

Mobile Computing Midterm (101/11)

1. What are three advantages of SIP? (6%) Describe functions of SIP INVITE, REGISTER, REFER, OPTION, INFO, UPDATE methods. (12%) What are the usages of SIP Contact, Record-Route, Via, Allow, Branch headers? (10%)
2. (a) What is the offer/answer mode for SDP? (2%)
(b) Explain the meaning of
“m=audio 45678 RTP/AVP 15 3 0
a=rtpmap 2 G726-32/8000
a=rtpmap 4 G723/8000
a=rtpmap 15 G728/8000” for media information in SDP. (6%)
(c) Explain the meaning of
“m=audio 45678 RTP/AVP 2
a=rtpmap 2 G726-32/8000
m=audio 45679 RTP/AVP 4
a=rtpmap 4 G723/8000
m=audio 45680 RTP/AVP 15
a=rtpmap 15 G728/8000” (2%)
(d) Explain the meaning of “o=Collins 123456 001 IN IP4 station1.work.com” in SDP. (6%)
3. Describe and draw the SIP message flow with important headers to start a session via the proxy server. (18%)
4. (a) What are two major types of Ad Hoc routing protocols, depending on when they perform routing? List how these two types work. (6% each, 12% total) (b) Please classify DSR, DSDV, CGSR, AODV, TORA, ABR, SSA into which type they belong (7%) (19%).
5. (a) How CGSR does its three data forwarding steps? (6%) (b) List three control messages of AODV. When are they sent in AODV (9%) (c) What is the major difference of AODV and DSR? (4%) (d) How ZRP works in ad hoc network? (6%) (25% total)

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1. What are three advantages of SIP? (6%) Describe functions of SIP INVITE, REGISTER, REFER, OPTION, INFO, UPDATE methods. (12%) What are the usages of SIP Contact, Record-Route, Via, Allow, Branch headers? (10%)

Ans:

- (a) A powerful alternative to H.323
 - (b) More flexible, simpler
 - (c) Easier to implement
 - (d) Better suited to the support of intelligent user devices
 - (e) A part of IETF multimedia data and control architecture (任選三, 6%)
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- INVITE (2%)
 - ⇒ Initiate a session with information of the calling and called parties and the type of media
 - REGISTER (2%)
 - ⇒ Log in and register the address with a SIP server
 - REFER (2%)
 - ⇒ To enable the sender of the request to instruct the receiver to contact a third party
 - OPTION (2%)
 - ⇒ Query a server as to its capabilities
 - INFO (2%)
 - ⇒ For transferring information during an ongoing session
 - UPDATE (2%)
 - ⇒ To enable the modification of session information before a final response to an INVITE is received
 - Contact (2%)
 - ⇒ Provides a URL for use in future communication regarding a particular session
 - Record-Route (2%)
 - ⇒ The information contained in the Record-Route: header is used in the subsequent requests related to the same call
 - Via (2%)
 - ⇒ Record the path taken by a request
 - Allow (2%)
 - ⇒ Indicate the SIP methods that servers/clients can handle

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- branch=xxx
⇒ A user is registered at several locations (2%)
- 2. (a) What is the offer/answer mode for SDP? (2%)
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m=audio 45680 RTP/AVP 15
a=rtpmap 15 G728/8000” (2%)
(d) Explain the meaning of “o=Collins 123456 001 IN IP4
station1.work.com” in SDP. (6%)

Ans:

- (a) offer/answer mode for SDP: to reach an agreement between the two parties as to the types of media they are willing to share. (2%)
- (b) m=audio 45678 RTP/AVP 2 4 15
media type: audio (1%)
Port: 45678 (1%)
Format: RTP/AVP--- list the various types of media format that can be supported (1%) according to the RTP audio/video profile (1%)
a=rtpmap 2 G726-32/8000
a=rtpmap 4 G723/8000
a=rtpmap 15 G728/8000: 只有一個 port 45678，只希望選一個
media type (2%)
- (c) a=rtpmap 2 G726-32/8000
a=rtpmap 4 G723/8000
a=rtpmap 15 G728/8000: 有三個 port 45678, 45679, 45680，可以同時選三個 media type (2%)

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(d) Origin (6%)

Username: Collins

Session ID: 123456

Version: 001

Network type: IN refers to Internet

Address type: IP4

Address: station1.work.com (a fully-qualified domain name)

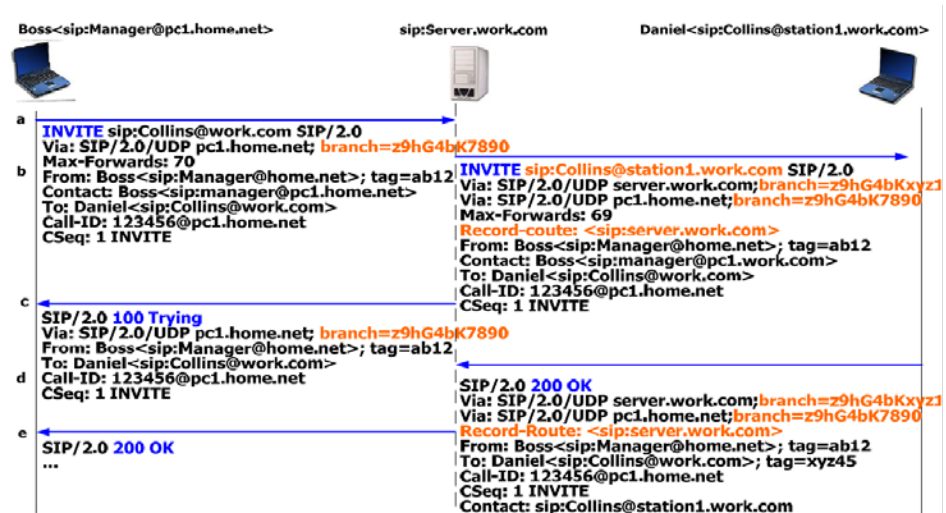
3. Describe and draw the SIP message flow with important headers to start a session via the proxy server. (18%)

Ans: Proxy server: message (1%), header (2%)

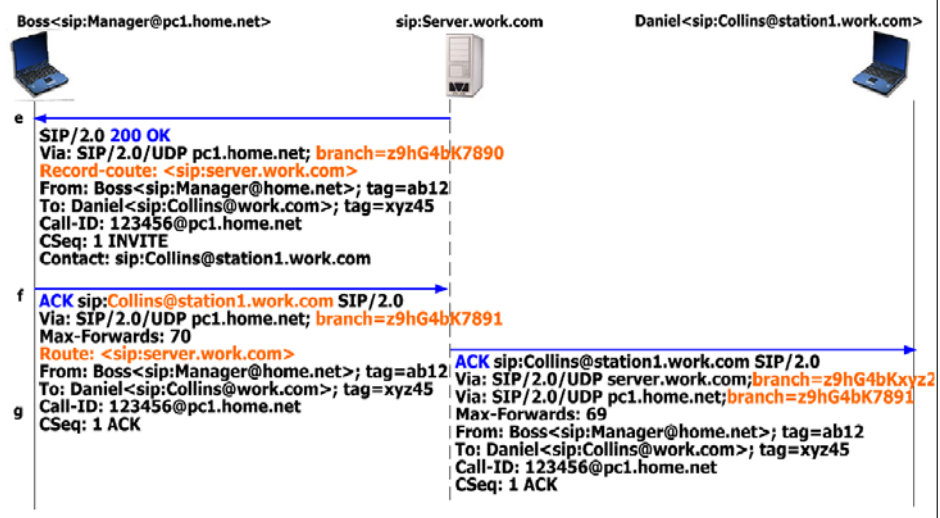
INVITE (via, branch), **INVITE** (URI, max-forward, new via, branch, Record-route),

200 OK (new via, branch, Record-route, contact), **200 OK** (via, branch, Record-route, contact),

ACK (URI, Route), **ACK** (URI, Route, new via, branch),



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4. (a) What are two major types of Ad Hoc routing protocols, depending on when they perform routing? List how these two types work. (6% each, 12% total) (b) Please classify DSR, DSDV, CGSR, AODV, TORA, ABR, SSA into which type they belong (7%) (19%).

Ans:

(a)

Proactive Routing Protocol: (6%)

- continuously evaluate the routes
- attempt to maintain consistent, up-to-date routing information
- when a route is needed, one may be ready immediately
- when the network topology changes, the protocol responds by propagating updates throughout the network to maintain a consistent view

Reactive Routing Protocol: (6%)

- on-demand: create routes only when it is desired by the source node
- route discovery: invoke a route-determination procedure
- the procedure is terminated when
 - a route has been found
 - no route is found after all route permutations are examined
- longer delay: sometimes a route may not be ready for use immediately when data packets come

(b) Proactive Routing Protocol: DSDV, CGSR (1%)

Reactive Routing Protocol: DSR, AODV, TORA, ABR, SSA

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5. (a) How CGSR does its three data forwarding steps? (6%) (b) List three control messages of AODV. When are they sent in AODV (9%) (c) What is the major difference of AODV and DSR? (4%) (d) How ZRP works in ad hoc network? (6%) (25% total)

Ans:

- (a) Data forwarding steps of CGSR: (6%)

- from cluster head to cluster head in a hierarchical manner
- then from cluster head to cluster members
- between two cluster heads, gateways are used to forward the packets

- (b) RREQ, RREP, RERR (3% each)

RREQ: when a node wants to communicate with another node, but does not have a route to that node. Source node broadcasts a route request (RREQ) packet to its neighbors

RREP: If a node receives an RREQ packet and it has a current route to the target destination, then it unicasts a route reply packet (RREP) to the neighbor that sent the RREQ packet

RERR: The upstream (toward the source) node detecting a failure propagates a route error (RERR) packet to the source node. The source (or another node on the path) can rebuild a path by sending a RREQ packet

- (c) DSR uses Source Routing: (2%)

- routes are denoted with complete information (each hop is registered)
 - There is a “route record” field in the packet.
 - The source node will add its address to the record.
 - On receipt of the packet, a host will add its address to the “route record” and rebroadcast the packet

AODV Uses hop-by-hop routing (2%)

- Routes are based on dynamic table entries maintained at intermediate nodes

- (d) How ZRP works in ad hoc network? (6%)

- Hybrid of table-driven and on-demand!!
- From each node, there is a concept of “zone”.
Within each zone, the routing is performed in a table-driven manner (proactive).
- For inter-zone routing, on-demand (reacting) routing is used.