

Distributed Data Management

Sheet 5 (until 13.05.2010)

Exercise 1 (2 points each)

1. What is an overlay network?
2. What are the disadvantages of centralized P2P?
3. Why do we need TTL for flooding?
4. Should the TTL be rather high or rather low?
5. Can a pure P2P network function without ping pong? If no, why not? If yes, what are the disadvantages?
6. Why are low-bandwidth nodes a problem for pure P2P? Is the same true for hybrid P2P?
7. Why are routing tables useful?