

TITLE:-

Name:- KAUSHAL AGARWAL

Roll No:- 001810501051

Class:- BCSE Third year

Group:- A2

Assignment No:- 1

Date:-02.11.2020

Problem Statement:-

Assignment 2: Implement three data link layer protocols, Stop and Wait, Go Back N Sliding

Window and Selective Repeat Sliding Window for flow control.

Sender, Receiver and Channel all are independent processes. There may be multiple Transmitter and

Receiver processes, but only one Channel process. The channel process introduces random delay and/or

bit error while transferring frames. Define your own frame format or you may use IEEE 802.3 Ethernet frame format.

Hints: Some points you may consider in your design.

Following functions may be required in Sender.

Send: This function, invoked every time slot at the sender, decides if the sender should (1) do nothing,

(2) retransmit the previous data frame due to a timeout, or (3) send a new data frame. Also, you have to

consider current network time measure in time slots.

Recv_Ack: This function is invoked whenever an ACK packet is received.

Need to consider network time

when the ACK was received, ack_num and timestamp are the sender's sequence number and timestamp

that were echoed in the ACK. This function must call the timeout function.

Timeout: This function should be called by ACK method to compute the most recent data packet's

round-trip time and then recompute the value of timeout.

Following functions may be required in Receiver.

Recv: This function at the receiver is invoked upon receiving a data frame from the sender.

Send_Ack: This function is required to build the ACK and transmit.

Sliding window:

The sliding window protocols (Go-Back-N and Selective Repeat) extend the stop-and-wait protocol by

allowing the sender to have multiple frames outstanding (i.e., unacknowledged) at any given time. The

maximum number of unacknowledged frames at the sender cannot exceed its "window size". Upon receiving a frame, the receiver sends an ACK for the frame's sequence number. The receiver then buffers the received frames and delivers them in sequence number order to the application.

Performance metrics: Receiver Throughput (packets per time slot), RTT, bandwidth-delay product, utilization percentage.

DESIGN:-

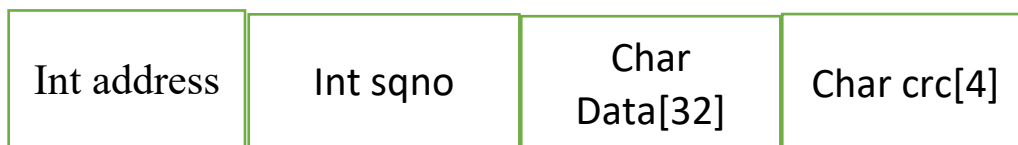
Purpose:- The given assignment is to implement the protocols of data link layer for flow control I.e:- Stop and Wait, Go Back N Sliding Window and Selective Repeat Sliding Window .The purpose of the program is to simulate the real implementation of these techniques. The User can visualize what actually happen in these techniques. All the code is written in c++ language and for interprocess communication Message Queue is used.

Input/Output Format:-

A channel should be started first. The sender and reciever process askd of their own address and sender and reciever's Address as user Input. Data.txt contains the data to be sent. The three different process has their own sender channel and receiever.

Diagram:-

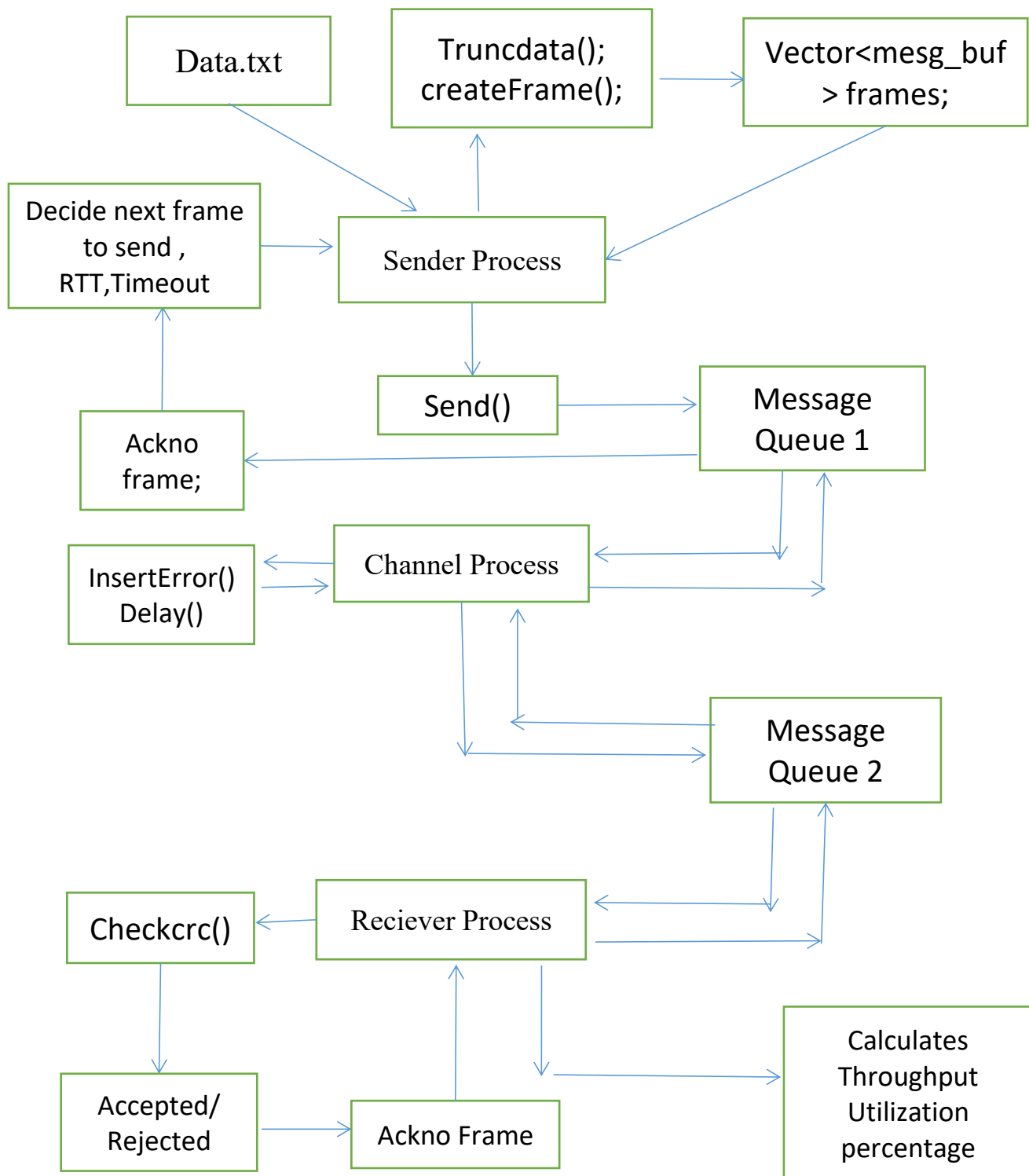
Frame Structure:-



Message Frame



Acknowledgement frame



Implementation

```
class timer{
Start();
elapsedTime();
isTimeOut(double seconds);
}
```

Frames:-

```
struct frame{
    int address;
    int sqno;
    char data[32];
    char crc[4];
};
struct mesg_buffer{
    long mes_type;
    frame Frame;
}message;
struct ackframe{
    int ack;
    int address;
};
struct ack{
    long mesg_type;
    ackframe frame;
};
```

For sender:-

```
Truncdata();
Createframe();
Division();
Crc();
Send(int msgid, mesg_buffer message);
```

Main();

For channel :-

Inserterror();

Delay();

Main()

For reciever:-

Division();

Checkcrc();

Sendackno();

Main();

Testcase:-

```
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF: ~/Desktop/n...
recieved message :
00100100100100010010001000100010
recieved message :
10000111110101000011110000101001
error inserted
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
recieved message :
10000111110101000011110000101001
Waiting.....
Waiting.....
```

```
Activities  Terminal ▼
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF: ~/Desktop/n...
Data sent is :- 11000010100101001000100100100100
Data sent is :- 11000010100101001000100100100100
Data sent is :- 11000010100101001000100100100100
Timeout
Data sent is :- 11000010100101001000100100100100
Data sent is :- 11000010100101001000100100100100
Ackno recieved 0
*** 0.000366
```


sender_gbn.cpp - Assingment2 - Visual Studio Code

File Edit Selection View Go Run Terminal Help

EXPLORER

sender_gbn.cpp x data.txt reciever_gbn.cpp channel_gbn.cpp notes.txt

OPEN EDITORS

ASSINGMENT2

a.out channel channel_gbn channel_gbn.cpp channel_stp.cpp data.txt new.cpp notes.txt reciever reciever_gbn reciever_gbn.cpp reciever_stp.cpp sender sender_gbn sender_gbn.cpp sender_stp.cpp

216 int end=0;
217 cout<<frames.size()<<endl;
218 for(int i=0;i<frames.size();i++){
219 int ws=i;
220 int wend= i+framesize;
221 int sqno=0;
222 for(int j=ws;j<wend;j++){
223 frames[j].Frame.sqno=sqno;
224 send(msgid,frames[j]);
225 sqno++;
226 }
227 sleep(5);
228 msgrcv(msgid,&ackno,sizeof(ackno),5,0);
229 // if(ackno.frame.address==sender)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

3: bash, channel_gbn, r ~ + []

Enter reciever's address
5
The original data is: 00000000000000000000000000000000
000
1101010000111100001010010100100010010001010000111
000100010001010000111101010000111100001010010100
10001001001001000100010001000100010100001111101010
0001111000010100100100010010010010010010010001000
1000101000011111010100001111000010100101001000100
1001001000100010001000101000011111010100001111
0000101001010010001001001001001001001001000101
00001111010100001111000010100101001000100100100
10100101010
15
Data sent is :- 00000000000000000000000000000000
Data sent is :- 00000000000000000000000000000000
Data sent is :- 00010100001111101010000111100001
Data sent is :- 01001010010001001001001000100100

kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Deskt
op/network/Assingment2\$./channel
recieved message :
000
^C
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Deskt
op/network/Assingment2\$./channel_gbn
recieved message :
000
recieved message :
0100101001000100100100100100100100100100100100100
recieved message :
0100101001000100100100100100100100100100100100100
recieved message :
0100101001000100100100100100100100100100100100100
[

0000
No error in received Message.
Received Message : 00000000000000000000000000000000
Data packet 1 recieved
Data Received is : 0001010000111110101000011111
0010
No error in received Message.
Received Message : 0001010000111110101000011111
Data packet 2 recieved
Data Received is : 00000000000000000000000000000000
0000
No error in received Message.
Received Message : 00000000000000000000000000000000
Data packet 0 recieved
Data Received is : 010010100100010010010010010001
0111
No error in received Message.
Received Message : 010010100100010010010010010001

Activities Visual Studio Code Nov 28 02:00

sender_stp.cpp - Assingment2 - Visual Studio Code

File Edit Selection View Go Run Terminal Help

EXPLORER

reciever_stp.cpp channel_stp.cpp sender_stp.cpp x

OPEN EDITORS

ASSINGMENT2

channel channel_gbn channel_gbn.cpp channel_sr.cpp channel_stp data.txt notes.txt reciever reciever_gbn reciever_gbn.cpp reciever_sr.cpp reciever_stp sender sender_gbn sender_gbn.cpp sender_sr.cpp sender_stp sender_stp.cpp

231 continue;
232 }
233 }

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

1: sender_stp, channel, ~ + []

kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Des
ktop/network/Assingment2\$ g
++ -o sender_stp sender_stp.cpp
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Des
ktop/network/Assingment2\$./sender_stp
Enter your address
1
Enter reciever's address
5
The original data is: 00000000000000000000000000000000
000
01000011110000101001001000100010001000100010001000100
01000101000011110101000011110000101001010010001001
0010010001001000100010001000100001111010100001111000
01010010010001000100100010001000100010001000100001
11110101000011110000101001010010010010010010001001
00100010001010000111110101000011110000101001010010
00100100100100010001000100010001000011111010100001
111000010100100100010001000100101010101010101010
Data sent is :- 000000000000000000000000000000000000
Data sent is :- 000000000000000000000000000000000000
Ackno recieved 1
rtt 0.000296
Data sent successfully
Data sent is :- 000000000000000000000000000000000000
Data sent is :- 000000000000000000000000000000000000
Ackno recieved 0
rtt 0.000293
Data sent successfully
Data sent is :- 00010100001111101010000111100001
[

kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Des
ktop/network/Assingment2\$./channel
recieved message :
000
Waiting....
recieved message :
000
recieved message :
000
recieved message :
0001010000111101010000111100001
Waiting....
[

Enter your address
^C
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Des
ktop/network/Assingment2\$./reciever_stp
Enter your address
5
Enter the senders address
1
Data Received is : 00000000000000000000000000000000
0000
No error in received Message.
Received Message : 00000000000000000000000000000000
Sending ackno 0
Utilization percentage :-1
Reciever's Throughput :-14.9254
Data Received is : 00000000000000000000000000000000
0000
Message already recieved Discarded
Sending ackno 1
Utilization percentage :-0.5
Reciever's Throughput :-13.5135
Data Received is : 00000000000000000000000000000000
0000
No error in received Message.
Received Message : 00000000000000000000000000000000
Sending ackno 1
Utilization percentage :-0.666667
Reciever's Throughput :-16.129
Data Received is : 00000000000000000000000000000000
0000
Message already recieved Discarded
Sending ackno 0
Utilization percentage :-0.5
Reciever's Throughput :-15.2284

```
rtt 0.000141
Data sent successfully
Data sent is :- 01010000111100001010010010001
Data sent is :- 101010000111100001010010010001
Ackno recieved 0
rtt 0.000193
Data sent successfully
Data sent is :- 001001001000100100010001000100
Data sent is :- 001001001000100100010001000100
Ackno recieved 1
rtt 0.000339
Data sent successfully
Data sent is :- 00111110101000011110000101001010
Data sent is :- 00111110101000011110000101001010
Ackno recieved 0
rtt 0.000303
Data sent successfully
Data sent is :- 010001001001000100010001000100
Data sent is :- 010001001001000100010001000100
Ackno recieved 1
rtt 0.000293
Data sent successfully
Data sent is :- 01010000111110101000011110000101
Data sent is :- 01010000111110101000011110000101
Ackno recieved 0
rtt 0.00032
Data sent successfully
Data sent is :- 001010010001000100010010101010
Data sent is :- 001010010001000100010010101010
Ackno recieved 1
rtt 0.000311
Data sent successfully
Average RTT:- 0.000289467
kaushal@kaushal-VivoBook-15-ASUS-Laptop-X507UF:~/Desktop/sktp/network/Assingment2$
```

Results:-

The programs performs implementation of flow control techniques correctly and appropriate messages are displayed. The suitable encoded data can be seen in the respective files. Multiple receivers and sender can send data through one channel. The round trip time, utilization percentage and the throughput is calculated. Also the timeout is done when the time exceeds 0.0003s. Overall the task is achieved.

Analysis:-

The possible error prone areas are the strict input/output guideline. The disk should have space for “notes.txt” and “data.txt”. Wrong input may lead to exceptions and

program to behave inappropriately. Improvements can be done in synchronization and error handling. Random delays and error are inserted. The avg rtt for stop and wait comes to be 0.00025s. timeout occurs when time exceeds 0.0003s.

Throughput decreases as time increases since the no of erroneous data increases more than correct data packet. Utilization percentage varies between 50 to 20%.

Comment:-

Overall the assignment was tricky and hard to implement Requires good knowledge of IPC . The theory of subject is understood if one implements it and tests for different testcases.