

The Balanced Sliding Window Protocol

Definitions

- Two processes, p and q , each sending an infinite array of words to the other
- For Process p :

in_p : An infinite array of words to be sent to process q

out_p : An infinite array of words being received from process q

Initially for all i , $out_p[i] = undef$

s_p : The lowest numbered word that p still expects to receive from q

At any time, p has already written $out_p[0]$ through $out_p[s_p - 1]$

Required Properties

Safe delivery:

- In every reachable configuration of the protocol

$$out_p[0 \dots s_p - 1] = in_q[0 \dots s_p - 1] \text{ and}$$

$$out_q[0 \dots s_q - 1] = in_p[0 \dots s_q - 1]$$

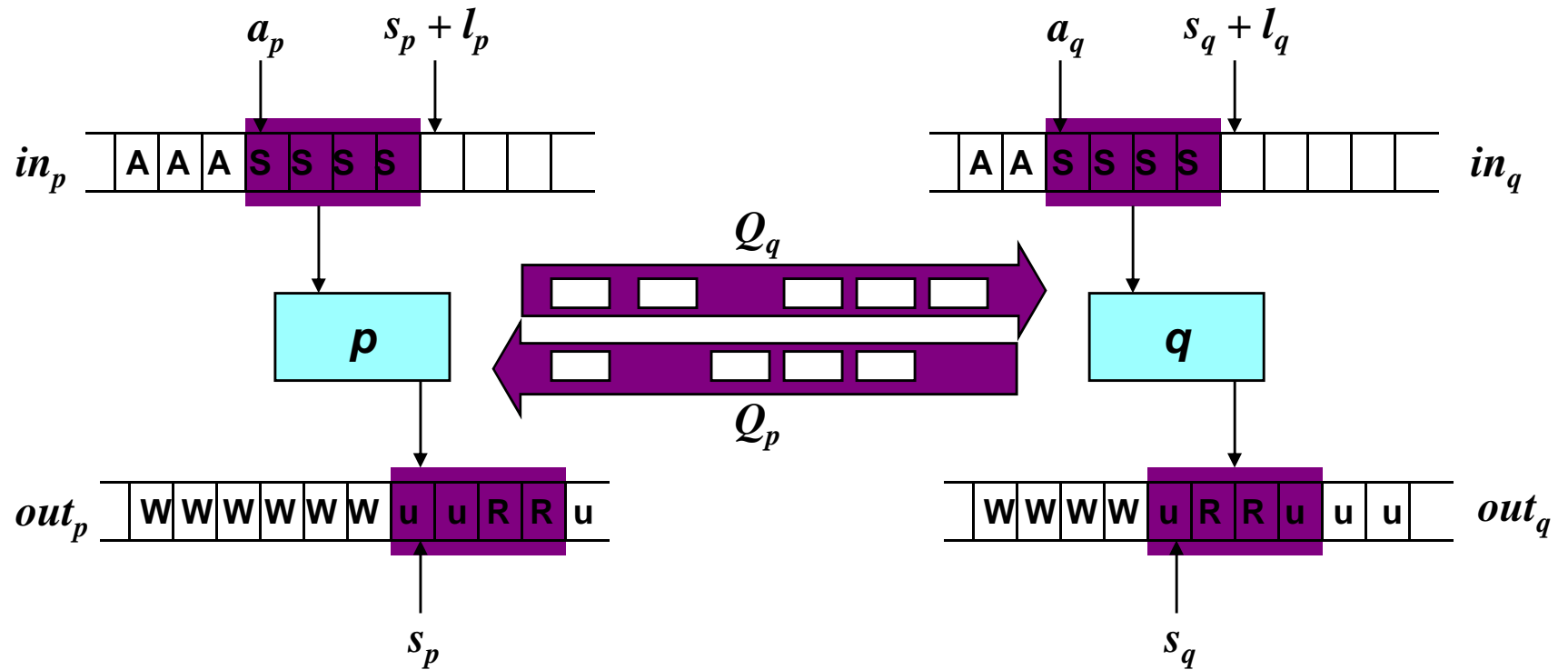
Eventual delivery:

- For every integer $k \geq 0$, a configuration with $s_p \geq k$ and $s_q \geq k$ is eventually reached

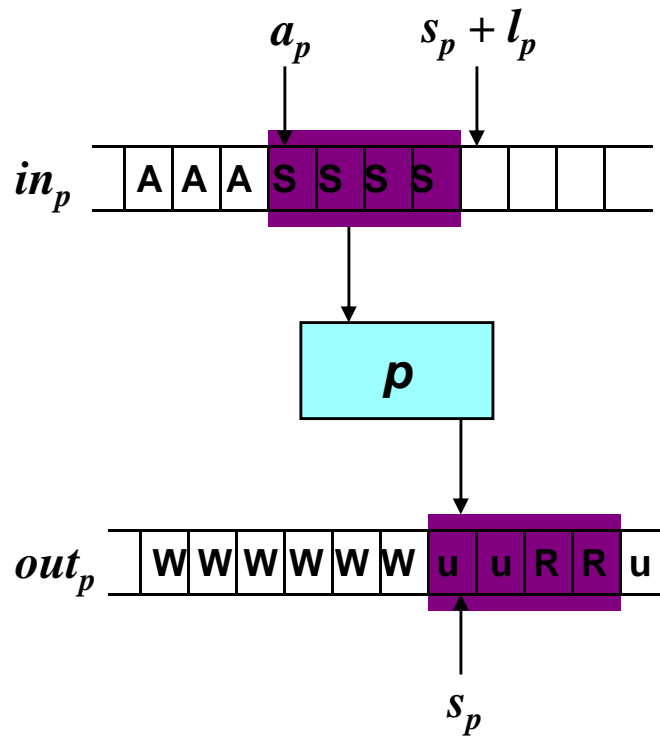
The protocol

- The packet, $\langle \text{pack}, w, i \rangle$, transmits the word $w = in_p[i]$ to q .
- The processes use constants l_p and l_q as follows:
 - Process p can send the word $w = in_p[i]$ (as the packet, $\langle \text{pack}, w, i \rangle$) only after storing all the words $out_p[0]$ through $out_p[i - l_p]$, that is, $i < s_p + l_p$.
 - When p receives $\langle \text{pack}, w, i \rangle$, retransmission of words from $in_p[0]$ through $in_p[i - l_q]$ is no longer necessary.

The Sliding Windows



The Protocol



$S_p: \{ a_p \leq i < s_p + l_p \}$

begin send $\langle \text{pack}, in_p[i], i \rangle$ to q end

$R_p: \{ \langle \text{pack}, w, i \rangle \in Q_p \}$

begin receive $\langle \text{pack}, w, i \rangle$;

if $out_p[i] = \text{undef}$ then

begin $out_p[i] = w$;

$a_p = \max\{ a_p, i - l_q + 1 \}$;

$s_p = \min\{ j \mid out_p[j] = \text{undef} \}$

end

// else ignore – retransmission

end

$L_p: \{ \langle \text{pack}, w, i \rangle \in Q_p \}$

begin $Q_p = Q_p \setminus \{ \langle \text{pack}, w, i \rangle \}$ end

Protocol Invariant

$$\begin{aligned} P \equiv & \quad \forall i < s_p : out_p[i] \neq udef \\ & \wedge \quad \forall i < s_q : out_q[i] \neq udef \\ & \wedge \quad \langle pack, w, i \rangle \in Q_p \Rightarrow w = in_q[i] \wedge (i < s_q + l_q) \\ & \wedge \quad \langle pack, w, i \rangle \in Q_q \Rightarrow w = in_p[i] \wedge (i < s_p + l_p) \\ & \wedge \quad out_p[i] \neq udef \Rightarrow out_p[i] = in_q[i] \wedge (a_p > i - l_q) \\ & \wedge \quad out_q[i] \neq udef \Rightarrow out_q[i] = in_p[i] \wedge (a_q > i - l_p) \\ & \wedge \quad a_p \leq s_q \\ & \wedge \quad a_q \leq s_p \end{aligned}$$

Results

Safety: The protocol satisfies the requirement of safe delivery

Liveness:

- P implies $s_p - l_q \leq a_p \leq s_q \leq a_q + l_p \leq s_p + l_p$
- P implies that the sending of $\langle \text{pack}, in_p[s_q], s_q \rangle$ by p or the sending of $\langle \text{pack}, in_q[s_p], s_p \rangle$ by q is applicable.
 - Hence no deadlock is possible
- The protocol satisfies the requirement of eventual delivery