

DRTP

Hamid Hamrah

S362052

Zulfeqar shirzadeh

S351922

Narges Rezai

S351921

16 Mai 2023

OSLO METROPOLITAN UNIVERSITY

Contents

1	Introduction	2
2	Background	2
3	Implementation	3
3.1	Three way handshake	3
3.2	server	3
3.3	Client	4
3.3.1	Stop and wait	5
3.3.2	Go back N	5
3.3.3	Selective repeat	6
4	Test cases	6
4.0.1	Stop-and-wait	7
4.0.2	Go-back-N	8
4.0.3	Selective repeat	10
5	Conclusions	11

1 Introduction

In this portfolio we have implemented a file transfer protocol called DRTP. The application have the functionality to transfer photo and text from one end to other end. The user should specify what type of file they are going to transfer both in the client and server side.

The server can be run by writing the following in the command line.

```
python3 application.py -s -i 10.x.x.x -p xxxx -f xxxx.jpg -r reliable method
```

On the other hand the client side can be run by writing the following in the command line.

```
python3 application.py -c -i 10.x.x.x -p xxxx -f xxxx.jpg -r reliable method
```

If the user pleases to choose the reliability GO-back-N or Selective repeat, The uesr have the freedom to choose the window for the transfer. The user can just put a specific number after -w , but on default its 5.

At the end of every transfer info over the period of time for the transfer, the amount of data transferred and the bandwidth for the connection will be displayed on the client side. The user can choose what format for the amount of data. it can be secified after -f.

2 Background

DRPT is a reliable file transfer protocol which is build over UDP. UDP in its simplest form is a network protocol used for sending data over the internet. it establishes no connection between sender and receiver before sending data, so it simply sends information's.

The use for UDP comes more forward when the speed is more important then reliability. Since it doesn't have any overhead of establishing a connection nor verifying that the data has been delivered correctly or not. UDP transfer data faster then other protocols such as TCP since it doesn't have have any error checking or re-transmission mechanism where it can guarantee that the data will arrive in its destinations.

DRTP on the other hand will use UDP on its core but it will be a reliable transfer protocol. DRTP will always establish a three way handshake connection, where the client send sends a packet with synchronized(SYN) flag first. The server then sends an acknowledgment(ACK) for the packet received. The client will also an acknowledgment(ACK) to complete the three way handshake.

There are three functions build where it guarantee the reliability in every one of them.it means that if a packet is lost on its way to the receiver, it will be re-transmitted.

3 Implementation

For the implementation of this application there were many ways to choose, we first wanted to do it in object oriented way. But we decide not since we already had good experience from the first portfolio. Through implementation we have tried to use the **Dry** method for optimization as much as possible.

The application has two mode to run. We can run the application in the server mode or the client mode.If the user want to run both at the same time with one command, it will show an error. We will explain the server side first and then move on to the client side.

3.1 Three way handshake

Three way handshake is a process used in TCP to establish connection between a clients in a network. The three way handshake involves a message exchanged between a client and a server where it helps to synchronize the sequence and acknowledgment number.

As its mentioned previously we are building the three reliability methods over a UDP. There are no overhead establishment control in UDP that's why we should build our own three way handshake.

To initiates the connection with three way handshake. We start by sending a packet with SYN flag first where it synchronized the connections. The server will respond with A SYN-ACK packet that indicates that it has received the packet with SYN flag and is ready to communicate. Then the client will also sends a packet with ACK flag where the server indicate that it has received the packet with SYN-ACK flag.

After the three-way handshake is complete , both server and client will be synchronized and will start exchanging data using the agreed upon sequence and acknowledge numbers. This is the start of our reliable communication over UDP.

3.2 server

The server of the application will be run with the following command.

```
python3 application.py -s -i 10.x.x.x -p xxxx -f xxxx.jpg -r —
```

When the user wants to run the server, They have the freedom to choose the ip address and the port number where the application can be run. Now -f refers to what user want to call the file received. -r refers to the reliability type where the user can choose between 'stop_and_wait', 'gbn' or 'sr'.

We started with making a socket using UDP protocol. Then we bind the socket with the IP address and port number given by the user.

Before entering the while loop we create a new object and assign it to a variable. The `open()` function is a built-in Python function that is used to open files. The second argument, "wb", specifies the mode in which the file should be opened. In this case, the w stands for "write" and the b stands for "binary". This means that the file will be opened in binary mode, and any data that is written to the file will be treated as binary data.

After creating the object we enter an infinite while loop, where we constantly receive file from the client. Now when we receive the file we use a help method called `receive_packet` to parse the header and take out data from the received packet.

`receive_packet` will get the packet received with its address. Now the packets we receive has a size of 1472 bytes where first 12 of those are header. That's why we parse the header of every packet to see the sequence number, acknowledgment number, flags type and the window size. Then we again parse the flags as we have 3 types of flags.

While establishing connection with the client, We can receive packet with three types of flag, SYN, ACK and FIN. Now the client will according to flag.

If the client receives a packet with Syn flag, It will send an acknowledgment to the client. If the clients receives a packet with ACK flag. It will do nothing and continues. Now SYN and ACK is used for three way handshake establishment. If it receives packet with FIN flag it will jump out of the loop and closes the file that were opened.

The server side have three reliability methods. The user can choose which reliability it wants to run the server with. The reliability is set to `stop_and_wait` as a default where the client sends an ACK for every packet it receives.

If the clients wants to choose other reliability then the default, they should specify it with `-r`. For our server we have only gbn and sr left. if the user chooses gbn, we will check if the received packet has the expected sequence number. If it does, we write the received data to the file object, send an acknowledgement packet with the next expected sequence number, and update the base variable. If the received packet is out-of-order, it will be ignored and no acknowledgement packet is sent.

Now if the user chooses sr as a server, we are gonna check if the packets are in order or not. If the packet come in order, it will then be checked if the test cases is triggered or not for that packet if yes, then we don't write or store the packet, we also wouldn't send any ACK for the packet either. But if its out of order it will be stored so that when the right time for the packet comes we can just pop it out. and send an ACK for the the packet.

3.3 Client

The client side is contained of 3 function where every function provides different type of reliability. The user can run the client by following command.

```
python3 application.py -c -i 10.x.x.x -p xxxx -f xxxx.jpg -r
```

User can specify the type of reliability by mentioning it after -r. If nothing is mentioned the default is set to be stop_and_wait.

3.3.1 Stop and wait

Stop and wait is a method of communication between two devices in a network. It starts where the client sends a packet to the server and waits for the acknowledgment before sending the next message.

To implement this method we start by making a socket using UDP protocol. Since we don't have overhead establishment control for our connection we use the three way handshake to start with.

After the three handshake is complete and the connection is established, we start by reading the file specified in the command line arguments and send it to the server in small chunks of 1460 bytes. Each packet has a sequence number that identifies it and a data payload containing the file data.

After sending each packet, the client waits for an ACK packet from the server. If the ACK packet has the correct sequence number, then we send the next packet. Otherwise if we didn't receive any ACK in 5 seconds for the packet we will resend the packet again.

The code continues sending packets until it reaches the end of the file. Once all packets are sent, then we create a packet with FIN flag and send it to the server to indicate that the transmission is complete and the socket will be closed.

3.3.2 Go back N

Go-back-N is a communication method used in data transmission, specifically in the Automatic Repeat Request (ARQ) protocol. In Go-back-N a sliding window protocol is used to manage the transmission and receipt of data between a client and server.

The idea behind Go-back-N is that the sender transmits multiple packets and wait for acknowledgment for each packet from the server. The client assigns a unique sequence number to each packet, which allows the server to identify and send an ACK to the client.

Sliding window protocol is a reliable method which ensures the efficiency and error detection. The packets that the client send to the server are in order. That's what the clients expect too. So when the client receives an ACK for a packet the window will move and a new packet will be added to the window which will be sent to the server. If a packet from the start of the window is missing ACK the window will not move, but if a packet which is in the middle or at last of the window, the window will move on.

For every connection we establish we start by sending a packet with SYN flag and wait for ACK. While waiting for the ACK we can open the file we want to send in bytes mode. Now when the ACK is received and three way handshake is complete. We start a while loop where we check if we have come to the end of the file or not. We also use a queue here which follows FIFO data structure type. We make a queue of packets and send it to the server. As long as we have data to read we keep on making packet and pushing it to the queue while updating the variables.

We use the sliding window here where we remove a packet every time we receive an ACK. When we receive an ACK we check the base and sequence number if it was correct then we remove it from the queue and add another packet in the queue.

If the client didn't receive an ACK by the timeout it will resend the packets again. The re-sending depends to where in the window the ACK is missing. If everything goes as normal, then we go out of the loop as there is not data to read and send a packet with the FIN flag to indicate that the file is transferred.

3.3.3 Selective repeat

Selective repeat (SR) is an error control protocol which is used to guarantee the dependable transmission of data packets. The protocol is actually used in transmission control protocol (TCP) to make sure that the data sent over network is received by the receiver.

In SR, the sender divides the data into packets the same way as GO-back-N and sends it to the receiver. The receiver then sends an acknowledgment(ACK) for each packet received. If the sender doesn't receive an ACK for a specific packet, it will then re-transmit only that packet instead of the entire set of packets.

In SR we use the window the same way as GO-back-N to ensure that the sender doesn't overwhelm the receiver with too many packets. The sender and receiver maintain a window of packets based on the window size.

The implementation for SR is the same as GO-back-N. The only difference is when it comes to the exception part. When the client is missing an ACK for a packet. We are not sending the whole window but the only pack which is missing. Apart from that there is no difference in the implementations.

4 Test cases

To check the efficacy of the application we are gonna run some test with different values. We will start by changing the RTT for the stop-and-wait reliability function, but for the GO-back-N, we will be changing both the RTT and the window size for the connection.

4.0.1 Stop-and-wait

RTT	Elapsed Time	Bandwidth
25ms	3.1 sec	0.44 Mbps
50ms	6.2 sec	0.22 Mbps
100ms	12 sec	0.12 Mbps

To start for stop-and-wait we are gonna start by changing RTT from 20ms which was the default for the topology to 25ms. We see that the amount of time that took for the file to be transferred was 3.1 ms and when we raise the value for the RTT the time that the file can be transferred will also raise Which is something that's normal. But on the other hand the bandwidth get lower and lower, that's because the bandwidth is calculated when its divided by the time elapsed which will raise proportional to the RTT.

To check if the code handle the packets loss or not. We can run the run server by the following command precising that it will skip the pack with the sepcified number so that the client must retransmit the packet again.

```
Python3 Application.py -s -f Photo.jpg -t -seqNr
```

The user can specifie the which pack should be dropped by the server so that it should be easier to track if its wokrin properly or not.

Now there is another way we can check if its working or not. We can use netem to emulate 10% packet loss. but before that we must remove the existing rulees on the network with the following command.

```
sudo qdisc del dev h1-eth0 root
```

Now we can set new rules by the following command.

```
sudo tc qdisc add dev h1-eth0 root netem loss 10%
```

This will simulates a 10% packet loss rate on h1 outgoing transmissions, specifically focusing on acknowledgement packets (ACKs). Consequently, the client is required to re-transmit packets despite having successfully received them. This re-transmission process will be handled by the server and it doesn't impact the output as duplicate wont be written in the file.however, an acknowledgement is still sent to inform the client that it may proceed with transmitting subsequent packets.


```

root@hamid-virtualbox:/home/hamid/Documents/Data2410/Git/DRTP/DRTP# python3 Application.py -c -f Afg.jpg
-----
Client will start sending data to 10.0.0.1: 3030
-----
No ACK received for packet 25- Retransmitting
No ACK received for packet 36- Retransmitting
No ACK received for packet 51- Retransmitting
No ACK received for packet 56- Retransmitting
No ACK received for packet 67- Retransmitting
No ACK received for packet 69- Retransmitting
No ACK received for packet 76- Retransmitting
No ACK received for packet 107- Retransmitting
No ACK received for packet 112- Retransmitting
No ACK received for packet 116- Retransmitting
ID          Interval      Transfer      Bandwidth
10.0.0.1:3030  0.0 - 52.2      0.17MB        0.03 Mbps
root@hamid-virtualbox:/home/hamid/Documents/Data2410/Git/DRTP/DRTP# █

```

Figure 1: stop-and-wait-loss

4.0.2 Go-back-N

RTT	window size	Bandwidth	Elapsed Time
25ms	5	2.04 Mbps	0.7 sec
	10	3.17 Mbps	0.4 sec
	15	3.88 Mbps	0.4 sec
50ms	5	1.09 Mbps	1.3 sec
	10	1.93 Mbps	0.7 sec
	15	2.2 Mbps	0.7 sec
100ms	5	0.55 Mbps	2.5 sec
	10	1.03 Mbps	1.3 sec
	15	1.50 Mbps	0.9 sec

To test the efficacy with the Go-back-N. We are gonna change the RTT and window size for the connection. We start by changing the RTT to 25 and run it with different window size. We see the the amount of time which is elapsed is start getting a lower when we move the window size. That means the when we send the pack as in a window it will be buffered to the server side and will be processed very quickly while when it wasn't the case for stop and wait. Because stop and wait had to wait for an ACK before sending the next packet.

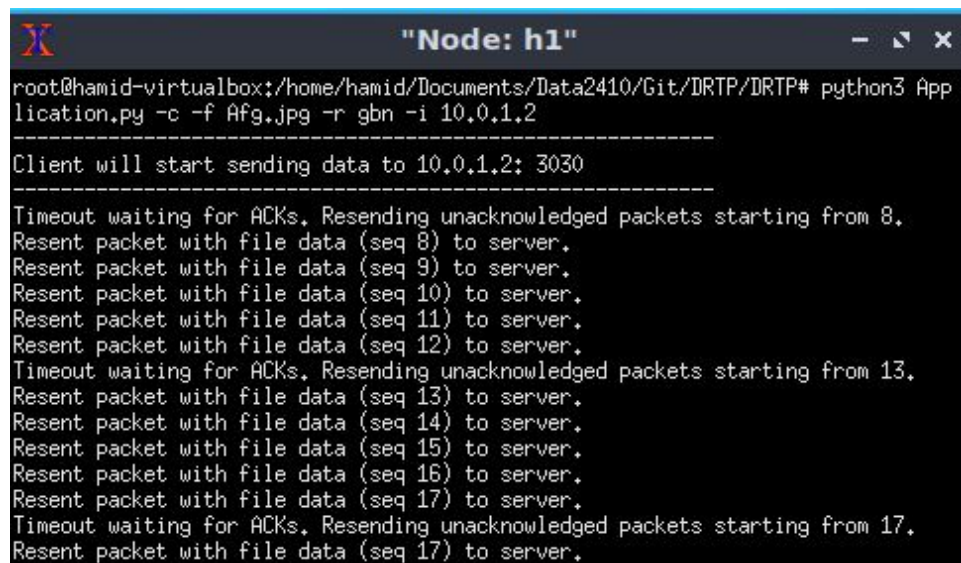
The results repeat itself for the other cases too where the the elapsed time get lower when we increase the window size. Now by that it the probability for the the lost packet on will also raise as if the buffer will full, then the packet will be dropped.

To check if we the GO-back-N can handle the re-transmission of the window. We can run server to skip an ACK with -t. That way we will see that the whole window will be re-transfers and the amount of transfer data will also get higher from the original as we send the same packet multiple times.

We can also emulate the packet loss here too with netem. We check if the it can handle the packet loss first. To check the packet loss we remove the rules from h1 and sett new rules on it with the following command.

```
sudo tc qdisc add dev h1-eth0 root netem loss 10%
```

With the command above, we are dropping from the client side. When the client doesn receive an ACK , It will start re-sending starting from the last ACK recived.



```

Node: h1
root@hamid-virtualbox:/home/hamid/Documents/Data2410/Git/DRTP/DRTP# python3 Application.py -c -f Afg.jpg -r gbn -i 10.0.1.2
-----
Client will start sending data to 10.0.1.2: 3030
-----
Timeout waiting for ACKs. Resending unacknowledged packets starting from 8.
Resent packet with file data (seq 8) to server.
Resent packet with file data (seq 9) to server.
Resent packet with file data (seq 10) to server.
Resent packet with file data (seq 11) to server.
Resent packet with file data (seq 12) to server.
Timeout waiting for ACKs. Resending unacknowledged packets starting from 13.
Resent packet with file data (seq 13) to server.
Resent packet with file data (seq 14) to server.
Resent packet with file data (seq 15) to server.
Resent packet with file data (seq 16) to server.
Resent packet with file data (seq 17) to server.
Timeout waiting for ACKs. Resending unacknowledged packets starting from 17.
Resent packet with file data (seq 17) to server.

```

Figure 2: Go-back-N-loss

We can check if the server also can handle if the packets come out of order. We remove the existing rules with the command above and set a new rule so the 50% of the packets will get a delay of 40ms.

```
sudo tc qdisc add dev h3-eth0 root netem delay 40ms reorder 50% 50%
```

Now we see that some of the packets arrive to the server with 40ms delay. That's why the server will discard those that come out of order and wait for it.

```

Node: h1
root@hamid-virtualbox:/home/hamid/Documents/Data2410/Git/DRTP/DRTP# python3 Application.py -s -f n.jpg -r gbn
-----
Server is listening on port 3030
-----
Received packet with SYN flag.
Received file data packet.
Sent ACK packet for seq 0 to client.
Received out-of-order packet with seq 2. Discarding and not sending ACK.
Received out-of-order packet with seq 3. Discarding and not sending ACK.
Received out-of-order packet with seq 4. Discarding and not sending ACK.
Received out-of-order packet with seq 5. Discarding and not sending ACK.
Received file data packet.
Sent ACK packet for seq 1 to client.
Received out-of-order packet with seq 6. Discarding and not sending ACK.
□

```

Figure 3: Go-back-N-reorder

4.0.3 Selective repeat

For the selective repeat we run the same tests as for GO-back-N. We change the RTT and run it with different window-size.

RTT	window size	Bandwidth	Elapsed Time
25ms	5	2.15 Mbps	0.6 sec
	10	3.33 Mbps	0.4 sec
	15	4.26 Mbps	0.3 sec
50ms	5	1.09 Mbps	1.3 sec
	10	2.03 Mbps	0.7 sec
	15	2.77 Mbps	0.5 sec
100ms	5	0.54 Mbps	2.5 sec
	10	1.04 Mbps	1.3 sec
	15	1.49 Mbps	0.9 sec

The difference here is that when a packet is missing, the re transmission will happen only for that packets which will result to a lower elapsed time. When the server receive a packet and its out of order, it will send the ACK for the packet but it wont be written on the file but saved. When its time come, it will removed from where its saved to make place for the other packets.

The result we got for the test cases are not surprising. It again important to know that the higher the window size is, the higher the risk for the packet loss will be.

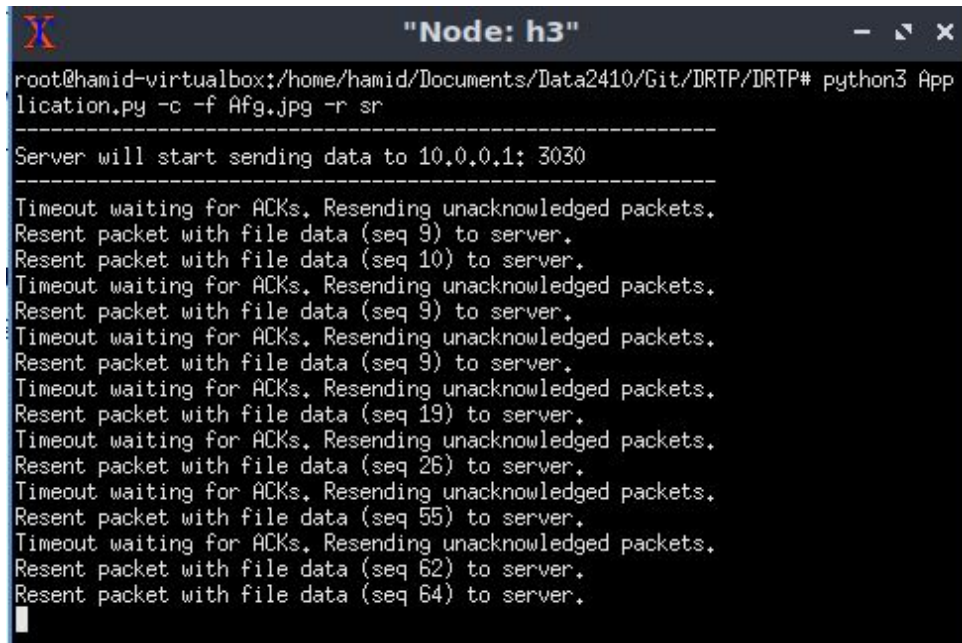
To check the efficacy of the code, we can again skip and ack for a packet number with -t. The client wont receive the ACK and it will go the the timeout which

will result to re-sending only the packet that misses the ACK, not the whole window.

we can also emulate the packet loss here with netem to see if the whole window will be send or only the missing packet. Now for the client side we can see it by using wire-shark, but here we can use the client side throughput.

We remove again the existing rules from the network and sets a new rule with 10% loss with the following command.

```
sudo tc qdisc add dev h3-eth0 root netem loss 10%
```



```
root@hamid-virtualbox:~/Documents/Data2410/Git/DRTP/DRTP# python3 Application.py -c -f Afg.jpg -r sr
-----
Server will start sending data to 10.0.0.1: 3030
-----
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 9) to server.
Resent packet with file data (seq 10) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 9) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 9) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 19) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 26) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 55) to server.
Timeout waiting for ACKs. Resending unacknowledged packets.
Resent packet with file data (seq 62) to server.
Resent packet with file data (seq 64) to server.
```

Figure 4: Selective-repeat-loss

5 Conclusions

In light of the evidence presented, it is clear that the protocol we have implemented supports the re-liabilities such as stop-and-wait, Go-back-N and Selective repeat while using the three way handshake. Since we don't have an overhead connection establishment, We use the three way handshake to make the connection reliable.

The application is implemented using function. We have two main function in core, the server and the client. This two main function will then use call the other functions when its triggered with the right input from the terminal.

From the implementation of this application we have come to the following conclusion. We know that Stop-and-wait works, but its wait to slow as we wait it take a RTT time for every packet to send. We know that Go-back-N is better then Stop-and-wait, but we are still very slow as if a packet is lost on its way to the server, the whole window will be re-transmitted. Now with the selective repeat which a better version of Go-back-N as if a packet is lost in the window. Then the only missing packet will be resent to the server.