

2. However, using k bit sequence numbers, we can generate 2^k sequences.

So, we can keep our window size to be 2^k .

But it can cause issue while error control.

Say, sender sends frame 0 and gets back RR1

Then it sends frame 1, 2, ..., $2^k - 1$ and frame 0.

Then it gets another ~~RR0~~ RR1.

But sender will not be able to know whether all the 2^k frames were received correctly or all of these were lost because in both the cases RR1 will be the acknowledgment received.

In 1st case, cumulative one & in 2nd case, the repeated one.

This can be solved by restricting the window size to be $2^k - 1$.

As now it cannot send 2^k messages at a time,

thus it will get different acknowledgements

in case of error and cumulative acknowledgement.

Ex

Ex- In previous case,

i) If all the $2^k - 1$ message get lost, the RR1 will be ~~the~~ sent.

ii) If all $2^k - 1$ messages are received, i.e. from frame 1 to frame 2^k , the cumulative acknowledgement will be RR0.

Hence no ambiguity.

That is the reason window size is $2^k - 1$.

3. Here we will have window size of 2^{k-1} for k -bit sequence numbers.

We don't want window of receiver to overlap with that of sender if there is any loss of acknowledgement ~~as in~~ because.

Selective-Reject ARQ unlike of Go-back-N accepts any frame that is in window of receiver & buffers it.

So, we must need a ~~big~~ window size of 2^{k-1} .

As, if we take ~~a~~ more than this, say $2^{k-1} + 1$.

Then, first ~~recie~~ sender sends

frame $0, 1, \dots, 2^{k-1}$ which gets accepted by receiver & receiver sends an acknowledgement but it ~~get~~ gets lost,

By then receiver has advanced its window to receive from frame $2^{k-1} + 1$ upto frame 0 .

Now, receiver after timer again sends

from frame 0 ~~upto frame~~ 2^{k-1}

Here frame 0 will be accepted and buffered.

But this should not be the case.

Hence window size of 2^{k-1} .

4. for Stop & wait flow control,

$$U = \frac{1}{2a+1} \quad \text{where } a = \frac{t_{\text{prop}}}{t_{\text{frame}}}$$

Given, $U \geq 0.5$

$$\Rightarrow 1+2a \leq 2$$

$$\Rightarrow 2a \leq 1$$

$$\Rightarrow a \leq \frac{1}{2}$$

$$\text{Thus, } \frac{t_{\text{prop}}}{t_{\text{frame}}} \leq \frac{1}{2}$$

$$\Rightarrow t_{\text{frame}} \geq 2 \cdot t_{\text{prop}}$$

$$\Rightarrow t_{\text{frame}} \geq 40 \text{ ms}$$

$$\Rightarrow \frac{\text{frame size}}{\text{data rate}} \geq 40 \text{ ms}$$

$$\Rightarrow \text{frame size} \geq 40 \text{ ms} \times 4 \text{ kbps}$$

$$\Rightarrow \text{frame size} \geq 0.16 \text{ Kb}$$

5. Say, prob of error of 1 bit is p .

Then prob of no error at 1 pos = $(1-p)$.

If received frame has no error,
then all 4 bits should be errorless.

Hence, prob = $(1-p)^4$.

$$= \left(1 - \frac{1}{1000}\right)^4$$

$$\approx 0.996.$$

(b) Prob of atleast 1 error = $1 - \text{prob of no errors}$

$$= 1 - 0.996$$

$$\approx 0.004$$

(c) We can have 2 cases,

(i) Parity bit has error.

(ii) Parity bit is correct.

Total prob that error is not detected

~~= prob of error at parity~~

$$= \text{prob}(\text{error in parity bit}) \times \text{prob}_1 +$$

$$\text{prob}(\text{no error in parity bit}) \times \text{prob}_2$$

Here prob 1 & prob 2 represents the respective probabilities. such that error is not detected.

In case (i), parity bit has error, hence there should be 1 or 3 number of errors in rest of 4 bits.

If even parity \rightarrow Ex \rightarrow

0	1	0	0
---	---	---	---

 \rightarrow

1

~~Here~~
Actual Errorney.

Here, now we should have odd number of 1's in ~~as parity is changed to odd.~~

the rest 4 bits to maintain even parity. which results in 1 or 3 num of errors.

$$\text{Thus prob 1} = {}^4C_3 (1-p)^3 p + {}^4C_1 (1-p) ~~p~~ p^3$$

Similarly in Case II,

Parity bit has no error, hence there should be even number of bit changes (errors) to accept the erroneous message i.e. 2 or 4 number of bits.

$$\text{Thus prob 2} = {}^4C_2 (1-p)^2 p^2 + {}^4C_4 p^4$$

$$\text{Total ans} = \frac{1}{1000} \times \text{prob 1} + \frac{999}{1000} \times \text{prob 2}$$

$$\approx \frac{1}{1000} \times 0.004 + \frac{999}{1000} \times 6 \times 10^{-6}$$

$$\approx \frac{0.004 + 0.006}{1000}$$

$$\approx 10^{-5}$$

6) first we will append m with $\text{size}(P)-1$ number of 0s.

So $m = 11100011000000$

Now,

$$\begin{array}{r}
 10110110 \\
 110011 \overline{) 11100011000000} \\
 \underline{110011} \downarrow \\
 010111 \downarrow \\
 \underline{000000} \downarrow \\
 101111 \downarrow \\
 \underline{110011} \downarrow \\
 111000 \downarrow \\
 \underline{110011} \downarrow \\
 010110 \downarrow \\
 \underline{000000} \downarrow \\
 101100 \downarrow \\
 \underline{110011} \downarrow \\
 0111110 \downarrow \\
 \underline{110011} \downarrow \\
 011010 \downarrow \\
 \underline{000000} \downarrow \\
 11010
 \end{array}$$

Code word : 11100011 11010

$$7. \quad D(x) = x^{10} + x^7 + x^4 + x^3 + x + 1$$

$$p(x) = x^4 + x + 1$$

Now, we will multiply $D(x)$ by x^4 (highest degree of $p(x)$)

$$\begin{array}{r}
 x^{10} + x^6 + x^4 + x^2 \\
 x^4 + x + 1 \overline{) x^{14} + x^{11} + x^8 + x^7 + x^5 + x^4} \\
 \underline{x^{14} + x^{11} + x^{10}} \\
 x^{10} + x^8 + x^7 \\
 \underline{x^{10} + + x^7 + x^6} \\
 x^8 + x^6 + x^5 + x^4 \\
 \underline{x^8 + + x^5 + x^4} \\
 x^6 \\
 \underline{x^6 + x^3 + x^2} \\
 x^3 + x^2 \leftarrow R(x)
 \end{array}$$

So codeword in polynomial

$$= x^{14} + x^{11} + x^8 + x^7 + x^5 + x^4 + \underbrace{x^3 + x^2}_{R(x)}$$

which is

$$\boxed{10010011011100}$$

b) following the error pattern, recieved code will be.

$$D = 00011011011100$$

$$\frac{D(x)}{P(x)} = \frac{x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^3 + x^2}{x^4 + x + 1}$$

$$P(x) = x^4 + x + 1$$

$$\begin{array}{r}
 \overline{) \phantom{x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^3 + x^2}} \\
 \underline{x^7 + x^6 + x^3 + x^2 + x} \\
 x^{11} + x^{10} + x^8 + x^7 + x^5 + x^4 + x^3 + x^2 \\
 \underline{x^{11} + x^8 + x^7} \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} x^{10} + x^5 + x^4 \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \underline{x^{10} + x^7 + x^6} \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} x^7 + x^6 + x^5 + x^4 + x^3 \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} \underline{x^7 + x^4 + x^3} \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} x^6 + x^5 + x^2 \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} \underline{x^6 + x^3 + x^2} \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} x^5 + x^3 \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} \underline{x^5 + x^2 + x} \\
 \phantom{x^{11} + x^{10} + x^8 + x^7} \phantom{x^{10} + x^5 + x^4} \text{(Non Zero). } \underline{x^3 + x^2 + x}
 \end{array}$$

As Remainder is non, zero. It will not be accepted.

(c)

$$D = 00001011011100$$

$$D(x) = x^{10} + x^8 + x^7 + \cancel{x^6} + x^5 + x^4 + x^3 + x^2$$

$$P(x) = x^4 + x + 1$$

$$\begin{array}{r} x^6 + x^4 + x^2 \\ x^4 + x + 1 \overline{) x^{10} + x^8 + x^7 + x^5 + x^4 + x^3 + x^2} \\ \underline{x^{10} + + x^7 + x^6} \\ x^8 + x^6 + x^5 + x^4 \\ \underline{x^8 + + x^5 + x^4} \\ x^6 + x^3 + x^2 \\ \underline{x^6 + x^3 + x^2} \\ 0 \end{array}$$

In this case, Remainder is 0

Hence, this erroneous codeword will be accepted.