

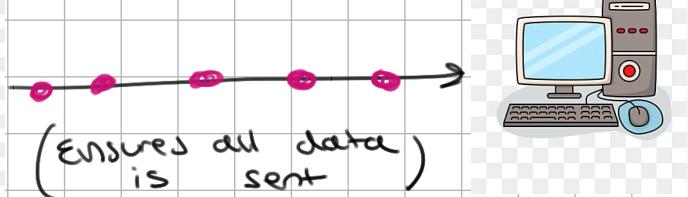
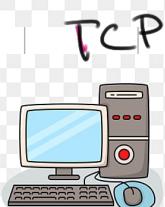
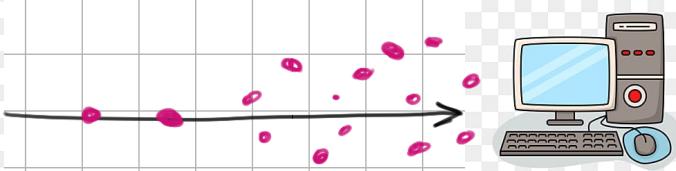
Transport Layer

Principles behind transport layer services:

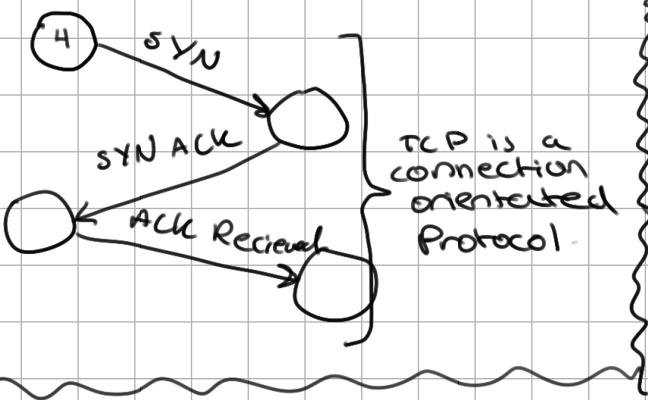
- TCP: Transmission Control Protocol
- UDP: User Datagram Protocol

TCP	VS	UDP
○ Reliable		○ Unreliable
○ Congestion control		○ Unordered
○ Flow control		
○ In-order		

UDP Visual Example



TCP: Requires a connection. Three way handshake



UDP: connectionless oriented protocol.

fire and forget protocol

→ Faster

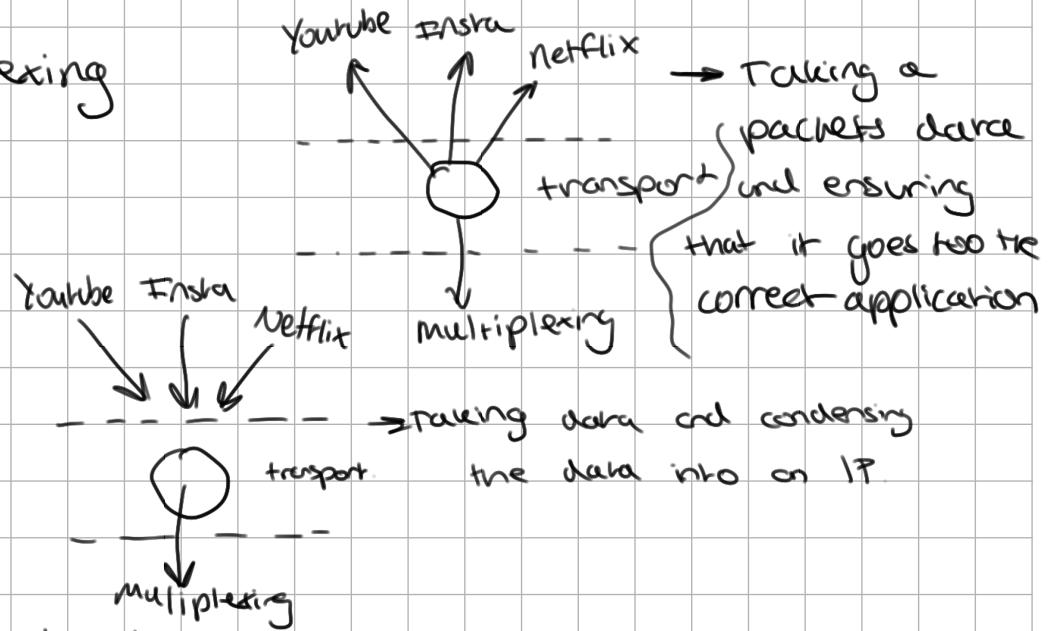
Multiplexing and De-multiplexing ↗

Multiplexing: Handles data at multiple sockets and adds transport Header.

De-multiplexing: Uses header info from packet to deliver information to the correct socket.

Socket: Endpoint assigned to a port. somewhere to enter needs

De-multiplexing

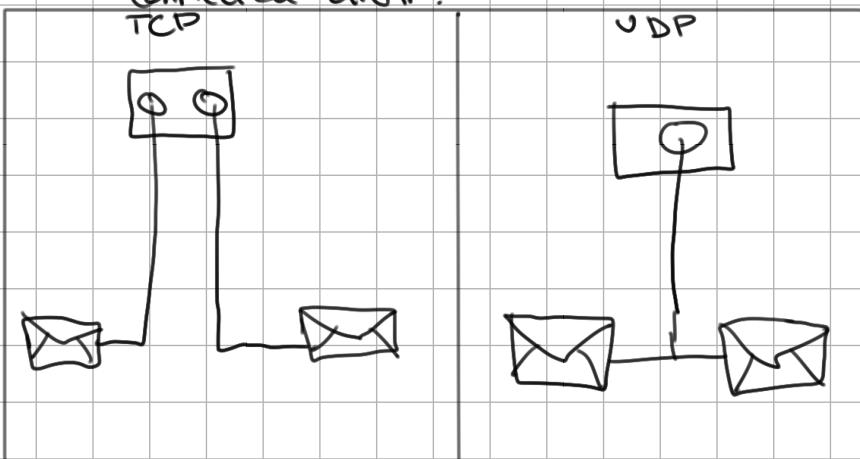


UDP: some port number (multiplexing)
 but different IP addresses or SRC port will be directed to the same socket at the receiving host.
 → uses port destination only

TCP: 4 tuple. If they all have same port number. they will be delivered to different sockets due to IP.

SRC : Port + IP] Each socket is identified
 DST : port + IP] with a four tuple. Each socket has a different connected client.

e.g.



UDP = User Datagram Protocol

→ Simple
 → Hopes connection will get to other side
 → Connectionless

1. UDP sender + receiver action

uses application layer form of control reliability
 why
 simple headers
 faster
 no congestion control
 "Blast" may as much as it works unlike TCP (no order delivery)

Sender

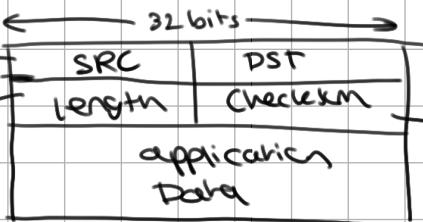
1. Application msg
2. Header gets added
3. IP gets added
4. Transferred

Application
transport
Network

Receiver

1. Gets segment
2. Checks sum
3. Extracts msg

IP



4. Demultiplexed
to detect errors in transmitted segments.

Sent:

5 6 11

Error!

act:

4 6 ≠ 11

checksum of received segment

- Check if checksums equal
- Checksum = weak if # changes = Undetected.

eg

$$\begin{array}{r}
 0000000011111111 \\
 + 1111111100000000 \\
 \hline
 \text{Inverse}
 \end{array}$$

will be the result of the checksum.