





















- Low control overheads
- Quick recovery from overlay node failures (i.e. when a host suddenly leaves the group, the data delivery path should repair quickly)

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End System Multicast Each joining host contacts a Rendezvous Point (RP) RP informs host of a few other existing group members

- New host chooses a few other such members (hosts) and becomes their peers
 - This is called a mesh
 - · Mesh is a virtual overlay graph
- Multicast routing on the mesh
 - Run some routing protocol (e.g. Distance Vector) on each host

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• Compute multicast tree distributedly using RPF check

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