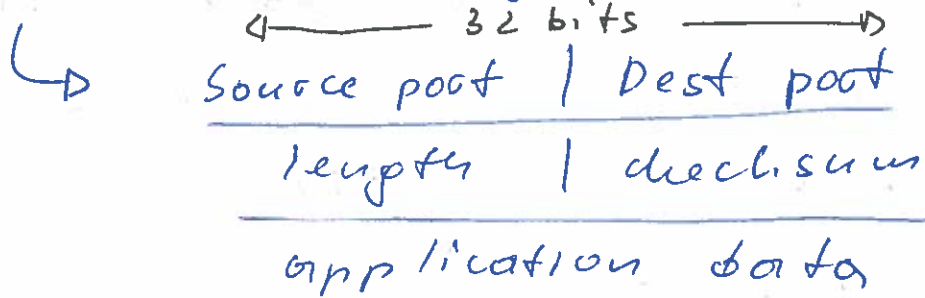


max → 4-tuple vs connectionless

UDP → streaming, no control



1's complement
sum +
overflow

RDT → 1.0 perfect

→ 2.0 bit errors ACK + NACK,

→ 2.1 sequence ~~data~~ checksum

(1.0, possible ACK/NACK)

→ 2.2 : only ACK (cumulative)

→ 3.0 : 2.2 w/ timeout

pipelined
protocol

Stop & wait vs Go-back-N

3.0 : $D_{trans} = L/R$, $U_{sender} = \frac{L/R \times N}{L/R + RTT}$

TCP

Alice

Bob

