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Subject: Computer Networks,

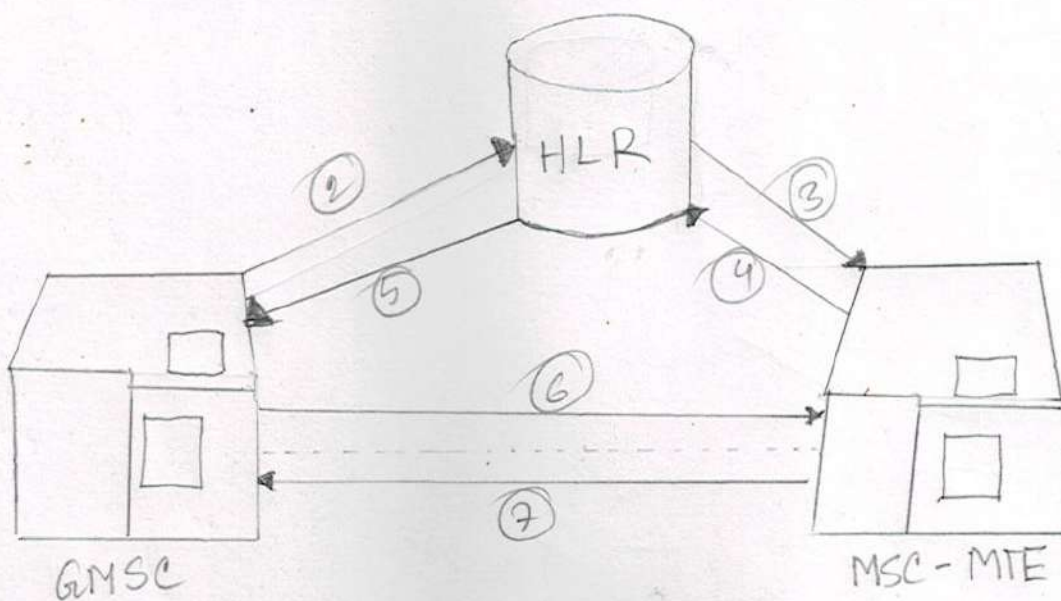
code: CSE - 323

Ans: TD: the: Q: NO: 02 (a)

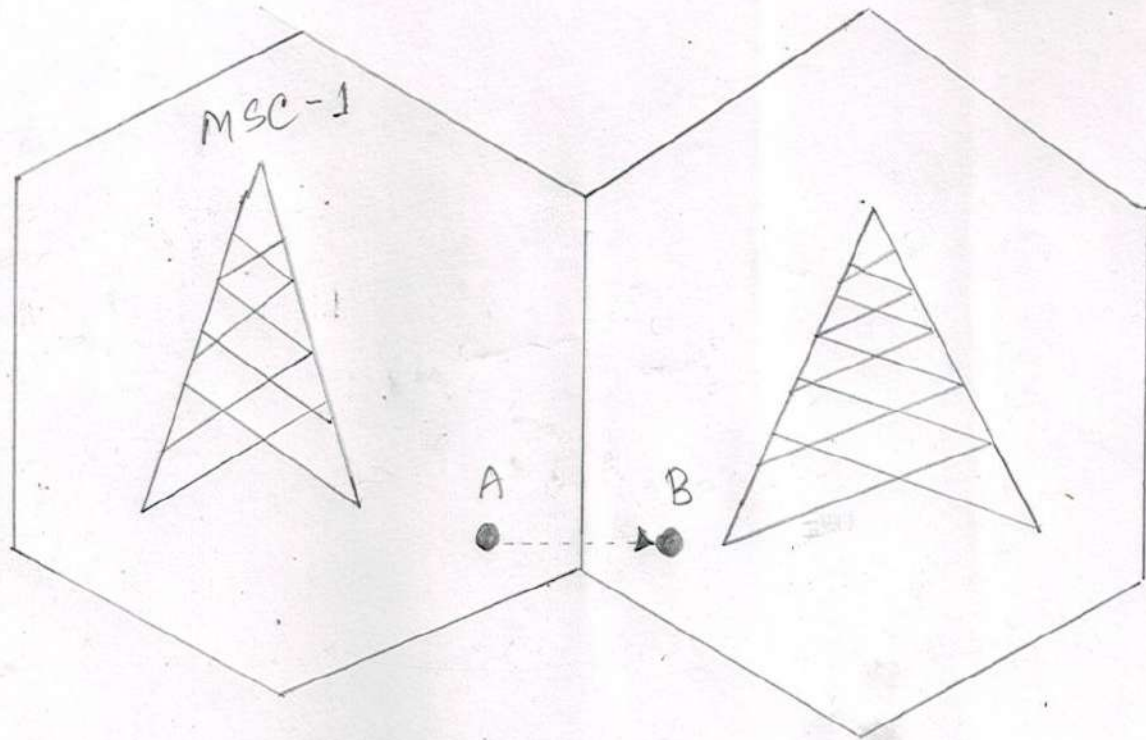
Ans: Originating call: Call origination is a telecommunication term and generally refers to an inbound call or to the party making call (the call originator). Call origination is the opposite side of call termination and includes the activities related to the call set-up, switching and connection. It is important for a call center to understand the meaning of the call origination as telecom carrier rate sheets often are priced based on call origination and termination.

* for example: Number Type price per minute

Local \$ 0.0034
Total free \$ 0.00130



Hand over call: In cellular telecommunication, the terms handover or hand off refers to the process of transferring ongoing call or data connectivity from one base station to the base station. When a mobile makes into the different cell while the conversation is in progress. Then the MSC (Mobile Switching center) transfer the call to a new channel belonging to the new base station.



When a mobile user moves from one cell to another cell then BSC 1 signal strength losses for the mobile user A & the signal strength of BSC 2 increases and the ongoing call or data connectivity for mobile user goes on without interrupting.

Type of handover call -

- ① Hard handover.
- ② Soft handover.

Ans: Measure Network performance way: As mentioned above, to monitor the performance from a user point-of-view, we need to perform network performance tests from the same perspective. Ideally to do so, you want to monitor network performance from the end user's location without having to install a network measurement tool on each user workstation.

Moreover, you don't want to capture every data packet for analysis, which will require a lot of extra hardware and can intrude into your user privacy.

→ The most essential network metrics

→ Latency: in a network, latency refers to the measure of time it takes for data to reach its destination across a network.

→ Jitter

→ Packet loss

→ Throughput

→ Packet duplication

→ Packet reordering

→ User quality of experience

→ Most score

Classification of Routing algorithm: The routing algorithm is divided into two categories.

(i) Adaptive routing algorithm.

(ii) Non-Adaptive routing algorithm.

Adaptive routing: → In Adaptive routing algorithm is also known as dynamic routing algorithm.

→ This algorithm makes the routing decision based on the topology and network traffic.

→ The main parameters related to this algorithm are hop count, distance, and estimated transit time.

Adaptive Routing algorithm can be three part classified:

(i) Centralized algorithm.

(ii) Isolation " "

(iii) Distributed " "

Non-Adaptive Routing algorithm: → Non-Adaptive routing algorithm is also known as static routing algorithm.

→ When booting up the network, the routing information stores the routes.

→ Non-Adaptive routing algorithms do not take the routing decision based on the network topology or network traffic.

** The non-Adaptive routing algorithm is of two types:

(i) Flooding type.

(ii) Random walk.

Ans to the Q No - 3 (a)

Gramophone is a mobile operator of combined traffic for $n=6$ channels; where the offered traffic of newly originating call is A and that handover call is $A_2=3$. Find the blocking probability of the given network.

Answer:

$A_1^6/6!$	6	$A_1^6/6!$						
$A_1^5/5!$	5	$A_1^5/5!$	$A_2 A_1^5/5!$					
$A_1^4/4!$	4	$A_1^4/4!$	$A_2 A_1^4/4!$	$A_2^2/2! A_1^4/4!$				
$A_1^3/3!$	3	$A_1^3/3!$	$A_2 A_1^3/3!$	$A_2^2/2! A_1^3/3!$	$A_2^3/3! A_1^3/3!$			
$A_1^2/2!$	2	$A_1^2/2!$	$A_2 A_1^2/2!$	$A_2^2/2! A_1^2/2!$	$A_2^3/3! A_1^2/2!$	$A_2^4/4! A_1^2/2!$		
A_1	1	A_1	$A_2 A_1$	$A_1 A_2^2/2!$	$A_1 A_2^3/3!$	$A_1 A_2^4/4!$	$A_1 A_2^5/5!$	
1	0	1	A_2	$A_2^2/2!$	$A_2^3/3!$	$A_2^4/4!$	$A_2^5/5!$	$A_2^6/6!$
	channel 0		1	2	3	4	5	6
	1		A_2	$A_2^2/2!$	$A_2^3/3!$	$A_2^4/4!$	$A_2^5/5!$	$A_2^6/6!$

$A_1 = 2$
 $A_2 = 3$

$A_1^6/6!$	0.0889	$A_2^2/2!$	4.2
$A_1^5/5!$	0.261	$A_2^3/3!$	4.5
$A_1^4/4!$	0.662	$A_2^4/4!$	3.375
$A_1^3/3!$	1.333	$A_2^5/5!$	2.025
$A_1^2/2!$	2	$A_2^6/6!$	1.013

$A_1^6/6!$	6	0.0889						
$A_1^5/5!$	5	0.267	0.801					
$A_1^4/4!$	4	0.667	2.001	3.0015				
$A_1^3/3!$	3	1.333	3.999	5.9985	5.9985			
$A_1^2/2!$	2	2	6	9	9	6.75		
A_1	1	2	6	9	9	6.75	4.05	
1	0	1	3	4.5	4.5	3.375	2.025	1.013
	channel	0	1	2	3	4	5	6
	1		A_2	$A_2^2/2!$	$A_2^3/3!$	$A_2^4/4!$	$A_2^5/5!$	$A_2^6/6!$

The Blocking probability of A_1 traffic,

$$B_1 = 0.0889 + 0.801 + 3.0015 + 5.9985 + 6.75 + 4.05 + 1.013$$

$$= 21.7$$

The blocking probability of A_2 traffic,

$$B_2 = 0.0889 + 0.801 + 3.0015 + 5.9985 + 6.75 + 4.05 + 1.013$$

$$= 21.1$$

Ans: to: the: Q: NO: 4(a)

Ans:

$$\begin{aligned}\text{Traffic intensity/user} &= \lambda \cdot t_h \\ &= 1 \times (1/60) \times 2.5 \\ &= 0.041 \text{ Erl/user}\end{aligned}$$

For each cell, $n = 20$, $B = 10\%$.

From Erlang's table, The offered traffic, $A = 17.61$ Erls.

$$\text{Number of users/cell} = 17.61 / 0.041 = 429$$

$$\text{Total number of users} = 700 \times 429 = 300300$$

$$\text{Renewal rate} = \left(\frac{\text{Number of users}}{\text{total population}} \right) \times 100$$

$$= (300300 / 4 \times 10^5) \times 100$$

$$= 7.50\%$$

(Answer)

Ans: to: the: Q: NO: 04 (b)

Ans: Frequency Reuse: Frequency Reuse is the scheme in which allocation and reuse of channels throughout a coverage region is done. Each cell or base station is allocated a group of radio channels or frequency sub-bands to be used within a small geographic area known as a cell. The sample/shape of the cell is hexagonal. The process of selecting & allocating the frequency sub-band for all the cellular base station within system is called frequency planning.

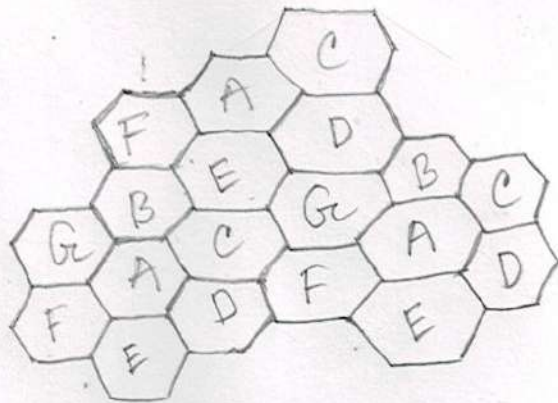
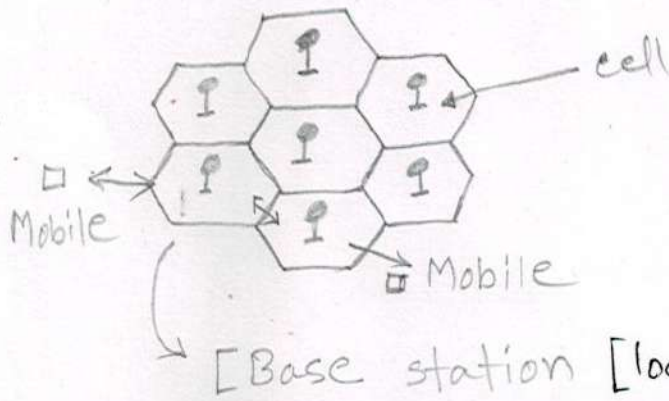


Fig: frequency Reuse.

Cellular network: A cellular network is a radio network distributed over land through cells where each cell includes a fixed location transceiver known as base station. The cells together provide radio coverage over large geographical areas. User equipment (UE) such as mobile phones, is therefore able to communicate even if the equipment is moving through cells during transmission.



Advantages:

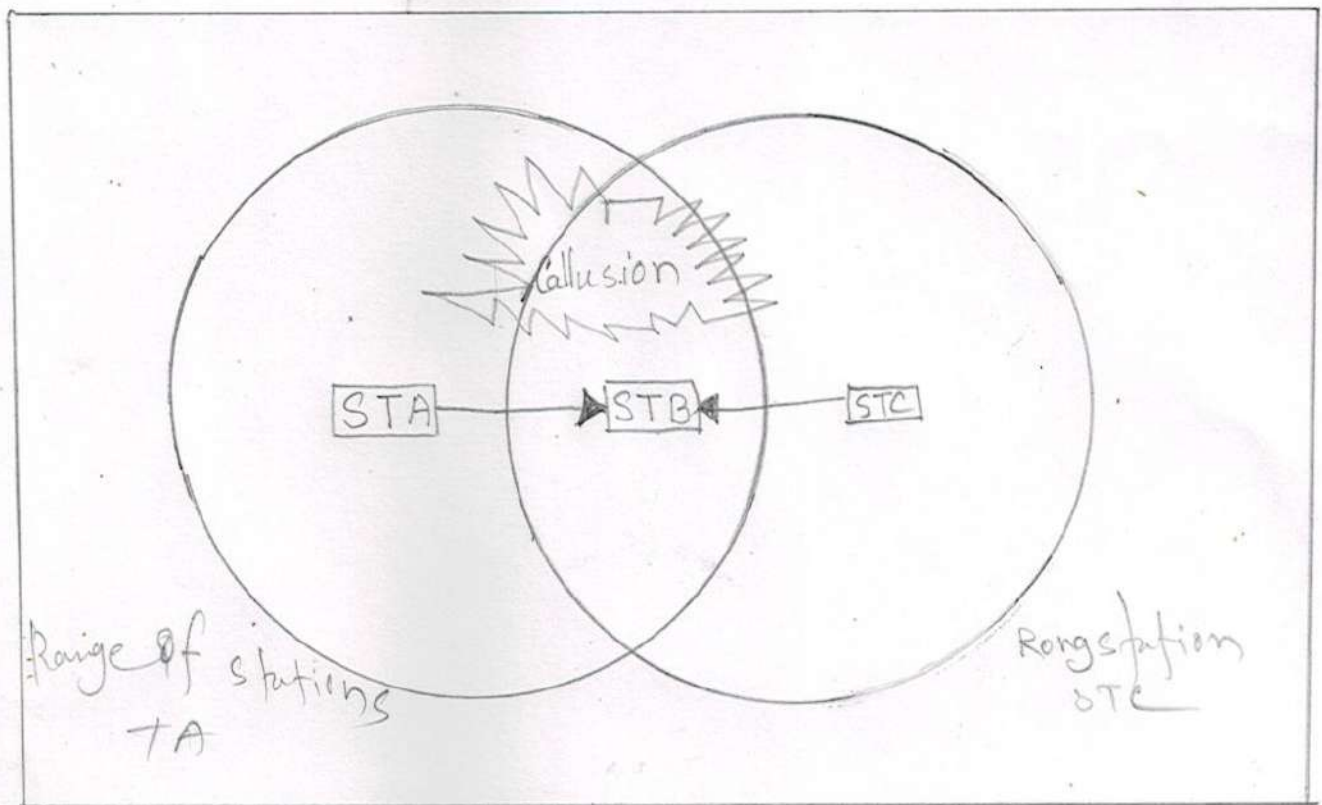
- ① Increased capacity
- ② Reduced power use.
- ③ Large coverage Area.
- ④ Reduced interference from other signals.

[Factor for determining cell size]

- No. of users
- Multiplexing and transmission tech. used.

Ans: to the Q: No: 05 (a)

Ans: Describing the "Hidden Terminal problem": - In wireless LANs (wireless local area network) the hidden terminal problem is a transmission problem that arises when two or more stations who are out of range of each other transmit simultaneously to a common recipient. This is prevalent in decentralised systems where there aren't any entity of controlling transmission. This occurs when a station is visible from a wireless access point (AP), but is hidden from other station that communicate with the AP.

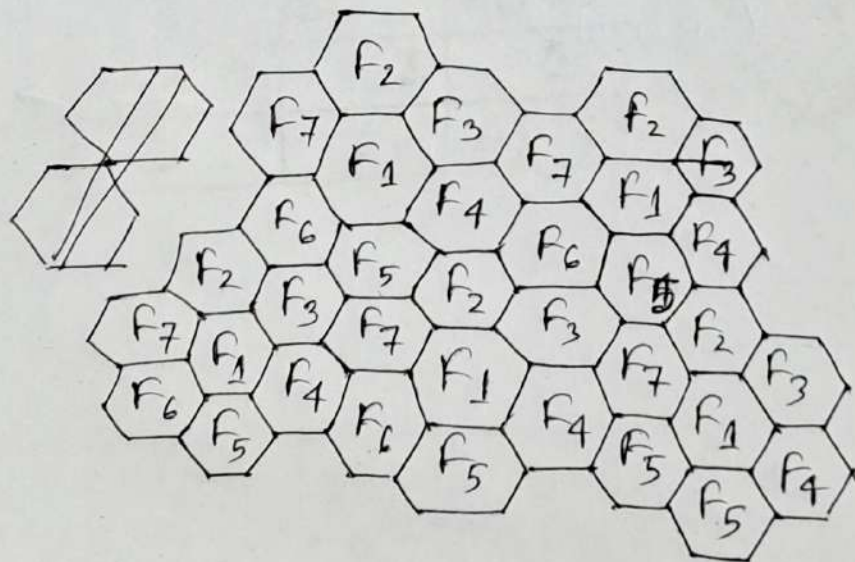


Suppose that there are three stations labelled STA, STB and STC are transmitting while STA is receiving. The stations are in a configuration such that the two transmitters STA & STC are not in the radio range of each other. The above diagram shows that station STA starts transmitting to station STB. The frames received by STC are garbled and collision occurs. The situation is known as the hidden terminal problem.

Ans to the Q No-5(b)

Define cell cluster: When planning a cellular network, operators typically allocate different frequency bands or channels to adjacent cells so that interference is reduced even when the coverage areas overlap slightly. In the way, cells can be grouped together in what is termed a cluster. Philip Sonnell's explains more about cell cluster in today's blog post, the latest entry in the Comm Scope Definitions series.

Drawings of cell cluster: (Frequency Reuse using 7 frequencies allocations)



Each cell is generally 4 to 8 miles in diameter, with a lower limit around 2 miles.