## Homework 1 Solutions

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# Q1: Bernie the Data-Carrying St. Bernard

### Given:

- Bernie carries 3 tapes, each with 7 GB capacity.
- Bernie's speed: 18 km/h.
- Transmission line data rate: 150 Mbps (excluding overhead).

### **Solution:**

First, calculate Bernie's effective data rate.

Total data carried by Bernie:

$$3 \times 7 \text{ GB} = 21 \text{ GB} = 21 \times 8 \times 10^9 \text{ bits} = 168 \times 10^9 \text{ bits}.$$

Time to travel distance d (km):

Time (seconds) = 
$$\frac{d \text{ km}}{18 \text{ km/h}} \times 3600 \text{ s/h} = 200d \text{ seconds}.$$

Bernie's data rate:

Data rate = 
$$\frac{168 \times 10^9 \text{ bits}}{200d \text{ s}} = \frac{840 \times 10^6}{d} \text{ bps.}$$

Set Bernie's data rate higher than the transmission line (150 Mbps):

$$\frac{840 \times 10^6}{d} > 150 \times 10^6 \implies d < 5.6 \,\mathrm{km}.$$

Part (a): Bernie's speed doubles to 36 km/h

New time = 
$$\frac{d}{36} \times 3600 = 100d$$
 seconds.  
New data rate =  $\frac{168 \times 10^9}{100d} = \frac{1.68 \times 10^9}{d}$  bps.  
 $\frac{1.68 \times 10^9}{d} > 150 \times 10^6 \implies d < 11.2 \text{ km}.$ 

### Part (b): Each tape capacity doubles to 14 GB

New total data =  $3 \times 14 \, \text{GB} = 42 \, \text{GB} = 336 \times 10^9 \, \text{bits}$ .

New data rate = 
$$\frac{336 \times 10^9}{200d} = \frac{1.68 \times 10^9}{d}$$
 bps.

$$\frac{1.68 \times 10^9}{d} > 150 \times 10^6 \implies d < 11.2 \, \mathrm{km}.$$

### Part (c): Transmission line data rate doubles to 300 Mbps

$$\frac{840 \times 10^6}{d} > 300 \times 10^6 \implies d < 2.8 \,\mathrm{km}.$$

### Final Answer:

- Original scenario: Bernie outperforms the line for  $d < 5.6 \,\mathrm{km}$ .
- (a) Speed doubled:  $d < 11.2 \,\mathrm{km}$ .
- (b) Tape capacity doubled:  $d < 11.2 \,\mathrm{km}$ .
- (c) Line rate doubled:  $d < 2.8 \,\mathrm{km}$ .

## Q2: Difference Between TCP and UDP

### Main Difference:

- TCP (Transmission Control Protocol):
  - Connection-oriented (requires handshake).
  - Reliable: Guarantees delivery via acknowledgments and retransmissions.
  - Ordered: Data arrives in the sequence it was sent.
  - Flow and congestion control.
  - Example use: Web browsing, email.

#### • UDP (User Datagram Protocol):

- Connectionless (no setup).
- Unreliable: No delivery guarantees or retransmissions.
- No ordering: Packets may arrive out of sequence.
- Lower latency and overhead.
- Example use: Video streaming, online gaming.

Summary: TCP prioritizes reliability and accuracy, while UDP prioritizes speed and efficiency.

# Q3: OSI vs TCP/IP Architecture

#### OSI 7-Layer Model

Application Layer (User Interface)

Presentation Layer (Encryption, Formatting)

Session Layer (Connection Management)

Transport Layer (End-to-End Delivery)

Network Layer (Routing, IP Addressing)

Data Link Layer (MAC Addressing)

Physical Layer (Raw Bitstream)

#### TCP/IP 4-Layer Model

Application Layer (HTTP, FTP, DNS)

Transport Layer (TCP/UDP)

Internet Layer (IP Addressing)

Network Interface (Physical Medium)

## Layer Functions Summary

#### • OSI Model:

- Physical: Transmits raw bitstream over physical medium
- Data Link: Handles MAC addressing and error detection
- Network: Manages IP routing and logical addressing
- Transport: Ensures end-to-end delivery (TCP/UDP)
- Session: Manages connections between applications
- Presentation: Handles data formatting/encryption
- Application: User-facing network applications

## • TCP/IP Model:

- Link: Combines physical and data link layers
- Internet: Equivalent to OSI Network layer (IP)
- Transport: Same as OSI Transport layer
- Application: Combines OSI Application, Presentation, and Session layers