

*Course: Computer and Communication Networks*

*Topic: Data Traffic and Transmission Control  
Protocol (TCP)*

*Presentation by*

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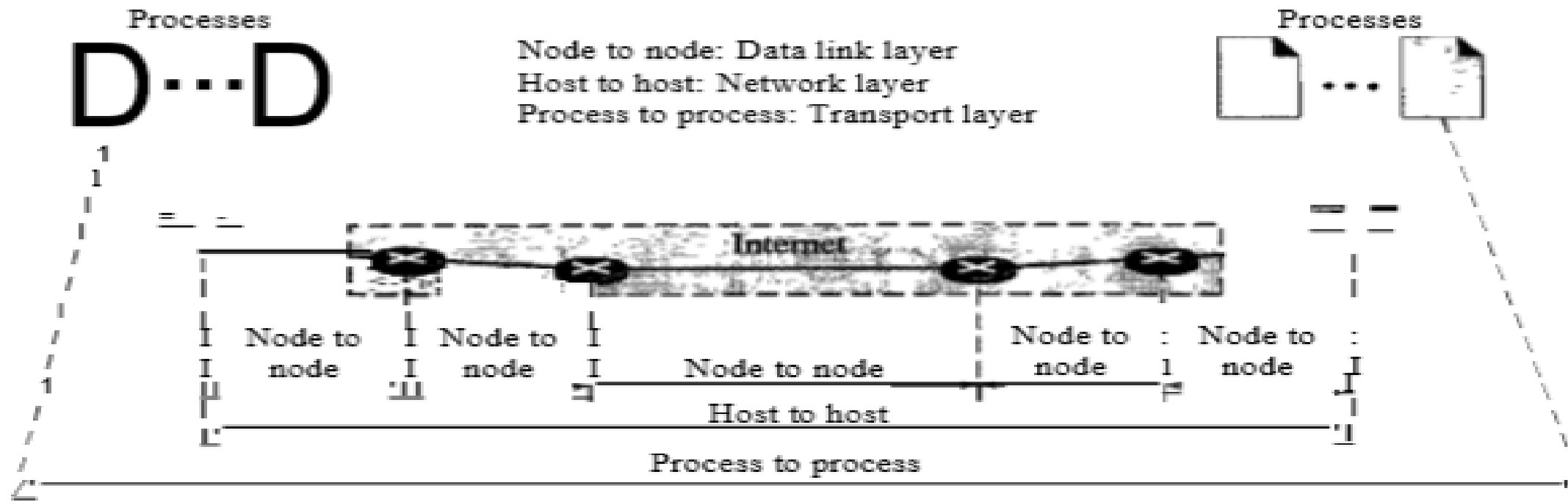
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# Type of data deliveries

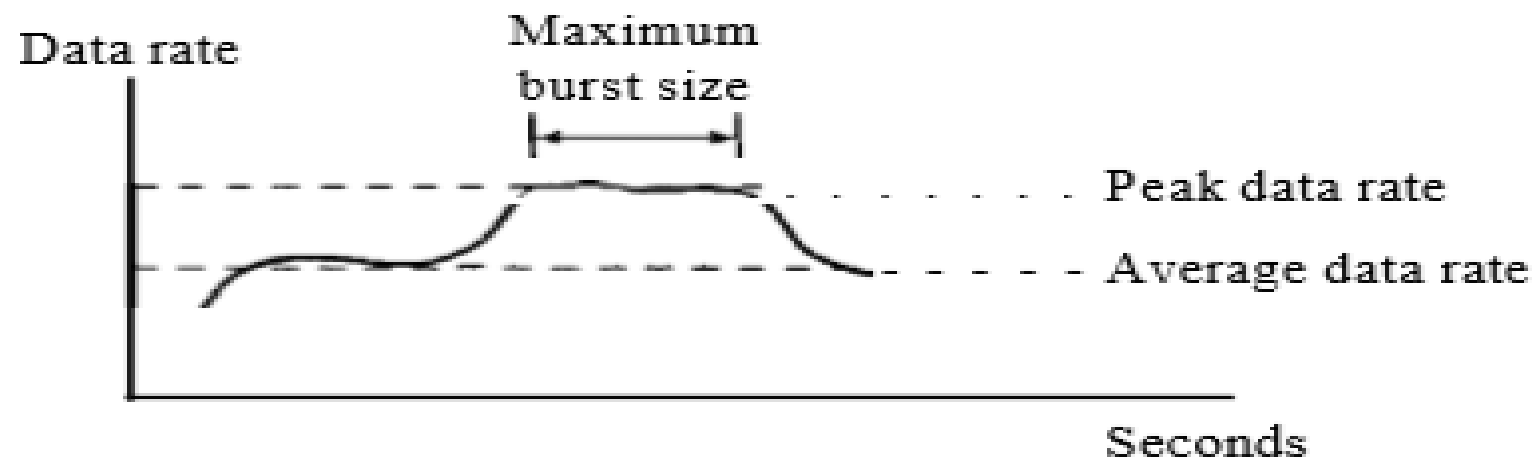


# DATA TRAFFIC

## Traffic Descriptor

- Average Data Rate
- Peak Data Rate
- Maximum Burst Size
- Effective Bandwidth

$$\text{Average data rate} = \frac{\text{amount of data}}{\text{time}}$$



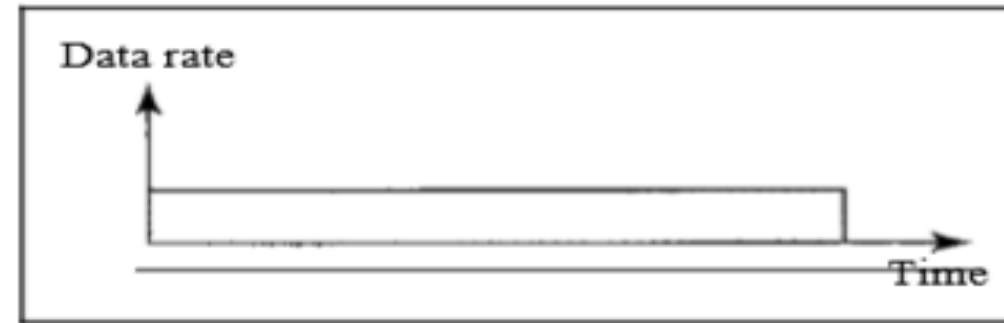
# DATA TRAFFIC

## Traffic Profiles

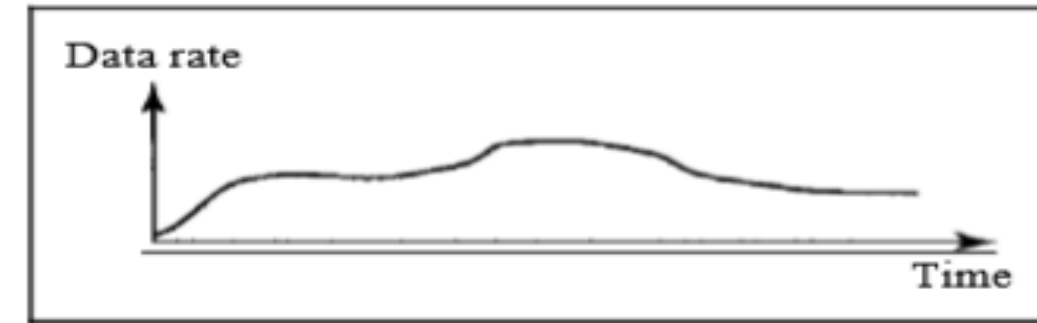
Constant Bit Rate

Variable Bit Rate

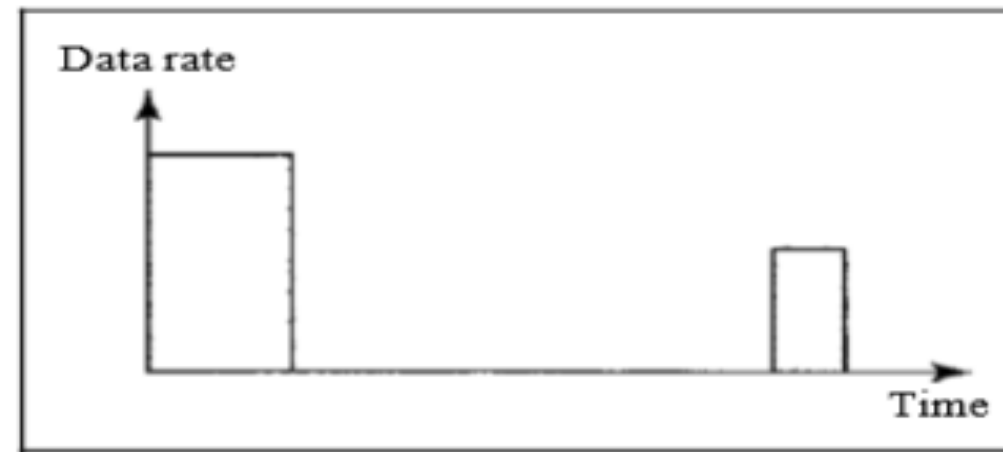
Bursty data



a. Constant bit rate

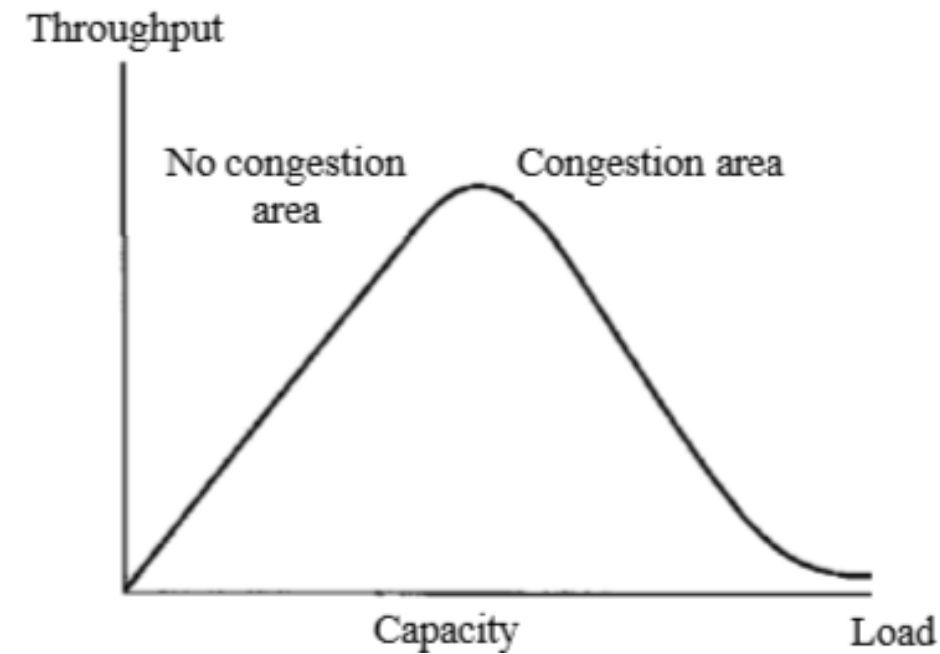
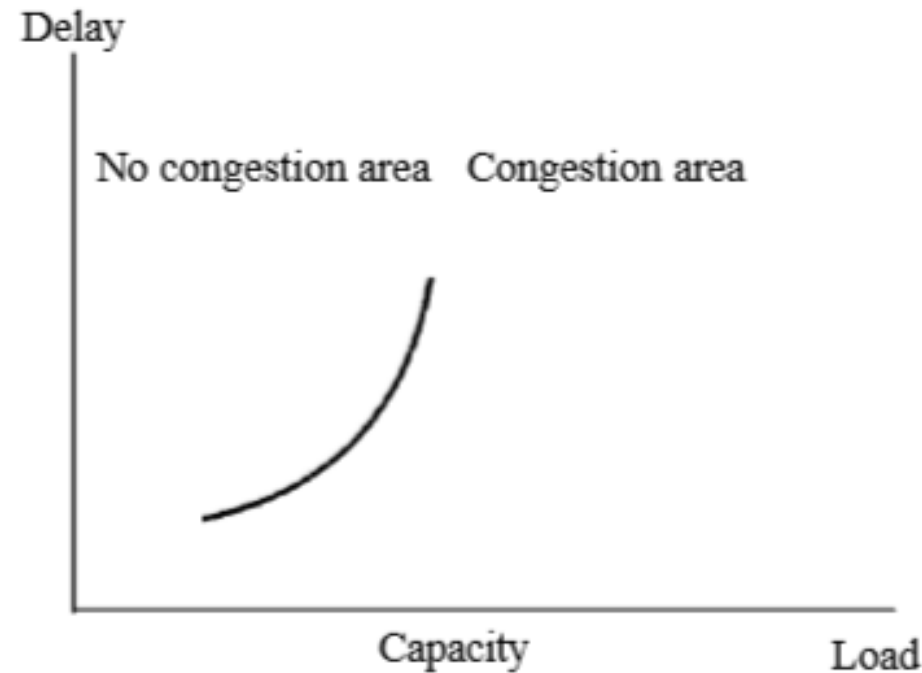


b. Variable bit rate



c. Bursty

# Network Performance

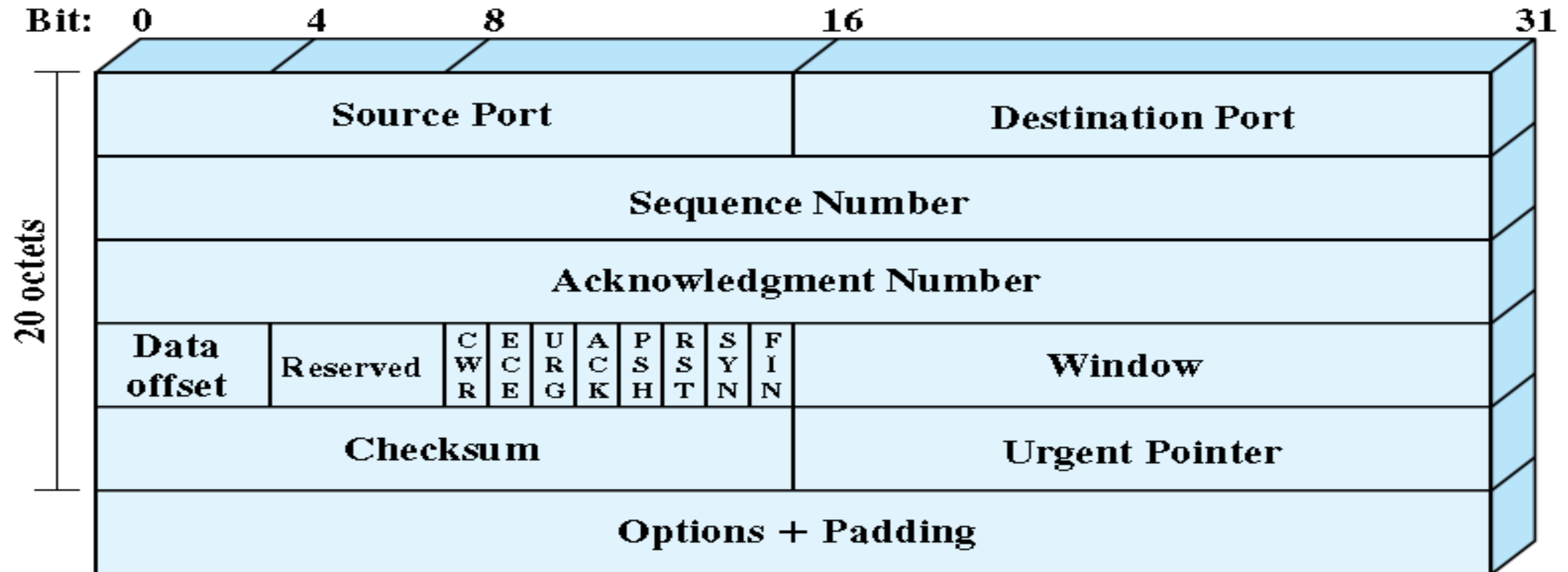


Congestion control involves two factors that measure the performance of a network:  
***Delay and Throughput.***

# *Transmission Control Protocol (TCP)*

- **Data stream push:** TCP decides when sufficient data have accumulated to form a segment for transmission.
- The TCP user can require TCP to transmit all outstanding data up to and including that labeled with a push flag.
- **Urgent data signaling:** This provides a means of informing the destination TCP user that significant or “urgent” data is in the upcoming data stream.
- It is up to the destination user to determine appropriate action.

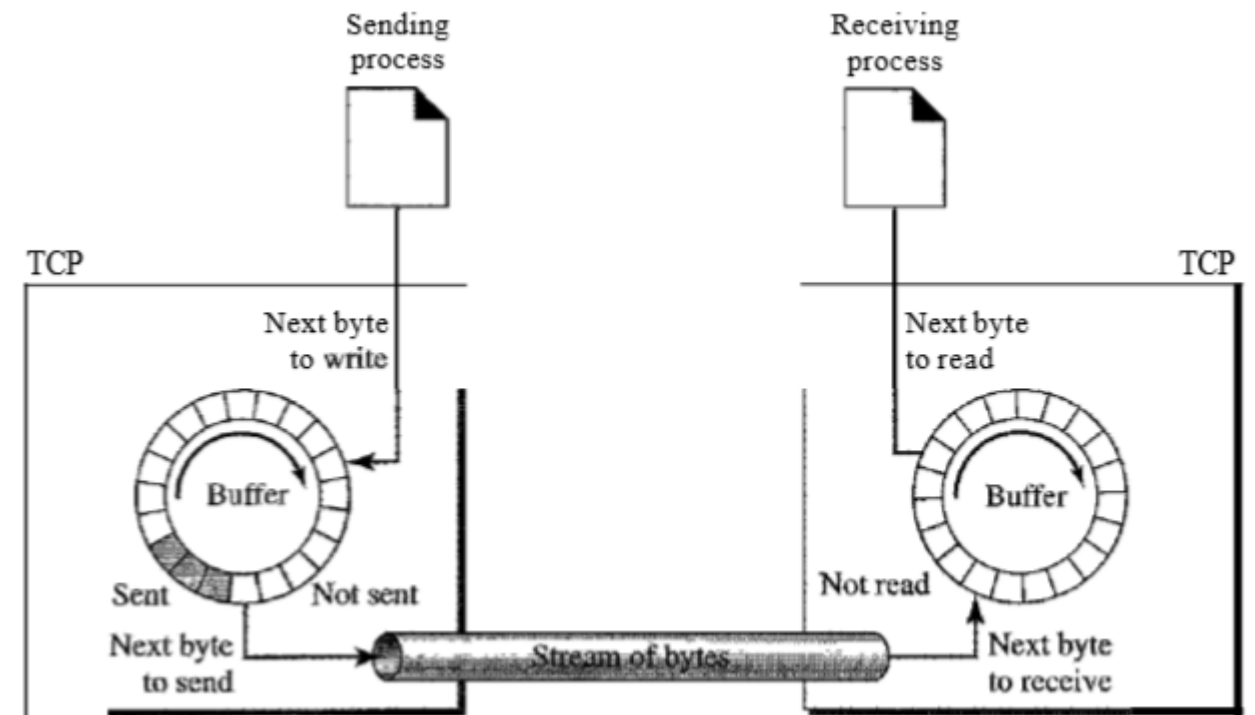
# TCP Header



## Stream Delivery Service



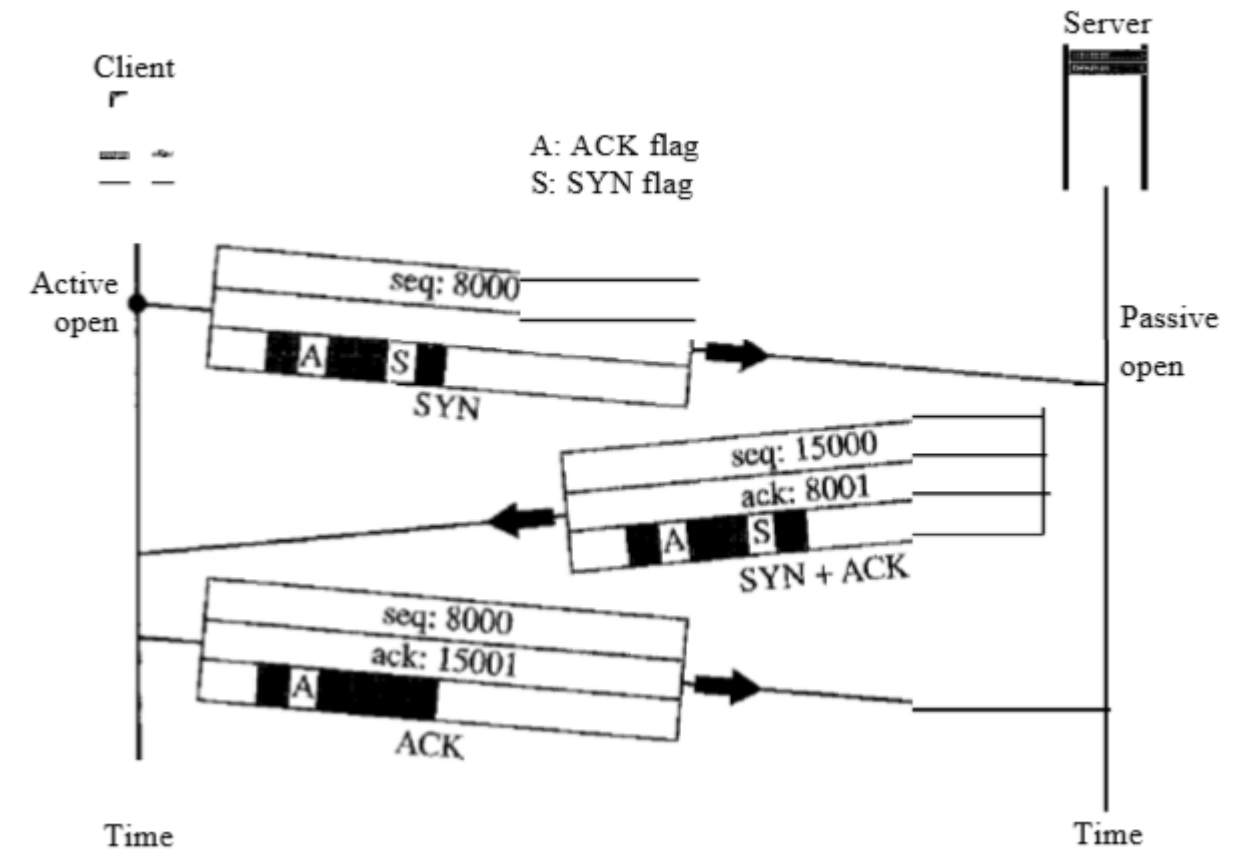
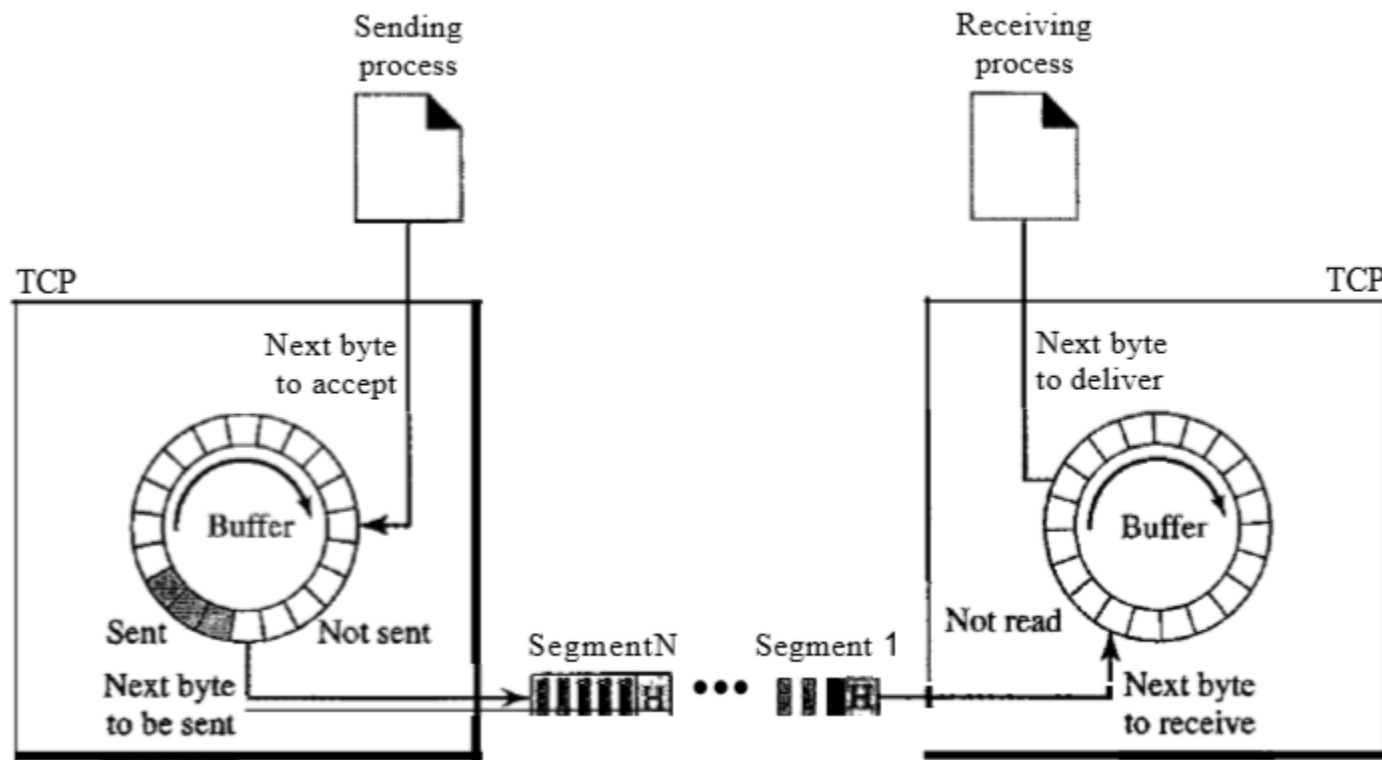
## Sending and receiving buffers



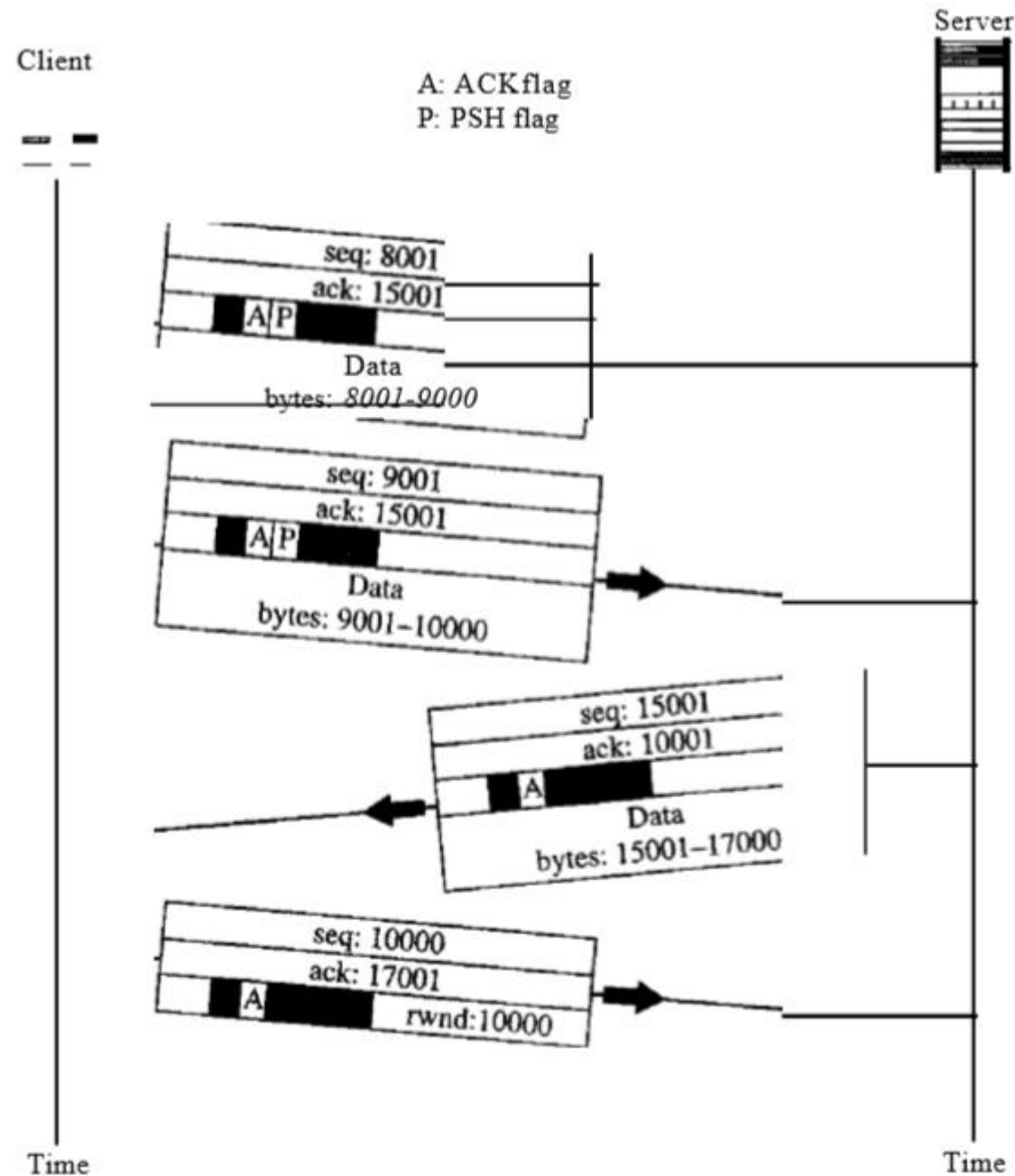


# TCP segments

Connection establishment using three-way handshaking

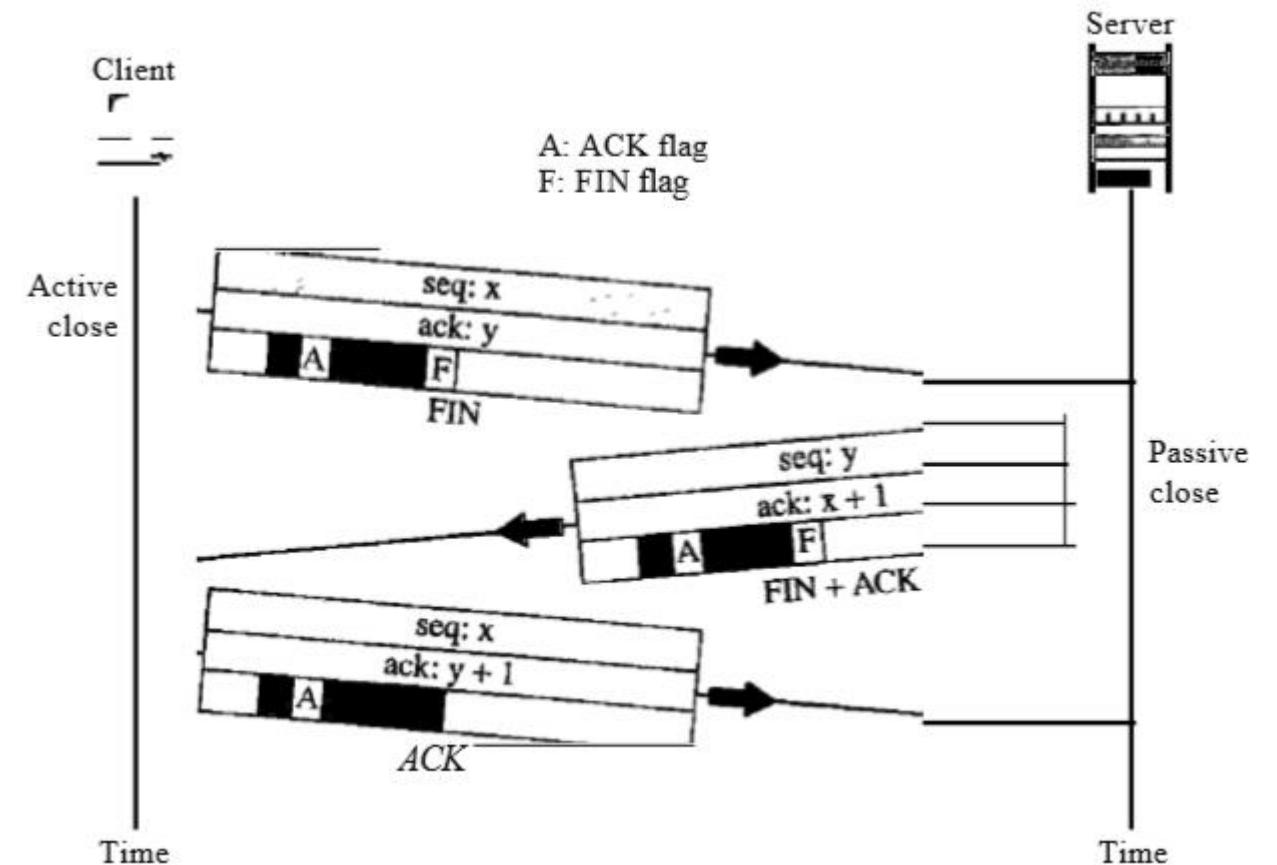


# TCP segments



Data Transfer

Connection termination using three-way handshaking

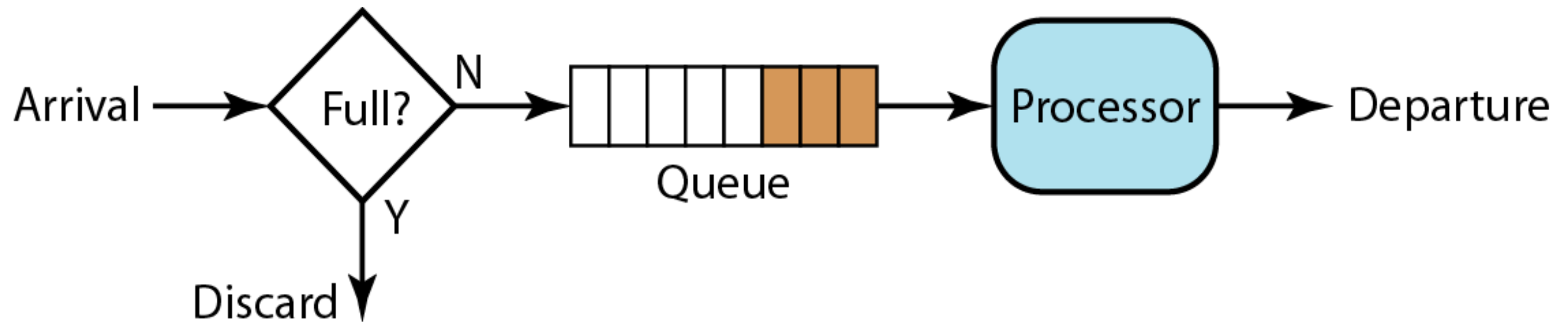


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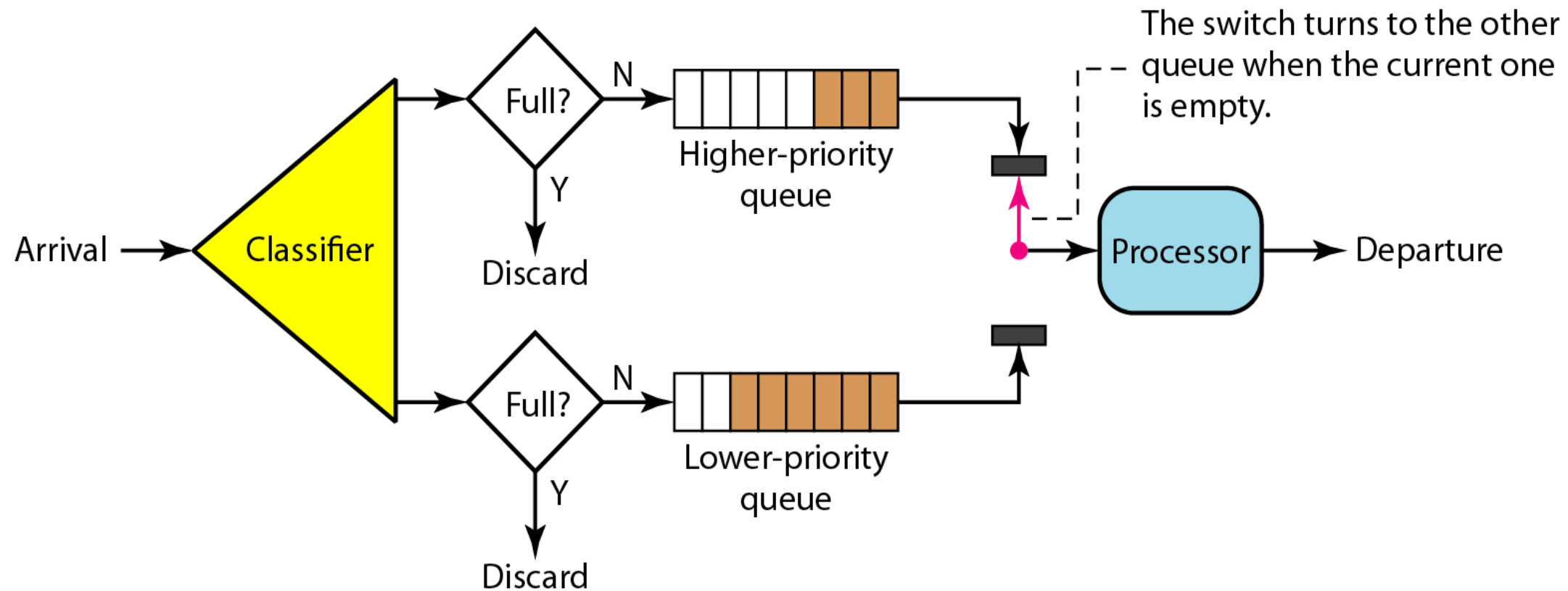
# TECHNIQUES TO IMPROVE QoS

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## *FIFO queue*

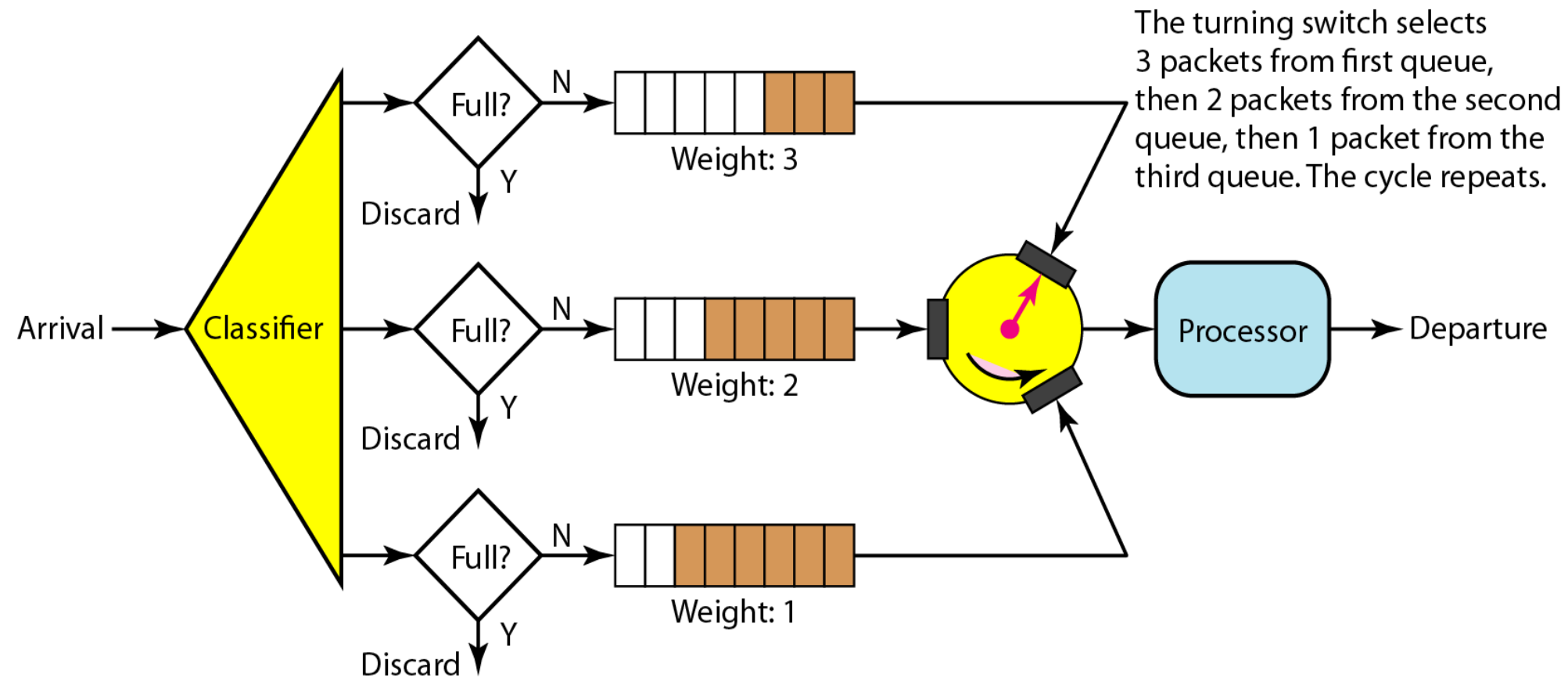


## *Priority queuing*

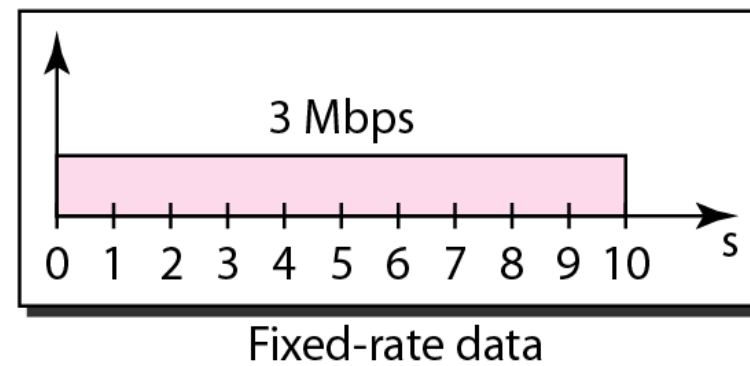
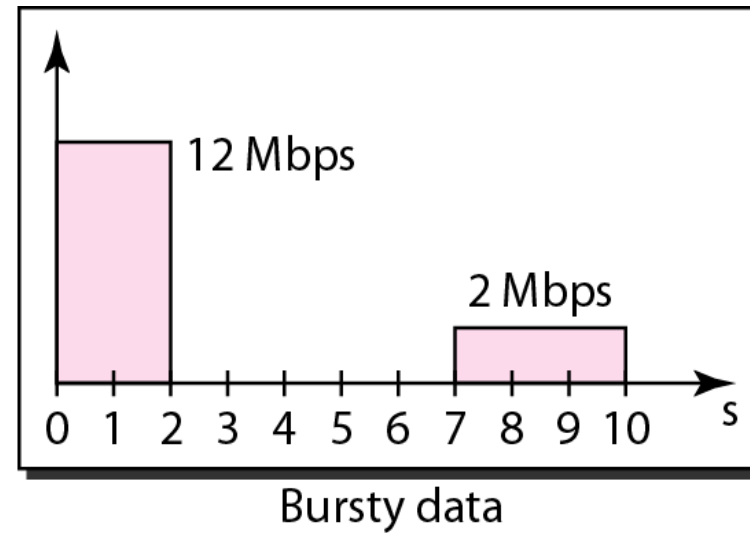
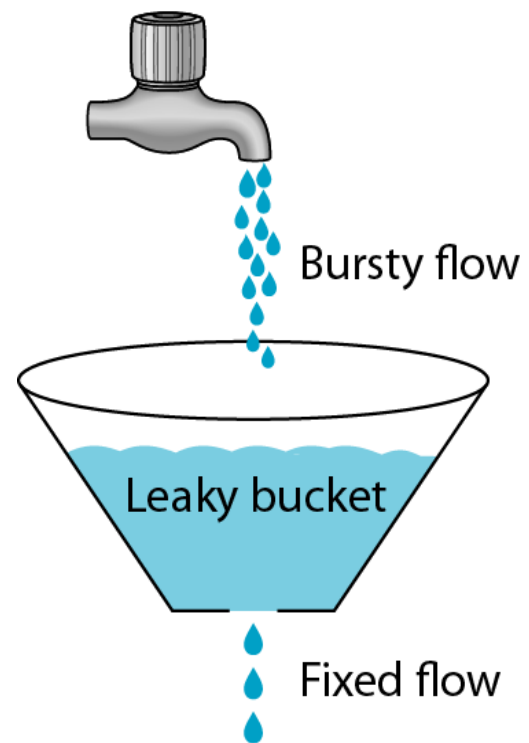




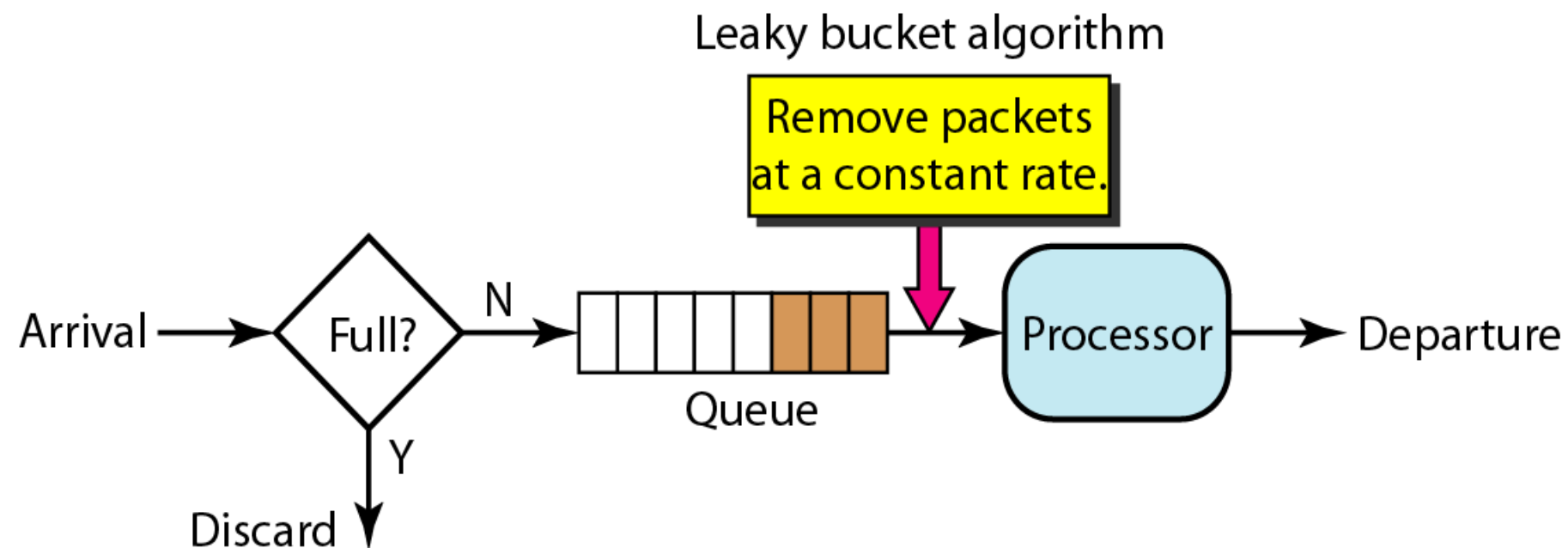
## *Weighted fair queuing*



## *Leaky bucket*

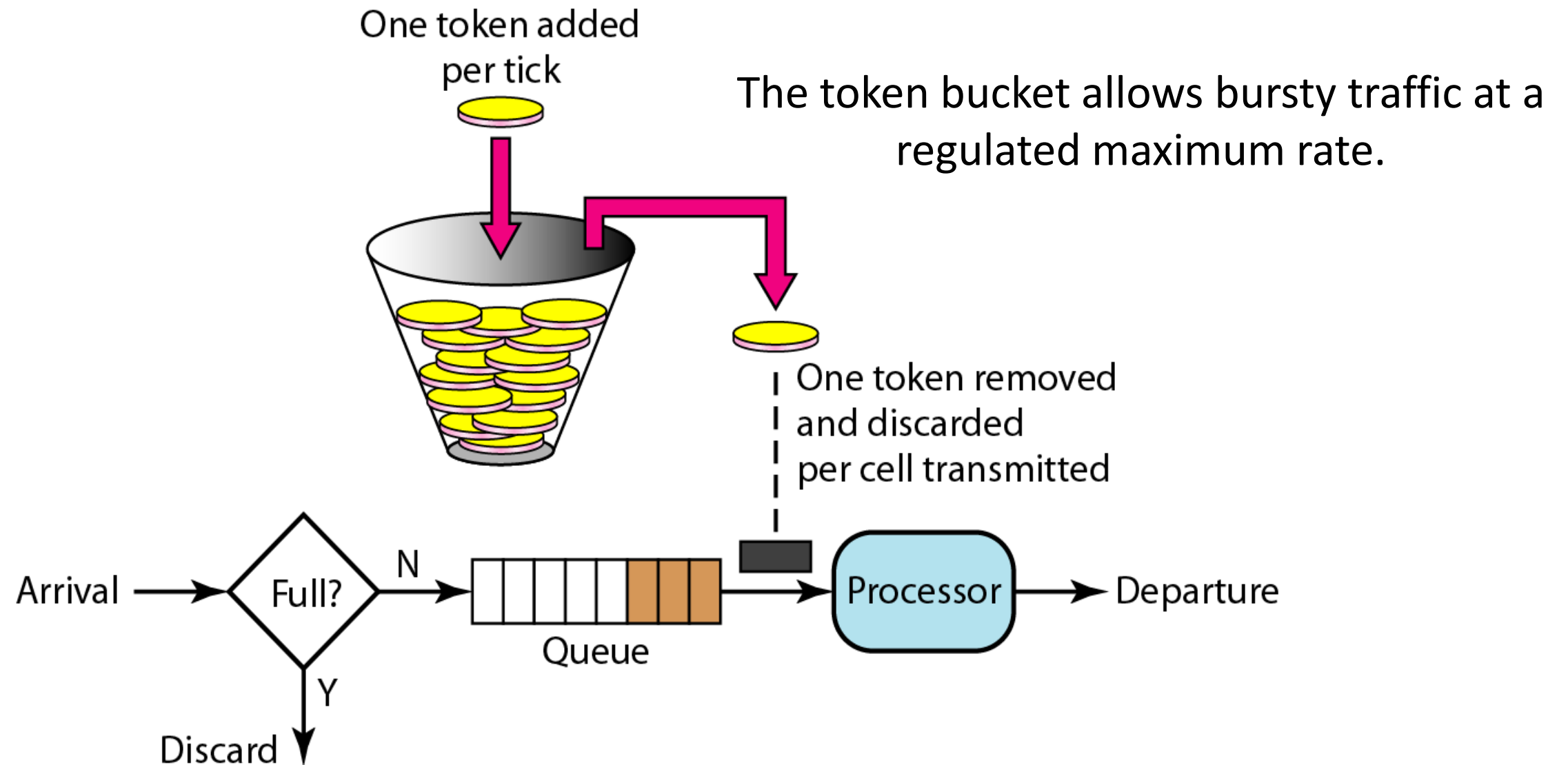


## *Leaky bucket implementation*



A leaky bucket algorithm shapes bursty traffic into fixed-rate traffic by averaging the data rate. It may drop the packets if the bucket is full.

## *Token bucket*





# INTEGRATED SERVICES

Integrated Services is a flow based QoS model designed for IP

- Signaling
- Flow Specification
- Admission
- Service Classes:

*a) Guaranteed Service Class, and b) Controlled-Load Service Class*

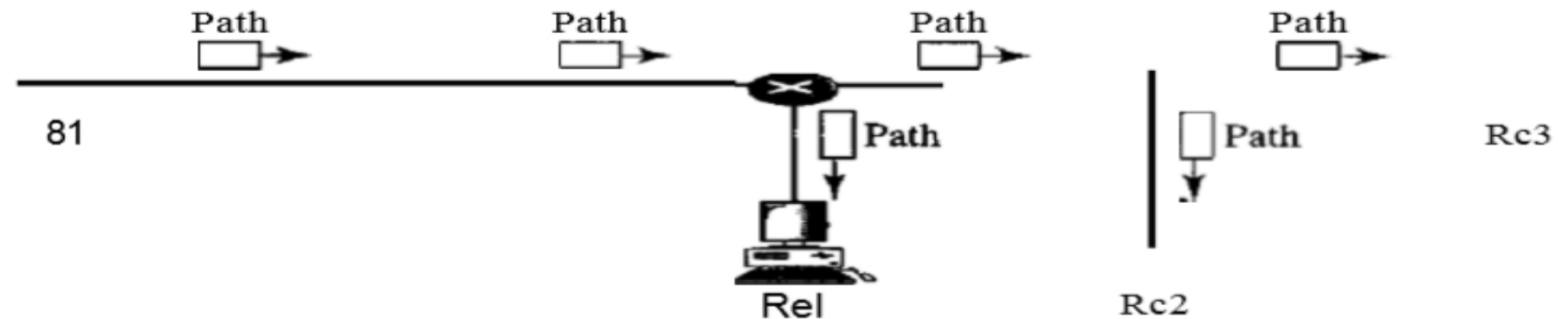
# RSVP (The Resource Reservation Protocol)

a) Multicast Trees

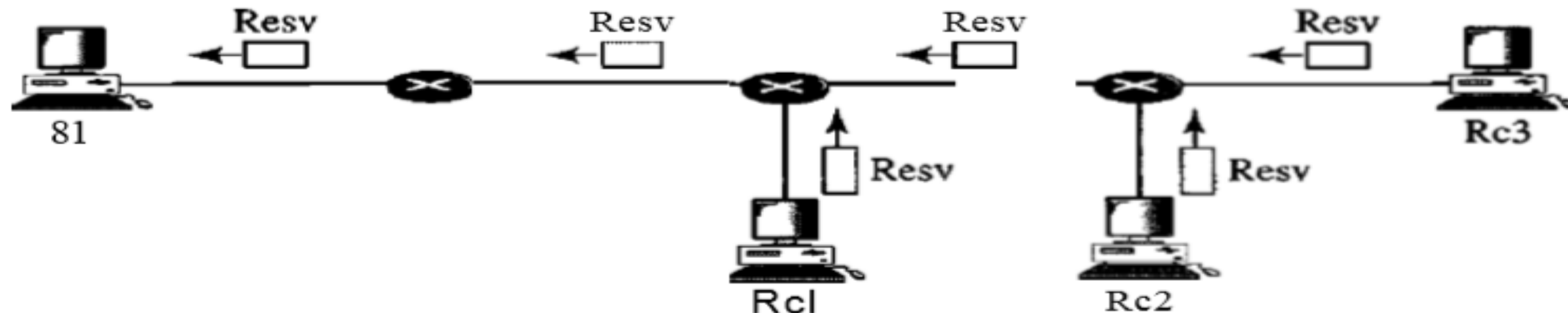
b) Receiver-Based Reservation

## RSVP Messages:

a) Path Message



b) Resv Messages



# DIFFERENTIATED SERVICES

Differentiated Services is a class-based QoS model designed for IP

**Two fundamental changes were made:**

1. The main processing was moved from the **core of the network to the edge of the network**. This solves the **scalability** problem. The routers do not have to store information about flows. The applications, or hosts, define the type of service they need each time they send a packet.
2. **The per-flow service is changed to per-class service**. The router routes the packet based on the class of service defined in the packet, not the flow. This solves the service-type limitation problem. We can define different types of classes based on the needs of applications.

**Benefits:** a) Low loss                      b) Low latency                      c) Ensured bandwidth