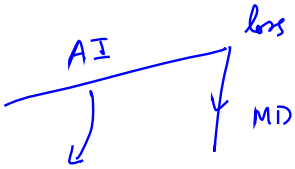
Window size



TCP TAHOE

↓

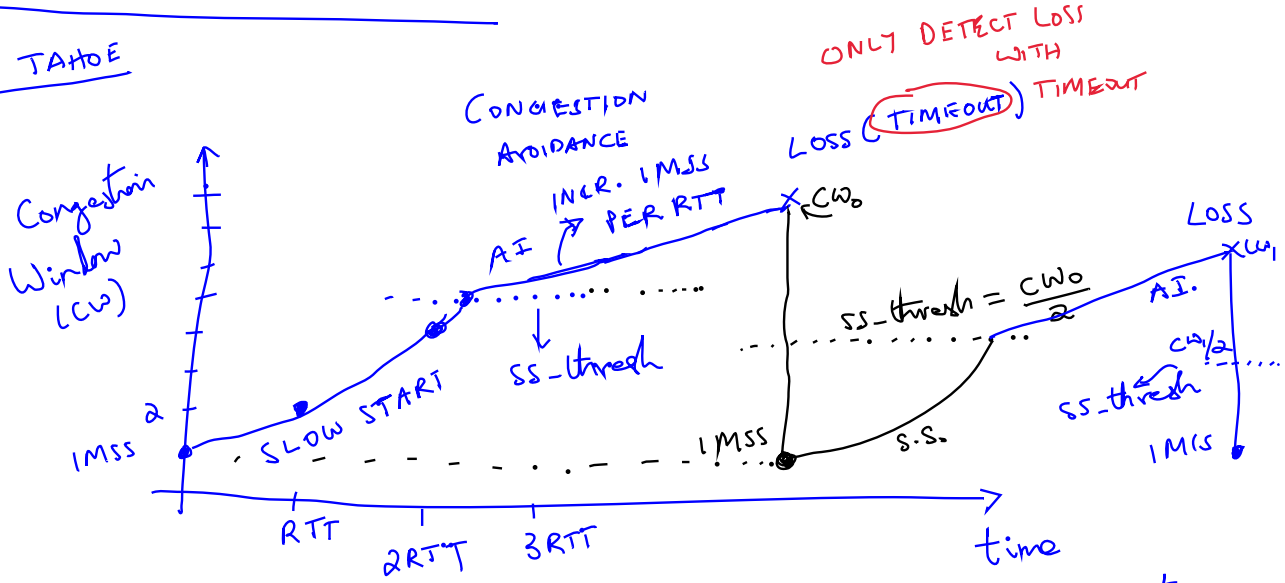
RENO

↓

VEGAS

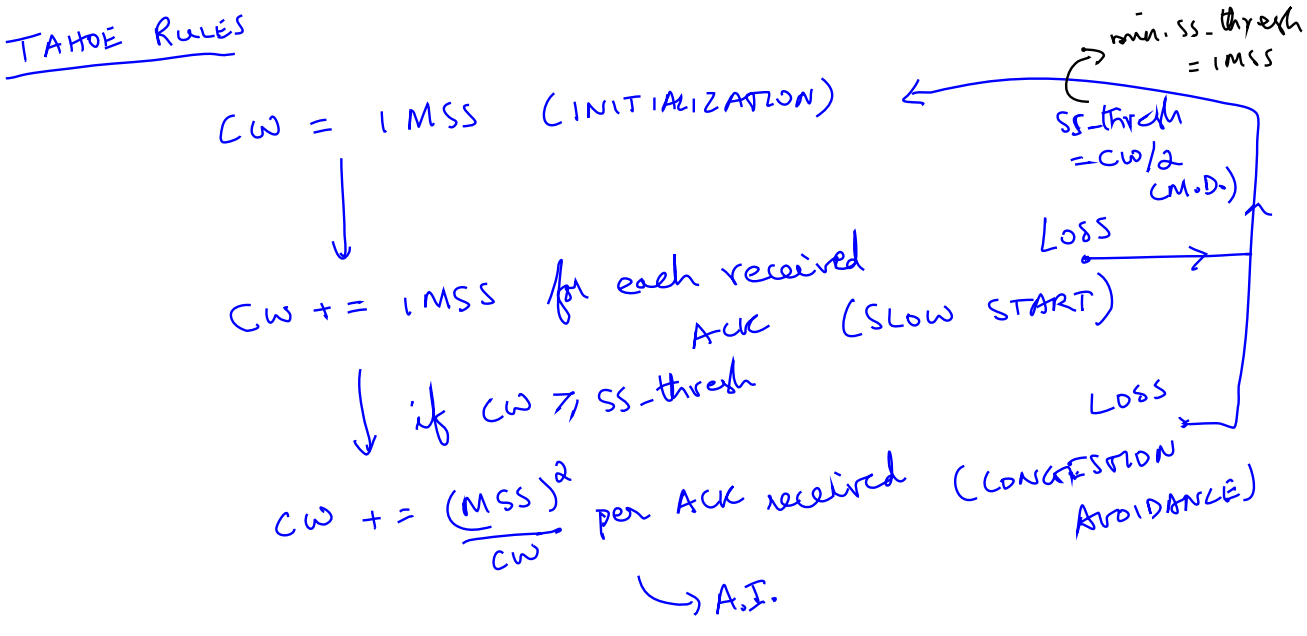
TCP CUBIC

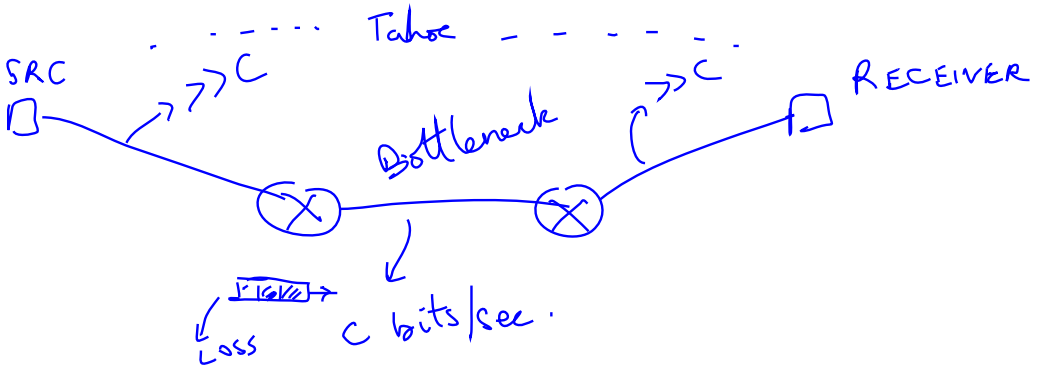
TCP TAHOE

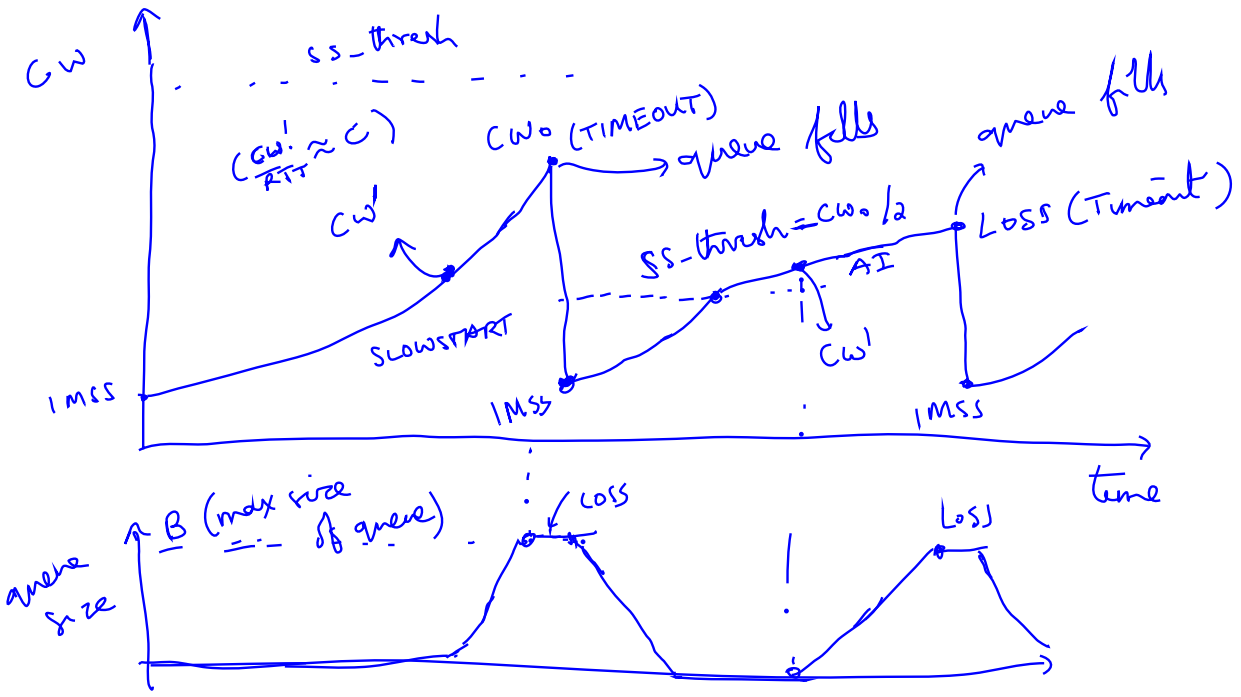


RTO: Retransmission Timeout

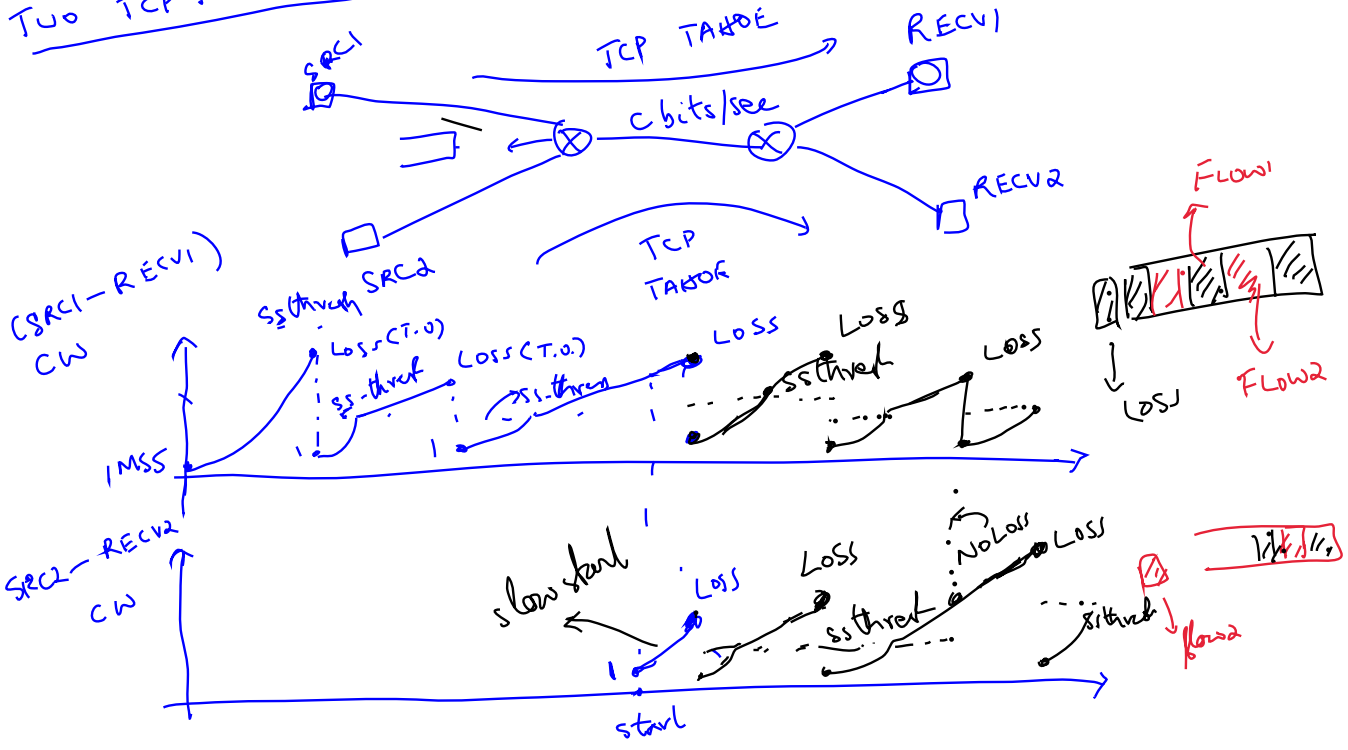
TAHOE RULES





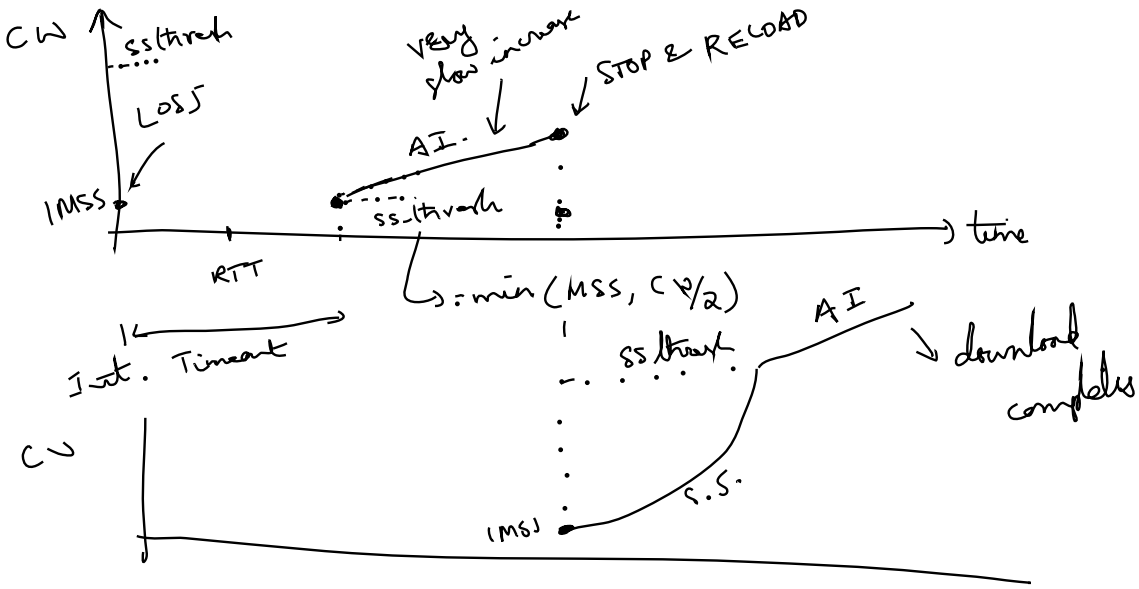


TWO TCP TAHOE FLOWS.



STOP & RELOAD

Web page download slow, hit stop & reload, downloads fast

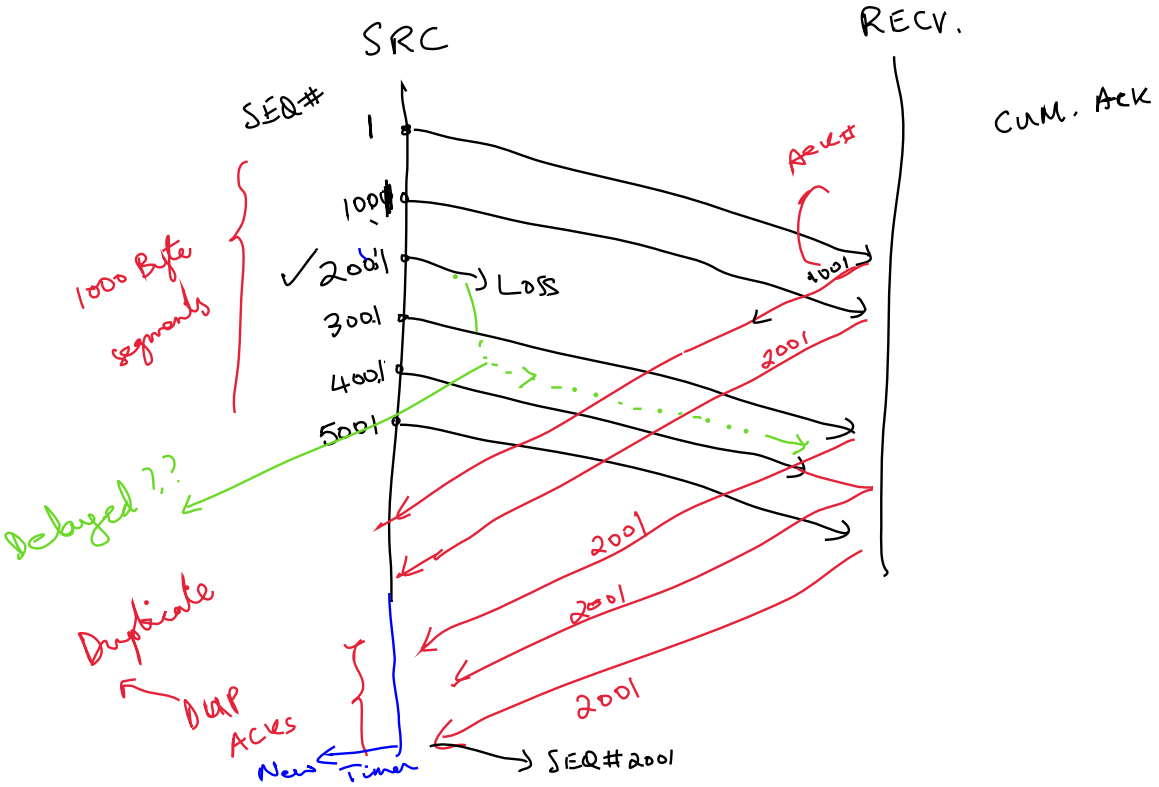


Question: 1) Should CW = 1MSS after LOSS

2) Can we detect loss in other ways

ENHANCEMENTS (INCLUDED IN RENO)

↳ 1) FAST RETRANSMIT



Fast Retransmit: Retransmit segment with SEQ# 2001 (disable dd timer)

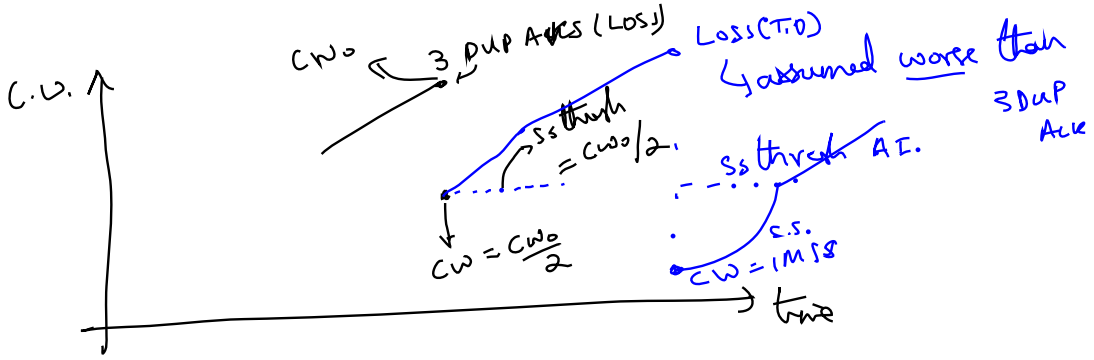
if 3 DUP ACKs received with SEQ# 2001

↳ new way to detect pkt loss (Triple dup Acks)

2) FAST RECOVERY

[Note: For T.O. Loss CW = 1MSS as in Tahoe]

When loss detected due to 3 DUP ACKS



TCP RENO: Includes Fast Retransmit, Fast recovery