**Homework 4 Problems**

Due: Wednesday, 22 May 19

1. [12 points] Explain each of the following concepts:
2. Verification.
3. Validation
4. Accreditation

1. [10 points] In your own words, answer the following questions with respect to burstiness.
2. What does burstiness mean?
3. As a network designer, why should you be concerned about the burstiness of your traffic?
4. [12 points] In your own words, answer the following questions with respect to the Hurst parameter.
5. What does the Hurst parameter attempt to convey or represent?

1. As a network designer, what value of the Hurst parameter do you want your traffic to have?
2. Explain why you want the value given in part b.

1. [18 points] Create an inverse function capable of producing a random variable with the following Cumulative Distribution Function using a random variable with a uniform Probability Density Function. X=Fx-1 (Y) and Y=Fx (X). Express the inverse function Fx-1 mathematically (or in pseudo code).



1/λ

1

x

1/λ

1

Y

1. [24 points] A medium access protocol, slotted *Just One Try* Aloha, has the following operational characteristics:

* *If no new packet arrives, do not transmit*
* *If a new packet arrives, transmit the packet in the next slot*
* *Always assume that a transmission is successful (packets never backlog)*

Assume that the system is slotted with slots of length 1 time unit, that arrivals to the system are Poisson with a total rate of , that each slot with a transmission is either a collision ( if there are two or more transmissions) or a perfect reception (if there is exactly one transmission), that there are an infinite number of nodes (all packets are accepted), and that nodes have no buffering (they can hold only one packet which will be transmitted in the next slot).

a.) What is the probability of an idle slot (no transmission)?

b.) What is the probability of a successful (collision-free) transmission?

c.) Suppose that special coding is used so that up to three stations can transmit successfully in one slot. What is the system throughput of successfully transmitted packets with this modification?

1. [24 points] Another medium access protocol, slotted Blind Three Strikes Aloha, has the following operational characteristics:

* If no new packet arrives, then do not transmit
* No feedback is available
* To improve reliability, packets are sent three times as follows:
  + If a new packet arrives, transmit the packet in the next slot
  + Wait a random number of slots then transmit again
  + Again wait a random number of slots and transmit again.

Assume that the system is slotted with slots of length 1 time unit, that arrivals to the system are Poisson with a total rate of , that each slot with a transmission is either a collision (if there are two or more transmissions) or a perfect reception (if there is exactly one transmission), that there are an infinite number of nodes (all packets are accepted), and that nodes have no buffering (they can hold only one packet which will be transmitted three times).

a.) What is the probability of an idle slot (no transmission)?

b.) What is the probability of a successful (collision-free) transmission?

c.) What is the system throughput of useful work?