

F28IT: Internet and Communications

Go-Back-N Protocol Assignment

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Introduction

My task in this project was to study the performance of a sliding window protocol using the *dlpjava* simulator program.

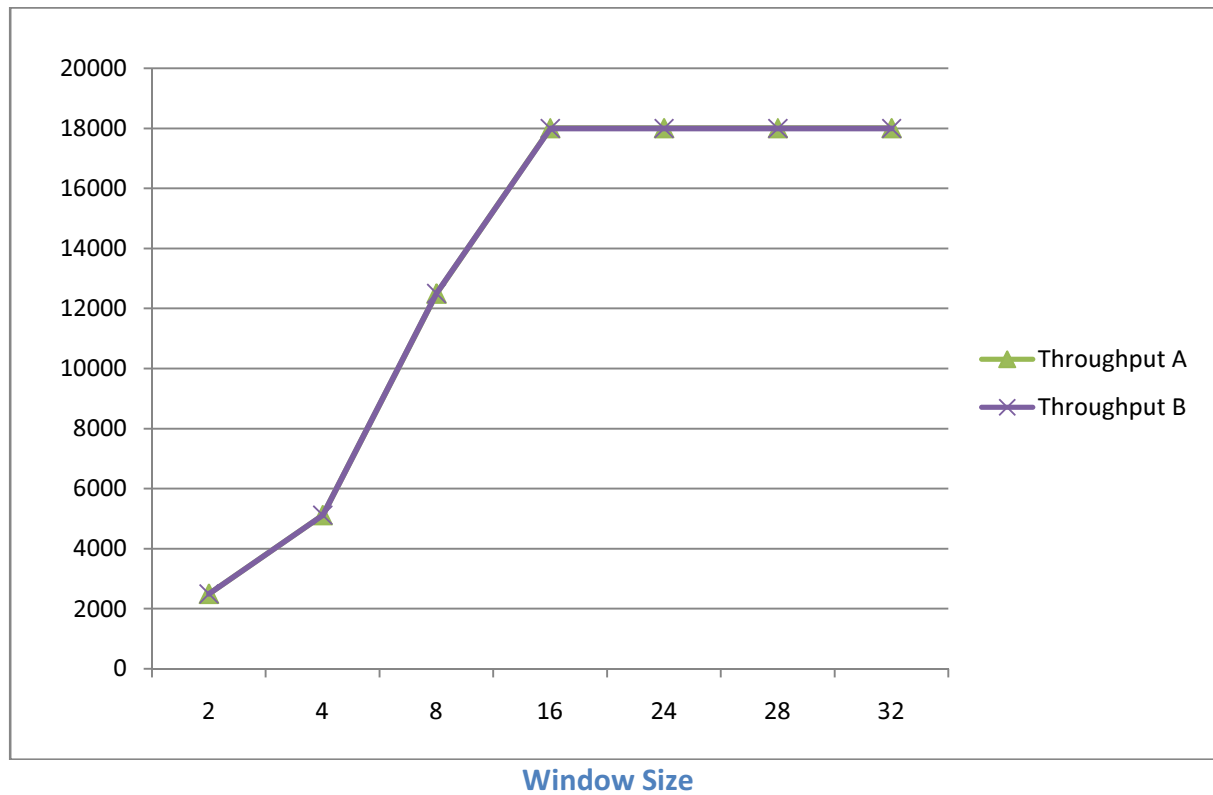
In my experiments, I wanted to look at the behaviour of the protocol while changing certain parameters; in this case checksum error and propagation delay.

By detailing the results from several experiments with different parameter values, I shall determine the way the protocol performs in different situations.

Experiment 1 Results

Checksum Error Probability set to 0.0:

(Throughput in bits/second)



Experiment 2 Results

Checksum Error Probability set to 0.2:

(Throughput in bits/second)

