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# 4.4. TCP\_NODELAY and Small Buffer Writes

As discussed briefly in Transmission Control Protocol (TCP) (sect-Realtime Tuning ( General System Tuning-Network determinism tips.html#form-Realtime Tuning Gu Network determinism tips-Transmission Control Protocol TCP), by default TCP use collect small outgoing packets to send all at once. This can have a detrimental effect

### Using TCP NODELAY and TCP CORK to improve network latency

1. Applications that require lower latency on every packet sent should be run on s enabled. It can be enabled through the **setsockopt** command with the sockets

```
# int one = 1; # setsockopt(descriptor, SOL TCP, TCP NODELAY, {
```

2. For this to be used effectively, applications must avoid doing small, logically relatively. TCP NODELAY is enabled, these small writes will make TCP send these multiple packets, which can result in poor overall performance.

If applications have several buffers that are logically related and that should be be possible to build a contiguous packet in memory and then send the logical p configured with TCP\_NODELAY.

Alternatively, create an I/O vector and pass it to the kernel using writev on a si TCP\_NODELAY.

3. Another option is to use TCP\_CORK, which tells TCP to wait for the application to sending any packets. This command will cause the buffers it receives to be app buffers. This allows applications to build a packet in kernel space, which may be different libraries that provides abstractions for layers. To enable TCP CORK, set setsockopt sockets API (this is known as "corking the socket"):

```
# int one = 1; # setsockopt(descriptor, SOL TCP, TCP CORK, &one
```

4. When the logical packet has been built in the kernel by the various components to remove the cork. TCP will send the accumulated logical packet right away, w packets from the application.



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### **Related Manual Pages**

For more information, or for further reading, the following man pages are related to the section.

tcp(7)

setsockopt(3p)

» setsockopt(2)

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