

# CS120: Computer Networks

Lecture 2. Bandwidth and Latency

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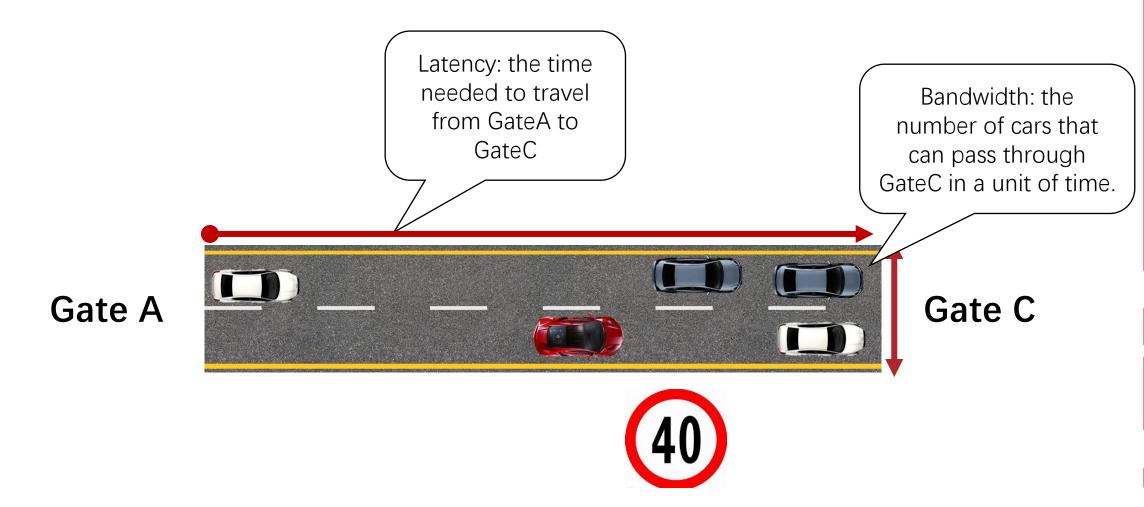
### Network Performance



### Network Performance

- Metrics
  - Bandwidth (Throughput)
  - Latency (Delay)

## Example: Road



### Bandwidth

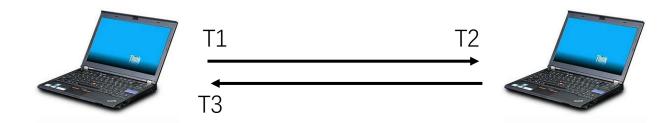
- The bandwidth of a network is given by the number of bits that can be transmitted over the network in a certain period of time.
  - Unit: bps, kbps (10<sup>3</sup>), Mbps (10<sup>6</sup>), Gbps (10<sup>9</sup>)
  - e.g.: a 100-Mbps Ethernet Link means it takes  $\frac{1}{100\times10^6}$  seconds to transmit one bit. But it does not mean the receiver will receive that bit after  $\frac{1}{100\times10^6}$  seconds

### Latency

- The latency of a network is the time that takes a bit to travel from one end of a network to the other.
  - Unit: second, ms (10<sup>-3</sup>), us (10<sup>-6</sup>), ns (10<sup>-9</sup>)
  - Round-Trip Time (RTT)
    - measured with small packets

Round-Trip Time = T3 - T1One-way Latency = T2 - T1 or T3 - T2



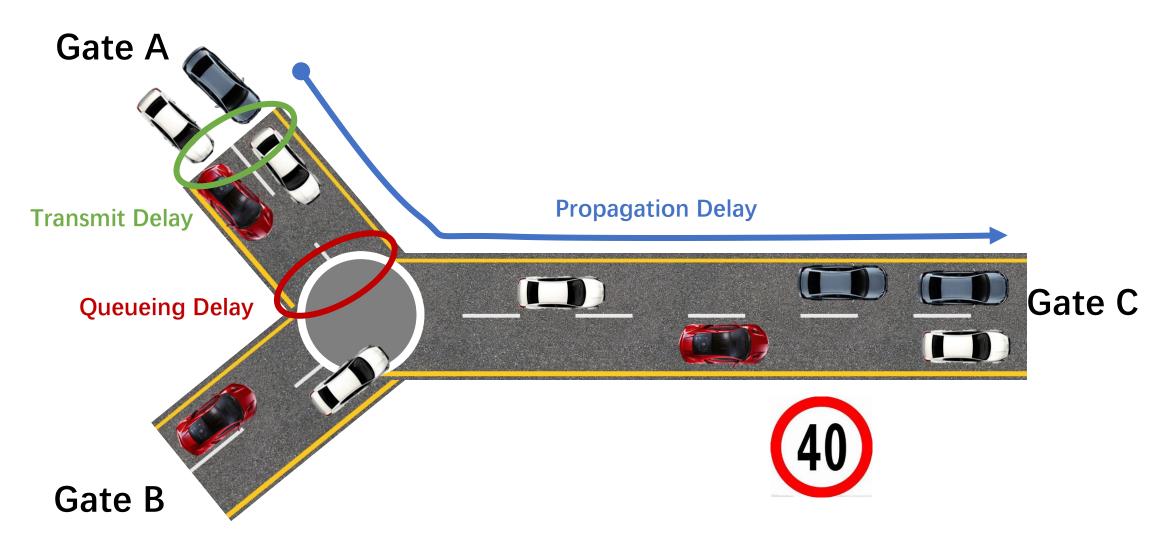


### Latency

- Decomposing Latency
  - Latency = Transmit Delay + Propagation Delay + Queueing Delay
    - Transmit Delay = TransferSize/Bandwidth
    - Propagation Delay = Distance/SpeedofSignal
  - ► Latency = TransferSize/Bandwidth + Distance/SpeedofSignal + Queueing Delay

RTT/2

## Example: Road



### Bandwidth vs. Latency

High Bandwidth, Large Delay

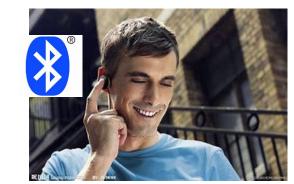


**Gate C** 





100bit/10ms



Low Bandwidth, Small Delay

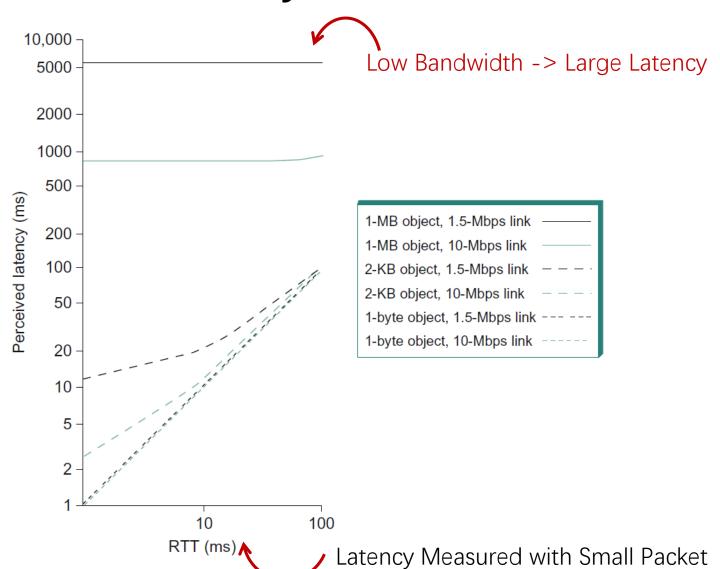
Gate A



**Gate C** 

## Bandwidth vs. Latency

Latency =
TransferSize/Bandwidth +
Distance/SpeedofSignal +
Queueing Delay



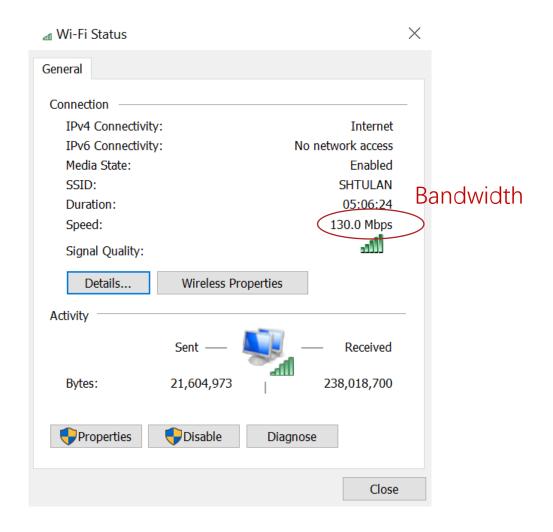
#### Effective Bandwidth

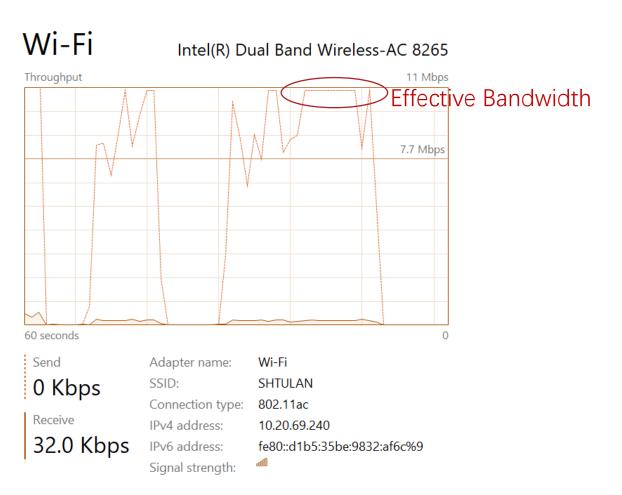
- Latency =
  TransferSize/Bandwidth +
  Distance/SpeedofSignal +
  Queueing Delay
- Effective Bandwidth = TransferSize/Latency
  - Effective bandwidth is also called throughput
  - For large transfer size:
    - Effective Bandwidth -> Bandwidth
- In many situations, bandwidth and throughput are used interchangeably
  - Be careful about the actual meaning

- Throughput measurement
  - iperf
    - https://iperf.fr/iperf-servers.php
- Latency measurement
  - ping
    - RTT

iperf3 -c speedtest.uztelecom.uz -p 5201 -i 1 -t 1000

```
C:\iperf-3.1.3-win64>iperf3 -c iperf.he.net -p 5201 -i 1 -t 1000
Connecting to host iperf.he.net, port 5201
     local 10.20.69.240 port 52538 connected to 216.218.227.10 port 5201
     Interval
                        Transfer
                                    Bandwidth
       0.00-1.00 sec 384 KBytes 3.14 Mbits/sec
      1.00-2.00
                 sec 1.12 MBytes 9.45 Mbits/sec
                       768 KBytes 6.28 Mbits/sec
       2.00-3.00
                   sec
       3. 00-4. 00
                       640 KBytes 5.24 Mbits/sec
                   sec
       4.00-5.00
                         896 KBytes 7.35 Mbits/sec
                   sec
      5. 00-6. 00
                   sec
                       1.12 MBytes 9.44 Mbits/sec
                       1.00 MBytes 8.39 Mbits/sec
       6.00-7.00
                   sec
       7. 00-8. 00
                       1.25 MBytes 10.5 Mbits/sec
                   sec
                       1.12 MBytes 9.44 Mbits/sec
       8.00-9.00
                   sec
       9.00-10.00
                       768 KBytes 6.29 Mbits/sec
                   sec
      10.00-11.00
                   sec
                       1.12 MBytes 9.44 Mbits/sec
                       1.25 MBytes 10.5 Mbits/sec
      11. 00-12. 00
                   sec
                       1.12 MBytes 9.45 Mbits/sec
      12. 00-13. 00
                   sec
```





#### ping www.baidu.com -n 1000

```
C:\iperf-3.1.3-win64>ping www.baidu.com -n 1000

Pinging www.a.shifen.com [119.75.213.61] with 32 bytes of data:
Reply from 119.75.213.61: bytes=32 time=29ms TTL=51
Reply from 119.75.213.61: bytes=32 time=29ms TTL=51
Reply from 119.75.213.61: bytes=32 time=31ms TTL=51
Reply from 119.75.213.61: bytes=32 time=29ms TTL=51
```

#### ping www.shanghaitech.edu.cn -n 1000

```
C:\iperf-3.1.3-win64>ping shanghaitech.edu.cn -n 1000

Pinging shanghaitech.edu.cn [10.10.11.203] with 32 bytes of data:

Reply from 10.10.11.203: bytes=32 time=1ms TTL=126

Reply from 10.10.11.203: bytes=32 time=2ms TTL=126

Reply from 10.10.11.203: bytes=32 time=2ms TTL=126

Reply from 10.10.11.203: bytes=32 time=2ms TTL=126
```

#### tracert www.baidu.com

Tracing route to www.a.shifen.com [61.135.169.125] over a maximum of 30 hops:

```
10. 20. 64. 1
        2 \text{ ms}
                  1 \text{ ms}
                                   10. 13. 7. 25
        1 \text{ ms}
                           <1 ms
                  1 \text{ ms}
                                    Request timed out.
                                    Request timed out.
 5
                                    Request timed out.
 6
                                    Request timed out.
                                    Request timed out.
 8
                                    Request timed out.
 9
                                    Request timed out.
                                    Request timed out.
11
                                    Request timed out.
12
                                    Request timed out.
13
                                    Request timed out.
14
                                    Request timed out.
15
                                   Request timed out.
16
                                    Request timed out.
17
                                    Request timed out.
                                   61. 135. 169. 125
       32 ms
                 32 ms
                           31 ms
```

#### tracert www.shanghaitech.edu.cn

More Hops -> More Latency

## Increasing Bandwidth is Hard

- Spectrum
- Propagation Attenuation
- Noise
- Power

• ...

### Reducing Latency is Even Harder

- Propagation Speed
- Contention
- Queuing

• ...

### Reference

• Textbook 1.5