

Robust Protocol Challenge memo

What the example code is doing

common

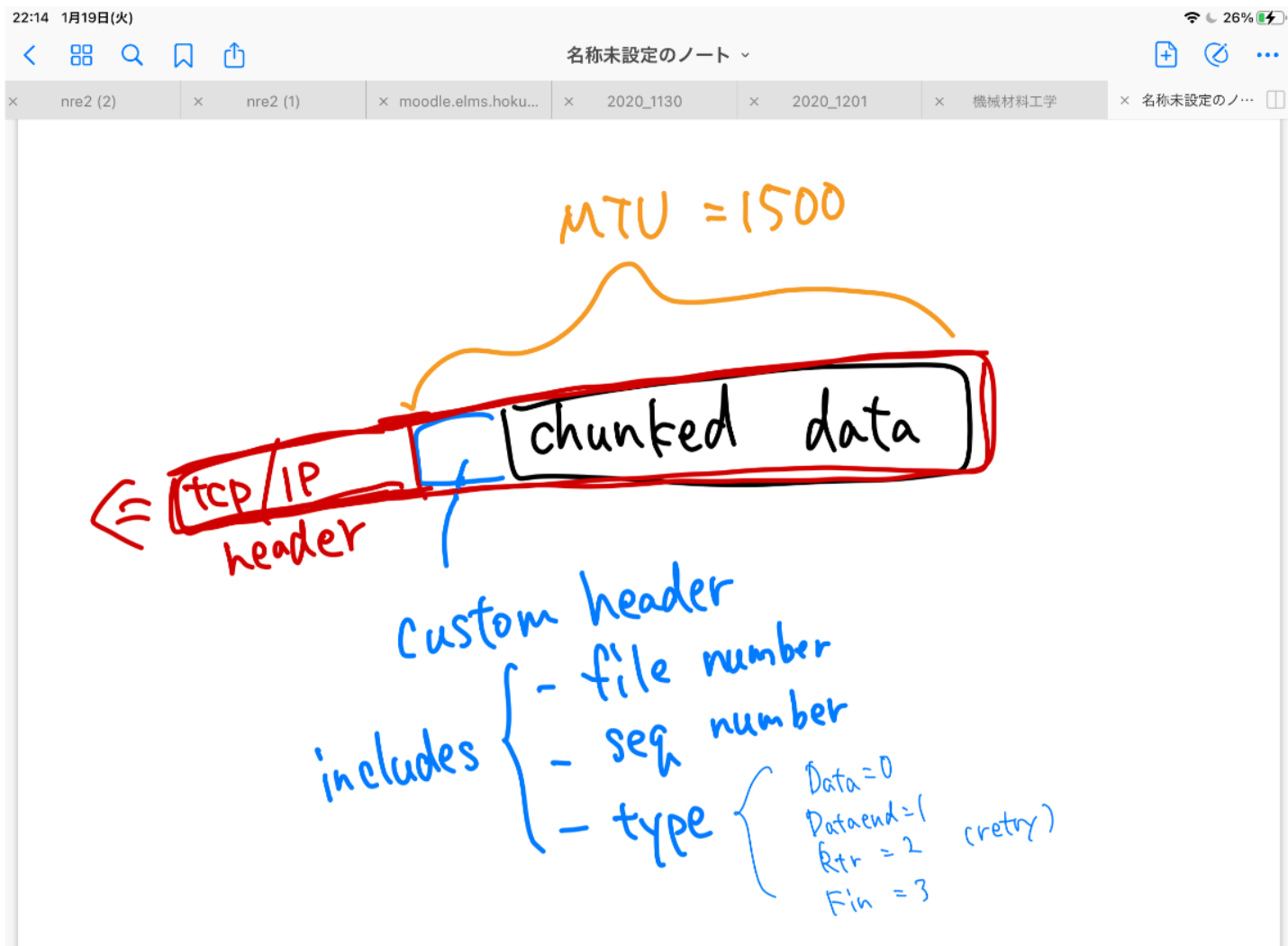
- creates a single socket and uses it.
- communicating with UDP

sender

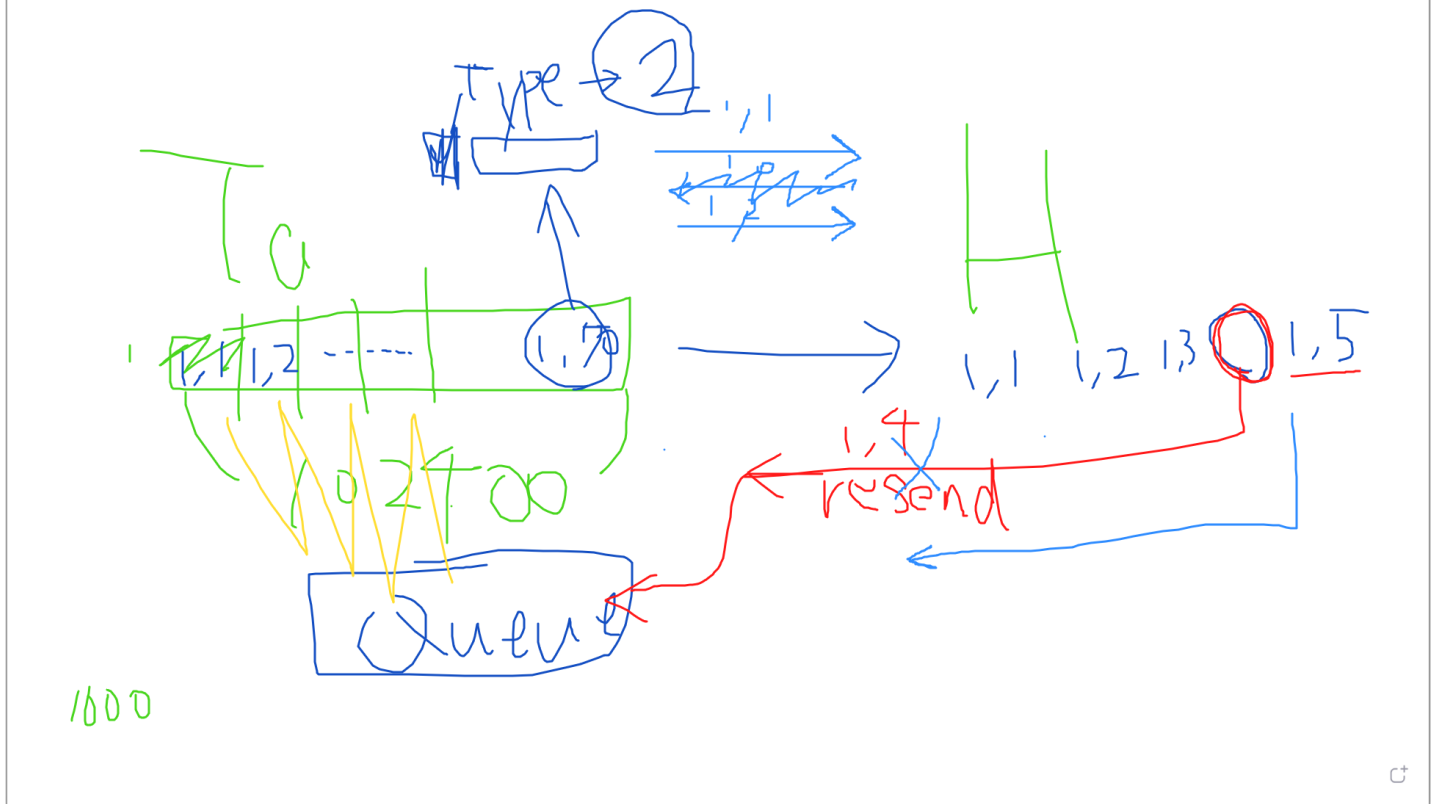
- At first splits the file into MTU-sized pieces and adds custom header to each piece.
 - The custom header consists of data type, file number, and sequence number.
- There is a queue where [retransmission requests or file reception completion notification] arrive.
- While sending prepared pieces, if a retransmission request or reception completion comes to the queue, it will process that.
- loop the above until the time comes.

receiver

- manages data with three dicts
 - `recieved_files_flag = {0: False, 1: False, ...}` manages whether files have been received completely
 - `received_files_length = {0: Null, 1: 60, 2: 61, ...}` figures out the number of the seq and keep it.
 - `recieved_files_data = {0: [b'<byte chunk>', b'...', ...($\times 100$)], 1: [...], ...}` stores data which received
- When there is no seq number less than the received seq number, request retransmission of it.
- Once all the seqs are in place, remove the custom headers and assembles the file



- we talked about what the example code is doing(1/19 night)



Idea or Problems or Questions? (just write it down)

- logging out how many resend requests or any other is happening
- Sometimes a jammer will lose the entire packet. What happens if some of them are lost?
 - how long does echo 1 or echo 0 take ??


```
root@Taro:/home/pi/team05/githubsample/robust# time echo 1 > /sys/class/gpio/gpio17/value
```

```
real    0m0.000s
user    0m0.000s
sys     0m0.000s
```

```
pi@Taro:~/team05/githubsample/robust $ time sudo echo 1 > /sys/class/gpio/gpio17/value
```

```
real    0m0.062s
user    0m0.020s
sys     0m0.044s
```

```
pi@Taro:~/team05/githubsample/robust $ time echo 1 > /sys/class/gpio/gpio17/value  
  
real    0m0.001s  
user    0m0.000s  
sys     0m0.000s
```

I think we can reference <https://github.com/pratiklotia/Client-Server-Fast-File-Transfer-using-UDP-on-Python> (<https://github.com/pratiklotia/Client-Server-Fast-File-Transfer-using-UDP-on-Python>).
—  ching

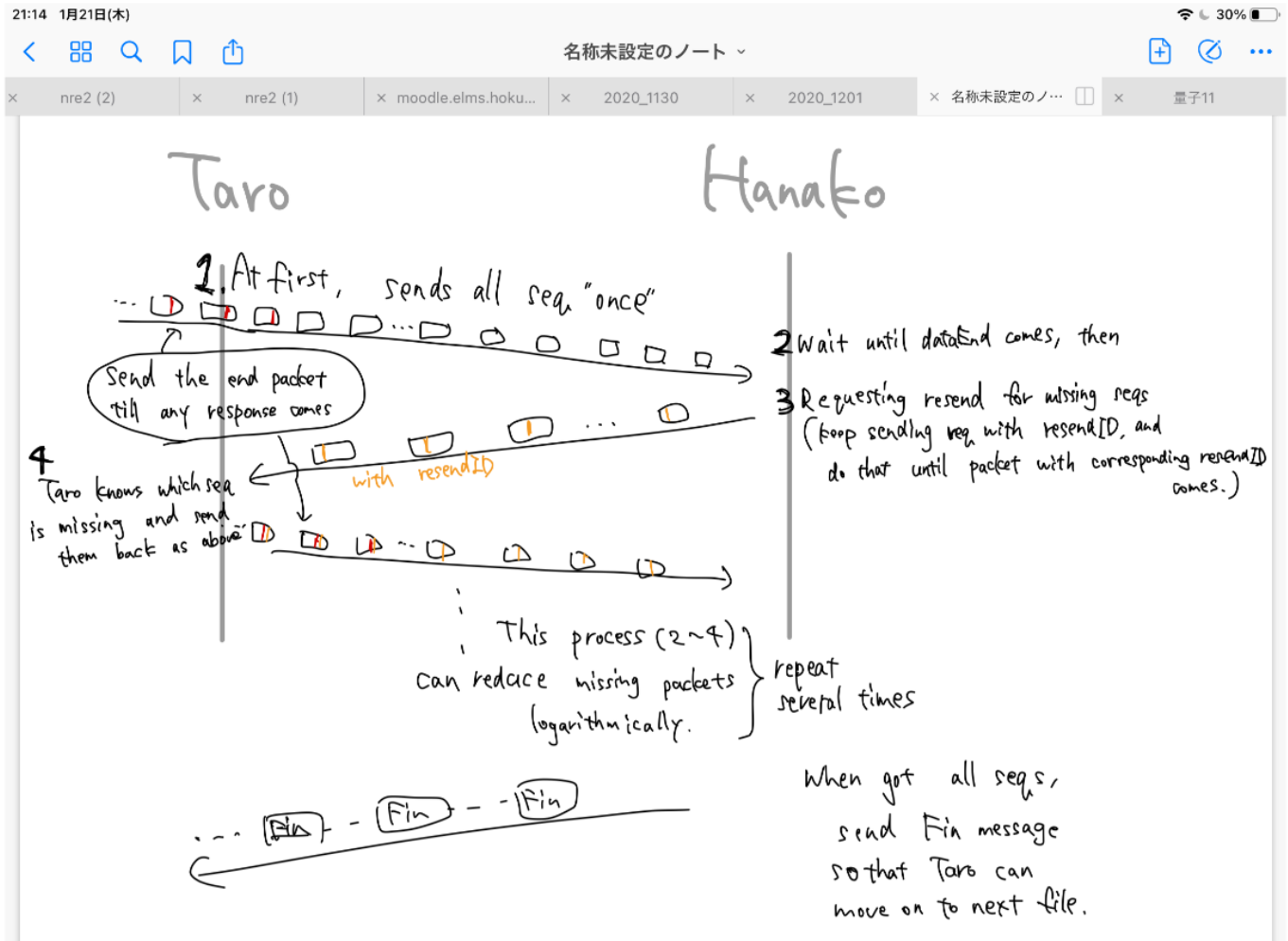
Related articles (I hope so)

- Python Socket Receive Large Amount of Data
<https://stackoverflow.com/questions/17667903/python-socket-receive-large-amount-of-data> (<https://stackoverflow.com/questions/17667903/python-socket-receive-large-amount-of-data>).
- Python socket sends faster than receiver
<https://stackoverflow.com/questions/44945324/python-socket-sends-faster-than-receiver> (<https://stackoverflow.com/questions/44945324/python-socket-sends-faster-than-receiver>).
- Fastest way to process and save UDP flow in python
<https://stackoverflow.com/questions/23660631/fastest-way-to-process-and-save-udp-flow-in-python> (<https://stackoverflow.com/questions/23660631/fastest-way-to-process-and-save-udp-flow-in-python>).

1/20

- Perform single-threaded and multi-threaded measurements
 - there was almost no difference
- Count how many requests for retransmissions were made, and how many completion reports were made.
 - we gathered some logs and found out that there were so many meaningless resend request

- one idea from Hiro



- 1/21 we discussed about the idea

- the one above
- BCH error correction
 - If we assume that all missing packets' bits are 0, then the bits that are erroneous in that packet are half of the packet. In total, 50% of the packets received plus 50% of missing packets are correct, so we only need to correct 25% of the errors "on average".
- think_outside_the_box

- Hiro is now making progress implementing my own idea and maybe we can try it in evening meeting