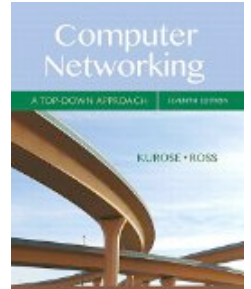


COMP 375: Lecture 20

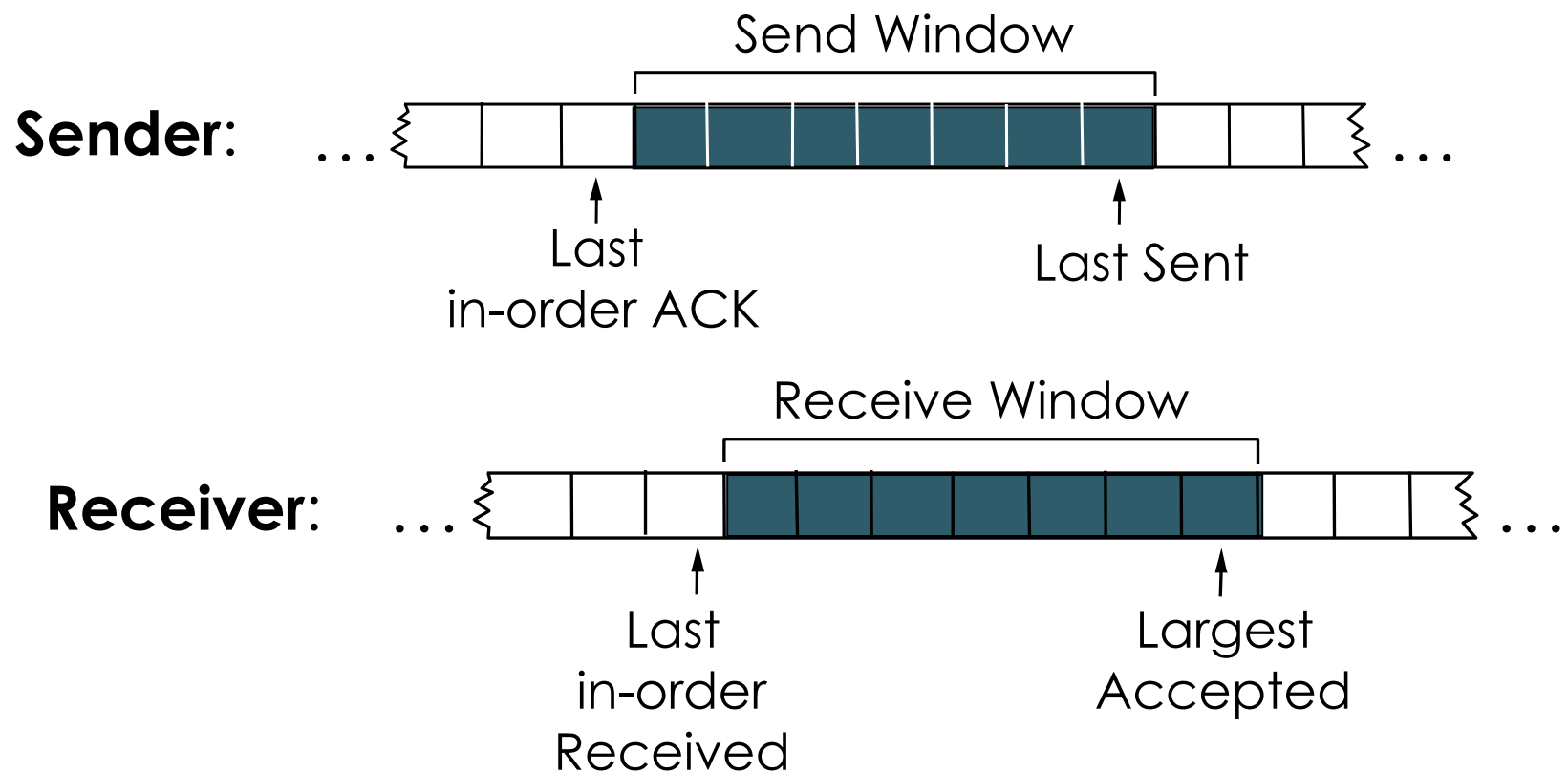


- **News & Notes:**
 - Project #3 due Friday
 - Happy Pi Day!
- **Reading (Fri, March 16)**
 - Sections 3.5.{5,6} (Flow Control and Connection Management)

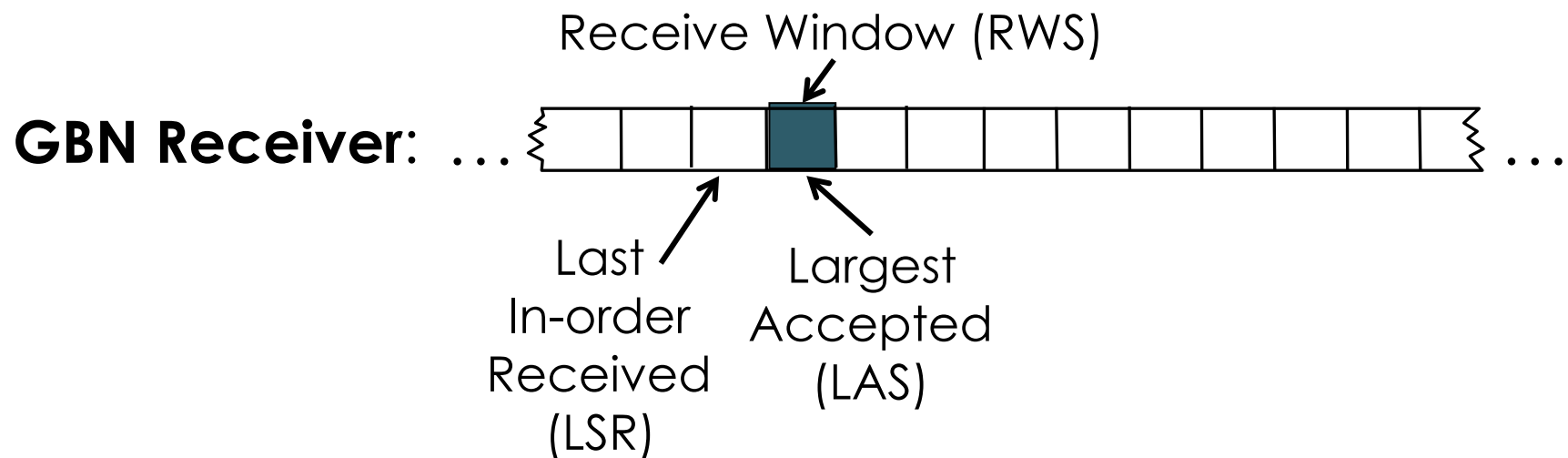
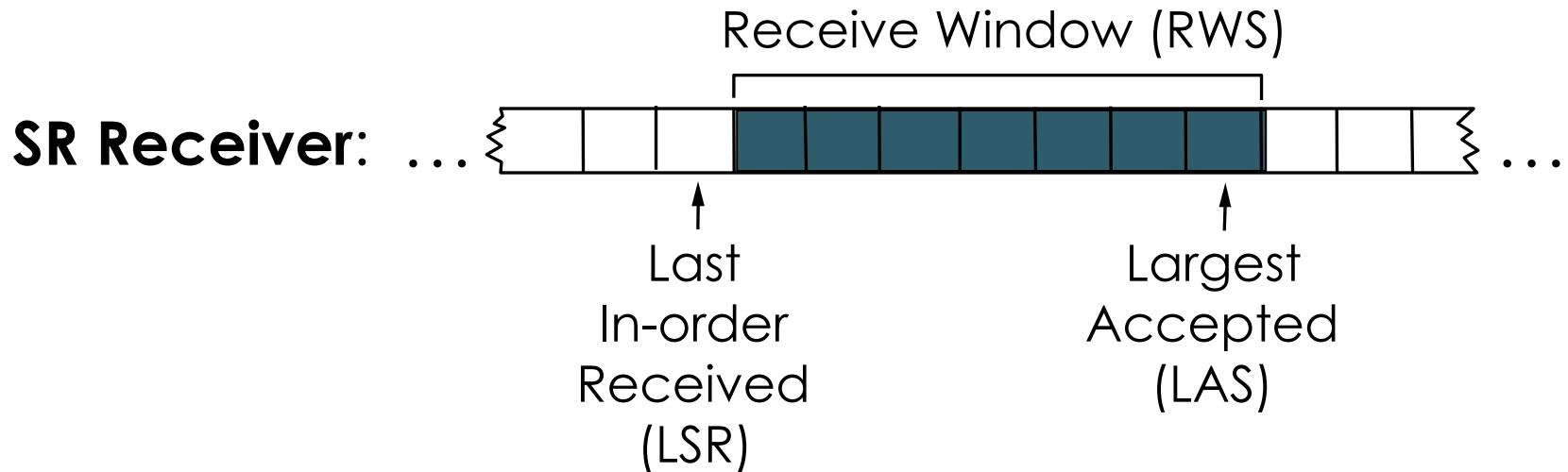
Sections 3.4.{3-4}

PIPELINED RELIABLE TRANSPORT

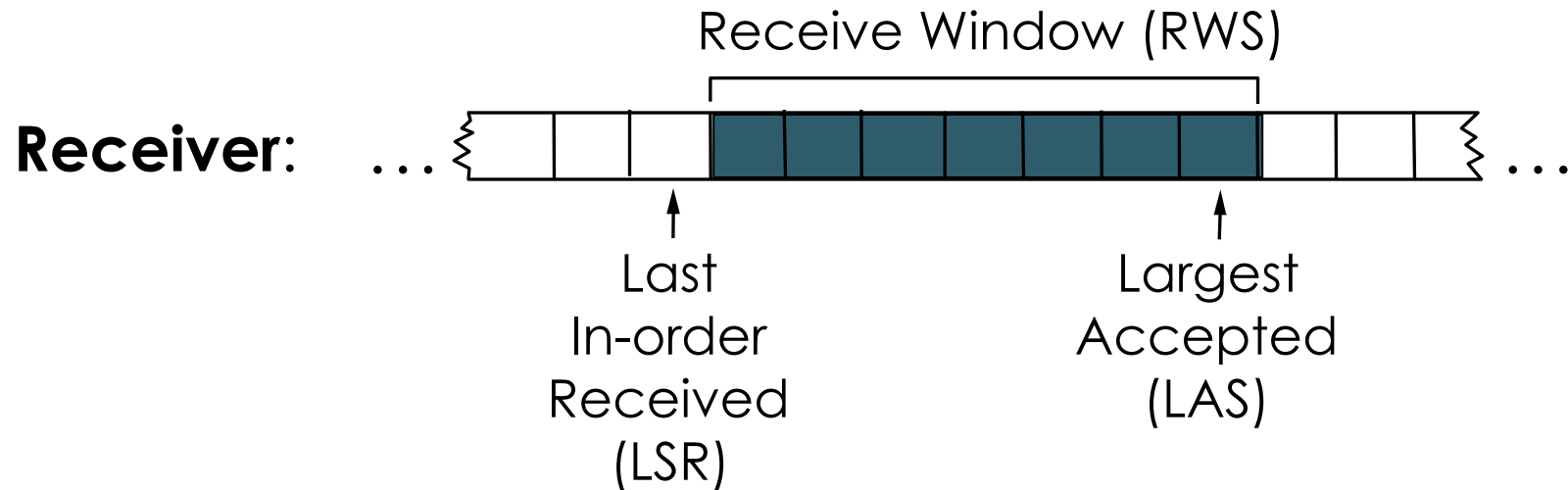
Sliding window allows pipelined, reliable, in-order delivery with flow control.



The receiver has its own, independent window that can limit flow of data.



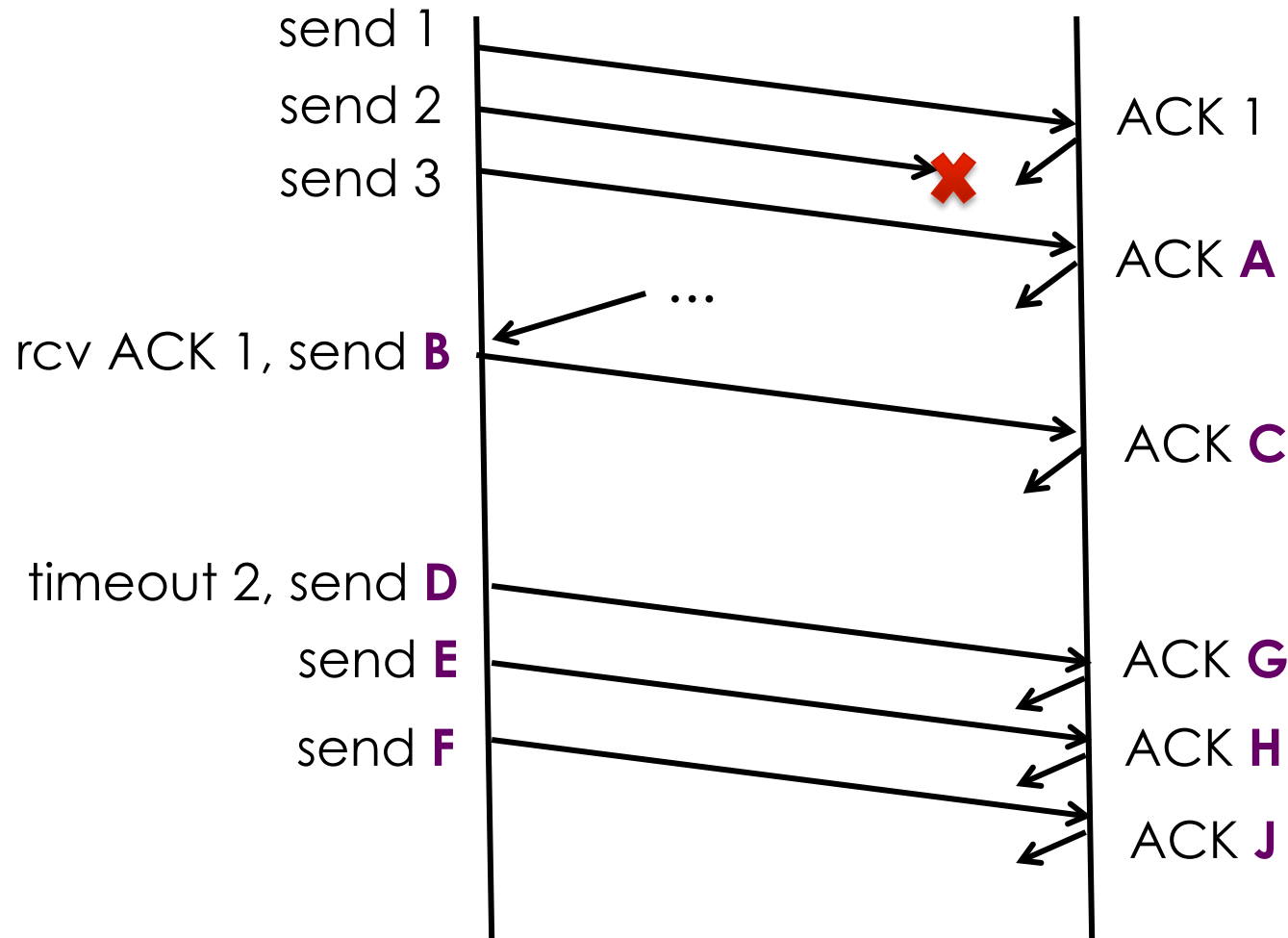
How do we handle the following scenarios in our **SR receiver**?



1. Received out-of-order segment within window.
2. Received segment **past** the window.
3. Received a segment its already ACK'd.

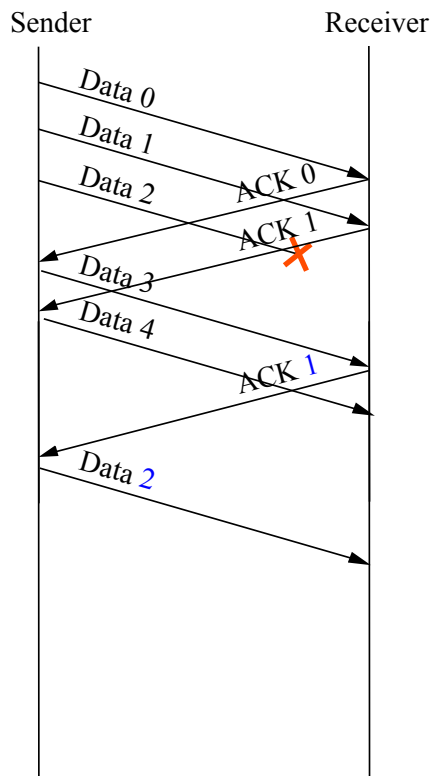
Fill in the missing spots (A – J) with correct number, assuming GBN with a sender window size of 3.

Think. Pair. Share!



Out-of-order segments usually imply a loss, which can allow us to shortcut the timer.

- **Option 1:** Send NACK
- **Option 2:** Fast retransmit



Fast retransmit: Instantly retransmit with you've received N consecutive duplicate ACKs.

Assume NASA wants to communicate with a satellite orbiting Pluto.

Which protocol would you use to communicate with that satellite?

- | | |
|-----------|--------------------------------|
| A. | Stop & Wait |
| B. | GBN |
| C. | SR |
| D. | They are all good options. |
| E. | None of them are good options. |

ARQ protocols are not well-suited
for some specific environments.

*What type of environments might we
search for an ARQ alternative?*

The main alternative to ARQ is to utilize **redundancy**.

- **Option 1:** Send same segment N times
- **Option 2:** Erasure coding