CECS 327 Assignment 2 - Architectures

20 points

Assignment Description. Answer the following questions from the Chapter 2 reading from your textbook. Be through and complete with your answers. You *may* work on these questions with a partner (no more than two working together), but **both** students must submit the document individually on Beachboard Dropbox along with both students' names on each submission.

- 1. What is a three-tiered client-server architecture?
- 2. What is the difference between a vertical distribution and a horizontal distribution?
- 3. If a client and a server are placed far apart, we may see network latency dominating overall performance. How can we tackle this problem?
- 4. Consider a chain of processes P_1 , P_2 , ..., P_n implementing a multitiered client-server architecture. Process P_i is client of process $P_i + 1$, and P_i will return a reply to $P_i 1$ only after receiving a reply from $P_i + 1$. What are the main problems with this organization when taking a look at the request-reply performance at process P_1 ?
- 5. In a structured overlay network, messages are routed according to the topology of the overlay. What is an important disadvantage of this approach?
- 6. Consider an unstructured overlay network in which each node randomly chooses c neighbors. If P and Q are both neighbors of R, what is the probability that they are also neighbors of each other?
- 7. Not every node in a peer-to-peer network should become superpeer. What are reasonable requirements that a superpeer should meet?
- 8. Give an example of a self-managing system in which the analysis component is completely distributed or even hidden.
- 9. Consider a BitTorrent system in which each node has an outgoing link with a bandwidth capacity B_{out} and an incoming link with bandwidth capacity B_{in} . Some of these nodes (called seeds) voluntarily offer files to be downloaded by others. What is the maximum download capacity of a BitTorrent client if we assume that it can contact at most one seed at a time?
- 10. Modern cars are stuffed with electronic devices. Give some examples of feedback control systems in cars.

Deliverables. Submit the answers to the questions on **Beachboard Dropbox** by the indicated due date and time. Acceptable file submission formats are: .txt, .rtf, .odt, .doc, .docx, or .pdf.