

CS 325 I - Computer Networks I: Midterm Review

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Lecture 17
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The State of Ohio



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Mandate

- *"The art of war teaches us to rely not on the likelihood of the enemy's coming, but on our own readiness to receive him; not rely on the chance of his not coming, but rather on the fact that we have made our position unassailable."*

-- Sun Tzu, The Art of War



Announcements

- The midterm will be given during our next class.
 - We will spend today reviewing, but this exercise alone will not be enough for you to pass the test.
 - Danger Will Robinson! You will need to study!



Last Time(s)

- We have covered a huge amount of material thus far:
 - 486 Pages of Textbook reading
 - 1 Academic Paper (10 pages)
 - Side conversations, diversions, student questions, homework questions...
- All these things are fair game.
 - You are expected to be well versed in the topics we have covered thus far....



Rules

- The test starts precisely at 9:35 and ends at 10:55.
 - If you show up late, *you do not get extra time.*
- Cell phones are banned.
 - I will keep a clock going in the front for you to see.
 - Too many people cheat, so nobody can have these out.
 - If I see a phone, *I will take your exam.*
- Calculators allowed, but must be independent
- Write all answers on the test itself!



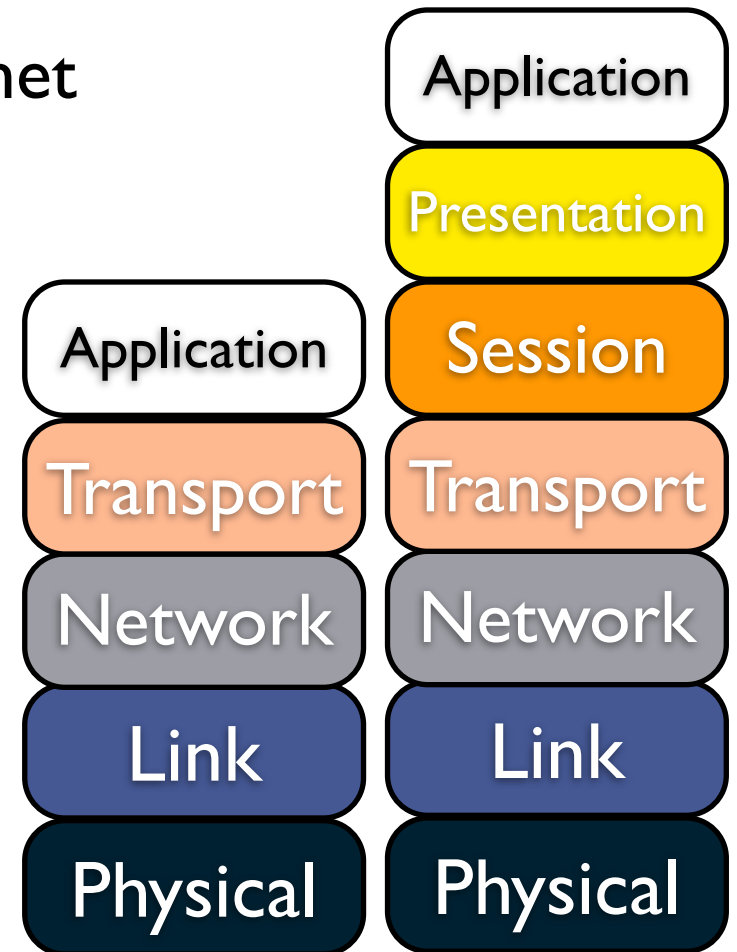
Format

- Short Questions
 - Should be easy to answer. 2-3 sentences MAX.
 - If you write more, you've missed the point.
- Regular Questions
 - Multiple parts, each one requiring more in-depth answers.
 - May require math, applying an algorithm, being creative.



OSI vs Internet

- What are the layers of the OSI protocol stack?
- What are the layers of the Internet protocol stack?
- Why are they different?



Application-Layer Protocols

- What is DNS?
 - How does DNS work?
 - How is DNS made scalable?
 - Are there any security issues?
- SMTP uses 7-bit ASCII. How are other character sets possible (e.g., chinese)?
- Is HTTP a stateful or stateless protocol?



The image shows a screenshot of a job application form for Papa John's. The form is titled "Application" and includes the Papa John's logo with the tagline "Better Ingredients. Better Pizza." The form contains several sections for personal information, work history, and references. The "PERSONAL INFORMATION" section includes fields for Name, Street Address, City, State, Zip, Phone, and Date of Birth. The "PREVIOUS WORK EXPERIENCE" section includes fields for Employer, Position, Start Date, End Date, and Reason for Leaving. The form also includes checkboxes for "Are you authorized to work in the United States?" and "Do you have a relative working at Papa John's?".

Data Transmission

- Two hosts are directly connected by a single 2 Mbps link. How long does it take to send a 1 MB (assume 10^6) file?

$$L/R = \text{File Length} / \text{Link Rate}$$

- 1 MB file = 1,000,000 bytes = 8×10^6 bits
- 2 Mbps link
- $\frac{8 \times 10^6 \text{ bits}}{2 \text{ Mbps}} = 4 \text{ seconds}$

Utilization

- Assume that the link has an MSS of 100 bytes and that we are using a stop and wait protocol. If we have no packet loss and an RTT of 100ms, what is the utilization of this link?

$$\frac{L/R}{RTT + L/R}$$

- $L/R = \frac{100 \times 8 \text{ bits}}{2 \times 10^6 \text{ bits/sec}} = 0.0004 \text{ sec} = 0.4 \text{ ms}$
- Making utilization: $\frac{0.4 \text{ ms}}{100 \text{ ms} + 0.4 \text{ ms}} = 0.0004 \text{ sec} = 0.4\%$
- What would utilization be if we pipelined (i.e., had a larger window size)?

HTTP

- What is the difference between HTTP 1.0 and 1.1?
 - Assume RTT of 10ms...
- If your browser visits a webpage and sees 5 referenced objects (assuming they are negligible in size), how long does it take to retrieve all objects using HTTP 1.0?
 - $2 \times RTT + 5 \times 2 \times RTT = 12RTT = 120 \text{ ms}$
- How long does it take if you use HTTP 1.1 with pipelining?
 - $2 \times RTT + 1 \times RTT = 3RTT = 30 \text{ ms}$

Checksumming

- Calculate the Internet Checksum for this packet:

```
01100100 01001001
01110010 11001001
-----
```

- Sum: 11010111 000100010
- 1's compliment: 00101000 111011101
- How are 1s and 2s compliment different? Why do we do 1's compliment after summing?

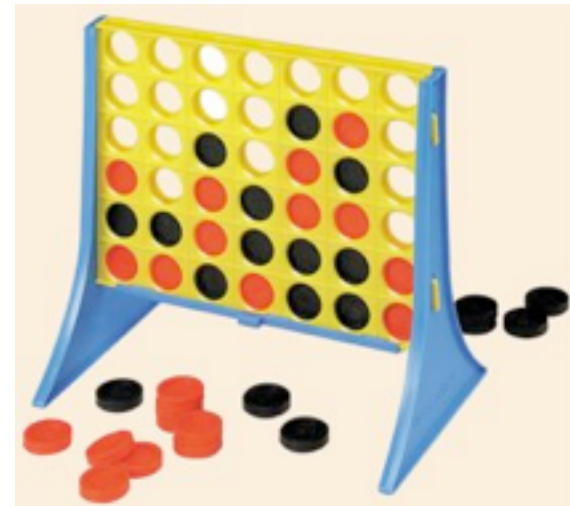
TCP vs UDP

- How is multiplexing/demultiplexing different for TCP and UDP?
- How does UDP violate the fairness instituted by TCP?
- What is Additive Increase, Multiplicative Decrease (AIMD)?
 - What is slow start? Fast retransmit?
- How are the headers of TCP and UDP packets different?



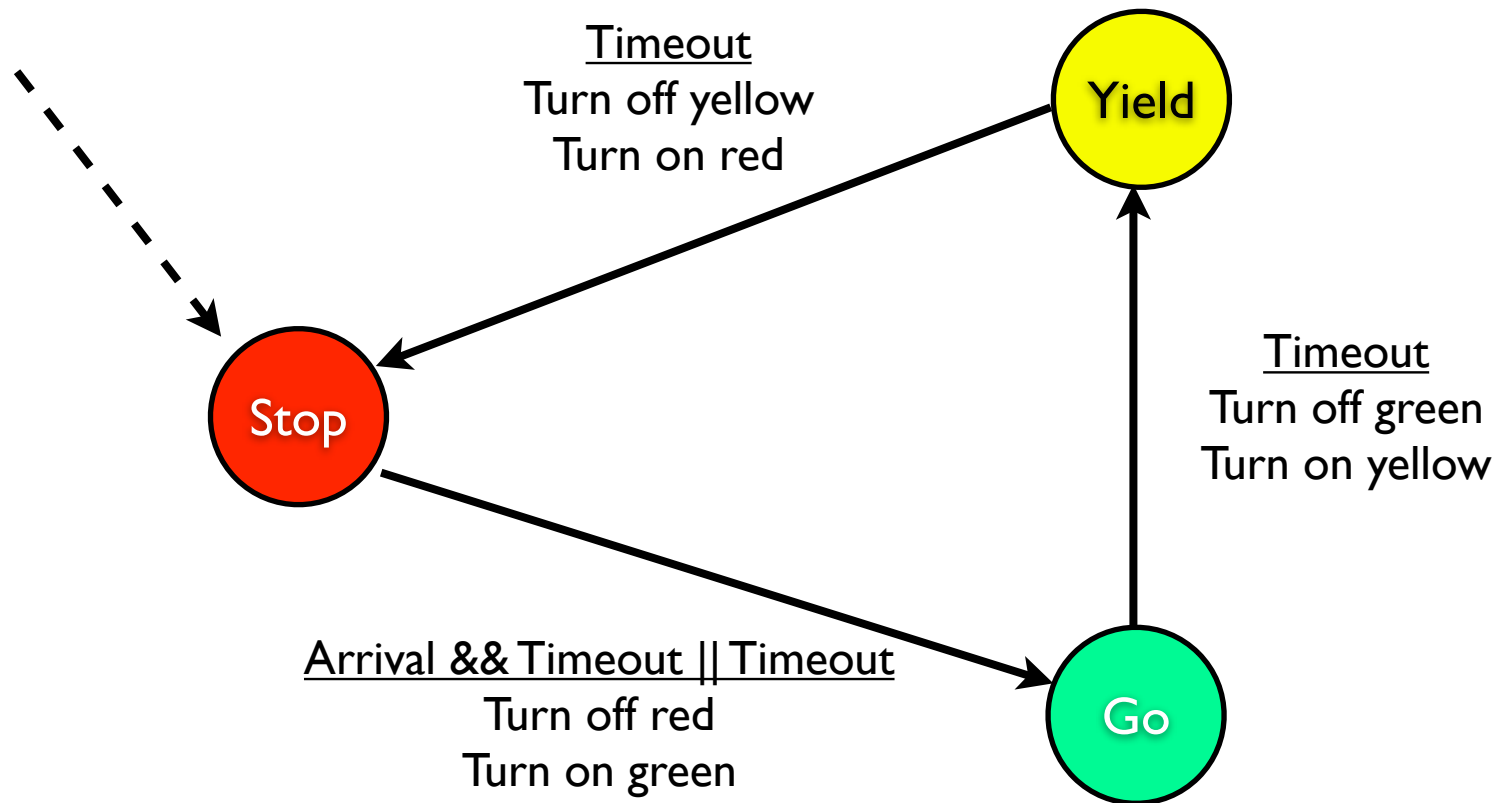
Connections

- How are circuit switched and packet switched networks different?
 - What are the advantages and disadvantages of each?
- How are TDMA and FDMA different?
 - What are the advantages and disadvantages of each?



Finite State Machines

- Design a finite state machine for a stoplight:



A Link-State Routing Algorithm

Dijkstra's algorithm

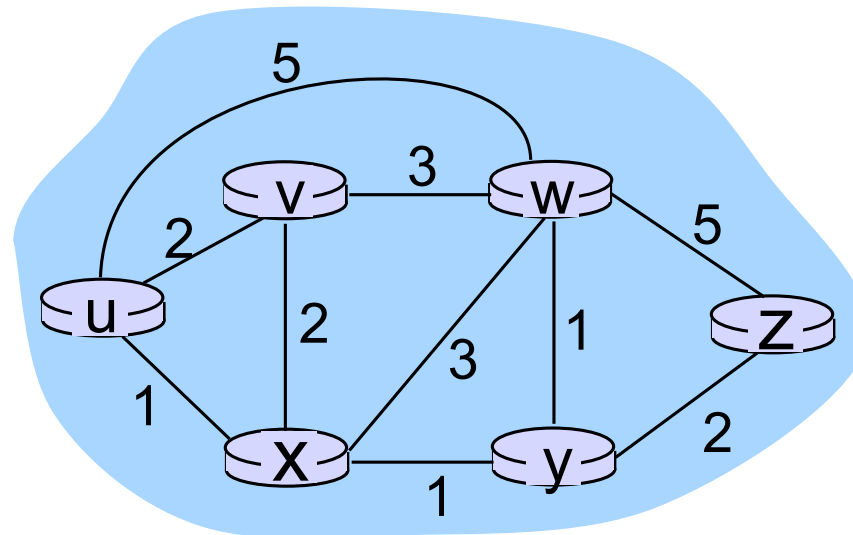
- net topology, link costs known to all nodes
 - accomplished via “link state broadcast”
 - all nodes have same info
- computes least cost paths from one node (‘source’) to all other nodes
 - gives **forwarding table** for that node
- iterative: after k iterations, know least cost path to k dest.'s

Notation:

- **$c(x,y)$** : link cost from node x to y ; $= \infty$ if not direct neighbors
- **$D(v)$** : current value of cost of path from source to dest. v
- **$p(v)$** : predecessor node along path from source to v
- **N'** : set of nodes whose least cost path definitively known

Dijkstra's algorithm: example

Step	N'	D(v),p(v)	D(w),p(w)	D(x),p(x)	D(y),p(y)	D(z),p(z)
0	u	2,u	5,u	1,u	∞	∞
1						
2						
3						
4						
5						



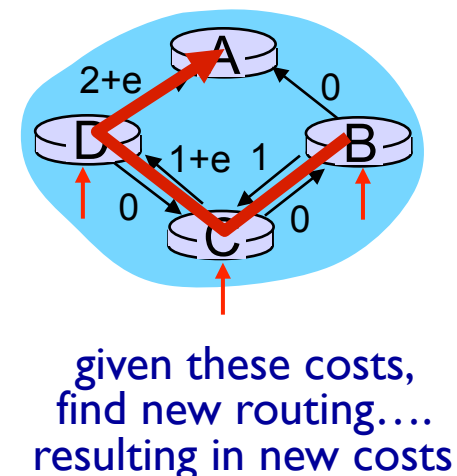
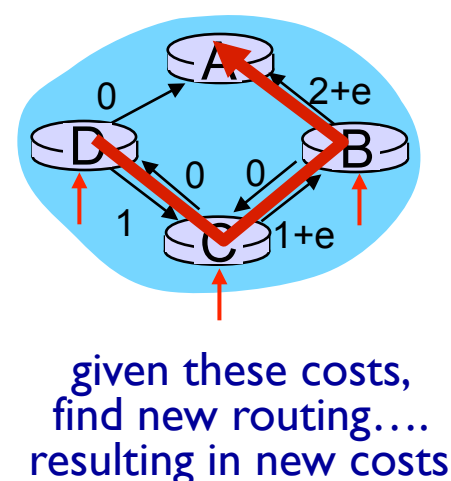
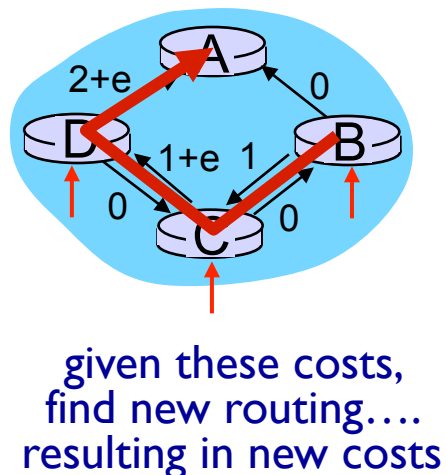
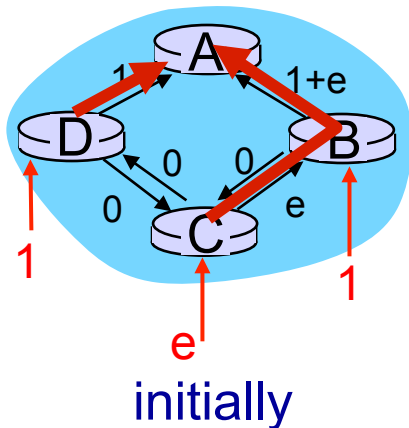
Dijkstra's algorithm, discussion

Algorithm complexity: n nodes

- each iteration: need to check all nodes, w , not in N
- $n(n+1)/2$ comparisons: $O(n^2)$
- more efficient implementations possible: $O(n \log n)$

Oscillations possible:

- e.g., link cost = amount of carried traffic

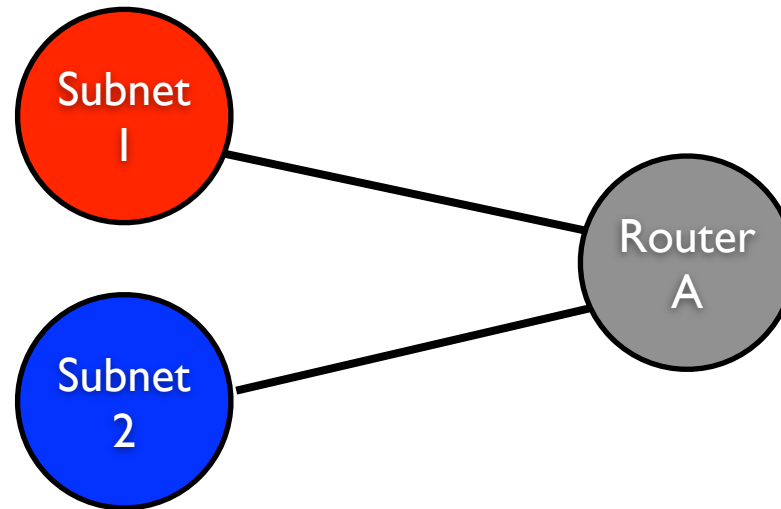


Routing

- Which routing algorithm does RIP use? OSPF?
- What two techniques does OSPF use to make it scalable for large domains?
- What is THE inter-AS routing protocol?
 - Are there any security issues with this protocol?

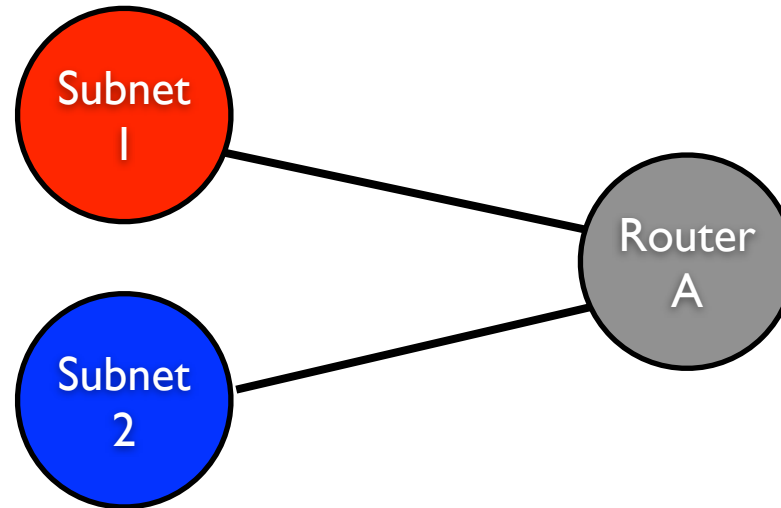


Subnets



- Router A is assigned the range `130.207.8.0/21` and wants to divide this space between two subnets.
- What is the third octet in binary?
 - `130.207.“00001000”`
 - Splitting this in half means specifying the next bit...

Subnets



- Subnet A: $8+0 = 130.207.8.0/22$
- Subnet B: $8+4 = 130.207.12.0/22$

Access Protocols and Technologies

- Why is slotted ALOHA more efficient than ALOHA?
- How many bit errors can a two-dimensional error correcting scheme fix? Detect?
- If ECCs can't detect everything, why do we use them at all?



Wrap-up

- This exam will likely take you the entire class period.
 - Study hard - give yourself time to review your answers.
- This exam will be *tough*, but *fair*.
- Good luck!

