

Re: UDP packets dropping

Source: <http://linux.derkeiler.com/Newsgroups/comp.os.linux.embedded/2006-11/msg00089.html>

- *From:* "andrew queisser" <andrewdotqueisser@xxxxxx>
 - *Date:* Fri, 10 Nov 2006 16:20:16 GMT
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"Guddu" <vishal21@xxxxxxxxxx> wrote in message
news:1163164373.286060.51090@xx

Hi,

I am facing a problem which anyone who has worked on any UDP application might have faced.

UDP by itself is unreliable. If packets are lost, no acknowledgements are sent.

I think your answer is right there in the second sentence. Since UDP is best-effort you can never be sure whether you've lost a packet unless the higher level protocol does some kind of checking. Monitoring the receiving socket state may help but packets could be lost for other reasons so if your upper protocol depends on reliable delivery you have to implement that with sequence numbers, acknowledgements or whatever mechanism is best suited to your app.

This will become very obvious if you move to wireless or some other transport that's less reliable than Ethernet.

Hope that helps,
Andrew