# Ex4- Documentation and explanations of Part B: : Ohad Shirazi 318636693

changing of the packet loss by percentage from the terminal:

```
ohad@ohad-VirtualBox:-$ sudo tc qdisc add dev lo root netem loss 10%
[sudo] password for ohad:
ohad@ohad-VirtualBox:-$ sudo tc qdisc change dev lo root netem loss 15%
ohad@ohad-VirtualBox:-$ sudo tc qdisc change dev lo root netem loss 20%
ohad@ohad-VirtualBox:-$ sudo tc qdisc change dev lo root netem loss 25%
ohad@ohad-VirtualBox:-$ sudo tc qdisc change dev lo root netem loss 30%
```

## Without any function of packets loss

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ make all
cc measure.c -o measure
cc sender.c -o sender
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
```

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./sender
connected to server
Current: cubic
[+]File data sent successfully.
New: reno
[+]File data sent successfully.
```

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 0.058200 milliseconds
recieved 5 files
average: 0.025000 milliseconds
connection closed
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$
```

## Packets loss by 10% percentage

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 6.167600 milliseconds
recieved 5 files
average: 0.022400 milliseconds
connection closed
```

#### Packets loss by 15% percentage

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 0.169200 milliseconds
recieved 5 files
average: 0.026400 milliseconds
connection closed
```

## Packets loss by 20% percentage

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 0.157000 milliseconds
recieved 5 files
average: 0.019000 milliseconds
connection closed
```

### Packets loss by 25% percentage

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 3366.241400 milliseconds
recieved 5 files
average: 0.022800 milliseconds
connection closed
```

## Packets loss by 30% percentage

```
ohad@ohad-VirtualBox:~/CLionProjects/Ex4_comm$ ./measure
Bind() success
Waiting for incoming TCP-connections...
A new client connection accepted
recieved 5 files
average: 3974.244000 milliseconds
recieved 5 files
average: 0.023600 milliseconds
connection closed
```

<u>Table that contains all the data above – shows the difference between reno and cubic:</u>

Packets loss by percentage	cubic	reno
without	0.0582 m.s.	0.025 m.s.
10%	6.1676 m.s.	0.0224 m.s.
15%	0.1692 m.s.	0.0264 m.s.
20%	0.157 m.s.	0.019 m.s.
25%	3366.2414 m.s.	0.0228 m.s.
30%	3974.244 m.s.	0.0236 m.s.

This table shows properly the differences between cubic and reno.

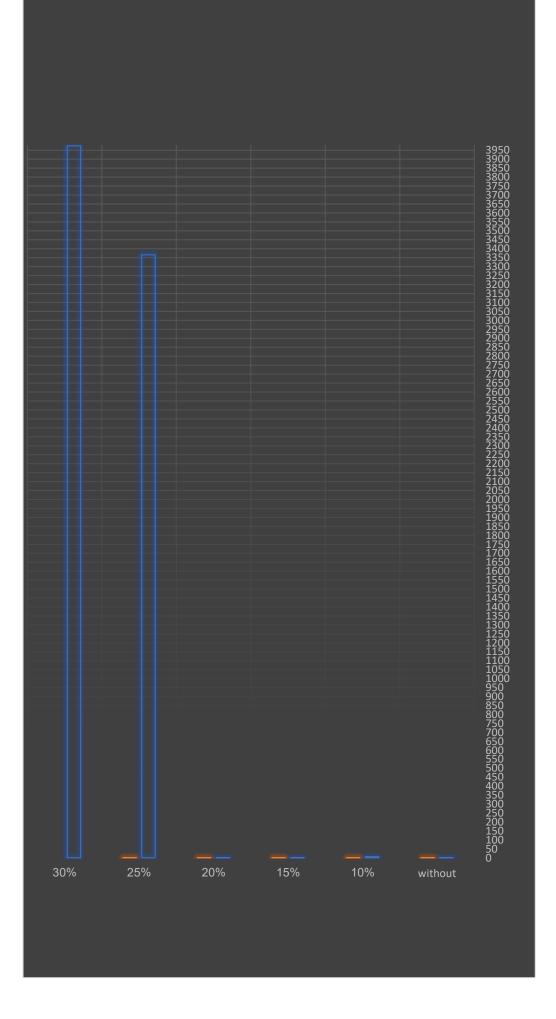
As described at the table, we can see on the next page the graph that describes the table, cubic's data is blue, reno's data is orange.

The analysis is an average time per milliseconds of packet loss by percentage on each round.

From the table and also from the graph we can see that in the cases of low packet loss percentage there was a little bit of equality between the algorithms, both are cant be seen, meaning they were very fast relatively. But with the growth of the packet loss percentages, we can see that reno "saves" the same performance, while the cubic- after we pass the 20% shows us a big increase at the average time.

Moreover , when I tried to do an extra round with packet loss of 40% percentage, I gave up because of the long time it tooks.

<sup>\*</sup> It should be noted- The task was performed with a 1MB file \*



The explanation to these outcomes is obviously the cwnd increase function implementation:

The reno uses slow start, congestion avoidance, and fast retransmit triggered by triple duplicate ACKs. Reno uses packet loss to detect network congestion.

The cubic is less aggressive and more similar to "BIC". (The BIC is binary search increase congestion control implementation of TCP with an optimized congestion control algorithm. It uses binary search algorithm in an attempt to find the largest congestion window that will last maximum amount of time). The cubic function uses 2 components to window growth. The first is a concave portion where the window quickly ramps up to the window size as it was before the previous congestion event. Next is a convex growth where cubic probes for more bandwidth, slowly at first, than very rapidly. Cubic spends a lot of time at a plateau between the concave and convex growth region which allows the network to stabilize before cubic begins looking for more bandwidth.

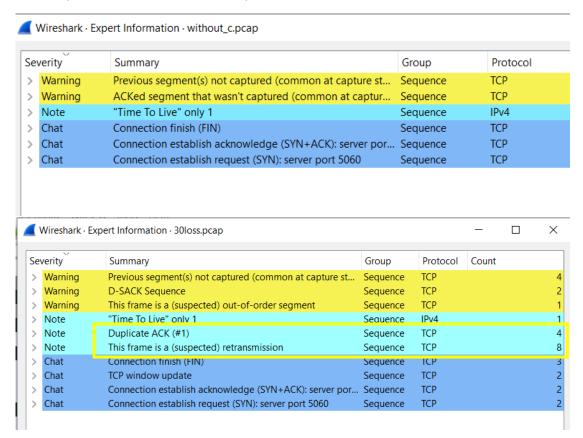
Another more documentation of the differences for each round from the Wireshark:

Here we see a screenshot from the 20% packet loss Wireshark pcap:

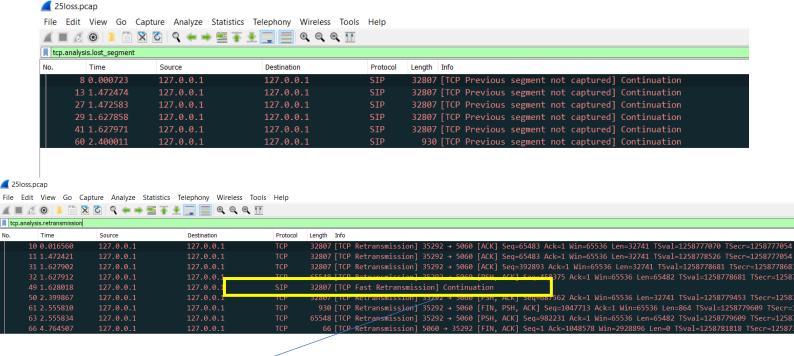
49 14.563213	127.0.0.1	127.0.0.1	TCP	86 [TCP Window Update] 5060 → 35288 [ACK] Seq=1 Ack=654956 Win=2553856 Len=0 TSval=1258742818 TSecr=1258742818 SLE=786028 SRE=851
50 14.563272	127.0.0.1	127.0.0.1	TCP	86 [TCP Window Update] 5060 → 35288 [ACK] Seq=1 Ack=654956 Win=2684928 Len=0 TSval=1258742818 TSecr=1258742818 SLE=786028 SRE=884
51 14.563288	127.0.0.1	127.0.0.1	TCP	78 5060 → 35288 [ACK] Seq=1 Ack=753260 Win=2779776 Len=0 TSval=1258742818 TSecr=1258742818 SLE=786028 SRE=884332
52 14.563310	127.0.0.1	127.0.0.1	TCP	32834 [TCP Out-Of-Order] 35288 → 5060 [ACK] Seq=753260 Ack=1 Win=65536 Len=32768 TSval=1258742818 TSecr=1258742818
53 14.563326	127.0.0.1	127.0.0.1	SIP	32834 Continuation
54 14.563343	127.0.0.1	127.0.0.1	TCP	66 5060 → 35288 [ACK] Seq=1 Ack=884332 Win=2766592 Len=0 TSval=1258742818 TSecr=1258742818
55 14.563367	127.0.0.1	127.0.0.1	SIP	32834 Continuation
56 14.582745	127.0.0.1	127.0.0.1	TCP	32834 35288 → 5060 [ACK] Seq=949868 Ack=1 Win=65536 Len=32768 TSval=1258742838 TSecr=1258742818
57 14.582759	127.0.0.1	127.0.0.1	Ci	00-0000 -/ 0000 [NOIK] DEQ-1 NEK-002000 WIH-2010/20 ECH-0 10/01-1200/42000 10/01-1200/42000
58 14.582781	127.0.0.1	127.0.0.1	SIP	32834 [TCP Previous segment not captured] Continuation
59 14.582783	127.0.0.1	127.0.0.1	:TD	A71 Continuation
60 14.582794	127.0.0.1	127.0.0.1	TCP	70 [TCD Window Underta] 5050 + 35300 [ACK] 50-1 Ash 003636 Win 2041664 Lon 0 TGwal 1350743030 TGwan 1250743030 CLE 1415404 SRE=10
61 14.598312	127.0.0.1	127.0.0.1	TCP	32834 [TCP Retransmission] 35288 → 5060 [PSH, ACK] Seq=982636 Ack=1 Win=65536 Len=32768 TSval=1258742853 TSecr=1258742838
62 14.598332	127.0.0.1	127.0.0.1	TCP	66 5060 → 35288 [ACK] Seg=1 Ack=1048578 Win=3110912 Len=0 TSval=1258742853 TSecr=1258742853
63 16.806296	127.0.0.1	127.0.0.1	TCP	66 5060 → 35288 [FIN, ACK] Seq=1 Ack=1048578 Win=3110912 Len=0 TSval=1258745061 TSecr=1258742853
64 16.806312	127.0.0.1	127.0.0.1	TCP	66 35288 → 5060 [ACK] Seq=1048578 Ack=2 Win=65536 Len=0 TSval=1258745061 TSecr=1258745061

We can see a lost packet and also a retransmission of a lost packet.

We can also look and compare the amount of retransmissions that occurred in round without packet loss and round of 30% packet loss:



Let's look about some of the packet loss and retransmission occurred at 25% packet loss:



Case of duplicate Ack