

15-744 Computer Networks — Spring 2017

Homework 3

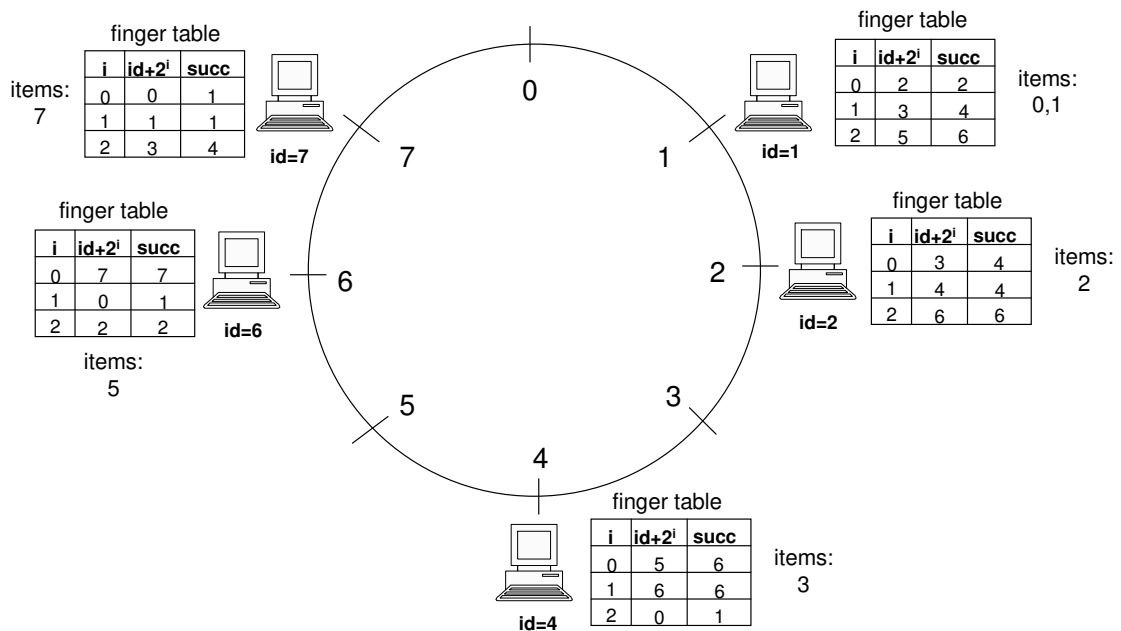
Due by 4/7/2017, 10:30am

(please submit through e-mail to zhuoc@cs.cmu.edu and srini@cs.cmu.edu)

Name:

A P2P and DHT

1. Srini, in fear that the RIAA will shut down his centralized P2P server (like Napster), sets up a Chord DHT for lookups and routing in his peer to peer network. Unfortunately (or fortunately, for you), Srini's P2P network is not very popular and only consists of five peers at the moment with finger tables and items illustrated below. For example, *node 4* has *item 3*.



(a) List the nodes that will receive a query from *node 1* for *item 7* (explain the path the query takes).

(b) List the nodes that will receive a query from *node 2* for *item 0* ((explain the path the query takes).

(c) Suppose node 4 crashes. *node 7* queries for *item 5*. List the nodes that will receive this query, assuming the the tables have had time to converge after noticing that node 4 has left.

2. Provide two reasons a company might prefer to pay Akamai to host their webpage instead of putting it onto a peer-to-peer network (such as Napster) for free.

3. Peer-to-peer file sharing systems need a way for users to locate other peers that have the content they want. List two advantages and disadvantages of using a centralized database to keep track of such information (e.g. Napster), as opposed to using a distributed hash table.

Advantages of using centralized database:

Disadvantages of using centralized database:

B CDN and CCN

4. Bovik is trying to figure out a scheme his clients should use, so that given a URL, they can find the appropriate CDN node to fetch the content from.

Bovik has come up with a hash function h that takes a string and maps it to a real number in the range $[0, 1)$. Assume there are 3 CDN nodes with names such that $h(\text{node}_1) = 0.1$, $h(\text{node}_2) = 0.85$, $h(\text{node}_3) = 0.5$. When a client needs to fetch a URL and has to decide which replica to query, it picks node_i , such that the absolute value of the difference between $h(\text{node}_i)$ and $h(\text{URL})$ is minimum. This scheme does *not* use circular mapping - it's just numeric closeness. This technique is "scheme 1"

- (a) Assuming all URLs are equi-popular, which node is likely to see the highest load?

- (b) Since load can be unevenly distributed in the above scheme, Bovik is not satisfied with the scheme. Instead, he thinks of a new arrangement. Let there be m CDN nodes in all; sort them using the $h(\text{node}_i)$ values. If the rank of a node is r , ($0 \leq r \leq m - 1$), it is responsible for storing all URLs that map to the interval $[r/m, (r + 1)/m)$. This new scheme is called "scheme 2". Why might a CDN with a large number of nodes (that occasionally crash and are later repaired) choose scheme 1 over scheme 2?

5. Answer the following questions about CCN.

- (a) In CCN, how are the *interest* packets and *data* packets routed, respectively?

- (b) Compared to IP, why does CCN make it more difficult to target a *particular host* with a denial of service attack?

- (c) In class, we have learned how CCN could support VoIP applications. Will the same method work for an instant messaging application like GChat?

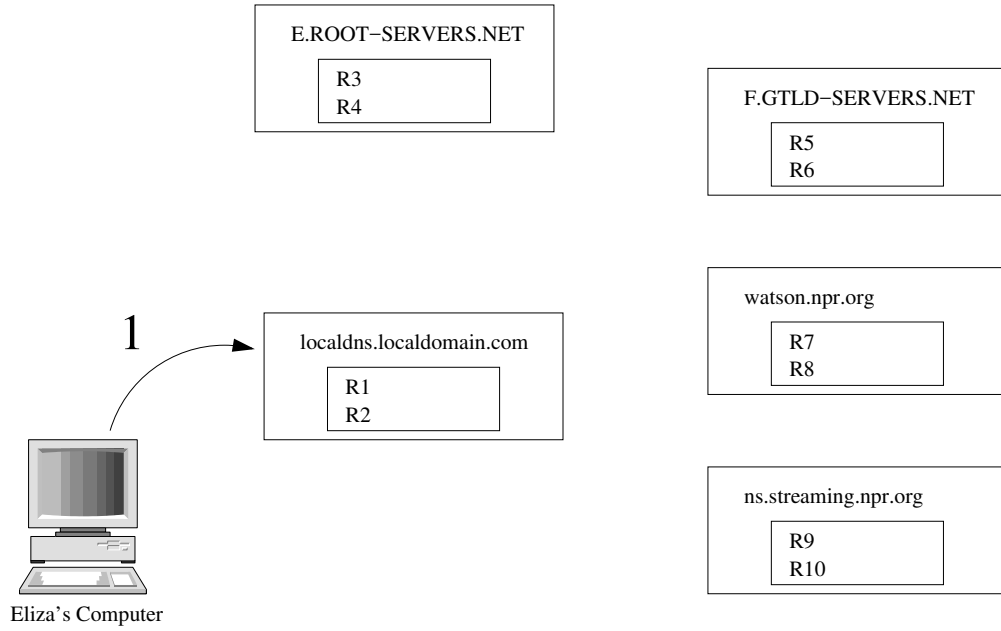
C DNS

6. Elisa wants to listen to the National Public Radio news over the Internet. She starts her favorite audio player and points it to `ra1.streaming.npr.org`. The audio player calls `gethostbyname()` with the given name to obtain the IP address of the server. As a result of the `gethostbyname()` call, the local resolver in Elisa's machine contacts the local DNS server to translate the host name into an IP address. The local DNS server performs an iterative lookup.

The table below contains the DNS distributed database. A row corresponds to a DNS record. The records are grouped by DNS server.

Record #	Name	TTL (sec)	Type	Value
<code>localdns.localdomain.com</code>				
R1	<code>.</code>	262542	NS	<code>E.ROOT-SERVERS.NET.</code>
R2	<code>E.ROOT-SERVERS.NET.</code>	348942	A	192.203.230.10
<code>E.ROOT-SERVERS.NET</code>				
R3	<code>org.</code>	172800	NS	<code>F.GTLD-SERVERS.NET</code>
R4	<code>F.GTLD-SERVERS.NET</code>	172800	A	192.35.51.30
<code>F.GTLD-SERVERS.NET</code>				
R5	<code>npr.org</code>	172800	NS	<code>watson.npr.org.</code>
R6	<code>watson.npr.org.</code>	172800	A	205.153.37.175
<code>watson.npr.org</code>				
R7	<code>streaming.npr.org.</code>	172800	NS	<code>ns.streaming.npr.org.</code>
R8	<code>ns.streaming.npr.org</code>	172800	A	205.153.36.175
<code>ns.streaming.npr.org</code>				
R9	<code>audio.streaming.npr.org.</code>	172800	CNAME	<code>ra1.streaming.npr.org.</code>
R10	<code>ra1.streaming.npr.org.</code>	10	A	205.153.36.175

- (a) In the figure below, draw arrows to indicate the sequence of queries and responses exchanged among the different machines. Label each arrow with a sequence number and, if the message is a response, indicate which record(s) it contains. To make your sequence as simple as possible, assume the server includes both the A and NS records when applicable.



- (b) Eliza repeats her query two minutes later. Show what happens for this subsequent query.

