

# Ch2 HW Networks

P1

- a) F
- b) T
- c) F
- d) F
- e) F

P4

- a) "request was `http://gaia.cs.umass.edu/cs453/index.html`
- b) running HTTP vs. 1.1
- c) persistent connection
- d) message is not found in an HTTP message
- e) Mozilla/5.0

P5

- a) The server was able to locate the document successfully
  - Reply was provided on Tues., 07 Mar 2008 12:39:45
- b) `index.html` was last modified on Saturday 10 Dec 2005 18:27:46 GMT
- c) 3874 bytes in document being returned
- d) `<!doc.` The server agreed to a persistent connection : keep-alive field

P9 a)  $AvTime = (850,000 \text{ bits}) / (15,000,000 \text{ bits/sec}) \approx \underline{0.0567 \text{ sec}}$

Traffic intensity =  $(16 \text{ req/sec})(0.0567 \text{ sec/req}) = 0.907$

Av Time delay =  $(0.0567 \text{ sec}) / (1 - 0.907) = 0.6$

Total av Response Time =  $0.6 \text{ sec} + 3 \text{ sec} = \underline{3.6 \text{ sec}}$

b) av access delay =  $(0.0567 \text{ sec}) / [1 - (0.4)(0.907)] = 0.089 \text{ sec}$

Ave Resp Time =  $0.089 \text{ sec} + 3 \text{ sec} = 3.089 \text{ sec}$  for cache missed (40%)

So Ave Resp Time =  $(.6)(0 \text{ sec}) + (.4)(3.089) = \underline{1.24 \text{ sec}}$

P14 SMTP uses a line containing only a period to mark the end of a msg body

HTTP uses "Content-length-header-field" to indicate the length of a message body

No, HTTP cannot use same method as SMTP, b/c

HTTP message could be binary, where as SMTP must be 7-bit ASCII

P17

a) access email with POP3

C: dele1

C: retr2

S: ~ ~ ~

S: ~ ~ ~ ~ ~ )

S: .

C: dele2

C: quit

S: +OK POP3 server signing off

b) C: retr2

S: ~ ~ ~ ~ ~

S: ~ ~ ~ ~ ~ ~ ~

S: .

C: quit

S: +OK POP3 server signing off

P21

Yes, you can use dig to query that Website in the local DNS server.

dig website.com will return the query time for finding website, and if recently accessed, website is cached in local DNS cache, so query should be 0 sec

P26

a) Yes, as long as enough peers are staying in the swarm for long enough

b) Yes, Bob can run a client on each host let each "free-ride" and combine collected chunks from diff. hosts into single file

P27

Peer 3 learns that Peer 5 has left system  
So Peer 3 asks first successor (Peer 4) for identifier of immediate successor (Peer 8)

P28

Peer 6 would send peer 15 a message about predecessor and successor. Message gets forwarded through DHT until it reaches peer 5.

P30

yes, randomly assigning keys to peers does not consider underlying Network, so can cause mismatch. Could degrade search performance