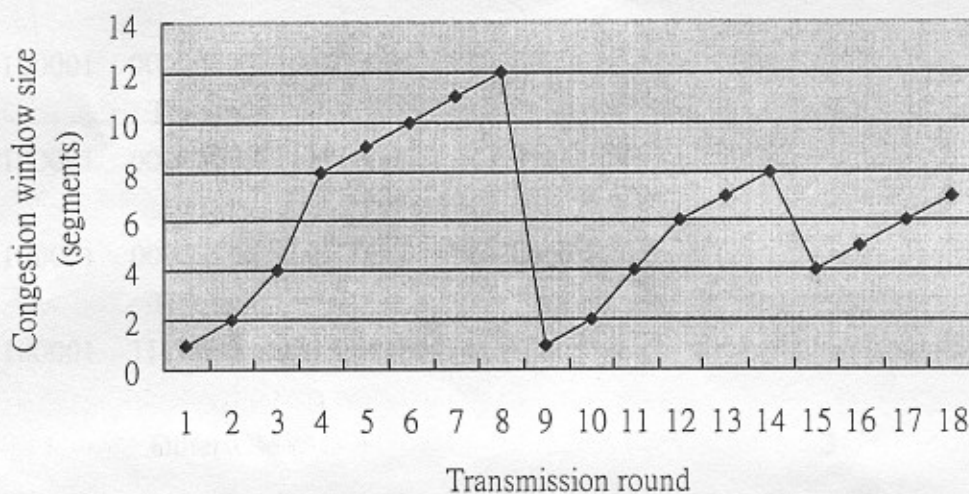


1. (5%) What are defined in a network protocol ~~define~~?
2. (8%) Consider sending a packet from a sending host to a receiving host over a fixed route. List the delay components in the end-to-end delay. Which of these delays are constant and which are variable?
3. (5%) What are the five ^{layer} layers in the Internet protocol?
4. (8%) What are the four components in the HTTP cookie technology?
5. (2%) What is the range of the well-known port number?
6. (5%) Describe the purpose of flow control.
7. (5%) Describe the purpose of congestion control.
8. (5%) Describe the TCP connection set-up procedure.
9. (5%) What is the difference between routing and forwarding?
10. (3%) Name three types of switching fabrics?
11. Consider sending a packet of L bits over a path of Q links. Each link transmits at R bps. The network is lightly loaded so that there is no queueing delays. Propagation delay is negligible.
 - a) (3%) Suppose that the network is a packet-switched virtual circuit network. Denote the VC setup time by t_s seconds. Suppose the sending layers add a total of h bits of header to the packet. How long does it take to send the packet from source to destination.
 - b) (3%) Suppose the network is packet-switched datagram network and a connection less service is used. Now suppose each packet has $2h$ bits of header. How long does it take to send the packet from source to destination?
 - c) (3%) Finally, suppose that the network is a circuit-switched network. Further suppose that the transmission rate of the circuit between source and destination is R bps. Assuming t_s setup time and h bits of header appended to the packet, how long does it take to send the packet from source to destination?
12. Suppose users share a 1 Mbps link. Also suppose each user requires 100 kbps when transmitting, but each user transmits only 10 percent of the time.
 - a) (2%) When circuit switching is used, how many users can be supported?
 - b) (5%) Suppose that packet switching is used. Also suppose that there are 40 users. Find the probability that a given user is transmitting.
13. (5%) Consider the queueing delay in a router buffer. Suppose all packets are L bits, the transmission rate is R bps, and that N packets simultaneously arrive at the buffer every LN/R seconds. Find the average queueing delay of a packet.

$$\alpha RTT_4 (1-\alpha) [\alpha RTT_3 (1-\alpha) (\alpha RTT_2 + (1-\alpha) RTT_1)]$$

81
529

14. Consider the TCP procedure for estimating RTT. Suppose that $\alpha=0.1$. Let SampleRTT_4 be the most recent sample RTT, let SampleRTT_3 be the next most recent sample RTT, and so on.
- (5%) Suppose four acknowledgements have been returned with corresponding sample RTTs SampleRTT_1 , SampleRTT_2 , SampleRTT_3 , and SampleRTT_4 . Express EstimatedRTT in terms of the four sample RTTs.
 - (5%) Generalize your formula for n sample RTTs.
15. (10%) Consider the following plot of TCP window size as a function of time.



Assuming TCP Reno is the protocol experiencing the behavior shown above, answer the following questions. In all cases, you should provide a short discussion justifying your answer.

- Identify the intervals of time when TCP slow start is operating.
- Identify the intervals of time when TCP congestion avoidance is operating.
- After the 8th transmission round, is the segment loss detected by a triple duplicate ACK or by a timeout?
- After the 14th transmission round, is the segment loss detected by a triple duplicate ACK or by a timeout?
- What is the value of the Threshold at the 16th transmission round?

16. Consider a datagram network using 32-bit addresses. Suppose that a router has four links, numbered 0 through 3, and packets are to be forwarded to the link interfaces as follows:

Destination Address Range				Link Interface
11100000	00000000	00000000	00000000	0
	Through			
11100000	11111111	11111111	11111111	1
	Through			
11100001	00000000	00000000	00000000	2
	Through			
11100001	00000000	11111111	11111111	3
	Through			
11100001	00000000	00000000	00000000	3
	Through			
11100001	11111111	11111111	11111111	3
	Through			
	Otherwise			3

- a) (8%) Provide a forwarding table that has four entries, uses longest-prefix matching, and forwards packets to the correct link interfaces.
- b) (6%) Describe how your forwarding table determines the appropriate link interface for datagrams with the following destination addresses:

11001000 10010001 01010001 01010101
 11100001 00000000 11000011 00111100
 11100001 10000000 00010001 01110111

what's wrong
Answer