

## Problem Set 1

1. a) Handshake =  $2RTT + 2000KB/1.5Mbps = 2(.16) + 10.1725 = 10.49$  seconds

b)  $2RTT + 1999(RTT) + 10.1725 = 5$  Minutes and 5 seconds

c)  $2RTT + 40(.160) = 6.72$  seconds

d)  $2RTT + 10RTT + 1/2RTT = 17.26$  seconds

\*cutting the time in half for part b would require a bandwidth of 3Mbps.

2. a)  $RTT = 2 * (Dist/Speed\ of\ Light) = 2(385/300) = 2.57$  seconds

b) Delay x Bandwidth =  $2.57(50Mbps) = 128.5/8\ MB = 16\ Mb$

c)  $25Mb/50Mbps = (25/8) / 50 = 4$

$RTT + 4 = 2.57 + 4 = 6.57$  seconds

d) These two are not similar, one has a longer distance of travel adding to its RTT(Delay) but has a faster bandwidth. The other wire has a shorter distance of travel and a slower bandwidth. These could be made of different materials causing this difference in bandwidth.

3. a)  $(1/1,000,000) \times 2.3 \times 10^8 = 230\ m$

b) 4

4. a) in the absence of a packet lose/duplication, it is not necessary to have a sequence bit header because packets that are presumed lost or overdue are retransmitted anyways

b) Yes, a 2-bit and a 1-bit sequence numbers are long enough. In the case where we send a 0-frame bit like the example in the book for the header for a packet 1 that is being sent from host A to B. If B's Ack is lost to A and A resends that packet with header 0, B will already know it has had this packet received instead of requesting a copy packet with header 1.

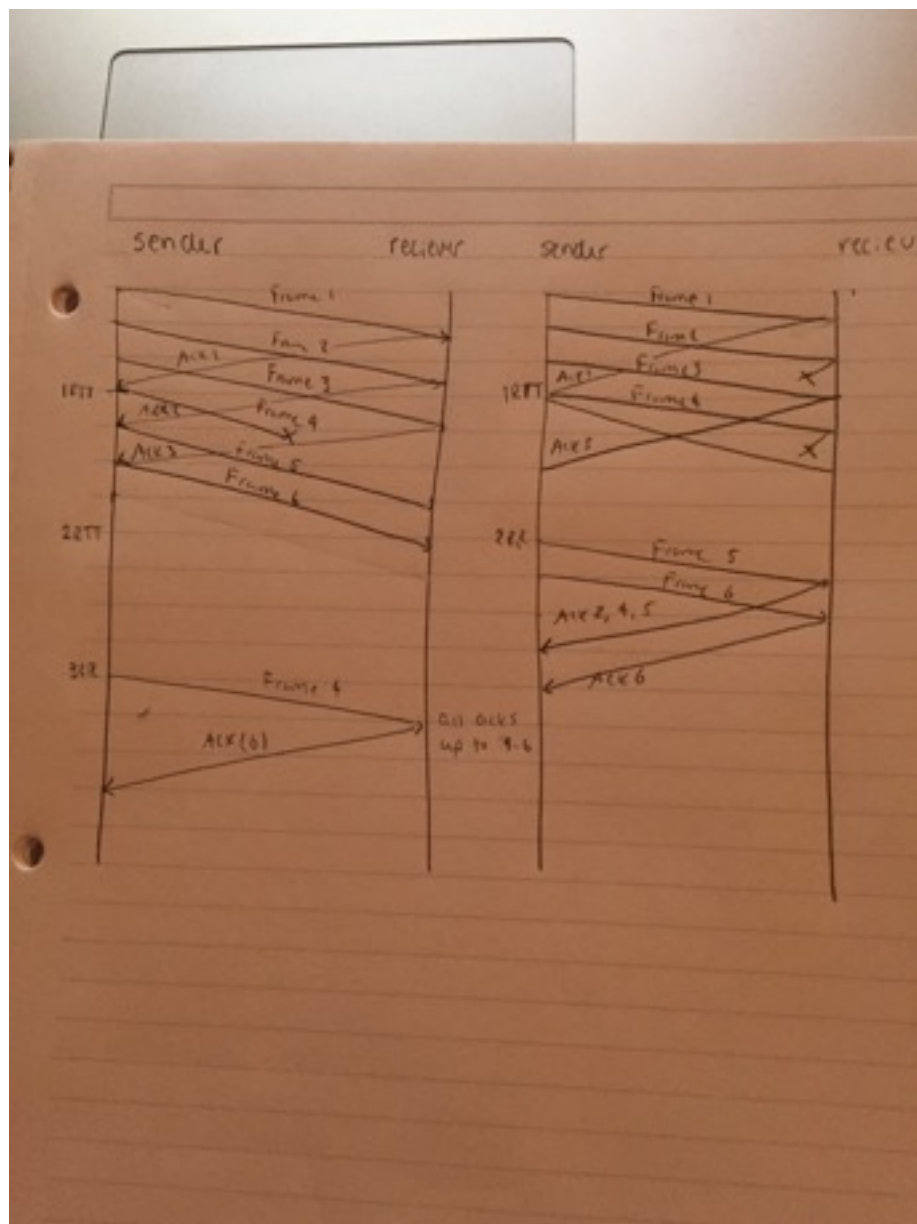
c) If the Timeout is around a minute, this will limit how many bits per frame we can send, resulting in less bits per second. Won't change the sequence number, as described in the book.

5. a) One way prop = .002 seconds = delay

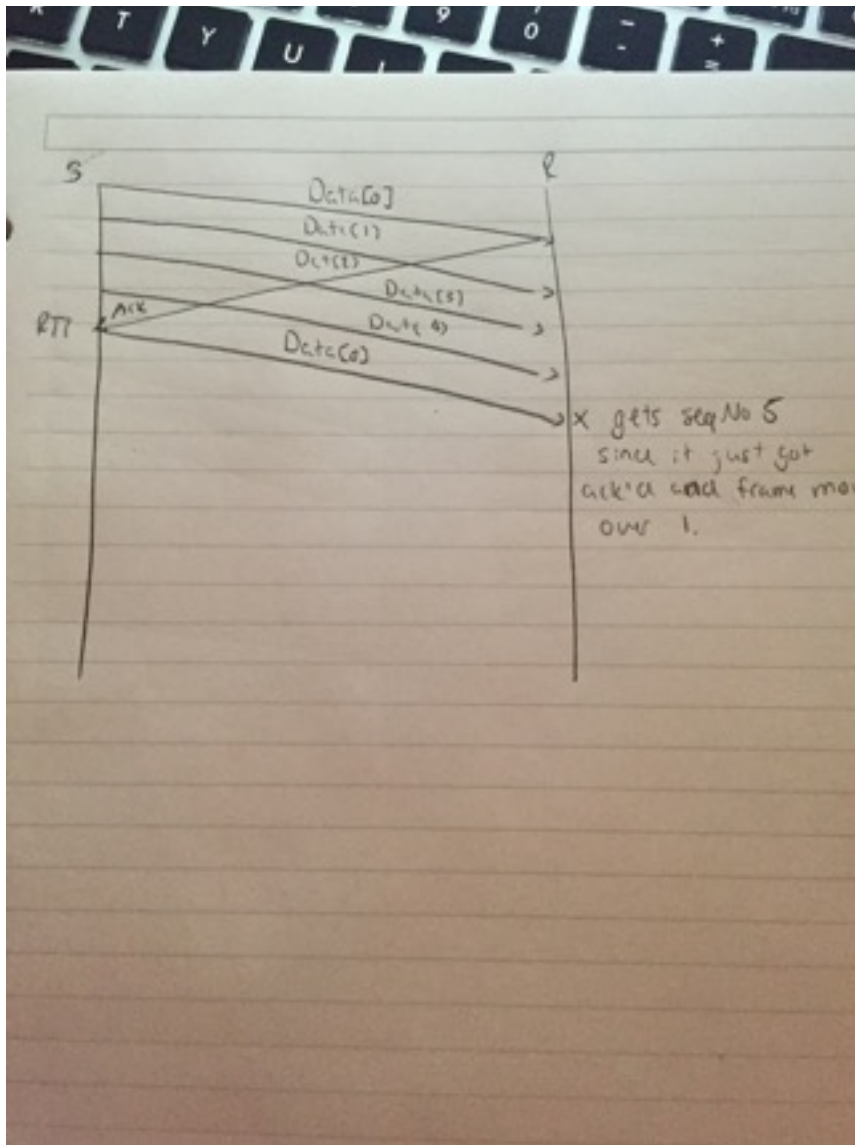
b) delay  $\times 2$  + safety constant

c) This is only one source of delay, delays can happen other ways by sitting in queue and exceeding the safety constant, this will lead to a retransmission.

6.



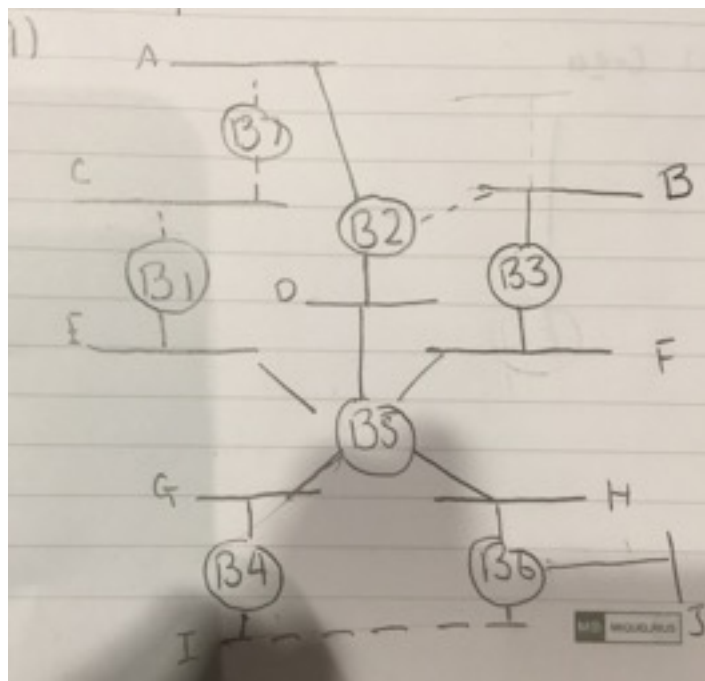
7. The algorithm becomes confused when the fifth packet comes in with a sequence number of 0 comes in again. It will assume that everything was processed and moves its window frame over and then accepts the new frame. Will become confused because we are assuming everything is coming in order.



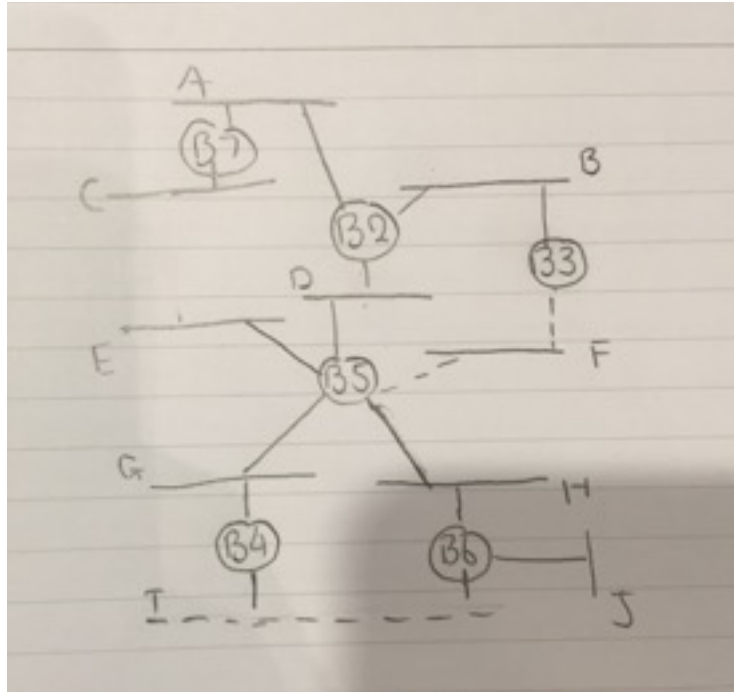
8.

Bridge X		Bridge Y	
Address	Interface	Address	Interface
A	1	A	1
B	1	B	1
C	2	C	1
D	3	D	1
E	3	E	2

9.



10.



#### Ping Assignment

Average RTT	Local	National	International
Morning	9.314	61.092	NA
Afternoon	32.554	84.043	NA
Late Night	10.463	90.031	NA

#### Server of Choice

Local: [www.colorado.edu](http://www.colorado.edu)

Nat: [cs.princeton.edu](http://cs.princeton.edu)

Inter: [kaist.ac.kr](http://kaist.ac.kr)

b) Yes there were variations in the RTT time, my explanation is the traffic for these certain times.

I also conducted these on different days apart, some on Friday and some on Sunday. The

increased RTT time came from Sundays, with most likely more people connecting to these Hosts at a time.

Average PackLoss	Local	National	International
Morning	0%	0%	100%
Afternoon	0%	3%	100%
Late Night	0%	0%	100%

c. There wasn't too much packet loss for local. I only had 1 packet loss for national and this occurred during the afternoon. For some reason as well I could not receive any packets at all from the International servers. I tried various other servers for International and I had a 100% packet loss for all of them.

d. There wasn't a significant change for me in RTT when I changed geographic location. It all seemed to start within a ranged of +/- 10 RTT average time.

e. Propagation Delay for: National would be 8.3 ms

Internat would be 38.2 ms

My methodology for finding these delays (minus the international) was to just divide the averages times by 2 and find the time it takes to transmit a packet across one way. Which from the book is the general term for the delay it takes to send a packet. These values if I were to draw a line or use basic information on RTT for these locations is National is around 20 ms for a 10Gbps bandwidth. Local is around .33 Bandwidth. These values are not close at all for my predicted values, but some errors come to mind. My internet connection is no the best/nor

fastest. This might add to a lot of delay on my end sending these requests not really the other

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--- www.colorado.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 7.381/10.458/21.817/4.878 ms
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 www.colorado.edu
PING www.colorado.edu (128.138.129.98): 200 data bytes
200 bytes from 128.138.129.98: icmp_seq=0 ttl=244 time=7.813 ms
200 bytes from 128.138.129.98: icmp_seq=1 ttl=244 time=31.557 ms
200 bytes from 128.138.129.98: icmp_seq=2 ttl=244 time=9.321 ms
200 bytes from 128.138.129.98: icmp_seq=3 ttl=244 time=9.887 ms
200 bytes from 128.138.129.98: icmp_seq=4 ttl=244 time=5.347 ms
200 bytes from 128.138.129.98: icmp_seq=5 ttl=244 time=28.562 ms
200 bytes from 128.138.129.98: icmp_seq=6 ttl=244 time=39.226 ms
200 bytes from 128.138.129.98: icmp_seq=7 ttl=244 time=5.348 ms
200 bytes from 128.138.129.98: icmp_seq=8 ttl=244 time=7.988 ms
200 bytes from 128.138.129.98: icmp_seq=9 ttl=244 time=14.274 ms

--- www.colorado.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 5.348/15.923/39.226/11.763 ms
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 kaist.ac.kr
PING kaist.ac.kr (143.248.5.130): 200 data bytes
Request timeout for icmp_seq 0
Request timeout for icmp_seq 1
Request timeout for icmp_seq 2
Request timeout for icmp_seq 3
Request timeout for icmp_seq 4
Request timeout for icmp_seq 5
Request timeout for icmp_seq 6
Request timeout for icmp_seq 7
Request timeout for icmp_seq 8

--- kaist.ac.kr ping statistics ---
10 packets transmitted, 0 packets received, 100.0% packet loss
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 cs.princeton.edu
PING cs.princeton.edu (128.112.136.10): 200 data bytes
200 bytes from 128.112.136.10: icmp_seq=0 ttl=45 time=56.681 ms
200 bytes from 128.112.136.10: icmp_seq=1 ttl=45 time=58.941 ms
200 bytes from 128.112.136.10: icmp_seq=2 ttl=45 time=83.068 ms
200 bytes from 128.112.136.10: icmp_seq=3 ttl=45 time=66.384 ms
200 bytes from 128.112.136.10: icmp_seq=4 ttl=45 time=58.259 ms
200 bytes from 128.112.136.10: icmp_seq=5 ttl=45 time=58.273 ms
200 bytes from 128.112.136.10: icmp_seq=6 ttl=45 time=55.294 ms
200 bytes from 128.112.136.10: icmp_seq=7 ttl=45 time=397.615 ms
200 bytes from 128.112.136.10: icmp_seq=8 ttl=45 time=56.517 ms
200 bytes from 128.112.136.10: icmp_seq=9 ttl=45 time=58.478 ms
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--- cs.princeton.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 55.294/95.891/397.615/181.182 ms
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 cs.princeton.edu
PING cs.princeton.edu (128.112.136.10): 200 data bytes
200 bytes from 128.112.136.10: icmp_seq=0 ttl=45 time=56.675 ms
200 bytes from 128.112.136.10: icmp_seq=1 ttl=45 time=61.176 ms
200 bytes from 128.112.136.10: icmp_seq=2 ttl=45 time=68.632 ms
200 bytes from 128.112.136.10: icmp_seq=3 ttl=45 time=66.975 ms
200 bytes from 128.112.136.10: icmp_seq=4 ttl=45 time=68.848 ms
200 bytes from 128.112.136.10: icmp_seq=5 ttl=45 time=61.319 ms
200 bytes from 128.112.136.10: icmp_seq=6 ttl=45 time=58.625 ms
200 bytes from 128.112.136.10: icmp_seq=7 ttl=45 time=68.388 ms
200 bytes from 128.112.136.10: icmp_seq=8 ttl=45 time=61.198 ms
200 bytes from 128.112.136.10: icmp_seq=9 ttl=45 time=67.883 ms

--- cs.princeton.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 56.675/61.555/67.883/3.226 ms
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 www.colorado.edu
PING www.colorado.edu (128.138.129.98): 200 data bytes
200 bytes from 128.138.129.98: icmp_seq=0 ttl=244 time=75.248 ms
200 bytes from 128.138.129.98: icmp_seq=1 ttl=244 time=81.231 ms
200 bytes from 128.138.129.98: icmp_seq=2 ttl=244 time=88.892 ms
200 bytes from 128.138.129.98: icmp_seq=3 ttl=244 time=88.497 ms
200 bytes from 128.138.129.98: icmp_seq=4 ttl=244 time=182.975 ms
200 bytes from 128.138.129.98: icmp_seq=5 ttl=244 time=93.827 ms
200 bytes from 128.138.129.98: icmp_seq=6 ttl=244 time=84.788 ms
200 bytes from 128.138.129.98: icmp_seq=7 ttl=244 time=87.899 ms
200 bytes from 128.138.129.98: icmp_seq=8 ttl=244 time=75.733 ms
200 bytes from 128.138.129.98: icmp_seq=9 ttl=244 time=82.814 ms

--- www.colorado.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 75.248/84.438/182.975/27.911 ms
Kevins-MBP:ex9 kevinrau$ ping -c 10 -s 200 www.colorado.edu
PING www.colorado.edu (128.138.129.98): 200 data bytes
200 bytes from 128.138.129.98: icmp_seq=0 ttl=244 time=35.877 ms
200 bytes from 128.138.129.98: icmp_seq=1 ttl=244 time=35.191 ms
200 bytes from 128.138.129.98: icmp_seq=2 ttl=244 time=35.461 ms
200 bytes from 128.138.129.98: icmp_seq=3 ttl=244 time=27.955 ms
200 bytes from 128.138.129.98: icmp_seq=4 ttl=244 time=31.767 ms
200 bytes from 128.138.129.98: icmp_seq=5 ttl=244 time=33.725 ms
200 bytes from 128.138.129.98: icmp_seq=6 ttl=244 time=29.186 ms
200 bytes from 128.138.129.98: icmp_seq=7 ttl=244 time=32.668 ms
200 bytes from 128.138.129.98: icmp_seq=8 ttl=244 time=31.966 ms
200 bytes from 128.138.129.98: icmp_seq=9 ttl=244 time=36.153 ms

--- www.colorado.edu ping statistics ---
10 packets transmitted, 10 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 27.955/32.584/36.153/2.411 ms
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host sending it across country. Me on my own

network is where I personally slow down.



