

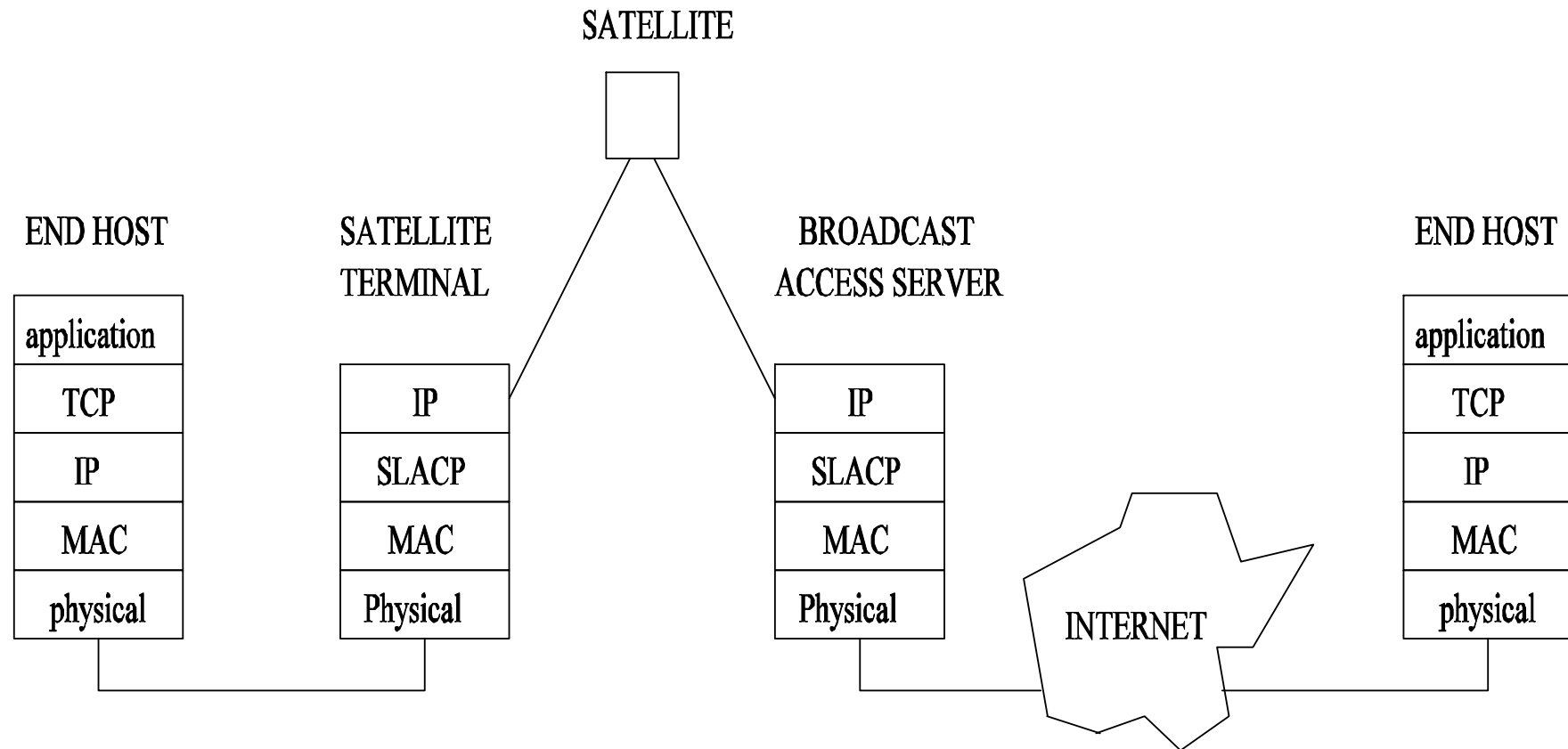
# SDL Modelling of a Logical Link Layer Protocol

SLACP (Satellite Link Aware Communication Protocol)

# SLACP Overview

- SLACP - a logical link layer protocol
- SLACP - to improve the performance of TCP in satellite links
- Uses selective repeat sliding window mechanism for data transfer
- Provides partially reliable in-order delivery of frames
- Combines ARQ - FEC to reduce residual packet loss rate
- Flow control between IP – SLACP - MAC

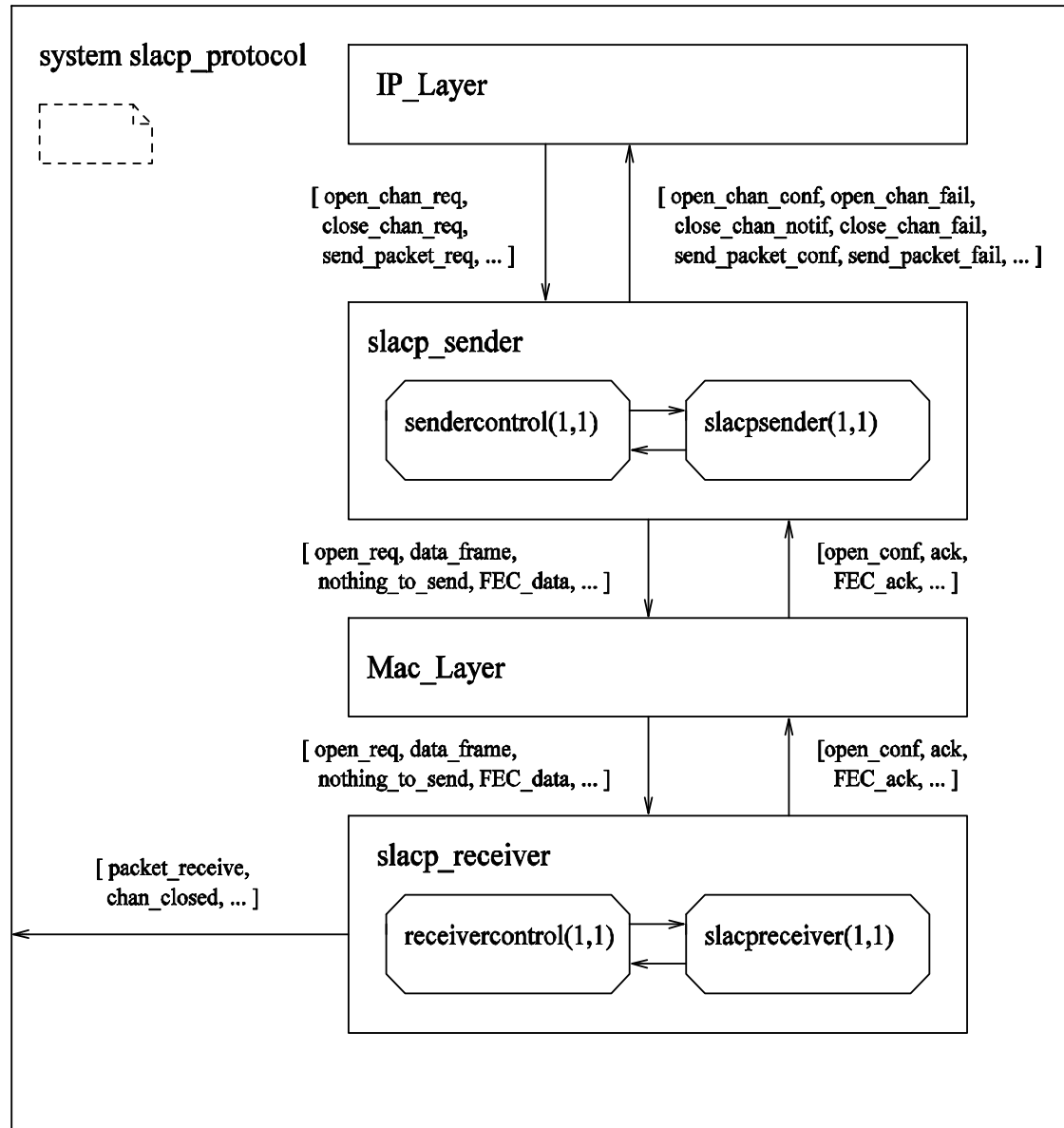
# SLACP Environment



# SLACP - SDL Model

- SDL allows to define the system model in a top down manner
  - System Model
    - Blocks
      - Processes
- SLACP - SDL Model consists of
  - IP Layer
  - SLACP Sender
  - MAC Layer
  - SLACP Receiver
- Validation oriented Design approach

# SDL System Model of SLACP



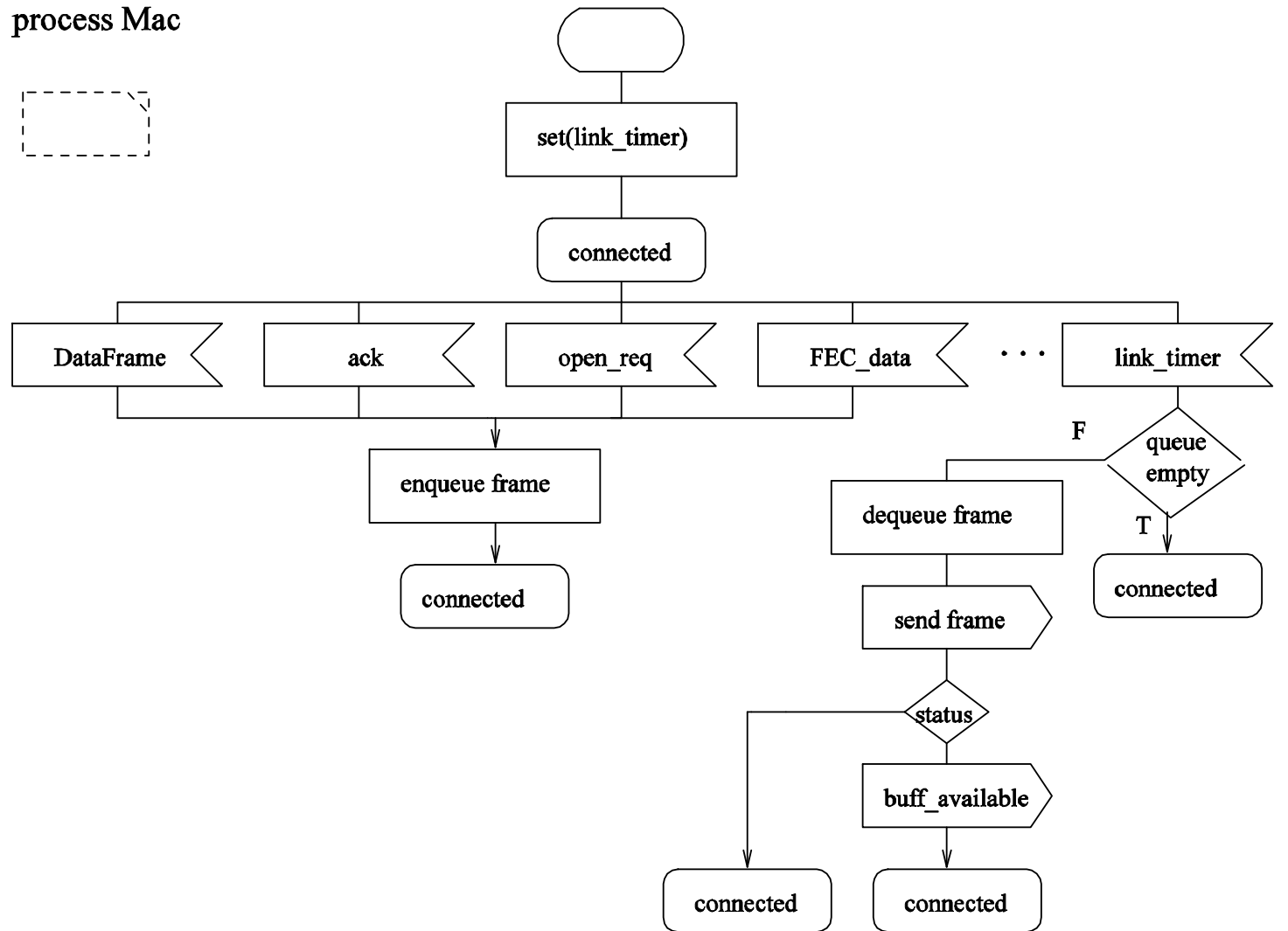
# MAC Layer

- Delivery of frames between slacp sender and receiver
- Flow control information to both sender and receiver
- modeling delay and packet losses in the link

# Mac process

- Modeling delay
  - Mac process queues all the frames it receives and sends when a link timer expires
  - the timeout of the link timer represents the delay in the wireless link
- Modeling packet loss
  - drops packets in a random way to model packet losses
  - We simulated the packet loss by dropping every  $m$ th packet

process Mac





# Data structures used in SDL model

- SLACP Frames
- Queues – struct
  - Mac queue – Mac frame – choice construct
- Scoreboard
- Timers
- Choose small sizes for the frames, queues
  - to reduce the complexity of the validation

# SLACP Frames and Packets

- newtype t\_slacp\_frame struct  
frame\_type integer;  
frame\_seq\_no integer;  
frame\_length integer;  
ip\_pkt data\_pkt;  
endnewtype;
- syntype indexsort=integer  
constants 0:6  
endnewtype
- newtype data\_pkt array(indexsort,integer)  
endnewtype

# Queues

- newtype t\_slacp\_queue array(integer, t\_slacp\_frame)
- newtype t\_Macframe choice
  - a t\_slacp\_frame;
  - b t\_ACKframe;
  - .
  - .
  - .
  - i t\_FINframe;
  - j t\_FINACKframeendnewtype

# Timers

- `Timer Link_Timer;`
- `set(now+delay,Link_Timer);`

# Validation Scenarios

1. opening/closing a channel
2. sending and receiving a frame without frame loss
3. sending and receiving frames with flow control
4. sending and receiving frames with frame loss
5. sending and receiving frames with frame loss and flow control
6. resetting a channel

# SDT Support for Validation

- Validation reports
  - Error situations found during exploration
- Execution and error traces in SDL graphs and MSC (Message Sequence Charts).
  - This helped to eliminate many design errors
- Symbol Coverage
  - Percentage of coverage of SDL symbols