

Networks HW 1 [ch1]

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R16

Delay components

- Transmission Delay
- Propagation Delay
- Processing Delay
- Queuing Delay

All delay are constant except for queuing b/c it depends on forward packet execution

R18

Packet Length $L = 1000$ bytes

Bit rate $R = 2$ Mbps

distance $d = 2500$ km

Speed $S = 2.5 \times 10^8$ m/s

$$\text{Transmission Delay } L/R = \frac{(1000 \times 8)}{2 \text{ Mbps} \times 1 \times 10^6 \text{ bps/Mbps}} = 0.004 \text{ s} \text{ or } 4 \text{ ms}$$

$$\text{Propagation delay } d/S = \frac{(2500 \text{ km} \times 1000 \text{ m/km})}{(2.5 \times 10^8 \text{ m/s})} = 0.01 \text{ sec or } 10 \text{ ms}$$

$$\text{Total Time } L/R + d/S = 14 \text{ ms}$$

R19

a) equivalent to slowest link, so 500 kbps

b) Total file size = 4 million
1 byte = 8 bits

$$\frac{\text{File Size}}{\text{Throughput}} = \frac{4 \times 10^6 \times 8 \text{ bits}}{500 \times 10^3 \text{ bits/sec}} = \underline{64 \text{ sec}}$$

c) $R_1 = 500 \text{ kbps}$
 $R_2 = 100 \text{ kbps}$
 $R_3 = 1 \text{ Mbps}$

Slowest link is $R_2 = 100 \text{ kbps}$
throughput = 100 kbps

$$\text{Delay} = \frac{\text{File size}}{\text{throughput}} = \frac{4 \times 10^6 \times 8 \text{ bits}}{100 \times 10^3 \frac{\text{bits}}{\text{sec}}} = \underline{320 \text{ Sec}}$$

d)

$$\text{End to End delay} = \frac{L}{R_1} + \frac{L}{R_2} + \frac{L}{R_3}$$

$L = \text{file size}$

R26

Virus: Copies itself onto other programs, deletes or modifies files, virus spreads slowly, cannot be easily removed

Worm: Uses network to copy itself onto other computer, usually only monopolize cpu and memory, spreads quickly, easily removed.

P2 endtoend delay $(d) = N \cdot \frac{L}{R}$

$P \text{ packets} = d$

one packet $\times d_1 = d \times p$

$1 \times d_1 = [N \cdot (\frac{L}{R})] \times p$

$d_1 = NP(\frac{L}{R})$

P3 Circuit switch would be better in this case to transmit data in a steady state b/c it has faster communication and less error

Pg

a) Propagation Delay $\frac{\text{Distance}}{\text{propagation speed}} = d_{\text{prop}} = \frac{m}{s} \text{ seconds}$

b) Transmission time

Transmission time delay = $\frac{\text{Packet size (\# of bits)}}{\text{Bit rate (\# of bps)}}$

$t_{\text{trans}} = \frac{L}{R} \text{ second}$

c) propagation speed = $2.5 \times 10^8 \text{ m/s}$
 $L = 120 \text{ bits}$
 $R = 56 \text{ Kbps} = 56 \times 1024 \text{ bps}$

$\frac{L}{R} = \frac{m}{s}$

$\frac{120}{56 \times 1024} = \frac{m}{2.5 \times 10^8} \Rightarrow m = \frac{300 \times 10^8}{5738} = \underline{523.158 \text{ km}}$

P16

$$\bullet \text{ Transmission delay} = \frac{L}{B} = \frac{1000 \times 8^4}{2 \times 10^6} = \underline{4 \text{ ms}}$$

$$\bullet \text{ process delay} = 2 \times 3 \text{ ms} = \underline{6 \text{ ms}}$$

$$\bullet \text{ propagation delay} = \frac{\text{Distance}}{\text{Speed}} = \frac{5000 \times 10^3}{5 \times 10^8} = \underline{10 \text{ ms}}$$

$$(R_1 - R_2) \quad \frac{4000 \times 10^3}{5 \times 10^8} = \underline{8 \text{ ms}}$$

$$(R_2 - P) \quad \frac{2000 \times 10^3}{5 \times 10^8} = \underline{2 \text{ ms}}$$

$$\text{Transmission delay} = \frac{L}{B} = \frac{1000 \times 8^4}{2 \times 10^6} = \underline{4 \text{ ms}}$$

$$\text{Process delay} = 2 \times 3 = \underline{6 \text{ ms}}$$

$$\text{propagation delay} = 5000 \times 10^3 / 5 \times 10^8 = 10 \text{ ms}$$

$$i=2 \quad 3 \cdot (3+4+8) \\ 3 \cdot 15 = \underline{45 \text{ ms}}$$

$$i=3 \quad 3 \cdot (3+4+2) \\ 3 \cdot 9 = \underline{27 \text{ ms}}$$

$$\text{Total end-to-end delay} = 51 + 45 + 27 = \boxed{123 \text{ ms}}$$

P31

a)

Total time = 3 x transmission delay

$$3 \times 4 = \underline{12 \text{ sec}}$$

b)

$$\text{tran. delay} = \frac{10^4 \text{ bits}}{10^6 \text{ bps}} = \underline{10 \text{ ms}} \quad (\text{time to reach first switch})$$

Total time = time of first packet + 799 x time of other
3 x trans delay + 799 x trans delay

$$\underline{802 \times 10 \text{ ms}}$$

P33

$$T_{\text{delay}} = \frac{80 + s}{R}$$

$$T_{\text{time}} = T_{\text{delay}} \times \text{no. of links}$$

$$T = ((80 + s)/R) \times 3$$

$$\text{Total delay} = \left(\frac{80 + s}{R} \right) \times 3 + \left(\frac{T}{s} - 1 \right) \times \left(\frac{80 + s}{R} \right)$$

$$T_{\text{total}} = \left(\frac{80 + s}{R} \right) \left(\frac{T}{s} + 2 \right)$$

$$\frac{\partial T}{\partial s} = 0$$

$$\frac{\partial}{\partial s} \left(\frac{80 + s}{R} \right) \left(\frac{T}{s} + 2 \right) = 0$$

$$\left(\frac{T}{s} + 2 \right) \left(0 + \frac{1}{R} \right) + \left(\frac{80 + s}{R} \right) \left(-\frac{T}{s^2} + 0 \right) = 0$$

$$\left(\frac{T}{s} + 2 \right) - \left(\frac{80 + s}{R} \right) \left(\frac{T}{s} \right) = 0$$

$$\left(\frac{5T + 2s^2 - 80T - sT}{Rs} \right) = 0$$

$$2s^2 - 80T = 0$$

$$s^2 = 40T$$

min transmission
delay

$$s = \sqrt{40T}$$

P34

Packet switching :
into packets and emails are divided
Protocol (IP) and transmitted through internet

Skype uses (VOIP) Voice over internet protocol

Voice is recorded & turned into packet samples
and transferred through internet to telephone network