

# Bandwidth-efficient, delay- and loss-tolerant overlay routing

## Problem

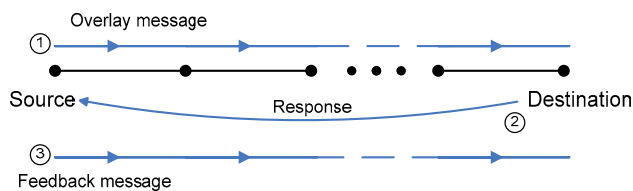
- Messages routed in overlays can be dropped or delayed
  - Significant cumulative impact over longer paths
- Existing protocols rely on message redundancy to mask routing failures
  - High bandwidth consumption

## Failure prediction

- Feedback is binary – routing success or failure
- All nodes keep a **success estimator per each (next-hop, destination) pair**
- Success estimators: exponential running averages of message delivery rates
  - Updated when new feedback is available
- Routing: pick the next hop with the highest current estimate**

## Solution

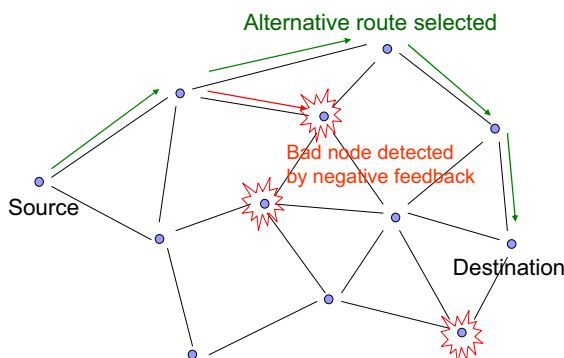
### Forward feedback protocol (FFP)



**Idea:** Feedback follows the same route as the overlay message. Feedback tells forwarders whether they did a good job forwarding.

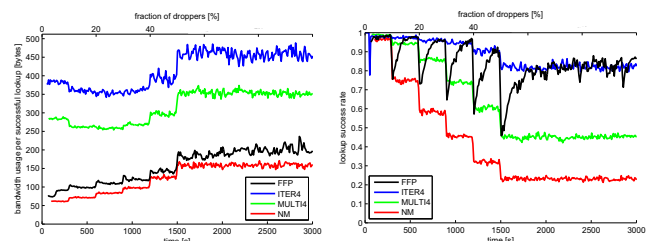
### Mechanisms

- Each node locally gathers feedback
- Based on feedback nodes learn to predict failures of their neighbors
- When one next hop becomes faulty alternative next hop is selected
- Network-wide effect: good paths rapidly reinforced with positive feedback, traffic redirected on failures**



## Results

- Chord deployed on 350 PlanetLab nodes
- Setup: every 5 min. further 10% of the nodes start dropping overlay messages
- Compared FFP to 4-way iterative, 4-way multipath and regular routing (NM on plots)
  - FFP uses up to 5 times less bandwidth
  - FFP reaches comparable success rate
- Similar results for message delaying nodes



## Properties

- low overhead** – feedback messages are one-bit only (amortized), plenty of room for optimization
- scalability** – local state is  $O(\log^2 N)$  in terms of the network size
- zero-knowledge routing** – FFP is capable of „cold-starting”, no knowledge of neighbors’ addresses or their routing tables necessary
- universality** – works in any network, not only overlays
  - A secure variant of FFP developed for MANETS, outperforms other routing protocols