

Q1.

$$a) 10000 \text{ bits} \div 10^8 \text{ bps} = 10^{-4} \text{ s} = 0.1 \text{ ms}$$

b)

end-system (E_1) \rightarrow router (R) \rightarrow end-system (E_2)

There will be twice receive ($R \& E_2$) and twice transmission ($E_1 \& R$)

$$\text{So the total time is: } 4 \times (20000 \text{ bits} \div 10^7 \text{ bps}) = 8 \times 10^{-3} \text{ s} = 8 \text{ ms}$$

Q2.

- i) The source address. Won't change. It's the IP address of the client.
- ii) The Destination address won't change. It's the IP address of the server.
- iii) TTL will decrease by 1 once the packet passes a router.
- iv) The checksum will change when TTL decreases. Because it's calculated by all header field including TTL.

Q3.

a) Longest-prefix matching

$$i) 37 = 0b 00100101, 00100101 \& 11110000 = 00100000 = 0b 00100000$$

↑
the prefix 00100000

$$00100101 \& 11111110 = 00100100 \neq 00100100$$

The prefix b

$$00100101 \& 11100000 = 00100000$$

The prefix of c

All prefix match 37.128.5.5, but according Long-Prefix matching. It will select interface b.

$$ii). 34 = 00100100$$

$$\text{For a: } 11111000 \& 00100101 = 00100000, \text{ match}$$

$$\text{For b: } 11111110 \& 00100101 = 00100101, \text{ unmatch}$$

$$\text{For c: } 11100000 \& 00100101 = 00100000, \text{ match}$$

a and c match IP 34.255.255.254. But prefix a is longer. So it will select interface a.

b)

i) the ^{prefix} mask is 00100101

cause 00100101 & 11111100 = 00100100 matches the existed prefix b, and the hop interface is same. So no need to add entry.

ii) the prefix is 00100101

the above prefix matches prefix a and prefix b, while those are longer than prefix c, so it's necessary to add a new entry. otherwise, it will be routed to interface b.

	prefix	Next Hop Interface
The new entry is	00100101	C.

Q4.

a)

i) The network will be idle in the most of time. The performance will decrease.

ii) There will too many ~~the same~~ retransmission in the network. The network load will be too heavy.

b) Because in most cases the network is reliable. ~~and~~ The ~~wait~~ time waiting for ACK message is a great waste under stop-and-wait ARQ. It could have been used to transmit more messages.

c) It's necessary to have flow control between them. Because flow control can not only ~~control~~ avoid congestion in network but also make sure the transmission speed is appropriate so that the receiver can receive in time.

It's not necessary to have congestion control. Because the network is just end-to-end and doesn't have a router. So there is no network congestion issue in this system.

~~Q5.~~

Q5.

a) 1st segment is $1650 - 1200 = 450\text{ B}$

2nd segment is $2070 - 1650 = 420\text{ B}$

b) The seq no. of the segment that host B wants to receive next is 2070. So the ACK no. is 2070.

c) Host B wants to receive the 2nd segment again. So the ACK is 1650.