

Computer Networks

COL 334/672

Measuring Internet

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Recap

- Structure of the Internet
- Various network services required for data transmission
- Layered Internet architecture
- **This class: How do we measure the performance of a network?**

Application
message

Transport
Segment

Network
Datagram

Link-layer
frame

Programming
bits

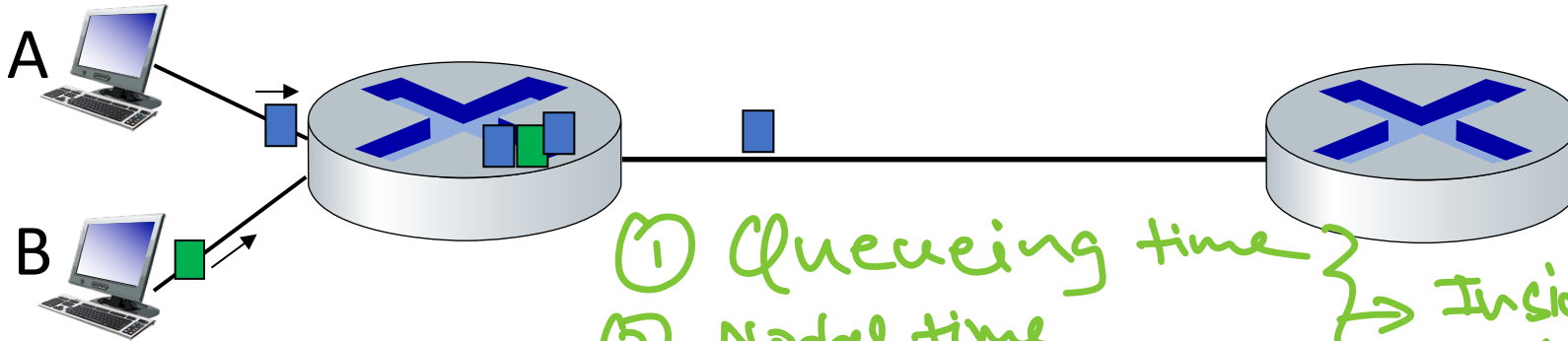
Why? *You can't improve what you can't measure*

How would you characterize a network performance?

How fast you can send data over the network

- Latency or delay
- Loss
- Bandwidth

Sources of packet delay



$$d_{\text{nodal}} =$$

- ① Queueing time
 - ② Nodal time
 - ③ Transmission time
 - ④ Propagation time
- Inside the top 4 layers
- In physical layer

d_{prop} : propagation delay:

time taken for the signal to reach its destination

- d : length of physical link
- s : propagation speed ($\sim 2 \times 10^8$ m/sec)

- $d_{\text{prop}} = d/s$

d_{trans} : transmission delay:

time taken to transmit the packet from host to the link

- L : packet length (bits)
- R : link transmission rate (bps)

- $d_{\text{trans}} = L/R$

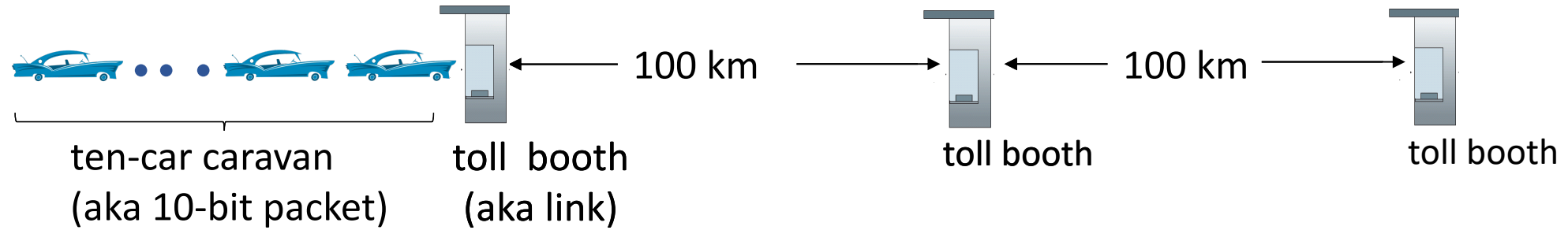
d_{proc} : nodal processing

- check bit errors
- determine output link
- typically < microsecs

d_{queue} : queueing delay

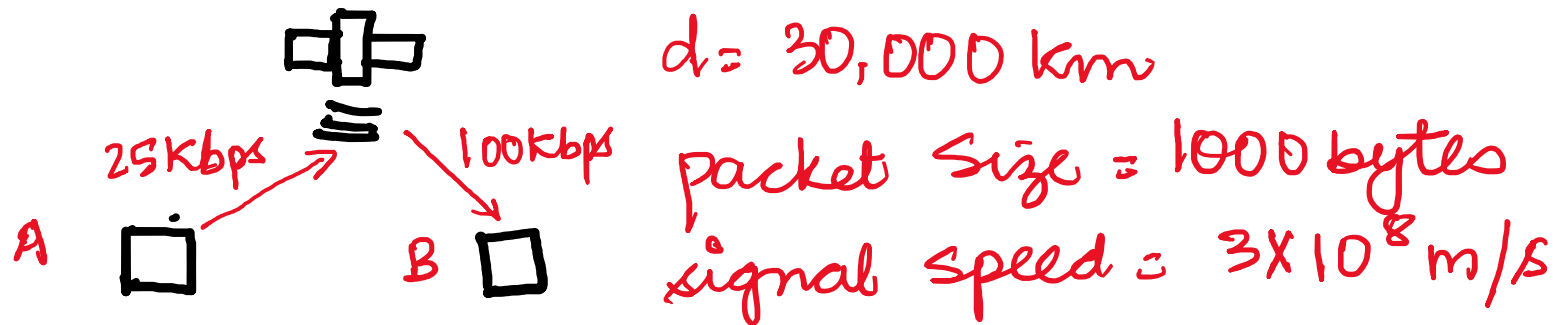
- time waiting at output link for transmission
- depends on congestion level of router

Caravan analogy



- car \sim bit; caravan \sim packet; toll service \sim link transmission
- toll booth takes 12 sec to service car (bit transmission time)
- “propagate” at 100 km/hr
- **Q: How long until caravan is lined up before 2nd toll booth?**
- time to “push” entire caravan through toll booth onto highway = $12 \times 10 = 120$ sec
- time for last car to propagate from 1st to 2nd toll booth: $100\text{km} / (100\text{km/hr}) = 1$ hr
- **A: 62 minutes**

Problem



Q: How long does it take to send a packet from A to B?

$$Q = 0 \quad N = 0$$

$$T = \frac{10^3}{25 \times 10^3} + \frac{10^3}{100 \times 10^3} = 0.05 \text{ sec}$$

$$P = \frac{3 \times 10^4 \times 10^3}{3 \times 10^8} = 0.1 \text{ sec}$$

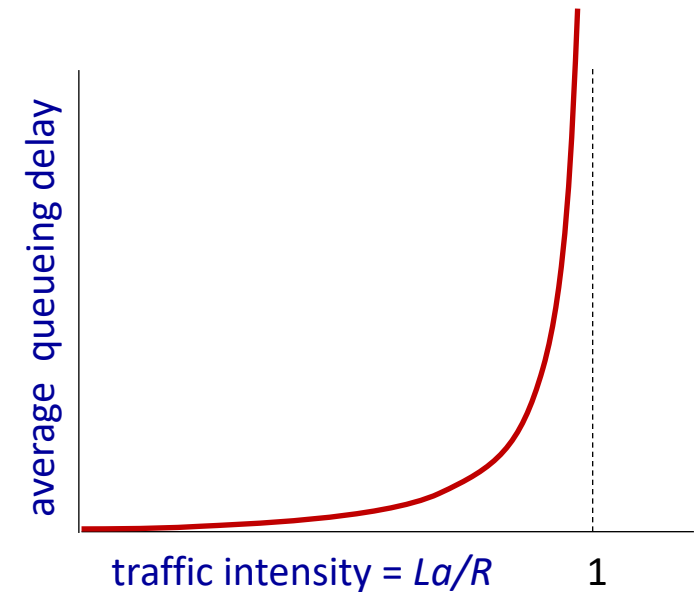
$$T_{\text{total}} = 0.15 \text{ sec}$$

Packet queueing delay (revisited)

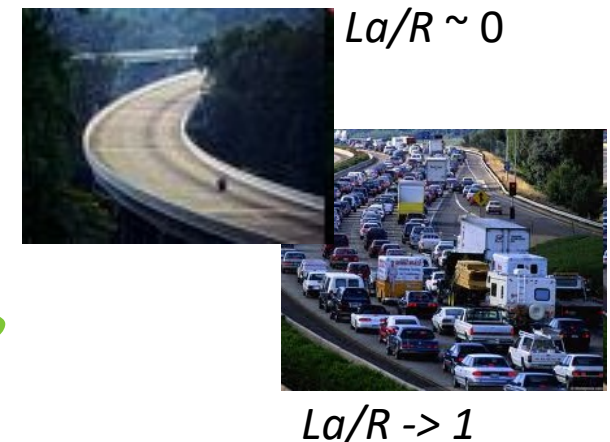
- a : average packet arrival rate *number packets / time*
- L : packet length (bits)
- R : link bandwidth (bit transmission rate)

$$\frac{L \cdot a}{R} : \frac{\text{arrival rate of bits}}{\text{service rate of bits}}$$

incoming "traffic intensity"
outgoing



- $La/R \sim 0$: avg. queueing delay small
- $La/R \rightarrow 1$: avg. queueing delay large
- $La/R > 1$: more "work" arriving is more than can be serviced - average delay infinite! } *leads to loss*



Packet queueing delay (revisited)

- a : average packet arrival rate
- L : packet length
- R : link bandwidth

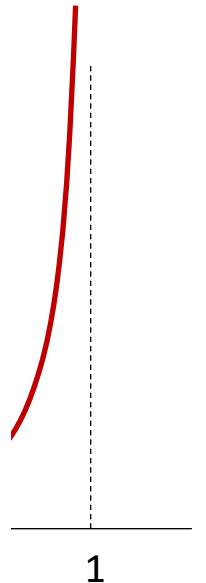
$\frac{L \cdot a}{R}$: $\frac{\text{arrival}}{\text{service}}$

- $La/R \sim 0$: avg delay is small
- $La/R \rightarrow 1$: avg delay is large
- $La/R > 1$: more than capacity, delay infinite

Balaji Prabhakar: Can digital incentives help alleviate traffic?

Researchers are reducing traffic congestion and commute times using networks that gently nudge people toward better travel habits.

He calls it “nudging,” and says that small shifts in commute times — just 20 minutes earlier or later — can make a considerable impact on the day’s congestion in highly trafficked urban areas, like San Francisco.

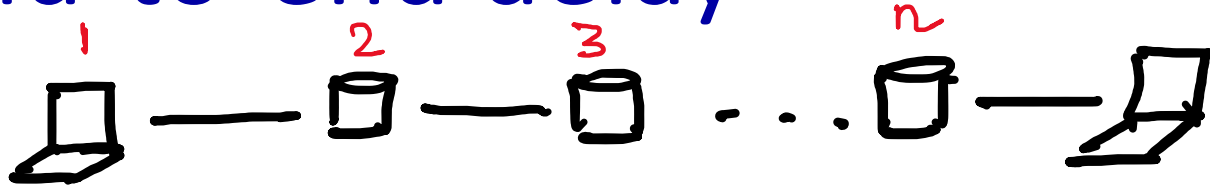


~ 0



$La/R \rightarrow 1$

End-to-end delay

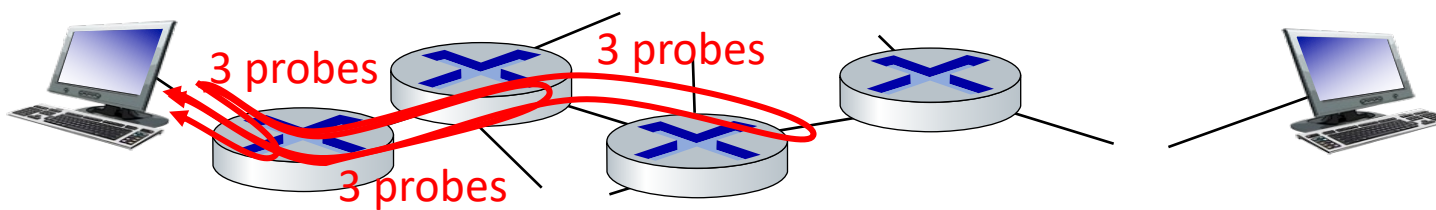


- What is end-to-end delay?
- One-way delay vs round-trip time
- Delay-jitter

How do you **measure delay** on network?

- **Network operator:** directly query each router in the network (e.g., using SNMP protocol)
- **End user:** various utilities
 - **ping**
 - **traceroute** program: provides delay measurement from source to router along end-end Internet path towards destination. For all i :
 - sends three packets that will reach router i on path towards destination (with time-to-live field value of i)
 - router i will return packets to sender
 - sender measures time interval between transmission and reply

for better
reliability
and finding
average



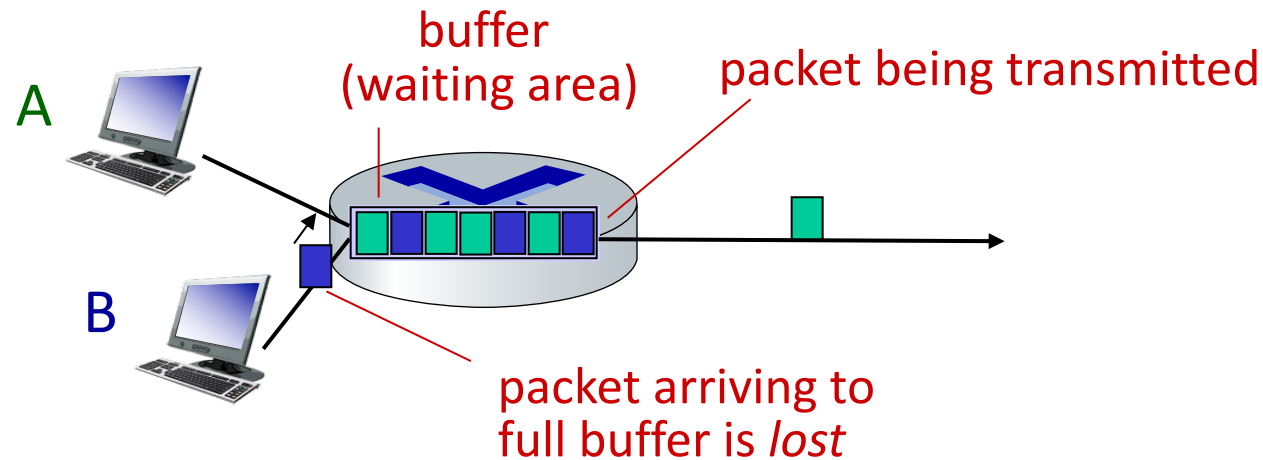
Real Internet delays and routes

traceroute: airtel network to olympics.com

```
traceroute to olympics.com (23.58.93.83), 64 hops max, 52 byte packets
 1  dsldevice.lan (192.168.1.1) 3.793 ms 6.097 ms 2.330 ms → 3 data
 2  abts-north-dynamic-255.187.69.182.airtelbroadband.in (182.69.187.255) 7.155 ms 4.828 ms 5.167 ms
 3  125.18.240.149 (125.18.240.149) 94.428 ms } → 3 to 3 different server
    125.18.240.153 (125.18.240.153) 6.395 ms
    125.18.240.149 (125.18.240.149) 6.126 ms
 4  182.79.208.12 (182.79.208.12) 6.186 ms
    116.119.109.0 (116.119.109.0) 5.822 ms 6.520 ms
 5  a23-58-93-83.deploy.static.akamaitechnologies.com (23.58.93.83) 5.946 ms 7.018 ms 4.783 ms
```

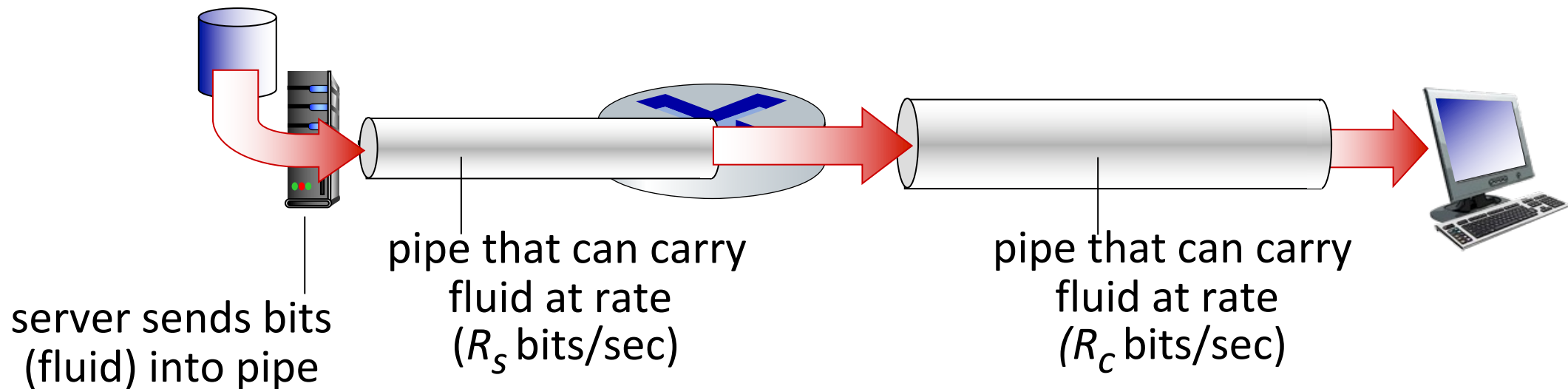
Packet loss

- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all
- Typically measured as the percentage of total packets sent



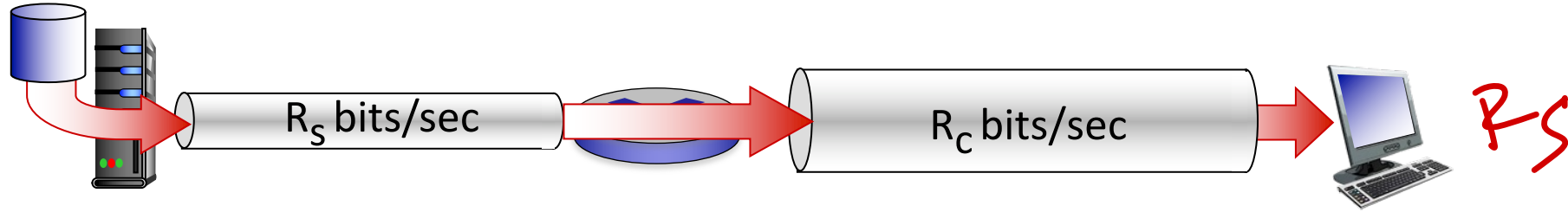
Throughput

- **throughput:** rate (bits/time unit) at which bits are being sent from sender to receiver
 - *instantaneous:* rate at given point in time
 - *average:* rate over longer period of time

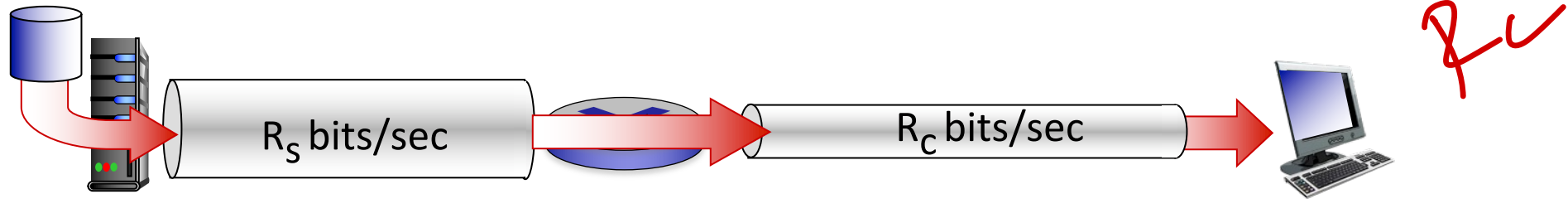


Throughput

$R_s < R_c$ What is average end-end throughput?



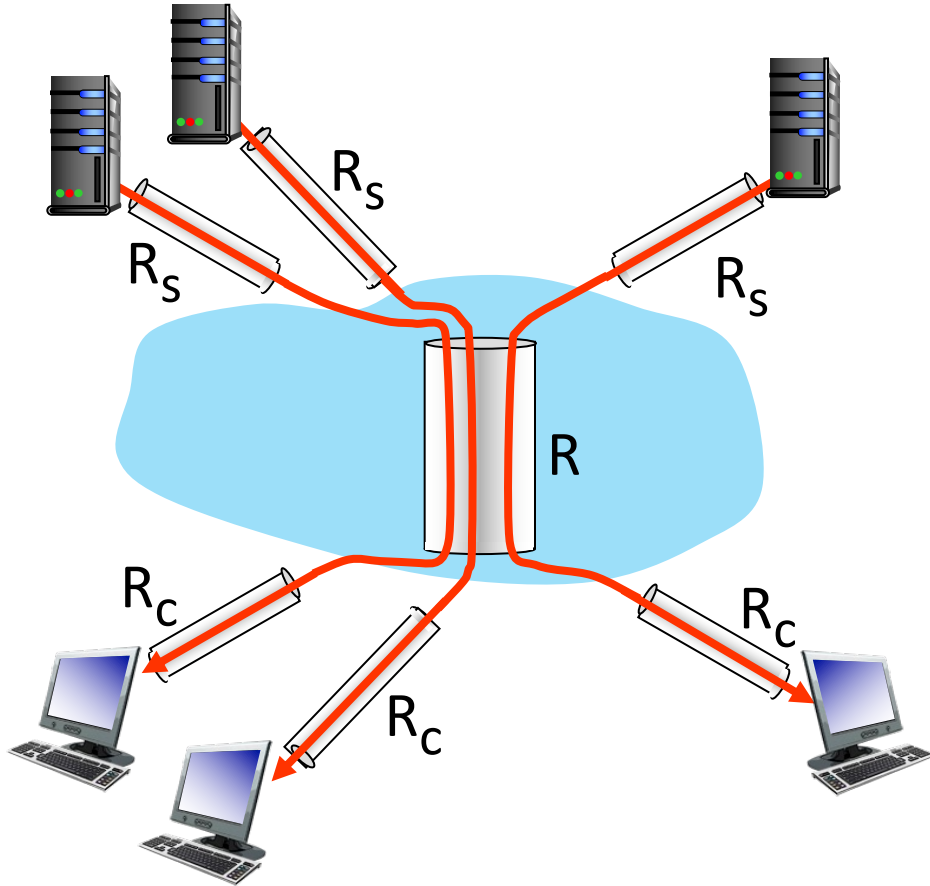
$R_s > R_c$ What is average end-end throughput?



bottleneck link

link on end-end path that constrains end-end throughput

Throughput: network scenario



10 connections (fairly) share
backbone bottleneck link R bits/sec

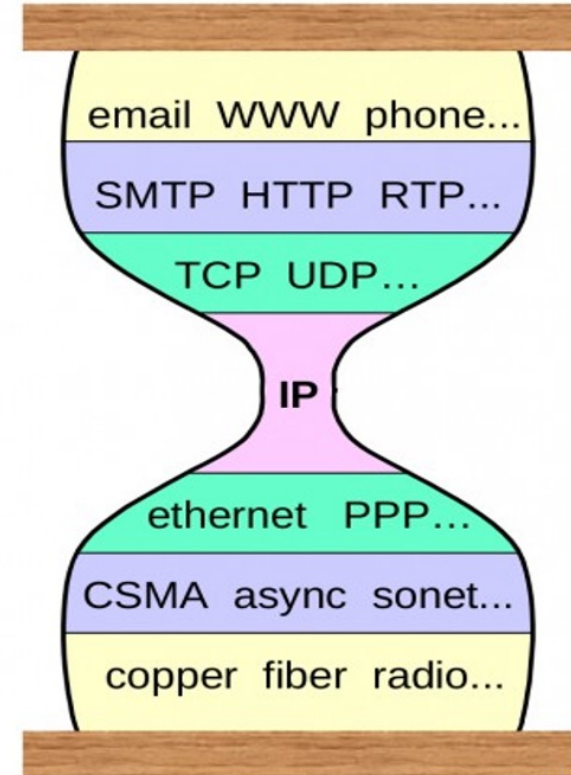
- per-connection end-end throughput:
 $\min(R_c, R_s, \underline{R/10})$ 10 SURVS ASSUME
- in practice: R_c or R_s is often bottleneck

Summary

- Network performance metrics
 - Delay
 - Loss
 - Throughput
- How are these used by different stakeholders?
 - Designers: efficacy of protocols
 - Operators: capacity planning and network management
 - Regulators: policymaking

Next Classes

Topic	Sub-topics
Link layer	MAC protocol, switching, error detection/correction
Network layer	Forwarding and routing, data plane, control plane
Transport layer	Multiplexing, UDP, TCP, flow and congestion control
Application layer	Distributed application paradigm, DNS, HTTP, Email, CDN, video streaming and conferencing



Internet hourglass structure