An important aspect in epidemic protocols is the ability of a node P to choose another node Q at random from all available nodes in the network.As it turns out, and somewhat counter-intuitive, a PSS can be built using an epidemic protocol.As explored by Jelasity et al. [2007], each node maintains a list of c neighbors, where, ideally, each of these neighbors represents a randomly chosen live node from the current set of nodes.A solution is to construct a fully decentralized peer-sampling service, or PSS for short.