## 3203 Assignment 2

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1.

a)

k = 4, n = 7. 3\*3 combos

abc4efg

k = 4, n = 8. 3\*4 combos

abc4efgh

(k-1)\*(n-k) pairs.

b)

1. n is odd, k=(n+1)/2.

2. n is even, k=n/2, or n/2+1

2.

a)

n-d pairs with hop distance d.

b)

Average dist = Weight of all paths / # paths

net weight  $=\sum_{i=1}^{n-1} (\text{path weight}) * (\#\text{paths of length n} - i)$  $=\sum_{i=1}^{n-1} (n-i)i$ 

# paths =  $\sum_{i=1}^{n-1}$  (#paths of length n - i)

 $= \sum_{i=1}^{n-1} \mathbf{i}$ 

Average Dist =  $\frac{\sum_{i=1}^{n-1} (n-i)i}{\sum_{i=1}^{n-1} i}$ 

Average Dist = net weight / # paths

net weight 
$$= \sum_{i=1}^{n-1} (n-i)i$$

$$= \sum_{i=1}^{n-1} ni + \sum_{i=1}^{n-1} i^2$$

$$= n(n(n-1)/2) - n(n-1)(2n-1)/6$$

$$= n(n^2-n)/2 - (n^2-n)(2n-1)/6$$

$$= (n^3-n^2)/2 - (2n^3-2n^2-n^2+n)/6$$

$$= (n^3-n^2)/2 - (2n^3-3n^2+n)/6$$

$$= (3n^3-3n^2)/6 - (2n^3-3n^2+n)/6$$

$$= (n^3-n)/6$$

$$= n(n-1)(n+1)/6$$

# paths = 
$$\sum_{i=1}^{n-1} i$$
  
= 1 + 2 + 3 + ... + n-3 + n-2 + n-1  
= (1+n-1) + (2+n-2) + (3+n-3) + ... + ((n-1)/2 + n - (n-1)/2)  
= n + n + n + ...  
= n(n-1)/2  
Average Dist = (n(n-1)(n+1)/6) / (n(n-1)/2)  
= 2n(n-1)(n+1)/(6n(n-1))  
= (n+1)/3

Therefore, 
$$== (n+1)/3$$

3.

Sending at most L bits in one packet, each packet lasts 2 minutes, sequence number is S bits long.

Maximum Sequence number =  $2^S$ 

Data Rate  $R = (L*(2^S)*8)/120s$ 

Max in 2 minutes =  $R * 120s = L*(2^S)*8$ 

Max in 60 minutes = 30 \* Max in 2 minutes =  $30 * L * (2^S) * 8$ 

4.

b)

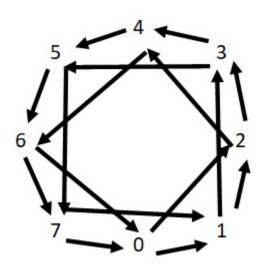
5.

Slot 1	2	4	10	12	13	16	COLLISION
Slot 2	2	4	COLLISION				
Slot 3	2	4	COLLISION				
Slot 4	2	SUCCESS					
Slot 5	4	SUCCESS				_	
Slot 6	10	12	13	16	COLLISION		
Slot 7	10	12	COLLISION				
Slot 8	10	SUCCESS					
Slot 9	12	SUCCESS		_			
Slot 10	13	16	COLLISION				
Slot 11	13	SUCCESS					
Slot 12	16	SUCCESS					

6.

case 1: i < j # hops = j-i. Will be clamped between 1 and 6 hops

b)



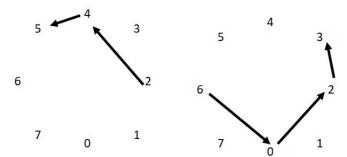
c)

2 to 5 takes 2 hops. One from 2 to 4, then 4 to 5.

6 to 3

6 to 0 takes 3. 6 to 0, 0 to 2, 2 to 3.

2 to 5



7.

$$a = 01110101 = \textbf{-}1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$$

$$b = 10101001 = +1-1+1-1+1-1+1$$

$$c = 11100101 = +1+1+1-1-1+1-1+1$$

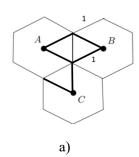
$$\{a,b\} = (-1*1)+(1*-1)+(1*1)+(1*-1)+(-1*1)+(1*-1)+(-1-1)+(1*1)$$
 
$$= -1-1+1-1-1-1+1+1=-5+2=-2$$

$$\{a,c\} = (-1*1)+(1*1)+(1*1)+(1*-1)+(-1*-1)+(1*1)+(-1-1)+(1*1) \\ = -1+1+1-1+1+1+1+1=-2+6=4$$

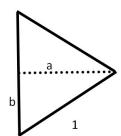
$$\{b,c\} = (1*1)+(-1*1)+(1*1)+(-1*-1)+(1*-1)+(-1*1)+(-1-1)+(1*1) \\ = 1-1+1+1-1-1+1+1=-3+5=2$$

None are orthogonal because their dot products are not zero.

8.



Equilateral Triangles. Height of one triangle = sqrt(3) / 2.



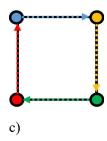
$$a=1 * sin(60) = sqrt(3)/2$$
  
 $b=1 * cos(60) = 1/2$ 

Therefore dist from A to B = 2\*a = sqrt(3) = 1.73

b)

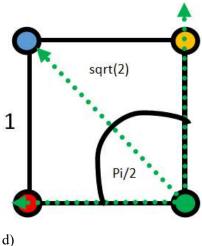
As per diagram of hexes above, dist from  $C = \text{side length} + \frac{1}{2} \text{ side length} = 1 + .5 = 1.5$ 

- 9.
- a) min sensor range for every pair to communicate: r = sqrt(2)
- b) Orient each such that it is looking at it's left neighbor. Networks can communicate cyclically



Angle such that each sensor is pointing directly at the opposite corner, with pi/4 range to the left and right.

This requires r to be sqrt(2) as in part 1 of this question



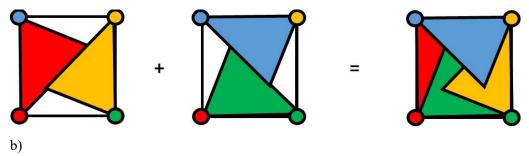
No orientation with angle less than pi/2 will allow a complete network.

Each node must be able to communicate with ALL OTHER nodes, as in the previous section.

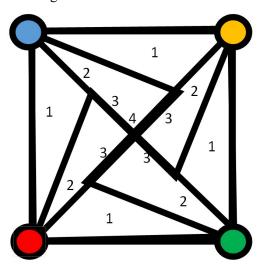
With angle less than pi/2, this cannot be attained.

- 10.
- a)

The edge of each antenna's range must be perfectly along exactly one edge of the square and be facing towards the antenna's left neighbor. This results in a bit of overlap between every antenna and it's left and right neighbors, but will ensure complete coverage.



See image. Assuming that even the slightest overlap counts as multiple antennae reaching a location



11.

$$E = c*pi*r^2$$

Solve for r.

b)

$$E = c*pi*r^2(phi/360)$$

Solve for r