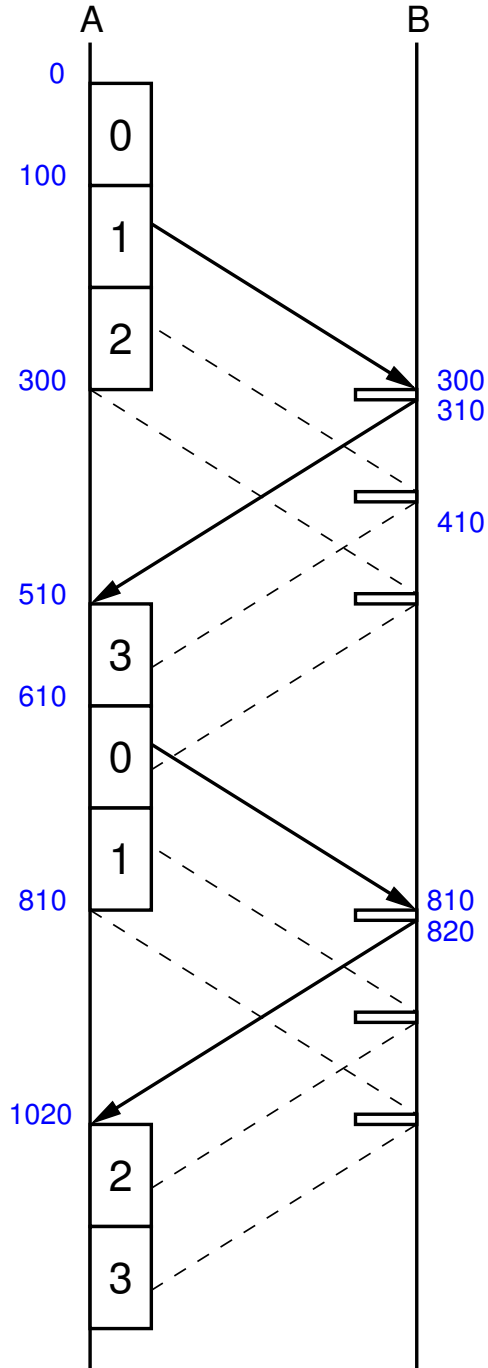
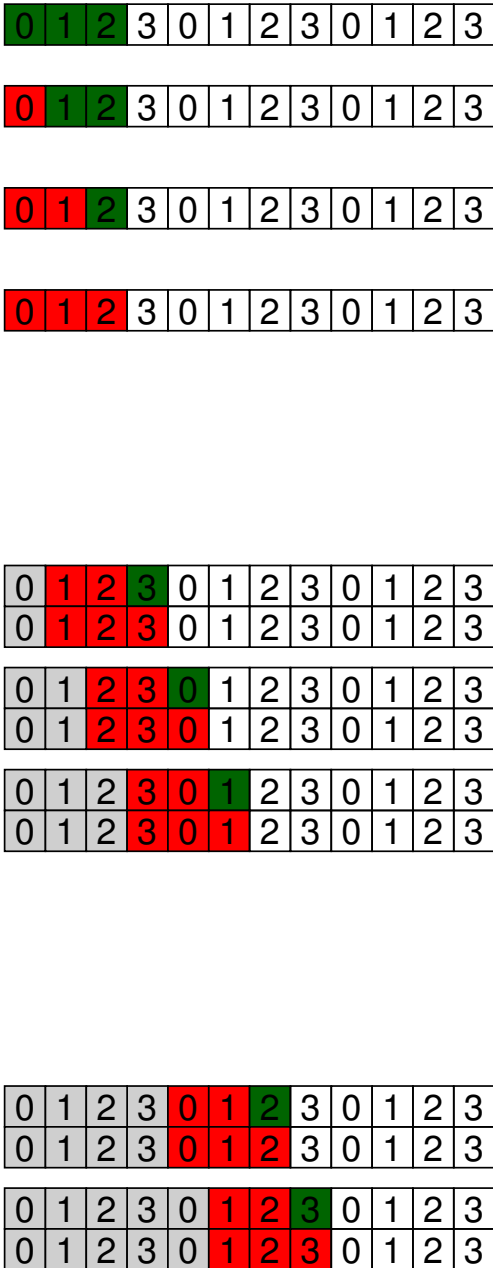


Sliding Window Flow Control

- Not allowed to transmit
- Allowed to transmit
- Transmitted; not yet ACKed
- ACKed

Propagation = 200
 DATA transmission = 100
 (90 data, 10 header)
 ACK transmission = 10
 2-bit sequence number (W=3)
 Note: units are not given



Performance:

A sends 3 frames to B then must wait for ACK of 1st frame; then can send another 3 frames.

A delivers 3 frames to B every 510

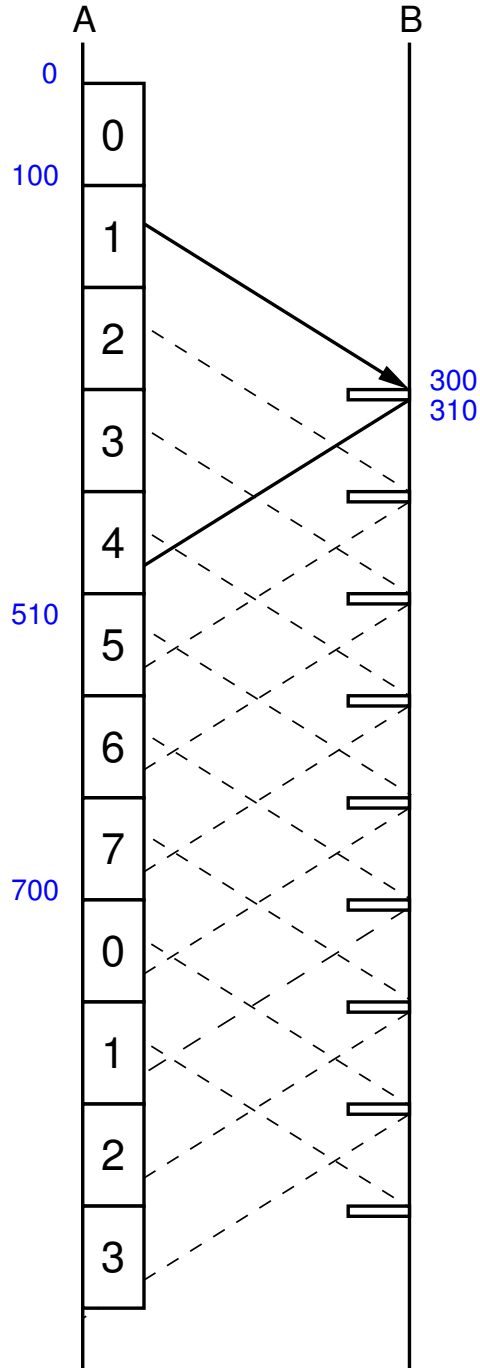
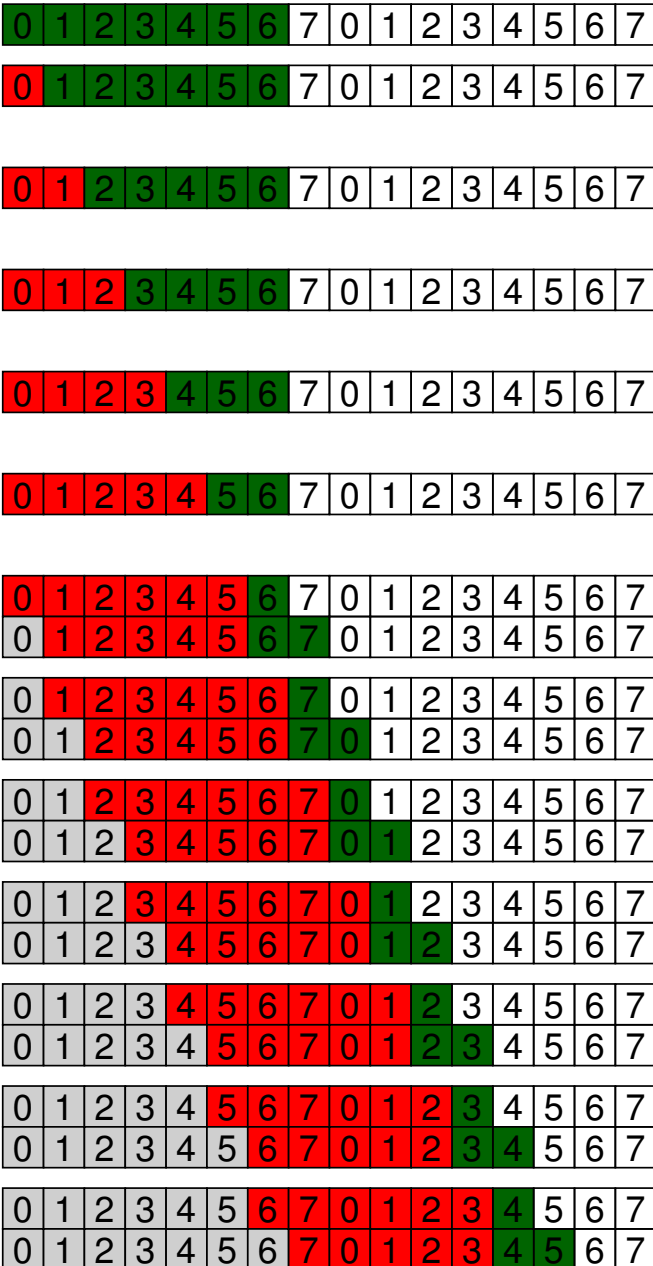
Each frame is 90 of real data

Efficiency: $3 \times 90 / 510 = 52.94\%$

Sliding Window Flow Control

- Not allowed to transmit
- Allowed to transmit
- Transmitted; not yet ACKed
- ACKed

Propagation = 200
 DATA transmission = 100
 (90 data, 10 header)
 ACK transmission = 10
 3-bit sequence number (W=7)
 Note: units are not given



Performance:

A continuously sends frames to B since an ACK of 1st frame is received before all allowed frames are sent allowing another frame to be sent. The only overhead is the header. Efficiency: 90%