

HW2 B06504016 林家宏

1.

(a)我把 msg 的 buffersize 寫成 1000，timer 的 increment 設為 30，sequence number 則沒有去限制，初始值設為 0。另外我把 acknowledge number 初始值設為 100，刻意讓他和 sequence number 不同，畢竟在通常情況下兩個是不一樣的。

當 A 端開始傳送第一個封包，會印出 seq ack check 三個 number 以及原始訊息。B 端收到後，如果封包正確，就會回應一個封包，這封包的 seq 就是 A 傳送過來的 ack，ack 則是預期收到的下個 A 傳來的 seq。訊息內容則是 ACK。若傳送失敗，則傳過去訊息內容則是 NAK。

```
-bash-4.1$ ./gdn_template 20 0.1 0.1 10 2
----- Stop and Wait Network Simulator Version 1.1 -----

the number of messages to simulate: 20
packet loss probability: 0.100000
packet corruption probability: 0.100000
average time between messages from sender's layer5: 10.000000
TRACE: 2

EVENT time: 18.705740, type: 1, fromlayer5 entity: 0
In starttimer:increment:30.000000
A: sending:
  seq:0, ack:100,
  check:191918B6
  message: aaaaaaaaaaaaaaaaaaaaaa
EVENT time: 24.170835, type: 2, fromlayer3 entity: 1
receiving:
  seq:0, ack:100 check:191918B6
  message:aaaaaaaaaaaaaaaaaaaaa
receive:0,looking for:0
B:sending:
  seq:100, ack:1 check:FFB4BC59
  message:ACK
EVENT time: 29.402449, type: 2, fromlayer3 entity: 0
receive acknum: 100, looking for: 100
ACK!
In starttimer:increment:30.000000
EVENT time: 35.124840, type: 1, fromlayer5 entity: 0
In starttimer:increment:30.000000
warning: attempt to start a timer that is already started
A: sending:
  seq:1, ack:101,
  check:141413AF
  message: bbbbbbbbbbbbbbbbbbbb
EVENT time: 37.145336, type: 2, fromlayer3 entity: 1
receiving:
  seq:1, ack:101 check:141413AF
  message:bbbbbbbbbbbbbbbbbbbb
receive:1,looking for:1
B:sending:
  seq:101, ack:2 check:FFB4BC57
  message:ACK
TOLAYER3: packet being corrupted
EVENT time: 41.612602, type: 2, fromlayer3 entity: 0
receive acknum: 101, looking for: 101
corrupted!
EVENT time: 52.094032, type: 1, fromlayer5 entity: 0
A: sending:
  seq:2, ack:102,
  check:F0F0EA8
  message: cccccccccccccccccccc
EVENT time: 53.157188, type: 1, fromlayer5 entity: 0
A: sending:
  seq:3, ack:103,
  check:A0A09A1
  message: dddddddddddddddddddd
EVENT time: 59.402451, type: 0, timerinterrupt entity: 0
sending:
  seq:1, ack:101 check:141413AF
  message:bbbbbbbbbbbbbbbbbbbb
sending:
  seq:2, ack:102 check:F0F0EA8
  message:cccccccccccccccccccc
TOLAYER3: packet being corrupted
sending:
  seq:3, ack:103 check:A0A09A1
  message:dddddddddddddddddddd
In starttimer:increment:30.000000
```

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EVENT time: 75.484344, type: 2, fromlayer3 entity: 0  
receive acknum: 103, looking for: 101  
  
EVENT time: 75.627434, type: 1, fromlayer5 entity: 0  
TOLAYER3: packet being corrupted  
A: sending:  
seq:7, ack:107,  
check:F5F5F585  
message: hhhhhhhhhhhhhhhhhhhh  
  
EVENT time: 78.443565, type: 2, fromlayer3 entity: 1  
receiving:  
seq:4, ack:104 check:505049A  
message:eeeeeeeeeeeeeeeeee  
  
receive:4,looking for:4  
B:sending:  
seq:104, ack:5 check:FFB4BC51  
message:ACK  
  
EVENT time: 79.749954, type: 2, fromlayer3 entity: 1  
receiving:  
seq:5, ack:105 check:FFFFFF93  
message:fffffffffffffffffff  
  
receive:5,looking for:5  
B:sending:  
seq:105, ack:6 check:FFB4BC4F  
message:ACK  
  
EVENT time: 80.970238, type: 2, fromlayer3 entity: 1  
receiving:  
seq:6, ack:106 check:FAFAFA8C  
message:gsgggggggggggggggg  
  
receive:6,looking for:6  
B:sending:  
seq:106, ack:7 check:FFB4BC4D  
message:ACK  
  
EVENT time: 81.734283, type: 2, fromlayer3 entity: 0  
receive acknum: 101, looking for: 101  
corrupted!  
  
EVENT time: 86.553566, type: 2, fromlayer3 entity: 0  
receive acknum: 102, looking for: 101  
  
EVENT time: 89.224945, type: 1, fromlayer5 entity: 0  
A: sending:  
seq:8, ack:108,  
check:F0F0F07E  
message: iiii iiiiiiiiiiii  
  
EVENT time: 89.402451, type: 0, timerinterrupt entity: 0  
sending:  
seq:1, ack:101 check:141413AF  
message:bbbbbbbbbbbbbbbbbbb  
  
sending:  
seq:2, ack:102 check:F0F0EA8  
message:ccccccccccccccccc  
  
sending:  
seq:3, ack:103 check:A0A09A1  
message:ddddddddd d d d d d d d  
  
sending:  
seq:4, ack:104 check:505049A  
message:eeeeeeeeeeeeeeeeee  
  
TOLAYER3: packet being lost  
  
sending:  
seq:5, ack:105 check:FFFFFF93  
message:ffffffffffffffffff  
  
sending:  
seq:6, ack:106 check:FAFAFA8C  
message:gsgggggggggggggg  
  
sending:  
seq:7, ack:107 check:F5F5F585
```

sending: seq:7, ack:107 check:F5F5F585 message:hhhhhhhhhhhhhhhhhhhh	receive:1,looking for:7 B:sending: seq:101, ack:2 check:FFB4BC57 message:ACK
sending: seq:8, ack:108 check:F0F0F07E message:iiiiiiiiiiiiiiiiiiii	
In starttimer:increment:30.000000	EVENT time: 103.545685, type: 2, fromlayer3 entity: 0 receive acknum: 105, looking for: 101
EVENT time: 89.881020, type: 2, fromlayer3 entity: 1 receiving: seq:7, ack:107 check:F5F5F585 message:Zhnhhhhhhhhhhhhhhhhh	EVENT time: 104.209259, type: 1, fromlayer5 entity: 0 EVENT time: 104.607986, type: 2, fromlayer3 entity: 1 receiving: seq:2, ack:102 check:F0F0EA8 message:cccccccccccccccccc
B:sending: seq:106, ack:7 check:FFB4BE40 message:NAK	receive:2,looking for:7 B:sending: seq:102, ack:3 check:FFB4BC55 message:ACK
EVENT time: 95.893173, type: 2, fromlayer3 entity: 1 receiving: seq:8, ack:108 check:F0F0F07E message:iiiiiiiiiiiiiiiiiiii	
receive:8,looking for:7 B:sending: seq:106, ack:7 check:FFB4BE40 message:NAK	EVENT time: 105.352020, type: 2, fromlayer3 entity: 0 receive acknum: 106, looking for: 101 EVENT time: 109.335983, type: 1, fromlayer5 entity: 0 EVENT time: 109.994843, type: 2, fromlayer3 entity: 1 receiving: seq:3, ack:103 check:A0A09A1 message:dddddddddddddddddd
EVENT time: 95.949646, type: 2, fromlayer3 entity: 0 receive acknum: 103, looking for: 101 EVENT time: 101.567314, type: 2, fromlayer3 entity: 0 receive acknum: 104, looking for: 101	receive:3,looking for:7 TOLAYER3: packet being lost B:sending: seq:103, ack:4 check:FFB4BC53 message:ACK
EVENT time: 102.125610, type: 2, fromlayer3 entity: 1 receiving: seq:1, ack:101 check:141413AF message:bbbbbbbbbbbbbbbbbb	

	TOLAYER3: packet being corrupted sending: seq:6, ack:106 check:FAFAFA8C message:gggggggggggggggggggg
EVENT time: 110.478432, type: 1, fromlayer5 entity: 0	
EVENT time: 111.699081, type: 2, fromlayer3 entity: 1 receiving: seq:4, ack:104 check:505049A message:eeeeeeeeeeeeeeeeee	sending: seq:7, ack:107 check:F5F5F585 message:hhhhhhhhhhhhhhhhhhhh
receive:4,looking for:7 TOLAYER3: packet being corrupted	TOLAYER3: packet being corrupted sending: seq:8, ack:108 check:F0F0F07E message:iiiiiiiiiiiiiiiiiiii
B:sending: seq:104, ack:5 check:FFB4BC51 message:ACK	In starttimer:increment:30.000000
EVENT time: 112.048866, type: 2, fromlayer3 entity: 0 receive acknum: 106, looking for: 101	EVENT time: 119.656944, type: 2, fromlayer3 entity: 1 receiving: seq:6, ack:106 check:FAFAFA8C message:gggggggggggggggggggg
EVENT time: 116.620056, type: 1, fromlayer5 entity: 0	
EVENT time: 119.402451, type: 0, timerinterrupt entity: 0 sending: seq:1, ack:101 check:141413AF message:bbbbbbbbbbbbbbbbbb	receive:6,looking for:7 B:sending: seq:106, ack:7 check:FFB4BC4D message:ACK
TOLAYER3: packet being lost	
sending: seq:2, ack:102 check:F0F0EA8 message:cccccccccccccccccc	EVENT time: 119.835999, type: 2, fromlayer3 entity: 0 receive acknum: 106, looking for: 101
sending: seq:3, ack:103 check:A0A09A1 message:dddddddddddddddddd	EVENT time: 123.635284, type: 2, fromlayer3 entity: 0 receive acknum: 101, looking for: 101 ACK! In starttimer:increment:30.000000
sending: seq:4, ack:104 check:505049A message:eeeeeeeeeeeeeeeeee	EVENT time: 124.049408, type: 2, fromlayer3 entity: 1 receiving: seq:7, ack:107 check:F5F5F585 message:hhhhhhhhhhhhhhhhhhhh
sending: seq:5, ack:105 check:FFFFFF93 message:ffffffffffffffffffff	receive:7,looking for:7 B:sending:

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sending:
seq:107, ack:8 check:FFB4BC4B
message:ACK

EVENT time: 135.316177, type: 2, fromlayer3 entity: 1
receiving:
seq:3, ack:103 check:A0A09A1
message:dddddddddddddddddd

EVENT time: 129.714432, type: 2, fromlayer3 entity: 1
receiving:
seq:8, ack:108 check:F0F0F07E
message:iiiiiiiiiiiiiiiiiii

receive:8,looking for:8
B:sending:
seq:108, ack:9 check:FFB4BC49
message:ACK

EVENT time: 140.593170, type: 2, fromlayer3 entity: 0
receive acknum: 107, looking for: 103

EVENT time: 129.894562, type: 2, fromlayer3 entity: 0
receive acknum: 102, looking for: 102
ACK!
In starttimer:increment:30.000000

EVENT time: 130.992584, type: 2, fromlayer3 entity: 0
receive acknum: 104, looking for: 103

EVENT time: 134.004776, type: 1, fromlayer5 entity: 0

EVENT time: 134.142731, type: 2, fromlayer3 entity: 1
receiving:
seq:1, ack:101 check:141413AF
message:bbbbbbbbbbbbbbbbbb

EVENT time: 143.689972, type: 2, fromlayer3 entity: 1
receiving:
seq:5, ack:105 check:FFFFFFF93
message:fffffffffffffffffff

receive:1,looking for:9
B:sending:
seq:101, ack:2 check:FFB4BC57
message:ACK

receive:5,looking for:9
B:sending:
seq:105, ack:6 check:FFB4BC4F
message:ACK

EVENT time: 134.905350, type: 2, fromlayer3 entity: 0
receive acknum: 106, looking for: 103

EVENT time: 146.864853, type: 2, fromlayer3 entity: 0
receive acknum: 108, looking for: 103

EVENT time: 135.316177, type: 2, fromlayer3 entity: 1
receiving:
seq:3, ack:103 check:A0A09A1

EVENT time: 150.186615, type: 2, fromlayer3 entity: 0
receive acknum: 101, looking for: 103

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EVENT time: 153.012421, type: 2, fromlayer3 entity: 1  
receiving:  
seq:6, ack:106 check:F4FAF48C  
message:Zggggggggggggggggggg  
  
B:sending:  
seq:108, ack:9 check:FFB4BE3C  
message:NAK  
  
EVENT time: 153.424133, type: 1, fromlayer5 entity: 0  
  
EVENT time: 156.008804, type: 2, fromlayer3 entity: 1  
receiving:  
seq:7, ack:107 check:F5F5F585  
message:h h h h h h h h h h h h h h h h  
  
receive:7,looking for:9  
B:sending:  
seq:107, ack:8 check:FFB4BC4B  
message:ACK  
  
EVENT time: 156.955078, type: 2, fromlayer3 entity: 0  
receive acknum: 103, looking for: 103  
corrupted!  
  
EVENT time: 158.450867, type: 1, fromlayer5 entity: 0  
  
EVENT time: 159.894562, type: 0, timerinterrupt entity: 0  
sending:  
seq:3, ack:103 check:A0A09A1  
message: d d d d d d d d d d d d d d d d  
  
sending:  
seq:4, ack:104 check:505049A  
message: e e e e e e e e e e e e e e e e  
  
TOLAYER3: packet being lost  
  
sending:  
seq:5, ack:105 check:FFFFFF93
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sending:
  seq:5, ack:105 check:FFFFF93
  message:ffffffffffffffffffffff

      TOLAYER3: packet being corrupted

sending:
  seq:6, ack:106 check:FAFAFA8C
  message:gggggggggggggggggggg

sending:
  seq:7, ack:107 check:F5F5F585
  message:hhhhhhhhhhhhhhhhhhhh

sending:
  seq:8, ack:108 check:F0F0F07E
  message:iiiiiiiiiiiiiiiiiii

sending:
  seq:9, ack:109 check:EBEBEB77
  message:jjjjjjjjjjjjjjjjjj

sending:
  seq:10, ack:110 check:E6E6E670
  message:kkkkkkkkkkkkkkkkkk

In starttimer:increment:30.000000

EVENT time: 160.673294, type: 2, fromlayer3 entity: 0
receive acknum: 104, looking for: 103

EVENT time: 164.264465, type: 2, fromlayer3 entity: 1
receiving:
  seq:8, ack:108 check:F0F0F07E
  message:Ziiiiiiiiiiiiiiiiiii

B:sending:
  seq:108, ack:9 check:FFB4BE3C
  message:NAK

      TOLAYER3: packet being lost

```

<pre> TOLAYER3: packet being lost EVENT time: 165.544968, type: 2, fromlayer3 entity: 0 receive acknum: 105, looking for: 103 EVENT time: 168.802902, type: 2, fromlayer3 entity: 1 receiving: seq:9, ack:109 check:EBEBEB77 message:jjjjjjjjjjjjjjjjjjjj receive:9,looking for:9 B:sending: seq:109, ack:10 check:FFB4BC47 message:ACK EVENT time: 172.084198, type: 2, fromlayer3 entity: 0 receive acknum: 108, looking for: 103 EVENT time: 172.409653, type: 1, fromlayer5 entity: 0 EVENT time: 174.484360, type: 2, fromlayer3 entity: 1 receiving: seq:10, ack:110 check:E6E6E670 message:kkkkkkkkkkkkkkkkkkkk receive:10,looking for:10 B:sending: seq:110, ack:11 check:FFB4BC45 message:ACK EVENT time: 176.916962, type: 2, fromlayer3 entity: 0 receive acknum: 107, looking for: 103 EVENT time: 176.972656, type: 2, fromlayer3 entity: 1 receiving: seq:3, ack:103 check:A0A09A1 message:dddddddddddddddddd receive:3,looking for:11 </pre>	<pre> seq:3, ack:103 check:A0A09A1 message:dddddddddddddddddd receive:3,looking for:11 TOLAYER3: packet being corrupted B:sending: seq:103, ack:4 check:FFB4BC53 message:ACK EVENT time: 184.732635, type: 2, fromlayer3 entity: 1 receiving: seq:4, ack:104 check:505049A message:eeeeeeeeeeeeeeeeee receive:4,looking for:11 B:sending: seq:104, ack:5 check:FFB4BC51 message:ACK EVENT time: 185.498383, type: 2, fromlayer3 entity: 0 receive acknum: 109, looking for: 103 EVENT time: 189.894562, type: 0, timerinterrupt entity: 0 sending: seq:3, ack:103 check:A0A09A1 message:dddddddddddddddddd sending: seq:4, ack:104 check:505049A message:eeeeeeeeeeeeeeeeee sending: seq:5, ack:105 check:FFFFFFF93 message:ffffffffffffffffffff TOLAYER3: packet being lost sending: seq:6, ack:106 check:FAFAFA8C message:gggggggggggggggggggg sending: </pre>
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<pre> sending: seq:7, ack:107 check:F5F5F585 message:hhhhhhhhhhhhhhhhhhhh TOLAYER3: packet being lost sending: seq:8, ack:108 check:F0F0F07E message:iiiiiiiiiiiiiiiiiii TOLAYER3: packet being lost sending: seq:9, ack:109 check:EBEBEB77 message:jjjjjjjjjjjjjjjjjjjj TOLAYER3: packet being lost sending: seq:10, ack:110 check:E6E6E670 message:kkkkkkkkkkkkkkkkkkkk In starttimer:increment:30.000000 EVENT time: 190.746780, type: 1, fromlayer5 entity: 0 EVENT time: 192.125015, type: 2, fromlayer3 entity: 1 receiving: seq:6, ack:106 check:FAFAFA8C message:Zggggggggggggggggggg B:sending: seq:110, ack:11 check:FFB4BE38 message:NAK EVENT time: 194.543381, type: 2, fromlayer3 entity: 1 receiving: seq:7, ack:107 check:F5F5F585 message:hhhhhhhhhhhhhhhhhhhh receive:7,looking for:11 B:sending: seq:107, ack:8 check:FFB4BC4B message:ACK </pre>	<pre> EVENT time: 194.547058, type: 1, fromlayer5 entity: 0 EVENT time: 195.423813, type: 2, fromlayer3 entity: 0 receive acknum: 110, looking for: 103 EVENT time: 196.653519, type: 1, fromlayer5 entity: 0 EVENT time: 197.558228, type: 2, fromlayer3 entity: 1 Simulator terminated at time 197.558228 after sending 20 msgqs from layer5 </pre>
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(b)

當 A 端開始傳送封包，如果封包損壞，B 端會回應 NAK，A 端收到後會知道這個封包錯，便會重新傳送從這個錯誤封包起的所有可傳送封包。若封包遺失，代表 B 端不會收到封包，所以 A 端會一直收不到 ACK，超過了容許時間後，A 端會重新傳送這個封包起的所有可傳送封包。若 B 端傳送的封包損壞，則 A 端也會重新傳送。若 B 端傳送的 ACK 封包遺失，但 A 端在時間內有收到之後的

ACK 封包，A 端會判定這 ACK 封包前的所有封包都有被收到，因此不會重傳。

```
the number of messages to simulate: 50
packet loss probability: 0.300000
packet corruption probability: 0.300000
average time between messages from sender's layer5: 10.000000
TRACE: 2

EVENT time: 18.705740, type: 1, fromlayer5 entity: 0
TOLAYER3: packet being corrupted
In starttimer:increment:30.000000
A: sending:
seq:0, ack:100,
check:191918B6
message: aaaaaaaaaaaaaaaaaaaaaa
```

```
A: sending:
seq:1, ack:101,
check:141413AF
message: bbbbbbbbbbbbbbbbbbbb

EVENT time: 37.680447, type: 1, fromlayer5 entity: 0
TOLAYER3: packet being corrupted
```

```
sending:
seq:1, ack:101 check:141413AF
message:bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being corrupted
sending:
seq:2, ack:102 check:F0F0EA8
message:cccccccccccccccccccc

TOLAYER3: packet being lost
```

```
EVENT time: 58.599510, type: 2, fromlayer3 entity: 1
receiving:
seq:1, ack:101 check:141413AF
message:bbbbbbbbbbbbbbbbbbbb

receive:1,looking for:4
TOLAYER3: packet being corrupted
B:sending:
seq:101, ack:2 check:FFB4BC57
message:ACK
```

```
EVENT time: 78.705742, type: 0, timerinterrupt entity: 0
sending:
seq:0, ack:100 check:191918B6
message:aaaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost
sending:
seq:1, ack:101 check:141413AF
message:bbbbbbbbbbbbbbbbbbbb

TOLAYER3: packet being lost
sending:
seq:2, ack:102 check:F0F0EA8
message:cccccccccccccccccccc

TOLAYER3: packet being corrupted
sending:
seq:3, ack:103 check:A0A09A1
message:dddddddddddddddddddd

TOLAYER3: packet being corrupted
sending:
seq:4, ack:104 check:505049A
message:eeeeeeeeeeeeeeeeeeee

sending:
seq:5, ack:105 check:FFFFFFF93
message:ffffffffffffffffffff
```

```
EVENT time: 83.979843, type: 2, fromlayer3 entity: 1
receiving:
seq:0, ack:100 check:191918B6
message:aaaaaaaaaaaaaaaaaaaaa

receive:0,looking for:5
TOLAYER3: packet being corrupted
B:sending:
seq:100, ack:1 check:FFB4BC59
message:ACK
```

```
EVENT time: 85.384987, type: 1, fromlayer5 entity: 0
TOLAYER3: packet being corrupted
A: sending:
seq:6, ack:106,
check:FAFAFA8C
message: gggggggggggggggggggg
```

```
EVENT time: 90.229782, type: 2, fromlayer3 entity: 1
receiving:
seq:3, ack:103 check:A0A09A1
message:Zdddddddddddddddddd

B:sending:
seq:104, ack:5 check:FFB4BE44
message:NAK

TOLAYER3: packet being lost
```

```
EVENT time: 90.229782, type: 2, fromlayer3 entity: 1
receiving:
seq:3, ack:103 check:A0A09A1
message:Zdddddddddddddddddd

B:sending:
seq:104, ack:5 check:FFB4BE44
message:NAK

TOLAYER3: packet being lost
```



```

EVENT time: 147.387817, type: 0, timerinterrupt entity: 0
TOLAYER3: packet being corrupted
sending:
  seq:1, ack:101 check:141413AF
  message:bbbbbbbbbbbbbbbbbb
TOLAYER3: packet being corrupted
sending:
  seq:2, ack:102 check:F0F0EA8
  message:cccccccccccccccccc
sending:
  seq:3, ack:103 check:A0A09A1
  message:dddddddddddddddddd
TOLAYER3: packet being corrupted
sending:
  seq:4, ack:104 check:505049A
  message:eeeeeeeeeeeeeeeeee
TOLAYER3: packet being corrupted
sending:
  seq:5, ack:105 check:FFFFFF93
  message:fffffffffffffffffff
TOLAYER3: packet being lost
sending:
  seq:6, ack:106 check:FAFAFA8C
  message:ggggggggggggggggggg
TOLAYER3: packet being lost
sending:
  seq:7, ack:107 check:F5F5F585
  message:hhhhhhhhhhhhhhhhhhh

EVENT time: 65.124435, type: 2, fromlayer3 entity: 1
receiving:
  seq:4, ack:104 check:505049A
  message:eeeeeeeeeeeeeeeeee
receive:4,looking for:4
B:sending:
  seq:104, ack:5 check:FFB4BC51
  message:ACK
TOLAYER3: packet being lost

```

```

EVENT time: 158.111984, type: 2, fromlayer3 entity: 1
receiving:
  seq:1, ack:101 check:141413AF
  message:Zbbbbbbbbbbbbbbbbbb
B:sending:
  seq:108, ack:9 check:FFB4BE3C
  message:NAK
TOLAYER3: packet being lost

```

```

EVENT time: 332.167389, type: 0, timerinterrupt entity: 0
TOLAYER3: packet being lost
sending:
  seq:3, ack:103 check:A0A09A1
  message:dddddddddddddddddd
TOLAYER3: packet being lost

```

```

EVENT time: 542.167358, type: 0, timerinterrupt entity: 0
sending:
  seq:3, ack:103 check:A0A09A1
  message:dddddddddddddddddd
sending:
  seq:4, ack:104 check:505049A
  message:eeeeeeeeeeeeeeeeee
sending:
  seq:5, ack:105 check:FFFFFF93
  message:fffffffffffffffffff
sending:
  seq:6, ack:106 check:FAFAFA8C
  message:ggggggggggggggggggg
TOLAYER3: packet being corrupted
sending:
  seq:7, ack:107 check:F5F5F585
  message:hhhhhhhhhhhhhhhhhhh
sending:
  seq:8, ack:108 check:F0F0F07E
  message:iiiiiiiiiiiiiiiiiii
sending:
  seq:9, ack:109 check:EBEBEB77
  message:jjjjjjjjjjjjjjjjjjj
sending:
  seq:10, ack:110 check:E6E6E670
  message:kkkkkkkkkkkkkkkkkkk

```

2.(a)我使用 timer 記錄了 time 並測量出了 sampleRTT，據此估算 estimatedRTT，為了方便，我把封包遺失和毀損的機率直接設為 0，並在 terminate 後面將資料

print 出來。我繳交的檔案是把這幾行註解掉的，如果想看輸出把註解刪掉即可。
以下分別提供 α 等於 0.125、0.5、0.8 的結果。

```
terminate:
    printf(" Simulator terminated at time %f\n after sending %d msgs from layer5\n",time,nsim);
    /*int k = 0;
    for(k=0;k<packetnum;k++){
        printf("sample : %f ", sampleRTT[k]);
        printf("estimated : %f, ", estimatedRTT[k]);
        printf("time : %f \n", recordtime[k]);
    }*/
}
```

執行結果

Alpha = 0.125

```
EVENT time: 218.426834, type: 1, fromlayer5 entity: 0
Simulator terminated at time 218.426834
after sending 20 msgs from layer5
sample : 10.696709 estimated : 10.696709, time : 29.402449
sample : 12.210154 estimated : 10.885889, time : 41.612602
sample : 21.643246 estimated : 12.230558, time : 63.255848
sample : 8.464062 estimated : 11.759747, time : 71.719910
sample : 6.831436 estimated : 11.143707, time : 78.551346
sample : 15.971741 estimated : 11.747211, time : 94.523087
sample : 8.061279 estimated : 11.286470, time : 102.584366
sample : 1.755676 estimated : 10.095121, time : 104.340042
sample : 10.923172 estimated : 10.198627, time : 115.263214
sample : 6.809921 estimated : 9.775040, time : 122.073135
sample : 15.522003 estimated : 10.493410, time : 137.595139
sample : 7.150314 estimated : 10.075523, time : 144.745453
sample : 7.861938 estimated : 9.798825, time : 152.607391
sample : 13.160980 estimated : 10.219094, time : 165.768372
sample : 13.605072 estimated : 10.642342, time : 179.373444
sample : 17.022415 estimated : 11.439851, time : 196.395859
sample : 9.556534 estimated : 11.204436, time : 205.952393
```

Alpha = 0.5


```

EVENT time: 218.426834, type: 1, fromlayer5 entity: 0
Simulator terminated at time 218.426834
after sending 20 msgs from layer5
sample : 10.696709 estimated : 10.696709, time : 29.402449
sample : 12.210154 estimated : 11.453431, time : 41.612602
sample : 21.643246 estimated : 16.548338, time : 63.255848
sample : 8.464062 estimated : 12.506200, time : 71.719910
sample : 6.831436 estimated : 9.668818, time : 78.551346
sample : 15.971741 estimated : 12.820279, time : 94.523087
sample : 8.061279 estimated : 10.440779, time : 102.584366
sample : 1.755676 estimated : 6.098228, time : 104.340042
sample : 10.923172 estimated : 8.510700, time : 115.263214
sample : 6.809921 estimated : 7.660311, time : 122.073135
sample : 15.522003 estimated : 11.591157, time : 137.595139
sample : 7.150314 estimated : 9.370735, time : 144.745453
sample : 7.861938 estimated : 8.616337, time : 152.607391
sample : 13.160980 estimated : 10.888659, time : 165.768372
sample : 13.605072 estimated : 12.246865, time : 179.373444
sample : 17.022415 estimated : 14.634640, time : 196.395859
sample : 9.556534 estimated : 12.095587, time : 205.952393

```

Alpha = 0.8

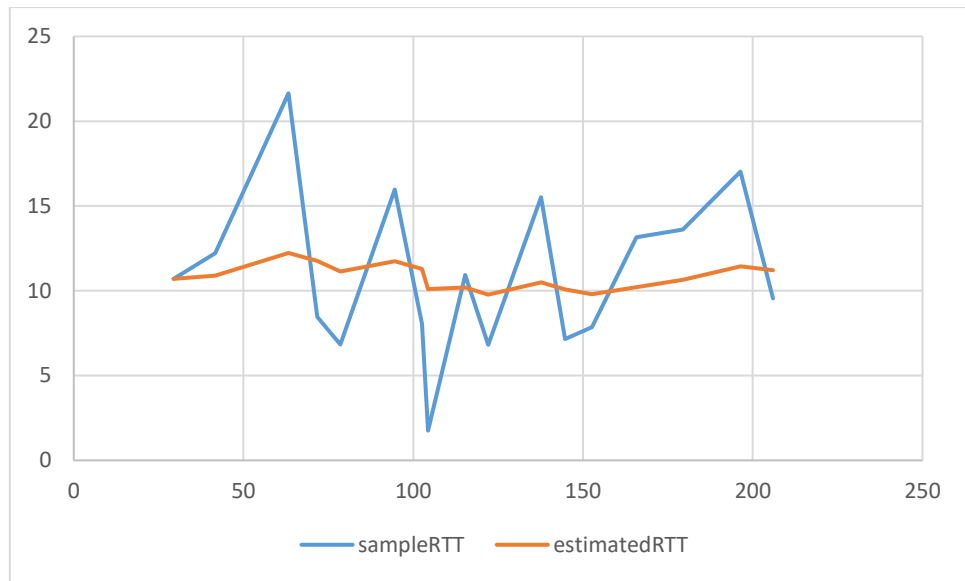
```

EVENT time: 240.088226, type: 2, fromlayer3 entity: 1
Simulator terminated at time 240.088226
after sending 20 msgs from layer5
sample : 12.567282 estimated : 12.567282, time : 31.273022
sample : 13.852062 estimated : 13.595106, time : 45.125084
sample : 23.340164 estimated : 21.391153, time : 68.465248
sample : 9.346382 estimated : 11.755336, time : 77.811630
sample : 6.831436 estimated : 7.816216, time : 84.643066
sample : 18.162239 estimated : 16.093035, time : 102.805305
sample : 9.439461 estimated : 10.770175, time : 112.244766
sample : 1.755676 estimated : 3.558576, time : 114.000443
sample : 12.135139 estimated : 10.419827, time : 126.135582
sample : 7.455360 estimated : 8.048253, time : 133.590942
sample : 17.351501 estimated : 15.490852, time : 150.942444
sample : 7.377441 estimated : 9.000124, time : 158.319885
sample : 7.861938 estimated : 8.089576, time : 166.181824
sample : 14.571014 estimated : 13.274727, time : 180.752838
sample : 15.321747 estimated : 14.912343, time : 196.074585
sample : 18.761520 estimated : 17.991684, time : 214.836105
sample : 10.557190 estimated : 12.044088, time : 225.393295

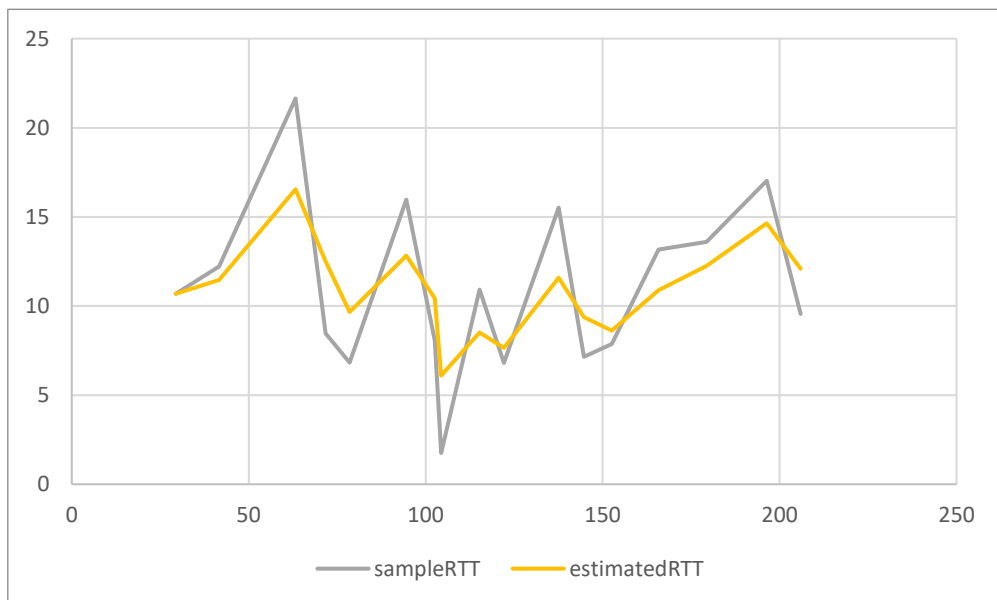
```

2(b)將上題得到的數據使用 excel 作圖，很明顯 alpha 值愈小，estimatedRTT 愈穩定，alpha 值增加時，estimatedRTT 會愈來愈趨近 sampleRTT。下面的圖片應該可以很清楚的說明此項結果。

Alpha = 0.125



Alpha = 0.5



Alpha = 0.8

