

# CS144

## An Introduction to Computer Networks

### Unit 3: Packet Switching



# What you learned

Queueing delay and end-to-end delay

Why streaming applications use a playback buffer

A simple deterministic queue model

Rate guarantees

Delay guarantees

How packets are switched and forwarded

# What this will help you with

1. End to end delay: fixed component.
2. End to end delay: variable component.
3. How a packet switch works.
4. Designing the playback buffer for realtime applications.
5. Explain how to achieve rate and delay guarantees.