

# CSE310

## Assignment 1

### Due date: March 10, 2018

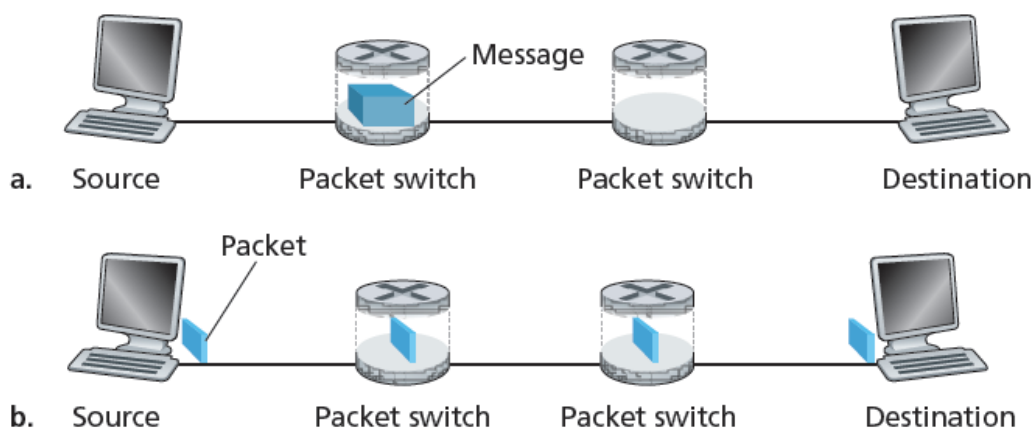
Important note: The assignment must be uploaded on Blackboard before 11:59 pm March 10<sup>th</sup> 2018.

Students form group of two and each group submits one collaborative assignment and both member receive the same grade. Students who willing to work alone are also welcomed to do so.

## Problem 1

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

## Problem 2

Suppose two hosts, A and B, are separated by 20,000 kilometers and are connected by a direct link of  $R = 2$  Mbps. Suppose the propagation speed over the link is  $2.5 \cdot 10^8$  meters/sec.

- Calculate the bandwidth-delay product,  $R \cdot d_{\text{prop}}$ .
- Consider sending a file of 800,000 bits from Host A to Host B. Suppose the file is sent continuously as one large message. What is the maximum number of bits that will be in the link at any given time?
- Provide an interpretation of the bandwidth-delay product.
- What is the width (in meters) of a bit in the link? Is it longer than a football field?
- Derive a general expression for the width of a bit in terms of the propagation speed  $s$ , the transmission rate  $R$ , and the length of the link  $m$ .

## problem 3

Consider distributing a file of  $F = 15$  Gbits to  $N$  peers. The server has an upload rate of  $u_s = 30$  Mbps, and each peer has a download rate of  $d_i = 2$  Mbps and an upload rate of  $u$ . For  $N = 10, 100$ , and  $1,000$  and  $u = 300$  Kbps,  $700$  Kbps, and  $2$  Mbps, prepare a chart giving the minimum distribution time for each of the combinations of  $N$  and  $u$  for both client-server distribution and P2P distribution.

## problem 4

In this assignment, you will develop a simple Web server in Python that is capable of processing only one request. Specifically, your Web server will (i) create a connection socket when contacted by a client (browser); (ii) receive the HTTP request from this connection; (iii) parse the request to determine the specific file being requested; (iv) get the requested file from the server's file system; (v) create an HTTP response message consisting of the requested file preceded by header lines; and (vi) send the response over the TCP connection to the requesting browser. If a browser requests a file that is not present in your server, your server should return a "404 Not Found" error message.