# SFU

## **ISP-Friendly Peer Matching**

Cheng-Hsin Hsu, Nitin Chiluka, and Mohamed Hefeeda School of Computing Science, Simon Fraser University, Canada

### 1. Motivation

#### P2P costs ISPs more money

- Challenge: find senders to
  - reduce loads on inter-ISP links
  - > improve application performance
- Solution: ISP-friendly matching
  - > find senders to minimize AS
    distance

## - 2. Big Picture



■ Infer AS distance offline → distance oracle

Match senders online using oracle

Faster distance lookup

## > within AS, get closer senders by IP prefix

Ieverage public info

> efficient inference algorithm

> smaller data structure in memory

> exact/approximate distance

## - 3. Our Approach

#### Compute shortest valley-free AS paths

> valley-free: customer AS does not transit data for its providers

#### • Current algorithms [e.g., Mao 05] • $O(|V|^3)$ time

runs in ~ 2 days (25,000+ ASes)

> needs ~ 625 MB memory

#### Our proposed algorithm

➢ preprocess AS graph → concise data structure: Core Matrix

> exclude stub ASes; they don't transit traffic
for any other ASes

■ *V*: all ASes; *L*: stub ASes ← Most ASes are in *L* (87%) Construct\_Distance\_Oracle For  $s, t \in V \setminus L$ , compute shortest up-hill distance For  $s, t \in V \setminus L$ , compute valley-free distance For  $s \in V \setminus L$  and  $t \in L$ , compute valley-free distance For  $s, t \in L$ , compute valley-free distance |V|Core Matrix Step 2

Step 1

Step 2

Step 3

distance



Step 1



