

CSE 321

Computer Networks

July 2018 Term

Class 17-19: Reliable Data Transfer

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Chapter 3

Transport Layer

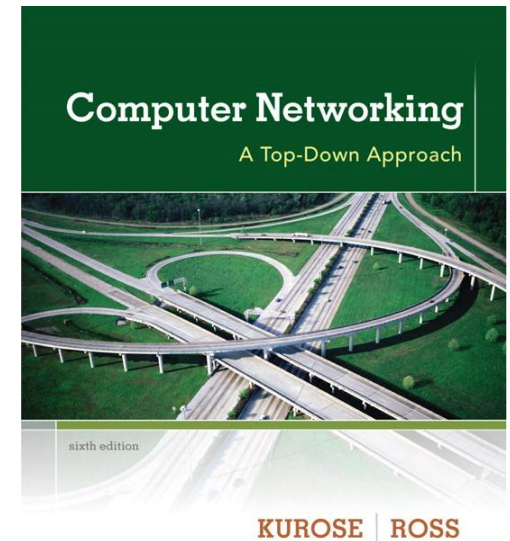
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*Computer
Networking: A Top
Down Approach*
6th edition
Jim Kurose, Keith Ross
Addison-Wesley
March 2012

Chapter 3 outline

3.1 transport-layer services

3.2 multiplexing and demultiplexing

3.3 connectionless transport: UDP

3.4 principles of reliable data transfer

3.5 connection-oriented transport: TCP

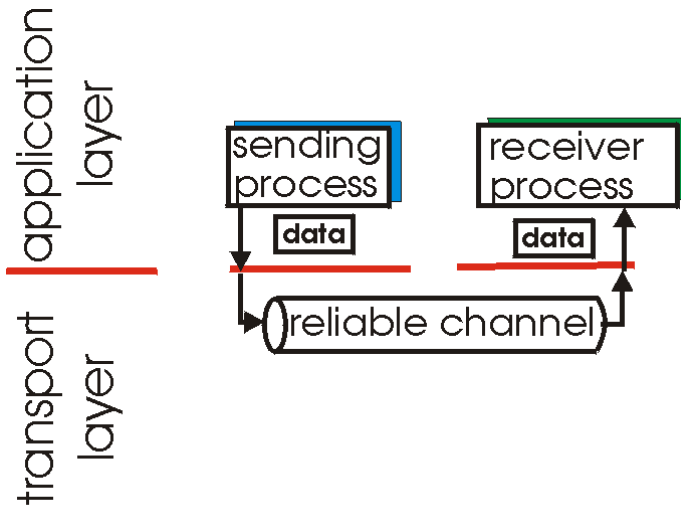
- segment structure
- reliable data transfer
- flow control
- connection management

3.6 principles of congestion control

3.7 TCP congestion control

Principles of reliable data transfer

- ❖ important in application, **transport**, **link** layers
 - top-10 list of important networking topics!

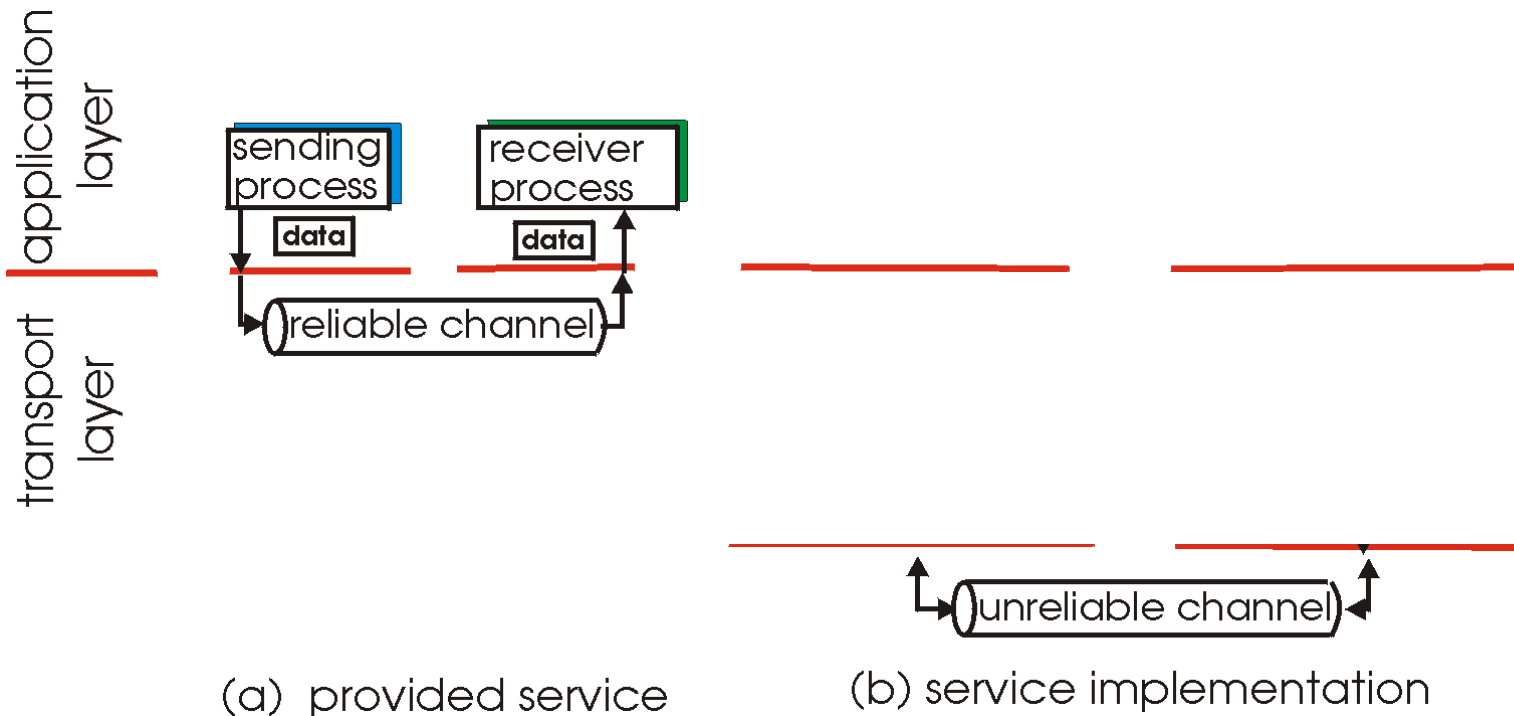


(a) provided service

- ❖ characteristics of unreliable channel will determine complexity of reliable data transfer protocol (rdt)

Principles of reliable data transfer

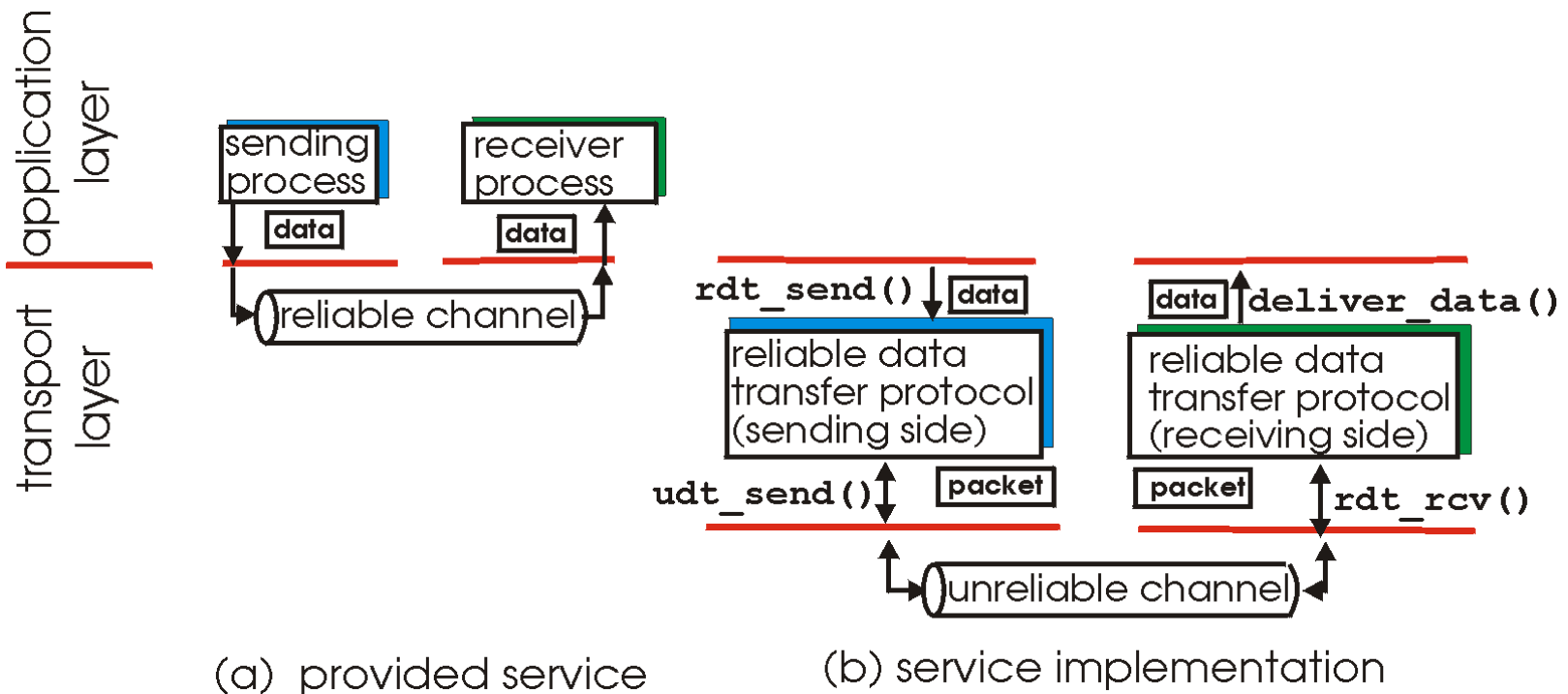
- ❖ important in application, transport, link layers
 - top-10 list of important networking topics!



- ❖ characteristics of unreliable channel will determine complexity of reliable data transfer protocol (rdt)

Principles of reliable data transfer

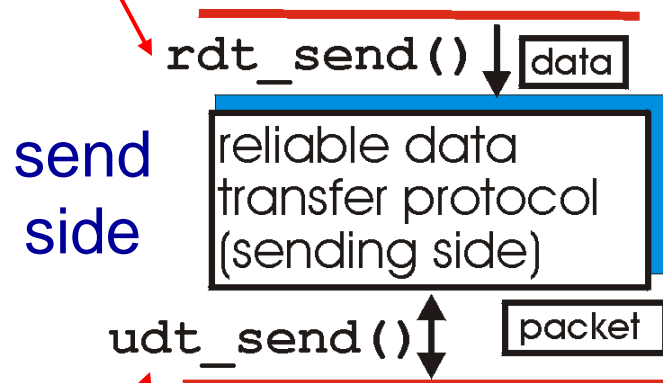
- ❖ important in application, transport, link layers
 - top-10 list of important networking topics!



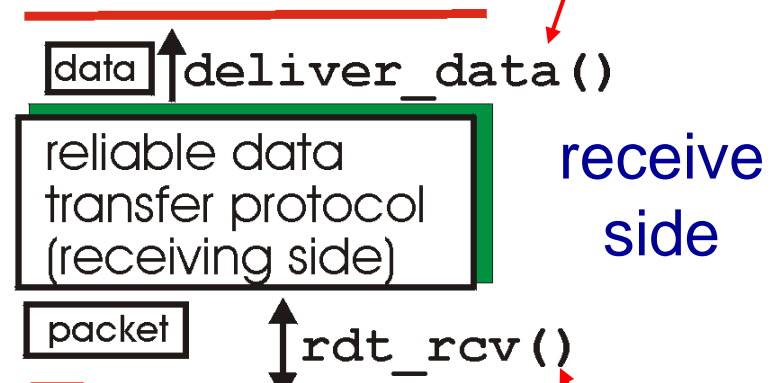
- ❖ characteristics of unreliable channel will determine complexity of reliable data transfer protocol (rdt)

Reliable data transfer: getting started

rdt_send() : called from above,
(e.g., by app.). Passed data to
deliver to receiver upper layer



deliver_data() : called by
rdt to deliver data to upper



udt_send() : called by rdt,
to transfer packet over
unreliable channel to receiver



rdt_rcv() : called when packet
arrives on rcv-side of channel

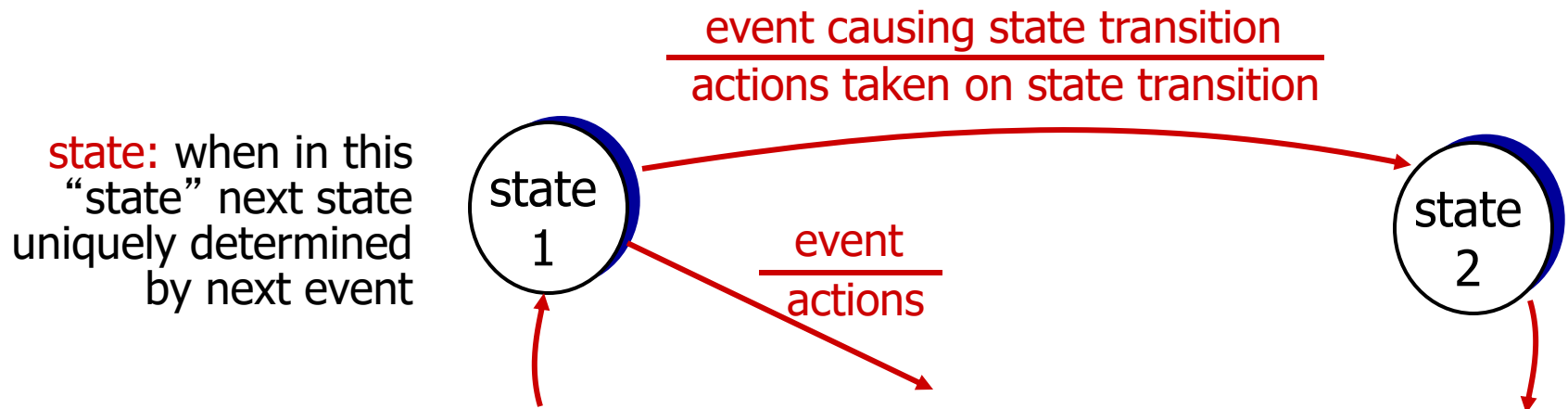
Characteristics of Channel

- ❖ Packet may get corrupted due to noise, device error etc. but always reaches the receiver
- ❖ Packets may get lost in transit
- ❖ Packets may be reordered
 - problem of delayed duplicate

Reliable data transfer: getting started

we' ll:

- ❖ incrementally develop sender, receiver sides of reliable data transfer protocol (rdt)
- ❖ consider only unidirectional data transfer
 - but control info will flow on both directions!
- ❖ use finite state machines (FSM) to specify sender, receiver



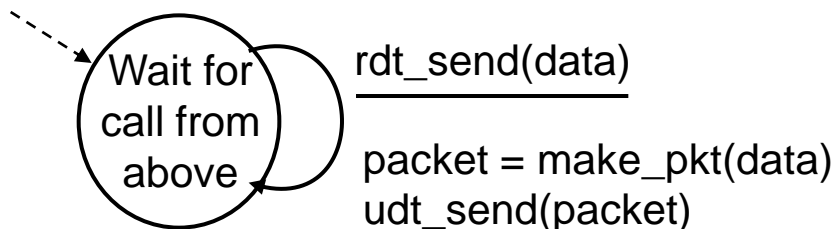
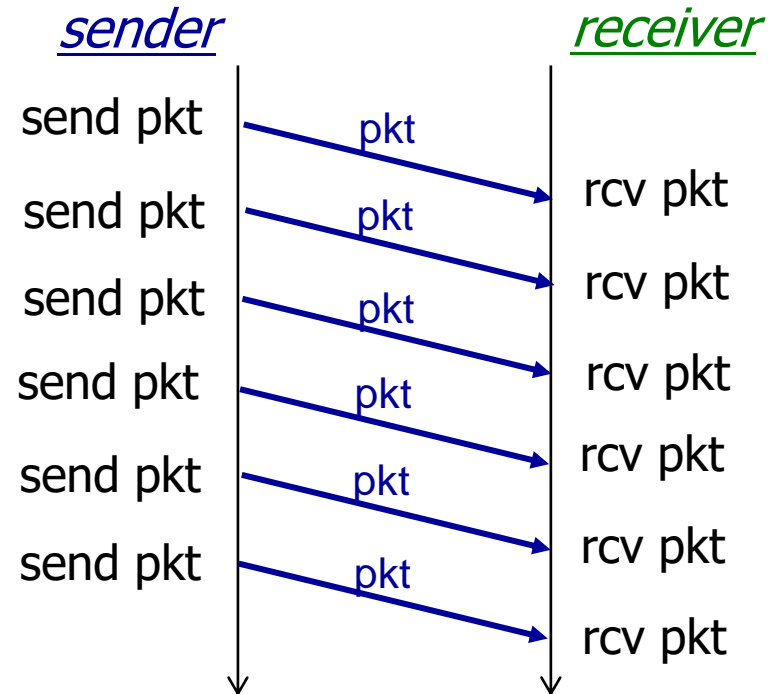
rdt1.0: reliable transfer over a reliable channel

- ❖ underlying channel perfectly reliable

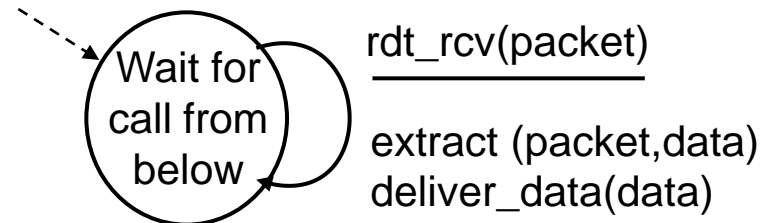
- no bit errors
- no loss of packets

- ❖ separate FSMs for sender, receiver:

- sender sends data into underlying channel
- receiver reads data from underlying channel



sender



receiver

rdt2.0: channel with bit errors

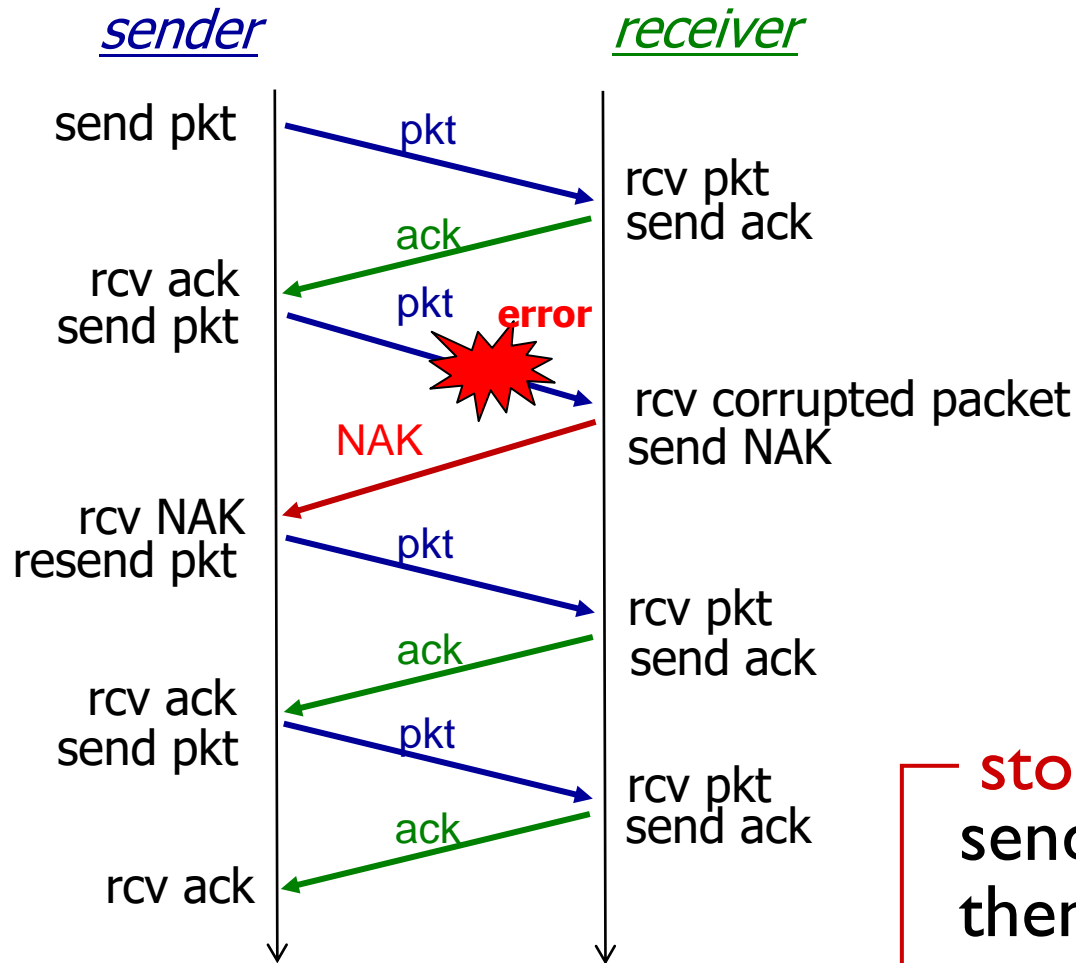
- ❖ underlying channel may flip bits in packet
 - checksum to detect bit errors
- ❖ *the question: how to recover from errors:*

*How do humans recover from “errors”
during conversation?*

rdt2.0: channel with bit errors

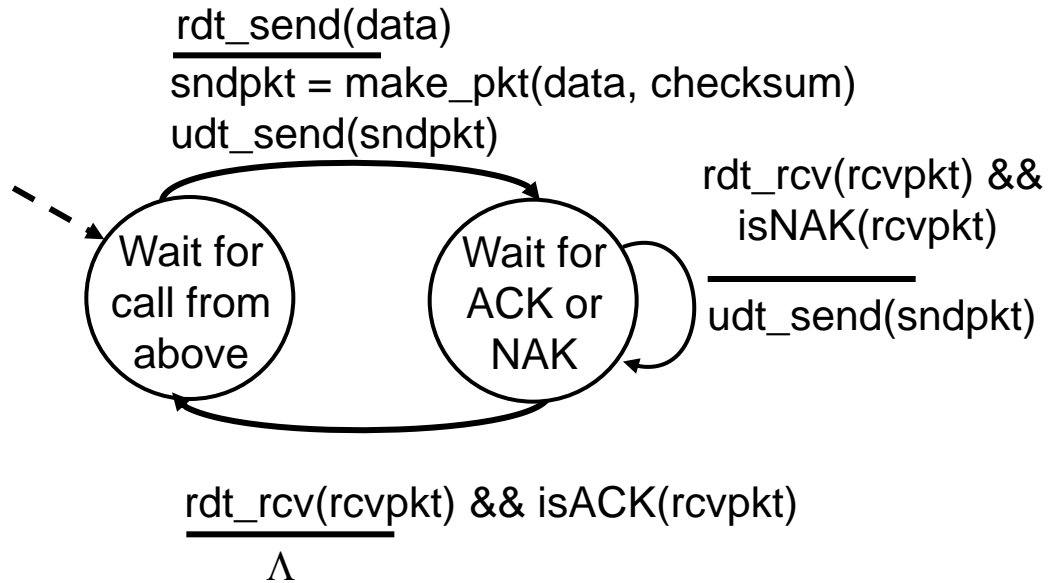
- ❖ underlying channel may flip bits in packet
 - checksum to detect bit errors
- ❖ *the question: how to recover from errors:*
 - *acknowledgements (ACKs)*: receiver explicitly tells sender that pkt received OK
 - *negative acknowledgements (NAKs)*: receiver explicitly tells sender that pkt had errors
 - sender retransmits pkt on receipt of NAK
- ❖ new mechanisms in `rdt2.0` (beyond `rdt1.0`):
 - error detection
 - feedback: control msgs (ACK,NAK) from receiver to sender

rdt2.0 in action space-time diagram



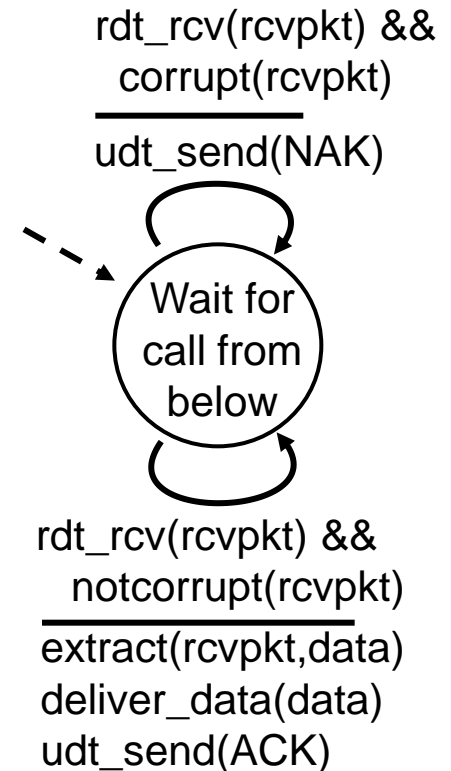
stop and wait
sender sends one packet,
then waits for receiver
response

rdt2.0: FSM specification

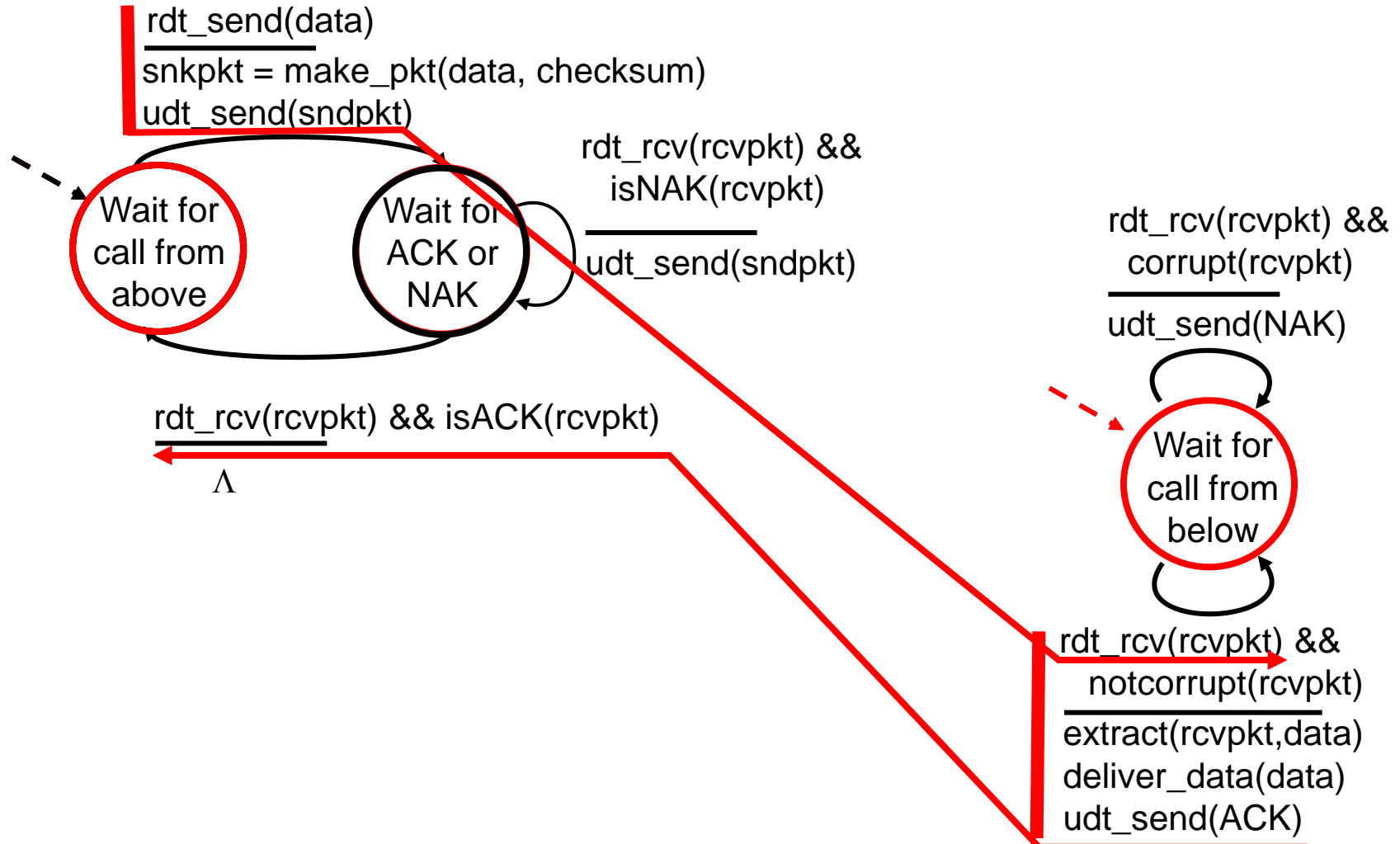


sender

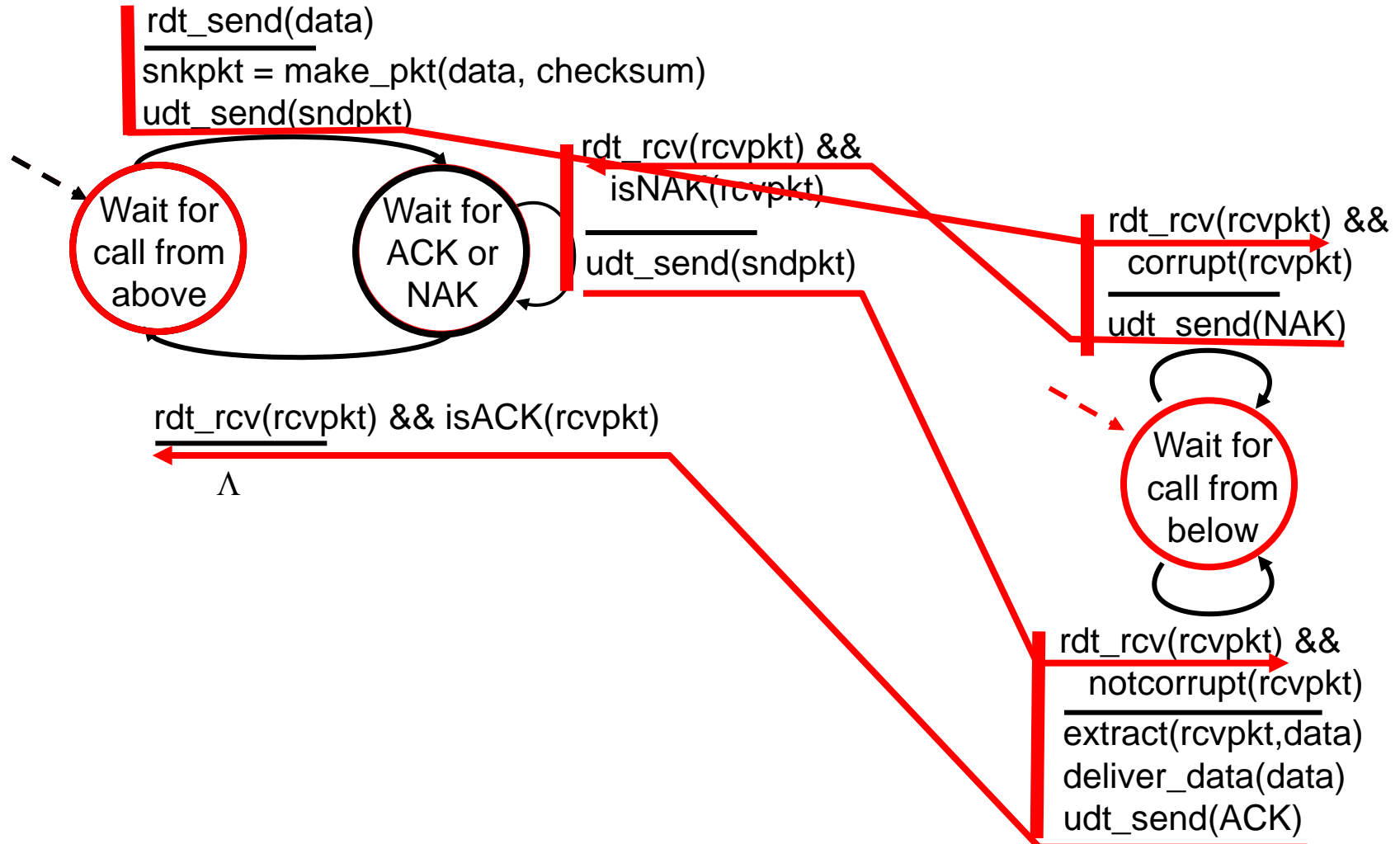
receiver



rdt2.0: operation with no errors



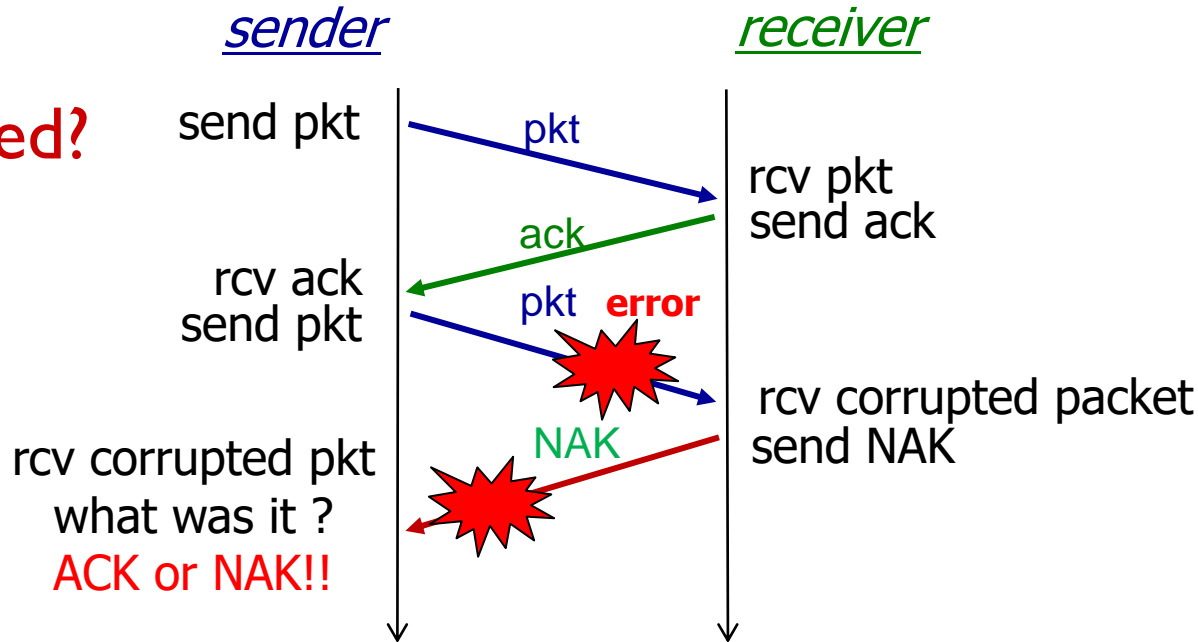
rdt2.0: error scenario



rdt2.0 has a fatal flaw!

what happens if
ACK/NAK corrupted?

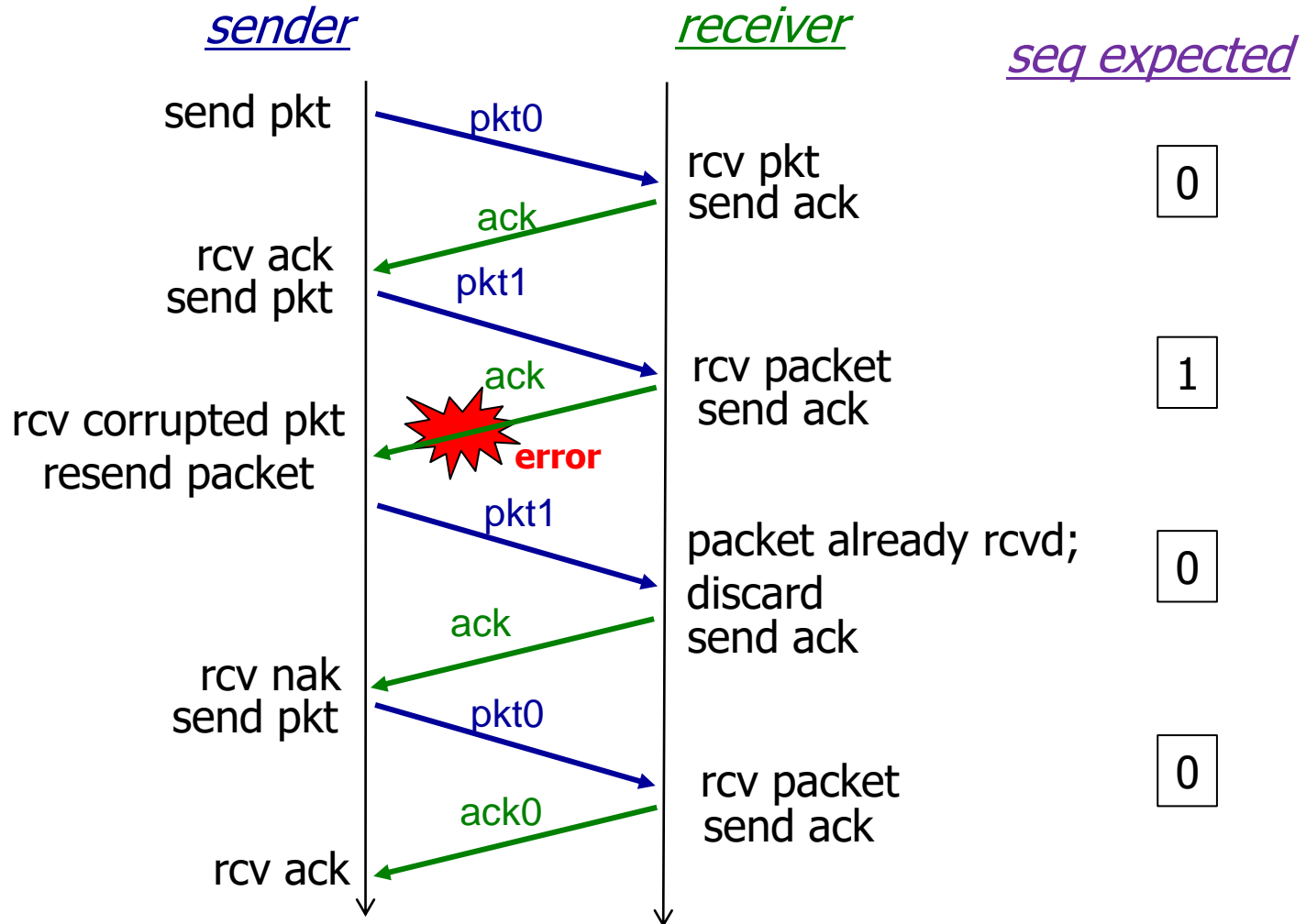
- ❖ sender doesn't know what happened at receiver!
- ❖ can't just retransmit: possible duplicate



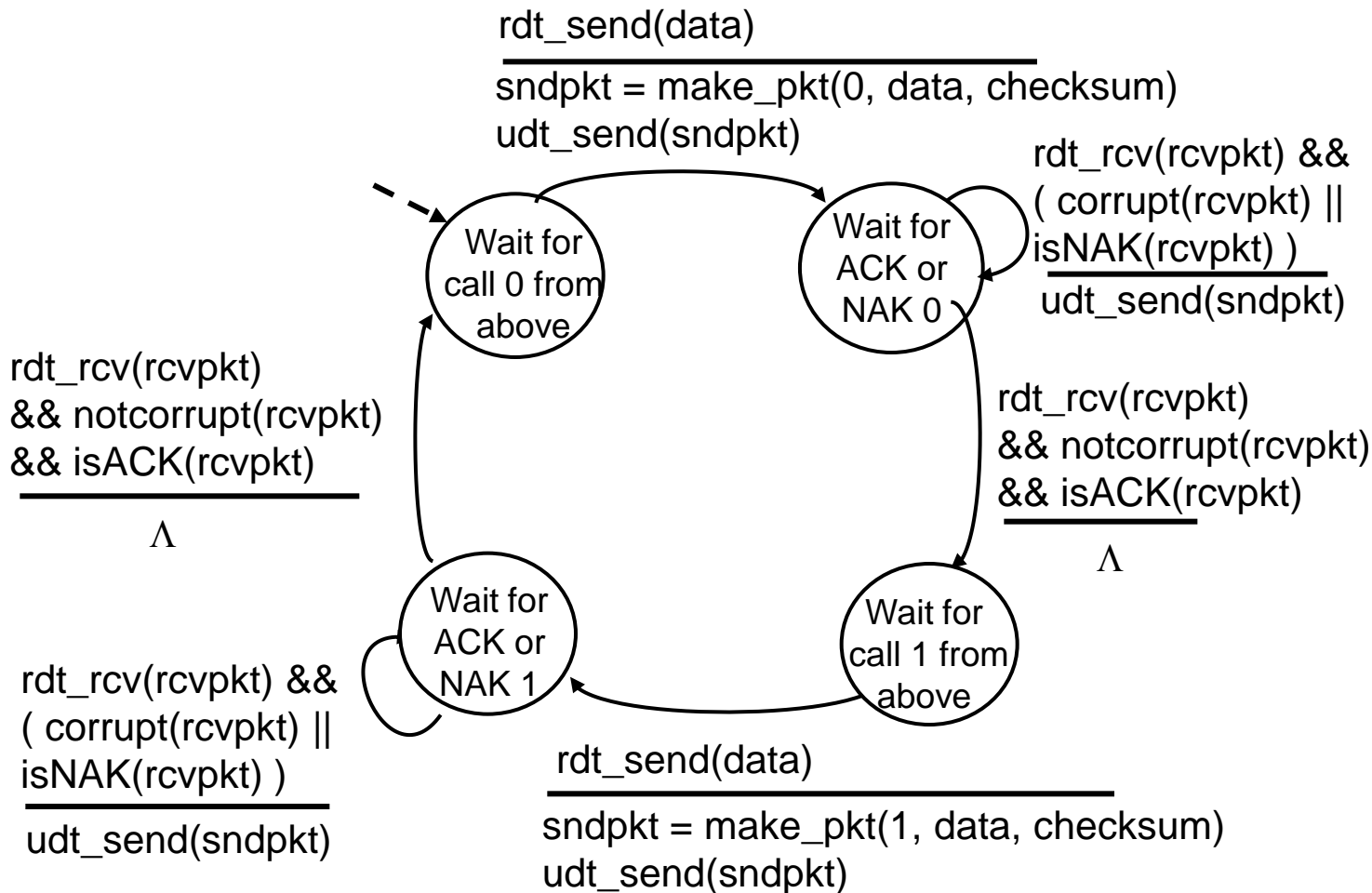
handling duplicates:

- ❖ sender retransmits current pkt if ACK/NAK corrupted
- ❖ sender adds *sequence number* to each pkt
- ❖ receiver discards (doesn't deliver up) duplicate pkt

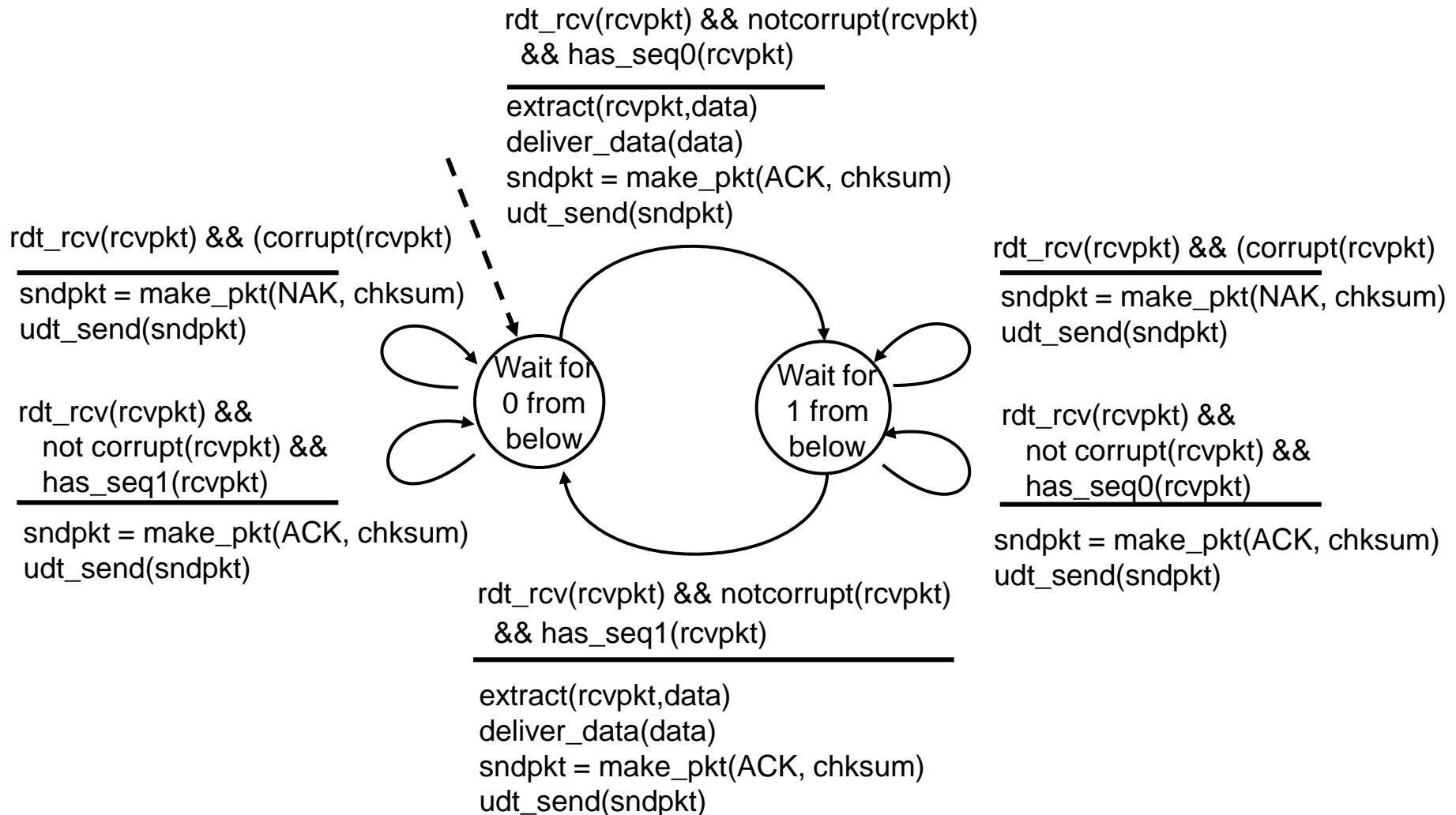
rdt2.1: Frames with Seq No.



rdt2.1: sender, handles garbled ACK/NAKs



rdt2.1: receiver, handles garbled ACK/NAKs



rdt2.1: discussion

sender:

- ❖ seq # added to pkt
- ❖ two seq. #'s (0,1) will suffice. Why?
- ❖ must check if received ACK/NAK corrupted
- ❖ twice as many states
 - state must “remember” whether “expected” pkt should have seq # of 0 or 1

receiver:

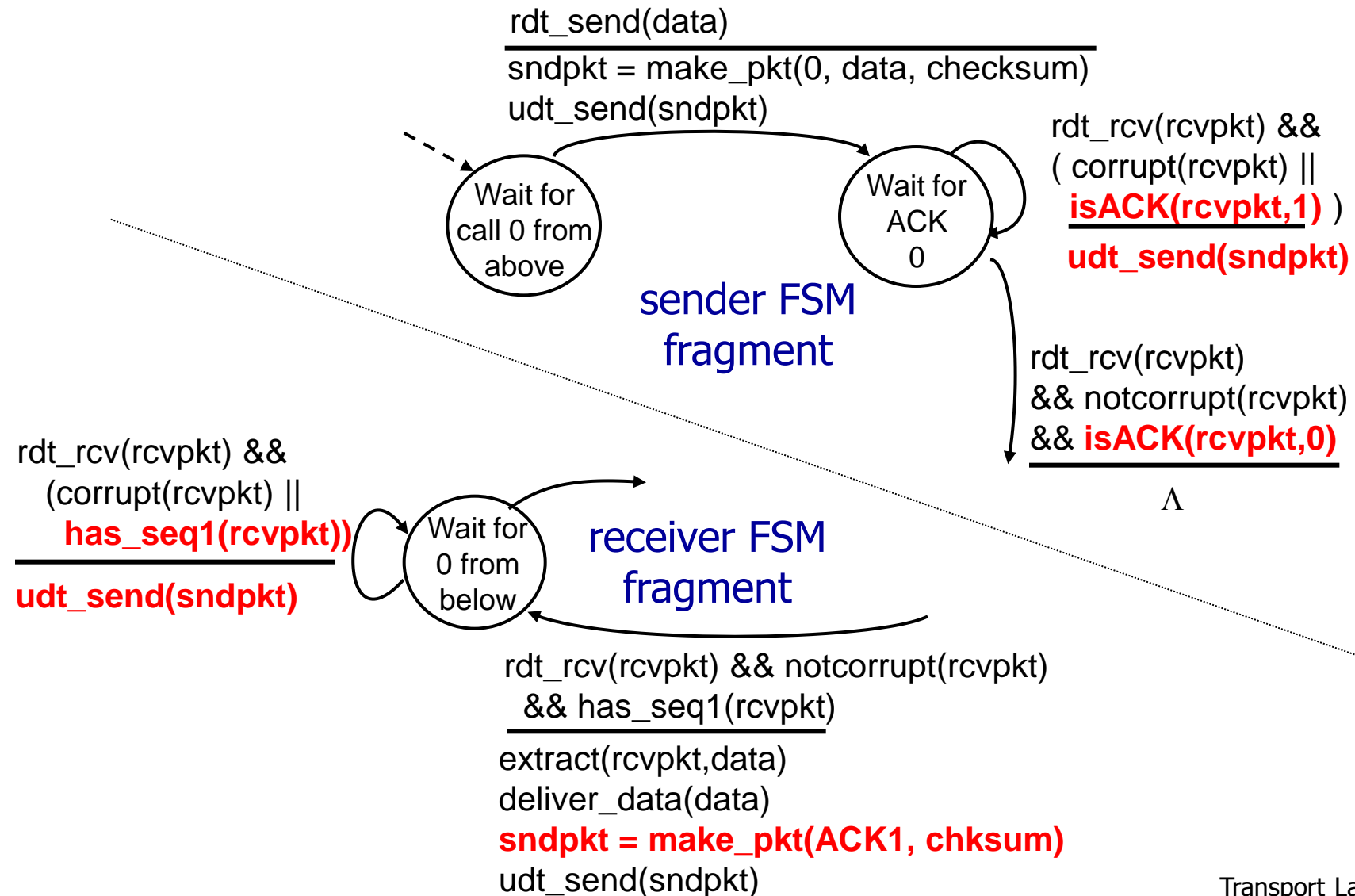
- ❖ must check if received packet is duplicate
 - state indicates whether 0 or 1 is expected pkt seq #
- ❖ note: receiver can *not* know if its last ACK/NAK received OK at sender

rdt2.2: a NAK-free protocol

- ❖ same functionality as rdt2.1, using ACKs only
- ❖ instead of NAK, receiver sends ACK for last pkt received OK
 - receiver must *explicitly* include seq # of pkt being ACKed
- ❖ duplicate ACK at sender results in same action as NAK: *retransmit current pkt*



rdt2.2: sender, receiver fragments



rdt3.0: channels with errors and loss

new assumption:

underlying channel can also lose packets (data, ACKs)

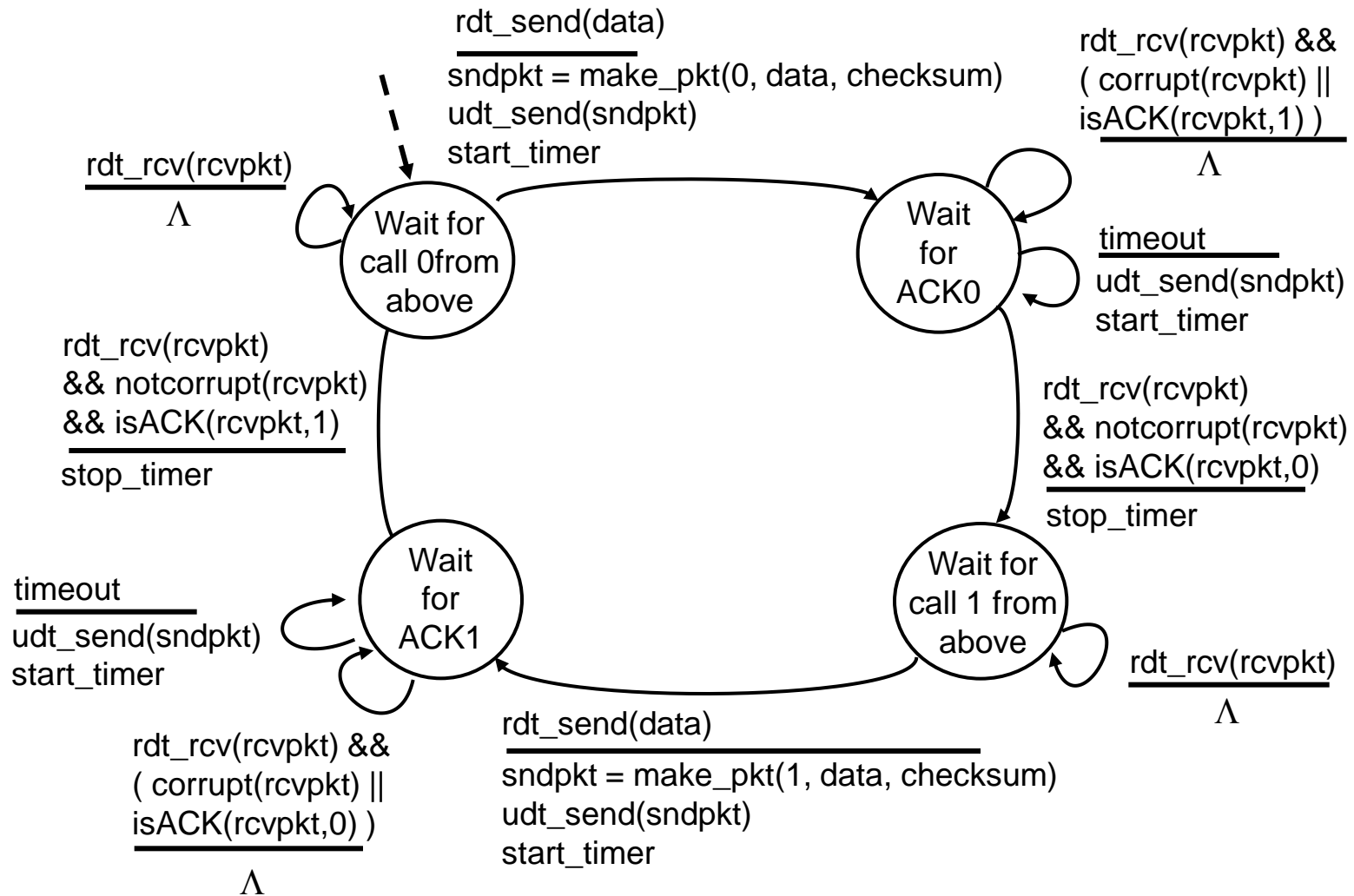
- checksum, seq. #, ACKs, retransmissions will be of help ... but not enough

approach: sender waits “reasonable” amount of time for ACK

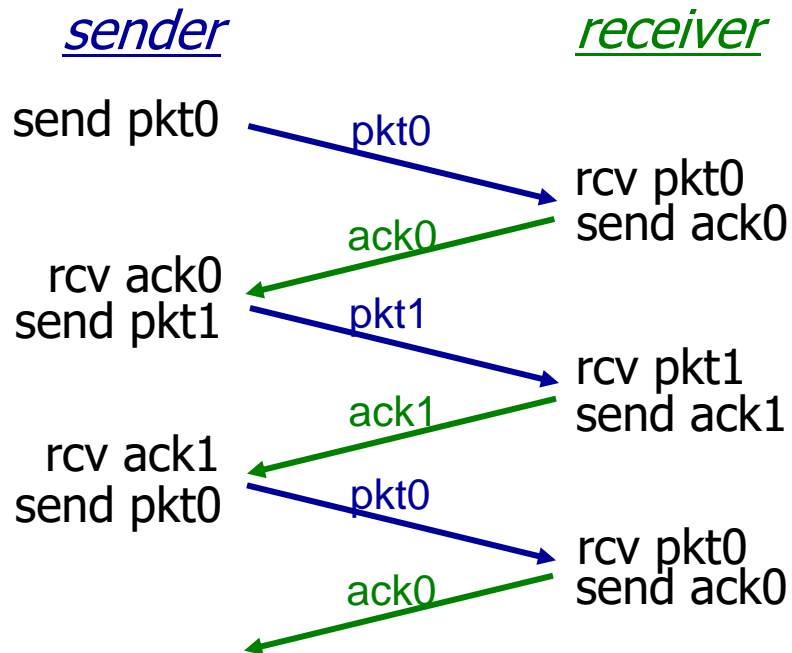
- ❖ retransmits if no ACK received in this time
- ❖ if pkt (or ACK) just delayed (not lost):
 - retransmission will be duplicate, but seq. #'s already handles this
 - receiver must specify seq # of pkt being ACKed
- ❖ requires countdown timer

Also known as alternating-bit protocol

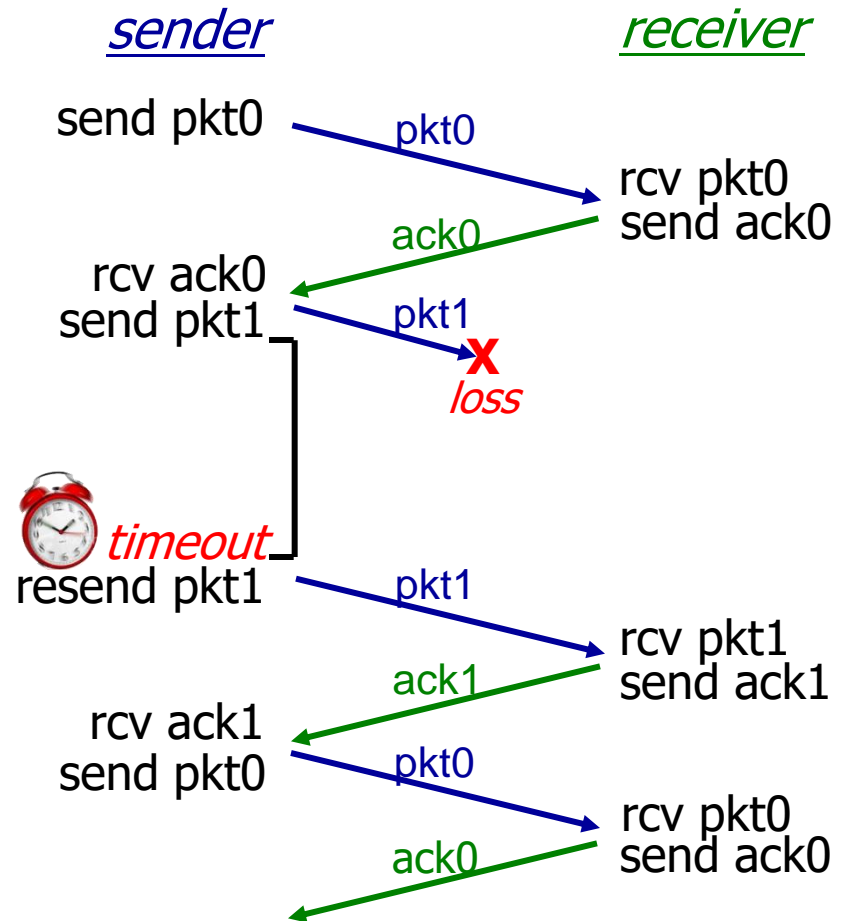
rdt3.0 sender



rdt3.0 in action

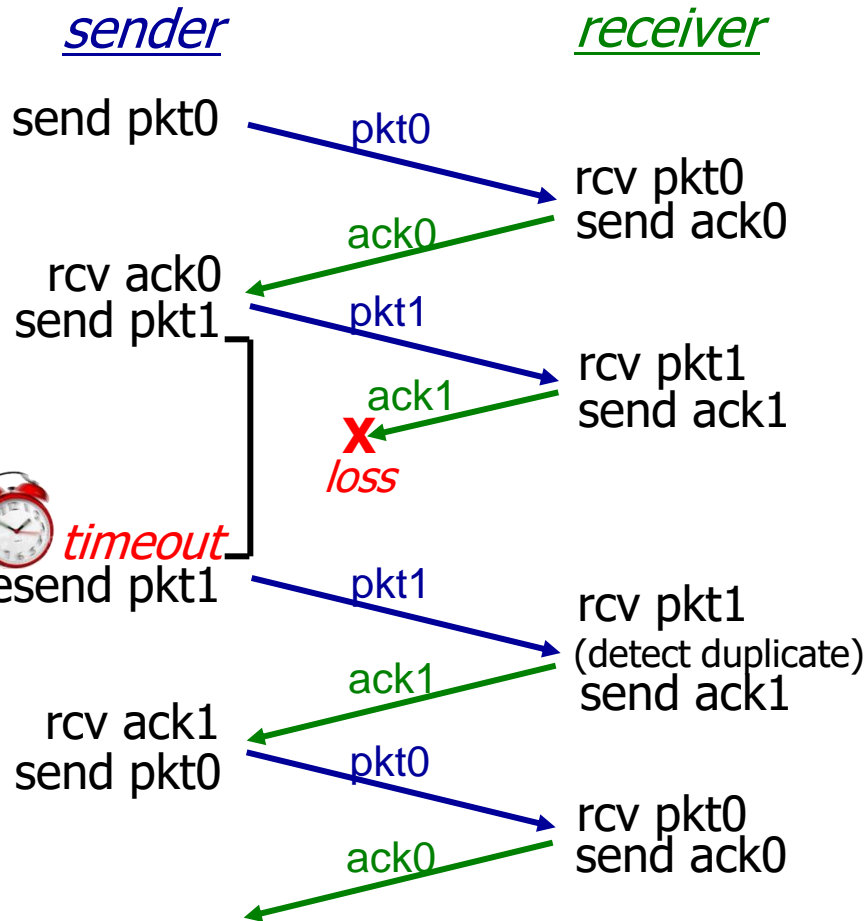


(a) no loss

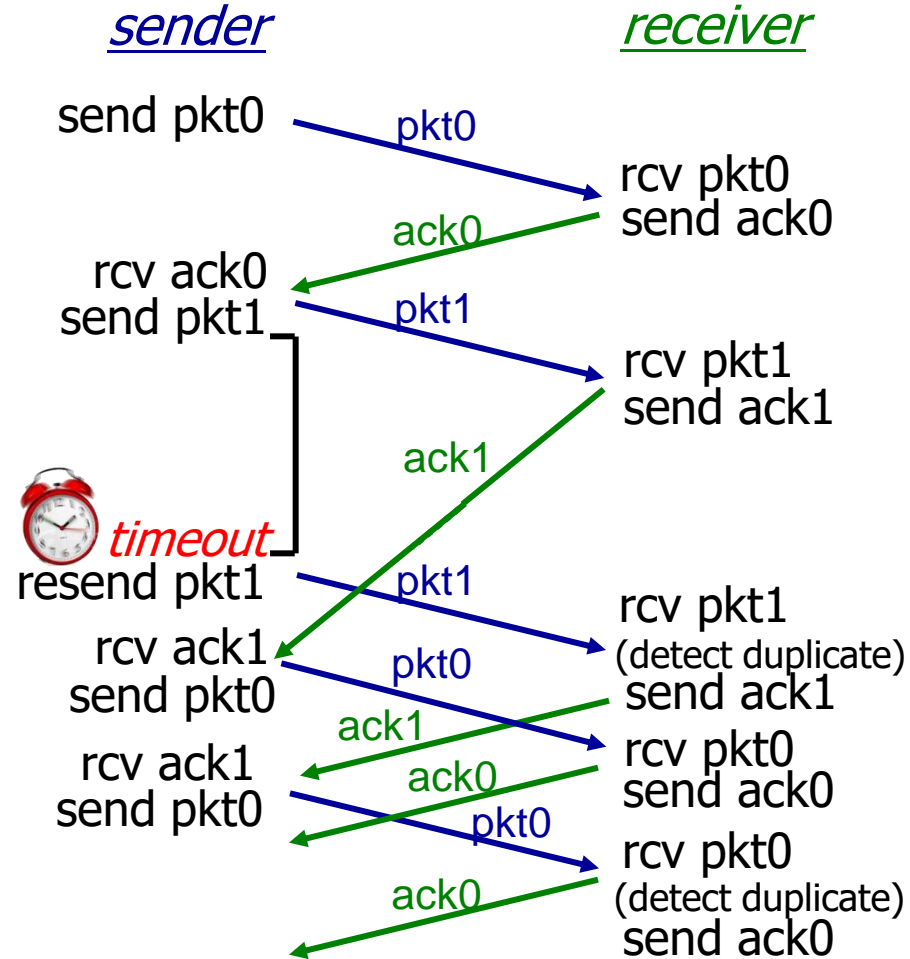


(b) packet loss

rdt3.0 in action



(c) ACK loss



(d) premature timeout/ delayed ACK

Determining the Value of Timeout

- ❖ Must be as long as the round-trip time (RTT) between the sender and receiver
- ❖ Easy for point to point link
- ❖ Difficult to compute end to end; need to consider
 - buffering at intermediate routers
 - time needed to process packet at each hop
- ❖ Waiting for worst case maximum delay would degrade performance
 - Determined dynamically as in TCP

Performance of rdt3.0

- ❖ rdt3.0 is correct, but performance stinks
- ❖ e.g.: 1 Gbps link, 15 ms prop. delay, 8000 bit packet:

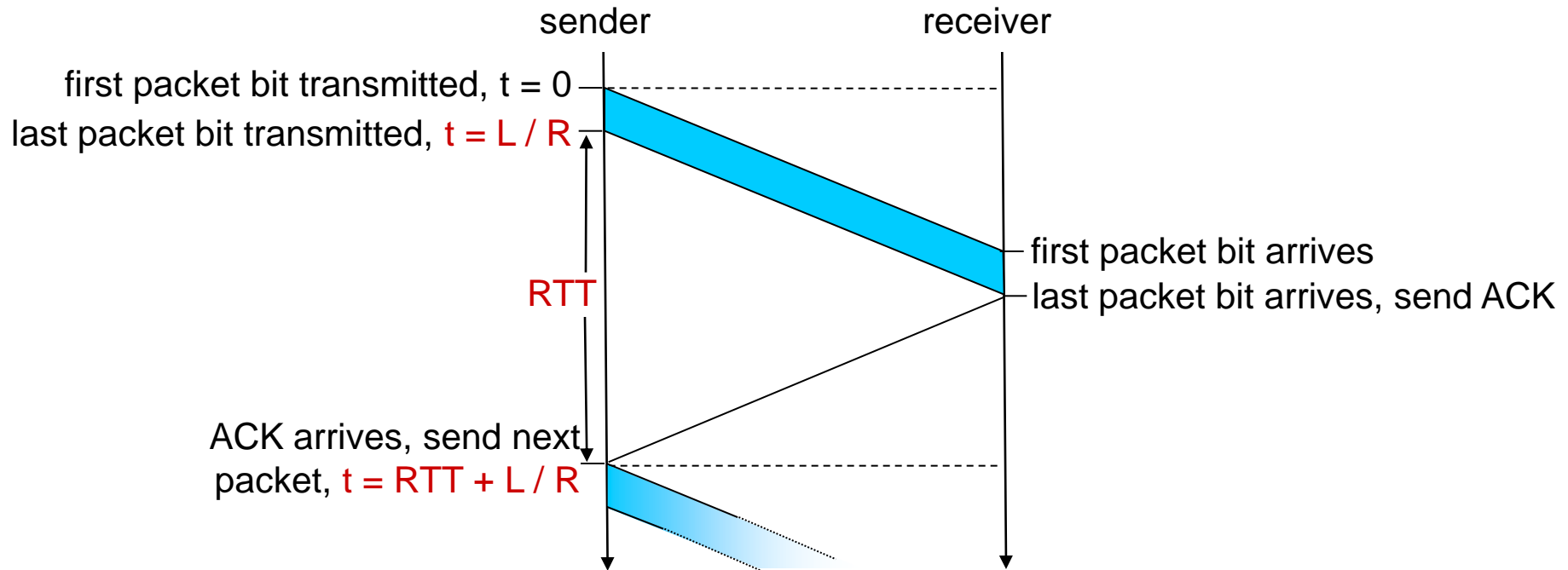
$$D_{trans} = \frac{L}{R} = \frac{8000 \text{ bits}}{10^9 \text{ bits/sec}} = 8 \text{ microseconds}$$

- U_{sender} : **utilization** – fraction of time sender busy sending

$$U_{\text{sender}} = \frac{L / R}{RTT + L / R} = \frac{.008}{30.008} = 0.00027$$

- if RTT=30 msec, 1KB pkt every 30 msec: 33kB/sec thruput over 1 Gbps link
- ❖ network protocol limits use of physical resources!

rdt3.0: stop-and-wait operation

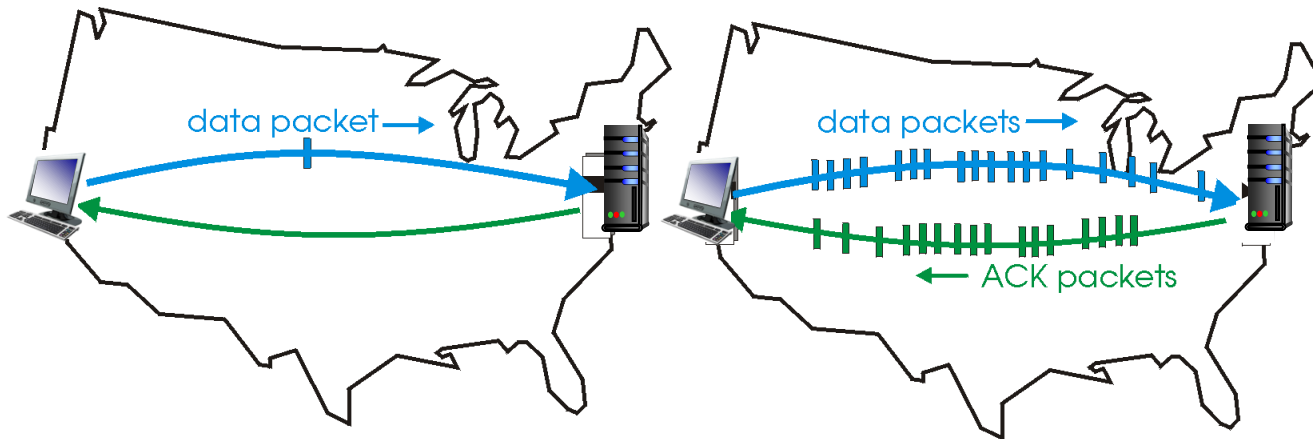


$$U_{\text{sender}} = \frac{L / R}{RTT + L / R} = \frac{.008}{30.008} = 0.00027$$

Pipelined protocols

pipelining: sender allows multiple, “in-flight”, yet-to-be-acknowledged pkts

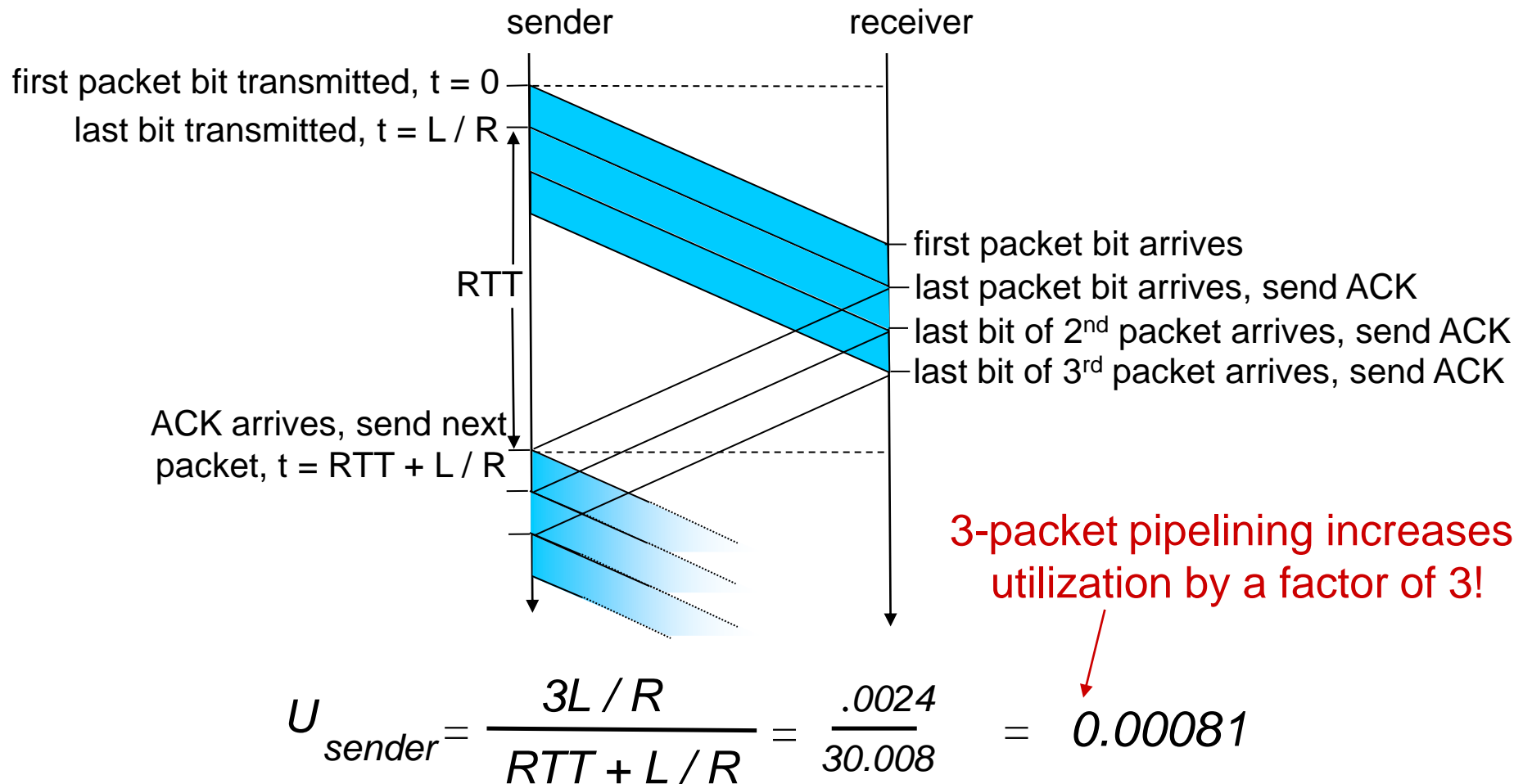
- range of sequence numbers must be increased
- buffering at sender and/or receiver



(a) a stop-and-wait protocol in operation

(b) a pipelined protocol in operation

Pipelining: increased utilization



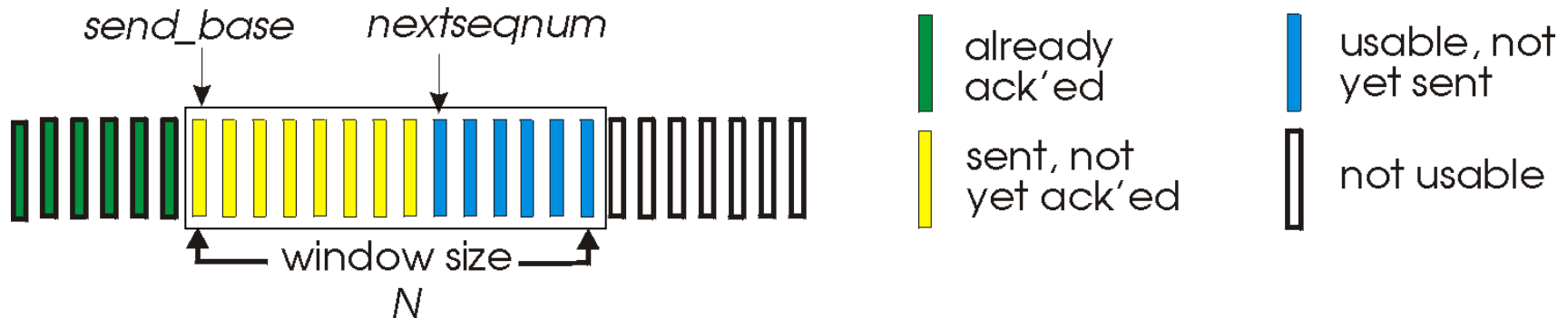
- ❖ two generic forms of pipelined protocols: *go-Back-N*, *selective repeat*

Pipelined protocols: Go-back-N

- ❖ sender can have up to N unacked packets in pipeline
- ❖ receiver only sends *cumulative ack*
 - doesn't ack packet if there's a gap
- ❖ sender has timer for oldest unacked packet
 - when timer expires, retransmit *all* unacked packets

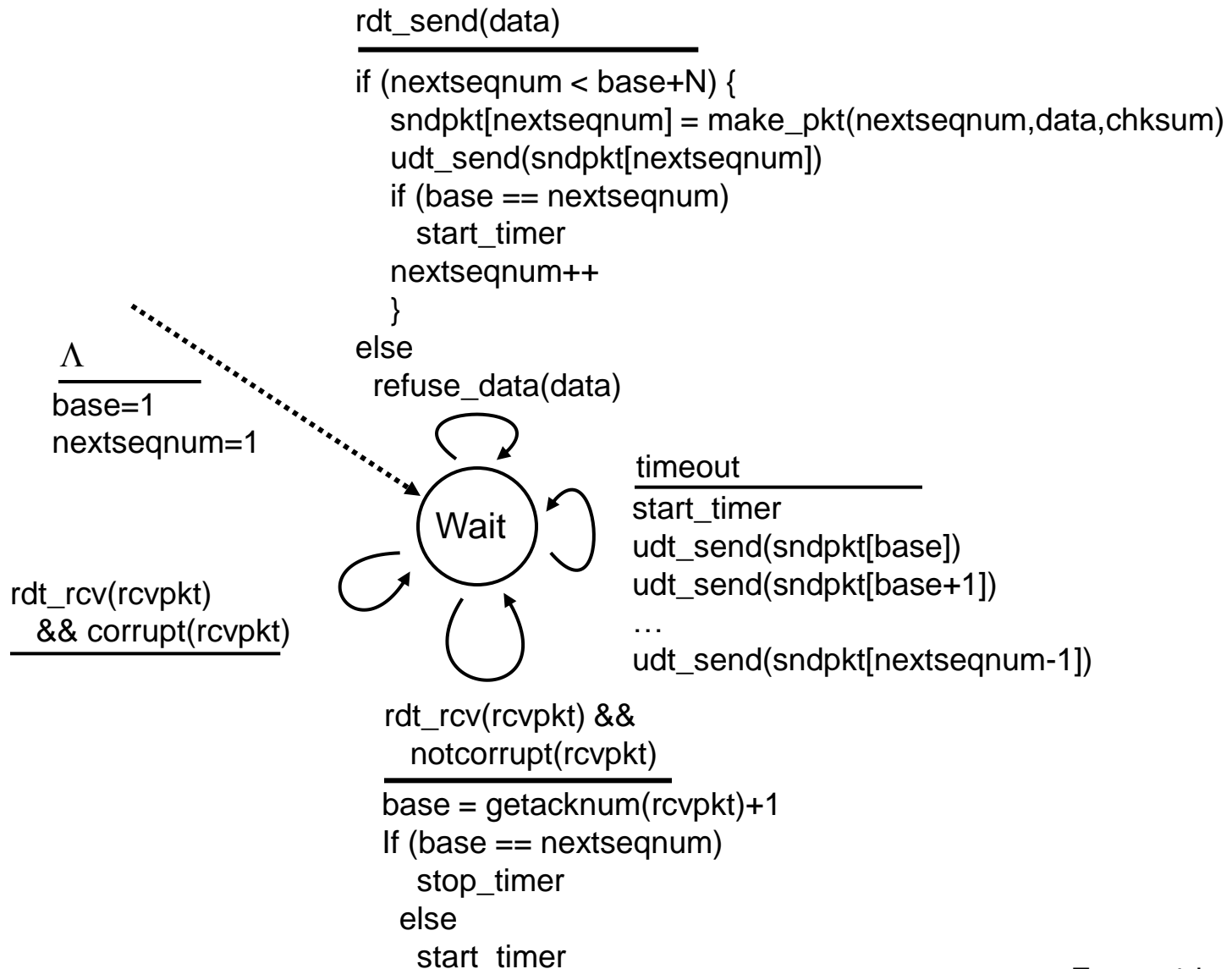
Go-Back-N: sender

- ❖ k-bit seq # in pkt header
- ❖ “window” of up to N, consecutive unack’ed pkts allowed

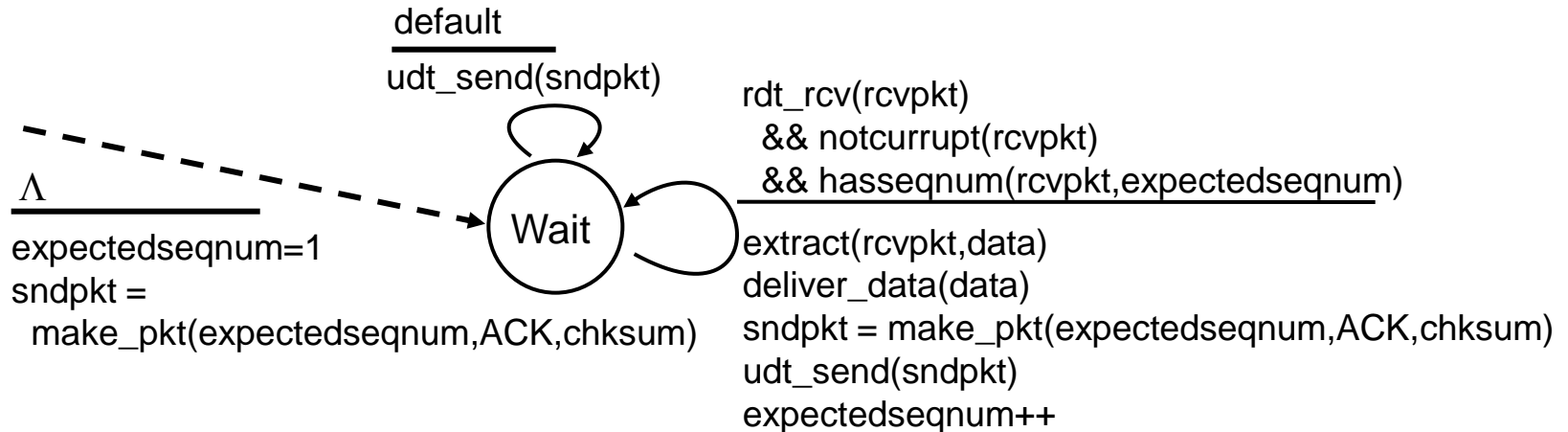


- ❖ ACK(n): ACKs all pkts up to, including seq # n - “*cumulative ACK*”
 - may receive duplicate ACKs (see receiver)
- ❖ timer for oldest in-flight pkt
- ❖ *timeout(n)*: retransmit packet n and all higher seq # pkts in window

GBN: sender extended FSM



GBN: receiver extended FSM



ACK-only: always send ACK for correctly-received pkt with highest *in-order* seq #

- may generate duplicate ACKs
- need only remember **expectedseqnum**
- ❖ out-of-order pkt:
 - discard (don't buffer): *no receiver buffering!*
 - re-ACK pkt with highest in-order seq #

GBN in action

sender window (N=4)

0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8
 0 1 2 3 4 5 6 7 8

sender

send pkt0
 send pkt1
 send pkt2
 send pkt3
 (wait)

rcv ack0, send pkt4
 rcv ack1, send pkt5

ignore duplicate ACK



pkt 2 timeout

send pkt2
 send pkt3
 send pkt4
 send pkt5

receiver

receive pkt0, send ack0
 receive pkt1, send ack1

receive pkt3, discard,
 (re)send ack1

receive pkt4, discard,
 (re)send ack1

receive pkt5, discard,
 (re)send ack1

rcv pkt2, deliver, send ack2
 rcv pkt3, deliver, send ack3
 rcv pkt4, deliver, send ack4
 rcv pkt5, deliver, send ack5

X loss

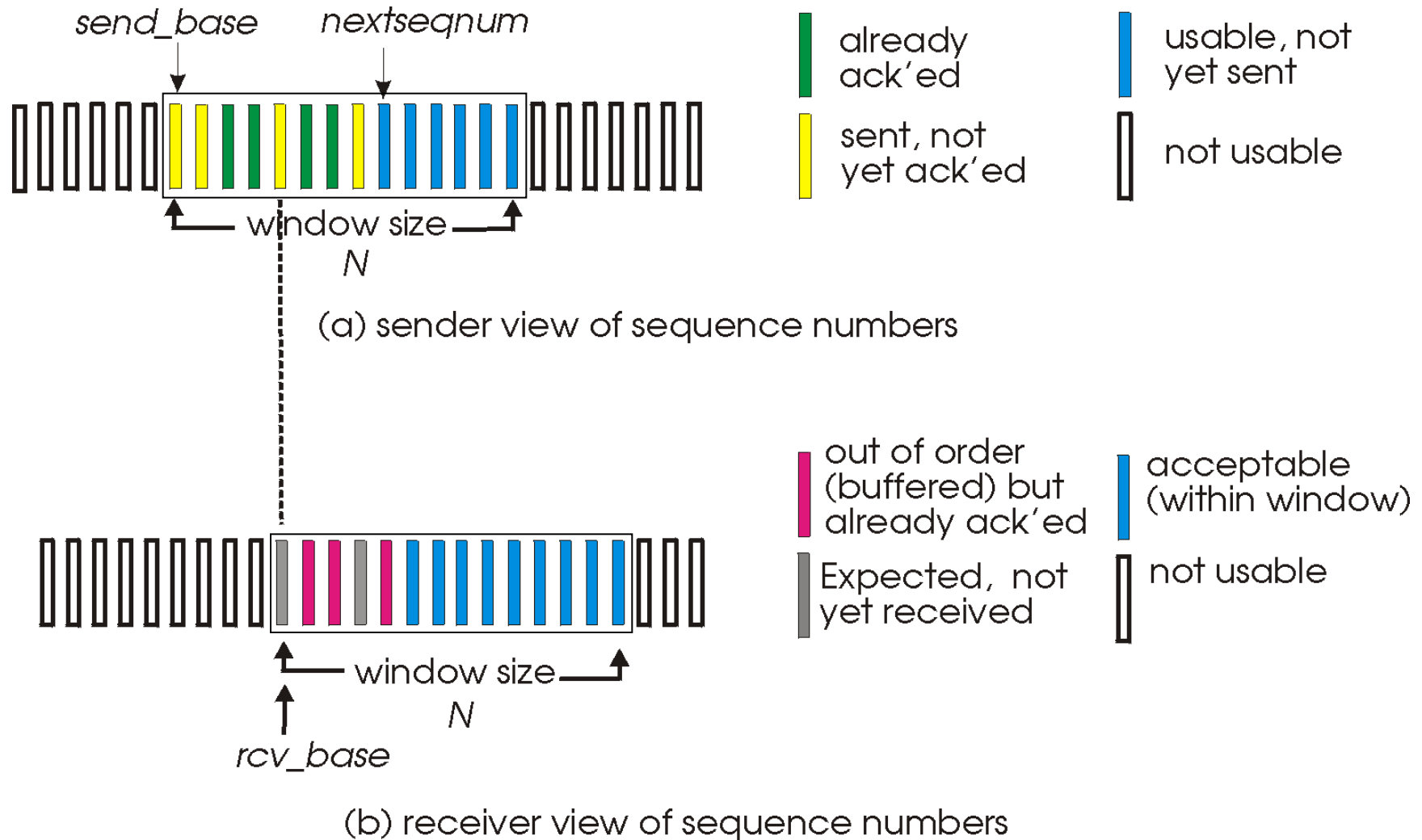
Problems of GBN

- ❖ For a large window size, a single packet error causes retransmission of a large number of packets
- ❖ The pipeline becomes filled with unnecessary retransmissions
- ❖ Can be solved by
 - accepting out of order packets by the receiver
 - selective retransmission
 - Selective Repeat (SR) protocol

Pipelined protocols: Selective repeat

- ❖ sender can have up to N unack'ed packets in pipeline
- ❖ receiver *individually* acknowledges all correctly received pkts
 - buffers pkts, as needed, for eventual in-order delivery to upper layer
- ❖ sender only resends pkts for which ACK not received
 - sender timer for each unACKed pkt
- ❖ sender window
 - N consecutive seq #'s
 - limits seq #'s of sent, unACKed pkts

Selective repeat: sender, receiver windows



Selective repeat

sender

data from above:

- ❖ if next available seq # in window, send pkt

timeout(n):

- ❖ resend pkt n, restart timer

ACK(n) in [sendbase, sendbase+N]:

- ❖ mark pkt n as received
- ❖ if n smallest unACKed pkt, advance window base to next unACKed seq #

receiver

pkt n in [rcvbase, rcvbase+N-1]

- ❖ send ACK(n)
- ❖ out-of-order: buffer
- ❖ in-order: deliver (also deliver buffered, in-order pkts), advance window to next not-yet-received pkt

pkt n in [rcvbase-N, rcvbase-1]

- ❖ ACK(n)

otherwise:

- ❖ ignore

Selective repeat in action

sender window (N=4)

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

0 1 2 3 4 5 6 7 8

sender

send pkt0

send pkt1

send pkt2

send pkt3

(wait)

rcv ack0, send pkt4

rcv ack1, send pkt5

record ack3 arrived



pkt 2 timeout

send pkt2

record ack4 arrived

record ack4 arrived

receiver

receive pkt0, send ack0

receive pkt1, send ack1

receive pkt3, buffer,
send ack3

receive pkt4, buffer,
send ack4

receive pkt5, buffer,
send ack5

rcv pkt2; deliver pkt2,
pkt3, pkt4, pkt5; send ack2

Q: what happens when ack2 arrives?

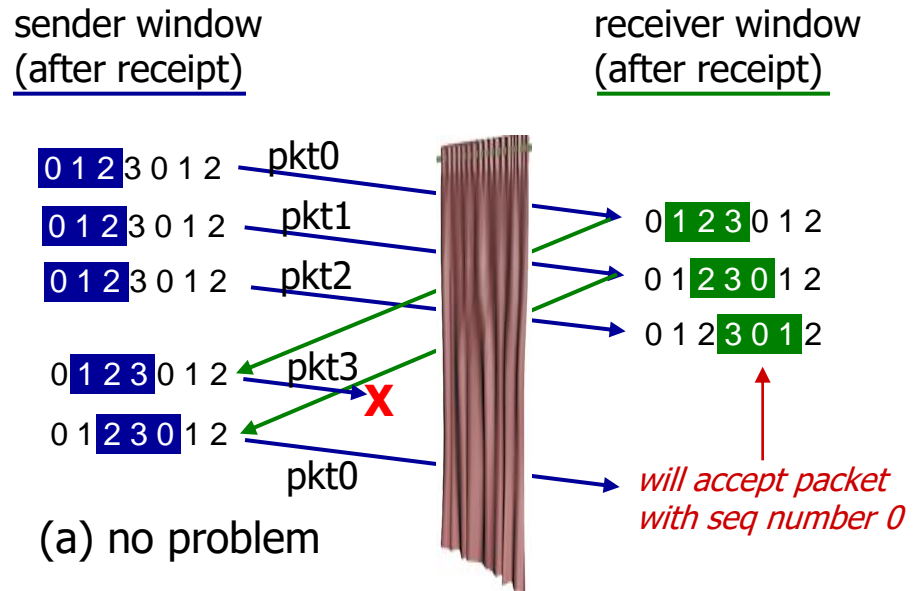
Problems with Finite Sequence No.

example:

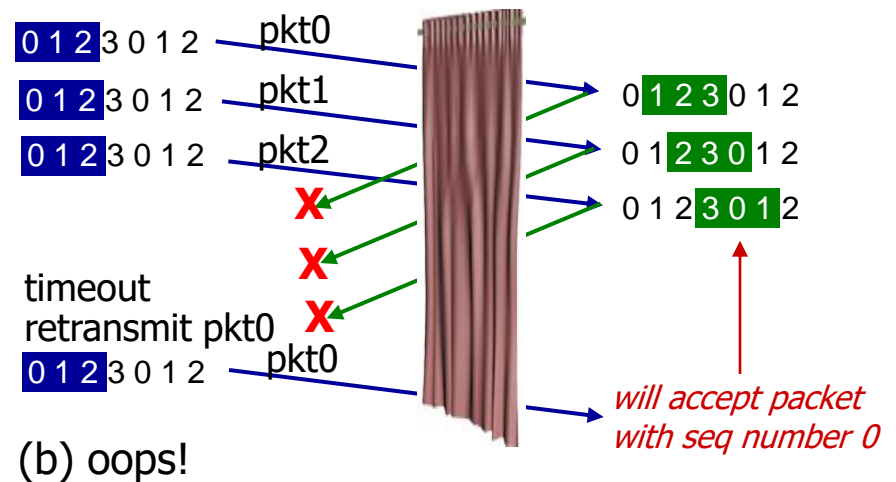
- ❖ seq #'s: 0, 1, 2, 3
- ❖ window size=3
- ❖ receiver sees no difference in two scenarios!
- ❖ duplicate data accepted as new in (b)

Q: what relationship between seq # size and window size to avoid problem in (b)?

Q: What should the relation in GBN?

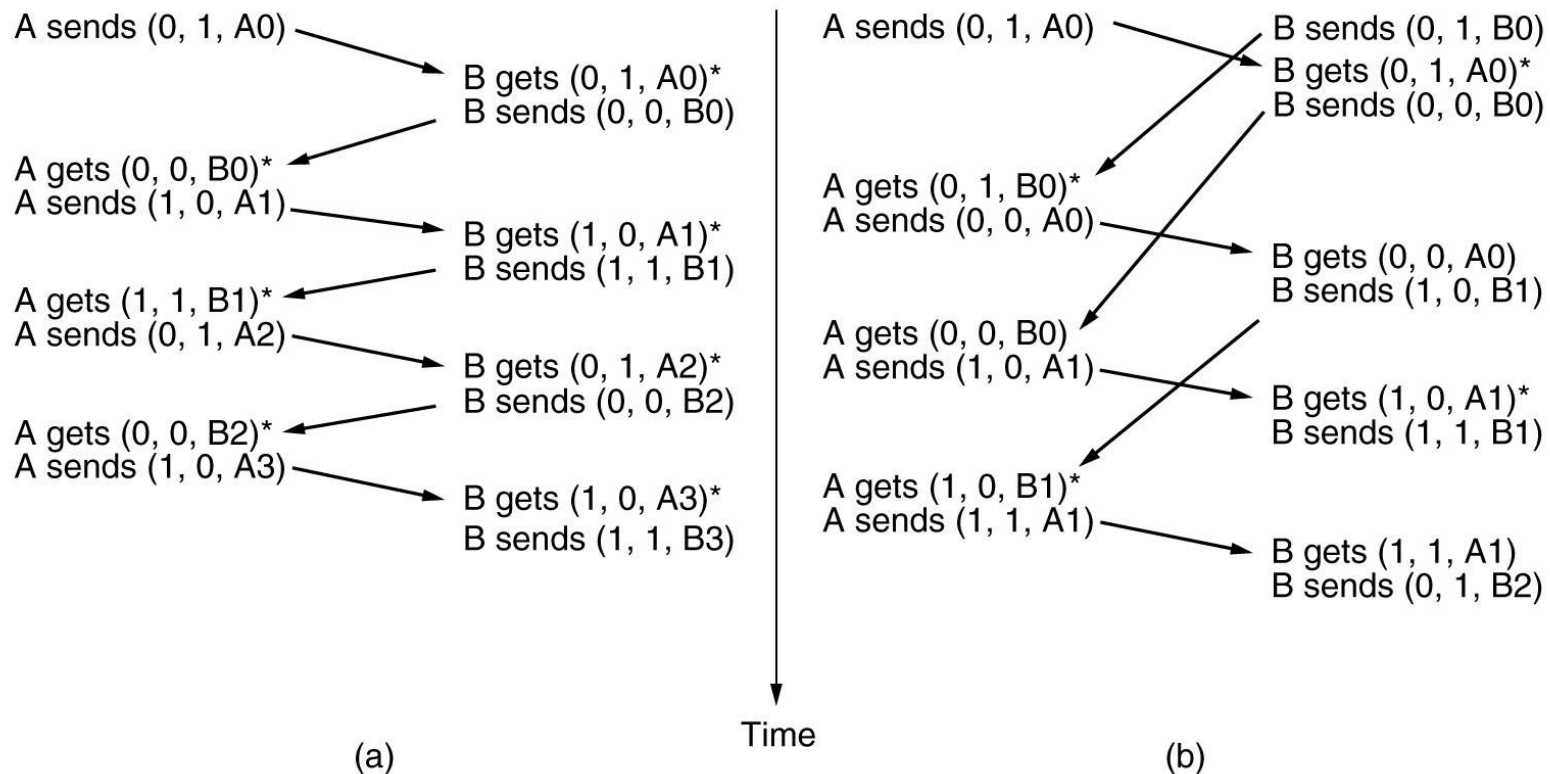


*receiver can't see sender side.
 receiver behavior identical in both cases!
 something's (very) wrong!*



Bi-directional Transfer

- ❖ Send ack in the same frame for data
- ❖ Known as **Piggybacking**



Delayed Duplicate Problem

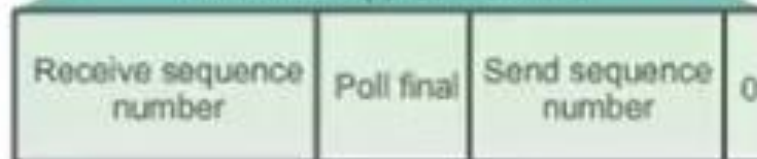
- ❖ Old copies of a packet may appear at the sender or receiver
- ❖ Since sequence numbers wrap around, care must be taken to guard against such duplicate packet
 - Do not use a sequence number, until all the earlier packets with the same sequence number have died out.
 - TCP extension for high speed network assumes maximum packet lifetime of approx. three minutes

Sliding Window at Link Layer: HDLC

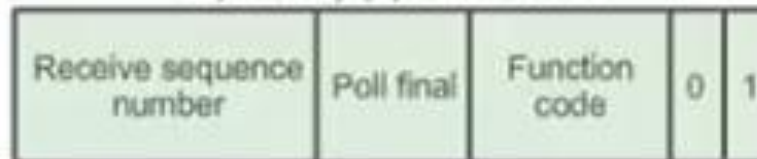
HDLC Frame Structure



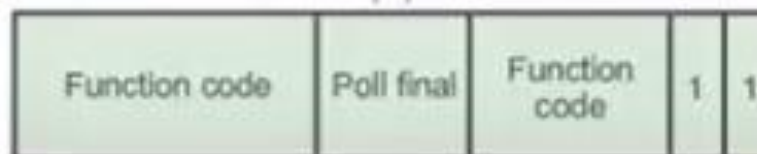
Information (I) frame format



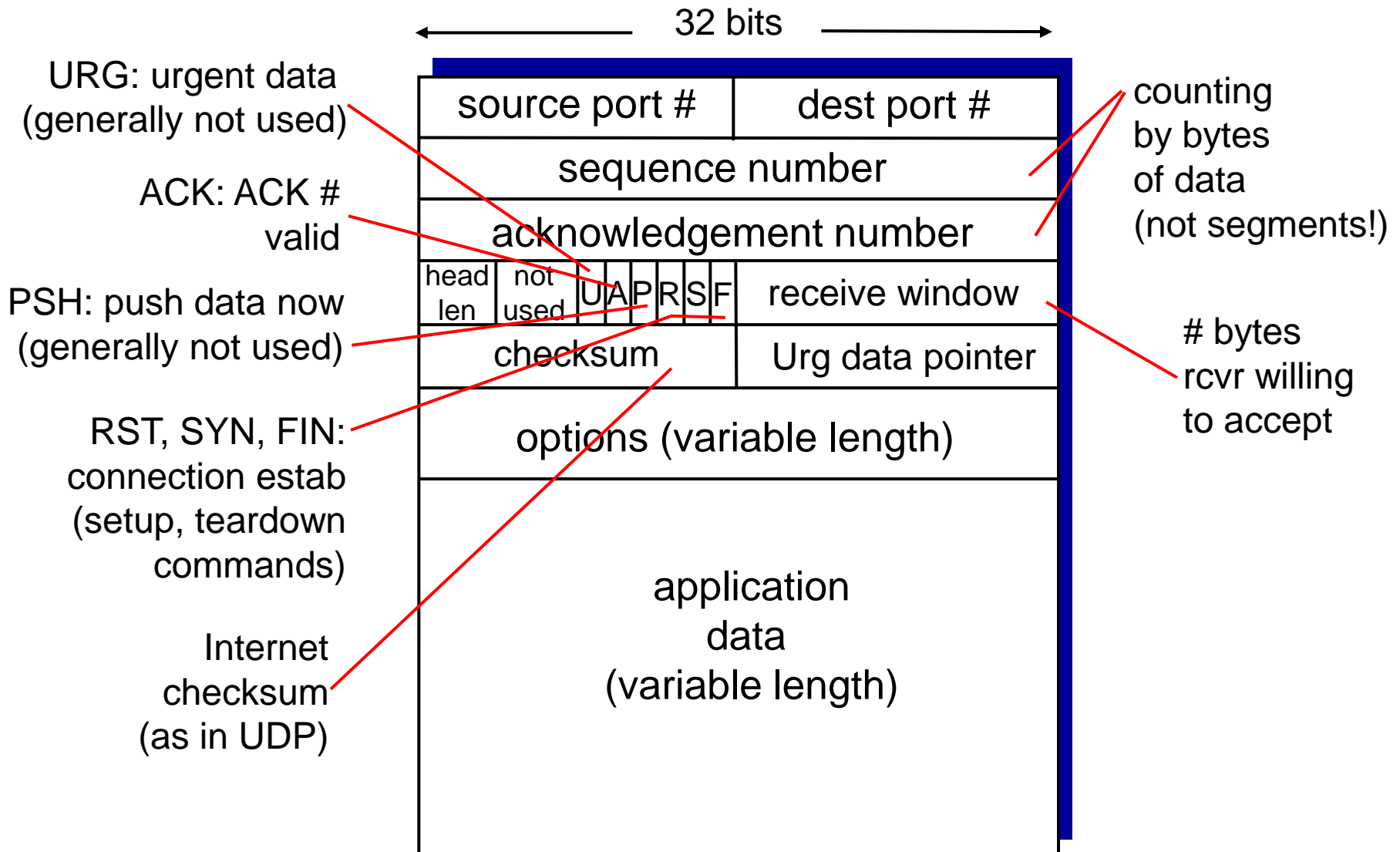
Supervisory (S) frame format



Unnumbered (U) frame format



Sliding Window at Transport Layer: TCP



TCP Header

Sliding Window in TCP (2)

sequence numbers:

- byte stream “number” of first byte in segment’s data

acknowledgements:

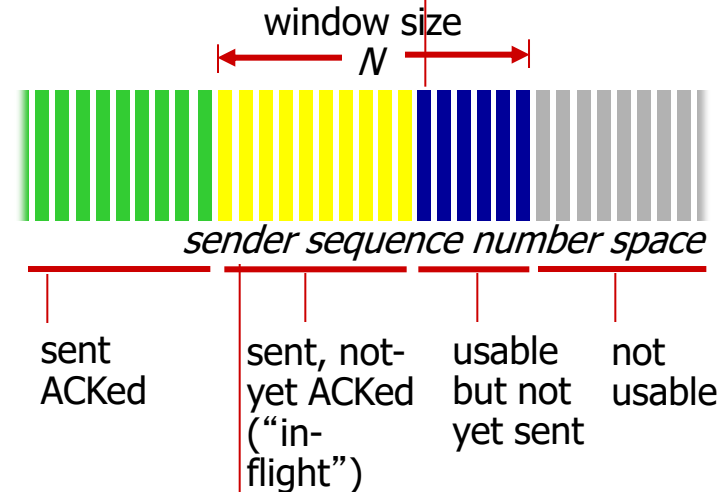
- seq # of next byte expected from other side
- cumulative ACK

Q: how receiver handles out-of-order segments

- A:** TCP spec doesn’t say,
- up to implementor

outgoing segment from sender

source port #	dest port #
sequence number	
acknowledgement number	
	rwnd
checksum	urg pointer



incoming segment to sender

source port #	dest port #
sequence number	
acknowledgement number	
	A
checksum	urg pointer

TCP round trip time, timeout

- ❖ **timeout interval:** **EstimatedRTT** plus “safety margin”
 - large variation in **EstimatedRTT** -> larger safety margin
- ❖ estimate **SampleRTT** deviation from **EstimatedRTT**:

$$\text{DevRTT} = (1-\beta) * \text{DevRTT} + \beta * |\text{SampleRTT} - \text{EstimatedRTT}|$$

(typically, $\beta = 0.25$)

$$\text{TimeoutInterval} = \text{EstimatedRTT} + 4 * \text{DevRTT}$$



↑
estimated RTT

↑
“safety margin”

TCP ACK generation [RFC 1122, RFC 2581]

<i>event at receiver</i>	<i>TCP receiver action</i>
arrival of in-order segment with expected seq #. All data up to expected seq # already ACKed	delayed ACK. Wait up to 500ms for next segment. If no next segment, send ACK
arrival of in-order segment with expected seq #. One other segment has ACK pending	immediately send single cumulative ACK, ACKing both in-order segments
arrival of out-of-order segment higher-than-expect seq. # . Gap detected	immediately send <i>duplicate ACK</i> , indicating seq. # of next expected byte
arrival of segment that partially or completely fills gap	immediate send ACK, provided that segment starts at lower end of gap

TCP fast retransmit

- ❖ time-out period often relatively long:
 - long delay before resending lost packet
- ❖ detect lost segments via duplicate ACKs.
 - sender often sends many segments back-to-back
 - if segment is lost, there will likely be many duplicate ACKs.

TCP fast retransmit

if sender receives 3 ACKs for same data (“triple duplicate ACKs”), resend unacked segment with smallest seq #

- likely that unacked segment lost, so don't wait for timeout

TCP fast retransmit

