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B. E. (Sixth Semester) Examination, April-May, 2021

(New Scheme)

(IT Engg. Branch)

ADVANCED COMPUTER NETWORK

(Professional Elective-I)

Time Allowed: Three hours

Maximum Marks: 80

Minimum Pass Marks: 28

Note: Part (a) is compulsory from each question.

Attempt any two part from (b), (c) and (d)

from each question. All questions carry equal
marks.

Unit-I

1. (a) Why it's required to perform switching in computer network?

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(b)	What is Message; explain with important characteris-
	tics with advantages and disadvantages.
(c)	Let G(x) be the generator polynomial used for CRC
	shooting What is the condition that should be

checking. What is the condition that should be satisfied by G(x) to detect odd number of bits in error and why.

(d) The values of parameters for the stop and wait ARQ protocol are as given below:

Bit rate of the transmission channel = 1 Mbps

Propagation delay from sender to receiver = 0.75 ms

Time to process a frame = 0.25 ms Number of bytes in the information frame = 1980Number of bytes in the acknowledge frame = 20Number of overhead bytes in the information

Assume that there are no transmission errors. Then calculate the transmission efficiency (in %) of the stop and wait ARQ protocol.

Unit-II

2. (a) What is Little's theorem?

frame = 20

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(b)	Explain the M / M / I Queuing System.	
(c)	At a work station, 5 jobs arrive every minute. The	
	mean time spent on each job in th work station is	
	1/8 minute. Calculate the mean steady state number	
	of jobs in the system.	
(d)	Explain Networks of Queues-Jackson's theorem.	

Unit-III

(b) Explain different access control mechanism in computer network.

(a) What is ALOHA?

(c) Give difference between Pure Aloha and Slotted Aloha.

(d) Consider a network using the pure ALOHA medium access control protocol, where each frame is of length 1,0001,000 bits. The channel transmission rate is 11 Mbps (= 106 = 106 bits per second). The aggregate number of transmissions across all the nodes (including new frame transmissions and retransmitted frames due to collisions) is modelled as a Poisson process with a rate of 1,0001,000 frames per second. Throughput is defined as the

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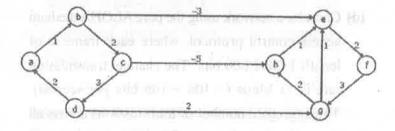
average number of frames successfully transmitted per second. Calculated the throughput of the network.

(a) What are the main issues in routing?

(b) Where does Bellmann-Ford algorithm is used and why?

(c) What are the Convexity and characteristics of optimal policies in a dynamic routing problem?

(d) Dijkstra's single source shortest path algorithm when run from vertex a in the below graph, computes the correct shortest path distance to all vertex.



Unit-V

5. (a) What is the effect on line utilization if we increase the number of frames for a constant message size? 2 (c) In Go Back N protocol, sender Window size = 10 and & $T_n = 49.5$ ms & $T_t = 1$ ms. What is the efficiency of the protocol and throughput on given

depending on congestion window why?

Bandwidth = 1000 bps?

(d) Explain Min-max Vs. Max-min flow control algorithm for optimal computer network.