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Sec: 03

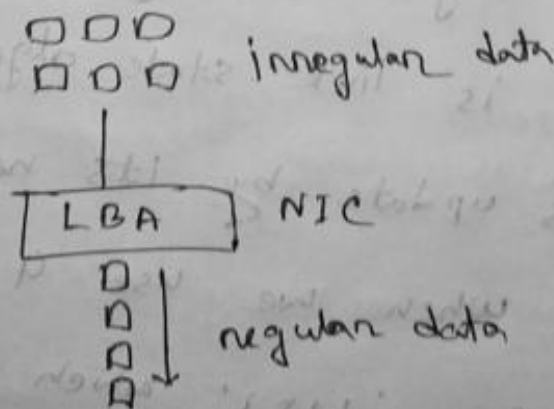
Ans: to the Q: No: (3)

Leaky bucket algorithm control the flow of irregular data and make the data in regular flow. This helps the network to remain congestion free.

This is how it works:-

Lets assume a bucket with a leak, so the water will come out through the bucket constantly.

No matter how much water in it. Similarly this idea applies to control the flow of irregular data in the NIC.



This is how 'LBA' works.

Here,  $\text{Data}_{\text{rate}} = 512 \text{ MB/s}$

$\text{Time} = 950 \text{ } \mu\text{sec}$

$$\therefore \text{Data} = \frac{512 \times 950 \times 10^{-6}}{1000}$$
$$= 0.00048 \text{ MB}$$

$$\therefore \text{Duration of output} = \frac{0.00048}{64} \text{ sec}$$

$$= 0.0000075 \text{ sec}$$

$$= 7.5 \text{ } \mu\text{sec.}$$

Ans

**Ans. to the Q. No. 2**

In short length of a sequence number, the sequence length is only 4 bit long. ~~So~~

We know in link state algorithm sequence number is update by its next number which is greater. When we use 4 bit sequence number, after '1111' which is 15 there is no number which is greater than 15.

So it is not possible to update the data.  
That's why 32 bit sequence number comes,  
to solve this problem.

Distribution table for G:-

Owner	Source	Age	Seq#	link state				Packet sent				Acknowledgement sent			
				P	U	T	R	P	U	T	R	P	U	T	R
P	T	60	118	0	1	0	1	1	0	1	0	1	0	1	0
T	R	60	98	1	1	0	0	0	0	1	1	0	0	1	1
	P	U	60	116											

Here sequence number is 116 But G already had a packet from 'P' whose sequence number is 118. So it will not include in distribution table.

Ans: to the Q.No: 5

Here front end is busy to handle receiving and replying request. To improve performance

we can send the reply to the client

directly, which is called 'TCP hand off'.

Another way is :- We can send the request

to the specific machine and that same

specific machine will reply the request.

In this scenario each machine has its own

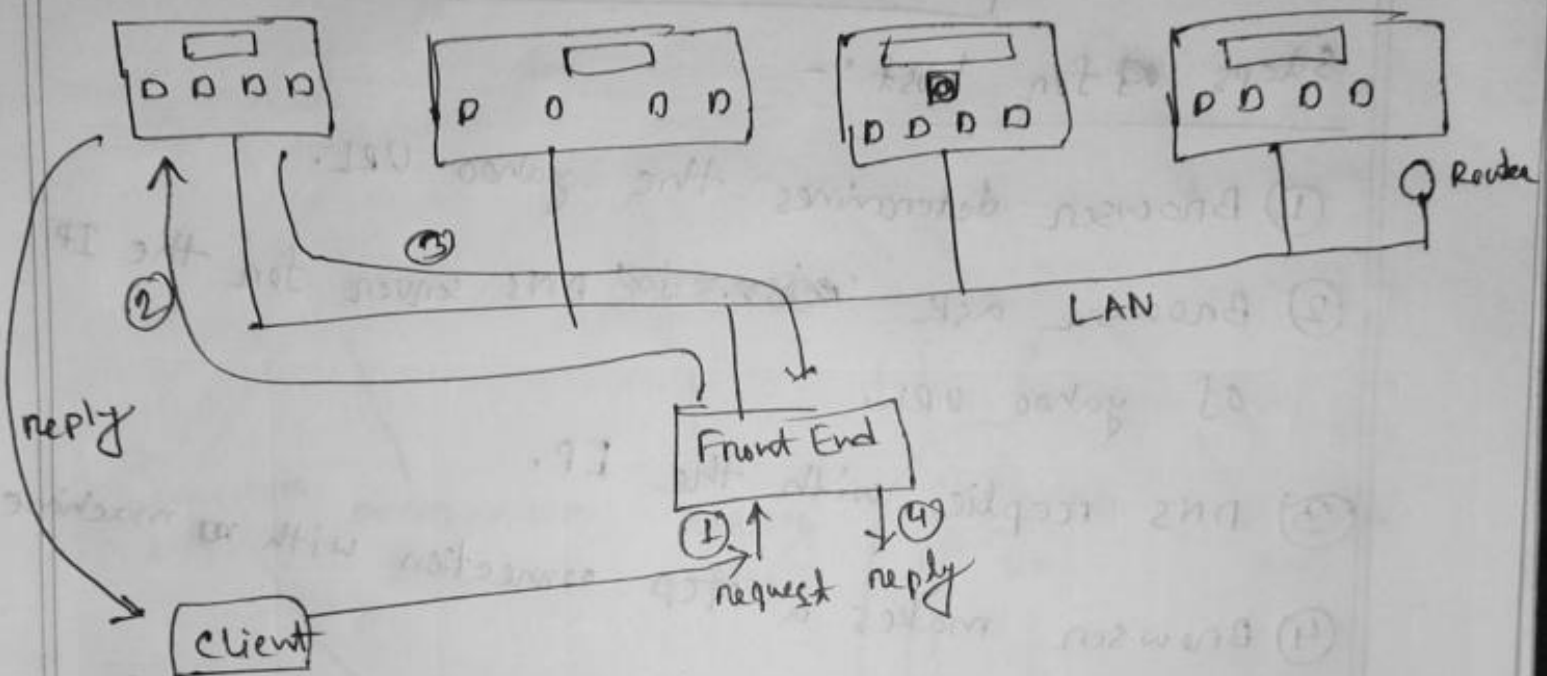
cache memory and its multi-thread system.

and fast  
So it will easily search in its cache

memory and reply the request. It

can improve the performance significantly.

Handoff and specific machine to specific request; -



Ans: to the Q: No: (4)

Steps for host :-

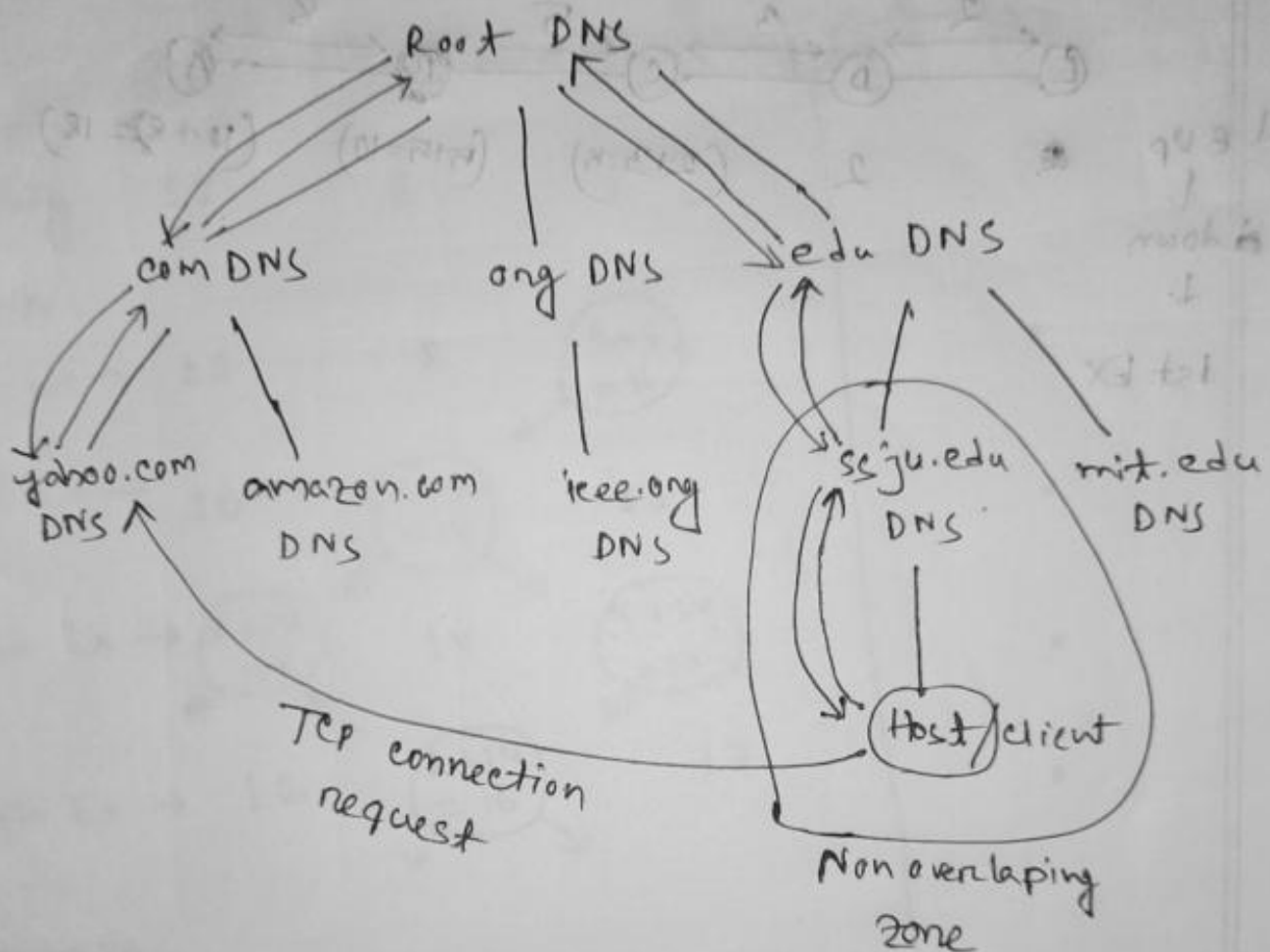
- ① Browser determines the yahoo URL.
- ② Browser ask ~~internet~~ DNS server for the IP of yahoo URL.
- ③ DNS replies with the IP.
- ④ Browser makes a TCP connection with ~~the~~ machine.
- ⑤ Gets the requested file.
- ⑥ TCP connection is released.
- ⑦ Display the file.

Now for the server side :-

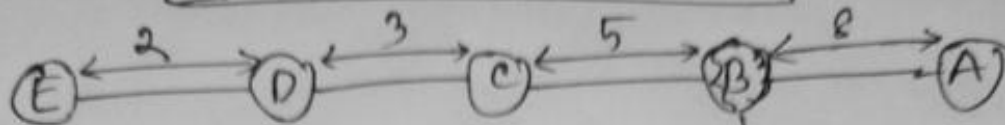
- ① Accept the TCP connection.
- ② Gets the file from the Disk
- ③ Return to the client.
- ④ TCP connection Release.



~~How~~ How TCP connection establish:-



Ans: to the Q: No: (1)



B Up

initially

10

8

5

8

Down

1st Ex → 10

8

$$3+8=11$$

2nd Ex → 10

$$3+11=14$$

11

3rd Ex →

$$2+14=16$$

14

$$3+14=17$$

4th Ex → 16

$$2+14=16$$

17

B gone Up

initial → 16

16

17

1st Ex → 16

16

$$17 + 5 = 22$$

8

A to B

2nd Ex → 16

$$3+5=8$$

5

8

3rd Ex →

$$2+8=10$$

8

5

8

4th Ex → 10

8

5

8