# Communication Networks

Prof. Laurent Vanbever

Exercise 3 – Routing and Transport Concepts

Routing Concepts

3.1 Distance Vector

The figure on the left shows a weighted graph representing a network topology with 7 nodes. The nodes in the network use a distance vector algorithm to compute the shortest-paths in a distributed way. It takes one time step for a distance vector message to be sent from one node to another on a link. A node can send the distance vector message on multiple links at the same time.
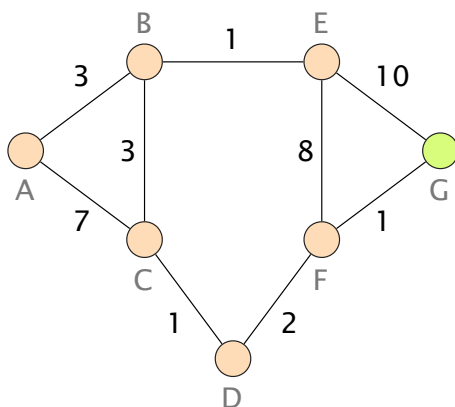
In case paths have the same weight, the node picks the path traversing the smaller number of links. In case there is still a tie, the node picks the path of the neighbor with the lower identifier (alphabetical order).

a) Compute the paths from any node in the network to G. Use the provided table to fill in the state of each node at every time step. Stop when a stable state is reached. The first time step is provided as an example.

Weighted graph representing a network topology.

#	A	B	C	D	E	F	G
0	∅	∅	∅	∅	∅	∅	0
1	∅	∅	∅	∅	10	1	0
2							
3							
4							
5							
6							

b) Highlight the actual paths taken in the graph.

c) The network operator realizes that there is a potential bottleneck as all traffic is crossing the following links: *C-D*, *D-F*, and *F-G*. She prefers to balance the traffic across the available links in the network. Therefore, she would like to have all traffic from the nodes *A*, *B*, *E* to go across the link *E-G* and the traffic of the remaining nodes to go across *F-G*.

  (i) If she can only change the weight of the link *E-G*, what should she change it to?

  (ii) If she cannot change the weight of the link *E-G*, what should she change instead? Propose a change that requires to change the weights of as few links as possible.

Transport Concepts

3.2   Reliable versus Unreliable Transport

In the lecture, you have learned how a reliable transport protocol can be built on top of a best-effort delivery network. However, some applications still use an unreliable transport protocol.

  a) What are the characteristics of best-effort and of reliable transport?

  b) What could be advantages of using an unreliable transport protocol?

  c) What type of applications are suitable to use unreliable transport protocols?

  d) As we will later see, the User Datagram Protocol (UDP) only provides unreliable transport. Assume you are forced to use a network which only supports UDP as a transport protocol. You must transmit an important document which eventually should be correctly transmitted. Do you see a way to implement some of the reliable transport mechanisms despite using UDP?

3.3 Negative Acknowledgments

In the lecture, we have mainly looked at transport protocols using (positive) Acknowledgments (ACKs). However, we could also use so called Negative Acknowledgments (NAKs or NACKs). In this case, the receiver is sending a NAK for every packet that it *did not* receive. To detect lost packets, the receiver looks at the sequence numbers of all the received packets and sends NAKs for every missing sequence number. After receiving a NAK, the sender will retransmit the corresponding packet.

a) Assuming a network with nearly no packet loss, what could be the main advantage of using NAKs?

b) Assume now that the receiver will immediately send a NAK as soon as it detects a gap in the received packet numbers. E.g. for the following packet number sequence [4, 5, 7] the receiver would immediately send a NAK for packet 6. Can you see a problem with this implementation? How could you (partially) mitigate the problem?

c) So far, NAKs look like a good alternative to (positive) ACKs. Nonetheless, TCP – the currently most-widely used transport protocol – is *not* using NAKs. There has to be a problem. Assume that the sender is transmitting 5 packets (with sequence number 1 to 5). Find at least two sequences of packet or NAK losses such that the **sender** wrongly assumes that the 5 packets were correctly received.