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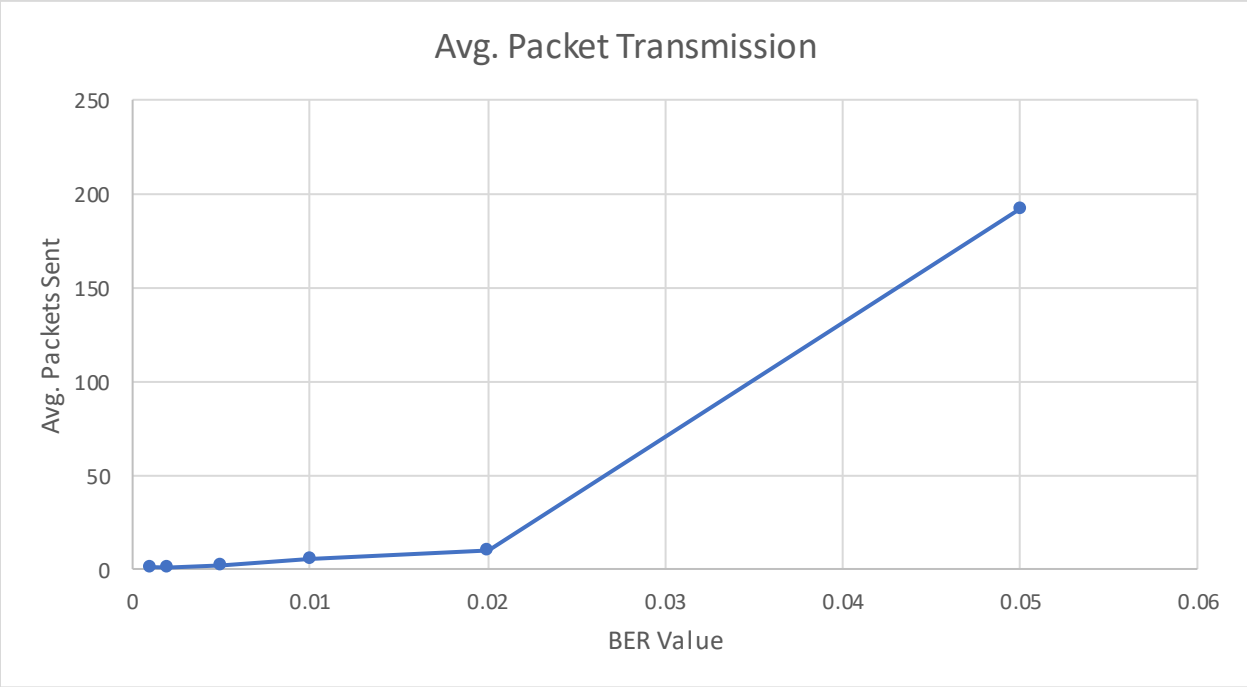
CPRE 489

Lab 5: Go-Back-N ARQ

What I learned:

Before this lab, I was a little confused about the Go-Back-N ARQ process. While completing this lab, it gave me the opportunity to research more about the process, and how errors would be handled. This lab also taught me how a poor connection using the method can create some long wait times to fully receive your information. The redundancy of sending an entire window of packets can create unnecessary data sharing. This shows how selective repeat is much more efficient in total number of packets sent/re-broadcasted.

Exercise:



Shown in the graph, increasing the BER value of the program has a drastic affect on how many packets get transmitted on average. From .001 to .02, the re-transmission rate is not too bad. Once you get up to .05, there is a compounding affect on how often a packet is corrupted. This made the program run for much longer as each packet was sent an average of over 180 times. This means over 2500 packets were sent, when only 14 were needed assuming there wasn't any error.