

# Transmission Control Protocol (TCP) – Overview

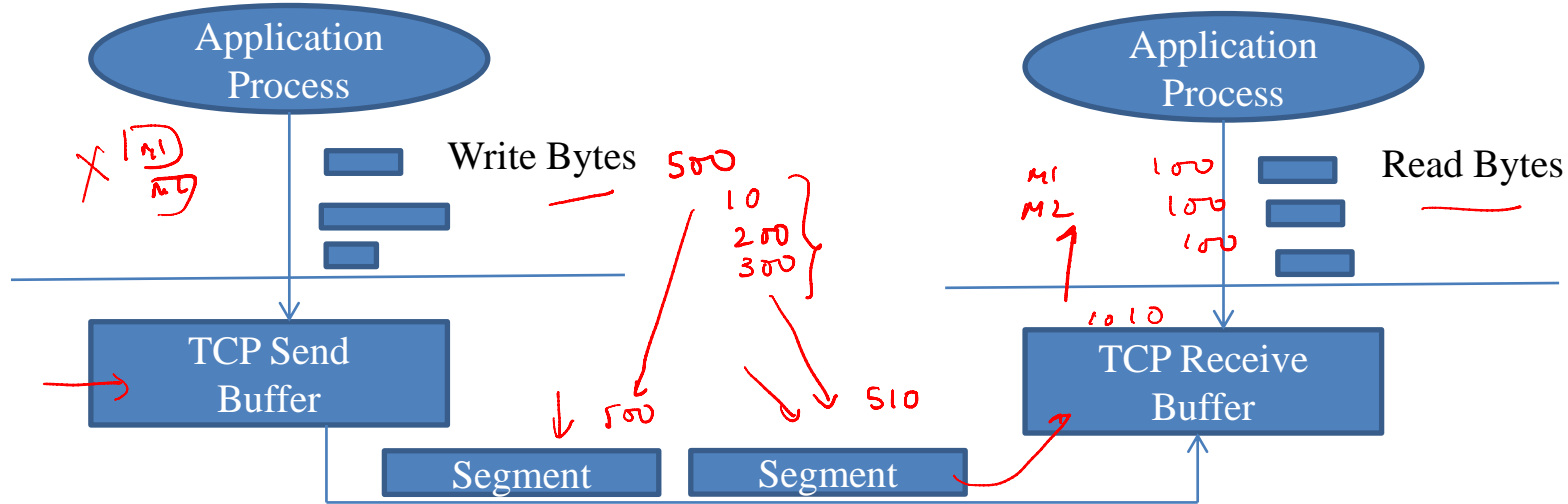
Kameswari Chebrolu

# Background

- TCP most widely used transport layer protocol
  - Entire Internet Protocol suite is often called TCP/IP suite
  - Most carefully tuned protocol
    - Many Request For Comment (RFC): 675, 793, 1122, 1323, 2018, 2581, 5681 etc
- IETF  
Internet society*

# TCP Model

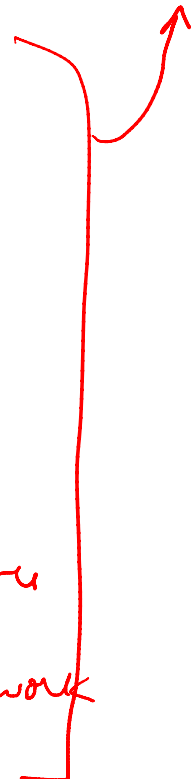
- Connection oriented byte-stream protocol



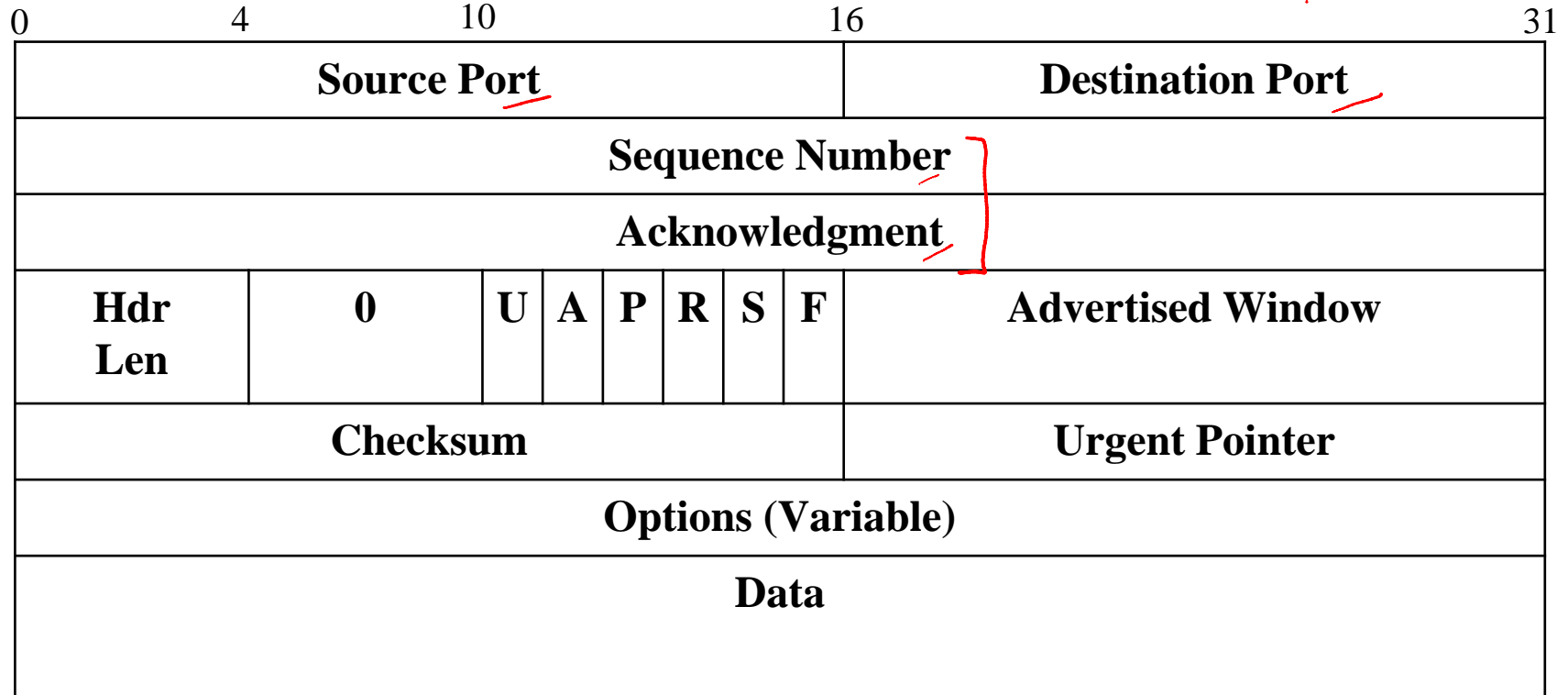
# TCP Services

- Multiplexing/Demultiplexing
- Reliable point-to-point data transfer
- Full-duplex
- Flow control
  - receiver control sending rate
  - sender overwhelming receiver
- Congestion control → sender " network

Sliding window

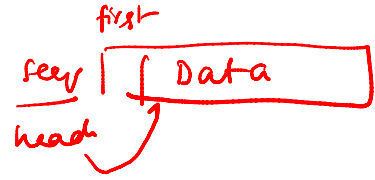


# TCP Header Format

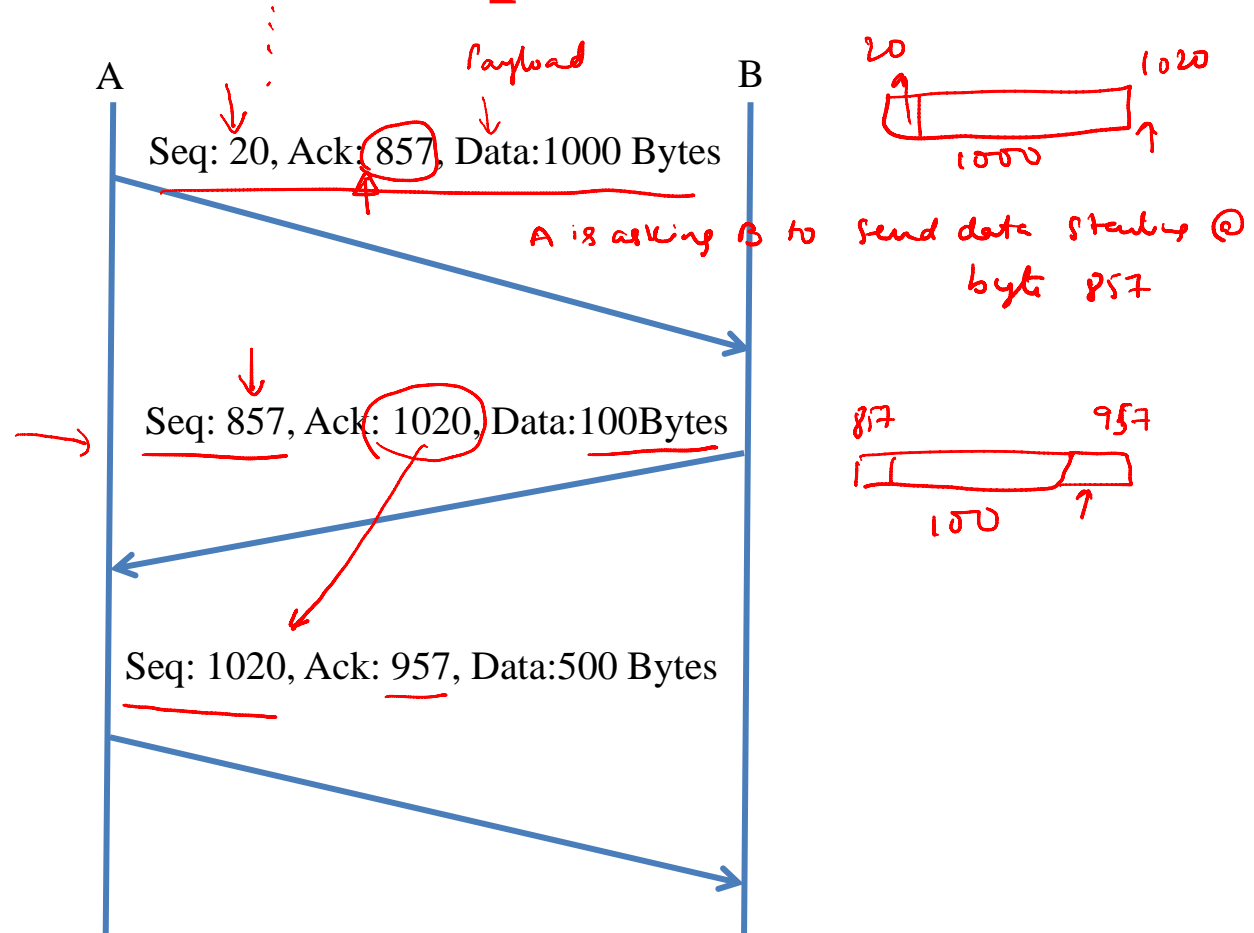


# Sequence Number and Acknowledgment

- Each byte has a sequence number
- Sequence number field contains the sequence number of the first byte in the segment
- Acknowledgment field carry information about flow in the other direction
  - Carries sequence number of next byte a host is expecting
  - Unless specified, ack is cummulative



# Example ← B



# TCP Header Format

0	4	10	16	31
Source Port				Destination Port
Sequence Number				
Acknowledgment				
Hdr Len	0	U	A	P R S F
				Advertised Window
Checksum				Urgent Pointer
Options (Variable)				
Data				



# Flags

- UAPRSF
  - U: Urgent flag indicates segment contains urgent data (not used)
    - UrgentPointer (bytes) indicates where in the segment non-urgent data begins
  - A: Ack bit is set if the acknowledgment field is valid
- Handwritten notes:*  
- A red line connects the 'U' in the first bullet to the 'U' in the second bullet.  
- A red arrow points from the 'U' in the second bullet to the 'U' in the third bullet.  
- A red arrow points from the 'segment' in the second bullet to the 'UrgentPointer' in the third bullet.  
- A red arrow points from the 'bytes' in the third bullet to the 'Ack bit' in the fourth bullet.  
- A red arrow points from the 'segment' in the second bullet to the 'UrgentPointer' in the third bullet.  
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# Flags

- UAPRSF
- P: Push flag indicates receiver should pass data to higher layers immediately (not used)
- R: Reset, used to abort connection
- S/F: Syn and Fin flags are used during connection establishment and termination

# TCP Header Format

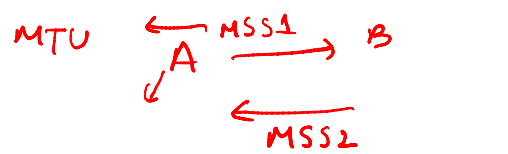
0	4	10	16	31											
Source Port								Destination Port							
Sequence Number															
Acknowledgment															
Hdr Len		0		U	A	P	R	S	F	Advertised Window					
Checksum								Urgent Pointer							
Options (Variable)															
Data															

→ Flow Control

# Checksum

- Similar to UDP
- Compulsory in IPv4 and IPv6
- Calculated over TCP header, data and pseudoheader
  - Pseudoheader: source, destination, protocol of IP header and TCP segment total length (calculated)

# Options



- Can negotiate maximum segment size

$\min(, )$

- Can perform window scaling

Adv. wind 16  
>  $\left( \frac{16}{2} \right)$  bytes

- Permits use of selective-acks

→  $\left( \frac{3}{2} \right)^x$  window size

- Both to indicate the device supports selective acknowledgments and carry the actual ack information

- Permits use of alternate checksum

# Summary

- TCP: a very popular, finely tuned protocol
- Provides quite a few features at the transport layer
- Heart of TCP is the sliding window protocol
- Examined TCP header
- Ahead: TCP connection management