

# Dynamic Parallel Downloading with Bandwidth Estimation in an Uncooperative environment

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# Outline

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- ❑ Introduction
- ❑ Bandwidth estimation (PProbe)
- ❑ Dynamic parallel downloading (PDownloader)
- ❑ Automatic world-wide name server
- ❑ Experimental results and analysis

# Contributions:

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- ❑ Relative bandwidth estimator (PProbe) in Java.
- ❑ Dynamic parallel downloader (PDownloader).
- ❑ Automated world-wide name server determination.

# “Dynamic parallel downloading”

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- ❑ “Parallel”—To increase the throughput
- ❑ “Dynamic”—To download from the best server
- ❑ “Uncooperative”—Software need not be installed at the server-side

# PProbe

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# Problems with the current BW estimators

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- ☐ Slow
- ☐ Some consume lots of bandwidth
- ☐ System-dependent
- ☐ Firewall/kernel problems
- ☐ Requires root permissions to install the tool

# Benefits of PProbe Bandwidth Estimator

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- ❑ Fast—only needs first few packets
- ❑ Low bandwidth consumption: needs only the first few packets
- ❑ Portable: Java, Platform independent
- ❑ No firewall problems because it uses normal TCP packets
- ❑ Any user can run it, need not be a root

# PProbe Clients

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- All Clients:

- Fast clients:

- Metric: Bottleneck Bandwidth

- Fast clients, Servers have the same Bottleneck bandwidth:

- Metric: Consider the RTT

- Slow clients:

- Metric : RTT



# Bandwidth Estimator – PProbe

## Types of implementation

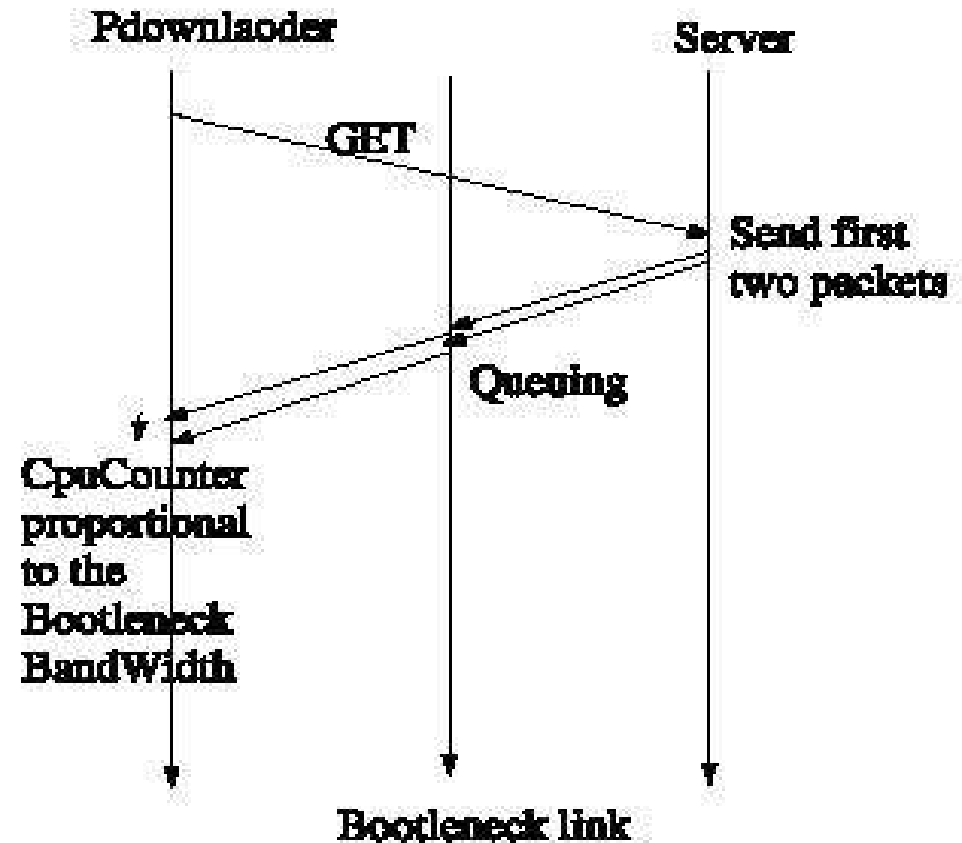
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- Applications:
  - Server selection
  - Peer selection in P2P
- Java
  - CPU counter
  - CPU (approx) = CPU cycles
  - Fasttimer
- C
- By default the PProbe uses the Java CPU Counter

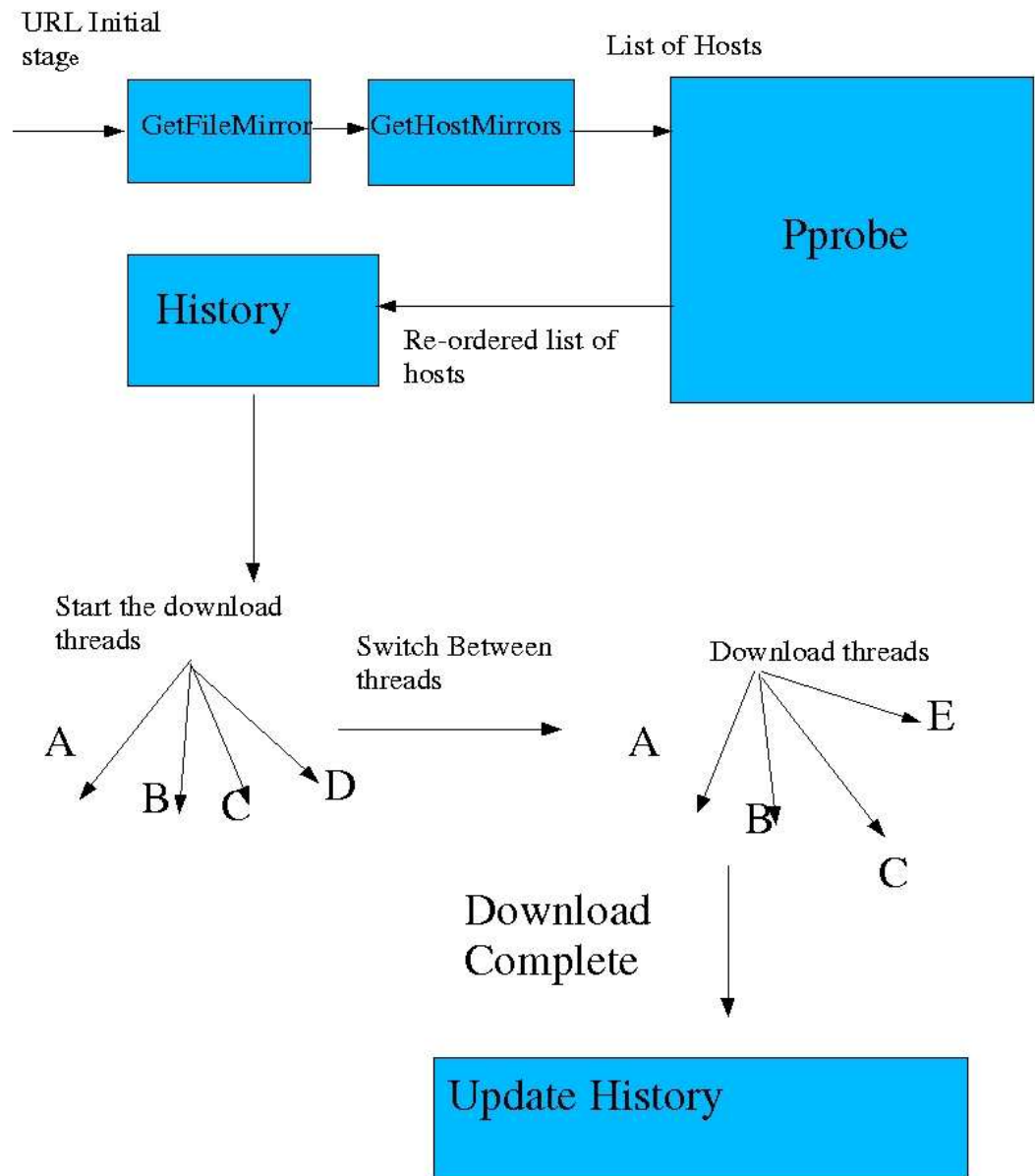
# PProbe: Technique

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## □ Packet Pair



# PDownloader



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Stages of PDownloader

# PDownloader Features

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- ☐ Fault tolerance
  - Dynamic switching between the best servers
  - If the local servers are down, could use the world-wide name servers list to find out the servers from elsewhere.
- ☐ Scalability
  - New mirrors could easily be added
  - Files could be easily be added at new locations
    - ☐ Use Google to find the multiple locations of the file
- ☐ Clients
  - Fast clients: to get better throughput
  - Slow clients: availability
- ☐ Server side: No changes required.
- ☐ Client side: could implement the PDownloader

# Automatic World-Wide Name Servers

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- Purpose
  - To download from world-wide mirror servers
- Technique
  - Get the list of servers from the [www.traceroute.org](http://www.traceroute.org) homepage,
  - Parse them and get the name servers
- Infrastructure side: An optional special service could be provided to get the name servers at different locations.
  - We have web page which provides the list of world wide name-servers.
  - [http://wume.cse.lehigh.edu/~kcb2/advNet/proj/dns\\_explore/ips.txt](http://wume.cse.lehigh.edu/~kcb2/advNet/proj/dns_explore/ips.txt)
  - To find the mirror files: two proposed solutions
    - Sol1: Query Google and get the list of locations of the file mirrors
    - Sol2: A special search engine could be hosted like the citeseer, but this one for the files.

# Experimental Results and Analysis

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# TCP Chunk Traces

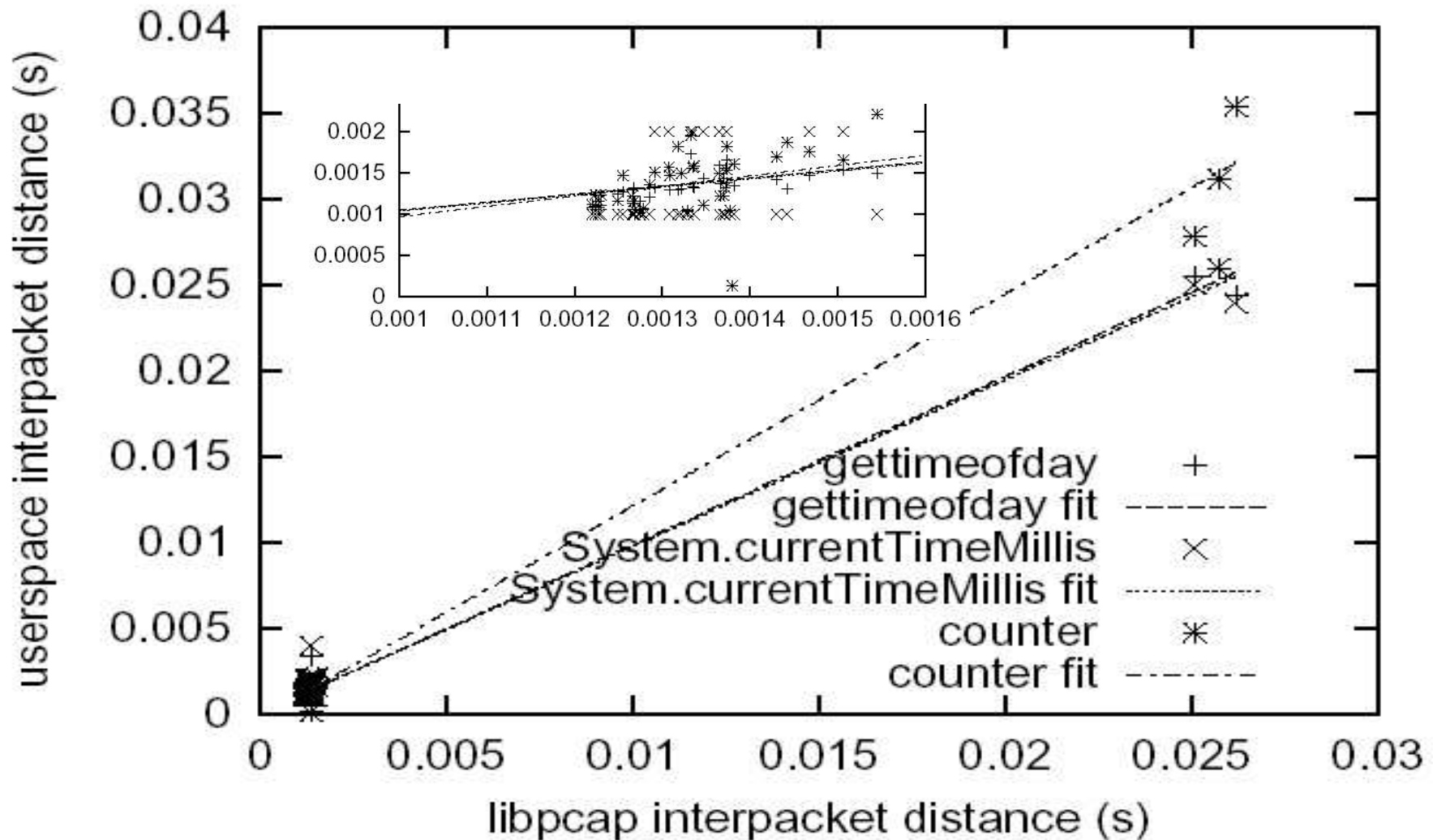
C version			Java version				
Bytes	$\Delta$ Bytes	$\Delta$ Time <sub>m</sub>	Bytes	$\Delta$ Bytes	$\Delta$ Time <sub>u</sub>	$\Delta$ Time <sub>m</sub>	$\Delta$ Time <sub>c</sub>
1460			4380				
2920	1460	0.001135	8760	<b>4380</b>	0.027657	0.028	0.020378
4380	1460	0.001300	10220	1460	0.001312	0.001	0.001872
5840	1460	<b>0.029430</b>	11680	1460	0.001382	0.002	0.001819
7300	1460	0.001154	13140	1460	0.001296	0.001	0.001819
8760	1460	0.001139	14600	1460	0.025469	0.025	0.027849
10220	1460	0.001494	20440	<b>4380</b>	0.004606	0.005	0.000787
11680	1460	0.001416	23360	1460	0.001497	0.001	0.002213
13140	1460	0.001317	24820	1460	0.001725	0.002	0.001958
14600	1460	<b>0.026687</b>	26280	1460	0.001038	0.001	0.001042
16060	1460	0.001047	27740	1460	0.001555	0.001	0.001319
17520	1460	0.001339	30660	<b>2920</b>	0.004999	0.005	0.001564
18980	1460	0.001609	31184	<b>524</b>	0.016136	0.017	0.017324
20440	1460	0.001300					
21900	1460	0.001275					
23360	1460	0.001352					
24820	1460	0.001151					
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On download of <http://www.yahoo.com>.  
 Note: RTT = 30 ms (ICMP)  
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# Java version: chunk-packet correlation



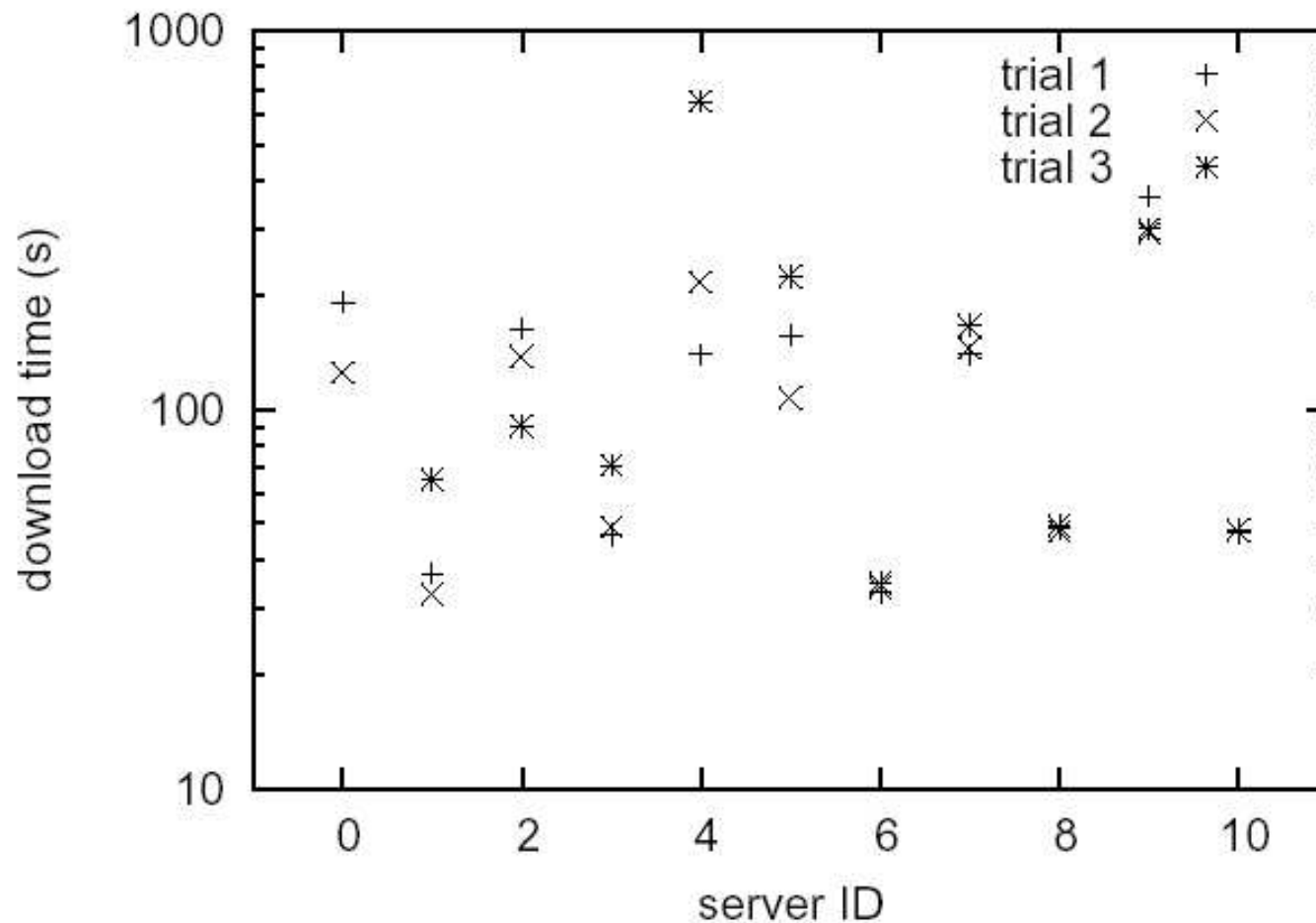
# Parallel Downloading Experiment

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## □ Servers used:

- 0: aurolinux.mit.edu
- 1: cudlug.cudenver.edu
- 2: debian-cd.rutgers.edu
- 3: debian.midco.net
- 4: debian.oregonstate.edu
- 5: ftp.keystealth.org
- 6: ftp.lug.udel.edu
- 7: ftp.rutgers.edu
- 8: linux.csua.berkeley.edu
- 9: mirror.csit.fsu.edu
- 10: mirrors.usc.edu

# Single Downloading

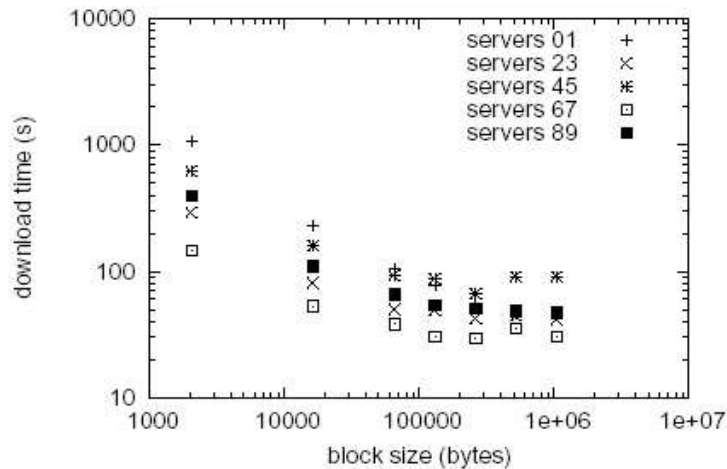


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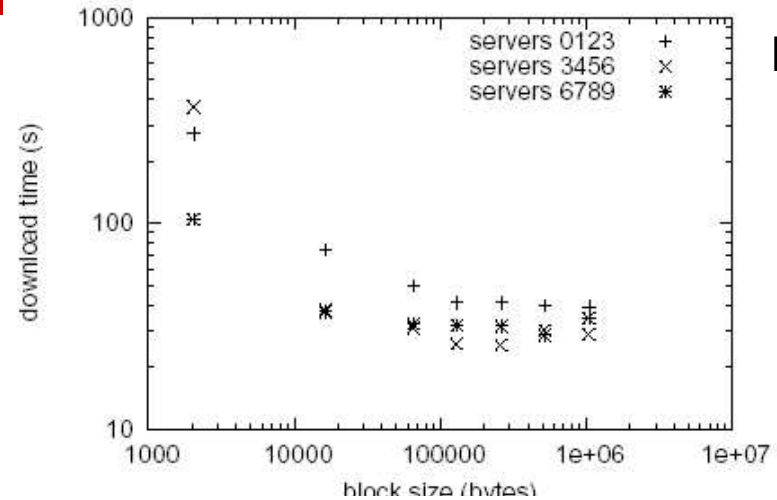
20 MB requests to Debian servers.

# Parallel Downloading

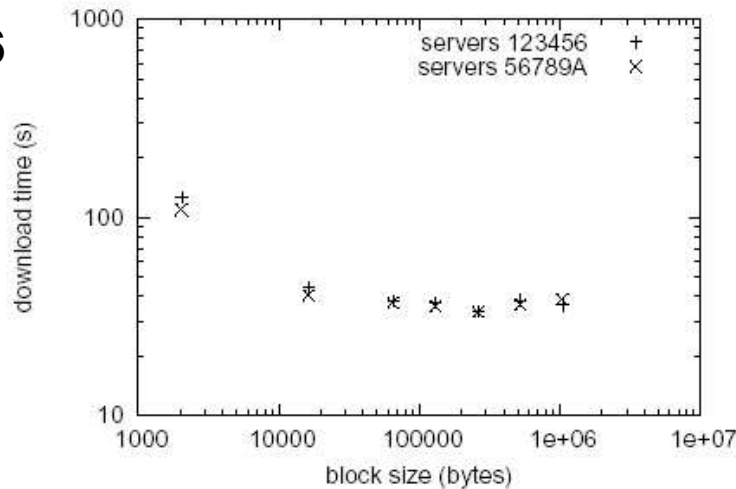
N=2



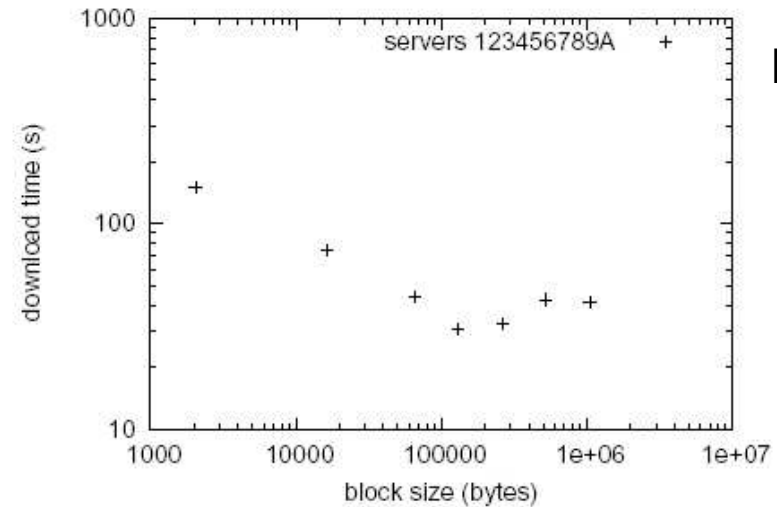
N=4



N=6



N=10



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20 MB requests to Debian servers.

# Web Server Support

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Web Mirror Set	web100.com	mirr.com
number of servers	100	40
contactable servers	90	24
server type		
Apache	39	20
IIS	22	2
Netscape	20	1
features		
RR + PC	20	20
RR + !PC	5	2
!RR + PC	37	0
!RR + !PC	28	2
auto disConn time(s)		
0-1	33	4
1-30	34	18
30-inf	23	2
HTTP version		
1.1	84	22
1.0	6	2

# Conclusions

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