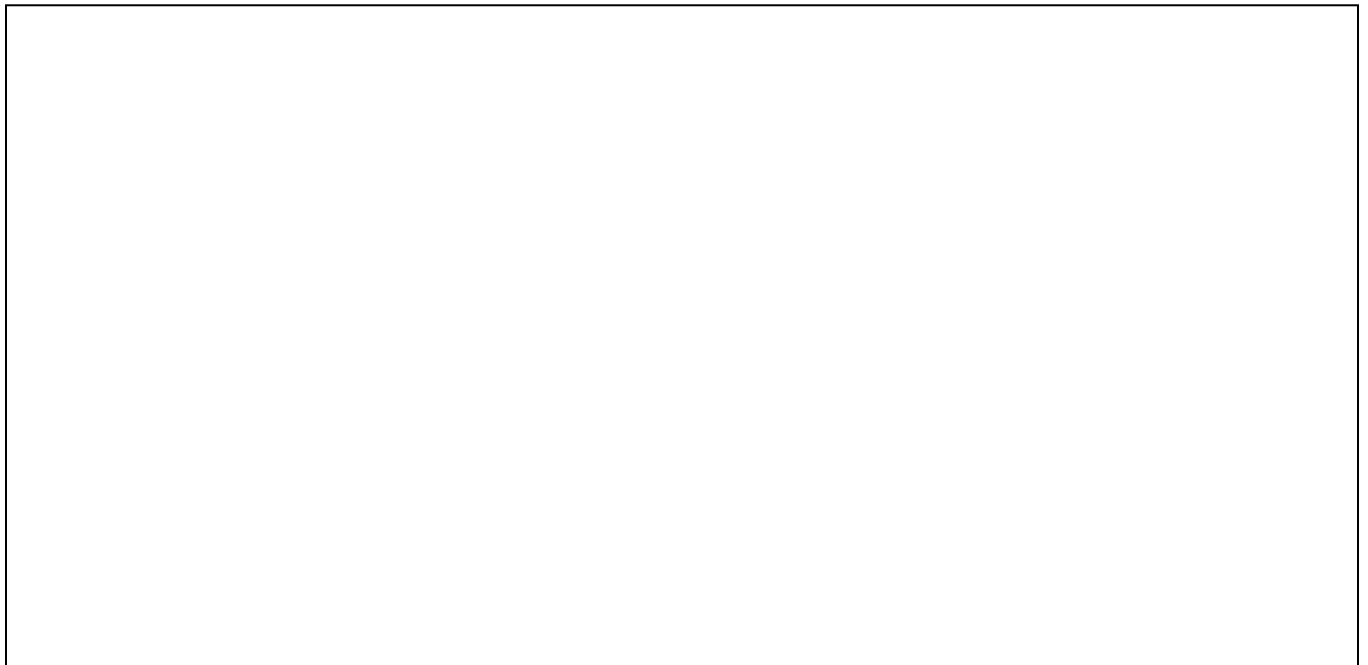


Thus, the circuit-switched link can support only 10 ($= 1 \text{ Mbps}/100 \text{ kbps}$) simultaneous users. With packet switching, the probability that a specific user is active is 0.1 (that is, 10 percent). If there are 35 users, the probability that there are 11 or more simultaneously active users is approximately 0.0004. (Homework Problem P8 outlines how this probability is obtained.) When there are 10 or fewer simultaneously active users (which happens with probability 0.9996), the aggregate arrival rate of data is less than or equal to 1 Mbps, the output rate of the link. Thus, when there are 10 or fewer active users, users' packets flow through the link essentially without delay, as is the case with circuit switching. When there are more than 10 simultaneously active users, then the aggregate arrival rate of packets exceeds the output capacity of the link, and the output queue will begin to grow. (It continues to grow until the aggregate input rate falls back below 1 Mbps, at which point the queue will begin to diminish in length.) Because the probability of having more than 10 simultaneously active users is minuscule in this example, packet switching provides essentially the same performance as circuit switching, *but does so while allowing for more than three times the number of users.*



Consider sending a packet from a source host to a destination host over a fixed route. List the delay components in the end-to-end delay. Which of these delays are constant and which are variable?

Suppose Host A wants to send a large file to Host B. The path from Host A to Host B has three links, of rates $R_1 = 500$ kbps, $R_2 = 2$ Mbps, and $R_3 = 1$ Mbps.

- Assuming no other traffic in the network, what is the throughput for the file transfer?
- Suppose the file is 4 million bytes. Dividing the file size by the throughput, roughly how long will it take to transfer the file to Host B?
- Repeat (a) and (b), but now with R_2 reduced to 100 kbps.

Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R_1 and R_2 , respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L ? (Ignore queuing, propagation delay, and processing delay.)

Equation 1.1 $d_{end-to-end} = N \frac{L}{R}$ gives a formula for the end-to-end delay of sending one packet of length L over N links of transmission rate R . Generalize this formula for sending P such packets back-to-back over the N links.