

Problem 2

a) 840 bytes = 6720 bits, 40 bytes = 320 bits

$$T = d + 2P + a + p = d + 2P + a \quad \text{where } d = \text{data frame transmission time}$$

$$\text{Throughput} = 1/T \text{ packets/s} \quad P = \text{propagation time}$$

$$\text{Efficiency} = d/T \quad a = \text{ACK transmission time}$$

C	d	a	P	T	Throughput	Efficiency
1 Kbps	6.72 s	320 ms	8 ms	7.056 s	0.142 pk/s	95%
100 kbps	67.2 ms	3.2 ms	8 ms	86.4 ms	11.6 pk/s	77.8%
10 Mbps	.672 ms	.032 ms	8 ms	16.7 ms	59.9 pk/s	4.0%
1 Gbps	6.72 μs	3 μs	8 μs	16 μs	62.5 pk/s	0.042%

b) Efficiency = $\min \left[\frac{\text{window size}}{T}, 1 \right]$ (6 ms taken part a)
 Throughput = $1/T$

C	Window size	T	Throughput	Efficiency
1 Gbps	10	16 ms	6.25 pk/s	0.42%
1 Gbps	100	16 ms	6.25 kpk/s	4.2%
1 Gbps	1,000	16 ms	62.5 kpk/s	42%
1 Gbps	10,000	16 ms	148.8 kpk/s	100%

ideal window = $T/d = 2381$ frames

Problem 5

- a) True, if the sender's window size was 3 sending packets 1, 2, 3 at time $t=0$, then the receiver ACKS 1, 2, 3 at $t=1$. When it reaches $t=4$, the sender receives the ACKs the receiver sent at $t=1$ and its window advances to 4, 5, 6. At $t=5$, the sender receives ACKs 1, 2, 3 sent by receiver at $t=2$ and are out of ACK window.
- b) True, isn't this the same reason as part a?
- c) True, ✓ / window size of 1, SR prevents out-of-order packets
- d) True, cumulative ACK is a regular ACK, since only one packet can be referred into in a window of size 1.

Problem 8

a) to increase CongWin to $6 \text{ MSS} = 1 \text{ RTT}$, $7 \text{ MSS} = 2 \text{ RTT}$,

so $12 \text{ MSS} = 7 \text{ RTTs}$

b) 5 MSS was sent in 1 RTT , 6 MSS in 2 RTT , 7 MSS in 3 RTT

so by $6 \text{ RTT} = 5 + 6 + 7 + 8 + 9 + 10 \text{ MSS} = 45 \text{ MSS}$

so avg is $45 \text{ MSS} / 6 \text{ RTT} = \underline{7.5 \text{ MSS/RTT}}$