Digital Communication I Q2

a) On-off flow control: messages from receive to transmitter saying stop or go.
Appropriate when delay constant (and known bound)

b) Window based - receiver updates size of "window" which is the ~~set of~~ amount of data that transmitter is allowed to send past ~~acknowledged~~ previously acknowledged data

c) No guarantee that resource can meet aggregate demands → information can be lost

d) End to end system try to model what is happening at congestion point and stay below a level which causes congestion

e) Advantages: no loss, no congestion instabilities
Disadvantages: complexity of per flow state, breaks connectionless (and therefore alternative path routing) architecture of Internet.