

Assignment - 1

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Name: Muzhat Naushin

ID: 22201162

Section: 22

1
(a) Disagree. Cookies are stored locally on client's device, not on web server. So, if the computer is formatted or cookies are cleared, stored cookie data is lost.

(b) Given, file size = 1.5 GB = 1536 MB

$$1 \text{ chunk} = 1 \text{ MB}$$

So, $1 \text{ MB} = 1 \text{ chunk}$

$$\therefore 1536 \text{ MB} = 1536 \text{ chunks}$$

Now,

$$1 \text{ peer} \rightarrow 512 \text{ chunks}$$

$$\therefore 2 \text{ peers} \rightarrow (512 \times 2) \text{ chunks}$$

$$= 1024 \text{ chunks}$$

2 peers only cover 1024 chunks of the file, whereas whole file is 1536 chunks.

So, new peer cannot download full file.

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ii It is possible because YouTube uses adaptive streaming and buffering techniques. So, when I'm downloading parts ahead of playback, so if the average download speed is above the playback rate over time, playback can still be smooth.

c Given, TTL = 48 hours = 2 days

Time difference from 16 July 13:01:22
to 19 July 11:01:23
= 2 days 22 hours

TTL expired after 2 days, so on 19th July, DNS cache is invalid.

∴ Iterative lookup happens again,

$$\text{Each RTT} = (55 \times 3) = \boxed{165 \text{ ms}} \\ (\text{Ans})$$

WADY

ii Persistent HTTP, so only 1 TCP handshake
first request = 125 ms

No. of objects = 21 (Each requires 125 ms)

$$\therefore \text{Total RTT} = 21 \times 125 = 2625 \text{ ms}$$

iii Total time to load page = DNS time +
TCP connection RTT + req transmission + data
download
 $= (165 + 55 + 35 + 2625) \text{ ms}$
 $= 2880 \text{ ms}$

2 2. Email delivery
(a) Rafiq \rightarrow Outlook \rightarrow Gmail \rightarrow Yahoo

① Sending email to gmail \rightarrow SMTP \rightarrow temporary \rightarrow 587 port (SRC) SMTP (DEST)

② Gmail to Yahoo \rightarrow SMTP \rightarrow 587 or 25 \rightarrow 25 (SRC) (DEST)

③ Yahoo receiving \rightarrow POP3 \rightarrow temporary \rightarrow 110 (POP3) (DEST)

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Q6. If window size is 100 bytes and sequence number is 151.

i) $S_f = 100$

$S_n = 151$

Window size = 100 bytes

Unacknowledged bytes = $S_n - S_f = 51$ bytes

Sent

Can be sent = $100 - 51 = 49$ bytes

block

ii) If ACK is lost, sender doesn't receive ACK, so packet loss is assumed, then it retransmits after timeout.

Q7. i) Server ISN = 5549

Seq no. = $5549 + 1 = 5550$

482 → Client → 911 → SYN

911 → 482 → Client → 9666 → Data segment size = 266 bytes

Ack = Client ISN + total bytes received + 1

(9666) $\Rightarrow 9666 + 569 + 568 + 650 + 999 + 1$

seq no. = 1285389

ii Client's ISN = 9666

$$\text{Next seq} = 9666 + \underbrace{569 + 999}_{\text{got done to}} + 1 = 11235$$

two HTTP req

rand = 8000 bytes

~~3 (a) recipient will receive from sender~~

~~and then check for correct host name~~

① Data transmitted over medium & received.
~~behavior is physical and QoS~~ (Physical)

② Identifies correct hop. (DataLink)

③ Identifies correct host. (Network)

④ Control sessions. (Session)

⑤ Decrypt data. (Presentation)

⑥ Identifies process of delivery (Transport)

⑦ Bob reads the message. (Application)

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ii Only Data Link (MAC) addresses change at each hop

(b) TTL increments to identify each hop as it is increased by 1 when packet reaches next router. The originator knows that the packet has reached destination when ICMP Echo Reply is received.

(c) i Max data per fragment = $2038 - 46 = 1992$ bytes
 $\text{Packets} = \frac{21789}{1992} = 10.92 \approx 11$ fragments

ii MF = 0

iii full 10 fragments = $10 \times 1992 = 19920$ bytes

Remaining = $21789 - 19920 = 1869$ bytes

Add header = $1869 + 46 = 1865$ bytes

(10 packets) available for 8 fragments + last packet

iv Offset = 3rd last packet = 9th fragment

8 fragments before = $8 \times 1992 = 15936$ bytes

$$\therefore \text{offset} = \frac{15936}{8} = 1992$$