Sept 4, 2014

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#3 $M = 9000$ bytes

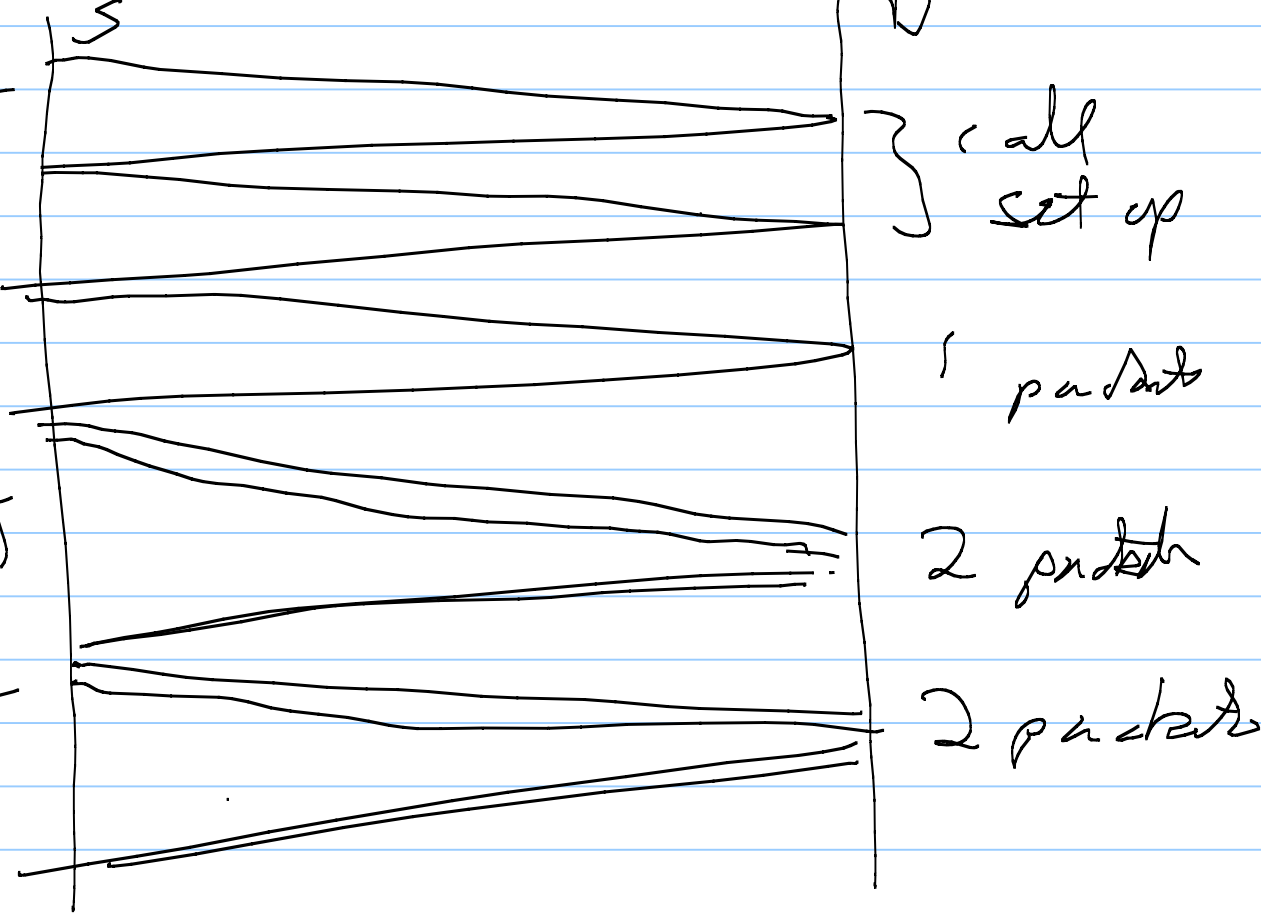
$L = 2000$ bits

Clock. my time $= \frac{L}{C}$ (bits / sec)

2000
2000
2000
2000
1000

} 5 packets

time ↓



Total time to send 3 packets $= 5$ RTT

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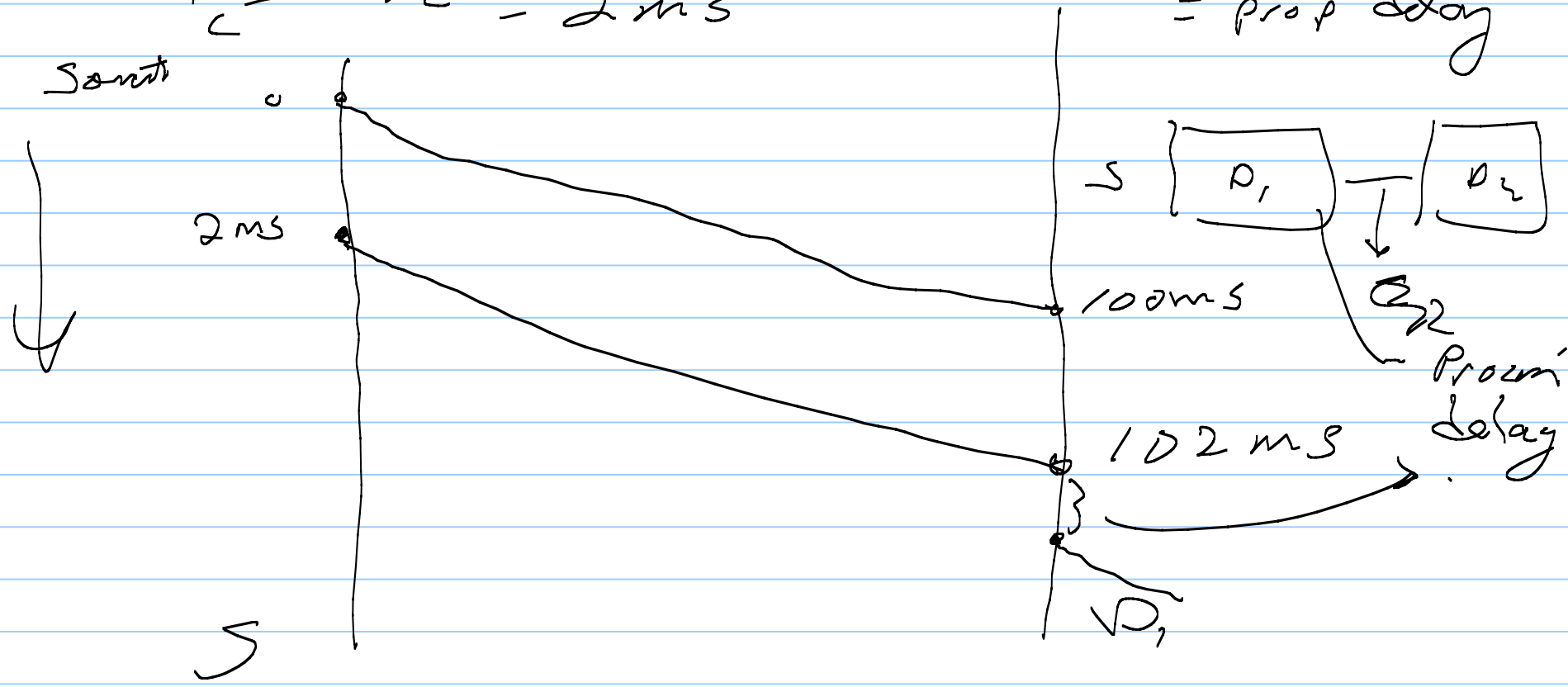
$C = 1\,Mb/s$ 2000 bits/packet

$T_c = L/C = 2\,ms$

$T = 100\,ms$

= prop delay



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#7 $\tau = \frac{2.5 \times 10^3}{3 \times 10^8}$ $c = 3 \times 10^8$ m/s

$M = 100 \times 10 \times 10^6$ bits

$C = 200 \times 10^9$ b/s

$T_C = \frac{100 \cdot 8 \cdot 10^6 \text{ bits}}{200 \times 10^9 \text{ b/s}}$

a) RTT $= 2\tau$ b) $T_c + \tau + \tau$

τ ack time

- PHY structure of Internet
  + nets of nets
  + ISP, PoP, NAP, backhaul point
  + Tier 1 $ ISP

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- Standards
  - + how
  - + who → IETF, RFC, IEEE, ITU
  - + problems
  - + why important
- Layered model
  - + PHY, DLL, N2, TL, SL, PL, App
  - + Encapsulation / de encapsulation

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