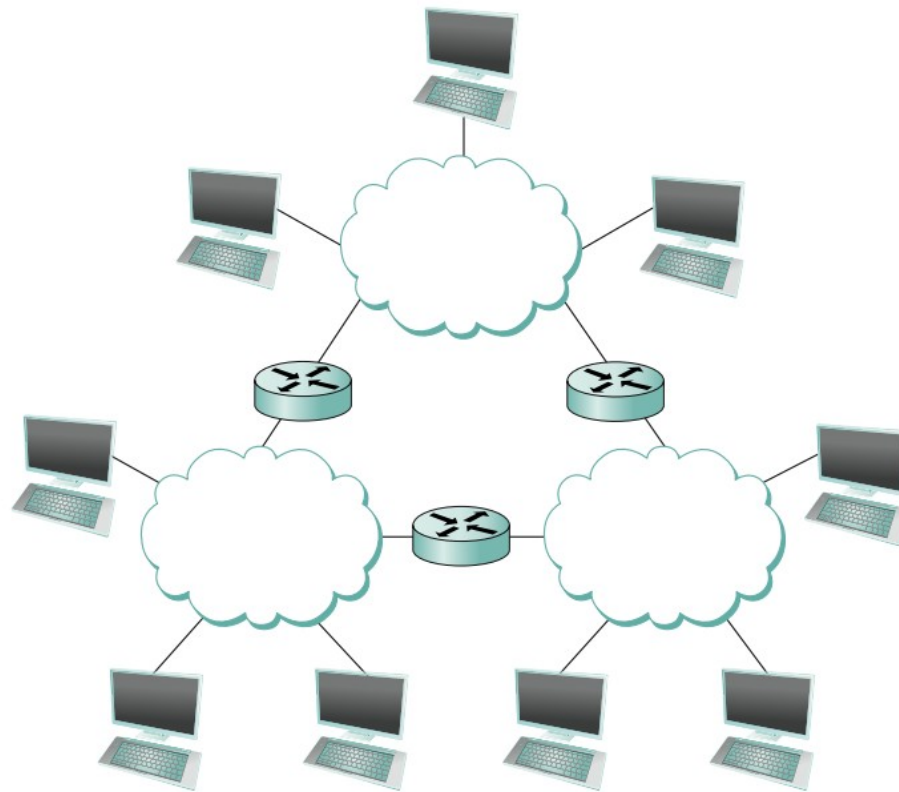
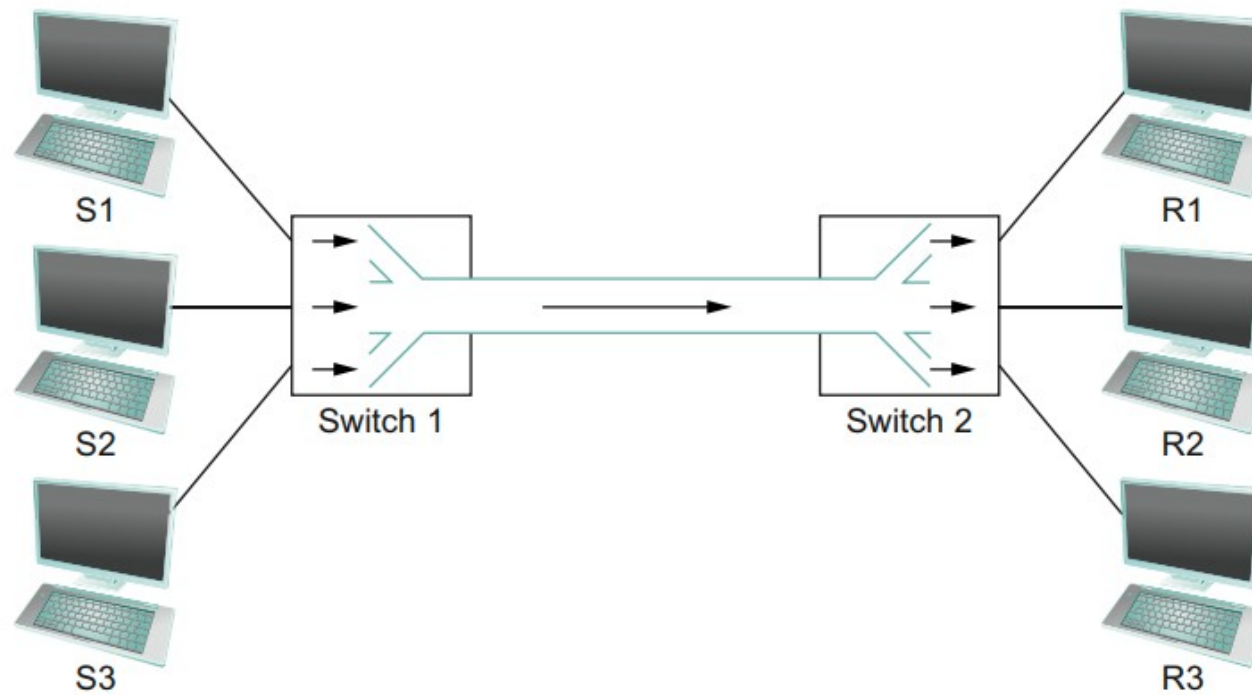


Latency

Internetwork

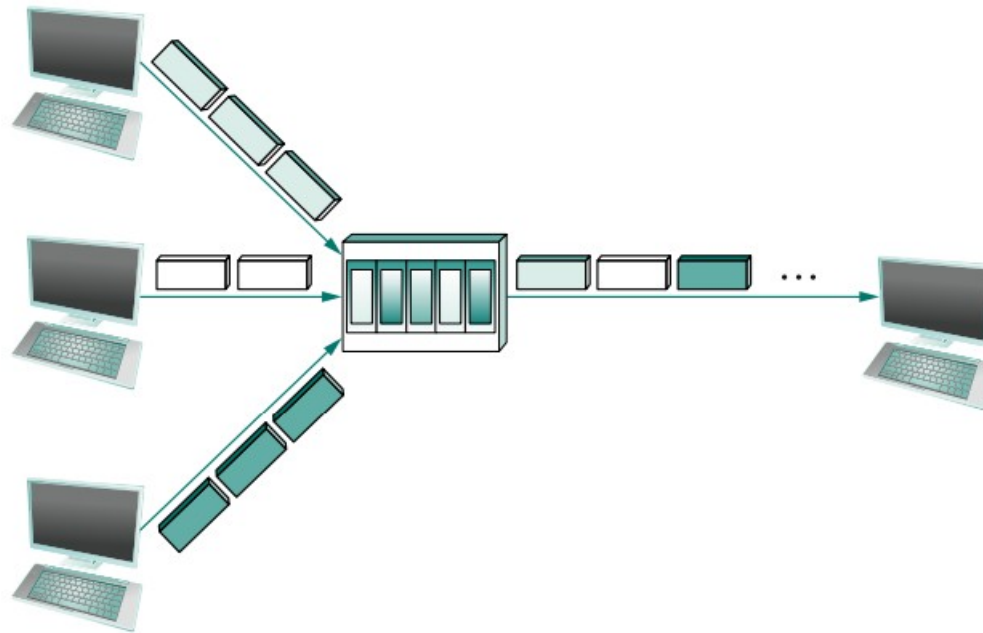


Internetwork



■ **FIGURE 1.5** Multiplexing multiple logical flows over a single physical link.

Internetwork



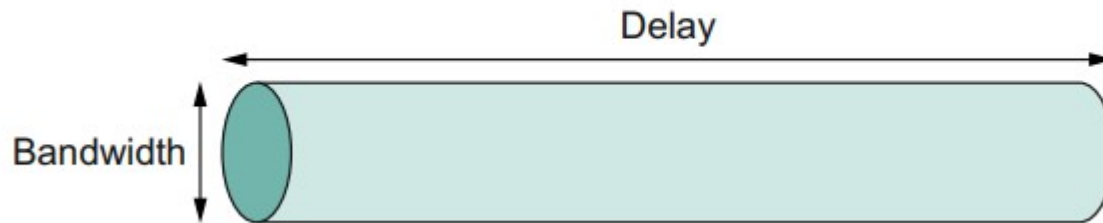
■ **FIGURE 1.6** A switch multiplexing packets from multiple sources onto one shared link.

Internetwork

Latency = Propagation + Transmit + Queue

Propagation = Distance/SpeedOfLight

Transmit = Size/Bandwidth



Delay x Bandwidth Product



Example 3.11

Another example of a nonperiodic composite signal is the signal received by an old-fashioned analog black-and-white TV.

A TV screen is made up of pixels. If we assume a resolution of 525×700 , (525 vertical and 700 horizontal) we have 367,500 pixels per screen.

If we scan the screen 30 times per second, this is $367,500 \times 30 = 11,025,000$ pixels per second. The worst-case scenario is alternating black and white pixels. In this case, we need to represent one color by the minimum amplitude and other color by maximum amplitude.

We can send 2 pixels per cycle. Therefore, we need $11,025,000 / 2 = 5,512,500$ cycles per second, or Hz.

The bandwidth needed is 5.5125 MHz.



Exercise - 1

For the following, assume that no data compression is done, although in practice this would almost never be the case. For (a) to (c), calculate the bandwidth necessary for transmitting in real time:

- (a) Video at a resolution of 640×480 , 3 bytes/pixel, 30 frames/second.
- (b) Video at a resolution of 160×120 , 1 byte/pixel, 5 frames/second.
- (c) CD-ROM music, assuming one CD holds 75 minutes' worth and takes 650 MB.
- (d) Assume a fax transmits an 8×10 -inch black-and-white image at a resolution of 72 pixels per inch. How long would this take over a 14.4-kbps modem?



Exercise - 1

For the following, assume that no data compression is done, although in practice this would almost never be the case. For (a) to (c), calculate the bandwidth necessary for transmitting in real time:

(a) Video at a resolution of 640×480 , 3 bytes/pixel, 30 frames/second.

$$\text{Bandwidth} = 640 \times 480 \times 3 \times 8 \times 30 = 22,11,84,000 \text{ bits/second}$$

(b) Video at a resolution of 160×120 , 1 byte/pixel, 5 frames/second.

$$\text{Bandwidth} = 160 \times 120 \times 8 \times 5 = 7,68,000$$

(c) CD-ROM music, assuming one CD holds 75 minutes' worth and takes 650 MB.

$$650 \text{ MB} / 75 \text{ Minutes} \Rightarrow 0.1444 \text{ M per second}$$

$$\begin{aligned} \text{Bandwidth} &= 650 \times 2^{20} \times 8 \text{ for 4500 seconds} \\ &= 650 \times 1048576 \times 8 \times 4500 = 5,45,25,95,200/4500 \text{ bps} \\ &= 1211687.822 \text{ bps} \end{aligned}$$



Exercise - 1

For the following, assume that no data compression is done, although in practice this would almost never be the case. For (a) to (c), calculate the bandwidth necessary for transmitting in real time:

(d) Assume a fax transmits an 8×10 -inch black-and-white image at a resolution of 72 pixels per inch. How long would this take over a 14.4-kbps modem?

Bandwidth = $8 \times 72 \times 10 \times 72 = 414720$ pixels. Bits 1 bit per pixel $\Rightarrow 414720$ bps

Transmit = Size / Bandwidth
 $= 414720 / 14.4 \times 1024$ bps
 $= 414720 / 14745.6$
 $= 28.125$ sec



Exercise - 2

Consider a point-to-point link 2 km in length. At what bandwidth would propagation delay (at a speed of 2×10^8 m/s) equal transmit delay for 100-byte packets? What about 512-byte Packets?

$$\text{Latency} = \text{Propagation} + \text{Transmit} + \text{Queue}$$

$$\text{Propagation} = \text{Distance} / \text{SpeedOfLight}$$

$$\text{Transmit} = \text{Size} / \text{Bandwidth}$$

$$\text{Propagation delay} = \text{Distance} / \text{Propagation Speed} = 2000 \text{ m} / (2 * 10^8) \text{ m/s} = 10^{-5} \text{ s}$$

Propagation delay = transmit delay ?

$$\text{Bandwidth} = \text{Size of packet} / \text{Transmit delay} =$$

$$= (100 * 8) \text{ bits} / 10^{-5} \text{ s} =$$

$$= 8 * 10^7 \text{ bits/s} =$$

$$= 80 \text{ Mbps}$$

If we have 512-byte packets:

$$\text{Bandwidth} = \text{Size of packet} / \text{Transmit delay} =$$

$$= (512 * 8) \text{ bits} / 10^{-5} \text{ s} =$$

$$= 4.096 * 10^8 \text{ bits/s} =$$

$$= 409.6 \text{ Mbps}$$



Exercise - 3

For a Dial up link of 56 Kbps bandwidth and 86 μ s round trip delay find the delay X Bandwidth product.



Exercise - 3

For a Dial up link of 56 Kbps bandwidth and 86 μ s round trip delay find the delay X Bandwidth product.

$$\begin{aligned}\text{Delay X Bandwidth} &= \\ &= 86 \times 10^{-6} \times 56 \times 2^{10} \text{ b/s} \\ &= 4816 \times 1024 \times 10^{-6} \text{ bits} \\ &= 49,31,584 \times 10^{-6} \\ &= 4.931 \text{ bits approximately } 5 \text{ bits}\end{aligned}$$



Exercise - 4

For a wireless LAN of 54 Mbps bandwidth and 0.33 μ s Round trip delay find the delay x bandwidth product.

$$\begin{aligned}\text{Delay X Bandwidth} &= 0.33 \times 10^{-6} \text{ sec} \times 54 \times 2^{20} \text{ bps} \\ &= 0.33 \times 10^{-6} \text{ sec} \times 54 \times 2^{20} \text{ bps} \\ &= 18.68 \text{ bits which is approximately 19 bits.}\end{aligned}$$

Note:

$$2^{10} = 1,024$$

$$10^3 = 1,000$$

$$2^{20} = 10,48,576$$

$$10^6 = 10,00,000$$



Exercise - 5

Suppose a 100 Mbps point to point link is being set up between earth and a new lunar colony. The distance from moon to earth is approximately 3,85,000 kms and data travels over the link at the speed of light 3×10^8 m/sec.

- a. Calculate the minimum RTT for the link.
- b. Using the RTT as the delay, calculate the delay X bandwidth product for the link.
- c. A camera on the lunar base takes pictures of earth and saves them in digital format disk. Suppose mission control on earth wishes to download most current image, which is 25MB. What is the minimum amount of time that will elapse between when the request for the data goes out and the transfer finished?



Exercise - 5

Suppose a 100 Mbps point to point link is being set up between earth and a new lunar colony. The distance from moon to earth is approximately 3,85,000 kms and data travels over the link at the speed of light 3×10^8 m/sec.

a. Calculate the minimum RTT for the link.

$$\begin{aligned}\text{RTT} &\Rightarrow \text{Round Trip Delay} = 2 \times \text{Propagation Delay} \\ &= 2 \times (\text{distance} / \text{Speed of Light}) \\ &= 2 \times (3,85,000 \times 10^3 \text{ m} / 3 \times 10^8 \text{ m/s}) \\ &= 2 \times (385 \times 10^6 / 3 \times 10^8) \\ &= 2.57 \text{ sec}\end{aligned}$$



Exercise - 5

Suppose a 100 Mbps point to point link is being set up between earth and a new lunar colony. The distance from moon to earth is approximately 3,85,000 kms and data travels over the link at the speed of light 3×10^8 m/sec.

- a. Calculate the minimum RTT for the link. **RTT = 2.57 sec**
- b. Using the RTT as the delay, calculate the delay X bandwidth product for the link.

$$\begin{aligned}\text{Delay x Bandwidth} &= 1.285 \times 100 \times 2^{20} \\ &= 128.5 \text{ Mbits}\end{aligned}$$



Exercise - 5

Suppose a 100 Mbps point to point link is being set up between earth and a new lunar colony. The distance from moon to earth is approximately 3,85,000 kms and data travels over the link at the speed of light 3×10^8 m/sec.

c. A camera on the lunar base takes pictures of earth and saves them in digital format disk. Suppose mission control on earth wishes to download most current image, which is 25MB. What is the minimum amount of time that will elapse between when the request for the data goes out and the transfer finished?

$$\text{Transmit time} = \text{size} / \text{BW} = 25\text{MB} / 100\text{Mbps} = 200/100 = 2 \text{ sec}$$

$$\text{Latency} = \text{Transmit} + \text{propagation} = 2 \text{ sec} + 1.285 = 3.285 \text{ sec}$$



Reference

Computer Networks: A Systems Approach, Larry L. Peterson and Bruce S. Davie, Sixth Edition, MK publications. 2022