

Quiz on Jan 28

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13.

Which of the following is true of pure NACK based protocols? Select all that apply.

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) If errors are infrequent, there is lot of overhead
- 1) Can support stop and wait protocols
- 2) Detect losses via detecting holes in packet stream
- 3) The longer the delay between adjacent received packets, the faster the error recovery

Answer: [[2]]

13.

What is the BW delay product of a link (in bits) with 1Mbps speed and one-way latency of 10ms? Format X (e.g. 15000)

Marks: 1

Type: FILL_IN_THE_BLANKS_TYPE

Answer: ["20000"]

13.

In stop and wait protocols with losses, which of the following causes duplicate packets at receiver? Select all that apply.

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) Timeout
- 1) Duplicate Ack at sender
- 2) Out of order delivery
- 3) Buffer overflow

Answer: [[0]]

13.

What is the utilization (in percentage) of stop and wait over a link with 8Mbps speed and 2ms propagation delay with a packet size of 1000 Bytes? Format X (e.g. 55)

Marks: 1

Type: FILL_IN_THE_BLANKS_TYPE

Answer: ["20"]

13. For $RWS = 1$, $SWS = 3$, what is Maxseqno?

Marks: 1

Type: SINGLE_CORRECT_ANSWER

Options:

- 0) 4 (0,1,2,3)
- 1) 5 (0,1,2,3,4)
- 2) 3 (0,1,2)
- 3) 2(0,1)

Answer: [0]

13.

For a channel that only corrupts and NOT lose packets, which of the following mechanisms is NOT needed for RDT? Select all that apply

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) Error Detection
- 1) Seq No
- 2) Ack
- 3) Timeout

Answer: [[3]]

14.

Which among the following is required functionality (not optional) in RDT protocols? Select all the apply

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) EC
- 1) ED
- 2) Seq No
- 3) Ack

4) Nack

Answer: [[1, 2, 3]]

14.

Which of the following is true of sliding window protocols in general? Select all that apply.

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) LFS-LAR \leq SWS
- 1) LAF = RWS-LFR
- 2) ONLY receiver needs to buffer packets
- 3) The sequence number space is independent of RWS

Answer: [[0]]

14.

Which of the following is true of sliding window protocols in general? Select all that apply.

Marks: 1

Type: MULTIPLE_CHOICE

Options:

- 0) If SeqNum \leq LFR, discard frame
- 1) Always good to send an ACK on receipt of data packet
- 2) Cumulative acks perform better than selective acks
- 3) SeqNum -LAR \leq SWS, discard the frame

Answer: [[0, 1]]

14.

What is the utilization (in percentage) of a sliding window protocol over a link with 8Mbps speed and 2ms propagation delay with a packet size of 1000 Bytes? Assume a window size of 4 packets. Format X (e.g. 55)

Marks: 1

Type: FILL_IN_THE_BLANKS_TYPE

Answer: ["80"]
