



Implementing a Reliable Data Transport Protocol

CS431

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To measure the following comparison, a 5 MB jpeg picture was used which is divided into 10491 packets.

The timeout used is equal to 0.1 seconds.

Throughput is expressed in term of packets per second.

Stop And Wait

	P = 1%	P = 5%	P = 10%	P = 30%
1st Run	11.2749	54.4693	115.622	447.203
2nd Run	11.3094	54.4671	115.702	447.193
3rd Run	11.2738	54.4605	115.679	447.321
4th Run	11.3088	54.4591	115.659	447.161
5th Run	11.2815	54.4704	115.693	447.15
Average Time	11.28968	54.46528	115.671	447.2
Average Throughput	929.255	192.618	90.69	23.46

Selective Repeat

The maximum size of the window used is 200.

	P = 1%	P = 5%	P = 10%	P = 30%
1st Run	9.294	45.017	82.597	337.068
2nd Run	9.567	45.143	82.556	331.302
3rd Run	9.425	45.018	82.374	342.322
4th Run	9.624	44.922	82.597	329.995
5th Run	9.758	44.132	81.742	341.601
Average Time	9.53	44.88	82.37	336.4576
Average Throughput	1100.1	233.76	127.36	31.180

Go Back N

The value of N = 70

	P = 1%	P = 5%	P = 10%	P = 30%
1st Run	12.053	55.775	111.05816	449.378
2nd Run	12.054	55.944	112.172	449.724
3rd Run	12.07	55.9951	111.523	445.57
4th Run	12.055	55.854	110.932	447.112
5th Run	12.051	55.9669	112.318	450.008
Average Time	12.056	55.9	111.6	448.35
Average Throughput	870	187.67	94	23.39

