

Tutorial-04-CN

PAGE NO.:

9

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Q1

At sender?

1	0	1	1	1	1	1	
1	0	1	0	1	0	1	0
1	0	0	1	1	0	0	1
1	1	1	0	0	0	1	0
0	0	1	0	0	1	0	0
1	0	0	1	0	0	1	0
1	0	0	1	0	0	1	0
							10
0	1	0	0	1	0	1	1
							10110100

Check sum \rightarrow 1011

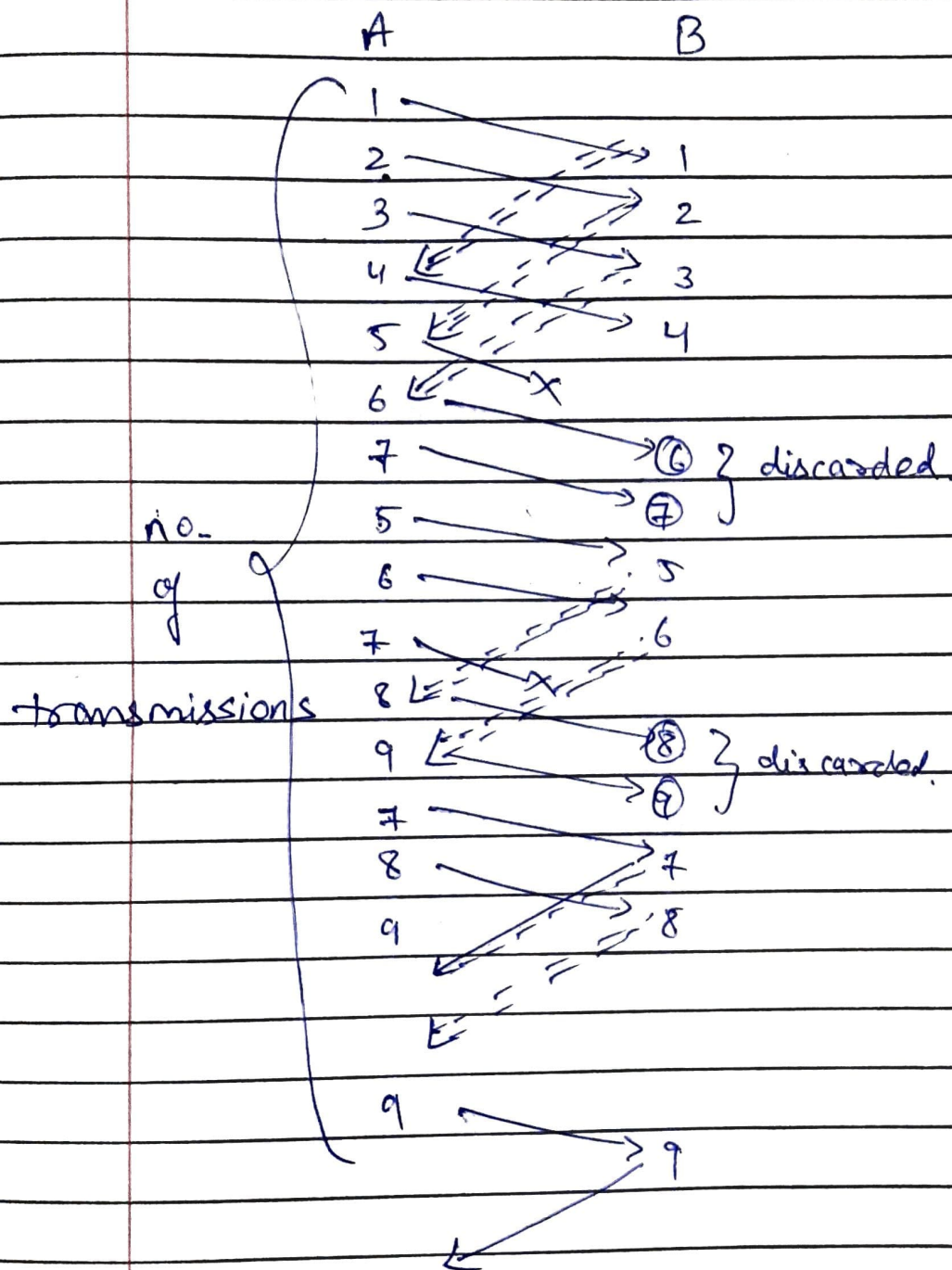
At receiver?

1	0	1	1	1	1	1	
1	0	1	1	0	1	0	0
1	0	1	0	1	0	1	0
1	0	0	1	1	0	0	1
1	1	1	0	0	0	1	0
0	0	1	0	0	1	0	0
1	0	1	1	1	1	1	0
							10
1	1	1	1	1	1	1	1

valid

Q-2

window size = 3, 9 packets, Go-Back N protocol.
No Ack is lost.
Every 5th transmission is lost

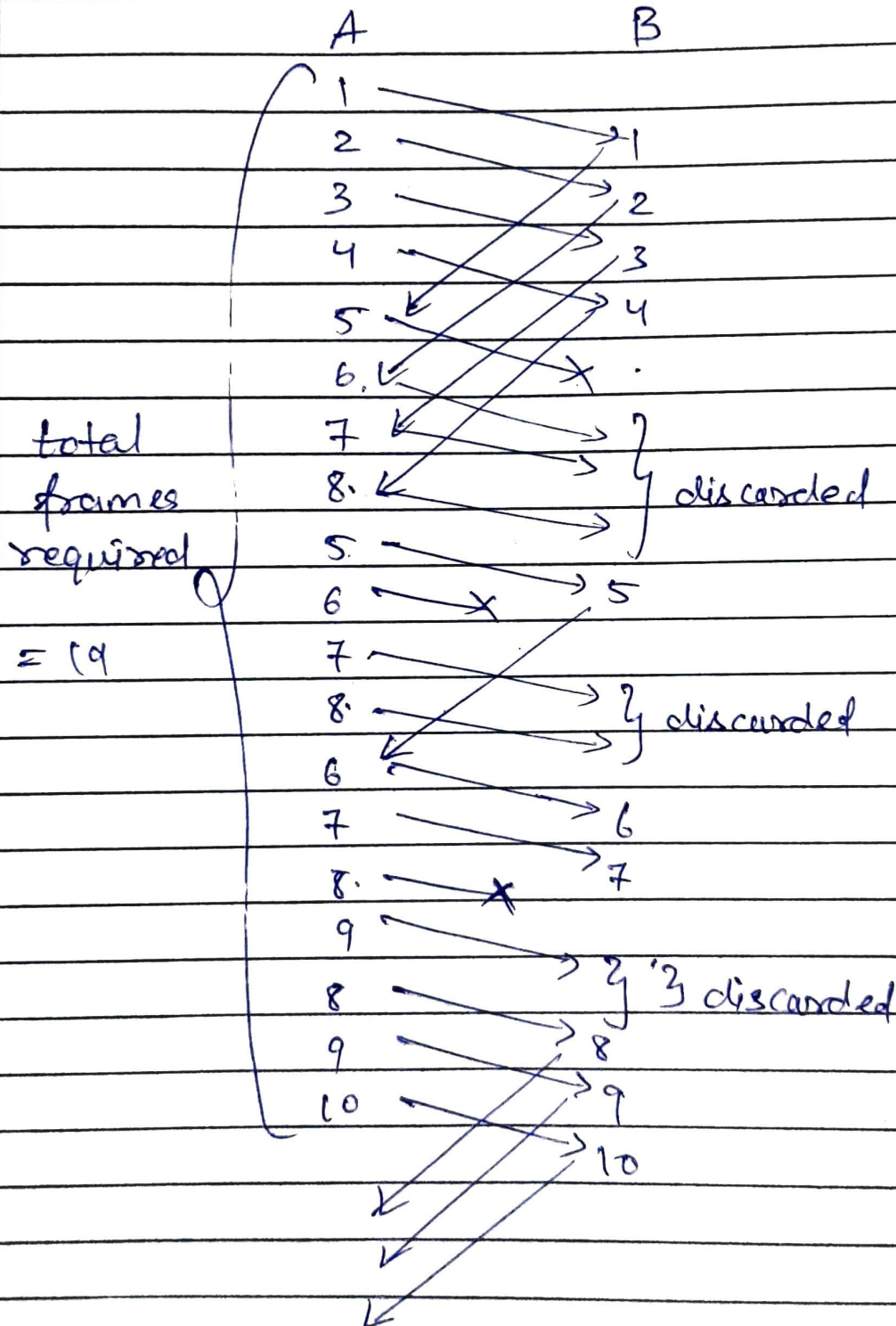


∴ Answer: 16



Q-3 window size = 4, 10 packets, Go-Back-N protocol
No ACK is lost, every 5th transmission is lost

Ans →



∴ Answer : 19



Q-4 Similarities and differences b/w stop and wait, Go-Back-N, selective repeat.

Ans Similarities :

- stop and wait ARQ, Go-Back-N and selective repeat protocols are all flow control protocols used in noisy channels.
- Go-Back-N and selective repeat are sliding window protocols that allow sender to send multiple frames before receiving acknowledgements.

Differences:

$N = \text{window size}$

$a = \text{transmission delay}$

Basis	Stop & wait	Go-Back-N	Selective repeat
① Sender window size	1	N	N
② Receiver window size	1	1	N
③ Min. sequence no.	2	$N+1$	$2N$
④ Efficiency	$1/(1+2a)$	$N/(1+2a)$	$N/(1+2a)$
⑤ type of acknowledgement	Individual	Cumulative	Individual
⑥ no. of retransmissions in case of packet drop	1	N	1
⑦ Supported order at receiving end.	-	rejects out of order, in-order only.	out of order is supported