


## Delays

### • Few terminology:

- 1. Bandwidth : Rate at which a no. of bits are placed on the link in 1 second
- 2. Velocity : Represent the rate, distance covered in 1 second.

eg.  ; Bandwidth (B) = 1bps and velocity (v) = 10m/s. Total time to travel 100m = ?

$$\text{Time taken} = (B \times v) + \text{time taken by last bit} = 100 + (d/v) = 100 + 3 = \underline{103 \text{ secs}}$$

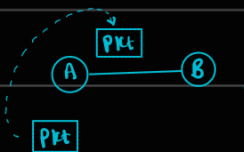
NOTE: • Data is always in powers of 2. for eg. 1Kb = 1024 bits =  $2^{10}$ ,

$$1\text{Mb} = 2^{10} \cdot 2^{10} = 2^{20} \text{ bits}$$

• Bandwidth (frequency) is always in powers of 10. for eg. 1Kbps =  $10^3$  bps,

$$1\text{mbps} = 10^3 \cdot 10^3 = 10^6 \text{ bps}$$

- 3. Transmission Delay ( $T_d$ ) : Time taken to transfer a packet to the outgoing link

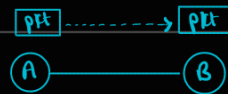


$$T_d = \frac{\text{Packet size OR length of packet}}{\text{Bandwidth}} = \frac{L}{B}$$

eg.  ; Packet Size = 1000 bits ; Bandwidth = 2bps

$$\text{Transmission delay} = \text{Packet size} / \text{Bandwidth} = 500 \text{ secs}$$

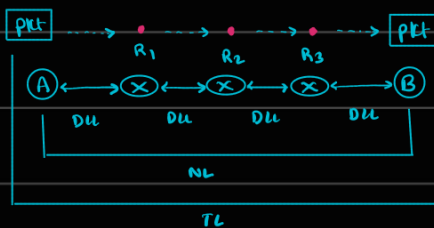
- 4 Propagative Delay ( $P_d$ ) : Time taken for a packet to reach from one point to another



$$P_d = \frac{\text{Distance}}{\text{Velocity}} = \frac{d}{v}$$

Eg. A  $\xrightarrow{50m}$  B ; velocity = 10 m/s .  $P_d = d/v = 50/10 = 5 \text{ secs}$

- 5 Queuing Delay ( $Q_d$ ) : Time taken by a packet while waiting in queue at a router BEFORE being taken up for processing



$R_i$  : Router. Each router has its own queuing mechanism

So, there is no generalized formula for  $Q_d$ .

- $\rightarrow$  Packet waiting in queue

If  $Q_d$  is not given,  $Q_d = 0$  (usually negligible anyway)

- 6 Processing Delay ( $P_{od}$ ) : Time required by a router or a destination host to receive packet from its input port, remove headers, perform error detection procedure and deliver the packet to the upper layer's protocol (in case of destination host)

There is no generalized formula for  $P_{od}$ .

If  $P_{od}$  is not given,  $P_{od} = 0$  (usually negligible anyway)

DL : Data  
link layer  
NL : Network  
layer  
TL : Transport  
layer

