## CN-3530/CS 301 Assignment 2

## 1. Stop and Wait Protocol

**Question 1** – Number of retransmissions and throughput with different retransmission timeout values with stop-and-wait protocol. For each value of retransmission timeout, run the experiments for **5 times** and write down the average **number of retransmissions** and **average throughput**.

| Retransmission timeout (ms) | Average number of | Average throughput     |  |
|-----------------------------|-------------------|------------------------|--|
|                             | re-transmissions  | (Kilobytes per second) |  |
| 5                           | 167.8             | 271.82693652           |  |
| 10                          | 146.2             | 220.48064482           |  |
| 15                          | 143.5             | 169.209417             |  |
| 20                          | 145               | 142.3994688            |  |
| 25                          | 156.4             | 116.9010026            |  |
| 30                          | 137.8             | 115.2731724            |  |
| 40                          | 141.6             | 94.4776804             |  |
| 50                          | 143.4             | 74.5422948             |  |
| 75                          | 140.8             | 59.2947902             |  |
| 100                         | 139.6             | 49.723528              |  |

**Question 2** – Discuss the impact of retransmission timeout value on number of retransmissions and throughput. Indicate the optimal timeout value from communication efficiency viewpoint (i.e., the timeout that minimizes the number of retransmissions and keeps the throughput as high as possible).

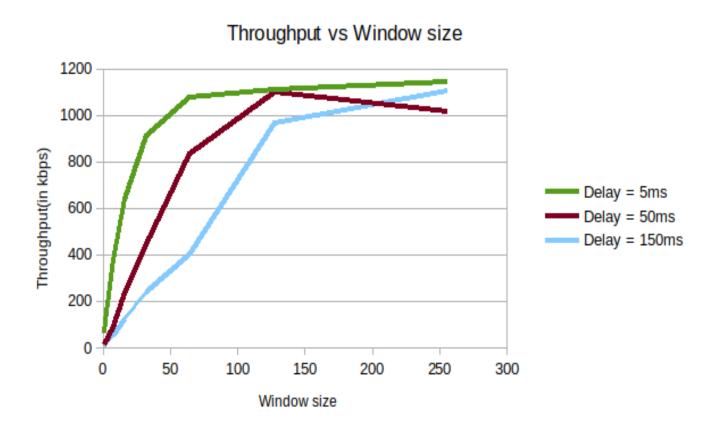
->as the timeout is increased throughput value is decreasing continuously because now sender is waiting more for the ack and hence sending less packets in i sec , due to which throughput decreases

->as timeout is increases , retransmitted packets are decreasing (approximately ), yes because we are giving more time for ack to receive .

Optimal timeout observing this data is 30ms and this was used in subsequent question

## 2. Go back N Protocol

Create a graph similar to the one shown below using the results from the above table: (Edit: change delays to 5ms, 50ms and 150 ms as mentioned in the assignment statement)



**Question 1** – Experimentation with Go-Back-N. For each value of window size, run the experiments **5 times** and write down the **average throughput**.

| Average throughput (Kilobytes per second) | d) |
|---|----|
|---|----|

| Window Size | Delay = 5ms | Delay = 50ms | Delay = 150ms |
|-------------|-------------|--------------|---------------|
| 1           | 65.250507   | 11.378251    | 9.2161650     |
| 2           | 109.9994849 | 21.648629    | 7.69529367    |
| 4           | 169.859536  | 40.432333    | 19.8906360    |
| 8           | 394.6804078 | 87.128029    | 48.54078983   |
| 16          | 634.3484252 | 230.70043    | 119.31578242  |
| 32          | 923.080532  | 443.987340   | 236.39585815  |
| 64          | 1000.106719 | 833.456594   | 401.3256007   |
| 128         | 1161.681595 | 1098.0885353 | 967.4881781   |
| 256         | 1140.362075 | 1016.731692  | 1101.2902879  |

for delay 5ms - timeout value used is 30ms for delay 50ms - timeout value used is 120ms for delay 150ms -timeout value used is 320ms

**Question 2** – Discuss your results from Question 1.

Here we can observer following things:

1->As the propagation delay increases, throughput decreases because of sending packets again and again (and since delay is high so we had to put high value as timeout also, so overall throughput decreases)

2->as the window size increases , throughput value are increasing and this should happens also because the formula for utilization is

U = n(L/R)/RTT+L/R

so if window size is increased then utilization will increase (keeping timeout value same for same delay)

## PLAGIARISM STATEMENT < Include it in your report>

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