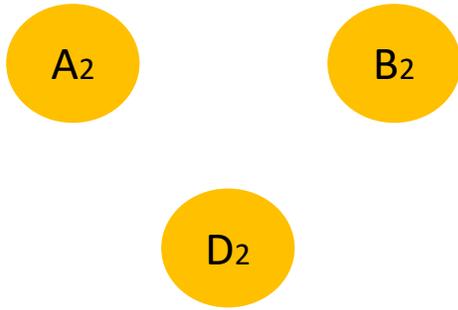
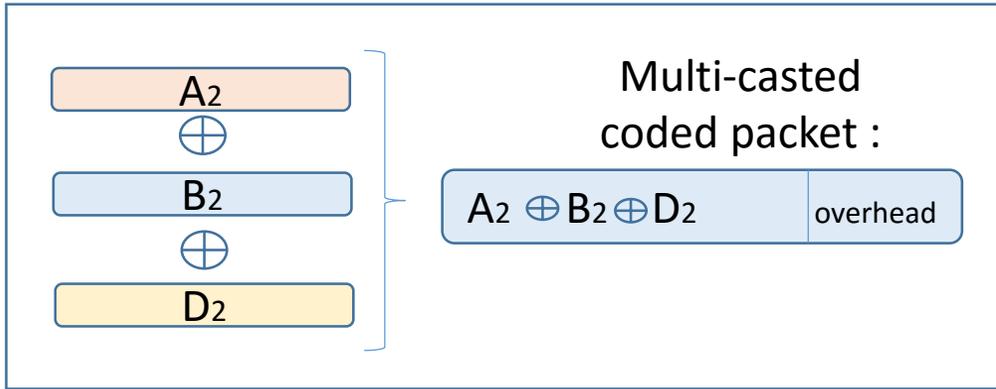


Conflict graph:



**Source**

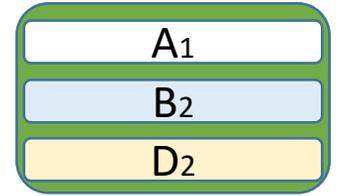


Request: A



**User 1**

cache

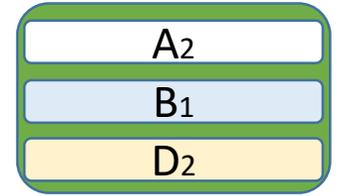


Request: B



**User 2**

cache

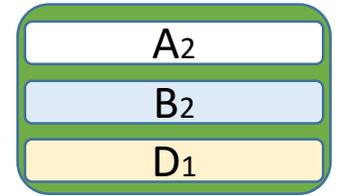


Request: D



**User 3**

cache



---> User request

))) Broadcast

- 1) The users inform the source about their requests
- 2) The source performs coding design and broadcast the coded packet
- 3) Each user reads the overhead and decide whether to decode the received packet or not