COMP3331 - Network Assignment 2018s2

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NOTE: Program uses python2.7, arguments entered in same order as the spec Report

Q1.

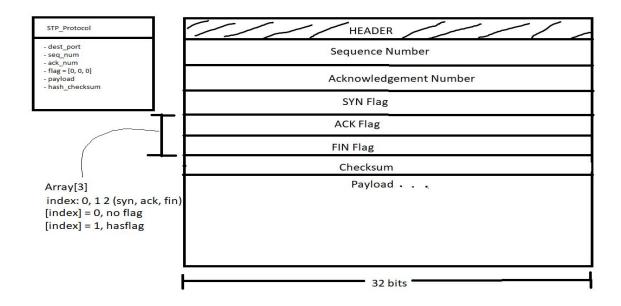
List of successful implementation:

- Successfully create socket using UDP
- Working 3-Way Handshake (Sends SYN, Receives SYN, sends ACK)
- Initiate EstimatedRTT=500ms and DevRTT =250ms, then using the formula from textbook to calculate new EstimatedRTT and DevRTT
- Using new EstimatedRTT and DevRTT to calculate timeout interval
- SampleRTT is obtained per ACK except for retransmission timeout (not required)
- Timeout Interval gets doubled when it is doing retransmission timeout (Figure 3.33)
- Re/calculate the next sequence number and next ack number, which is then stored into packet along with payload and send to the receiver
- Implemented timeout scenario, retransmitting a packet with the lastest unacked sequence number (sendbase) with payload corresponding to the seqnum
- Receives ACK and rebases the sendbase or last unacked, a packet is then sent back to the receiver
- Timer
- Receiver sends latest next ack when wrong packet is sent or corrupted (Cumulative ACK) (Fast Retransmission)
- Counts number of time ACK-value gets ACKed, when the ACK-value == 3, retransmit packet
- Window Size, follows rule LastByteRcvd LastByteRead <= RcvBuffer
- Tear-down stage
- Logger
- PLD Module

After reading the spec and seeing Figure 2 from the spec, it gave me a starting point to how I was going to implement STP. Following the diagram, I created a stub for each entity in the diagram into classes in separate .py file. A good starting point was to create a socket for both sender and receiver and just to get something talking to each other (inspired by lab). STP_Protocol contains instance variable for seqnum, ack, checksum, array of flags(SYN, ACK, FIN) and payload. Sender and receiver are able to create object, replicating packets. The next stage was to somehow get the receiver to get the file the sender is sending, for now full file. This was done only using sockets and not any other classes i have created. Following on, the next thing that was implemented was the 3-way handshake. The sender initiate connection with receiver by sending SYN with a SEQ number and receiver sends back a SYNACK with its own initial SEQ number, a ACK is sent by sender and 3-way handshake is completed. STP_Segment is then implemented along continuation of Sender.py and Receiver.py, which allows the sender to split the files into segments depending on MSS and send in segments. STP_Segment also maintains corresponding segnum. It was then time to

implement MWS and the way the program works is by using loops and calculating index number of the segment and sequence number maintained in the STP_Protocol class. The window resets to first segment when all are acked, or retransmission (shifting sendbase to first segment). PLD Module was where thing got complicated and trying to get STP to adapt to these scenarios. When pDrop occurs it continues through the window without sending packet. pCorrupt is implemented by adding 'c' character and uses checksum via SHA256 on both sender and receiver to check if corrupted data. pDuplicate sends packet twice, although it might be wrong dDup doesn't count for segment sent in window. pOrder utilises a list by appending and popping index 0 when length == MaxOrder. pDelay is implemented by using concept of threading so that other packets are still able to send while pDelay packet is waiting over time, the window however doesn't slide until acked. The teardown stage sends FIN flag to receiver when index is not found (file size sent). On the receiving end, if it detects FIN flag and for the receiving and initiate it teardown stage. After everything seemed to be working, the logger was then implemented and using those data tweaked the STP accordingly.

Q2.



Q3.

- Packets, if I had more fluent understanding of bits in programming the packets/header could of been better designed by masking bits, creating a more efficient and reduced size packet, especially for the flag.
- I would like to improve the way i shift my windows and implement it in a more efficient way. Currently to shift the window, I would have to wait for all acks from the segment sent in the window to be recognised then shifted, rather shifting as each packet is acked. (Go Back N or Selective Repeat)
- A better improvement for tear down state. This section was close to being hard coded and due to design. Before the fix there was an if statement that causes it to repeatedly send FIN due to delayed packets.

- Inconsistency of retransmission, my timeout retransmit one packet instead of whole window, while fast retransmission retransmit whole window.

Q4.

- James Kurose, Keith Ross -Computer Networking Top Down Approach (ideas mainly from here)
- https://docs.python.org/3/library/socket.html
- https://realpython.com/python-sockets/
- https://www.tutorialspoint.com/python/python multithreading.htm

5.A.

First of all it is obvious and concrete that the a higher pDrop takes longer for the file to send across causing the chance to have a timeout to be longer, both evident as first image finish time is 28 seconds and second image finish at 41.5seconds. In both cases drop of packet will cause retransmission, this is because of the behaviour of my STP. Assume that there is a window with 4 segments that is going to be sent and the last packet is dropped, my STP wait for a packet to arrive, but since it was lost the timer exceeds timeout interval and performs retransmission. Furthermore, the highlighted sequences in both images shows that we are getting return of multiple dup ack, causing further window size retransmission.

5.B. (NOTE: images 5B has incorrect handle PLD values, fixed after this but total transmitted should be the same)

- i. Total transmitted = 430399Total time = 4362.5 seconds = 72.7 minutes
- ii. Total transmitted = 436743

 Total time = 4958 seconds = 82.63 minutes
- iii. Total transmitted = 436646

 Total time = 5924.5 seconds = 98.74 minutes

Lets first analyse the formula (TimeoutInterval = EstimatedRTT + Gamma *DevRTT) before moving onto the values. EstimatedRTT = (1- alpha) * EstimatedRTT + alpha * SampleRTT => What this formula does is it calculates the average of SampleRTT. Because EstimatedRTT is a weighted average new values that were entered are more relevant then the old. DevRTT defines the the variation of the sampleRTT and EstimatedRTT, calculated by DevRTT = (1 - B) * DevRTT + Beta * | SampleRTT - EstimatedRTT|. DevRTT value will bounce or fluctuate correspondingly to the different between SampleRTT and EstimatedRTT. Now, that we understand what the formulas are doing, we can apply it to understand the difference in received data values. The input data for each experiment are the same except for the gamma, hence resulting in the same probability for each test. Because of this, DevRTT value and EstimatedRTT will also have similar behaviour, performing same kind of fluctuation, which results the values between total time for each gamma value not being too far apart. The reason why there are an increase in total transmitted and total time is due to increase of TimeoutInterval which is in proportion to gamma, as gamma increase TimeoutInterval also

increases, hence the linear increase in total time. Total transmitted time should be similar and can vary depending on timeoutinterval. Longer timeoutinterval may affect number of transmission.

Q5c.

Yes the files both have been successfully transferred taking 9486.9 seconds (158.11minutes, 2.6hours). From my understanding the pDrop causes the biggest contribution on the overall time transfer. Suppose that the last packet from the window get dropped. For this particular STP, the window would have to wait for an acknowledgement for the last packet of window before shifting on to the next, and since it got dropped a timeout will occur and goes through a retransmission. Having consecutive timeouts will further affect the transfer time due to the timeout interval value doubling each retransmission. Base on the images of data we can see that there are are high number of retransmission which demonstrating this. pDuplicate, pCorrupt and pOrder also plays role but not as significant as pDrop because the sender still receives ACK values from the receiver and the window shift accordingly (or could also go through retransmission then window gets shifted).

APPENDIX

5. A. pDrop = 0.1, MWS = 500, MSS = 100, seed = 100, gamma = 4, pDuplicate, pCorrupt, pOrder, MaxOrder, pDelay, MaxDelay all set to 0

	′ •	•		•							
			Sende	er				Send	der		
			3331/assignment						3331/assignment		
File Edit View S	search Terminal F 25.5	Help D	1301	100	1	File Edit View Se					
snd	25.5	D	1401	100	i	snd/RXT	28.5	D	3001	28	1
snd/RXT	25.5	Ď	1001	100	i	snd/RXT	28.5 28.5	D	3001 1	28	1
rcv/DA	25.5	Ā	1	0	1001	rcv/DA snd	28.5	A D	3001	0 28	3001 1
snd/RXT	25.6	Ď	1001	100	1	snd/RXT	28.5	D	3001	28	i
rcv/DA	25.6	Ā	1	0	1001	rcv	28.5	A	1	9	3029
drop	25.7	Ď	1001	100	1	snd	28.5	Ê	3029	9	1
snd/RXT	25.8	Ď	1001	100	ī	rcv	28.5	A	1	9	3029
rcv/DA	25.8	Ā	1	0	1001	rcv	28.5	Ê	1	9	3029
snd/RXT	25.8	D	1001	100	1	snd	28.5	Ä	3029	õ	2
snd	25.8	D	1101	100	1	Size of t				•	3028
drop	25.8	D	1201	100	1			(- /		
snd	25.8	D	1301	100	1	Segments	transmit	ted (inc	luding drop	S RXT)	1387
drop	25.8	D	1401	100	1						
drop	25.9	D	1001	100	1	Number of	Seaments	s handled	by PLD		1383
snd/RXT	26.0	D	1001	100	1						
rcv/DA	26.0	Α	1	0	1001	Number of	Segments	s dropped	Ė		130
snd/RXT	26.0	D	1001	100	1						
rcv/DA	26.0	Α	1	0	1001	Number of	Segments	s Corrupt	ted		0
snd/RXT	26.1	D	1001	100	1						
rcv/DA	26.1	Α	1	0	1001	Number of	Segments	s Re-orde	ered		0
snd/RXT	26.1	D	1001	100	1						
snd	26.1	D	1101	100	1	Number of	Segments	s delay			0
snd	26.1	D	1201	100	1						
snd	26.1	D	1301	100	1	Number of	Retrans	mission o	due to TIMEO	JT	584
snd/RXT	26.1 26.1	D D	1401 1001	100 100	1						
rcv/DA	26.1	A	1001	0	1001	Number of	FAST RE	TRANSMISS	510N		168
snd/RXT	26.1	D	1001	100	1001						500
rcv/DA	26.1	A	1001	0	1001	Number of	DUP ACKS	s receive	ed		500
snd/RXT	26.2	Ď	1001	100	1	14-11-4-	11		/ /···· ÷ /COM	00001	
rcv/DA	26.2	A	1	0	1001			ron-5558	- (~/un1/COM	P3331/ass	<pre>ignment) - [git://</pre>
drop	26.2	Ĝ	1001	100	1	master x]					
	~~ ~	,	1101	100							
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pDrop = 0.3

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			3331/assignment						3331/assignment		
1 5 7 7 7 7	Search Terminal Help	_	÷	<u> </u>	2001	snd/RXT	search Terminal H 41.5	elp D	2901	100	1
drop	41.5	D	2801	100	1	rcv/DA	41.5	Ā	1	ō	2901
snd/RXT	41.5	D	2801	100	1	snd	41.5	D	2901	100	1
rcv/DA snd/RXT	41.5 41.5	A D	1 2801	0 100	2801 1	drop	41.5	D	2901	100	1
snd/RAT	41.5	D	2901	100	i	snd/RXT	41.5	D	2901	100	1
drop	41.5	D	3001	28	1	rcv	41.5	Α	1	Θ	3029
snd/RXT	41.5	D	2801	100	i	snd	41.5	F	3029	Θ	1
rcv/DA	41.5	A	1	0	2801	rcv	41.5	Α	1	Θ	3029
snd	41.5	Ĝ	2801	100	2001	rcv	41.5	F	1	Θ	3029
drop	41.5	D	2901	100	1	snd	41.5	A	3029	Θ	2
drop	41.5	D	2801	100	1	Size of	the file	(in Bytes	5)		3028
snd/RXT	41.5	D	2801	100	î						
rcv/DA	41.5	A	1	0	2801	Segments	transmit	ted (incl	luding drop	& RXT)	1234
snd/RXT	41.5	D	2801	100	1						
rcv/DA	41.5	Ā	1	0	2801	Number o	f Segment	s handled	by PLD		1230
snd/RXT	41.5	D	2801	100	1						
snd	41.5	D	2901	100	1	Number o	f Segment	s dropped	1		361
snd	41.5	D	3001	28	1						-
drop	41.5	D	2801	100	1	Number o	f Segment	s Corrup	ted		0
snd/RXT	41.5	D	2801	100	1						
rcv/DA	41.5	A	1	0	2801	Number o	f Segment	s ke-orae	erea		0
snd	41.5	D	2801	100	1	M	f Segment	- 4-3			o
snd	41.5	D	2901	100	1	Number 6	r segment	s detay			U
snd/RXT	41.5	D	2801	100	1	Number	f Dotropo	miccion o	due to TIMEO	UT	581
rcv/DA	41.5	Α	1	0	2801	Number 0	Rectalis	IIIT22TOIL (ide to TIMEO	01	381
snd/RXT	41.5	D	2801	100	1	Number	f FAST RE	TDANEMIC	HOLE		123
rcv	41.5	Α	1	0	2901	Walliber 0	I I ASI KE	III O (NO) III O	TON		120
snd/RXT	41.5	D	2901	100	1	Number o	f DUP ACK	S receive	ed		377
rcv/DA	41.5	A	1	0	2901	Talliber 0	. DOI ACIN	0 1000100			3,,
drop	41.5	D	2901	100	1	r[del]add	ell-Insni	ron-5558	- (~/uni/COM	P3331 /ass	ignment) - [git://
snd/RXT	41.5	D	2901	100	1	master ×			,, co	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	191017
rcv/DA	41.5	A	1	0	2901	L>					
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snd/RXT	4362.5	D	308201	3	1
rcv/DA	4362.5	Α	1	Θ	308201
drop	4362.5	D	308201	3	1
	4362.5	D	308201	3	1
snd/RXT	4362.5	D	308201	3	1
rcv	4362.5	A	1	Θ	308204
snd	4362.5	F	308204	Θ	1
rcv	4362.5	A	1	Θ	308204
rcv	4362.5	F	1	Θ	308204
snd	4362.5	Α	308204	Θ	2
Size of t	he file (i	n Bytes)			308203
Segments	transmitte	d (includi	ng drop &	RXT)	430399
Number of	Segments	handled by	PLD		456781
Number of	Segments	dropped			227408
Number of	Segments	Corrupted			Θ
Number of	Segments	Re-ordered			Θ
Number of	Segments	delay			45622
Number of	Retransmi	ssion due i	to TIMEOUT		179749
Number of	FAST RETRA	ANSMISSION			27708
Number of	DUP ACKS	received			83115

5.B.ii

snd/dely	4958.1	D	308151	50	1
rcv/DA		A	1	Θ	308151
	4958.1		308201	3	1
	4958.2	D	308151	50	1
	4958.2		308151	50	1
rcv	4958.2	A	1	Θ	308204
snd	4958.2		308204	0	1
rcv	4958.2		1	0	308204
rcv	4958.2	F	1	Θ	308204
snd	4958.2	Α	308204	Θ	2
Size of t	he file (i	n Bytes)			308203
Segments	transmitte	d (includi	ng drop &	RXT)	436743
Number of	Segments	handled by	PLD		462787
Number of	Segments	dropped			230384
Number of	Segments	Corrupted			Θ
Number of	Segments	Re-ordered			0
Number of	Segments	delay			46227
Number of	Retransmi	ssion due	to TIMEOUT		179346
Number of	FAST RETR	ANSMISSION			28346
Number of	DUP ACKS	received			84972

		-/uni/COMP3331,	/assignment		
	earch Terminal Help				_
snd/dely		D	308151	50	1
	5924.4		1	Θ	308151
	5924.4		308201		1
	5924.4		308151	50	1
snd/RXT	5924.5	D	308151	50	1
rcv	5924.5	Α	1	Θ	308204
snd	5924.5	F	308204	Θ	1
rcv	5924.5	Α	1	Θ	308204
rcv	5924.5	F	1	Θ	308204
snd	5924.5	Α	308204	0	2
Size of t	he file (i	n Bytes)			308203
Segments	transmitte	ed (includi	ng drop &	RXT)	436646
Number of	Segments	handled by	PLD		462603
Number of	Segments	dropped			230295
Number of	Segments	Corrupted			Θ
		_			_
Number of	Segments	Re-ordered			Θ
Number of	Segments	delay			46212
Number of	Segments	actuy			40212
Number of	Retransmi	ssion due	to TIMEOU	T	179233
Number of	FAST RETE	RANSMISSION			28343
					0.1000
Number of	DUP ACKS	received			84839

5.C. Receiver:

File Edit View							
	snd	9486.9	A	1		05587	
31	snd	9486.9	F	1		05587	
30	rcv	9486.9	F	1605586	0		
	snd	9486.9	Α	1	0	05587	
28	snd	9486.9	F	1	0	05587	
	rcv	9486.9	F	1605586	0		
	snd	9486.9	Α	1	0	05587	
	snd	9486.9	F	1	0	05587	
	rcv	9486.9		1605586	0		
	snd	9486.9				605587	
	snd	9486.9	F		0	605587	
	rcv	9486.9	F	1605586			
	snd	9486.9	Α	1	0	605587	
	snd	9486.9	F	1	0	05587	
	rcv	9486.9	F	1605586			
	snd	9486.9	A	1	0	05587	
	snd	9486.9	F	1	0	605587	
15		9486.9	F	1605586	0		
	snd	9486.9	A	1	0	05587	
	snd	9486.9	E	1	0	605587	
12		9486.9	F	1605586	0		
11		9486.9	A	1	0	605587	
10		9486.9	F	1	0	605587	
9	rcv	9486.9	F	1605586	0		
8	snd	9486.9	A	1	0	605587	
7	snd	9486.9	F	1	0	05587	

Sender:

e Edit Vie	w Search Terminal H	lelp				
1	9 snd	0.0		0	0	None
	8 rcv	0.0	SA	0		1
	7 snd	0.0	Α	1		1
	6 rcv	0.0	Α	1		1
	5 snd	0.0	D	1	50	1
	4 snd	0.1	D	51	51	1
	snd/corr	0.1	D	51	51	1
	2 snd	0.1	D	101	50	1
	1 snd	0.1	D	151	50	1
	9 snd	0.1	D	201	50	1
	9 snd	0.1	D	251	50	1
	8 snd/rord	0.1	D	251	50	1
185	7 snd	0.1	D	301	50	1
	6 snd	0.1	D	351	50	1
	5 snd	0.1	D	401	50	1
	4 snd/rord	0.1	D	401	50	1
	3 snd	0.1	D	451	50	1
	2 drop	1.8	D	1	50	1
S	1 snd/RXT	5.3	D	1	50	1
20	snd/rord	5.3	D	1	50	1
	1 rcv	5.3	Α	1	0	51
	2 snd/RXT	7.1	D	51	50	1
	3 rcv/DA	7.1	Α	1	0	51
	4 snd/RXT	8.8	D	51	50	1
	5 rcv/DA	8.8	Α	1	0	51
	6 drop	8.8	D	51	50	1
	7 snd/RXT	8.8	D	101	50	1
	8 snd	8.8	D	151	51	1
	9 snd/corr	8.8	D	151	51	1
	o snd	8.8	D	251	50	1
1	1 snd/rord	8.8	D	251	50	1
1	2 snd	8.8	D	251	50	1
	3 snd	8.8	D	301	50	1
V-LIN						
VIS	UAL LINE	1				

