



Figure 1: Binary tree

Problem 1

Consider two ways of doing network-wide broadcasting: source replication (unicasting each message to each destination), and in-network replication (true network-layer broadcast, i.e., routers help). Suppose a source-based spanning-tree is used to achieve network-layer broadcast. Further suppose that there is a single sender and 32 receivers, and the sender is connected to the receivers through a binary tree of routers as shown in Figure 1. Each time one packet (or a copy of a packet) is sent over a single link, it incurs one unit of cost.

- What is the cost of sending a broadcast packet using source replication?
- What is the cost of sending a broadcast packet using in-network replication?
- Now assume you can choose any topology to connect the sender to the 32 receivers. What topology will have the greatest cost disparity between unicast emulation and true network-layer broadcast? You don't need to provide any numbers, just describe (or draw) the topology. You can use as many intermediate routers as you like.

Problem 2

This question is about the CRC algorithm, as described in your week-8 lecture slides.

- If you have a 4-bit generator $G = 1001$, and a message $M(x) = 10111010$, what is the value of R ?
- What would the sender of the message send over the wire?

Problem 3

Suppose an IP implementation adheres literally to the following algorithm on receipt of a packet, P, destined for IP address D:

```
if (MAC address for D is in ARP cache)
    send P
else
    send out an ARP query for D
    put P into a packet queue until the response comes back
```

- If the IP layer receives a burst of packets destined for D, how might this algorithm waste resources (*not* including its packet queue)?

- b. Describe briefly how you would modify the algorithm to be less wasteful.
- c. Suppose we simply drop P, after sending out a query, when cache lookup fails. Identify one major problem that might occur. (Some early ARP implementations allegedly did this.)