

A Credit Mechanism Based on Automatic Audit in P2P File Sharing Systems

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P2P applications booming

- P2P file sharing has become an important application
- Problems in P2P file sharing systems
 - Free-riding phenomenon
 - Malicious acts
 - Juggling and collusion
 - Slandering and exaggerating
 - White-washing attack



Solutions and challenges

- Solutions in P2P file sharing systems
 - Trust management mechanism
- Challenges in trust management
 - Rely on the centralized servers
 - Potential risk of single failure
 - Manual intervention to trust or reputation value



Our contributions

- A credit mechanism based on automatic audit in pure P2P network
- No man-made intervention
- Without centralized servers or super peers

Related work

- Reputation-based trust management technology
 - Most of reputation systems only use positive (credible) or negative (not credible) information
- Reputation scheme based on local recommendation
 - E.g. P2Prep
- Reputation scheme based on other peers' evaluation
 - E.g. PRIDE and NICE

Related work (contd.)

- Incentive mechanisms in P2P network
 - Faster download speeds or higher priority access
 - Promote cooperation among peers
- Differentiated service scheme based on reputation system



Outline

- Introduction
- Credit model
- Automatic audit mechanism
- Performance evaluation
- Conclusion



Design issues

- Basic idea:
 - Micro-pay economic transaction
 - Automatic audit
 - Peer restriction
- Initial presuppositions:
 - Pure P2P file sharing network
 - Each peer has a unique and unchangeable identifier
 - Peers can query resources each other
 - Most of the peers are selfish

Basic credit model

- **Credit value** of peer i in a period time t : $C_i(t)$

$$C_i(t) = \sum_{u=0}^{t-1} (B_{O_i}(u) - B_{I_i}(u))$$

- $B_{I_i}(u)$ denotes the **whole downloads** of peer i from other peers in a period time u
- $B_{O_i}(u)$ means the **whole uploads** from peer i in a period time u

Issues in basic credit model

- Need an unpredicted **huge amount of space** to store the transaction information of peers

Amended credit model

- Use the latest m periods to calculate $C_i(t)$

$$C_i(t) = \sum_{u=t-m}^{t-1} (B_{O_i}(u) - B_{I_i}(u))$$

Service threshold

- **Service threshold** LIM is a positive constant and the lowest limitation of service provision
- When the credit value of a peer is less than the threshold LIM , request from the peer will be refused

Problems in threshold

- System deadlock
 - E.g. at the beginning, all peers' credit value is zero which is lower than the threshold of LIM
- System "hunger"
 - *If only few peers has enough credit value to bear their consumption, the system is still in a state of "hunger"*

Valid service threshold

- The valid service threshold LIM_e of service provider p

$$LIM_e = \min(LIM, k_{LIM} \cdot \max(C_p, 0)) \quad 0 < k_{LIM} < 1$$

- C_p : p 's credit value; k_{LIM} : coefficient parameter
- Peer i can obtain the service from peer p if its credit value C_i is no less than the valid service threshold LIM_e of service provider p , even though the credit value of peer i is lower than LIM

Improved credit model

- The improved credit model of peer i in the period t

$$C_i(t) = \sum_{u=t-m}^{t-1} (B_{oi}(u) - B_{ii}(u)) + \min(k_c \cdot LIM, k_o \cdot \sum_{u=t-m}^{t-1} B_{oi}(u))$$

$$k_c > 1, \quad k_o > 0$$

Advantages of the design

- Resist the acts of free-riding
- Restrain the white-washing attack
- Encourage sharing resources in P2P network



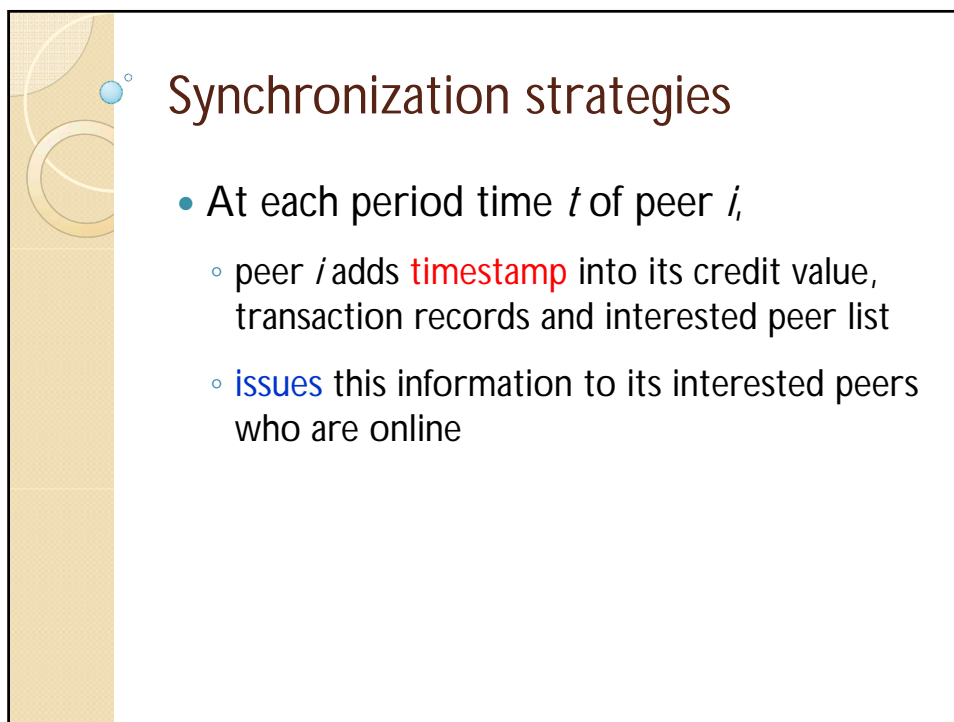
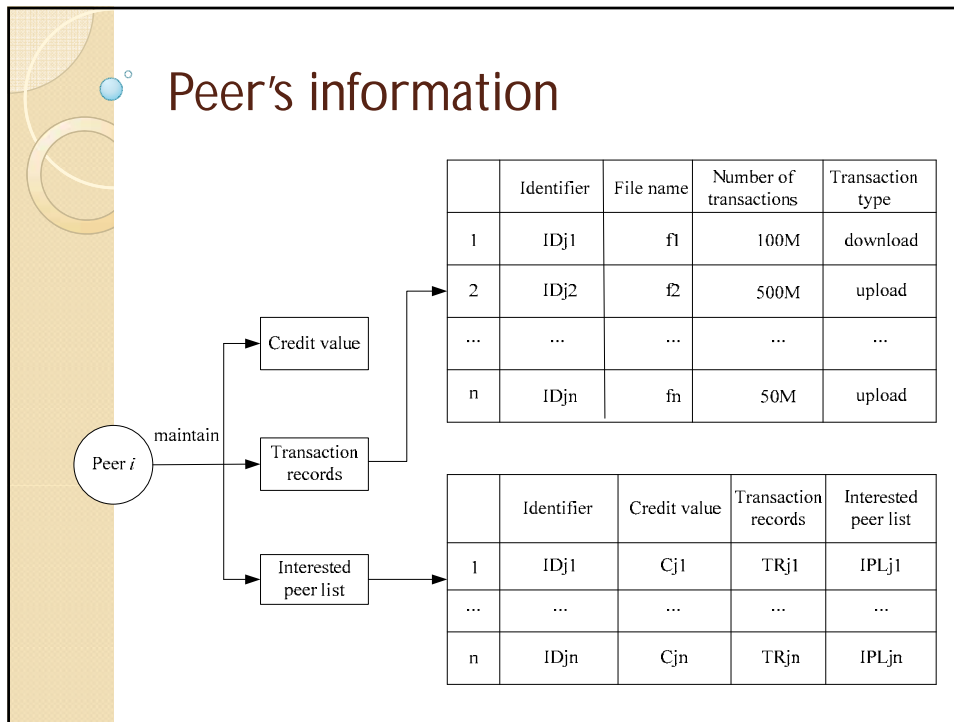
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Peer's information

- Each peer maintains a credit table including three kinds of dynamic information:
 - credit value
 - transaction records
 - interested peer list





Synchronization strategies

- When peer i and peer j have a transaction,
 - peer i updates its credit value in the **local credit table** and creates a new **transaction record**
 - issues this information to its interested peers who are online



Synchronization strategies

- When peer i gets online,
 - E.g. peer i wants to update the information of its interested peer j
 - peer i **issues update request** to all online peers in peer j 's interested peer list
 - gets the information **with the latest timestamp** to update peer j 's credit table information

Audit strategies

- Audit the credit value
- Audit the transaction records
- Audit the interested peer list

Example for audit strategy

- The interested peer j of peer i initiates the audit of peer i 's credit value
- It **selects some online peer k** in the interested peer list of peer i with the probability P_C and asks peer i 's credit value and compares it to peer i 's credit value $C_i(t)$
- If they are **inconsistent**, peer j asks peer k to send him the credit value $C_i(t)$ signed by i as the evidence of malicious acts of peer i



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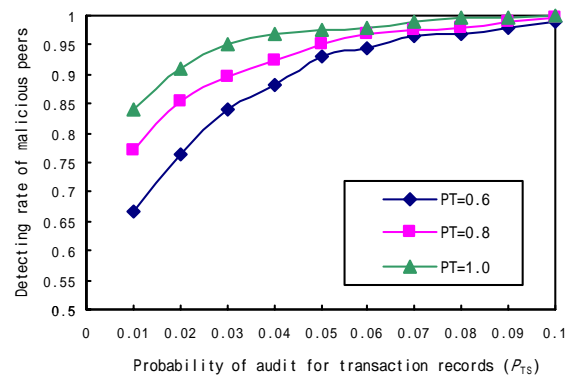
Experimental settings

- JXTA platform
- The period of time l is set to 10 minutes
- The number of latest records m is 12 and L/M is 10
- The running time is 20 periods
- The number n of interested peers for each peer is 50

Experimental methods

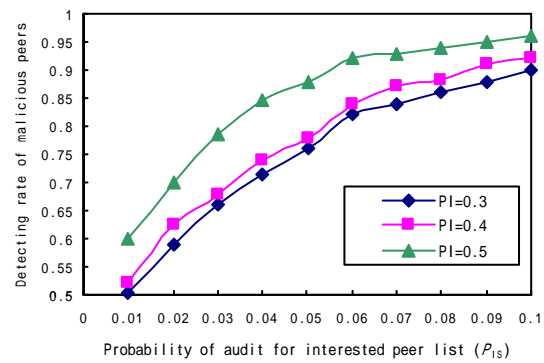
- Through observing the simulation experiment in a certain time period, we get the relationship between **detecting rate of malicious peers** and **the probability of audit**.

Experimental results



- When P_{TS} achieves at 0.05, its corresponding detecting rate will be up to larger than 0.9. That is, 90 percent malicious actions can be found in the P2P network.

Experimental results



- When P_{IS} reaches at 0.06, its corresponding detecting rate will be up to larger than 0.8. That is, 80 percent malicious actions can be detected in the network.

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Conclusion

- Analyze the characteristic and shortage of existing algorithms
- Design a credit model
- Design automatic audit mechanism
- Restrict malicious actions

Thank you!

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