1 (a) Baseline wonder problem occurs in NRZ encoding. The problem is that too many consecutive Is or Os cause the average amplitude level variable, inducing bit error.

1111. > Aovg T; 0000... > Aavg U

(b) NRZI solves the problem of consecutive by a transition from the current signal if the data value is I (while staying at the current signal if the data value is D)

- (c) 48/5B encoding scheme uses 4 bits of data encoded in a 5-bit code, and its 5-bit codes are selected to have no more than one leading 0 and no more than two trailing 0s. Thus, it never gets more than three consecutive os.
- (d) The sender inserts o after five consecutive 1s.

) 01111110 <u>| 0</u>

The receiver then delete 0 that follows five consecutive 1s.

- (e) The computation is based on addition. First add up all the words that are transmitted and then transmit the result of sum. Apart from that, a negative integer -X is using ones complement arithmetic of a integer x.
- 2. (a) IPv4 (b) 65575 bytes (c) TTL (time to live) was set to a specified number of second that the packet would be allowed to live. Now, it became a hop count, letting us to know its rounting path.

(d) A demultiplexing key identifying the higher-level protocol like TCP or UDP.

- (e) The starting of the data in 8-byte chunks, helping the fragmented data be correctly reassembled.
- 3. (1) (c) 2010 midterm
  - (d) No, the head-of-line blocking in FIFO queue limits the throughput.

    If several different input ports are destined for the same output port at the

same time, only one can be forwarded > HOL blocking De port 2

- (e) Yes, Batcher network arranges elements by implementing merge fort, helping that there is no collisions occurred in Banyan network since the element are sorted. Thus, Batcher-Banyan network can realize all the permutations.
- 4. (a) Since propagation delay means two nodes may not hear each other's transmission, collision would still occur.
  - (b) 51.245 x 10 Mbps = 5/2 bit = 64 bytes &
- (c) Once an adapter detects a collision and ctops its transmission, it evaits a certain amount of time and trys again. Each time it tries to transmit but fail, the adapter doubles the waiting time and selects a specified time to try again. For example, the adapter first delay either v. 151-us, selected at random. If it fails again, it then waits v. 51-us or 102.5us, 153. bus before trying again. this kr51. us, which k = 0.... 2-1, n is for n+h time transmits

