

## UNIVERSITY OF ABERDEEN

## SESSION 2004-05

## Degree Examination in EG 3567 Communications Engineering 1A

Monday 30 th May 2004 (9:00 pm - 12:00 noon)

## Notes:

- (i) Candidates are permitted to use approved calculators
- (ii) Candidates are not permitted to use the Engineering Mathematics Handbook
- (iii) An information sheet providing details of protocol headers is provided

Candidates should attempt THREE questions. All questions carry 20 marks.

1.
  - (a) Use the *Open Systems Interconnection Reference Model* to explain the operation of the *Transport Layer*. [6 marks]
  - (b) Provide two examples of protocols that operate at the *Transport Layer*. [2 marks]
  - (c) The “ping” program sends a message of 1000B, what is the total size of the Ethernet frame? [4 marks]
  - (c) By comparing the operation of the “ping” program and the “tracert” programs, describe the key differences between these two programs. [8 marks]
  
2.
  - (a) Explain the algorithm used by a *Network Interface Card (NIC)* when transmitting frames over a shared Ethernet cable. [10 marks]
  - (b) How is the algorithm modified when using the *Full Duplex* mode? [2 marks]
  - (c) Is it possible to use the full duplex mode with (i) a Hub (ii) a Switch? [2 marks]
  - (d) Using suitable diagrams, explain the purpose of the Ethernet frame *Type* field. [4 marks]
  - (e) What types of cable are supported in the *Gigabit Ethernet* specification? [2 marks]
  
3.
  - (a) An *End System* sends 10 packets per second using the *User Datagram Protocol (UDP)* over a full duplex 100 Mbps Ethernet LAN. Each message is 1000 bytes in size (including the *UDP Protocol Control Information*).
    - (i) What is the throughput, when measured at the *Transport Layer*? [4 marks]
    - (ii) Calculate the total frame size, and hence the *Utilisation* of the link. [4 marks]
  - (b) Why does Ethernet define a minimum frame size? [2 marks]
  - (c) Given that the Ethernet CRC-32 protects the integrity of frames sent across a *Local Area Network*, why does a transport protocol also include a *Checksum*? [4 marks]
  - (d) Figure 1 shows a part of an Ethernet *Preamble*. Describe *Manchester Encoding* and use this to explain which part of the waveform indicates the start of the MAC header.

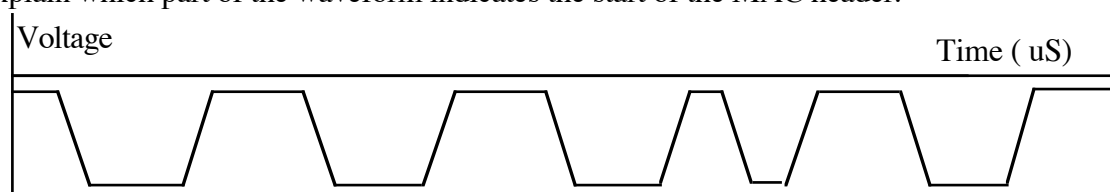


Figure 1: Waveform recorded on a coaxial Ethernet cable

[6 marks]

*continued over*

4. Consider the network shown below in figure 2:

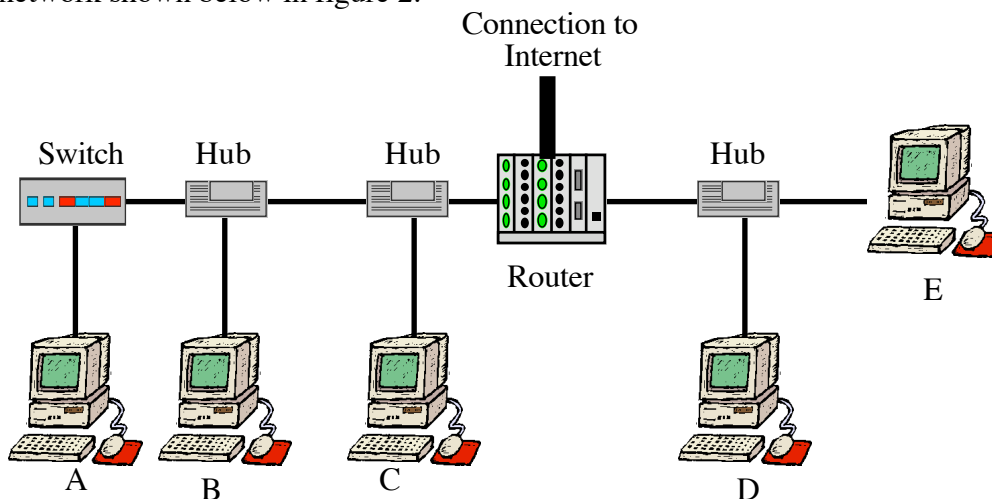


Figure 2: An Ethernet LAN

- (a) Provide a diagram of this network clearly labelling each *Collision Domain* [4 marks]
- (b) Which End Systems are in the same *Broadcast Domain* as system B? [2 marks]
- (c) Sketch the contents of the *Address Resolution Protocol (ARP)* cache after the computer B has communicated with the computers A,B, and D, E, explaining the set of MAC addresses used. [4 marks]
- (d) If computer B is reconnected directly to the switch, does the ARP cache change? [2 marks]
- (e) Explain the role of the *Domain Name Server* when the computer C communicates with a remote server in the Internet. Your answer should include a diagram showing the sequence of packets exchanged at the start of this communication. [8 marks]

5. (a) 0100 5e00 000d 00e0 f726 3ff1 0800 45c0  
 0036 5a3f 0000 0167 226b 8b85 d064 e000  
 000d 2300 ad3c 0100 8b85 d0d2 0001 00d2

Figure 3: Hexadecimal dump of the Header of a Packet received on an Ethernet interface

Figure 3 shows a hexadecimal dump of the first bytes of an Ethernet frame, what is the Internet address of the End System that sent this frame? [4 marks]

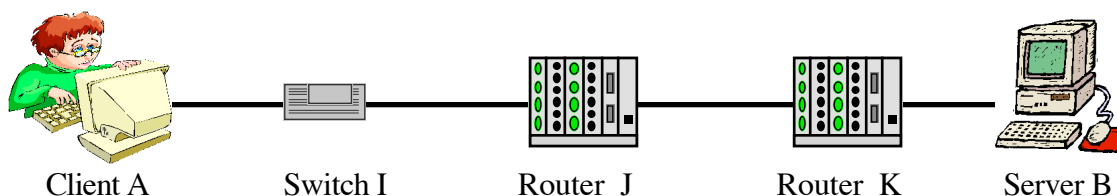
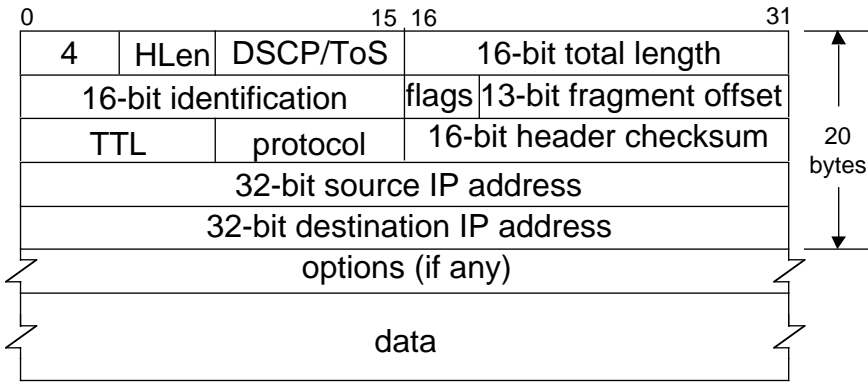


Figure 4: An Internet Path between two End Systems, A and B

- (b) Explain how the Switch I (in figure 4) may dynamically build an *Address Table*. [6 marks]
- (c) What is meant by the term *Multicast*? How does the Switch I recognise a multicast frame sent by A? [4 marks]
- (d) Explain the term *Maximum Transmission Unit (MTU)*, and the *Path MTU Discovery* procedure used by the the client A, when sending to the server B. [6 marks]

# PDU Header Chart



### IP Protocol Types

0	IP
1	ICMP
2	IGMP
6	TCP
17	UDP

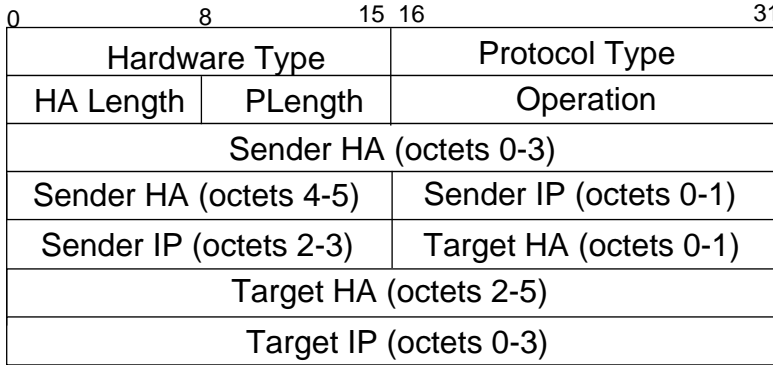
### IPv4 Flags

--X	More
-X-	Don't Fragment
X--	Unused

### IPv4 DSCP/ToS

XXXXXX	-- DSCP Value
----- 0 0	Discard in congestion
----- 0 1	ECN enabled (A)
----- 1 0	ECN enabled (B)
----- 1 1	Congestion indication

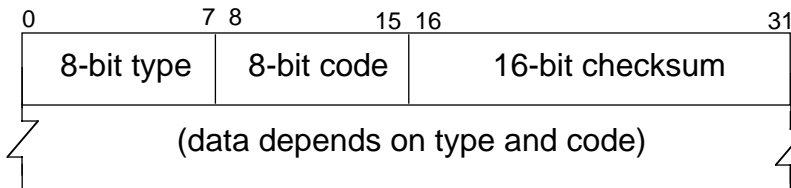
### Internet Protocol Datagram (Ethernet Type = 0x800)



### Operation ARP Message

1	ARP request
2	ARP reply
3	RARP request
4	RARP reply

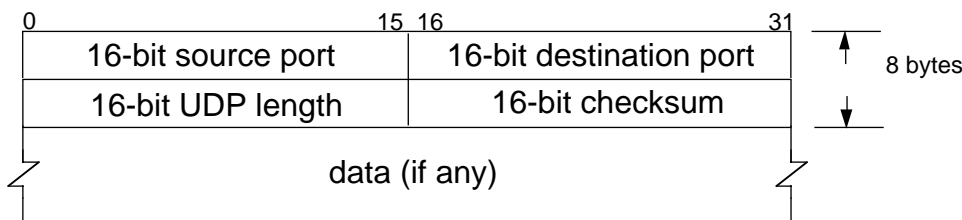
### ARP / RARP Packet (Ethernet Type = 0x806)



### ICMP Message

### ICMP Message

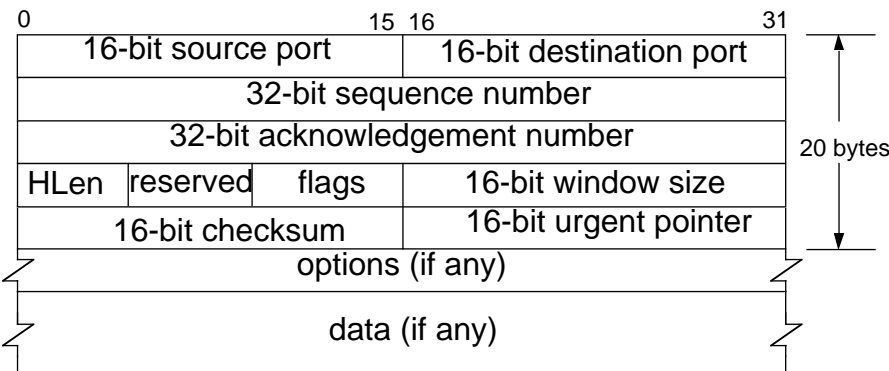
Type	Message
0	Echo reply
3	Destination unreachable (also used by PMTUD)
4	Source quench
5	Redirect
8	Echo request



### UDP Packet

### Well-Known TCP/UDP Server Ports

Port (decimal)	Service
23	Telnet
25	Mail
69	TFTP
80	WWW (http)



### TCP Packet