

L41: Lab 4 - The TCP State Machine

Dr Robert N. M. Watson

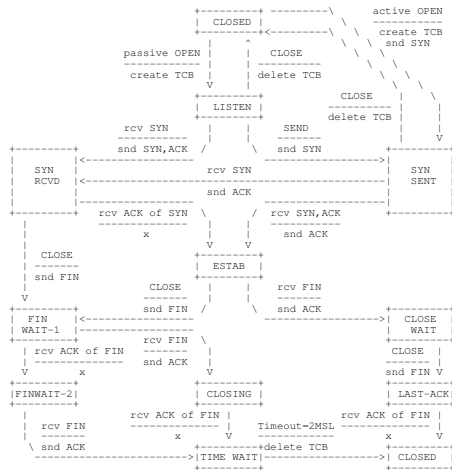
29 January 2016

L41: Lab 4 - The TCP State Machine

- ▶ The TCP state machine
- ▶ Setting the MTU, IPFW, and DUMMYNET
- ▶ TCP mode for the IPC benchmark
- ▶ DTrace probes of interest
- ▶ Experimental and exploratory questiond

Lect 6: The Transmission Control Protocol (TCP)

September 1981

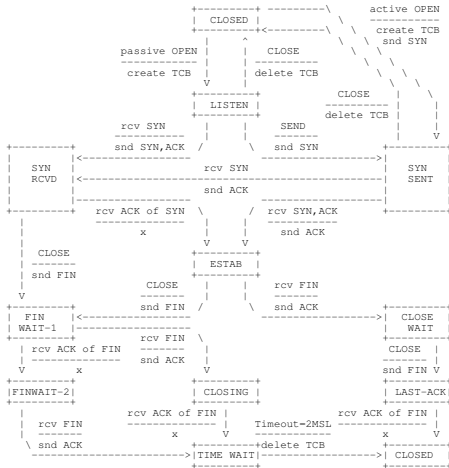
Transmission Control Protocol
Functional SpecificationTCP Connection State Diagram
Figure 6.

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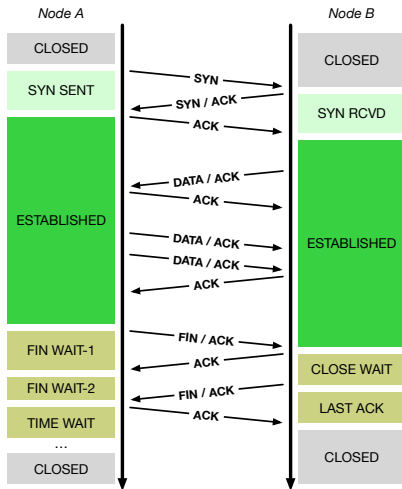
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Transmission Control Protocol
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- ▶ V. Cerf, K. Dalal, and C. Sunshine, *Transmission Control Protocol (version 1)*, INWG General Note #72, December 1974.
- ▶ In practice: Jon Postel, Ed, *Transmission Control Protocol: Protocol Specification*, RFC 793, September, 1981.

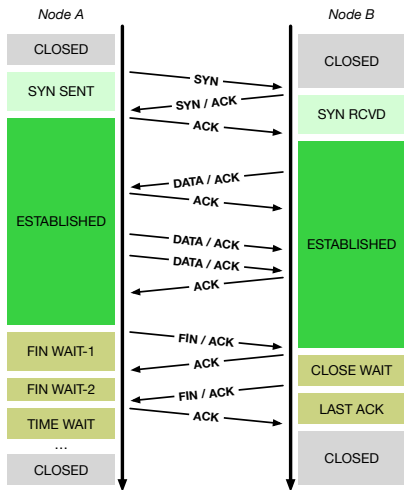
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Lect 6: TCP goals and properties

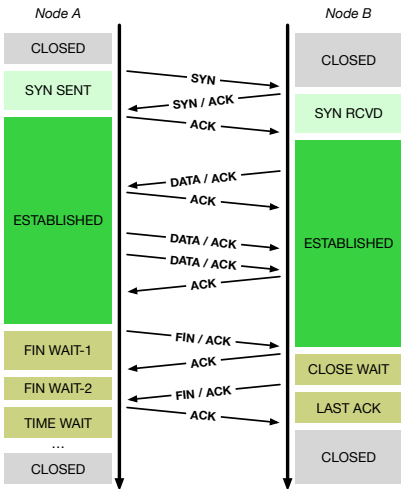


Lect 6: TCP goals and properties

- Network may delay, (reorder), drop, corrupt packets

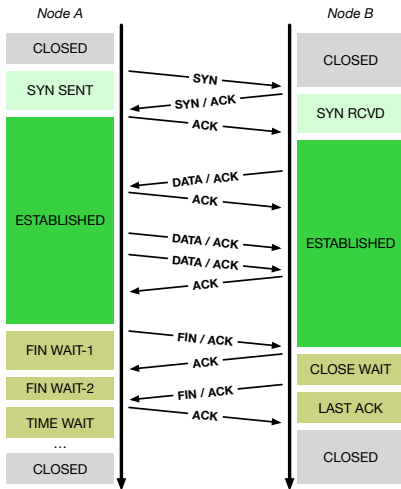


Lect 6: TCP goals and properties



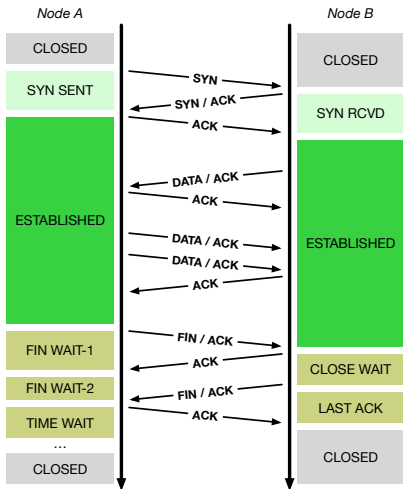
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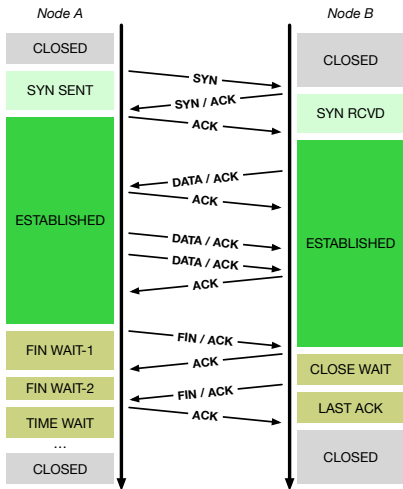
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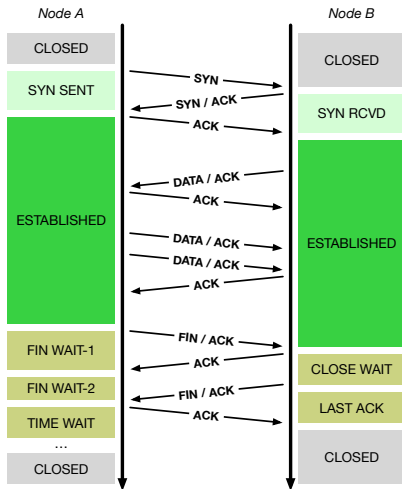
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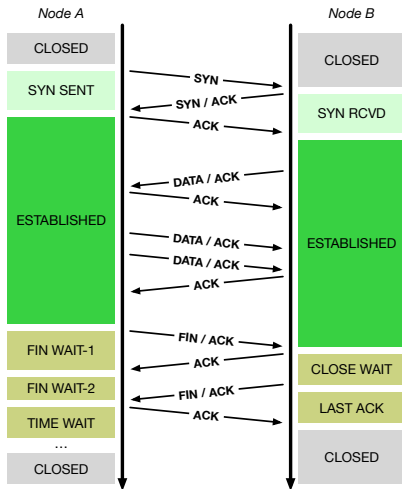
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- ▶ Flow control via advertised window size in ACKs
- ▶ Congestion control ('fairness') via packet loss and ECN

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 - ▶ We will match lab flows using the TCP port number 10,141
- ▶ Configure (and reconfigure) **for each experiment**
- ▶ DUMMYNET - link simulation tool by Rizzo, et al.
 - ▶ Widely used in network research
 - ▶ Impose simulated network conditions – delay, bandwidth, loss, ...

TCP in the IPC benchmark

```
root@beaglebone:/data/ipc # ./ipc-static
ipc-static [-Bqsv] [-b buffersize] [-i pipe|local|tcp] [-p tcp_port]
           [-P l1d|l1i|l2|mem|tlb|axi] [-t totalsize] mode
```

Modes (pick one - default lthread):

lthread	IPC within a single thread
2thread	IPC between two threads in one process
2proc	IPC between two threads in two different processes

Optional flags:

-B	Run in bare mode: no preparatory activities
-i pipe local tcp	Select pipe, local sockets, or TCP (default: pipe)
-p tcp_port	Set TCP port number (default: 10141)
-P l1d l1i l2 mem tlb axi	Enable hardware performance counters
-q	Just run the benchmark, don't print stuff out
-s	Set send/receive socket-buffer sizes to buffersize
-v	Provide a verbose benchmark description
-b buffersize	Specify a buffer size (default: 131072)
-t totalsize	Specify total I/O size (default: 16777216)

- ▶ tcp IPC type
- ▶ -p argument to set the port number

DTrace probes

Described in more detail in the lab assignment:

`fbt::syncache_add:entry` TCP segment installs new SYN-cache entry

`fbt::syncache_expand:entry` TCP segment converts SYN-cache entry to full connection

`fbt::tcp_do_segment:entry` TCP segment received post-SYN cache

`fbt::tcp_state_change:entry` TCP state transition

We are using implementation-specific probes (FBT) rather than portable TCP probes due to a bug in the FreeBSD/armv7 implementation of DTrace – the last (and most critical!) argument goes missing: the TCP header! We will fix this .. but not today.

Exploratory questions

- ▶ Trace state transitions occurring in test TCP connections
- ▶ Identify causes of transitions – packets, system calls (etc)
- ▶ Varying one-way latency, explore performance of the benchmark with TCP

Experimental questions for the lab report

- ▶ Plot a TCP state-transition diagram for both directions of a flow
- ▶ Label the state-transition diagram with causes
- ▶ Compare the diagram with RFC 793
- ▶ Begin performance analysis of TCP latency vs. throughput

In the next lab, we will start a causal analysis of why latency affects bandwidth in the way that it does

This lab session

- ▶ Set up IPFW, DUMMYNET, and loopback MTU (see notes)
- ▶ Ask us if you have any questions or need help
- ▶ Start with the TCP state machine analysis