Email Subject line: CSE 434:

Next HW will be due 3/2

Mid-term 1

- top three layers
  - First two chapters

What are the costs of implementing a protocol?

1) time (latency) ← throughout
2) B/W
3) H/W ← CPU
   ← memory (buffer space)
"If the receiver has sent an ack and then it gets another pkt with same seq num it should assume that it is a new pkt & not the old pkt, since it will take a long time to use up 16 bit seqnum number. This argument is not valid for Internet.

Other techniques for identifying duplicate pkt are hash

"the correctness of your implementation should be technology independent." - evolvability, heterogeneity
Why two seq num 0 & 1 are sufficient for rdt 2.1 protocol?

① - With a stop and wait protocol, there is only one packet outstanding.

② THE SENDER SENDS FIRST PACKET
    THE SEQ. #0
    WHEN RECEIVES ACK, BACK SEQ. #1

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Diagram:

```
+---+---+---+---+---+---+---+---+
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
+---+---+---+---+---+---+---+---+
```

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Sender

Rec.
Next HW (5)

Q1: Why two seq numbers 0 & 1 are sufficient for rdt 2.1 protocol?