

Algorithm – Stubborn Point-to-Point Link

Algorithm 1 Retransmit Forever

Implements:

StubbornPointToPointLink, **instance** *sp2p*.

Uses:

FairLossPointToPointLink, **instance** *flp2p*.

```
1: upon event  $\langle \textit{Init} \rangle$  do
2:    $\textit{sent} := \emptyset$ 
3:   STARTTIMER(TimeDelay)
4: upon event  $\langle \textit{Timeout} \rangle$  do
5:   for all  $(\textit{dest}, \textit{m}) \in \textit{sent}$  do
6:     trigger  $\langle \textit{flp2p}, \textit{Send} \mid \textit{dest}, \textit{m} \rangle$ ;
7:     STARTTIMER(TimeDelay)
8: upon event  $\langle \textit{sp2p}, \textit{Send} \mid \textit{dest}, \textit{m} \rangle$  do
9:   trigger  $\langle \textit{flp2p}, \textit{Send} \mid \textit{dest}, \textit{m} \rangle$ ;
10:   $\textit{sent} := \textit{sent} \cup \{(\textit{dest}, \textit{m})\}$ 
11: upon event  $\langle \textit{flp2p}, \textit{Deliver} \mid \textit{src}, \textit{m} \rangle$  do
12:  trigger  $\langle \textit{sp2p}, \textit{Deliver} \mid \textit{src}, \textit{m} \rangle$ ;
```
