

# **CS212 - Computer Networks**

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### LAB 4: Principles of Reliable Data Channel

#### Ans1.

Protocol rdt 1.0 works only for Pc=0 and Pl=0 (i.e. channel is assumed to be ideal).

```
lab4$ python3 Testbench.py
TIME: 3 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 3 SENDING APP: sent data 0
TIME: 5 RECEIVING APP: received data 0
TIME: 6 DATA_CHANNEL : udt_send called for Packet(seq_num=1, payload=1, corrupted=False)
TIME: 6 SENDING APP: sent data 1
TIME: 8 RECEIVING APP: received data 1
TIME: 9 DATA_CHANNEL : udt_send called for Packet(seq_num=2, payload=2, corrupted=False)
TIME: 9 SENDING APP: sent data 2
TIME: 11 RECEIVING APP: received data 2
TIME: 12 DATA CHANNEL : udt send called for Packet(seq num=3, payload=3, corrupted=False)
TIME: 12 SENDING APP: sent data 3
TIME: 14 RECEIVING APP: received data 3
TIME: 15 DATA_CHANNEL : udt_send called for Packet(seq_num=4, payload=4, corrupted=False)
TIME: 15 SENDING APP: sent data 4
TIME: 17 RECEIVING APP: received data 4
TIME: 18 DATA CHANNEL : udt send called for Packet(seg num=5, payload=5, corrupted=False)
```

Fig1. rdt\_1.0 working fine for Pc=0 and Pl=0

#### Now running rdt\_1.0 for Pc=0.5

```
$ python3 Testbench.py
TIME: 5 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 5 SENDING APP: sent data 0
TIME: 7 DATA_CHANNEL : udt_send called for Packet(seq_num=1, payload=1, corrupted=False)
TIME: 7 SENDING APP: sent data 1
TIME: 7 RECEIVING APP: received data 0
TIME: 9 RECEIVING APP: received data 1
TIME: 11 DATA_CHANNEL : udt_send called for Packet(seq_num=2, payload=2, corrupted=False)
TIME: 11 SENDĪNG APP: sent data 2
TIME: 12 DATA CHANNEL : udt_send called for Packet(seq_num=3, payload=3, corrupted=False)
TIME: 12 SENDING APP: sent data 3
TIME: 12 DATA_CHANNEL : Packet(seq_num=3, payload=$H!T, corrupted=True) was corrupted!
TIME: 13 RECEIVING APP: received data 2
TIME: 15 DATA_CHANNEL : udt_send called for Packet(seq_num=4, payload=4, corrupted=False)
TIME: 15 SENDING APP: sent data 4
TIME: 15 DATA_CHANNEL : Packet(seq_num=4, payload=$H!T, corrupted=True) was corrupted!
TIME: 16 DATA_CHANNEL : udt_send called for Packet(seq_num=5, payload=5, corrupted=False)
TIME: 16 SENDING APP: sent data 5
TIME: 18 RECEIVING APP: received data 5
ERROR!! RECEIVING APP: received wrong data: 5 ,expected: 3
Halting simulation...
```

Fig2. rdt\_1.0 fails for Pc=0.5

As seen towards the end, there is an error due to which simulation halts. The error is as follows:

Sender sends packet 3 but it got corrupted in unreliable data channel (payload=\$H!T), receiver rejects this packet as it's corrupted, then packet 4 also got corrupted, but packet 5 managed to make it successfully. Since the receiver was expecting packet 3, it throws an error message.

#### Ans 2.

Protocol rdt\_2.0 makes use of ACK/NAK feedback packets so that it can handle corrupted data packets from sender to receiver.

```
Halting simulation...
(cs212) aniket@aniket:~/Documents/GitHub/CS212-Computer-Networks/lab4$ python3 Testbench.py
TIME: 3 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 3 SENDING APP: sent data 0
TIME: 3 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 5 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 7 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 7 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 9 ACK CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 11 DATA CHANNEL: udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 11 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 13 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 15 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 15 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 17 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 19 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 19 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 21 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 23 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 23 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 25 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
```

Fig3. rdt\_2.0 working fine for Pc=0.5

This time the protocol works for corrupted data packets because the receiver sends NAK if the packet is corrupted and the sender needs to retransmit the packet if NAK is received as feedback.

#### Ans 3.

Protocol rdt 2.0 for Pc=0.5 till 1000 messages are sent and their ACKs are received.

Fig4. rdt\_2.0 for Pc=0.5

Similarly, by running the code for Pc =0 to Pc=0.9 with a step of 0.1, the following RTT (Round Trip Time) vs Pc graph is obtained.

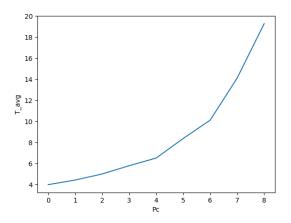


Fig5. RTT vs Pc for rdt\_2.0

As seen from the graph, T\_avg rises exponentially with respect to Pc. This can be understood from the mathematical reasoning that as Pc increases, the number of corrupted packets increase linearly, but each corrupted packets causes RTT to increase 2 folds, thus one packet corresponds to 2 units, two packets to 4 units, three packets to 8 units and so on, thus T avg is proportional to 2^(#corrupted packets) i.e. exponential.

#### Ans 4.

Protocol rdt 2.0 does not handle corrupted packets from the receiver's side.

```
(cs212) aniket@aniket:~/Documents/GitHub/CS212-Computer-Networks/lab4$ python3 Testbench.py
TIME: 3 DATA_CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 3 SENDING APP: sent data 0
TIME: 3 DATA_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
TIME: 5 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=NAK, corrupted=False)
TIME: 7 DATA CHANNEL : udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 9 ACK CHANNEL : udt send called for Packet(seg num=0, payload=ACK, corrupted=False)
TIME: 9 RECEIVING APP: received data 0
TIME: 12 DATA_CHANNEL : udt_send called for Packet(seq_num=1, payload=1, corrupted=False)
TIME: 12 SENDING APP: sent data 1
TIME: 14 ACK_CHANNEL : udt_send called for Packet(seq_num=0, payload=ACK, corrupted=False)
TIME: 14 RECEIVING APP: received data 1
TIME: 14 ACK_CHANNEL : Packet(seq_num=0, payload=$H!T, corrupted=True) was corrupted!
ERROR! rdt_rcv() was expecting an ACK or a NAK. Received a corrupted packet.
Halting simulation...
(cs212) aniket@aniket:~/Documents/GitHub/CS212-Computer-Networks/lab4$
```

Fig6. rdt\_2.0 fails for ACK channel Pc=0.5

The receiver's ACK got corrupted and the sender does not know how to handle corrupted acknowledgement packets

## **Ans 5.**For Protocol rdt 2.2, the following FSM is implemented on sender's side:

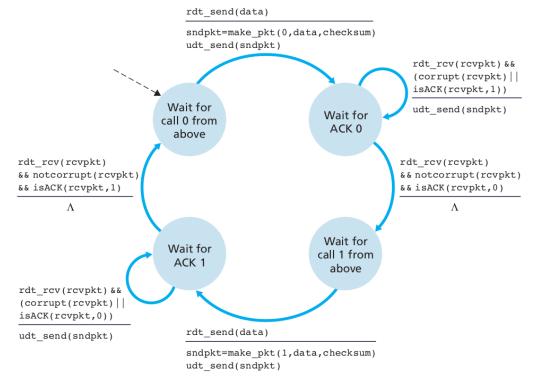


Fig7. rdt 2.2 sender (ref. K&R)

#### And on receiver side, the following FSM is implemented:

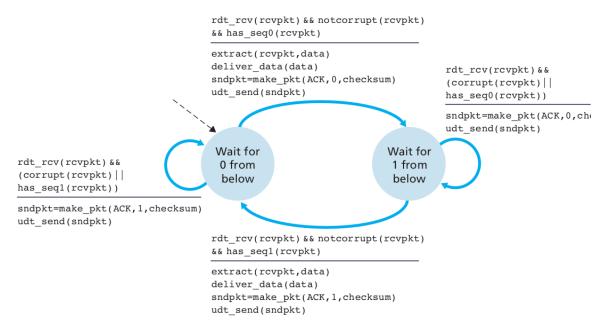


Fig8. rdt 2.2 receiver

#### The protocol works for Pc=0.5 for both Data and ACK channels.

Fig9. rdt 2.2 working fine

#### Ans 6.

a.) If packets get lost, the sender does not receive acknowledgement for that particular packet, and since it's a stop and wait protocol, it cannot proceed further. Thus the program gets stuck.

```
(cs212) aniket@aniket:~/Documents/GitHub/CS212-Computer-Networks/lab4$ python3 Testbench.py
TIME: 3 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=0, corrupted=False)
TIME: 3 SENDING APP: sent data 0
TIME: 3 DATA_CHANNEL: Packet(seq_num=0, payload=0, corrupted=False) was lost!
```

Fig10. rdt 2.2 stuck for PI=0.5

b.) Protocol rdt\_3.0 works for both corruption and loss probabilities at Data and ACK channels.

```
TIME: 21807 SENDING APP: sent data 998

TIME: 21809 RECEIVING APP: received data 998

TIME: 21809 ACK_CHANNEL: udt_send called for Packet(seq_num=0, payload=ACK, corrupted=False)

TIME: 21809 ACK_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted!

TIME: 21813 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted!

TIME: 21813 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=ACK, corrupted!

TIME: 21815 ACK_CHANNEL: udt_send called for Packet(seq_num=0, payload=ACK, corrupted=False)

TIME: 21815 ACK_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted!

TIME: 21819 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted=False)

TIME: 21825 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted=False)

TIME: 21825 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=998, corrupted=False)

TIME: 21825 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=999, corrupted=False)

TIME: 21825 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=ACK, corrupted=False)

TIME: 21827 ACK_CHANNEL: udt_send called for Packet(seq_num=1, payload=999, corrupted=False)

TIME: 21831 DATA_CHANNEL: udt_send called for Packet(seq_num=1, payload=999, corrupted=False)

TIME: 21831 SENDING APP: sent data 999

TIME: 21833 RECEIVING APP: received data 999
```

Fig11. rdt 3.0 working fine for Pc!=0 and Pl!=0.

c.) Plotting RTT for 1000 packets vs probability of corruption for rdt 3.0.

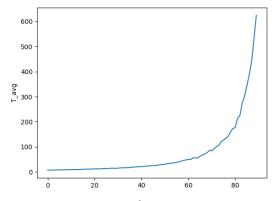


Fig12. T\_avg vs PI for rdt\_3.0 (0<PI<0.9)

As expected, the T\_avg increases as probability of loss increases since more packets will need to be retransmitted from sender's side.

Packet loss can happen both on Data Channel as well as Ack channel

Let  $P_{\lambda}$  be the less probability.  $+P_{\lambda}^{2}(T)+P_{\lambda}^{3}--)$ 

=> Round trip time = (1-P1)2\*Delay + (P1 (timeout)) } Data channel
+ (1-P1)(2\*Delay) + P1 (timeout) } ACK Channel

Data channel has GP because with Probability,

1st packet transmissimison fails, P12 2nd fails, P13 3nd

fails and oo on.

wheretimeout = 3\* Delay

=)  $RTT = 2(1-P_{1})(2^{*}Delay) + P_{1}(timeout) + P_{2}timeout(P_{1}+P_{1}^{2}+P_{1}^{2})$   $= 2(1-P_{1})(2^{*}Delay) + P_{1}timeout(1+\frac{1}{1-P_{1}})$   $= 2(1-P_{1})Delay + P_{1}timeout(2a-P_{1})$   $= 2(1-P_{1})Delay + P_{1}timeout(2a-P_{1})$ 

Rewesting in y-x notation

$$y = C_1(1-x) + C_2 \times \left(\frac{2-x}{1-x}\right)$$

This is a Hyperbola equation
(Verified by graphing using desmos. com)

e.) If delay is set as a random value, there may be a case of reordering of packets. Since receiver expects inorder delivery, the protocol fails

To reorder, delay is set as random value:

```
# Now wait for "delay" amount of time
delay = random.randint(0, 3*self.delay)
yield self.env.timeout(delay)
# deliver the packet by calling the rdt_rcv()
# function on the receiver side.
self.receiver.rdt_rcv(packt)
```

Fig13. delay set to be a random number

```
TIME: 2406 DATA_CHANNEL: udt_send called for Packet(seq_num=1, payload=107, corrupted=False)
TIME: 2406 SENDING APP: sent data 107
TIME: 2411 RECEIVING APP: received data 107
TIME: 2411 ACK_CHANNEL: udt_send called for Packet(seq_num=1, payload=ACK, corrupted=False)
TIME: 2411 ACK_CHANNEL: Packet(seq_num=1, payload=$H!T, corrupted=True) was corrupted!
TIME: 2412 DATA_CHANNEL: udt_send called for Packet(seq_num=1, payload=107, corrupted=False)
TIME: 2415 ACK_CHANNEL: udt_send called for Packet(seq_num=1, payload=ACK, corrupted=False)
TIME: 2418 DATA_CHANNEL: udt_send called for Packet(seq_num=1, payload=107, corrupted=False)
TIME: 2418 DATA_CHANNEL: udt_send called for Packet(seq_num=0, payload=108, corrupted=False)
TIME: 2418 SENDING APP: sent data 108
TIME: 2418 RECEIVING APP: received data 108
TIME: 2418 ACK_CHANNEL: udt_send called for Packet(seq_num=0, payload=ACK, corrupted=False)
TIME: 2419 RECEIVING APP: received data 107
ERROR!! RECEIVING APP: received wrong data: 107, expected: 109
Halting simulation...
```

Fig14. rdt 3.0 fails if packets get reordered