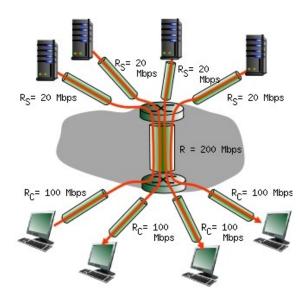
1. Consider the scenario shown below, with four different servers connected to four different clients over four three-hop paths. The four pairs share a common middle hop with a transmission capacity of R = 200 Mbps. The four links from the servers to the shared link have a transmission capacity of $R_S = 20$ Mbps. Each of the four links from the shared middle link to a client has a transmission capacity of $R_C = 100$ Mbps per second. [10+10+10=30 Marks]



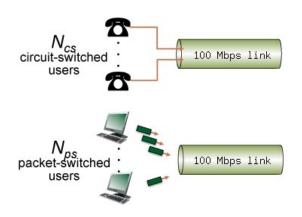
1.1 What is the maximum achievable end-end throughput (in Mbps) for each of four client-to-server pairs, assuming that the middle link is fair-shared (i.e., divides its transmission rate equally among the four pairs)? Provide a brief explanation of your answer.

1.2 Which link is the bottleneck link for each session? and Why?

| 1.3 Assuming | that the | senders | are | sending | at tl | he | maximum | rate | possible, | what | are | the | link |
|------------------------------------------------------------------------------------------------|----------|---------|-----|---------|-------|----|---------|------|-----------|------|-----|-----|------|
| utilizations for the sender links (R_s) , client links (R_c) , and the middle link (R) ? | | | | | | | | | | | | | |

- 2. Consider the scenario below:
 - \bullet A circuit-switching scenario in which $N_{\rm cs}$ users, each requiring a bandwidth of 25 Mbps, must share a link of capacity 100 Mbps.

[10+10 = 20 Marks]



2.1 When circuit switching is used, what is the maximum number of circuit-switched users that can be supported? Explain your answer.

2.2 Now suppose that packet switching is used. Suppose there are 7 packet-switching users (i.e., N_{ps} = 7). Can this many users be supported under circuit-switching? Explain.