

- P1. Design and describe an application-level protocol to be used between an automatic teller machine and a bank's centralized computer. Your protocol should allow a user's card and password to be verified, the account balance (which is maintained at the centralized computer) to be queried, and an account withdrawal to be made (that is, money disbursed to the user). Your protocol entities should be able to handle the all-too-common case in which there is not enough money in the account to cover the withdrawal. Specify your protocol by listing the messages exchanged and the action taken by the automatic teller machine or the bank's centralized computer on transmission and receipt of messages. Sketch the operation of your protocol for the case of a simple withdrawal with no errors, using a diagram similar to that in Figure 1.2. Explicitly state the assumptions made by your protocol about the underlying end-to-end transport service.

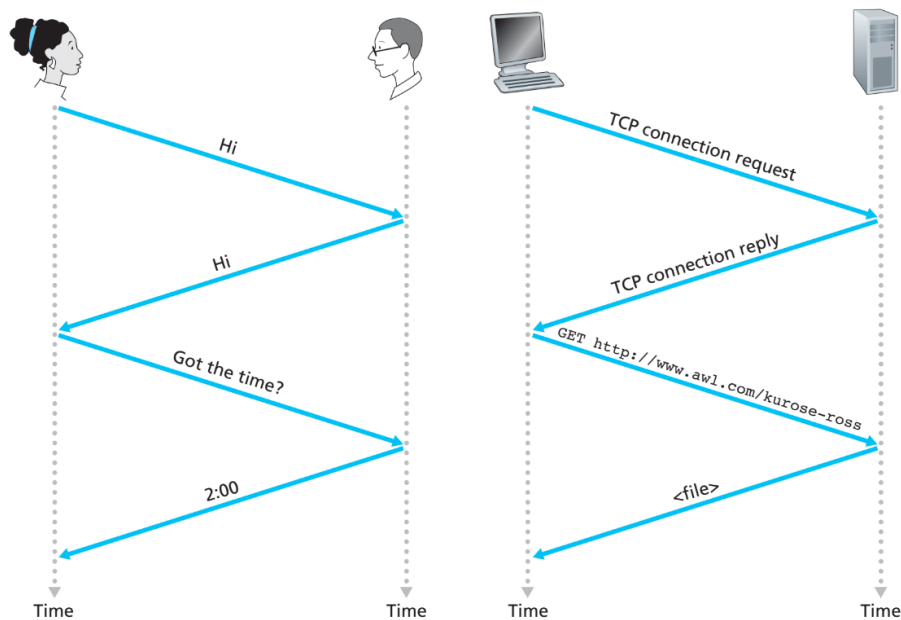
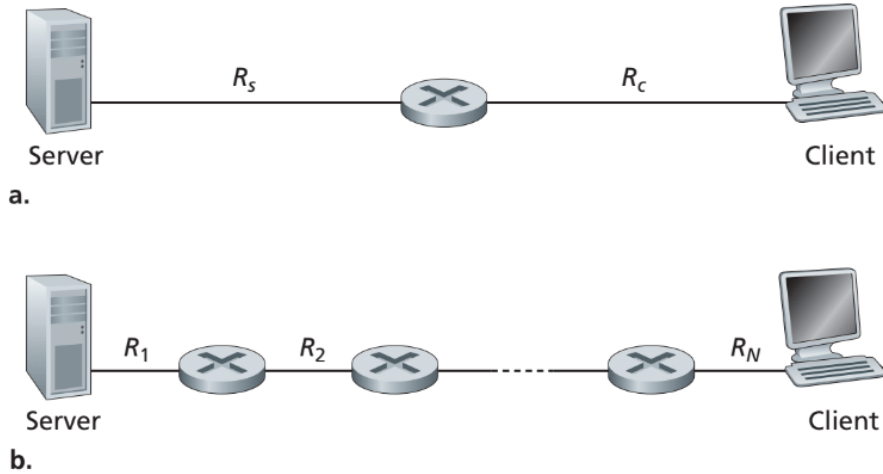


Figure 1.2 ♦ A human protocol and a computer network protocol

- P7. In this problem, we consider sending real-time voice from Host A to Host B over a packet-switched network (VoIP). Host A converts analog voice to a digital 64 kbps bit stream on the fly. Host A then groups the bits into 56-byte packets. There is one link between Hosts A and B; its transmission rate is 2 Mbps and its propagation delay is 10 msec. As soon as Host A gathers a packet, it sends it to Host B. As soon as Host B receives an entire packet, it converts the packet's bits to an analog signal. How much time elapses from the time a bit is created (from the original analog signal at Host A) until the bit is decoded (as part of the analog signal at Host B)?

- P8. Suppose users share a 3 Mbps link. Also suppose each user requires 150 kbps when transmitting, but each user transmits only 10 percent of the time. (See the discussion of packet switching versus circuit switching in Section 1.3.)
- When circuit switching is used, how many users can be supported?
  - For the remainder of this problem, suppose packet switching is used. Find the probability that a given user is transmitting.
  - Suppose there are 120 users. Find the probability that at any given time, exactly  $n$  users are transmitting simultaneously. (*Hint: Use the binomial distribution.*)
  - Find the probability that there are 21 or more users transmitting simultaneously.
- P18. Perform a Traceroute between source and destination on the same continent at three different hours of the day.
- Find the average and standard deviation of the round-trip delays at each of the three hours.
  - Find the number of routers in the path at each of the three hours. Did the paths change during any of the hours?
- P22. Consider Figure 1.19(b). Suppose that each link between the server and the client has a packet loss probability  $p$ , and the packet loss probabilities for these links are independent. What is the probability that a packet (sent by the server) is successfully received by the receiver? If a packet is lost in the path from the server to the client, then the server will re-transmit the packet. On average, how many times will the server re-transmit the packet in order for the client to successfully receive the packet?

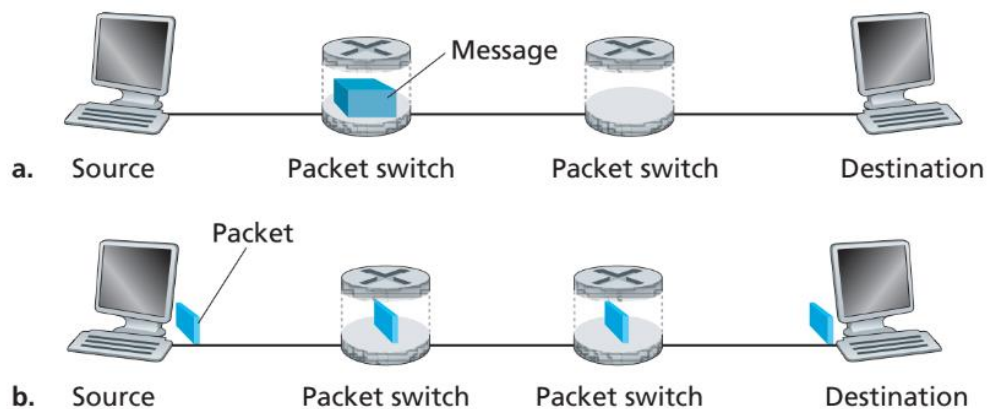


**Figure 1.19** ♦ Throughput for a file transfer from server to client

- P23. Consider Figure 1.19(a). Assume that we know the bottleneck link along the path from the server to the client is the first link with rate  $R_s$  bits/sec. Suppose we send a pair of packets back to back from the server to the client, and there is no other traffic on this path. Assume each packet of size  $L$  bits, and both links have the same propagation delay  $d_{prop}$ .
- What is the packet inter-arrival time at the destination? That is, how much time elapses from when the last bit of the first packet arrives until the last bit of the second packet arrives?
  - Now assume that the second link is the bottleneck link (i.e.,  $R_c < R_s$ ). Is it possible that the second packet queues at the input queue of the second link? Explain. Now suppose that the server sends the second packet  $T$  seconds after sending the first packet. How large must  $T$  be to ensure no queuing before the second link? Explain.

P31. In modern packet-switched networks, including the Internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as *message segmentation*. Figure 1.27 illustrates the end-to-end transport of a message with and without message segmentation. Consider a message that is  $8 \cdot 10^6$  bits long that is to be sent from source to destination in Figure 1.27. Suppose each link in the figure is 2 Mbps. Ignore propagation, queuing, and processing delays.

- Consider sending the message from source to destination *without* message segmentation. How long does it take to move the message from the source host to the first packet switch? Keeping in mind that each switch uses store-and-forward packet switching, what is the total time to move the message from source host to destination host?
- Now suppose that the message is segmented into 800 packets, with each packet being 10,000 bits long. How long does it take to move the first packet from source host to the first switch? When the first packet is being sent from the first switch to the second switch, the second packet is being sent from the source host to the first switch. At what time will the second packet be fully received at the first switch?
- How long does it take to move the file from source host to destination host when message segmentation is used? Compare this result with your answer in part (a) and comment.



**Figure 1.27** ♦ End-to-end message transport: (a) without message segmentation; (b) with message segmentation



- P33. Consider sending a large file of  $F$  bits from Host A to Host B. There are three links (and two switches) between A and B, and the links are uncongested (that is, no queuing delays). Host A segments the file into segments of  $S$  bits each and adds 80 bits of header to each segment, forming packets of  $L = 80 + S$  bits. Each link has a transmission rate of  $R$  bps. Find the value of  $S$  that minimizes the delay of moving the file from Host A to Host B. Disregard propagation delay.