CSE 489/589 Programming Assignment 2 Report Reliable Transport Protocols

Notes: (IMPORTANT)

- → One of your group members select <File> <Make a copy> to make a copy of this report for your group, and share that Google Doc copy with your teammates so that they can also edit it.
- → Report your work in each section. Describe the method you used, the obstacles you met, how you solved them, and the results. You can take screenshots at key points. There are NO hard requirements for your description.
- → For a certain test, if you successfully implemented it, take a screenshot of the result from the grader as required in section 5 (required). You can just provide the overall result for each test.
- → For a certain test, if you tried but failed to implement it, properly describe your work. We will partially grade it based on the work you did.
- → Do NOT claim anything you didn't implement. If you didn't try on a certain protocol or test, leave that section blank. We will randomly check your code, and if it does not match the work you claimed, you and your group won't get any partial grade score for this WHOLE assignment.
- → There will be **15.0** points for this report. These are NOT bonus points and will be given based on the completion of the analysis part (section 6.1).
- → If you decide not to attempt the analysis part (section 6.1) of the assignment, you will still NEED to submit this report with the requirements stated in section 6.
- → After you finish, export this report as a PDF file and submit it to the UBLearns. For each group, only one member needs to make the submission.
- → All the analysis results in section 6 should come from one of the provided hosts, NOT on your local machine (see section 3.1 in the handout).
- \rightarrow The maximum score for PA 2: 85 + 15 = 100

1 - Academic Integrity Policy Statement

[Your submission will NOT be graded without this statement.]

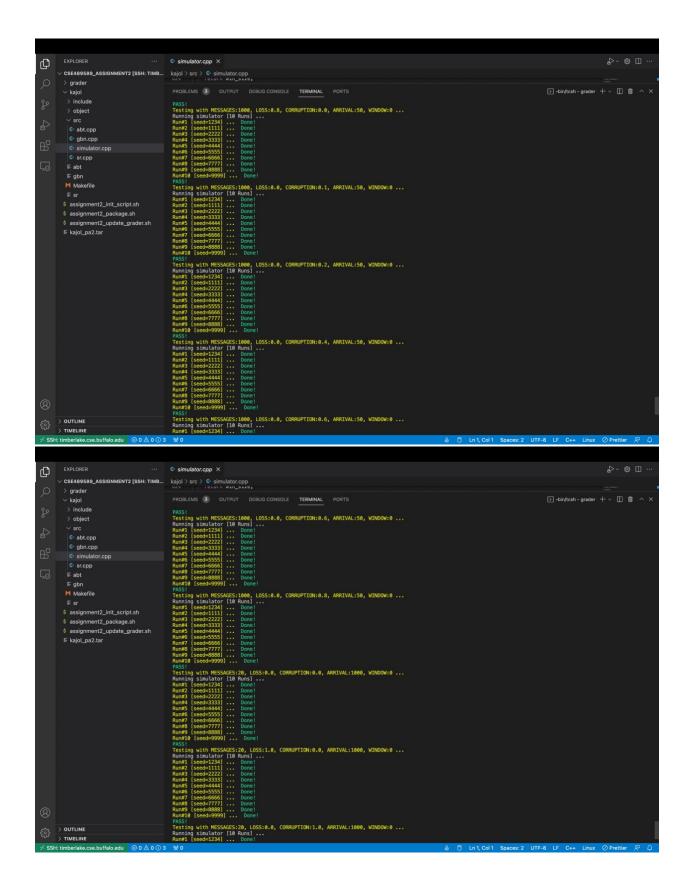
Kajol and Aishwarya, have read and understood the course academic integrity policy.

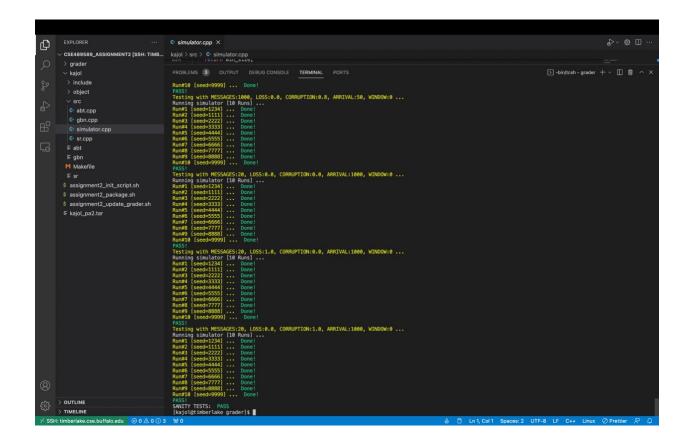
2 - Group and Contributions

- Name of member 1:
 - UBITName: kajol
 - Contributions: Worked on ABT and GBN test cases (Sanity, Basic, and Advanced)
- Name of member 2:
 - o UBITName: amehta9
 - Contributions: Worked on ABT and SR test cases (Sanity, Basic, and Advanced) and debugging
 of issues.

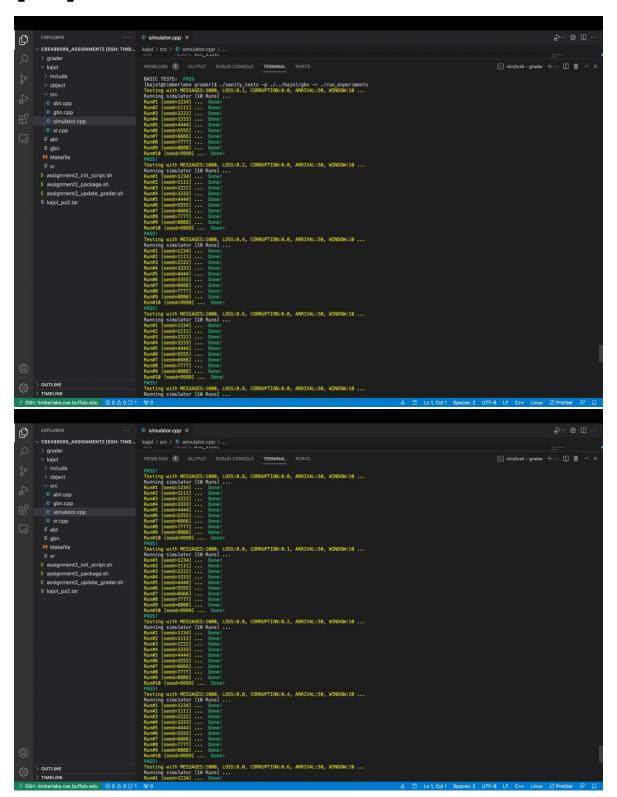
3 - SANITY Tests

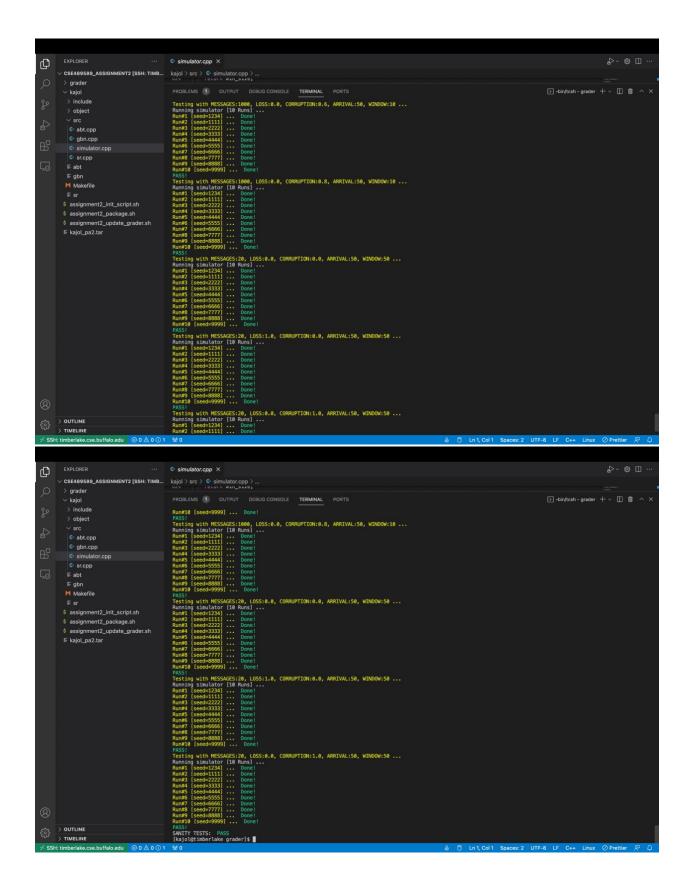
[2.0] ABT



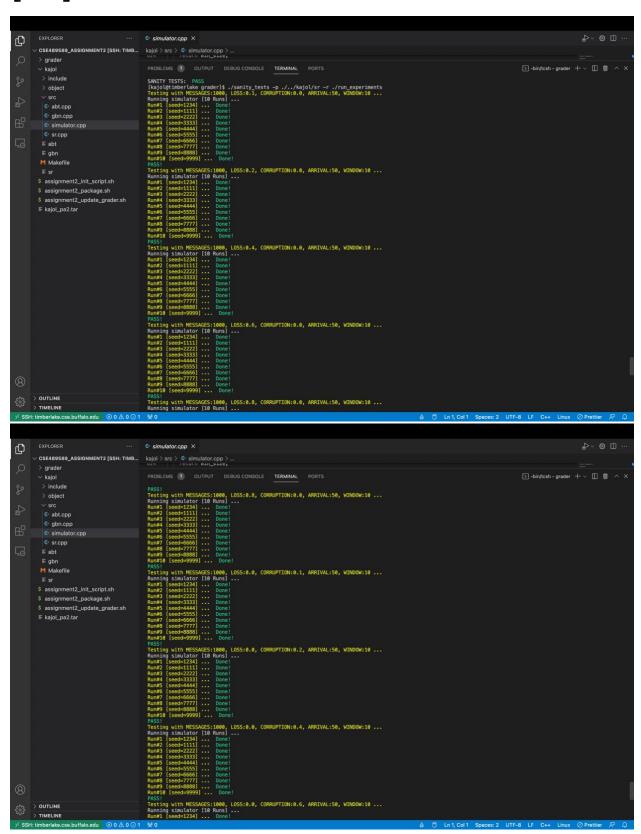


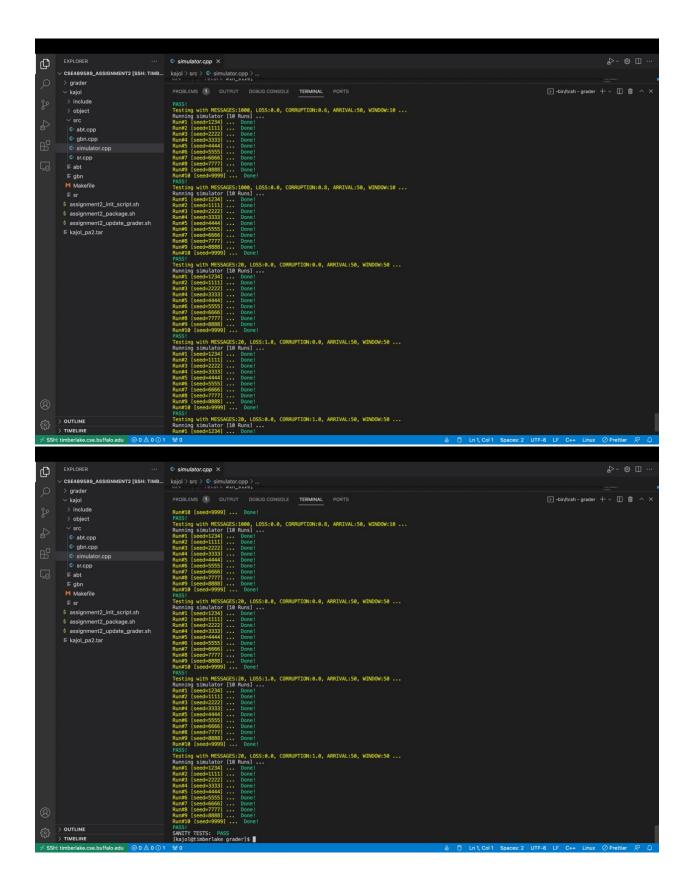
[5.0] GBN





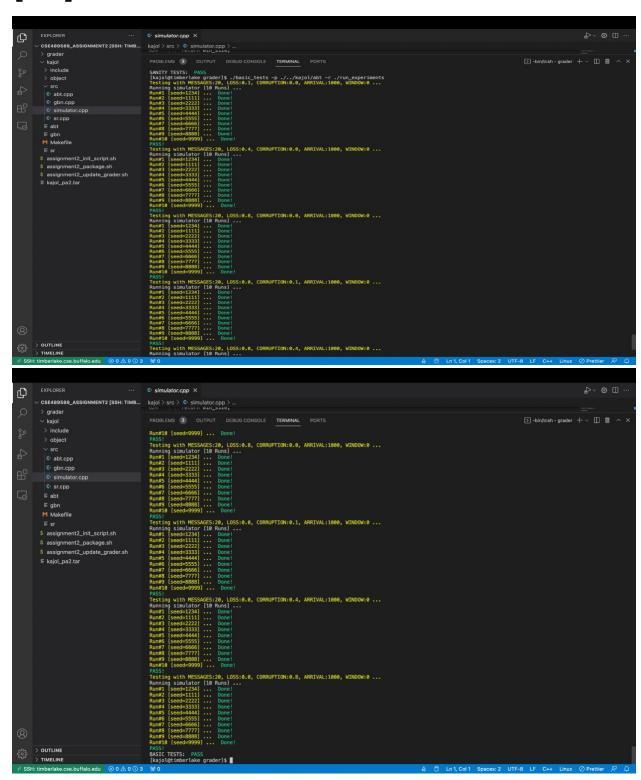
[8.0] SR



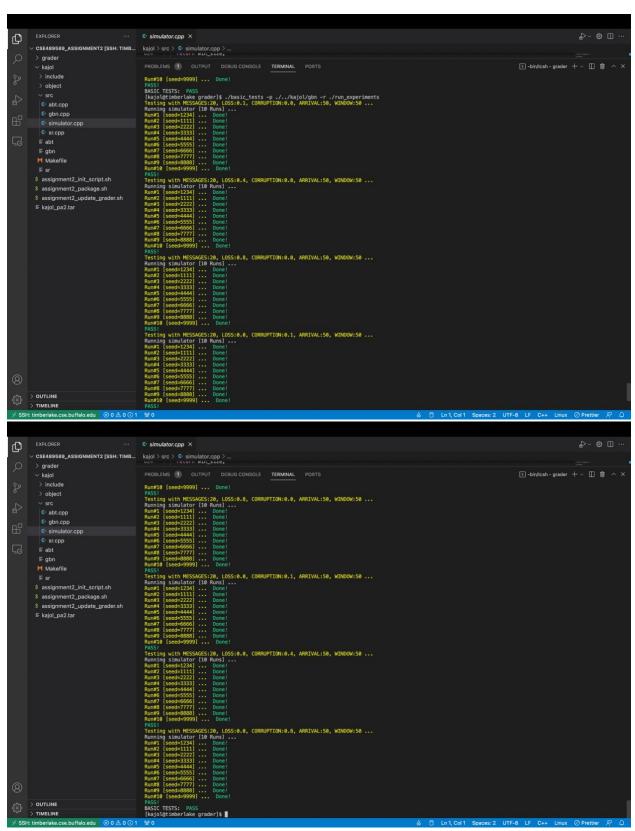


4 - BASIC Tests

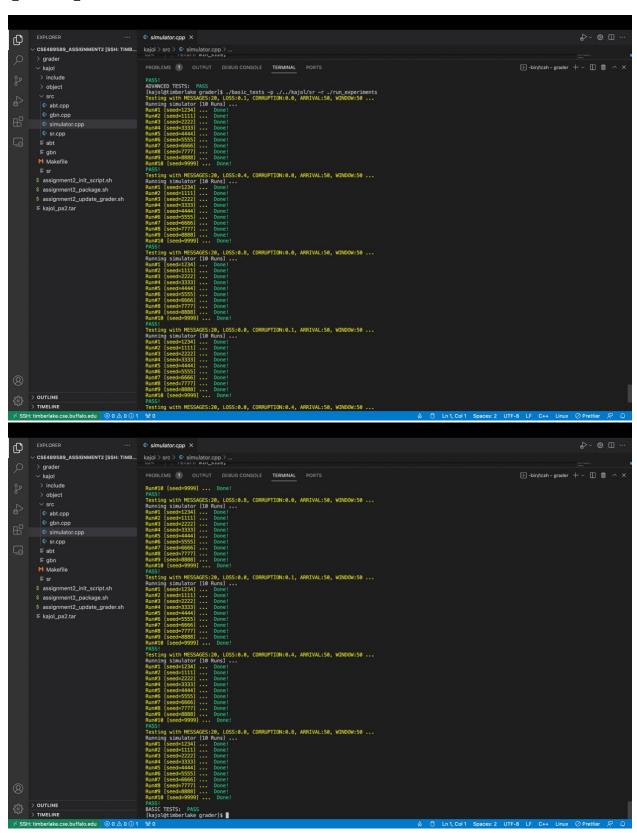
[5.0] ABT



[12.0] GBN

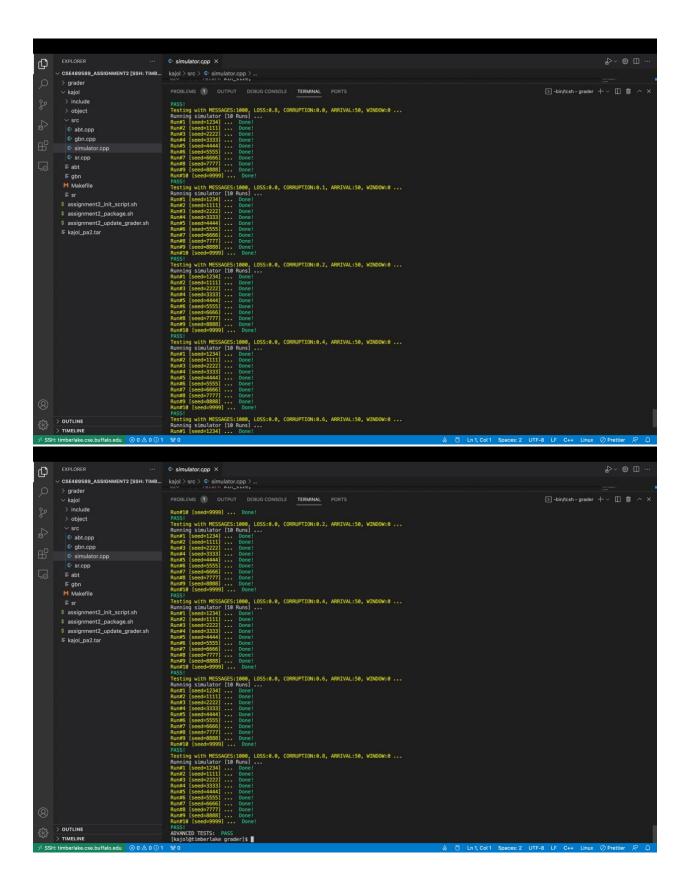


[18.0] SR



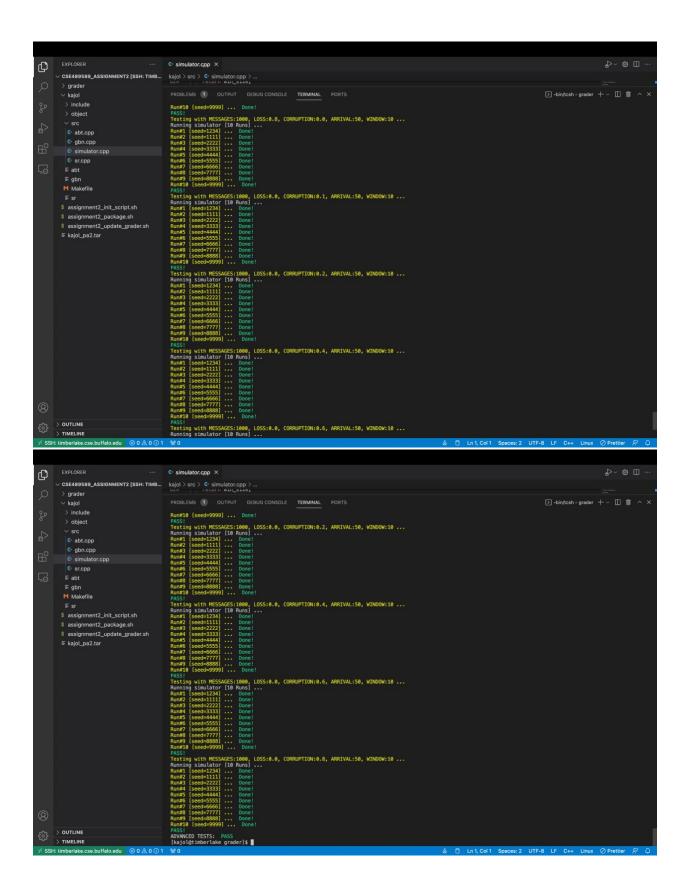
5 - ADVANCED Tests

[5.0] ABT

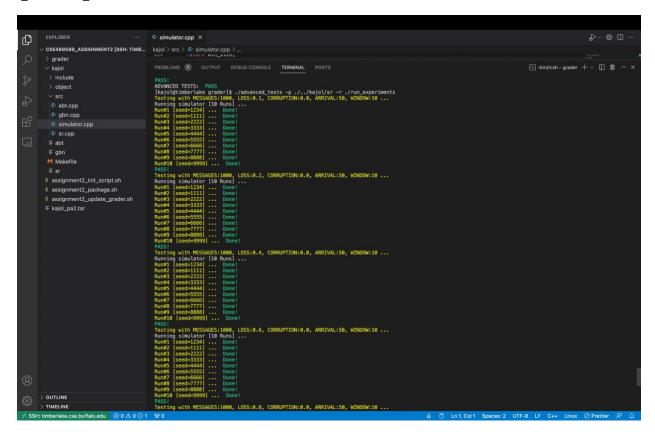


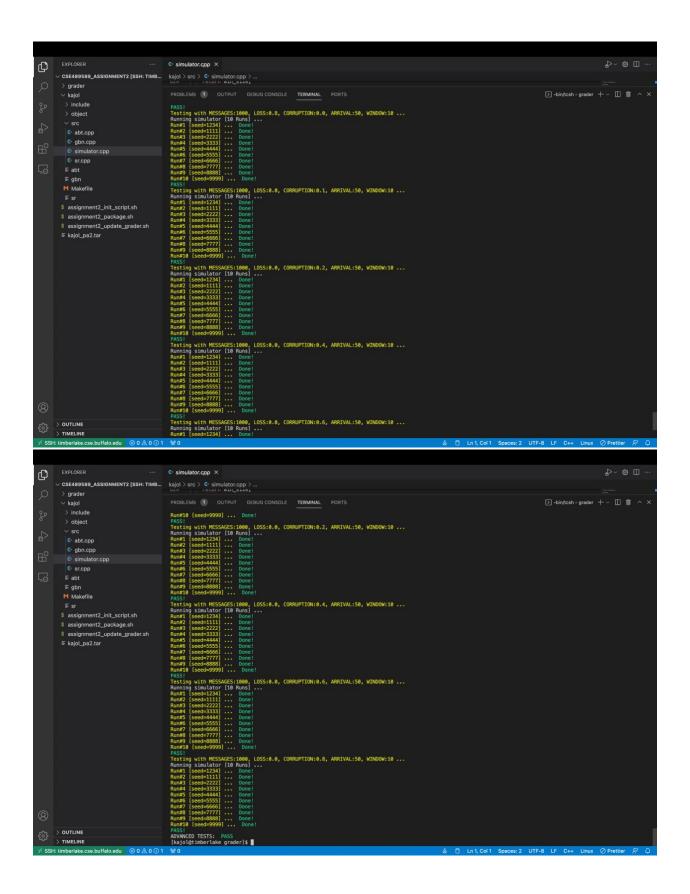
[**10.0**] GBN

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[20.0] SR





6 - ANALYSIS & REPORT [15.0]

Window size 10

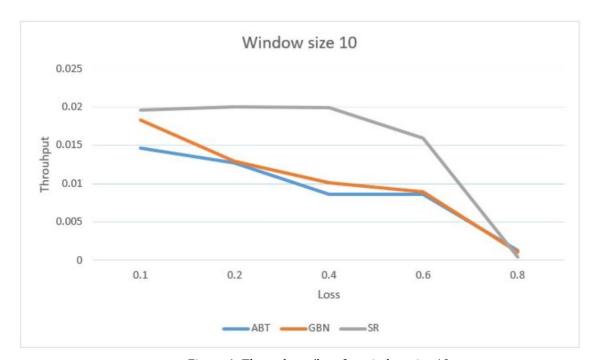


Figure 1: Throughput/loss for window size 10

Observation and Analysis:

In the graph above, we can see that SR throughput is higher than GBN and ABT. As loss increases, the number of transmissions increases in GBN, which is why we see a close graph line between ABT and GBN, whereas SR transmission only takes for unacknowledged packets of window, so we get better performance in SR, but as loss increases, it basically degrades to stop and wait, so we merge all the graph lines at 0.8 loss.

Window size – 50

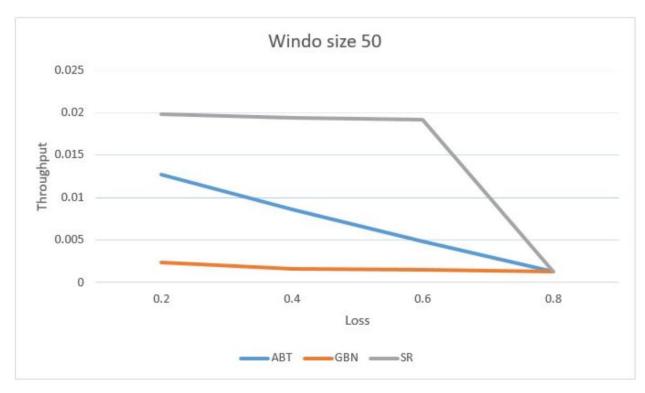


Figure 2: Throughput/loss for window size 50

Observation and analysis:

Now here we can see that GBN throughput decreases a lot as we increase the loss probability as window size is 50 we have to send lot of packet to B which decreases the throughput. In case of SR it performance remains the same.

Loss Probability - 0.2

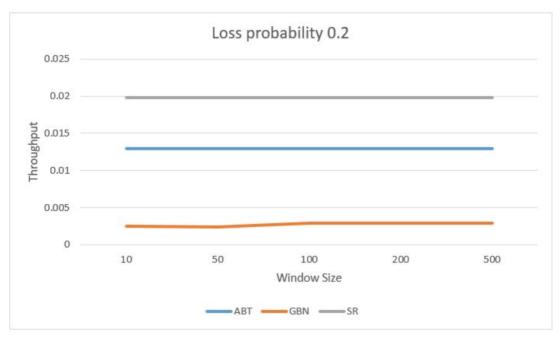


Figure 3: Throughput/window size loss probability 0.2

Observation and analysis:

Here we can see at loss probability 0.2 we have same through put for variation of window sizes; we can conclude that the window sizes at low rate of loss probability window size does not affect the throughput.

Loss Probability - 0.5

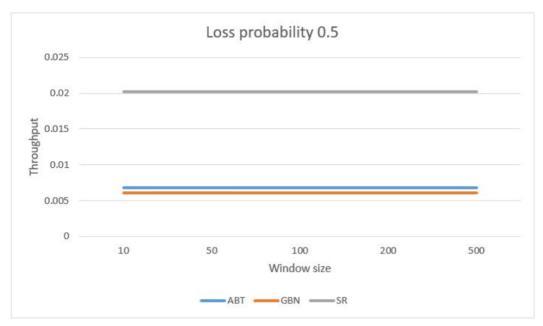


Figure 4: Throughput/window size loss probability 0.5

Observation and analysis:

Here we can see at loss probability 0.5 we have same through put for variation of window sizes, we can conclude that the window sizes. Though we can see as due to large number of retransmission throughput of the GBN is decreased.

Loss Probability - 0.8

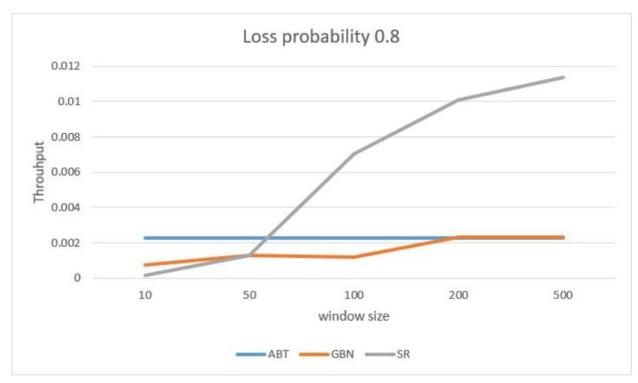


Figure 5: Throughput/window size loss probability 0.8

Observation and analysis:

Here we can see at loss probability 0.8 GBN performance decreased dramatically as we are retransmitting same packet multiple times. Though SR initially due to high probability gives low throughput but catches on as we increase the window size, here ADT is not affected due to stop and wait.

REFERENCES:

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https://networkustad.com/2020/01/02/reliable-transport-protocol-rtp/

https://learn.saylor.org/mod/page/view.php?id=27482