
Reliable Data Transfer over UDP and Project

2005/05/18

HW3:RDT over UDP

- You have to implement a reliable data transfer mechanism over UDP
 - Basic Requirement
 - Reliable Data Transfer between client and server
 - Bonus
 - Flow Control
 - Congestion Control
 - ...
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HW3:RDT over UDP

- We will test your program in this way
 - Client sends a file to server through a firewall
 - Firewall will drop packet according to a predefined probability
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HW3:RDT over UDP

- Two students forms a group
 - Each group should submit
 - gcc-compatible program of client and server
 - Report
 - Your report should include
 - FSM of your RDT mechanism and explain why it is reliable
 - Other features you have implemented
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HW3:RDT over UDP

- Parameter needed for RDT Server

- Server_port
- ...

```
RdtServer server_port ...
```

- Parameter needed for RDT Client

- Server_ip
- Server_port
- Filename (will be send to server)
- ...

```
RdtClient server_ip server_port filename ...
```

HW3:RDT over UDP

- Make your program as a tarball (anyone's ID in your team) **b91902xxx_hw3.tar.gz**
 - Email the tarball to network_hw@voip.csie.ntu.edu.tw
 - Subject:
[network hw3]b91902xxx name
 - Due Day (**6/29 PM5:00**)
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Project

- Any network related project is acceptable
 - You can choose any platform as you want
 - Two students forms a group
 - Each group should give a proposal in the class
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Project

- Email the program to network_hw@voip.csie.ntu.edu.tw
 - Subject:
[network project]b91902xxx name (anyone's ID in your team)
 - Due Day (6/29 PM5:00)
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Important

- You can choose to do either hw3 or project
 - Submit your group member and decision to network_hw@voip.csie.ntu.edu.tw before **5/25**
 - Whatever you choose, demo is necessary.
 - Demo time will announce later
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