



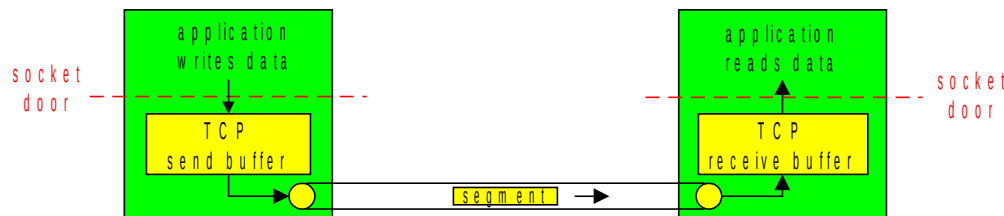
# Transport Layer – Time Out, RTT Calculation.

## Lec 15

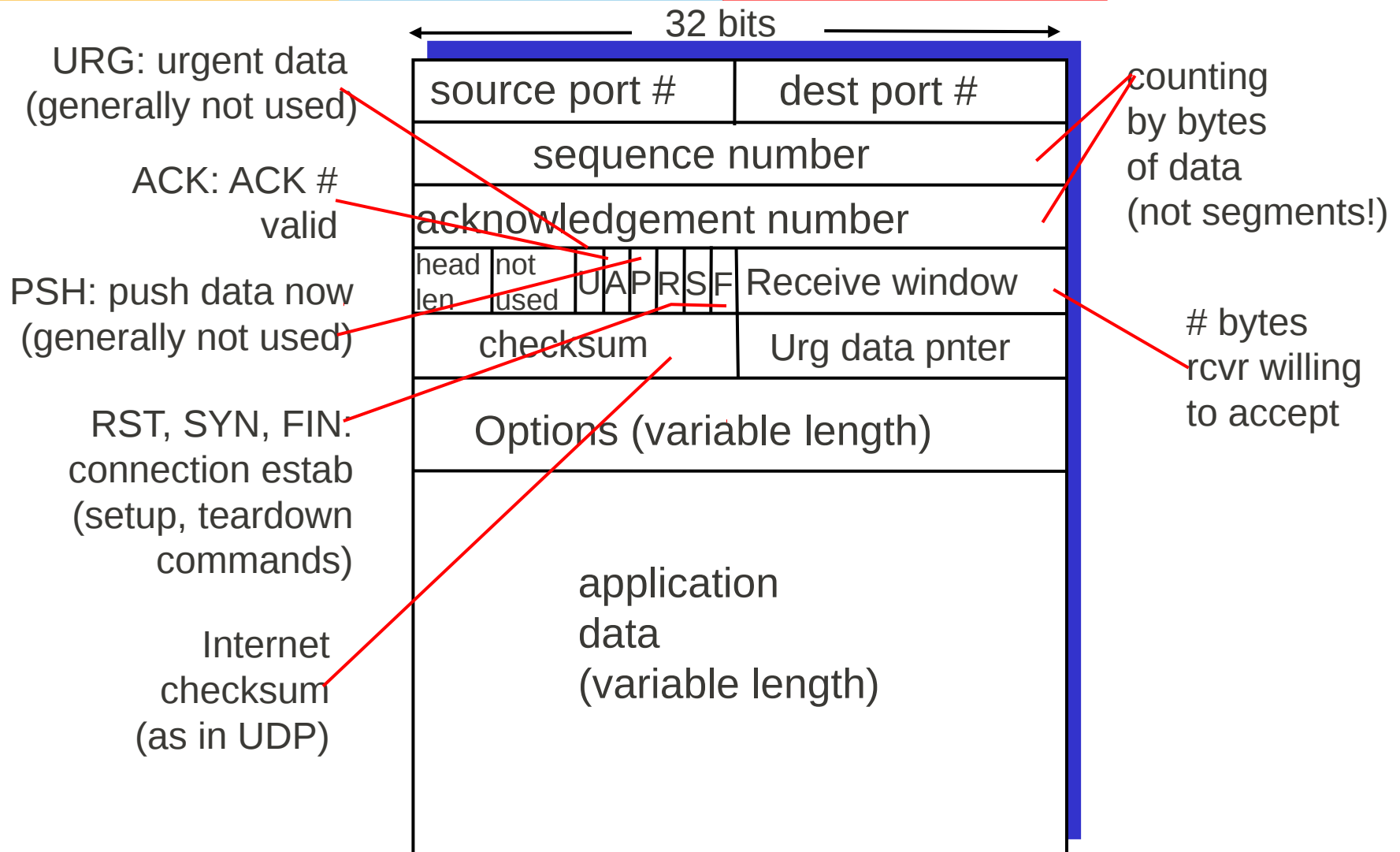
# TCP: Overview

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
- *send & receive buffers*
- full duplex data:
  - bi-directional data flow in same connection
  - MSS: maximum segment size
- connection-oriented:
  - handshaking (exchange of control msgs) init's sender, receiver state before data exchange
- flow controlled:
  - sender will not overwhelm receiver



# TCP segment structure



# TCP seq. #'s and ACKs

## Seq. #'s:

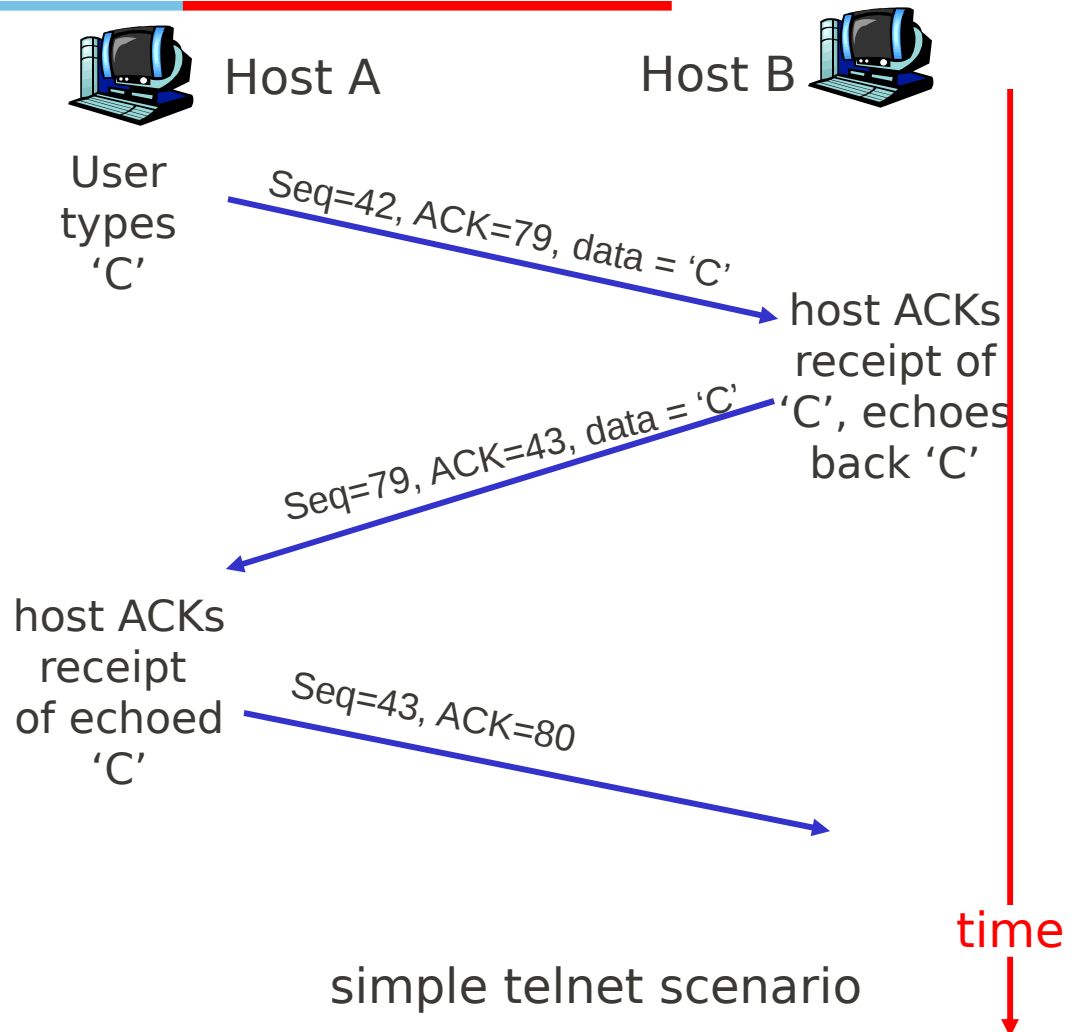
- byte stream “number” of first byte in segment’s data

## ACKs:

- 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



# TCP Round Trip Time and 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 and Timeout

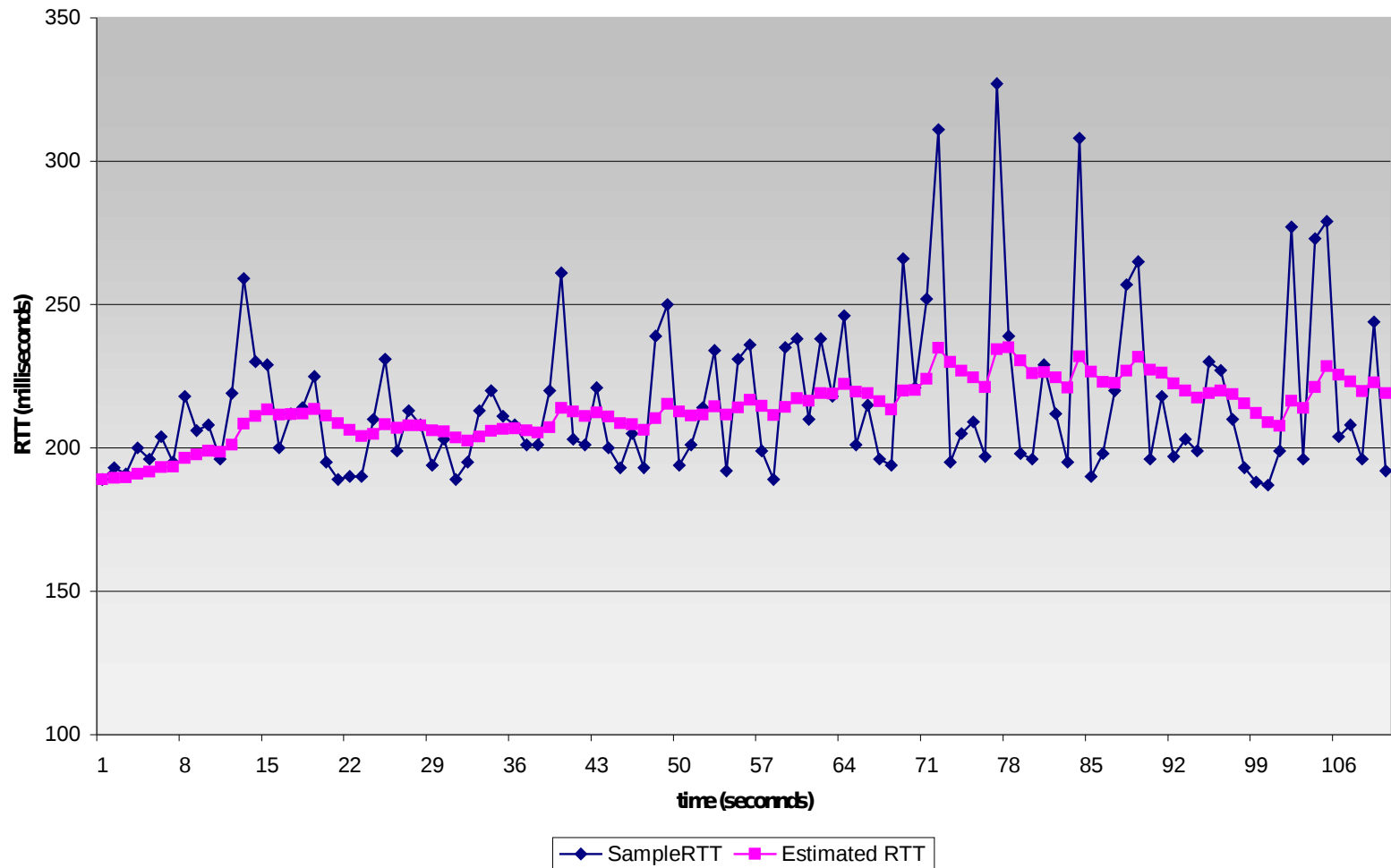


$$\text{EstimatedRTT} = (1 - \alpha) * \text{EstimatedRTT} + \alpha * \text{SampleRTT}$$

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

# Example RTT estimation:

RTT: ~~gaia.cs.umass.edu to fantasia.cucom.fr~~



# TCP Round Trip Time and Timeout



## Setting the timeout

- **EstimatedRTT** plus “safety margin”
  - large variation in **EstimatedRTT** -> larger safety margin
- first estimate of how much **SampleRTT** deviates from **EstimatedRTT**:

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

(typically,  $\beta = 0.25$ )

Then set timeout interval:

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

