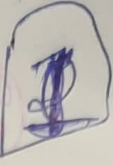


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Q.

Go-Back-N-Protocol

Selective repeat protocol

→ If sent frame are find malicious then all the frames are re-transmitted from the lost packet

Only those frame are retransmitted, which are lost ~~or~~ has been ~~marked~~

→ Go back N protocols is less complex

Selective Repeat protocol is more complex

→ In this type of acknowledgement is cumulative

In this acknowledgement is frame by frame which means individual.

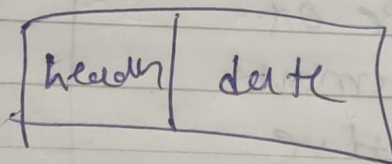
→ ~~Both~~ Sender and receiver do not require any sorting on frames

Receiver side needs sorting to sort the frames.

Q Explain Packet Switching

Packet switching is transferring data digitally from one node to another node by dividing data into the packets and these packets travel through the network, ~~and~~ ~~reach~~ independently and reach to the destination and merging takes the place on this packets.

Packets are divided into two sections

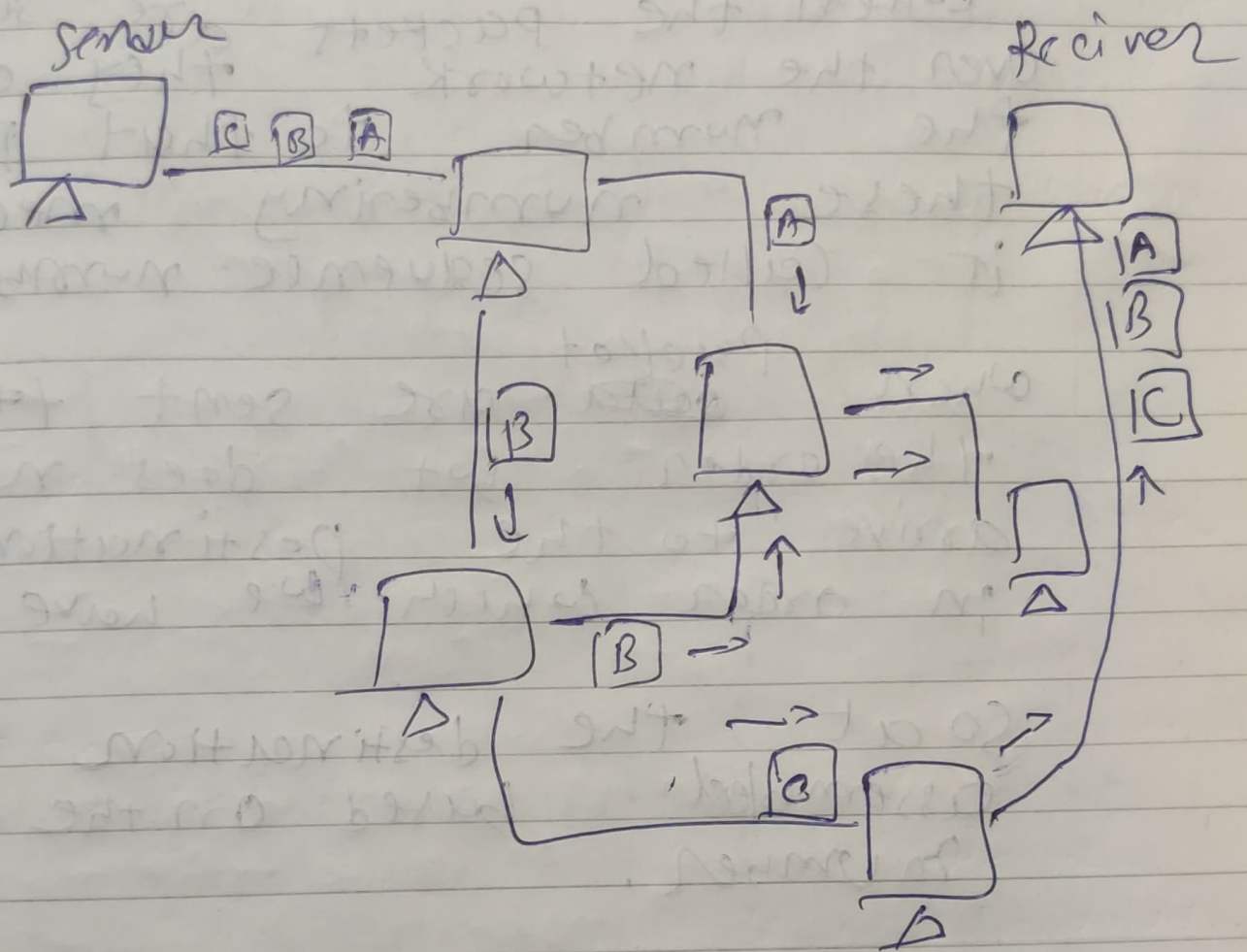


Header contains

- 1) destination address
- 2) number of packet
- 3) total number of packets
- 4) source address

In this header and data will be sent on the network and after that

if data sent through TCP/UDP
will decide the path of the
packets over internet.



Q

Discuss about Sequence number.

Sequence number :-

When the packets are sent over the network they attach the number to that packet. This numbering mechanism is called sequence number.

When packets are sent ~~the~~ in the order but does not arrive to the destination in order which we have sent.

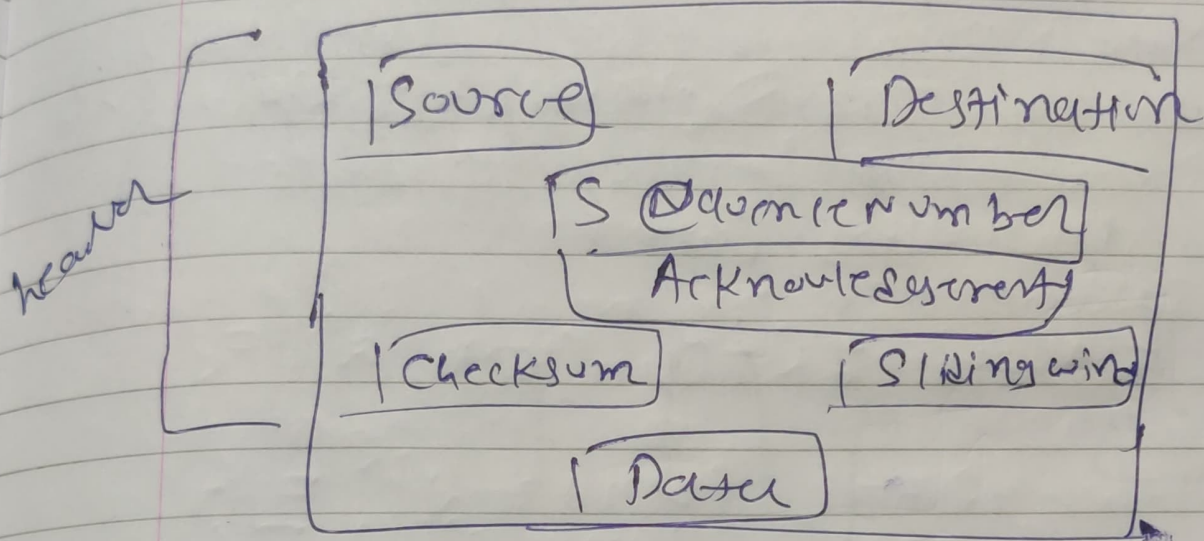
So at the destination they assembled based on the sequence number.

Acknowledgement number

When the packets are sent the receiver sends the number of received sequence number to sender in TCP network.

4

Connection, this number
~~sequence~~ is used for it packets
are received successfully or not
to the destination,

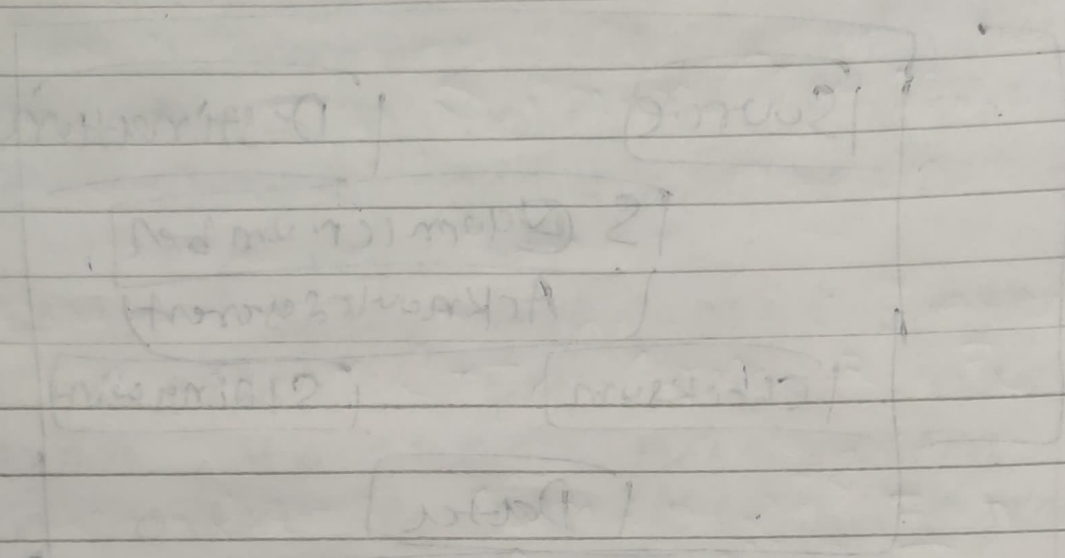
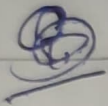


Sliding window field: Indicator

how many bytes sender can
issue to receiver while acknowledge
for this segment

Suppose server indicates
a sliding window size of 200 bytes
and client already has
issued 200 bytes also bytes
has received and ack sent.

that means 350 is still waiting,
but there is limit for window,
so it waits for ~~ack~~ ack to
receive then it can send
~~the~~ next 1000 bytes.

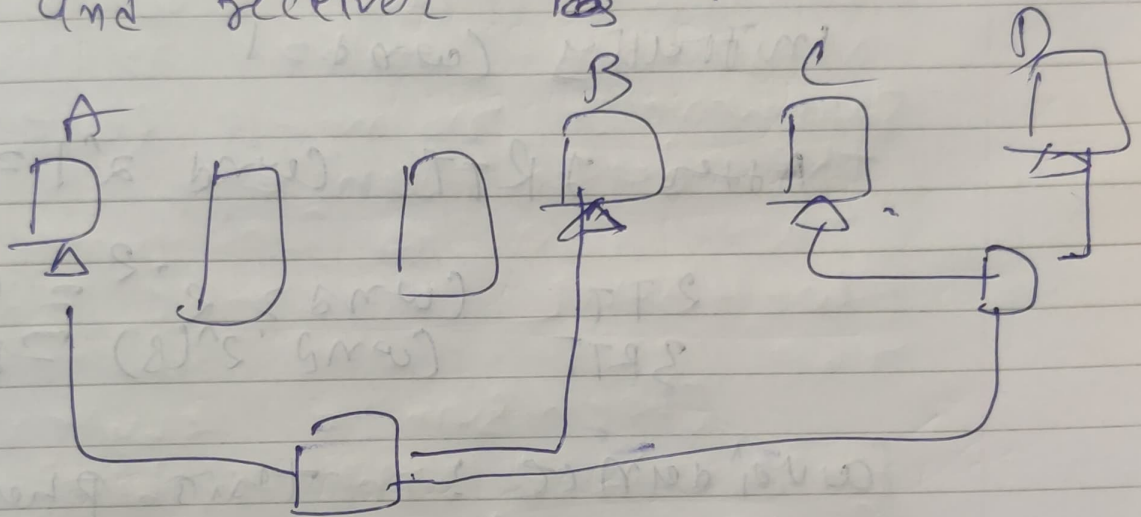


for this sequence, it is not possible to receive data while acknowledgement is not received. This is because the receiver will not accept any data until it receives the acknowledgement. This is the principle of Stop and Wait protocol.

Q.

TCP Congestion Control

TCP uses Congestion ~~control~~ window and Congestion Policy that throttles a sending process when the network is congested b/w sender and receiver.

Congestion Policy in TCP

1) Slow start phase: slowly increases the threshold

2) Congestion avoidance phase

3) Congestion Detection phase.

amount of unacknowledged data
at a sender may not exceed the
window size

Last byte sent - Last byte Acked

$$\leq \min(\text{cwnd}, \text{rwnd})$$

Initially $\text{cwnd} = 1$

After 1 RTT $\text{cwnd} = 2^1 = 2$

$$\begin{array}{ll} 2 \text{ RTT} & \text{cwnd} = 2^{2-1} = 4 \\ 3 \text{ RTT} & \text{cwnd} = 2^{(3-1)} = 8 \end{array}$$

avoidance :- two phase starts
after the threshold
also denotes ssthresh

$$\text{cwnd} = i$$

$$1 \text{ RTT} = \text{cwnd} = i + 1$$

$$2 \text{ RTT} = \text{cwnd} = i + 2$$

$$3 \text{ RTT} = \text{cwnd} = i + 3$$

Congestion Detection : The congestion window decreased if congestion occurs. Retransmission occurs in one of two cases when the RTO time times out or when three duplicate ACKs are received,

UDP

Q why checksum

→ UDP : user datagram protocol

UDP is a part of internet protocol suit

~~the~~ referred as UDP/IP suit unlike TCP it is unreliable connection less, protocol.

So there is no need to establish the data transfer.

Checksum

Checksum is 2 bytes long field it is the 16 bit one's complement of the one's complement sum of the UDP header

Steps for calculation Checksum
3 16 bit binary

1) The sender performs 1's complement of the sum.

2) If any overflow occurs during sum it being wrap around

2) The result is then put it in the checksum field

eg.

0 1 1 0 0 1 1 0 1 1 0 0 0 0 0 0
0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1

2

1 0 1 1 0 1 1 1 0 1 1 0 1 0 1

3

1 0 0 0 1 1 1 1 0 0 0 0 1 1 0 0

1 0 1 0 0 1 0 1 0 1 0 1 0 0 0 0 1

0 1 0 0 1 0 1 0 1 0 0 0 0 0 1 0

So sum = 0 1 0 0 1 0 1 0 1 0 0 0 0 0 1 0

applying is complement

checksum = 1 0 1 1 0 1 0 1 0 0 1 1 1 1 0 1

Q. With router, extender

he/she can use the following devices

1) Repeater ~~Router~~

Repeater are used to retransmit the Digital waves

They can configure the Repeater as the Retransmitter the Digital frequencies.

Repeater attempt to preserve signal integrity and extend the distance over which data can travel

thus he/she can extend Router frequencies by routers