

CS & IT ENGINEERING



Computer Network

Flow Control

Lecture No. - 04



By - Abhishek Sir



Recap of Previous Lecture



Topic

Flow Control





Topics to be Covered



Topic

Stop and Wait ARQ



ABOUT ME



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Topic : Stop-and-Wait ARQ



- Transmitter transmit one frame and wait for an ACK
- Receiver send ACK (positive ACK) for every successfully received frame
- Transmitter transmit next frame
only after receiving ACK of transmitted frame



Topic : Stop-and-Wait ARQ



Case I :

- Either **frame** or **ACK** gets lost in the channel
- Transmitter may goes in **indefinite wait for ACK**

Transmitter

Receiver





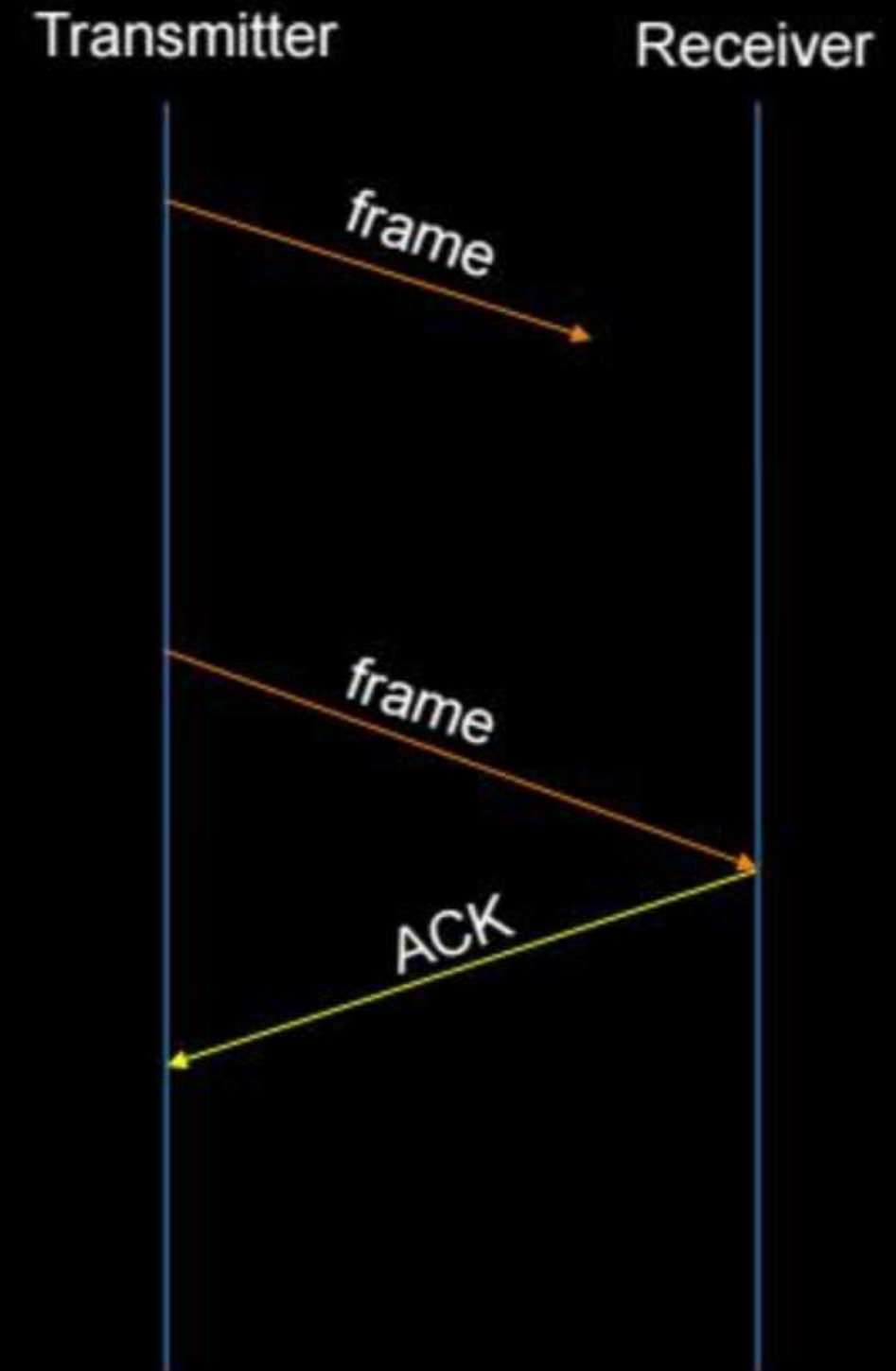
Topic : Stop-and-Wait ARQ



- To prevent from indefinite wait time at transmitter transmitter uses “Automatic Repeat Request” (ARQ)

Automatic Repeat Request (ARQ) :

- After transmission of a frame, transmitter wait for an ACK upto time-out
- After time-out, transmitter retransmit the frame



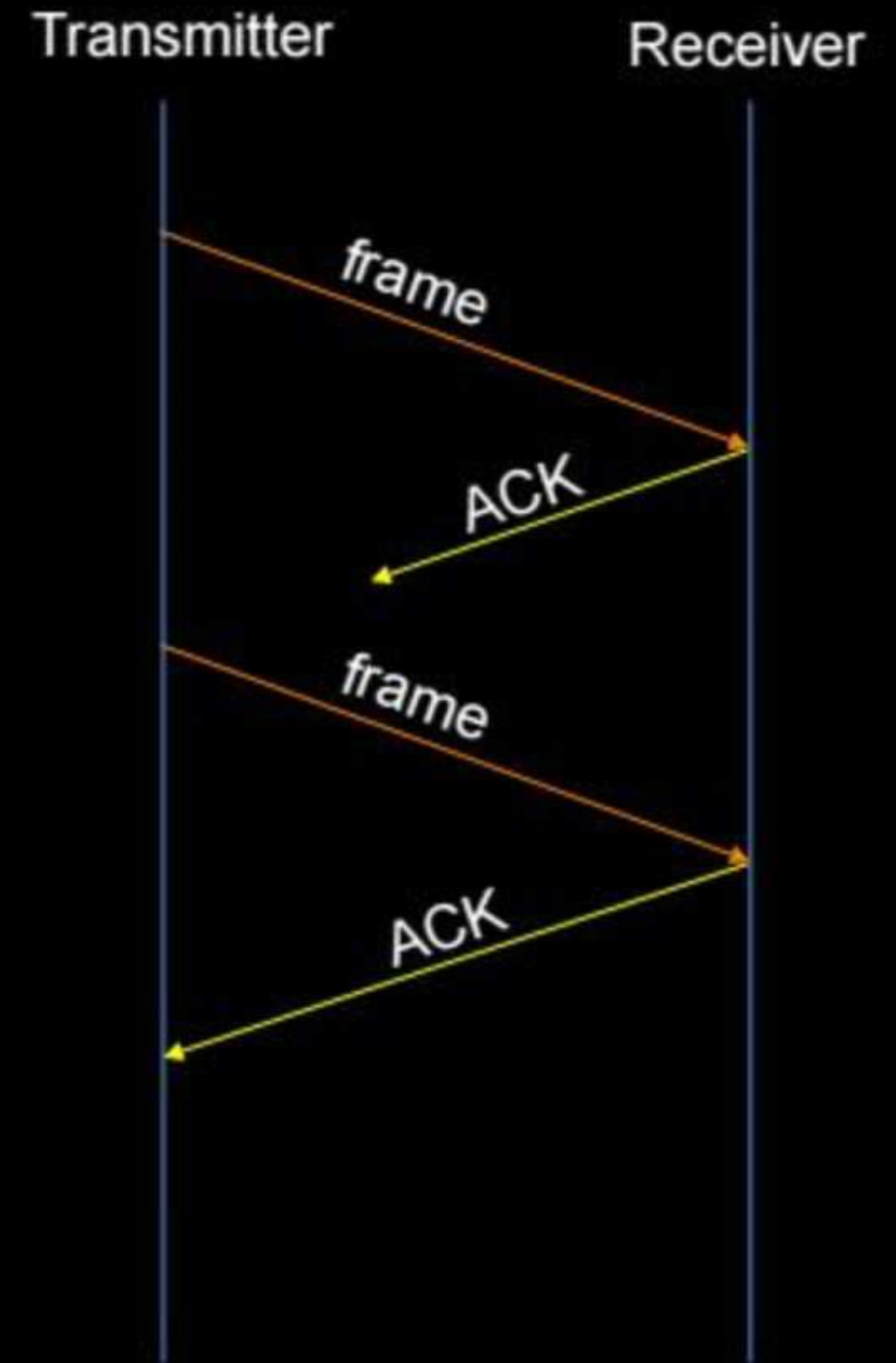


Topic : Stop-and-Wait ARQ



Case II :

→ Receiver may not be able to identify duplicate frame





Topic : Stop-and-Wait ARQ



→ To identify **duplicate frame** at receiver
transmitter uses "Sequence Number" field in the frame

$$\text{Sequence Number} \leftarrow (\text{Frame Number}) \bmod 2$$

→ Stop-and-Wait ARQ is also known as "Alternate bit protocol"

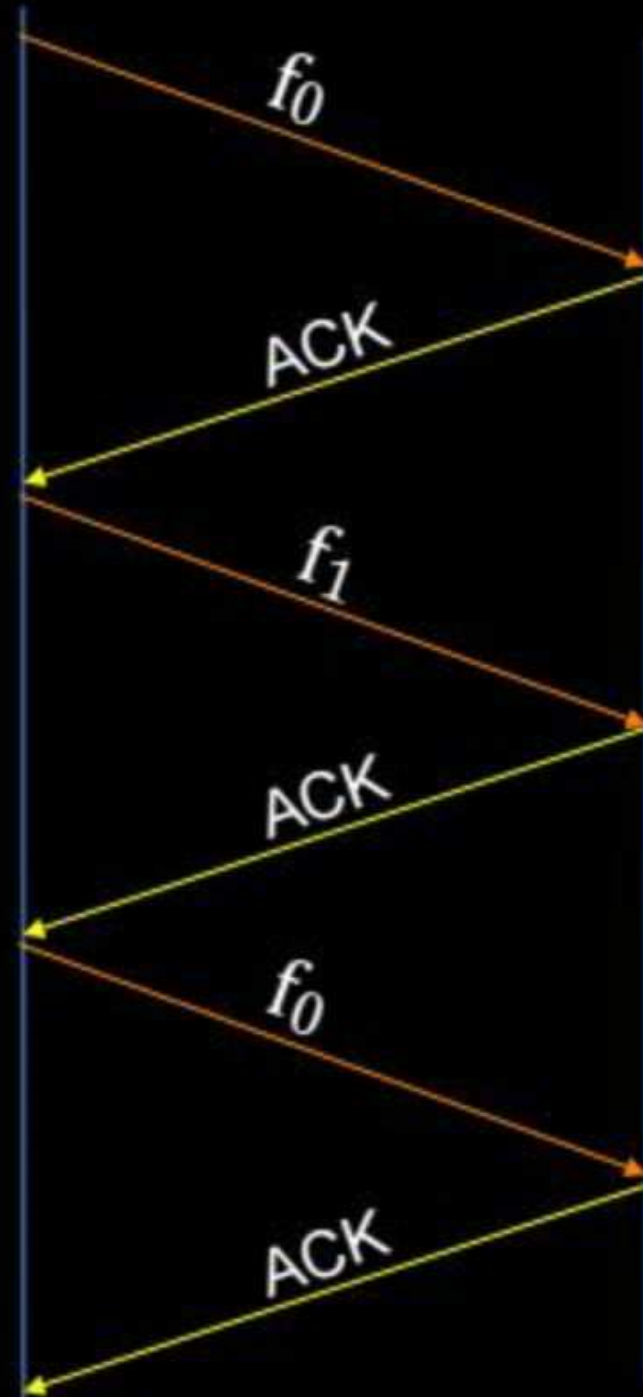


Topic : Stop-and-Wait ARQ



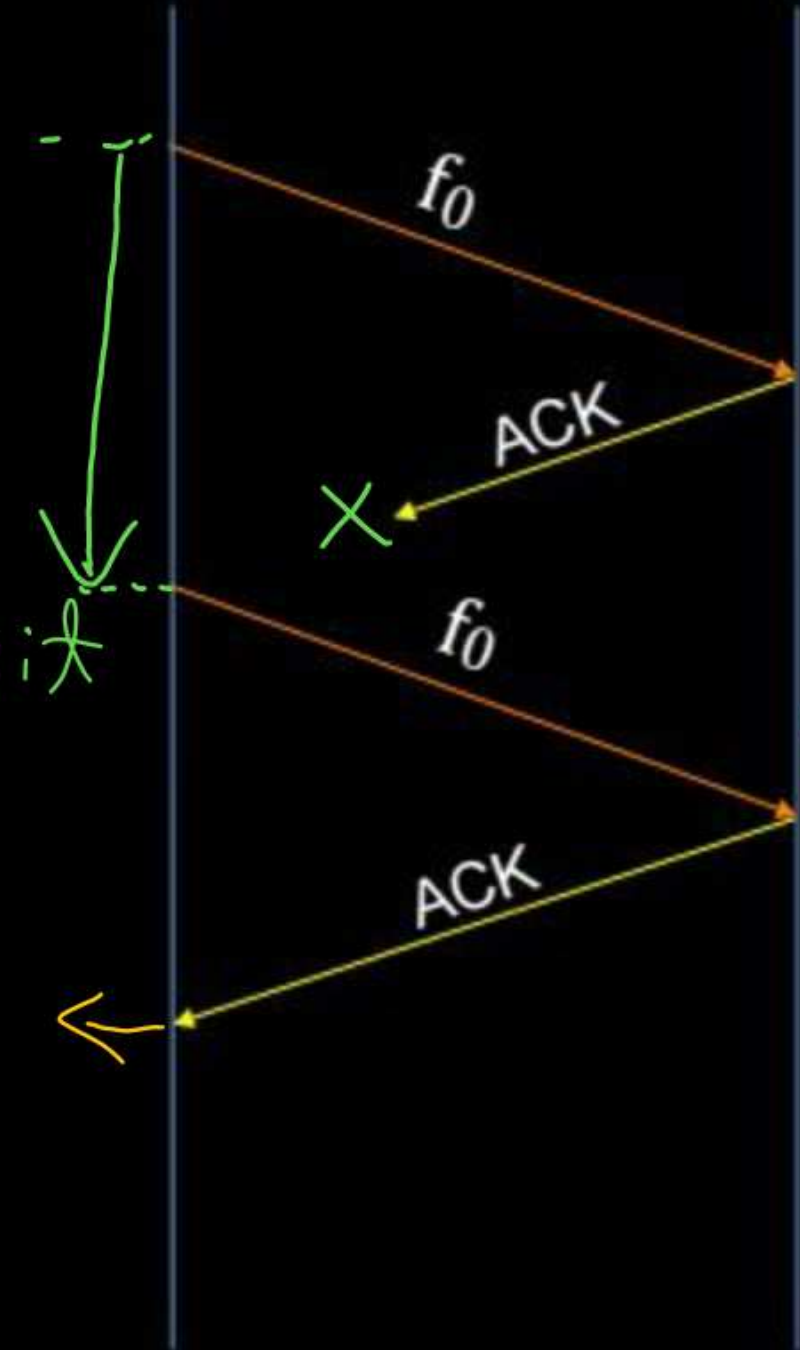
Transmitter

Receiver



Transmitter

Receiver



Timeout
Retransmit

Duplicate
Ack

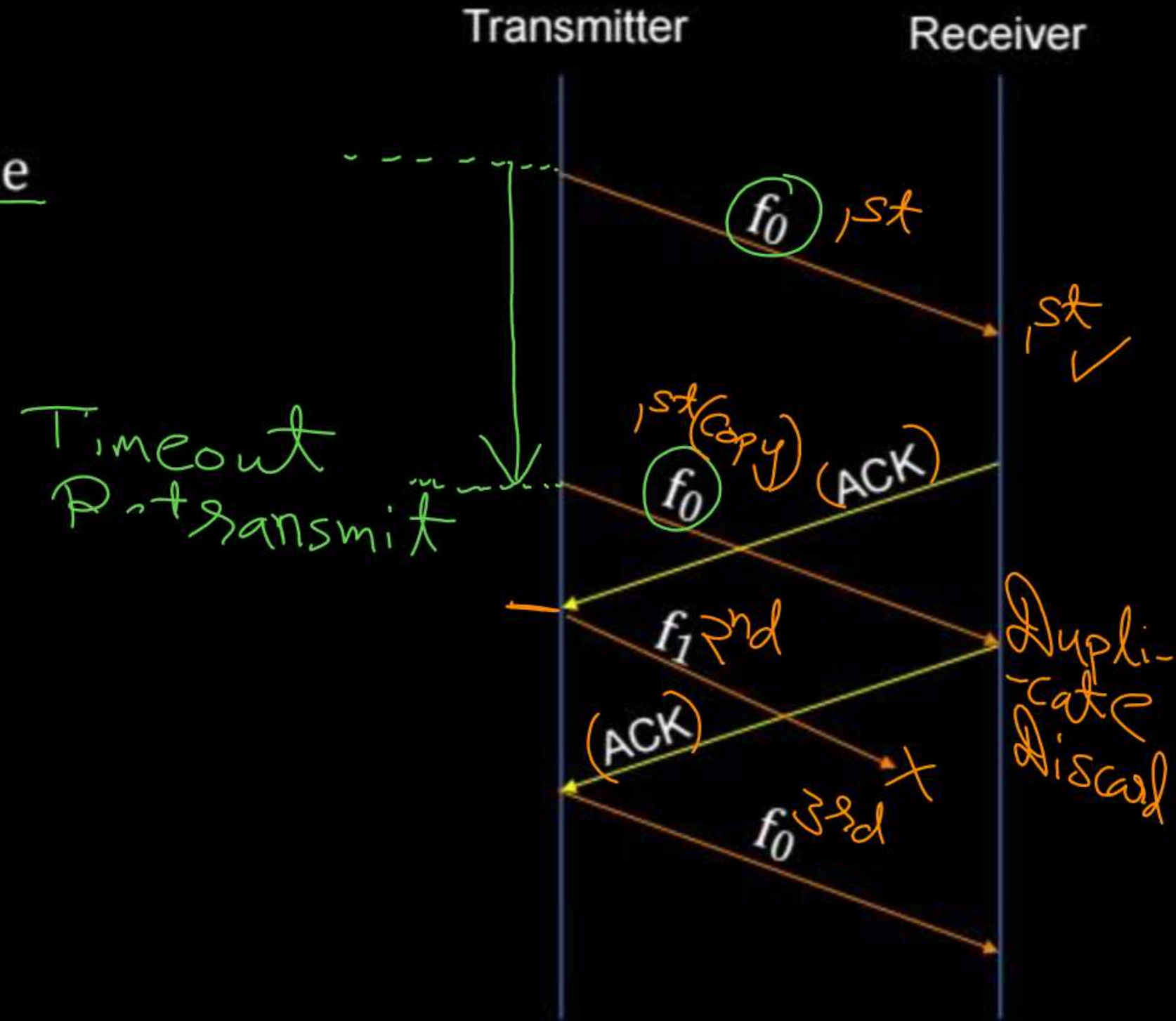
Duplicate
Frame
Discard



Topic : Stop-and-Wait ARQ

Case III :

→ Transmitter may not retransmit lost frame





Topic : Stop-and-Wait ARQ



→ To ensure retransmission of every lost frame at transmitter
receiver uses "Acknowledgment Number" in the ACK

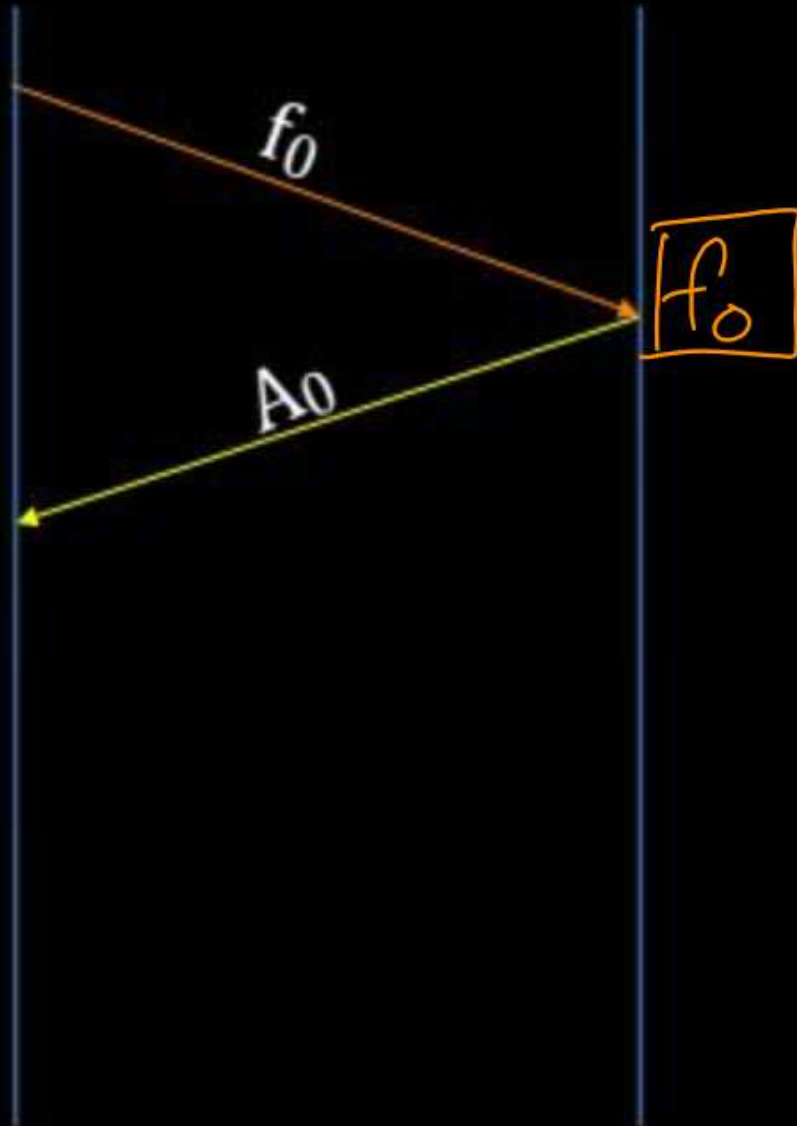


Topic : Stop-and-Wait ARQ

CASE I

Transmitter

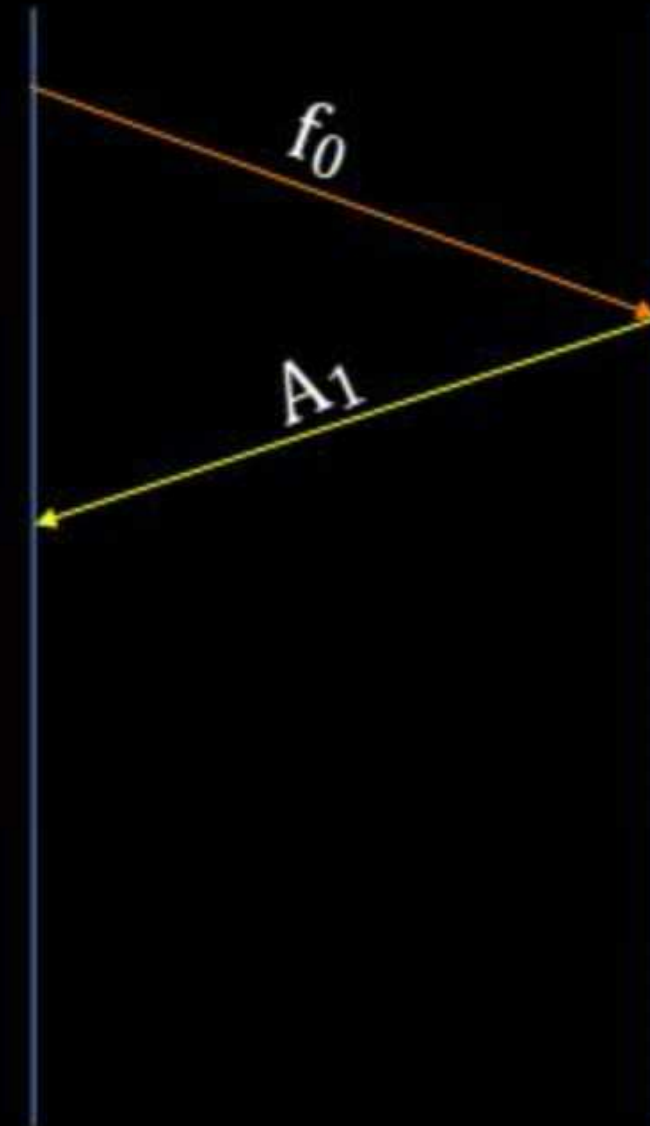
Receiver



CASE II

Transmitter

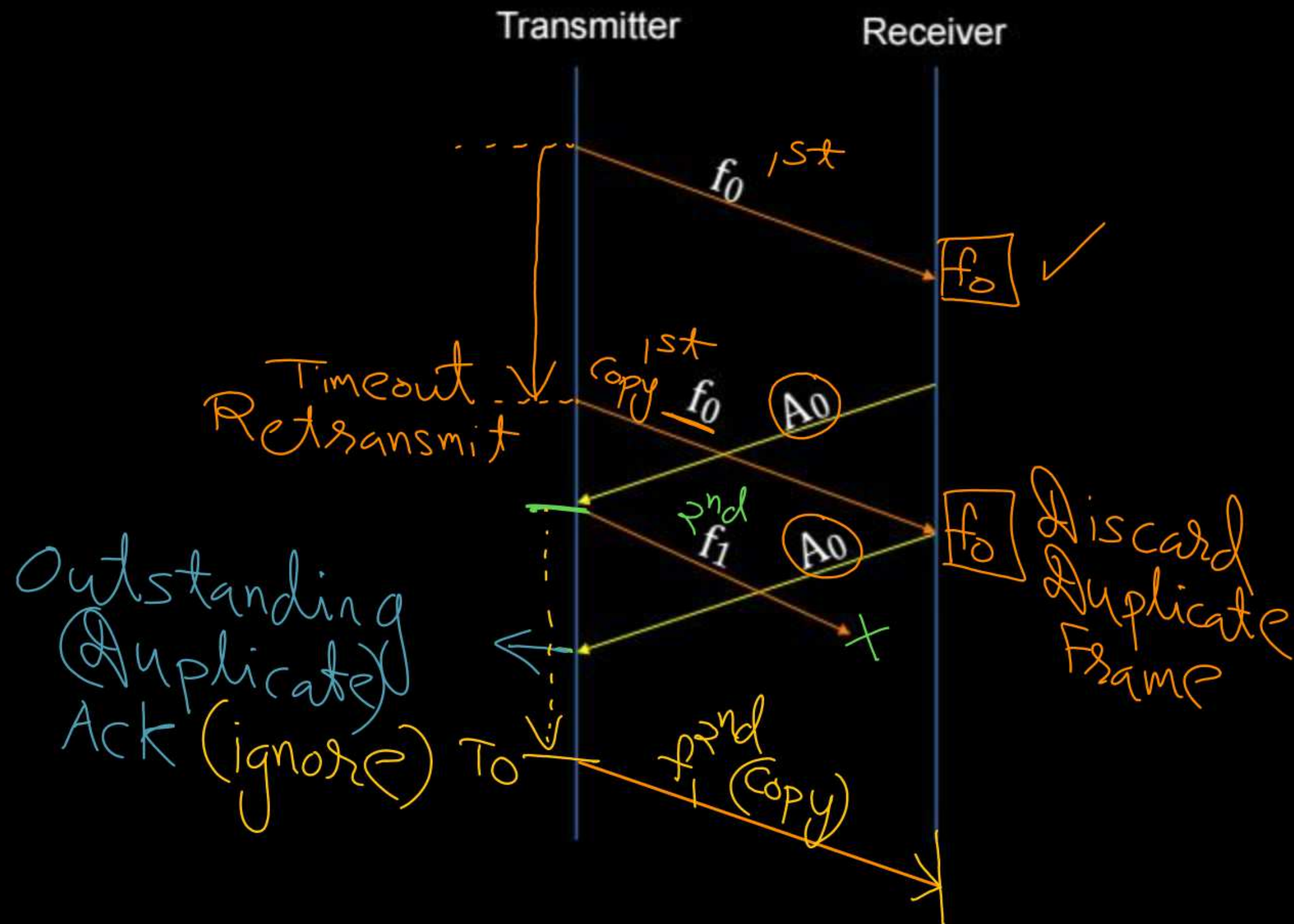
Receiver



TCP
(Flow Control)



Topic : Stop-and-Wait ARQ





Topic : Stop-and-Wait ARQ



Transmitter Protocol :

- Transmitter transmit one frame (with sequence number) and wait for ACK of it until time-out
- After time-out, transmitter retransmit the frame (same sequence number) and wait for ACK of it until time-out
- Transmitter transmit next frame only after receiving ACK of transmitted frame

$$\text{Sequence Number} \leftarrow \text{Frame Number} \bmod 2$$



Topic : Stop-and-Wait ARQ



Receiver Protocol :

- Receiver transmit acknowledgment for every received frame after processing
- Acknowledgments carry corresponding frame sequence number

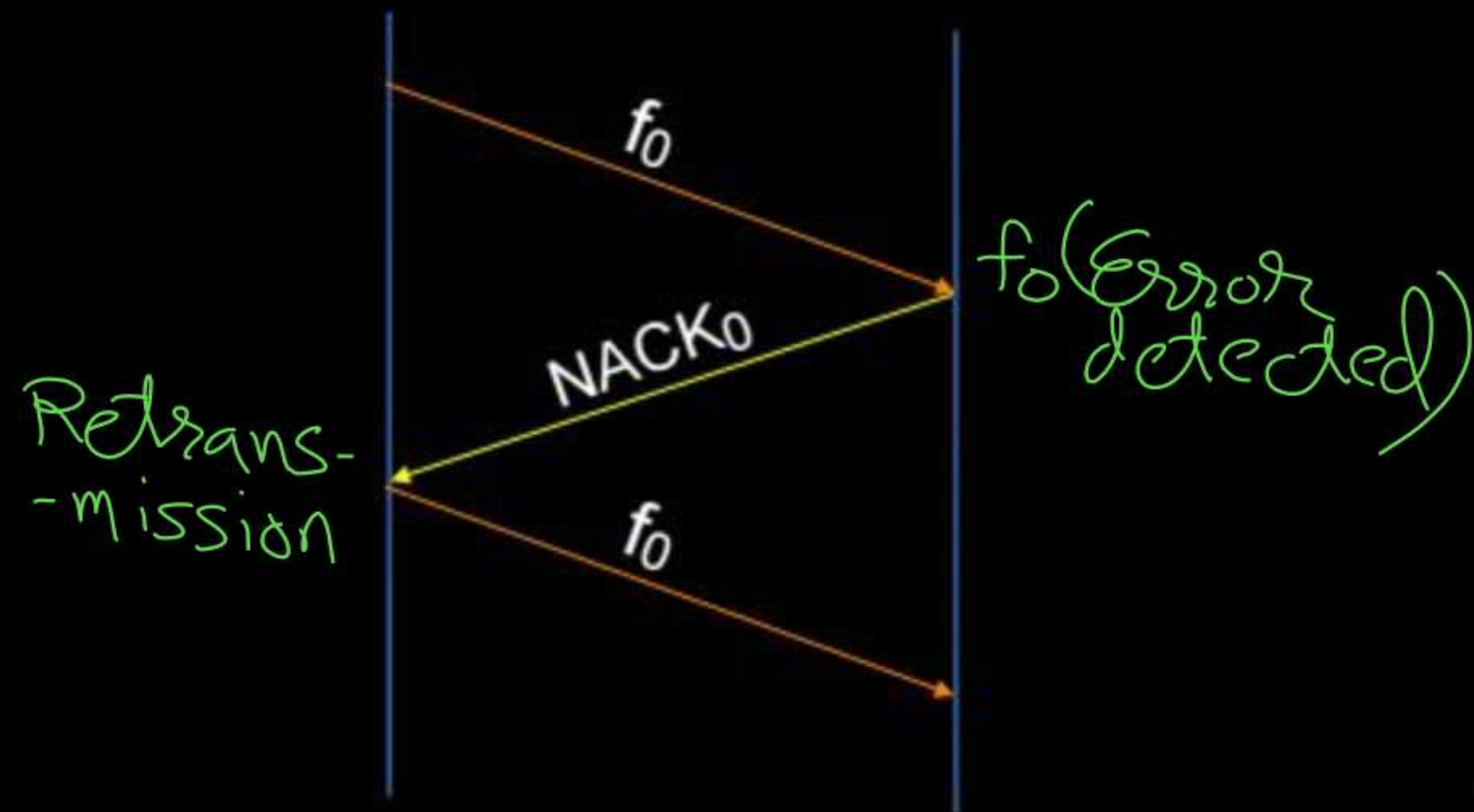


Topic : Stop-and-Wait ARQ

CASE I

Transmitter

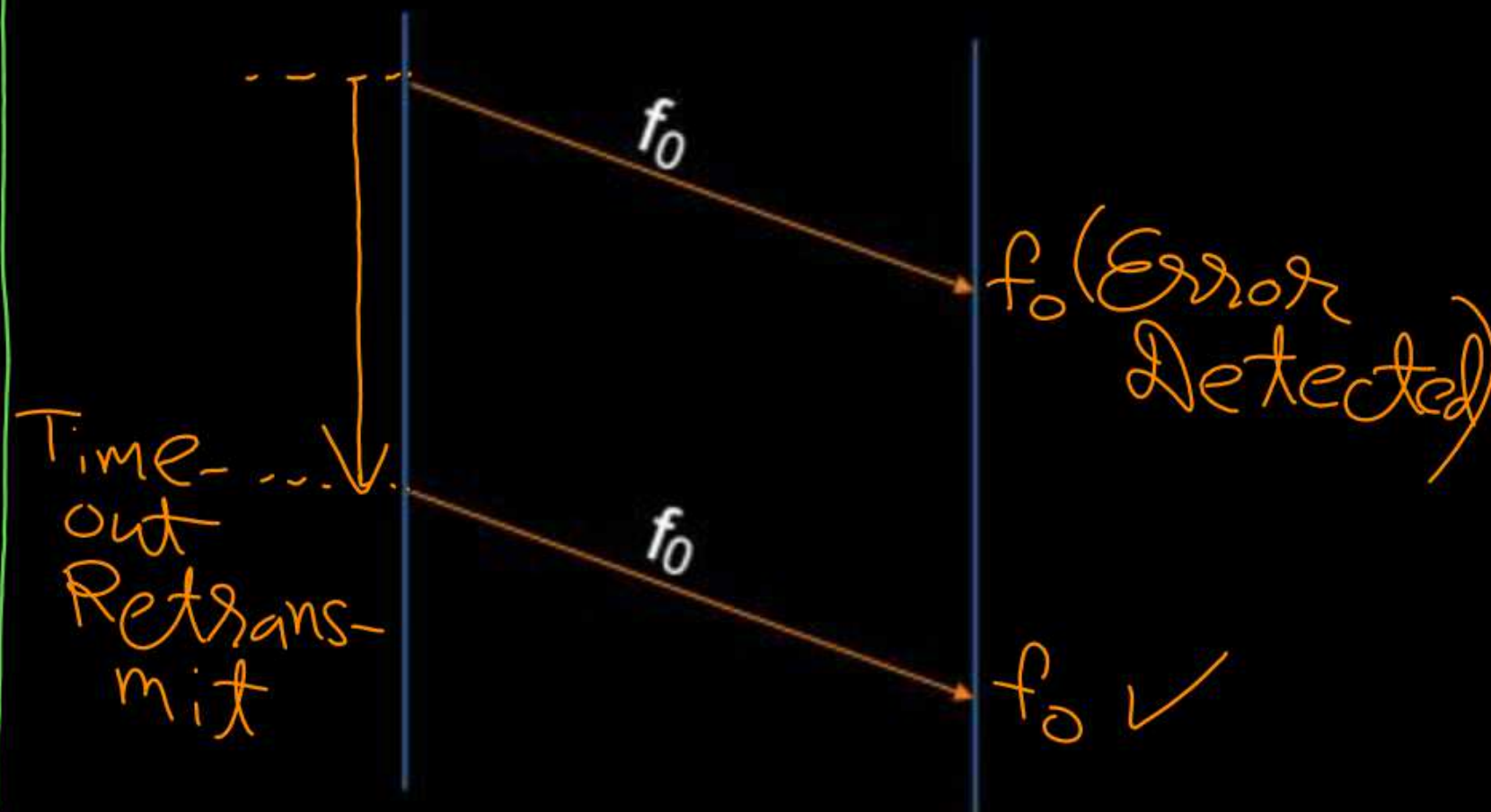
Receiver



CASE II

Transmitter

Receiver



ACK (positive acknowledgment)

: Leads next frame transmission

NACK (Negative acknowledgment)

: Leads retransmission of the frame

Time-out

: Leads retransmission of the frame



Topic : Stop-and-Wait ARQ

- Transmitter's transmitting window size = 1
- Receiver's receiving window size = 1

→ Total number of sequences = 2

[zero or one]

Transmitter

- ① Transmitting Window
- ② Receiving Window

Receiver

- ① Transmitting Window
- ② Receiving Window



Topic : Cycle Time



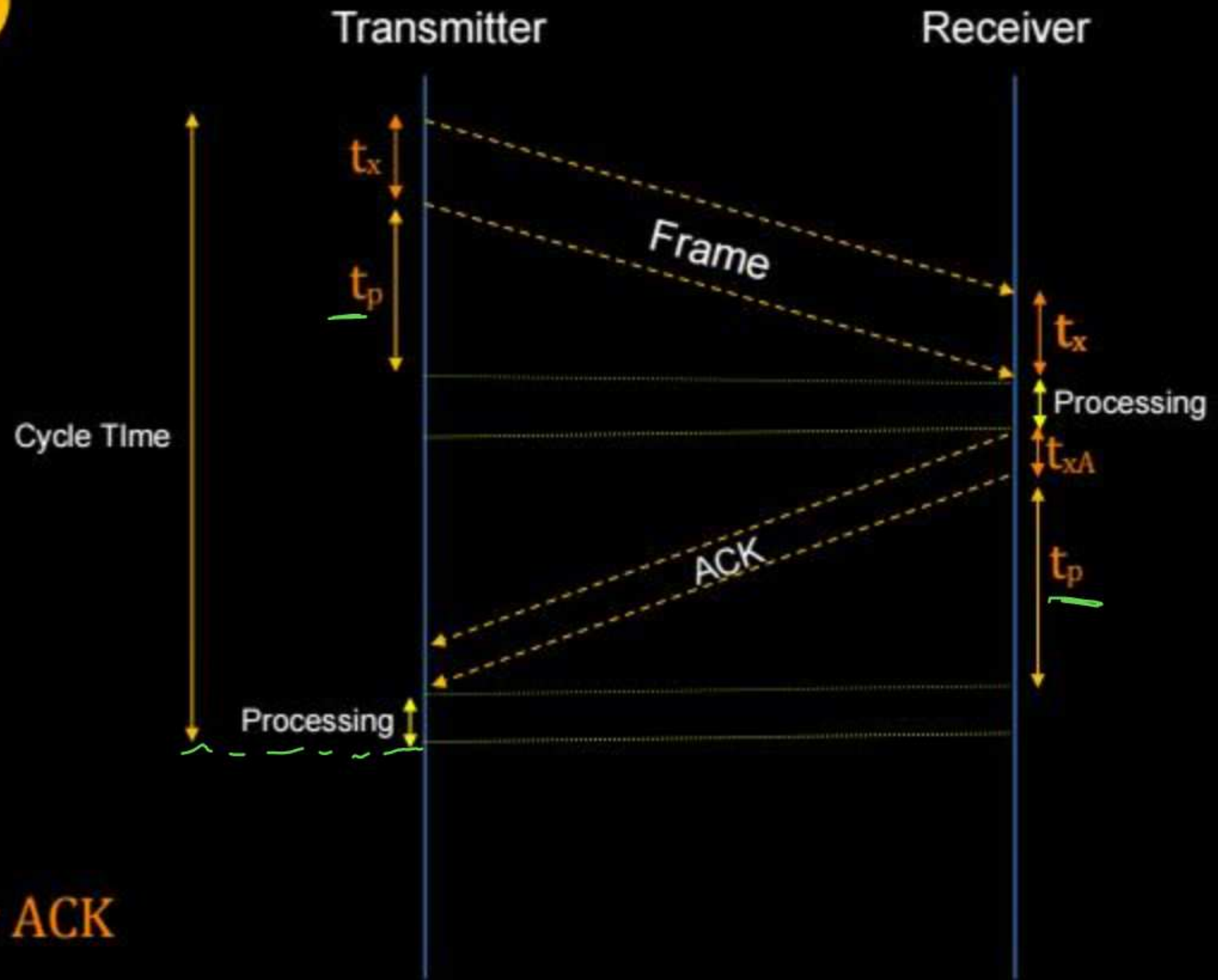
$$\begin{aligned} \text{Cycle time} = & \left(\text{Transmission delay} + \text{Propagation delay} \right) \\ & + \left(\text{Queuing delay at receiver} + \text{Processing delay by receiver for frame} \right) \\ & + \left(\text{Transmission delay for ACK} + \text{Propagation delay} \right) \\ & + \text{Queuing delay at transmitter} + \text{Processing delay by transmitter for ACK} \end{aligned}$$



Topic : Cycle Time



$$t_{xA} = \frac{\text{ACK Size}}{\text{Bandwidth}}$$



t_{xA} : Transmission delay for ACK

$$\underline{t_{xA} \ll t_x}$$



Topic : Cycle Time



$$\begin{aligned}\text{Cycle time} = & \text{Transmission delay} + \text{Propagation delay} \\ & + \text{Queuing delay at receiver} + \text{Processing delay by receiver} \\ & + \text{Transmission delay for ACK} + \text{Propagation delay} \\ & + \text{Queuing delay at transmitter} + \text{Processing delay by transmitter}\end{aligned}$$

Suppose queuing and processing delays are negligible at both the end.

$$\begin{aligned}\text{Cycle time} = & \text{Transmission delay} + \text{Propagation delay} \\ & + \text{Transmission delay for ACK} + \text{Propagation delay}\end{aligned}$$

$$= (t_x + t_p) + (t_{xA} + t_p)$$



Topic : Cycle Time



$$\begin{aligned} \text{Cycle time} = & \text{Transmission delay} + \text{Propagation delay} \\ & + \text{Transmission delay for ACK} + \text{Propagation delay} \end{aligned}$$

Suppose Transmission delay for ACK is also negligible.

$$\text{Cycle time} = \text{Transmission delay} + \text{Round Trip Propagation delay}$$

$$= [t_x + 2t_p]$$



Topic : Round Trip Delay

RTT



For Data Link Layer :

$$\text{Round Trip Delay} / \text{Time (RTT)} = \text{Cycle time}$$

For Transport Layer :

$$\text{Round Trip Delay} / \text{Time (RTT)} = \text{Round Trip Propagation delay}$$

$\approx 2t_p$



Topic : Efficiency



→ For Stop-and-Wait ARQ :

$$\text{Efficiency } (\eta) = \frac{\text{Transmission delay}}{\text{Cycle Time}} = \frac{t_x}{\text{Cycle time}}$$

$$\text{Efficiency } (\eta) = \frac{\text{Transmission delay}}{\text{Cycle Time}} * \underline{100 \%}$$

$$0 < \eta < 1$$

Example 7 :-

Consider two hosts A and B directly connected through point to point link using stop and wait ARQ for flow control. Suppose packet size is 1000 bytes, link bandwidth is 1 Mbps, distance is 2 Km and signal speed is 4 milisecond per kilometer. Calculate efficiency in percent (round off to nearest integer) ?

Solution:-

$$\underline{\text{Packet Size}} = \underline{1000 \text{ bytes}} = \underline{8 * 10^3 \text{ bits}}$$

$$\underline{\text{Bandwidth}} = \underline{1 \text{ Mbps}} = \underline{10^6 \text{ bits / sec}}$$

$$t_x = \frac{\text{Packet Size}}{\text{Bandwidth}} = \frac{8 * 10^3 \text{ bits}}{10^6 \text{ bits / sec}} = \underline{8 \text{ ms}}$$

$$\underline{\text{Distance}} = \underline{2 \text{ Km}}$$

$$\underline{\text{Signal Speed}} = \underline{4 \text{ ms/Km}}$$

$$t_p = \text{Distance} * \text{Signal Speed} = \underline{8 \text{ ms}}$$

$$\text{Cycle time} = (t_x + 2 * t_p) = 24 \text{ ms}$$

For Stop-and-Wait ARQ :

$$\text{Efficiency } (n) = \frac{\text{Transmission delay}}{\text{Cycle Time}} = \frac{8 \text{ ms}}{24 \text{ ms}} = \frac{1}{3}$$

$$= 0.3333$$

$$= 0.3333 * 100 \%$$

$$= 33.33 \% \approx 33 \%$$

$$\boxed{\text{Ans} = 33}$$

#Q. The values of parameters for the Stop-and-Wait ARQ protocol are as given below.

Bit rate of the transmission channel = 1Mbps

Propagation delay from sender to receiver = 0.75 ms

Time to process a frame = 0.25ms

Number of bytes in the information frame = 1980

Number of bytes in the acknowledge frame = 20

Number of overhead bytes in the information frame = 20

Assume that there are no transmission errors. Then the transmission efficiency (expressed in percentage) of the Stop-and-Wait ARQ protocol for the above parameters is _____ (correct to 2 decimal place).

[GATE 2017]

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#Q. Suppose two hosts are connected by a point-to-point link and they are configured to use Stop-and-Wait protocol for reliable data transfer. Identify in which one of the following scenarios, the utilization of the link is the lowest.

[GATE 2023]

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- A** Longer link length and lower transmission rate
- B** Longer link length and higher transmission rate
- C** Shorter link length and lower transmission rate
- D** Shorter link length and higher transmission rate



2 mins Summary



Topic

Stop and Wait ARQ



THANK - YOU