

Homework2

Due date: 2020/11/13 01:00

Homework Policy:(Read before you start to work)

1. 作業請勿抄襲，如果被發現，作業以零分計算
2. 如果作業上遇到困難可以討論，但是手寫和程式碼的部分必須是你自己完成，並且請在作業的pdf檔註明討論的同學姓名及學號
3. 程式作業請於期限內至ceiba作業區上傳，格式為zip檔，解壓縮後應恰為一個以學號為名的資料夾，資料夾內有report.pdf檔及以學號命名之.c檔案，如下所示

```
b0xxxxxxx_hw2
├── b0xxxxxxx.c
└── report.pdf

0 directories, 2 files
```

Figure 1: folder tree

4. 逾期繳交一天內，分數 $\times \frac{2}{3}$ ，超過一天未滿兩天，分數 $\times \frac{1}{3}$ ，超過兩天則不予計分，請務必盡早開始，並努力完成。
5. 如有任何問題歡迎來信，並請在郵件的標題註明課程。
範例:[2020ICN]作業二問題
信箱:曾浩瑋 R08921a14@ntu.edu.tw

Programming Problems:(Programming Assignment in Chapter 3)

Ref : <http://web.cs.iastate.edu/~cs586/project2.htm>

Due: 2020.11.13 - 01:00 am

[Overview]

In this homework, you will write the transport-level code for the reliable data transfer protocol: Selective Repeat. Your code will be executed in a simulated hardware/software environment. However, the programming interface provided to your routines is very close to what is done in an actual UNIX environment. Stopping/starting of timers is also simulated, and timer interrupts will cause your timer handling routine to be activated.

The codes you will write are for the sending entity (A) and the receiving entity (B). There's only one direction that 'real' data be sent(From A to B). Of course, B will have to send packets to A to acknowledge receipt of data. Your codes will be called by (and will call) procedures already written that emulate a network environment.(See figure 1.)

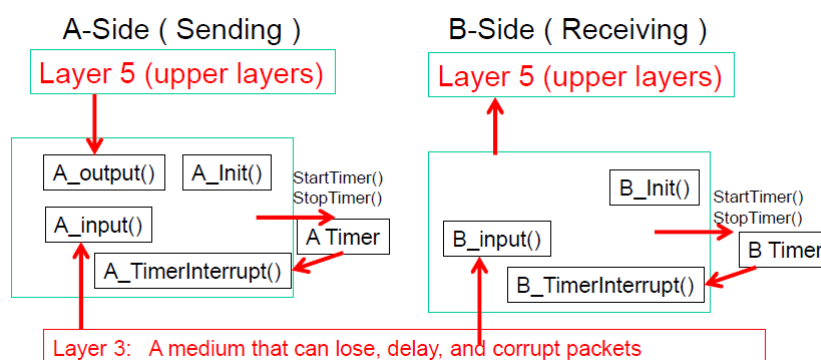


Figure 2: Overall structure

1. **[SR Programming]** – 100%(12% for each + 28% report)
 - a. **(Programming 72%)** The following figures 2,3 describe the state of sender and receiver. You have to implement some functions in sender(A) and receiver(B). Also, the **sliding window size should be set to 8**. First we define the data structure used in this assignment.

- The unit of data passed between the upper layer (layer5) and your protocol is a message, which is declared as:

```
struct msg {
    char data[20]
};
```

Your sending entity(A) will receive data in 20-byte chunks from layer5; your receiving entity(B) should deliver 20-byte chunks of correctly received data to layer5 at the receiving side.

- The unit of data passed between your routines and the network layer is the packet, which is declared as:

```
struct pkt {
    int seqnum;
    int acknum;
    int checksum;
    char payload[20];
};
```

Your routines will fill in the payload field from the message data passed down from layer5. The other packet fields will be used by SR protocols to ensure reliable delivery.

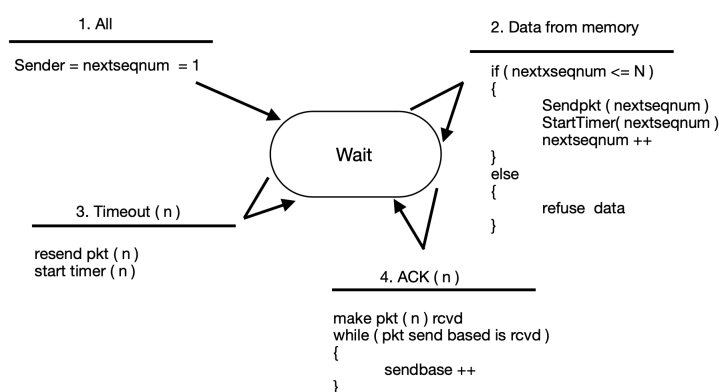


Figure 3: FSM of SR sender

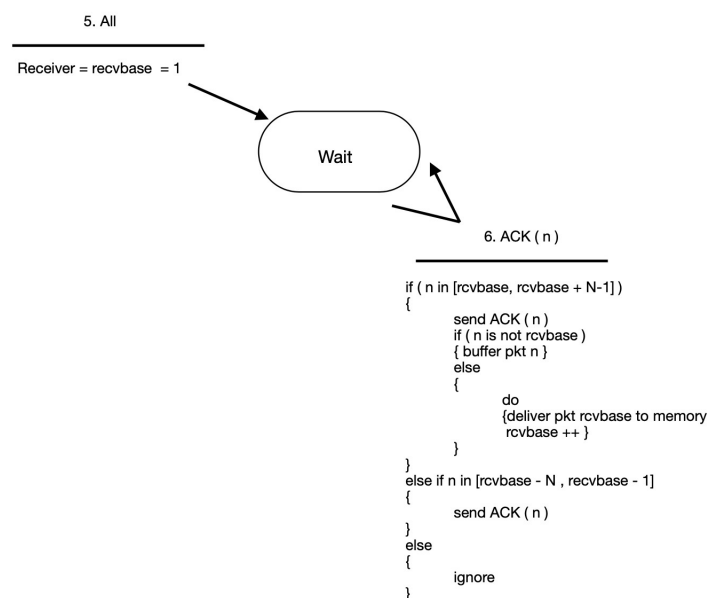


Figure 4: FSM of SR receiver

There are some functions you have to implement.

- `void A_init(), void B_init();`

This routine will be called once, before any of your other A-side or B-side routines are called. It can be used to do any required initialization.

- `void A_output(struct msg message);`
where `message` is a structure of type `msg`, containing data to be sent to the B-side. This routine will be called whenever the upper layer at the sending side (A) has a message to send. It is the job of your protocol to ensure that the data in such a message is delivered in-order, and correctly, to the receiving side upper layer.
- `void A_input(struct pkt packet);`
where `packet` is a structure of type `pkt`. This routine will be called whenever a packet sent from the B-side (i.e., as a result of a `tolayer3()` being done by a B-side procedure) arrives at the A-side. `packet` is the (possibly corrupted) packet sent from the B-side.
- `void A_timerinterrupt(int index);`
This routine will be called when A's timer expires (thus generating a timer interrupt). You'll use this routine to control the retransmission of packets. See `starttimer(int index)` and `stoptimer(int index)` below for how the timer is started and stopped.
- `void B_input(struct pkt packet);`
where `packet` is a structure of type `pkt`. This routine will be called whenever a packet sent from the A-side (i.e., as a result of a `tolayer3()` being done by a A-side procedure) arrives at the B-side. `packet` is the (possibly corrupted) packet sent from the A-side.
- `void B_timerinterrupt(int index);`
This routine will be called when B's timer expires (thus generating a timer interrupt). You'll use this routine to control the retransmission of packets. See `starttimer(int index)` and `stoptimer(int index)` below for how the timer is started and stopped.

(i) **[Software interfaces]**

The following routines are provided to you and can be called by your routines:

- `void startTimer(int AorB, float increment, int index);`
where calling entity is either 0 (for starting the A-side timer) or 1 (for starting the B side timer), and `increment` is a float value indicating the amount of time that will pass before the timer interrupts. A's timer should only be started (or stopped) by A-side routines, and similarly for the B-side timer. To give you an idea of the appropriate increment value to use: a packet sent into the network takes an average of 5 time units to arrive at the other side when there are no other messages in the medium.
- `void stopTimer(int AorB, int index);`
where calling entity is either 0 (for stopping the A-side timer) or 1 (for stopping the B side timer).
- `void toLayer3(int AorB, struct pkt packet, int index);`

where calling entity is either 0 (for the A-side send) or 1 (for the B side send), and packet is a structure of type pkt, index would be index of packet in sliding window. Calling this routine will cause the packet to be sent into the network, destined for the other entity.

- `void toLayer5(int AorB, struct msg datasent);`
where calling entity is either 0 (for the A-side delivery to layer 5) or 1 (for B-side delivery to layer 5), and message is a structure of type msg. With unidirectional data transfer(only from A to B), you would only be calling this with calling entity equal to 1 (delivery to the B-side). Calling this routine will cause data to be passed up to layer 5.

(ii) [**The Simulated Network Environment**]

The medium is capable of corrupting, losing, and reordering packets.. When you compile your procedures and simulation procedures together, and run the resulting program, you will be asked to specify values regarding the simulated network environment. Here's what you will be asked:

- **Number of messages to simulate :**
The emulator (and your routines) will stop as soon as this number of messages have been passed down from layer 5, regardless of whether or not all of the messages have been correctly delivered. Thus, you need not worry about undelivered or unACK'ed messages still in your sender when the emulator stops. Note that if you set this value to 1, your program will terminate immediately, before the message is delivered to the other side. Thus, this value should always be greater than 1.
- **Loss :**
You are asked to specify a packet loss probability. A value of 0.1 would mean that one in ten packets (on average) are lost and not delivered to the destination.
- **Corruption :**
You are asked to specify a packet loss probability. A value of 0.2 would mean that two in ten packets (on average) are corrupted. Note that the contents of payload, sequence, ack, or checksum fields can be corrupted. Your checksum should thus include the data, sequence, and ack fields.
- **Average time between messages from sender's layer5 :**
You can set this value to any non-zero, positive value. Note that the smaller the value you choose, the faster packets will be arriving to your sender.
- **Tracing :**
Setting a tracing value of 1 or 2 will print out useful information about what is going on inside the emulation (e.g., what's happening to packets and timers). A tracing value of 0 will turn this off. A tracing value greater than 2 will display all sorts of odd messages that are for emulator-debugging purposes. A tracing value of 2 may be helpful to you in debugging your code.

(iii) [**Program Testing**]

- **Submission :**

You should only write your code in hw2.c, and submit as `[student_id].c` .
Make sure you can compile your code with the testing command.

- **Compile :**

```
$ gcc [student_id].c -o [student_id] -std=gnu11
```

b.(Report 28%) Please screenshot the outputlog of the program. There are four command you should screenshot and discuss the how SR works.

- (a) `./[student_ID] 10 0 0 10 2`
- (b) `./[student_ID] 20 0.1 0 10 2`
- (c) `./[student_ID] 20 0 0.1 10 2`
- (d) `./[student_ID] 20 0.1 0.1 10 2`

2. **[Bonus]** – 10 %

Discussion of any other experiment in problem1 and problem2.