



2.Description

GBN: implement based on the pipeline mechanism. Implement two main functions, "send" which is called by application and "handler" to be called by network layer when packet is ready. On the sender side, have base, nextSeqnum and a packet array in initiation. Only if nextSeqnum < base +

WINDOW_SIZE, I will send the new packet carrying with new data. And when the sender receives the acknowledgement and packet is not corrupted, I will update the base. On the receiver side, when it receives the data not corrupted, it will deliver the data to the application. Otherwise will send the same previous acknowledgement back to the sender. There is another time_out implemented, when time_out being triggerd, I will send all packets from base to nextSeqnum in packet array again.

SS: This is stop and wait protocol. The two function to be implemented are also "send" and "handler_rec". However, this time, on the sender side, I will send the new data as long as I receive the right acknowledgement. In ss, I have an old packet to keep track the last packet, when time_out being triggered, I will send the old packet again.

3.Comparison

- 1) High rate error: the performance when using gbn shows it is close to ss

 Low rate error: the performance when using gbn shows it is much faster than ss
- 2) Short RTT: the performance when using gbn shows it is close to ss

 Long RTT: the performance when using gbn shows it is much faster than ss