

Ex. 5-1: Error Recovery

Consider a sliding window buffer for at most 3 packets at both sender and receiver. Received packets are acknowledged immediately. Otherwise, packets are retransmitted after a packet timeout. The error recovery protocol is Go-Back-N **with** buffering. The display of the buffer should move clock-wise. (We assume that A has an unlimited number of packets to send.)

1. Draw the buffer spaces at t_2 after the depicted packet exchange.
2. Between t_2 and t_2 , sketch the reaction of node A and the consequences for A's and B's buffer at t_3 .
3. Between t_3 and t_4 , the send timeout for packet 3 expires. What does that imply for the buffers?
4. What happens then between t_4 and t_5 , with which consequences? (Up to packet 5.)
5. Depict the difference that receiver-side buffering makes! Does it save any bandwidth?

