

- ① a) Correct order: 2, 6, 1, 4, 5, 3, 8
- 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  $\geq 256\text{ MB}$  (8 chunks) must be there with at least one of the 3 peers.
- c) Optimistic unchoking  $\rightarrow$  it is a BitTorrent system. This happens when a peer ~~uploads~~<sup>randomly</sup> 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,  $\rightarrow 4\text{ bytes each} \cdot 4\text{mb}$~~
- for LAN link  $\rightarrow \frac{40 \times 40 \times 10^6}{1023 \times 10^6} = 0.156 \times 100\% = 15.6\%$
- for Access link  $\rightarrow \frac{40 \times 1 \times 10^6}{123 \times 10^6} = 130.1\%$
- Sure, 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. 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 browser to remember our data. By when we revisit that website

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

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

$$\text{RTT}_1 = 89 + 89 = 178 \text{ ms}$$

In non persistent,  $2 \text{ RTT}$

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

$$= \boxed{10,056 \text{ ms}}$$

iii) Given, total FTT = 19988 ms

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

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

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

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 to be sent or received.

b) When the TCP receives three duplicate Acknowledgements for same segment, it realizes some packet must be lost, so instead of waiting till Retransmission timer is over, it immediately sends the missing segment through Fast Retransmit process.

c) Server ISN = 9429 : each segment = 889 bytes  
Client ISN = 8484 , size  $\frac{3}{2}$  = 235 bytes

i)	segment 1	<u>syn</u>	<u>Ack</u>
		9429	$8484 + 235 = 8719$
n	2	$9429 + 889 = 10318$	$8719 + 235 = 8954$
n	3	$10318 + 889 = 11207$	$8954 + 235 = 9189$
n	4	$11207 + 889 + 1 = 120967$	$9189 + 235 + 1 = 9425$

$$\text{Syn} = \boxed{12097}$$

$$, \text{Ack} = \boxed{1028} \quad \boxed{9425}$$

ii) 11th segment:  $8481 + (235 \times 10)$ : seq no 10635

Seg no. =  $8481 + (235 \times 10)$ : seq no 10635

seq = 10635

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

ack no =  $9429 + (889 \times 8)$  + 1

ack = 16542

Given, client RWND = 10005 bytes  
segment size = 889 bytes

processed = 5 segments =  $5 \times 889 = 4445$  bytes

so free =  $10005 - 4445 = 5560$

when receiving 13th segment, accepted

only upto 8th as 9th segment is lost.  
so, total bytes received =  $8 \times 889 = 7112$  bytes

remaining =  $7112 - 4445 = 2667$  bytes

Now, RWNDA of client when receiving 13th segment =  $10005 - 2667$

= 7338

FOSI = 1062