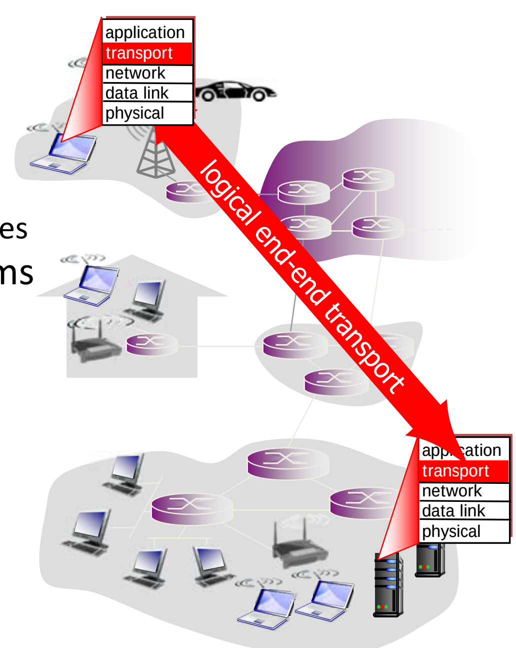
Transport Layer

- Reference
  - Chapter 03, *Computer Networking: A Top Down Approach,* 6/E, Jim Kurose, Keith Ross, Addison-Wesley
  - Adapted from part of the slides provided by the authors

Transport services and protocols

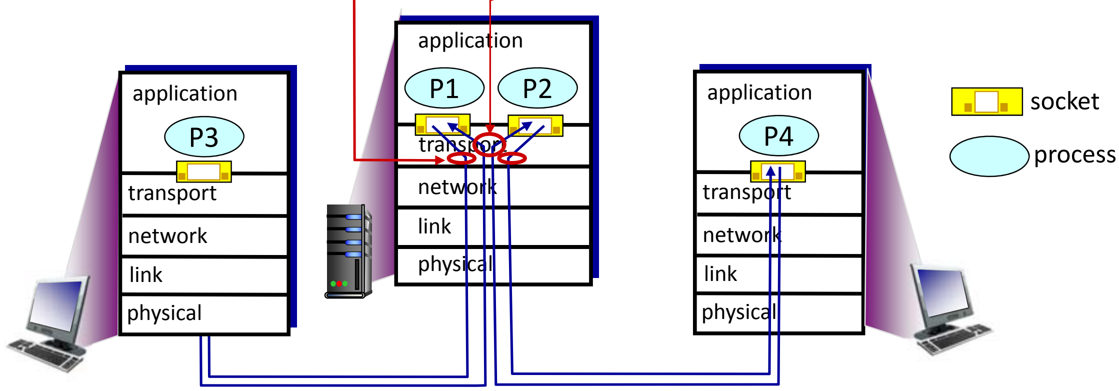
- Provide logical communication between app processes running on different hosts
  - Network layer: logical communication between hosts
  - Relies on, enhances, network layer services
- Transport protocols run in end systems
  - send side: breaks app messages into segments, passes to network layer
  - rcv side: reassembles segments into messages, passes to app layer
- more than one transport protocol available to apps
  - Internet: TCP and UDP



Multiplexing/demultiplexing

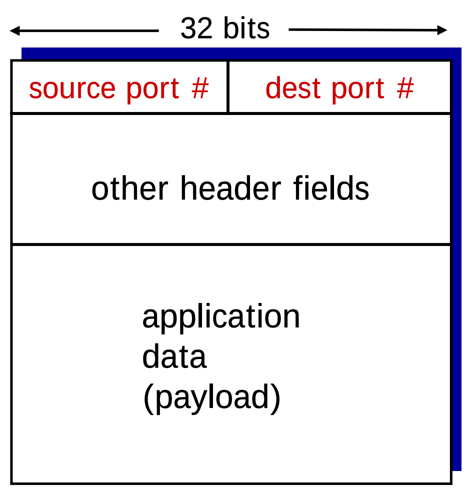
multiplexing at sender:
handle data from multiple sockets, add transport header (later used for demultiplexing)

demultiplexing at receiver:
use header info to deliver received segments to correct socket



How demultiplexing works

- host receives IP datagrams
  - each datagram has source IP address, destination IP address
  - each datagram carries one transport-layer segment
  - each segment has source, destination port number
- host uses *IP addresses & port numbers* to direct segment to appropriate socket



TCP/UDP segment format

Connectionless demultiplexing

- *recall:* created socket has host-local port #:

```
DatagramSocket mySocket1 =
 new DatagramSocket(12534);
```

- *recall:* when creating datagram to send into UDP socket, must specify
  - destination IP address
  - destination port #

- when host receives UDP segment:
  - checks destination port # in segment
  - directs UDP segment to socket with that port #

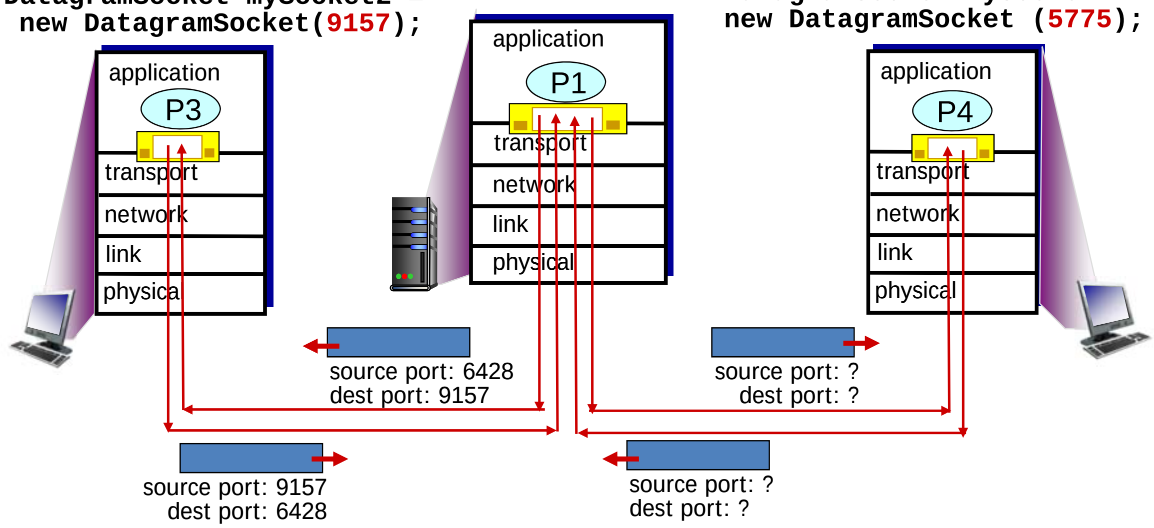
IP datagrams with *same dest. port #,* but different source IP addresses and/or source port numbers will be directed to *same socket* at dest

Connectionless demux: example

```
DatagramSocket serverSocket =
  new DatagramSocket(6428);
```

```
DatagramSocket mySocket2 =
 new DatagramSocket(9157);
```

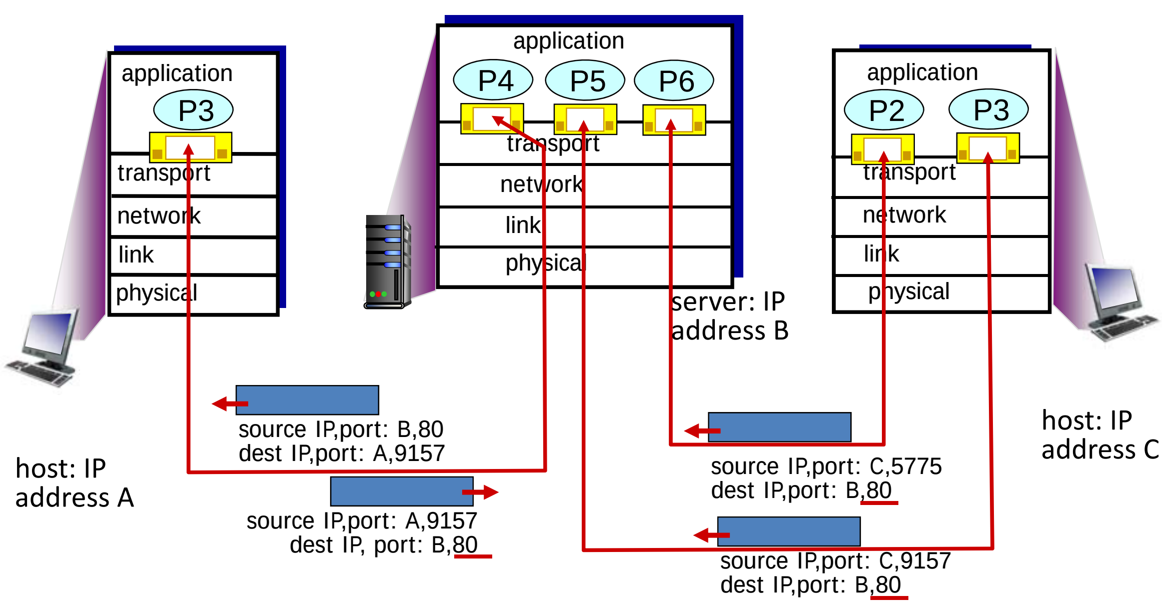
```
DatagramSocket mySocket1 =
new DatagramSocket (5775);
```



Connection-oriented demux

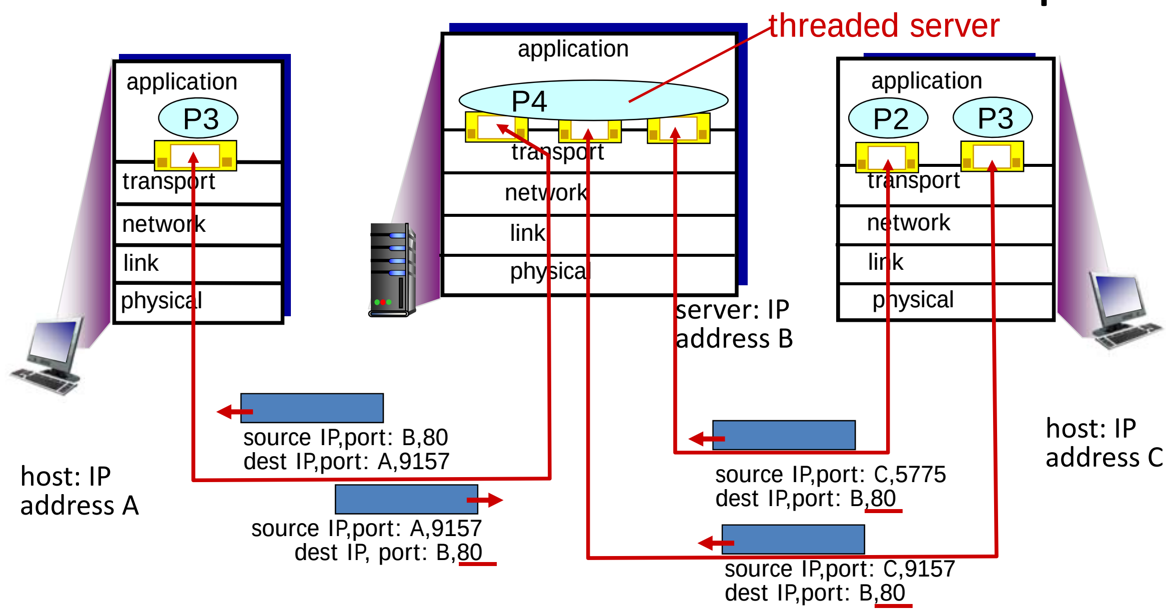
- TCP socket identified by 4-tuple:
  - source IP address
  - source port number
  - dest IP address
  - dest port number
- demux: receiver uses all four values to direct segment to appropriate socket
- server host may support many simultaneous TCP sockets:
  - each socket identified by its own 4-tuple
- web servers have different sockets for each connecting client
  - non-persistent HTTP will have different socket for each request

Connection-oriented demux: example



three segments, all destined to IP address: B,
dest port: 80 are demultiplexed to *different* sockets

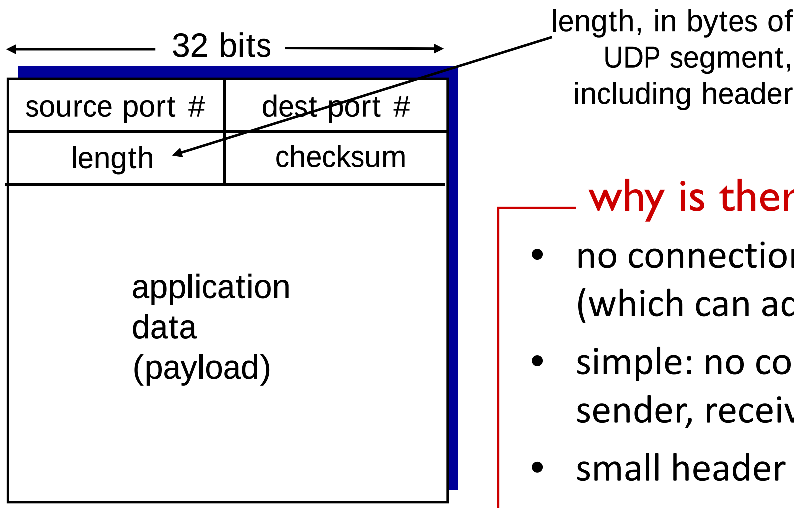
Connection-oriented demux: example



UDP: User Datagram Protocol [RFC 768]

- "no frills," "bare bones" Internet transport protocol
- "best effort" service, UDP segments may be:
  - lost
  - delivered out-of-order to app
- connectionless:
  - no handshaking between UDP sender, receiver
  - each UDP segment handled independently of others
- UDP use:
  - streaming multimedia apps (loss tolerant, rate sensitive)
  - DNS
  - SNMP
- reliable transfer over UDP:
  - add reliability at application layer
  - application-specific error recovery!

UDP: segment header



UDP segment format

why is there a UDP?

- no connection establishment (which can add delay)
- simple: no connection state at sender, receiver
- small header size
- no congestion control: UDP can blast away as fast as desired

UDP checksum

Goal: detect "errors" (e.g., flipped bits) in transmitted segment

sender:

- treat segment contents, including header fields, as sequence of 16-bit integers
- checksum: addition (one's complement sum) of segment contents
- sender puts checksum value into UDP checksum field

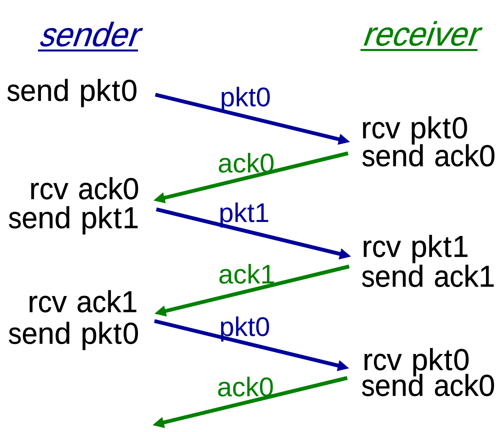
receiver:

- compute checksum of received segment
- check if computed checksum equals checksum field value:
  - NO - error detected
  - YES - no error detected. *But maybe errors nonetheless?* More later ….

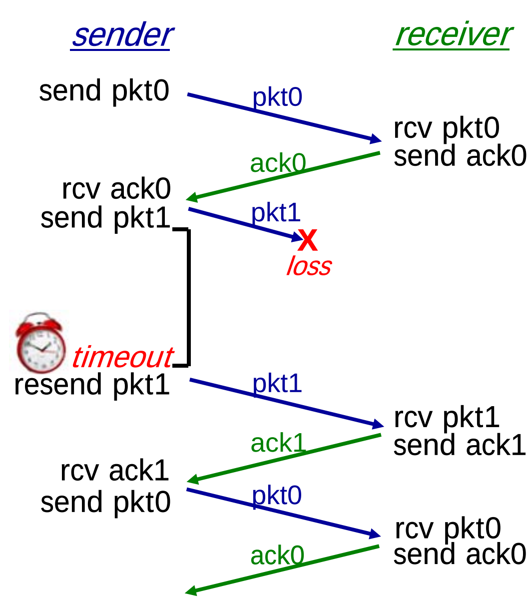
Reliable Data Transfer over Unreliable Channel

- underlying channel may flip bits in packet
  - checksum to detect bit errors
- the question: how to recover from errors:
  - acknowledgements (ACKs): receiver explicitly tells sender that pkt received OK
  - negative acknowledgements (NAKs): receiver explicitly tells sender that pkt had errors
  - sender retransmits pkt on receipt of NAK
- Underlying channel can also lose packets (data-pkt, ACKs)
  - sender waits "reasonable" amount of time for ACK
  - retransmits if no ACK received in this time
  - if pkt (or ACK) just delayed (not lost):
    - retransmission will be duplicate, but seq. #'s already handles this
    - receiver must specify seq # of pkt being ACKed
  - requires countdown timer

rdt3.0 in action

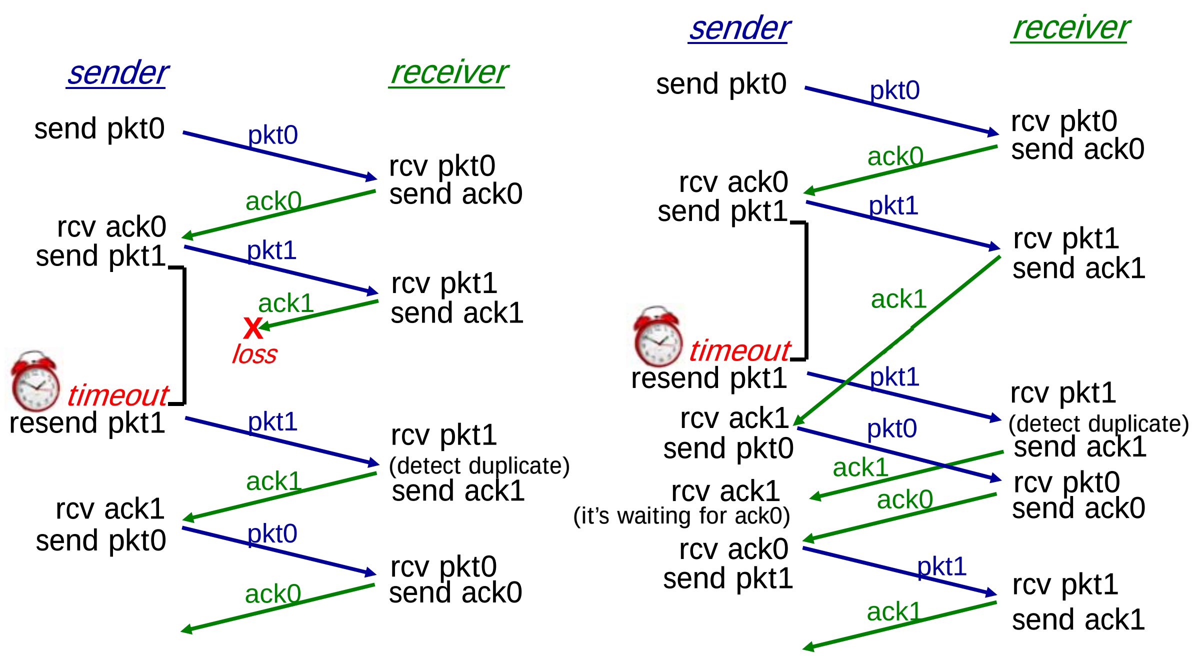


(a) no loss



(b) packet loss

rdt3.0 in action



(c) ACK loss

(d) premature timeout/ delayed ACK

Performance of rdt3.0

- rdt3.0 is correct, but performance stinks
- e.g.: 1 Gbps link, 15 ms prop. delay, 8000 bit packet:

$$D_{trans} = \frac{L}{R} = \frac{8000 \text{ bits}}{10^9 \text{ bits/sec}} = 8 \text{ microsecs}$$

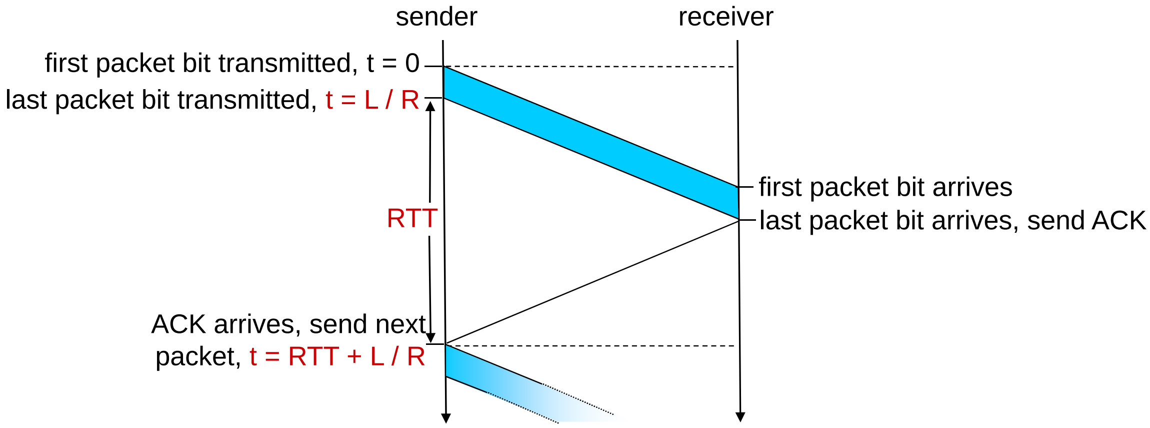
  – U sender: utilization – fraction of time sender busy sending

$$U_{sender} = \frac{L / R}{RTT + L / R} = \frac{.008}{30.008} = 0.00027$$

  – if RTT=30 msec, 1KB pkt every 30 msec: 33kB/sec thruput over 1 Gbps link
- network protocol limits use of physical resources!

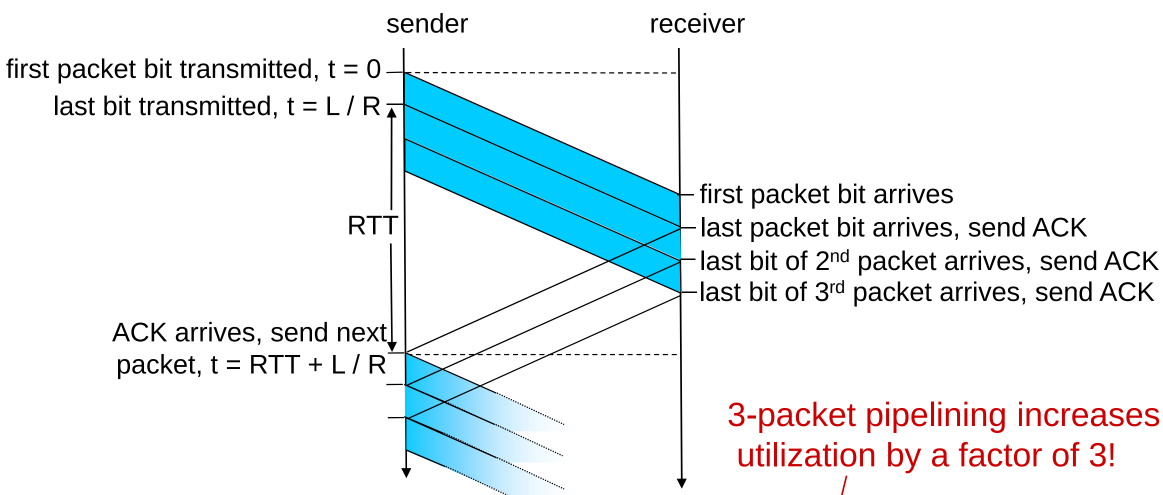
rdt3.0: stop-and-wait operation

Poor Performance!



$$U_{sender} = \frac{L / R}{RTT + L / R} = \frac{.008}{30.008} = 0.00027$$

Pipelining: increased utilization



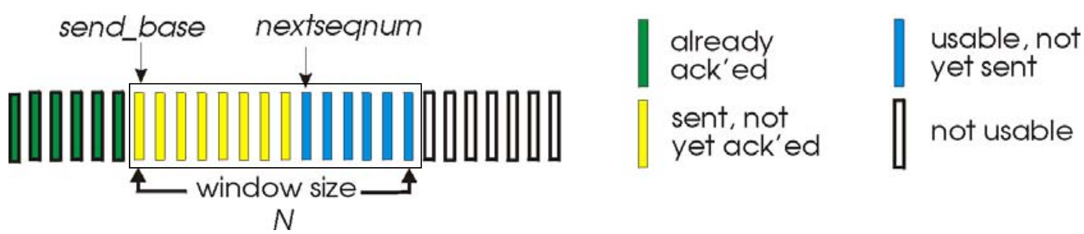
3-packet pipelining increases utilization by a factor of 3!

$$U_{sender} = \frac{3L / R}{RTT + L / R} = \frac{.0024}{30.008} = 0.00081$$

Pipelined protocols: overview

- Go-back-N:
  - sender can have up to N unacked packets in pipeline
  - receiver only sends cumulative ack
    - doesn’t ack packet if there’s a gap
  - sender has timer for oldest unacked packet
    - when timer expires, retransmit all unacked packets
- Selective Repeat:
  - sender can have up to N unack’ed packets in pipeline
  - rcvr sends individual ack for each packet
  - sender maintains timer for each unacked packet
    - when timer expires, retransmit only that unacked packet

Go-Back-N: sender



- k-bit seq # in pkt header
- “window” of up to N, consecutive unack’ed pkts allowed

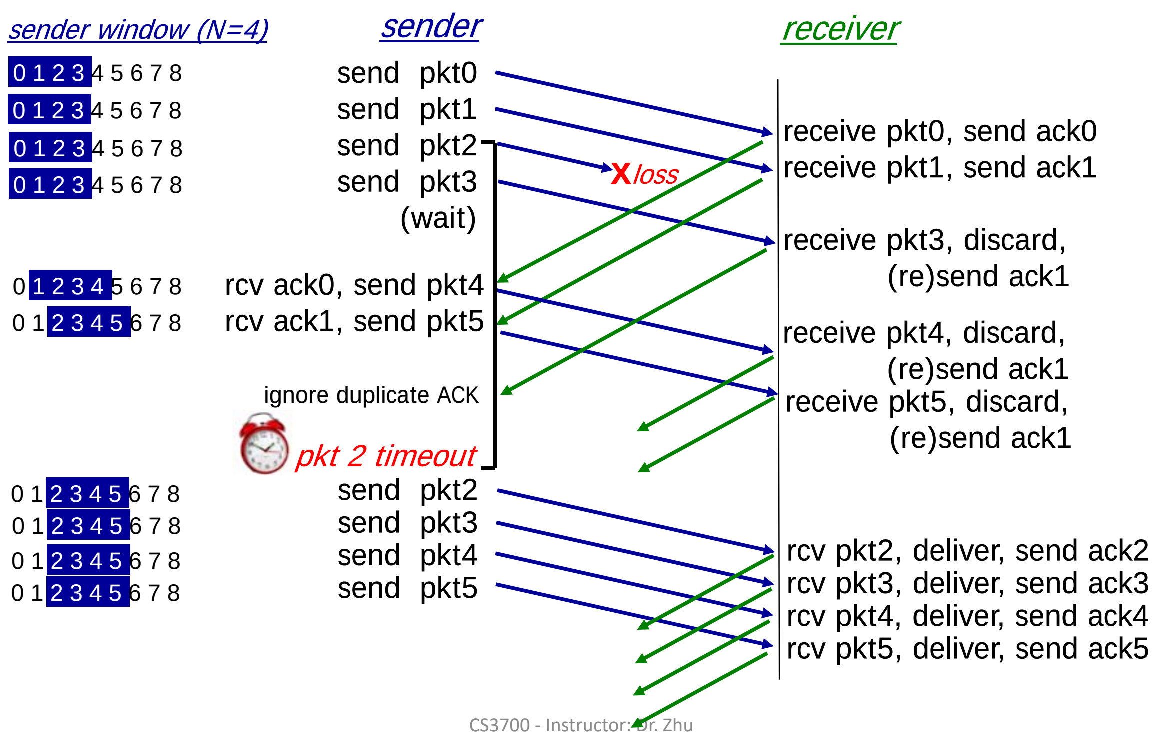
Sender:

- ACK(n): ACKs all pkts up to, including seq # n - “cumulative ACK”
  - may receive duplicate ACKs (see receiver)
- Only one timer for oldest in-flight pkt
- timeout(n): retransmit packet n and all higher seq # pkts in window

Receiver:

- ACK-only: always send ACK for correctly-received pkt with highest in-order seq #
- out-of-order pkt:
  - discard (don’t buffer): *no receiver buffering!*
  - re-ACK pkt with highest in-order seq #

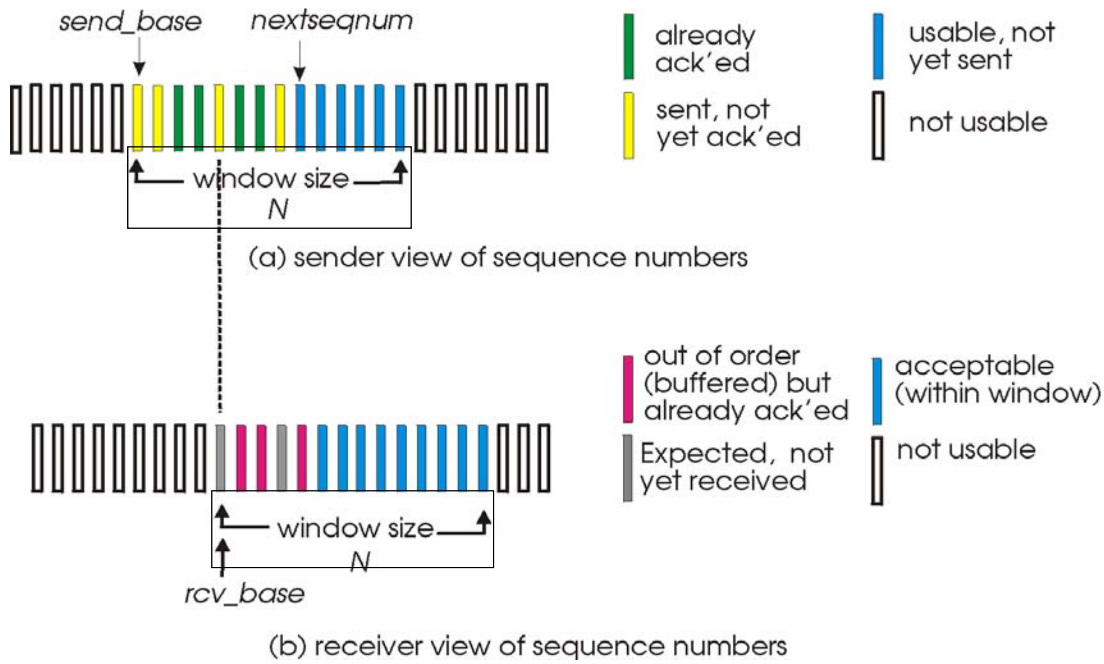
GBN in action



Selective repeat

- receiver *individually* acknowledges all correctly received pkts
  - buffers pkts, as needed, for eventual in-order delivery to upper layer
- sender only resends pkts for which ACK not received
  - sender timer for each unACKed pkt
- sender window
  - *N* consecutive seq #'s
  - limits seq #s of sent, unACKed pkts

Selective repeat: sender, receiver windows



Selective repeat

sender

data from above:

- if next available seq # in window, send pkt

timeout(n):

- resend pkt n, restart timer

ACK(n) in [sendbase,sendbase+N-1]:

- mark pkt n as received
- if n smallest unACKed pkt, advance window base to next unACKed seq #

receiver

pkt n in [rcvbase, rcvbase+N-1]

- send ACK(n)
- out-of-order: buffer
- in-order: deliver (also deliver buffered, in-order pkts), advance window to next not-yet-received pkt

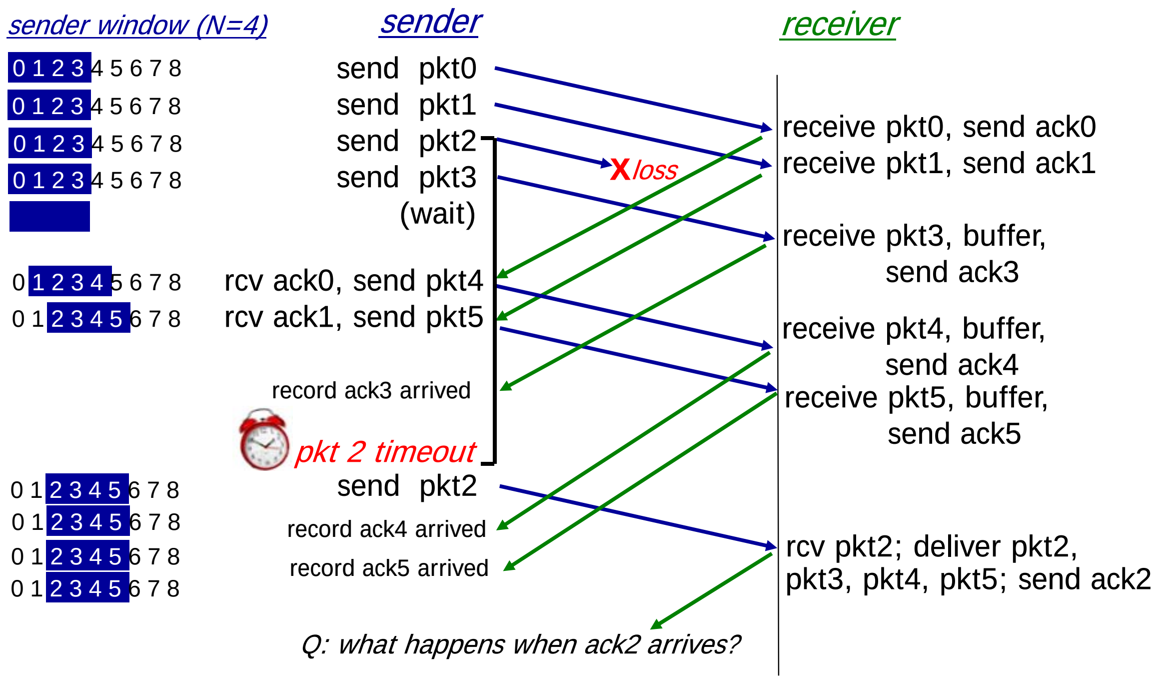
pkt n in [rcvbase-N,rcvbase-1]

- ACK(n)

otherwise:

- ignore

Selective repeat in action

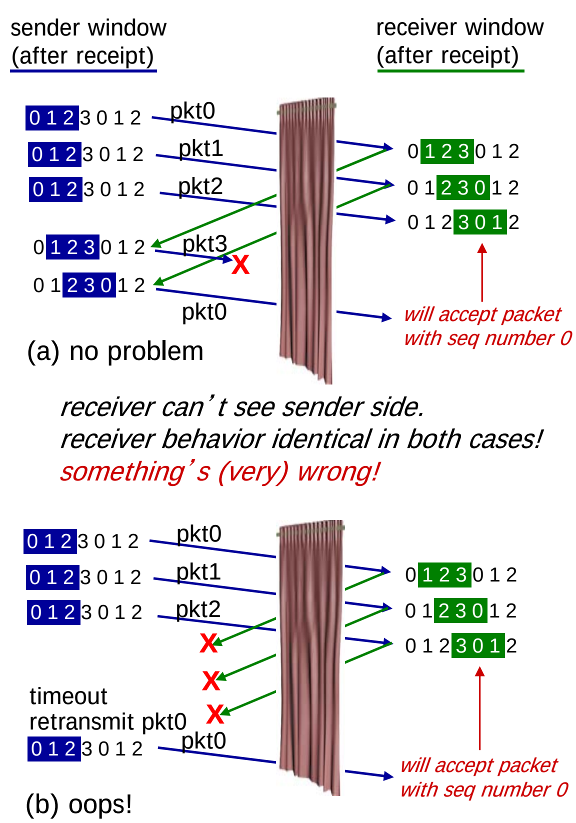


Selective repeat: dilemma

example:

- seq #'s: 0, 1, 2, 3
- window size=3
- receiver sees no difference in two scenarios!
- duplicate data accepted as new in (b)

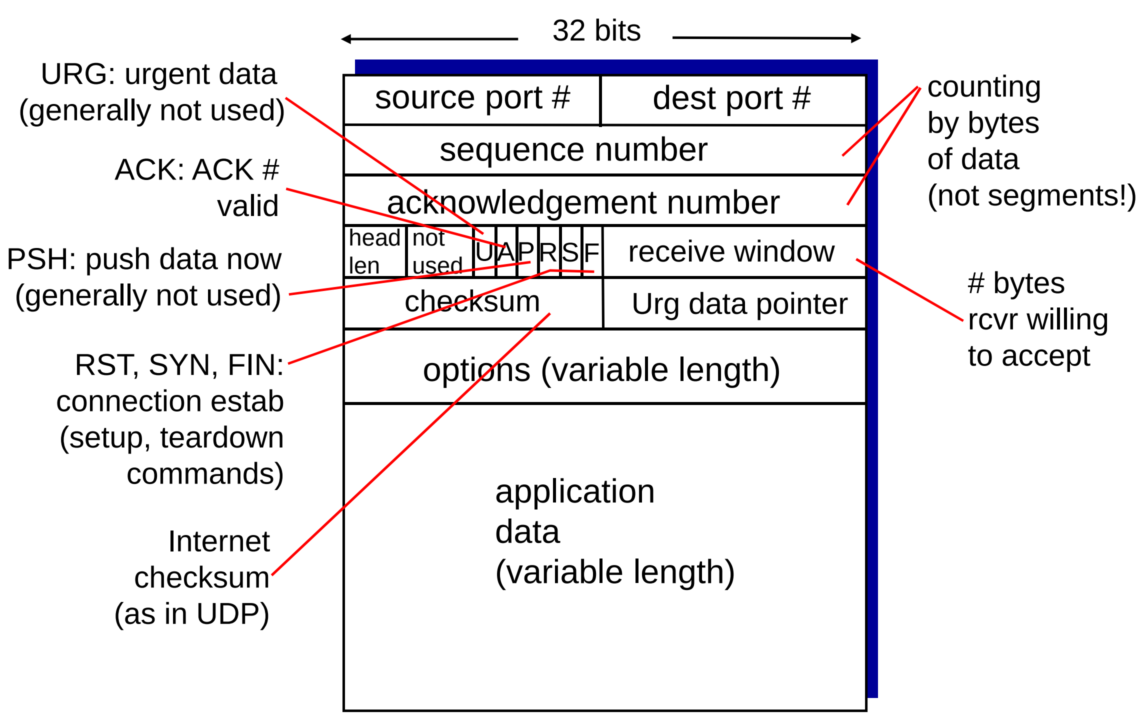
Q: what relationship between seq # size and window size to avoid problem in (b)?



TCP: Overview RFCs: 793,1122,1323, 2018, 2581

- point-to-point:
  - one sender, one receiver
- reliable, in-order *byte steam:*
  - no "message boundaries"
- pipelined:
  - TCP congestion and flow control set window size
- full duplex data:
  - bi-directional data flow in same connection
  - MSS: maximum segment size
- connection-oriented:
  - handshaking (exchange of control msgs) inits sender, receiver state before data exchange
- flow controlled:
  - sender will not overwhelm receiver

TCP segment structure



TCP seq. numbers, ACKs

sequence numbers:

- byte stream "number" of first byte in segment's data

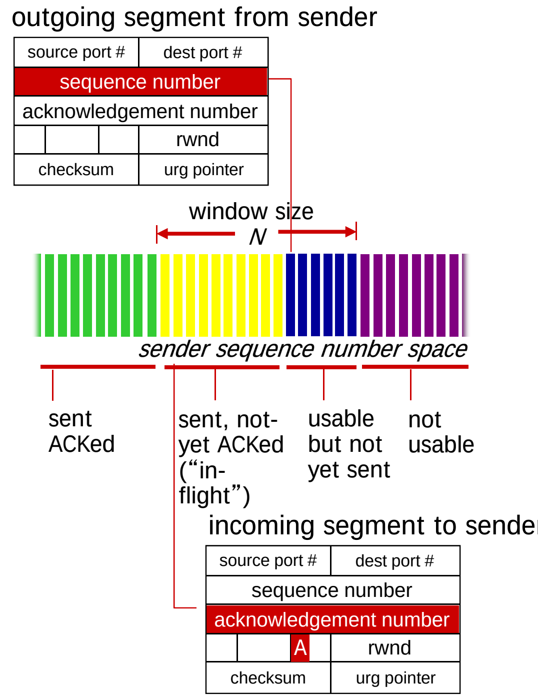
acknowledgements:

- seq # of next byte expected from other side
- cumulative ACK

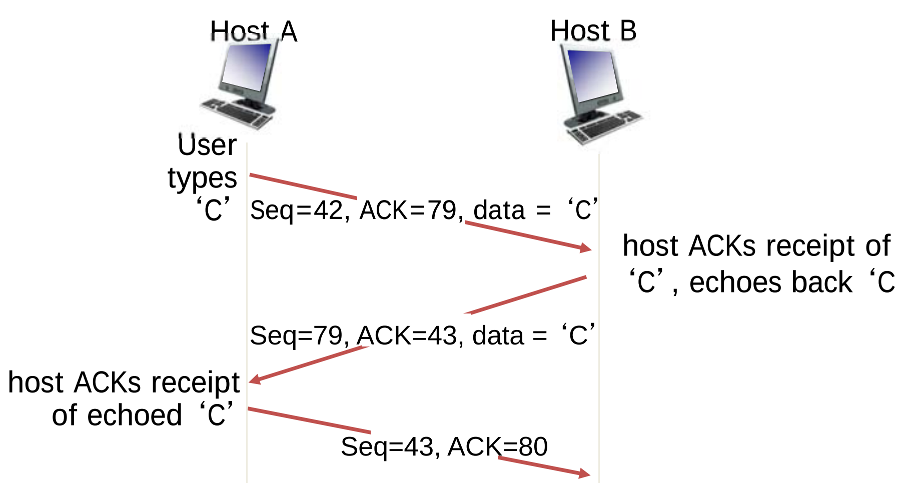
Both sequence # and Ack # may be included in one segment

Q: how receiver handles out-of-order segments

- A: TCP spec doesn't say, - up to implementor



TCP seq. numbers, ACKs



simple telnet scenario

TCP sender events

data rcvd from app:

- create segment with seq #
- seq # is byte-stream number of first data byte in segment
- start timer if not already running
  - think of timer as for oldest unacked segment
  - expiration interval: **`TimeOutInterval`**

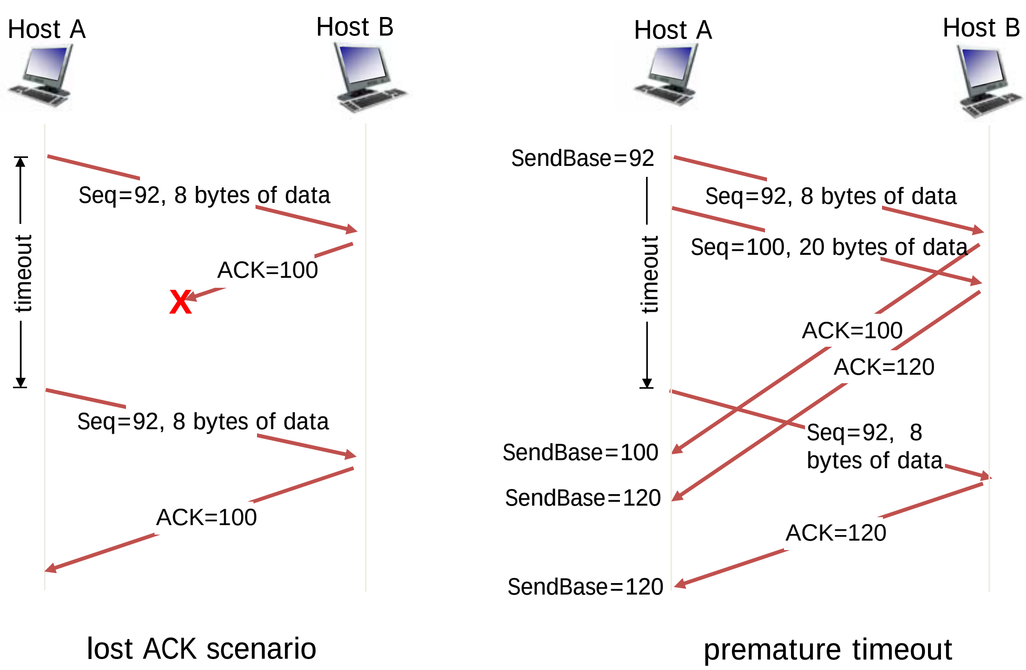
timeout:

- retransmit segment that caused timeout
- restart timer

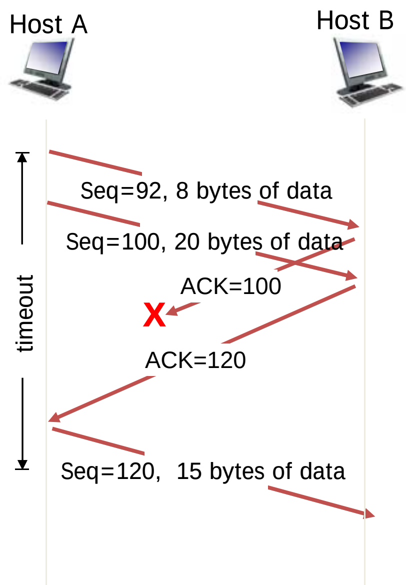
ack rcvd:

- if ack acknowledges previously unacked segments
  - update what is known to be ACKed
  - start timer if there are still unacked segments

TCP: retransmission scenarios



TCP: retransmission scenarios



cumulative ACK

TCP ACK generation [RFC 1122, RFC 2581]

event at receiver	*TCP receiver action*
arrival of in-order segment with expected seq #. All data up to expected seq # already ACKed	delayed ACK. Wait up to 500ms for next segment. If no next segment, send ACK
arrival of in-order segment with expected seq #. One other segment has ACK pending	immediately send single cumulative ACK, ACKing both in-order segments
arrival of out-of-order segment higher-than-expect seq. # . Gap detected	immediately send *duplicate ACK,* indicating seq. # of next expected byte
arrival of segment that partially or completely fills gap	immediate send ACK, provided that segment starts at lower end of gap

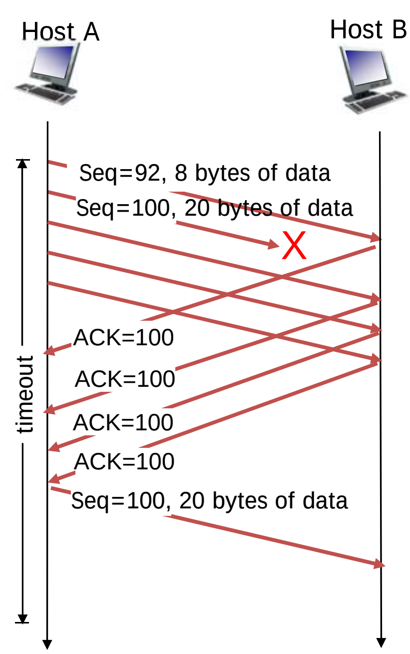
TCP fast retransmit

- time-out period often relatively long:
  – long delay before resending lost packet
- detect lost segments via duplicate ACKs.
  – sender often sends many segments back-to-back
  – if segment is lost, there will likely be many duplicate ACKs.

TCP fast retransmit

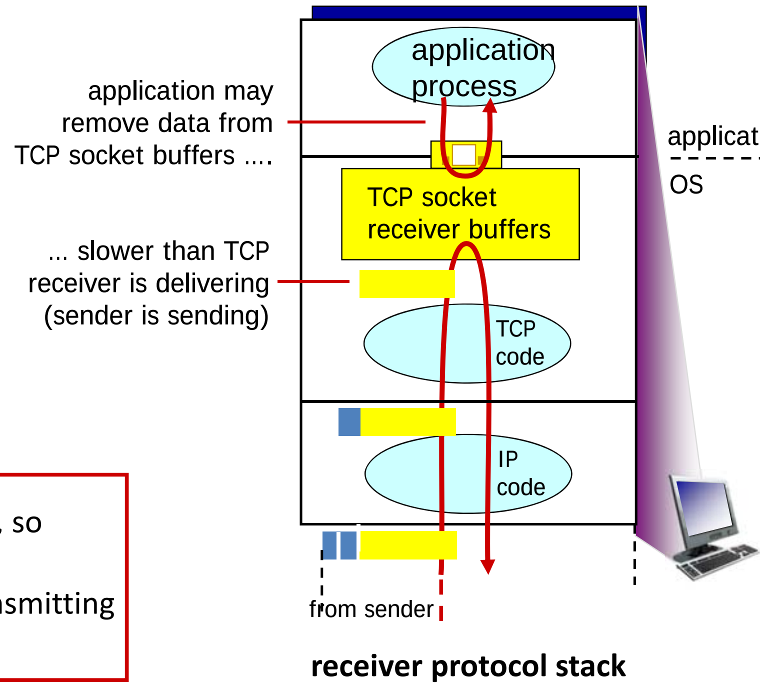
- if sender receives 3 ACKs for same data ("triple duplicate ACKs"), resend unacked segment with smallest seq #
  – likely that unacked segment lost, so don't wait for timeout

TCP fast retransmit



fast retransmit after sender receipt of triple duplicate ACK

TCP flow control

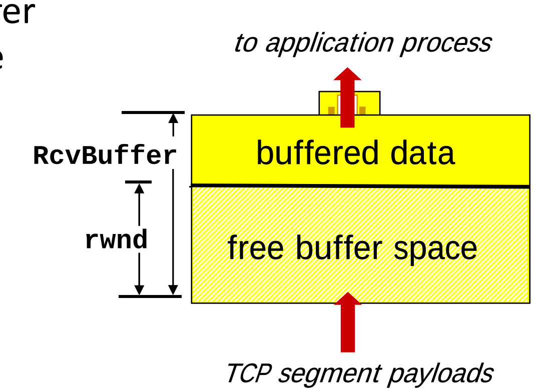


flow control

receiver controls sender, so sender won't overflow receiver's buffer by transmitting too much, too fast

TCP flow control

- receiver "advertises" free buffer space by including **`rwnd`** value in TCP header of receiver-to-sender segments
  - **`RcvBuffer`** size set via socket options (typical default is 4096 bytes)
  - many operating systems autoadjust **`RcvBuffer`**
- sender limits amount of unacked ("in-flight") data to receiver's **`rwnd`** value
- guarantees receive buffer will not overflow

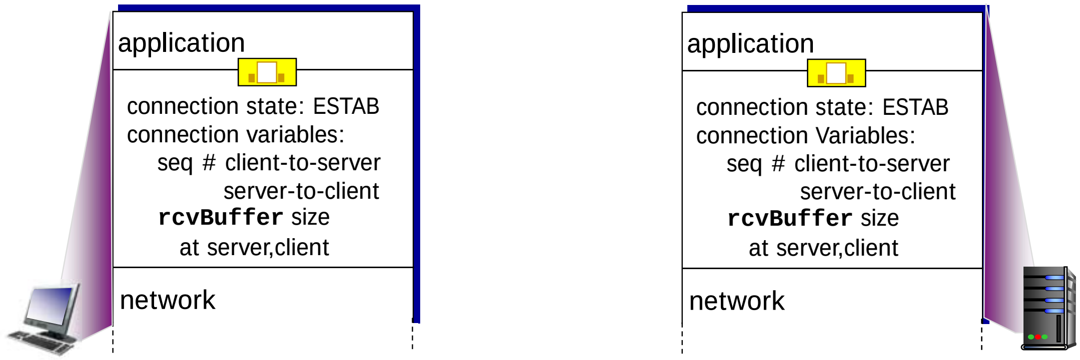


receiver-side buffering

Connection Management

before exchanging data, sender/receiver “handshake”:

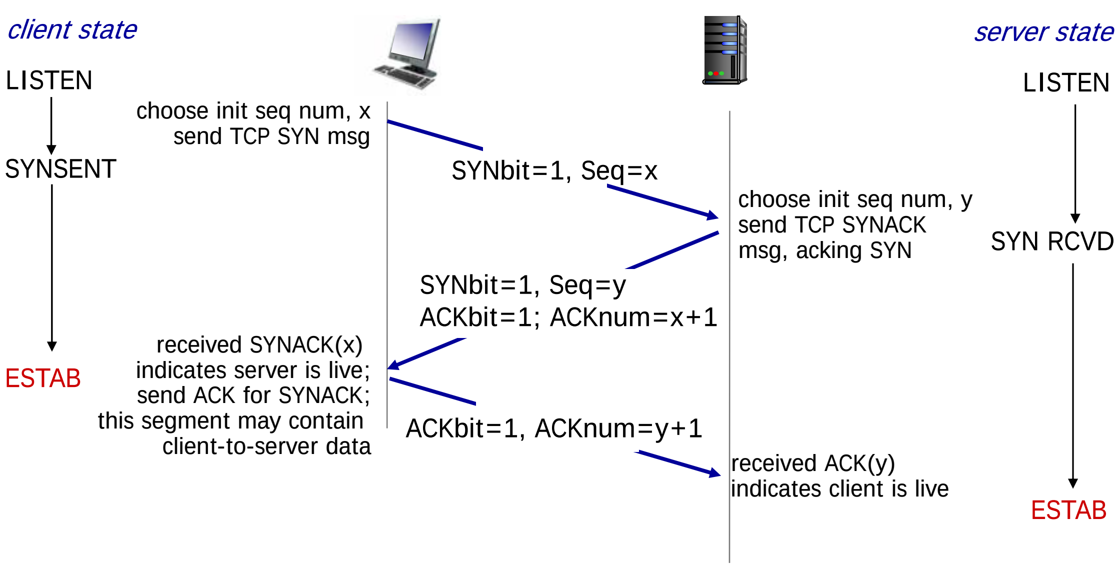
- agree to establish connection (each knowing the other willing to establish connection)
- agree on connection parameters




```
Socket clientSocket =
  newSocket("hostname","port
  number");
```

```
Socket connectionSocket =
  welcomeSocket.accept();
```

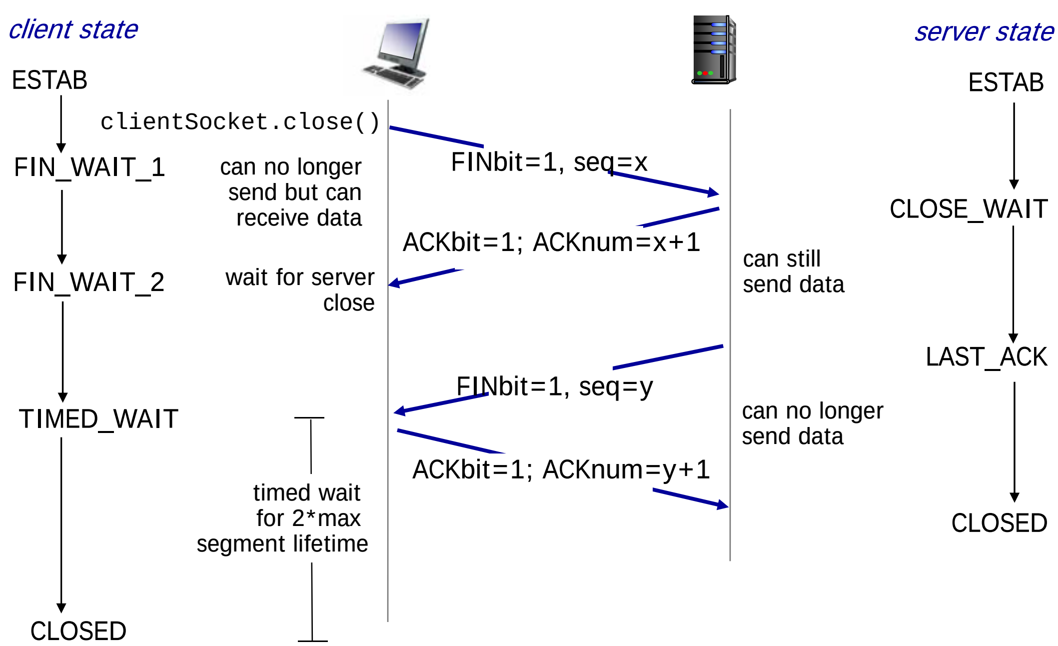

Establish a connection: TCP 3-way handshake



TCP: Closing a connection

- client, server each close their side of connection
  - send TCP segment with FIN bit = 1
- respond to received FIN with ACK
  - on receiving FIN, ACK can be combined with own FIN
- simultaneous FIN exchanges can be handled

TCP: closing a connection



Congestion control

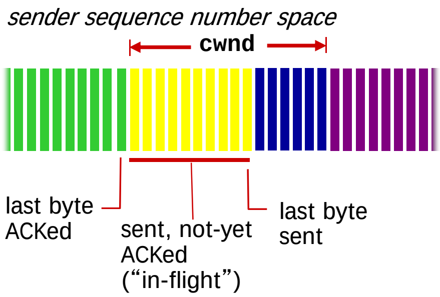
congestion:

- informally: "too many sources sending too much data too fast for network to handle"
- different from flow control!
- manifestations:
  - lost packets (buffer overflow at routers)
  - long delays (queueing in router buffers)
- long delays (queueing in router buffers)
- a top-10 problem!

Two approaches toward congestion control

- end-end congestion control:
  - no explicit feedback from network
  - congestion inferred from end-system observed loss, delay
  - approach taken by TCP
- network-assisted congestion control:
  - routers provide feedback to end systems
  - single bit indicating congestion (SNA, DECbit, TCP/IP ECN, ATM)
  - explicit rate for sender to send at

TCP Congestion Control: cwnd



TCP sending rate:

- *roughly:* send cwnd bytes, wait RTT for ACKS, then send more bytes

$$\text{rate} \approx \frac{\text{cwnd}}{\text{RTT}} \text{ bytes/sec}$$

- sender limits transmission:

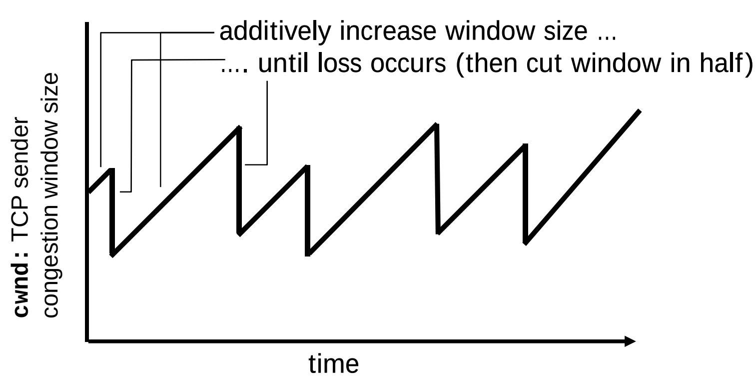
```
LastByteSent-
  LastByteAcked  ≤  cwnd
```

- **cwnd** is dynamic, function of perceived network congestion

AIMD in TCP congestion control

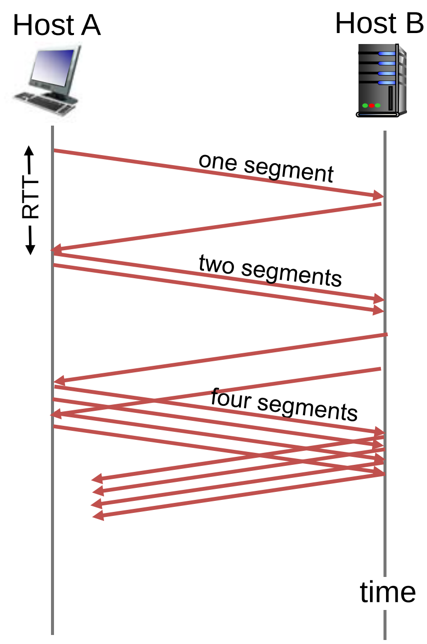
- AIMD: additive increase multiplicative decrease
- *approach:* sender increases transmission rate (window size), probing for usable bandwidth, until loss occurs
  - *additive increase:* increase **cwnd** by 1 MSS(Maximum Segment Size) every RTT until loss detected
  - *multiplicative decrease*: cut **cwnd** in half after loss

AIMD saw tooth behavior: probing for bandwidth



Slow Start in TCP Congestion Control

- when connection begins, increase rate exponentially until first loss event:
  - initially **cwnd** = 1 MSS
  - double **cwnd** every RTT
  - done by incrementing **cwnd** by 1 MSS for every ACK received
- *summary:* initial rate is slow but ramps up exponentially fast



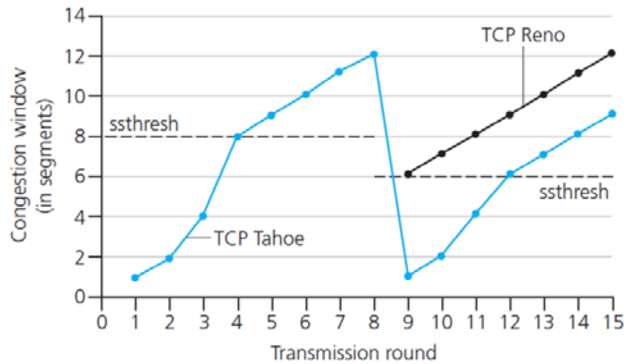
TCP: detecting, reacting to loss

- loss indicated by timeout (for both TCP RENO and TCP Tahoe:
  - **cwnd** set to 1 MSS;
  - window then grows exponentially (slow start) to threshold, then grows linearly (congestion avoidance).
- loss indicated by 3 duplicate ACKs: TCP RENO
  - dup ACKs indicate network capable of delivering some segments
  - **cwnd** is cut in half window then grows linearly
- loss indicated by 3 duplicate ACKs: TCP Tahoe
  - Same as timeout: sets **cwnd** to 1 MSS and then grows exponentially to threshold and then grows linearly

TCP: switching from slow start to CA

Q: When should the exponential increase switch to linear? Or how to choose the threshold value?

A: when **cwnd** gets to 1/2 of its value before timeout.



Implementation:

- variable **ssthresh**
- on loss event, **ssthresh** is set to 1/2 of **cwnd** just before loss event