

ITS 323 – QUIZ 4(2)

First name: _____ Last name: _____

ID: _____

Total Marks: _____

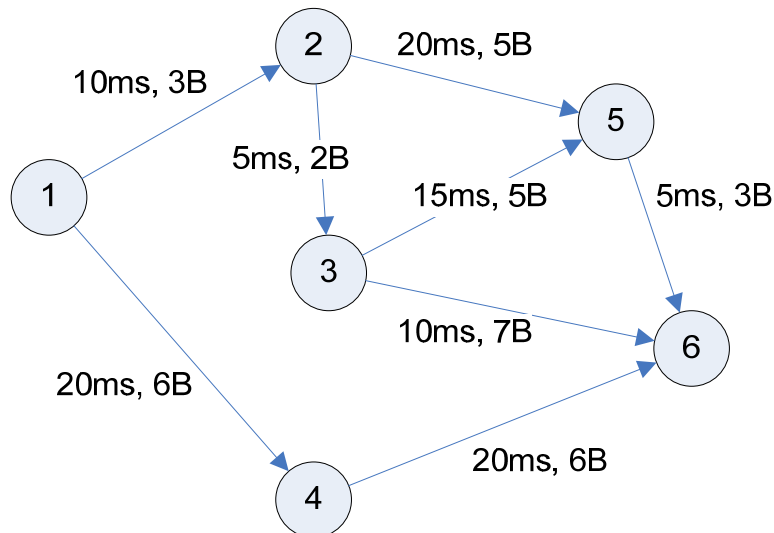
out of 10

Question 1 [4 marks]

- a) Queuing delay in packet switches does not depend on the arrival rate of packets at a switch.
- True False
- b) In a virtual circuit packet switching network, the source and destination must transmit/receive at the same speed (or data rate).
- True False
- c) In routing, increasing the amount of information about the network that is available to nodes, will decrease the overheads introduced into the network by routing protocols.
- True False
- d) With datagram packet switching, increasing the packet size will result in shorter delays because of the reduced overhead of headers
- True False

Question 2 [2 marks]

Consider the network below.

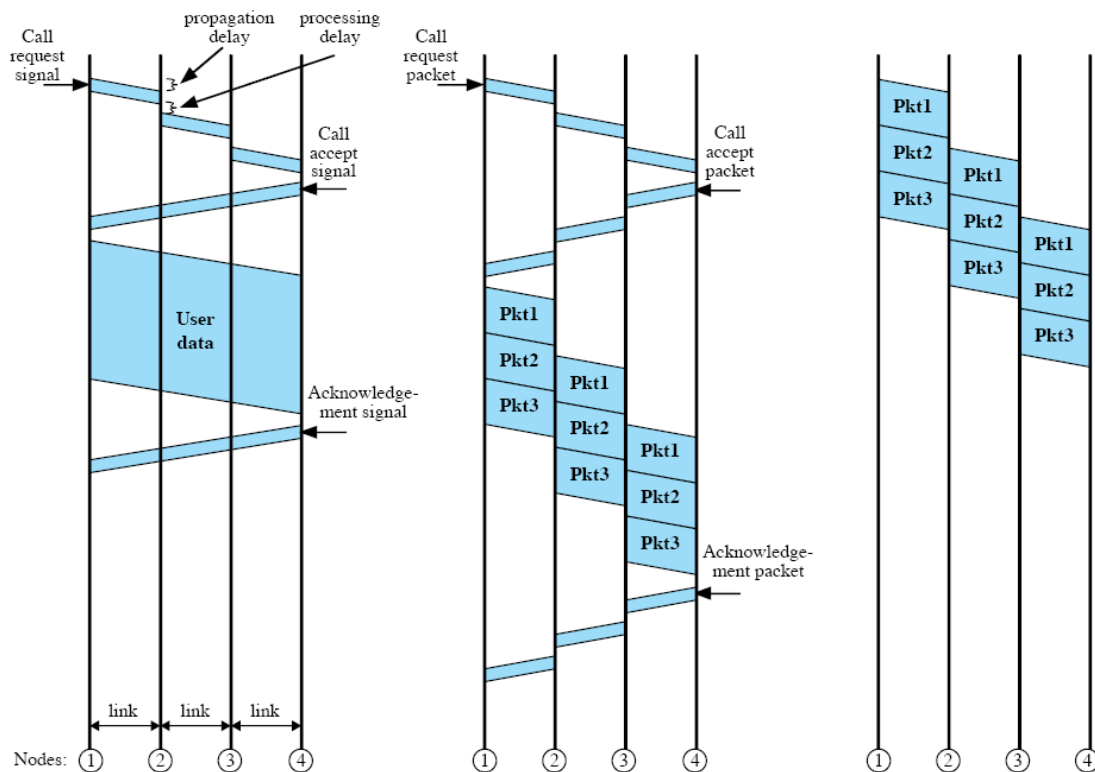


The delay (in milliseconds) and price (in Baht per MB) of each simplex link is shown. If a routing algorithm chose a path from 1 to 6 to be 1 – 4 – 6 then what metric was used by the least cost routing algorithm (select no more than one answer):

- i. Hops
- ii. Delay
- iii. Price

Question 3 [4 marks]

Compare the delay in sending data using Circuit Switching versus Datagram Packet Switching as shown below.



You may assume:

- Number of links, $L = 4$
- Packet Switching:
 - Entire packet consists of Header and Data
 - Header transmission time, $H = 1\text{ms}$
 - Data transmission time, $D = 10\text{ms}$
 - Number of packets is $P = 10$
- Circuit Switching:
 - Time between sending call request signal until receiving call accept signal is $C = 40\text{ms}$.
 - Time between sending and receiving the call acknowledgment is $A = 20\text{ms}$.
- All other processing, propagation and queuing delays are 0.

a) What is the total delay for Datagram Packet Switching? [2 marks]

b) What is the total delay for Circuit Switching (assuming same amount of data to be sent as in Datagram Packet Switching above)? [2 marks]