HW3

Sure! We can implement reliable data transfer (also congestion control) on application layer. For example . By checksum. 2. ray pleto, sound ACK O send pkt 0 rcv pkt1, send ACK 1 send pkt 1 your pet 2, send ACK 2 send plet 2 rov ACKI, send pkt3 , ray pkt3, send ACK3 -send pkt4 rcv ACK2, send plet 5 rcv pkt5, send ACK 3 rcv ACK3 rcv ACK 3 pkt 4 timeout send pkt 4 rcv prt 4, send ACK 4 vice plet 5, send ACK 5 send pft 5 ra ACK4 6 ra ACKS 5

a. salvence number: 20), source port number: 302, destination port number: 80 b. acknowledge number: 201, source port number: 90, destination port number: 302 C. 127 - Seq. 129. 80 bytes ACK 207 seq 20), to bytes. ACK 247 Sequer, 80 bytes > ACK 247 4. ret: https://www.geeksforgeeks.org/tcp-tahoe-and-tcp-reno/ a. [1,6], [23,26] 6. [6,16] [17,22] C. by a triple duplicate ACK d. by a timeout e. 32 f. 21 9.14 h. Ith i. chwd · ? , ssthrush · 4 ) 图為 >個 如 失 也 要 重 (4+3 = 7) J. 44thresh: 21, chwd: 4 (1,2,4) R. 52 packets (1+2+4+8+16+2) 5 bounded by 55thresh = 21