Name	_
------	---

CS4516 D11 Computer Networks Mid Term Exam April 4, 2010

Question	Points	Score
0	1	
1	6	
2	4	
3	16	
4	4	
5	4	
6	6	
7	4	
8	3	
9	2	
10	5	
11	3	
12	3	
13	20	
Total	80	

Trivia Question (1 extra credit point)

0. (a) What is the capital of Libya?

-OR-

(b) What city is hosting this year's NCAA men's basketball Final Four games?

(3 pts.)	1a. What is a network protocol ?
(3 pts.)	b. Explain the differences between the OSI Reference Model and the TCP/IP Internet stack.
(2 pts.)	2a. Explain the difference between channel utilization and channel efficiency .
(2 pts.)	b. What is the difference between end-to-end packet latency and end-to-end packet delay?
node to a	3. Provide pseudo-code (in Tanenbaum style) for a one-directional flow of data from a sending a receiving node in a one-bit sliding window protocol where the receiver sends an ACK when a transmitted correctly and a NAK when a frame is received with errors detected.
Sender	Receiver

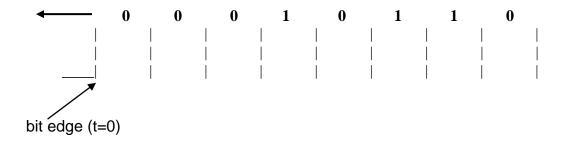
(4 pts.) 4. Explain the **HDLC** scheme for **framing** and **byte stuffing**.

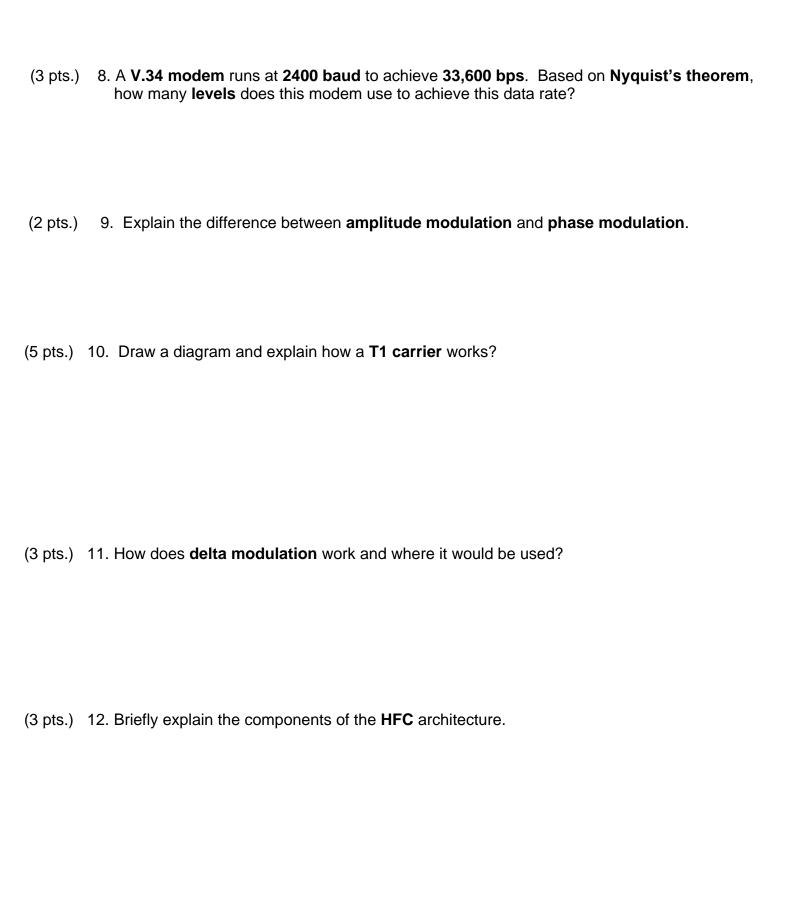
(2 pts.) 5a. Why is error correction not normally used at the data link layer?

(2 pts.) b. What is used instead?

(6 pts.) 6. Give the algorithm that the sender uses to prepare and send a frame for transmission that includes a **CRC** field.

(4 pts.) 7. Assume that the voltage level at time t = 0 is **low**, fill in the diagram below to show the **Differential Manchester encoding** for the bit stream 00010110 traveling to the left.





(20 pts.) 13. Two nodes **A** and **B** are **60 km** apart at opposite ends of a **100 Mbps** optical fiber link. Assume the speed of light is **3 x 10⁸ meters/sec**. Assume node **A** has a **51,231 byte** image stored in memory to send to **B**.

A and **B** share a three-layer 'home brew' network where:

Network layer **packets** have the following format:

Header	Payload	Trailer
36 bytes	4-256 bytes	8 bytes

DATA frames have the following format:

Header	Payload	Trailer
30 bytes	75-1200 bytes	20 bytes

ACK frames have the following format:

Header	Payload	Trailer
30 bytes	75 bytes	20 bytes

Processing time for **A** or **B** to prepare to send any frame is **4 microseconds**. Processing time for **A** or **B** to receive any frame is **1 microsecond**.

The Data Link layer of the 'home-brew' network uses a simple **STOP-and-WAIT** protocol and for channel efficiency it tries to combine **multiple** packets into a single frame prior to transmission.

How long does it take **A** to successfully send the image to **B** under the best of circumstances (i.e., the channel is error-free)? **(Show ALL calculations to get full or partial credit!)**

Blank Work Page CS4516 D11