



# Twittering by Cuckoo – Decentralized and Socio-Aware Online Microblogging Services

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## INTRODUCTION

### WHAT IS CUCKOO?

A decentralized and socio-aware microblogging system:

- Take advantage of the inherent social relations
- Leverage peer-to-peer (P2P) techniques towards scalable and reliable microblogging services.

## MOTIVATION

### WHY CUCKOO? (TWITTER [1] ALREADY STANDS THERE)

Current microblogging systems depends on centralized architecture – Polling-style: blind, sticky, superfluous.

- Placing heavy bandwidth burdens<sup>1</sup> both on peers and servers;
- Performance bottleneck<sup>2</sup> and single point of failure<sup>3</sup>;
- Vulnerable to service blocking<sup>4</sup> and malicious attacks<sup>5</sup>.

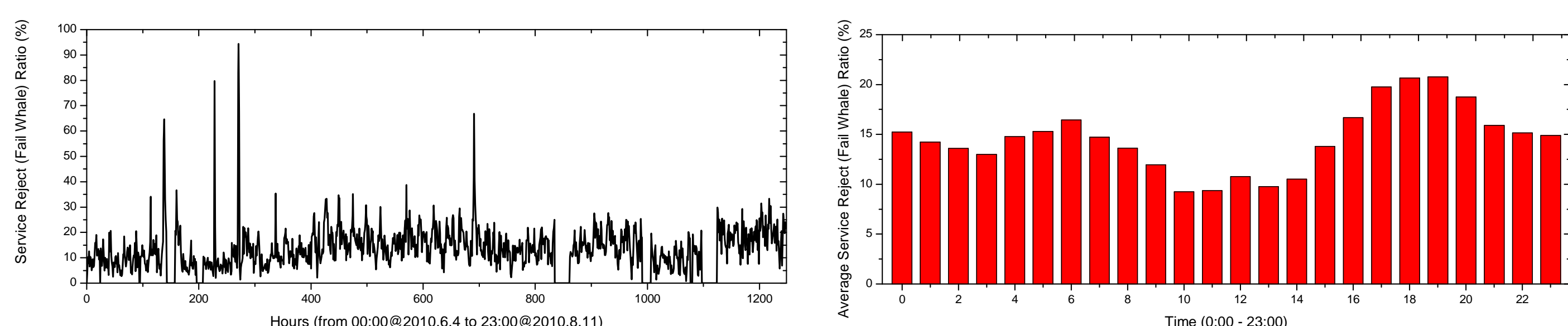


FIGURE 1: Service Reject (Fail Whale) Ratio

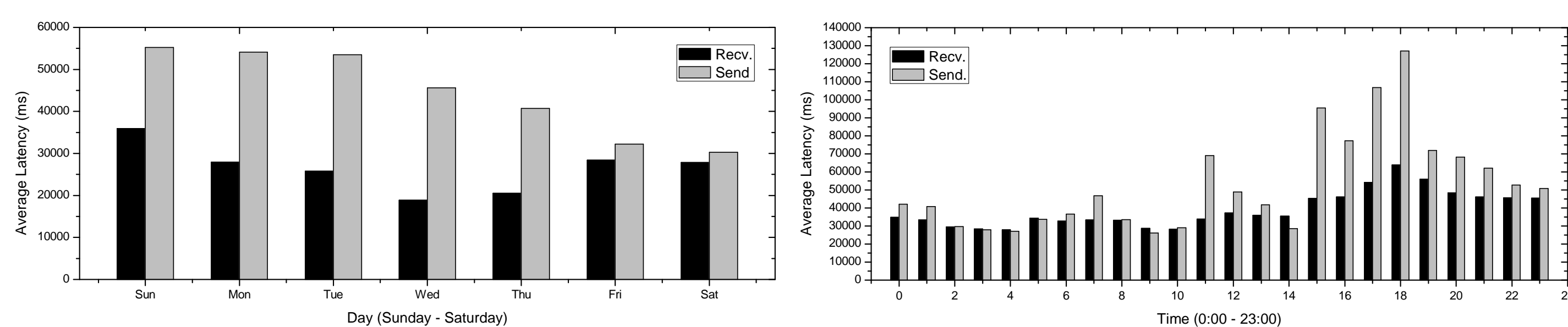


FIGURE 2: Response Latency (Send & Recv.)

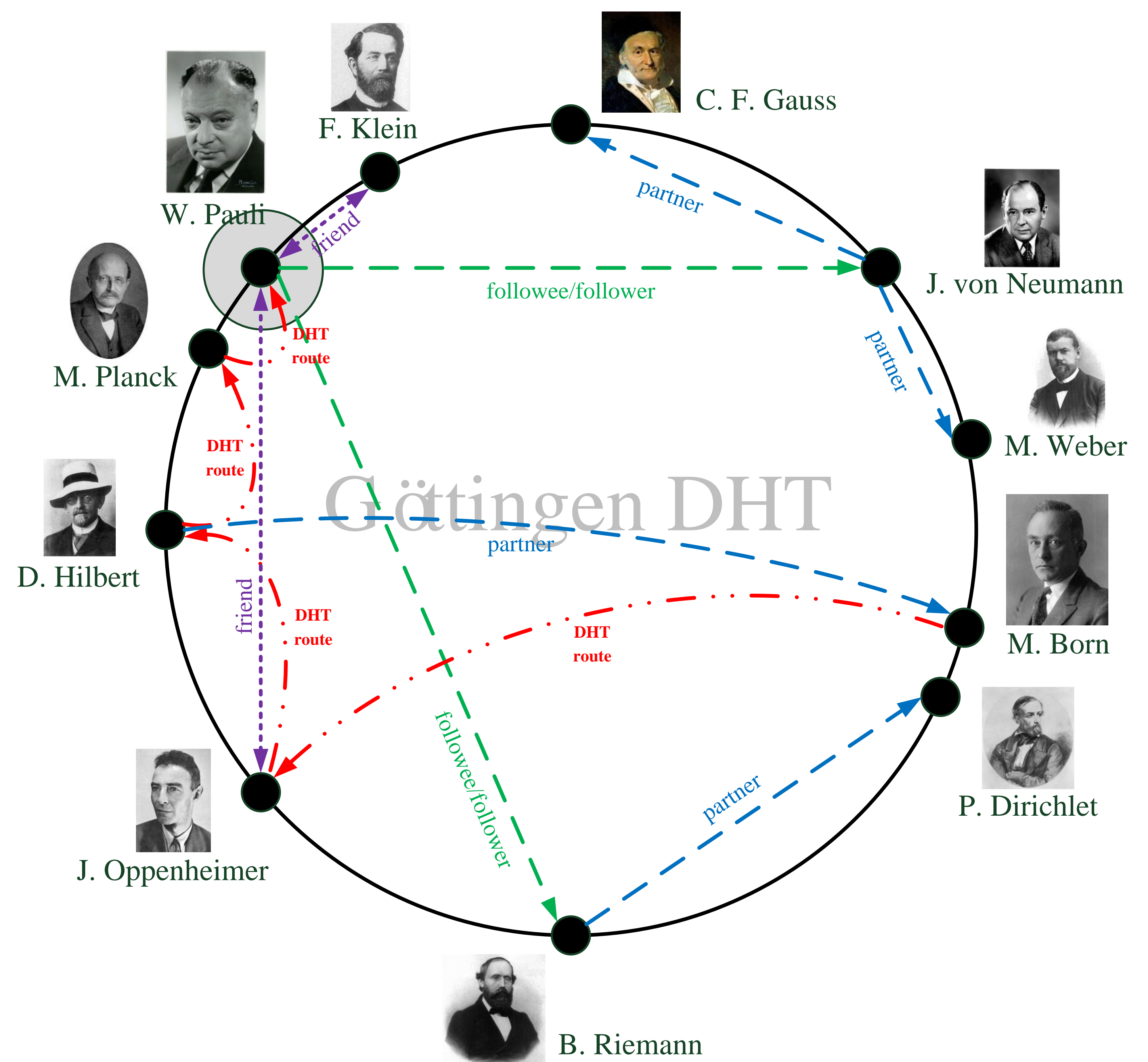
## CUCKOO IN A NUTSHELL

**DECENTRALIZATION: build on a hybrid overlay structure.**

- **Structured Overlay (DHT)**
  - Provide location service (find any online user in  $O(\log(N))$  hops);
  - Improving system availability;
- **Unstructured Overlay (Gossip Protocol)**
  - Propagate updates to all the subscribers;
  - Share micro-news with users having same interest.

**SOCIO-AWARENESS: take advantage of inherent social relations.**

- **Friend**
  - Reciprocate social link between two users;
  - Help each other to balance load and improve availability;
- **Partner**
  - Relationship between users with same interests;
  - Using gossip among partners to share micro-news;
- **Followee/Follower**
  - Most common one-way connection;
  - Followees push updates to followers instead of polling-style pull.



**ROLE OF SERVICE PROVIDERS: CUCKOO IS PEER-ASSISTED INSTEAD OF FULLY DISTRIBUTED**

- **Achieving better quality of service**
  - Support synchronization for peers with asynchronized access;
  - Guarantee high availability (always online);
- **Nothing to lose, nothing to change**
  - Fully compatible with current architecture;
  - Will not lose any functionalities nor user communities;
  - Keep all the precious resources (profiles & microblogs) as before;
- **Excellent platform for third party developers to enrich additional functions**
  - Simple functions on the server side and more colorful functions between peers.

## CUCKOO USE CASES

**WHAT CAN CUCKOO DO?**

- **All Twitter's functions are supported.**
- **What's more?**
  - Allow to choose whether uploading to the central server;
  - Allow to choose dissemination style: direct or gossip (the former is enough for normal users & the latter is good for broadcasters);
  - Allow to share long micro-contents (larger than 140);
  - Can be used in regions where the service is blocked;
  - More functions are under development and can be envisioned;
  - Welcome to our website: <http://mycuckoo.org/>!

## References

- [1] Twitter. <http://twitter.com/>
- [2] CNET News. Twitter crippled by denial-of-service attack.
- [3] Pingdom. Twitter growing pains cause lots of downtime in 2007.
- [4] D. R. Sandler and D. S. Wallach. Birds of a FETHR: Open decentralized micropublishing. In Proc. of IPTPS, 2009.
- [5] T. Xu, Y. Chen, J. Zhao, and X. Fu. Cuckoo: Towards Decentralized Socio-Aware Online Microblogging Services and Data Measurements. In Proc. of HotPlanet, 2010.

<sup>1</sup>In 2007, Twitter experienced 5 days, 23 hours of downtime in total due to server overloaded [3].

<sup>2</sup>Twitter currently has the rate limit that only allows 150 requests per hour for normal users [1].

<sup>3</sup>In June 2008, as many as 3% of page requests in Twitter yielded "over capacity" errors [4].

<sup>4</sup>Due to political reasons, Twitter is currently blocked by several countries.

<sup>5</sup>In August 2009, Twitter did be crippled by DDoS attack [2].