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Subject : computer network

section : BS (SE) 6A

Assignment : Two

Q.1

A)

Object size = 1600,000 bits

Transmission rate = 54 mbps

HTTP response request time = 3 sec

$$\text{Average time} = \frac{L/R}{1} = \frac{1600000}{54000000} = 0.02962$$

→ B)

$$\Rightarrow B \Rightarrow Ab = 0.02962 \times 24 \approx 0.7104$$

$$\text{Average delay} = \frac{A}{1 - Ab} = \frac{0.02962}{1 - 0.7104} = 0.1022 \text{ sec}$$

Average internet delay = 3 sec

$$\text{Total average response time} = 0.1022 + 3 = 3.1022 \text{ sec}$$

B)

$$\text{Hit rate} = 1 \text{ miss rate}$$

$$1 - 0.3$$

$$\text{Total response time} = 0.3 \times 0.1022 + 0.7 \times (0.1022 \times 3) = 0.1022 \text{ sec}$$

Q.2

A)

Overlay network.

↳ Number of nodes (N): active peers in overlay network: no. of edge (m). Total number of edges which TCP connection route

↳ Therefore the corresponding overlay network has N nodes & $N(N-1)/2$ edges.

B)

SMP & HTTP

* SMP:

↳ marks end with a single period for the body message.

* HTTP:

↳ uses headers like content length as Transfer encoding for marks end.

HTTP does not use a stand alone character like SMP

Q. 3. $H_{TTT}/2$

* non-interleaved:

↳ All 5000 video frames sent first without interleaving + interleaved:

↳ Assuming frames are interleaved.
 ↳ 5000 + 4x3 frames needed all three images are sent

Q. 3.

N	U	client server	Peer to Peer
10	2	500	500
10	10	100	100
10	100	10	10
100	2	5000	50
100	10	1000	10
100	100	100	1
1000	2	50000	5
1000	10	10000	1
1000	100	1000	0.1

Q. 4

* Bandwidth of $3G = 2000 \text{ Mbps}$

↳ For 300 Mbps video will play more smoothly because $300 < 2000$

↳ For 1000 Mbps video will be a less smooth than 300 Mbps & it may buffered

↳ For 3000 Mbps the video will buffer because $3000 > 2000$.

Q. 5

Q. 5

Server upload rate (U_s) = $30 \text{ Gbps} \rightarrow 30,000 \text{ Mbps}$

Peer download rate (d_i) = 2 Mbps

Peer upload rate (U) = $300 \text{ Kbps} \rightarrow 0.3 \text{ Mbps}$

File size (F) = $15 \text{ Gbits} = 15000 \text{ Mbits}$.

* for client-server distribution.

$$T = F / U_s$$

$$= \frac{15000}{30000}$$

$$= 0.5 \text{ sec.}$$

* for P2P distribution:

$$T = F / \min(U, d_i)$$

$$= \frac{15000}{\min(U, d_i)}$$

$$= \frac{15000}{0.3} = 50000$$

Q. 6

Server upload rate (U_s) = $30 \text{ Gbps} = 30,000 \text{ Mbps}$

Peer to Peer download rate (d_i) = 2 Mbps

Peer upload rate (U) = $700 \text{ Kbps} = 0.7 \text{ Mbps}$.

File size (F) = $15 \text{ Gbits} = 15000 \text{ Mbits}$.

* for client-server distribution:

$$T = f/u_s$$

$$= \frac{15000}{30000} = 0.5 \text{ sec}$$

* For P2P distribution:

$$T = f / \min(u, d_i)$$

$$= \frac{15000}{\min(u, d_i)}$$

$$= \frac{15000}{0.7} = 21,428.57 \text{ sec}$$

$f = 15000$

Server upload rate (u_s) = 30 Mbps = 30000 mbps

Peer download rate (d_i) = 2 Mbps

Peer upload rate (u) = 2 Mbps

File size (f) = 15 Gbits = 15000 Mbits.

* for client - server distribution.

$$T = f/u_s = 15000/30000 = 0.5 \text{ sec.}$$

* for P2P distribution.

$$T = f/u_s = 15000 / \min(2, 2) = 15000/2 = 7500 \text{ sec.}$$

N	U	client server (sec)	P2P (sec)
10	300 Mbps	0.5	50,000
10	700 Mbps	0.5	21,429
10	2 Mbps	0.5	7500
100	300 Mbps	0.5	50,000
100	700 Mbps	0.5	21429
100	2 Mbps	0.5	7500
1000	300 Mbps	0.5	50000
1000	700 Mbps	0.5	21429
1000	2 Mbps	0.5	7500