

Analyzing and Improve BitTorrent Performance

Microsoft Research Technical Report , February 2005

Mnet Lab Meeting
KunYou Lin

2005/08/12

Outline

- I . Introduction
 - II . BT Overview
 - III. Simulation Metrics
 - IV. Experiments
 - V . Conclusion
 - VI. My Research
-

I. Introduction

- A **simulation-based** study of BitTorrent
 - Discuss the BT original core algorithm
 - Provide some new methods to improve BT performance
-

II. BT Overview

- ◆ BitTorrent Algorithm
- ◆ Keyword Definition

BitTorrent Algorithm

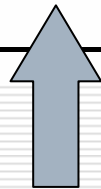
- Downloading procedure
 - Client get a **.torrent file**
 - Client → Tracker
 - Tracker → Client [peer list]
 - Client → peers (neighbors)
 - BT core algorithm
 - Choke / un-choke [10 sec]
 - Optimistic un-choke [30 sec]
-

Keyword Definition

- TFT
 - Tit-for-tat
 - Choke/ un-choke
 - LRF (BT 4.0.3 remove this policy)
 - Local Rarest First
 - Client will choose the fewest block to download first
 - Block
 - block = piece
-

Local Rarest First

Block	1	2	3	4	5	6	7	8	9	10
Client	█		█					█		
Peer1		█				█				
Peer2		█		█				█	█	
Peer3	█							█		
Peer4			█		█	█		█	█	



III. Simulation Metrics

◆ 5 Metrics

Metrics

- Link Utilization
 - Uplink
 - Downlink
 - Mean download time
 - Content diversity
 - LRF
 - Load on the seed
 - Fairness
-

IV. Experiments

- ◆ First Experiment
- ◆ Homogeneous Environment
- ◆ Heterogeneous Environment

Workload Derived from a Real Torrent

□ Parameters

- Node arrival pattern

→ Using Tracker log

- Uplink and downlink bandwidth

→ Using Gnutella clients' speed

First Experiment

Metric	Vanilla BitTorrent
Uplink utilization	91%
Normalized seed load	127.05
Normalized max. #blocks served	6.26

Unfair!!

Table 2: Performance of BitTorrent with arrival pattern from Redhat 9 tracker log, and node bandwidths from Gnutella study.

Homogeneous Environment

□ To verify

- Is BT robust? Scalable?
- Effect of Seed's bandwidth
- Performance of BT's algorithm

□ Experiment parameter

- 1 Seed , bandwidth 6000Kbps
 - All nodes join during a 10 sec period
 - Peers bandwidth (D:1500/U:400 Kbps)
-

Homogeneous Environment (1)

Number of nodes

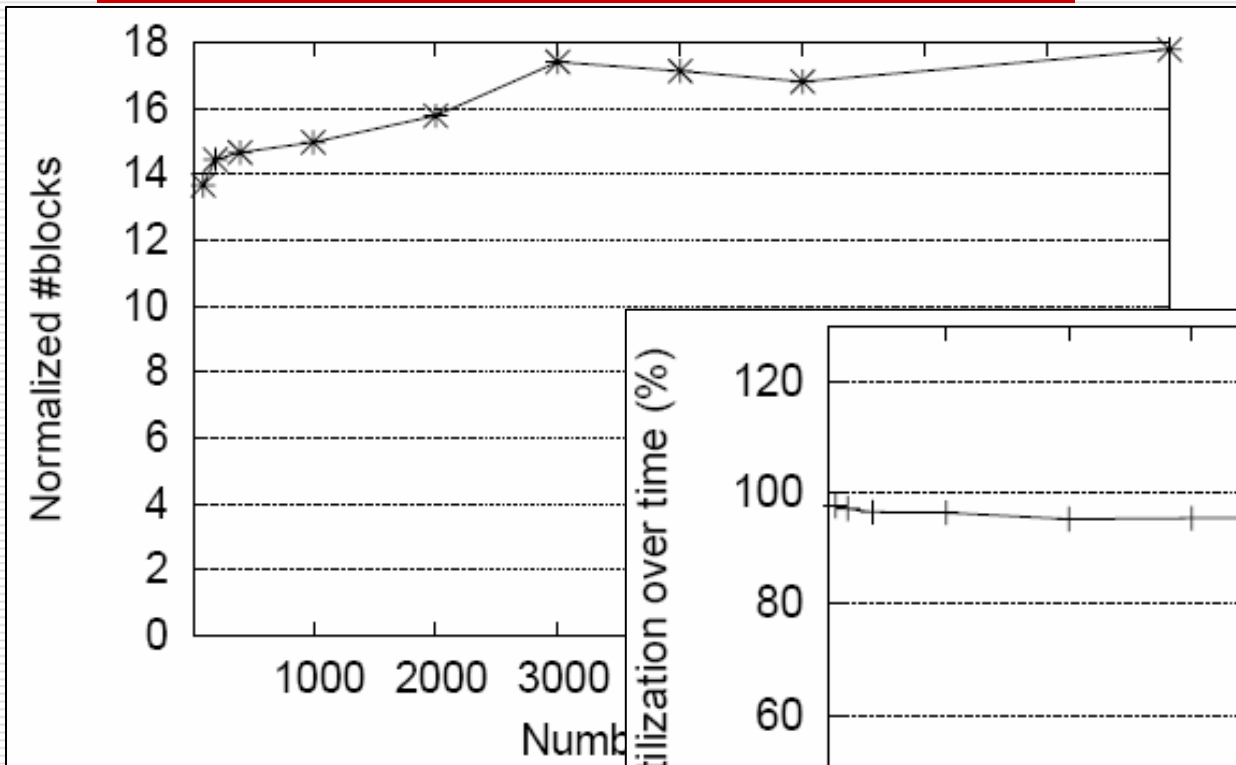


Figure 2

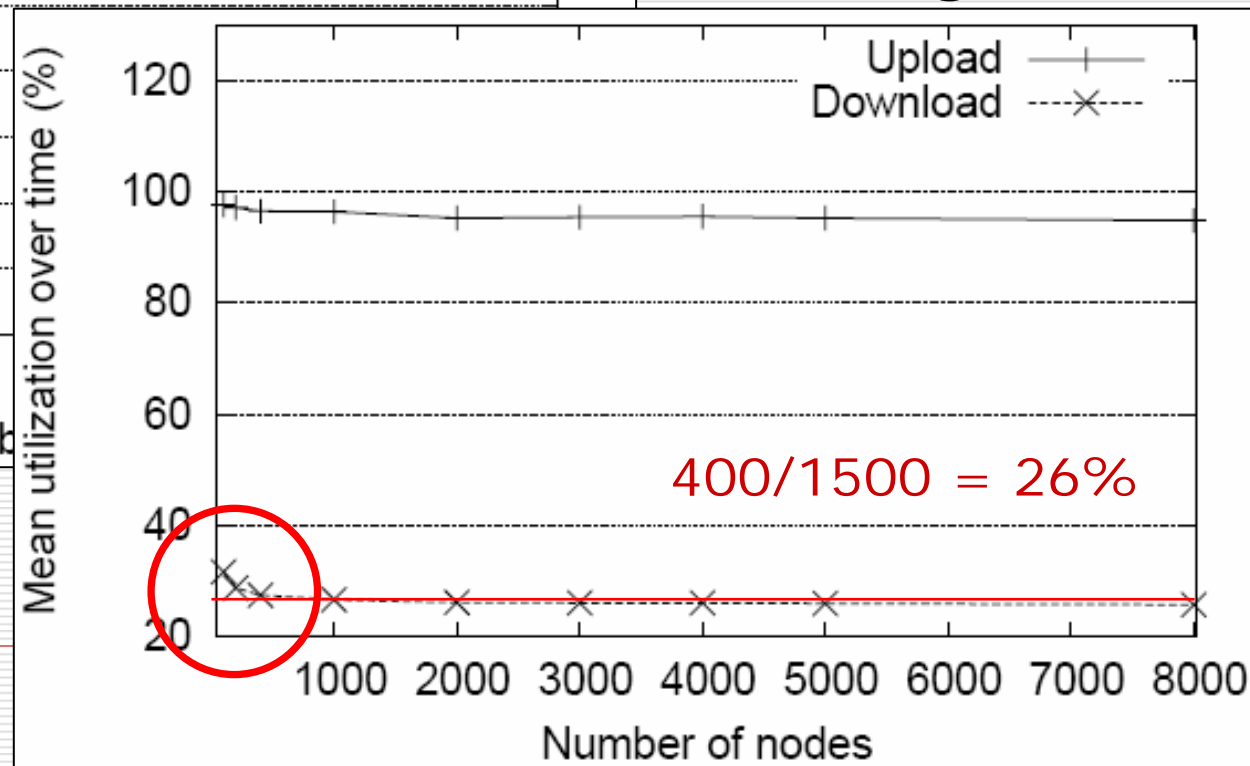


Figure 1

Homogeneous Environment (2)

Seed Bandwidth (kbps)

What is “mean upload utilization” ?

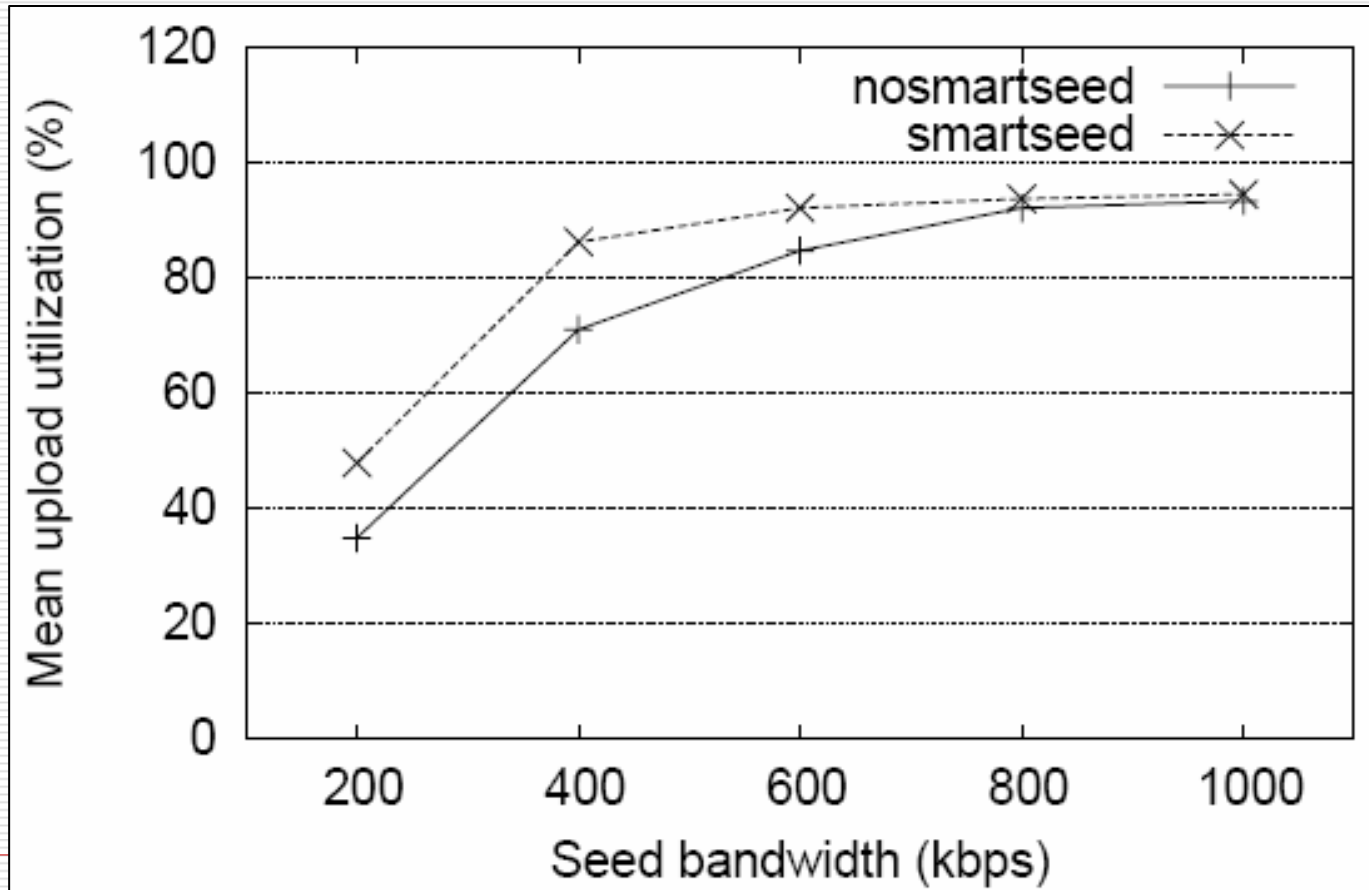


Figure 3

Smart seed policy

- The seed does **not choke** a leecher to which it has transferred an incomplete block.
 - The seed serves the **one** that it has served the least.
-

Homogeneous Environment (3)

Smart Seed Effect

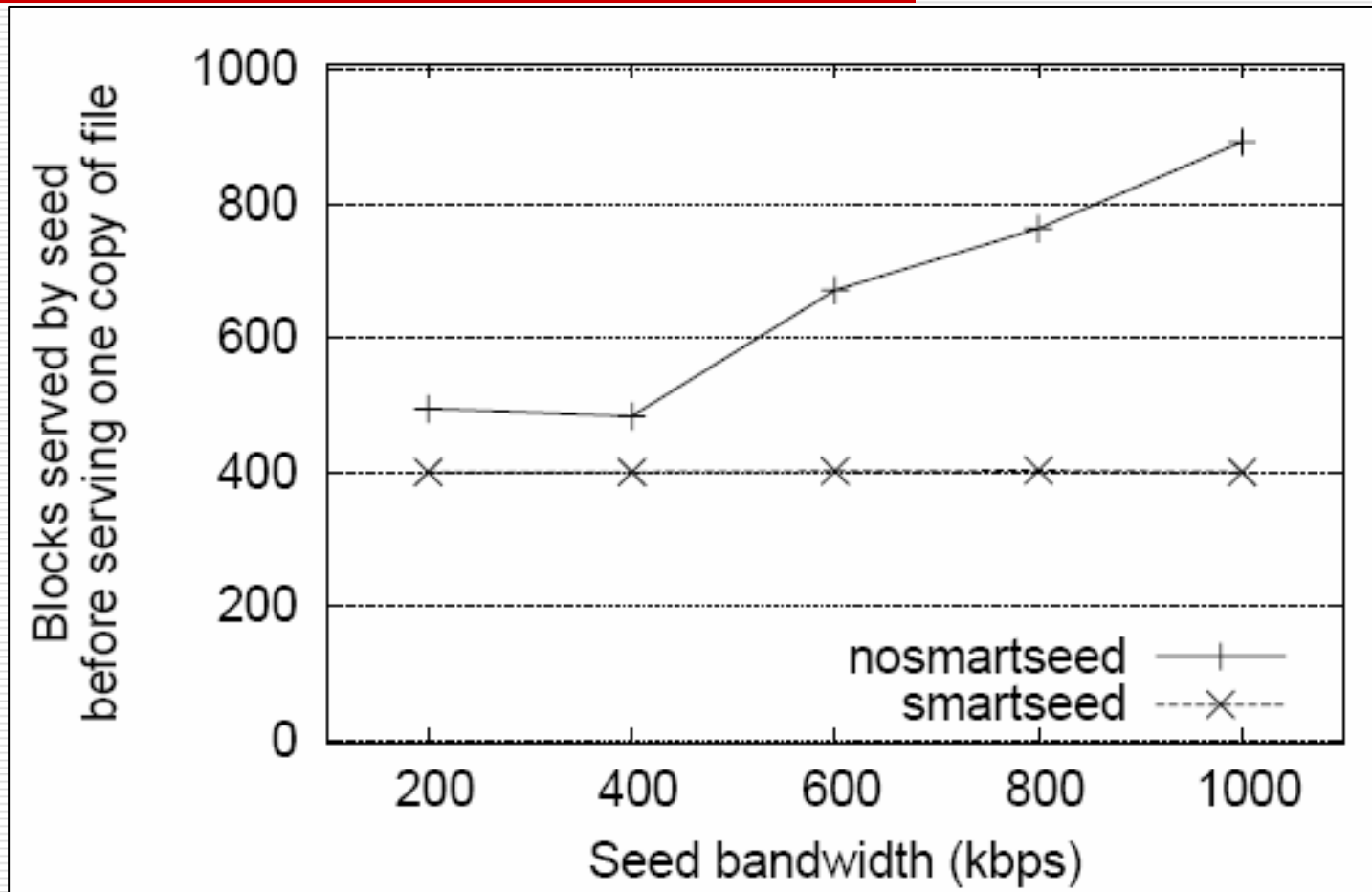


Figure 4

Homogeneous Environment (4)

LRF vs. Random & High vs. Low (Seed)

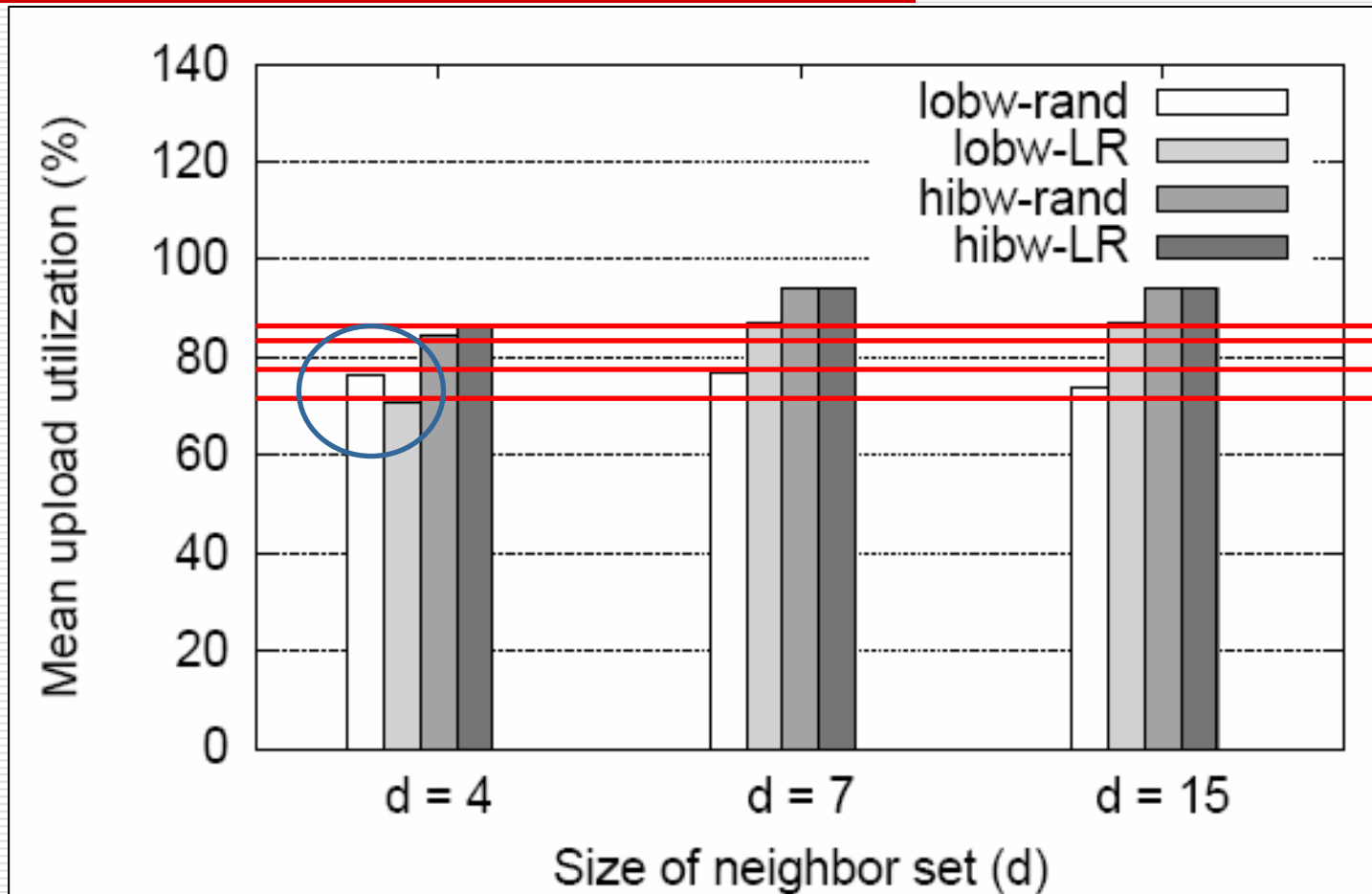


Figure 6

Homogeneous Environment (5)

LRF vs. Random @ time & interesting

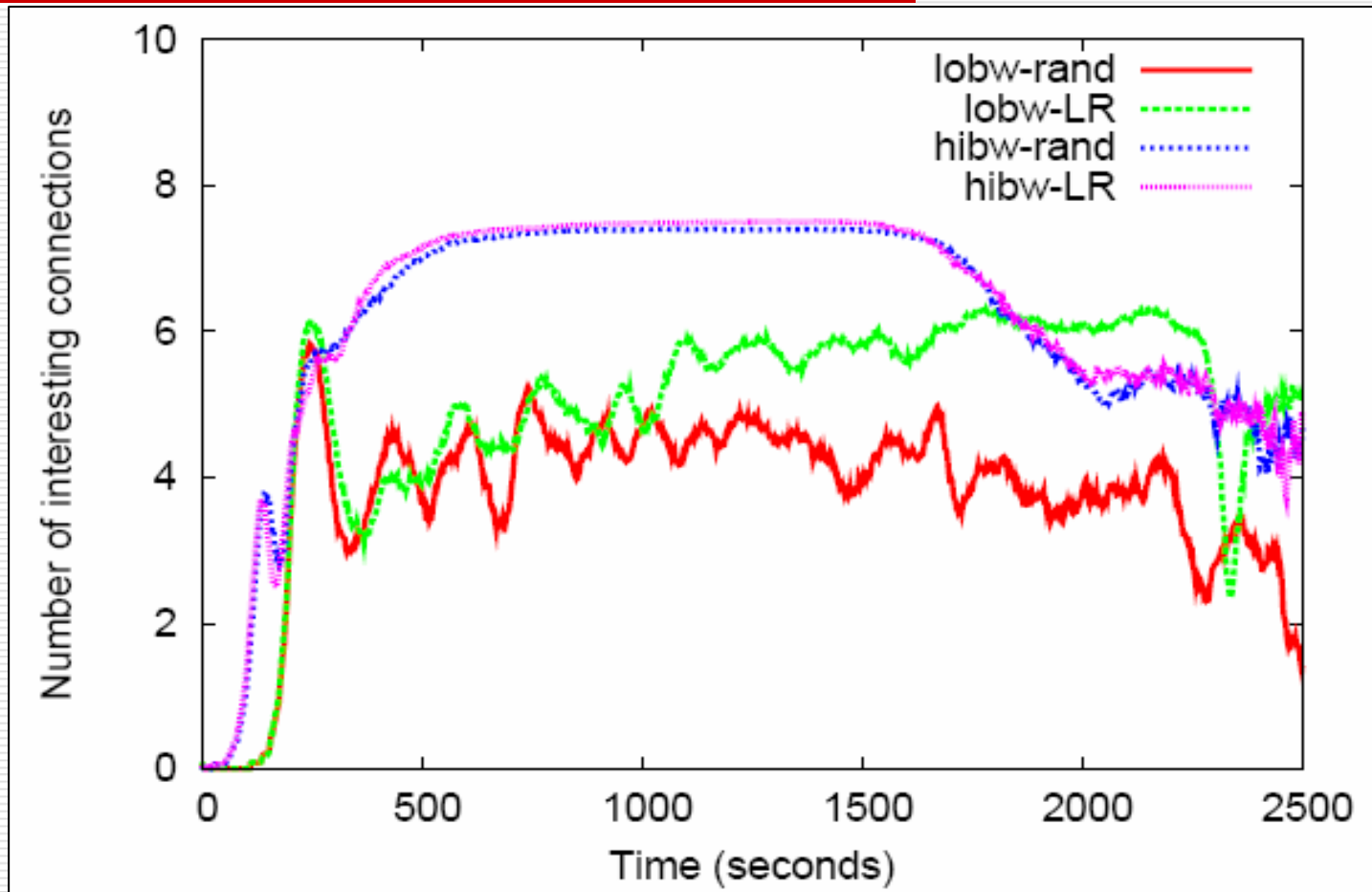


Figure 7

(d = 7)

Heterogeneous Environment

□ New Concepts

■ Quick bandwidth estimation (QBE)

- 1. Using lightweight schemes based on the packet-pair principle
- 2. Peers can get neighbors speed **quickly**
- 3. Optimistic un-choke wouldn't be needed
- 4. Ignore overhead

■ Pairwise block-level TFT

- 1. A allows a block to be uploaded to B if and only if $U_{ab} \leq D_{ab} + \Delta$
-

Heterogeneous Environment

□ Parameters

- Flash crowd
 - 1000 nodes join at first 10 sec
 - 3 type of nodes [Kbps]
 - High-end cable modem (D: 6000 / U: 3000)
 - High-end DSL (D: 1500 / U: 400)
 - Low-end DSL (D: 784 / U: 128)
 - Number of the 3 type peers are equal
 - Seeder always uses “smart seed” policy
-

Heterogeneous Environment (1)

BT, QBW, block TFT

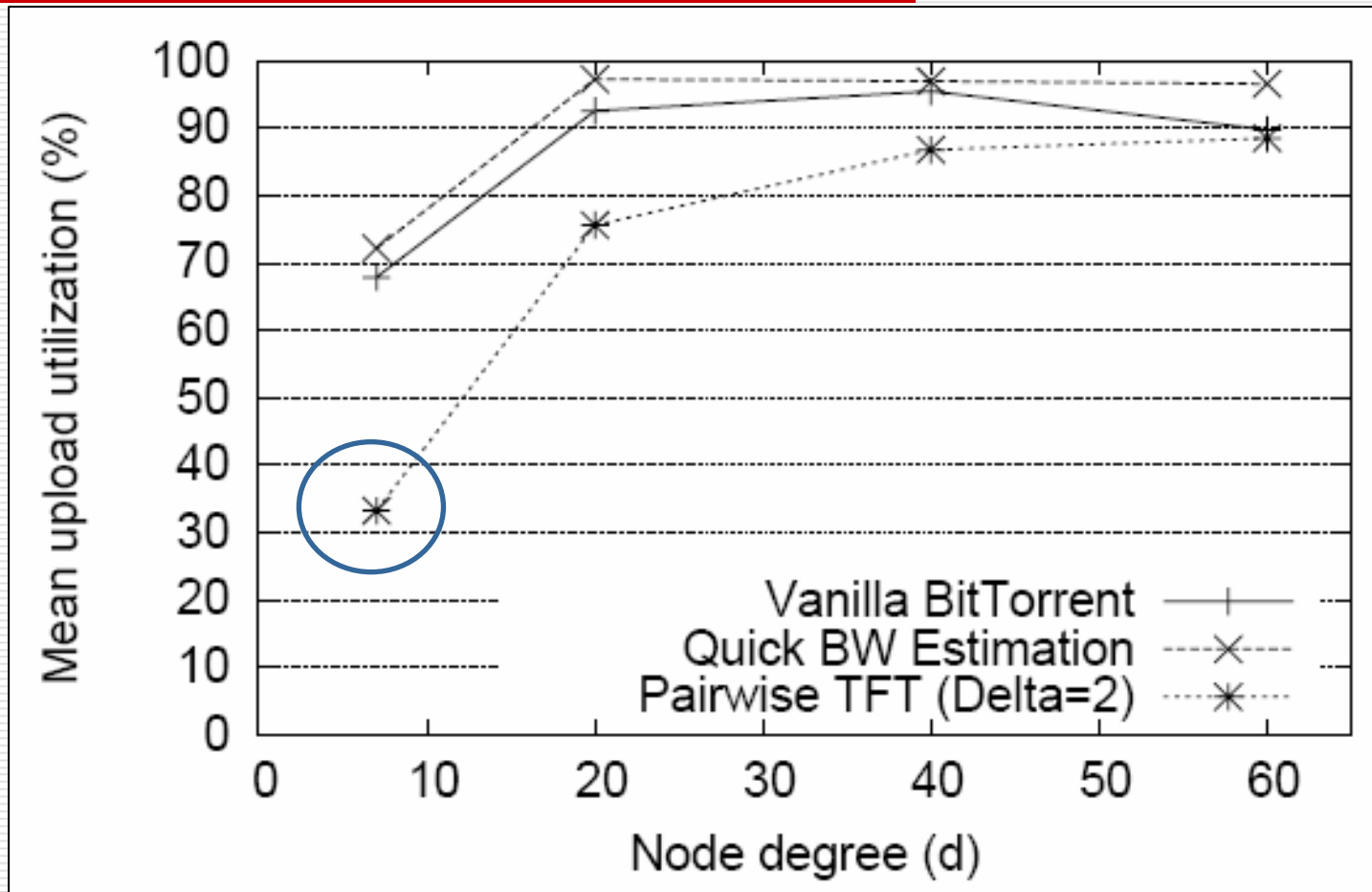


Figure 10

Heterogeneous Environment (2)

BT, QBW, block TFT

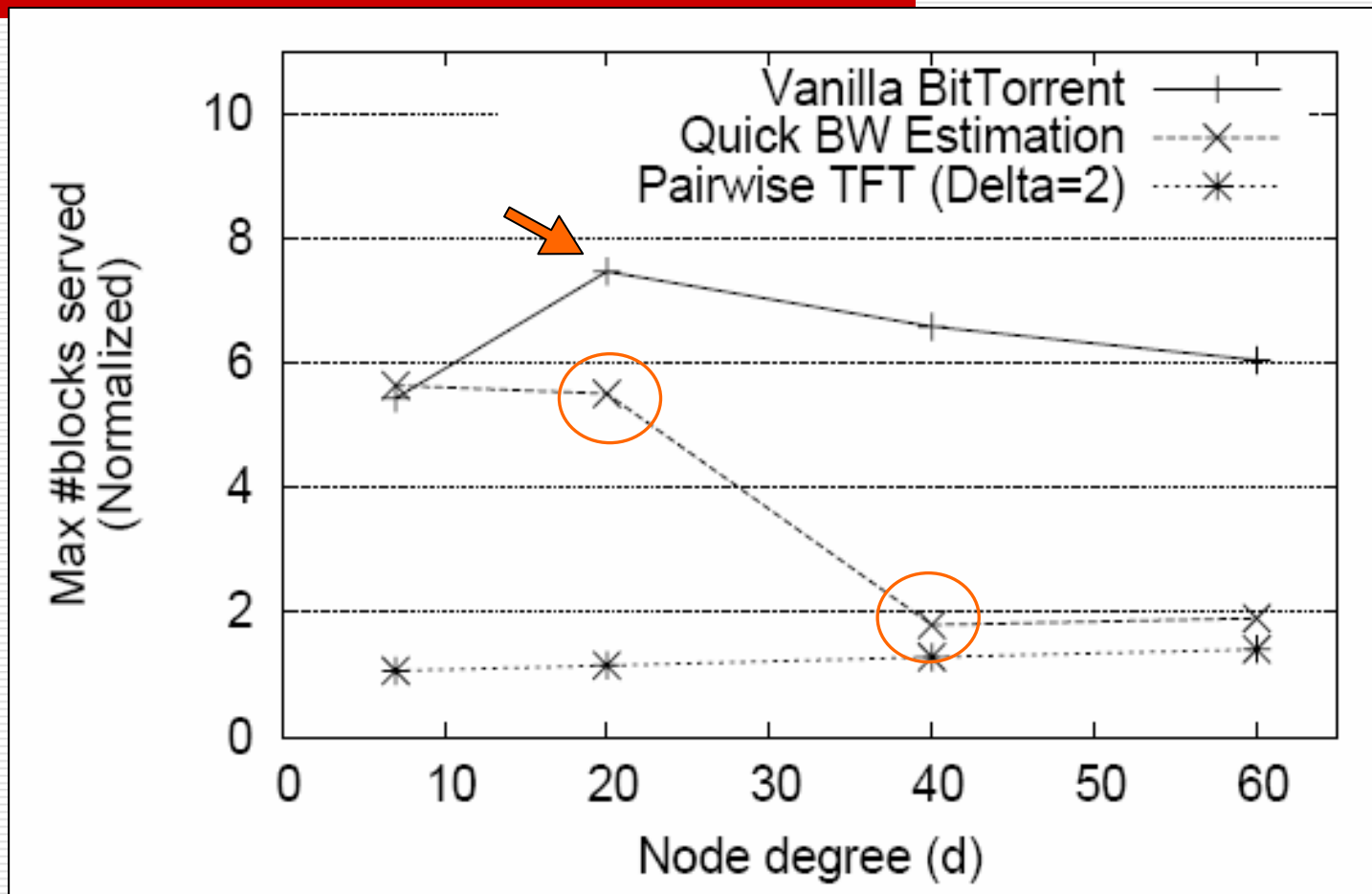


Figure 11

The problem is NOT match!!

Heterogeneous Environment (3) *+Bandwidth-matching tracker*

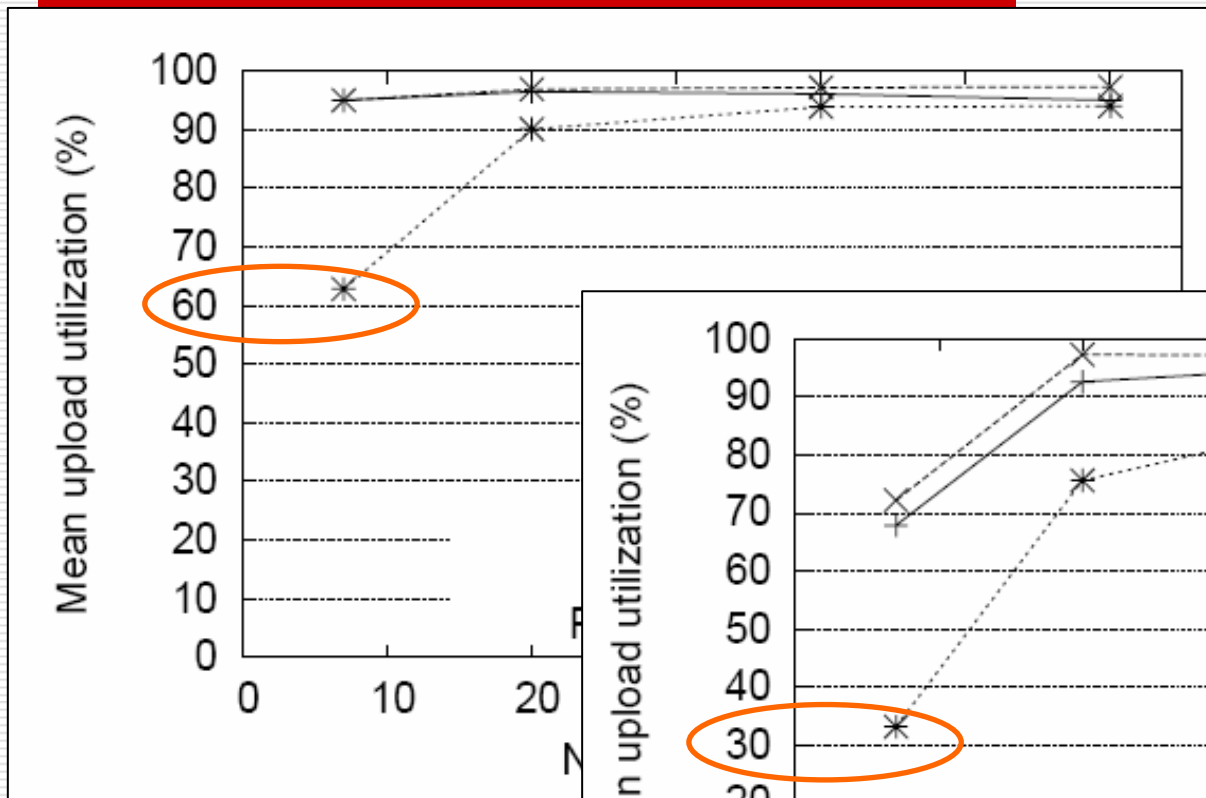


Figure 12

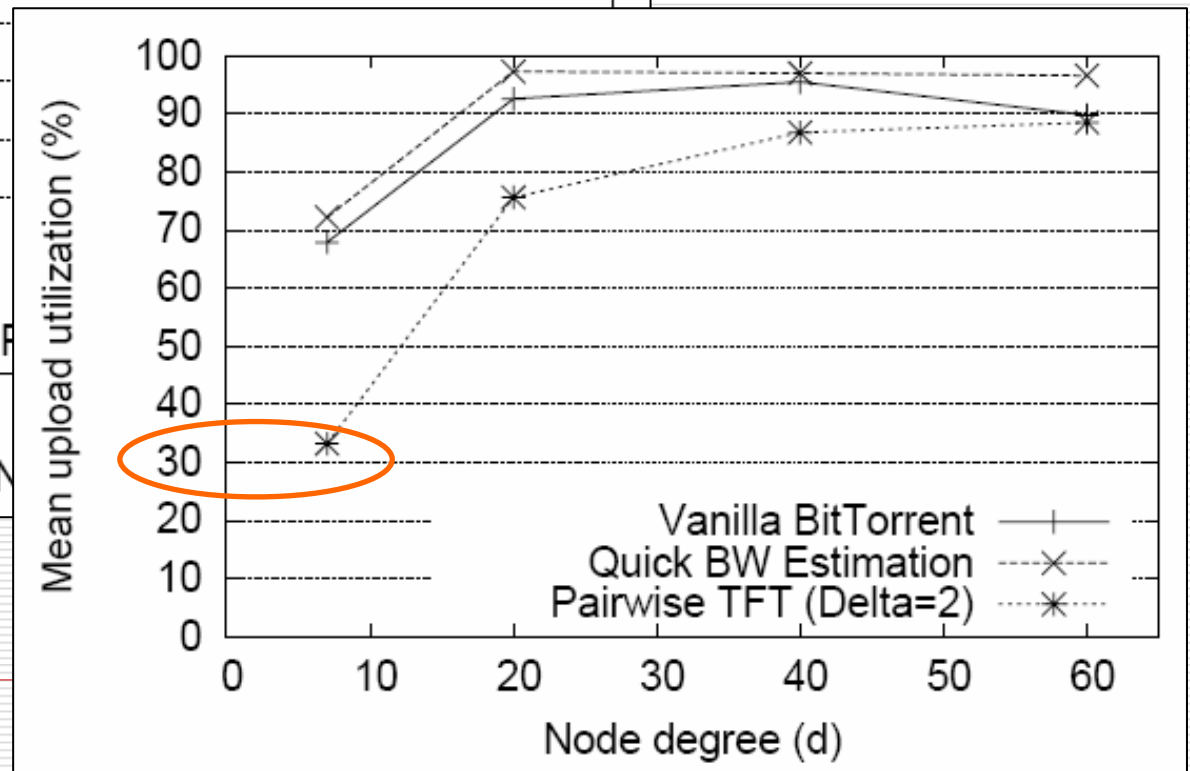


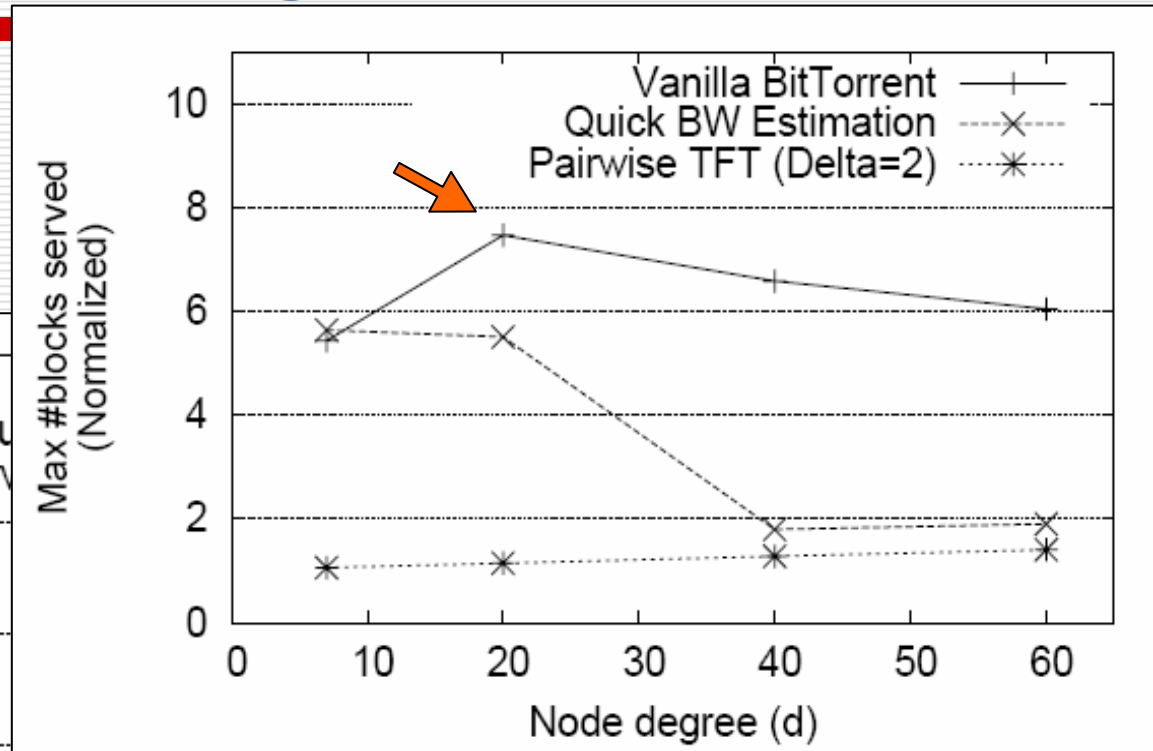
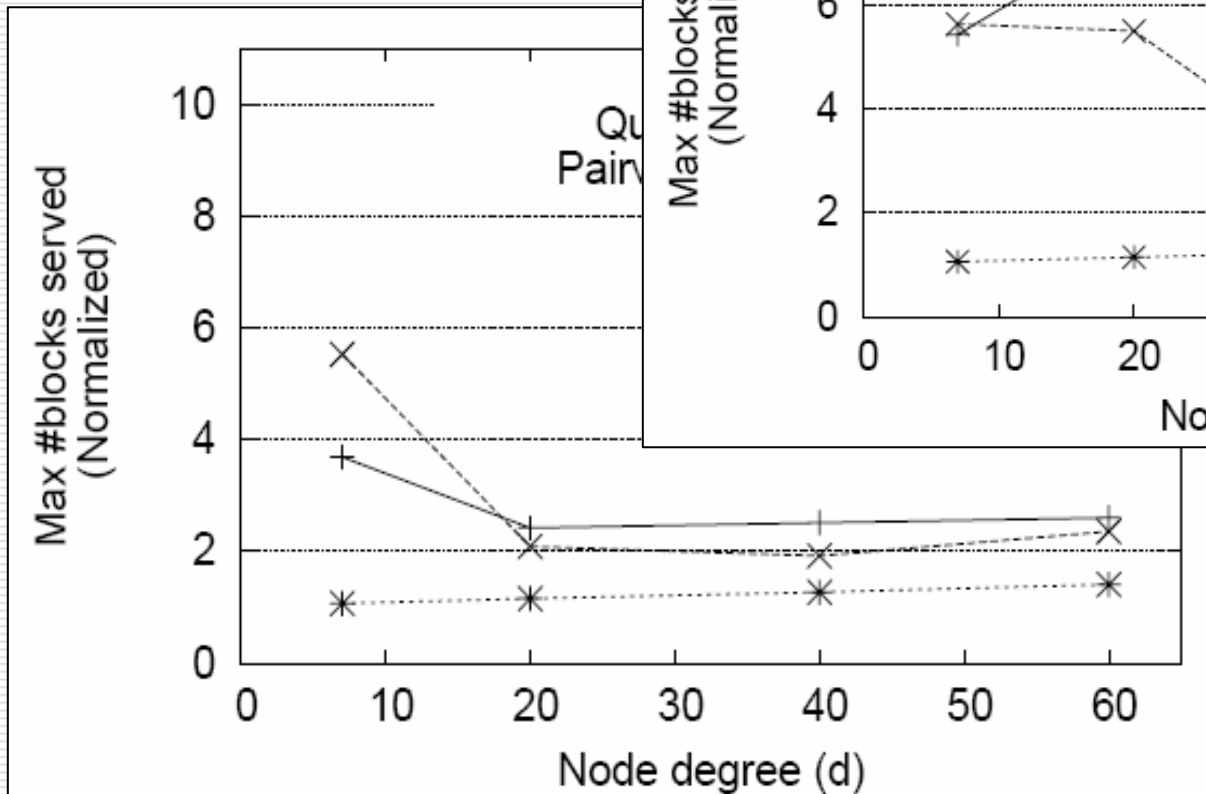
Figure 10

Heterogeneous Environment (4)

+ *Bandwidth-matching tracker*

Figure 11

Figure 13



V. Conclusion

◆ Experiment results

◆ New ideas

Experiment results

- ❑ BitTorrent TFT policy is unfair ,especially when **high BW** peers connect **low BW** peers.
 - ❑ Seed bandwidth is critical, and it should choose **different blocks** to serve.
 - ❑ LRF policy is important for “**last block**” **problem**.
-

New ideas

- Smart Seed policy
 - Quick Bandwidth Estimation
 - Block-Level TFT
 - Bandwidth-matching Tracker
-

VI. My Research

◆ Content diversity

Content diversity (Spread)

- Original BT

- LRF

- This Paper

- Smart Seed → only send once

- My Research

- Plus a new message @ node
-

Reference

- Analyzing and Improving BitTorrent Performance
 - <http://research.microsoft.com/~padmanab/papers/msr-tr-2005-03.pdf>
 - Some Observations on BitTorrent Performance
 - *SIGMETRICS'05*, June 6–10, 2005, Banff, Alberta, Canada. ACM 1-59593-022-1/05/0006.
-