

30) calculate band width saved in multicast over unicast?

Sol:-

- 20 robots receive the same command stream
- Each stream = 1mbps
- using multicast with pim
- Goal = optimize

unicast Scenario:

Each robot receive separate copy of the stream

$$\text{Total unicast Bandwidth} = 1\text{Mbps} \times 20 = 20\text{Mbps}$$

Multicast Scenario:

only 1 stream send, and it is replicated in the network only when the network duplicates it only where needed

Total multicast band width used as source =

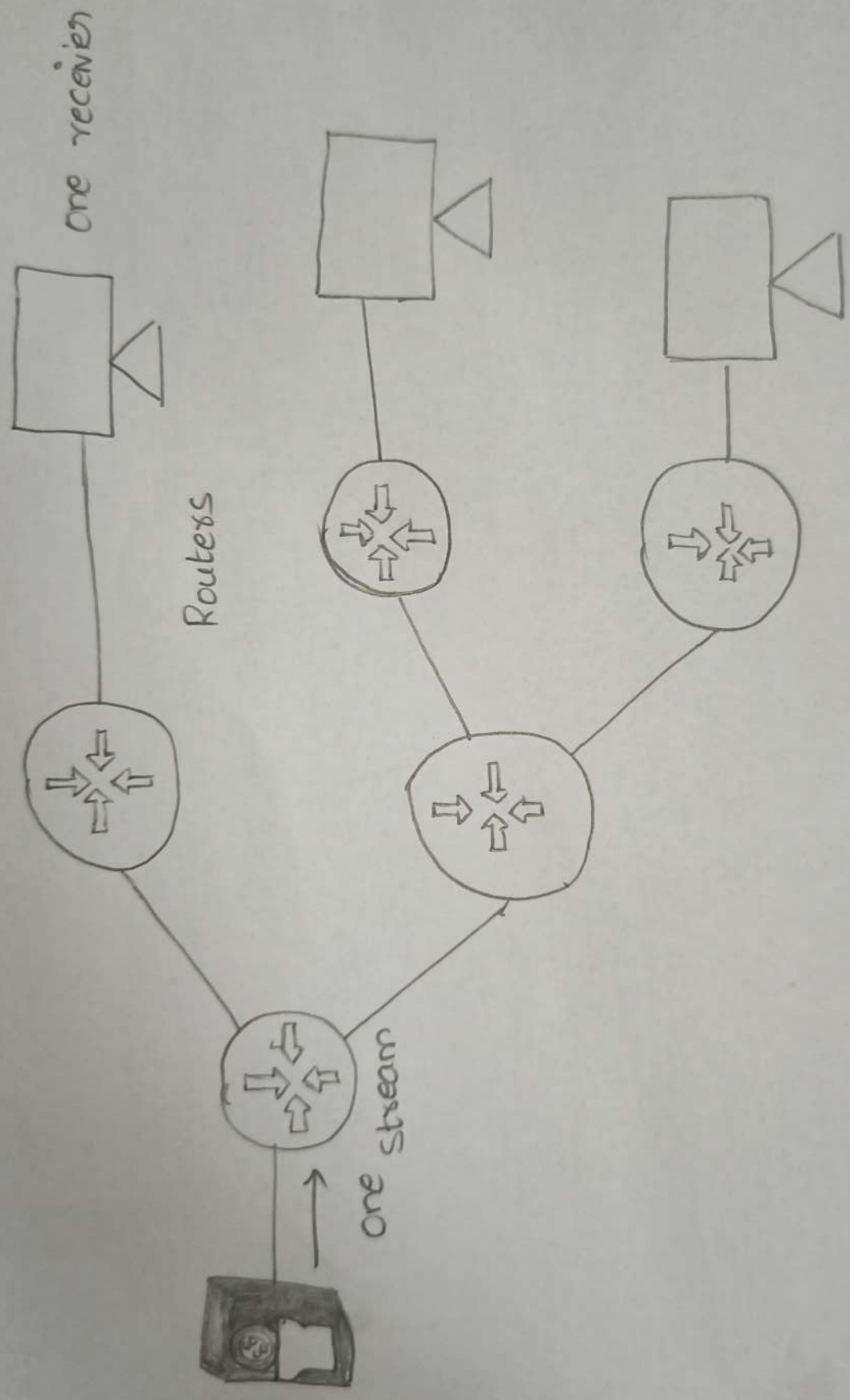
$$2\text{Mbps}$$

Band width Saved:

$$\text{Band width saved} = 20\text{Mbps} - 2\text{Mbps}$$

$$= 18\text{Mbps}$$

Unicast (one-to-one)



29) what If unicast was used Instead? compare.

A. Given!

- 1 Stream = 1mbps
- 20 robots need the same Stream
- Multicast with Pim

1. Band width:

- multicast - 1mbps
- unicast - 20 mbps

2. Network Load:

- multicast - Replication done at branching points
- unicast - 20 Separation follow

3. Scalability:

- Multicast - Easy - Same 1 mbps Send
- unicast - consume massive band width.

4. Efficiency:

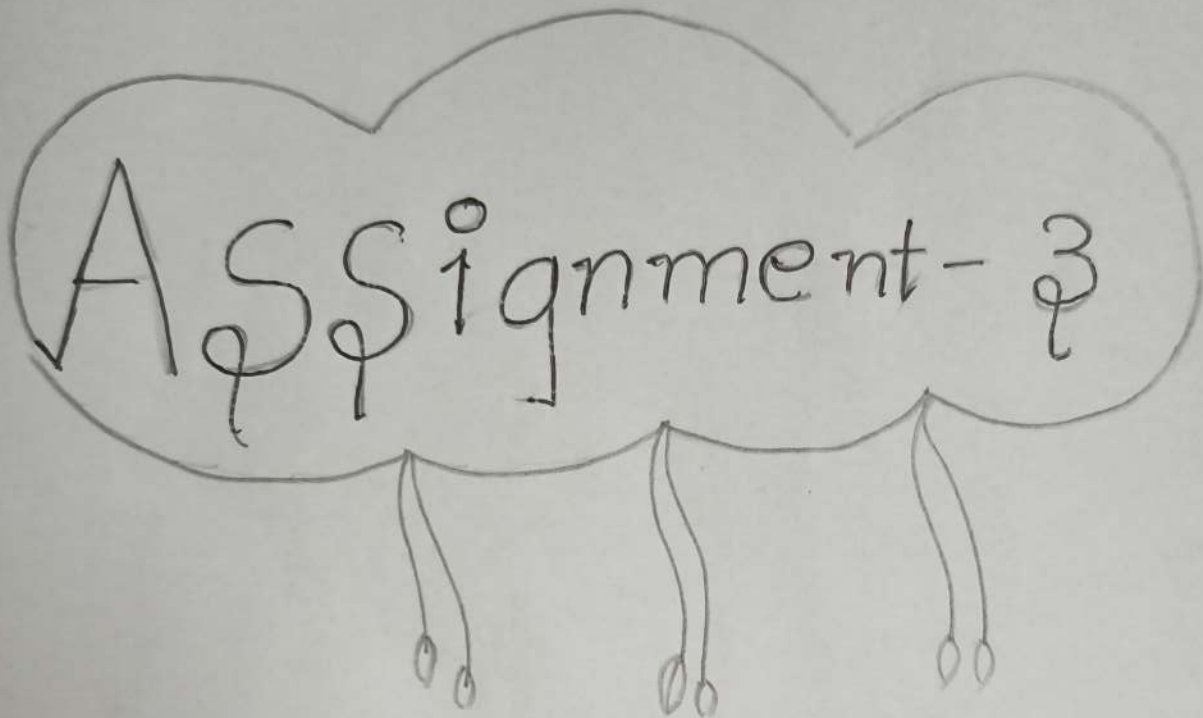
Band width                      very Efficient

CPU / Memory                  low

Idea for  
Same-data-to-many              yes



# Computer Networks



Name : D. Nagababu  
Rg NO : 192525228  
CODE : CSA 0735  
Branch : Btech. AI & ML

2) If one stream is 1mbps and 20 robots receive it via media multicast, how much total bandwidth is consumed?

In multi cast Scenario like this :

- one Stream = 1Mbps
- 20 robots receive it via media

The total band width consumed on the source - to - network Path is only 1 mbps, not 20 Mbps because .multicast Sends to one copy

Explanation :

- In unicast you'd send you 20 sepearte 1 mbps Streams, using 20 Mbps
- But with Multicast + PIM, the stream is send once and replagate efficiently.
- This Result in major band width savings and efficiently use of network resources
- The network, across the panel replicated only where needed.
- The branching points to reach all 20 robots

# IP MULTICASTING

