

Q.) Write notes on

- (i) Indirect TCP
- (ii) Mobile TCP

Answers

i.) Indirect TCP (I-TCP)

~ It is one of the many mechanisms that we use to improve Classical TCP

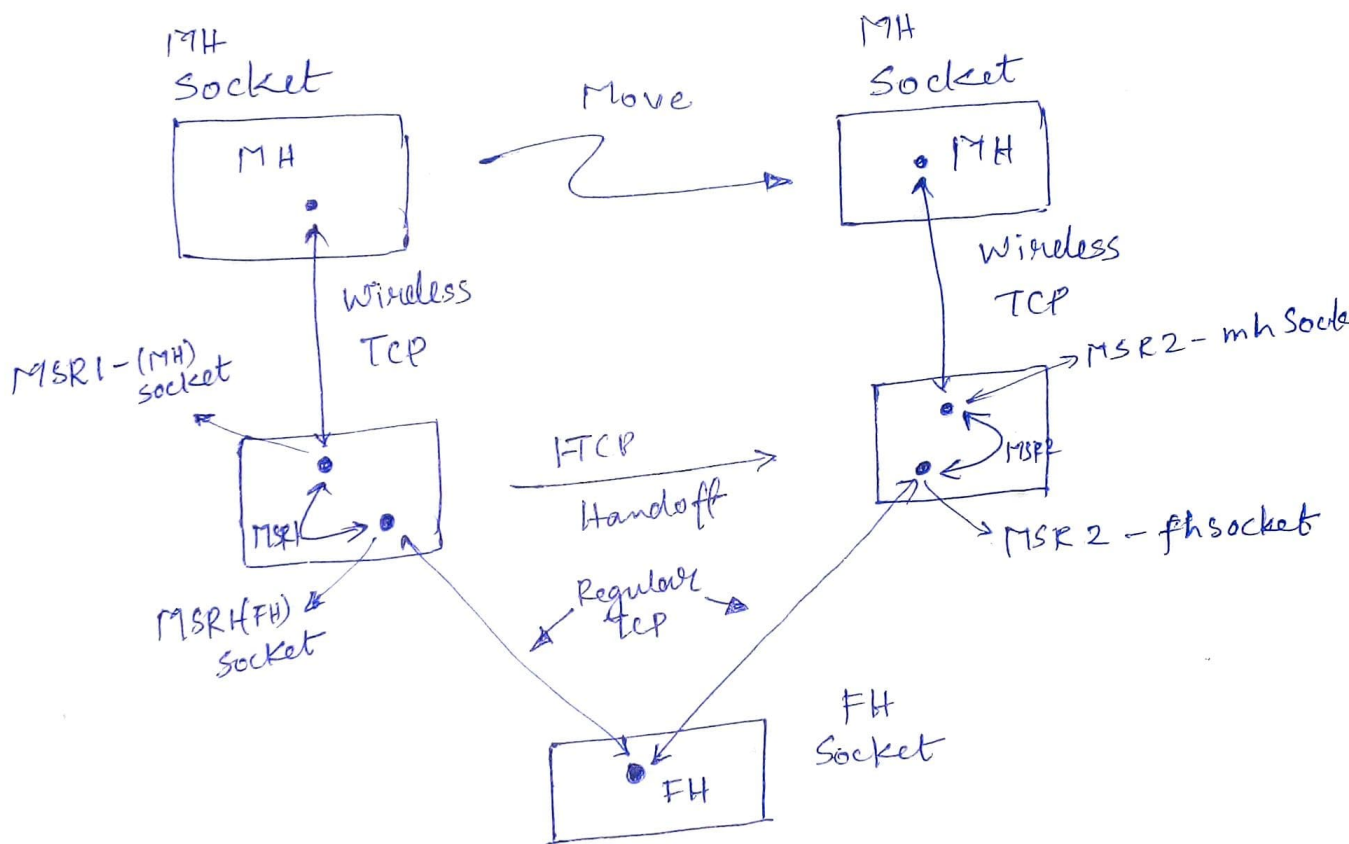
~ I-TCP is a transport layer protocol for mobile host which is based on the indirect protocol model

~ It is fully compatible with the TCP/IP on the fixed network and is built around the following simple concepts

1. A transport layer connection between a Mobile host and a Fixed host is established as two separate connections

~ one over wireless medium & another over fixed network with the wired MSR being the center point.

2. If the mobile host switches cells during the life time of an I-TCP connection, the center point of the connection moves to the new MSR (mobile support router) (fixed host)
3. The FH is completely unaware of the indication and is not affected even when the mobile host (MH) switches cells.



MH = Mobile Host

FH = Fixed Host

MSR = Mobile Support Router

I-TCP connection
Setup.

(ii) Mobile TCP (M-TCP)

- ~ M-TCP is extended transmission layer protocol which supports transmission layer mobility over traditional IP layer
- ~ MTCP tries to improve overall throughput, to lower the delay to maintain end-to-end semantics of TCP, and to provide a more efficient handover.
- ~ Additionally MTCP is especially adapted to the problems arising from changing or frequency disconnections.
- ~ The MTCP approach assumes a relatively low bit error rate on the wireless link.
- ~ Therefore it does not perform caching or retransmission.
- ~ But since MTCP lacks buffers it also faces some downsides - one of which is not so correct assumption of TCP low bit error.