Informal Quiz 4

True or False?

T F

☐ ☐ The TCP persist and keepalive timers typically operate when the source is idle

☐ ☐ One reason why the silly window avoidance is used is because the Nagle algorithm may send tinygrams when acks are received.

☐ ☐ Smaller packets have larger overhead, but larger packets could achieve pipelining efficiencies in a store-and-forward network like the Internet

☐ ☐ Silly window avoidance helps TCP slow start (which increments window size in steps of MSS) by ensuring that most segments sent are of size = MSS.

☐ ☐ At high speeds (> 100 Mbps), doubling the bandwidth nearly doubles the throughput

☐ ☐ Distance vector routing uses partial information at every node, whereas link state routing builds the entire topology map at a node

☐ ☐ The TCP window scale option and the timestamp option address the latency issue in high bandwidth networks (LFNs)

☐ ☐ Several ICMP functions have been replaced by new protocols (eg: BOOTP)

Informal Quiz 4 (contd)

True or False?

T F

☐ ☐ The complexity in RIP is in avoiding problems like the count-to-infinity, whereas the complexity in OSPF is in distributing the link states efficiently

☐ ☐ The Bellman-Ford algorithm is used in policy-based distance-vector routing.

☐ ☐ The Dijkstra algorithm is “greedy” in the sense that it adds the minimum cost triple from TENTATIVE to PATH. Also the entire set of link states is required to do this “minimum” calculation iteratively.

☐ ☐ Default routing works because there exists a set of “core” routers which do not use default routing.

☐ ☐ BGP uses a fixed tree structure to propagate reachability information from AS to the core.

☐ ☐ CIDR solves the router-table size explosion problem primarily by using a clever class-C address allocation scheme.

Marks = Number of Correct Answers = _____

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