

# An Integrated System Solution for Secure P2P Content Distribution Based on Network Coding

Heng He<sup>a</sup>, [Ruixuan Li](#)<sup>a</sup>, Guoqiang Gao<sup>a</sup>, Zhiyong Xu<sup>b</sup>, Weijun Xiao<sup>c</sup>

<sup>a</sup> Huazhong University of Science and Technology

<sup>b</sup> Suffolk University

<sup>c</sup> University of Minnesota

IEEE NAS 2011, Dalian, July 28, 2011

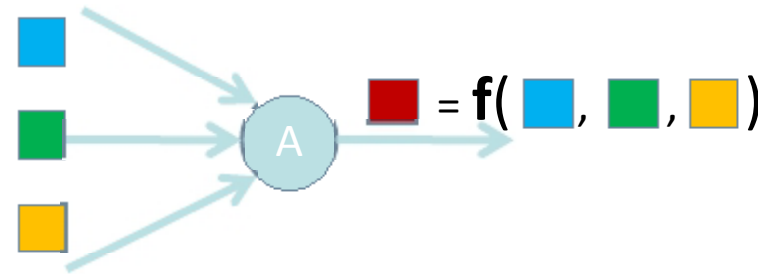
# Introduction

## Network Coding

- New paradigm of routing:
  - Packet mixing at intermediate nodes



Traditional routing : store-and-forward



Network coding

- Benefits:
  - Maximum throughput, robustness to link failure, energy efficiency ...
- Applications:
  - Multicast/broadcast, P2P file distribution, P2P streaming, wireless unicast ...

# Network coding in P2P content distribution

- Benefits of network coding in P2P content distribution

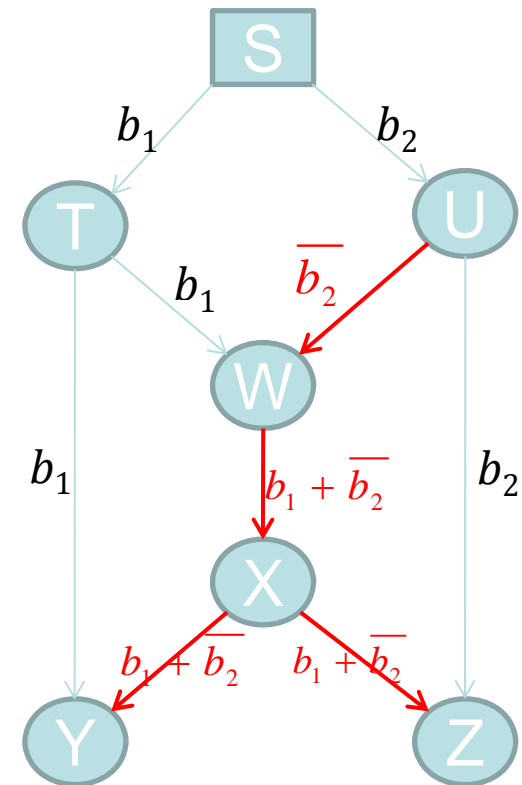
Better resilience to peer dynamics

leading to less downloading time

- Drawbacks

Network coding is vulnerable to pollution attacks

The traditional signatures and hashes can not protect encoded blocks!



# Related work

To thwart pollution attacks in network coding:

corruption  
detection


**References [Infocom 08, 09]**

- expensive for P2P system
- vulnerable to collusion attack

error  
correction

**References [Koetter, IEEE TIT]**

- not applicable for P2P system

- 
- Attacker identification is a more efficient approach in P2P system
  - It has received much less attention

attacker  
identification

**References [Wang, Infocom 2010]**

- significant identification overhead in dynamic P2P network
- vulnerable to collusion attack
- low security level

# Solution

**ISNC**: An **I**ntegrated system solution for **S**ecure P2P content distribution based on **N**etwork **C**oding

## Objective

- Detect corrupted blocks on-the-fly
- Identify malicious peers effectively
- Maintain high throughput
- Be applicable for P2P system

## Contributions

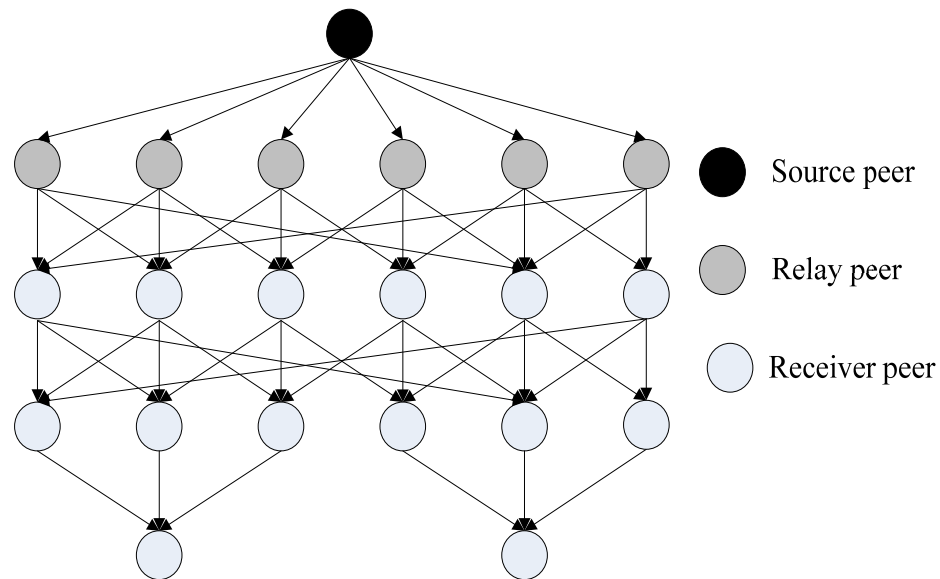
- The system architecture based on extended uniform bipartite network
- A secure network coding signature scheme
- An identity-based malicious peer identification scheme

# Outline

- The system architecture
- A secure network coding signature scheme
- An identity-based malicious peer identification scheme
- Performance evaluation
- Conclusion

# The system architecture

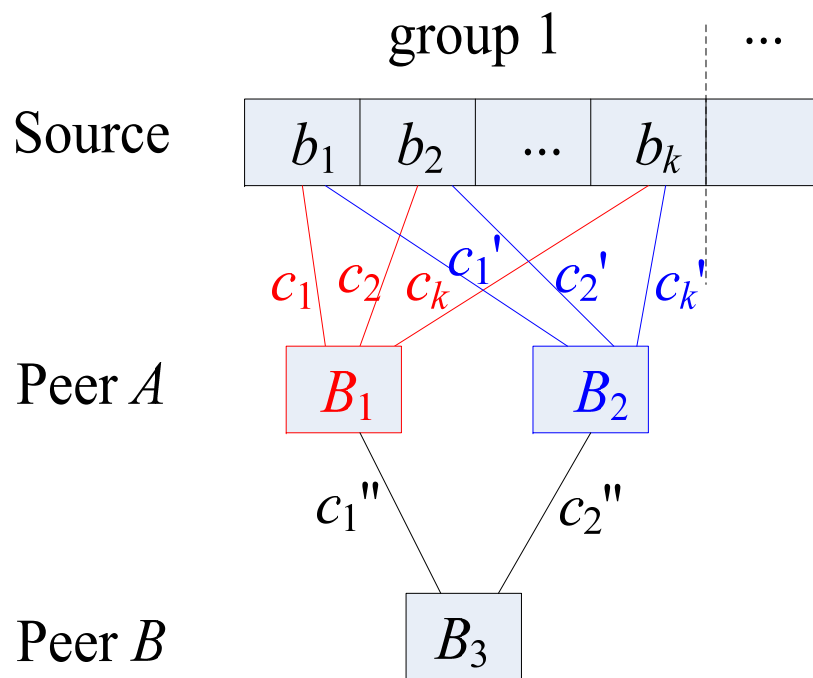
- Extend the uniform bipartite network as system topology, achieving high throughput with network coding.



- The above three layers constitute a uniform bipartite network  $C_n^k$  ( $n=6, k=3$ );
- Peers in the 4th layer and below connect with  $k$  peers in the upper layers.

# Content distribution with network coding

- Utilize linear network coding to encode every group of the file, to reduce coding complexity.



$$B_1 = \sum_{i=1}^k c_i \cdot b_i, \text{ Coding vector } (c_1, c_2, \dots, c_k)$$

$$B_3 = c_1'' B_1 + c_2'' B_2,$$

$$\text{Coding vector } (c_1'' c_1 + c_2'' c_1', c_1'' c_2 + c_2'' c_2', \dots)$$

A peer reconstructs original blocks when receiving  $k$  independent coded blocks.



# A secure network coding signature scheme

- A secure network coding signature scheme, based on homomorphic hash function, achieving high security and applicability of P2P systems.
- Given a file identifier  $id_f$ , a group identifier  $id_g$ ,  $k$  original blocks  $b_i$  ( $i=1, \dots, k$ ), the source computes the signatures as:
  - Algorithm 1
    - Compute the homomorphic hash for each block  $b_i = (b_{i1}, \dots, b_{ir})$  as  $\sigma_i = \prod_{j=1}^r g_j^{b_{ij}} \text{ mod } p$ , for  $i = 1, \dots, k$ .
    - Compute the signature for the hashes as  $\theta = \text{Sign}(SK, (id_f, id_g, \sigma_1, \dots, \sigma_k))$ , where Sign is a standard signature algorithm.
    - Generate the signature of the group  $\varphi = (\sigma_1, \dots, \sigma_k, \theta)$ .

# A secure network coding signature scheme

- Peers download the signatures from its upstream peers. The peer checks the validity of block  $B = \sum_{i=1}^k c_i \cdot b_i$  as:
  - Algorithm 2
    - Check the validity of  $\varphi$  by standard signature verification algorithm. If  $\varphi$  is invalid, algorithm2 aborts. The peer must contact its upstream peers to regain  $\varphi$ .
    - Compute the homomorphic hash of  $B = (B_1, \dots, B_r)$  as  $\sigma = \prod_{j=1}^r g_j^{B_j} \text{ mod } p$ .
    - Compute the hash of  $B$  as  $\sigma' = \prod_{i=1}^k \sigma_i^{c_i} \text{ mod } p$ .
    - If  $\sigma = \sigma'$ , the receiving peer accepts  $B$ ; otherwise, it discards corrupted  $B$ .

# An identity-based malicious peer identification scheme

➤ Blocks not be checked are kept in an insecure window

Computation of homomorphic hashes may be expensive for some peers



➤ Peers check blocks probabilistically  
➤ Blocks are checked using batching method



• When detecting corrupted blocks using batching, an identity-based malicious peer identification scheme is triggered

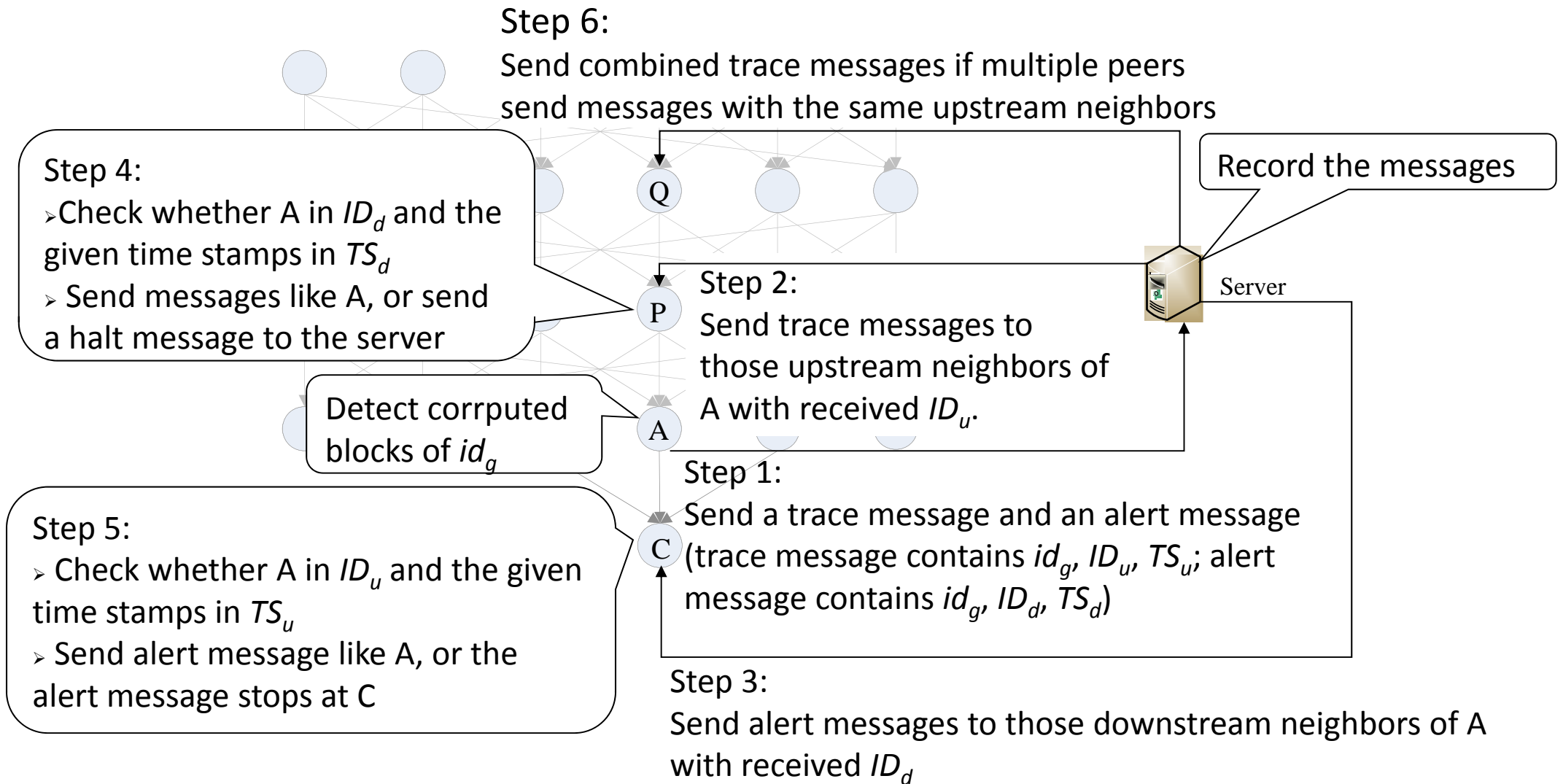
➤ Prevent corrupted blocks from propagating  
➤ Identify malicious peers

# An identity-based malicious peer identification scheme

- The scheme is based on the uniform bipartite network topology
- Every peer maintains a table containing:
  - 1) the identities of its upstream neighbors that sent blocks inside its insecure window  $ID_u$ , the time stamps of these blocks  $TS_u$
  - 2) the identities of its downstream neighbors that received blocks encoded with insecure window blocks  $ID_d$ , the time stamps of the encoded blocks  $TS_d$

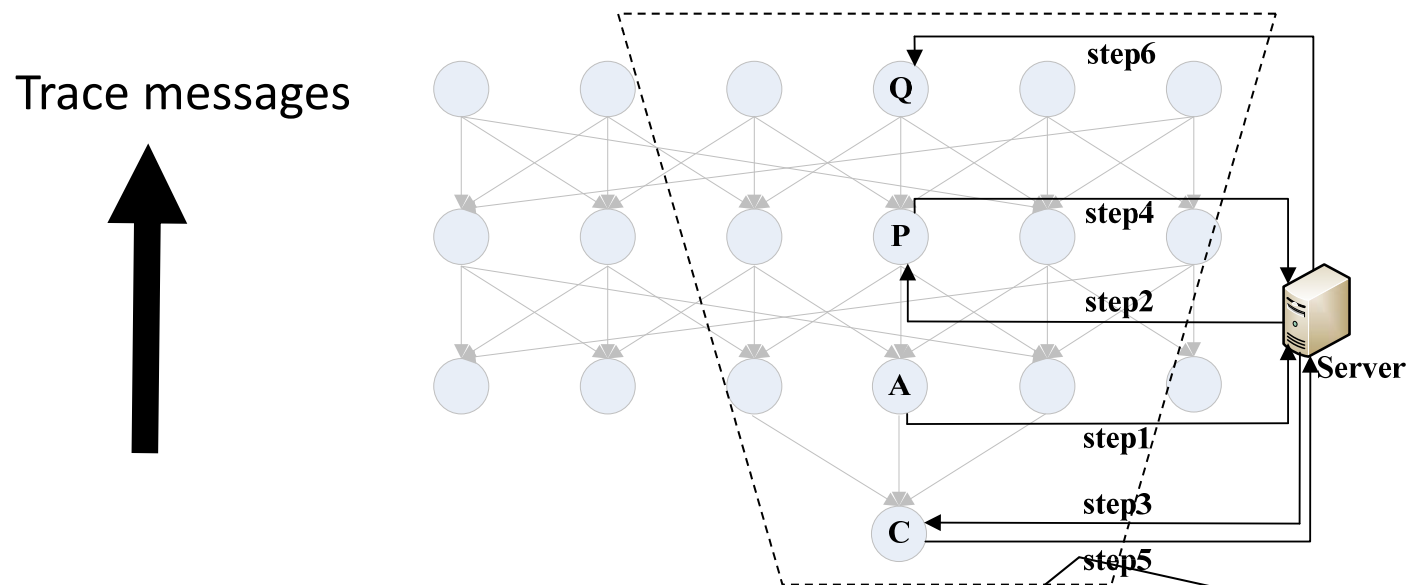
# An identity-based malicious peer identification scheme

## • A Bottom-up Approach for Identification Scope Restriction



# An identity-based malicious peer identification scheme

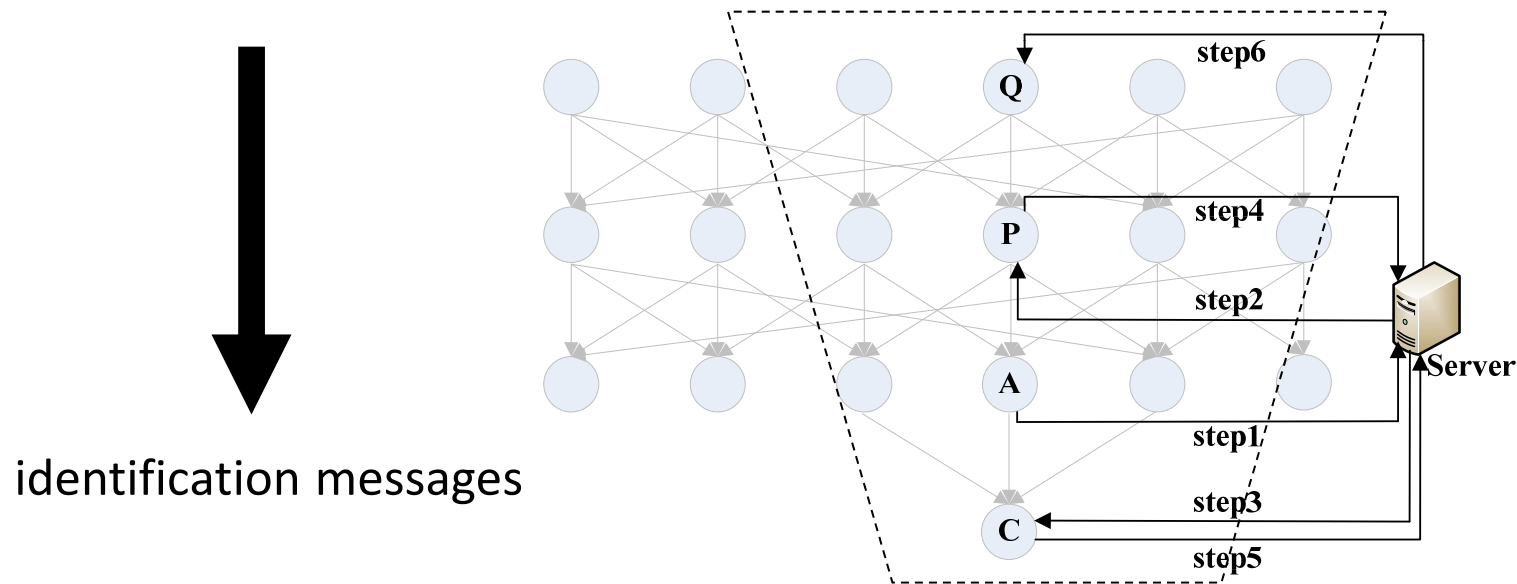
- A Bottom-up Approach for Identification Scope Restriction



- the identification scope restricted as the area that trace messages cover
- peers in the scope start to check blocks concurrently after sending messages

# An identity-based malicious peer identification scheme

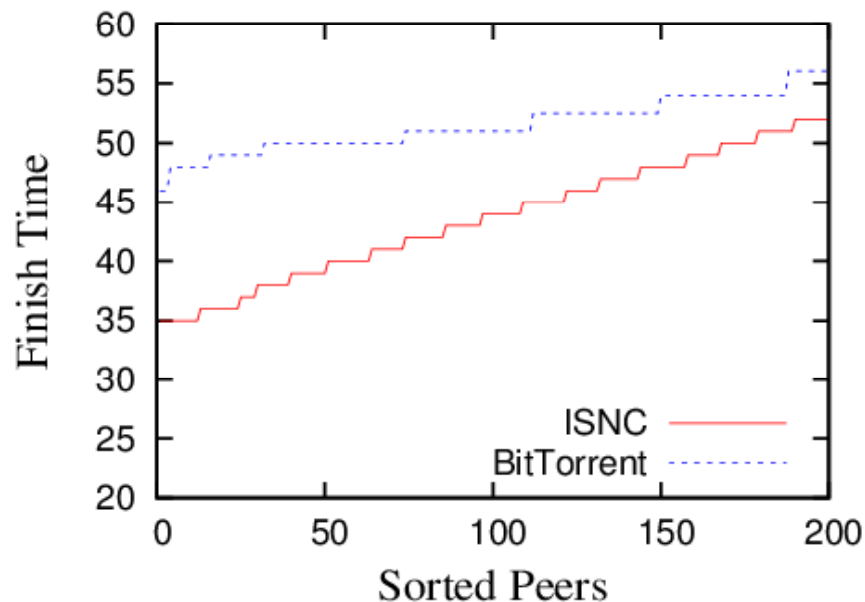
- A Top-down Approach for Malicious Peer Identification



- The server identifies malicious peers from the highest to the lowest layer
- E.g. to check Q, downstream neighbors return results to the server
- The peer doesn't need to be checked if its upstream neighbor is malicious

# Performance evaluation

- Throughput Evaluation (through simulations)
  - network size: 200 peers; file size: 100 blocks; group size: 6 blocks
  - source & relay peers: 6 blocks/round; other peers: 3 blocks/round
  - topology,  $C_{12}^6$  extended uniform bipartite network



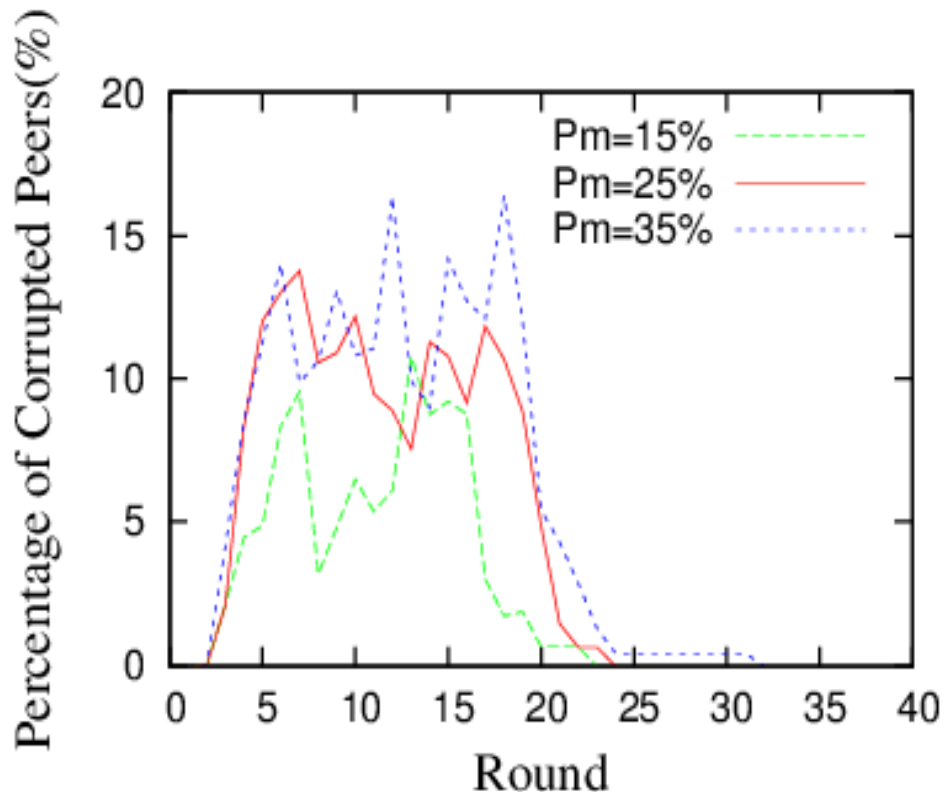
- Average finish time of our scheme is 15% less than BitTorrent
- Our system brings better throughput



# Performance evaluation

- Corruption Evaluation

- malicious peer proportions: 15%, 25%, 35% in 3 circumstances
- probability of checking: 5%



- The scheme proposed in [Infocom 06]:

$P_m$	15%	25%	35%
Percentage of corrupted peers	20%	24%	26%

- All malicious peers are identified by ISNC
- Percentage of corrupted peers is smaller in ISNC

# Performance evaluation

- System Overhead
  - signature size: only 0.05% of file size
  - peers download signatures only once, no signature added to transmitted blocks
  - Current existing schemes repeatedly distribute verification information and append signature to every block, which brings significant overheads

# Conclusion

- We propose a novel and integrated system solution for secure P2P content distribution based on network coding (**ISNC**) against pollution attacks.
- ISNC can not only **detect corrupted blocks** effectively, but also **identify all the malicious peers**, even when they collude to launch attacks.
- ISNC is **especially applicable** for P2P content distribution, and can achieve both **high security and overall efficiency**.

THANK YOU!

Q/A?