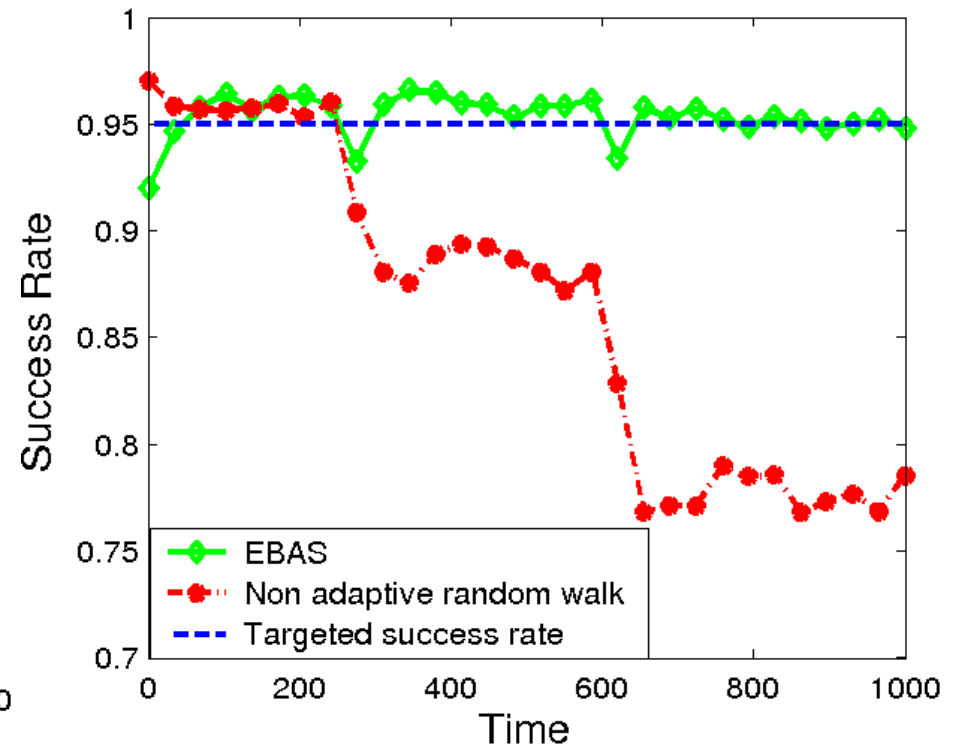
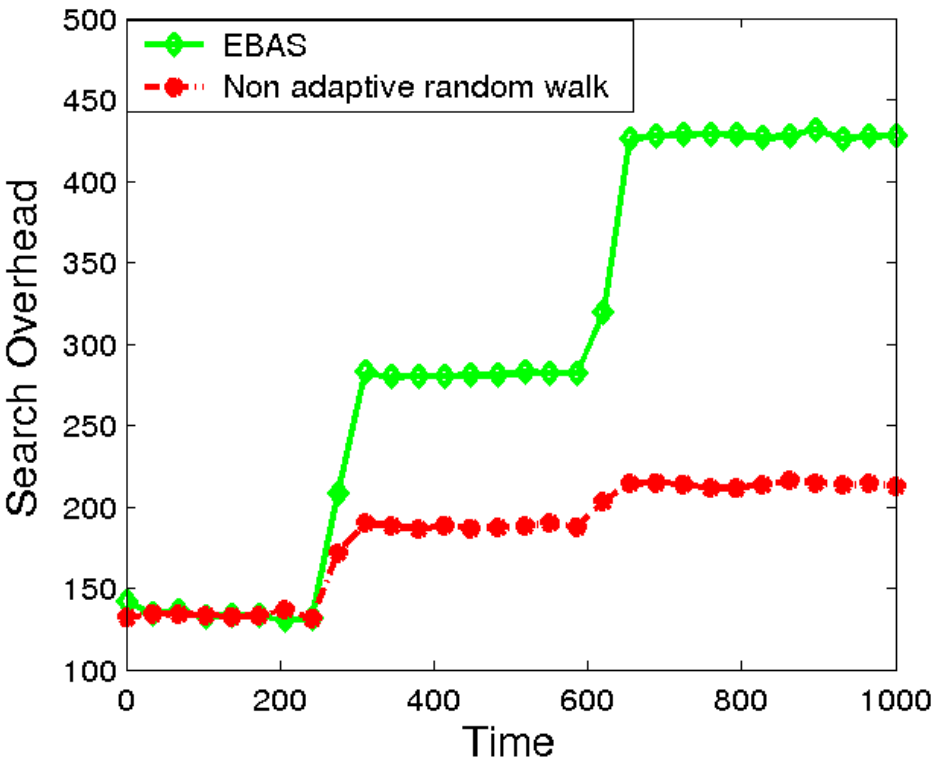
Scenario-1 : Popularity increases with time



EBAS reduces overhead by adaptively decreasing the number of random walkers

Simulation Results - EBAS

Scenario-2 : Popularity decreases with time



EBAS maintains required success rate by adaptively increasing number of random walkers

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Conclusion & Future Work

- ❑ EBAS effectively maintains popularity estimates and performs better than random walk
- ❑ EBAS performs best in scenarios where same or “similar” item is searched several times
- ❑ Modeling problem of choosing optimal parameters as control theoretic problem
- ❑ Model performance of other state-full search mechanisms such as APS

References

- [1] C. Gkantsidis, M. Mihail, and A. Saberi. Random walks in peer-to-peer networks. In *Proc. of IEEE INFOCOM*, Mar. 2004.
- [2] P. Holme and B. J. Kim. Growing Scale-free Networks with Tunable Clustering. *Physical Review E (Statistical, Nonlinear, and Soft Matter Physics)*, 65, 2002
- [3] Q. Lv, P. Cao, E. Cohen, K. Li, and S. Shenker. Search and Replication in Unstructured Peer-to-Peer Networks. In *Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems*, pages 258–259. ACM Press, 2002.

Thank You