

# Midterm

## Practice

- P6/Chap 1

a. Propagation delay:  $d_{\text{prop}} = m/s$  (m: distance - meters, s: propagation speed - meters per second)

b. transmission time:  $d_{\text{trans}} = L/R$  (L: package size, R: transmit rate)

c. end-to-end delay:  $m/s + L/R$

d. At the starting point.

e. on the link, does not arrive B yet.

f. Arrived at B.

g.  $m/s = L/R \Rightarrow m = L/R * s$

- P25/Chap 1

d: 20 000 000 m

R = 5 Mbps

s:  $2.5 * 10^8$  m/s

By default, we just ignore the  $d_{\text{proc}}$  and  $d_{\text{queue}}$ , otherwise they will be given in the task description.

a0.  $L = 10$  MB

$t_{\text{total}} = t_{\text{trans}} + t_{\text{prop}} = L/R + d/s = 10\,000 / (5\,000\,000 / 8) + 20\,000\,000 / (2.5 * 10^8) = 16.08$  (s)

a.  $R * d_{\text{prop}} = 5\,000\,000 * (20\,000\,000 / (2.5 * 10^8)) = 400\,000$  (bits).

c. The maximum number of bits in the link in one second.

b. 400000 (the bandwidth-delay)

d. The width of a bit in the link =  $d / \text{bandwidth-delay} = 20\,000\,000 / 400\,000 = 50$  (m). It is not longer than a football field.

e. width of a bit =  $s / R$

- P29/Chap 1

R = 10Mbps =  $10 * 10^6$  bps

$$s = 2.4 * 10^8 \text{ m/s}$$

$$d = 36000 \text{ km} = 36000000 \text{ m}$$

$$a. d_{\text{prop}} = d / s = 36000000 / (2.4 * 10^8) = 0.15 \text{ s}$$

$$RTT \geq 2 d_{\text{prop}}$$

$$b. \text{bandwidth-delay} = R * d_{\text{prop}} = 10 * 10^6 * 0.15 = 1500000 \text{ bits}$$

$$c. \text{The minimum value of } x \text{ is: } R * 60 = 10 * 10^6 * 60 = 600 \text{ Mbs}$$

- P7/Chap 2

$$\text{total dns resolve time} = RTT_1 + RTT_2 + \dots + RTT_n$$

$$\text{total time to get html from the web server (3 ways hand shake)} = 2 * RTT_0$$

$$\text{total time: } RTT_1 + RTT_2 + \dots + RTT_n + 2 * RTT_0$$

- P8/Chap 2

a. Non-persistent HTTP means we need 1 connection for each object. The result:  $16RTT_0 + \text{total time}$ .

b. Result: total time +  $2RTT_0$  (the first 6 objects) +  $2RTT_0$  (the last 2 objects)

c. Persistent HTTP means we need to initialize the connection to the server once, and then download the objects without needing to init the connection for each object.

Persistent HTTP and non-parallel TCP: total time +  $9RTT_0$  (1  $RTT_0$  for init the connection and 8  $RTT_0$  for 8 objects).

Persistent HTTP and parallel: total time +  $2RTT_0$  (1  $RTT_0$  for init the connection and 1  $RTT_0$  for the first 6 objects) +  $1RTT_0$  (the last 2 objects).

## Content

- 60 mins
- closed book
- Part 1 (60pts):
  - 40 MCs
- Part 2 (40pts):
  - 2 questions (exercises or calculations)