Internet Protocols
Fall 2005

Lecture 14

Transport Protocols-TCP

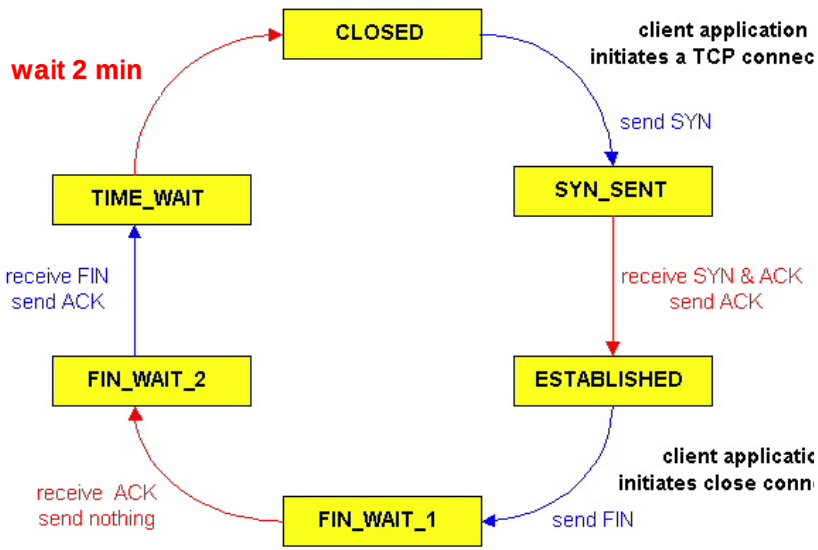
Andreas Terzis

Outline

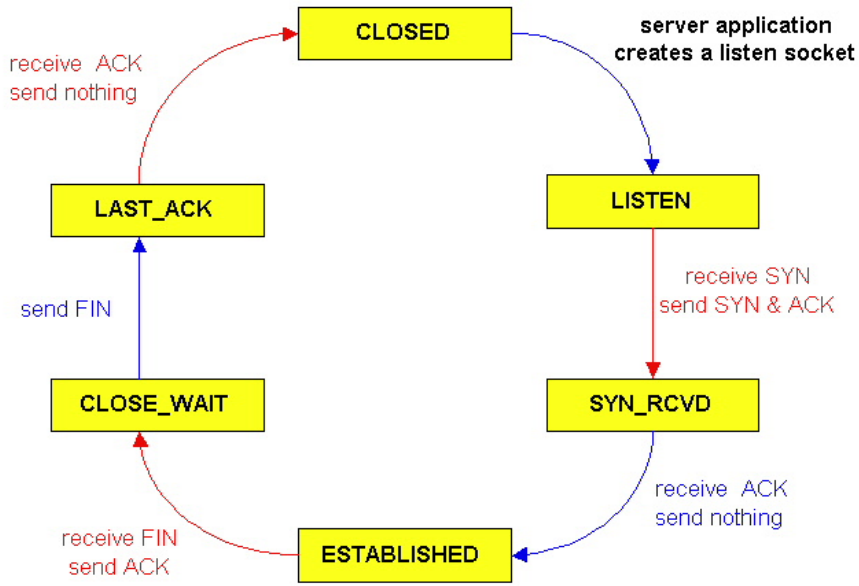
- TCP Connection Management
- Sliding Window
- ACK Strategy
- Nagle's algorithm
- Timeout estimation
- Flow Control

TCP Connection Management

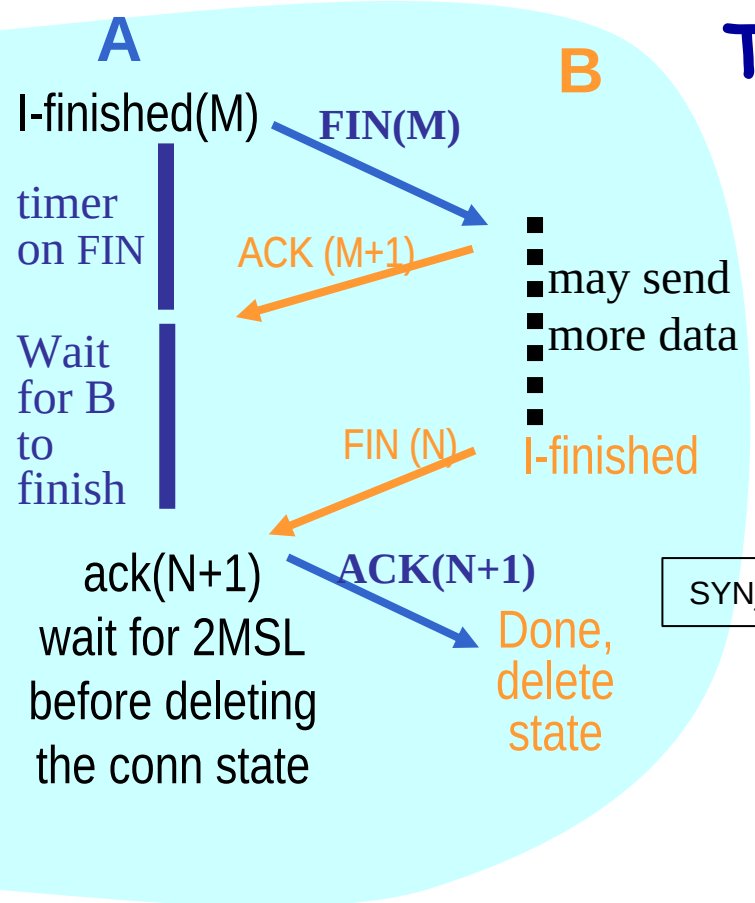
TCP client lifecycle

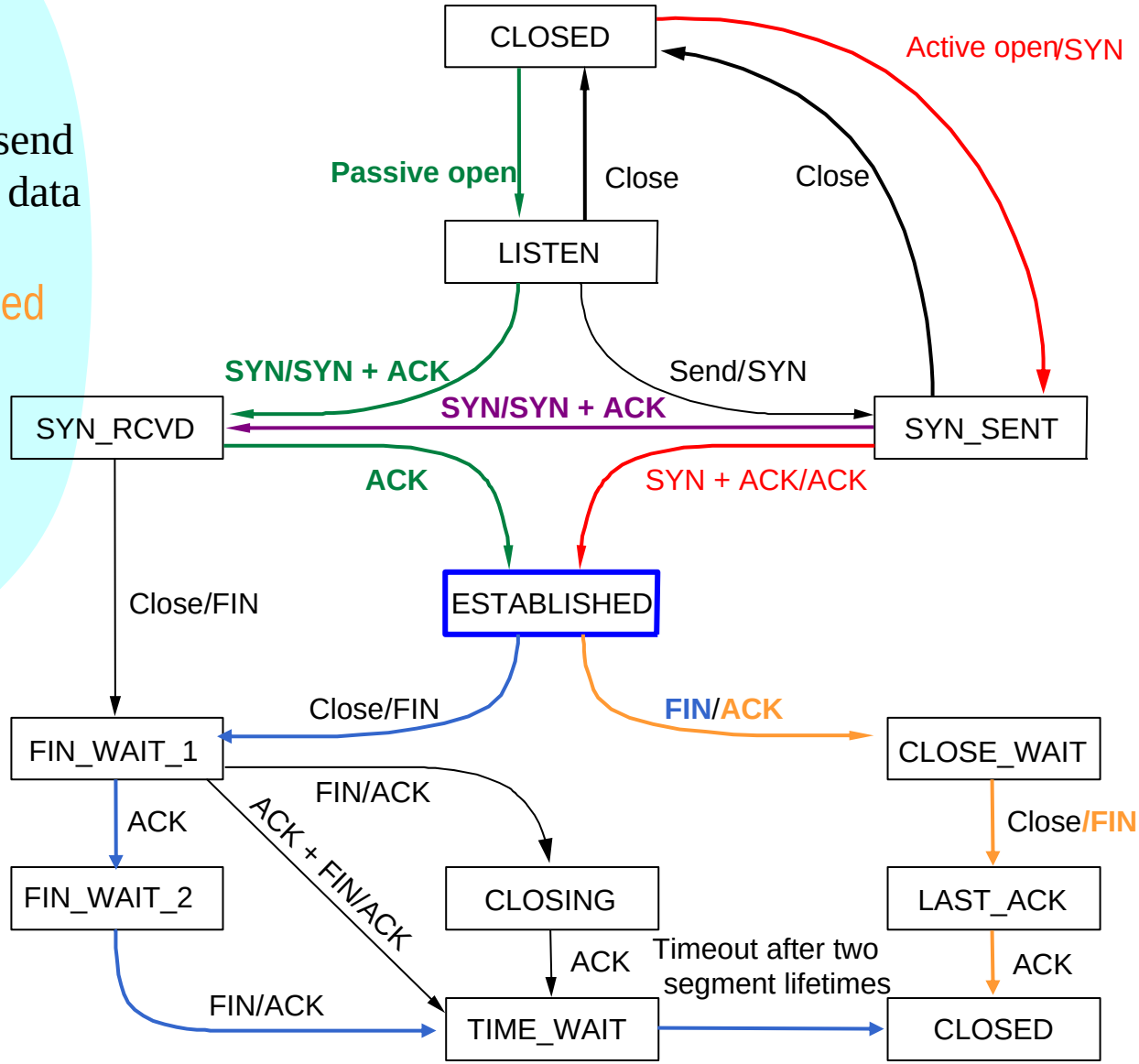


TCP server lifecycle



TCP state-transition diagram

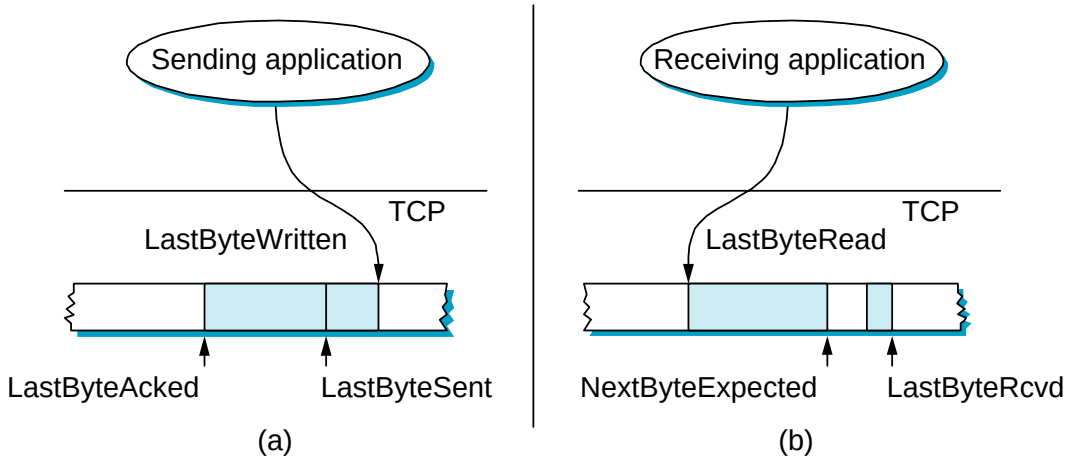




Connection Reset

- RST Segments
  - When connection request arrives to non-existing server, OS sends back RST signal
  - Can be used to do *abortive release* of established connection
    - Receiver throws away queued data

Sliding Window Revisited



- Sending side
  - **`LastByteAcked < = LastByteSent`**
  - **`LastByteSent < = LastByteWritten`**
  - buffer bytes between **`LastByteAcked`** and **`LastByteWritten`**
- Receiving side
  - **`LastByteRead < NextByteExpected`**
  - **`NextByteExpected < = LastByteRcvd +1`**
  - buffer bytes between **`NextByteRead`** and **`LastByteRcvd`**

Protection Against Wrap Around

- 32-bit **`SequenceNum`**

Bandwidth	Time Until Wrap Around
T1 (1.5 Mbps)	6.4 hours
Ethernet (10 Mbps)	57 minutes
T3 (45 Mbps)	13 minutes
FDDI (100 Mbps)	6 minutes
STS-3 (155 Mbps)	4 minutes
STS-12 (622 Mbps)	55 seconds
STS-24 (1.2 Gbps)	28 seconds

Keeping the Pipe Full

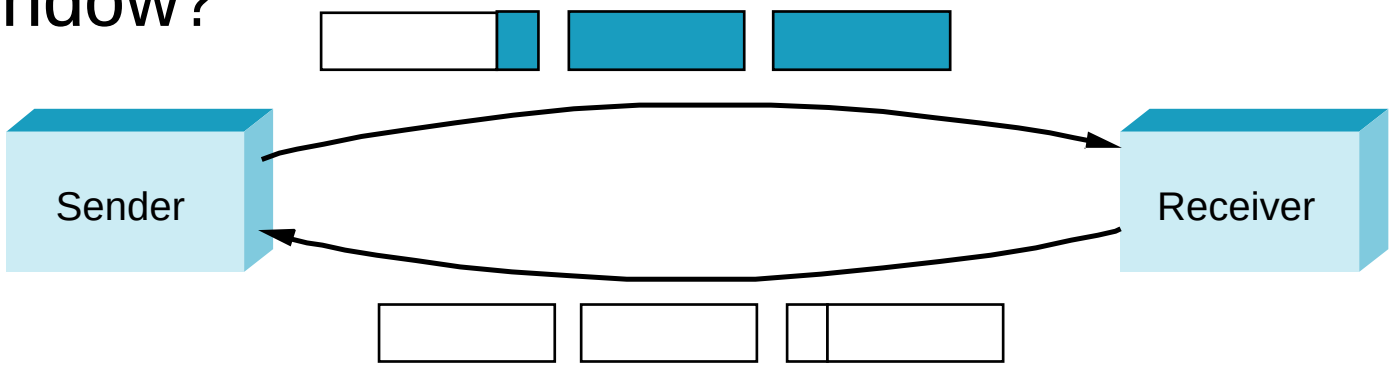
- 16-bit **`AdvertisedWindow`**

Bandwidth	Delay x Bandwidth Product
T1 (1.5 Mbps)	18KB
Ethernet (10 Mbps)	122KB
T3 (45 Mbps)	549KB
FDDI (100 Mbps)	1.2MB
STS-3 (155 Mbps)	1.8MB
STS-12 (622 Mbps)	7.4MB
STS-24 (1.2 Gbps)	14.8MB

assuming 100ms RTT

Silly Window Syndrome

- How aggressively does sender exploit open window?



- Receiver-side solutions
  - after advertising zero window, wait for space equal to a maximum segment size (MSS)
  - delayed acknowledgements

TCP Recvr: when to send ACK?

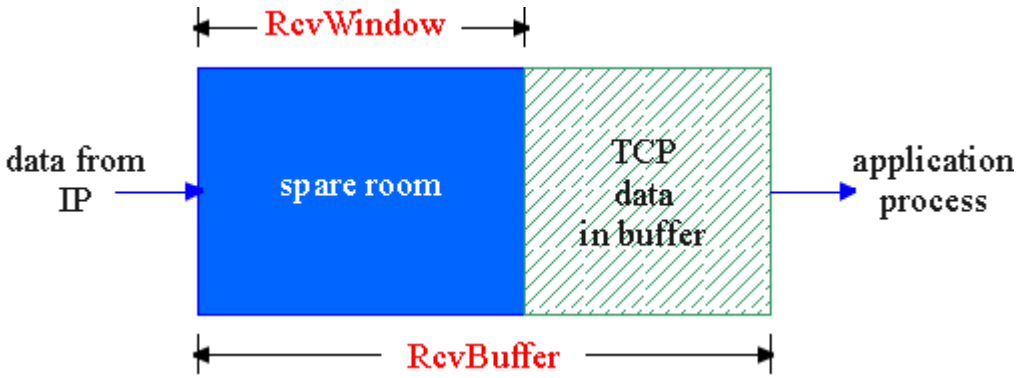
Event	TCP Receiver action
in-order segment arrival, no gaps, everything earlier already ACKed	delayed ACK: wait up to 200ms, If nothing arrived, send ACK
in-order segment arrival, no gaps, one delayed ACK pending	immediately send one cumulative ACK
out-of-order arrival: higher-than-expect seq. #, gap detected	send duplicate ACK, indicating seq. # of next expected byte
arrival of segment that partially or completely fills a gap	immediate ACK if segment starts at the lower end of gap

Nagle's Algorithm

- How long does sender delay sending data?
  - too long: hurts interactive applications
  - too short: poor network utilization
  - strategies: timer-based vs self-clocking
- When application generates additional data
  - if fills a max segment (and window open): send it
  - else
    - if there is unack'ed data in transit: buffer it until ACK arrives
    - else: send it

TCP Flow Control

- receive side of TCP connection has a receive buffer:



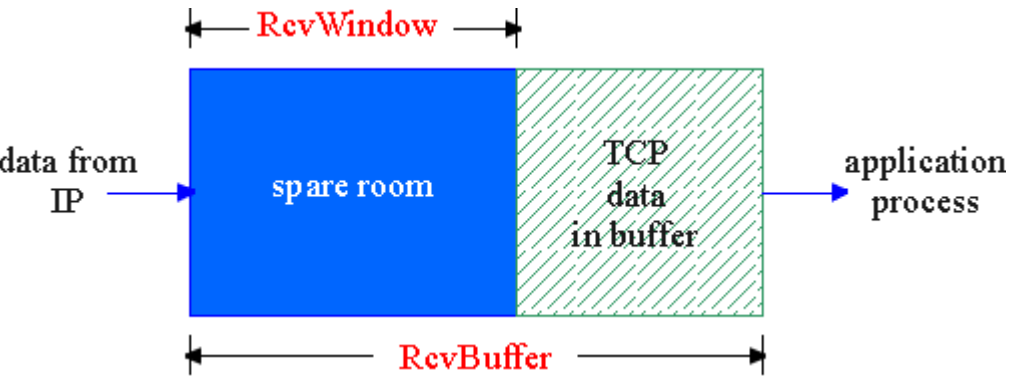
- app process may be slow at reading from buffer

flow control

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

- speed-matching service: matching the send rate to the receiving app's drain rate

TCP Flow control: how it works



(Suppose TCP receiver discards out-of-order segments)

- spare room in buffer

= **`RcvWindow`**

= **`RcvBuffer-[LastByteRcvd - LastByteRead]`**

- Rcvr advertises spare room by including value of **`RcvWindow`** in segments
- Sender limits unACKed data to **`RcvWindow`**
  - guarantees receive buffer doesn't overflow

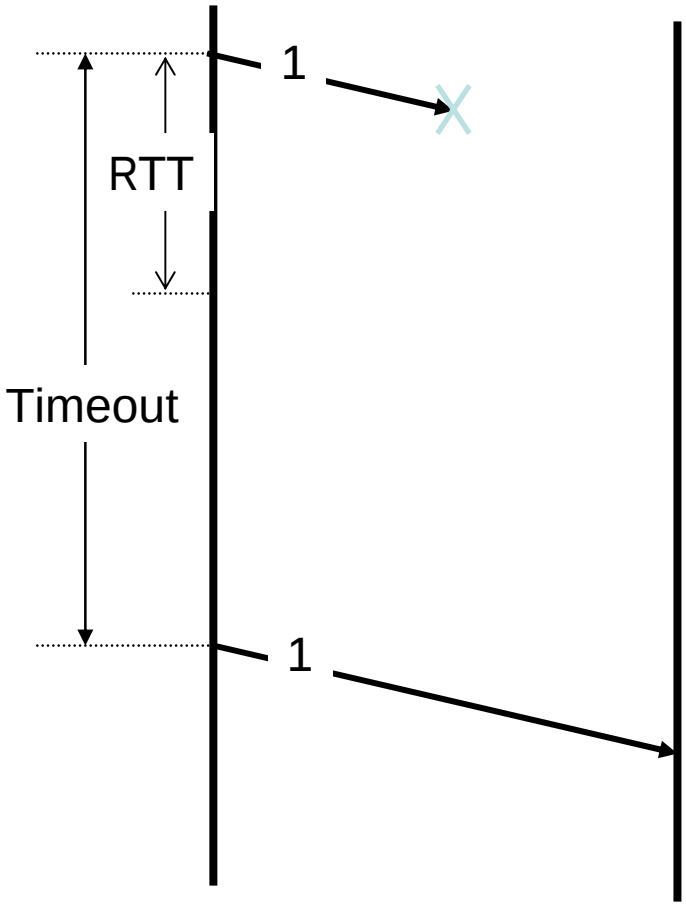
Flow Control (cont.)

- If the receiver indicated size of zero in last ACK how can the server send more data?
  - Sender periodically sends probes
  - Receiver sends *window update* ACK

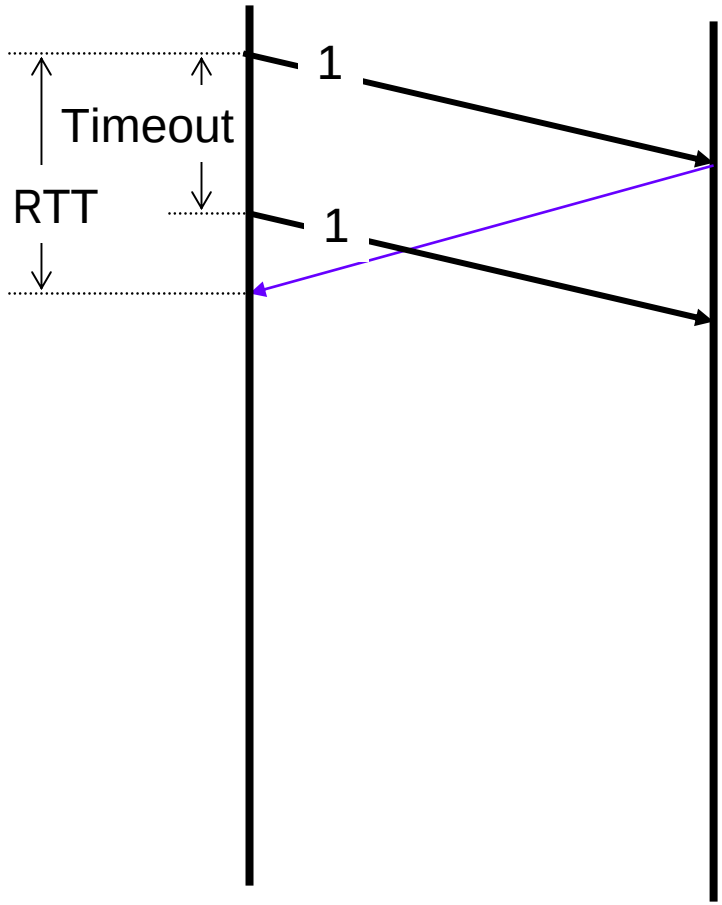
Setting Timers

- The sender needs to set retransmission timers in order to know when to retransmit a packet the may have been lost
- How long to set the timer for?
  - Too short: may retransmit before data or ACK has arrived, creating duplicates
  - Too long: if a packet is lost, will take a long time to recover (inefficient)

Timing Illustration



Timeout too long → inefficiency



Timeout too short → duplicate packets

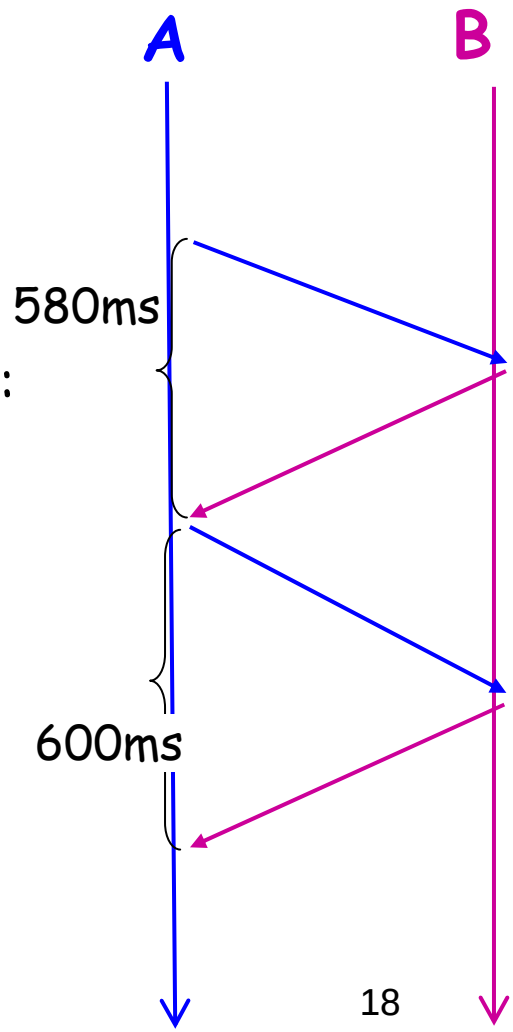
Adaptive Timers

- The amount of time the sender should wait is about the round-trip time (RTT) between the sender and receiver
  - For link-layer networks (LANs), this value is essentially known
  - For multi-hop WANS, rarely known
- Must work in both environments, so protocol should adapt to the path behavior
- Measure successive ack delays T(n)
  Set timeout = average + 4 deviations

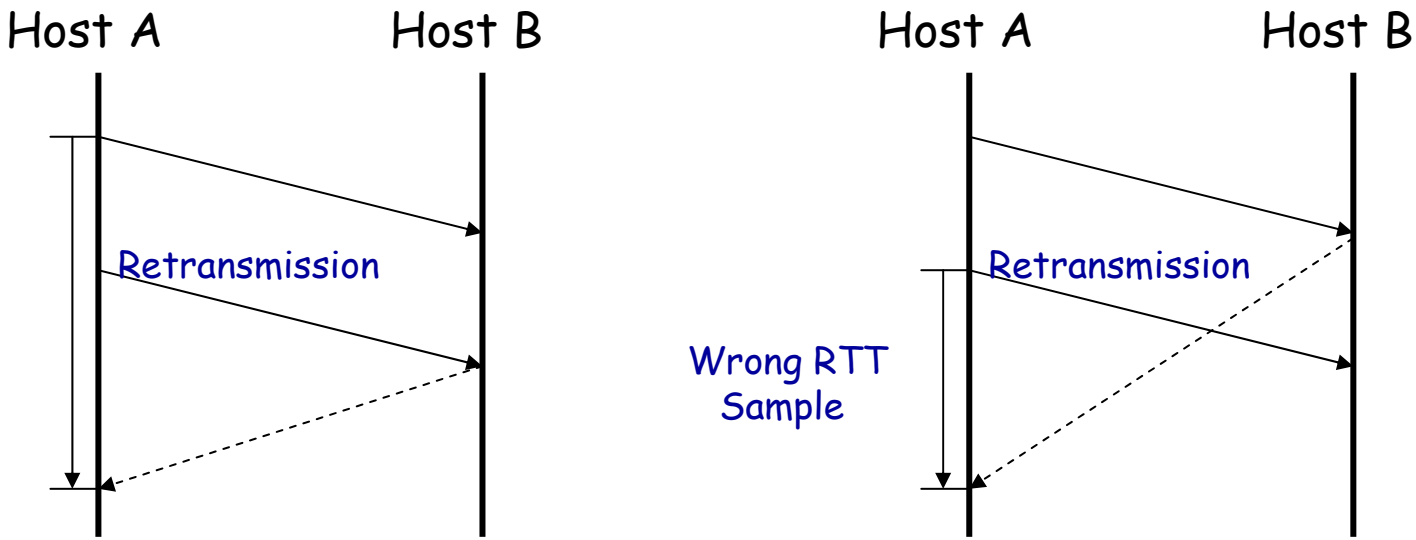
RTT measurement and RTO

SRTT = (1-α) x SRTT + α x SampleRTT
rttvar = rttvar + β x (|diff| - rttvar)
Where diff = SampleRTT - SRTT

Assume SRTT = 500msec, rttvar = 120, α = 1/8, β = 1/4:
diff = SampleRTT - SRTT = 80ms
SRTT = SRTT + α x diff = 510ms
rttvar = rttvar + β (|diff| – rttvar) = 110
RTO = SRTT + 4 x rttvar = 510 + 440 = 950



How to measure RTT in case of retransmission?



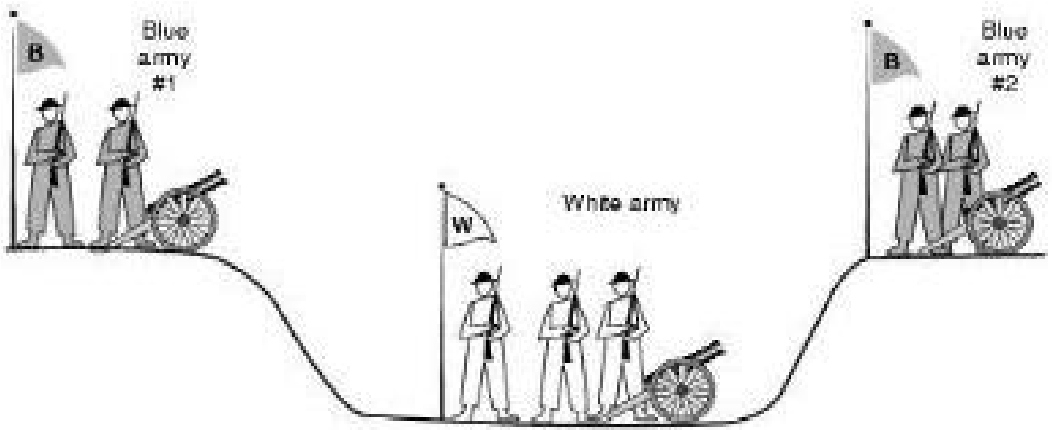
- Karn's algorithm
  - On retx, don't update estimated RTT (and double RTO)

3-Way Handshaking (cont'd)

- Three-way handshake adds 1 RTT delay
- Why?
  - Congestion control: SYN (40 byte) acts as cheap probe
  - Protects against delayed packets from other connection (would confuse receiver)

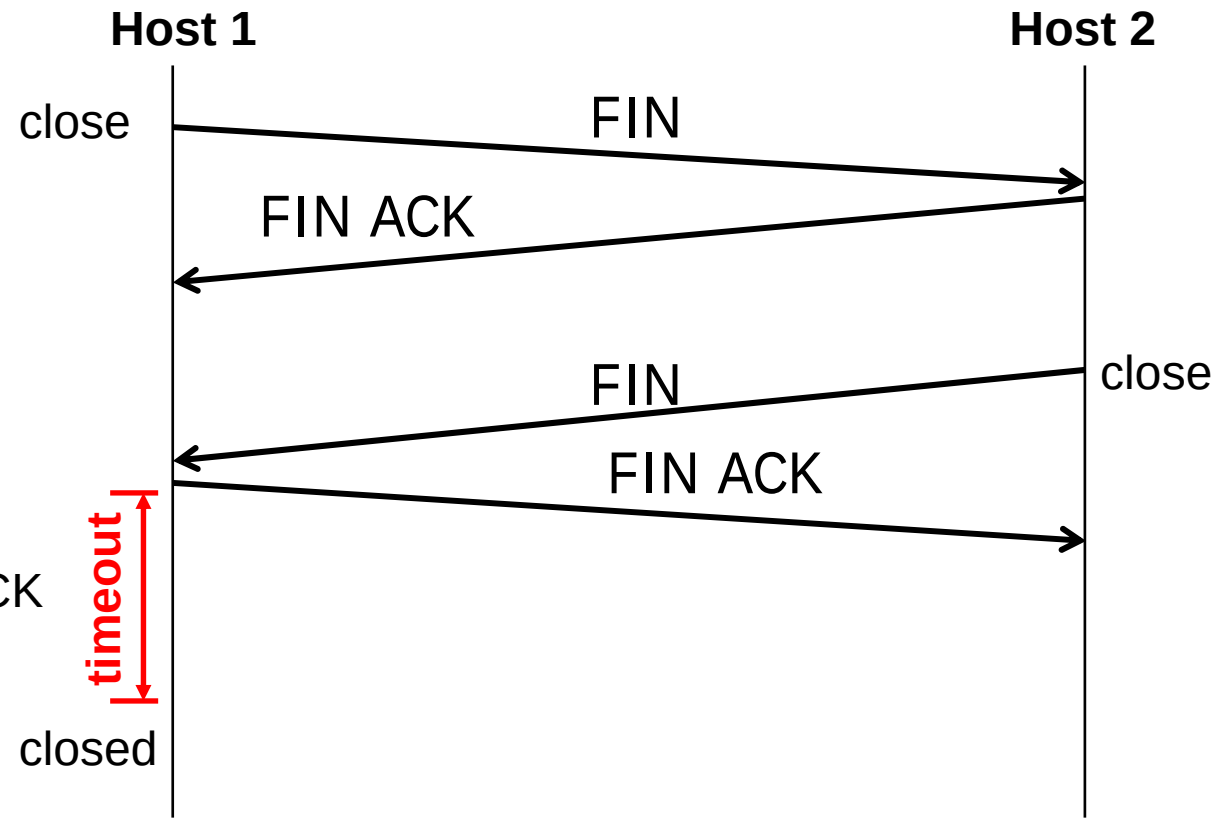
Close Connection (Two-Army Problem)

- Goal: both sides agree to close the connection
- Two-army problem:
  - "Two blue armies need to simultaneously attack the white army to win; otherwise they will be defeated. The blue army can communicate only across the area controlled by the white army which can intercept the messengers."
- What is the solution?



Close Connection

- 4-ways tear down connection



- Avoid reincarnation
- Can retransmit FIN ACK if it is lost