

Comparison of Different TCP flavors

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AGENDA

- Overview of TCP
- TCP stop-and-wait
- TCP Go-back-n
- TCP Tahoe
- TCP Reno

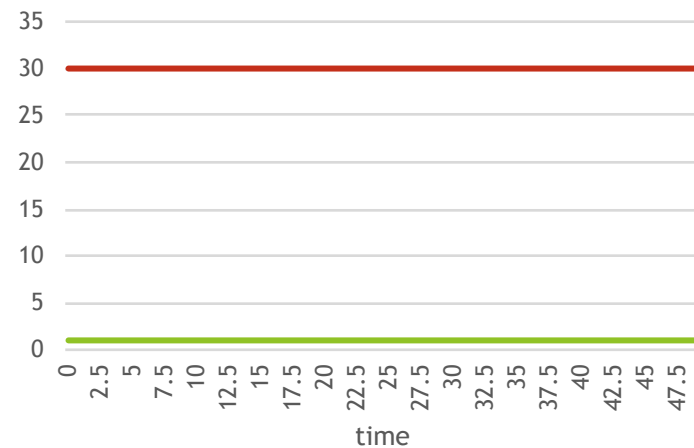
Overview of TCP

- Goals of TCP
 - Congestion Control
 - Control the sending rate as per network traffic
 - Reliable Data Transfer
 - Re-transmit lost packets effectively

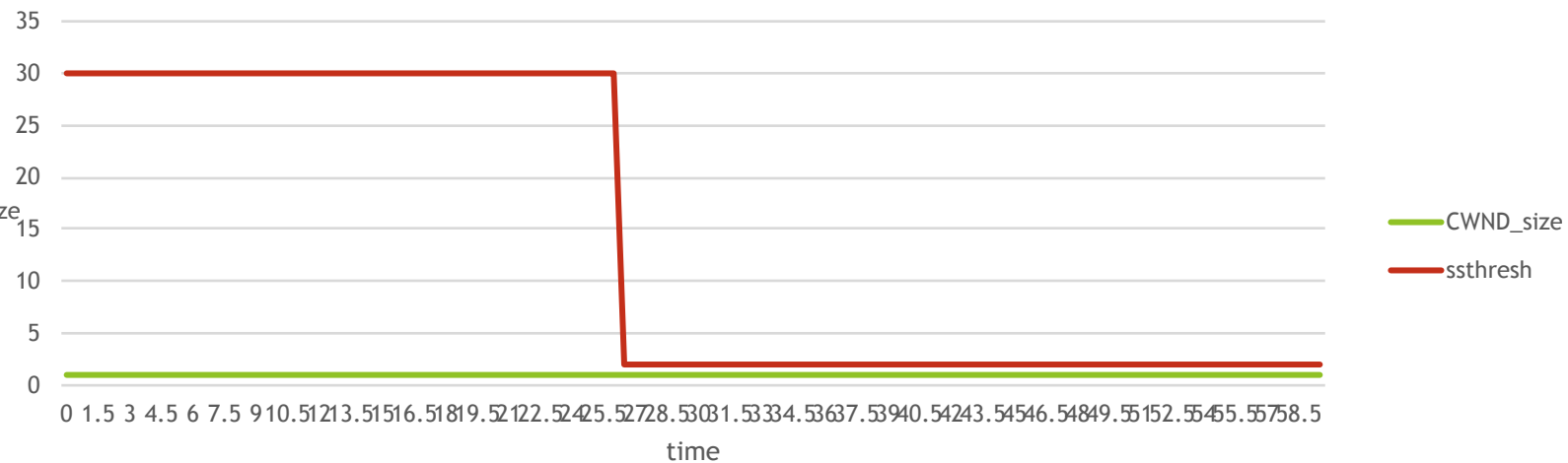
TCP with Stop-n-wait

- Overview of early TCP with stop n wait
- Features:
 - Stop and wait
 - Send one packet and wait for the ACK
 - Once we receive the ACK send next packet
 - Retransmission
 - Only way to detect packet loss is TO
 - If we don't receive the ACK after TO, resend the packet.

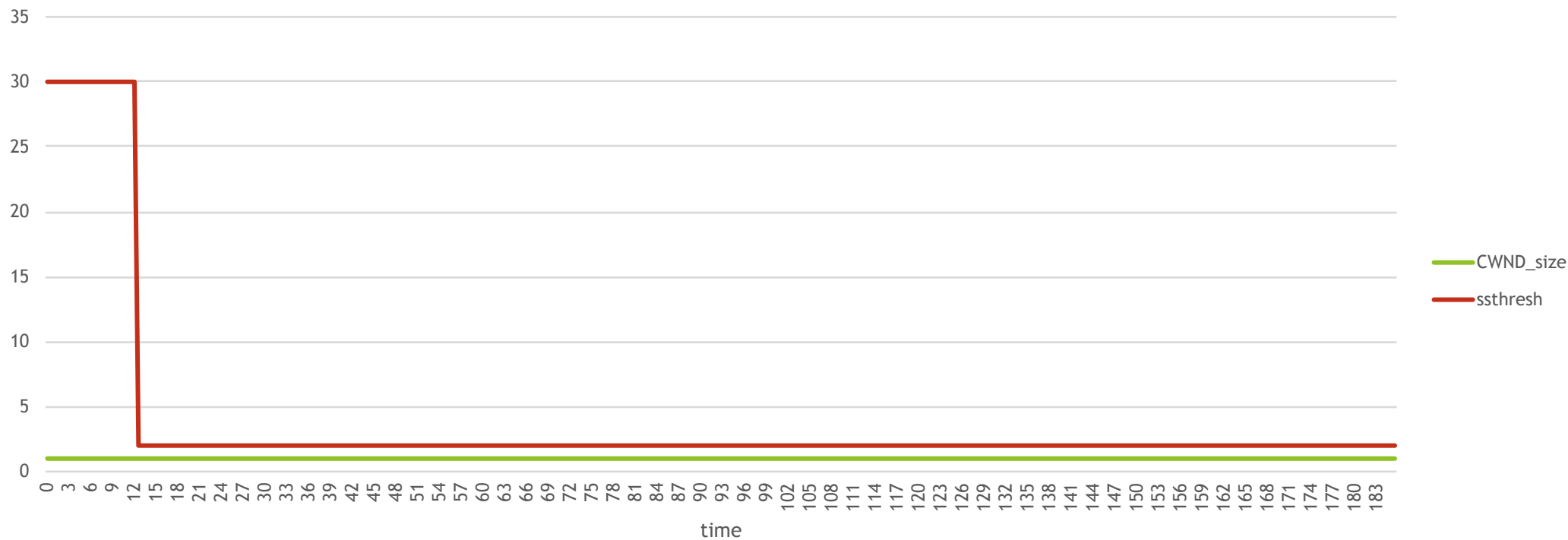
Stop n wait - 0% loss



Stop n wait - 2% loss



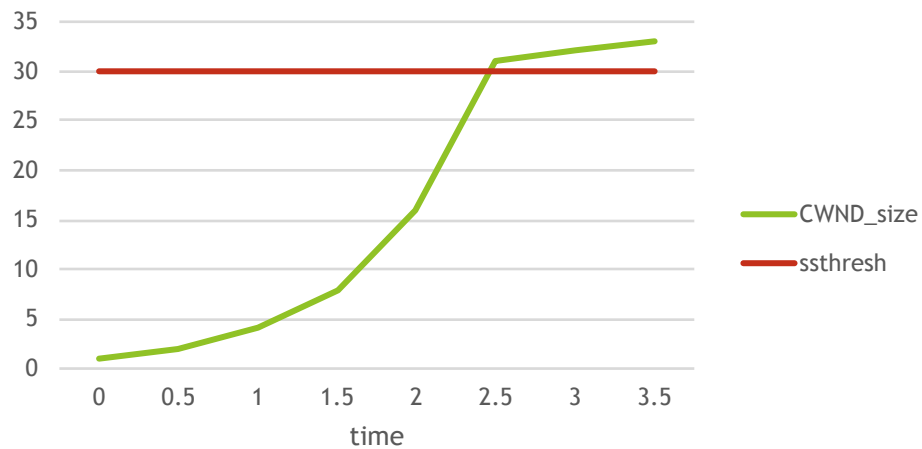
Stop n wait - 10% loss



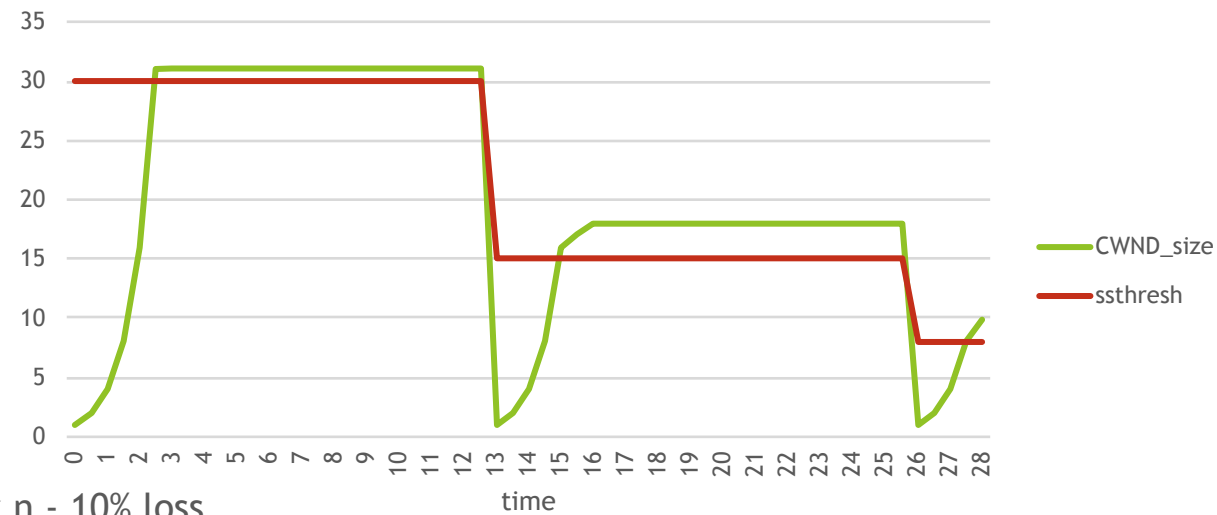
TCP with Go-back-n

- Overview of early TCP with go-back-n
- Features:
 - Congestion window
 - Send more than one packets(same as the size of congestion window) in one RTT
 - Slow start and Congestion avoidance
 - Slow Start -> $CWND += 1$ for each ACK received
 - Congestion avoidance -> $CWND = \frac{1}{CWND}$
 - Retransmission -> Go back n approach
 - Whenever a packet loss happens, retransmit all the packets after the lost packet including lost packet in the congestion window.
 - Only way to detect a packet loss is Time Out (Time out)

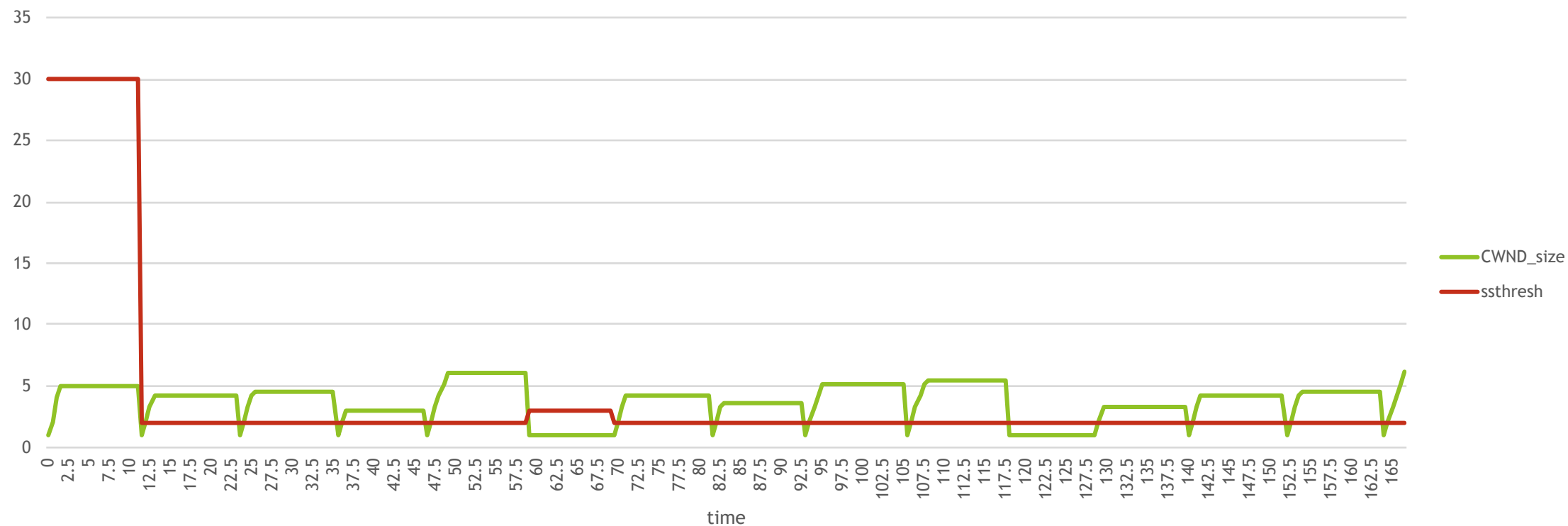
Go Back N - 0% Loss



go-back n - 2% loss



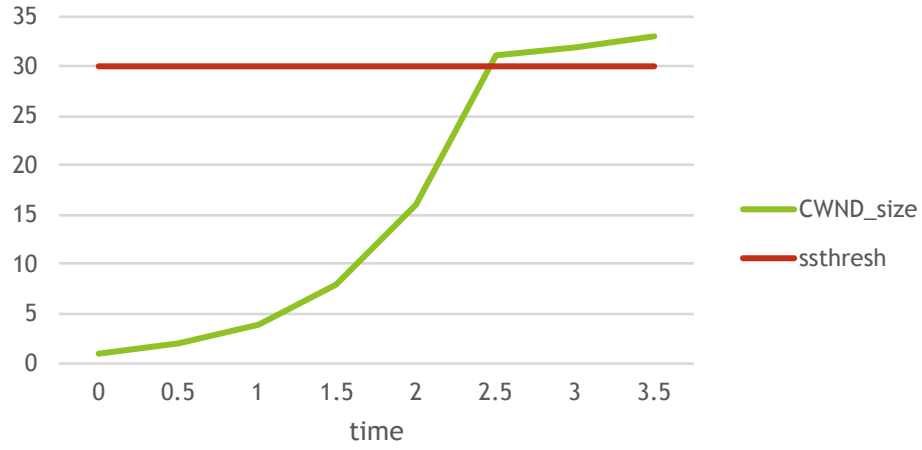
Go-back n - 10% loss



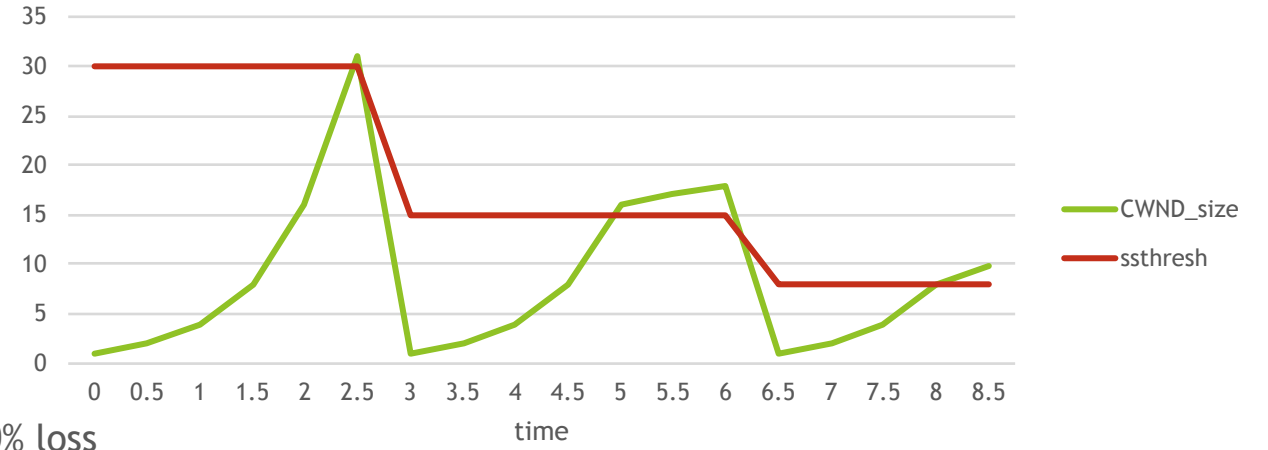
TCP Tahoe

- Overview of TCP Tahoe
- Features:
 - Congestion window
 - Send more than one packets(same as the size of congestion window) in one RTT
 - Slow start and Congestion avoidance
 - Slow Start -> $CWND += 1$ for each ACK received
 - Congestion avoidance -> $CWND = \frac{1}{CWND}$
 - Fast Retransmit
 - Retransmit the Packet as soon as we receive 3 dupAcks
 - Don't wait for time out for packet retransmission
 - Early detection of packet loss
 - reduce the CWND to 1 and enter Slow start

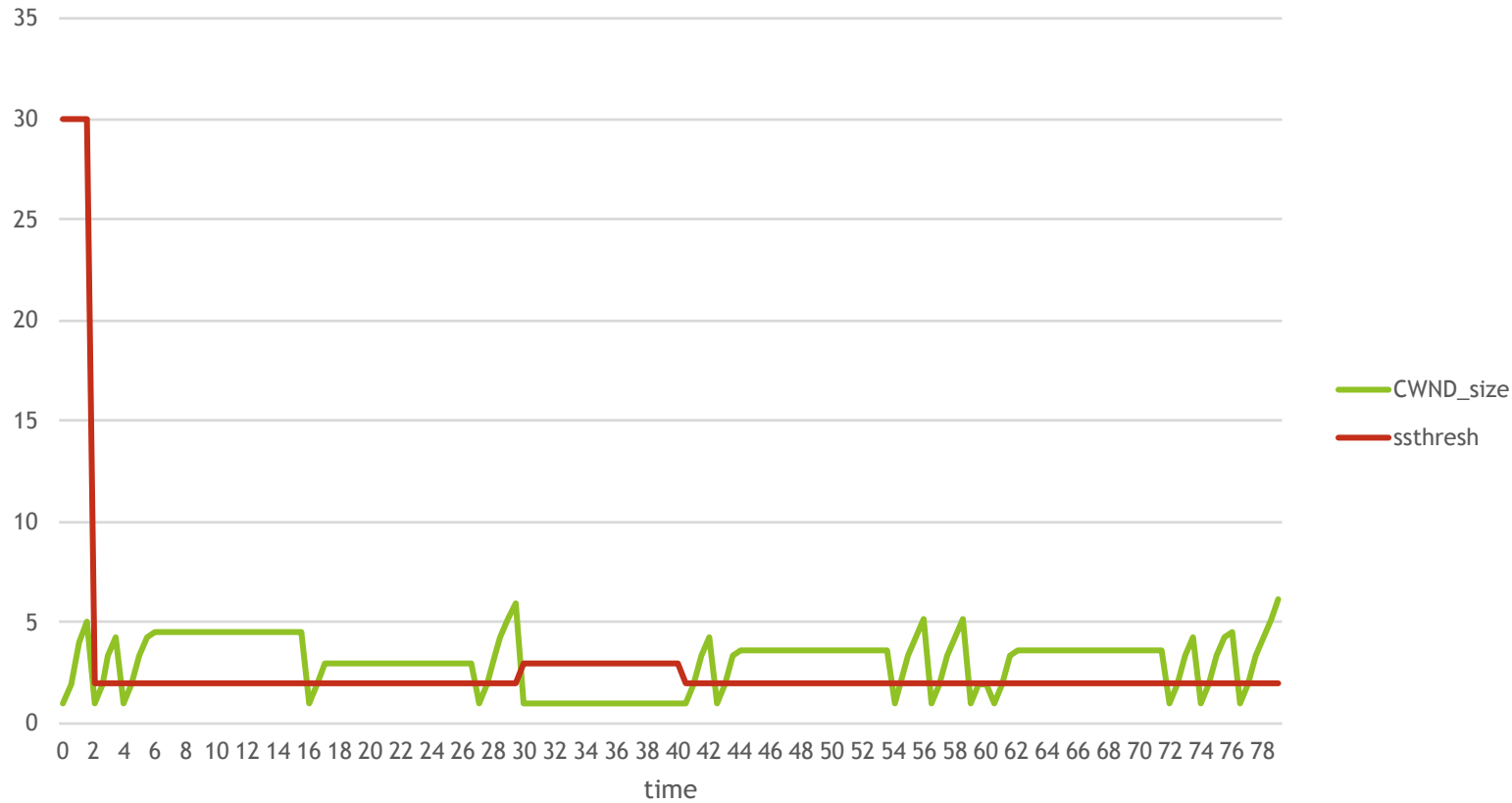
Tahoe - 0% loss



Tahoe - 2% Loss



Tahoe - 10% loss



TCP Reno

➤ Overview of TCP Reno

➤ Features:

➤ Congestion window

- Send more than one packets(same as the size of congestion window) in one RTT

➤ Slow start and Congestion avoidance

- Slow Start -> $CWND += 1$ for each ACK received
- Congestion avoidance -> $CWND = \frac{1}{CWND}$

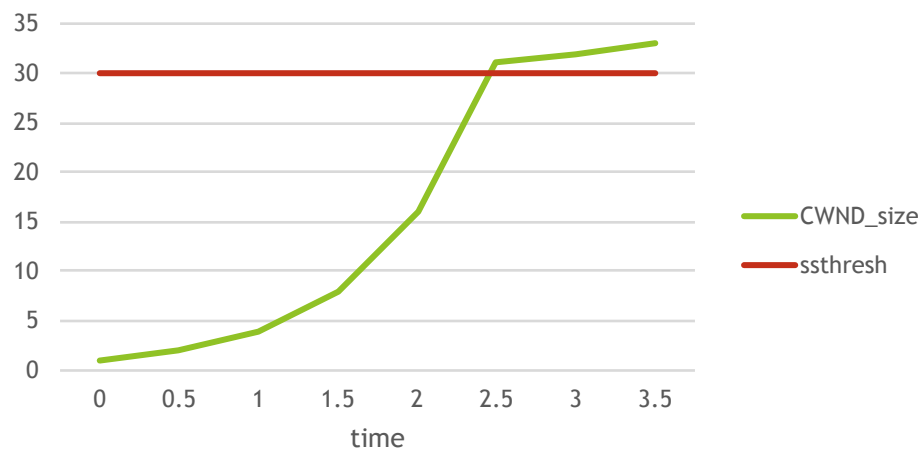
➤ Fast Retransmit

- Retransmit the Packet as soon as we receive 3 dupAcks
- Don't wait for time out for packet retransmission
- Early detection of packet loss
- Don't reduce the CWND to 1 and enter fast recovery

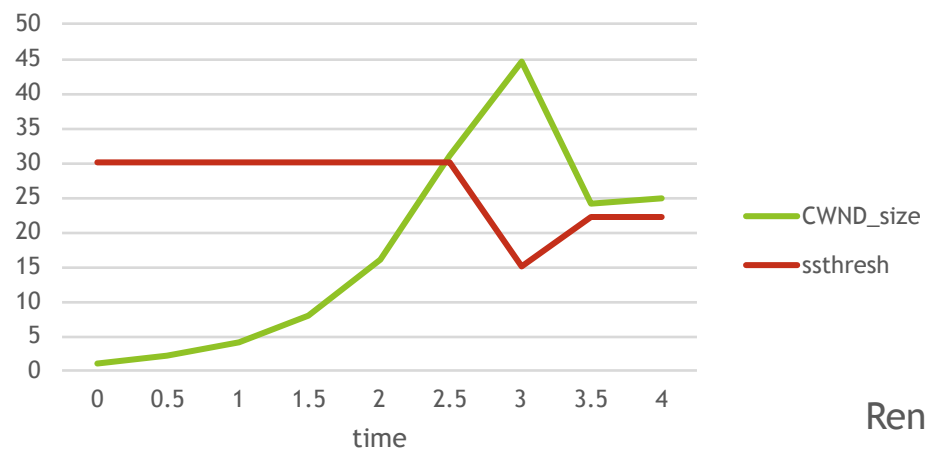
➤ Fast Recovery

- Don't reduce the CWND to 1 after fast retransmission
- For each dupACK where dupACK count > 3;
 - Increase $CWND += 1$
- When a non-dupACK is received come out of fast recovery

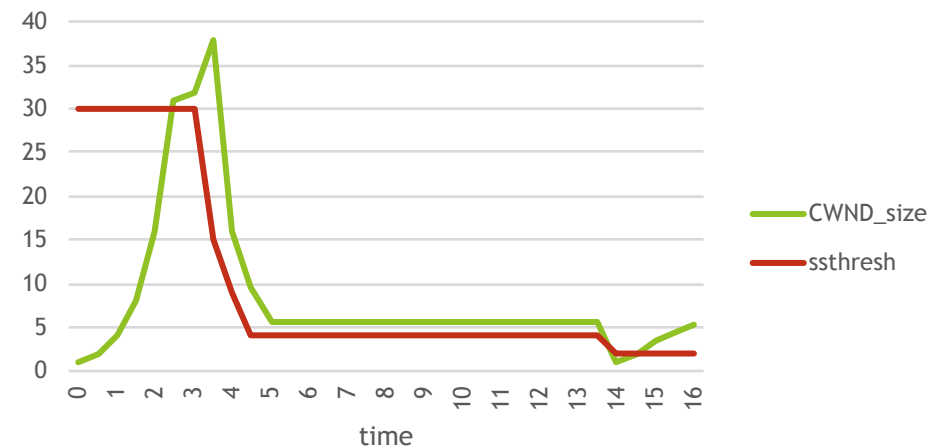
Reno-0% Packet Loss



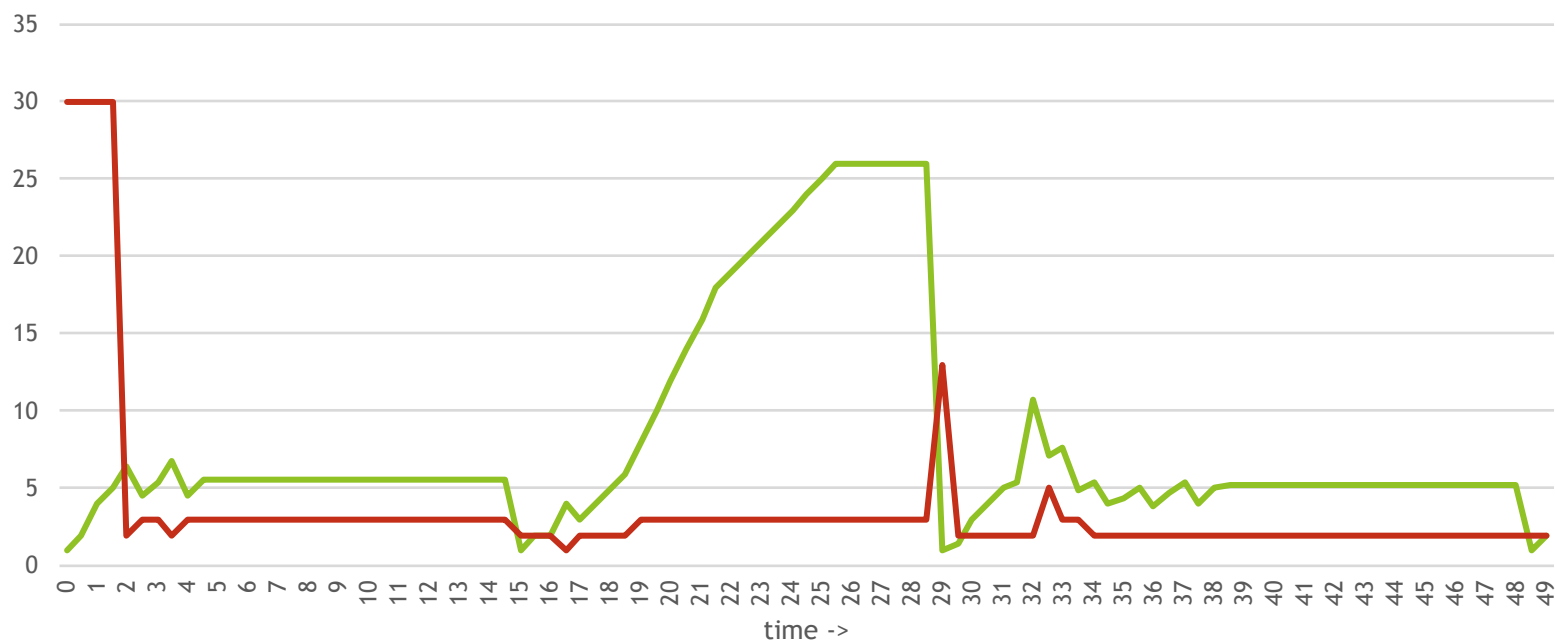
Reno-2% Packet Loss



Reno-Bottle Neck

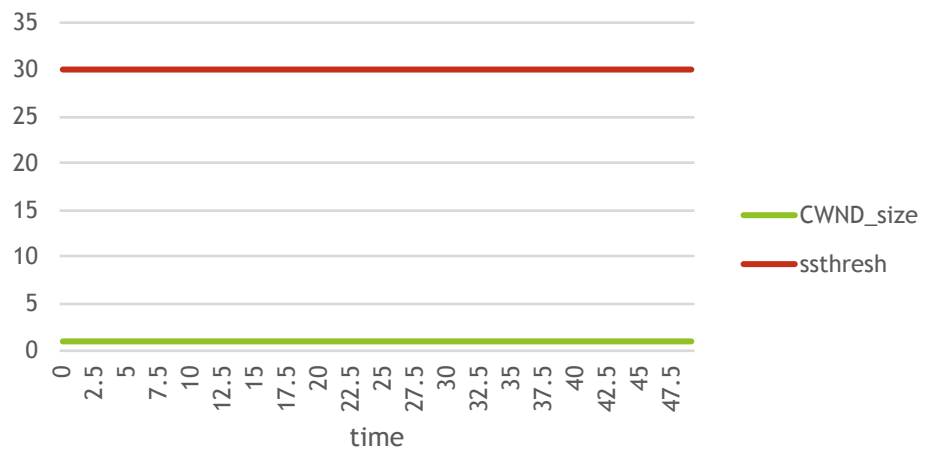


Reno-10% loss

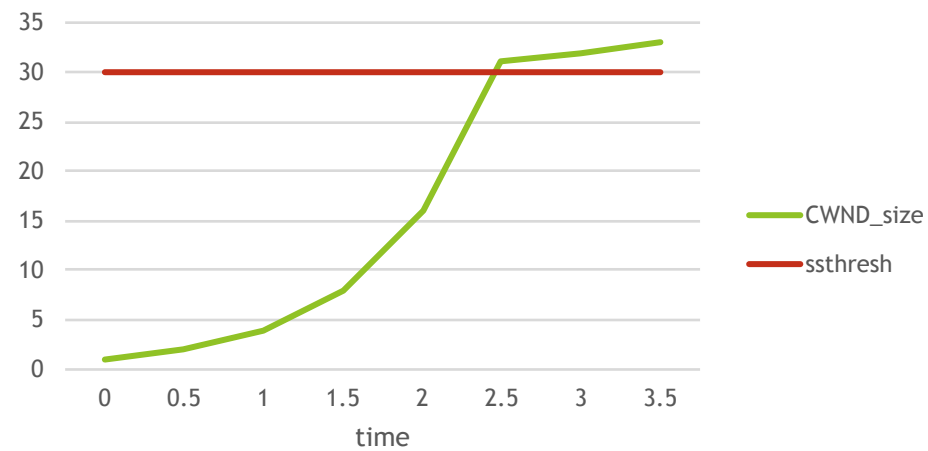


Comparison of TCP Flavors with 0% packet loss

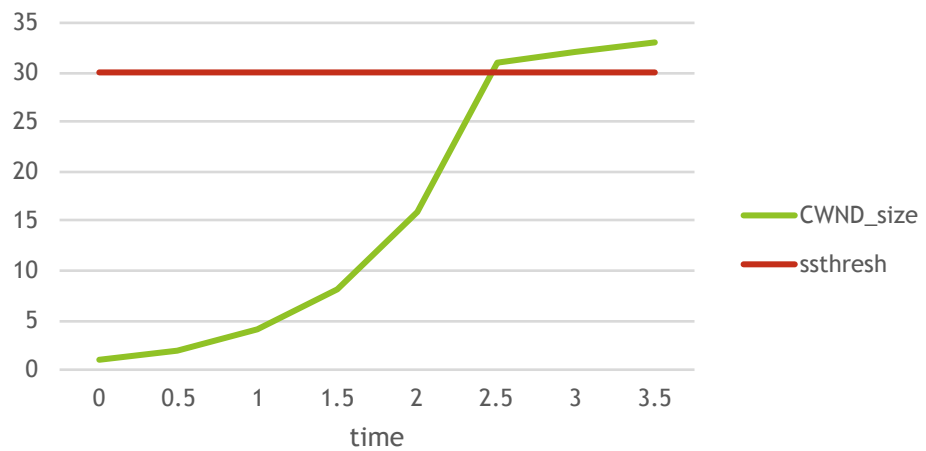
Stop n wait - 0% loss



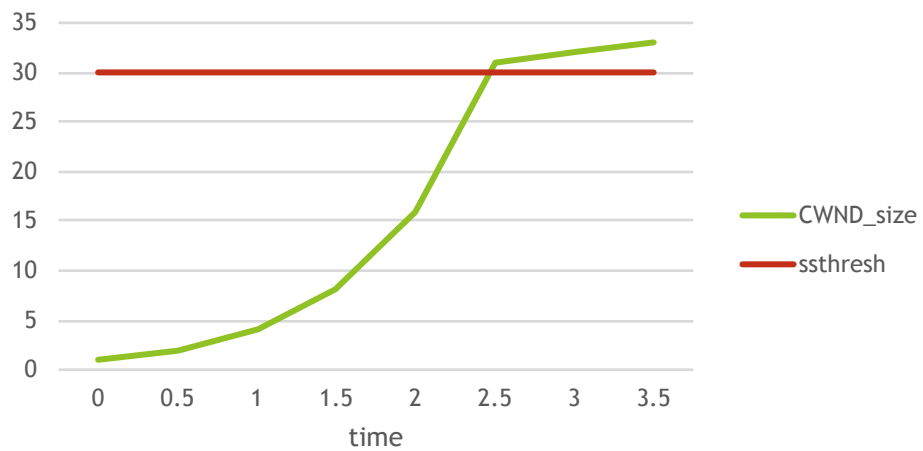
Go Back N - 0% Loss



Tahoe - 0% loss

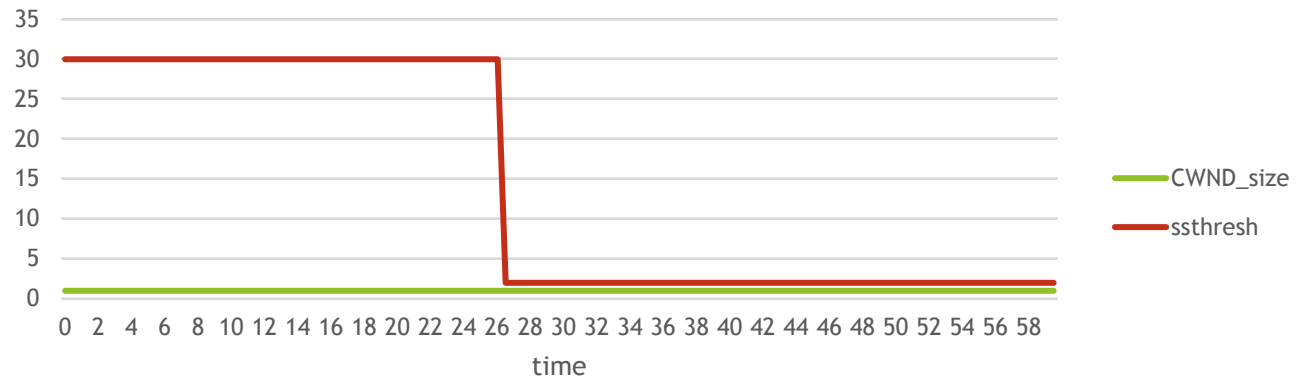


Reno - 0% loss

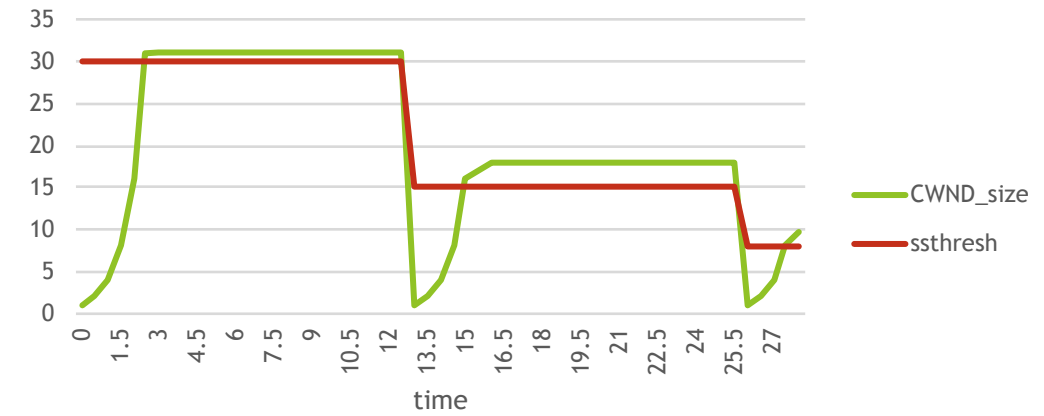


Comparison of TCP Flavors with 2% packet loss

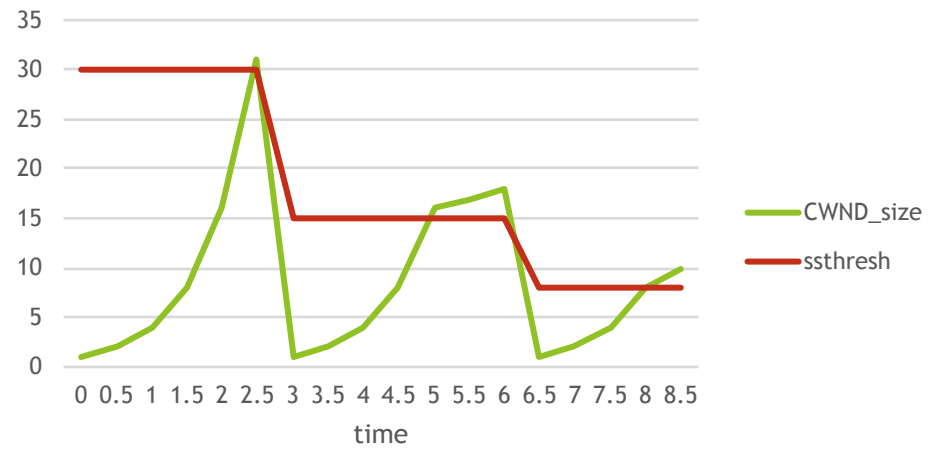
Stop n wait - 2% loss



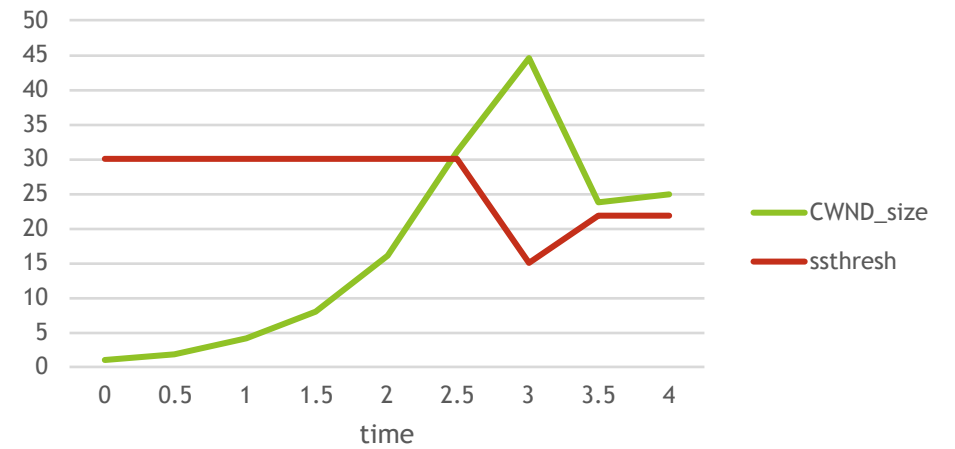
go-back n - 2% loss



Tahoe - 2% Loss

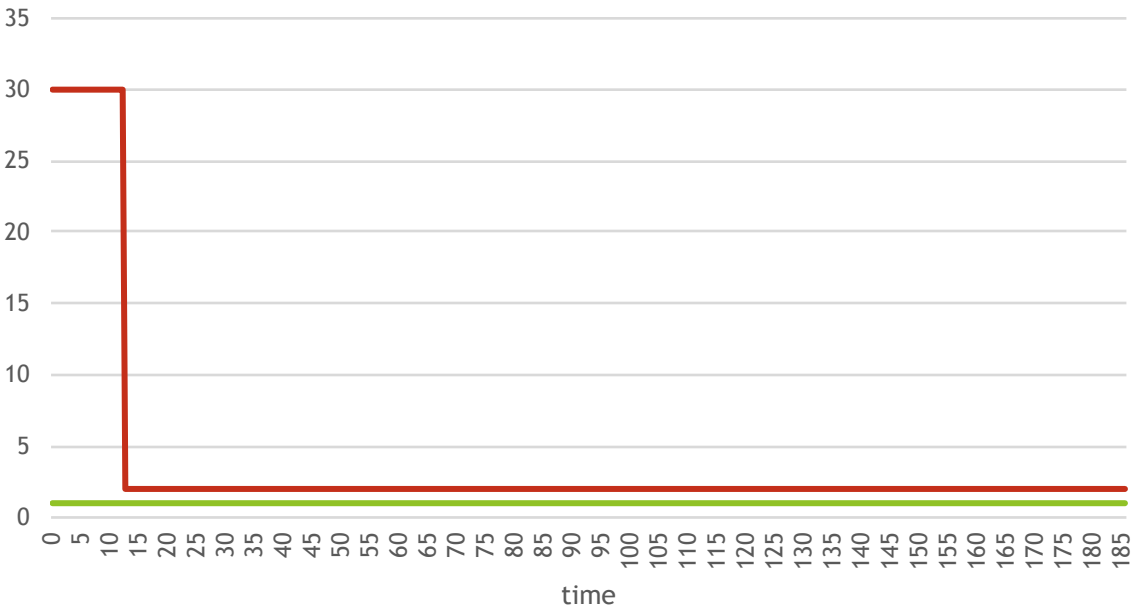


Reno-2% Packet Loss

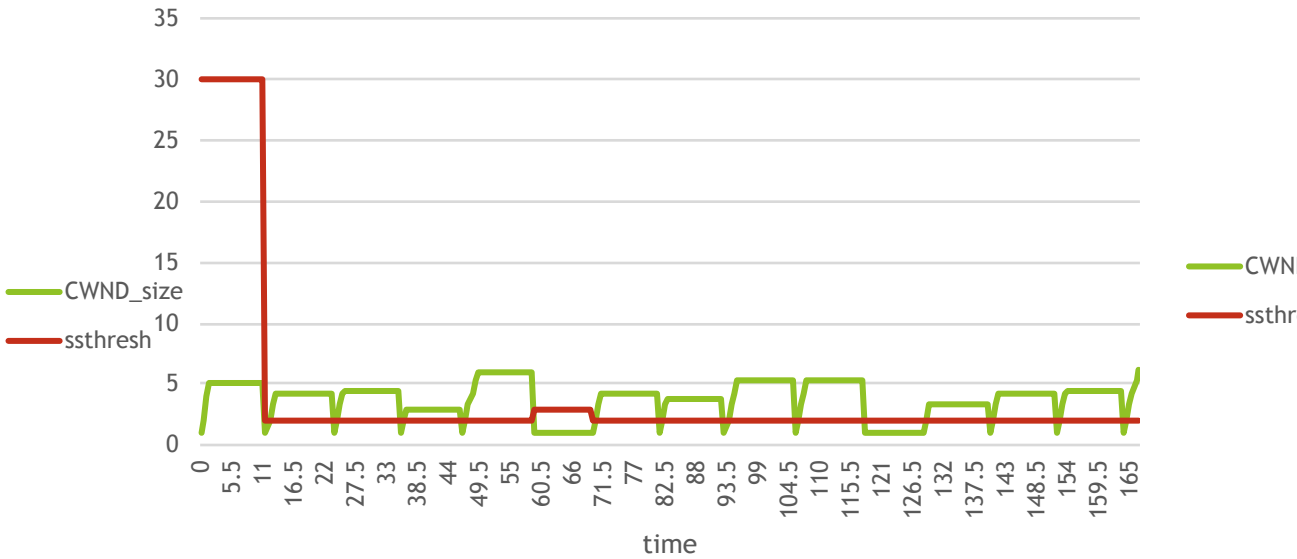


Comparison of TCP Flavors with 10% packet loss

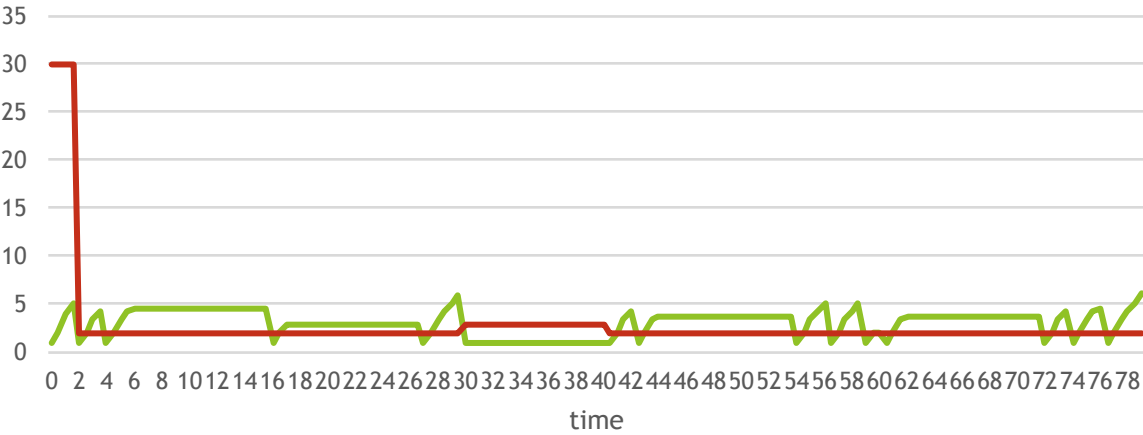
Stop n wait - 10% loss



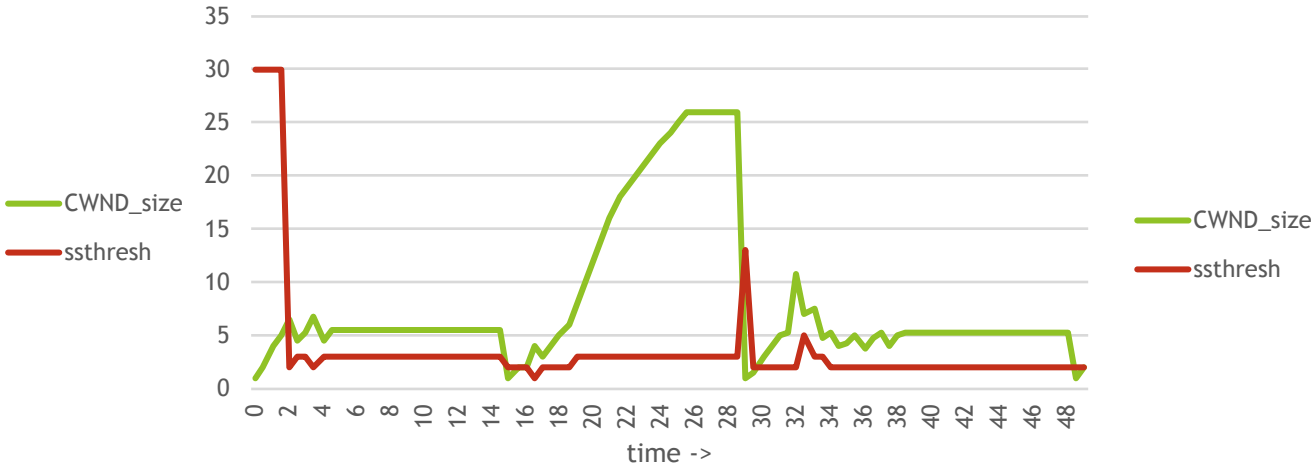
Go-back n - 10% loss



Tahoe - 10% loss



Reno-10% loss



Any Questions?