

TCP, UDP : transport layer protocol

network layer : host 跟 host 的溝通

transport layer : process 跟 process 的溝通 (架在 network layer)

— TCP = (擁塞)  
congestion control, flow control, connection setup  
— UDP : no-frill extension of best-offer  
→ Service not available = delay guarantees, bandwidth guarantees

QoS : 1. delay guarantees 2. bandwidth guarantees

3. delay jitter (抖動) 4. loss rate

Multiplexing / demultiplexing

Multiplexing : handle data from multiple socket (at sender)

demultiplexing = use header info to deliver received segment to correct socket (at receiver)

How demultiplexing works =

① source IP address ② destination IP address ← this two are 32 bits

③ source port number ④ destination port number ← this two are 16 bits

UDP 只看 destination IP and Port ; TCP 四個都要看

UDP =

best-effort = 不做任何保證

用在 Streaming, DNS, SNMP (simple network management protocol)

速度超快

header:

source port	dest port
length	check sum
payload	

length: in bytes of UDP segment (include header)

check sum: 把整個封包切成 16 bits 後加起來 (端迴避位)

之後做 1's, 到了接收端再切一次, 加起來不是全 1 就代表 err  
(包括 checksum)

Automatic Repeat Request (ARQ)

Base on Re-transmission

Reliable data transfer (rdt)

1. No data corruption

2. No data lost

3. In order delivery (照順序傳)

use finite state machine

(↓這是教授的原話)(洗勸公三小)

rdt-send(data): 把上面要傳送的資料, 傳送成一個Packet

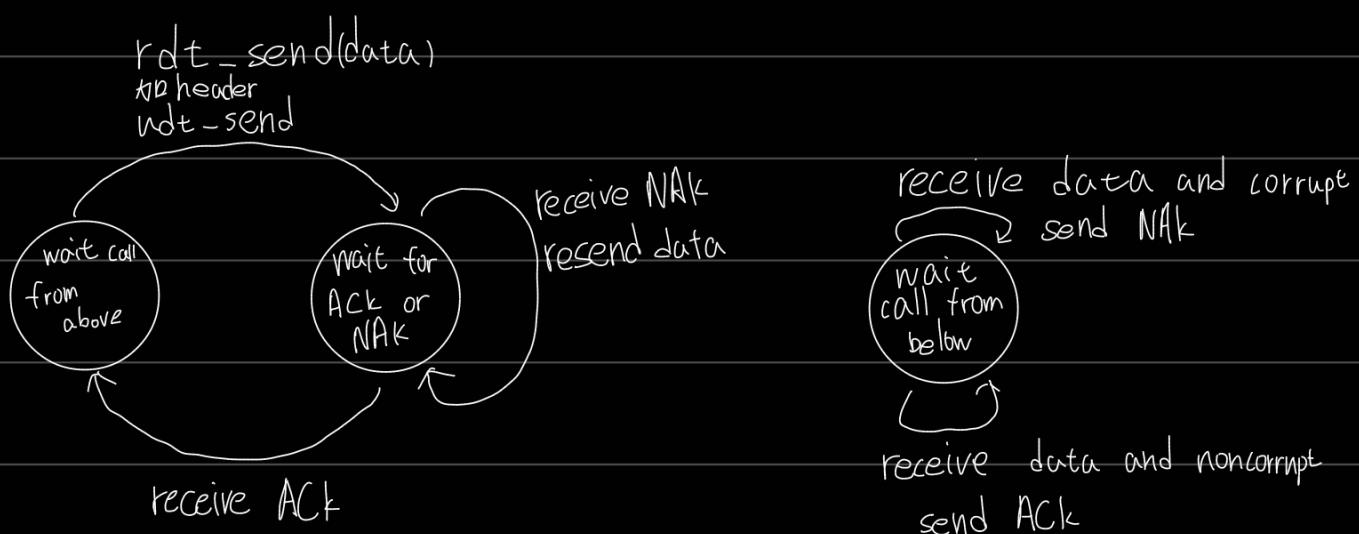
↳ Encapsulation: 把上層傳來的 data 加 Transport layer 的 header

rdt-recv(packet): 接收

- Extract: 把 header 拆下來 | 須使 checksum (if any)
- Delivery: 把 data 傳上去

rdt 2.0 = channel with bit errors → use stop-and-wait protocol  
 等 feedback 回來才傳下一個  
 checksum can detect errors

Question: how to recover them → Retransmission (ARQ)



rdt 2.0 缺點: ACK 會壞, 如果 ACK 變成 NAK 會重傳 - 次 (Duplicate)

→ 在封包裡面塞一個 seq# (number), 接收端發現後 discard

rdt 2.1 ⇒ 不知道他在供三小

rdt 2.2 ⇒ NAK-free protocol ⇒ only ACK, no NAK

Sender 的 seq# 是  $0 \rightarrow 1 \rightarrow 0 \rightarrow 1$  在輪的, Receiver 回傳的 ACK 會包含收到的 seq#

如果收到的有關問題就回傳上一欠的, Sender 收到 ACK 再透過 seq# 判斷

- 1.0  $\Rightarrow$  no pkg corruption, no loss
- 2.0  $\Rightarrow$  pkg corruption, no loss
- 2.1  $\Rightarrow$  pkg, ACK, NAK corr..., no loss
- 2.2  $\Rightarrow$  pkg, ACK corr..., no loss

$r_{dt} \geq 3.0 \Rightarrow$  pkg, ACK will corrupt and loss  $\Rightarrow$  stop and wait

加一個 Timer, Time out 就重傳

Receiver 發現序號 duplicate 就丟棄

Premature timeout  $\Rightarrow$  網路擁塞導致 timeout, 會有兩個 duplicate

→ 使用 checksum, ACK, Re-Transmission, seq#, Timer

e.g. 1 Gbps network, delay 15ms, 8000 bits data, calculate

$$\frac{L}{R} = \frac{8 \times 10^3 \text{ bits}}{10^9 \text{ bits/sec}} = 8 \times 10^{-6} \text{ sec}$$

$$U = \frac{L/R}{RTT + L/R} = \frac{0.008}{15 \times 2 + 0.008} = 0.00027$$

## Pipelined Protocol

- go-back-N  $\Rightarrow$  設 k 個 timeout, k 之後 N 個全部重傳
- selective repeat  $\Rightarrow$

## go-Back-N

1. -開始送N個  
按照順序的才會動作
2. 每收到一個ACK, N後移一位 + 傳最新一個
3. receiver如果收到的包有跳號, 傳回上一個seq#, 並且丟掉最新的
4. sender ignore duplicate ACK, 如果有timeout 把N內的全部重傳

## Selective repeat

1. 每個封包有兩設Timer
2. Receiver收到跳號的就先塞到buffer並傳回ACK, 直到跳號的收到再一起傳到上層
3. At sender, which Timeout will be resend
4. Sender一樣有N(sliding window)的結構  
e.g. 2掉包, 3、4、5 ok, 當2的ACK回來後 N會一次跳到6789 (會記錄ACK的意思)

go-Back-N  $\Rightarrow$  簡單, 沒效率, 不佔資源

selective repeat  $\Rightarrow$  complex, 效率好, Timer 多到爆

## TCP

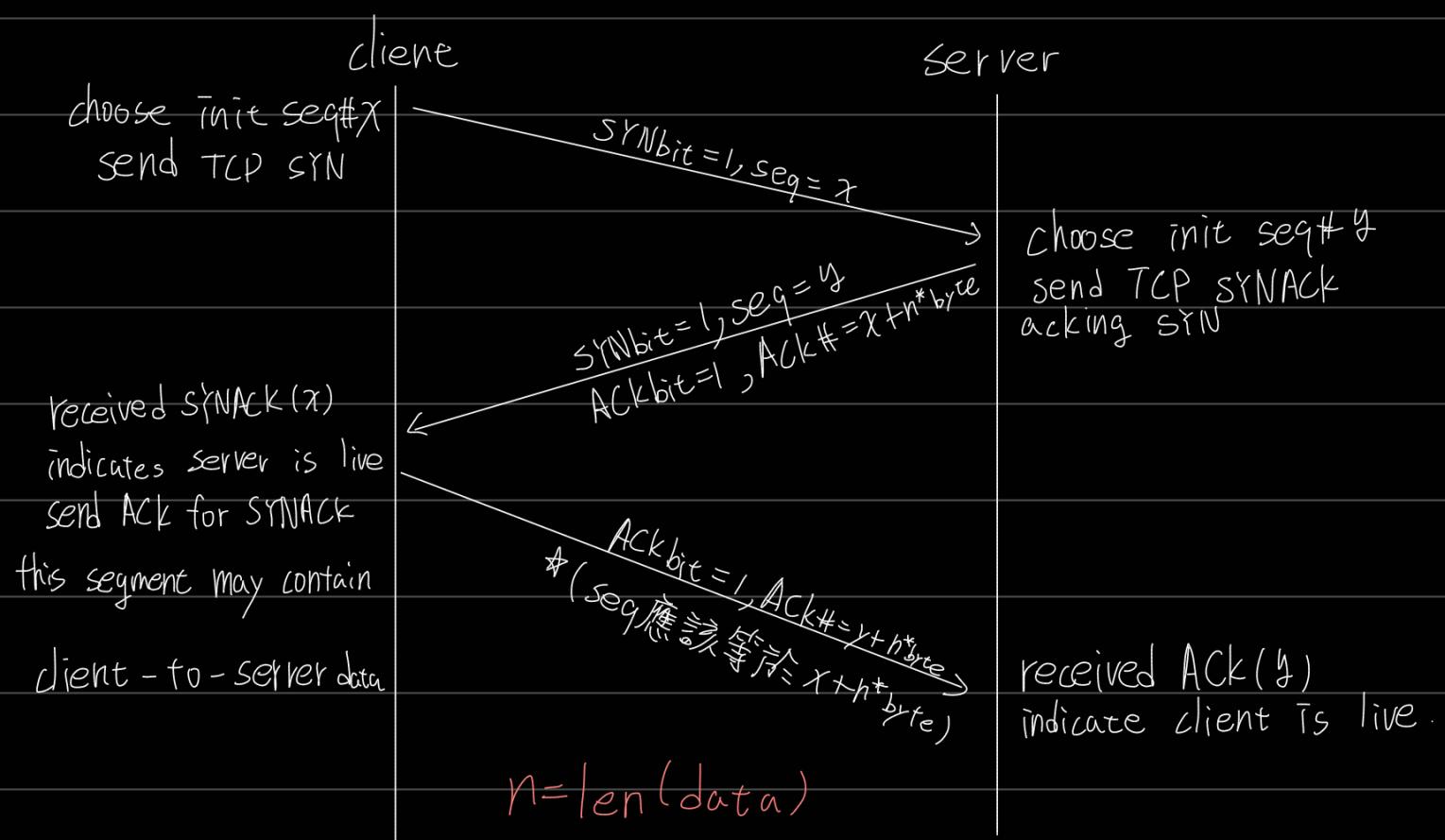
Point-to-point, reliable, pipelined, full duplex, connection-oriented  
flow controlled

URG: urgent data (generally not use)	Source port #	dest port #	Counting by bytes of data (not segment)
ACK: ACK # valid	Sequence number		
PSH: push data now (generally not use)	acknowledgement number		
RST, SYN, FIN (connection estab)	head len	Not used   U   A   P   R   S   F	receive window # bytes rcvr willing to accept
setup teardown commands	checksum	Urg data pointer	
	options (variable length)		
	application data (variable length)		

ACK: 預期下一個接收的 byte count (maybe > 1)

Seq: 傳了第幾個 byte, 開始於 random initial value (避免攻擊)

## TCP 3-Way Handshaking

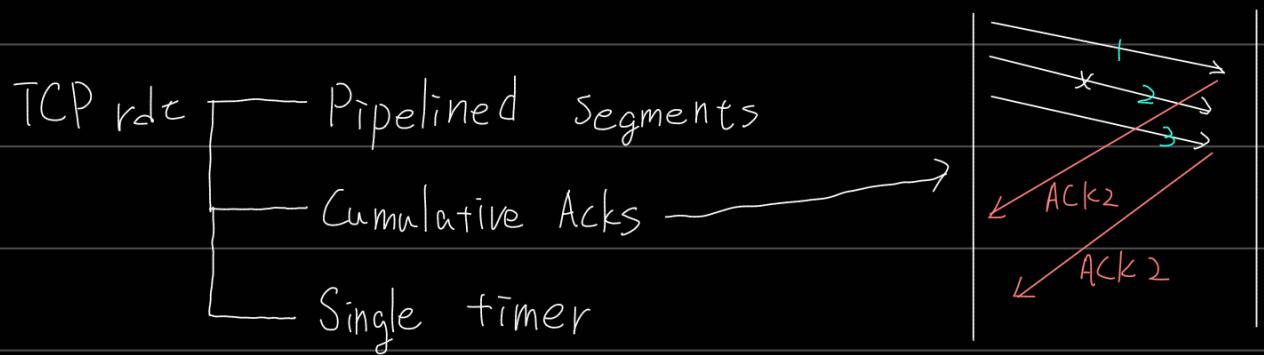


## TCP RTT (Round-Trip Time)

RTT too short : premature time out

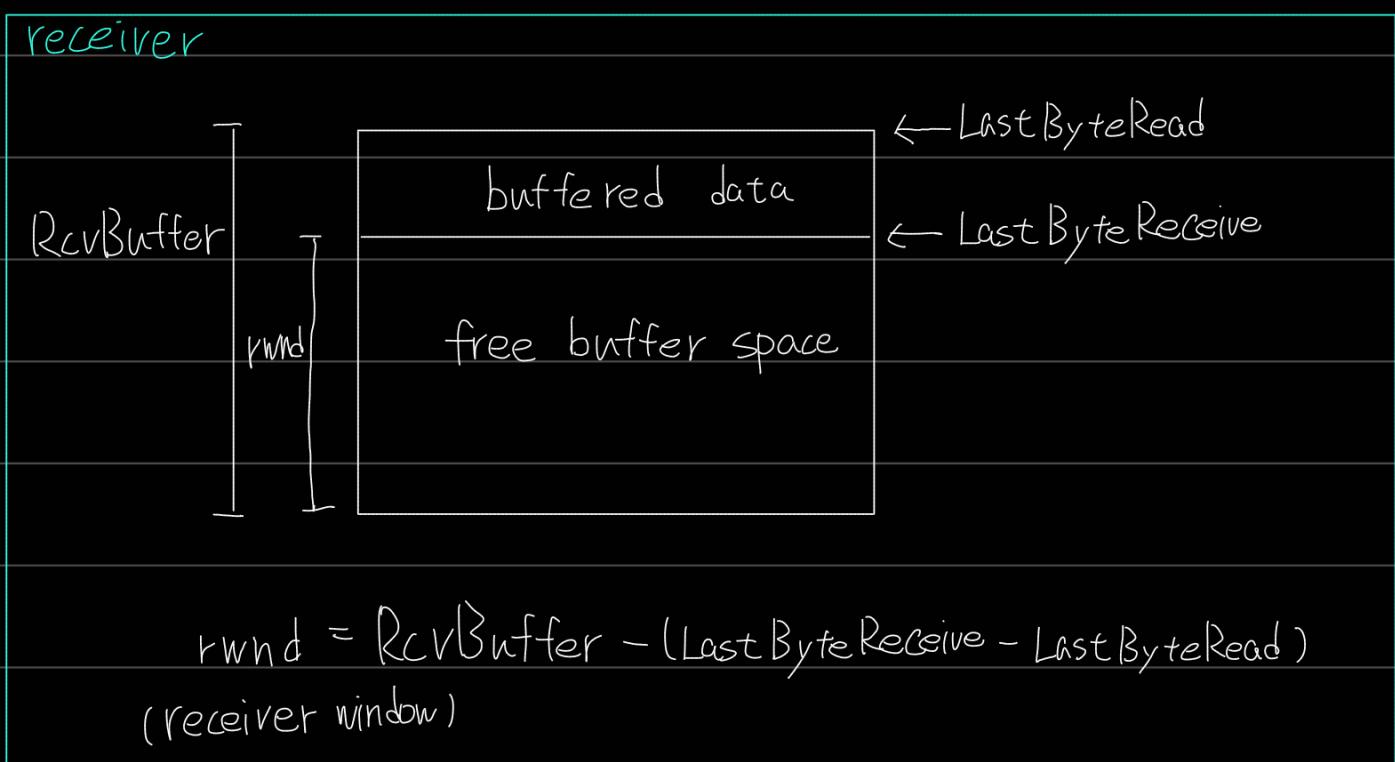
too long : slow reaction

Time > RTT + 4 dev, will retransmission



TCP retransmission triggered by: 1. timeout 2. duplicate ACKs (3)

TCP flow control = Avoid overflow



LastByteAcked

LastByteSent

LBS-LBA < Rwd

Congestion = 慢得抄了，去看彭姿儀的