

TABLE OF CONTENTS

ABSTRACT

PROJECT PROFILE

1. INTRODUCTION	1
1.1 Introduction to Peer to Peer Network.....	1
1.2 Why Control P2P Traffic.....	1
1.3 Difficulties.....	1
2. LITERATURE REVIEW & BACKGROUND	3
2.1 Traffic Classification Techniques.....	3
2.1.1 Payload Based Traffic Classification	4
2.1.2 Deep Packet Inspection.....	5
3. RELATED WORK	7
3.1 Study of Current Approaches Already Taken	7
3.1.1 P2P Traffic Identification by Behavioral Data Transfer.....	7
3.1.2 Self-learning System for P2P traffic classification.....	7
3.1.3 Graph-based P2P Traffic Classification.....	7
3.1.4 Discreteness of Remote hosts.....	7
3.2 Observation.....	8
3.2.1 Our view.....	8
3.2.2 What Library should we select and why	8
4. FEW P2P APPLICATION PROTOCOLS	10
4.1 BIT TORRENT.....	10
4.2 SKYPE.....	11
4.3 GNUTELLA.....	13
4.4 TOR.....	15
4.5 FLASH.....	16
4.6 TEAMVIEWER.....	17
4.7 YAHOO CHAT.....	18
4.8 WINMX.....	19
4.9 MP2P.....	20
4.10 STEAM.....	21
4.11 DIRECTCONNECT.....	23
4.12 FTP	24

5. INITIAL SYSTEM STUDY	27
5.1 Problem Definition.....	27
5.2 Our approach.....	27
5.3 Basic Requirements.....	27
5.4 Abstract design View.....	28
5.5 Scope of the System.....	29
5.6 Scope of the Project.....	29
5.7 State Flow Diagram.....	30
6. EXPERIMENTAL SETUP	31
7. TESTING, EXPERIMENTAL RESULTS & OBSERVATION	32
8. SNAPSHOTS	34
9. CONCLUSION & FUTURE WORK	36
10. REFERENCES	37