- 3. 0/0/0011 /0/11/00/ + 011/00/10 + 0/11/0/00 1011/100/
- O The complement is /10/000/
  O These four will be added to detect errors. If zero is contained in sum, there is an

error.

- 3 One-bit errors can't escape, but two-bit errors may not be detected when two bits are reversed and lead to the same sum.
- 25. (a) When sending a message, UDP will encapsulate in a segment whatever the application gives

it rather than putting some unnecessary data concerning the connection like ICP.

(b) UPP doesn't have delays due to flow control or congestion control like ICP:

28. Host A's sending rate can at most reach (or Mbps due to the loo Mbps link capacity. It's faster than host B can remove data from the buffer. The receive buffer fills up at a rate of roughly so Mbps. When the buffer is full, host B signals to host A to stop sending data by setting Rcv Window = 0. Host A then

stops sending until it receives a TCP segment with RevWindow 70. Host A will thus stop and start repeatedly sending as a function of the RevWindow values it receives from Host B. On average, the long-term rate at which host A sends data to host B as part of this connection is no more than 50 Mbps.

40. (a) [1.6] and [23,26]

(b) [6.16] and [17,22]

(c) By a triple duplicate ACK. The cund would have dropped to 1 if there were a timeout.

(d) By timeout. The cund is set

to 1.

(e) According to the picture, about 32.

(f) About 2/.

(9) About 14.

(h) Ith transmission round.

(i) The new value of the threshold should be 4 and window will be 7.

(j) Ssthresh = 21. Window size =1.

(k) 1+2+4+3+16+ssthresh=52.

46. (a)  $\frac{W \times MSS}{RTT} = 10Mbps$ =) W = 125

(b) aug = 0.75 W = 94,

Average throughput is  $94 \times 1500 \times 3 / 0.15 = 7.52 \text{ Mbps}.$ 

(c) W/2 = 62

## t = 2 x RTT = 9.45 c



