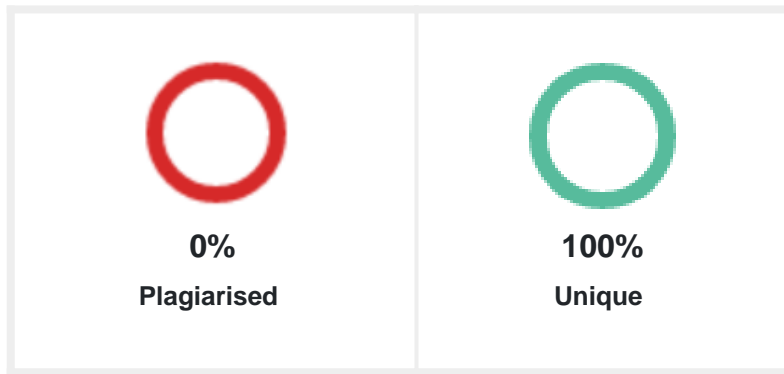


PLAGIARISM SCAN REPORT



Date	2020-11-13
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Words	373
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Characters	1944
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Lab 7: Implementation of the Token Bucket algorithm It controls the rate at which the packets are introduced in the network, Hosts accumulate credit in the form of tokens, so a bucket has a fixed number of tokens to give to the incoming data packets. Suppose that a source sends data at 5 data packets The bucket will give 3 tokens to the first 3 data packets, the remaining data packets will be waiting for a token. When a data packet leaves the bucket and the token get's empty, it will be given to the waiting data packet. The benefit of Token bucket is that there is no data overflow like Leaky bucket. Allocate tokens into a bucket at an average rate of r per second. At max, B tokens can be stored in the bucket. If a bucket is full, there will not be any tokens allocated. When an N byte packet arrives, it consumes N tokens and forwards the packet to the network. If the packet does not confirm there are insufficient tokens in the bucket, and the contents of the bucket are not changed. It will be kept in the buffer for subsequent transmission when sufficient tokens have accumulated in the bucket. The Size of the bucket is 5, the number of packets is 3 with sizes as 1,2 and 3. The size of the first packet is 1 byte and so the first token is allocated to this byte. When the packet is transmitted from the bucket this token gets free. The size of the second packet is 2 bytes and so the second token is allocated to this byte. When the packet is transmitted from the bucket this token gets free. The size of the third packet is 3 bytes and so the third token is allocated to this byte. When the packet is transmitted from the bucket this token gets free.

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