SSAFY 서울 7반

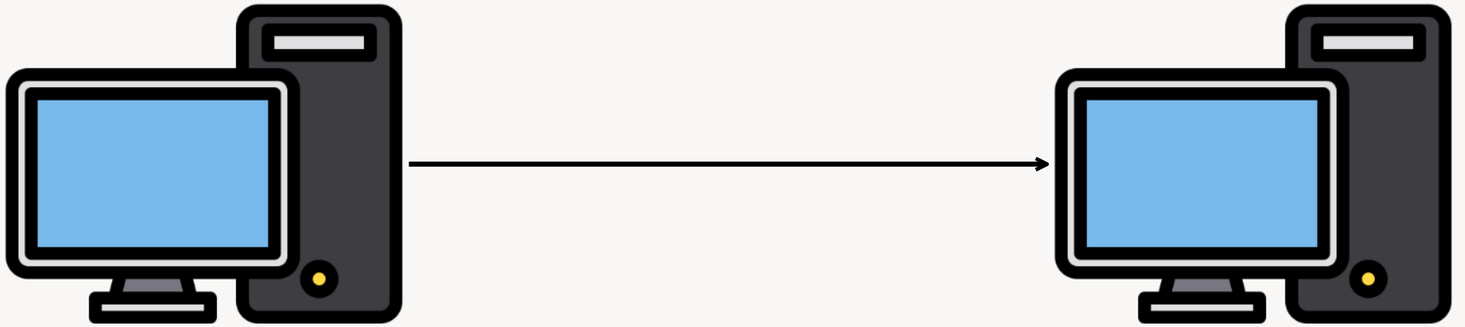
# TCP/UDP

한민욱

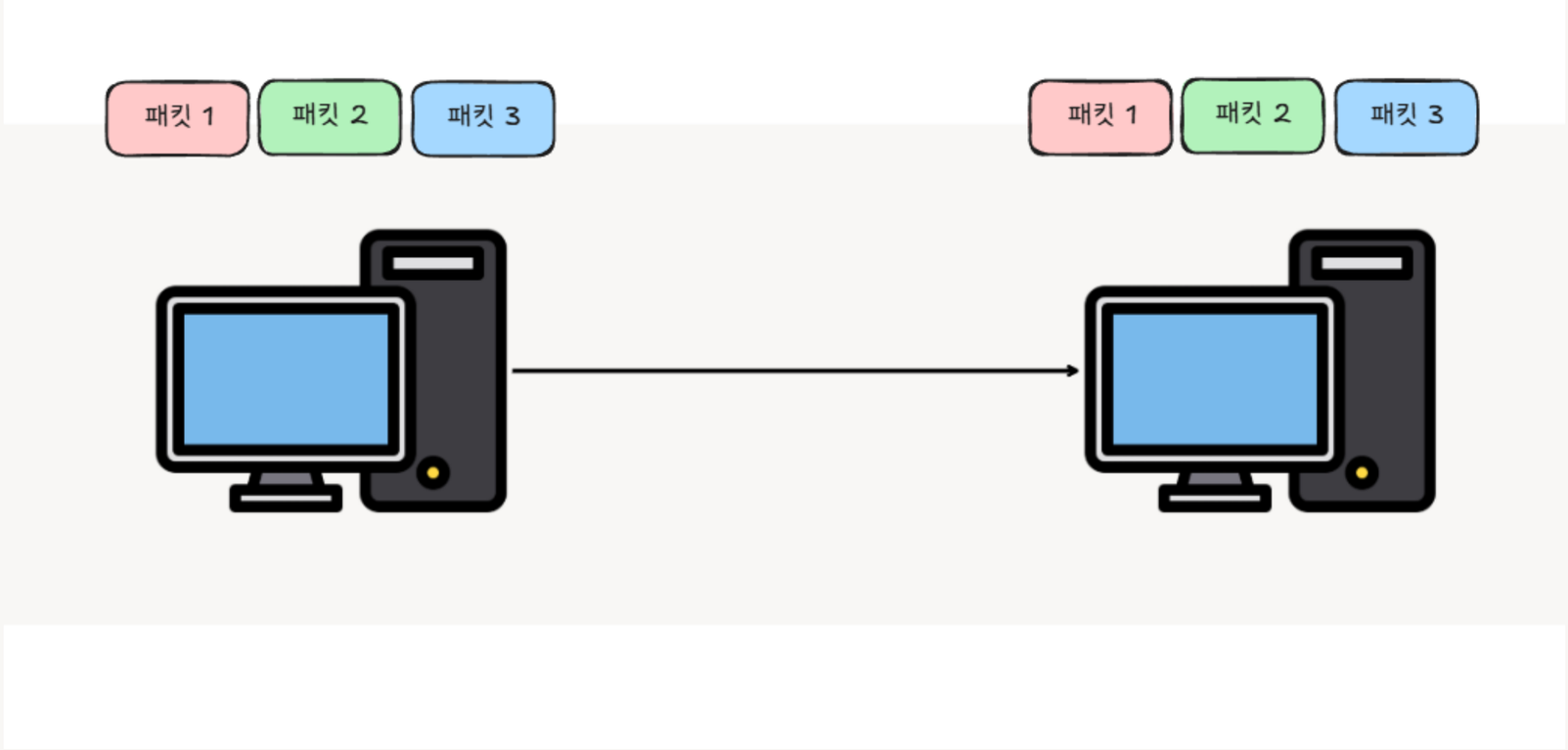
# 목차

# 전송계층

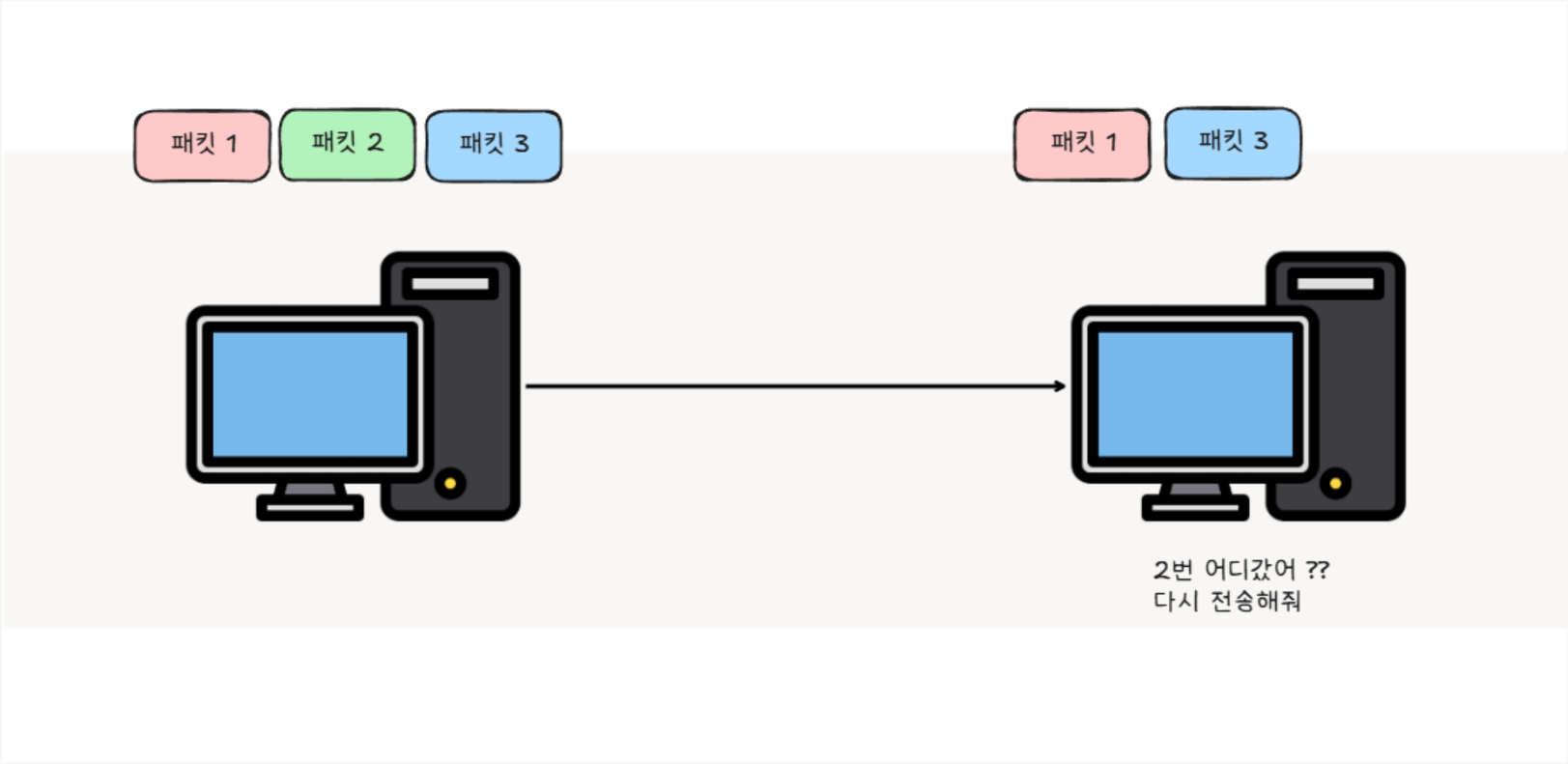




OSI 7계층중 4계층에 해당된다.

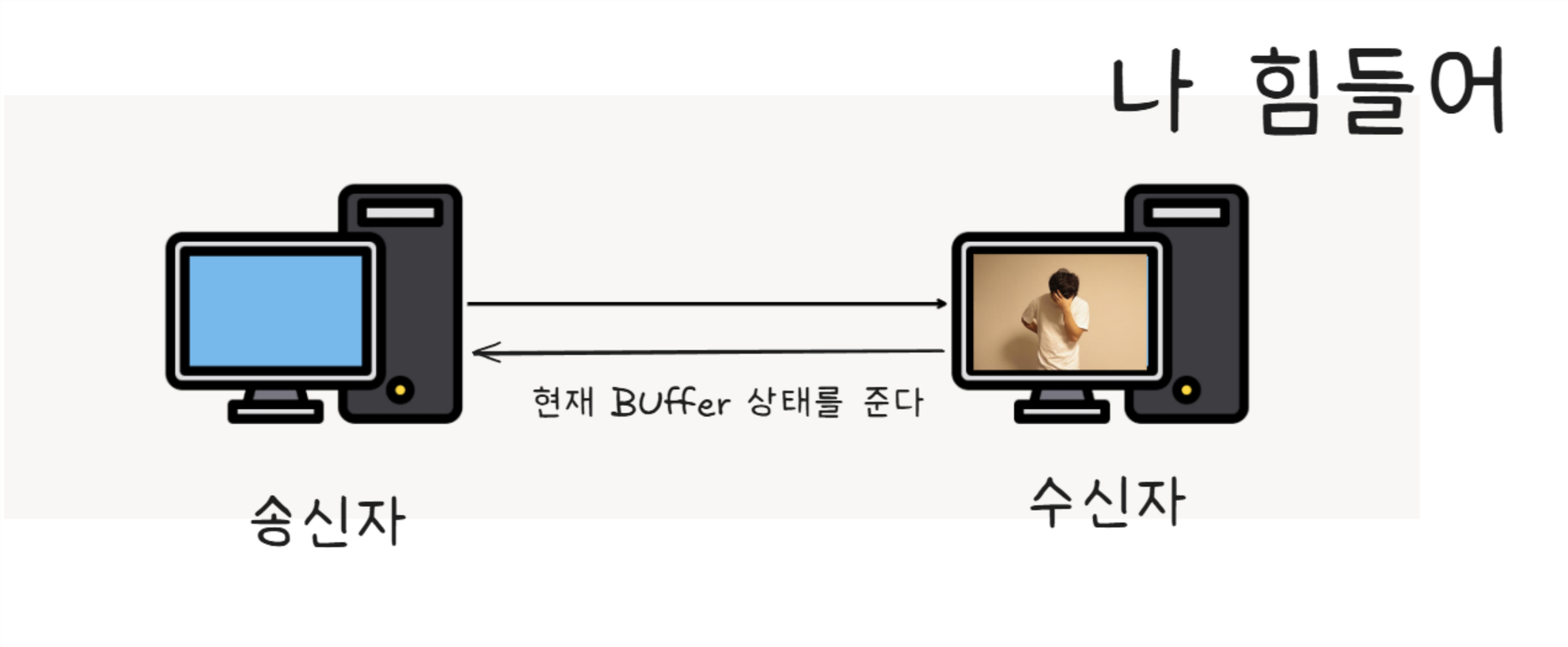



순서와 중복되지 않음이 보장된다!!

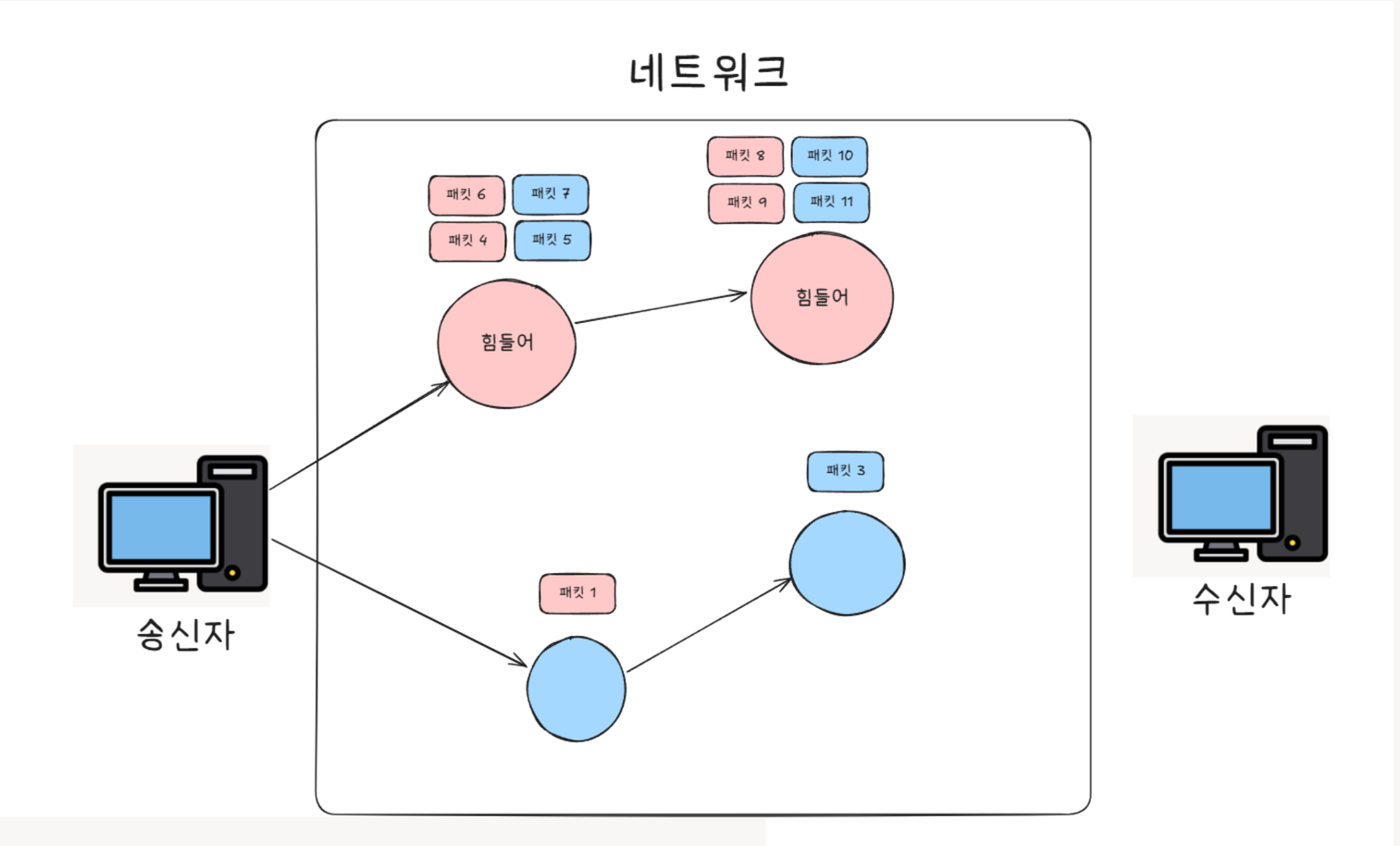



뭐야 2번 어디갔어?? 다시 보내줘!

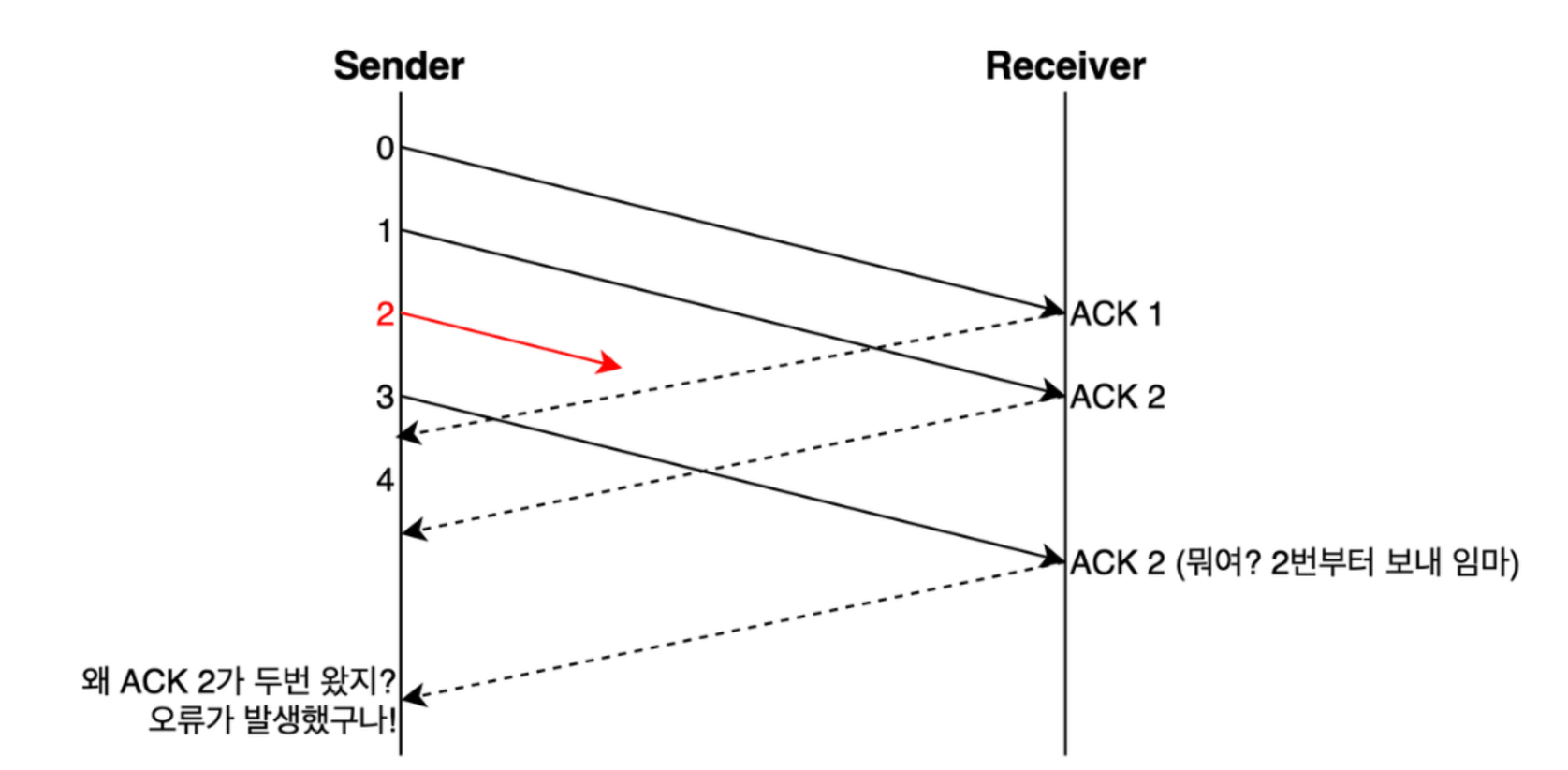
## 흐름제어



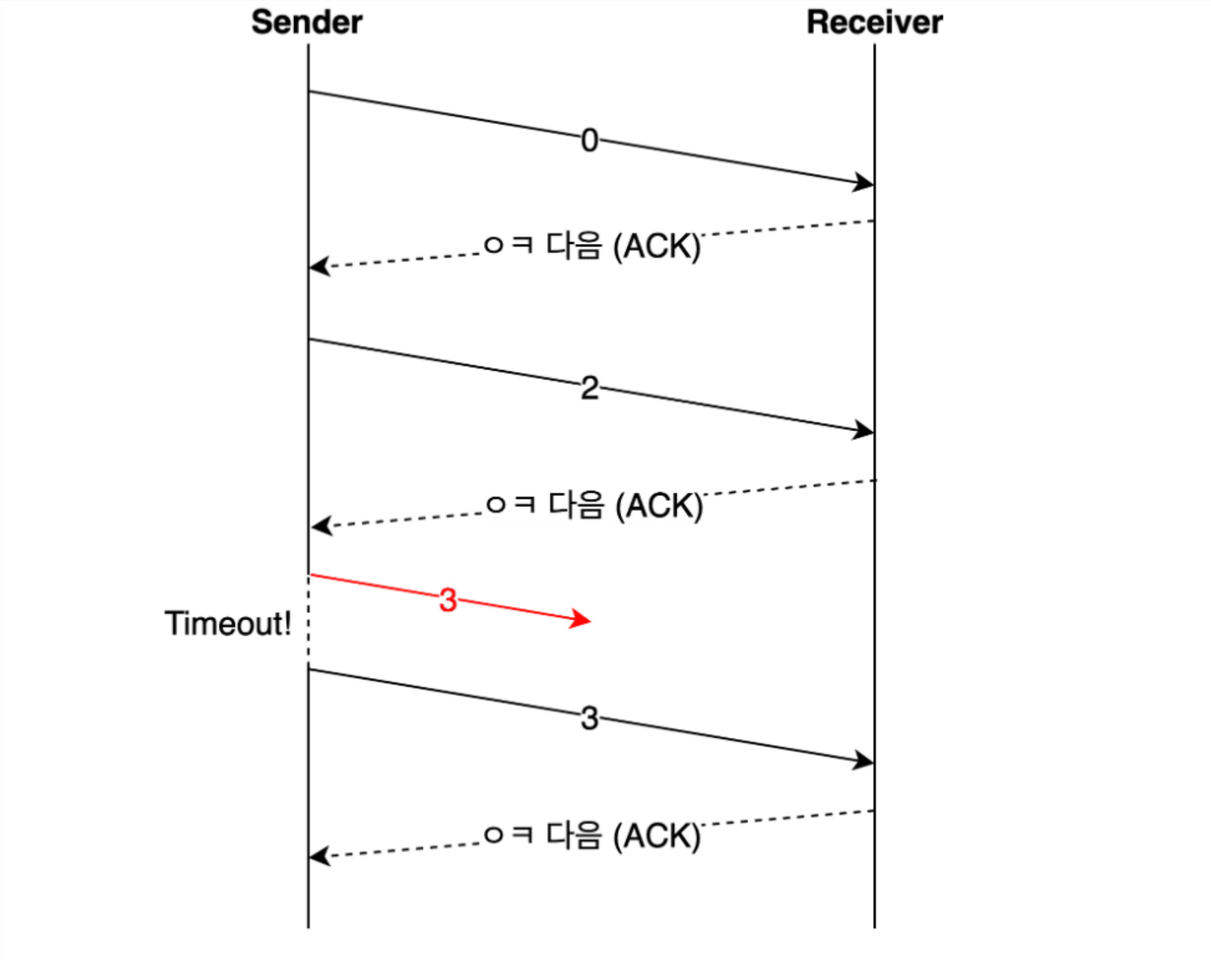
# 혼잡제어



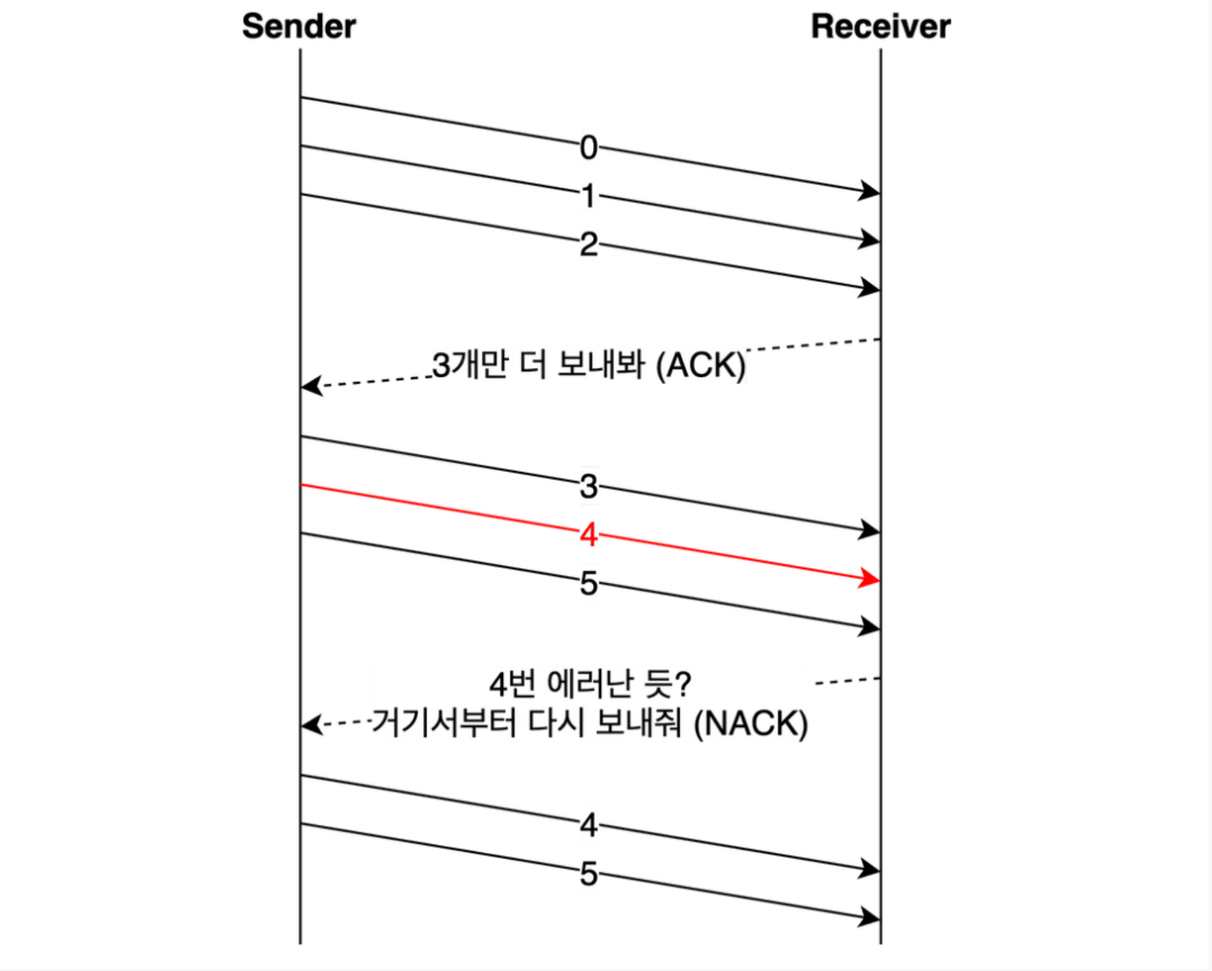
# 오류제어


Sender
Receiver
0
1
2
3
4
ACK 1
ACK 2
ACK 2 (뭐여? 2번부터 보내 임마)
왜 ACK 2가 두번 왔지?
오류가 발생했구나!

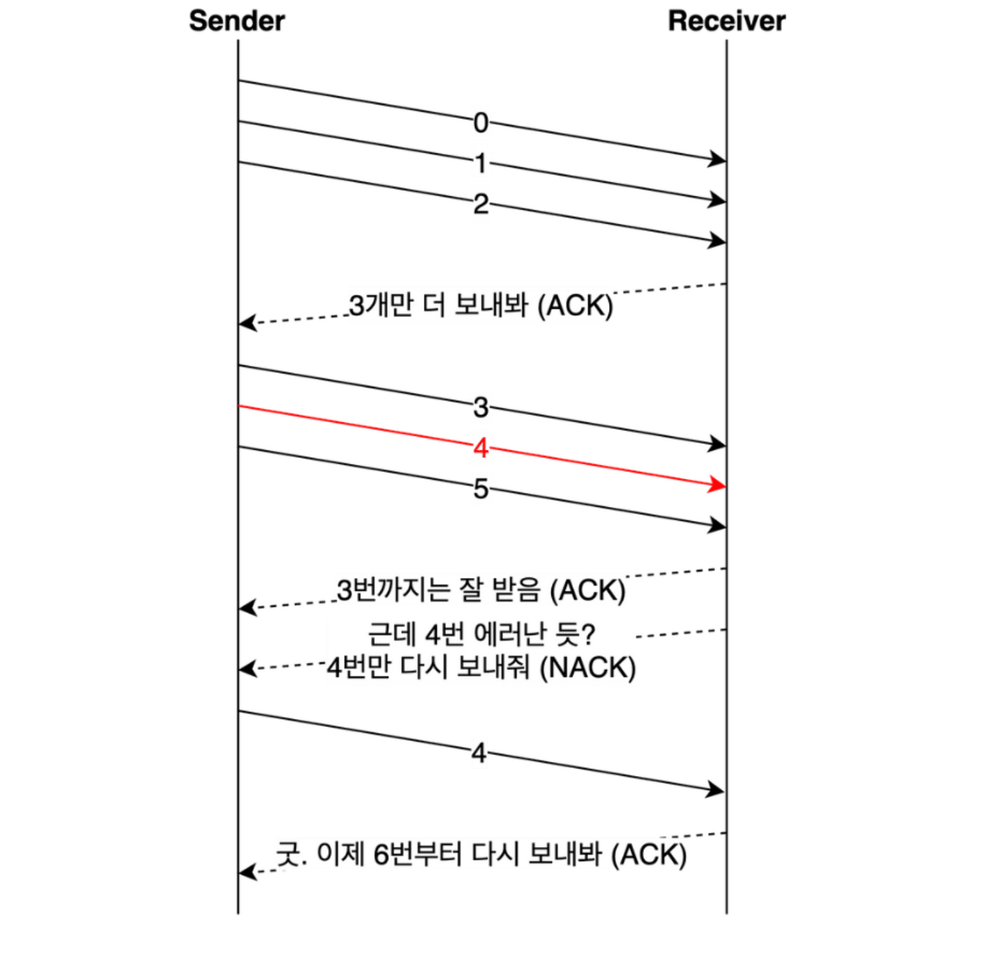
# Stop-and-Wait



# Go-Back-N

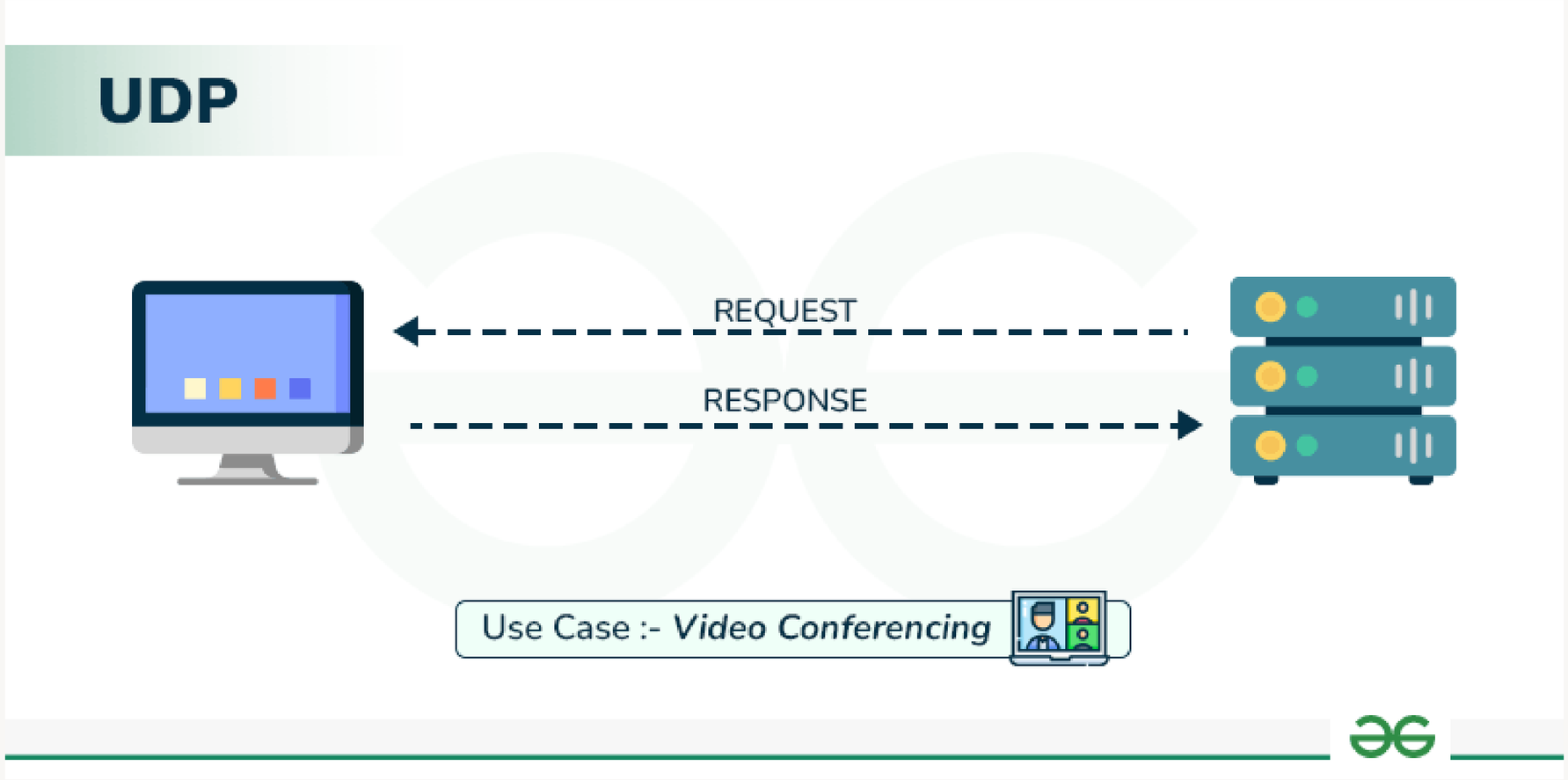

Sender
Receiver
0
1
2
3개만 더 보내봐 (ACK)
3
4
5
4번 에러난 듯?
거기서부터 다시 보내줘 (NACK)
4
5

# Selective Repeat



# UDP

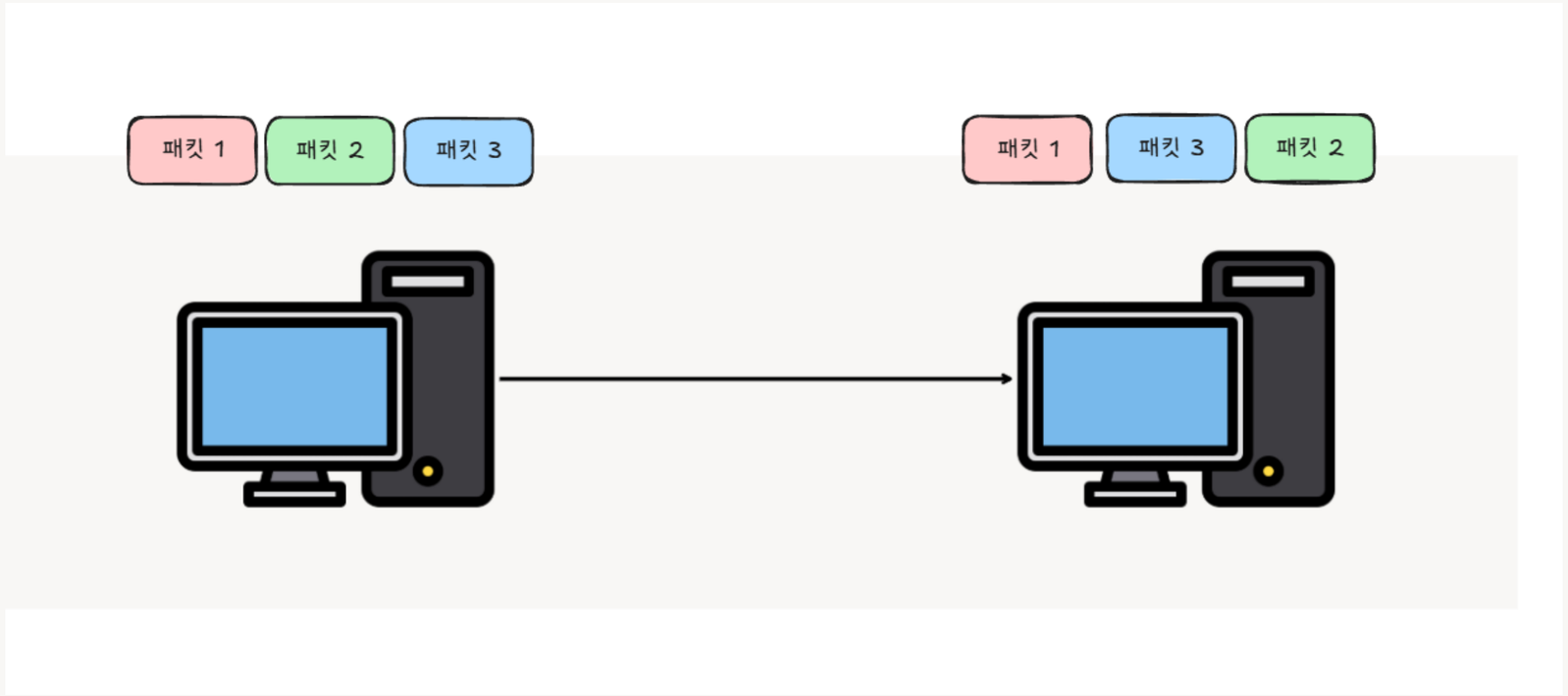





신뢰성보다 속도와 효율성을 중시하여 설계된 프로토콜임

# UDP

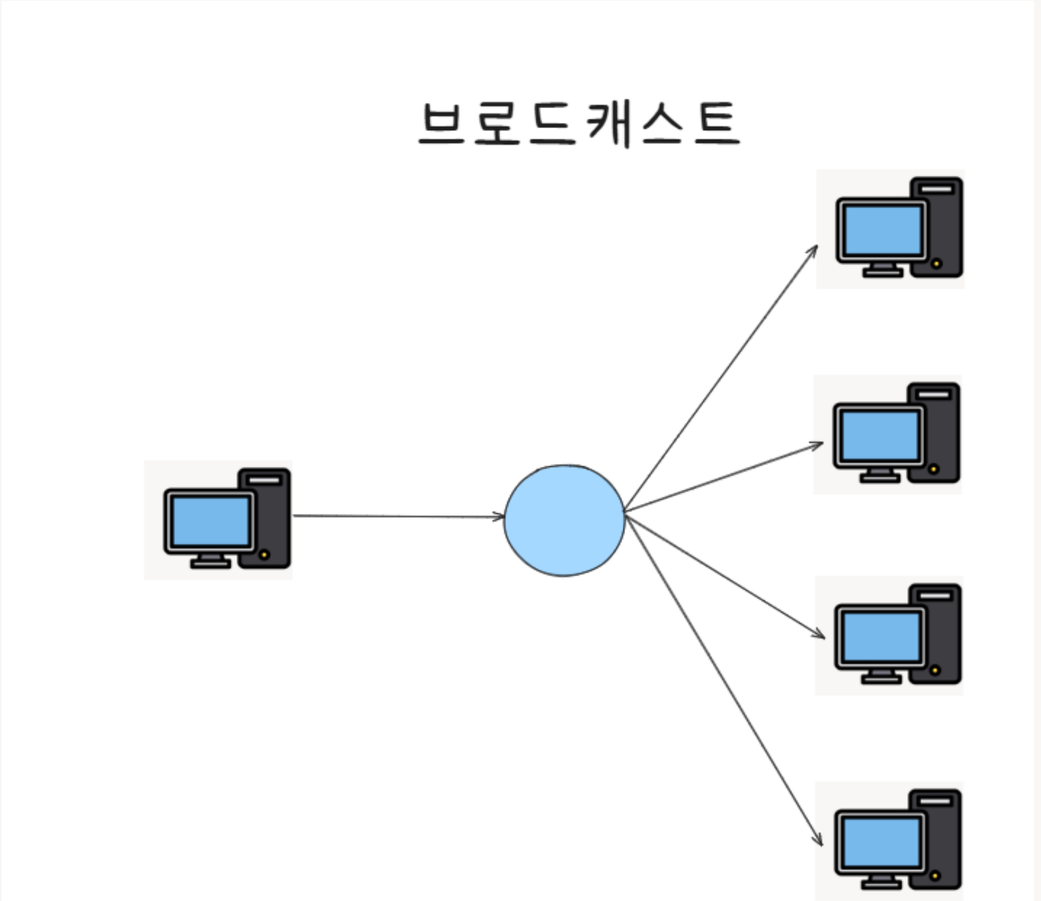





데이터의 도착, 순서, 무결성을 전혀 보장하지 않는다.

# UDP






TCP는 일대일만 지원하지만 UDP는 일대다, 브로드캐스트 통신을 지원한다.

# TCP/UDP



## TCP

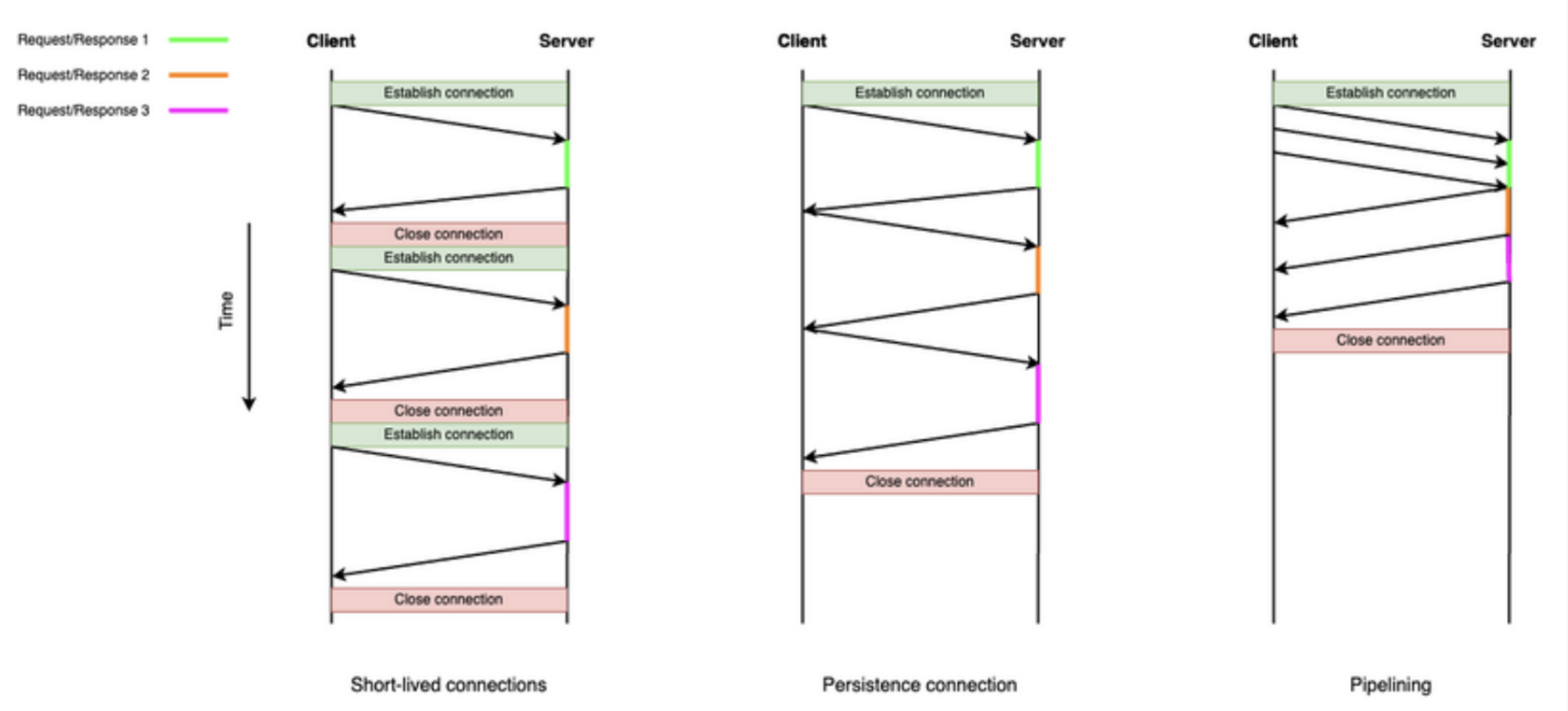
웹 브라우징
파일 전송
이메일(SMTP, POP3, IMAP)
채팅

## UDP

실시간 스트리밍
온라인게임
DNS
DHCP

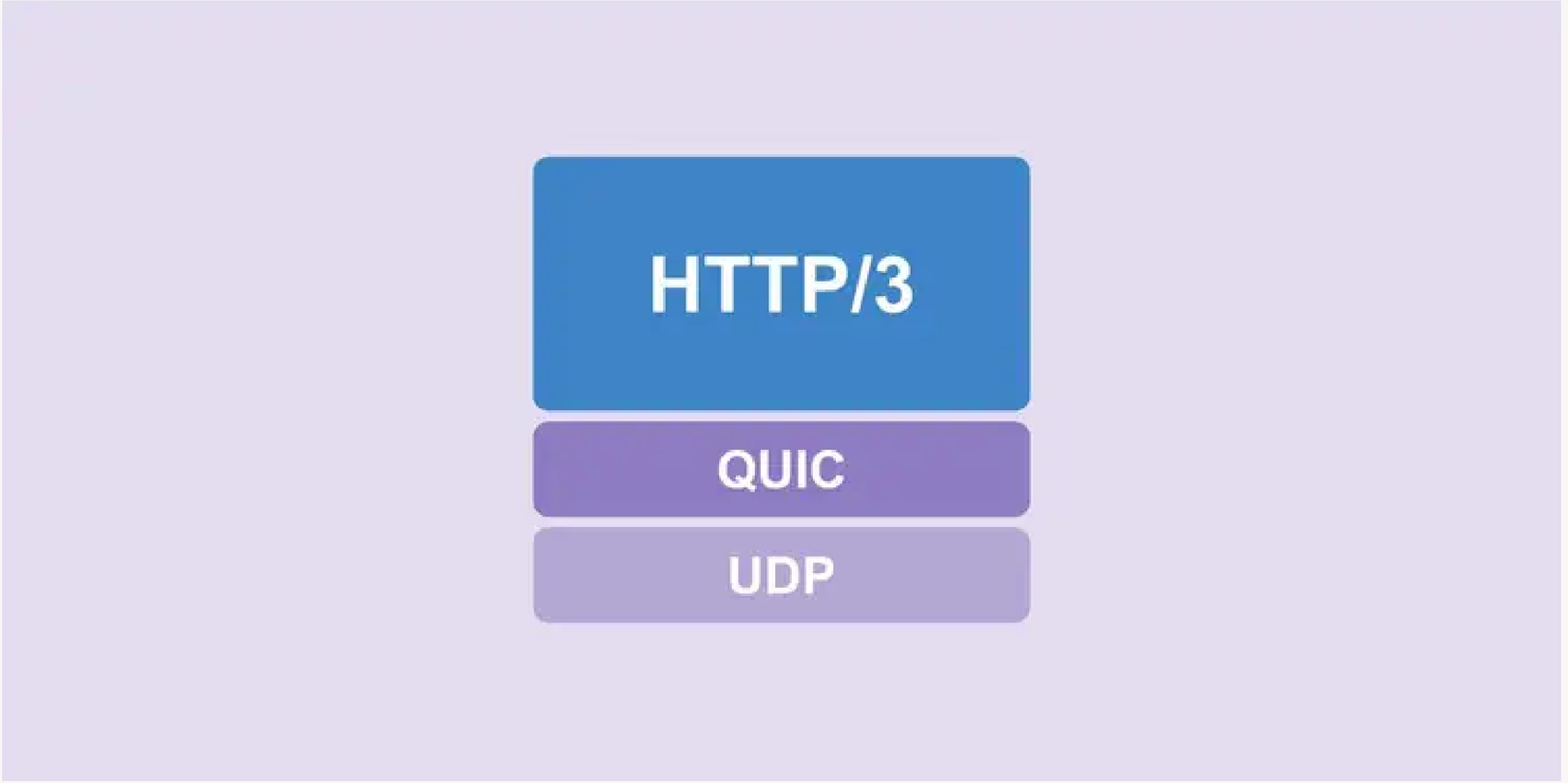
# HTTP가 TCP를 선택한 이유





# HTTP가 TCP를 선택한 이유

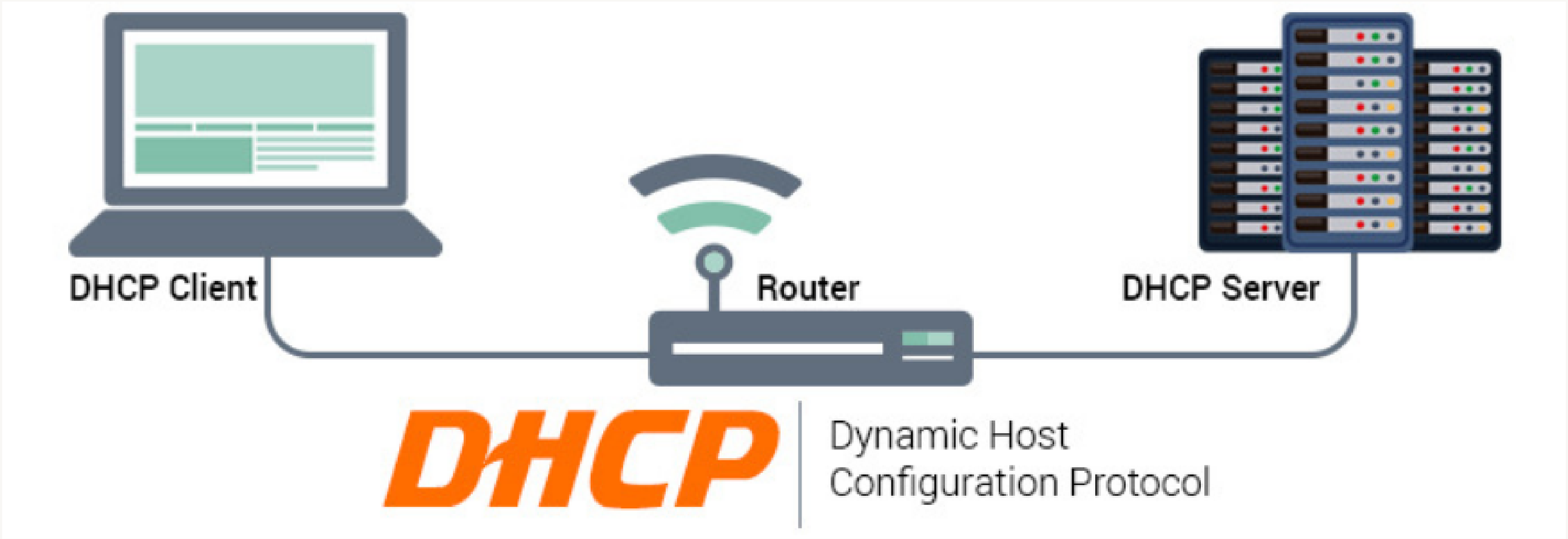





그래서 등장한 QUIC

# DHCP

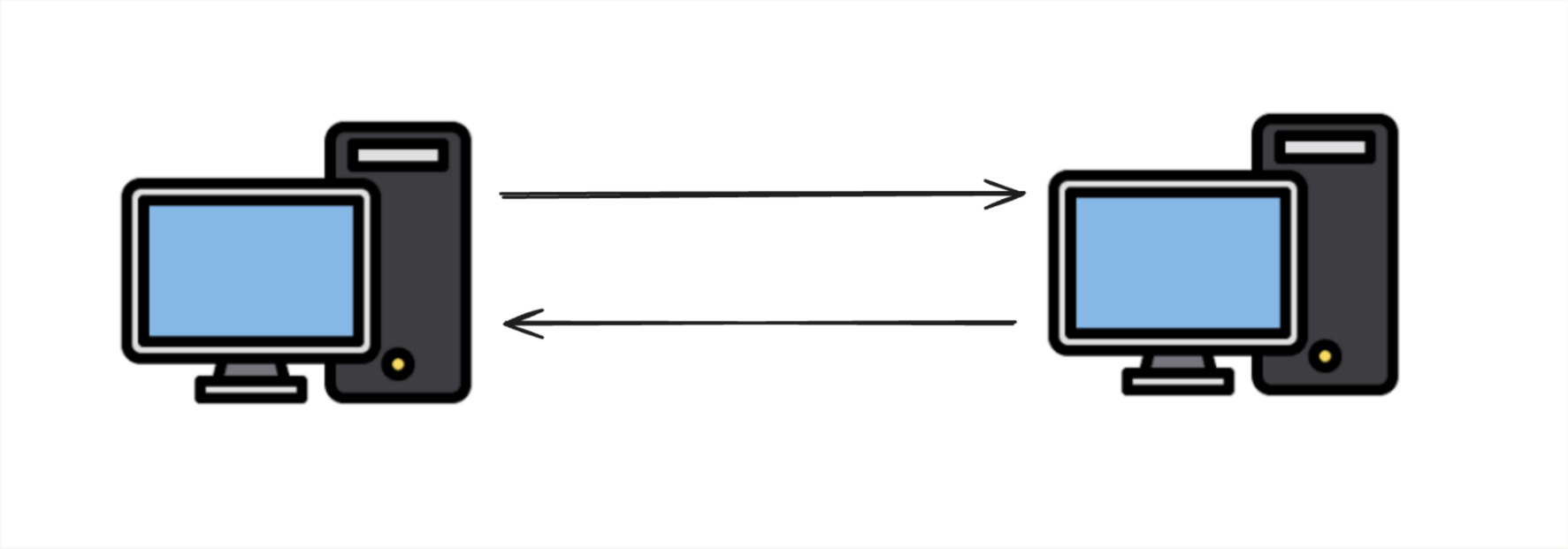





사용중인 인터넷의 IP, 서브넷마스크, 기본 게이트웨이 등의 설정들을
자동적으로 제공해주는 UDP 기반 비연결형 서비스 프로토콜

# DHCP

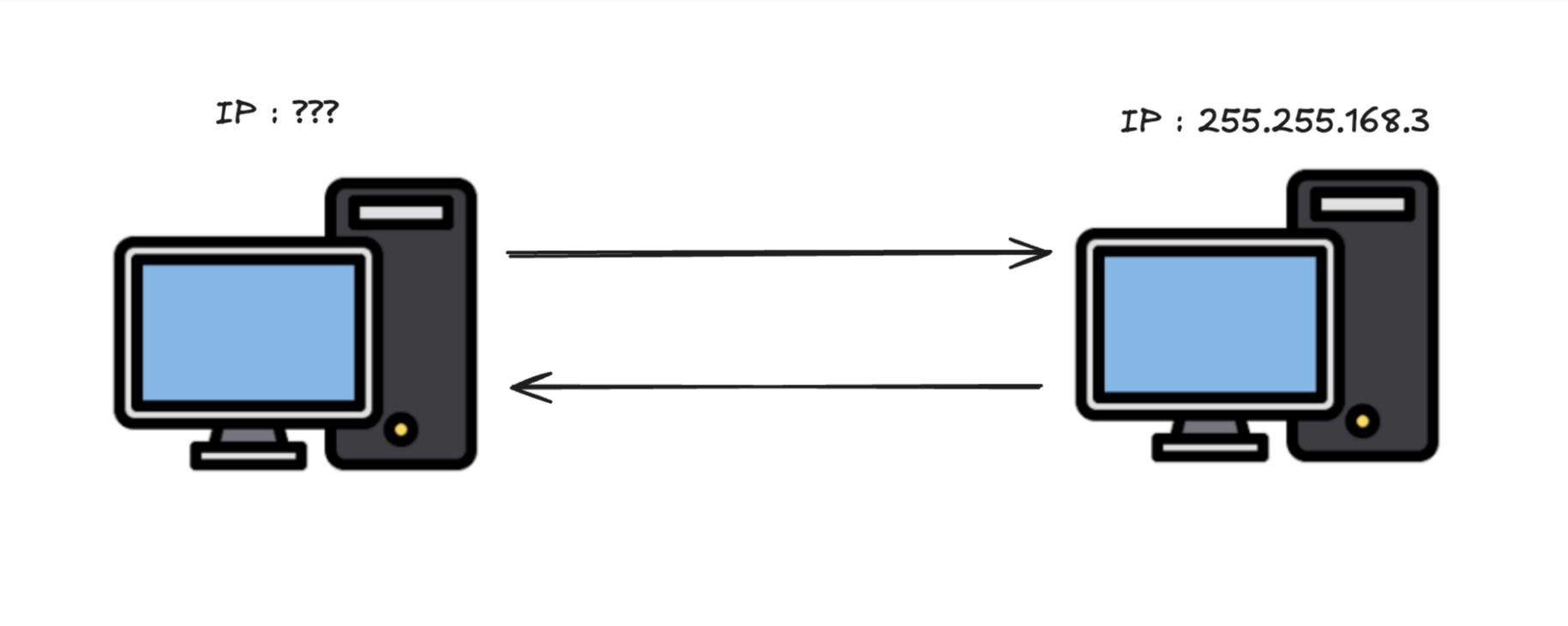




왜 UDP를 선택했을까?? 빨라서겠지!

# DHCP






TCP를 사용하려면 주소를 알아야하는데...?

# 감사합니다