

Ph.D. Qualifying Exam: Computer Networks
Department of Computer Science and Engineering
National Sun Yat-sen University
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1. At what data rate does sequence number (32 bits) wrap become a problem, assuming an MSL (Maximal Segment Lifetime) of 100 seconds? (8%)
2. What is *Jacobson's fast retransmission*? (4%)
3. Suppose that the cost of transmitting a multicast packet on link is completely independent of the cost of transmitting a unicast packet on a link. Will reverse path forwarding still work in this case? Just your answer. (10%)
4. Please describe the error control and flow control in data link layer, network layer, and transport layer. (9%)
5. What is *IP source routing*? Then further describe strict and loose source routing. (6%)
6. Why cannot CSMA/CD be used in wireless local area networks? It is replaced by CSMA/CA. Please describe the CSMA/CA protocol, and explain why it is suitable in wireless local area networks. (8%)
7. Please calculate the bandwidth limit between a give source-destination pair which is running TCP if with the average round-trip time 50 ms. Consider the largest window scale option to be used. (5%)
8. Packet loss in a LFN (Long Fat Network, i.e., a network with large bandwidth-delay products, i.e., large capacity) can reduce throughput drastically. Could you explain the reason? (5%)
9. What difference between "link-state" routing protocol and "distance-vector" routing protocol? (7%)
10. What is *proxy ARP* and *gratuitous ARP*? What are MAC addresses of the hosts behind proxy ARP reported? Why do we need *gratuitous ARP*? (8%)
11. There is a network segment which is cut into two segments and connected by a bridge (link layer switch). The bridge has two Ethernet ports to connect to each segment. Please design a protocol for the bridge to switch Ethernet frames between two network segments. That is, any two hosts must be able to exchange data frames no matter whether both are at the same segment or different segments. Flooding must be avoided as possible as you can. (9%)
12. There are two sublayers in the data link layer. Please describe the responsibility of each. (6%)
13. (1) What is Nagle algorithm? What network situation do we need it? (2) How fast inherent TCP can run is determined by two factors. Please show both factors. (3) Please explain why TCP needs the TIME_WAIT state (2MSL state). (9%)
14. (1) Please describe how congestion window size (*cwnd*) is incremented respectively in both cases of slow start and congestion avoidance. (2) There are two indications of packet loss: timeout and the receipt of duplicate ACKs. For both cases, the congestion window size (*cwnd*) increasing or decreasing? Please explain them. (6%)