

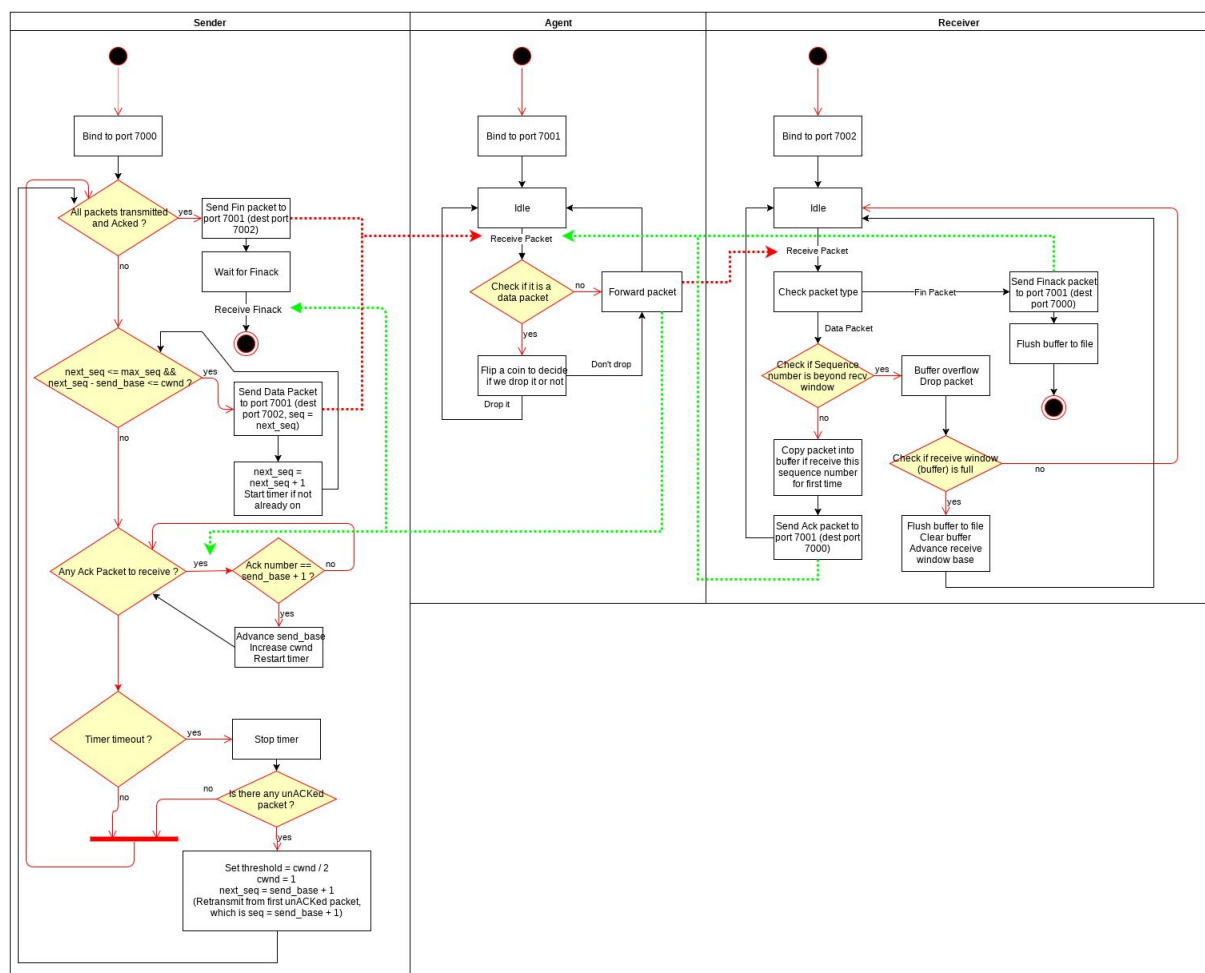
CN HW2 Report

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Execution environment

Linux and GNU make and g++ that supports 'c++11' required.

Design



I include the destination ip address, destination port, packet type (DATA/ACK/FIN/FINACK), sequence number, ack number, payload size in my TCP header.

When the Sender wants to send a packet to the Receiver, the Sender should include the Receiver's port and address in the header and send the packet to the Agent. And when the Agent receives a packet, the Agent can determine if this is a data packet and where to forward the packet if the Agent decides not to drop the packet.

The Agent uses an uniform distribution random number ranging from $[0, 1)$ and a predefined loss-rate (probability of packet loss) to decide if a data packet is to be dropped.