Programming Assignment 2 (COL334)

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Parameters' Analysis

1. End-to-end delay refers to the time taken for a packet to be transmitted across a network from source to destination.

2. Throughput is the rate at which packets are being transmitted through the channel, thus dropping packets can lower the throughput significantly.
With respect to our implementation, it is being calculated by counting the number of packets received and their respective size, by the entity per second.

3. Drop rate refers to the percentage of packets travelling across a computer network that fail to reach their destination. In our simulation, we have specified it using different values for dataframe and ackframe drop probability.

4. Ackframe drop probability has been fixed at 0.05 for the following table.

	Window Size	Dataframe drop prob.	Avg. Throughput (Bps)
1	7	0.01	65,000
2	7	0.05	45,000
3	7	0.1	17,500
4	5	0.01	55,000
5	5	0.05	24,250
6	5	0.1	16,500
7	9	0.01	72,500
8	9	0.05	40,000
9	9	0.1	20,250

Table 1: Average throughput for various parameters