Informal Quiz 3

True or False?

T F

- ☐ ☐ The Nagle algorithm in TCP is intended to allow the ack and echo data to be combined.
- ☐ ☐ TCP is called “self-clocking” because the source sends traffic whenever it likes
- ☐ ☐ TCP by default uses a selective retransmission policy
- ☐ ☐ The RFC 793 RTT estimator could only tolerate variances of upto 30%
- ☐ ☐ The TCP congestion control algorithm is stable because it detects congestion reliably and its rate of window decrease is faster than its rate of window increase

- TCP's use of cumulative acks reduces the need for any timeout/retransmission of acks
- Karn's algorithm would be triggered often on a wireless or radio link which is very lossy
- Delayed-acks are good for bulk traffic, but bad for interactive traffic.
- 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 for BGP.
- A distance vector approach has a complete network map at every node.

- The Dijkstra algorithm is a “greedy” algorithm.
- Diffusing computations (eg: DUAL) works because inconsistent information is not accepted while the routing tables are “frozen”.
- 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 by allocating only contiguous blocks of addresses which are summarizable.
- The MED and LOCAL_PREF attributes in BGP can be used for load-balancing.

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