

TULIP Replicated Servers

Replicated Servers

There are two types of replicated servers. (i) Replicated Servers with same IP address (ii) Replicated Servers with different IP addresses

(i) Replicated Servers with same IP address:

In some cases (i.e root servers in particular) the IP address of all the replicated servers are same. In this case case we select the 3 landmarks with minimum RTT and check if the circles intersect. If the circles do not intersect then its a replicated server.

(ii) Replicated Servers with different IP addresses:

This is a much simple case, we request all the PingER landmarks to get the IP address of the target. If all the IP address are same the server is no replicated otherwise the server is replicated. This will require making modifications to reflector.cgi to return the IP address of the target being queried.