Abstract

A simulation is an attempt to model a system in order to study it scientifically. Simulations are the most popular tool for examine peer-to-peer (P2P) applications. The cost of implementation of simulated model is less than that of large-scale experiments and, if carefully constructed, the simulated model can be more realistic than any tractable mathematical model. Simulating P2P overlay networks is a common problem for researchers and developers because P2P systems can consist of million of nodes and dynamic in nature. So that simulation for such a large dynamic network is difficult due to technical constraints even on the most powerful machines. In this paper we focus on various available P2P simulators and summarized them against a proposed set of attributes such as scalability, architecture language and pros and cons of each simulator.

Reference

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\textbf{Index Terms}

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Computer Science & Computer Networks \\
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\textbf{Key words}

Peer to Peer

Simulator

Packet based

Flow based

structured

unstructured