ASSIGNMENT 2

Network Lab

001910501090 Ritabroto Ganguly

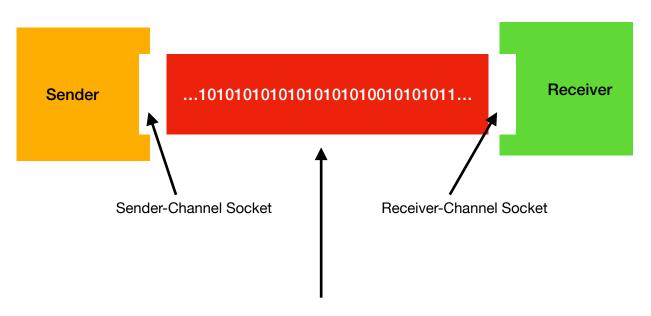
BCSE-III (19-23) A3

Problem Statement

Implement three data link layer protocols, Stop and Wait, Go Back N Sliding Window and Selective Repeat Sliding Window for flow control.

Sender, Receiver and Channel all are **independent processes**. There may be **multiple Transmitter** and **Receiver** processes, but only **one Channel** process. The channel process introduces random delay and/or bit error while transferring frames. Define **your own frame format** or you may use **IEEE 802.3 Ethernet** frame format.

Design



Channel passes data from one socket to another

- All frames are even-parity VRC encoded
- Data is inputted by the user
- Data is resend on timeout (and NAK reception in case of Selective Repeat Sliding Window Protocol)

Performance Analysis

• The Round Trip Time(RTT) has been calculated for each frame, which is used as the performance metric

Stop and Wait

Enter data: 1010100101010

Sending to channel: 10101001010100 Received from channel: Corrupt Data Round trip time: 2.0065619945526123

TIMEOUT!

Again Sending to channel: 10101001010100

Again Received from channel : ACK

Round trip time: 2.005190134048462 seconds

TIMEOUT!

Again Sending to channel: 10101001010100

Again Received from channel: ACK

Round trip time: 2.0088961124420166 seconds

TIMEOUT!

Again Sending to channel: 10101001010100

Again Received from channel: ACK

Round trip time: 0.003947734832763672 seconds

GoBackN

Ritobrotos-MacBook-Air:gobackn rgdgr8\$ python3 send*
Initiating Sender # 1

Enter data: 101111111111111
sending to channel: 10111111111111110/0 ui= -1
Received from channel: 0
RTT= 0.0007748603820800781

Enter data: 1110110101001001021
sending to channel: 11101101010010010210/1 ui= -1
Received from channel: 1

RTT= 0.0006048679351806641

Selective Repeat Sliding Window

Received from Sender 1: 10101010101010111111111111111110/0/

Sending to Receiver 1

1010101010101010111111111111111 0 TIMEOUT

Round trip time: 2.5073070526123047

Current frame no: 1

Sending to Receiver 1

Round trip time: 0.5015490055084229

Current frame no: 2

From the above outputs I may conclude that my GoBackN protocol is working the most efficiently in my particular machine environment.