# Fault-tolerance and Scalability



MULTICAST SENDER

MULTICAST PROTOCOL

- Nodes may crash
- Packets may be dropped
- 1000's of nodes
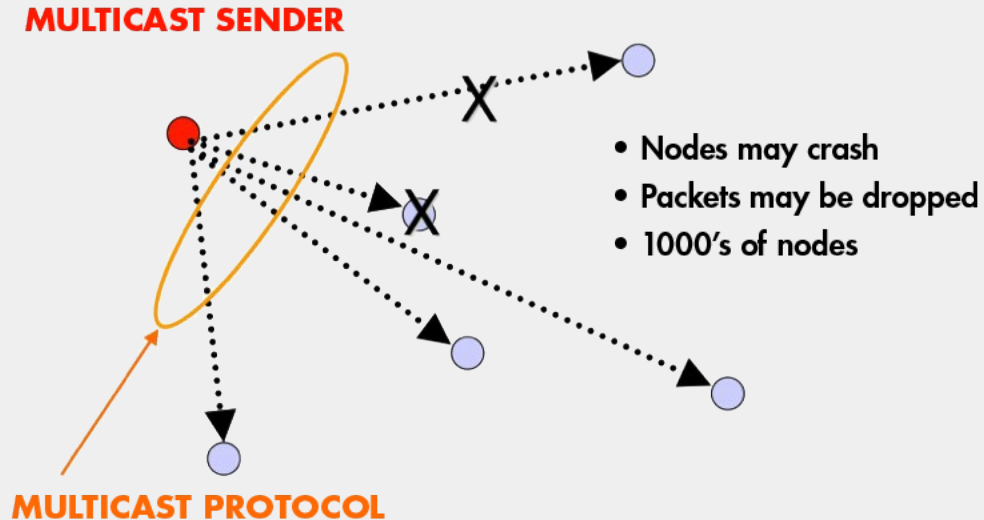
Needs:
1. Reliability (Atomicity)
   - 100% receipt
2. Speed