

## Math example:

Given,

$$\text{Access Link Rate}(R) = 1.54 \text{ mbps}$$

$$\text{RTT} = 2 \text{ sec}$$

$$\text{Web objectsize}(S) = 100 \text{ kbytes}$$

$$\text{Average request Rate}(N) = 15/\text{sec}$$

$$\text{Average Data rate to Browser} = 1.50 \text{ mbps}$$

$$\text{Transmission time} = \frac{\text{Web object size}}{\text{Access Link Rate}} = \frac{100}{1.54} =$$

$$= \frac{100 \times 10^3}{1.54 \times 10^6}$$

$$= 0.065 \text{ sec}$$

$$= 65 \text{ ms}$$

$$\text{Total time (without Caching)} = \text{RTT} + \text{Transmission time}$$

$$= 2 \text{ sec} + 0.065 \text{ sec}$$

$$= 2.065 \text{ sec}$$

$$\text{For 15 requests, total time, } (15 \times 2.065) \text{ sec}$$

$$> 30.975 \text{ sec.}$$

With cache:

$$\text{Time to retrieve} = \frac{\text{Web object size}}{\text{Data Rate to browser}}$$

$$= \frac{100 \text{ kbytes}}{1.50 \text{ Mbps}} = \frac{100 \times 10^3}{1.50 \times 10^6}$$

$$= 0.067 \text{ sec}$$

$$= 67 \text{ ms}$$

For 14 cash request,  $14 \times 0.067$  sec

$$\Rightarrow 0.938 \text{ sec}$$

Total time = First Request + 14 cash Request

$$\Rightarrow 2.065 + 0.938$$

$$\Rightarrow 3.003 \text{ sec}$$

First Request  
(without cache)  
= 2.065 sec

$\therefore$  without cache - 30.975 sec

$\therefore$  with cache - 3.003 sec.

Lan Utilization :

$$U_{LAN} = \frac{\text{Data rate}}{\text{Link Capacity}} = \frac{\text{Average Request Rate} \times \text{Web object size}}{\text{Link capacity}}$$

$$\Rightarrow \frac{15 \times 100 \times 10^3}{1.54}$$

$$\Rightarrow \frac{1.5 \text{ mbps}}{1.54}$$

$$\Rightarrow 0.0974$$

## Access Link Utilization:

$$U_{\text{AccessLink}} = \frac{\text{Data Rate from Request}}{\text{AccessLink Rate}}$$

$$= \frac{15 \times 100 \times 10^3}{1.54}$$

$$= \frac{1.5 \text{ mbps}}{1.54}$$

$$= 0.974$$

## End to End delay:

$$D = RTT + \text{Transmission delay}$$

$$= RTT + \frac{\text{web object size}}{\text{Access Link Rate}}$$

$$= 2 + \frac{100 \text{ K bits}}{1.54 \text{ mbps}}$$

$$= 2 + 0.065 \text{ sec}$$

$$= 2.065 \text{ sec.}$$