P1 - RTT via I/O multiplexing

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Design Decisions:

We implement a program to find the round trip times for multiple IPs using a single program. It works for IPv4 and IPv6 addresses.

Assumptions:

1. IPv4 and IPv6 supported.

- 2. Instead of a numeric string IP address, website URLs can also be used.
- 3. We send 3 ICMP packets and do not retransmit in case of packet loss.

Implementation:

We create a new raw socket for each new IP address. ICMP packet for a particular IP is identified by a combination of PID and socket descriptor value, plugged in the ID field of ICMP request packets. We use epoll API for I/O multiplexing, due to its performance over select and poll for N > 10000 file descriptors. A socket is closed once we receive 3 replies for that particular IP address.

Execution flow:

Our program has two threads of execution. The main thread and the receiving thread. Both threads take care of IPv4 and IPv6 packets using protocol-specific functions.

Main Thread:

- 1. It creates an epoll instance.
- 2. It loops line by line, reads the IP address on each line from a file.
- 3. For each IP, it creates a new raw socket, adds this socket to the interest list of epoll API, saves details for this remote host in a structure, sends 3 ICMP packets in succession, and continues to the next IP address.

Receiving Thread:

- 1. Another thread takes care of receiving replies from corresponding sockets for each IP address and calculates the RTT and stores it in a buffer.
- 2. It uses I/O multiplexing using epoll on the socket fds.
- 3. On receiving 3 replies, it prints the RTT values and closes the socket.

Usage:

Change to the directory in which the source code is present, then

Compile :

In the bash terminal, issue command: make or make rtt

Run:

In the bash terminal, issue command: ./rtt <filename>

Sample: