Comp9331

2017s2 Assignment1

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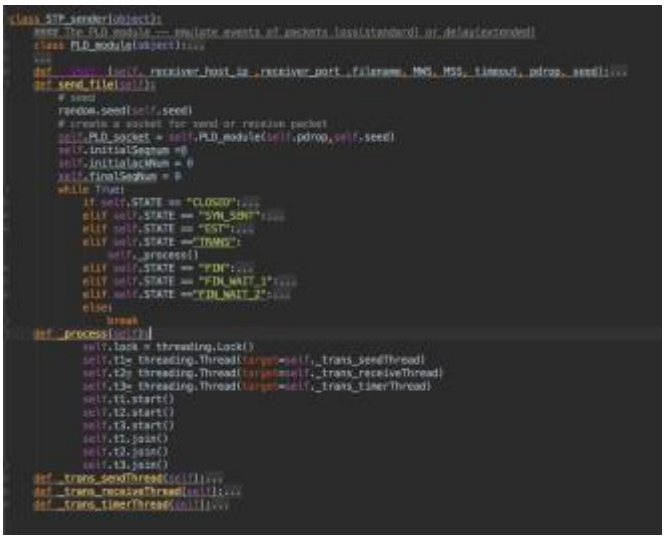
1. Design and Implementation

Language and platform: Python 3.6.0

List of features:

1. three-way handshake
2. four-segment connection termination
3. timeout operation with single-timer
4. fast retransmit
5. cumulative acknowledge and buffer for out-of-order packets
6. flow control using MWS

sender.py



For sending file, we use while loop to model an infinite state machine from three ways handshake state to transmit data state, final with termination state.

In transmission process, we use multi process to do send, receive, timeout separately.

Receiver.py

```
###### receiver section ########
class STP_receiver(object):
    # the receiver should accept two parameters
    # receiver_port:
    # file—filename : file being transmitted from sender
    def __init__(self,receiver_port,filename):...
    def ackpacketSeq(self):...
    def _receive(self):...
    def initial_socket(self):...
    def process(self):
        while True:
            if self.STATE == "LISTEN":...
            elif self.STATE == "SYN_RCVD":...
            elif self.STATE =="EST":...
            elif self.STATE=="LAST_ACK":...

#### main ####


receiver_port = int(sys.argv[1])
filename = sys.argv[2]
receiver = STP_receiver(receiver_port,filename)
receiver.initial_socket()
receiver.process()
```

same as sender.py, a simple infinite machine to transfer from each state.

2.Diagram of STP header and explanation

```
def generate_STPsegment(header , data):
    STP_segment = header + "|" + data
    return STP_segment.encode("UTF-8")

'''
sequence number — seqNum
ackoowledgement number — ackNum
MSS  — tell the receiver  the size of STP segment
FLAGS: ACK SYN FIN
'''
def generate_STPheader(seqNum = 0, ackNum= 0 ,MSS=0, ACK=0,SYN =0 , FIN =0):
    return ''.join([str(seqNum),str(ackNum),str(MSS),str(ACK),str(SYN),str(FIN)])
```

STP header

#seq_num	#ack_num
ACK	SYN
FIN	MSS
Data	

3. Question

(a)

set timeout as 10MS

```
snd   440.029   A       6112    0       24105
Amount of (original) Data Transferred(in bytes): 1593
Number of Data Segments Sent (excluding retransmissions): 32
Number of (all)packets dropped:(by the PLD module) 5
Number of Retransmitted segments: 26
Number of Duplicate Acknowledgements received: 31
```

Due to lower timeout, the STP protocol will easily trigger the timeout module to cause a mass of unnecessary Retransmissions.

Set time out as 30MS, 50MS, 100ms

```
snd   269.625   A       51545   0       38715
Amount of (original) Data Transferred(in bytes): 1593
Number of Data Segments Sent (excluding retransmissions): 32
Number of (all)packets dropped:(by the PLD module) 4
Number of Retransmitted segments: 9
Number of Duplicate Acknowledgements received: 25
```

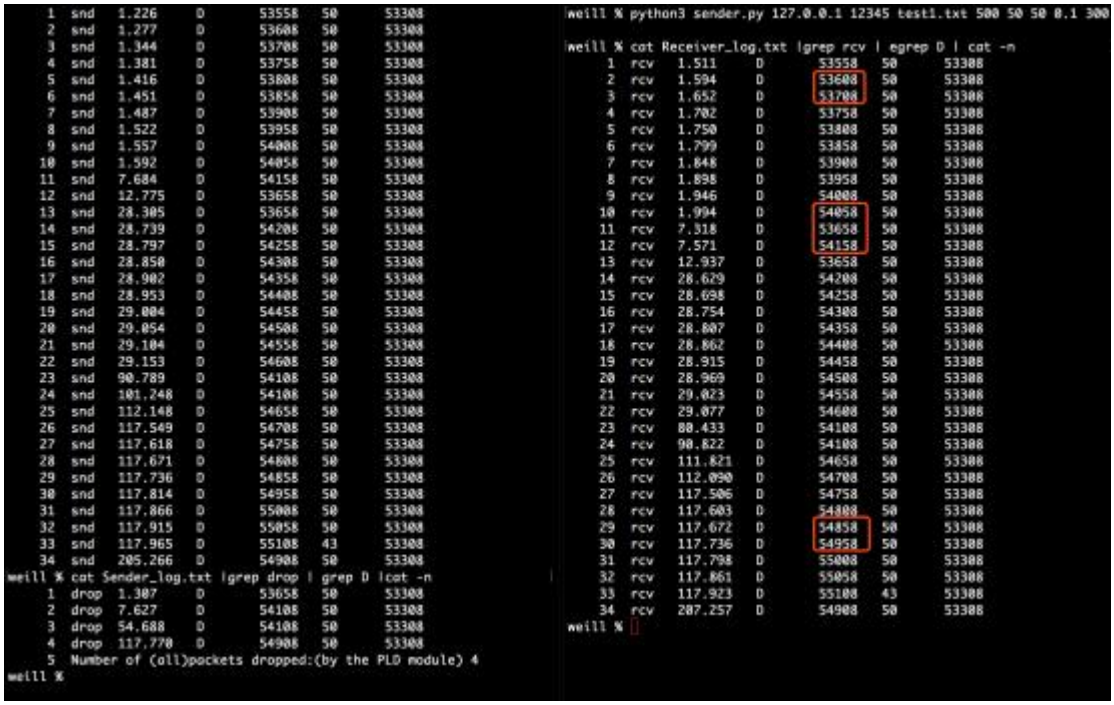
```
snd   216.664   A       48707   0       6477
Amount of (original) Data Transferred(in bytes): 1593
Number of Data Segments Sent (excluding retransmissions): 32
Number of (all)packets dropped:(by the PLD module) 4
Number of Retransmitted segments: 5
Number of Duplicate Acknowledgements received: 19
```

```
snd   271.898   A       39948   0       13737
Amount of (original) Data Transferred(in bytes): 1593
Number of Data Segments Sent (excluding retransmissions): 32
Number of (all)packets dropped:(by the PLD module) 4
Number of Retransmitted segments: 5
Number of Duplicate Acknowledgements received: 16
weill %
```

When the value of timeout increased as 50MS, the number of Retransmission turns reasonable. So we set timeout as 50MS for test.

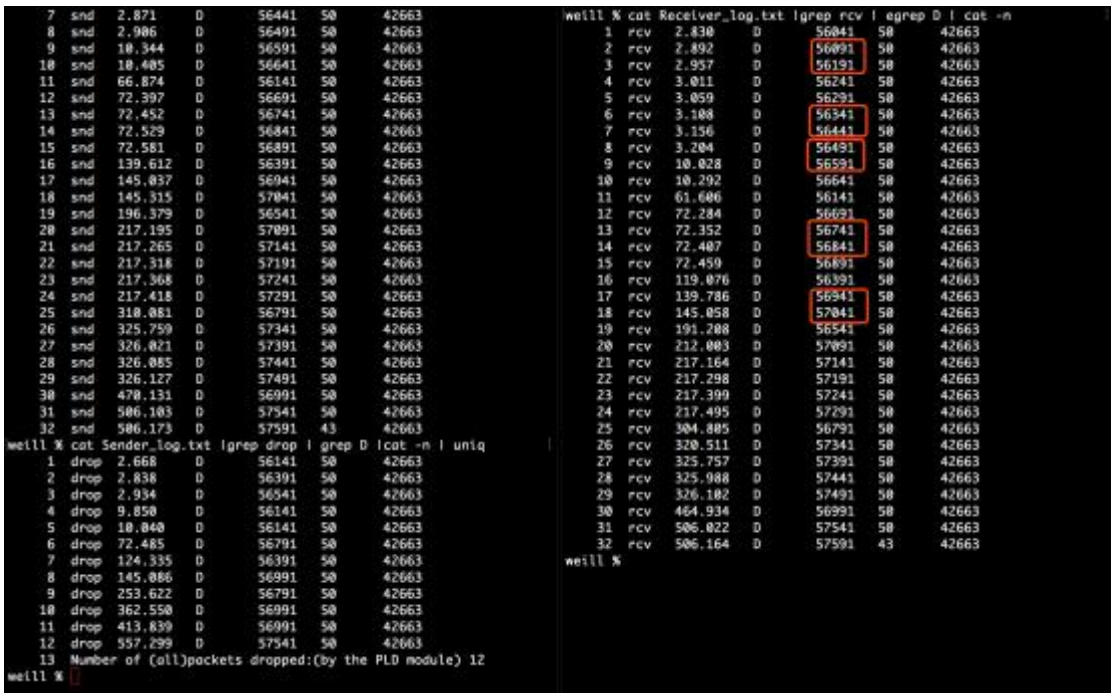
With the timeout set as 50 MS:

Pdrop = 0.1:



pdrop = 0.3

#53658 – 53708, $ 54108 – 54158, # 54908 – 54958 dropped



56141 -56191 # 56391 -56441 # 56551 -56591 # 56791 – 56841 # 56991-57041 dropped

(b)

	50ms	200ms	12ms
NumOfTransmitted packets	46	45	60
Time cost	214.308	136.768	250.625

When timeout set as 12ms, it causes lots of Retransmission works. The reason is that: the program could easily trigger the single timer and result in timeout. When the timeout increased from 12 ms to 200 ms, the retransmission work could not mainly produce by timeout instead of fast retransmission. So most of dropped packets will be retransmitted by fast transmission function.