

① a) Correct order: 2, 6, 1, 4, 5, 3, 7

b) The 3 peers should have all the pieces of the file for the 4th to be able to collect them. That is, the total of 256 MB (8 chunks) must be ~~at~~ there with at least one of the 3 peers.

Optimistic unchoking \rightarrow it is a Bittorrent system. This happens when a peer ^{randomly} chooses to upload to a new neighbour to find potentially faster and better clients.

c) Given, access link = 123 mbps, LAN link = 1023 mbps.
40 obj/s \rightarrow ~~4 bytes each~~ 4mb

$$\text{for LAN link} \rightarrow \frac{40 \times 4 \text{ MB}}{1023 \times 10^6} = 0.156 \times 100\% = \boxed{15.6\%}$$

$$\text{for Access link} \rightarrow \frac{40 \times 4 \text{ MB}}{123 \times 10^6} = \boxed{130.1\%}$$

Since the values are very low, Adding a proxy would

help to reduce access link load.
d) If we delete the Date header, conditional requests ~~and fresh~~ might fail and there can not be freshness checks done since servers need to send a date header with each response and caches also need it to check the time of that object.

Proxy servers reuse TCP connections. Instead of a handshake for each single request, it keeps the connection open to be reused.

2. a) For slow internet, POP3 is better^{and faster}. This is because, it downloads the messages from server so it can be read offline so it does not require constant data usage. Whereas Imap needs constant synchronisation making it slower.

b) Persistent cookies. When we first visit a website it sets the cookies in our browsers to remember our data by when we ~~vis~~ revisit that website.

i) $RTT = 2 \times 44 = \boxed{88 \text{ ms}}$

ii) After IP, req time (send) = 89 ms,
non-persistent, objects - 28, 24 MB each,
upload speed = x .

$$RTT_1 = 89 + 89 = 178 \text{ ms}$$

In non-persistent, $2RTT$

$$\text{So, total RTT} = 88 + 2(28 \times 178) \\ = \boxed{10,056 \text{ ms}}$$

iii) Given, total FTT = 19988 ms

$$FTT = 19988 - 10056 = 9932 \text{ ms} = 9.932 \text{ s}$$

$$\text{Total data} = 28 \times 24 \times 8 = 5376 \text{ MB}$$

$$X = \frac{5376 \times 10^6}{9.932} = 541.3 \text{ Mbps} = \boxed{541 \text{ Mbps}}$$

③ a) Half close : This allows one side to stop sending data while still receiving from the other side. This is required when a process has no more data to send but is still left to receive more.

Full close : Communication is terminated from both sides completely and all resources are released. This is needed when there's no more data is to be sent or received.

b) When The TCP receive there duplicate Acknowledgements for same segment, it realized some packet must be lost, so instead of waiting till Retransmission time is over, it immediately sends the missing segment through Fast Retransmit process.

c) Server ISN = 9429 ; each segment = 889 bytes
Client ISN = 8484 ; size = 235 bytes

segment		<u>syn</u>	<u>Ack</u>
n	1	9429	$8484 + 235 = 8719$
n	2	$9429 + 889 = 10318$	$8719 + 235 = 8954$
n	3	$10318 + 889 = 11207$	$8954 + 235 = 9189$
n	4	$11207 + 889 + 1 = 12097$	$9189 + 235 + 1 = 9425$

Syn = 12097

Ack = 9425

ii)

11th segment:

$$\text{Seq no.} = 8484 + (235 \times 10) = 7112$$

$$\text{seq} = \boxed{10635}$$

9th segment lost, so last acknowledgement would be sent until the 8th segment

$$\text{ack no} = 9429 + (889 \times 8) = 7112$$

$$\text{ack} = \boxed{16542}$$

iii)

Given, client RWND = 10005 bytes

segment size = 889 bytes

processed = 5 segments

$$\text{so free} = 5 \times 889 = 4445 \text{ bytes}$$

when receiving 13th segment, accepted only upto 8th as 9th segment is lost

So, total bytes received = $8 \times 889 = 7112$ bytes

$$\text{remaining} = 7112 - 4445 = 2667 \text{ bytes}$$

Now, RWND of client when receiving 13th

$$\text{segment} = 10005 - 2667$$

$$= \boxed{7338}$$

$$\boxed{7338} = 7338$$