## PViz

### Visualising P2P Multi-Agent Simulations

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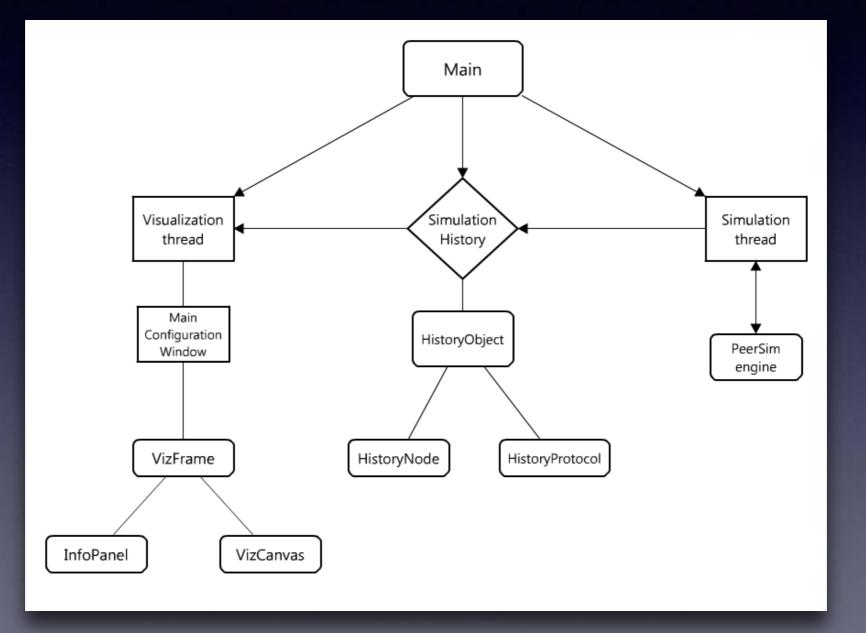
### Overview

- PViz is a visualiser for PeerSim simulations.
- Allows the user to visually explore multi-agent, P2P simulations and "replay" their events.
- Effective even for simulations with large number of nodes.
- Fully integrated with PeerSim engine, allows for various user-defined protocols to be visualised
- Chord is used as a test showcase since it is easy to implement and understand.

### Architecture

- Expands PeerSim, sits on top of simulation engine
- Records all network events and changes (e.g. insert / remove / alter)
- Complete network history is passed to the visualisation engine
- Information presented to the user

### Architecture



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Configuration Simulation		
# PEERSIM CHORD		<b>A</b>
# random.seed 1234567890		
simulation.endtime 10^6 simulation.logtime 10^6		
Simulation.logtime 10 0		
simulation.experiments 1		
network.size 50		E
protocol.tr UniformRandomTransport		
{		
mindelay 0		
maxdelay 0		
}		
protocol.my ChordProtocol		
{		
transport tr		
}		
control.traffic TrafficGenerator		
{		
protocol my		
step 100		
}		
init.create CreateNw		
		-
Input file Console output		
Using file: C:\Users\dgi\Documents\Thesis\chord\example.cfg		

#### Input Configuration

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Configuration Simulation		
# PEERSIM CHORD	•	
# random.seed 1234567890		
simulation.endtime 10^6 simulation.logtime 10^6		1
Simulation.logtime 10.6		
simulation.experiments 1		1
network.size 50	Ξ	
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protocol.my ChordProtocol		I
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protocol my		I
step 100		
}		I
init.create CreateNw	-	
Input file Console output		
Using file: C:\Users\dgi\Documents\Thesis\chord\example.cfg		_

### Input Configuration

- Accepts PeerSim files
- Allows customisation

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Configuration Simulation	فيسوي وبالمنصر مجيدتهم وموردتها
Simulator: loading configuration ConfigProperties: File C:\Users\dgi\Documents\Thesis\chord\example.cfg loaded. Simulator: starting experiment 0 invoking peersim.edsim.EDSimulator Random seed: 1365273294895	
EDSimulator: resetting Network: no node defined, using GeneralNode EDSimulator: running initializers - Running initializer init.create: class peersim.chord.CreateNw =	Output pane
EDSimulator: loaded controls [control.dnet, control.observer, control.traffic]	
Current time: 0 # Stabilizations: 4 # Failures: 0	
# Stabilizations: 0 # Failures: 47	
<pre># Stabilizations: 3 # Failures: 74</pre>	
# Stabilizations: 5 # Failures: 99	
<pre># Stabilizations: 14 # Failures: 135</pre>	
# Stabilizations: 22 # Failures: 161	
# Stabilizations: 2 # Failures: 208	
# Stabilizations: 3 # Failures: 197	
Input file Console output	
Using file: C:\Users\dgi\Documents\Thesis\chord\example.cfg	

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#### 😩 ChordViz Launcher Configuration Simulation Simulator: loading configuration ConfigProperties: File C:\Users\dgi\Documents\Thesis\chord\example.cfg loaded. Simulator: starting experiment 0 invoking peersim.edsim.EDSimulator Random seed: 1365273294895 EDSimulator: resetting Network: no node defined, using GeneralNode EDSimulator: running initializers - Running initializer init.create: class peersim.chord.CreateNw EDSimulator: loaded controls [control.dnet, control.observer, control.traffic] Current time: 0 # Stabilizations: 4 # Failures: 0 # Stabilizations: 0 # Failures: 47 # Stabilizations: 3 # Failures: 74 # Stabilizations: 5 # Failures: 99 # Stabilizations: 14 # Failures: 135 # Stabilizations: 22 # Failures: 161

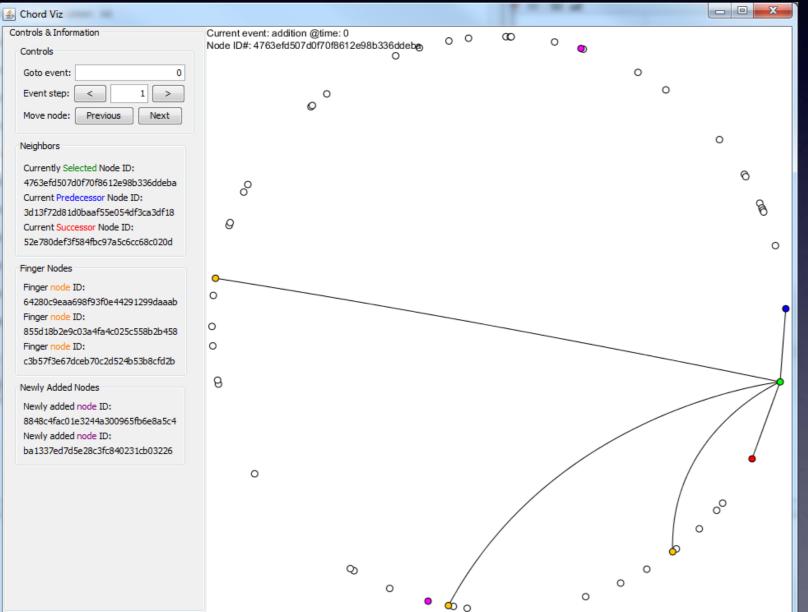
- # Stabilizations: 2 # Failures: 208
- # Stabilizations: 3 # Failures: 197

Input file Console output

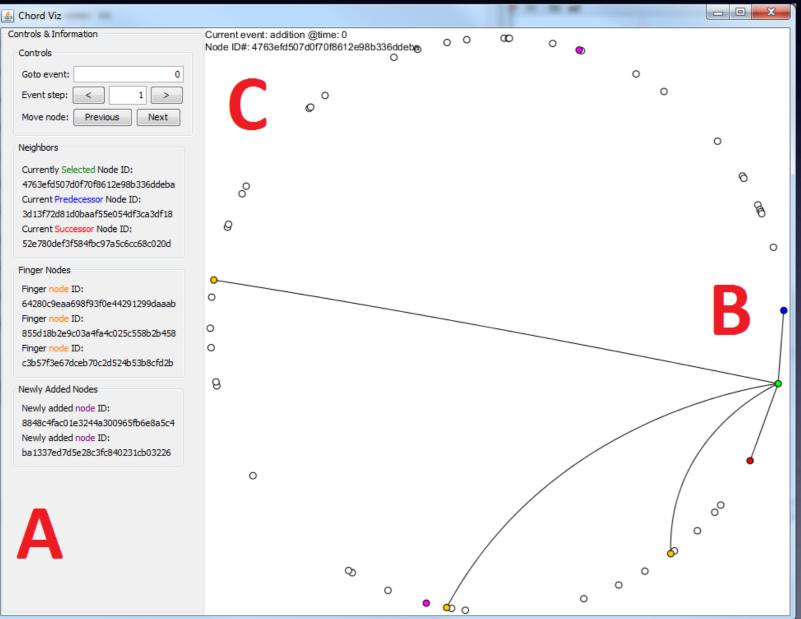
Using file: C:\Users\dgi\Documents\Thesis\chord\example.cfg

#### Output pane

- PeerSim output log
- Provides additional information



#### **Visualization Window**



#### Visualization Window

- A. Information Panel
- **B.** Interactive Visualisation
- C. Details on current event

Controls & Information					
	Controls				
	Goto event: 0				
	Event step: < 1 >				
	Move node: Previous Next				

#### Neighbors

Currently Selected Node ID: 425b58bcc8d8cec4d0773044b97556ab Current Predecessor Node ID: 3f612c76a17220eed5b30338e3f9431a Current Successor Node ID: 5978efecc0cfb3b6899247a38bd00523

#### Finger Nodes

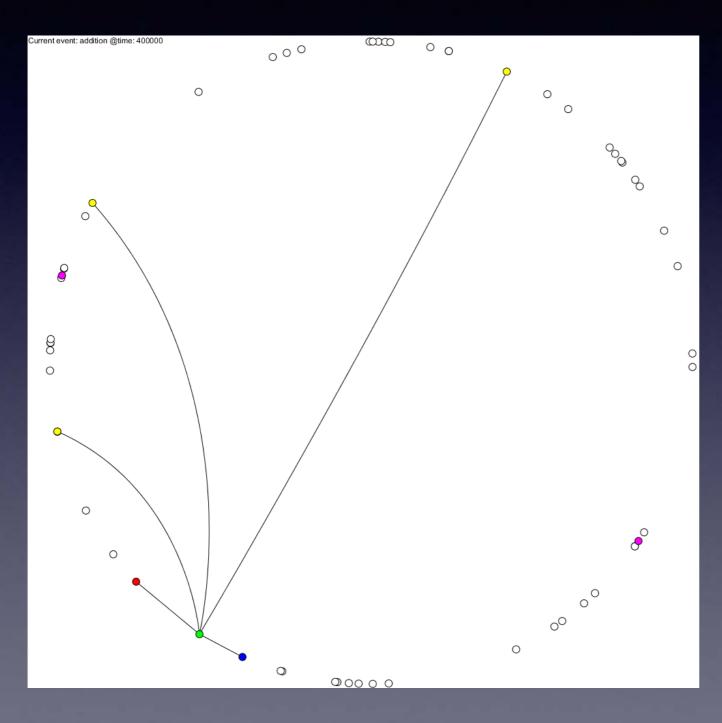
Finger node ID: 5b6ddc13e0f0330c83f3da8c2df0408d Finger node ID: 7d709948a9adc3827512e5826473ac84 Finger node ID: c24a415e9a5168c5081bc5ab46287a8f

#### Newly Added Nodes

Newly added node ID: 73226101dc20c61c4269b55be848b09b Newly added node ID: 67c4c107ea8c97882525a123dd8b4ac0

### A) Information Panel

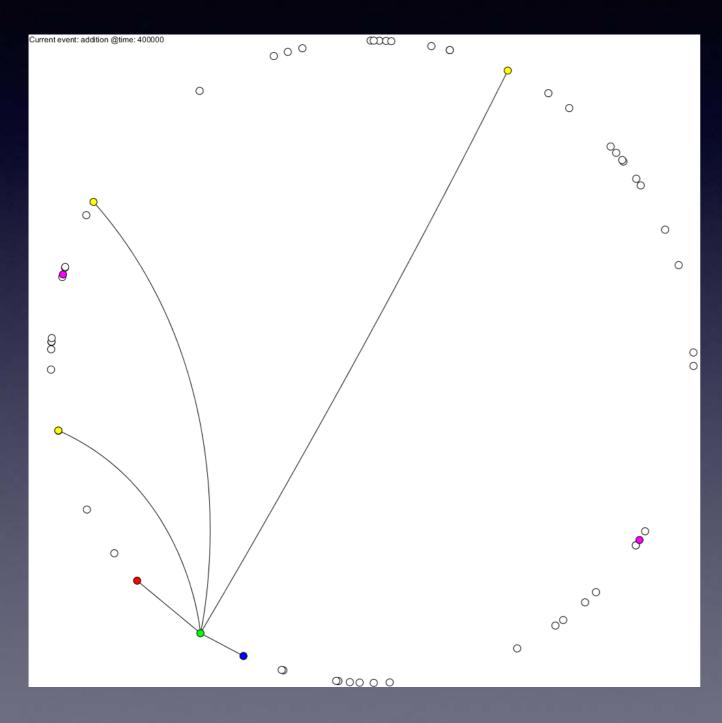
- Controls for event, simulation stepping, selected node.
- Lists neighbours and fingers of selected node
- Lists details of nodes added on the current event



### B) Main Visualization

- Node selection reveals successor, predecessor, fingers
  - Successor: red
  - Predecessor: blue
  - Fingers: yellow

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### **B)** Main Visualization

- Event details shown on top-left corner
  - On event change, new nodes are highlighted
    - New nodes: magenta

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Controls & Information	Current event: addition @time: 0		
Controls			
Goto event: 0			
Event step: < 1 >			
Move node: Previous Next			
Neighbors			
Currently Selected Node ID:			
1050704db3c233b08379d15eb9be40b4			
Current Predecessor Node ID: e17759dbbc5fa7f4640af712ecc3ac0			
Current Successor Node ID:			
1837512d355a38218a9dd3ee286c4704	$) \qquad \bigcirc \qquad $		
Finger Nodes	$^{\prime}$ $^{\circ}$ $^{\circ}$		
Finger node ID:			
1df870aa01e6fb52bff0d20e29f75a46 Finger node ID:			
27341c125051f35c6956b86d8d96469e			
Finger node ID:			
425b58bcc8d8cec4d0773044b97556ab Finger node ID:			
8ea8bd0cfbf42674b30c056795a84d1e			
Newly Added Nodes		$\overline{\mathbf{m}}$	
Newly added node ID:			
73226101dc20c61c4269b55be848b09b			
Newly added node ID: 67c4c107ea8c97882525a123dd8b4ac0			
67C4C107ea8C97882525a123008b4aC0			
			<

#### Interaction

- Visualization allows zoom in or zoom out
  - Explore dense
    networks
  - See overview of network
- Selected node can be changed via keyboard
  - Useful when
    network is dense

### Questions

### • Any questions?

# PViz

### Thank you!