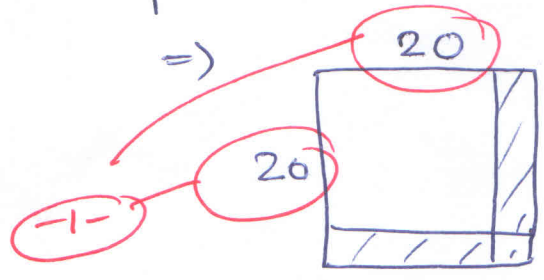


1. (3+3 = 6 marks)

$L = 21$  (from Burst length)

(a)  $K = 405$  ← inter-burst interval

We need # of columns  $\geq L-1 = \geq 20$   
and the matrix to be as "square" as possible to maximise rate



$n = 20 \times 20 = 400$  ;  
 $k = 19 \times 19 = 361$  ;  
( $n - k = 39$ )

∴ code rate  $r = \frac{k}{n} = \frac{361}{400} = 0.9025$  ;

-2-

(b)  $K = 482$

→ In this case  $22 \times 22 = 484$  exceeds 482 and hence cannot be used  
→ Choices are

(i)  $21 \times 21 \rightarrow \frac{400}{441} = 0.90703$

(ii)  $21 \times 22 \rightarrow \frac{420}{462} = 0.9091$

(iii)  $20 \times 24 \rightarrow \frac{437}{480} = 0.9104$

-1-

-2-

2/4

2.  $\left[ \frac{1}{2} + 1 + \frac{1}{2} + 1 + 1 = 6 \text{ marks} \right]$

The middle-of-the-frame marker does not change the behaviour of the serial search algorithm.

(9) Given  $p = P(1)$  and  $q = P(0)$  and alternating "1010" marker:

Avg # of frames elapsed before mismatch is detected

$$A = \frac{1 + 2pq}{1 - pq}$$

(b) with  $p = 0.1$  &  $q = 0.9$

$$A = \frac{1 + 0.18}{1 - 0.09} = 1.297$$

For  $N = 100$  bits, and each bit with  $T = 20 \mu\text{sec}$

(Avg) Frame Time

$$= \left( \frac{N}{2} \cdot A \right) \cdot \frac{N}{2} + \frac{N}{2}$$

$$= \frac{100^2}{2} \times 1.297 + 50 = 6535 T$$

$$\Rightarrow F_1 = 0.1307 \text{ sec} \quad \checkmark 6535 \times 20 \mu$$

Note: For alternating marker, even if  $p$  &  $q$  ~~can~~ interchange (ie  $p = 0.9$  &  $q = 0.1$ ),  $A$  won't change, and  $F_1$  won't change

3/4

2. contd

(c) For "111" marker pattern

Avg # of frames  
skipped  
before  
mismatch

$$A = \frac{p}{1-p}$$

$$\text{where } p = \frac{1}{2^L} = \frac{1}{2}$$

(since  $L=1$ )

-1.0-

(d) For  $p=0.1$  &  $q=0.9$ 

$$A = \frac{0.1}{0.9} = 0.111$$

$$F_2 = \left( \frac{100^2}{2} \times (0.111) + 50 \right) \times 20 \mu$$

$$= 0.01211 \text{ sec}$$

-1-

(e) For  $p=0.9$  &  $q=0.1$ 

$$A = \frac{0.9}{0.1} = 9$$

$$\& F_3 = 0.901 \text{ sec}$$

-1-

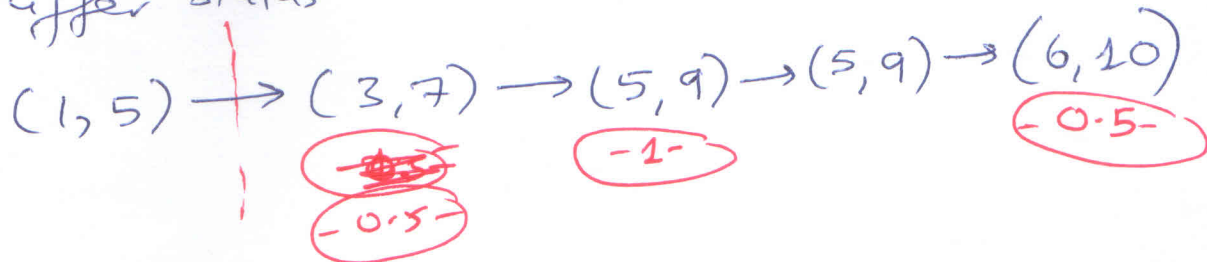
Discussion: Since  $p=0.9$  and marker is also "111"  $\rightarrow$  the acquisition time will be higher (since false-alarm ~~rate~~ rate is higher) !!

-0.5-

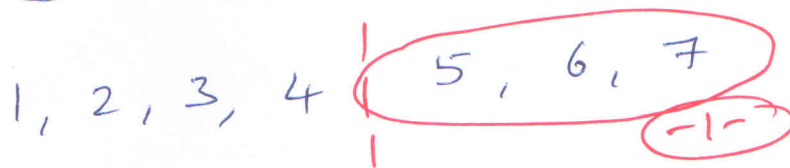
4/4

3. [5 marks]

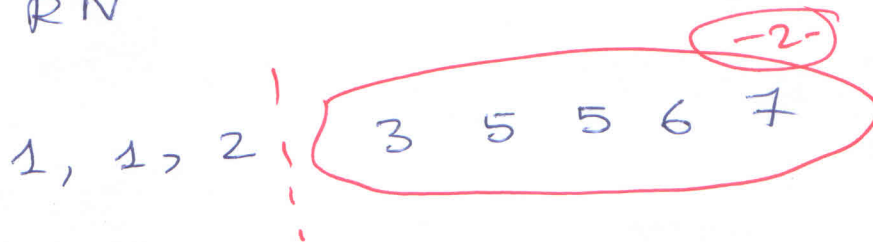
(i) Buffer Status



(ii) SN



(iii) RN



4. [3 marks]

20 Mbps link  $\Rightarrow$  Symbol Time  $= \frac{1}{20 \times 10^6} = 0.05 \mu\text{sec}$   
 (Bipolar Mod.)

Packet Time = 500T = 25  $\mu\text{sec}$   
 (500 bits)

RTT with 4 packets  $(\beta) = \frac{1.5 \text{ msec}}{25 \mu\text{sec}} = 60 \text{ packets}$   
 (Annotations:  $-2$  is written below 60)

