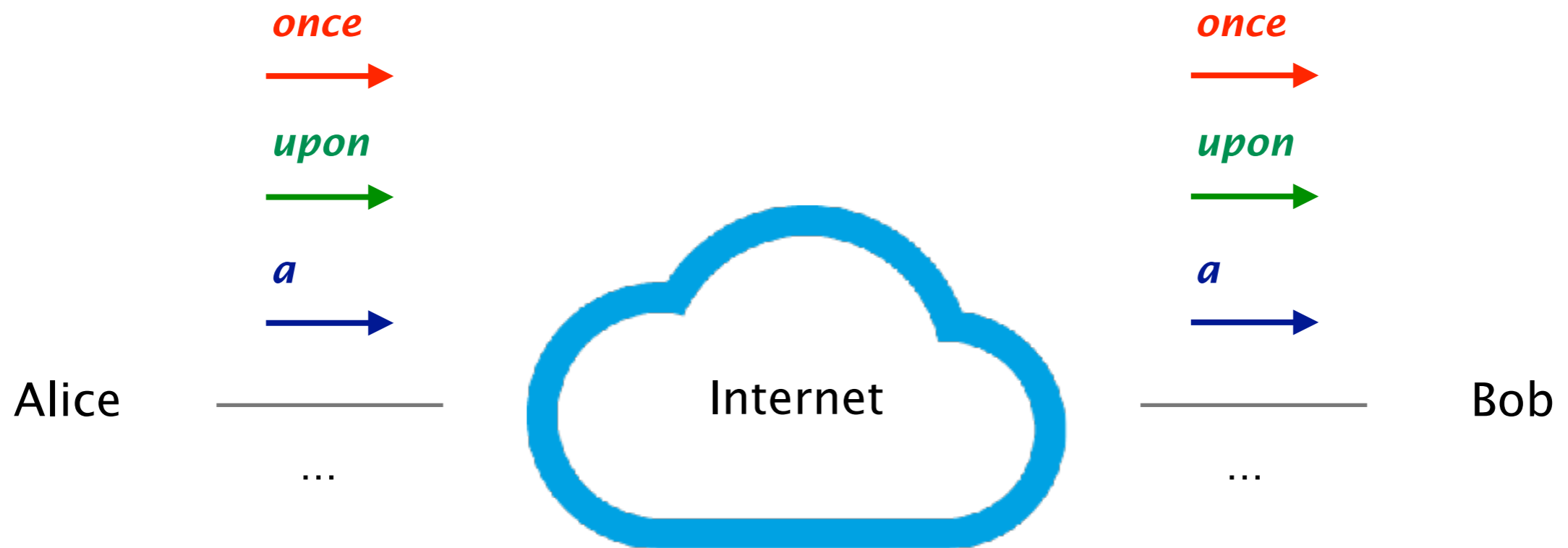


Now, it's your turn



...to design a Internet protocol
instructions given in class

Let's consider that Alice wants to transmit a text to Bob, word-by-word, via the Internet



Your job is to design a reliable transport protocol running on Alice's and Bob's computer

property

correctness

Bob should read exactly what you've typed
in the same order, without any gap

timeliness

Bob should receive the complete text as fast as possible
minimize time until data is transferred

efficiency

Minimize the use of bandwidth
don't send too many packets

The number in front of you is
your group number

Your task

Design a protocol that can deal with packet loss, corruption, reordering and duplication

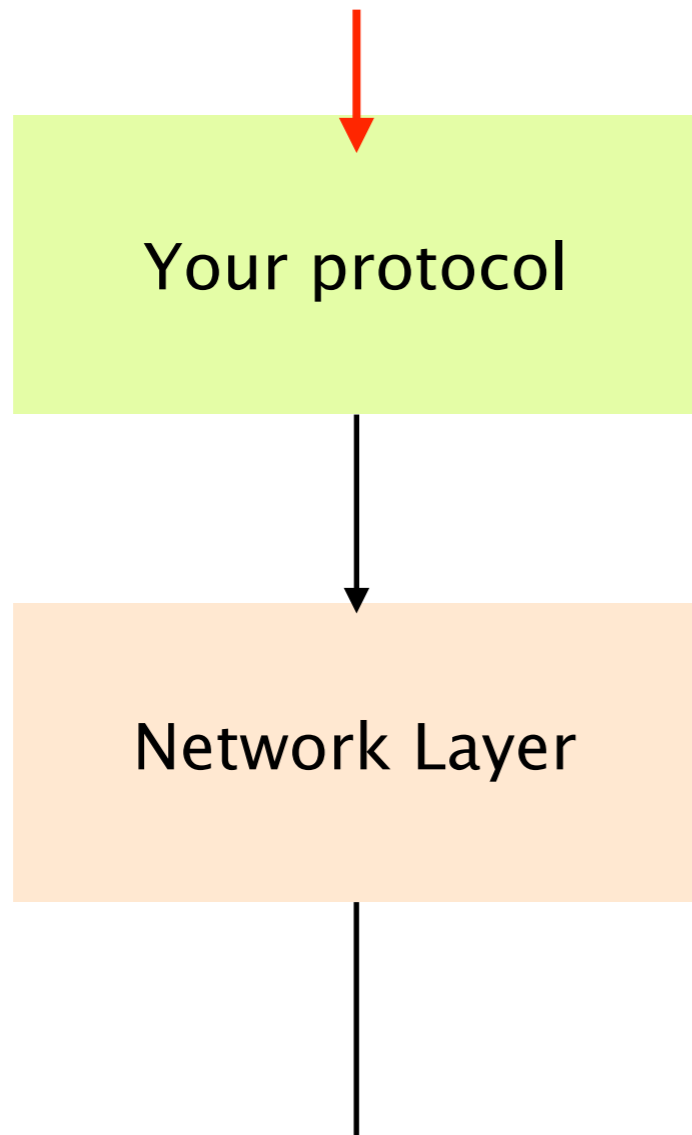
Design a protocol that can deal with packet loss, corruption, reordering and duplication

what **fields** do you **add** to the packets?

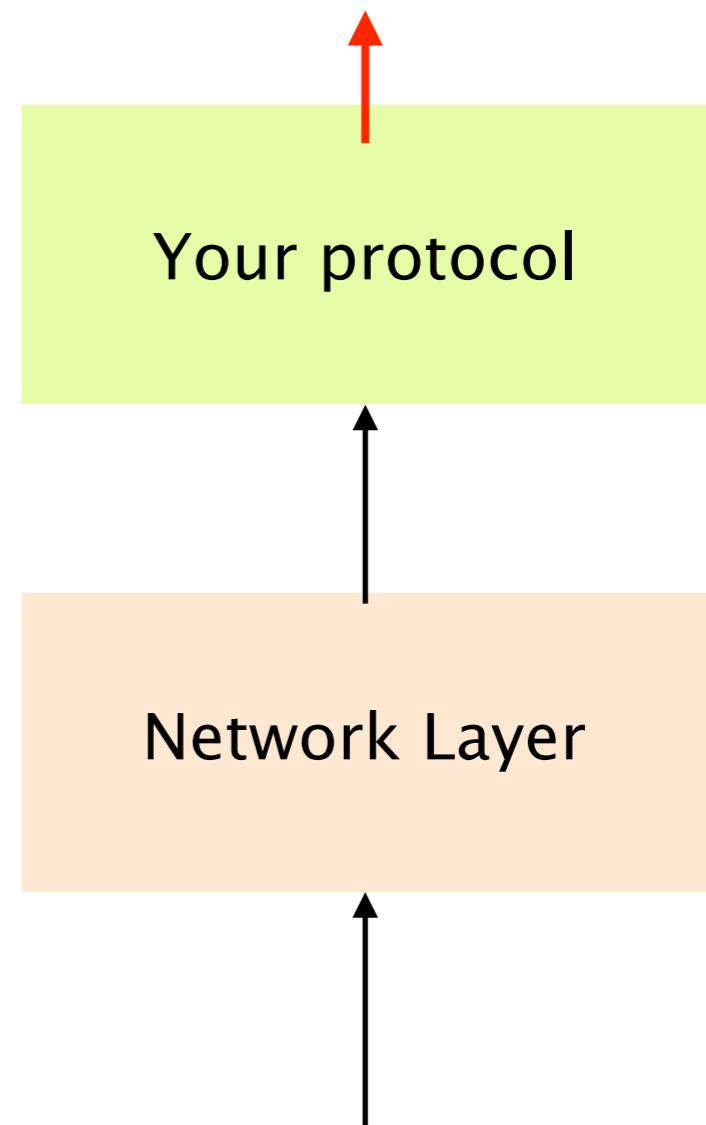
what **code** do you **run** on the end-points?

Your protocol receives a list of words on one host, and deliver them, in order, one-by-one, on another host

```
send_text(["once", "upon", "a",  
"time", ... "end"])
```

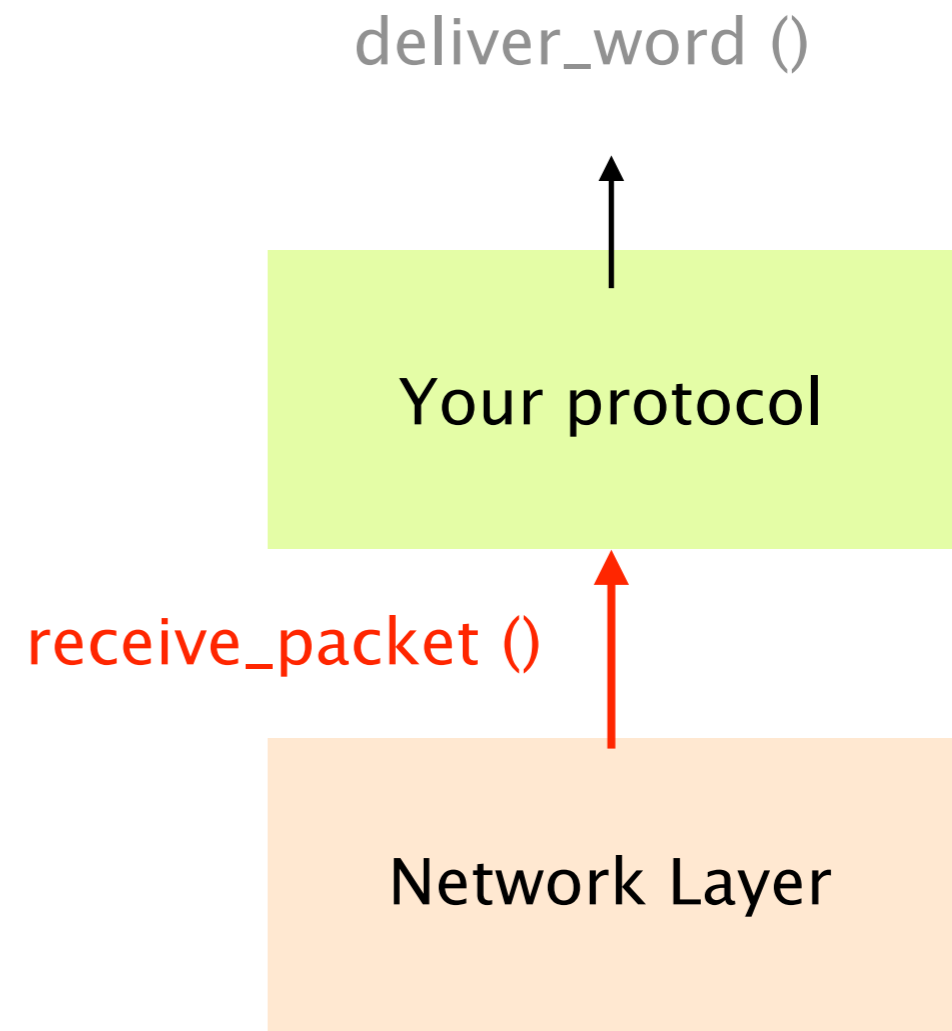
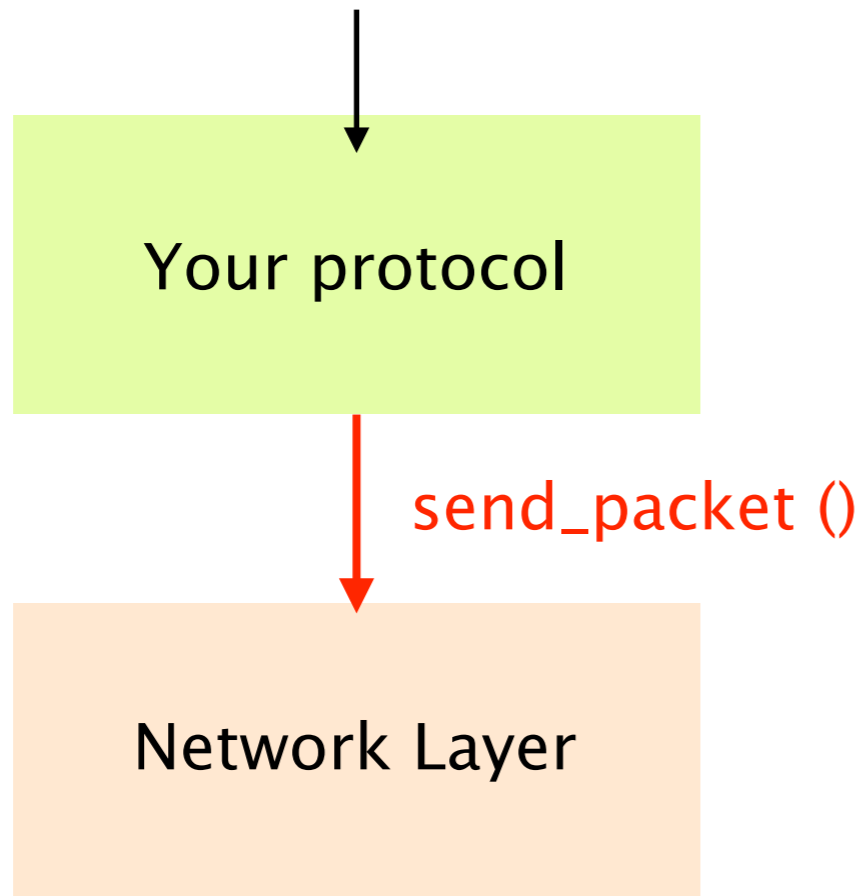


```
deliver_word ()
```



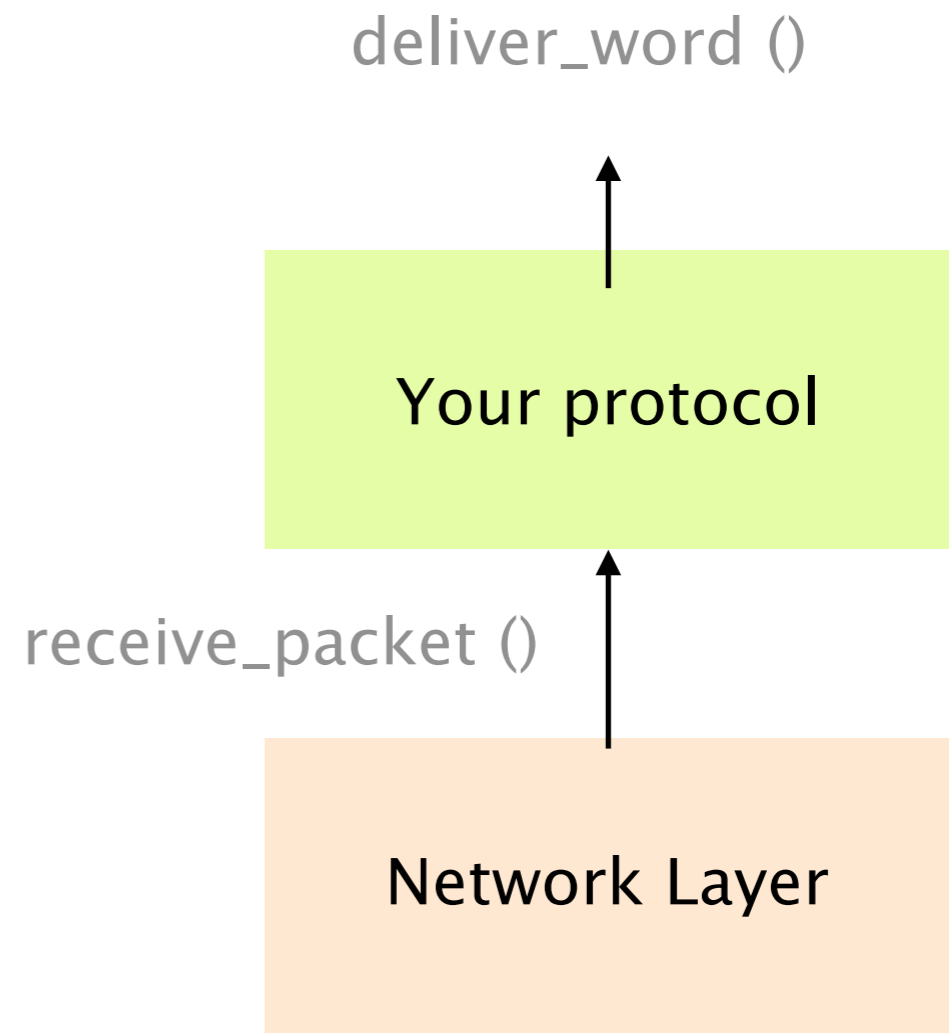
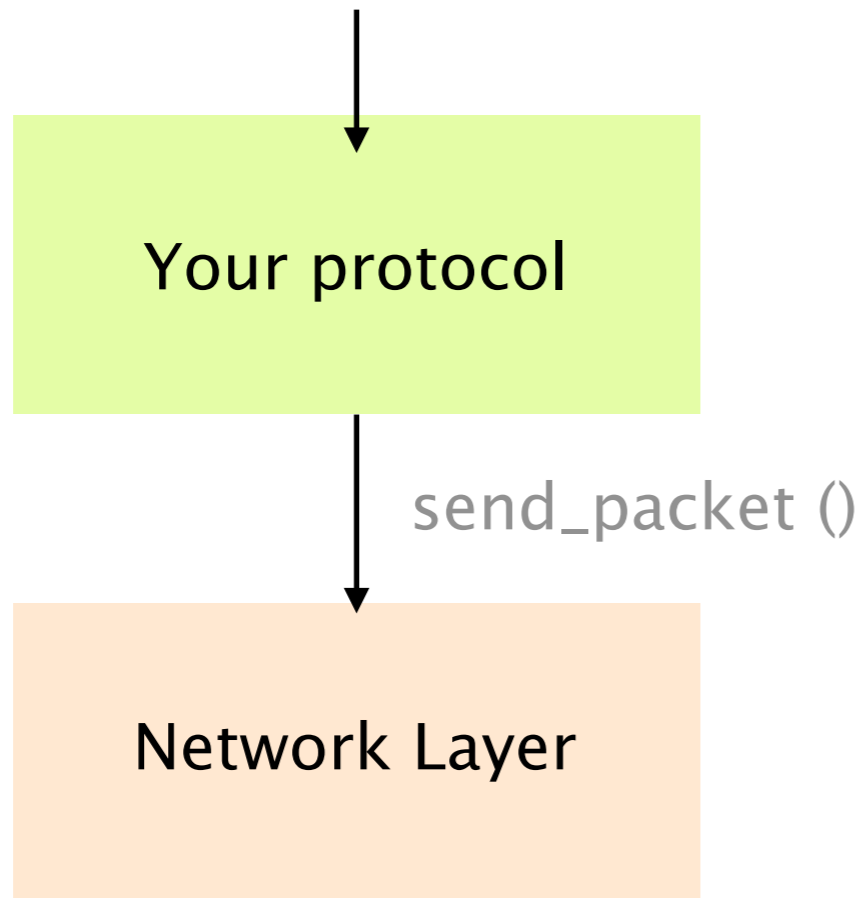
Your protocol uses 2 primitives of the network layer:
`send_packet` and `receive_packet`

```
send_text(["once", "upon", "a",  
          "time", ... "end"])
```



Packets can be lost, corrupted, reordered or duplicated

```
send_text(["once", "upon", "a",  
"time", ... "end"])
```



unreliable channel

first

Write down the pseudo-code of a protocol that sends at most 1 word/packet at a time. Each packet can be lost, corrupted or duplicated.

then

Think about how you would extend your protocol so that it can send *multiple* words/packets at a time. How you deal with packet reordering?

output

The procedure you run on the sender and receiver
The header(s) you need to add to the packets
An idea of how you support >1 outstanding packets

You have ~15 minutes.

Any group member should be able to present its group's protocol

Solution for the single packet case

Alice

```
for word in list:
    send_packet(word);
    set_timer();

    upon timer going off:
        if no ACK received:
            send_packet(word);
            reset_timer();

        upon ACK:
            pass;
```

Bob

```
receive_packet(p);
if check(p.payload) == p.checksum:
    send_ack();

    if word not delivered:
        deliver_word(word);
else:
    pass;
```