### Computer Networks: Congestion Control and QoS



By,

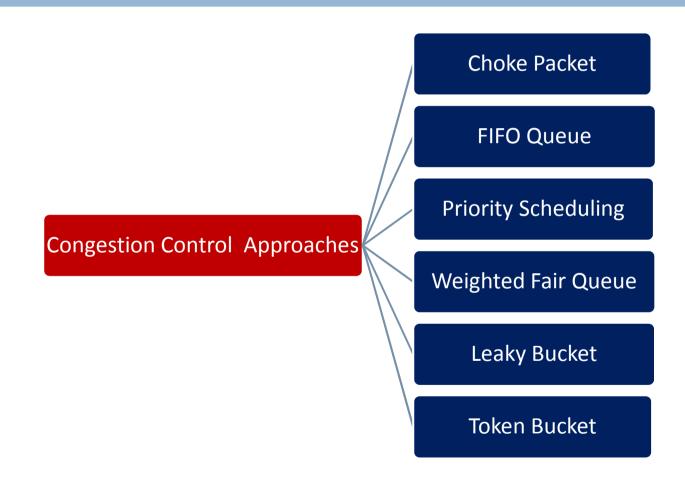
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#### Network Congestion: What It is ??

- Network Congestion is the situation in which an increase in data transmissions results in reduction of Throughput.
- Congestion occurs when the number of packets being transmitted through the network approaches the packet handling capacity of the network.
- Congestion Control Types.
  - Open Loop (Prevent Congestion occurring by Good Design)
  - Closed Loop (Detect => Feedback => Correct)
- Why Congestion Occurs ??
  - Bursty Traffic
  - Insufficient Memory
  - Low Buffer Space
  - Low Processor

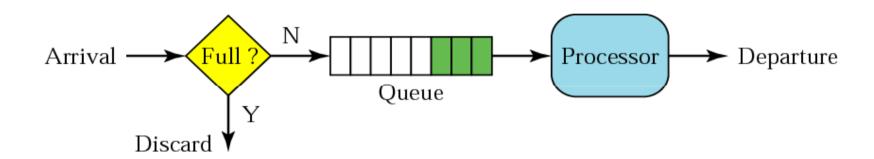
## Congestion Control: Approaches ??



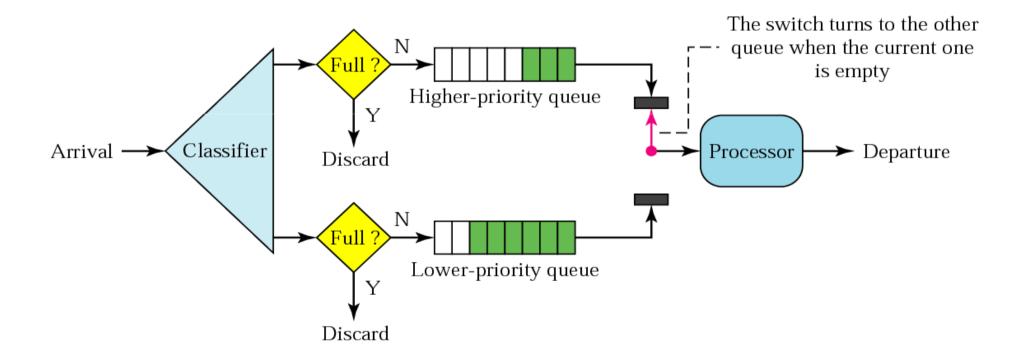
#### Congestion Control: Choke Packet

- A more direct way of telling the Source to Slow down.
- Choke Packet is a Control Packet generate at Congested Node.
- It is then transmitted to Source.
- The Source on receiving the Choke Packet must reduce its Transmission Rate.
- Hop by Hop Choke Packet is more efficient than Choke Packet.
- It Enables each Hop to reduce its Transmission Rate even before Choke Packet receives at Source.

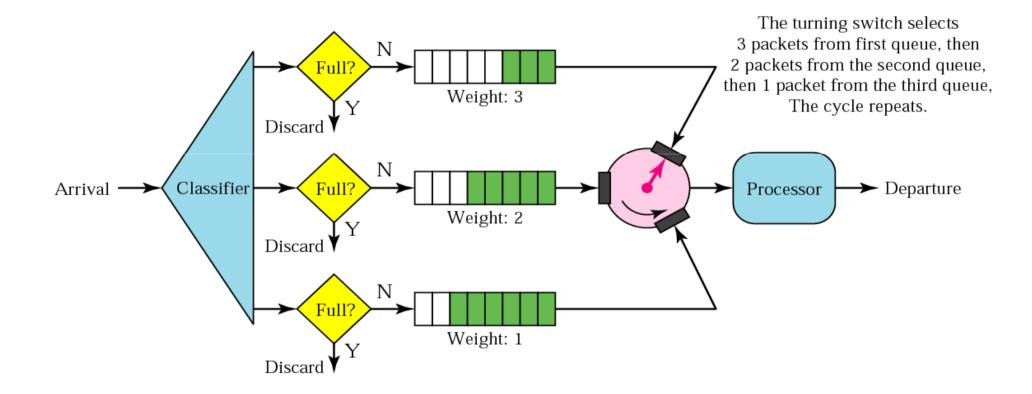
#### Congestion Control: FIFO Queue



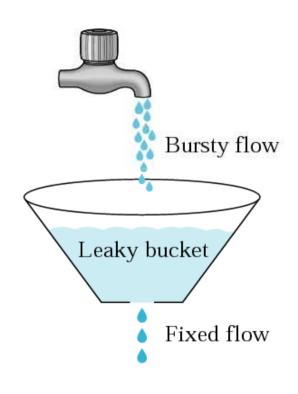
#### Congestion Control: Priority Queuing

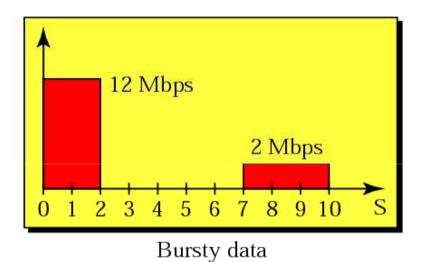


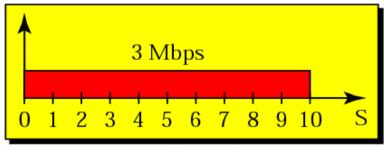
#### Congestion Control: Weighted Fair Queuing



## Congestion Control: Leaky Bucket

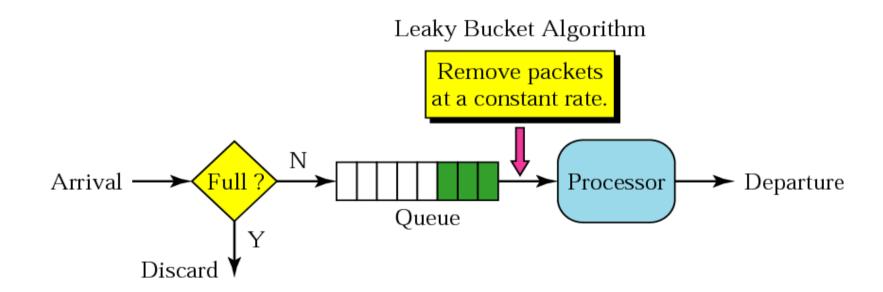




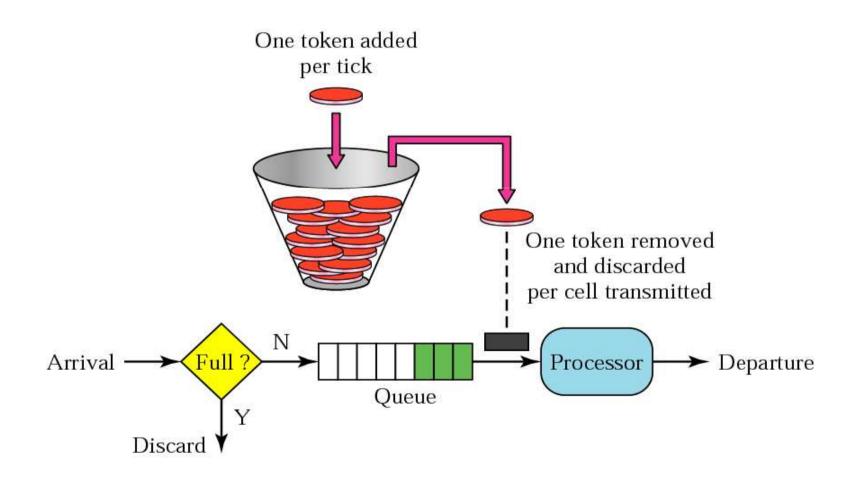


Fixed-rate data

## Congestion Control: Leaky Bucket Implementation



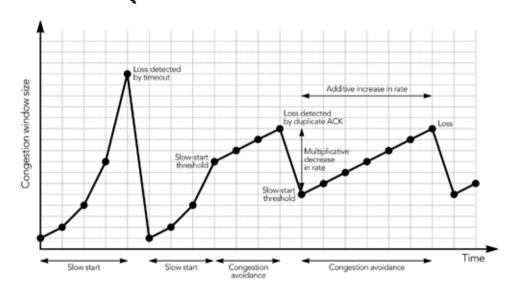
## Congestion Control: Token Bucket



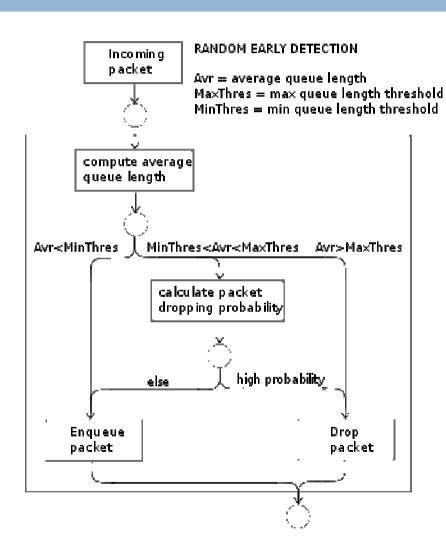
#### TCP Congestion Control: AIMD

- AIMD => Additive Increase Multiplicative Decrease.
- Feedback Control Algorithm Best Known for TCP Congestion Avoidance.
- AIMD Combines Linear growth of the Congestion Window with an Exponential reduction when a Congestion takes Place.

$$w(t+1) = \begin{cases} w(t) + a & \text{if congestion is not detected} & a > 0 \\ w(t) \times b & \text{if congestion is detected} & 0 < b < 1 \end{cases}$$



## Random Early Detection



# Thank You