

Chapter 3

Transport Layer

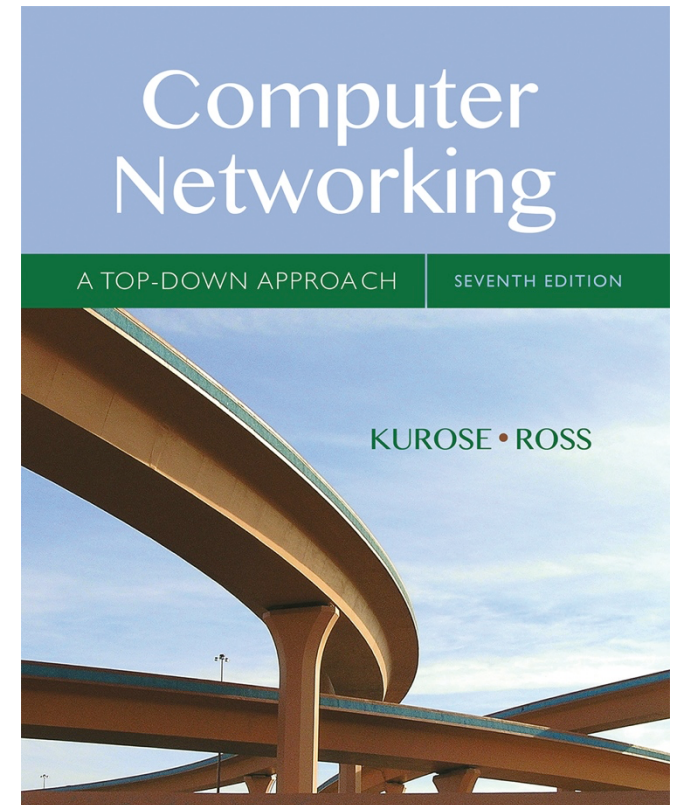
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Computer Networking: A Top Down Approach

7th edition

Jim Kurose, Keith Ross

Pearson/Addison Wesley

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Chapter 3 outline

3.1 transport-layer services

3.2 multiplexing and demultiplexing

3.3 connectionless transport: UDP

3.4 principles of reliable data transfer

3.5 connection-oriented transport: TCP

- segment structure
- reliable data transfer
- flow control
- connection management

3.6 principles of congestion control

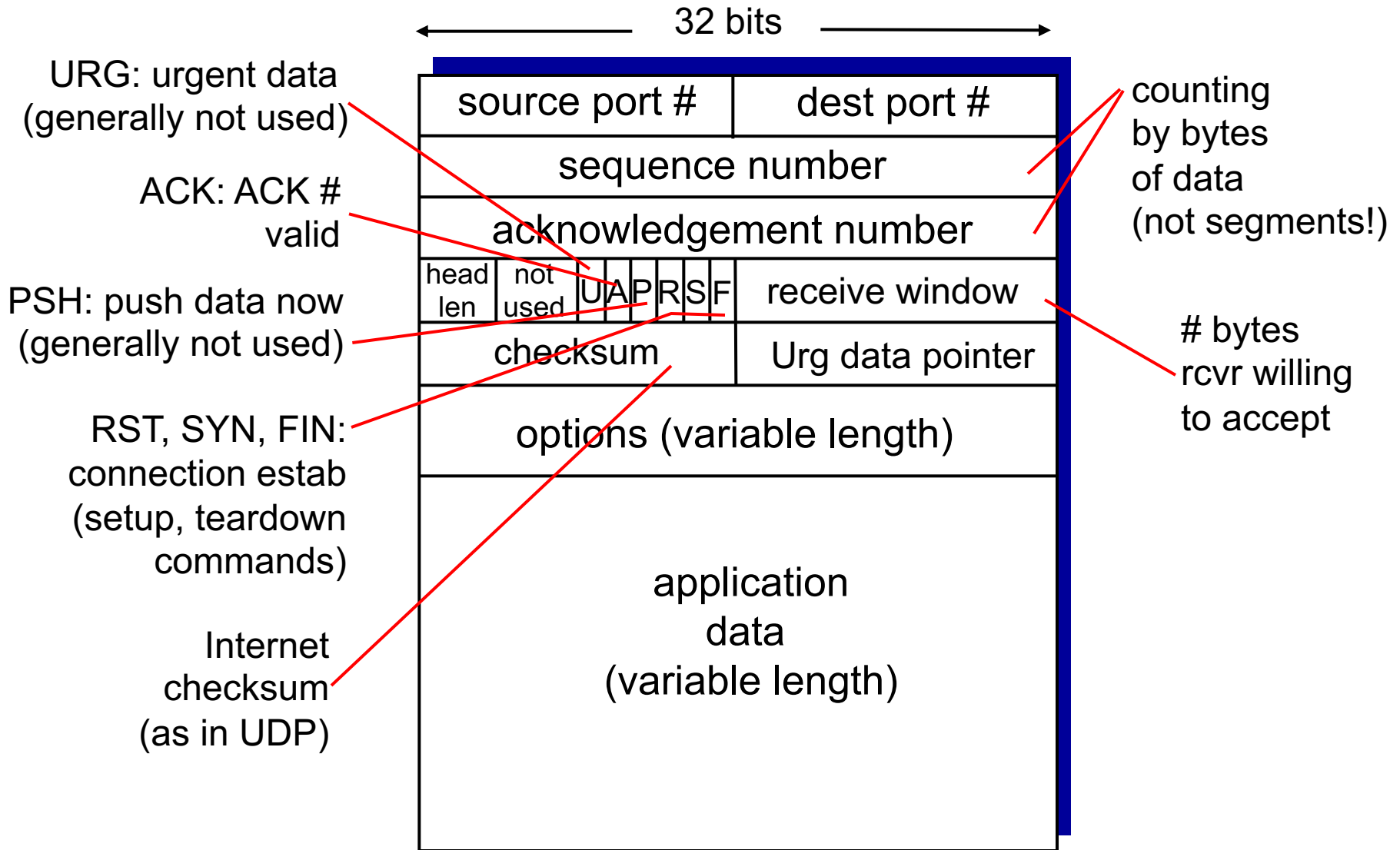
3.7 TCP congestion control

TCP: Overview

RFCs: 793, 1122, 1323, 2018, 2581

- **point-to-point:**
 - one sender, one receiver
- **reliable, in-order *byte stream*:**
 - no “message boundaries”
- **pipelined:**
 - TCP congestion and flow control set window size
- **full duplex data:**
 - bi-directional data flow in same connection
 - MSS: maximum segment size
- **connection-oriented:**
 - handshaking (exchange of control msgs) initializes sender, receiver state before data exchange
- **flow controlled:**
 - sender will not overwhelm receiver

TCP segment structure



TCP seq. numbers, ACKs

sequence numbers:

- byte stream “number” of first byte in segment’s data

acknowledgements:

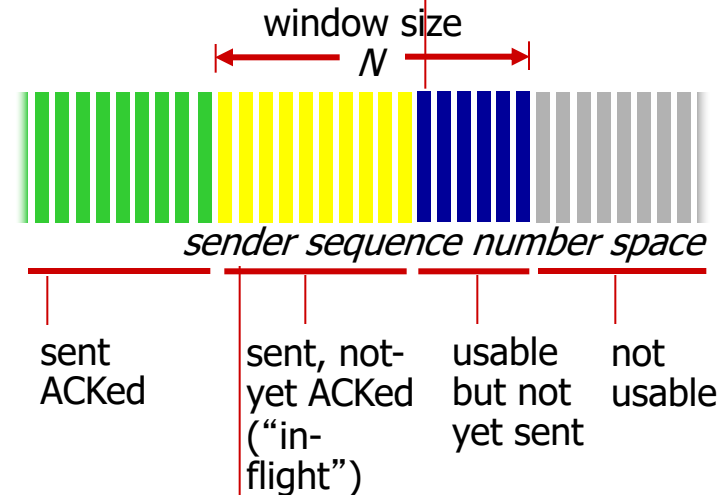
- seq # of next byte expected from other side
- cumulative ACK

Q: how receiver handles out-of-order segments

- **A:** TCP spec doesn’t say,
- up to implementor

outgoing segment from sender

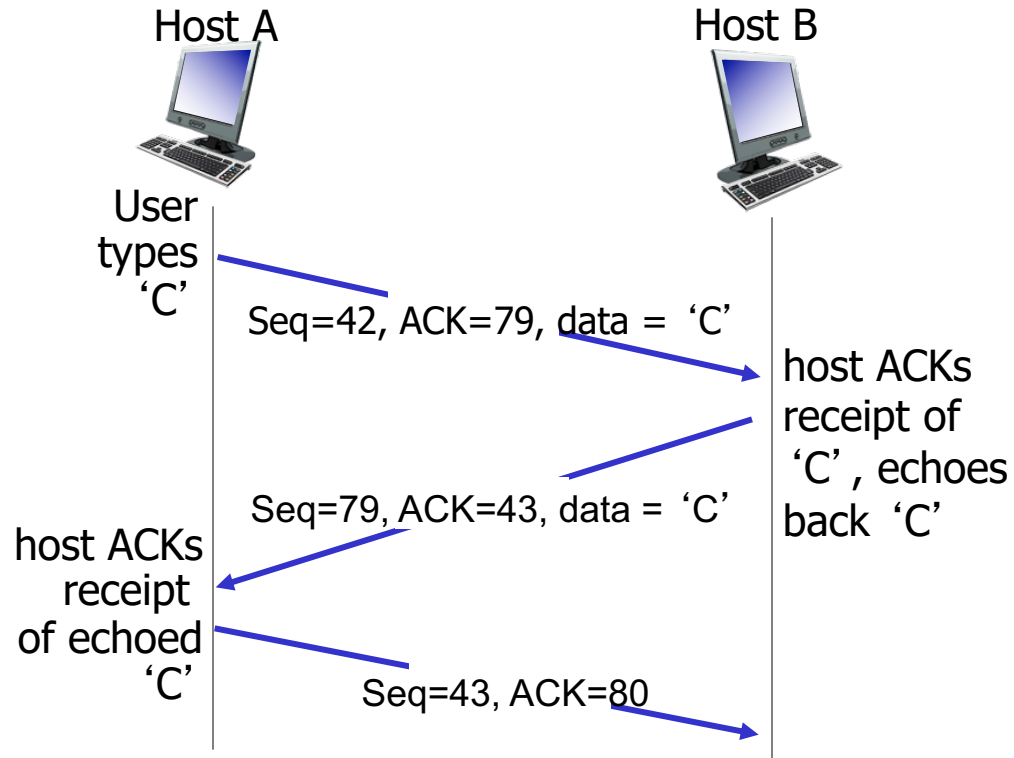
source port #	dest port #
sequence number	
acknowledgement number	
	rwnd
checksum	urg pointer



incoming segment to sender

source port #	dest port #
sequence number	
acknowledgement number	
	A
checksum	urg pointer

TCP seq. numbers, ACKs



simple telnet scenario

TCP round trip time, timeout

Q: how to set TCP timeout value?

- longer than RTT
 - but RTT varies
- *too short*: premature timeout, unnecessary retransmissions
- *too long*: slow reaction to segment loss

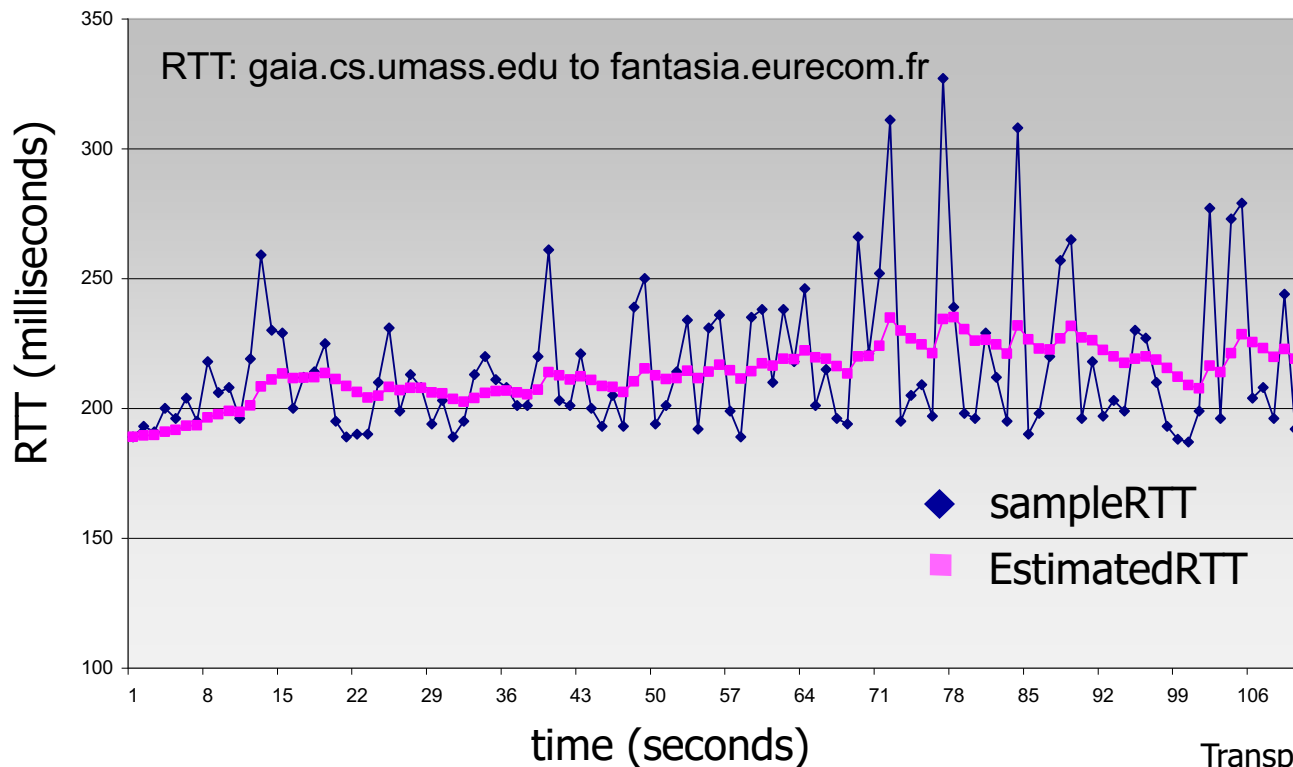
Q: how to estimate RTT?

- **SampleRTT**: measured time from segment transmission until ACK receipt
 - ignore retransmissions
- **SampleRTT** will vary, want estimated RTT “smoother”
 - average several *recent* measurements, not just current **SampleRTT**

TCP round trip time, timeout

$$\text{EstimatedRTT} = (1 - \alpha) * \text{EstimatedRTT} + \alpha * \text{SampleRTT}$$

- exponential weighted moving average
- influence of past sample decreases exponentially fast
- typical value: $\alpha = 0.125$



TCP round trip time, timeout

- **timeout interval:** **EstimatedRTT** plus “safety margin”
 - large variation in **EstimatedRTT** → larger safety margin
- estimate **SampleRTT** deviation from **EstimatedRTT**:

$$\text{DevRTT} = (1-\beta) * \text{DevRTT} + \beta * |\text{SampleRTT} - \text{EstimatedRTT}|$$

(typically, $\beta = 0.25$)

$$\text{TimeoutInterval} = \text{EstimatedRTT} + 4 * \text{DevRTT}$$



↑
estimated RTT

↑
“safety margin”

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3.7 TCP congestion control

TCP reliable data transfer

- TCP creates rdt service on top of IP' s unreliable service
 - pipelined segments
 - cumulative acks
 - single retransmission timer
- retransmissions triggered by:
 - timeout events
 - duplicate acks

let' s initially consider simplified TCP sender:

- ignore duplicate acks
- ignore flow control, congestion control

TCP sender events:

data rcvd from app:

- create segment with seq #
- seq # is byte-stream number of first data byte in segment
- start timer if not already running
 - think of timer as for oldest unacked segment
 - expiration interval: `TimeoutInterval`

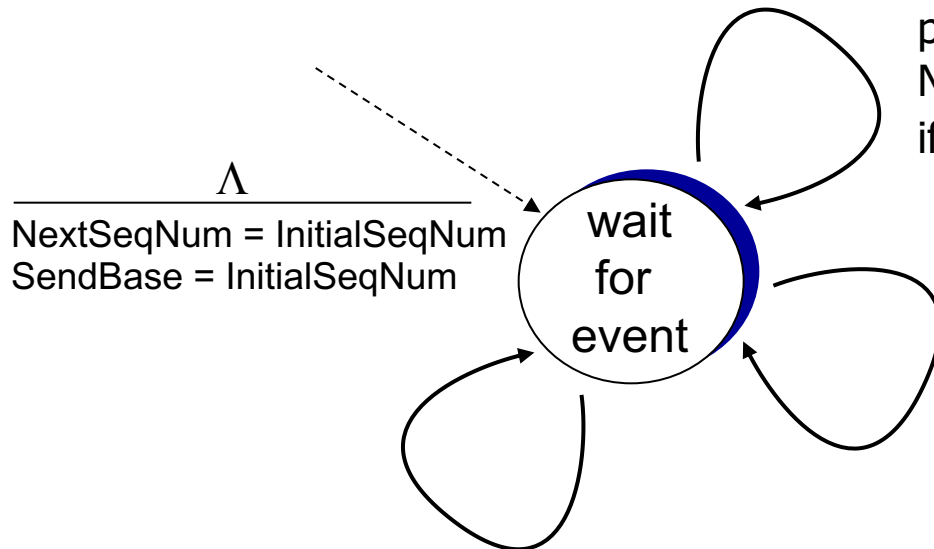
timeout:

- retransmit segment that caused timeout
- restart timer

ack rcvd:

- if ack acknowledges previously unacked segments
 - update what is known to be ACKed
 - start timer if there are still unacked segments

TCP sender (simplified)



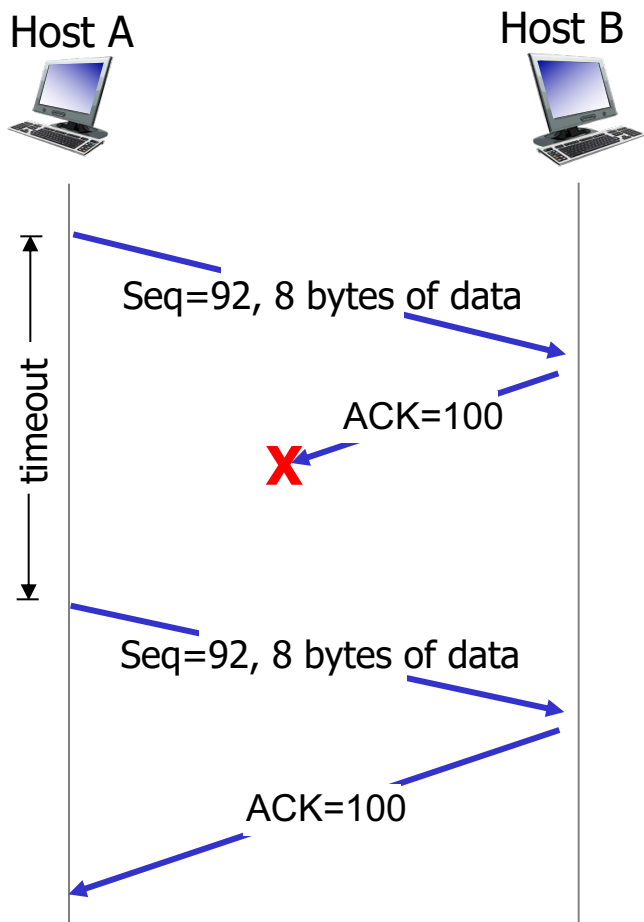
data received from application above
create segment, seq. #: NextSeqNum
pass segment to IP (i.e., “send”)
NextSeqNum = NextSeqNum + length(data)
if (timer currently not running)
start timer

timeout
retransmit not-yet-acked segment
with smallest seq. #
start timer

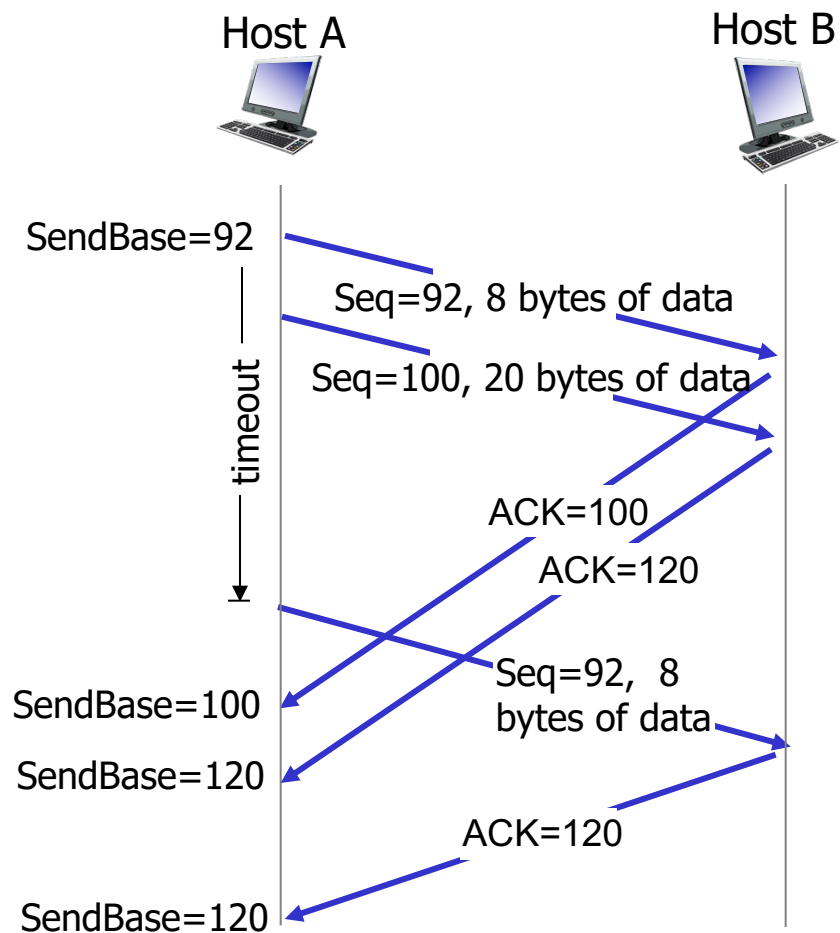
ACK received, with ACK field value y

```
if (y > SendBase) {  
    SendBase = y  
    /* SendBase-1: last cumulatively ACKed byte */  
    if (there are currently not-yet-acked segments)  
        start timer  
    else stop timer  
}
```

TCP: retransmission scenarios

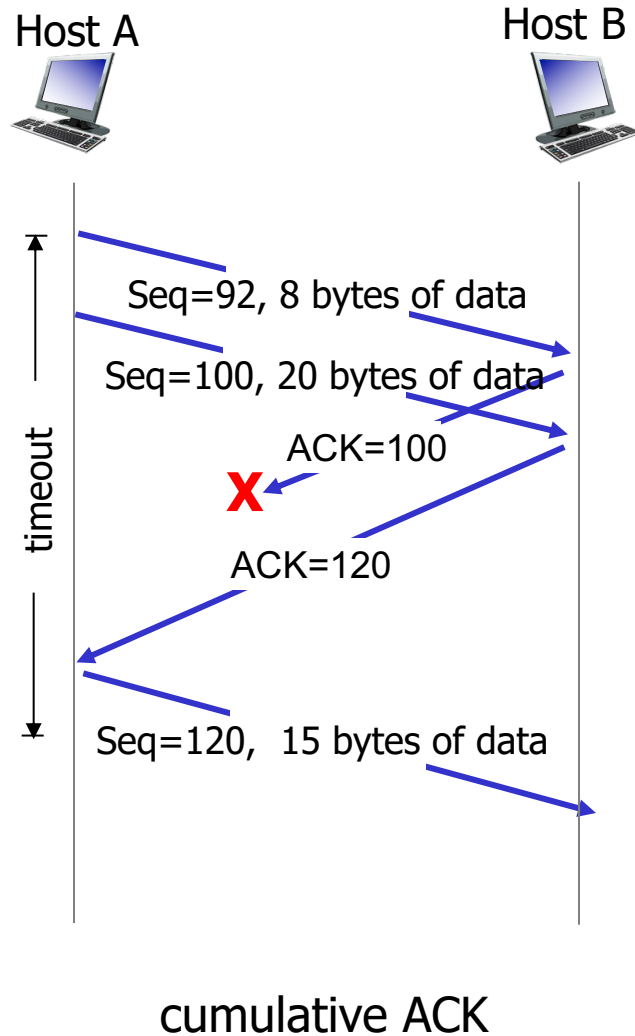


lost ACK scenario



premature timeout

TCP: retransmission scenarios



TCP ACK generation [RFC 1122, RFC 2581]

<i>event at receiver</i>	<i>TCP receiver action</i>
arrival of in-order segment with expected seq #. All data up to expected seq # already ACKed	delayed ACK. Wait up to 500ms for next segment. If no next segment, send ACK
arrival of in-order segment with expected seq #. One other segment has ACK pending	immediately send single cumulative ACK, ACKing both in-order segments
arrival of out-of-order segment higher-than-expected seq. # . Gap detected	immediately send <i>duplicate ACK</i> , indicating seq. # of next expected byte
arrival of segment that partially or completely fills gap	immediate send ACK, provided that segment starts at lower end of gap

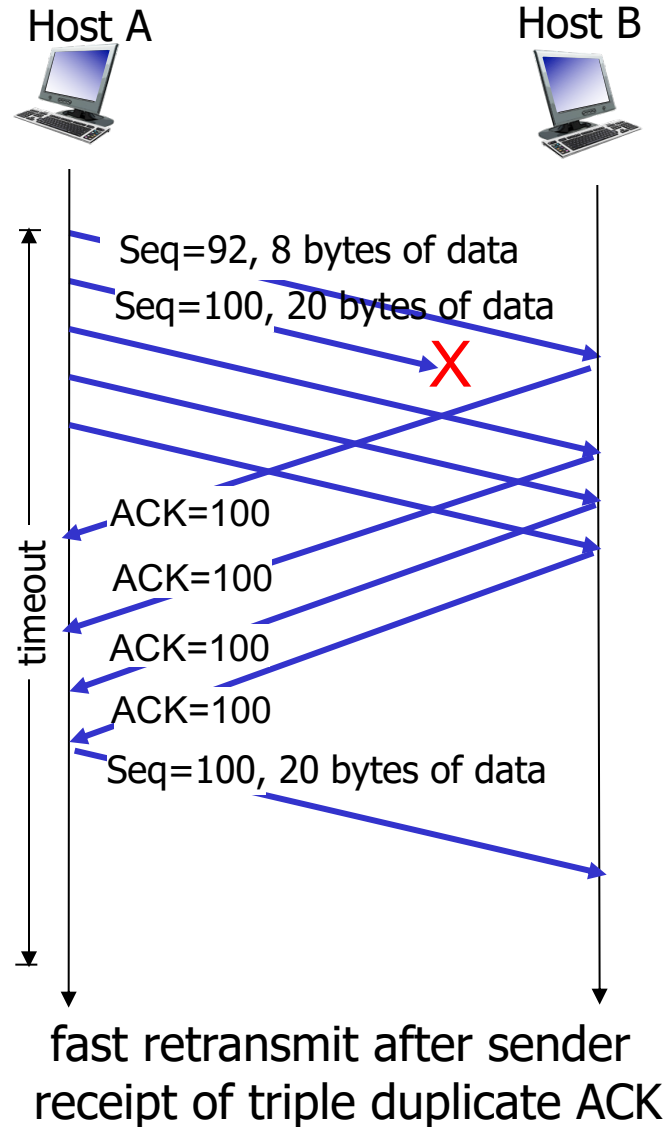
TCP fast retransmit

- time-out period often relatively long:
 - long delay before resending lost packet
- detect lost segments via duplicate ACKs.
 - sender often sends many segments back-to-back
 - if segment is lost, there will likely be many duplicate ACKs.

TCP fast retransmit

- if sender receives 3 ACKs for same data (“triple duplicate ACKs”), resend unacked segment with smallest seq #
- likely that unacked segment lost, so don't wait for timeout

TCP fast retransmit



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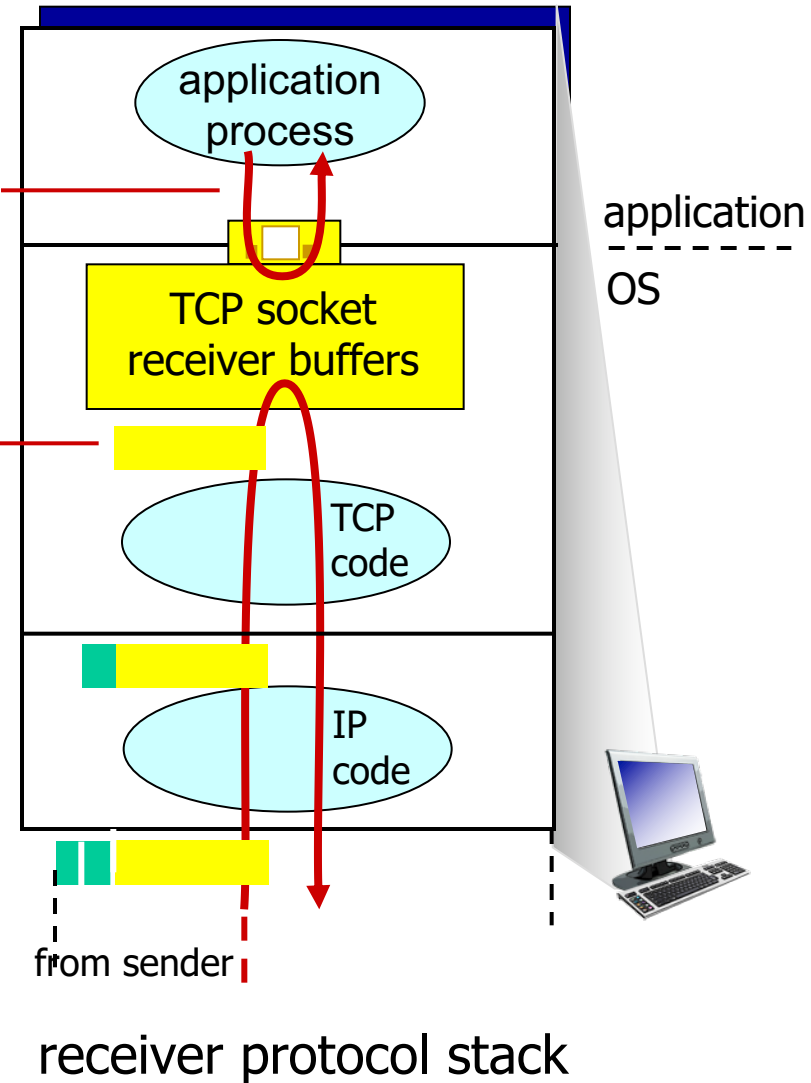
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TCP flow control

application may remove data from TCP socket buffers

... slower than TCP receiver is delivering (sender is sending)

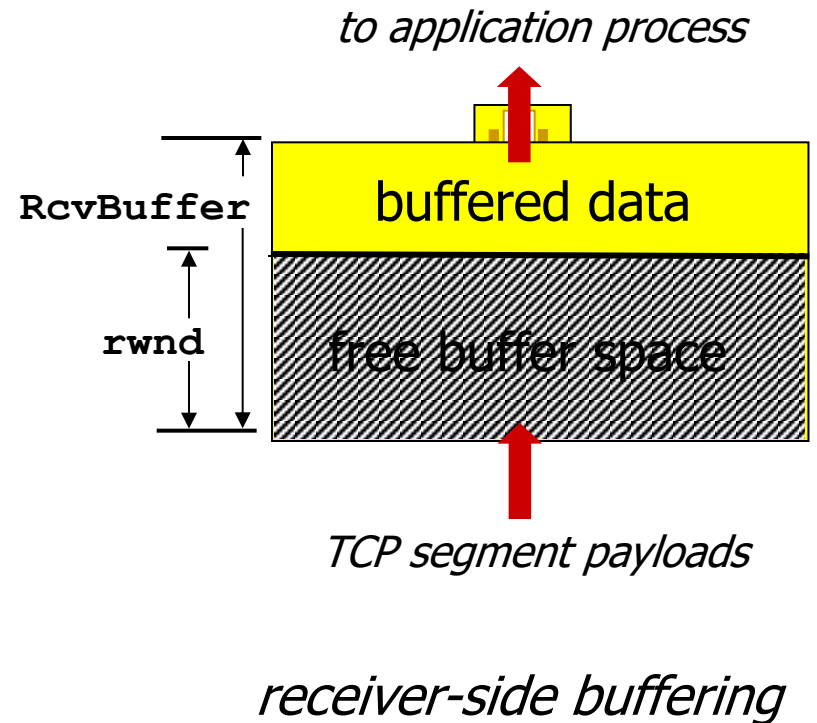


flow control

receiver controls sender, so sender won't overflow receiver's buffer by transmitting too much, too fast

TCP flow control

- receiver “advertises” free buffer space by including **rwnd** value in TCP header of receiver-to-sender segments
 - **RcvBuffer** size set via socket options (typical default is 4096 bytes)
 - many operating systems autoadjust **RcvBuffer**
- sender limits amount of unacked (“in-flight”) data to receiver’s **rwnd** value
- guarantees receive buffer will not overflow



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