## Flow Control

## Stop-And-Wait ARQ

a) Explain why a Stop-And-Wait ARQ protocol requires sequence numbers in the frames using the diagram shown in figure 1.

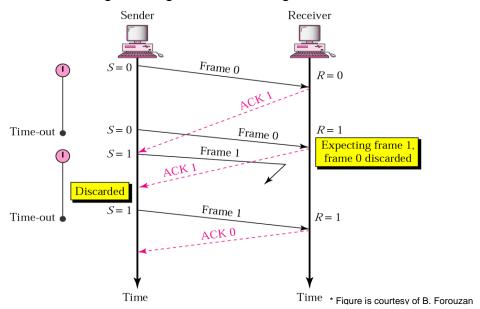


Figure 1: Stop-And-Wait ARQ

b) Describe the term "Bandwidth-Delay Product" and calculate it for a connection that has a bandwidth of 2 Mbit/s, uses frames of the size of 1000 bit and a round trip time of 50ms. What is the usage of the total bandwidth?

## 2) Go-Back-N ARQ / Selective Repeat ARQ

- a) What is the maximum window size for a Go-Back-N ARQ and a Selective Repeat ARQ protocol that use 7 bits to represent the sequence number in the header?
- b) Assume you have to design a protocol for a link that has a round-trip time of 100 ms. Errors in the transmission on the link are relatively rare. Suggest a frame size and a flow control mechanism for your protocol. What window size would you suggest for you flow control mechanism.
- c) Draw a diagram for a Selective Repeat algorithm similar to the diagrams shown in 1a) that demonstrates the behaviour of Selective Repeat and suggest a suitable window size for a link as described in 2a).

- d) Describe the changes you would suggest if the link exhibits more errors than in 2c).
- e) Three frames, frame 4, 5, and 6, are send from station A to station B. Station B receives frame 5 and 6 but not frame 4. Draw a diagram that demonstrates the behaviour of a Go-Back-N mechanism and a Selective Repeat mechanism and discuss the difference.
- 3) Assume that station 00001100 will send a 200 byte response using HDLC. Write out the complete frame for HDLC. Where information such as sequence numbers, etc is not given, choose a number and explain your choice.

## Sample Exam Question

(1c) Assume you have a connection between two stations that are limited in processing power and storage capacity. Suggest a flow control mechanism that would be suitable for this connection, explain the details of this mechanism and justify your choice by contrasting the mechanism against an alternative mechanism.