

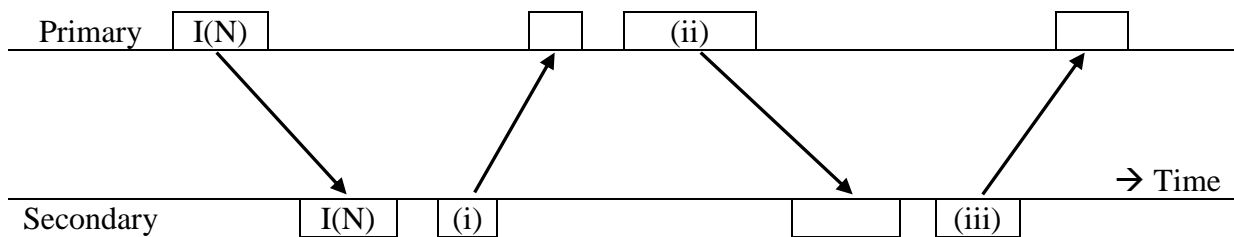
<b>Subject :</b>	<b>SEHH2238 : Computer Networking</b>	
<b>Lab/Tutorial :</b>	<b>Session 4 : Data Link Control</b>	<b>(Solution)</b>

### 1) ARQ Control Scheme

Fill in the name of frame being transmitted

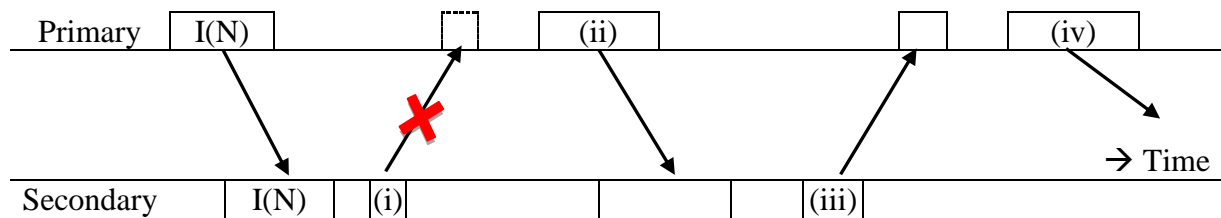
(a) Error Free

(i) ACK(N+1)      (ii) I(N+1)      (iii) ACK(N+2)



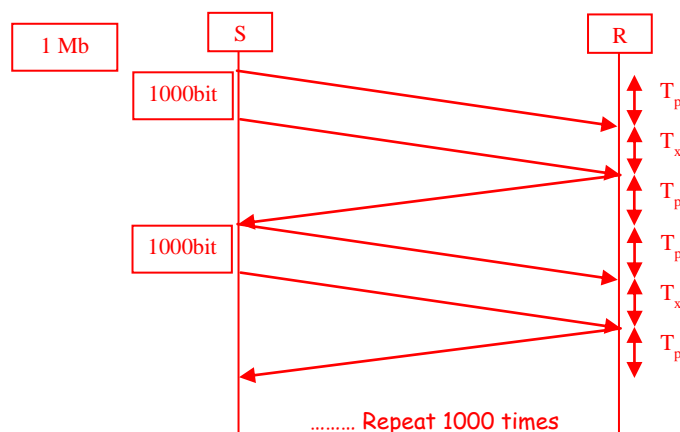
(b) Loss ACK

(i) ACK(N+1)      (ii) I(N)      (iii) ACK(N+1)      (iv) I(N+1)



### 2) Stop-and-Wait ARQ

1. A system uses the Stop-and-Wait ARQ Protocol. If each frame carries 1000 bits of data, how long does it take to send 1 million bits of data if the distance between the sender and receiver is 5000 km and the propagation speed is  $2 \times 10^8 \text{ ms}^{-1}$ ? Assume the channel data rate is 1 Mbps and ignore processing delays and ACK transmission time. Further assume that no data or control frame is lost or damaged. Also ignore the overhead due to the header and trailer.



For a round trip:

Transmission delay ( $T_x$ ) for I-frame =  $1000 \text{ bit} / 1\text{Mbps} = 0.001\text{s}$

Propagation delay ( $T_p$ ) for I-frame =  $5000 \text{ km} / (2 \times 10^8 \text{ ms}^{-1}) = 0.025\text{s}$

Transmission delay ( $T_x$ ) for ACK =  $0\text{s}$

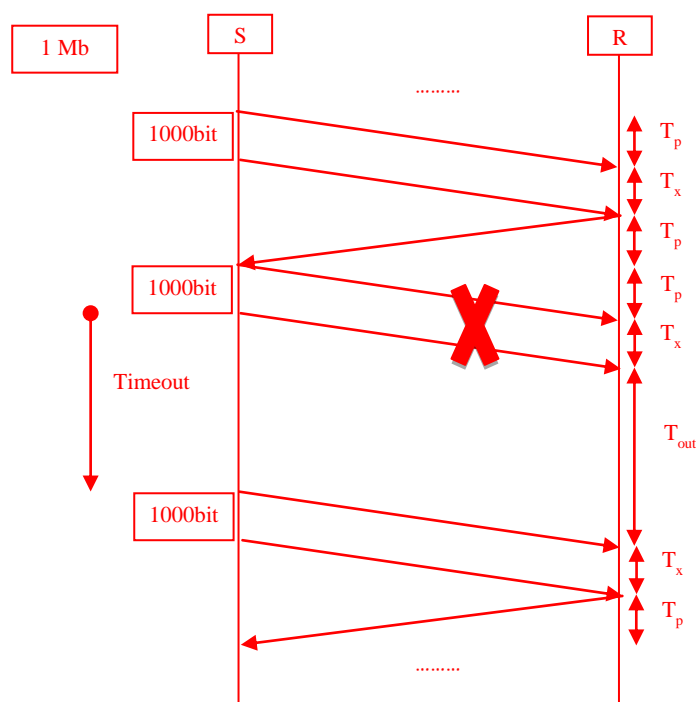
Propagation delay ( $T_p$ ) for ACK =  $5000 \text{ km} / (2 \times 10^8 \text{ ms}^{-1}) = 0.025\text{s}$

Round trip delay =  $0.001 + 0.025 + 0 + 0.025 = 0.051\text{s}$

No. of round trip =  $1 \text{ Mb} / 1000 \text{ bits} = 1000$

Total delay =  $0.051 \times 1000 = 51\text{s}$

- Continue from the previous question. Further assume that there is a data frame lost in every 10 data frames sent. Sender retransmits the lost frame after a timeout of 100 ms. How long does it take to send 1 million bits of data?



Time for transmitting 1 Mb without lost =  $51\text{s}$

Time for each timeout event =  $T_x + T_{out} = 0.001 + 0.1 = 0.101\text{s}$

No. of frame lost =  $1000 / 10 = 100$

Lost also happens in retransmitted frames =  $100 / 10 = 10$ , and  $10 / 10 = 1$

Total delay =  $51 + 0.101 \times (100 + 10 + 1) = 62.211\text{s}$

### 3) Bit Stuffing

- Bit stuff the following data

0001111111001111101000111111111000011111

What should be the content of the data frame to be sent? (Ignoring the header and trailer)

000111110110011111001000111101111101000011110