National University of Computer & Emerging Sciences

CS 3001 - COMPUTER NETWORKS

Lecture 9

Chapter 3

19th September, 2023

Nauman Moazzam Hayat

nauman.moazzam@lhr.nu.edu.pk

Office Hours: 02:30 pm till 06:00 pm (Every Tuesday & Thursday)

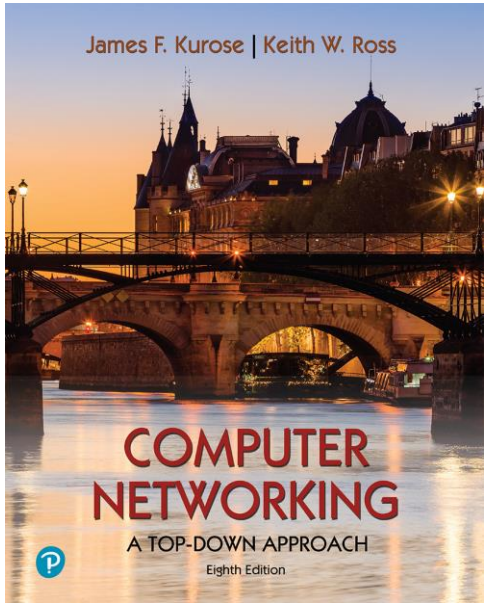
Chapter 3
Transport Layer

A note on the use of these PowerPoint slides:
We're making these slides freely available to all (faculty, students, readers). They're in PowerPoint form so you see the animations; and can add, modify, and delete slides (including this one) and slide content to suit your needs. They obviously represent a *lot* of work on our part. In return for use, we only ask the following:

- If you use these slides (e.g., in a class) that you mention their source (after all, we'd like people to use our book!)
- If you post any slides on a www site, that you note that they are adapted from (or perhaps identical to) our slides, and note our copyright of this material.

For a revision history, see the slide note for this page.

Thanks and enjoy! JFK/KWR



Computer Networking: A Top-Down Approach
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Transport layer: overview

Our goal:

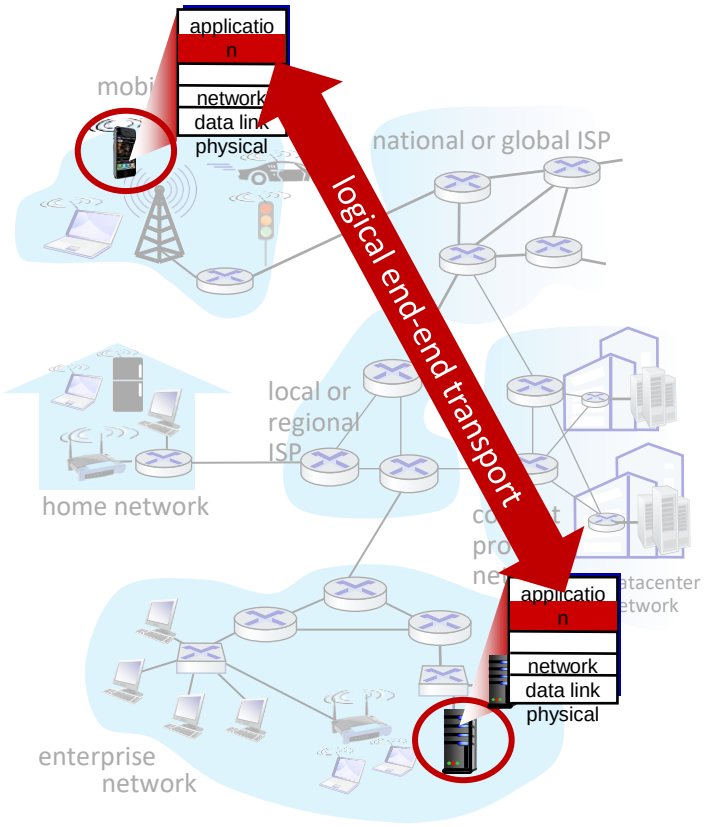
- understand principles behind transport layer services:
  - multiplexing, demultiplexing
  - reliable data transfer
  - flow control
  - congestion control
- learn about Internet transport layer protocols:
  - UDP: connectionless transport
  - TCP: connection-oriented reliable transport
  - TCP congestion control

Transport layer: roadmap

- Transport-layer services
- Multiplexing and demultiplexing
- Connectionless transport: UDP
- Principles of reliable data transfer
- Connection-oriented transport: TCP
- Principles of congestion control
- TCP congestion control
- Evolution of transport-layer functionality

Transport services and protocols

- provide *logical communication* between application processes running on different hosts
- transport protocols actions in end systems:
  - sender: breaks application messages into *segments*, passes to network layer
  - receiver: reassembles segments into messages, passes to application layer
- two transport protocols available to Internet applications
  - TCP, UDP



Transport vs. network layer services and protocols

household analogy:

12 kids in Ann's house sending letters to 12 kids in Bill's house:

- hosts = houses
- processes = kids
- app messages = letters in envelopes

Transport vs. network layer services and protocols

- transport layer*:* communication between *processes*
  - relies on, enhances, network layer services
- network layer: communication between *hosts*

household analogy:

12 kids in Ann's house sending letters to 12 kids in Bill's house:

- hosts = houses
- processes = kids
- app messages = letters in envelopes

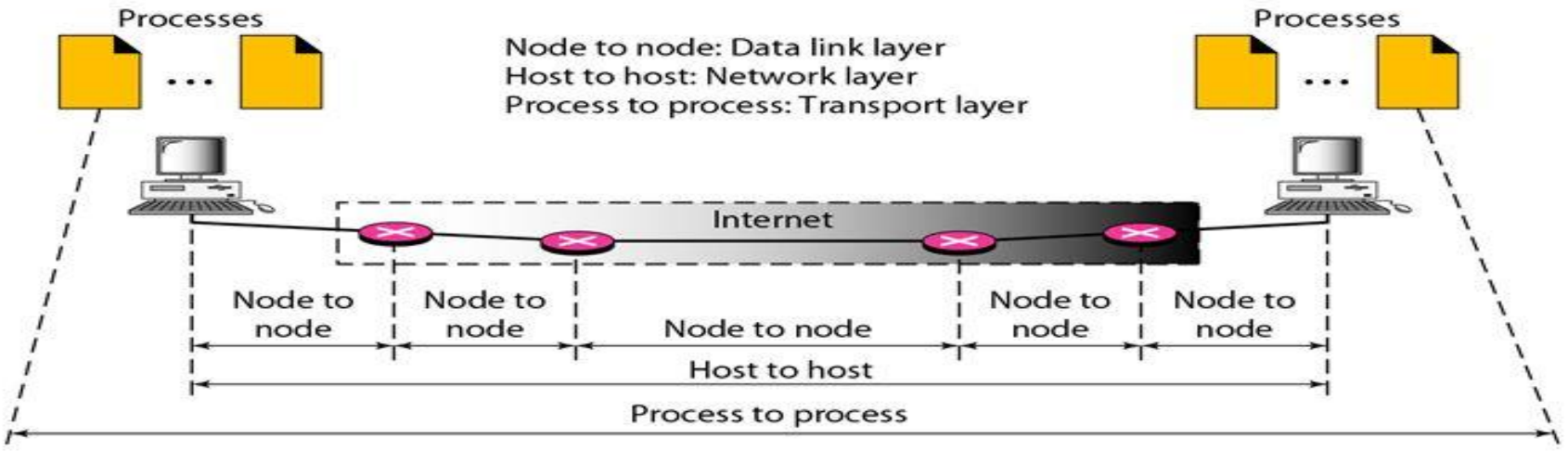
Transport Layer vs Network Layer & Data Link Layer

- The Data Link Layer is responsible for delivery of frames between two neighboring nodes over a link. This can be called node-to-node delivery.

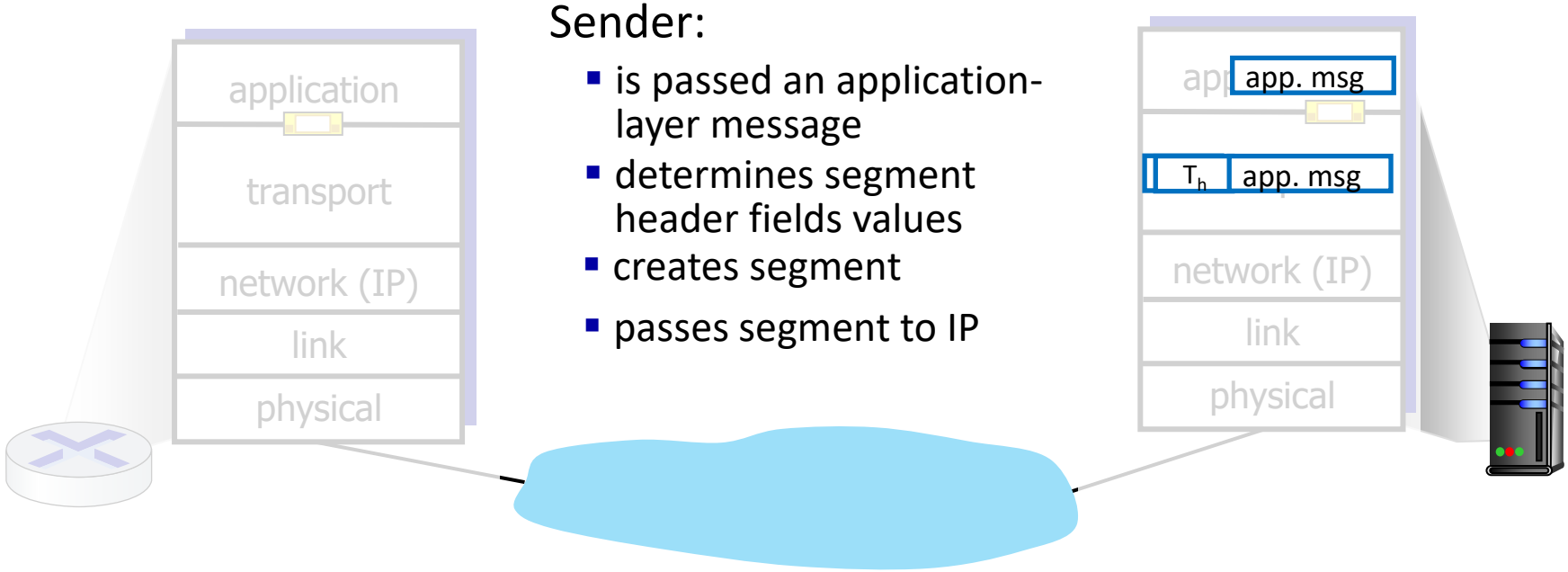
- The network layer is responsible for delivery of datagrams between two hosts. This can be called host-to-host delivery.

Communication on the Internet is not defined as the exchange of data between two nodes or between two hosts. Real communication takes place between two processes.

- The Transport Layer is responsible for the process-to-process delivery.



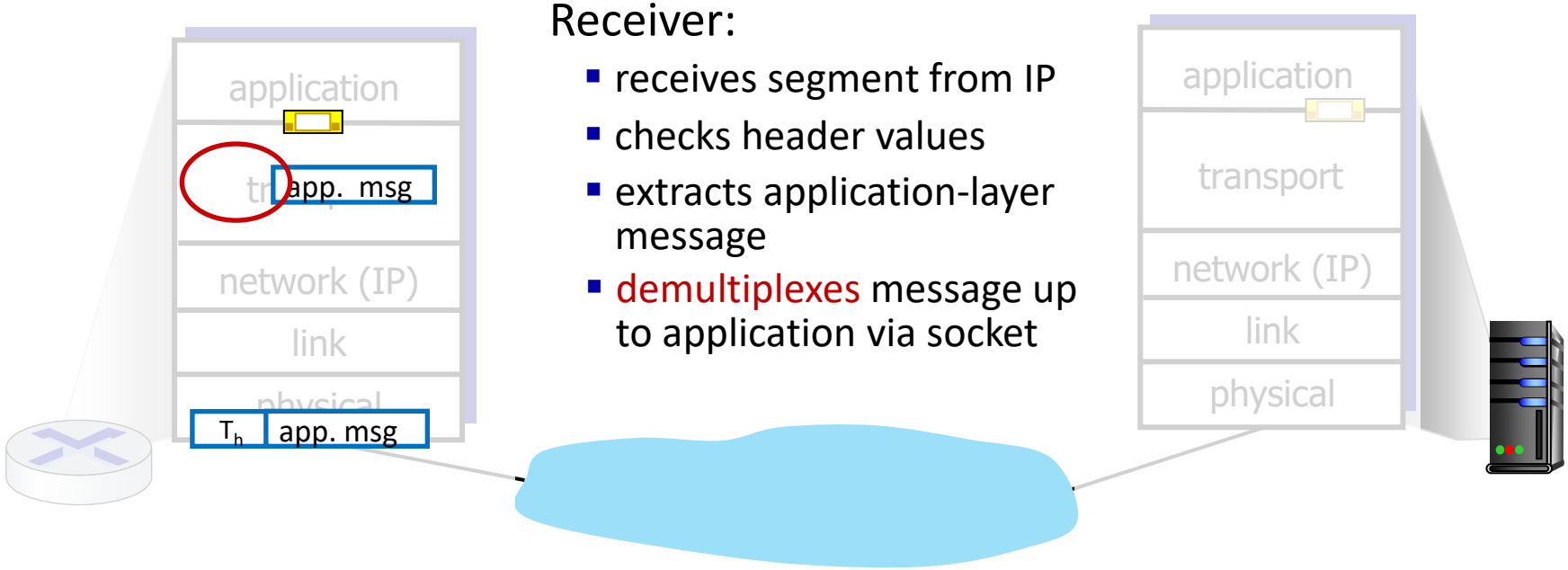
Transport Layer Actions



Sender:

- is passed an application-layer message
- determines segment header fields values
- creates segment
- passes segment to IP

Transport Layer Actions

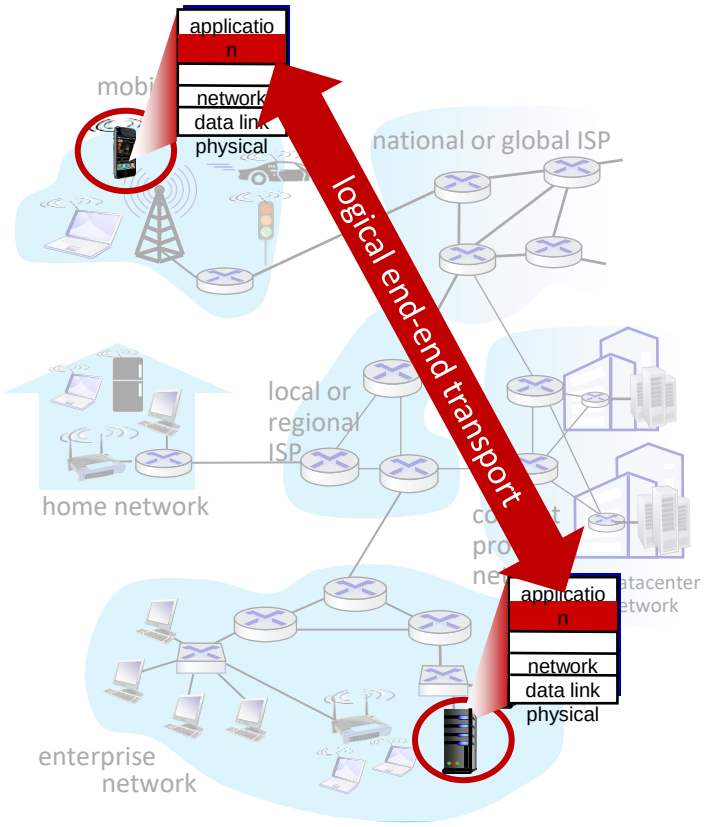


Receiver:

- receives segment from IP
- checks header values
- extracts application-layer message
- demultiplexes message up to application via socket

Two principal Internet transport protocols

- **TCP:** Transmission Control Protocol
  - reliable, in-order delivery
  - congestion control
  - flow control
  - connection setup
- **UDP:** User Datagram Protocol
  - unreliable, unordered delivery
  - no-frills extension of “best-effort” IP
- services *not* available:
  - delay guarantees
  - bandwidth guarantees



Chapter 3: roadmap

- Transport-layer services
- Multiplexing and demultiplexing
- Connectionless transport: UDP
- Principles of reliable data transfer
- Connection-oriented transport: TCP
- Principles of congestion control
- TCP congestion control
- Evolution of transport-layer functionality

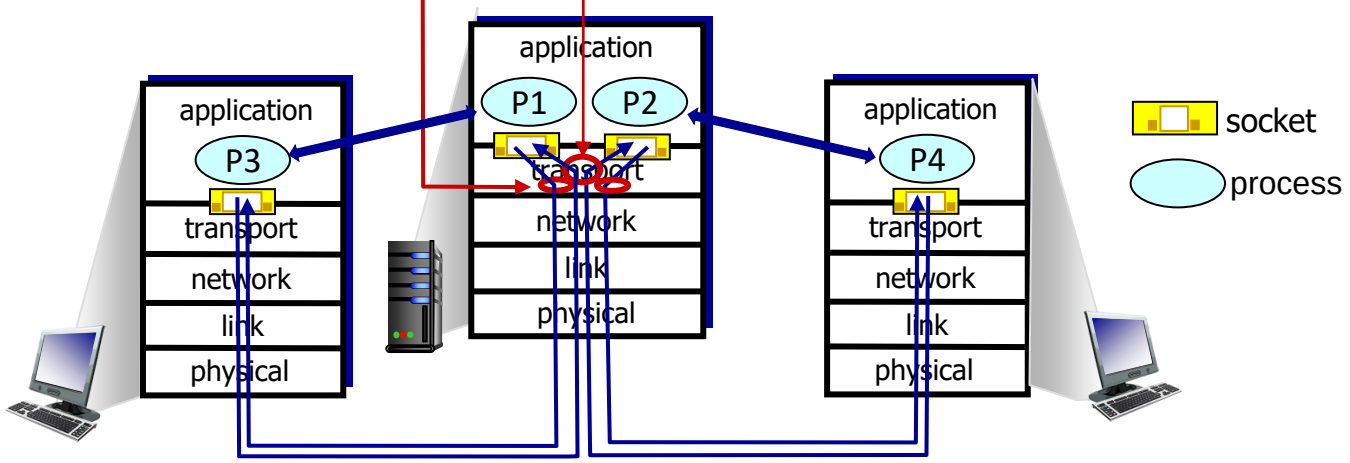
Multiplexing/demultiplexing

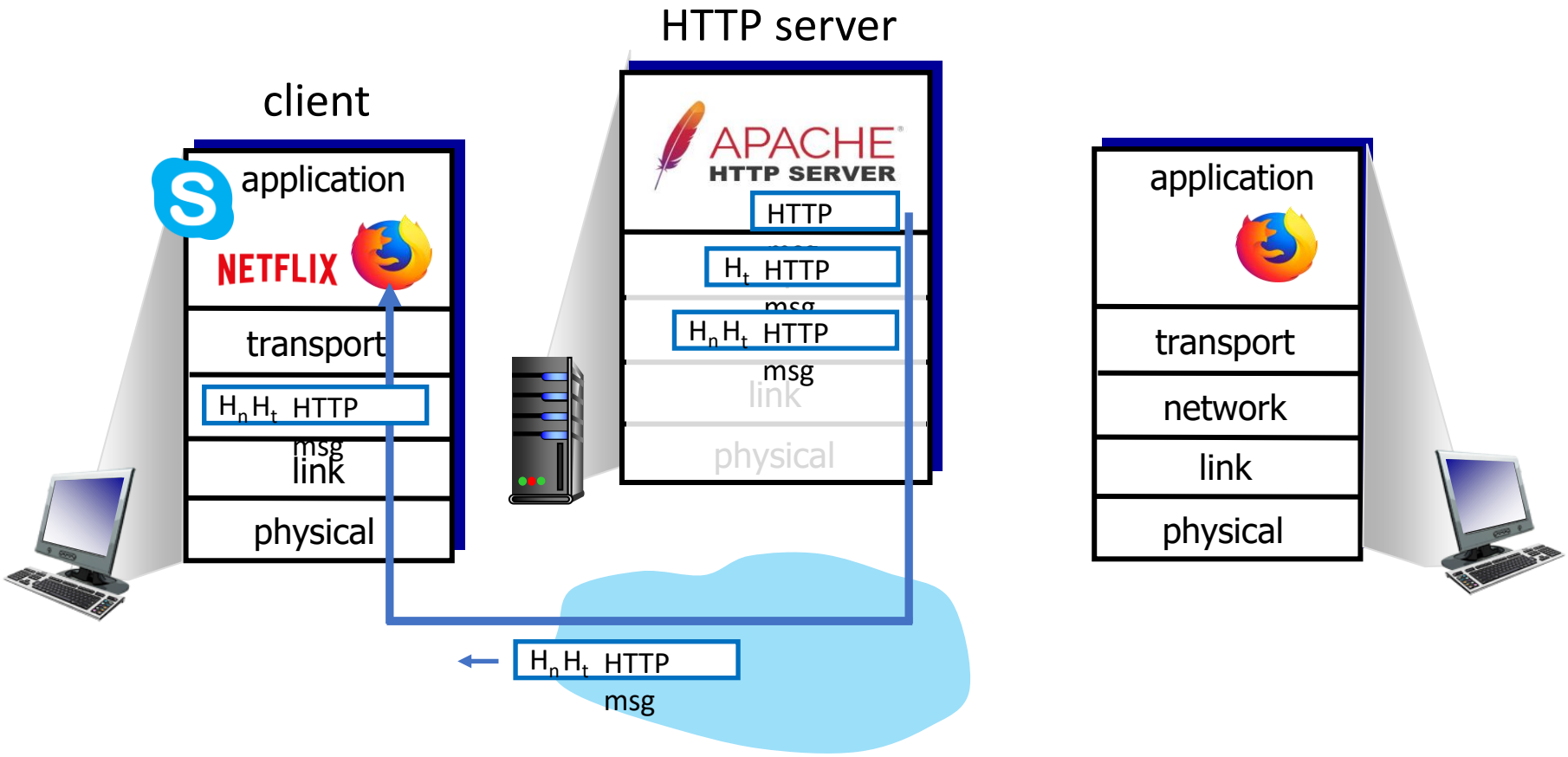
multiplexing as sender:

handle data from multiple sockets, add transport header (later used for demultiplexing)

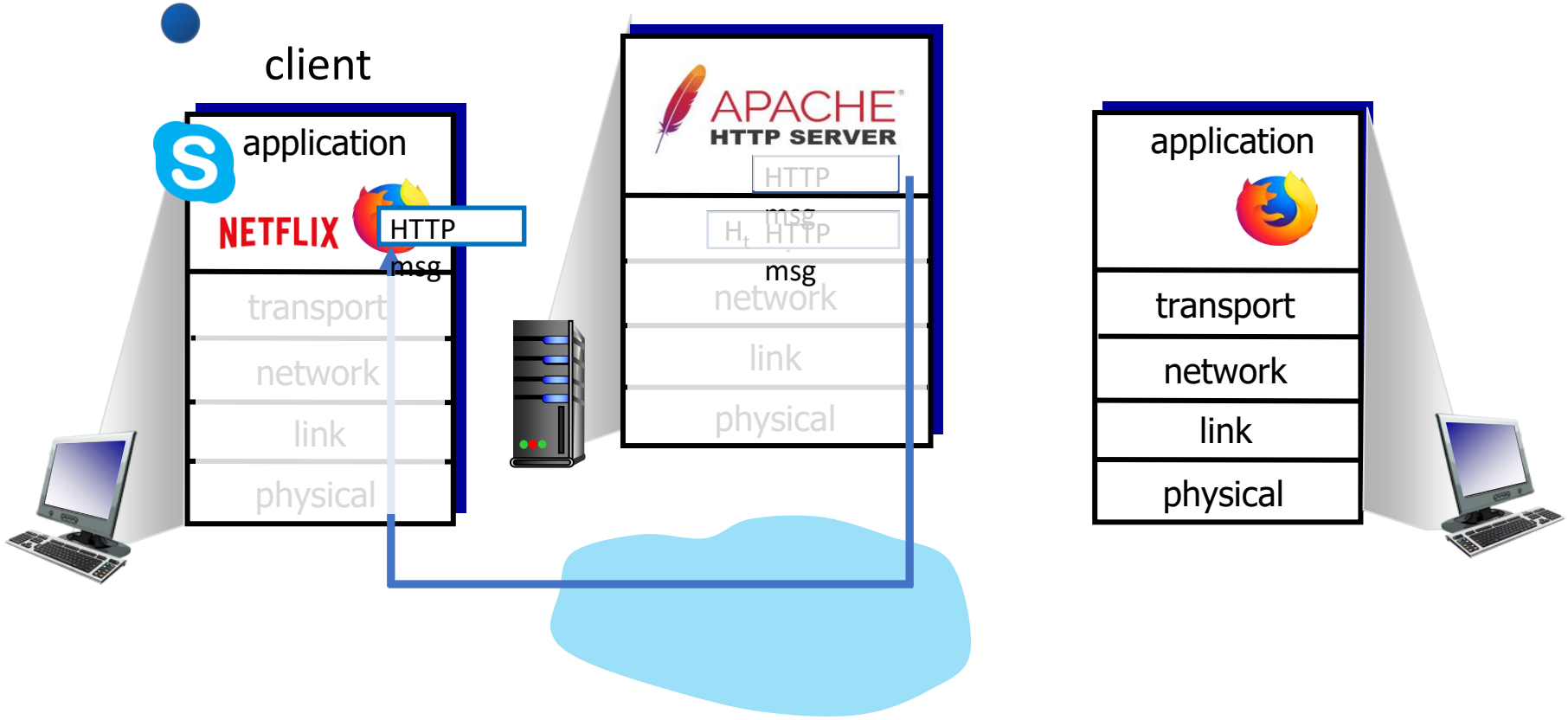
demultiplexing as receiver:

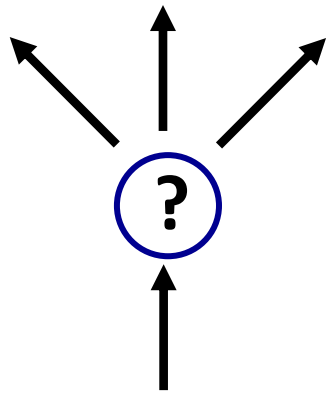
use header info to deliver received segments to correct socket



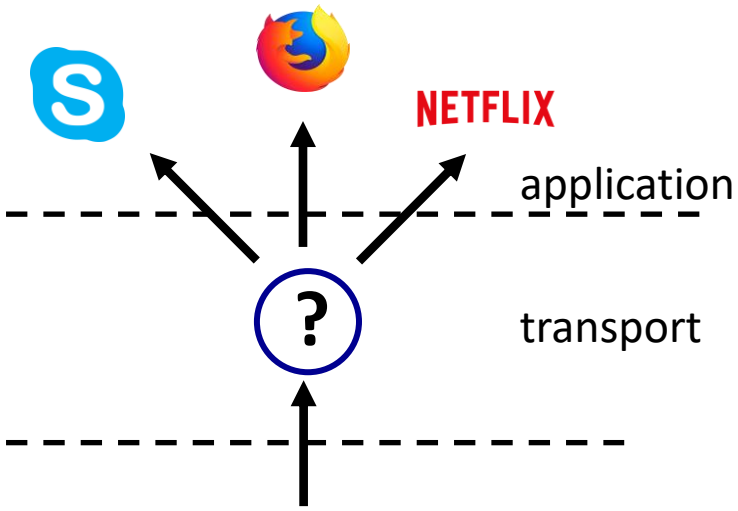

client
application
NETFLIX
transport
$H_n H_t$ HTTP msg
link
physical
HTTP server
APACHE HTTP SERVER
HTTP
H_t HTTP msg
$H_n H_t$ HTTP msg
link
physical
application
transport
network
link
physical
$H_n H_t$ HTTP msg

Q: how did transport layer know to deliver message to Firefox browser process rather then Netflix process or Skype process?





de-multiplexing

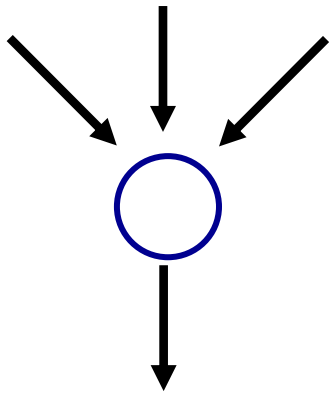


de-multiplexing

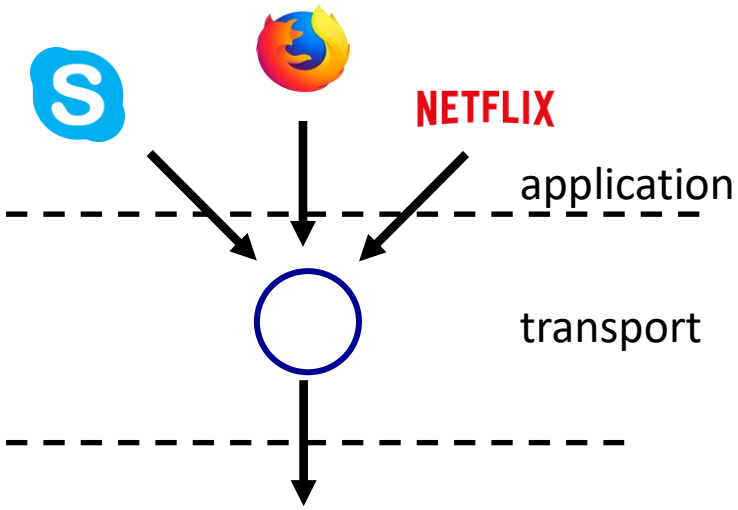
Demultiplexing


AIRFRANCE
ECONOMY
SKYTEAM
AIRFRANCE
SKY
PRIORITY™
SKYTEAM


TSA Pre
Transportation Security Administration
tsa.gov
Main Checkpoint
Transportation Security Administration
tsa.gov



multiplexing



multiplexing


Multiplexing

Port

- Port is a transport layer address / identifier to choose among the multiple processes running among the same host

- 16 bit integers ranging between 0 & 65,535

- The client side program chooses a port number randomly (ephemeral port number)

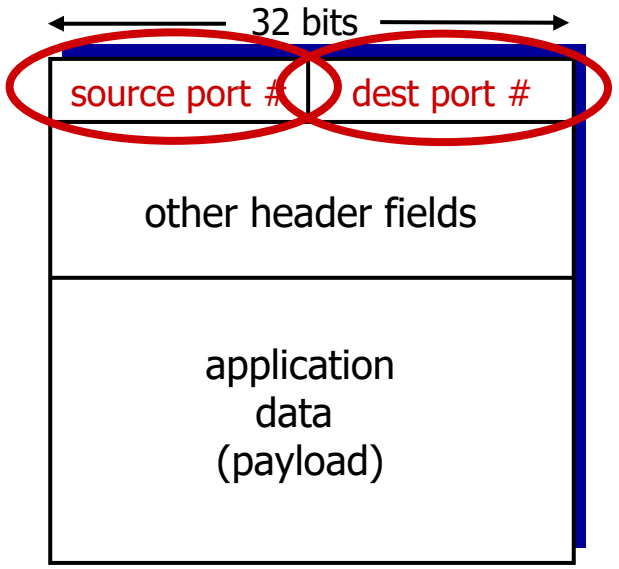
- The server side ports are not random but well known and pre assigned

- IANA (Internet Assigned Number Authority) had divided port numbers into three ranges:

  - Well Known: 0 to 1023. Assigned & controlled by IANA. (Example HTTP uses Port # 80, FTP uses port # 21. List of well known ports given in RFC 1700 & updated via RFC 3232)
  - Registered: 1024 to 49,151. Not assigned / controlled by IANA, but registered with them to avoid duplication.
  - Dynamic (or Private): 49,152 to 65,535. Neither controlled, nor registered. Can be used by any process. (Ephemeral Ports.)

How demultiplexing works

- host receives IP datagrams
  - each datagram has source IP address, destination IP address
  - each datagram carries one transport-layer segment
  - each segment has source, destination port number
- host uses *IP addresses & port numbers* to direct segment to appropriate socket



TCP/UDP segment format

Connectionless demultiplexing

Recall:

- when creating socket, must specify *host-local* port #:

```
DatagramSocket mySocket1
 = new
 DatagramSocket(12534);
```

- when creating datagram to send into UDP socket, must specify
  - destination IP address
  - destination port #

when receiving host receives *UDP* segment:

- checks destination port # in segment
- directs UDP segment to socket with that port #

IP/UDP datagrams with *same dest. port #,* but different source IP addresses and/or source port numbers will be directed to *same socket* at receiving host

(thus UDP socket identified by 2-tuple:

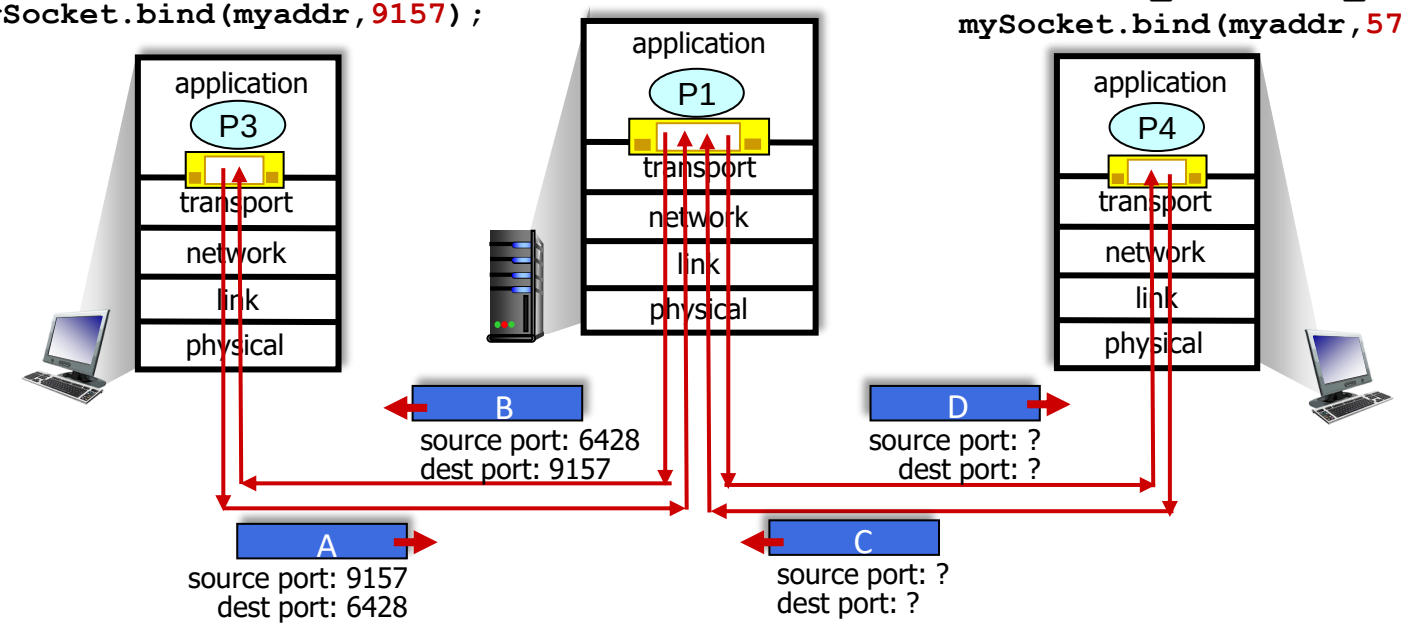
- ***dest IP address***
- ***dest port number)***

Connectionless demultiplexing: an example

```
mySocket =
 socket(AF_INET,SOCK_DGRAM)
mySocket.bind(myaddr,6428);
```

```
mySocket =
 socket(AF_INET,SOCK_STREAM)
mySocket.bind(myaddr,9157);
```

```
mySocket =
 socket(AF_INET,SOCK_STREAM)
mySocket.bind(myaddr,5775);
```

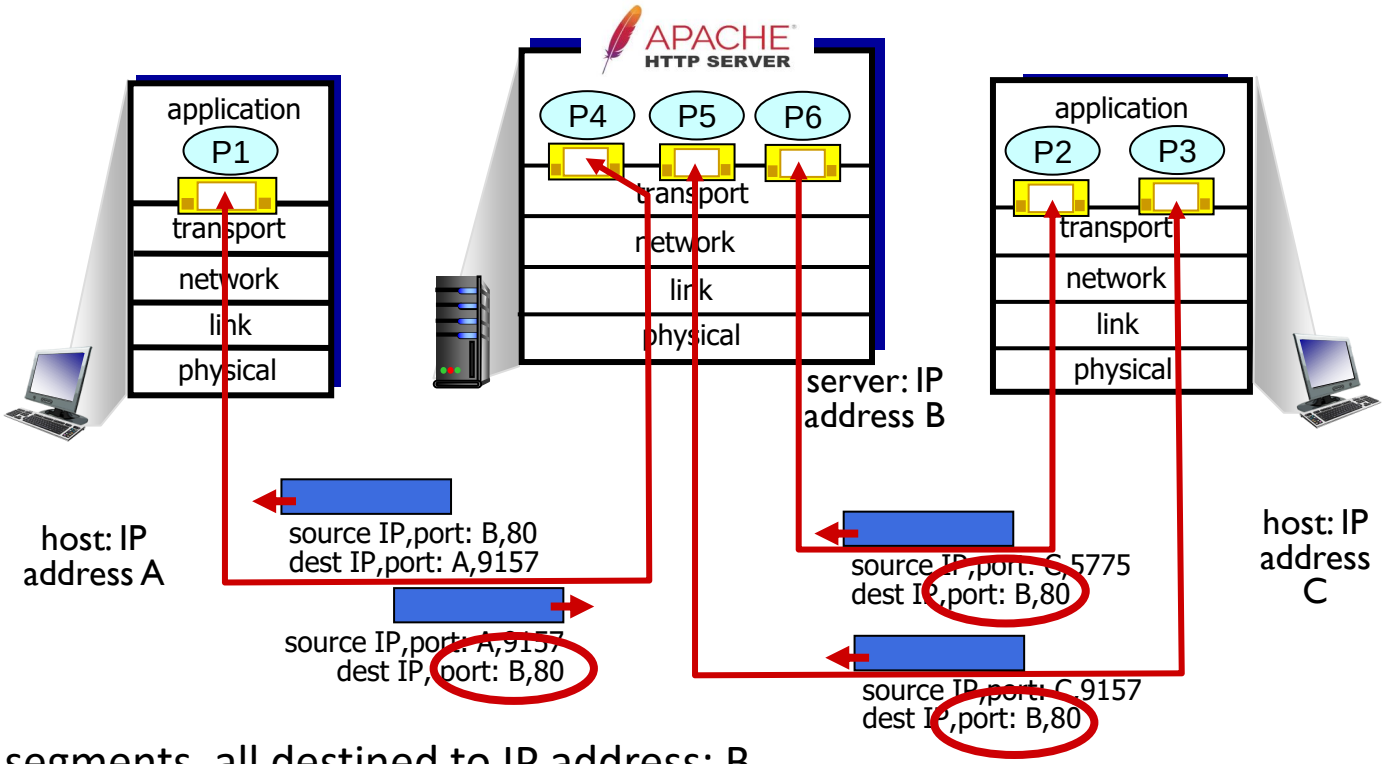


Connection-oriented demultiplexing

- TCP socket identified by 4-tuple:
  - source IP address
  - source port number
  - dest IP address
  - dest port number
- demux: receiver uses *all four values (4-tuple)* to direct segment to appropriate socket

- server may support many simultaneous TCP sockets:
  - each socket identified by its own 4-tuple
  - each socket associated with a different connecting client

Connection-oriented demultiplexing: example



Three segments, all destined to IP address: B,
dest port: 80 are demultiplexed to *different* sockets

Summary

- Multiplexing, demultiplexing: based on segment, datagram header field values
- **UDP:** demultiplexing using destination port number (only)
- **TCP:** demultiplexing using 4-tuple: source and destination IP addresses, and port numbers
- Multiplexing/demultiplexing happen at *all* layers

Assignement # 2 (Chapter – 2)

- *2nd Assignment already uploaded in Google Classroom Stream Section*
- *Due Date: Thursday, 21st September, 2023 (During the lecture)*
- *Hard copy of the handwritten assignment to be submitted directly to the Instructor during the lecture.*
- *Please read all the instructions carefully in the uploaded Assignment document, follow & submit accordingly*

Quiz # 2 (Chapter – 2)

- *Quiz # 2 for Chapter 2 to be taken in the class on Thursday, 21st September, 2023 during the lecture time*

- *Quiz to be take for **own section** only*

No Retake

Be on time