CS & IT ENGINEERING



COMPUTER NETWORKS

TCP & UDP

Lecture No-13



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TOPICS TO BE COVERED

Traffic Shaping

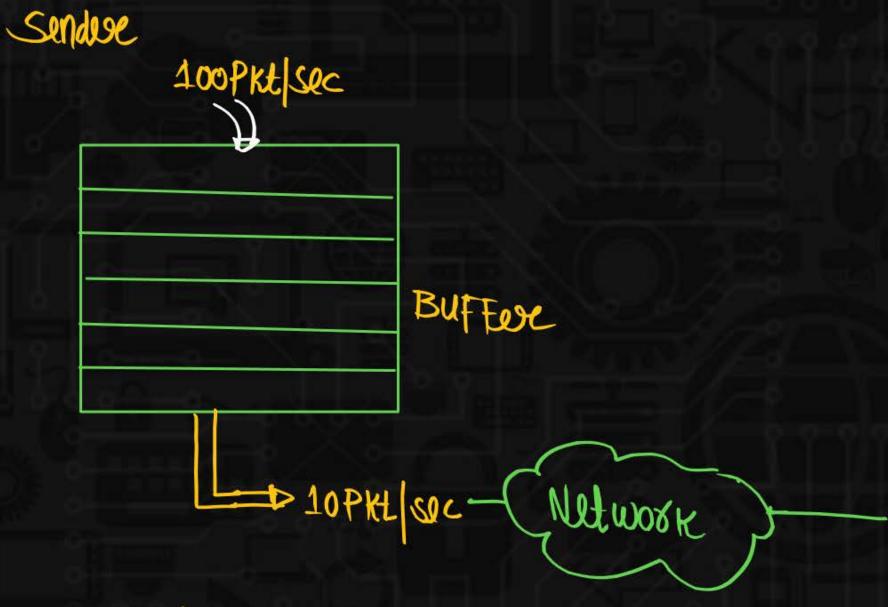


Traffic Shaping



- Another method of congestion control is a "shape" the traffic before it enters into the Network.
- Traffic shaping control the "rate" at which packet are sent.
- During connection establishment, the sender and carrier negotiate a traffic pattern.



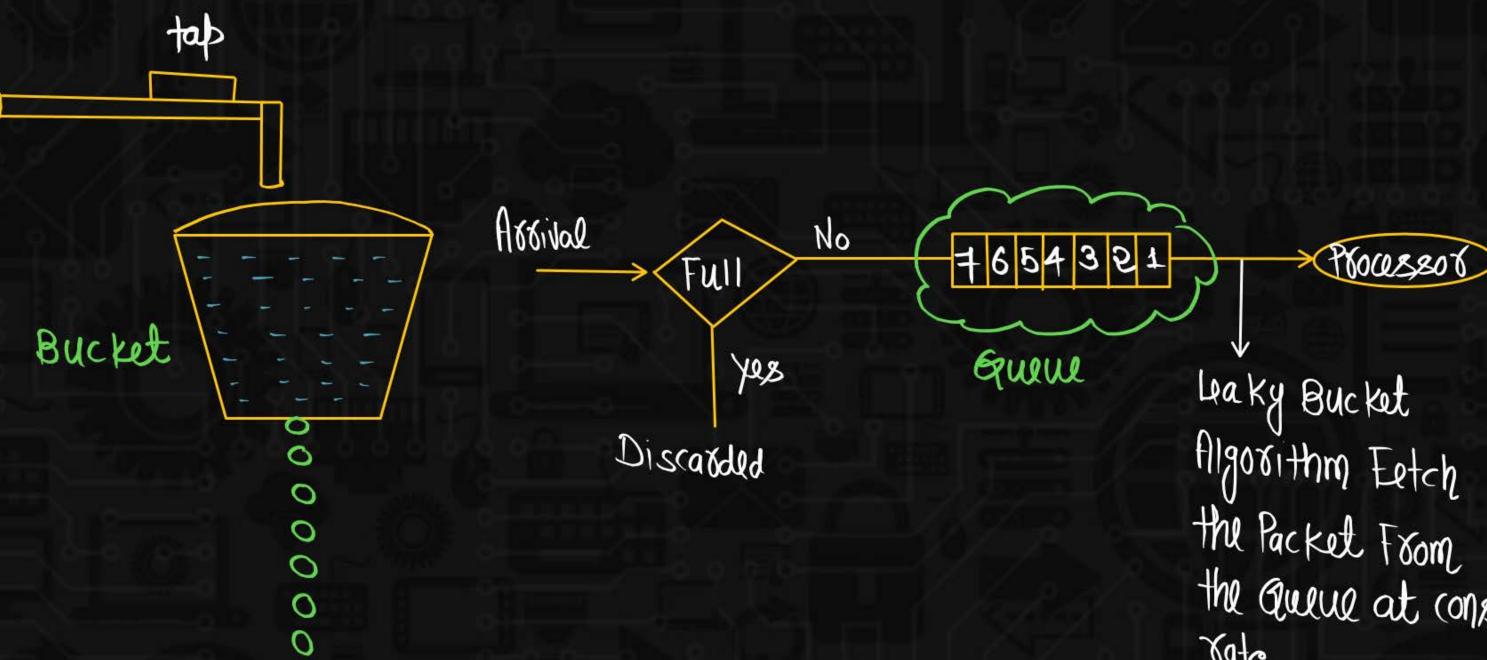


- 1. Leaky Bucket 2. Token Bucket

Leaky Bucket



- (1) If a bucket has a small hole at bottom, the water leaks from the bucket at a constant rate as long as there is a water in the bucket.
- The rate at which the water leaks does not depends on the rate at which the water is input unless the bucket is empty.
- (3) If the bucket is full, water overflows. The input rate can vary, but the output rate remains constant.
- Similarly in networking, a technique called leaky bucket can smooth out bursty traffic.
- (5) Leaky bucket Algorithm shapes the Bursty traffic into Fixed rate traffic by Averaging the rate.

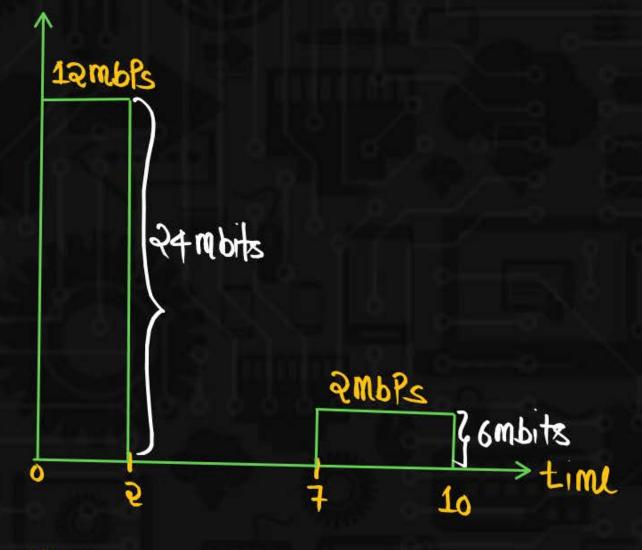




Defacture

Algorithm Eetch the Packet From the Queue at constant rate









an 10000 = 30mbits

Disadvantage of Leaky Bucket



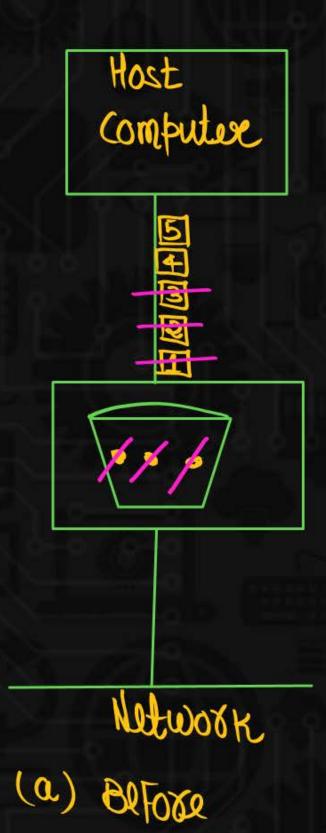
The Leaky Bucket is very Restrictive. It does not credit for an ideal Host. For example, If a Host is Not sending for a while, its Bucket becomes empty. Now if the Host has bursty data, the Leaky Bucket allows only an average rate. The time when the Host was ideal is not taken into Account.

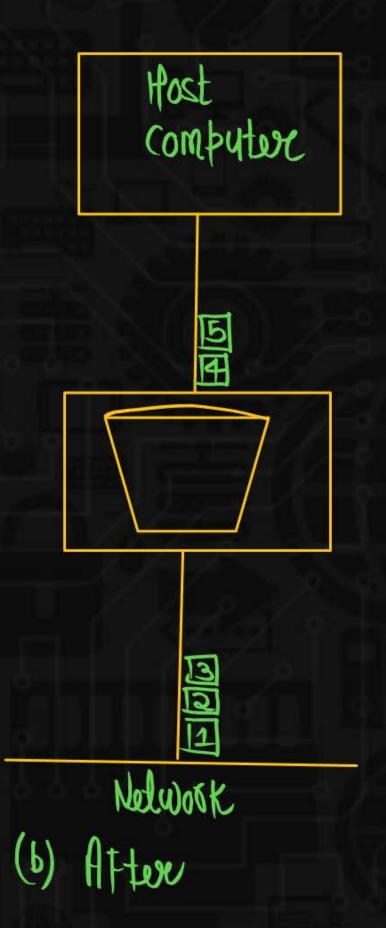
Token Bucket:



Token Bucket Algorithm allows ideal Hosts to accumulate credit for the Future in the form of tokens.

- In regular interval tokens are thrown into the bucket
- Bucket has a maximum capacity
- If there is a ready packet, a token is removed from Bucket and packet is sent.
- If there is no token in the Bucket the pocket can not be sent.





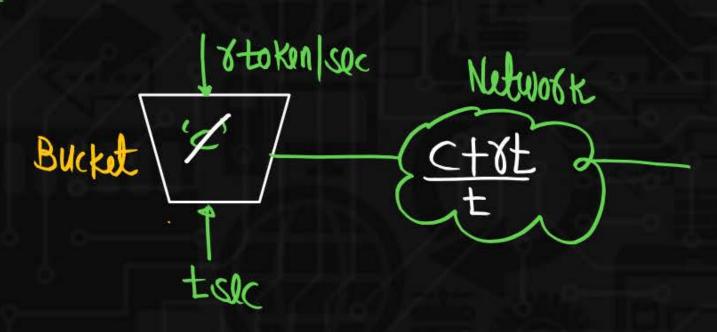


Let capacity of token Bucket is 'C' token and token enter into the Bucket at the rate of 'T' token for second

maximum No of Packets that can be enter into the Network during any time interval of length 't' is maximum No of Packets = c+rt

maximum Avg. rate Fox token Bucket 'M' = <- + x + t



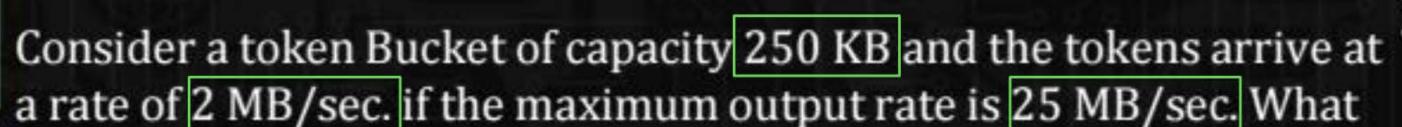




Problem Solving on

Traffic Shaping





is Burst Time?

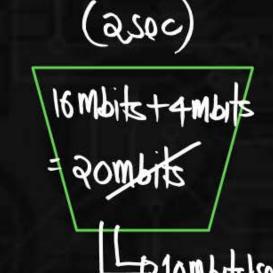




- Q.2
- A computer on a 10 Mbps network is regulated by a token bucket. The token bucket is filled at a rate of 2 Mbps. It is initially filled to capacity with 16 Megabits. What is the maximum duration for which

the computer can transmit at the full 10 Mbps? GATE CS 2008

- A. 1.6 seconds
- B. 2 seconds
- C. 5 seconds
- D. 8 seconds



Q.3

A computer on a 6-Mbps network is regulated by a token bucket. The token bucket is filled at a rate of 1 Mbps. It is initially filled to capacity with 8 megabits. How long can the computer transmit at

the full 6 Mbps?



- B. 1.6 sec
- C. 2 sec
- D. 2.6 sec



Imagine that the maximum packet size is 1000 bytes, the token bucket rate is 10 million bytes/sec, the token bucket size is 1 million bytes, and the maximum transmission rate is 50 million bytes/sec. How long can a burst at maximum speed last?

- A. 15 msec
- B. 20 msec
- 25 msec
- D. 30 msec

$$8 = 10 \text{ mB} | \text{sec}$$
 $C = 1 \text{ mByte}$
 $M = 50 \text{ mB} | \text{sec}$
 $L = 7$
 $L = \frac{6}{1000} | \text{mB} | \text{sec}$
 $L = \frac{10000}{10000} | \text{mB} | \text{sec}$
 $L = \frac{100000}{10000} | \text{sec}$

$$L = 1 \text{ mother}$$

$$40 \text{ mother}$$

$$t = 0.025 \text{ soc}$$

$$L = 25 \text{ msec}$$

Q.5

For a host machine that uses the token bucket algorithm for congestion control, the token bucket has a capacity of 1 megabyte and the maximum output rate is 20 megabytes per second. Tokens arrive at a rate to sustain output at a rate of 10 megabytes per second. The token bucket is currently full and the machine needs to send 12 megabytes of data. The minimum time required to transmit

$$C = 1MB$$
 $M = 90MB | SQC$
 $S = 10MB | SQC$

the data is ____seconds.

GATE CS 2016

91 0.1 sec we can transfer the data = 0.1 + 20 mB = 2 mB



Total data = 19MB

Remaining data = 12mB-2mB

Remaining data = 10MB

so transferring Remaining 10 mB data we need only 1 sec (bc2 8 = 10 mB|sec)

Total time = 0.1 soc + 1 soc

total time = 1.1 sec

