

HW1

Network

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1. See the last page for data and detail.

a) pinged USC.edu in Los Angeles, with 2 package sizes for 100 times. Assuming the lowest Ping doesn't have any queuing delay,

use the difference between 2 lowest ping from 2 package sizes to derive transmission rate

$$\frac{1008}{x} + \text{Prop} - \frac{108}{x} - \text{Prop} = 84.6 - 83.92 = 0.69 \text{ ms} \quad x = 1308.14 \text{ byte/ms}$$

round trip → Transmission delay = $\frac{1008}{1308.14} = 0.77 \text{ ms}$, $\frac{108}{1308.14} = 0.08 \text{ ms}$

Propagation delay = (min Ping - Transmission delay) $\times 2 / 2 = 41.53 \text{ ms}$, 41.88 ms

Because Transmission delay and propagation delay are the same (package travels the same route) for all 100 packages. The variation is caused by queuing delay.

b) see last page

c) The network measured delay \times speed of light \Rightarrow network measured distance $41.53 \text{ ms} \times 2 \times 10^8 \text{ m/s} / 1000^2 = 8306.29 \text{ km}$. The actual physical distance is 4450 km. However network doesn't travel in straight line, which may cause the additional difference.

2.

The packet losses are independent at each hop, so if the probability of a packet from one hop to the next without loss is $(1-p)$. Three routers and four links the probability that a packet sent by the client arrives at server is $(1-p)^4$

3.

For the 1st one the throughput for A should be 5mb/s and for C should be 4mb/s. because there's not bottleneck in the network.

For the 2nd one the throughput for A could be 4mb/s and for C could be 6mb/s. Because the link to B is bottlenecked by A and C's link. Assuming common link divides its transmission rate equally among the hosts, then any excess

from the common link
 bandwidth will then be divided among hosts with extra throughput needs. In this case the extra 2mb/s will go to A.

$$C:B \Rightarrow 4\text{mb/s} \quad A:B \Rightarrow 6\text{mb/s} = 5\text{mb/s} + 1\text{mb/s}$$

4.

a) $\frac{8\text{bit}}{\text{bytes}} \times (50\text{mbytes} + 5\text{abytes}) / 5\text{mb/s} \times (3+1)$

$$\approx 320S$$

b) $(M+H) \times 8\text{bit/byte/b} \times (R+1) + (\frac{F}{m}-1) \times (M+H) \times 8\text{bit/byte/b}$

c) Simplify the above expression

$$T = \left(F + \frac{FH}{m} \right) \cdot 8\text{bit/byte/b} + R(M+H) \cdot 8\text{bit/byte/b}$$

$$= \left(\frac{FH}{m} + RM + F + HR \right) 8\text{bit/byte/b}$$

the minimum occurs when $M = \sqrt{\frac{FH}{R}}$

apply this to (a)

$$M = \sqrt{\frac{50\text{mbytes} \times 5\text{abytes}}{3}} = \sqrt{\frac{5 \times 10^8 \text{bytes}^2}{3}} = 28.868\text{kbytes}$$

$$\begin{aligned} A + BX &= 0 \\ -A &+ BX = 0 \\ X &= \frac{A}{B} \end{aligned}$$

The optimal size is 12.909 kbytes per package.

Put it in the formula we get $T = 80.277S$

d) without segmentation if a error corrupts the message, users have to retransmit the entire message, however with segmentation, and error detection, users only have to retransmit one small packet where the error occurred.

5.

Assume overnight delivery take 12 hours to deliver.

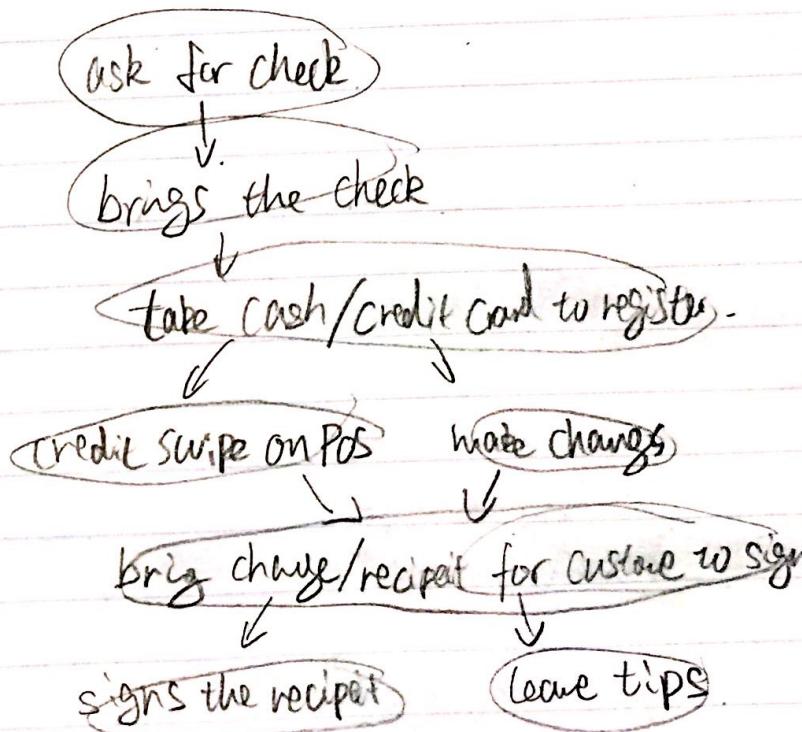
$$12 \text{ hrs} \times 60 \text{ min/hr} \times 60 \text{ s/min} \times 1 \text{ Gb/s}$$

$$= 4.32 \times 10^{13} \text{ b/s}$$

If the file size is greater than 5.4 TBytes we should use FedEx to deliver, otherwise Internet2 is faster.

6.

<u>Action</u>	<u>Message</u>	<u>Error</u>
Asking for check	"Check Please"	waiter/waitress didn't respond
Waiter/waitress brings the check	"Sorry the check is not for" "Wrong check"	
Waiter/waitress takes credit card/cash to register	"Do you need more time?" "No cash or credit card"	
If credit card, swipe on POS Terminal	"Your card is declined"	Credit declined
If cash, make change	We have no change, have smaller ^{bills}	Counterfeit money / not enough change
bring change/reciept back to customer	"Sorry wrong Receipt!"	Wrong table
Customer signs the receipt	"Thank you"	Wrong receipt
Customer leaves tips	"Thank you"	Wrong change



Yes, there is equivalent of network layer. When waiter/waitress bring Credit Card/cash and check back and forth, the process is similar to network layer. Where IP is the only protocol and other layers don't care about which route it traveled, as far as it arrived in reasonable amount of time. For the waiter/waitress, he/she wants to travel the shortest path and routing between tables.

size of packages (byte)	1008	1008 PING \ queue delay	108 PING \ queue delay
No.			
1	85.14	0.54	87.41
2	86.66	2.06	91.90
3	95.54	10.94	86.32
4	115.12	30.51	87.03
5	107.99	23.38	87.15
6	89.72	5.11	85.33
7	89.04	4.44	92.53
8	93.17	8.57	85.92
9	85.85	1.24	86.99
10	94.93	10.32	102.91
11	88.54	3.94	84.65
12	99.41	14.81	87.14
13	93.61	9.01	84.36
14	88.10	3.50	85.47
15	92.83	8.22	87.25
16	85.88	1.27	89.81
17	94.37	9.77	89.84
18	87.47	2.87	84.92
19	90.74	6.13	131.10
20	85.91	1.30	85.77
21	85.29	0.68	85.41
22	85.81	1.21	85.36
23	88.50	3.90	85.83
24	86.22	1.61	85.35
25	95.21	10.61	88.23
26	87.04	2.44	85.69
27	93.36	8.75	86.97
28	88.19	3.58	84.69
29	93.45	8.85	83.92
30	112.24	27.64	86.14

31	112.38	27.77	97.89	13.98
32	84.92	0.31	89.84	5.93
33	91.80	7.19	99.04	15.12
34	88.25	3.65	311.93	228.02
35	85.18	0.58	86.27	2.35
36	89.33	4.72	85.25	1.33
37	88.34	3.74	88.62	4.71
38	93.81	9.20	87.14	3.22
39	90.52	5.92	83.99	0.08
40	99.20	14.60	84.51	0.59
41	89.78	5.18	85.43	1.51
42	86.21	1.60	87.42	3.51
43	85.78	1.18	89.88	5.96
44	84.78	0.18	89.85	5.93
45	84.98	0.37	88.72	4.80
46	87.62	3.02	88.66	4.74
47	99.51	14.91	87.59	3.67
48	97.63	13.03	84.98	1.06
49	99.21	14.60	89.47	5.55
50	87.46	2.86	84.85	0.93
51	86.64	2.03	88.42	4.50
52	87.79	3.18	149.78	65.86
53	90.76	6.16	88.60	4.69
54	88.42	3.82	84.51	0.59
55	86.78	2.17	84.52	0.60
56	92.37	7.77	85.34	1.42
57	99.27	14.67	85.24	1.33
58	105.08	20.47	86.87	2.96
59	89.49	4.88	88.86	4.94
60	100.68	16.08	85.77	1.86
61	86.06	1.46	85.36	1.45
62	85.06	0.46	85.90	1.98

63	86.00	1.39	85.37	1.45
64	88.98	4.38	87.88	3.97
65	87.12	2.52	86.23	2.31
66	91.90	7.29	85.48	1.57
67	89.91	5.31	86.94	3.03
68	91.47	6.86	94.73	10.81
69	88.51	3.91	90.31	6.40
70	87.96	3.35	86.53	2.61
71	85.86	1.25	86.04	2.12
72	87.59	2.99	86.62	2.70
73	101.93	17.32	88.87	4.96
74	85.50	0.89	88.81	4.89
75	98.04	13.43	88.12	4.20
76	87.14	2.53	85.35	1.43
77	97.99	13.39	85.63	1.72
78	86.45	1.85	85.04	1.12
79	96.87	12.26	85.98	2.06
80	87.39	2.78	89.60	5.68
81	86.82	2.21	85.49	1.57
82	96.38	11.78	92.16	8.24
83	90.57	5.96	89.68	5.77
84	85.95	1.35	86.67	2.76
85	108.56	23.96	88.94	5.02
86	103.45	18.84	87.88	3.96
87	95.49	10.89	92.60	8.68
88	88.81	4.21	88.54	4.62
89	97.19	12.59	89.10	5.18
90	96.90	12.29	84.76	0.84
91	97.84	13.24	84.63	0.71
92	118.47	33.87	84.66	0.75
93	98.30	13.69	92.98	9.06
94	85.81	1.20	88.88	4.96

95	86.65	2.05	89.80	5.89	
96	87.90	3.29	89.14	5.22	
97	84.97	0.36	86.72	2.81	
98	84.60	0.00	116.68	32.76	
99	86.37	1.76	115.63	31.72	
100	86.38	1.78	97.56	13.64	
					difference in delay (ms) bandwith (byte/ms)
					1308.14
					0.69
					caused only by difference package size
					24.93
					8.11
					7.26
					5.63
					queueing delay
					std dev
					average
					min total delay
					transmition delay
					propagation delay
					physical distance (km)
					speed light(m/s)
					calculated distance (km)