

# CMPEN362 — Formulas

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## Chapter 1

### #supported users

$R$ : link capacity,  $p$ : fraction of active time,  $r$ : transmission rate,  $\tau$ : maximum congestion probability.

Circuit switching:  $\lfloor R/r \rfloor$

Packet switching:  $\max N$  s.t.  $\sum_{n=\lfloor R/r \rfloor+1}^N \binom{N}{n} p^n (1-p)^{N-n} \leq \tau$

### Delay calculation

$M$ : message size,  $h$ : #hops,  $R_i$ : capacity of  $i$ -th link,  $d_i$ : propagation delay at  $i$ -th link,  $P$ : #packets

E2e delay without segmentation:  $\sum_{i=1}^h (\frac{M}{R_i} + d_i)$

E2e delay with segmentation:  $\sum_{i=1}^h (\frac{M}{PR_i} + d_i) + \frac{M/P}{\min_{i \in \{1, \dots, h\}} R_i} (P-1)$

## Chapter 2

### HTTP response time

$s_h$ : size of base HTML,  $s_o$ : size per object,  $n$ : #objects,  $R$ : e2e throughput,  $t$ : RTT

Non-persistent HTTP with  $c$  parallel connections:  $2t + \frac{s_h}{R} + \lceil \frac{n}{c} \rceil \cdot (2t + \frac{s_o}{R})$

Persistent HTTP without pipelining:  $2t + \frac{s_h}{R} + n(t + \frac{s_o}{R})$

Persistent HTTP with pipelining:  $2t + \frac{s_h}{R} + t + \frac{n \cdot s_o}{R}$

## Single object downloading time

$T$ : Internet delay,  $s_o$ : object size,  $\lambda$ : request rate,  $p$ : cache hit probability,  
 $R_a$ : access link capacity,  $R_l$ : LAN capacity

$$(1-p)(T + \frac{1}{\frac{R_a}{s_o} - \lambda(1-p)} + \frac{s_o}{R_l}) + p \cdot \frac{s_o}{R_l}$$

## File distribution time

$x$ : file size,  $R_s$ : server upload capacity,  $R_i^u$ : user  $i$ 's upload capacity,  $R_i^d$ : user  $i$ 's download capacity,  $K$ : #users

Client-server:  $\max(\frac{K \cdot x}{R_s}, \frac{x}{\min_{i=1, \dots, K} R_i^d})$

P2p:  $\max(\frac{x}{R_s}, \frac{x}{\min_{i=1, \dots, K} R_i^d}, \frac{K \cdot x}{R_s + \sum_{i=1}^K R_i^u})$

## Chapter 3

### TCP throughput

Throughput = (total #bits per period) / (#rounds per period · RTT)

Formula related to computing the total #bits:

Arithmetic series:  $\sum_{i=1}^n (a_0 + (i-1)d) = \frac{n}{2}(2a_0 + (n-1)d)$

Geometric series:  $\sum_{i=1}^n a_0 r^{i-1} = \frac{a_0(1-r^n)}{1-r}$

## Chapter 6

### Efficiency of random access protocols

$N$ : number of nodes,  $p$ : transmission probability

slotted ALOHA: efficiency =  $Np(1-p)^{N-1}$

unslotted ALOHA: efficiency =  $Np(1-p)^{2(N-1)}$

## Physical Layer

### #received harmonics over a bandwidth-limited link

$b$ : data rate (bps),  $s$ : #bits per signal,  $f_c$ : cutoff frequency (Hz)

#received harmonics =  $\lfloor \frac{f_c s}{b} \rfloor$