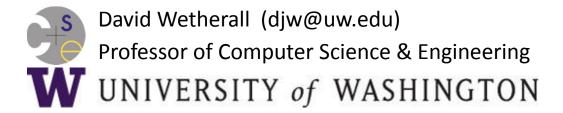
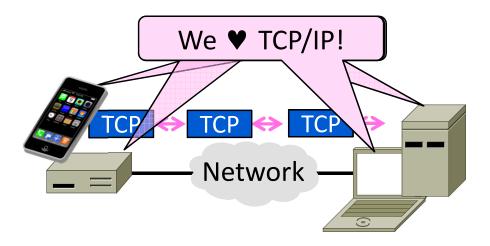
#### Computer Networks

# Transmission Control Protocol (TCP) (§6.5)



# Topic

- How TCP works!
  - The transport protocol used for most content on the Internet



#### **TCP Features**

- A reliable bytestream service »
- Based on connections
- Sliding window for reliability »
  - With adaptive timeout
- Flow control for slow receivers

Congestion control to allocate network bandwidth

This time

Next

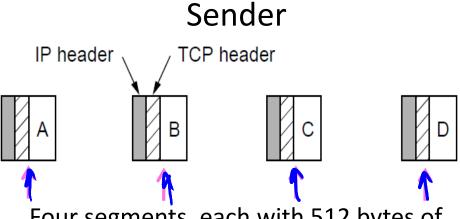
time

Computer Networks

3

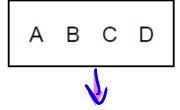
## Reliable Bytestream

- Message boundaries not preserved from send() to recv()
  - But reliable and ordered (receive bytes in same order as sent)



Four segments, each with 512 bytes of data and carried in an IP packet

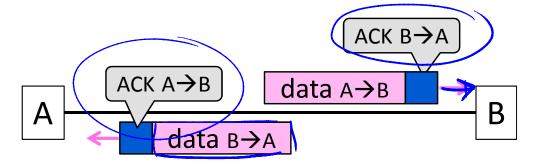
Receiver



2048 bytes of data delivered to app in a single recv() call

# Reliable Bytestream (2)

- Bidirectional data transfer
  - Control information (e.g., ACK)
     piggybacks on data segments in reverse direction



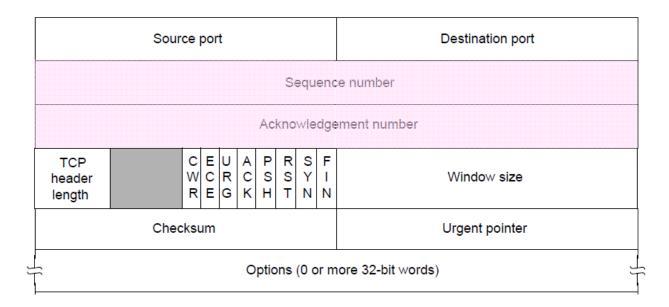
## TCP Header (1)

- Ports identify apps (socket API)
  - 16-bit identifiers

	Source port	Destination port								
Sequence number										
Acknowledgement number										
TCP header length	C E U A P R S F W C R C S S Y I R E G K H T N N	Window size								
	Checksum	Urgent pointer								
Options (0 or more 32-bit words)										

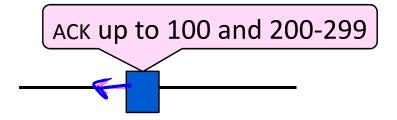
## TCP Header (2)

- SEQ/ACK used for sliding window
  - Selective Repeat, with byte positions



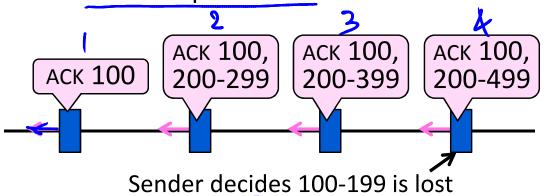
## TCP Sliding Window – Receiver

- <u>Cumulative ACK</u> tells next expected byte sequence number ("LAS+1")
- Optionally, <u>selective ACKS</u> (SACK) give hints for receiver buffer state
  - List up to 3 ranges of received bytes



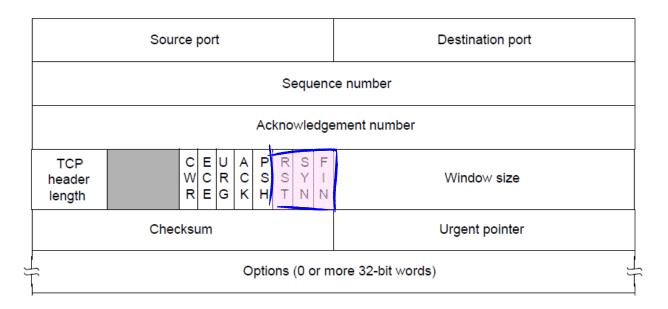
## TCP Sliding Window – Sender

- Uses an adaptive retransmission timeout to resend data from LAS+1
- Uses heuristics to infer loss quickly and resend to avoid timeouts
  - "Three duplicate ACKS" treated as loss



## TCP Header (3)

- SYN/FIN/RST flags for connections
  - Flag indicates segment is a SYN etc.



## TCP Header (4)

- Window size for flow control
  - Relative to ACK, and in bytes

Source port								Destination port		
Sequence number										
Acknowledgement number										
TCP header length		W C	R	A C K	P S H	R S T	Υ		Window size	
Checksum								Urgent pointer		
Options (0 or more 32-bit words)										

#### Other TCP Details

- Many, many quirks you can learn about its operation
  - But they are the details
- Biggest remaining mystery is the workings of congestion control

  We'll tackle this next time!

#### **END**

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