# Solutions Networking 2

#### R3

3. The process which initiates the communication is the client; the process that waits to be contacted is the server.

### R12

12. When the user first visits the site, the server creates a unique identification number, creates an entry in its back-end database, and returns this identification number as a cookie number. This cookie number is stored on the user's host and is managed by the browser. During each subsequent visit (and purchase), the browser sends the cookie number back to the site. Thus the site knows when this user (more precisely, this browser) is visiting the site.

#### R18

18. The HOL blocking problem is a large file in the webpage (i.e. video clip) will take a long time to pass through the bottleneck link such that it blocks other small objects behind it. HTTP/2 solves this problem by breaking each message into small frames, and interleave the request and response messages on the same TCO connection.

### P5

#### Problem 5

- a) The status code of 200 and the phrase OK indicate that the server was able to locate the document successfully. The reply was provided on Tuesday, 07 Mar 2008 12:39:45 Greenwich Mean Time.
- b) The document index.html was last modified on Saturday 10 Dec 2005 18:27:46 GMT
- c) There are 3874 bytes in the document being returned.
- d) The first five bytes of the returned document are : <!doc. The server agreed to a persistent connection, as indicated by the Connection: Keep-Alive field

## P10 (Bog løsninger forkerte, se korrigerede svar nedenfor)

### Problem 10

The total download time is:

a.  $2 \cdot 100 \text{ ms} + 8 \cdot 10^3 \text{ bits} / 10^6 \text{ bits/s} + 5 \cdot (2 \cdot 100 \text{ ms} + 4 \cdot 10^5 \text{ bits} / 10^6 \text{ bits/s}) = 3.208 \text{ s}$ 

b.  $2 \cdot 100 \text{ ms} + 3 \cdot (4 \cdot 10^5 \text{ bits} / 10^6 \text{ ms}) = 1.4 \text{ s}$ 

c.  $2 \cdot 100 \text{ ms} + 4 \cdot 10^5 \text{ bits} / 1$ 

d.  $2 \cdot 100 \text{ ms} + 8 \cdot 10^3 \text{ bits} / 10^6 \text{ bits/} 5 \cdot (4 \cdot 10^5 \text{ bits} / 10^6 \text{ bits/s}) = 2.208 \text{ s}$ 

Given: RTT=0.1s, transferrate=10<sup>6</sup> bits/s, main document=8\*10<sup>3</sup> bits, image = 8\*50\*10<sup>3</sup> bits=4\*10<sup>5</sup> bits

- Transfertime(1k byte)=  $8*10^3$  bits /  $10^6$  b/s= 0,008sek
- Transfertime(50k byte)=0,4 sek

a) We need to download the main-page first: : (2\*RTT + transfertime(1kbytes)) = 0.208 + 5\*(2\*RTT + transfertime(50k bytes)) = 5\*(0.2+0.4) = 3 sek

#### lalt 3.208

b) 2 parallel connections

We need to download the main-page first: : (2\*RTT +transfertime(1kbytes)) = 0.208

5 images on 2 parallel connections require 3 series of https (img1+2, img3+4, img5):

2\*(2\*RTT+transfertime(2\*50kbytes)) = 2\*(0.2+0.8)=2 sek

+

1\*(2\*RTT+transfertime(1\*50kbytes)) = 0.2+0.4= 0.6 sek

lalt 2.808

C) 6 parallel connections

We need to download the main-page first: (2\*RTT +transfertime(1kbytes)) = 0.208

+

2\*RTT + 5\*transfertime(50 kbyte) = 0.2+2 sek

I alt: 2.408

D) One persistent connection with pipelining

We need to download the main-page first: (2\*RTT + transfertime(1kbytes)) = 0.208 + RTT (5 requests+responses handled as 1)+5\*transfertime(50 kbyte) = 0.1+2 sek

I alt 2.308

## The HTTP GET message

Consider the figure below, where a client is sending an HTTP GET message to a web server, gaia.cs.umass.edu.



Suppose the client-to-server HTTP GET message is the following:

```
GET /kurose_ross/interactive/quotation6.htm HTTP/1.0 Host: gaia.cs.umass.edu
If-Modified-Since: Mon, 23 Mar 2020 00:23:34 -0700
```

Answer the following questions:

- What is the name of the file that is being retrieved in this GET message?
- What version of HTTP is the client running?
- Does the client already have a (possibly out-of-date) copy of the requested file? Explain. If so, approximately how long ago did the client receive the file, assuming the GET request has just been issued?

### Solution:

The file being fetched is /kurose\_ross/interactive/quotation6.htm

- The client is running HTTP version 1.0.
- The time indicated in the browser's If-Modified-Since header field is approximately 30 minutes ago, indicating that is has a cached copy. Therefore the server will only send a copy of the requested URL in response to this HTTP GET message if the server-side copy has been changed in the last 30 minutes.

http://gaia.cs.umass.edu/kurose\_ross/interactive/DNS\_HTTP\_delay.php Løsning online

For calculating the minimum distribution time for client-server distribution, we use the following formula:

$$D_{cs} = max \{ NF/u_s, F/d_{min} \}$$

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$$D_{P2P} = max\{F/u_s, F/d_{min}, NF/(u_s + \sum_{i=1}^{N} u_i)\}$$
 Where,  $F = 20$  Gbits =  $20 * 1024$  Mbits  $u_s = 30$  Mbps  $d_{min} = d_i = 2$  Mbps

Note, 300Kbps = 300/1024 Mbps.

## **Client Server**

		N		
		10	100	1000
	300 Kbps	10240	68266.67	682666.67
u	<b>700 Kbps</b>	10240	68266.67	682666.67
	2 Mbps	10240	68266.67	682666.67

## Peer to Peer

		N		
		10	100	1000
u	300 Kbps	10240	34538.67	63412
	700 Kbps	10240	20821.33	28700
	2 Mbps	10240	10240	10240

# Problem 22

For calculating the minimum distribution time for client-server distribution, we use the following formula:

$$D_{cs} = max \{ NF/u_s, F/d_{min} \}$$

Similarly, for calculating the minimum distribution time for P2P distribution, we use the following formula:

$$D_{P2P} = max\{F/u_s, F/d_{min}, NF/(u_s + \sum_{i=1}^{N} u_i)\}$$
 Where,  $F = 15$  Gbits = 15 \* 1024 Mbits 
$$u_s = 30 \text{ Mbps}$$
 
$$d_{min} = d_i = 2 \text{ Mbps}$$

Note, 300Kbps = 300/1024 Mbps.

## **Client Server**

		$\mathbf{N}$		
		10	100	1000
	300 Kbps	7680	51200	512000
u	700 Kbps	7680	51200	512000
	2 Mbps	7680	51200	512000

# Peer to Peer

		N 10	100	1000
	300 Kbps	7680	25904	47559
u	700 Kbps	7680	15616	21525
	2 Mbps	7680	7680	7680

### Practice

Eksempel (se også slides/video)



