Problem 14

In a NAK only protocol, the loss of packet x is only detected by the receiver when packet x+1 is received. That is, the receivers receives x-1 and then x+1, only when x+1 is received does the receiver realize that x was missed. If there is a long delay between the transmission of x and the transmission of x+1, then it will be a long time until x can be recovered, under a NAK only protocol.

On the other hand, if data is being sent often, then recovery under a NAK-only scheme could happen quickly. Moreover, if errors are infrequent, then NAKs are only occasionally sent (when needed), and ACK are never sent – a significant reduction in feedback in the NAK-only case over the ACK-only case.

Problem 23

In order to avoid the scenario of Figure 3.27, we want to avoid having the leading edge of the receiver's window (i.e., the one with the “highest” sequence number) wrap around in the sequence number space and overlap with the trailing edge (the one with the "lowest" sequence number in the sender's window). That is, the sequence number space must be large enough to fit the entire receiver window and the entire sender window without this overlap condition. So - we need to determine how large a range of sequence numbers can be covered at any given time by the receiver and sender windows.

Suppose that the lowest-sequence number that the receiver is waiting for is packet m. In this case, it's window is [m,m+w-1] and it has received (and ACKed) packet m-1 and the w-1 packets before that, where w is the size of the window. If none of those w ACKs have been yet received by the sender, then ACK messages with values of [m-w,m-1] may
still be propagating back. If no ACKs with these ACK numbers have been received by the sender, then the sender's window would be [m-w,m-1].

Thus, the lower edge of the sender's window is m-w, and the leading edge of the receivers window is m+w-1. In order for the leading edge of the receiver's window to not overlap with the trailing edge of the sender's window, the sequence number space must thus be big enough to accommodate 2w sequence numbers. That is, the sequence number space must be at least twice as large as the window size, .

Problem 24

a) True. Suppose the sender has a window size of 3 and sends packets 1, 2, 3 at $t0$. At $t1$ $(t1 > t0)$ the receiver ACKS 1, 2, 3. At $t2$ $(t2 > t1)$ the sender times out and resends 1, 2, 3. At $t3$ the receiver receives the duplicates and re-acknowledges 1, 2, 3. At $t4$ the sender receives the ACKs that the receiver sent at $t1$ and advances its window to 4, 5, 6. At $t5$ the sender receives the ACKs 1, 2, 3 the receiver sent at $t2$. These ACKs are outside its window.

b) True. By essentially the same scenario as in (a).

c) True.

a) True. Note that with a window size of 1, SR, GBN, and the alternating bit protocol are functionally equivalent. The window size of 1 precludes the possibility of out-of-order packets (within the window). A cumulative ACK is just an ordinary ACK in this situation, since it can only refer to the single packet within the window.

Problem 31

$$EstimatedRTT = xSampleRTT + (1-x)EstimatedRTT$$

$$DevRTT = y|SampleRTT - EstimatedRTT| + (1-y)DevRTT$$

$$TimeoutInterval = EstimatedRTT + 4 * DevRTT$$

After obtaining first sampleRTT is

$$EstimatedRTT = 0.125 * 106 + 0.875 * 100$$
$$= 100.75ms.$$

$$DevRTT = 0.25 * |106 - 100.75| + 0.75 * 5$$
$$= 5.06ms.$$

$$TimeoutInterval = 100.75 + 4 * 5.06$$
$$= 120.99ms.$$

After obtaining second sampleRTT = 120ms:

$$EstimatedRTT = 0.125 * 120 + 0.875 * 100.75$$
$$= 103.15ms.$$

$$DevRTT = 0.25 * |120 - 103.15| + 0.75 * 5.06$$
$$= 8ms.$$

$$TimeoutInterval = 103.15 + 4 * 8$$
$$= 135.15ms.$$

After obtaining Third sampleRTT = 140ms:

$$EstimatedRTT = 0.125 * 140 + 0.875 * 103.15$$

$$= 107.76ms$$.

$$DevRTT = 0.25 * |140 - 107.76| + 0.75 * 8$$

$$= 14.06ms$$.

$$TimeoutInterval = 107.76 + 4 * 14.06$$

$$= 164ms$$.

After obtaining fourth sampleRTT = 90ms:

$$EstimatedRTT = 0.125 * 90 + 0.875 * 107.76$$

$$= 105.54ms$$.

$$DevRTT = 0.25 * |90 - 105.54| + 0.75 * 14.06$$

$$= 14.42ms$$.

$$TimeoutInterval = 105.54 + 4 * 14.42$$

$$= 163.22ms$$.

After obtaining fifth sampleRTT = 115ms:

$$EstimatedRTT = 0.125 * 115 + 0.875 * 105.54$$

$$= 106.71ms$$.

$$DevRTT = 0.25 * |115 - 106.71| + 0.75 * 14.42$$

$$= 12.88ms$$.

$$TimeoutInterval = 106.71 + 4 * 12.88$$

$$= 158.23ms$$.

Problem 36

Suppose packets n, n+1, and n+2 are sent, and that packet n is received and ACKed. If packets n+1 and n+2 are reordered along the end-to-end-path (i.e., are received in the order n+2, n+1) then the receipt of packet n+2 will generate a duplicate ack for n and would trigger a retransmission under a policy of waiting only for second duplicate ACK for retransmission. By waiting for a triple duplicate ACK, it must be the case that two packets after packet are correctly received, while n+1 was not received. The designers of the triple duplicate ACK scheme probably felt that waiting for two packets (rather than 1) was the right tradeoff between triggering a quick retransmission when needed, but not retransmitting prematurely in the face of packet reordering.

Problem 40

a) TCP slowstart is operating in the intervals [1,6] and [23,26]

b) TCP congestion avoidance is operating in the intervals [6,16] and [17,22]

c) After the 16th transmission round, packet loss is recognized by a triple duplicate ACK. If there was a timeout, the congestion window size would have dropped to 1.

d) After the 22nd transmission round, segment loss is detected due to timeout, and hence the congestion window size is set to 1.

e) The threshold is initially 32, since it is at this window size that slow start stops and congestion avoidance begins.

f) The threshold is set to half the value of the congestion window when packet loss is detected. When loss is detected during transmission round 16, the congestion windows size is 42. Hence the threshold is 21 during the 18th transmission round.

g) The threshold is set to half the value of the congestion window when packet loss is detected. When loss is detected during transmission round 22, the congestion windows size is 29. Hence the threshold is 14 (taking lower floor of 14.5) during the 24th transmission round.

h) During the 1st transmission round, packet 1 is sent; packet 2-3 are sent in the 2nd transmission round; packets 4-7 are sent in the 3rd transmission round; packets 8-15 are sent in the 4th transmission round; packets 16-31 are sent in the 5th transmission round; packets 32-63 are sent in the 6th transmission round; packets 64 – 96 are sent in the 7th transmission round. Thus packet 70 is sent in the 7th transmission round.

i) The threshold will be set to half the current value of the congestion window (8) when the loss occurred and congestion window will be set to the new threshold value + 3 MSS . Thus the new values of the threshold and window will be 4 and 7 respectively.

j) threshold is 21, and congestion window size is 1.

k) round 17, 1 packet; round 18, 2 packets; round 19, 4 packets; round 20, 8 packets; round 21, 16 packets; round 22, 21 packets. So, the total number is 52.

Problem 44 （此题错了不扣分）

a) It takes 1 RTT to increase CongWin to 6 MSS; 2 RTTs to increase to 7 MSS; 3 RTTs to increase to 8 MSS; 4 RTTs to increase to 9 MSS; 5 RTTs to increase to 10 MSS; 6 RTTs to increase to 11 MSS; and 7 RTTs to increase to 12MSS.

b) In the first RTT 5 MSS was sent; in the second RTT 6 MSS was sent; in the third RTT 7 MSS was sent; in the fourth RTT 8 MSS was sent; in the fifth RTT, 9 MSS was sent; and in the sixth RTT, 10 MSS was sent. Thus, up to time 6 RTT, 5+6+7+8+9+10 = 45 MSS were sent (and acknowledged). Thus, we can say that the average throughput up to time 6 RTT was (45 MSS)/(6 RTT) = 7.5 MSS/RTT.