

Computer Networking Past Paper

0. Network and Architecture

Switching

- [y2019p5q6 \(a\)](#)
 - multiplexing in five layers
- [y2016p5q6 \(a\)](#)
- [y2018p5q5 \(a\)](#)
 - Packet switching and Circuit switching
- [y2019p5q5 \(a\)](#)
 - marshalling taking up transmission time vs propagation delay
 - TDM

1. Physical Layer

- [y2014p5q5 \(b\)](#)
 - Queueing
- [y2013p5q4 \(a\)](#)
 - Coding
- [y2019p5q5 \(b,c\)](#)
 - Coding, multilevel encoding
 - Error Correction, redundancy and FEC
 - CDMA, chipping / gold code

2. Data Link Layer

- [y2013p5q4 \(b\)](#)
 - CSMA/CD, CSMA/CA
- [y2021p5q6 \(b\)](#)
 - CDMA, CSMA/CA, VLAN

Switches

- [y2021p5q4](#)
 - Topology, Forwarding table, Troubleshooting
- [y2020p5q4](#)
- [y2023p5q3 \(a\)\(i,ii\)](#)
 - Spanning Tree

3. Network Layer

- [y2020p5q5](#)
 - fault finding
- [y2020p5q6](#)
 - DHCP, ARP
- [y2021p5q5](#)
 - ICMP, topology, ping, trace route, whole-system debugging
- [y2018p5q5 \(c\)](#)
 - subnet
- [y2021p5q6 \(a\)](#)
 - IPv6
- [y2023p5q3 \(b\)](#)
 - IP Troubleshooting

4. Transport Layer

Router

- [y2018p5q6 \(a,b\)](#)
 - a switch vs router
 - distance-vector
- [y2022p5q1](#)
 - shortest path in a satellite network
- [y2023p5q3 \(a\)\(iii,iv\)](#)
- [y2018p5q5 \(b\)](#)
 - Link-state vs Distance Vector protocol

Reliable Data Transfer

- [y2011p5q5](#)
 - FSM

UDP(QUIC), TCP

- [y2022p5q3 \(a,b\)](#), [y2009p5q7 \(a\)](#)
 - Flow-control and Congestion-control
- [y2019p5q4](#)
 - TCP, ARQ; QUIC
- [y2022p5q2](#)
 - TCP; QUIC
- [y2016p5q6 \(b\)](#)
 - TCP retransmission timeout
 - Exponential Average (EWMA filter), Jacobson/Karels Algorithm
- [y2018p5q6 \(c-e\)](#)

- TCP, Karn-Partridge algorithm
- Max-min fairness

Network buffers

- [y2013p5q4 \(c\)](#)
 - $B = 2T \times C$, assumptions
 - Reference: [Buffer Size Rule, Stanford](#), [Note on Buffer size BDP](#)

5. Application Layer

- [y2014p5q5 \(a\)](#)
- [y2019p5q6 \(b,c\)](#)
 - DNS
- [y2013p5q5](#)
 - Cache, CDN
- [y2022p5q3 \(c,d\)](#)
 - Cache