Homework 2 - 4390 Summer 2018

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**Question 1 (Individual Acknowledgement Protocol)**

1. a) Give an example (i.e. a scenario) in which the channel can duplicate, reorder, and lose messages that results in incorrect behavior of the individual acknowledgement protocol even though timeouts are accurate.
2. Reliable delivery Slide 31
3. Concurrent Logical Channels will reorder messages due to multiple channels activate at once. Even with individual acknowledgement it is possible for a packet(1) to get lost in channel(1), while packet(2) is delivered on channel(2). Now let’s say channel(2) becomes ready before the timeout on channel(1) is ready. So channel(2) starts to transmit packet(1), and before the ack comes back, channel(1) starts to retransmit packet(1). Now there will be a duplicate deliver of packet(1) and it is out of order because packet(2) arrived first. This is all due to packet loss and the accurate timeouts do not help.
4. b) (Part (b) is independent of part (a)). Assume that channels can reorder and lose messages, but not duplicate them. Assume timeouts are not accurate. What restrictions would you impose to make sure that the protocol works correctly? (Assume that there is an upper bound on message lifetime, perhaps a very large bound but a real bound nonetheless).

Slide 49

We should Impose large sequence numbers to ensure that acknowledgments don’t wrap around during message reorder.

**Question 2 (Switching)**

1. a) Why can we have the packet header in virtual circuit switching to be much smaller than the typical header in datagram switching?
2. Because the in virtual circuit switching, the connection request contains the full destination address. The header only contains a few characters. In datagram switching, each packet must carry the entire destination address.
3. b) Assume that we are using datagram switching (i.e. we are not using virtual circuits). Is it possible to guarantee bandwidth to each source-destination pair? Are there disadvantages of doing this using datagram switching?

Yes there are disadvantages, guaranteeing qos of one set of nodes could have bad effects on the network

1. c) What is the big-O complexity of processing the header of a packet if we are using virtual circuits? Briefly explain why.
2. Hash table. O(1).
3. d) Why in virtual circuits do we need a datagram routing table (in addition to the virtual circuit table)

Because initially, the virtual circuit tables are empty, so virtual circuit routing needs a routing table during the setup phase. Once the setup phase is complete, then the virtual circuit tables are filled out.

1. e) In the Internet, we have the option of doing source routing (IP does have an option for this). What do you think could be the uses for it? Can you come up with two of them?

**Question 3 (Ethernet Bridges, i.e. switches)**

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Consider the above extended LAN, where squares are bridges (also known as switches) and circles are hosts.

Assume we start in a state where all bridges have no knowledge of any hosts.

ARP request:

Last slide notes

1. a) Assume first that X sends an ARP REQUEST message looking for Y. After this completes, what has each bridge learned?

Each bridge will now know the mac address of x..

1. b) Assume then that Y sends an ARP REPLY message to X. After this completes, what has each bridge learned?
2. c) Assume that after (a) and (b) above complete, Z sends an ARP REQUEST looking for Y. After this completes, what has each bridge learned?

**Question 4 (Distance Vector Routing)**

Modify the code for the distance vector routing protocol such that every node p has an input array

linkCost: array [G] of integer

where linkCost[g] is the cost of the link from the node to the neighbor g (assumed simply to be one in the current code). In addition to this, also add split-horizon with poisoned-reverse to the code.

node p

inp

G : set {g | g is a neighbor of p}

up : array [G] of boolean, {is my neighbor up}

**linkCost: array [G] of integer**

var

rtb : array [NID] of G, {routing table}

cost : array [NID] of integer, {cost to reach each node}

d : NID, {temporary variable}

c : array [NID] of integer {temporary variable}

param

g: element of G {g can be any neighbor}

event: receive update(c) from g then

resp: {compare costs to all destinations}

for every d do {for every destination, compare c[] and cost[] }

if d = p then cost[p] := 0

else if d ≠ p ∧

(rtb[d] = g ∨ cost[d] > c[d] + LinkCost[g])

then

rtb[d] := g;

cost[d] := c[d]+ LinkCost[g]

end if

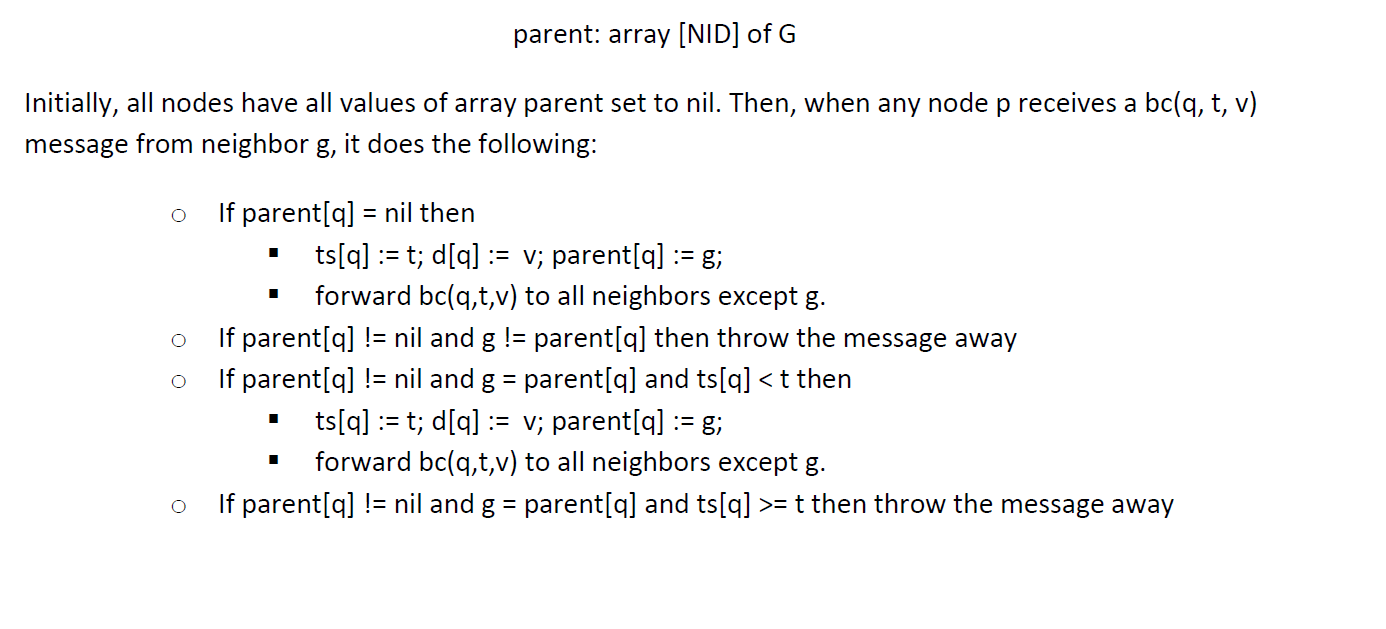
end for

**end {code}**

**Question 5 (Broadcast for link state routing)**

**CH4-BcastForLinkState Slide 7**

Consider a modification of the broadcast for link-state routing protocol as follows. Each node p has an additional array variable as follows:



Assuming that there is no message loss in any channel, and that no node ever dies, does this protocol work? (I.e. each node always learns the latest value of d[q] for all other nodes q). Argue why yes or why no.

**Yes, I think that all nodes will receive all the most current values with this algorithm because the method is driven by the timestamp value. This method covers the initial setup when a node has no parent, the method also uses the fact that some nodes already have parents, so they can disregard messages. Finally, there are two conditions to update values based on timestamps.**

**Question 6 (link-state routing)**

Assume every node sends link-state advertisements (LSA) every 30 seconds, and that the flooding of a LSA takes about 2 seconds. Assume there is a routing loop (nodes pointing to each other) at time t. What is the maximum time that the loop could remain? (assuming no topology changes and no link cost changes). Briefly explain why.

**Question 7 (Ethernet)**

Assume that a system administrator makes a mistake, and he/she uses too many repeaters (i.e. hubs) in the network, yielding an end-to-end propagation delay that is larger than the allowed by the standard. Show me a scenario (in detail) of how this can cause an improper behavior of the network.

**More repeaters increase the time it takes from the hosts that are farthest away from each other to send messages. If the repeaters increase the propagation delay to longer than the channel timeouts, then the message will reach the receiving host AFTER the message timeout declares the message as dead. So, the receiving host will automatically disregard the message since it is past the maximum timeout.**

**Question 8 (MACA)**

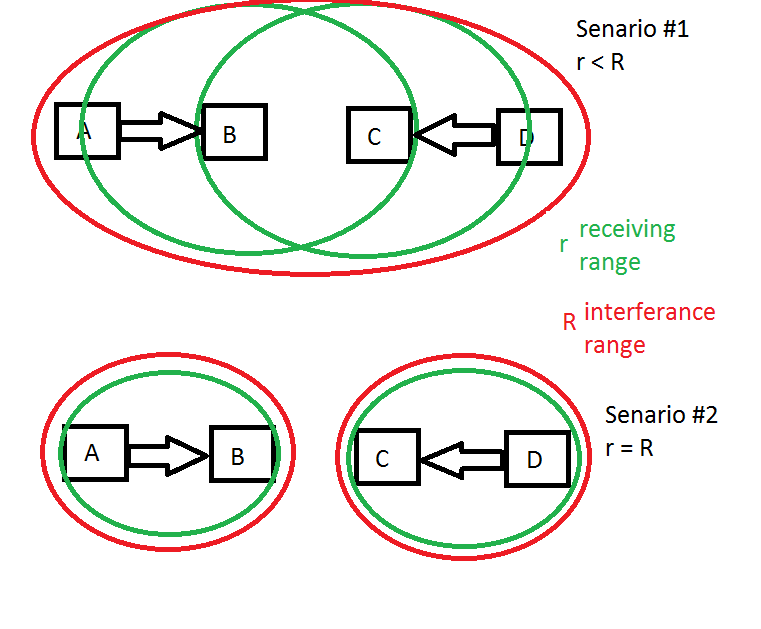
Assume that we have two values, r and R (r < R). We call r the "receiving range" and R the "interference range"

When two nodes, A and B, are r meters apart, if A transmits, then B can correctly receive the information transmitted by A.

However, if the distance from A to B is greater than r but at most R, then: a) B will be able to sense that someone is transmitting, but it cannot correctly read the information, and b) if B is receiving a message from another node C, and A transmits, B's reception of C's message is corrupted.

Under these conditions, show me a scenario where a collision occurs when r < R, and the same scenario would not result in a collision if r = R.

Note that in the slides we have assumed that r = R.

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**Question 9 (IP Addressing)**

Consider the following figure



IP: 128.0.0.5 MAC: 0D EF AA 10 EE FF IP: 198.0.0.5 MAC: 0D EF AA 10 EE FF IP: 198.0.0.7 MAC: AA E1 A2 E0 FE BA IP: 128.0.0.8 MAC: BC EF AD 10 E9 FF IP: 128.0.0.9 MAC: EF A9 AE 1F B8 FF IP: 198.0.0.9 MAC: AC F1 B2 E0 AA BB

a) Note that hosts 198.0.0.5 and 128.0.0.5 have the same physical (MAC) address. Will this cause any problems? Argue why yes or why no.

https://serverfault.com/questions/263184/what-happens-if-two-computers-have-the-same-mac

**Yes it will cause problems. Every time if they are not on the same network it won’t cause a problem.**

b) Assume that host 198.0.0.7 sends a TCP message to host 128.0.0.8 using the broadcast physical (MAC) address. Will the TCP process in host 198.0.0.5 receive (i.e. see) a copy of this message? Will the IP process in host 198.0.0.5 receive (i.e. see) a copy of this message? Argue why yes or why no

**The host will use the router to broadcast Since it’s a broadcast it will receive IP, it will not receive the TCP message because it receives the TCP but it ignores it.**

**Question 10 (IP configuration)**

Assume you have a PC attached to an Ethernet, and the PC has been turned off for days. Then, you turn the PC on, and after it boots, you try to fetch the web page www.cs.utdallas.edu. List all the packets that the PC will transmit over the Ethernet before the first message from www.cs.utdallas.edu is received by the PC.

<https://stackoverflow.com/questions/666864/first-packet-to-be-sent-when-starting-to-browse>

Since the PC is off, the ARP cache will be empty. So the first message will be a ARP Request to [www.cs.utdallas.edu](http://www.cs.utdallas.edu), this message will travel to the default gateway because the ARP cache is empty. Once the ARP request makes it’s way to [www.cs.utdallas.edu](http://www.cs.utdallas.edu)’s sever, then [www.cs.utdallas.edu’s](http://www.cs.utdallas.edu's) sever will send a ARP reply back to our PC. The MAC address of [www.cs.utdallas.edu’s](http://www.cs.utdallas.edu's) sever will be stored in the cache. From there we can receive packets by directly making requests from the MAC address that is stored in the ARP cache now.