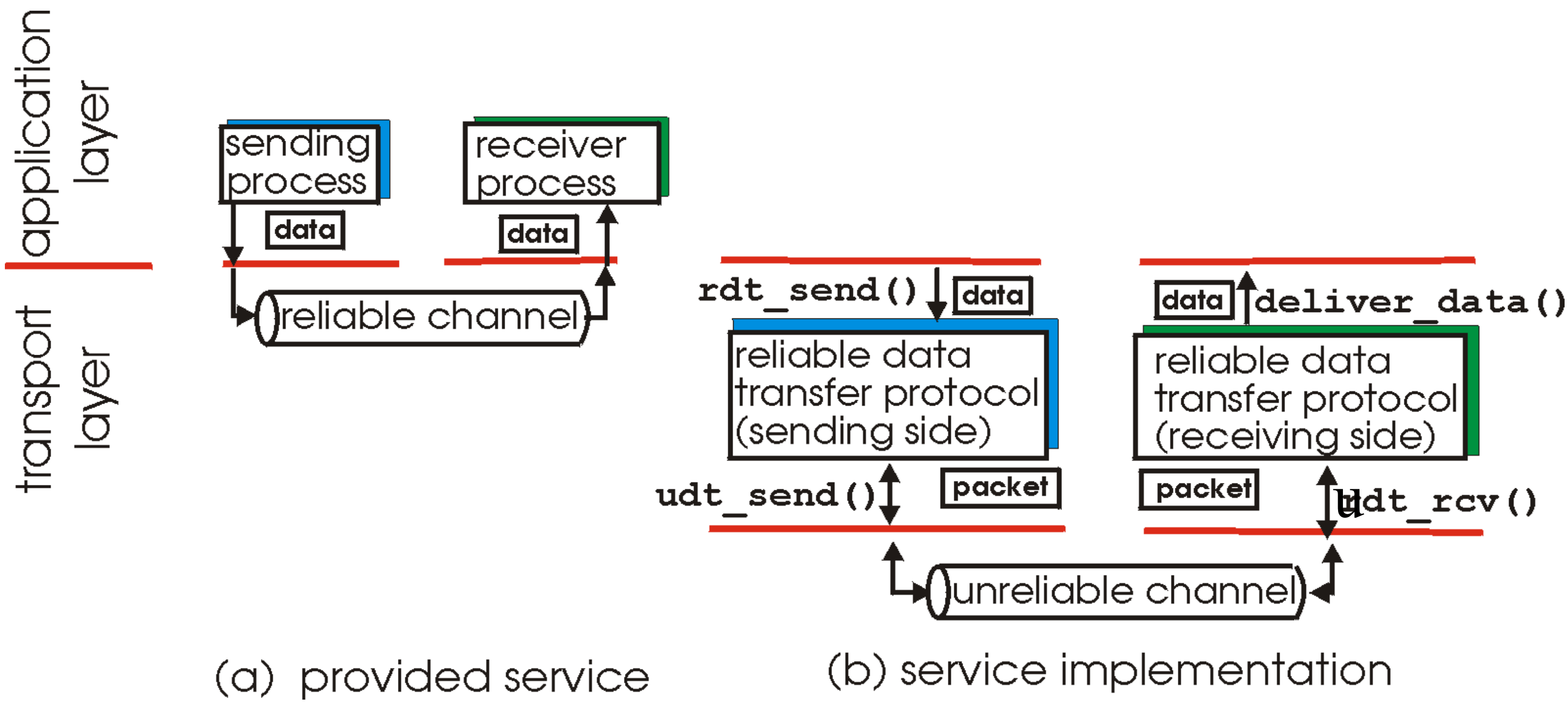
Reliable Data Transfer

Principles of Reliable data transfer

- Important in app., transport, link layers
- Top-10 list of important networking topics!

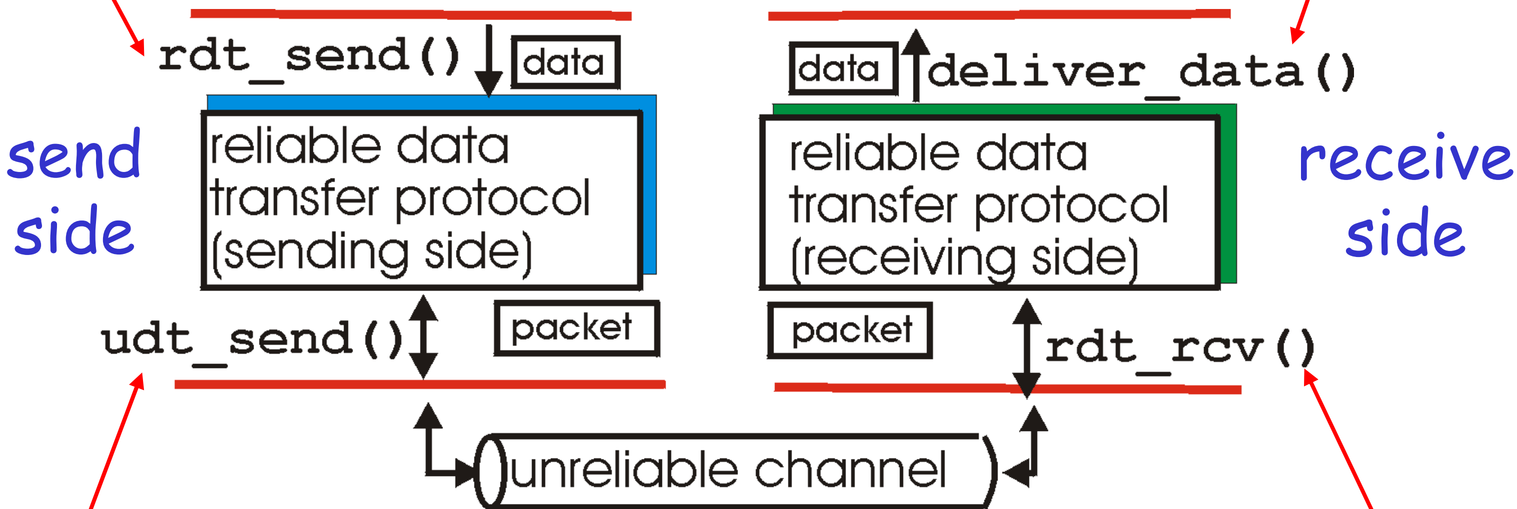


- Characteristics of unreliable channel will determine complexity of reliable data transfer protocol (rdt)

Reliable data transfer: getting started

rdt_send(): called from above, (e.g., by app.). Passed data to deliver to receiver upper layer

deliver_data(): called by **rdt** to deliver data to upper



udt_send(): called by rdt, to transfer packet over unreliable channel to receiver

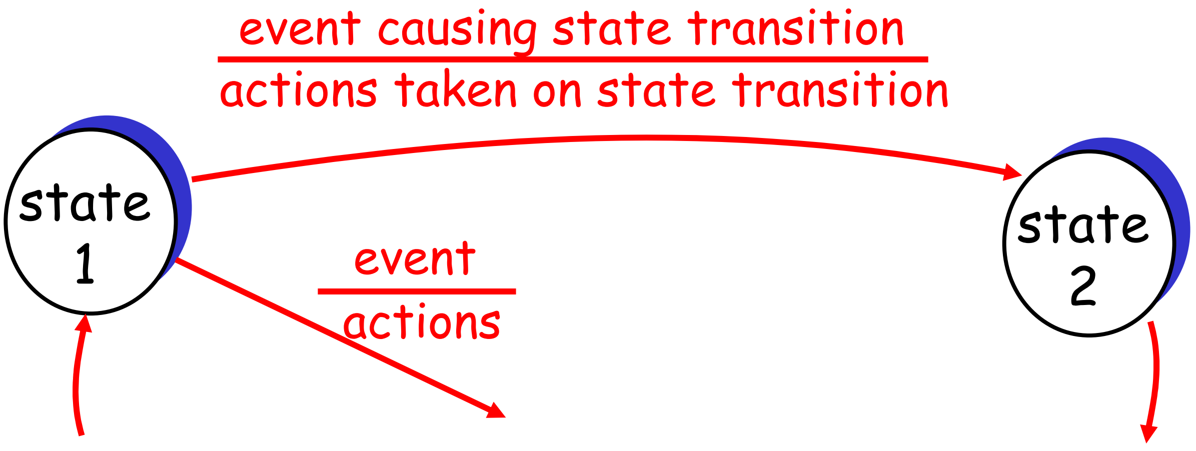
rdt_rcv(): called when packet arrives on rcv-side of channel

Reliable data transfer: getting started

We'll:

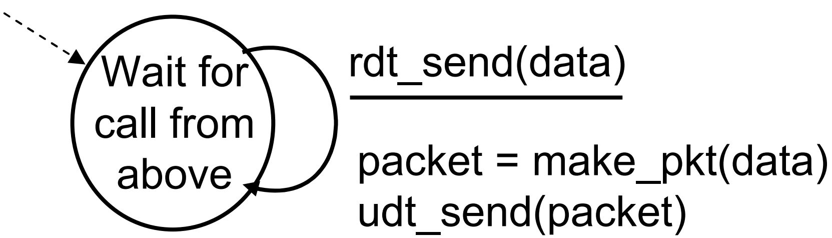
- Incrementally develop sender, receiver sides of reliable data transfer protocol (rdt)
- consider only unidirectional data transfer
  - But control info will flow on both directions!
- Use finite state machines (FSM) to specify sender, receiver

state: when in this "state" next state uniquely determined by next event

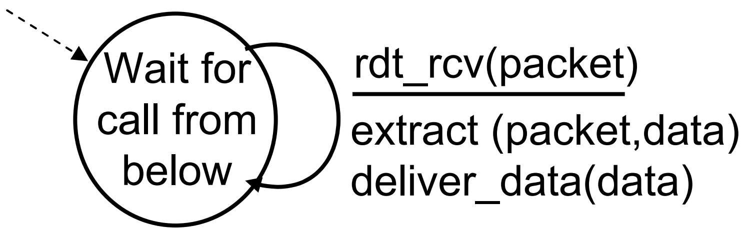


Rdt1.0: reliable transfer over a reliable channel

- Underlying channel perfectly reliable
  - No bit erros
  - No loss of packets
- Separate FSMs for sender, receiver:
  - Sender sends data into underlying channel
  - Receiver read data from underlying channel



sender



receiver

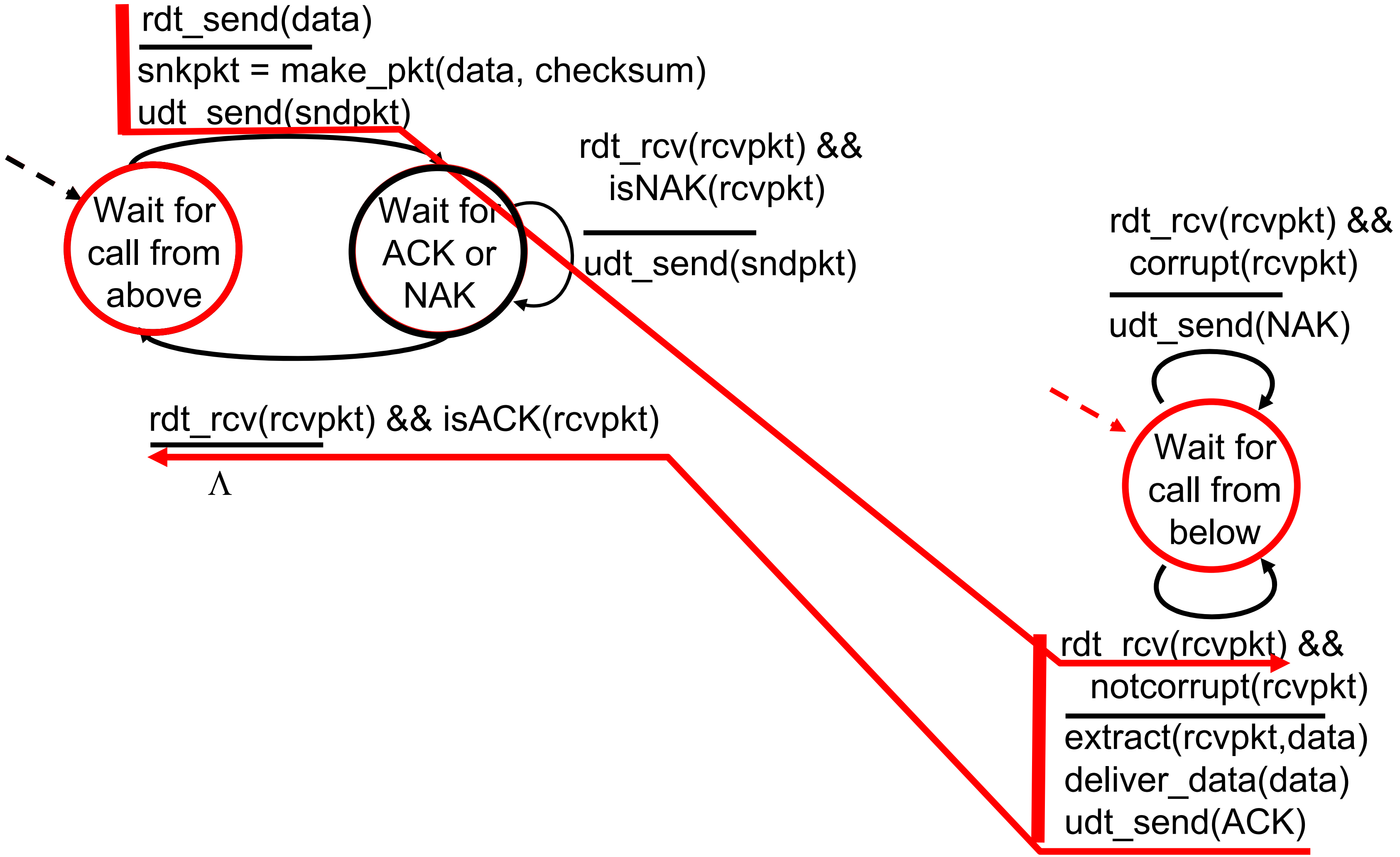
Rdt2.0: channel with bit errors

- Underlying channel may flip bits in packet
  - Recall: UDP checksum to detect bit errors
- *The* question: how to recover from errors:
  - *Acknowledgements (ACKs):* receiver explicitly tells sender that pkt received OK
  - *Negative acknowledgements (NAKs):* receiver explicitly tells sender that pkt had errors
  - Sender retransmits pkt on receipt of NAK
  - Human scenarios using ACKs, NAKs?

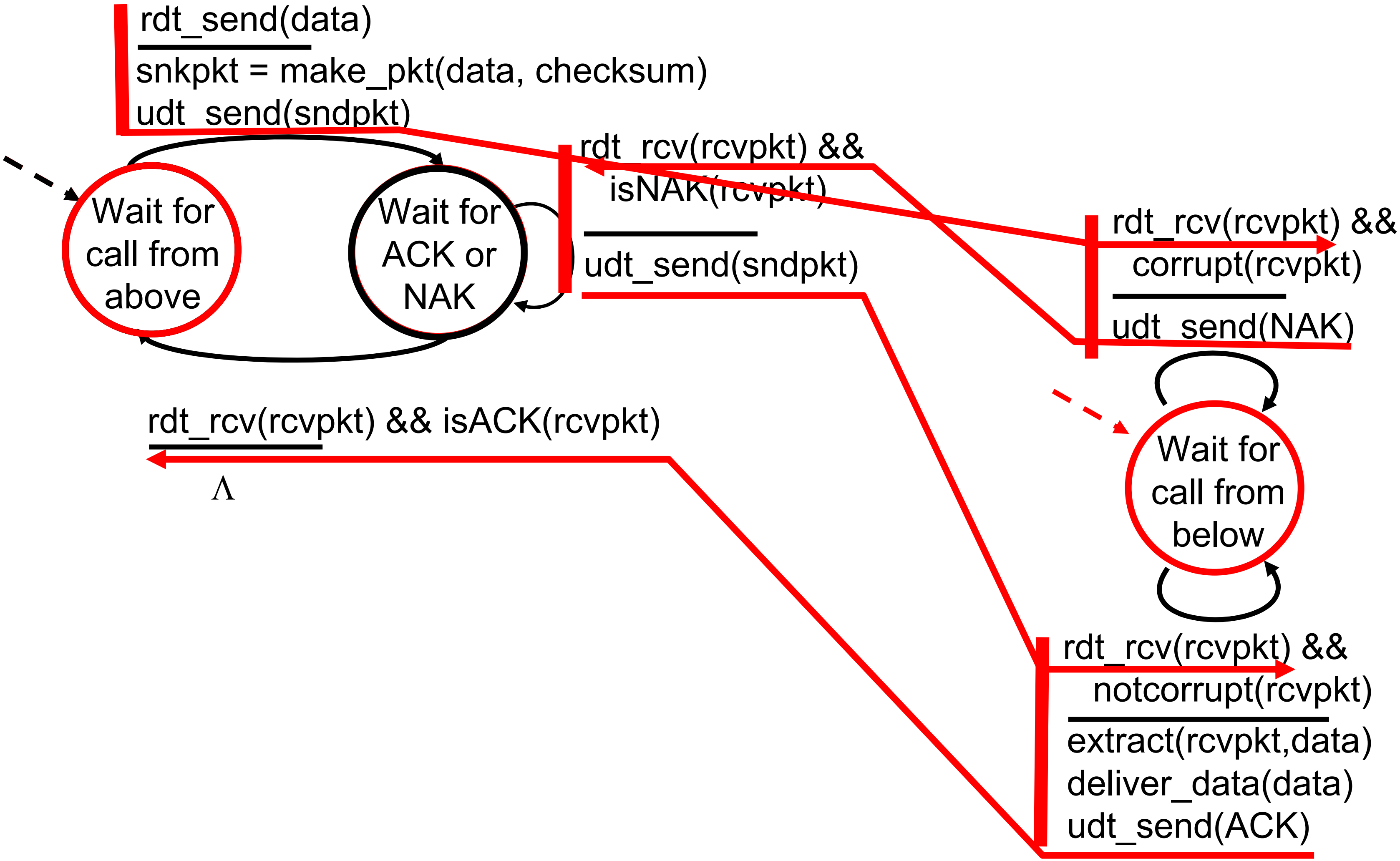
New mechanisms in **`rdt2.0`** (beyond **`rdt1.0`**):

- Error detection
- Receiver feedback: control msgs (ACK,NAK) rcvr->sender

rdt2.0: operation with no errors



rdt2.0: error scenario



rdt2.0 has a fatal flaw!

What happens if ACK/NAK corrupted?

- Sender doesn't know what happened at receiver!
- Can't just retransmit: possible duplicate

What to do?

- Sender ACKs/NAKs receiver's ACK/NAK? What if sender ACK/NAK lost?
- Retransmit, but this might cause retransmission of correctly received pkt!

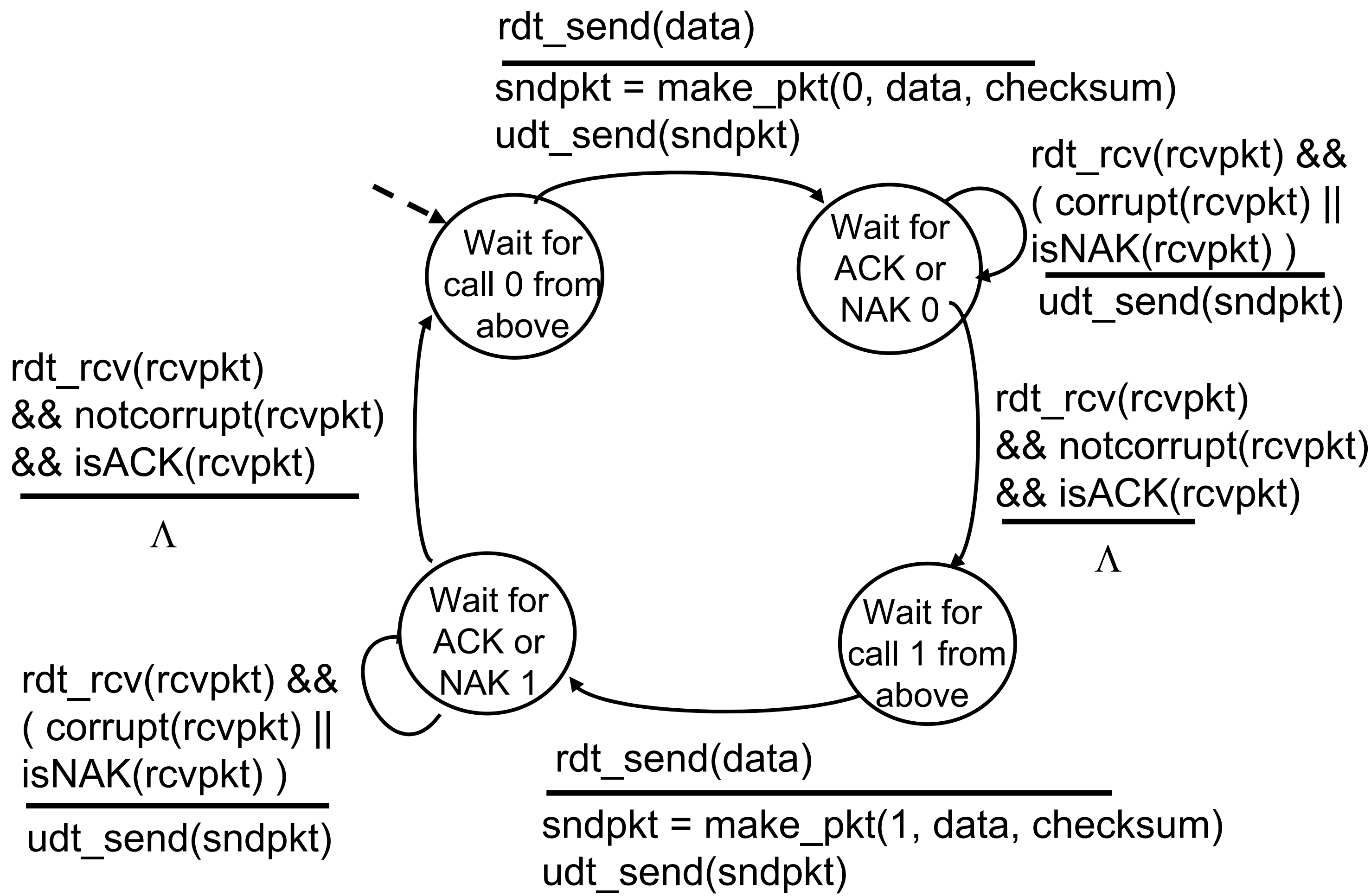
Handling duplicates:

- Sender retransmits current pkt if ACK/NAK garbled
- Sender adds *sequence number* to each pkt
- Receiver discards (doesn't deliver up) duplicate pkt

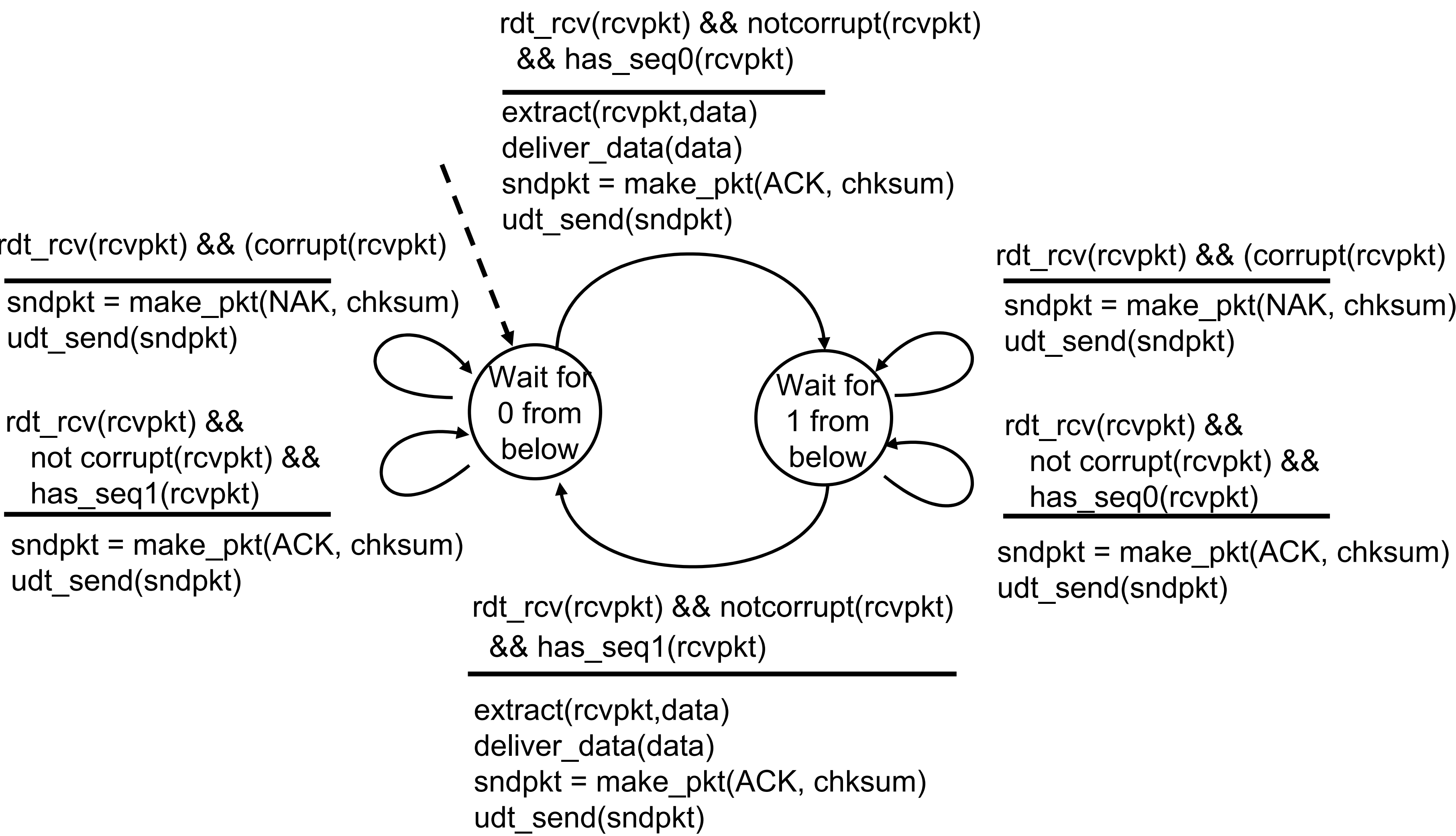
stop and wait

Sender sends one packet, then waits for receiver response

rdt2.1: sender, handles garbled ACK/NAKs



rdt2.1: receiver, handles garbled ACK/NAKs



rdt2.1: discussion

Sender:

- Seq # added to pkt
- Two seq. #'s (0,1) will suffice. Why?
- Must check if received ACK/NAK corrupted
- Twice as many states
  - State must "remember" whether "current" pkt has 0 or 1 seq. #

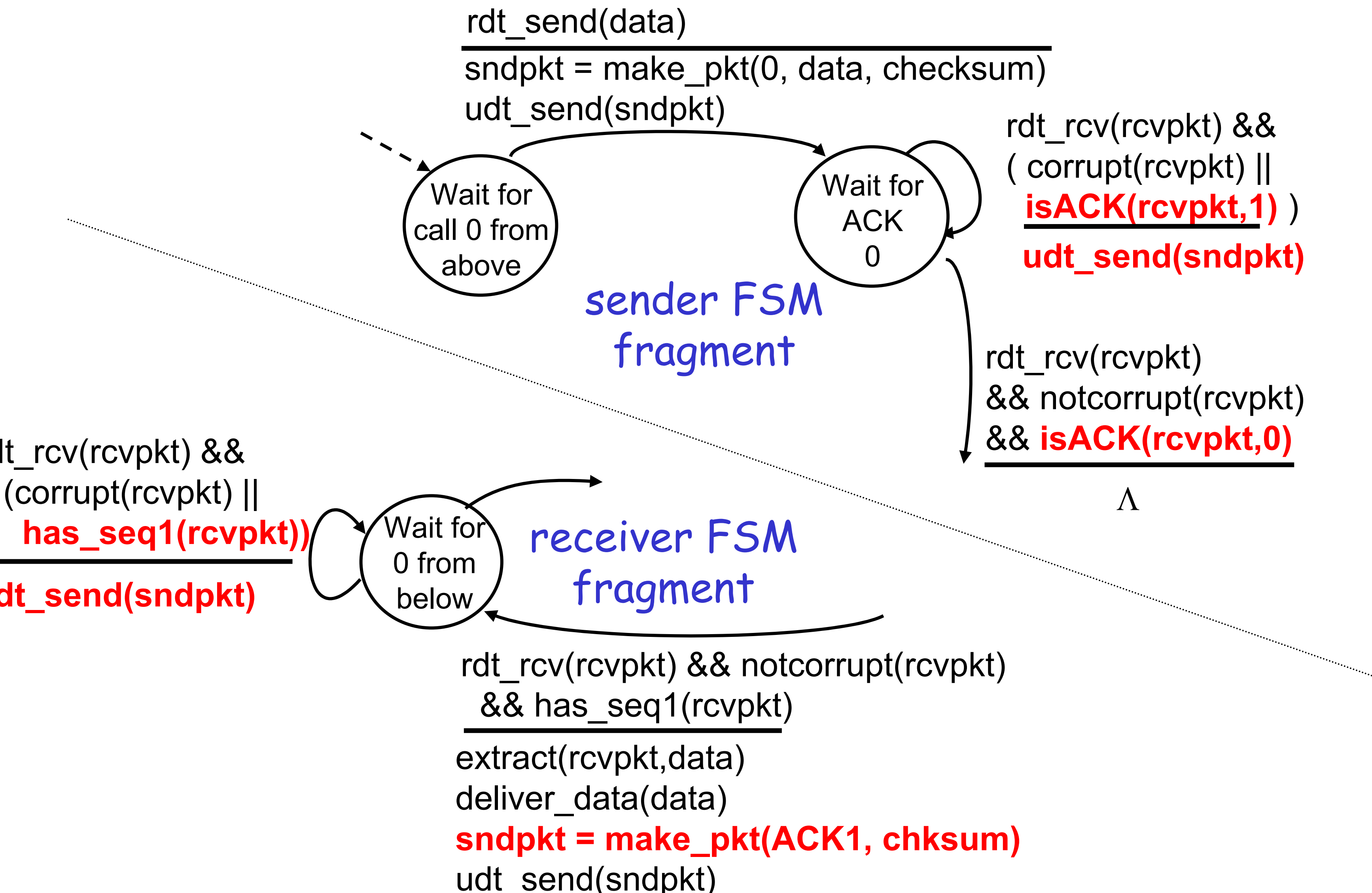
Receiver:

- Must check if received packet is duplicate
  - State indicates whether 0 or 1 is expected pkt seq #
- Note: receiver can *not* know if its last ACK/NAK received OK at sender

rdt2.2: a NAK-free protocol

- Same functionality as rdt2.1, using ACKs only
- Instead of NAK, receiver sends ACK for last pkt received OK
  - Receiver must *explicitly* include seq # of pkt being ACKed
- Duplicate ACK at sender results in same action as NAK: *retransmit current pkt*

rdt2.2: sender, receiver fragments



rdt3.0: channels with errors *and* loss

New assumption: underlying channel can also lose packets (data or ACKs)

- Checksum, seq. #, ACKs, retransmissions will be of help, but not enough

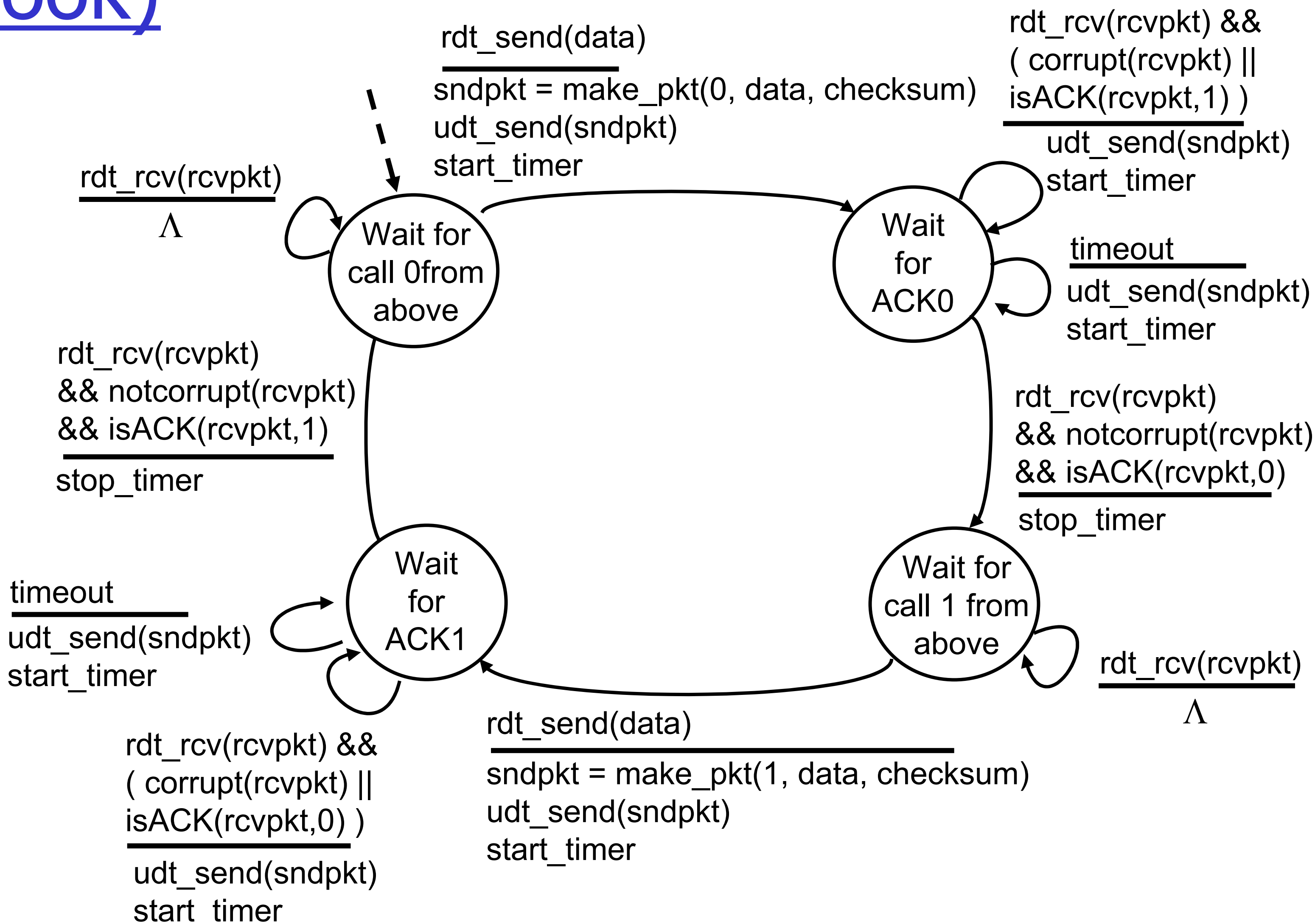
Q: How to deal with loss?

- Sender waits until certain data or ACK lost, then retransmits

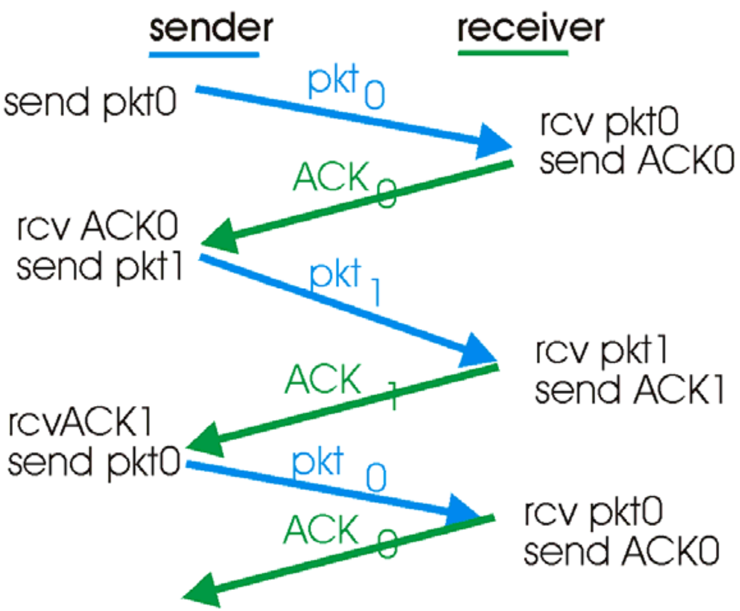
Approach: sender waits "reasonable" amount of time for ACK

- Retransmits if no ACK received in this time
- If pkt (or ACK) just delayed (not lost):
  - Retransmission will be duplicate, but use of seq. #'s already handles this
  - Receiver must specify seq # of pkt being ACKed
- Requires countdown timer

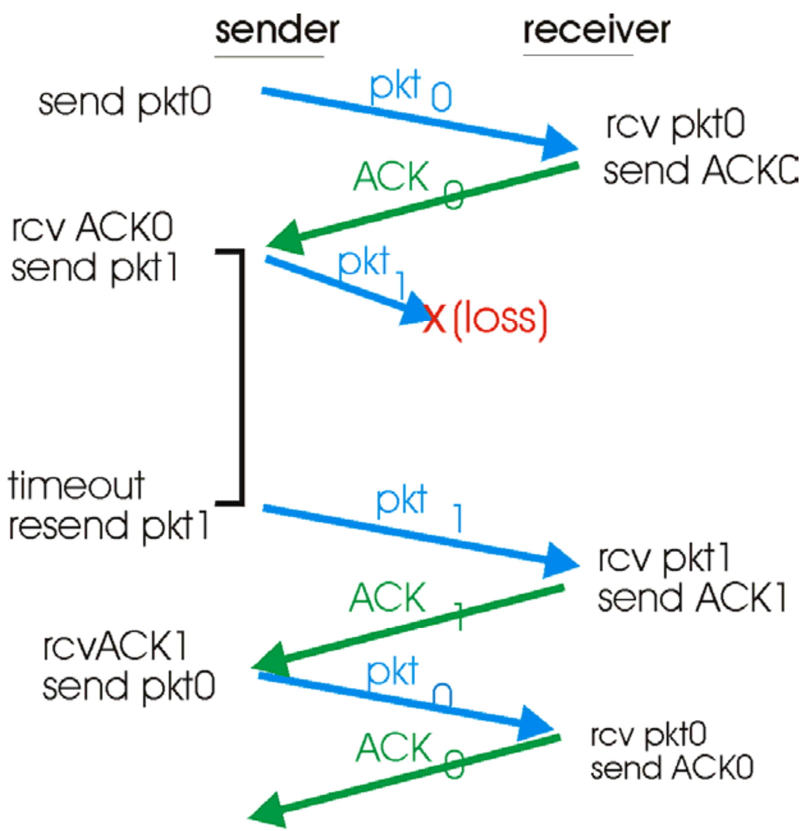
rdt3.0 sender (sligthly different from book)



rdt3.0 in action

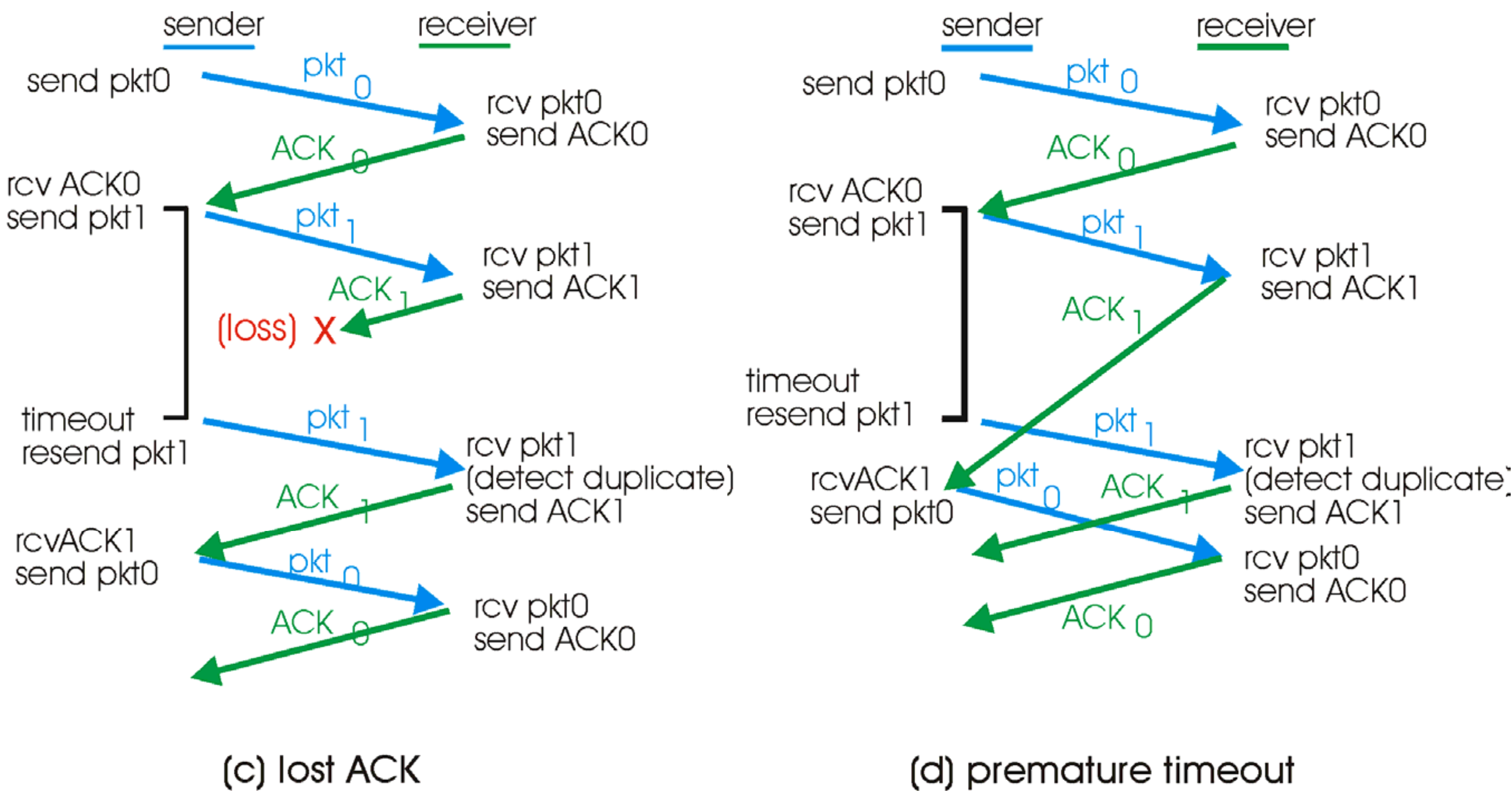


(a) operation with no loss



(b) lost packet

rdt3.0 in action



Performance of rdt3.0

- rdt3.0 works, but performance stinks
- Example: 1 Gbps link, 15 ms e-e prop. delay, 1KB packet:

$$T_{transmit} = \frac{L \text{ (packet length in bits)}}{R \text{ (transmission rate, bps)}} = \frac{8\text{kb/pkt}}{10^{**}9 \text{ b/sec}} = 8 \text{ microsec}$$

- U_{sender}: utilization – fraction of time sender busy sending

$$U_{sender} = \frac{L / R}{RTT + L / R} = \frac{.008}{30.008} = 0.00027$$

- 1KB pkt every 30 msec -> 33kB/sec thruput over 1 Gbps link
- Network protocol limits use of physical resources!

rdt3.0 sender in perl

- use IO::Select for timer
- do a can_read() with appropriate timeout
- when can_read() returns:
  - timeout expired? ==> retransmit, repeat can_read()
  - socket ready? ==> read packet
    - corrupt? ==> retransmit, repeat can_read()
    - wrong ACK# ==> retransmit, repeat can_read()
    - not corrupt and correct ACK# ==> wait for call from above