Computer Networks, HW #1

P6. This elementary problem begins to explore propagation delay and transmission delay, two central concepts in data networking. Consider two hosts, A and B, connected by a single link of rate R bps. Suppose that the two hosts are separated by m meters, and suppose the propagation speed along the link is s meters/sec. Host A is to send a packet of size L bits to Host B.

a. Express the propagation delay, d_{prop}, in terms of m and s.

b. Determine the transmission time of the packet, d_{trans}, in terms of L and R.

c. Ignoring processing and queuing delays, obtain an expression for the end-to-end delay.

d. Suppose Host A begins to transmit the packet at time $t = 0$. At time $t = d_{\text{trans}}$, where is the last bit of the packet?

e. Suppose d_{prop} is greater than d_{trans}. At time $t = d_{\text{trans}}$, where is the first bit of the packet?

f. Suppose d_{prop} is less than d_{trans}. At time $t = d_{\text{trans}}$, where is the first bit of the packet?

g. Suppose $s = 2.5 \cdot 10^8$, $L = 1500$ bytes, and $R = 10$ Mbps. Find the distance m so that d_{prop} equals d_{trans}.

P12. Consider a client and a server connected through one router. Assume the router can start transmitting an incoming packet after receiving its first h bytes instead of the whole packet. Suppose that the link rates are R byte/s and that the client transmits one packet with a size of L bytes to the server. What is the end-to-end delay? Assume the propagation, processing, and queuing delays are negligible. Generalize the previous result to a scenario where the client and the server are interconnected by N routers.

P14. Consider the queuing delay in a router buffer. Let I denote traffic intensity; that is, $I = La/R$. Suppose that the queuing delay takes the form $IL/R\,(1 - I)$ for $I < 1$.

a. Provide a formula for the total delay, that is, the queuing delay plus the transmission delay.

b. Plot the total delay as a function of L/R.

P22. Consider Figure 1.19(b). Suppose that each link between the server and the client has a packet loss probability p, and the packet loss probabilities for these links are independent. What is the probability that a packet (sent by the server) is successfully received by the receiver? If a packet is lost in the path from the server to the client, then the server will re-transmit the packet. On average, how many times will the server re-transmit the packet in order for the client to successfully receive the packet?

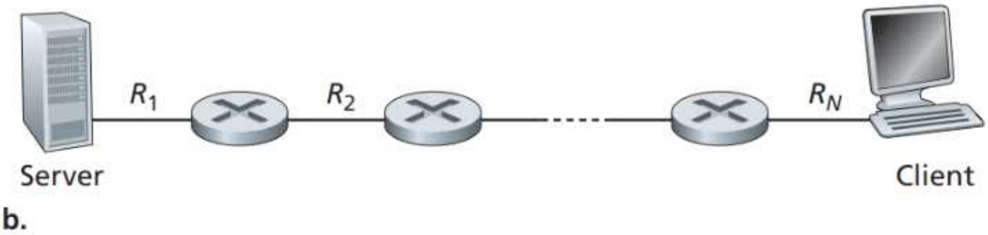

Figure 1.19 ♦ Throughput for a file transfer from server to client

P24. Consider a user who needs to transmit 1.5 gigabytes of data to a server. The user lives in a village where only dial-up access is available. As an alternative, a bus collects data from users in rural areas and transfer them to the Internet through a 1 Gbps link once it gets back to the city. The bus visits the village once a day and stops in front of the user's house just long enough to receive the data. The bus has a 100 Mbps WiFi connection. Suppose the average speed of the bus is 60 km/h and that the distance between the village and the city is 150 km. What is the fastest way the user can transfer the data to the server?

P25. Suppose two hosts, A and B, are separated by 20,000 kilometers and are connected by a direct link of $R = 5$ Mbps. Suppose the propagation speed over the link is $2.5 \cdot 10^8$ meters/sec.

a. Calculate the bandwidth-delay product, $R \cdot d_{\text{prop}}$.

b. 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?

c. Provide an interpretation of the bandwidth-delay product.

d. What is the width (in meters) of a bit in the link? Is it longer than a football field?

e. 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.

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 10^6 bits long that is to be sent from source to destination in Figure 1.27. Suppose each link in the figure is 5 Mbps. Ignore propagation, queuing, and processing delays.

a. 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?

b. Now suppose that the message is segmented into 100 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?

c. 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.

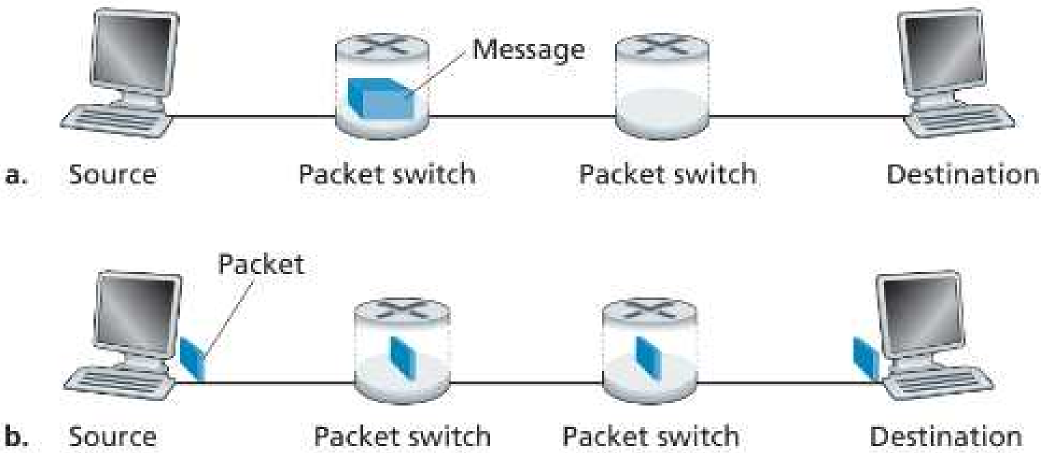

Figure 1.27 ♦ End-to-end message transport: (a) without message segmentation; (b) with message segmentation