

主讲人: 聂兰顺

本讲主题

Selective Repeat协议



Selective Repeat协议

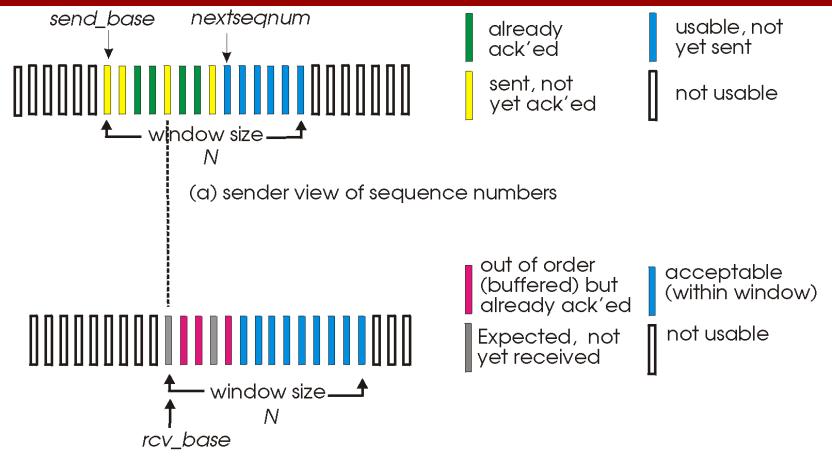
❖GBN有什么缺陷?

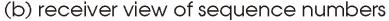


- *接收方对每个分组单独进行确认
 - 设置缓存机制,缓存乱序到达的分组
- *发送方只重传那些没收到ACK的分组
 - 为每个分组设置定时器
- *发送方窗口
 - N个连续的序列号
 - 限制已发送且未确认的分组



Selective Repeat: 发送方/接收方窗口







SR协议

-sender

data from above:

if next available seq # in window, send pkt

timeout(n):

resend pkt n, restart timer

ACK(n) in [sendbase,sendbase+N]:

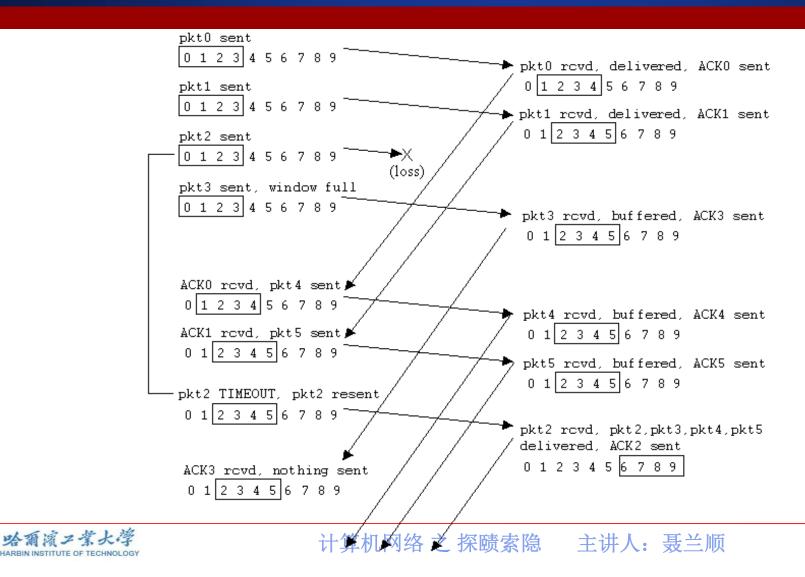
- mark pkt n as received
- if n smallest unACKed pkt, advance window base to next unACKed seq #

```
-receiver -
pkt n in [rcvbase, rcvbase+N-1]
\Box send ACK(n)
□ out-of-order: buffer
□ in-order: deliver (also
  deliver buffered, in-order
  pkts), advance window to
  next not-yet-received pkt
pkt n in [rcvbase-N,rcvbase-1]
\Box ACK(n)
otherwise:
```

□ ignore



SR协议示例



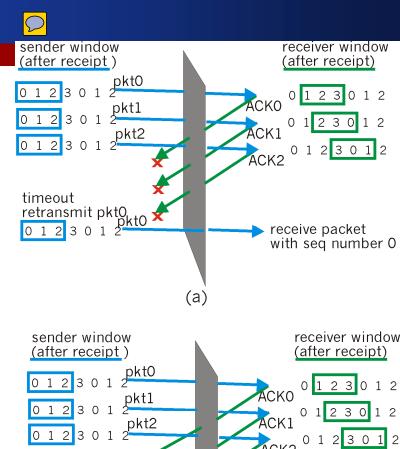
SR协议:困境

- ❖序列号: 0, 1, 2, 3
- ❖窗口尺寸: 3
- ❖接收方能区分开右侧两种不同的场景吗?
- ❖(a)中,发送方重发分组0,接 收方收到后会如何处理?



- ❖问题:序列号空间大小与窗口 尺寸需满足什么关系?
 - $N_S+N_R<=2^k$





(b)

receive packet

with seq number 0

0 1 2 3 0 1 20kt3

0 1 2 3 0 1

可靠数据传输原理与协议回顾

- ❖信道的(不可靠)特性
- *可靠数据传输的需求
- ❖ Rdt 1.0
- *Rdt 2.0, rdt 2.1, rdt 2.2
- ❖ Rdt 3.0
- ❖流水线与滑动窗口协议
- **GBN**
- **♦** SR



