# Channel Coding ARQ and Reliability

November 4, 2021

#### Recall

The Open Systems Interconnection model (OSI)



**Application** Presentation Session **Transport** Network Data Link **Physical** 

#### Recall

The Open Systems Interconnection model (OSI)



**Application** Presentation Session **Transport** Network Data Link **Physical** 

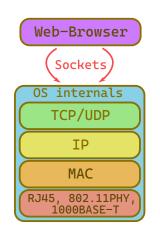
Web-Browser TCP/UDP IP MAC RJ45, 802.11PHY, 1000BASE-T

#### Recall

The Open Systems Interconnection model (OSI)



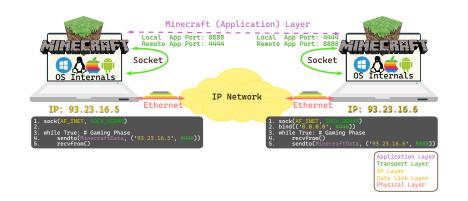
**Application** Presentation Session **Transport** Network Data Link **Physical** 



#### Sockets

#### Network stack from users perspective





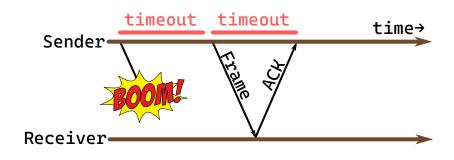
ARQ Why do we need ARQ?





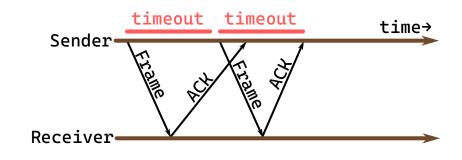
## ARQ Acknowledgement





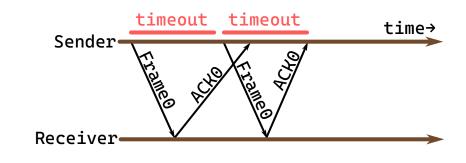
## ARQ Timeout problem





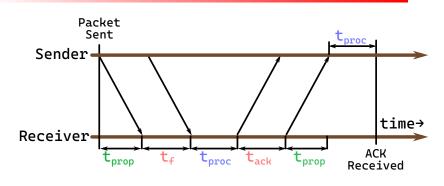
# ARQ Sequence number. Stop-and-wait.





#### ARQ Frame Timing





$$t_0 = 2t_{prop} + t_f + 2t_{proc} + t_{ack} = RTT + 2t_{proc} + \frac{n_f + n_{ack}}{Rate}$$

#### ARQ **Timing**



- Which timeout should we choose?
  - Not too big
  - Not too small
- Easy to define for specific LAN. Little variation.
- Difficult over the Internet. High variation.

11 / 21

#### ARQ Adaptive Timeout

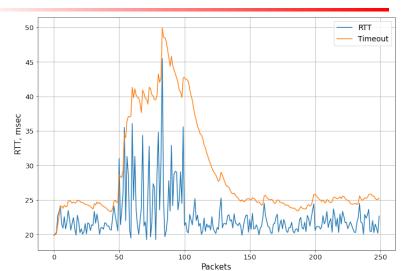


Simple Timeout calculation scheme $^1$ . Smoothed RTT + variance.

- $SRTT_{N+1} = 0.9 \cdot SRTT_N + 0.1 \cdot RTT_{N+1}$
- $Svar_{N+1} = 0.9 \cdot Svar_N = 0.1 \cdot |RTT_{N+1} SRTT_{N+1}|$
- $Timeout_N = SRTT_N + 4 \cdot Svar_N$

#### ARQ Adaptive Timeout





# Stop And Wait Efficiency



Probability of Failure<sup>1</sup>:

$$P_f = 1 - (1 - plr)^2$$

Average total time to transmit a packet [1]:

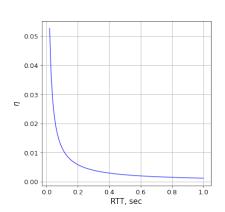
$$E[t_{packet}] = t_0 + \frac{t_{out}P_f}{1 - P_f}$$

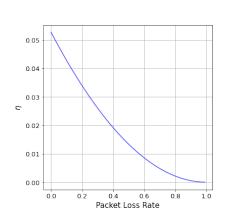
- Effective information transmission rate:  $R_{eff} = \frac{n_f n_{headers}}{F[t_{reselvet}]}$
- Associated transmission efficiency:  $\eta = \frac{R_{eff}}{Rate}$

<sup>&</sup>lt;sup>1</sup>plr stands for Packet Loss Rate

# Stop And Wait Efficiency

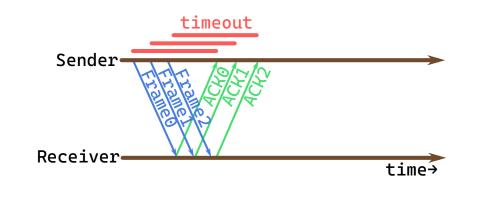






# Sliding Window Go Back N. Principle

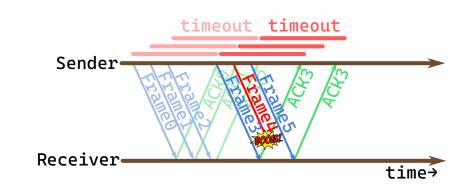




16 / 21

## Sliding Window Go Back N. Principle

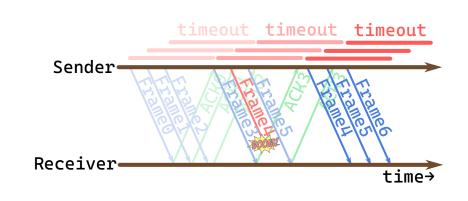




17 / 21

## Sliding Window Go Back N. Principle





#### Sliding Window Efficiency of GoBack-N



- Probability of Failure<sup>2</sup>:  $P_f = 1 (1 plr)^2$
- Average total time to transmit a packet [1]. Windows size  $W_s$  should implies to be selected so that the channel will be busy all the time.

$$E[t_{packet}] = t_f \frac{1 + (W_s - 1)P_f}{1 - P_f}$$

- Effective information transmission rate:  $R_{eff} = \frac{n_f n_{headers}}{F[t_{neales}]}$
- Associated transmission efficiency:  $\eta = \frac{R_{\it eff}}{Rate}$

# Futher readings



[1] Leon-Garcia, A., & Widjaja, I. (2000). Communication networks: fundamental concepts and key architectures (Vol. 2). New York: McGraw-Hill.



# Thanks for your attention