

Robotics Service Bus - Enhancement #1083

Implement communication with congestion control (for reader interface)

07/17/2012 01:44 PM - J. Wienke

Status:	In Progress	Start date:	07/17/2012
Priority:	Normal	Due date:	
Assignee:		% Done:	10%
Category:	Protocol	Estimated time:	0.00 hour
Target version:	rsb-1.0		

Description

I have a client program using the reader interface for the socket transport in C++, which provides the bus server for a bag-play. After receiving some events the client program receives a SIGKILL and terminates. This occurs because the client is too slow and the socket InPullConnector internally has a queue which then fills up.

Generally, for a reader interface to be useful, some kind of synchronized processing in pipelines with congestion control would be useful.

History

#1 - 07/17/2012 01:46 PM - J. Wienke

Maybe there is no congestion control with the socket transport?

#2 - 07/17/2012 05:11 PM - J. Wienke

- Tracker changed from Bug to Enhancement
- Subject changed from socket bus-server program receiving over the reader interface gets killed to Implement communication with congestion control (for reader interface)
- Description updated
- Category changed from C++ to Protocol
- Assignee deleted (J. Moringen)
- Target version deleted (rsb-0.7)

#3 - 03/27/2013 03:03 PM - J. Moringen

- Target version set to rsb-0.10

I think, this should be tackled as part of our more general flow control plans. Just delaying for now, though.

#4 - 10/26/2013 11:49 PM - J. Moringen

- Status changed from New to In Progress
- % Done changed from 0 to 10

A prototypical implementation can be found in the wip-flow-control branch of the rsb-cl repository.

#5 - 12/10/2013 11:47 PM - J. Moringen

- Target version changed from rsb-0.10 to rsb-0.11

#6 - 01/27/2014 03:17 AM - J. Moringen

- Target version changed from rsb-0.11 to rsb-0.12

#7 - 04/24/2015 05:38 PM - J. Moringen

- Target version changed from rsb-0.12 to rsb-1.0