

Part AQ1. Frame Size = 1200 bytes = 1200×8 bits

Data rate = 10 M bps

Time taken by each

$$\text{frame to transmit} = \frac{1200 \times 8}{10 \times 10^6} = 0.00096 \text{ sec} = 960 \mu \text{ sec}$$

$$\text{Total time to send} \quad \text{Transmission} \quad \text{Propagation} \quad \text{Transmission} \quad \text{Propagation}$$

$$\text{transmit 1 frame} = \text{Time to} + \text{delay to} + \text{Time to ACK} + \text{delay to}$$

$$\text{Send} \quad \text{send} \quad \text{ACK} \quad \text{ACK.}$$

$$\text{Propagation Delay} = \frac{\text{Propagation delay}}{1 \text{ km}} \times 10 \text{ km}$$

For 10 km

$$= \frac{5 \mu \text{ sec}}{\text{km}} \times 10 \text{ km}$$

$$\text{Propagation Delay} = 50 \mu \text{ sec}$$

For 10 km

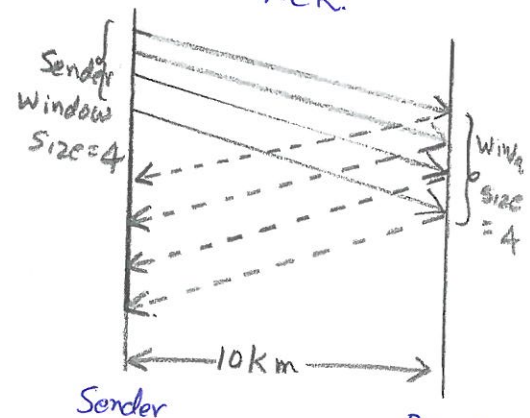
$$\text{Transmission Time to ACK} = 0 \text{ [Assumption]}$$

$$\therefore \text{Total Time to send} \quad \text{transmit 1 frame} = 960 + 50 + 0 + 50 = 1060 \mu \text{ sec}$$

Sliding window protocol, (Selective repeat) allows packet to be accepted out of order. Hence only half of available sequence numbered frames can be sent at any given time.

With 3 bits, $2^{3-1} = 4$ frames can be sent at any given time

$$\text{Efficiency} = \frac{4 \times 960}{1060} = 3.622 = 362.2\%$$



Q2. Frames Size = 1200 bytes

Data rate = 10 Mbps

Propagation delay = 5 μ sec/km

Sequence Number Size = 3 bits

Distance = 10000 km

Time taken to

$$\text{transmit 1 frame} = \frac{1200 \times 8}{10 \times 10^6} = 0.00096 \text{ sec} = 960 \mu \text{ sec}$$

$$\text{Total time to send 1 frame} = \text{Transmission Time to send} + \text{Propagation delay to send} + \text{Transmission Time to ACK} + \text{Propagation delay to ACK}$$

$$\text{Propagation Delay for 10000 km} = \frac{5 \mu \text{ sec}}{1 \text{ km}} \times 10000 \text{ km} = 50000 \mu \text{ sec}$$

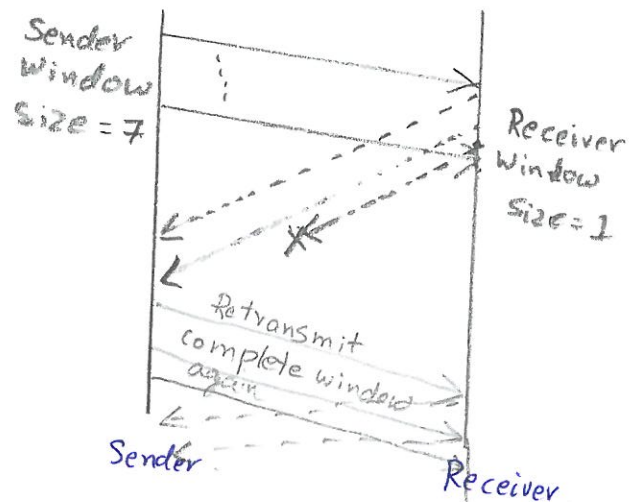
\therefore Total time to

$$\text{send 1 frame} = 960 + 50000 + 0 + 50000 = 100,960 \mu \text{ sec}$$

With 3 bit sequence number,

we have $2^3 - 1 = 7$ frames to transmit at any point in time.

$$\therefore \text{Efficiency} = \frac{7 \times 960}{100960} = 0.06656$$
$$= 6.656\%$$



Q3.

Performance Calculation from Q1:

In selective repeat, $2^{\text{bits}-1} = 2^{7-1} = 64$ frames can be ~~transmissible~~ sent at any point in time,

Time taken to ~~send~~^{transmit} 1 frame = 960 μ sec [from Q1]

Total time taken to send 1 frame = 1060 μ sec [from Q1]

$$\therefore \text{Efficiency} = \frac{64 \times 960}{1060} = 57.96$$

Performance Calculation from Q2

In Go_{back-N} protocol, $2^{\text{bits}} - 1 = 2^7 - 1 = 127$ frames can be sent at any point in time

Time taken to transmit 1 frame = 960 μ sec [from Q2]

Total time taken to send 1 frame = 100960 μ sec [from Q2]

$$\therefore \text{Efficiency} = \frac{127 \times 960}{100960} = 1.207$$

Q4

Source MAC	Dest MAC	Source host	Destination host	Protocol	Contents
m6	m4	b	Server 2	TCP/IP	SYN=1, ACK=0 Syn(seq)=x, TCP Window size, Max size per packet (segment size)
m8	m7	Server 2	b	TCP/IP	SYN=1, ACK=1 Syn(seq)=y, Ack(seq)=x+1 Segment size, TCP Window size
m6	m4	b	Server 2	TCP/IP	ACK=1 Syn(seq)=x+1, Ack(seq)=y+1 [connection established]
m8 m6 m6	m7 m4 m4	(((((((((Syn(seq) Ack(seq) [Above 2 are repeated till all data is sent]
m6	m4	b	Server 2	TCP/IP	FIN=1 Syn(seq)=a
m8	m7	Server 2	b	TCP/IP	FIN=1 ACK=1
m6	m4	b	Server 2	TCP/IP	ACK=1 [Connection Terminated]