

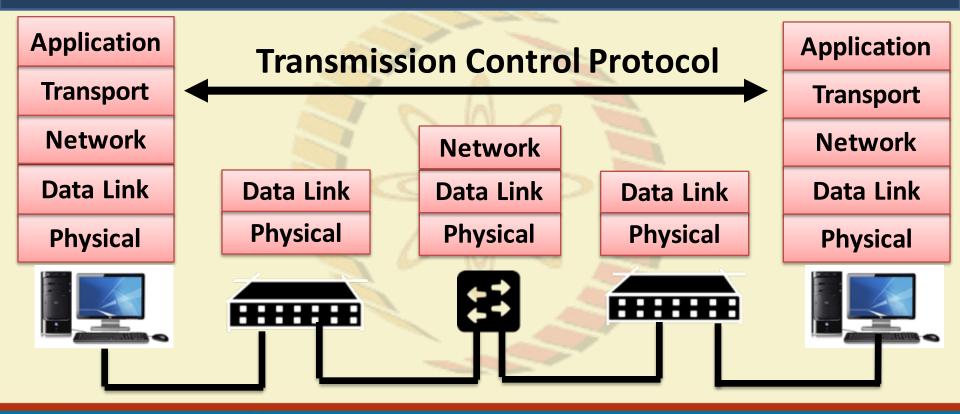


COMPUTER NETWORKS AND INTERNET PROTOCOLS

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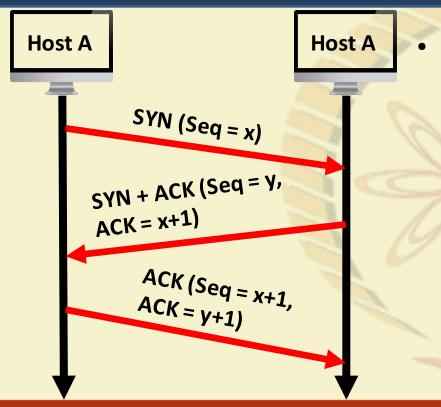
Transmission Control Protocol II (Connections)







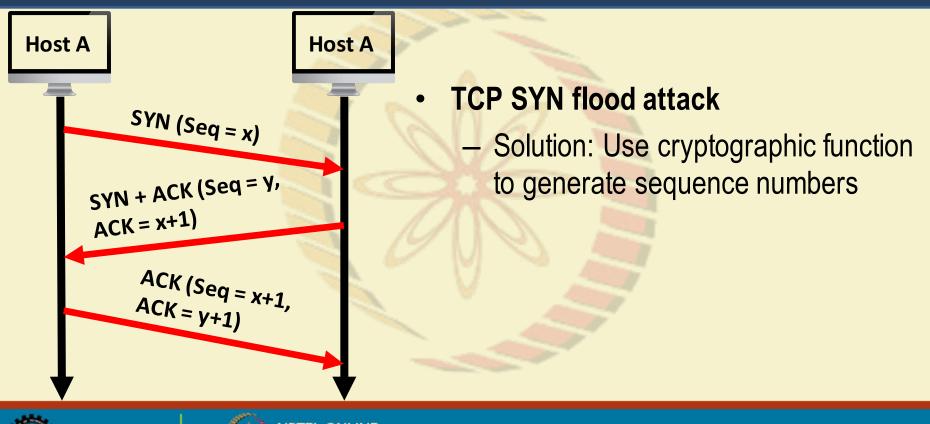
TCP Connection Establishment



- How to choose the initial sequence number?
 - Avoid delayed duplicates, do now generate the initial sequence number for every connection from 0
 - Original implementation of TCP used a clock based approach, the clock ticked every 4 microseconds, the value of the clock cycles from 0 to 2³²-1. The value of the clock gives the initial sequence number



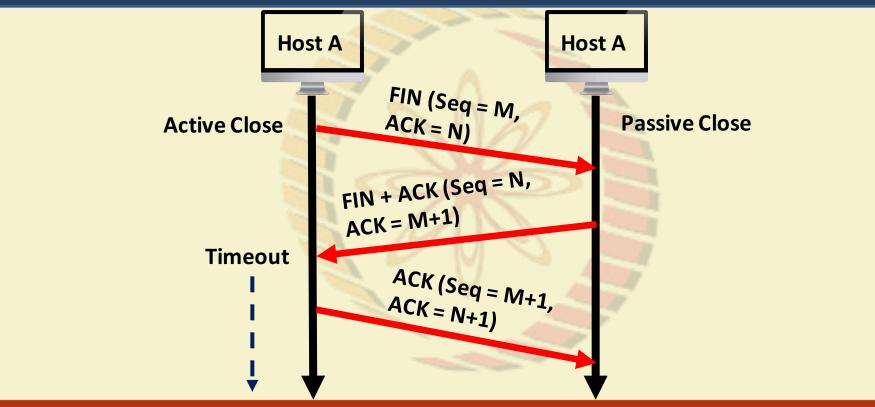
TCP Connection Establishment







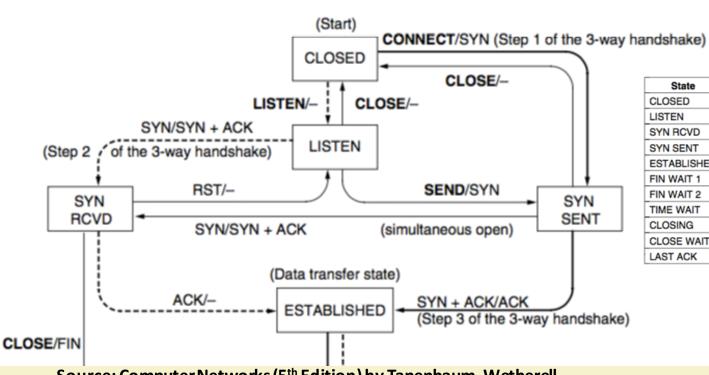
TCP Connection Release







TCP State Transition Diagram – Connection Modeling



Description
Description
No connection is active or pending
The server is waiting for an incoming call
A connection request has arrived; wait for ACK
The application has started to open a connection
The normal data transfer state
The application has said it is finished
The other side has agreed to release
Wait for all packets to die off
Both sides have tried to close simultaneously
The other side has initiated a release
Wait for all packets to die off

Dashed: Server

Solid: Client

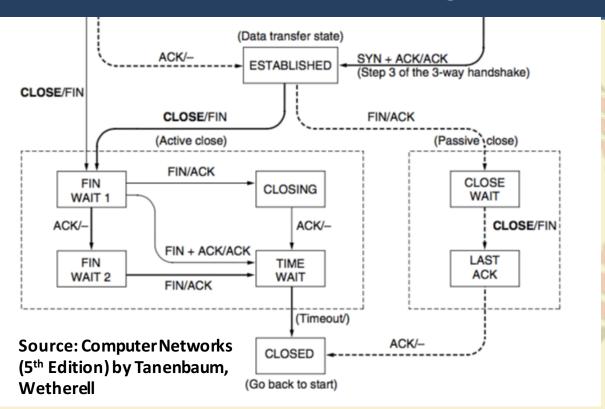
Event/Action

Source: Computer Networks (5th Edition) by Tanenbaum, Wetherell





TCP State Transition Diagram – Connection Modeling



State	Description
CLOSED	No connection is active or pending
LISTEN	The server is waiting for an incoming call
SYN RCVD	A connection request has arrived; wait for ACK
SYN SENT	The application has started to open a connection
ESTABLISHED	The normal data transfer state
FIN WAIT 1	The application has said it is finished
FIN WAIT 2	The other side has agreed to release
TIME WAIT	Wait for all packets to die off
CLOSING	Both sides have tried to close simultaneously
CLOSE WAIT	The other side has initiated a release
LAST ACK	Wait for all packets to die off

Event/Action

Dashed: Server

Solid: Client









