

## hw2

1.

- a. packet size =  $(F+h)$  bytes =  $(F+h) * 8$  bits  
 transmission speed =  $R$  bits / sec  
 $N$  links  
 time =  $N * \text{prop delay} + N * T$   

$$\text{time} = D + N * 0 + N * \left( \frac{(F+h)*8}{R} \right) = D + N * \left( \frac{(F+h)*8}{R} \right) \text{seconds}$$
- b. packet size =  $(P+h) * 8$  bits  
 transmission speed =  $R$  bits / sec  
 $N$  links  
 $M$  packets  
 time =  $N * \text{prop delay} + N * t + (n-1) * t$   
 $n$  = number of packets representing each message  
 $t$  = time to transmit each packet

Assuming that the packets arrive in order  $\text{time} = D + N * 0 + N * \left( \frac{(P+h)*8}{R} \right) + (M-1) * \left( \frac{(P+h)*8}{R} \right) = D + (N + (M-1)) * \left( \frac{(P+h)*8}{R} \right) \text{seconds}$

- c. Packet switched network  
 $F$  bytes are segmented into  $M$  packets of  $P$  bytes each  
 Header =  $h/2$  bytes added to each packet  
 $T_s$  = virtual circuit set up time  
 Each packet =  $\left( P + \left( \frac{h}{2} \right) \right) * 8$  bits  

$$\text{Time for each packet} = \left( \frac{\left( P + \left( \frac{h}{2} \right) \right) * 8}{R} \right)$$
  

$$\text{Time to send first packet} = N * \left( \frac{\left( P + \left( \frac{h}{2} \right) \right) * 8}{R} \right)$$
  
 Every  $\left( \frac{\left( P + \left( \frac{h}{2} \right) \right) * 8}{R} \right)$  seconds a packet from  $M-1$  packets gets to the destination

$$\text{time} = T_s + D + (N + (M-1)) * \left( \frac{\left( P + \left( \frac{h}{2} \right) \right) * 8}{R} \right) \text{seconds}$$

- d. Circuit switched network  
 $R$  bits/sec after the circuit has been established  
 Header =  $h/2$  bytes added to entire file  
 $T_s$  = virtual circuit set up time  
 Size of packet =  $(F + (h/2)) \text{ bytes} = (F + (h/2)) * 8 \text{ bits}$

$$T_s + D + \left( \frac{\left( F + \left( \frac{h}{2} \right) \right) * 8}{R} \right) \text{seconds}$$

- e. Packet switching is more efficient with respect to bandwidth and latency compared to circuit switching. Thus, under an increase in those properties, a faster transfer is possible

2.

- a. 20
  - b. .1
  - c.  $\binom{120}{n} p^n (1-p)^{120-n} = \binom{120}{n} \cdot 1^n \cdot (.9)^{120-n}$
  - d.  $1 - \sum_{n=0}^{20} \binom{120}{n} p^n (1-p)^{120-n} = 1 - \sum_{n=0}^{20} \binom{120}{n} \cdot 1^n \cdot (.9)^{120-n}$
- Using central limit theorem  $1 - p(\sum_{n=1}^{120} x \leq 20) = 1 - .9920 = .008$
- e.  $\frac{.7 \cdot 3000000}{150000} = 14 \text{ people}$

20\*150kbps = 3000kbps = 3 mbps  
each user transmits 10% of the time

3.

- a. Source -> first node =  $\frac{(8 \cdot 10^6)}{(2 \cdot 10^6)} = 4 \text{ seconds}$ ,  
altogether the message must traverse 3 nodes mean total time =  $4 * 3 = 12 \text{ seconds}$
- b.  $10000 \text{ bits} = 1 \cdot 10^4 \rightarrow \left( \frac{1 \cdot 10^4}{2 \cdot 10^6} \right) = .005 \text{ seconds}$   
  
2<sup>nd</sup> packet received at  $2 * .005 = .01 \text{ seconds}$
- c.  $.005 (\text{seconds per node}) * 3 (\text{nodes}) = .015 \text{ seconds}$   
  
1 packet is received every .005 seconds after this  
  
800<sup>th</sup> packet received at  $\text{time} = 799 (800 - 1 \text{ packet}) * .005 + .015 = 4.01 \text{ seconds}$   
  
Message segmentation is faster overall meaning the message arrives 3 times as fast
- d. Message segmentation allows for things like movies to move along a network easier because it breaks them down into smaller packets which routers can accommodate a lot better. If it was all one large packet, the movie would likely cause a queuing delay at each switch it passed through. Further, if an entire movie was transmitted in one packet and a bit in that packet got flipped, the entire movie would have to be retransmitted.
- e. Headers of each packet altogether make the total amount of bytes needed for headers larger.  
  
With one large packet, you would have to rearrange anything at the destination. With many smaller packets, you need to arrange them sequentially at the destination

4.

- a. From book  $d_{prop} = m/s \text{ seconds}$
- b. From book  $d_{trans} = L/R \text{ seconds}$
- c. End to end  $d_{a \rightarrow b} = d_{prop} + d_{trans} = \left( \left( \frac{m}{s} \right) + \left( \frac{L}{R} \right) \right) \text{ seconds}$
- d. Exiting A and entering the wire
- e. On the wire
- f. At B
- g.  $s = 2.5 * 10^8, L = 120 \text{ bits}, R = 56 \text{ kbps}$

$$m = \left( s * \frac{L}{R} \right) = (2.5 * 10^8) * \frac{120}{56 * 10^3} = 535,714.286$$

5.

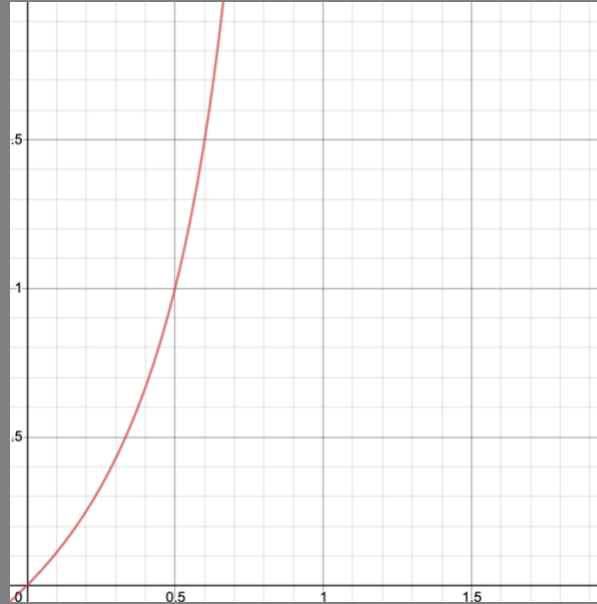
- a.  $I = \text{traffic intensity}, I = La/R, \text{Queuing delay} = IL/(R(1 - I)) \text{ for } I < 1$

$$\frac{IL}{R(1-I)} + \frac{L}{R} = \frac{IL}{R(1-I)} + \frac{L(1-I)}{R(1-I)} = \frac{IL+L(1-I)}{R(1-I)} = \frac{IL+L-IL}{R(1-I)} = \frac{L}{R(1-I)}$$

b. Total delay =  $\frac{L}{R(1-I)} = \frac{\frac{L}{R}}{1-I} = \frac{\frac{L}{R}}{1-\frac{La}{R}}$

set  $x=L/R$  and  $a=1$  to plot

Link to Plot: <https://www.desmos.com/calculator/ovr3zcn1jz>



6.  $a$  = rate of packet arrival,  $\mu$  = transmission rate packets/sec  
 $I$  = traffic intensity,  $I = La/\mu$ , Queuing delay =  $IL/(\mu(1-I))$

$$\text{total delay} = d_{\text{queue}} + d_{\text{trans}} = \frac{IL}{\mu(1-I)} + \frac{L}{\mu} = \frac{L}{\mu} \left( \frac{I}{(1-I)} + 1 \right) = \frac{L}{\mu} \left( \frac{I}{(1-I)} + \frac{(1-I)}{(1-I)} \right) = \frac{L}{\mu} \left( \frac{I+1-I}{(1-I)} \right) = \frac{L}{\mu} \left( \frac{1}{(1-I)} \right) \text{ seconds}$$

Substitute  $I = La/\mu$

$$\frac{L}{\mu} \left( \frac{1}{(1-\frac{La}{\mu})} \right) = \frac{L}{\mu} \left( \frac{1}{(\frac{\mu-La}{\mu})} \right) = \frac{L}{\mu} \left( \frac{\mu}{(\mu-La)} \right) = \frac{L}{\mu-La} \text{ packets/second}$$

7.

- Max throughput of the server is the rate of the first path or  $\{R_1^k\}$
- Max throughput of the server if using all  $M$  paths with  $N$  links is the link with the lowest transmission rate or  $\min\{R_1^k, \dots, R_n^k\}$

8.

- $R * T_{\text{prop}} = 1500000 * \left( \frac{5000000}{2.5 * 10^8} \right) = 1500000 * .02 = 30000$  bits
- 30000 is less than 450000 so the max that can be on the link is 30000
- One knows the maximum number of bits that the link can support at any given time
- Transmission delay + propagation delay

$$\text{End to end delay is } \frac{5000000}{250000000} + \frac{450000}{1500000} = .02 + .3 = .32$$

e.  $\frac{450000}{50} = 9000 \text{ bits per frame}$

$$\text{Total time} = 50 * (T_{frame} + 2 * T_{prop}) = 50 * \left( \frac{9000}{1500000} + 2 * \frac{5000000}{250000000} \right) = 2.3 \text{ seconds}$$

f. Largest value of m is  $\text{floor}\left(2 * \left(\frac{5000000}{250000000}\right) / \frac{9000}{1500000}\right) = \text{floor}\left(\frac{.04}{.006}\right) = \text{floor}(6.\bar{6}) = 6 \text{ frames}$

$$\text{Total time} = 50 * \frac{9000}{1500000} + 2 * T_{prop} = \frac{450000}{1500000} + 2 * \frac{5000000}{250000000} = .34$$

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