Can Wang

1.

a. Since I/O bus speed is less than memory bandwidth, I/O bus is bottleneck. And each packet will pass bus twice, so the server could support:

400Mbps / (2Mbps * 2) = 100 switched 2Mbps T1 links.

b. throughput = L * 1000 = 1000L bps

c. To make I/O bus become the limiting factor, there should be:

1000L * 2 = 400 * 10^6

so L = 2 * 10^5 = 200000 bits = 25000 bytes

2.

a.

VC Table Entry at Switch S1

Incoming Interface	Incoming VCI	Outgoing Interface	Outgoing VCI
1	0	3	0
1	1	3	1
3	0	0	0
3	1	0	1
2	0	3	2

VC Table Entry at Switch S2

Incoming Interface	Incoming VCI	Outgoing Interface	Outgoing VCI
1	0	0	0
1	1	2	0
3	0	1	0
0	0	1	1
1	2	3	0

VC Table Entry at Switch S3

Incoming Interface	Incoming VCI	Outgoing Interface	Outgoing VCI
3	0	1	0
2	0	0	0
1	0	2	0

VC Table Entry at Switch S4

Incoming Interface	Incoming VCI	Outgoing Interface	Outgoing VCI
2	0	0	0
2	1	0	1

b.

S1:

port 0: 2

port 1: 0

port 2:0

port 3: 3

S2:

port 0: 1

port 1: 2

port 2: 1

port 3: 1

S3:

port 0: 1

port 1: 1

port 2: 1

port 3: 0

S4:

port 0: 2

port 1: 0

port 2: 0

port 3: 0

c. sequence of VCIs from E to I is: $0 \rightarrow 0 \rightarrow 0 \rightarrow 0 \rightarrow 0$

d. sequence of VCIs from B to D is: $0 \rightarrow 2 \rightarrow 0 \rightarrow 0$

3.

a.

Select B1 as root bridge

Bridge	Root	Root Port	LANs	
B1	B1	B1-E, B1-G	E, G	
B2				
B3		B3-A, B3-D	A, D	
B4		B4-G, B4-B	G, B	
B5		B5-A, B5-E	A, E	
В6				
B7				
B8		B8-E, B8-F	E, F	
B9		B9-C, B9-F	C, F	

b.

(1) Mars -> Venus: A, B, C, D, E, F, G

(2) Venus -> Mars: B, G

(3) Jupiter -> Venus: A, C, D, E, F, G

4.

a.

one-way propagation delay = $1.800/300000 + 20*4/50000000 = 7.6*10^{-6} s$

b.

150 bytes = 1200 bits

A's second send at: 7.6 us

A's finish sending at: 7.6us + 1200/50000000 s = 0.0000316 s

A's frame is completely delivered at B at: 7.6us * 2 + 1200/50000000 s = 0.0000392 s

B's second send arrive at A at: 7.6us * 2 + 1000/50000000 s = 0.0000352 s > 0.0000316 s

This means A's frame could be completely delivered at B at 0.0000392s.

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c.
A's package will be completely delivered at B at:
1.800/300000+20*4/50000000 + (1 + 4) * 1200 / 50000000 = 0.0001276 s
5.
a.
To transmit 1000 bits packet, we need 1000/70000000 = 14us
The total time is 14us + 2 * 0.15ms = 0.314ms
So the maximum effective throughput rate is 1000 / 0.000314 = 3.18 Mbps
The token rotation time is (0.25 + 0.15)N+0.15 = 0.4N+0.15 ms
The throughput = 1000N / (0.0004N + 0.00015) = 1000 / (0.0004 + 0.00015/N)
When N is very large, then 0.00015/N could be ignored,
so the maximum effective throughput is 1000/0.0004 = 2.5 Mbps
c.
The throughput is
1000N / (0.00025N + 1000N/70000000 + 0.00015) = 1000 / (0.00026+0.00015/N) bps.
6.
a.
A doesn't finish the transmitting.
To finish transmitting the frame, A need to transmit 128+1024 = 1152 bits, however when A
detects the collision, A only transmits 400 + 400 = 800 bits < 1152 bits
b.
A finish sending jamming signal: 20us*2 + 64/20000000 s = 43.2 us
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B finish sending jamming signal: 20us + (128+64)/20000000 s = 29.6 us

c.

A first hear idle channel again: 29.6 + 20 = 49.6 us B first hear idle channel again: 43.2 + 20 = 63.2 us

d.

A's second signal to B: 49.6 + 20 = 69.6 us

B finish second preamble: 63.2 + 128/20000000 s = 69.6 usA hear next idle: 69.6 us + 20 us + 64/20000000 s = 92.8 usB hear next idle: 63.2 us + 20 us * 2 + 64/20000000 s = 106.4 us

e.

B's transmission will not be successful

If B could successfully transmit the frame, the time to finish is:

106.4us + (128+1024)/20000000 s = 164 us

A wait 128 bits and A's signal will arrive at B: 92.8us + 20us + 128/20000000 s = 119.2us < 164us This means A's signal arrive at B before B transmit all the data.

7.
a. ip link show eth0 shows the result:

2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UP mode DEFAULT group default qlen 1000 link/ether 04:01:2f:2b:82:01 brd ff:ff:ff:ff

b. arp –an shows the result:

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? (104.236.0.1) at 00:00:5e:00:01:67 [ether] on eth0
? (104.236.8.237) at 04:01:a2:8d:93:01 [ether] on eth0
? (104.236.2.36) at 04:01:92:33:e0:01 [ether] on eth0
? (104.236.13.216) at 04:01:8f:61:28:01 [ether] on eth0
? (104.236.21.63) at <incomplete> on eth0
? (104.236.50.135) at 04:01:90:a4:4e:01 [ether] on eth0
? (104.236.29.23) at 04:01:8d:bd:56:01 [ether] on eth0
? (10.132.28.110) at 04:01:ac:0a:e3:02 [ether] on eth1
? (104.236.48.221) at 04:01:91:76:3f:01 [ether] on eth0
c. netstat -s eth0
shows the result:
lp:
  13351547 total packets received
  5 with invalid addresses
  0 forwarded
  1 with unknown protocol
  0 incoming packets discarded
  13351540 incoming packets delivered
  13521186 requests sent out
  48 outgoing packets dropped
  4 dropped because of missing route
Icmp:
  73089 ICMP messages received
  5188 input ICMP message failed.
  InCsumErrors: 28
  ICMP input histogram:
    destination unreachable: 70738
    timeout in transit: 804
    source quenches: 4
    redirects: 59
    echo requests: 1450
    echo replies: 2
    timestamp request: 4
  36066 ICMP messages sent
  0 ICMP messages failed
  ICMP output histogram:
    destination unreachable: 34612
    echo replies: 1450
    timestamp replies: 4
IcmpMsg:
    InType0: 2
    InType3: 70738
```

InType4: 4 InType5: 59 InType8: 1450 InType11: 804 InType13: 4 OutType0: 1450 OutType3: 34612 OutType14: 4 Tcp: 40847 active connections openings 225017 passive connection openings 8205 failed connection attempts 31945 connection resets received 6 connections established 3716467 segments received 4072370 segments send out 65311 segments retransmited 18 bad segments received. 183297 resets sent InCsumErrors: 18 Udp: 9578677 packets received 35579 packets to unknown port received. 2 packet receive errors 9578334 packets sent InCsumErrors: 2 UdpLite: TcpExt: 55073 invalid SYN cookies received 4879 resets received for embryonic SYN_RECV sockets 16 ICMP packets dropped because they were out-of-window 43476 TCP sockets finished time wait in fast timer 127 packets rejects in established connections because of timestamp 427558 delayed acks sent 32 delayed acks further delayed because of locked socket Quick ack mode was activated 13409 times 1074 times the listen queue of a socket overflowed 1186 SYNs to LISTEN sockets dropped 46105 packets directly queued to recvmsg prequeue. 13039 bytes directly in process context from backlog 1717034 bytes directly received in process context from prequeue 732492 packet headers predicted 1810 packets header predicted and directly queued to user 804735 acknowledgments not containing data payload received

411387 predicted acknowledgments

3076 times recovered from packet loss by selective acknowledgements

Detected reordering 2 times using FACK

Detected reordering 1 times using SACK

Detected reordering 29 times using time stamp

5 congestion windows fully recovered without slow start

12 congestion windows partially recovered using Hoe heuristic

14 congestion windows recovered without slow start by DSACK

7559 congestion windows recovered without slow start after partial ack

TCPLostRetransmit: 39

591 timeouts after SACK recovery

80 timeouts in loss state

4616 fast retransmits

30 forward retransmits

220 retransmits in slow start

41571 other TCP timeouts

TCPLossProbes: 18295

TCPLossProbeRecovery: 8247

249 SACK retransmits failed

14024 DSACKs sent for old packets

1 DSACKs sent for out of order packets

3176 DSACKs received

8 DSACKs for out of order packets received

372 connections reset due to unexpected data

101 connections reset due to early user close

926 connections aborted due to timeout

TCPDSACKIgnoredOld: 15

TCPDSACKIgnoredNoUndo: 2261

TCPSpuriousRTOs: 1320

TCPSackShifted: 5

TCPSackMerged: 7827

TCPSackShiftFallback: 14820

TCPRcvCoalesce: 78918

TCPOFOQueue: 11422

TCPOFOMerge: 1

TCPChallengeACK: 83

TCPSpuriousRtxHostQueues: 43959

TCPWantZeroWindowAdv: 290

TCPSynRetrans: 31729

TCPOrigDataSent: 2001642

IpExt:

InOctets: 1838190169

OutOctets: 6918204196

InNoECTPkts: 13349645

InECT1Pkts: 3 InECT0Pkts: 1840

InCEPkts: 59