《计算机网络》作业-2022年

**第一章作业：（英文版教材第一章 2，3，9，10,11,16,17,18,30）**

2. The performance of a client-server system is strongly influenced by two major network characteristics: the bandwidth of the network (that is, how many bits/sec it can transport) and the latency (that is, how many seconds it takes for the first bit to get from the client to the server). Give an example of a network that exhibits high bandwidth but also high latency. Then give an example of one that has both low bandwidth and low latency.

3. Besides bandwidth and latency, what other parameter is needed to give a good characterization of the quality of service offered by a network used for (i) digitized voice traffic? (ii) video traffic? (iii) financial transaction traffic?

9. A disadvantage of a broadcast subnet is the capacity wasted when multiple hosts attempt to access the channel at the same time. As a simplistic example, suppose that time is divided into discrete slots, with each of the n hosts attempting to use the channel with probability p during each slot. What fraction of the slots will be wasted due to collisions?

10. What are two reasons for using layered protocols? What is one possible disadvantage of using layered protocols?

11. What is the principle difference between connectionless communication and connection-oriented communication? Give one example of a protocol that uses

1) connectionless communication 2)connection-oriented communication.

16. Which of the OSI layers and TCP/IP layers handles each of the following:

1) Dividing the transmitted bit stream into frames

2) Determining which route through the subnet to use.

17. If the unit exchanged at the data link level is called a frame and the unit exchanged at the network level is called a packet, do frames encapsulate packets or do packets encapsulate frames? Explain your answer.

18. A system has an n-layer protocol hierarchy. Applications generate messages of length M bytes. At each of the layers, an h-byte header is added. What fraction of the network bandwidth is filled with headers?

30. Suppose there is a change in the service (set of operations) provided by layer k. How does this impact services at layers k-1 and k+1?

**第二次作业：（英文版教材第二章 2, 3, 4, 7, 8, 21, 24, 25, 26, 28, 36, 37, 教材第四章14）**

2. A noiseless 8-kHz channel is sampled every 1 msec. What is the maximum data rate?

3. If a binary signal is sent over a 3-kHz channel whose signal-to-noise ratio is 20 dB, what is the maximum achievable data rate?

4. What signal-to-noise ratio is needed to put a T1 carrier with data rate 1.544Mbps on a 100-kHz line?

7. It is desired to send a sequence of computer screen images over an optical fiber. The screen is 1920 × 1200 pixels, each pixel being 24 bits. There are 50 screen images per second. How much bandwidth is needed?

8. Is the Nyquist theorem true for high-quality single-mode optical fiber or only for copper wire?

21. A modem constellation diagram similar to Fig. 2-23 has data points at (0, 1) and (0, 2). Does the modem use phase modulation or amplitude modulation?

24. An ADSL system using DMT allocates 3/4 of the available data channels to the down-stream link. It uses QAM-64 modulation on each channel. What is the capacity of the downstream link?

25. Ten signals, each requiring 4000 Hz, are multiplexed onto a single channel using FDM. What is the minimum bandwidth required for the multiplexed channel? Assume that the guard bands are 400 Hz wide.

第4章14题Sketch the Manchester encoding on a classic Ethernet for the bit stream 0001110101.

26. Why has the PCM sampling time been set at 125 μsec?

28. Compare the maximum data rate of a noiseless 4-kHz channel using

(a) Analog encoding (e.g., QPSK) with 2 bits per sample.

(b) The T1 PCM system.

36, Compare the delay in sending an ***x-bit*** message over a ***k-hop*** path in a circuit-switched network and in a (lightly loaded) packet-switched network. The circuit setup time is ***s*** sec, the propagation delay is ***d*** sec per hop, the packet size is ***p*** bits, and the data rate is ***b*** bps. Under what conditions does the packet network have a lower delay? Also, explain the conditions under which a packet-switched network is preferable to a circuit switched network.

37. Suppose that ***x*** bits of user data are to be transmitted over a ***k-hop*** path in a packet switched network as a series of packets, each containing ***p*** data bits and ***h*** header bits,

with *x >> p + h*. The bit rate of the lines is ***b*** bps and the propagation delay is negligible.

What value of ***p*** minimizes the total delay?

**第三次作业：（英文版教材第三章 1，2，4，6，7，9，11，14，15，16, 17, 18, 20, 27, 28, 29, 30, 31, 32, 33，教材第一章 15，22，补充题1-5）**

1. An upper-layer packet is split into 10 frames, each of which has an 80% chance of arriving undamaged. If no error control is done by the data link protocol, how many times must the message be sent on average to get the entire thing through?
2. The following data fragment occurs in the middle of a data stream for which the byte stuffing algorithm described in the text is used: A B ESC C ESC FLAG FLAG D. What is the output after stuffing?
3. When bit stuffing is used, is it possible for the loss, insertion, or modification of a single bit to cause an error not detected by the checksum? If not, why not? If so, how? Does the checksum length play a role here?
4. To provide more reliability than a single parity bit can give, an error-detecting coding scheme uses one parity bit for checking all the odd-numbered bits and a second parity bit for all the even-numbered bits. What is the Hamming distance of this code?
5. An 8-bit byte with binary value 10101111 is to be encoded using an even-parity Hamming code. What is the binary value after encoding?
6. One way of detecting errors is to transmit data as a block of *n* rows of *k* bits per row and add parity bits to each row and each column. The bit in the lower-right corner is a parity bit that checks its row and its column. Will this scheme detect all single errors? Double errors? Triple errors? Show that this scheme cannot detect some four-bit errors.
7. Suppose that data are transmitted in blocks of sizes 1000 bits. What is the maximum error rate under which error detection and retransmission mechanism (1 parity bit per block) is better than using Hamming code? Assume that bit errors are independent of one another and no bit error occurs during retransmission.
8. What is the remainder obtained by dividing x 7 + x 5 + 1 by the generator polynomial x 3 + 1?
9. A bit stream 10011101 is transmitted using the standard CRC method described in the text. The generator polynomial is x 3 + 1. Show the actual bit string transmitted. Suppose that the third bit from the left is inverted during transmission. Show that this error is detected at the receiver’s end. Give an example of bit errors in the bit string transmitted that will not be detected by the receiver.
10. Data link protocols almost always put the CRC in a trailer rather than in a header. Why?
11. In the discussion of ARQ protocol in Section 3.3.3, a scenario was outlined that resulted in the receiver accepting two copies of the same frame due to a loss of acknowledgement frame. Is it possible that a receiver may accept multiple copies of the same frame when none of the frames (message or acknowledgement) are lost?
12. A channel has a bit rate of 4 kbps and a propagation delay of 20 msec. For what range of frame sizes does stop-and-wait give an efficiency of at least 50%?
13. A 3000-km-long T1 trunk with bandwidth 1.544Mbps is used to transmit 64-byte frames using protocol 5, which uses a short ACK frame as acknowledgement. If the propagation speed is 6 μsec/km, how many bits should the sequence numbers be?
14. Consider the operation of protocol 6 over a 1-Mbps perfect (i.e., error-free) line. The maximum frame size is 1000 bits. New packets are generated 1 second apart. The timeout interval is 10 msec. If the special acknowledgement timer were eliminated, unnecessary timeouts would occur. How many times would the average message be transmitted?
15. In protocol 6, MAX SEQ = 2n − 1. While this condition is obviously desirable to make efficient use of header bits, we have not demonstrated that it is essential. Does the protocol work correctly for MAX SEQ = 4, for example?

1-22. When a file is transferred between two computers, two acknowledgement strategies are possible. In the first one, the file is chopped up into packets, which are individually acknowledged by the receiver, but the file transfer as a whole is not acknowledged. In the second one, the packets are not acknowledged individually, but the entire file is acknowledged when it arrives. Discuss these two approaches.

1-15. In some networks, the data link layer handles transmission errors by requesting that damaged frames be retransmitted. If the probability of a frame’s being damaged is p, what is the mean number of transmissions required to send a frame? Assume that acknowledgements are never lost.

1. Frames of 1000 bits are sent over a 1-Mbps channel using a geostationary satellite whose propagation time from the earth is 270 msec. Acknowledgements are always piggybacked onto data frames. The headers are very short. Three-bit sequence numbers are used. What is the maximum achievable channel utilization for

(a) Stop-and-wait?

(b) Protocol 5?

(c) Protocol 6?

1. Consider an error-free 64-kbps satellite channel used to send 512-byte data frames in one direction, with very short acknowledgements coming back the other way. What is the maximum throughput for window sizes of 1, 7, 15, and 127? The earth-satellite propagation time is 270 msec.
2. A 100-km-long cable runs at the T1 with data rate 1.544Mbps. The propagation speed in the cable is 2/3 the speed of light in vacuum. How many bits fit in the cable?
3. Give at least one reason why PPP uses byte stuffing instead of bit stuffing to prevent accidental flag bytes within the payload from causing confusion.
4. What is the minimum overhead to send an IP packet using PPP? Count only the overhead introduced by PPP itself, not the IP header overhead. What is the maximum overhead?

补充题1：已知数据位流为1101 0110，采用CRC 校验，G(x)=x3+1，计算出校验位。

补充题2. 采用3 比特序号的选择重传（SR）协议，若接收窗口为5，则发送窗口的最大值是多少?

补充题3. 50-kbps 的卫星信道，往返时延为 500ms，帧长为 1000 位，使用捎带确认（搭载ACK）的SR协议，若使效率达到50%，序号的比特数至少是多少?

补充题4. 数据链路层采用GBN（回退N步） 协议，发送方已经发送了编号为0-7 的帧，当计时器超时时，若发送方只收到0，4，5 号帧的确认，则发送方需要重发的帧数是多少?

补充题5. 两台计算机的数据链路层协议实体采取滑动窗口机制利用16kbps 的卫星信道传输长度为128 字节的数据帧，信道传播时延为270ms。若采用捎带确认（搭载ACK）方式，且传输不会出错，

1) 计算使用停等协议的信道利用率；

2) 计算使用发送窗口为7 的GBN 协议的信道利用率；

3) 计算使用发送窗口为15 的GBN 协议的信道利用率；

4) 为使信道利用率达到最高，使用GBN 协议时序号的比特数最少为多少位？

**第四次作业：（英文版教材第四章 6, 13, 16,17,18,20,22, 24,38,39,41,42，补充题）**

1. What is the length of a contention slot in CSMA/CD for (a) a 2-km twin-lead cable (signal propagation speed is 82% of the signal propagation speed in vacuum)?, and (b) a 40-km multimode fiber optic cable (signal propagation speed is 65% of the signal propagation speed in vacuum)?
2. What is the baud rate of classic 10-Mbps Ethernet?
3. Consider building a CSMA/CD network running at 1 Gbps over a 1-km cable with no repeaters. The signal speed in the cable is 200,000 km/sec. What is the minimum frame size?
4. An IP packet to be transmitted by Ethernet is 60 bytes long, including all its headers. If LLC is not in use, is padding needed in the Ethernet frame, and if so, how many bytes?
5. Ethernet frames must be at least 64 bytes long to ensure that the transmitter is still going in the event of a collision at the far end of the cable. Fast Ethernet has the same 64-byte minimum frame size but can get the bits out ten times faster. How is it possible to maintain the same minimum frame size?
6. How many frames per second can gigabit Ethernet handle? Think carefully and take into account all the relevant cases. Hint: the fact that it is gigabit Ethernet matters.
7. In Fig. 4-27, four stations, A, B, C, and D, are shown. Which of the last two stations do you think is closest to A and why?

24. A wireless LAN with one AP has 10 client stations. Four stations have data rates of 6 Mbps, four stations have data rates of 18 Mbps, and the last two stations have data rates of 54 Mbps. What is the data rate experienced by each station when all ten stations are sending data together, and

(a) TXOP is not used?

(b) TXOP is used?

1. Consider the extended LAN connected using bridges B1 and B2 in Fig. 4-41(b). Suppose the hash tables in the two bridges are empty. List all ports on which a packet will be forwarded for the following sequence of data transmissions:

(a) A sends a packet to C.

(b) E sends a packet to F.

(c) F sends a packet to E.

(d) G sends a packet to E.

(e) D sends a packet to A.

(f) B sends a packet to F.

1. Store-and-forward switches have an advantage over cut-through switches with respect to damaged frames. Explain what it is.
2. To make VLANs work, configuration tables are needed in the bridges. What if the VLANs of Fig. 4-47 used hubs rather than switches? Do the hubs need configuration tables, too? Why or why not?
3. In Fig. 4-48, the switch in the legacy end domain on the right is a VLAN-aware switch. Would it be possible to use a legacy switch there? If so, how would that work? If not, why not?

补充题：A 1-km-long, 10-Mbps CSMA/CD LAN (not 802.3) has a propagation speed of 200 m/usec. Repeaters are not allowed in this system. Data frames are 256 bits long, including 32 bits of header, checksum, and other overhead. The first opportunity after a successful transmission is reserved for the receiver to send a 32-bit acknowledgement frame. What is the effective data rate, excluding overhead, assuming there are no collisions?