

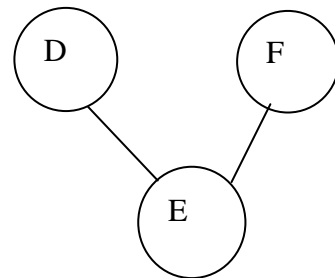
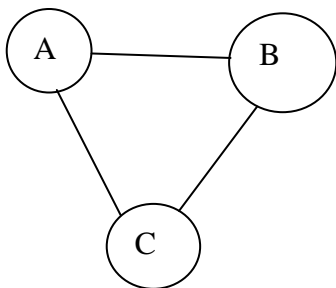
1. Rohin.pdf - Rating : 2.5/5

A. The server discovery phase does not have a mechanism to find a neighbor and connect in a deterministic time frame. Since each server pick a range between 1 and (No of server/N), as the number of servers increases, the range also increases. Hence the probability of two servers picking the same connect ID becomes low. Also, when a network is built from a scratch the range is very small. Hence it is possible that the all the new incoming server picks the same connect ID and reach their maximum limit and hence not allowing any new servers to connect.

Eg. If $N = 4$, then $R = 1$ to (No. of servers/4)

All the first 7 servers would have range of 1 to 1 (I am assuming that only integers are considered). Hence, connect ID = $(Z\%1) + 1$ which will result in 2. There would be no problem for 4 new servers. But when the 5th server enters all servers would connect to each other and hence no new servers can be added.

There is also no deterministic time frame within which the fragmented networks (if formed) will be connected to each other. Even, if we assume that it finds a server with the same connectID there is a high possibility that a Server which responded back is already connected (need not be a direct neighbor) to that server. This will only make the server form another cycle connection back to it instead of connecting the fragmented networks.



When D tries to reconnect the network using Hello message, it is possible that F's connectID matches with D's. Hence D connects to F which doesn't connect the fragmented network

b. There is no mechanism to trace back the message back to the source server when looking for a user agent in some other server.

C. There is no specification on how to inform the neighbor server of a parent server about its agents.

D. In the architecture, when a server crashes only one of the neighbor servers are informed about the crash (ie. the server which corresponds to backupID). The rest of the neighbors are not informed about the crash.

E. No protocol specification is given to reconnect the agent back to its original server once it restarts

F. No protocol specification is given to inform the agents by its parent about its neighboring servers.

G. No protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

2. Tapasvi.pdf - Rating : 3/5

A. No specification on how to handle a name clash among servers.

B. Trace back of message from a server back to the source server while searching for a user agent not clearly specified.

C. No protocol specification to reconnect fragmented network of servers back as one network

D. This protocol informs does not specify on how to inform all neighboring servers about a crashed server. It only gives description of informing only one neighbor server ie. The server it connects to.

E. No protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

3. Roncek.pdf – Rating : 2.5/5

A. This protocol informs does not specify on how to inform all neighboring servers about a crashed server. It only gives description of informing only one neighbor server ie. The server it connects to.

B. No protocol specification to reconnect fragmented network of servers back as one network

C. There is no mechanism to trace back the message back to the source server when looking for a user agent in some other server.

D. No protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

F. Sending [alive] message with a determined rate to the user agent by the server will congest the network for large number of user agents.

4. Ritwik.pdf – Rating 3/5

A. Server discovery phase lacks clarity.

- B. No protocol specification to reconnect fragmented network of servers back as one network
- C. This protocol informs does not specify on how to inform all neighboring servers about a crashed server. It only gives description of informing only one neighbor server ie. The server it connects to.
- D. Periodically sending “rualive” and “iamalive” signal between server and client congests the network when large number of clients are present.

Bhavyan.pdf -rating: 2

- A. Each server maintains redundant information (unnecessary) in the form of list of all servers irrespective of they being neighbors or not.
- B. Protocol for User agent name clashing not specified.
- C. Missing protocol for sending messages informing user agents about their parent server's neighbors.
- D. Missing protocol for sending message informing neighboring servers about everyother server's user agents.
- E. Find protocol does not include the specification for the traceback path.

Boada.pdf - rating: 3

- A. No protocol to reestablish a connection in the now disconnected group due to a server failure.
- B. This causes isolated groups in the network.
- C. Find protocol does not include the specification for the traceback path.
- D. Protocol for User agent name clashing not specified.

Brian.pdf - rating: 0

No protocol specification.

dube.pdf - rating: 3

- A. Node discovery protocol contains redundant information in the form of IP & portnumber.
- B. This can be replaced by a server alias.
- C. User Agent alias clash is not handled by the protocol.
- D. No provision for migrating the original users back to a server which was crashed earlier.

pearson.pdf - rating:3

- A. The protocol for Find does not contain the data to track the message back.
- B. Missing protocol for recapture of user nodes once a failed Server goes up.
- C. The discovery technique suggested is not effective as the time to send a heart beat is not specific,if any new main server is yet to have any neighbour and it crashes then all its users

wont be able to connect to any other server

reza.pdf - rating:3

A. The protocol for Find does not contain the data to track the message back.

ritu.pdf - rating:4

parez.pdf - rating:4

Hwang.pdf - Rating:3

A. This protocol gives description of informing only one neighbor server that is the server it connects to.

B. Protocol for User agent name clashing not specified.

C. No Protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

Dugan.pdf - Rating:4

A. No Protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

Jindal.pdf - Rating:4

A. Only mentioned but no Protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

Nitin.pdf - Rating:1

A. No protocol specification.

B. No protocol specification to reconnect fragmented network of servers back as one network.

C. Protocol for User agent name clashing not specified.

D. No Protocol specification given for any communication between the agent and server or between server and agent for commands like createroom, leaveroom, joinroom, ulist, listrooms etc.

E. No protocol specification to reconnect fragmented network of servers back as one network