

Chapter-1

R11

At time t_0 , the sending host begin to transmit.

At time $t_1 = \frac{L}{R_1}$, the sending host completes transmission and the entire packet is received at the router (no propagation delay).

Because, the router has the entire packet at time t_1 , it can begin to transmit the packet to the receiving host at time t_1 .

At time $t_2 = t_1 + \frac{L}{R_2}$, the router completes transmission and the entire packet is received at the receiving host (no, propagation delay).

Thus, the end to end delay is $\frac{L}{R_1} + \frac{L}{R_2}$.

R13
(a)

As, each user requires half of the link bandwidth, ~~so~~ 2 users can be supported.

(b)

Since, each user requires 1Mbps when transmitting, if two or fewer users transmit simultaneously, a maximum of 2Mbps will be required.

Since, the available bandwidth of the shared link is 2Mbps, there will be no queuing delay before the link.

Whereas, if three users transmit simultaneously, the bandwidth required will be 3Mbps which is more than the available bandwidth of the shared link. In this case, there will be queuing delay before the link.

R16

The delay components are:

- Processing delays
- Transmission delays
- Propagation delays
- Queuing delays.

Fixed delays:

- (i) Processing delays
- (ii) Transmission delays
- (iii) Propagation delays.

Variable delays:

- (i) Queuing delays.

R18

$$\begin{aligned}\text{Time taken} &= \frac{2500 \times 1000}{2.5 \times 10^8} \\ &= 0.01 \text{ s} \\ &= 10 \text{ ms}\end{aligned}$$

More generally, time taken is $= \frac{d}{s}$, where,

d = distance

s = propagation speed.

The delay does not depend on packet length and also does not depend on transmission rate.

R19

a) Given link rates:

$$R_1 = 500 \text{ kbps}$$

$$R_2 = 2 \text{ Mbps (2000 kbps)}$$

$$R_3 = 1 \text{ Mbps (1000 kbps)}$$

The throughput is the minimum of the link rates, which means the bottleneck link's rate will limit the file transfer speed.

$$\therefore \text{Throughput} = \min(R_1, R_2, R_3)$$

$$= \min(500, 2000, 1000)$$

$$= 500 \text{ kbps} \text{ Ans}$$

b) We know,

$$\text{Transfer time (in seconds)} = \frac{\text{File size (in bits)}}{\text{Throughput (in bps)}}$$

$$\begin{aligned} \text{Given, File size} &= 4 \text{ million bytes} \\ &= 4 \times 10^6 \text{ bytes} \\ &= 4 \times 10^6 \times 8 \text{ bits} = 32 \times 10^6 \text{ bits} \end{aligned}$$

$$\begin{aligned} \text{Throughput} &= 500 \text{ kbps [from a]} \\ &= \frac{500}{1000} \times 10^3 \text{ bps} \end{aligned}$$

$$\begin{aligned} \therefore \text{Transfer time} &= \frac{32 \times 10^6}{5 \times 10^5} \text{ s} \\ &= 64 \text{ seconds} \end{aligned}$$

\therefore So, it will take approx. 64 seconds. (Ans)

c) Now, R_2 reduces to 100 kbps

$$\text{So, } R_1 = 500 \text{ kbps}$$

$$R_2 = 100 \text{ kbps}$$

$$R_3 = 1 \text{ Mbps (1000 kbps)}$$

$$\begin{aligned}\therefore \text{Throughput} &= \text{Min}(R_1, R_2, R_3) \\ &= \text{Min}(500, 100, 1000) \\ &= 100 \text{ kbps} \\ &\quad \text{(Ans)}\end{aligned}$$

Now,

$$\begin{aligned}\text{New Transfer time} &= \frac{4 \times 10^6 \times 8}{100 \times 10^3} \\ &= \frac{32 \times 10^6}{1 \times 10^5} \\ &= 320 \text{ seconds.}\end{aligned}$$

(Ans)

P3
(A)

A circuit-switched network would be well suited to the application.

Because, the application involves long sessions with predictable smooth bandwidth ~~can be~~ requirements, since the transmission rate is known and not bursty, bandwidth can be reserved for each application session without significant waste.

In addition, the overhead costs of setting up and tearing down connections are amortized over the lengthy duration of a typical application session.

(B)

In the worst case, all the applications simultaneously transmit over one or more network links, however, since each link has sufficient bandwidth to handle the sum of all of the applications' data rates, no congestion (very little queuing) will occur. Given such generous link capacities, the network doesn't need congestion control mechanisms.

P(5)
(a)

The caravan travels 150 km.

Assume a propagation speed of 100 km/hour

$$\begin{aligned}\text{Delay time} &= \frac{\text{total distance}}{\text{Propagation speed}} \\ &= \frac{150}{100} \\ &= 1.5 \text{ hours}\end{aligned}$$

There are ten cars and it takes 120 seconds or 2 minutes, for the first ~~tot~~ tollbooth to service the 10 cars.

\therefore Time for taken by 3 tollbooths to reach 10 cars = $2 \times 3 = 6$ mins

\therefore So, end-to-end delay = 1.5 hours + 6 minutes
= 1 hour 36 minutes
= 96 minutes.

(b)

Assuming that there are 8 cars in caravan now. Ans

\therefore Time for taken 3 tollbooths to reach 8 cars = $3 \times (0.2 \times 8) = 4.8$ minutes

\therefore So, end-to-end delay = 90 minutes + 4.8 minutes
= 94.8 minutes (Ans)

P6
(a)

Propagation delay $d_{prop} = \frac{m}{S}$ seconds

(b)

Transmission time of the packet $d_{trans} = \frac{L}{R}$ seconds

(c)

Ignoring processing and queuing delays,

$$\therefore \text{End-to-end delay} = \frac{m}{S} + \frac{L}{R} \text{ seconds}$$

(dend-to-end)

(d)

At time $t = d_{trans}$, The bit is just leaving Host A.

(e)

The first bit is in the link and has not reached Host B. Because, if $d_{prop} > d_{trans}$, the propagation delay is longer than the transmission time,

(f)

If $d_{prop} < d_{trans}$, the propagation delay is shorter than the transmission time.

\therefore The first bit has reached Host B.

(g)

Hence, $\frac{m}{S} = \frac{L}{R}$

$$\Rightarrow m = \frac{L}{R} \times S$$

$$\Rightarrow m = \frac{120}{56 \times 10^3} \times (2.5 \times 10^8)$$

$$\therefore m = 536 \text{ km}$$

Here,

$$S = 2.5 \times 10^8 \text{ m/s}$$

$$R = 56 \text{ kbps}$$

$$= 56 \times 10^3 \text{ bps}$$

$$L = 120 \text{ bits}$$

P7

Given,

$$\text{Transmission rate (R)} = 2 \text{ Mbps} = 2 \times 10^6 \text{ bps}$$

$$\text{Propagation delay } d_{\text{prop}} = 10 \text{ ms} = 0.01 \text{ s}$$

$$\text{Packet size (L)} = 56 \text{ bytes} = 56 \times 8 = 448 \text{ bits}$$

$$\text{Conversion rate at Host A} = 64 \text{ kbps} = 64 \times 10^3 \text{ bps}$$

$$d_{\text{trans}} = \frac{L}{R} = \frac{448}{2 \times 10^6} = 0.000224 \text{ s}$$

decoding time for Host B to convert the received packets bits back into an analog signal.

$$d_{\text{decode}} = \frac{L}{64 \times 10^3} = \frac{448}{64 \times 10^3} = 0.007 \text{ s}$$

Elapsed time from creation to decoding:

$$\begin{aligned} \therefore \text{Elapsed time} &= d_{\text{trans}} + d_{\text{prop}} + d_{\text{decode}} \\ &= 0.000224 + 0.01 + 0.007 \\ &= 0.017224 \text{ s} \end{aligned}$$

(Ans)

P12

Given,

Packet length $L = 1500$ bytes

Transmission rate $R = 2 \text{ Mbps} = 2 \times 10^6 \text{ bps}$

Currently transmitted packet = x bits = $\frac{1500}{2} = 750$ bits

waiting queue = n packets = 4

We know,

$$\text{Queuing delay} = \frac{[nL + (L - x)]}{R}$$

Now,

$$\begin{aligned}[nL + (L - x)] &= (4 \times 1500) + (1500 - 750) \\ &= 6000 + 750 \\ &= 6750 \text{ bytes}\end{aligned}$$

Packets are transmitted at 2 Mbps,

$$\begin{aligned}&= 6750 \times 2^4 \\ &= 54000\end{aligned}$$

$$\therefore \text{Queuing delay} = \frac{54000}{2 \times 10^6} = 0.027 \text{ sec}$$

Ans