Go-Back-N ARQ

1. N is the sender window size
2. Go back N ARQ uses the concept of protocol pipelining i.e. the sender can send multiple frames before receiving the ack for the first frame.
3. There are finite number of frames andd the frames are numbered in a sequential manner.
4. The number of frames that can be sent depends on the window size of the sender.
5. If the ack of a frame is not received within an agreed upon time period, **all frames in the current window are transmitted.**
6. The size of the sending windows determines the sequence number of the outbound frames.
7. For example, the window size is 4 (2^**2**), the sequence numbers will be 0,1,2,3,0,1,2,3,...
   1. 2 generates the binary sequence 00,01,10,11