**01:37**

## Go-Back-N ARQ

'N' is the sender window size.

NESO ACADEMY

**02:55**

## Go-Back-N ARQ

★ Go – Back – N ARQ uses the concept of protocol pipelining i.e. the sender can send multiple frames before receiving the acknowledgment for the first frame.

★ There are finite number of frames and the frames are numbered in a sequential manner.

★ The number of frames that can be sent depends on the window size of the sender.

★ If the acknowledgment of a frame is not received within an agreed upon time period, all frames in the current window are transmitted.

NESO ACADEMY

**05:40**

# Go-Back-N ARQ

★ N – Sender's Window Size.

★ For example, if the sending window size is 4 ($2^2$), then the sequence numbers will be 0, 1, 2, 3, 0, 1, 2, 3, 0, 1, and so on.

★ The number of bits in the sequence number is **2** to generate the binary sequence 00, 01, 10, 11.
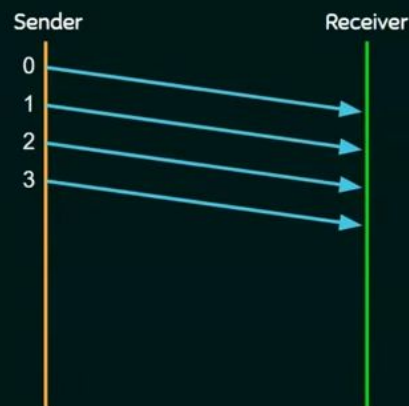
**07:02**

## WORKING OF GO-BACK-N ARQ



Window Size: **4**

**08:40**
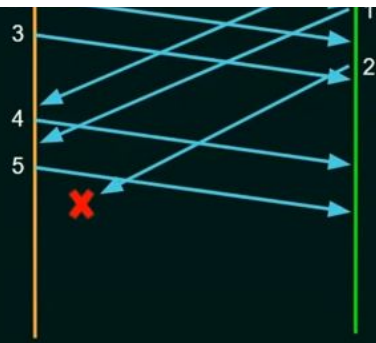
## WORKING OF GO-BACK-N ARQ

Window Size: 4

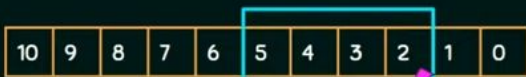ACK not received in time. So
Sender times out.

**09:45**

# WORKING OF GO–BACK–N ARQ

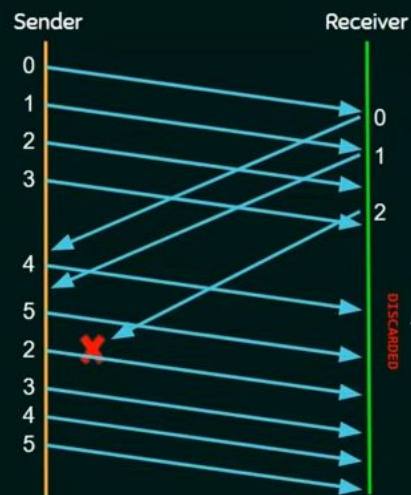| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

Sliding Window

Go–Back to 2

Window Size: 4

Sender      Receiver

0
1    0
2    1
3    2
4
5
2
3
4
5

DISCARDED