## CSE471: DATA COMMUNICATIONS AND COMPUTER NETWORKS

## YEDITEPE UNIVERSITY

## **FALL 2021**

## ASSIGNMENT 1 - DUE DATE OCTOBER 24<sup>TH</sup>, 2021

- 1. HTTP/2 is based on SPDY, an open networking protocol which was implemented by Google. Accordingly, conduct a research on SPDY and answer the following:
- (a) Compare existing and widely used HTTP/1.1 protocol with SPDY and emphasise its differences, advantages and disadvantages (if any).
  - (b) Could you please identify and list browsers that already support SPDY
  - (c) Discuss and comment on the actions that has to be taken to modify and create SPDY-compatible server-side applications.
- 2. What are the main differences between HTTP/1.1 and HTTP/2?
- 3. The HTTP/2 protocol is binary rather than a textual protocol. Could you please elaborate on the advantages of such change in the protocol?
- 4. The HTTP/2 protocol is designed so that it supports multiplexed streams; what sorts of advantages will this change produce?
- 5. What is a Server Push in the HTTP/2 context and why it is required?
- 6. HTTP/3 is the latest version of HyperText Transfer Protocol, which is based on QUIC. Accordingly, please review the QUIC and answer the following questions:
  - (a) What is QUIC?
  - (b) Explain the drawbacks of current HTTP (1.1 and 2) over TCP and list the advantages to moving QUIC transport protocol
- 7. What is Zero Round Trip Time Connection Resumption (0-RTT). How does 0-RTT is achieved with the current TLS v1.3 implementation. How does QUIC achieve real 0-RTT?
- 8. What are the key features of QUIC over the newly proposed TCP+TLS+HTTP/2 combination?
- 9. What's Google FLoC? And How Does It Affect Your Privacy?

Submit your assignments in a DOCX/ODF/TXT file, which has your student number as name, through the COADSYS (<a href="http://coadsysexam.yeditepe.edu.tr/">http://coadsysexam.yeditepe.edu.tr/</a>) latest end of Sunday, October 24<sup>th</sup> 2021.