



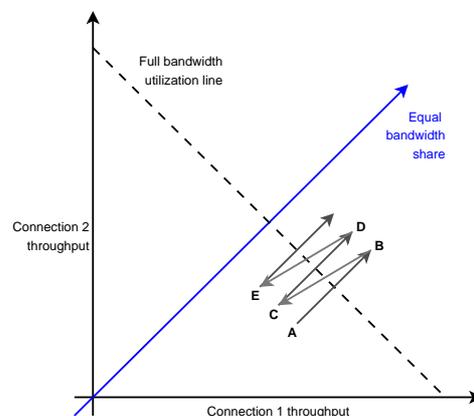
11th Assignment: Network Protocols and Architectures WS 10/11

Question 1: (10 + 20 = 30 points) *Communication Principles: Unicast, Multicast, Broadcast, Anycast*

- First understand the differences between unicast, multicast, broadcast and anycast. Draw a topology for each variant with a small fictional network containing potential sender and receiver nodes.
- Where are these four variants most used in practice? Give one example application per variant and constitute why the other principles are not suitable for this scenario.

Question 2: (20 points) *Resource Allocation / Fairness of TCP: AIMD vs. AIAD*

Refer to the figure on the right which illustrates the convergence of TCP's additive-increase, multiplicative-decrease (AIMD) algorithm. The figure shows the throughput by the two TCP connections 1 and 2. Suppose that instead of a multiplicative-decrease TCP decreases the window size by a constant amount. Would the resulting additive-increase, additive-decrease converge to an equal share algorithm? Justify your answer using a diagram similar to the figure on the right.



Question 3: (30 points) *Design for Scale: Distributed vs. Centralized Systems*

Discuss the advantages and disadvantages of a centralized vs. a distributed system. Consider on one hand the case of a centralized system that hosts HTTP servers in a single location and on the other hand a distribution of servers in a CDN network.

Question 4: (20 points) *Design Philosophy*

If the links in the Internet are reliable, would the TCP's mechanism for reliable delivery service be completely redundant? Discuss your answer!

Due Date: Thursday, January, 27th 2011 only until 13:55 h s. t.

- **As PDF files (no MS Office or OpenOffice files):** Uploaded via ISIS (<https://www.isis.tu-berlin.de/course/view.php?id=3584>)
- **On paper:** Postbox in the Telefunkenhochhaus (basement, behind the doorman right)
- Put your name, StudentID number (Matrikelnummer) **and** the name of your tutor on your solution.