P3. Consider an application that transmits data at a steady rate (for example, the sender generates an *N*-bit unit of data every *k* time units, where *k* is small and fixed). Also, when such an application starts, it will continue running for a relatively long period of time. Answer the following questions, briefly justifying your answer:

a. Would a packet-switched network or a circuit-switched network be more appropriate for this application? Why?

b. Suppose that a packet-switched network is used and the only traffic in this network comes from such applications as described above. Furthermore, assume that the sum of the application data rates is less than the capacities of each and every link. Is some form of congestion control needed? Why?

P6. This elementary problem begins to explore propagation delay and transmission delay, two central concepts in data networking. Consider two hosts, A and B, connected by a single link of rate *R* bps. Suppose that the two hosts are separated by *m* meters, and suppose the propagation speed along the link is *s* meters/sec. Host A is to send a packet of size *L* bits to Host B.

a. Express the propagation delay, d_{prop}, in terms of *m* and *s*.

b. Determine the transmission time of the packet, d_{trans}, in terms of *L* and *R*.

c. Ignoring processing and queuing delays, obtain an expression for the end-to-end delay.

d. Suppose Host A begins to transmit the packet at time t=0. At time t=d_{trans}, where is the last bit of the packet?

e. Suppose d_{prop} is greater than d_{trans}. At time t=d_{trans}, where is the first bit of the packet?

f. Suppose d_{prop} is less than d_{trans}. At time t=d_{trans}, where is the first bit of the packet?

g. Suppose s=2.5×10^8, L=120 bits, and R=56kbps. Find the distance *m* so that d_{prop} equals d_{trans}.

P7. In this problem, we consider sending real-time voice from Host A to Host B over a packet-switched network (VoIP). Host A converts analog voice to a digital 64 kbps bit stream on the fly. Host A then groups the bits into 56-byte packets. There is one link between Hosts A and B; its transmission rate is 2 Mbps and its propagation delay is 10 msec. As soon as Host A gathers a packet, it sends it to Host B. As soon as Host B receives an entire packet, it converts the packet's bits to an analog signal. How much time elapses from the time a bit is created (from the original analog signal at Host A) until the bit is decoded (as part of the analog signal at Host B)?

P8. Suppose users share a 3 Mbps link. Also suppose each user requires 150 kbps when transmitting, but each user transmits only 10 percent of the time. (See the discussion of packet switching versus circuit switching in **Section 1.3** .)

a. When circuit switching is used, how many users can be supported?

b. For the remainder of this problem, suppose packet switching is used. Find the probability that a given user is transmitting.

c. Suppose there are 120 users. Find the probability that at any given time, exactly *n* users are transmitting simultaneously. (*Hint*: Use the binomial distribution.)

d. Find the probability that there are 21 or more users transmitting simultaneously.

P10. Consider a packet of length *L* that begins at end system A and travels over three links to a destination end system. These three links are connected by two packet switches. Let d_i, s_i, and R_i denote the length, propagation speed, and the transmission rate of link *i,* for i=1,2,3. The packet switch delays each packet by d_{proc}. Assuming no queuing delays, in terms of d_i, s_i, R_i, (i=1,2,3), and L, what is the total end-to-end delay for the packet? Suppose now the packet is 1,500 bytes, the propagation speed on all three links is 2.5×10^8m/s the transmission rates of all three links are 2 Mbps, the packet switch processing delay is 3 msec, the length of the first link is 5,000 km, the length of the second link is 4,000 km, and the length of the last link is 1,000 km. For these values, what is the end-to-end delay?

P13.

a. Suppose N packets arrive simultaneously to a link at which no packets are currently being transmitted or queued. Each packet is of length L and the link has transmission rate R. What is the average queuing delay for the N packets?

b. Now suppose that N such packets arrive to the link every LN/R seconds. What is the average queuing delay of a packet?

P25. Suppose two hosts, A and B, are separated by 20,000 kilometers and are connected by a direct link of R=2 Mbps. Suppose the propagation speed over the link is 2.5×10^8meters/sec.

a. Calculate the bandwidth-delay product, $R \cdot d_{prop}$.

b. Consider sending a file of 800,000 bits from Host A to Host B. Suppose the file is sent continuously as one large message. What is the maximum number of bits that will be in the link at any given time?

c. Provide an interpretation of the bandwidth-delay product.

d. What is the width (in meters) of a bit in the link? Is it longer than a football field?

e. Derive a general expression for the width of a bit in terms of the propagation speed s, the transmission rate R, and the length of the link m.

P31. In modern packet-switched networks, including the Internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as *message segmentation*. Figure 1.27 illustrates the end-to-end transport of a message with and without message segmentation. Consider a message that is 8×10^6 bits long that is to be sent from source to destination in Figure 1.27. Suppose each link in the figure is 2 Mbps. Ignore propagation, queuing, and processing delays.

a. Consider sending the message from source to destination *without* message segmentation. How long does it take to move the message from the source host to the first packet switch? Keeping in mind that each switch uses store-and-forward packet switching, what is the total time to move the message from source host to destination host?

b. Now suppose that the message is segmented into 800 packets, with each packet being 10,000 bits long. How long does it take to move the first packet from source host to the first switch? When the first packet is being sent from the first switch to the second switch, the second packet is being sent from the source host to the first switch. At what time will the second packet be fully received at the first switch?

c. How long does it take to move the file from source host to destination host when message segmentation is used? Compare this result with your answer in part (a) and comment.

d. In addition to reducing delay, what are reasons to use message segmentation?

e. Discuss the drawbacks of message segmentation.

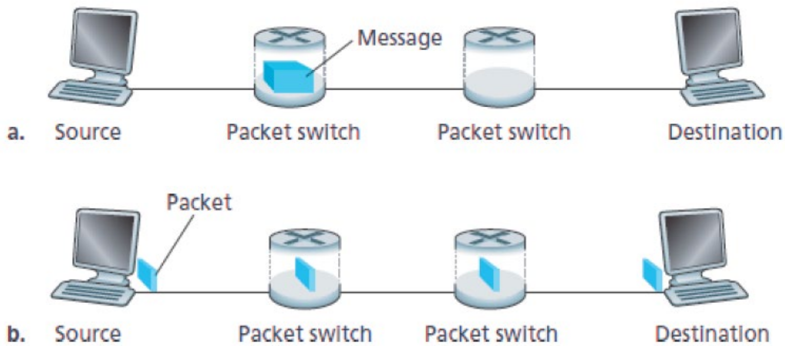

Figure 1.27 End-to-end message transport: (a) without message segmentation; (b) with message segmentation