



# Peer Nets reinventing the Internet

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### Who's who...

#### Napster (files)

- Dynamic centralized DNS
- Pseudo-DNS as resource discovery
- Corollary focus on local caching
- Gnutella (queries)
  - Resource discovery via application broadcast
- Freenet (files)
  - Resource discovery by application forwarding
  - Corollary focus on local caching





# What's significant: **Key issues in peering**

- Resource discovery
- Dynamic location registration
- Application overlay
  - Forwarding
  - Broadcast
- Object caching
- Automation (configure & participate)





# Peer vs. Net Overlays

	Peer	Network
Addressing	Username Hostname Host IP addr TCP conn.	IP address
<i>Resource Discovery</i>	Application	Google (out of band) DNS
Routing	Network Handoff App. forwarding	IP routing





# **Peering drivers**

#### Economics

- Servers pay
- Implies ISPs must deny clients ability to become servers
  - DHCP vary IP address to inhibit DNS
  - NAT hide IP address to inhibit IP as name
- Static network services
  - Lack of user-accessible dynamic DNS





- Allegation scarce IPv4 addresses result in DHCP and NATs which interfere with user-level servers
  - P2P solution app-layer resource discovery, app-layer forwarding
- Reality ISP charging model assumes server pays
  - ISPs defeat user-level servers by denying static IP addrs or denying IP addrs altogether





### **Observations**

- Frameworks enable solutions, but are not *the* solution
  - Apps aren't enough
  - Open systems (e.g., Jabber) aren't enough
- Need more automation
  - Configuration
  - Participation
- Need tighter coupling with net layer





## **ISP** To NOT work on: **Hazards of Peer Nets**

- Integration
  - Freenet + Gnutella = broken routing
- Gateways
  - Apps as hacks to circumvent net hacks
- Recapitulation
  - Split horizon, bcast storms, TTLs, ...





# **Open networking**

- Dynamic DNS
- App-layer resource discovery
- Net-layer overlay services
- Net-layer limited bcast, mcast, anycast
- User-as-provider charging model for ISPs
- Some enabled by Active Nets, but none solved completely