

# **COMP 3331/9331:** **Computer Networks and** **Applications**

**Week 5**

**Transport Layer (Continued)**

**Reading Guide: Chapter 3, Sections: 3.5 – 3.7**

# Transport Layer 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

# Practical Reliability Questions

- ❖ How do the sender and receiver keep track of outstanding pipelined segments?
- ❖ How many segments should be pipelined?
- ❖ How do we choose sequence numbers?
- ❖ What does connection establishment and teardown look like?
- ❖ How should we choose timeout values?

# TCP: Overview

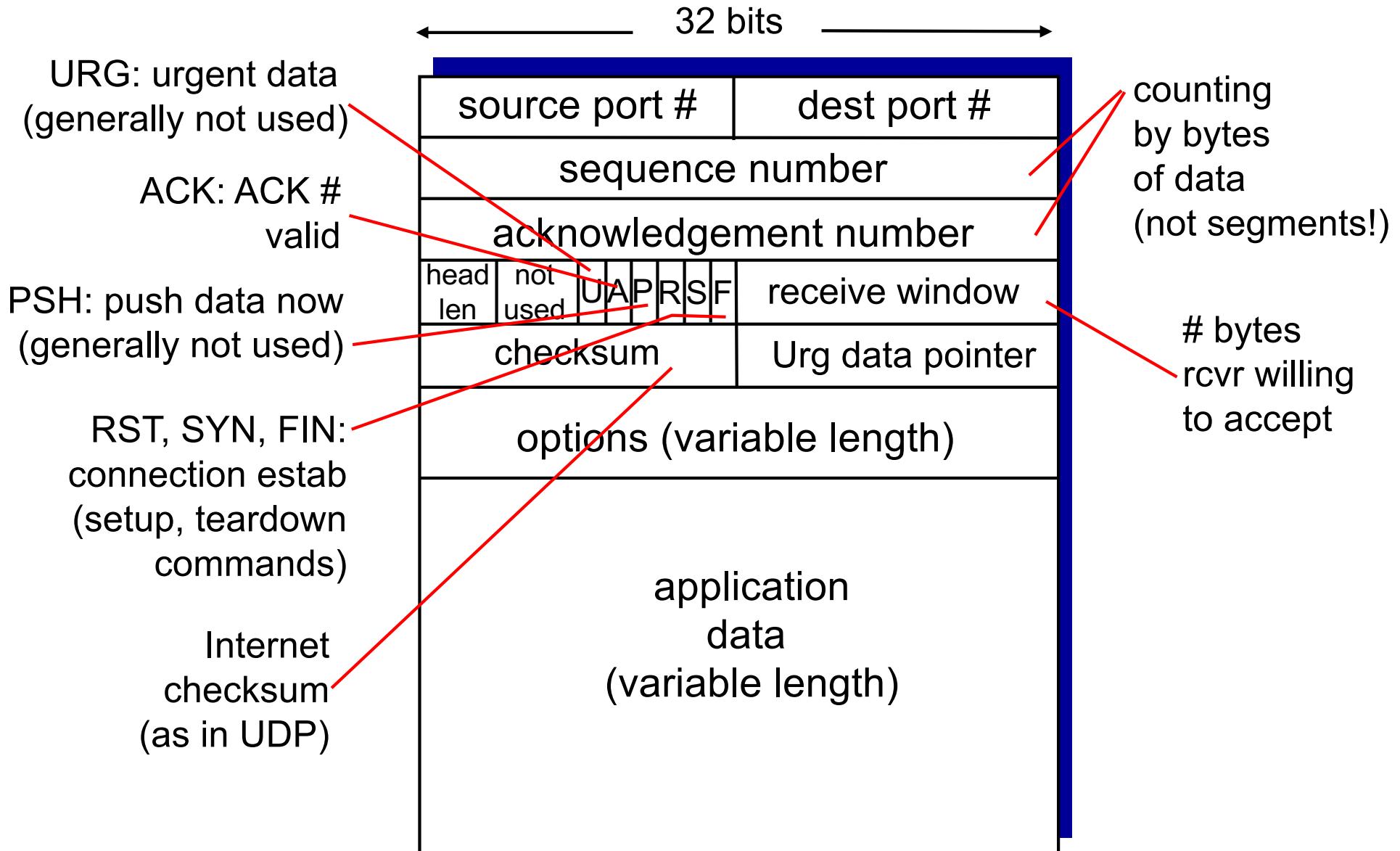
RFCs: 793, 1122, 1323, 2018, 2581

- ❖ **point-to-point:**
  - one sender, one receiver
- ❖ **reliable, in-order *byte stream*:**
  - no “message boundaries”
- ❖ **pipelined:**
  - TCP congestion and flow control set window size
- ❖ **send and receive buffers**

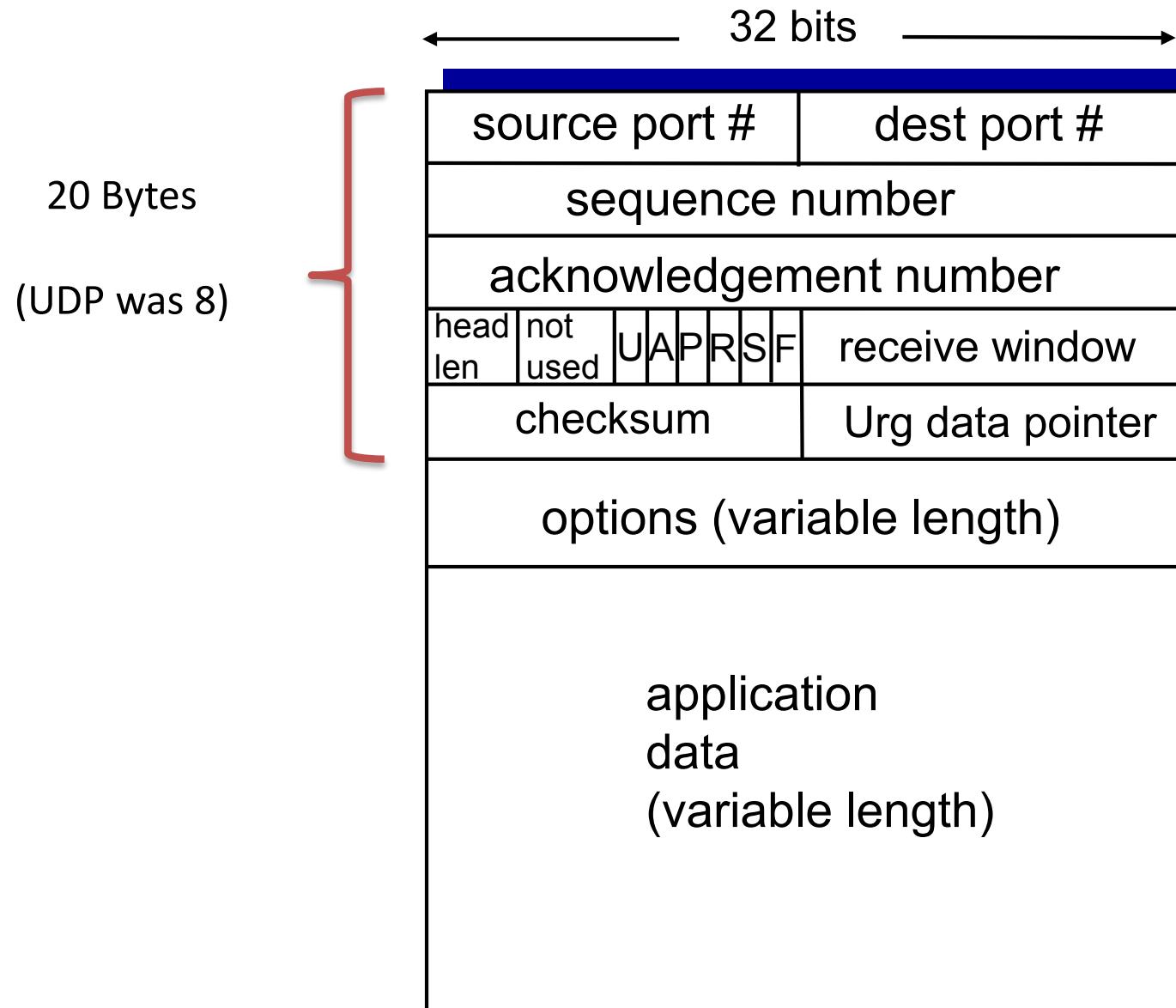
- ❖ **full duplex data:**
  - bi-directional data flow in same connection
  - MSS: maximum segment size
- ❖ **connection-oriented:**
  - handshaking (exchange of control msgs) inits sender, receiver state before data exchange
- ❖ **flow controlled:**
  - sender will not overwhelm receiver



# TCP segment structure



# TCP segment structure



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# Recall: Components of a solution for reliable transport

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- ❖ Checksums (for error detection)
- ❖ Timers (for loss detection)
- ❖ Acknowledgments
  - cumulative
  - selective
- ❖ Sequence numbers (duplicates, windows)
- ❖ Sliding Windows (for efficiency)
  - Go-Back-N (GBN)
  - Selective Repeat (SR)

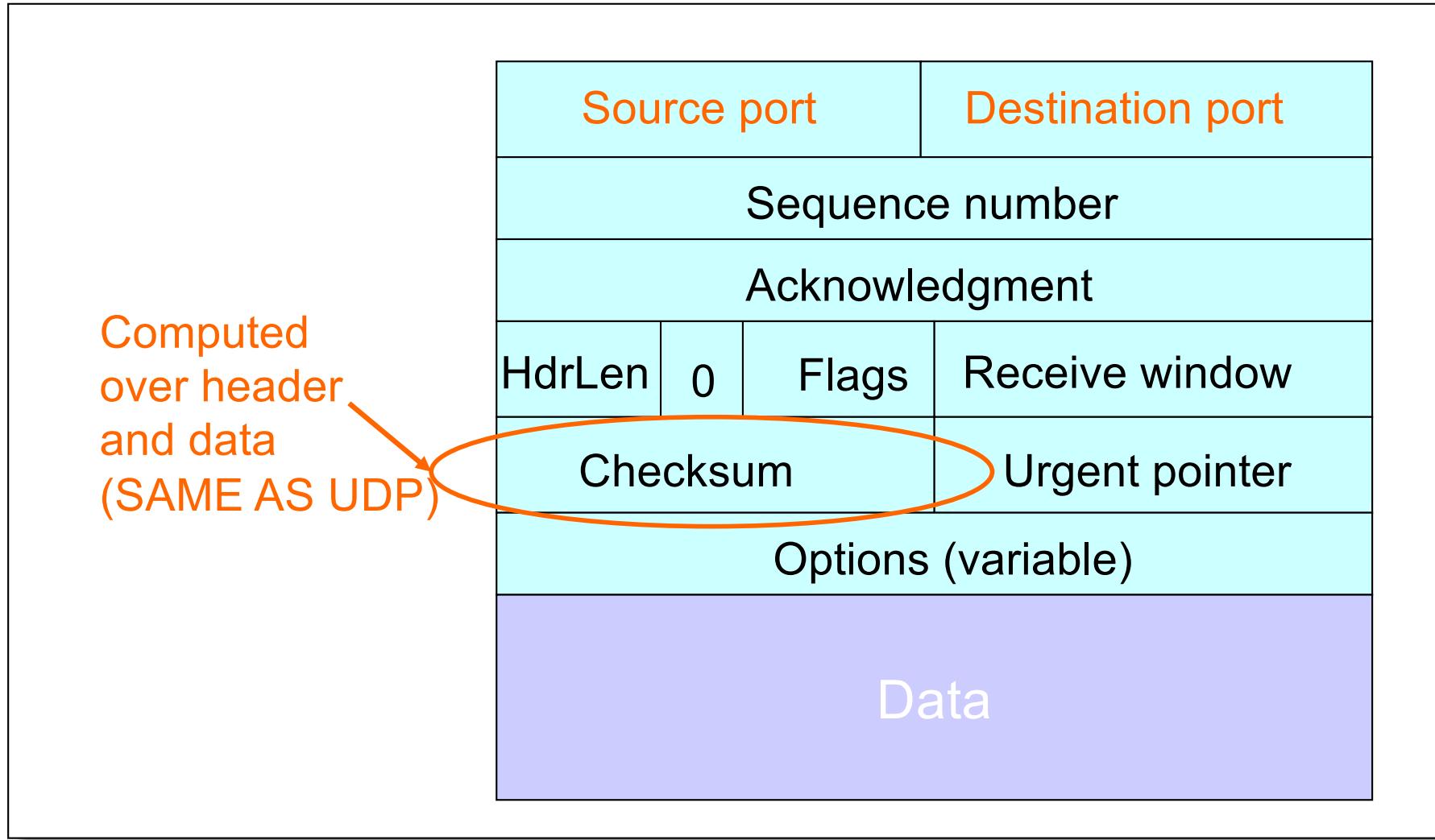
# What does TCP do?

Many of our previous ideas, but some key differences

- ❖ Checksum

# TCP Header

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# What does TCP do?

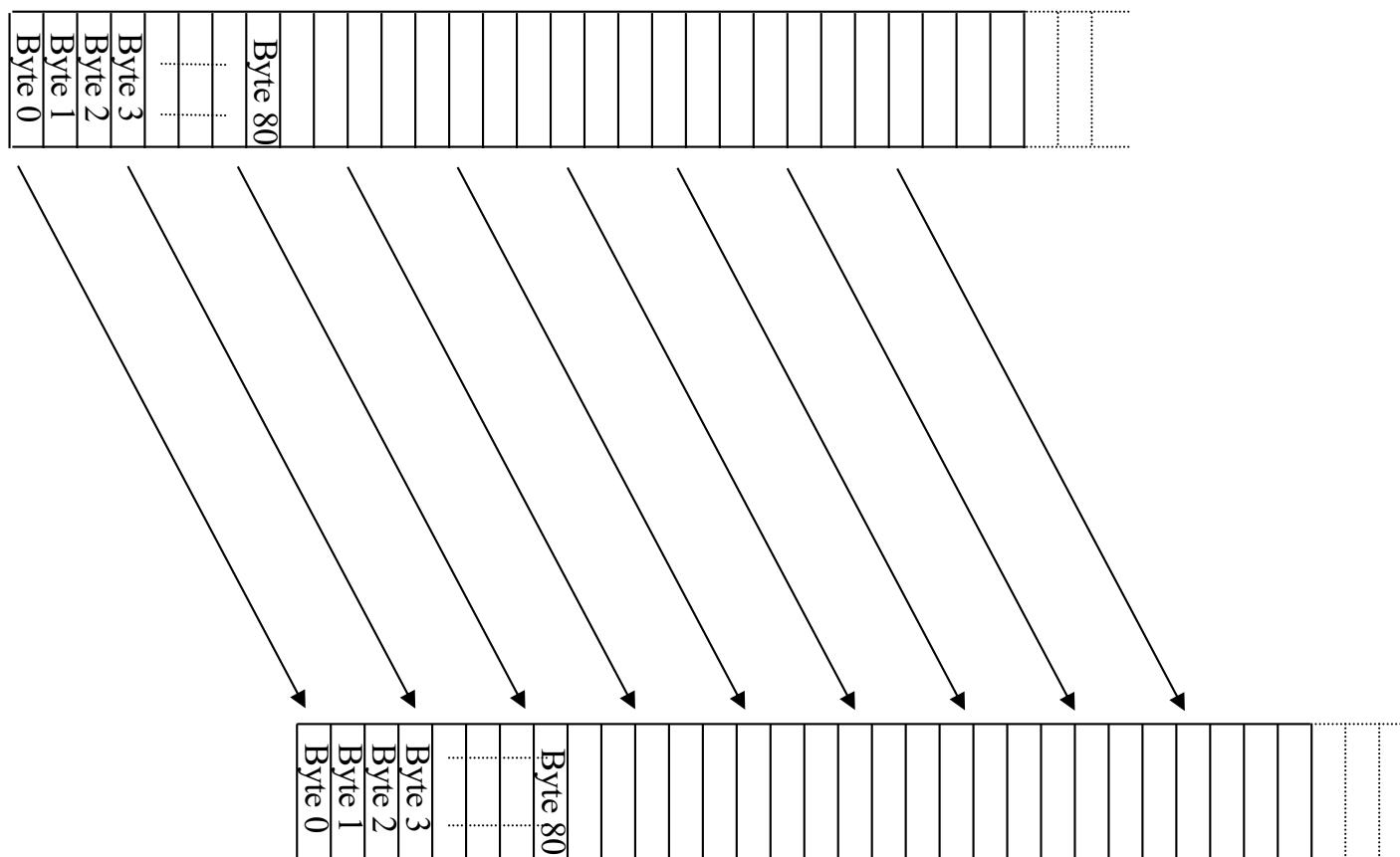
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Many of our previous ideas, but some key differences

- ❖ Checksum
- ❖ **Sequence numbers are byte offsets**

# TCP “Stream of Bytes” Service ..

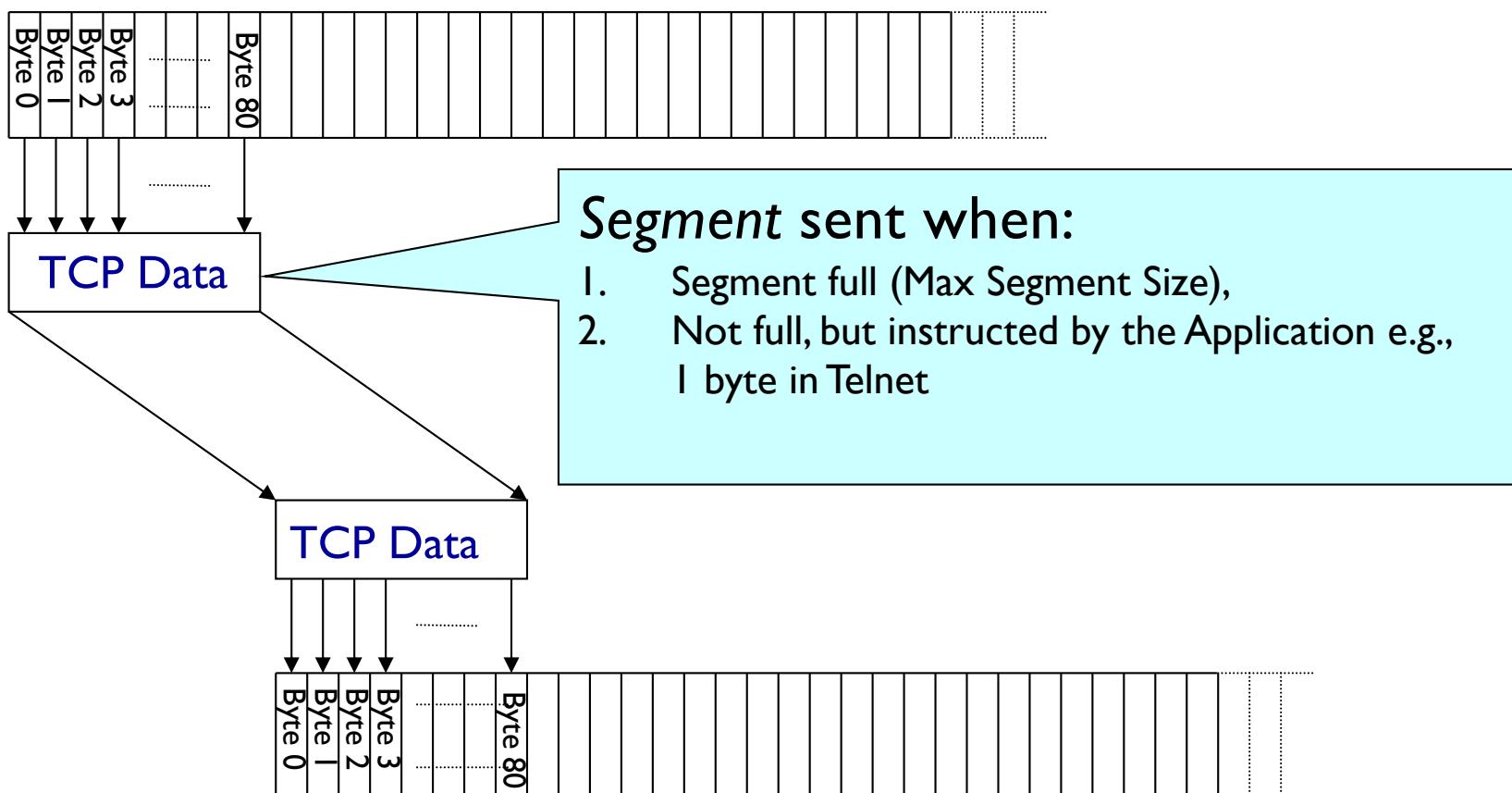
Application @ Host A



Application @ Host B

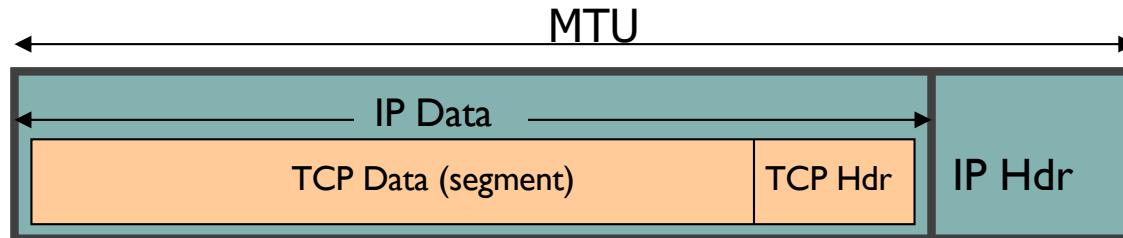
# .. Provided Using TCP “Segments”

Host A



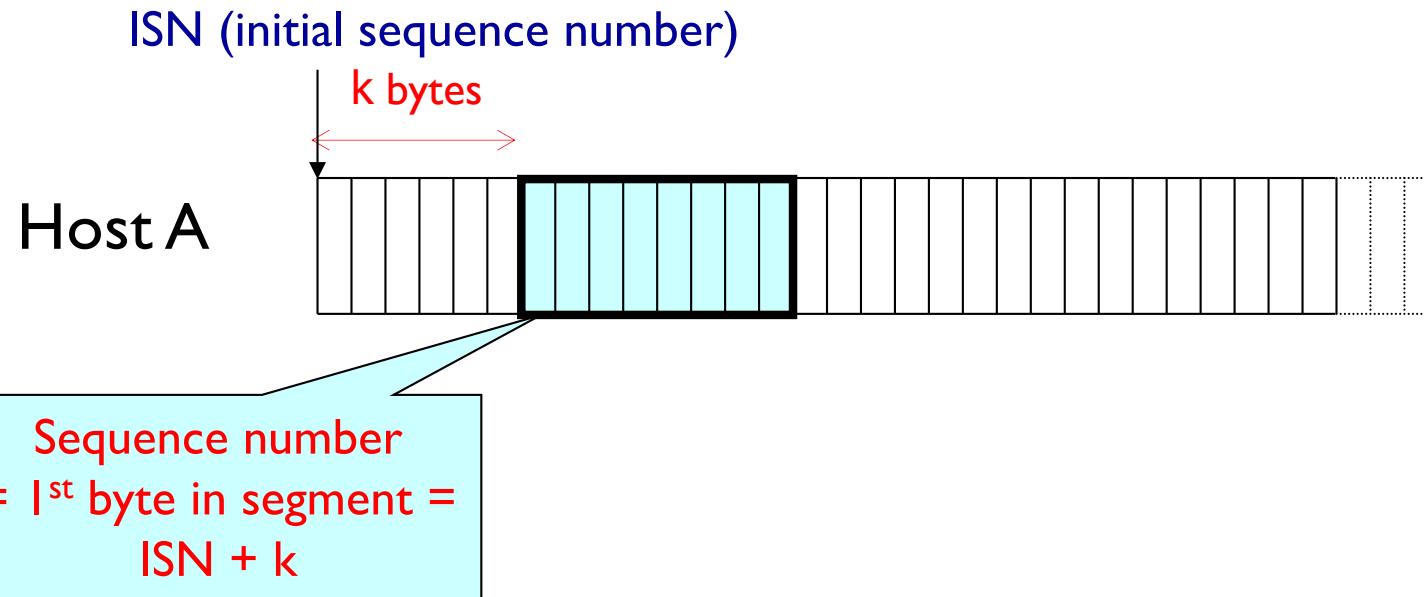
Host B

# TCP Maximum Segment Size



- ❖ IP packet
  - No bigger than Maximum Transmission Unit (**MTU**)
  - E.g., up to 1500 bytes with Ethernet
- ❖ TCP packet
  - IP packet with a TCP header and data inside
  - TCP header  $\geq$  20 bytes long
- ❖ TCP **segment**
  - No more than **Maximum Segment Size (MSS)** bytes
  - E.g., up to 1460 consecutive bytes from the stream
  - $MSS = MTU - 20 \text{ (min IP header)} - 20 \text{ ( min TCP header )}$

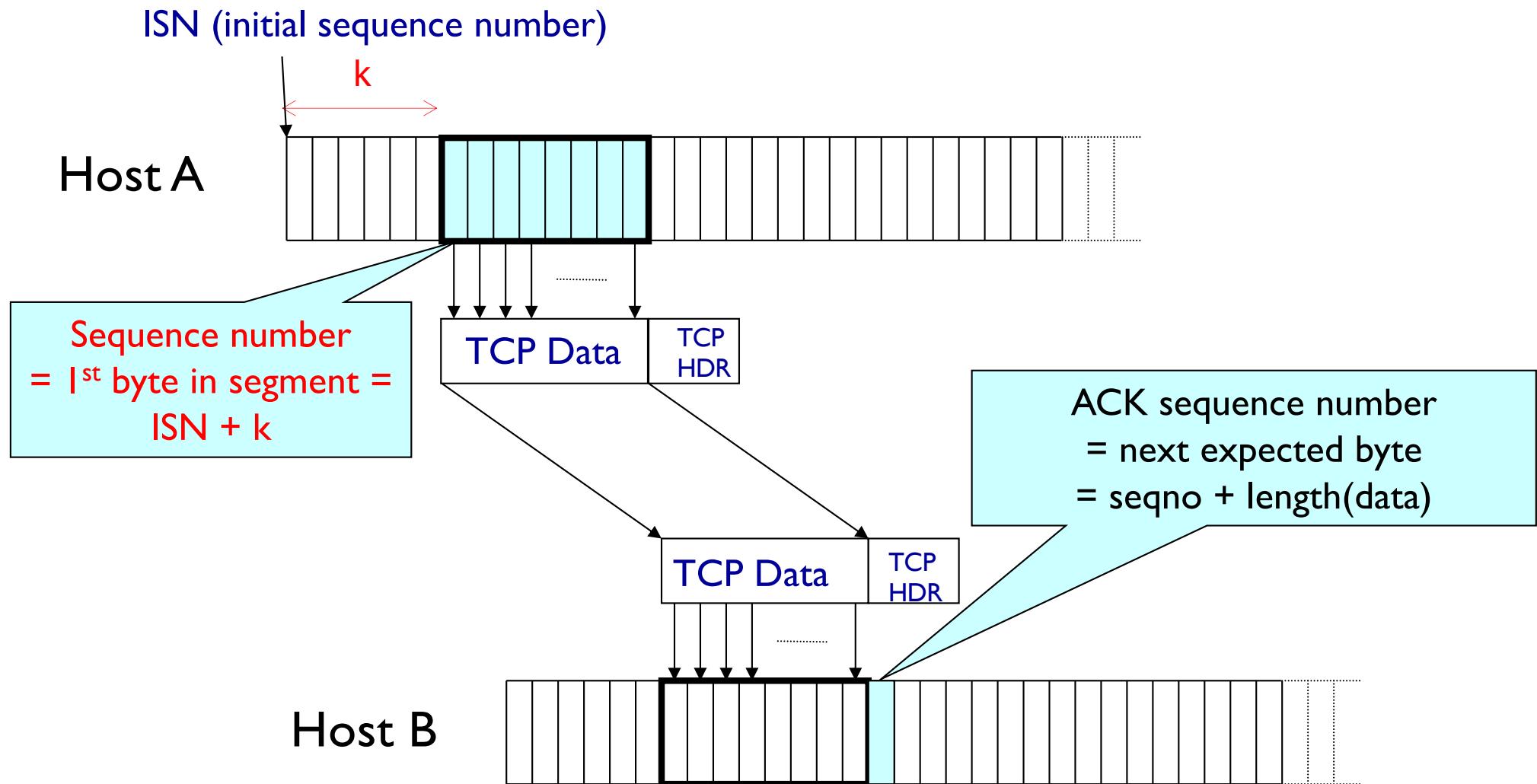
# Sequence Numbers



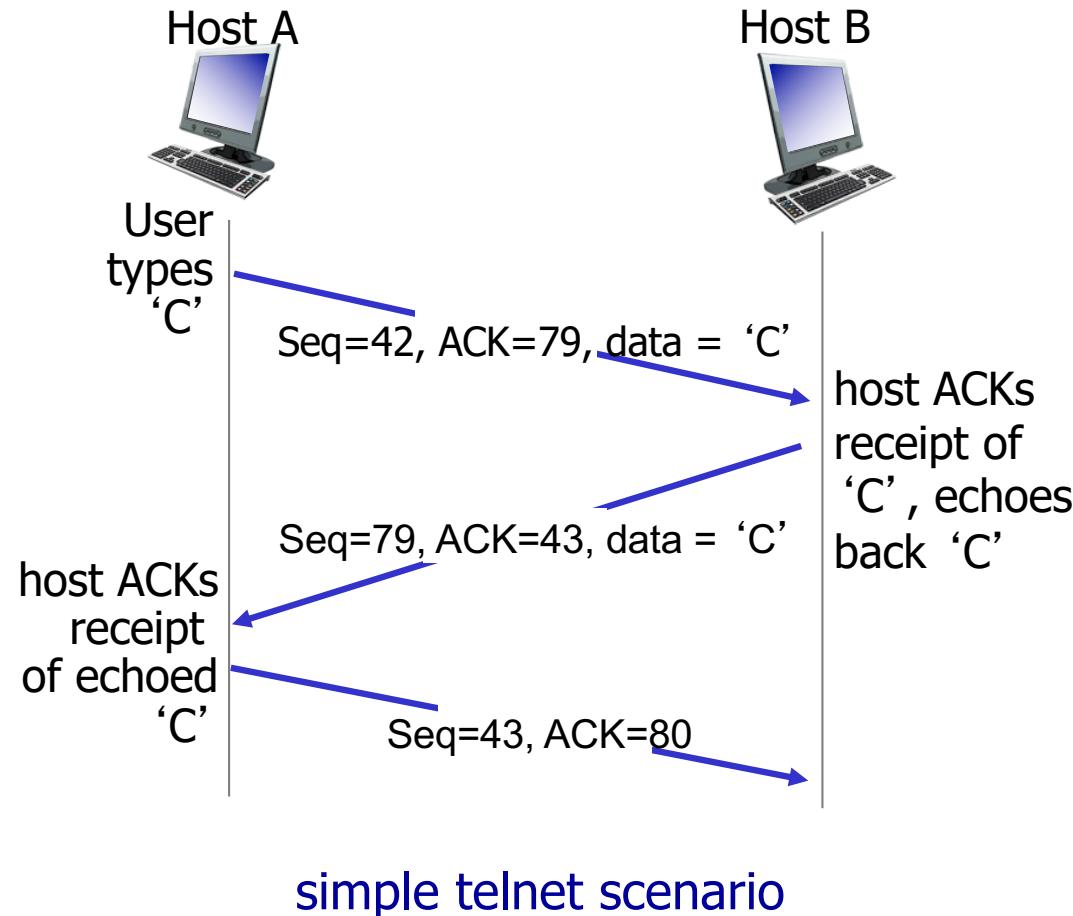
## Sequence numbers:

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

# Sequence & Ack Numbers



# TCP seq. numbers, ACKs



# What does TCP do?

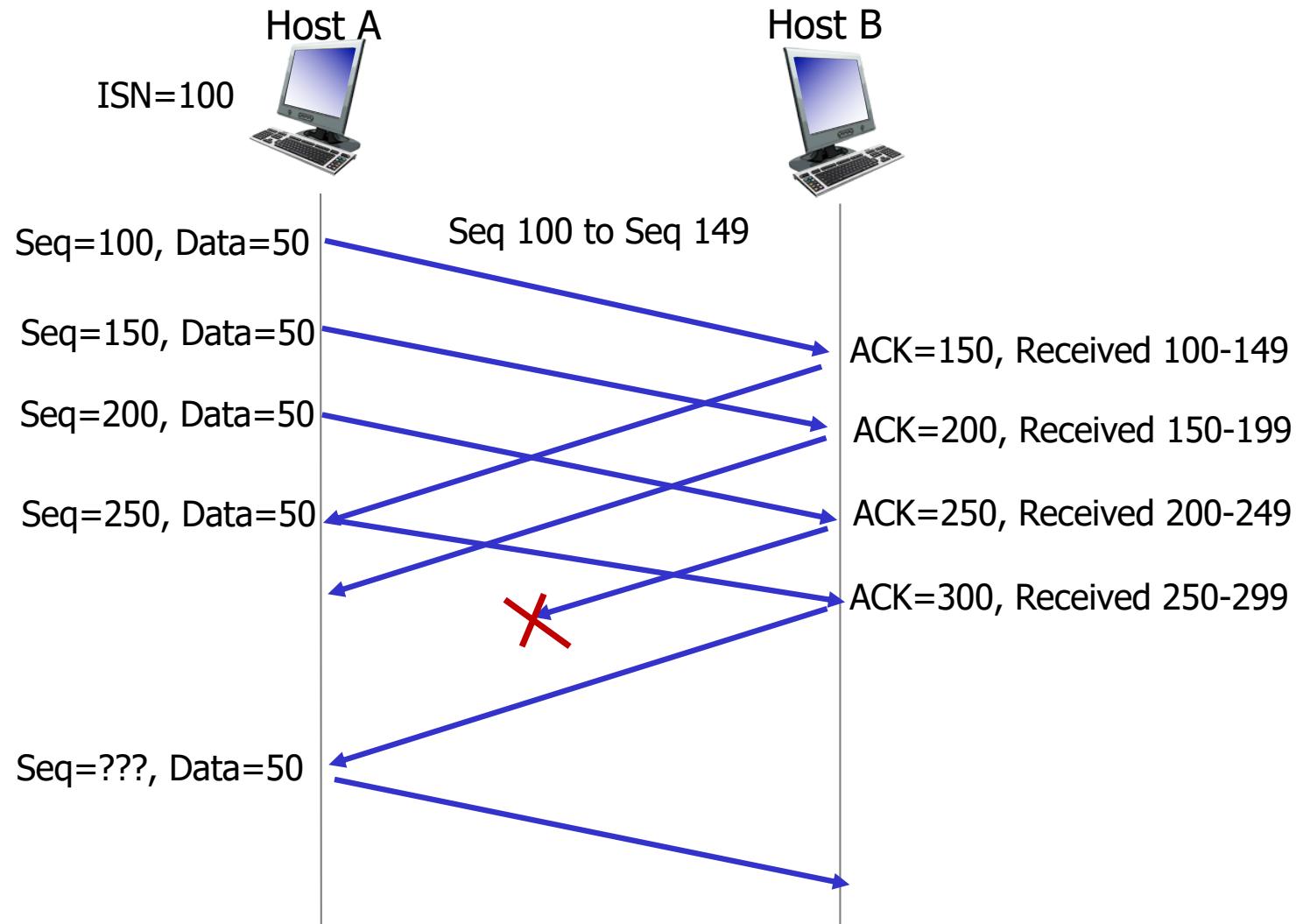
Most of our previous tricks, but a few differences

- ❖ Checksum
- ❖ Sequence numbers are byte offsets
- ❖ Receiver sends cumulative acknowledgements (like GBN)

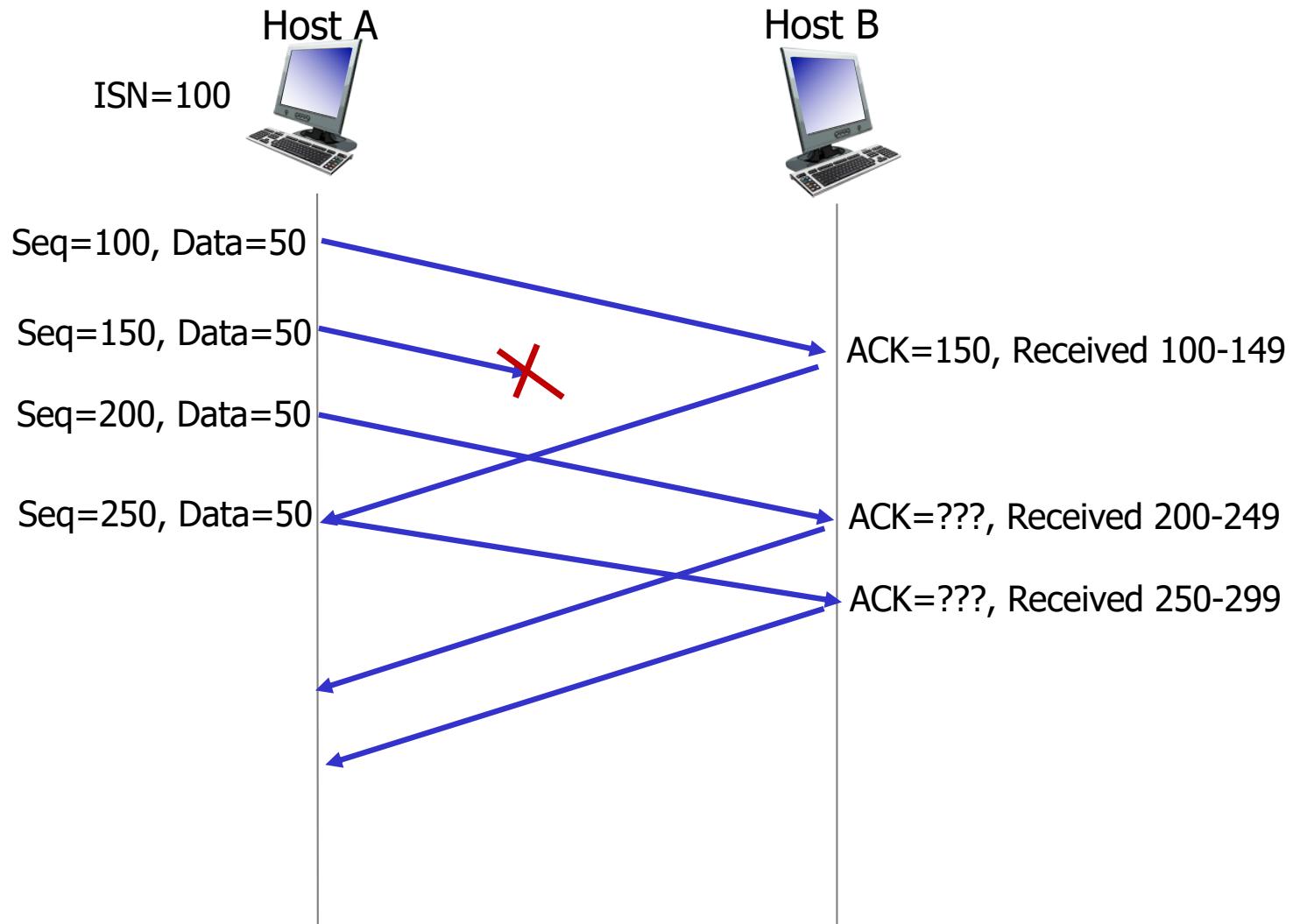
# ACKing and Sequence Numbers

- ❖ Sender sends packet
  - Data starts with sequence number X
  - Packet contains B bytes [X, X+1, X+2, ..., X+B-1]
- ❖ Upon receipt of packet, receiver sends an ACK
  - If all data prior to X already received:
    - ACK acknowledges  $X+B$  (because that is next expected byte)
  - If highest in-order byte received is Y s.t.  $(Y+1) < X$ 
    - ACK acknowledges  $Y+1$
    - Even if this has been ACKed before

# TCP seq. numbers, ACKs



# TCP seq. numbers, ACKs



# Normal Pattern

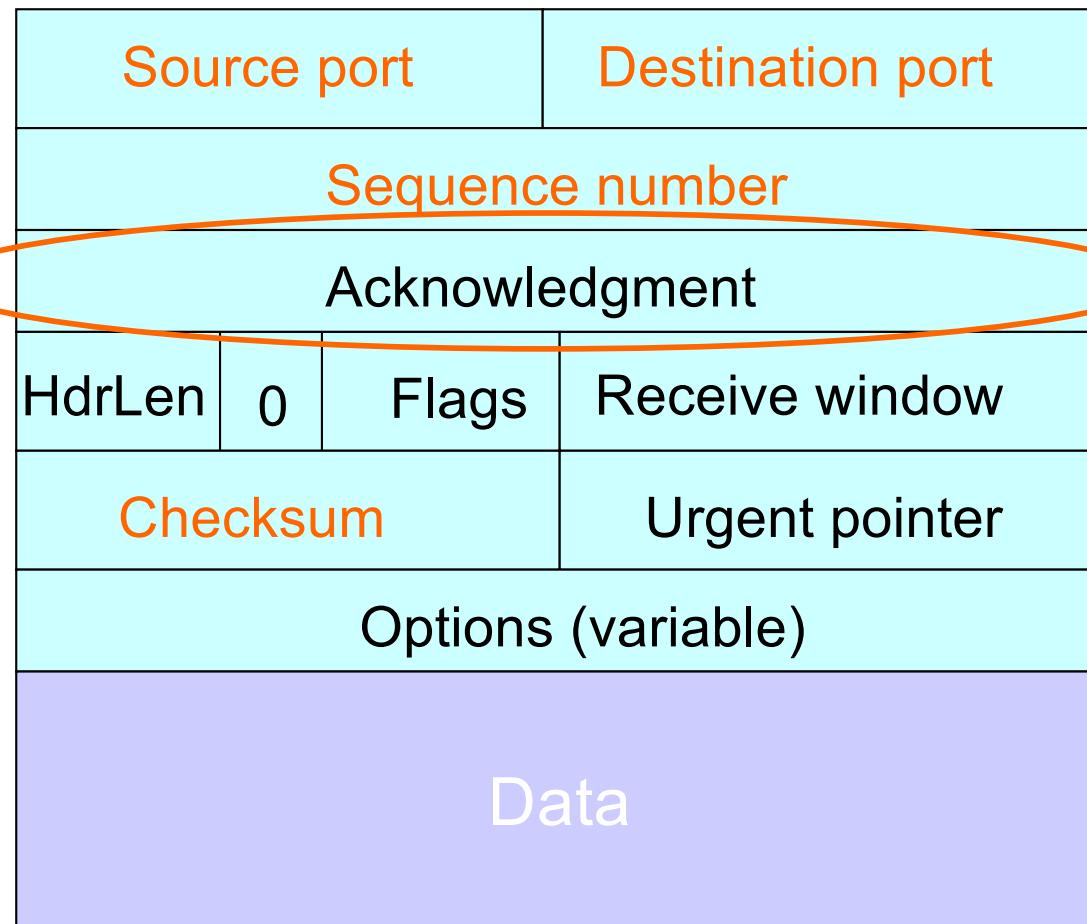
- ❖ Sender: seqno=X, length=B
- ❖ Receiver: ACK=X+B
- ❖ Sender: seqno=X+B, length=B
- ❖ Receiver: ACK=X+2B
- ❖ Sender: seqno=X+2B, length=B
  
- ❖ Seqno of next packet is same as last ACK field

# Packet Loss

- ❖ Sender: seqno=X, length=B
- ❖ Receiver: ACK=X+B
- ❖ Sender: ~~seqno=X+B, length=B~~ LOST
  
- ❖ Sender: seqno=X+2B, length=B
- ❖ Receiver: ACK = X+B

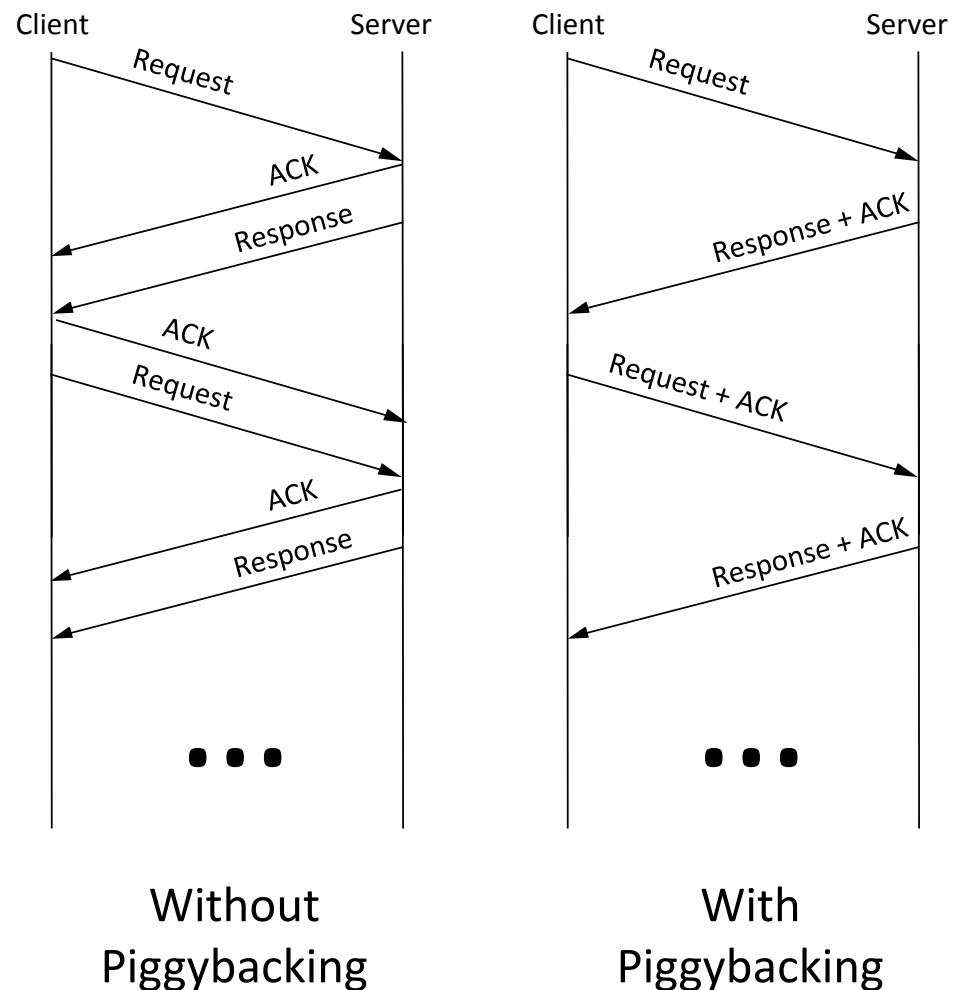
# TCP Header

Acknowledgment gives seqno just beyond highest seqno received **in order**  
(“*What Byte is Next*”)



# Piggybacking

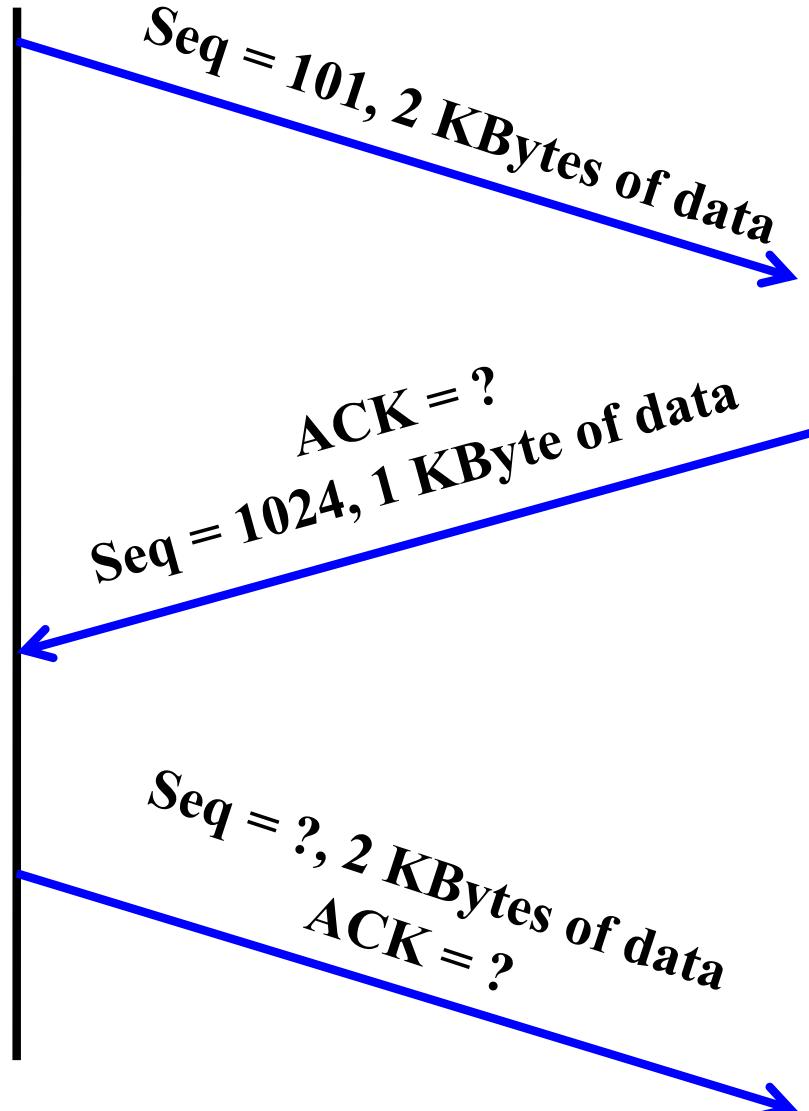
- ❖ So far, we've assumed distinct “sender” and “receiver” roles
- ❖ In reality, usually both sides of a connection send some data



Without  
Piggybacking

With  
Piggybacking

# Quiz



# What does TCP do?

Most of our previous tricks, but a few differences

- ❖ Checksum
- ❖ Sequence numbers are byte offsets
- ❖ Receiver sends cumulative acknowledgements (like GBN)
- ❖ Receivers **can** buffer out-of-sequence packets (like SR)

# Loss with cumulative ACKs

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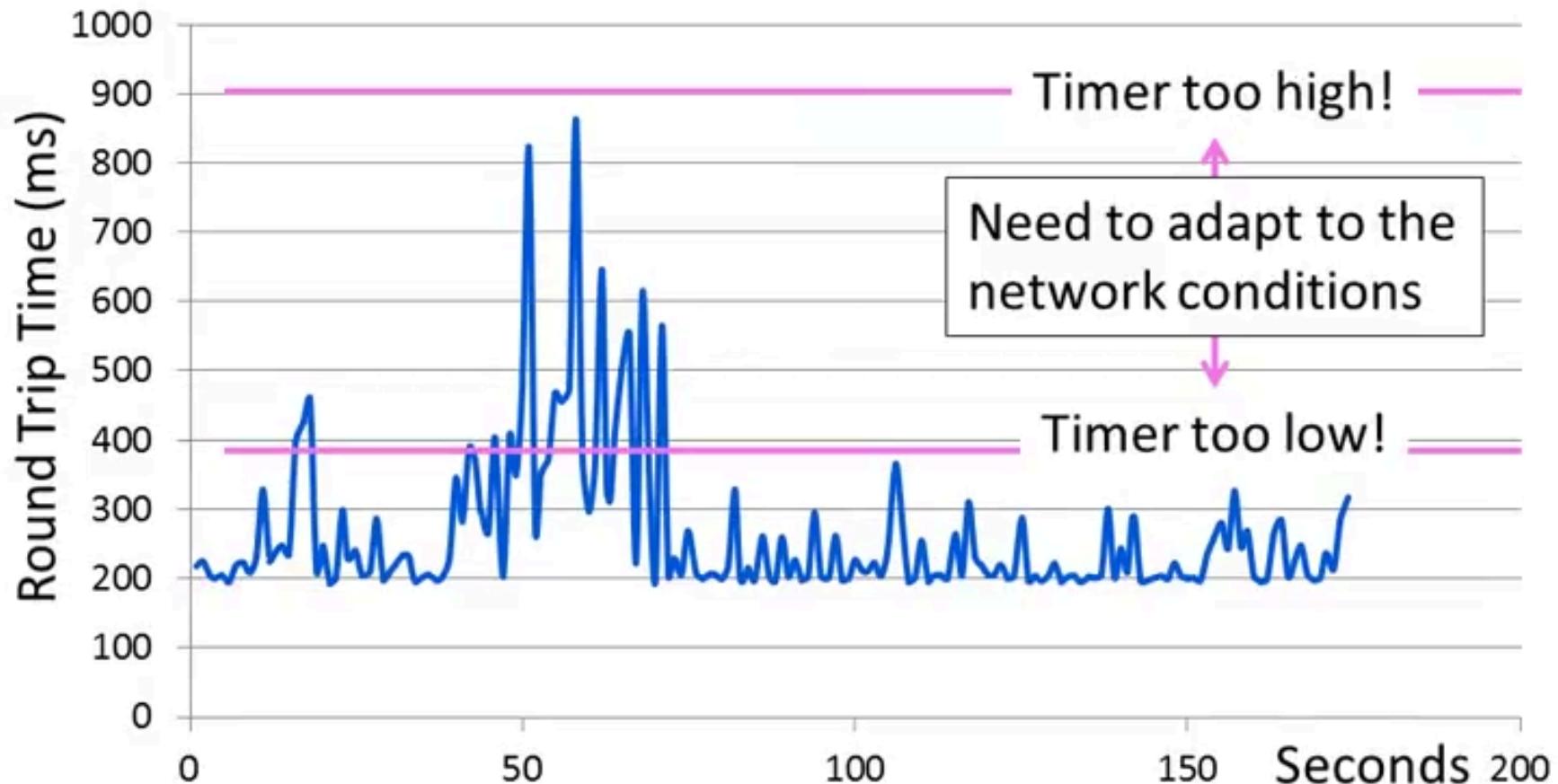
- ❖ Sender sends packets with 100Bytes and sequence numbers:
  - 100, 200, 300, 400, 500, 600, 700, 800, 900, ...
- ❖ Assume the fifth packet (seq. no. 500) is lost, but no others
- ❖ Stream of ACKs will be:
  - 200, 300, 400, 500, 500, 500, ...

# What does TCP do?

Most of our previous tricks, but a few differences

- ❖ Checksum
- ❖ Sequence numbers are byte offsets
- ❖ Receiver sends cumulative acknowledgements (like GBN)
- ❖ Receivers do not drop out-of-sequence packets (like SR)
- ❖ Sender maintains a single retransmission timer (like GBN) and retransmits on timeout (*how much?*)

# TCP round trip time, timeout



# TCP round trip time, timeout

**Q:** how to set TCP timeout value?

- ❖ longer than RTT
  - but RTT varies
- ❖ *too short*: premature timeout, unnecessary retransmissions
- ❖ *too long*: slow reaction to segment loss and connection has lower throughput

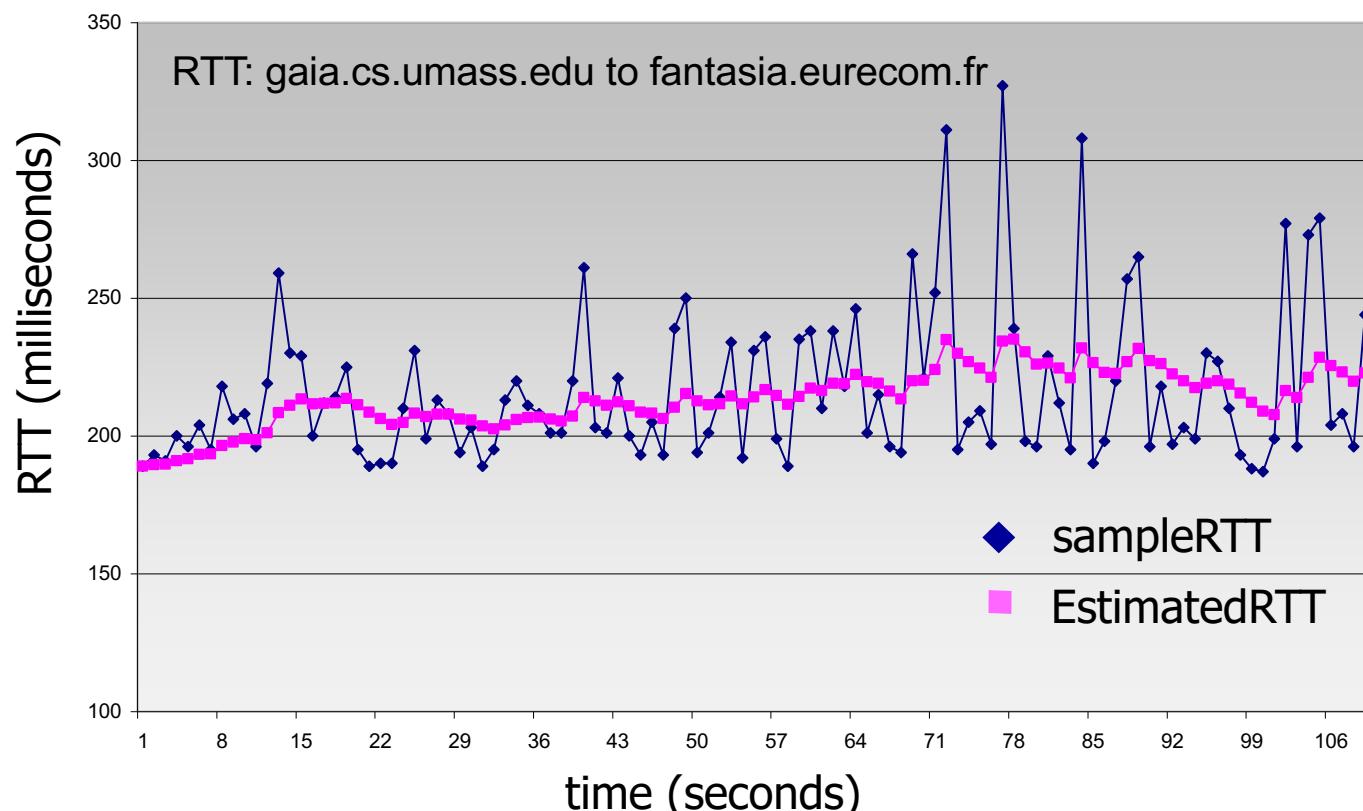
**Q:** how to estimate RTT?

- ❖ **SampleRTT**: measured time from segment transmission until ACK receipt
  - ignore retransmissions
- ❖ **SampleRTT** will vary, want estimated RTT “smoother”
  - average several *recent* measurements, not just current **SampleRTT**

# TCP round trip time, timeout

$$\text{EstimatedRTT} = (1 - \alpha) * \text{EstimatedRTT} + \alpha * \text{SampleRTT}$$

- ❖ exponential weighted moving average
- ❖ influence of past sample decreases exponentially fast
- ❖ typical value:  $\alpha = 0.125$



# 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,  $\beta = 0.25$ )

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



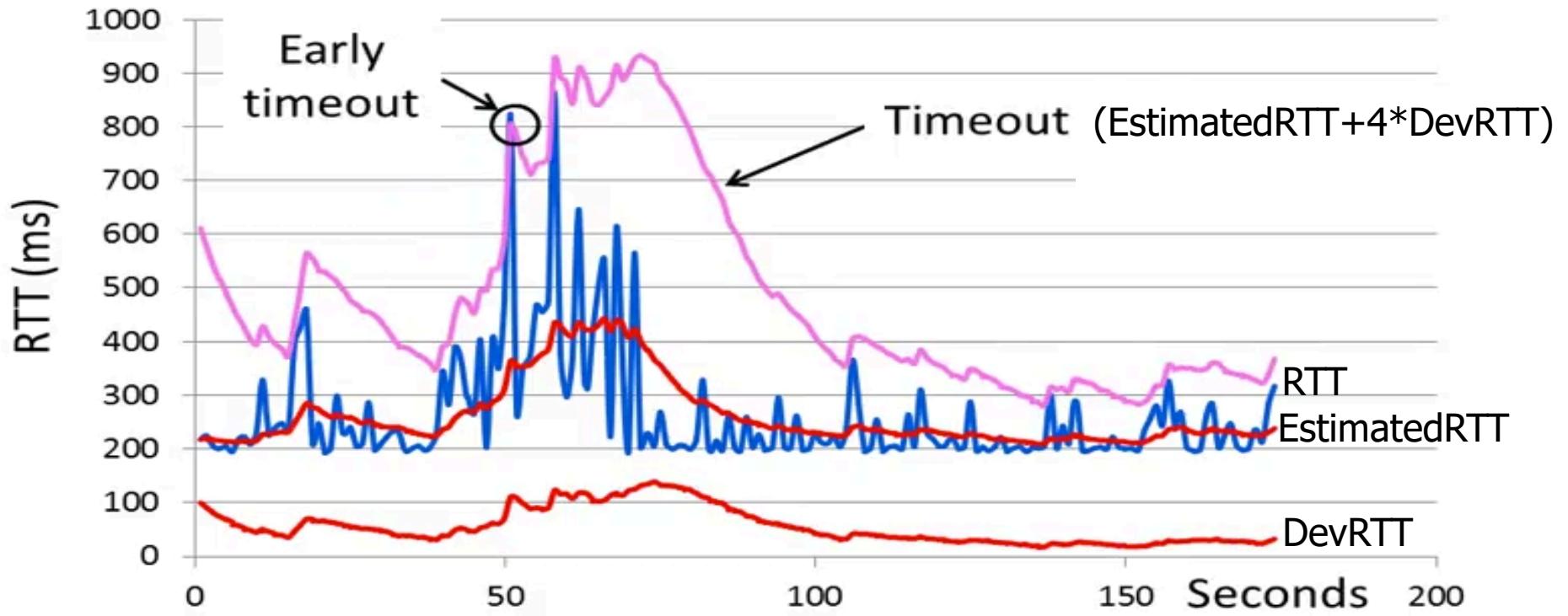
↑  
estimated RTT

↑  
“safety margin”

Practice Problem:

[http://wps.pearsoned.com/ecs\\_kurose\\_compnetw\\_6/216/55463/14198700.cw/index.html](http://wps.pearsoned.com/ecs_kurose_compnetw_6/216/55463/14198700.cw/index.html)

# TCP round trip time, timeout



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



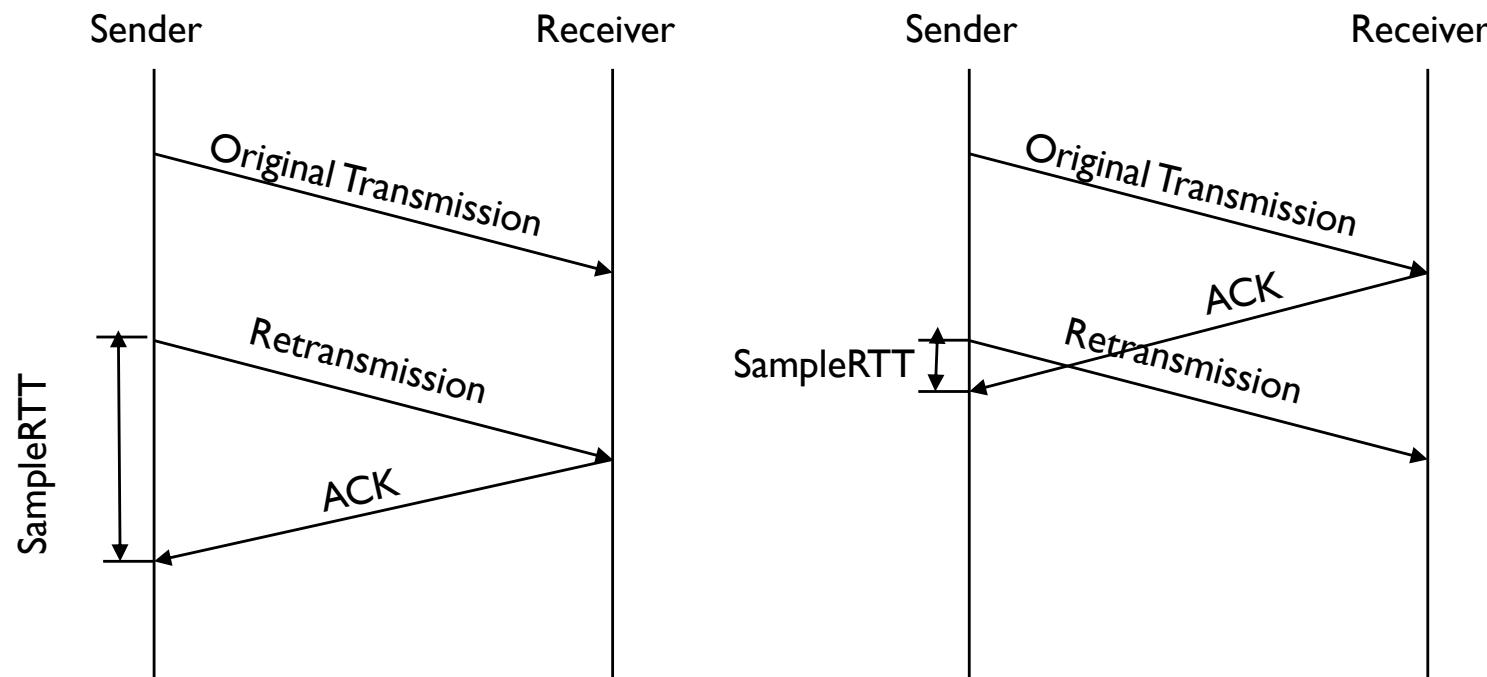
↑  
estimated RTT

↑  
“safety margin”

# Why exclude retransmissions in RTT computation?

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- ❖ How do we differentiate between the real ACK, and ACK of the retransmitted packet?



# TCP sender events:

PUTTING IT  
TOGETHER

## *data rcvd from app:*

- ❖ create segment with seq #
- ❖ seq # is byte-stream number of first data byte in segment
- ❖ start timer if not already running
  - think of timer as for oldest unacked segment
  - expiration interval: `TimeOutInterval`

## *timeout:*

- ❖ retransmit segment that caused timeout

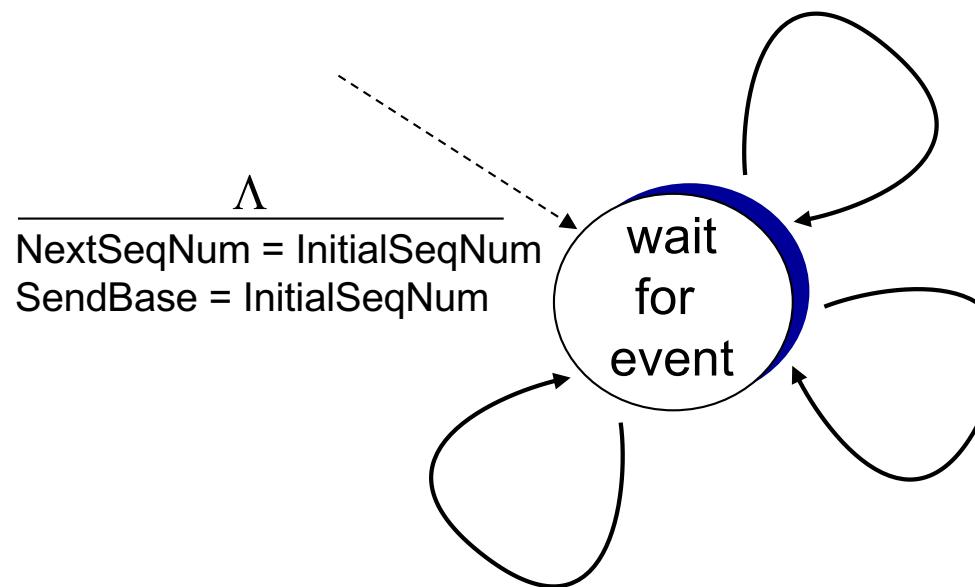
- ❖ restart timer

## *ack rcvd:*

- ❖ if ack acknowledges previously unacked segments
  - update what is known to be ACKed
  - start timer if there are still unacked segments

# TCP sender (simplified)

PUTTING IT  
TOGETHER



$\Lambda$   
NextSeqNum = InitialSeqNum  
SendBase = InitialSeqNum

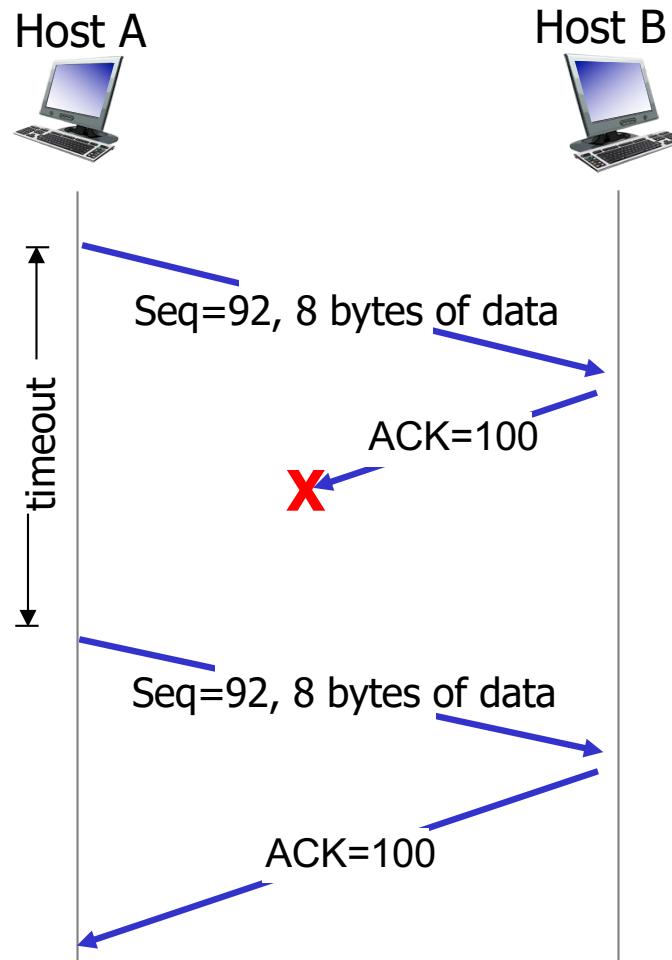
ACK received, with ACK field value  $y$

```
if ( $y > \text{SendBase}$ ) {  
    \text{SendBase} = y  
    /* \text{SendBase}-1: last cumulatively ACKed byte */  
    if (there are currently not-yet-acked segments)  
        start timer  
    else stop timer  
}
```

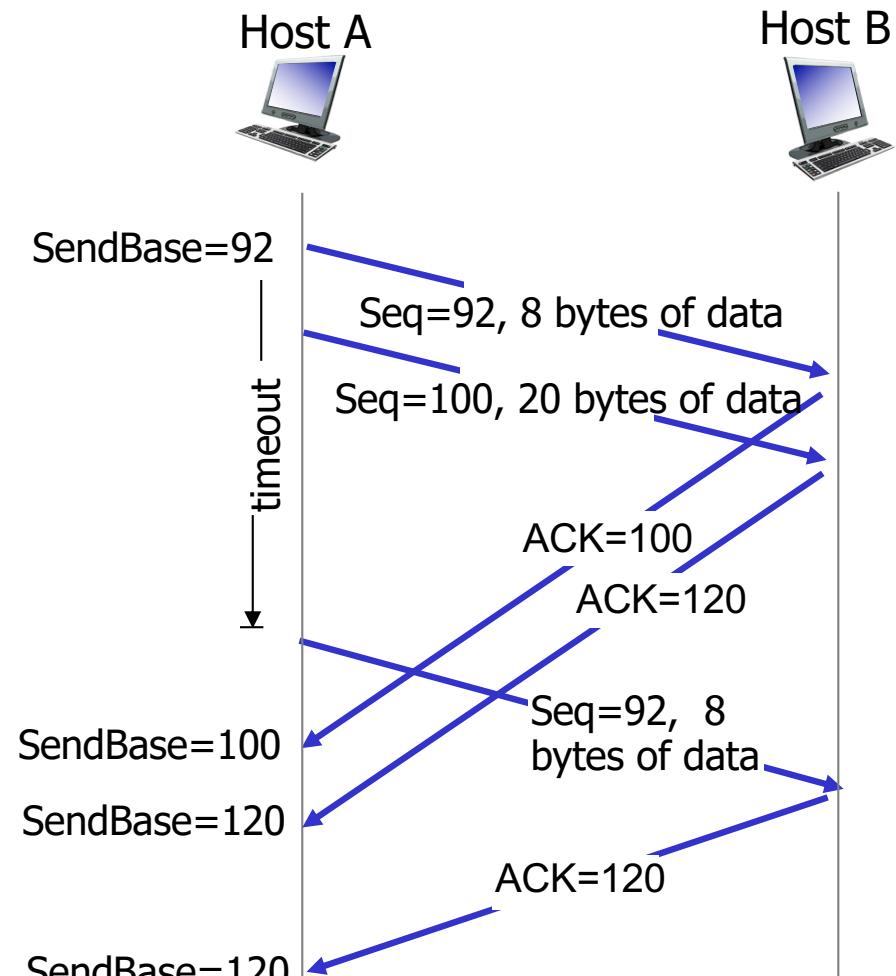
data received from application above  
create segment, seq. #: NextSeqNum  
pass segment to IP (i.e., “send”)  
 $\text{NextSeqNum} = \text{NextSeqNum} + \text{length(data)}$   
if (timer currently not running)  
    start timer

timeout  
retransmit not-yet-acked segment  
    with smallest seq. #  
start timer

# TCP: retransmission scenarios

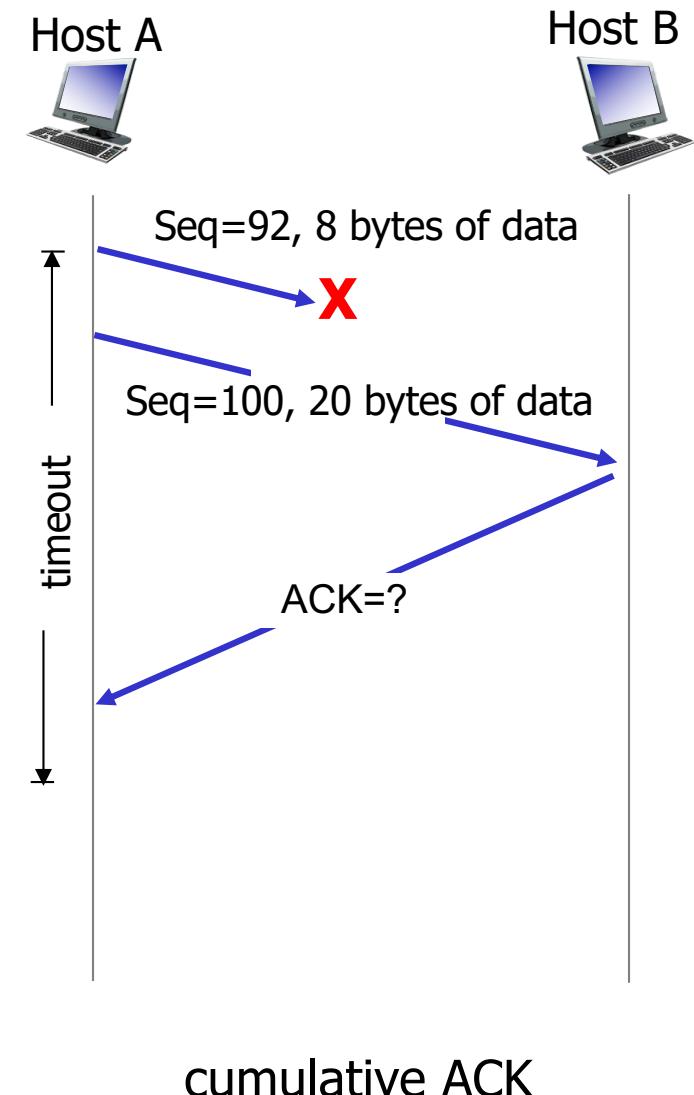
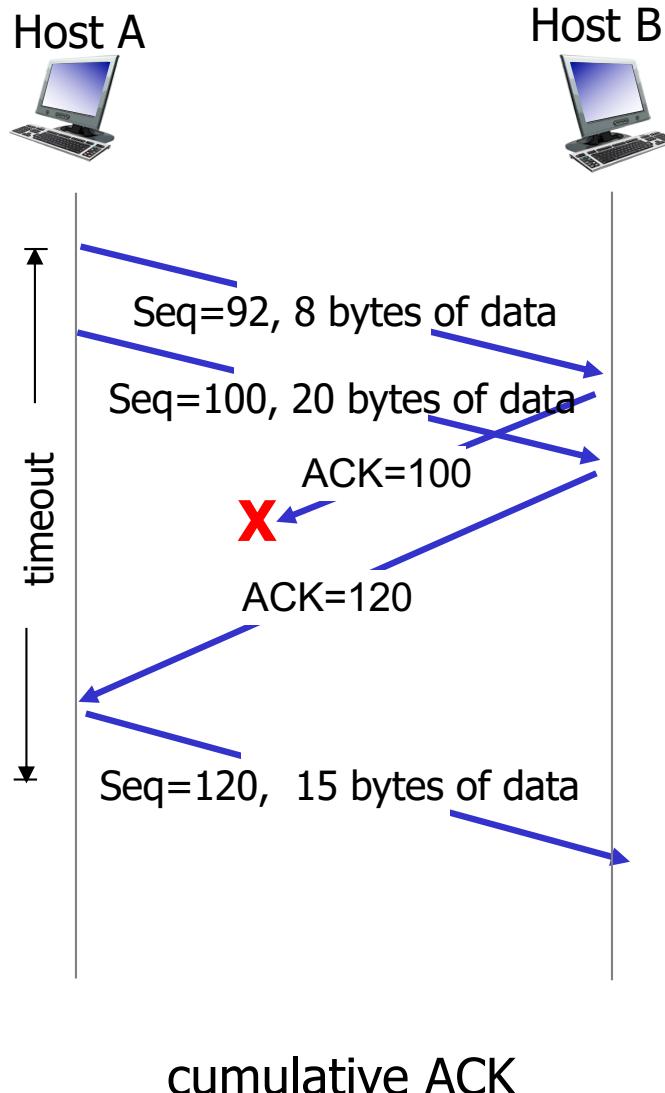


lost ACK scenario



premature timeout

# TCP: retransmission scenarios



# TCP ACK generation [RFC 1122, RFC 2581]

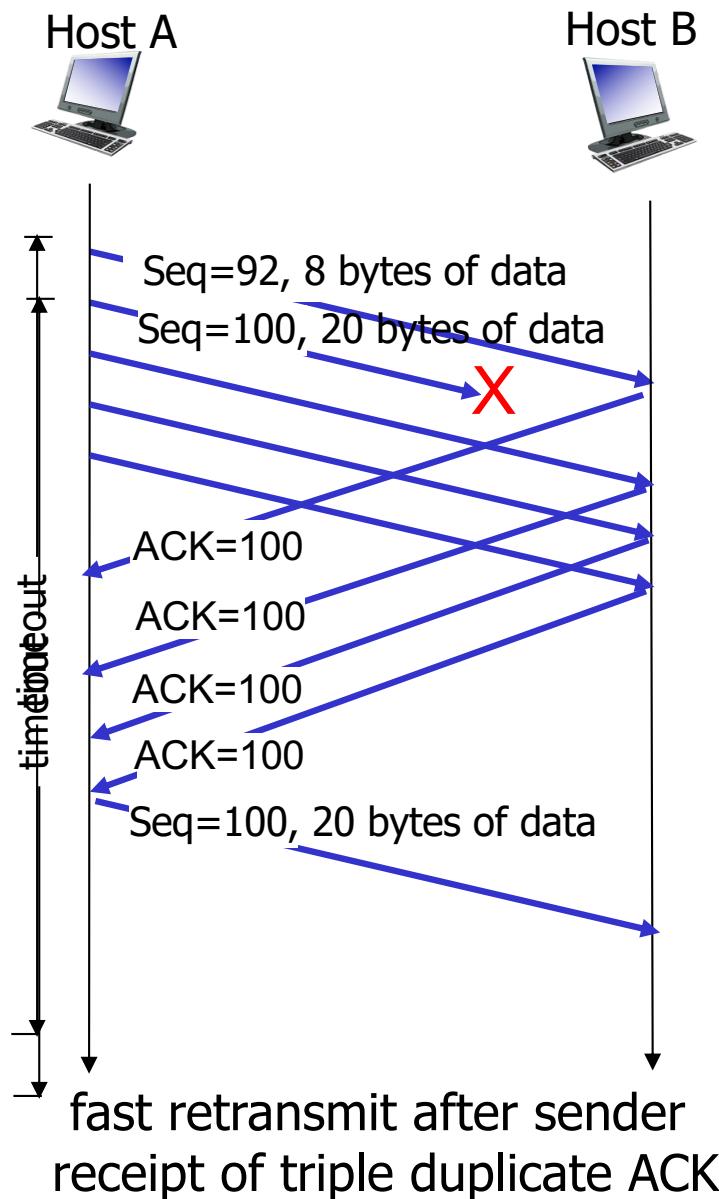
<i>event at receiver</i>	<i>TCP receiver action</i>
arrival of in-order segment with expected seq #. All data up to expected seq # already ACKed	<b>delayed ACK.</b> Wait up to 500ms for next segment. If no next segment, send ACK
arrival of in-order segment with expected seq #. One other segment has ACK pending	immediately send single <b>cumulative ACK</b> , ACKing both in-order segments
arrival of out-of-order segment higher-than-expect seq. # . Gap detected	immediately send <b>duplicate ACK</b> , 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

# What does TCP do?

Most of our previous tricks, but a few differences

- ❖ Checksum
- ❖ Sequence numbers are byte offsets
- ❖ Receiver sends cumulative acknowledgements (like GBN)
- ❖ Receivers may not drop out-of-sequence packets (like SR)
- ❖ Sender maintains a single retransmission timer (like GBN) and retransmits on timeout
- ❖ Introduces **fast retransmit**: optimisation that uses duplicate ACKs to trigger early retransmission

# TCP fast retransmit



# TCP fast retransmit

- ❖ time-out period often relatively long:
  - long delay before resending lost packet
- ❖ “Duplicate ACKs” are a sign of an isolated loss
  - The lack of ACK progress means that packet hasn’t been delivered
  - Stream of ACKs means some packets are being delivered
  - Could trigger resend on receiving “ $k$ ” duplicate ACKs (TCP uses  $k = 3$ )

## *TCP fast retransmit*

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

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

# What does TCP do?

Most of our previous ideas, but some key differences

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- ❖ Introduces fast retransmit: optimization that uses duplicate ACKs to trigger early retransmission

# Quiz: TCP Sequence Numbers?



A TCP Sender is just about to send a segment of size 100 bytes with sequence number 1234 and ack number 436 in the TCP header. What is the highest sequence number up to (and including) which this sender has received all bytes from the receiver?

- A. 1233
- B. 436
- C. 435
- D. 1334
- E. 536

# Quiz: TCP Sequence Numbers?



A TCP Sender is just about to send a segment of size 100 bytes with sequence number 1234 and ack number 436 in the TCP header. Is it possible that the receiver has received byte number 1335?

- A. Yes
- B. No

# Quiz: TCP Timeout?



A TCP Sender maintains an EstimatedRTT of 100ms. Suppose the next SampleRTT is 108. Which of the following is true about the sender?

- A. It will increase EstimatedRTT but leave timeout unchanged
- B. It will increase the timeout
- C. Whether it increases EstimatedRTT will depend on the deviation
- D. Whether it increases the timeout will depend on the deviation

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- **flow control**
- connection management

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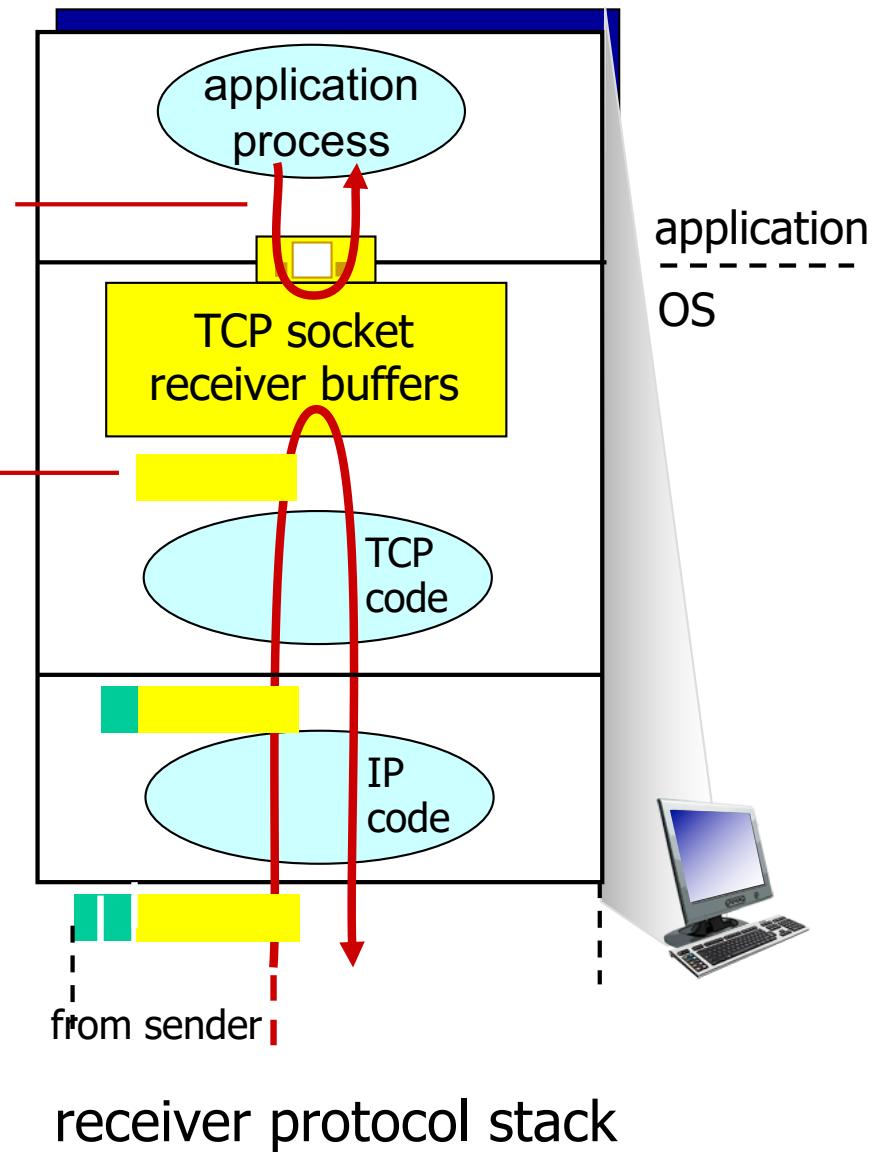
3.7 TCP congestion control

# TCP flow control

application may  
remove data from  
TCP socket buffers ....

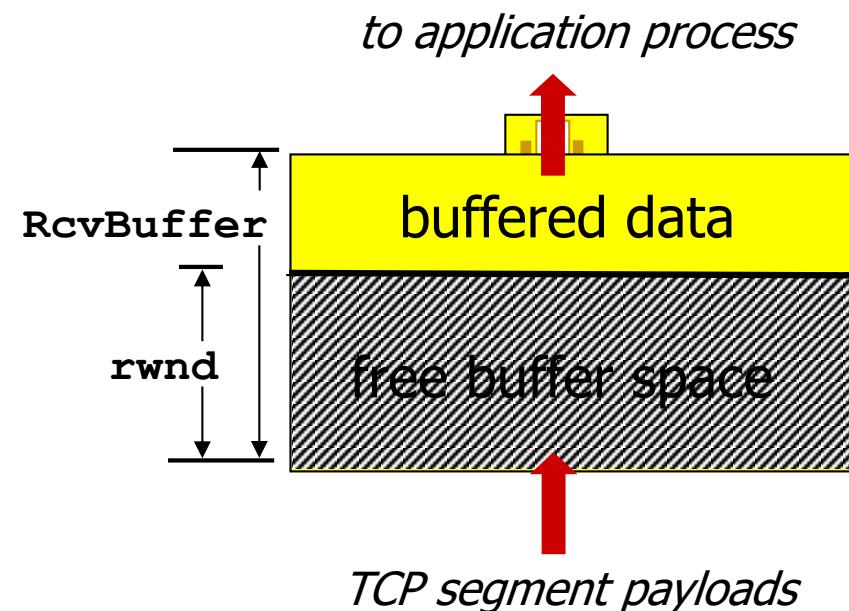
... slower than TCP  
receiver is delivering  
(sender is sending)

**flow control**  
receiver controls sender, so  
sender won't overflow  
receiver's buffer by transmitting  
too much, too fast



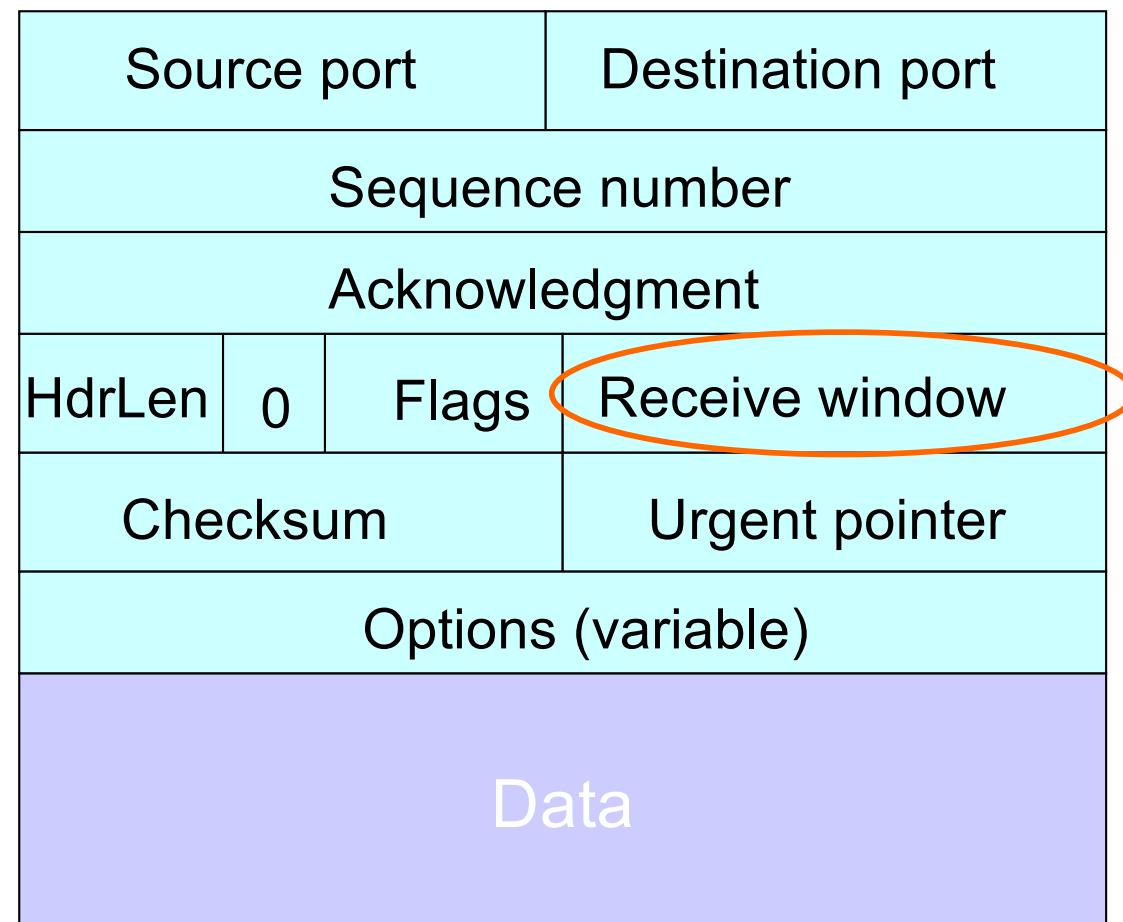
# TCP flow control

- ❖ receiver “advertises” free buffer space by including **rwnd** value in TCP header of receiver-to-sender segments
  - **RcvBuffer** size set via socket options (typical default is 4096 bytes)
  - many operating systems autoadjust **RcvBuffer**
- ❖ sender limits amount of unacked (“in-flight”) data to receiver’s **rwnd** value
- ❖ guarantees receive buffer will not overflow



*receiver-side buffering*

# TCP Header



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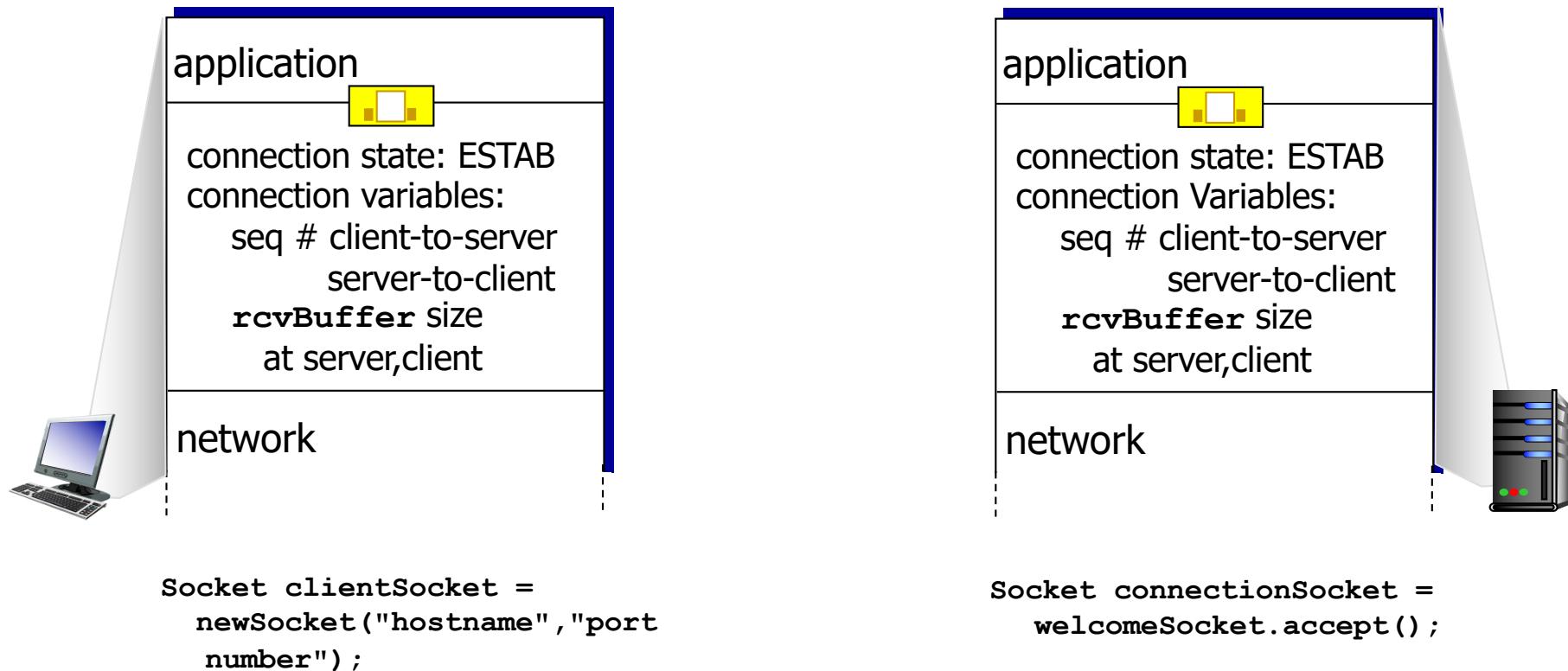
3.6 principles of congestion control

3.7 TCP congestion control

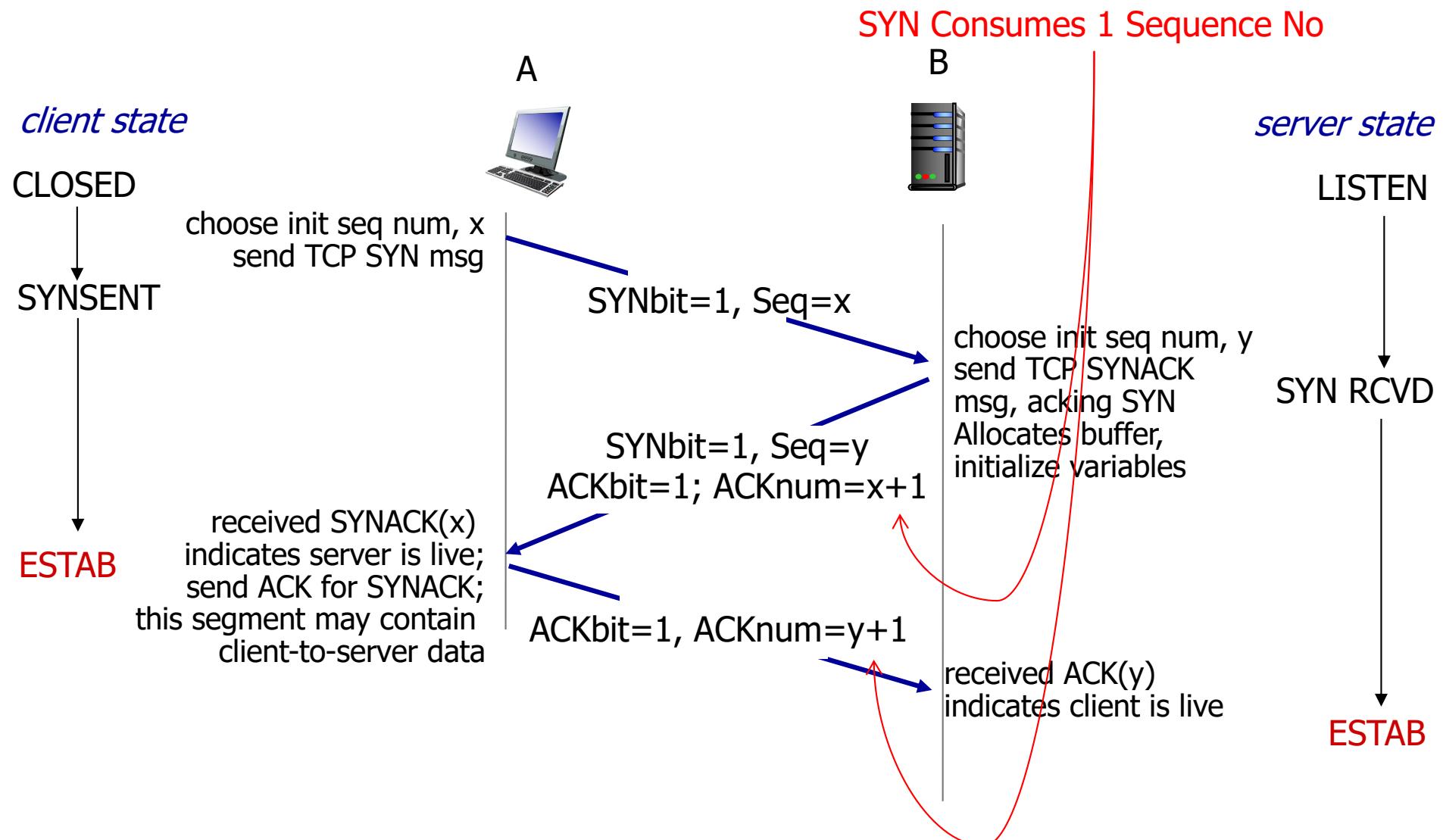
# Connection Management

before exchanging data, sender/receiver “handshake”:

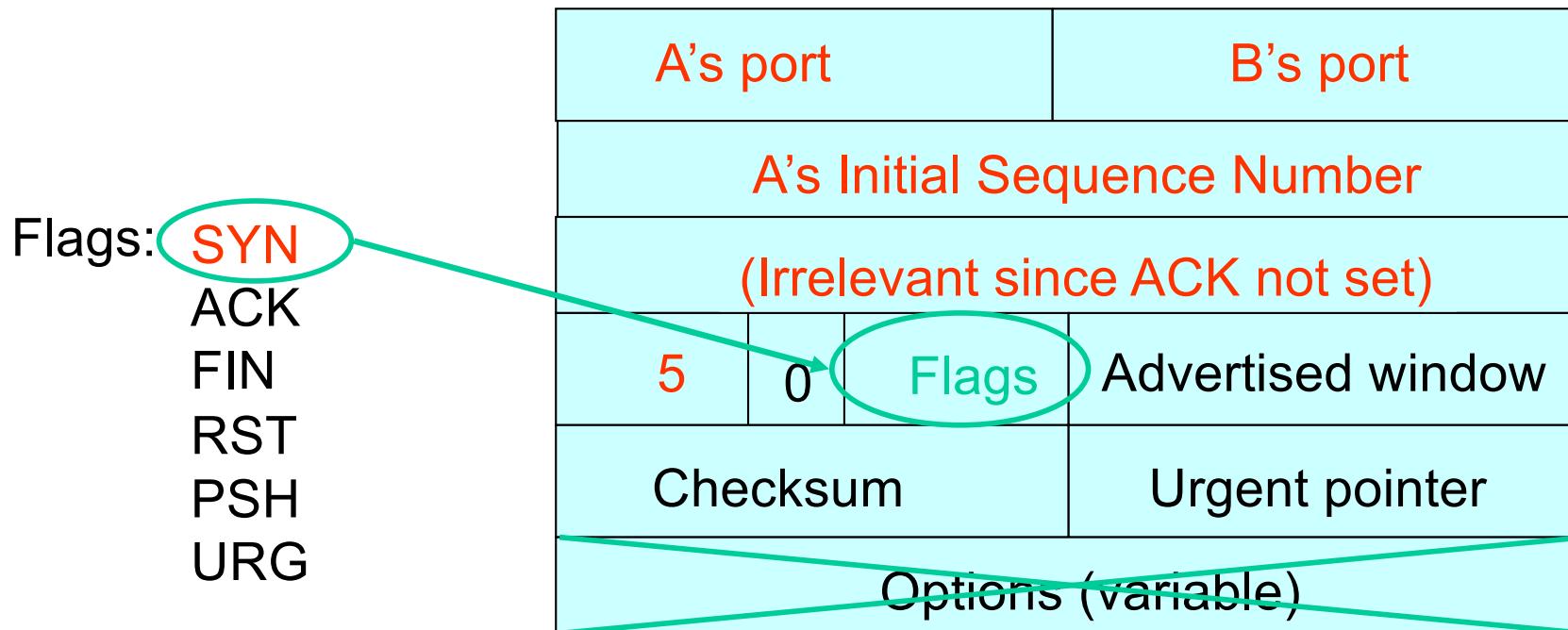
- ❖ agree to establish connection (each knowing the other willing to establish connection)
- ❖ agree on connection parameters



# TCP 3-way handshake

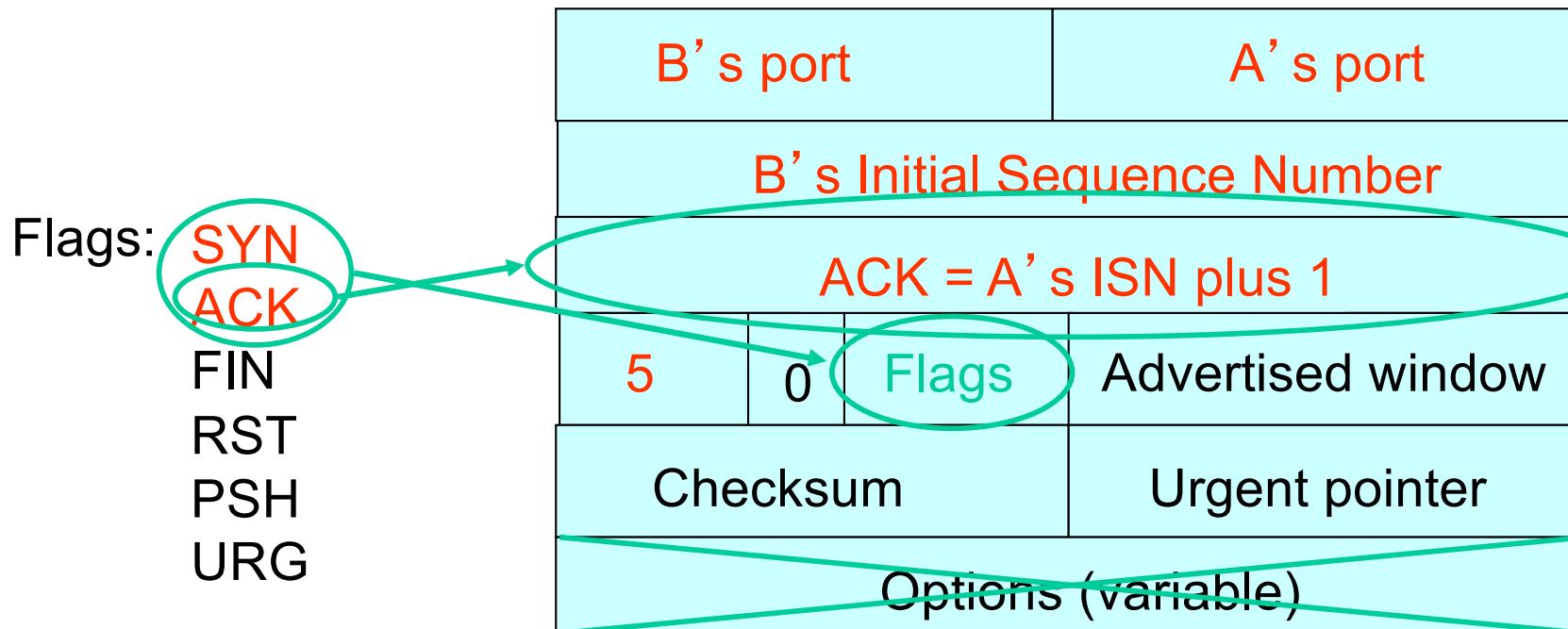


# Step 1: A's Initial SYN Packet



A tells B it wants to open a connection...

# Step 2: B's SYN-ACK Packet

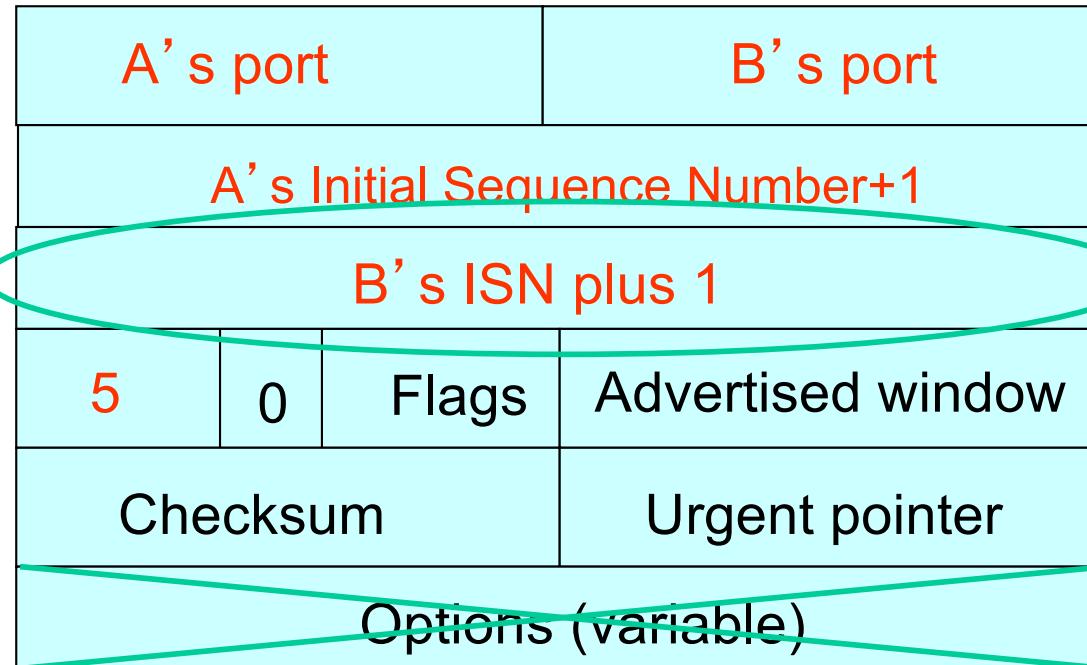


**B tells A it accepts, and is ready to hear the next byte...**

**... upon receiving this packet, A can start sending data**

# Step 3: A's ACK of the SYN-ACK

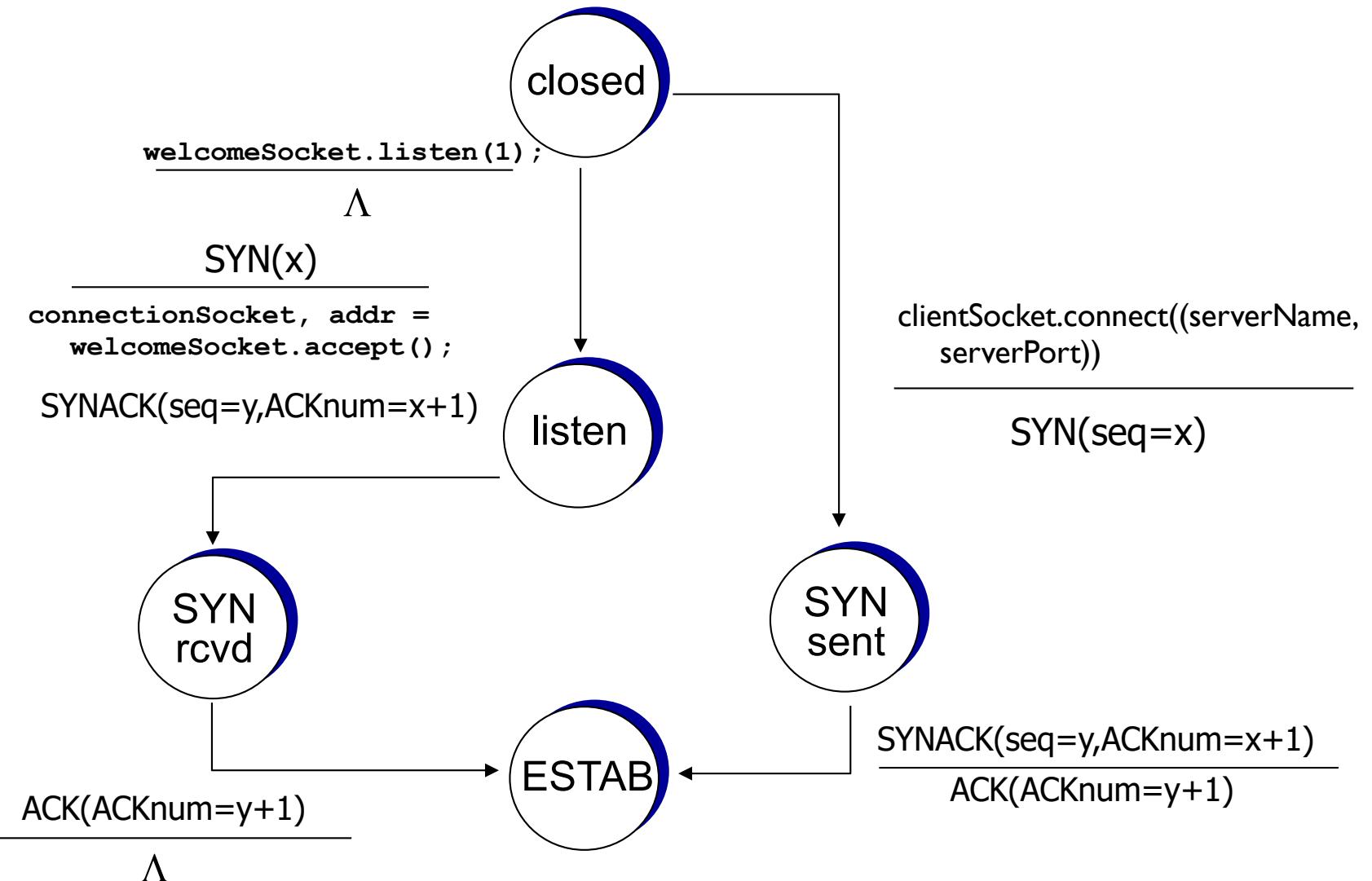
Flags: **SYN**  
**ACK**  
FIN  
RST  
PSH  
URG



**A tells B it's likewise okay to start sending**

**... upon receiving this packet, B can start sending data**

# TCP 3-way handshake: FSM



# What if the SYN Packet Gets Lost?

---

- ❖ Suppose the SYN packet gets lost
  - Packet is lost inside the network, or:
  - Server **discards** the packet (e.g., it's too busy)
- ❖ Eventually, no SYN-ACK arrives
  - Sender sets a **timer** and **waits** for the SYN-ACK
  - ... and retransmits the SYN if needed
- ❖ How should the TCP sender set the timer?
  - Sender has **no idea** how far away the receiver is
  - Hard to guess a reasonable length of time to wait
  - **SHOULD** (RFCs 1122,2988) use default of **3 second**,  
RFC 6298 use default of **1 second**

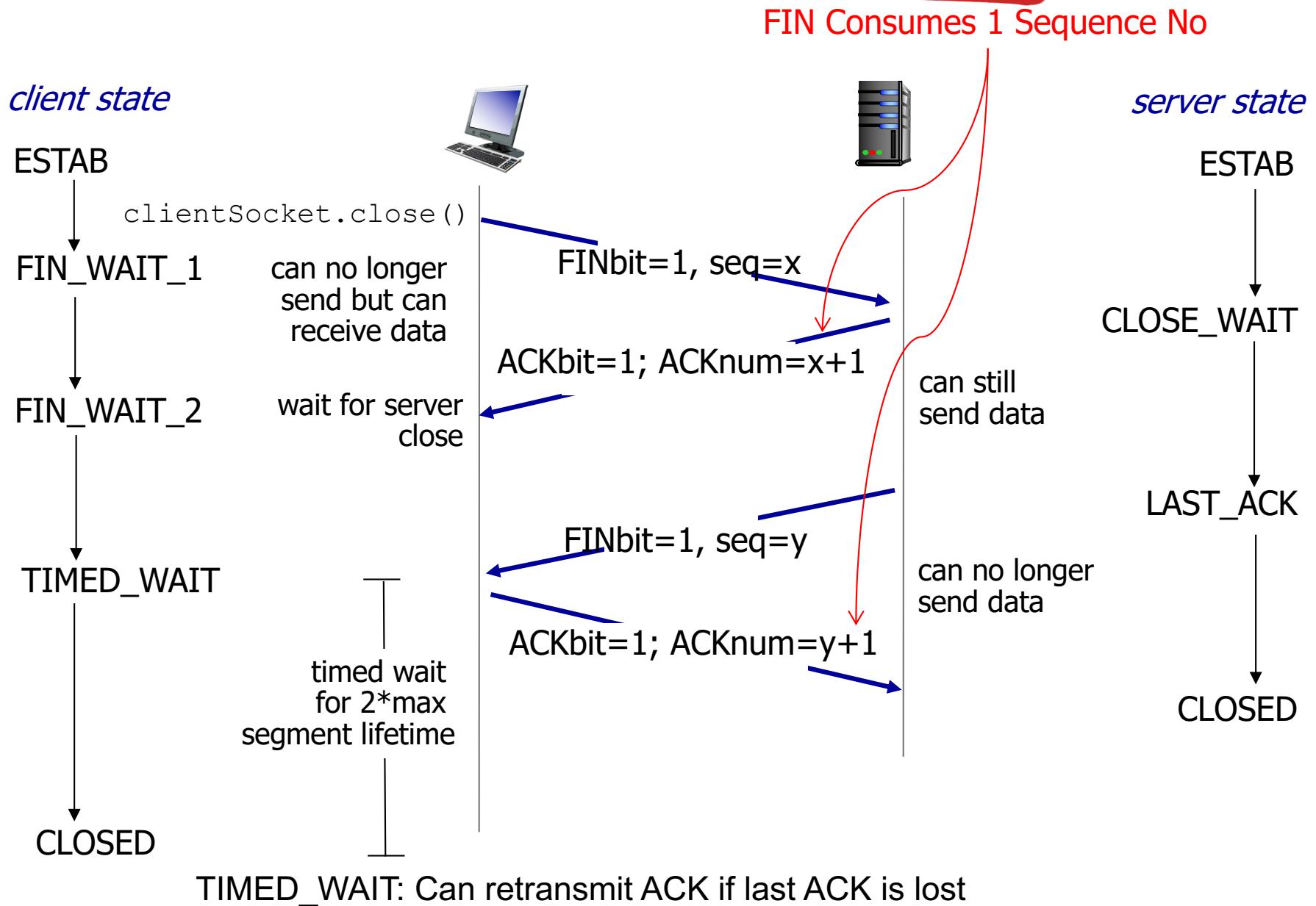
# SYN Loss and Web Downloads

- ❖ User clicks on a hypertext link
  - Browser creates a socket and does a “connect”
  - The “connect” triggers the OS to transmit a SYN
- ❖ If the SYN is lost...
  - 1-3 seconds of delay: can be **very long**
  - User may become impatient
  - ... and click the hyperlink again, or click “reload”
- ❖ User triggers an “abort” of the “connect”
  - Browser creates a **new** socket and another “connect”
  - Essentially, forces a faster send of a new SYN packet!
  - Sometimes very effective, and the page comes quickly

# TCP: closing a connection

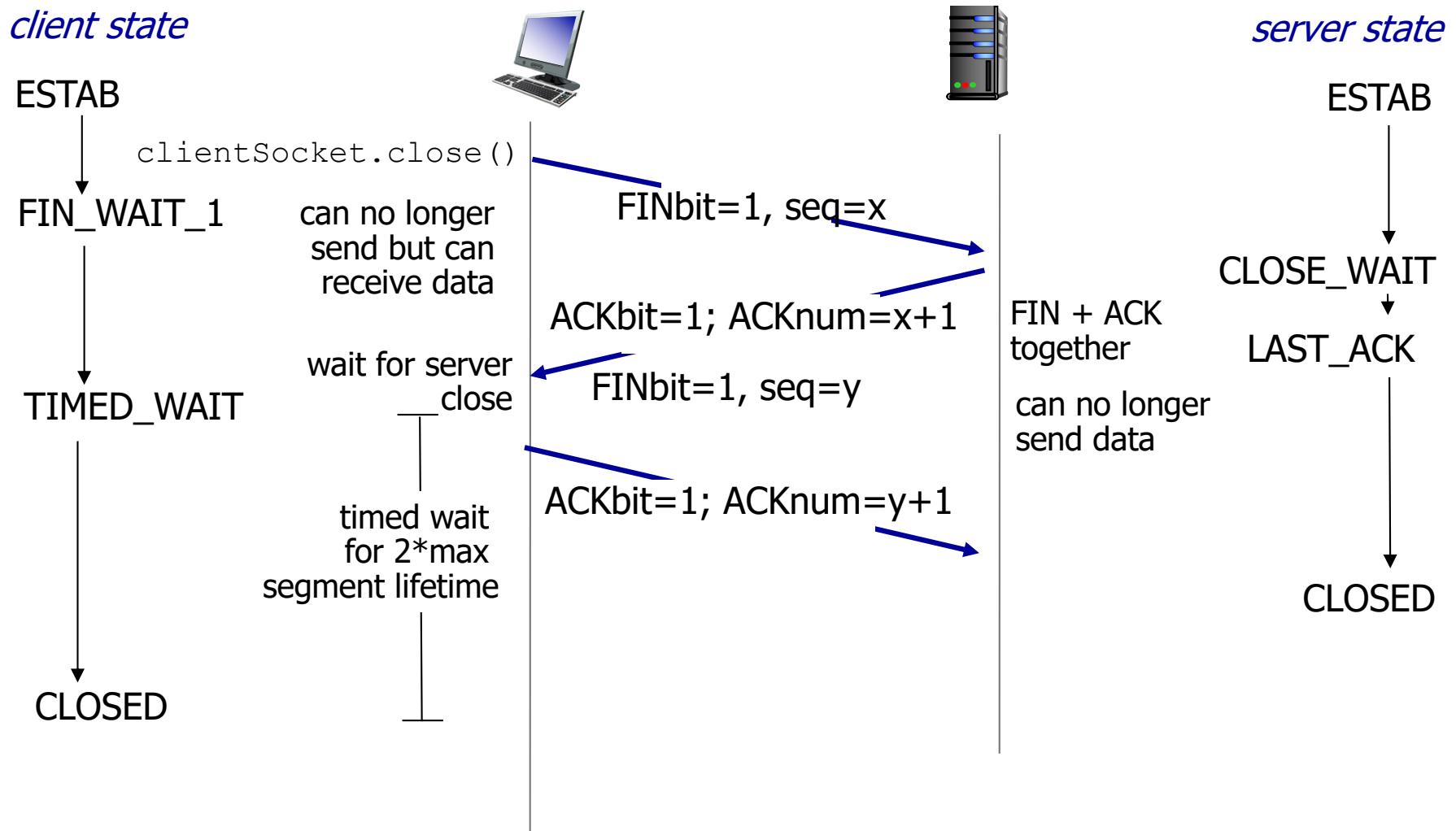
- ❖ client, server each close their side of connection
  - send TCP segment with FIN bit = 1
- ❖ respond to received FIN with ACK
  - on receiving FIN, ACK can be combined with own FIN
- ❖ simultaneous FIN exchanges can be handled

# Normal Termination, One at a Time

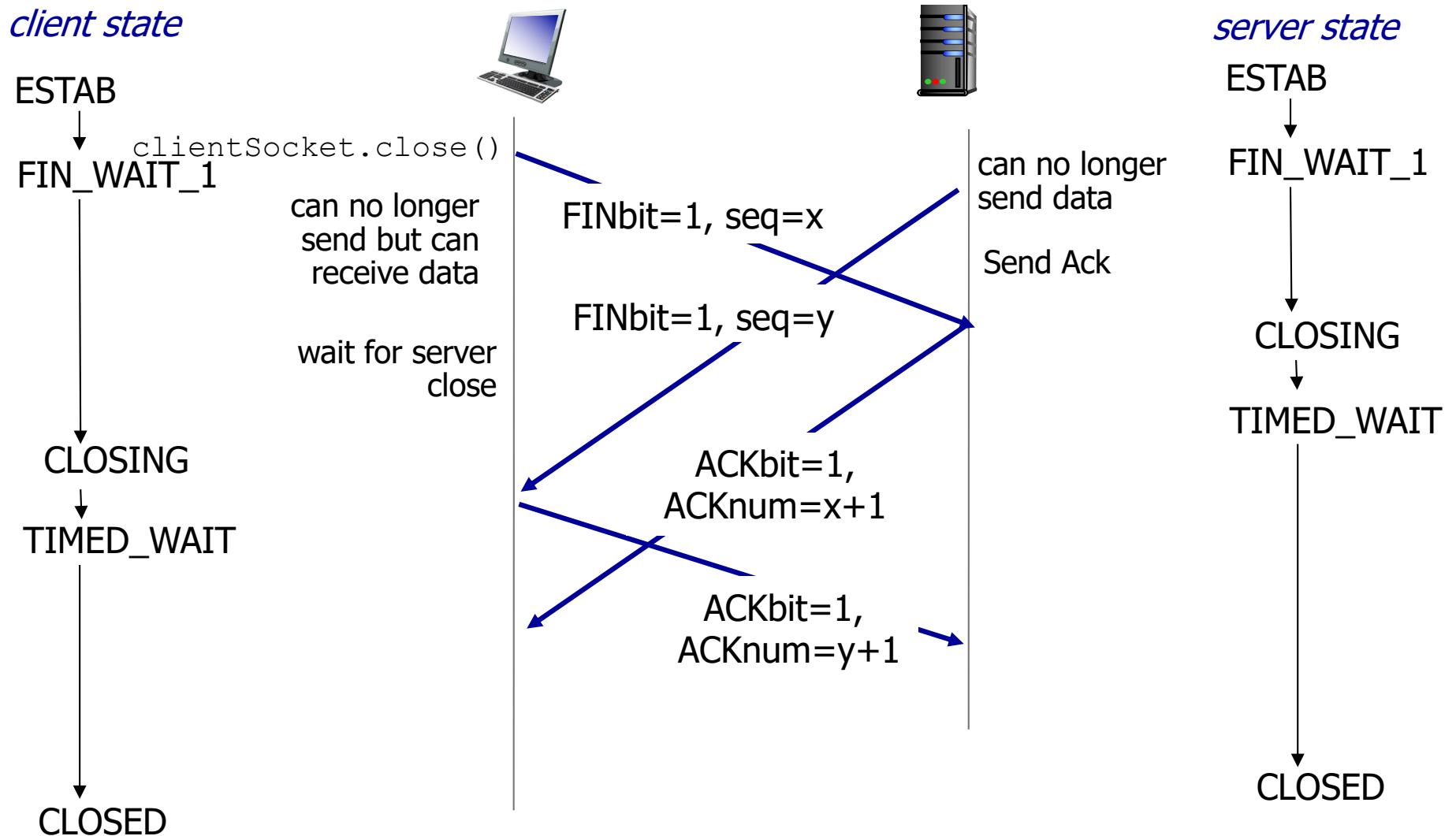


TIMED\_WAIT: Can retransmit ACK if last ACK is lost

# Normal Termination, Both Together

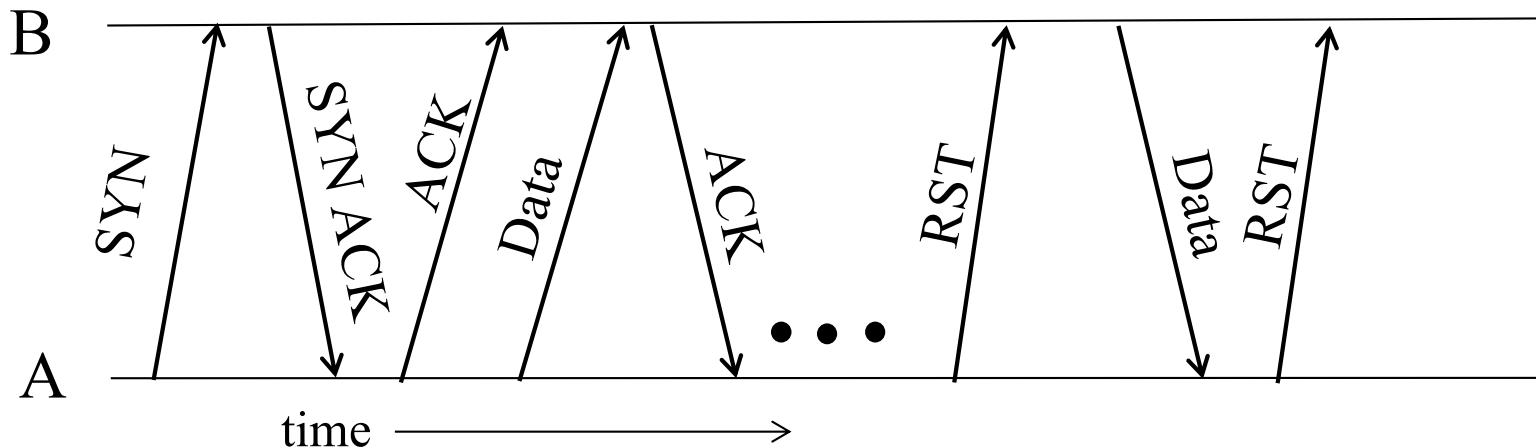


# Simultaneous Closure



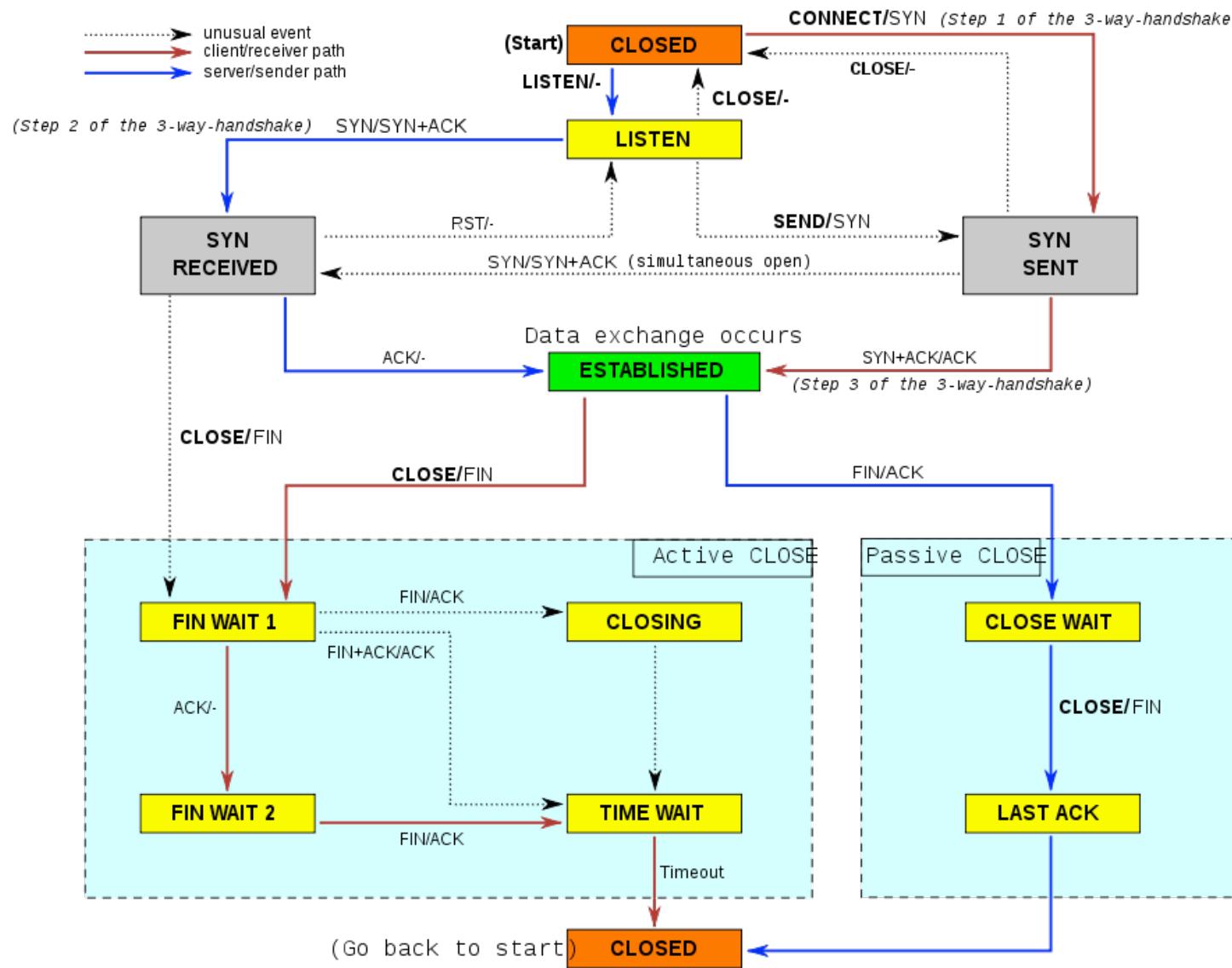
# Abrupt Termination

---



- ❖ A sends a RESET (**RST**) to B
  - E.g., because application process on A **crashed**
- ❖ **That's it**
  - B does **not** ack the **RST**
  - Thus, **RST** is **not** delivered **reliably**
  - And: any data in flight is **lost**
  - But: if B sends anything more, will elicit **another RST**

# TCP Finite State Machine



# TCP SYN Attack (SYN flooding)

- ❖ Miscreant creates a fake SYN packet
  - Destination is IP address of victim host (usually some server)
  - Source is some spoofed IP address
- ❖ Victim host on receiving creates a TCP connection state i.e allocates buffers, creates variables, etc and sends SYN ACK to the spoofed address (half-open connection)
- ❖ ACK never comes back
- ❖ After a timeout connection state is freed
- ❖ However for this duration the connection state is unnecessarily created
- ❖ Further miscreant sends large number of fake SYNs
  - Can easily overwhelm the victim
- ❖ Solutions:
  - Increase size of connection queue
  - Decrease timeout wait for the 3-way handshake
  - Firewalls: list of known bad source IP addresses
  - TCP SYN Cookies (explained on next slide)

# TCP SYN Cookie

---

- ❖ On receipt of SYN, server does not create connection state
- ❖ It creates an initial sequence number (*init\_seq*) that is a hash of source & dest IP address and port number of SYN packet (secret key used for hash)
  - Replies back with SYN ACK containing *init\_seq*
  - Server does not need to store this sequence number
- ❖ If original SYN is genuine, an ACK will come back
  - Same hash function run on the same header fields to get the initial sequence number (*init\_seq*)
  - Checks if the ACK is equal to (*init\_seq+1*)
  - Only create connection state if above is true
- ❖ If fake SYN, no harm done since no state was created

<http://etherealmind.com/tcp-syn-cookies-ddos-defence/>

# Quiz: TCP Connection Management?



Roughly how much time does it take for both the TCP Sender and Receiver to establish connection state since the connect() call?

- A. RTT
- B. 1.5RTT
- C. 2RTT
- D. 3RTT

# Quiz: TCP Reliability?



TCP uses cumulative ACKs like Go-Back-N but does not retransmit the entire window of outstanding packets upon a timeout. What mechanism lets TCP get away with this?

- A. Per-byte sequence and acknowledgement numbers
- B. Triple Duplicate ACKs
- C. Receiver window-based flow control
- D. Timeout estimation algorithm

# Transport Layer: 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

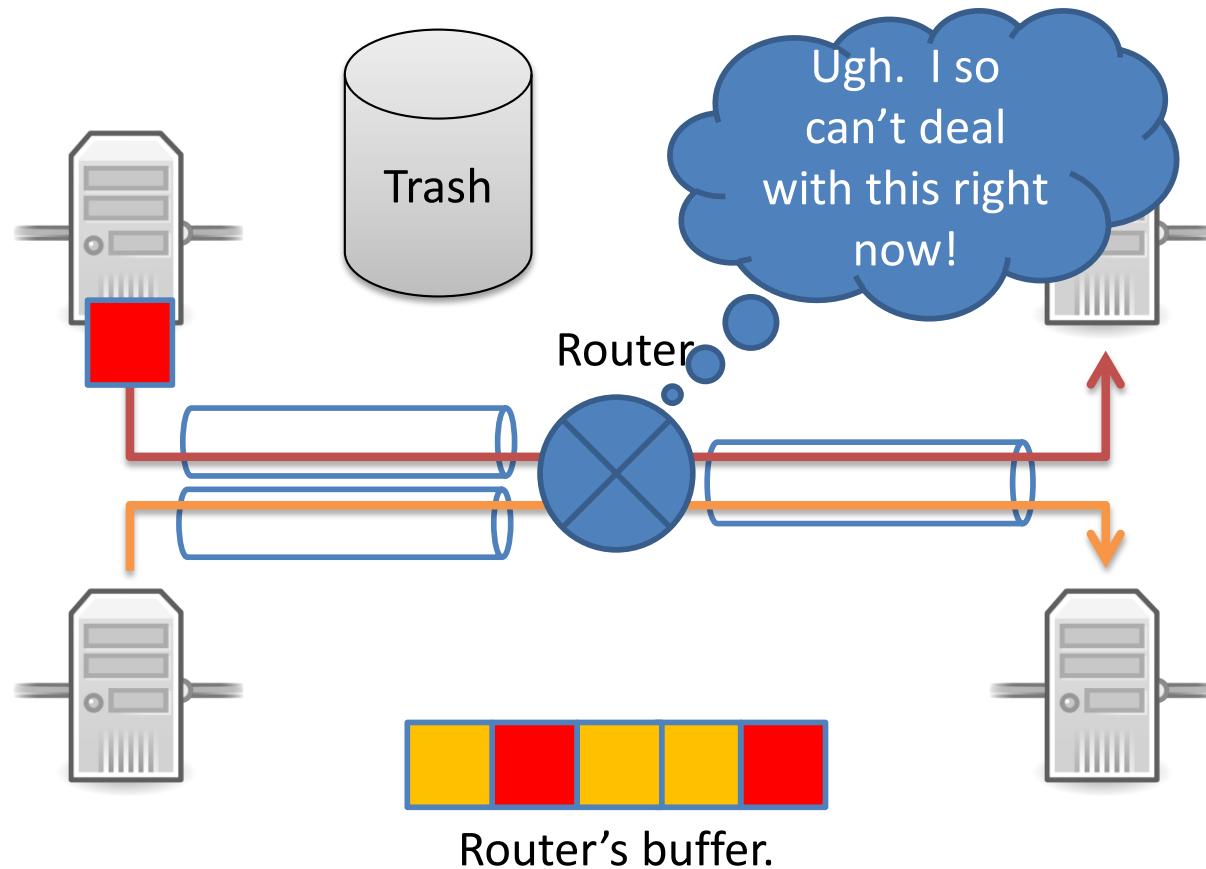
3.7 TCP congestion control

# Principles of congestion control

*congestion:*

- ❖ informally: “too many sources sending too much data too fast for *network* to handle”
- ❖ different from flow control!
- ❖ manifestations:
  - lost packets (buffer overflow at routers)
  - long delays (queueing in router buffers)
- ❖ a top-10 problem!

# Congestion



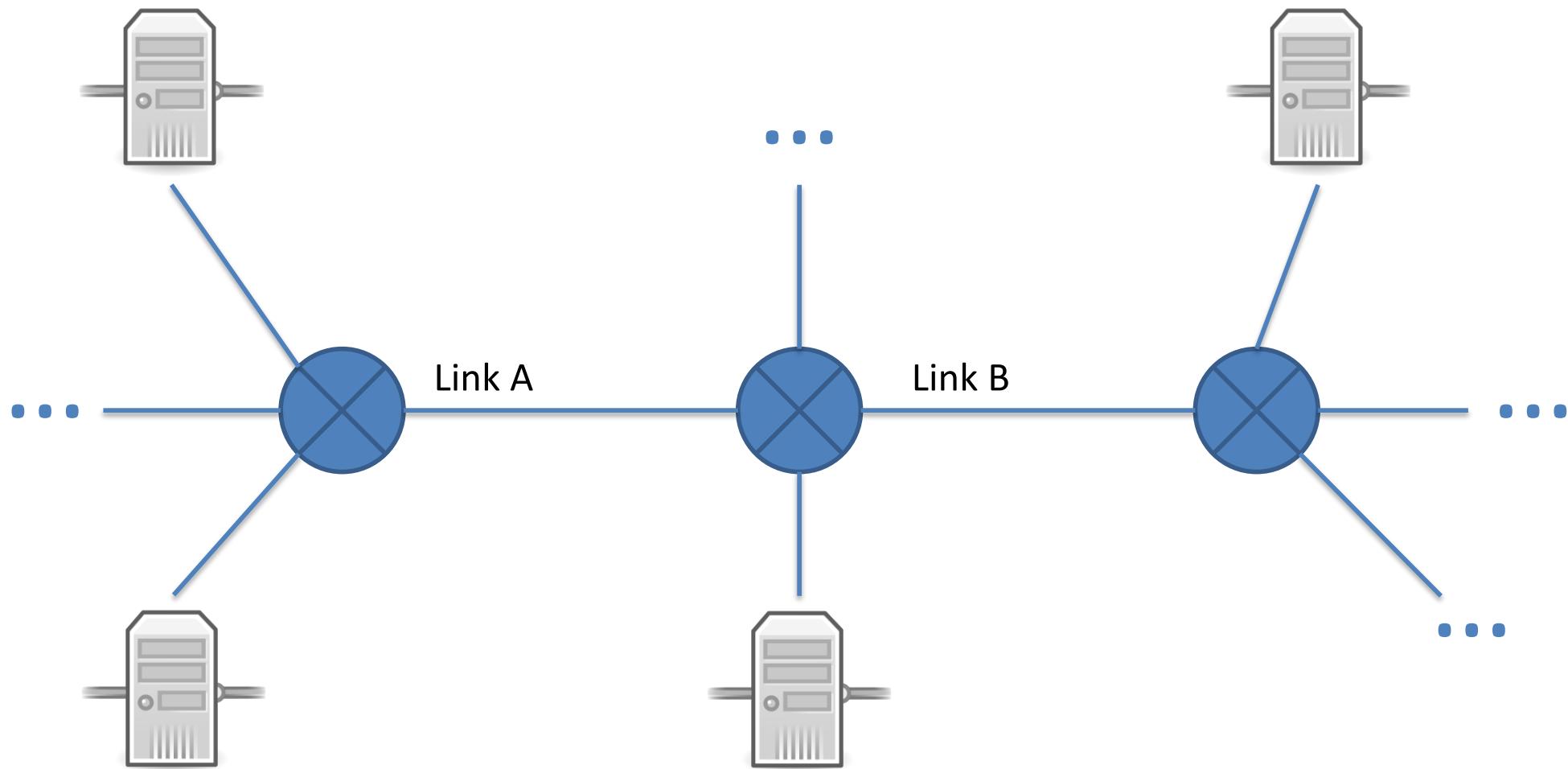
Incoming rate is faster than outgoing link can support.

# Quiz: What's the worst that can happen?

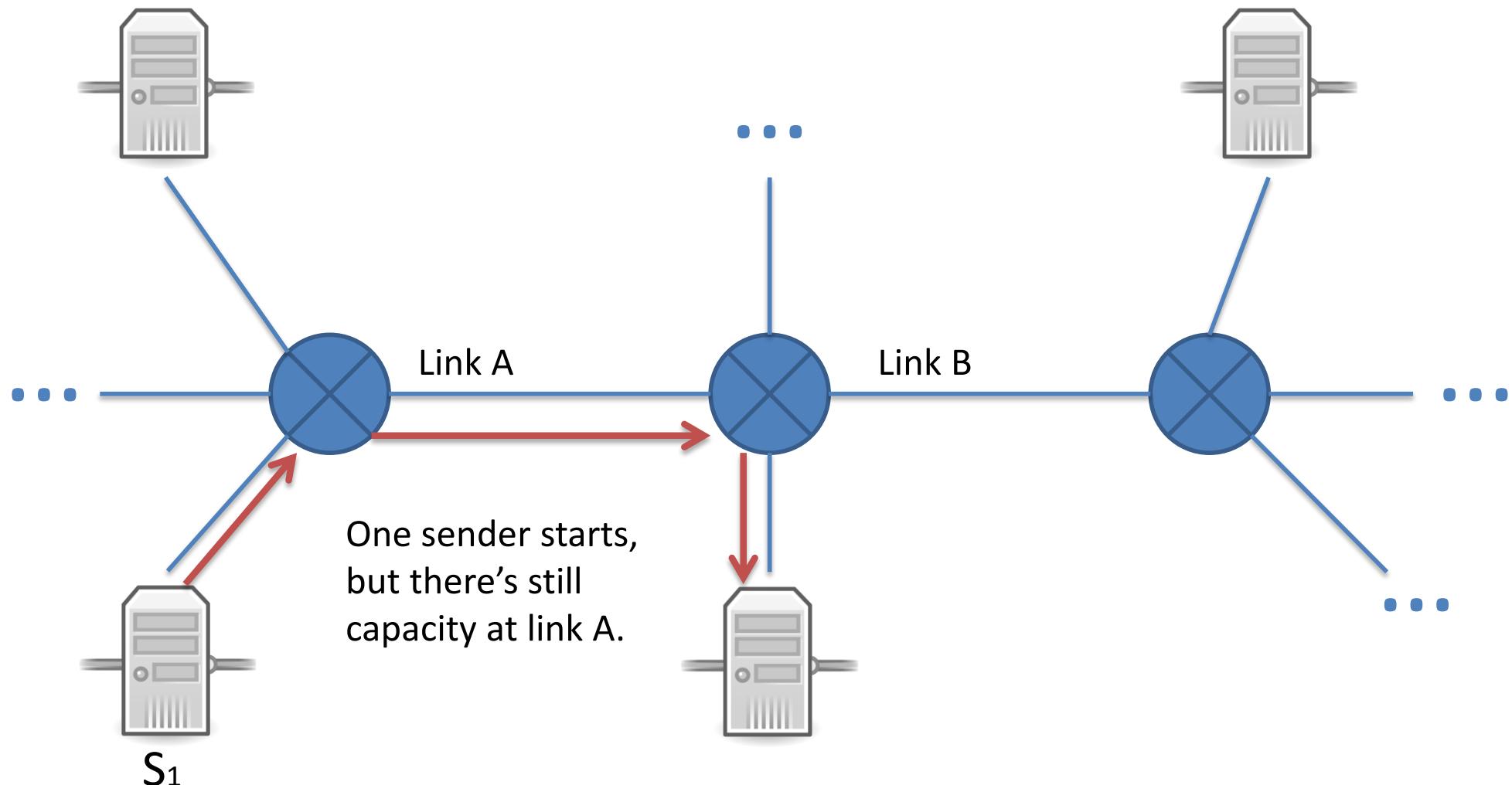


- A: This is no problem. Senders just keep transmitting, and it'll all work out.
- B: There will be retransmissions, but the network will still perform without much trouble.
- C: Retransmissions will become very frequent, causing a serious loss of efficiency
- D: The network will become completely unusable

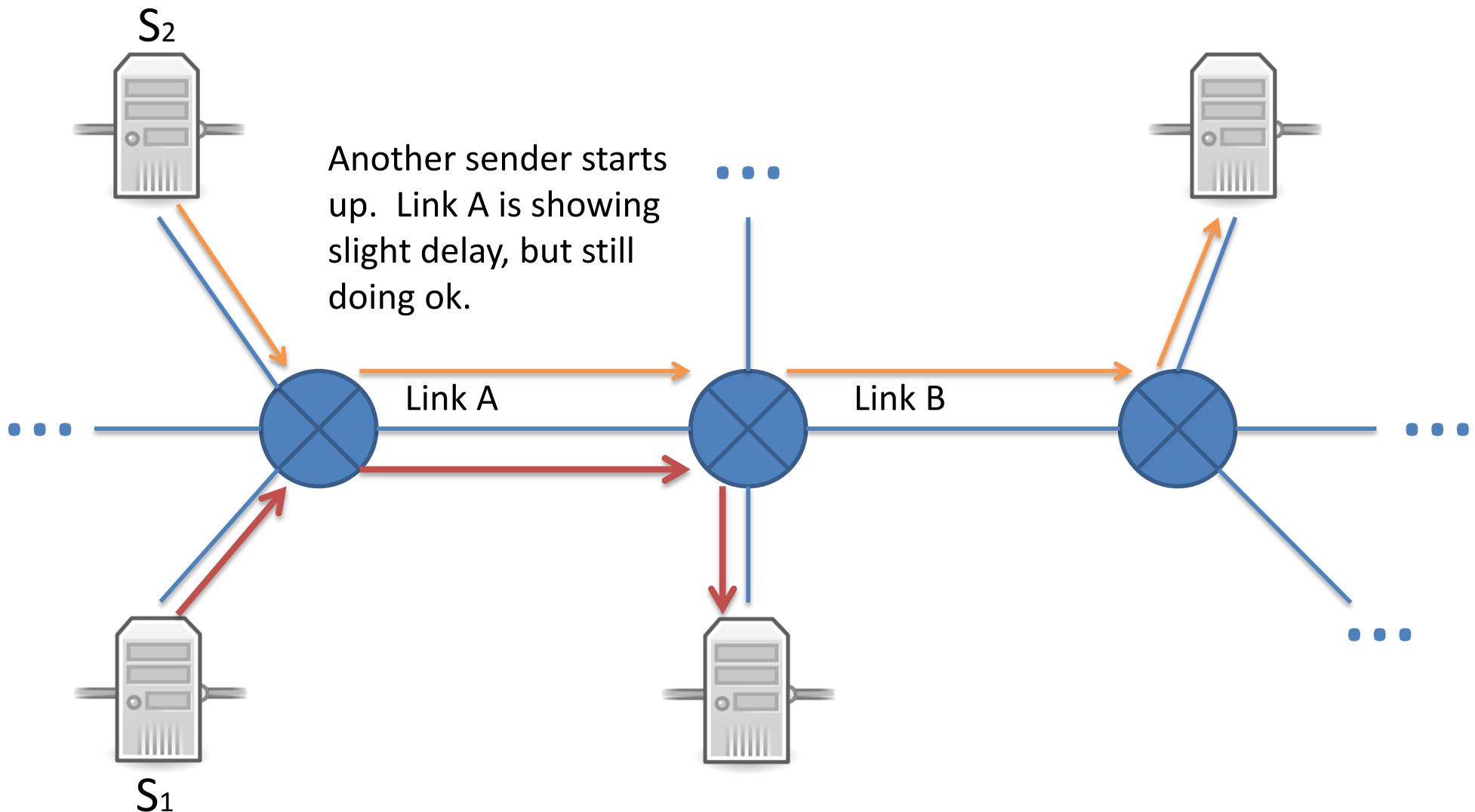
# Congestion Collapse



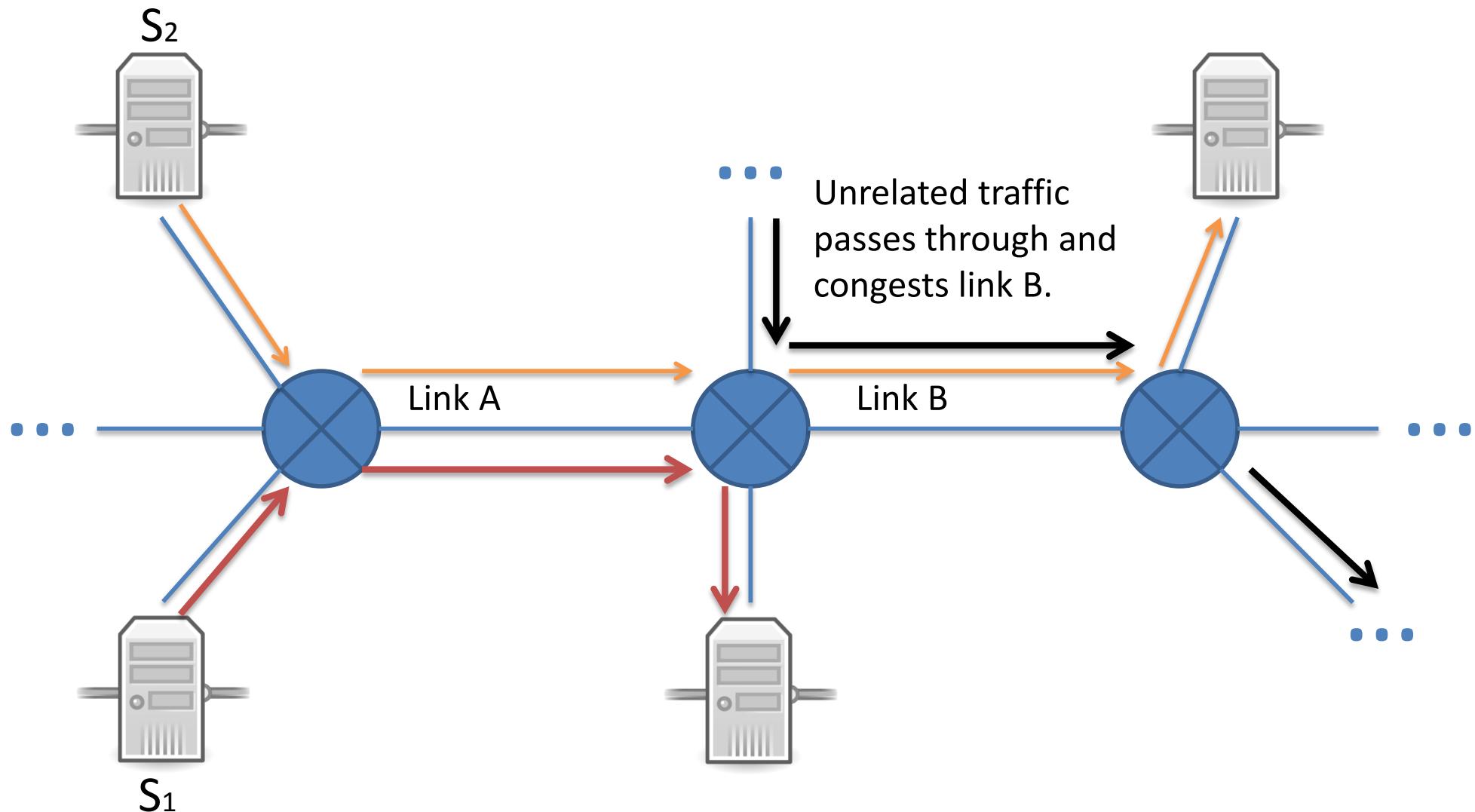
# Congestion Collapse



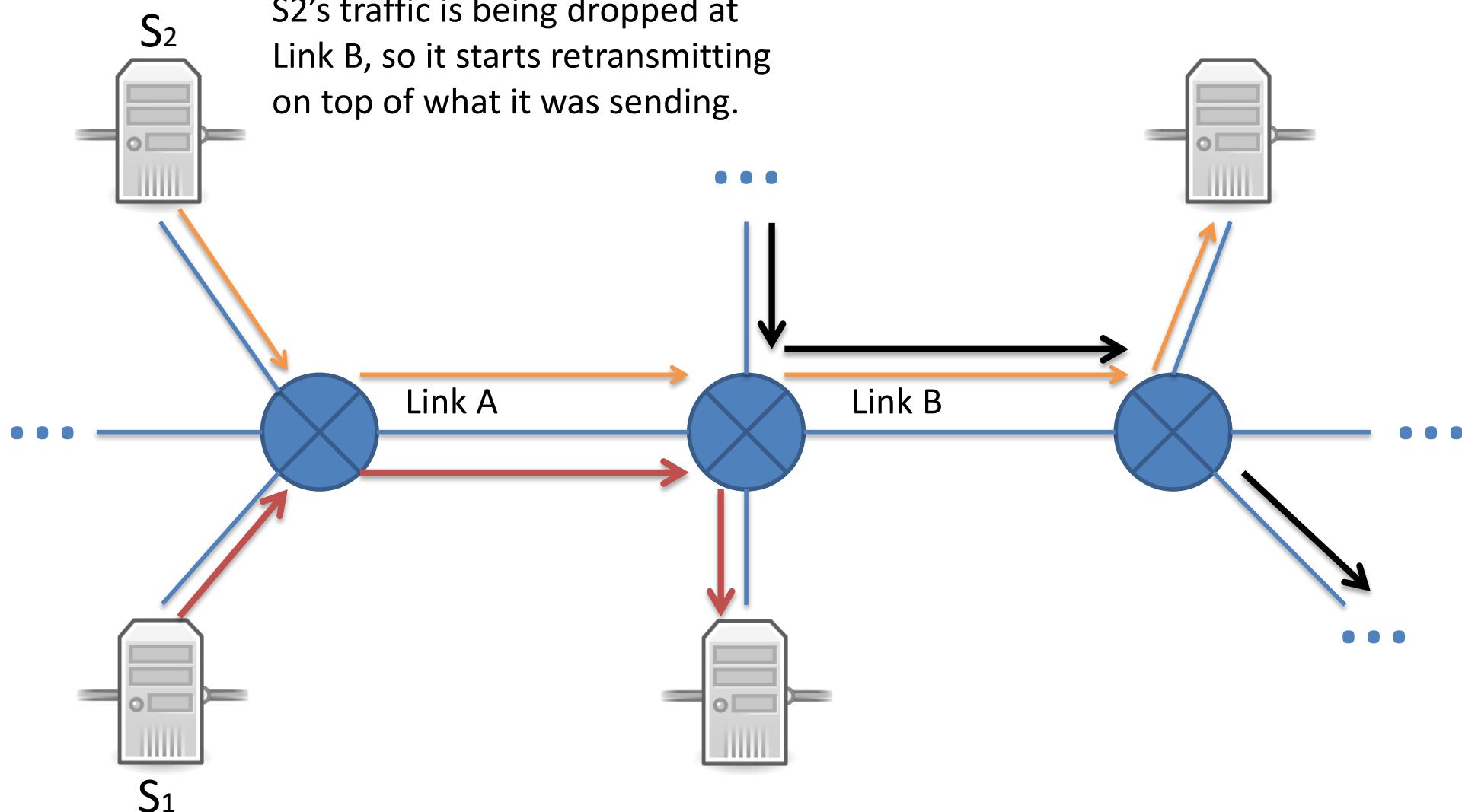
# Congestion Collapse



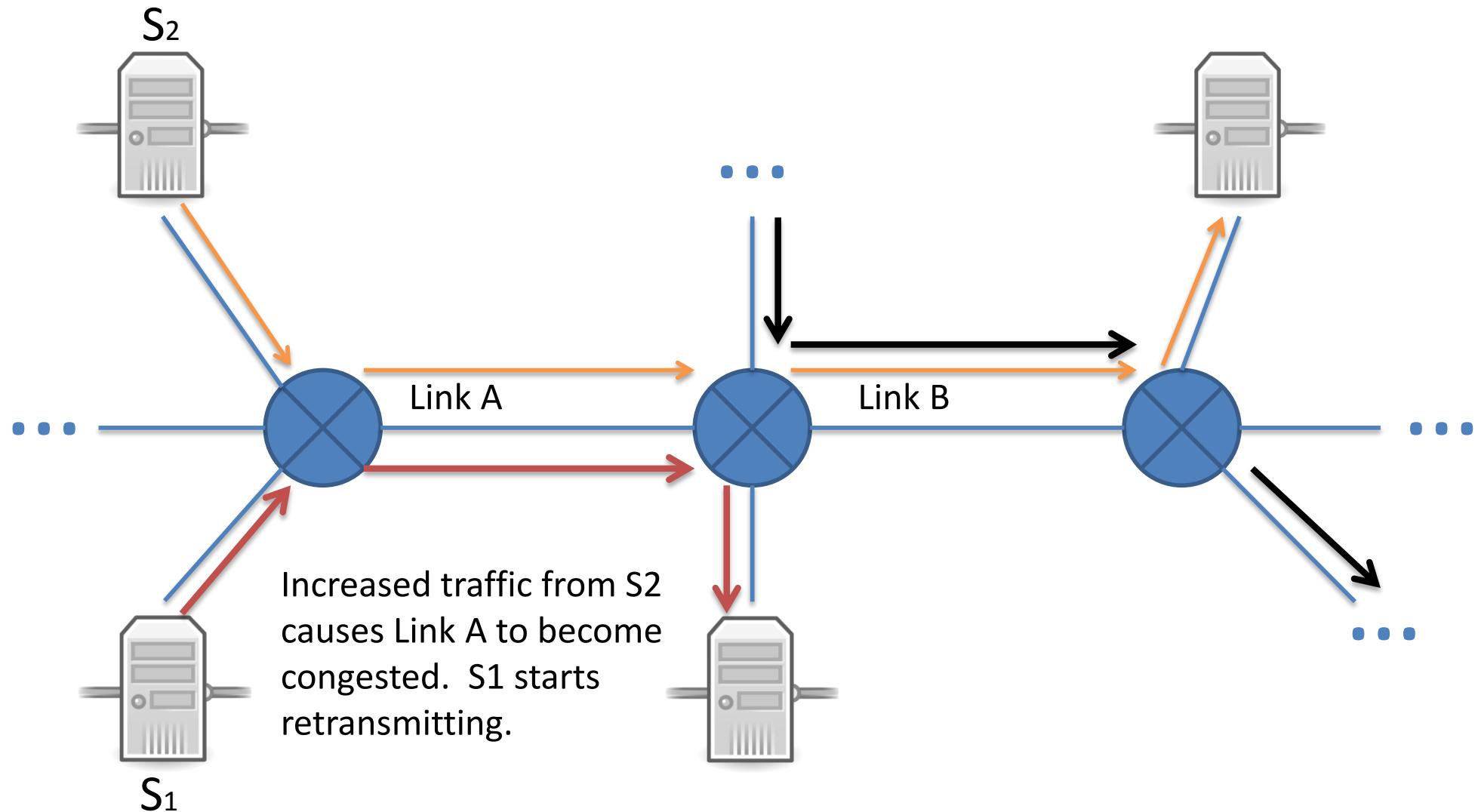
# Congestion Collapse



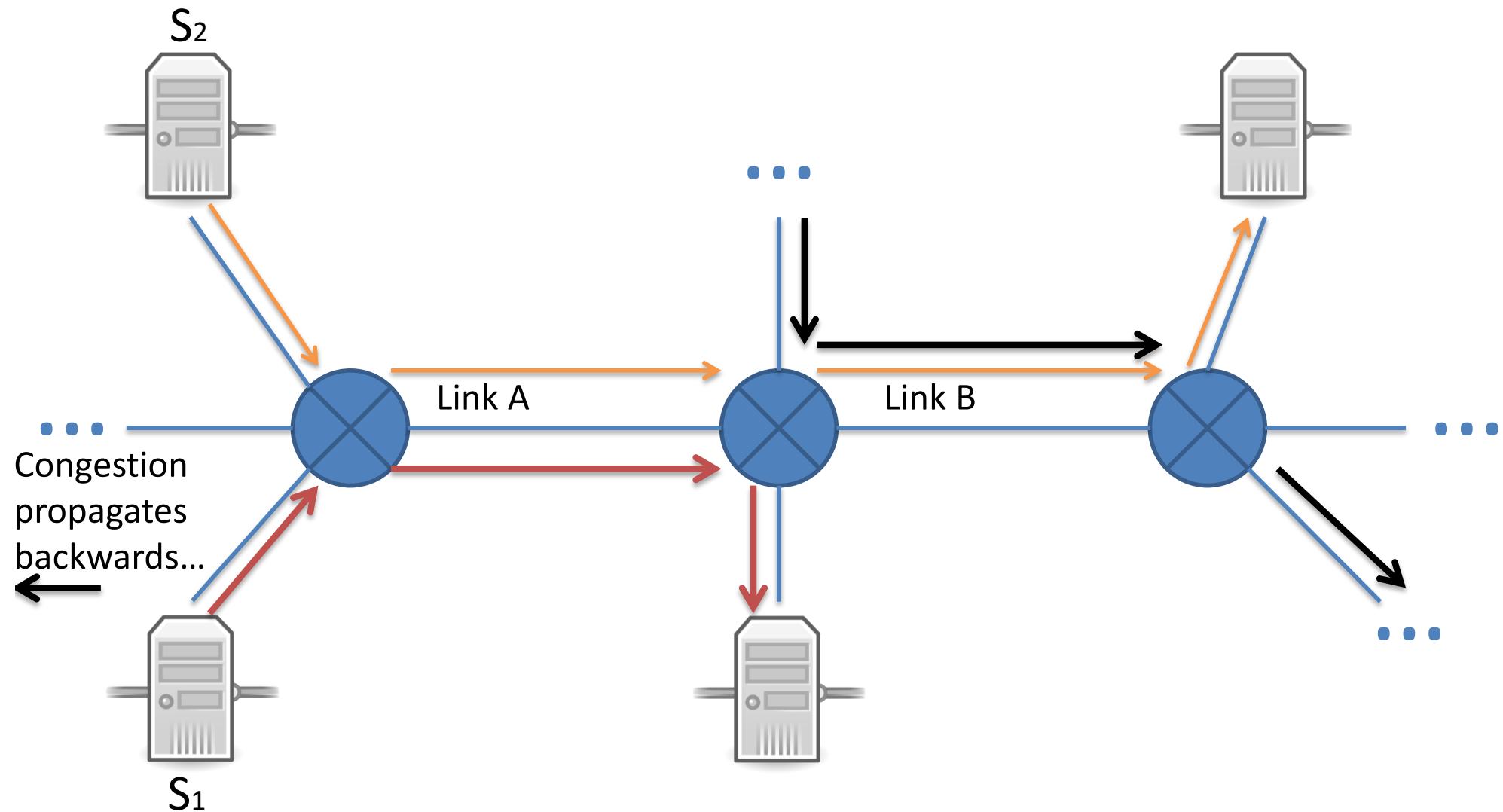
# Congestion Collapse



# Congestion Collapse



# Congestion Collapse



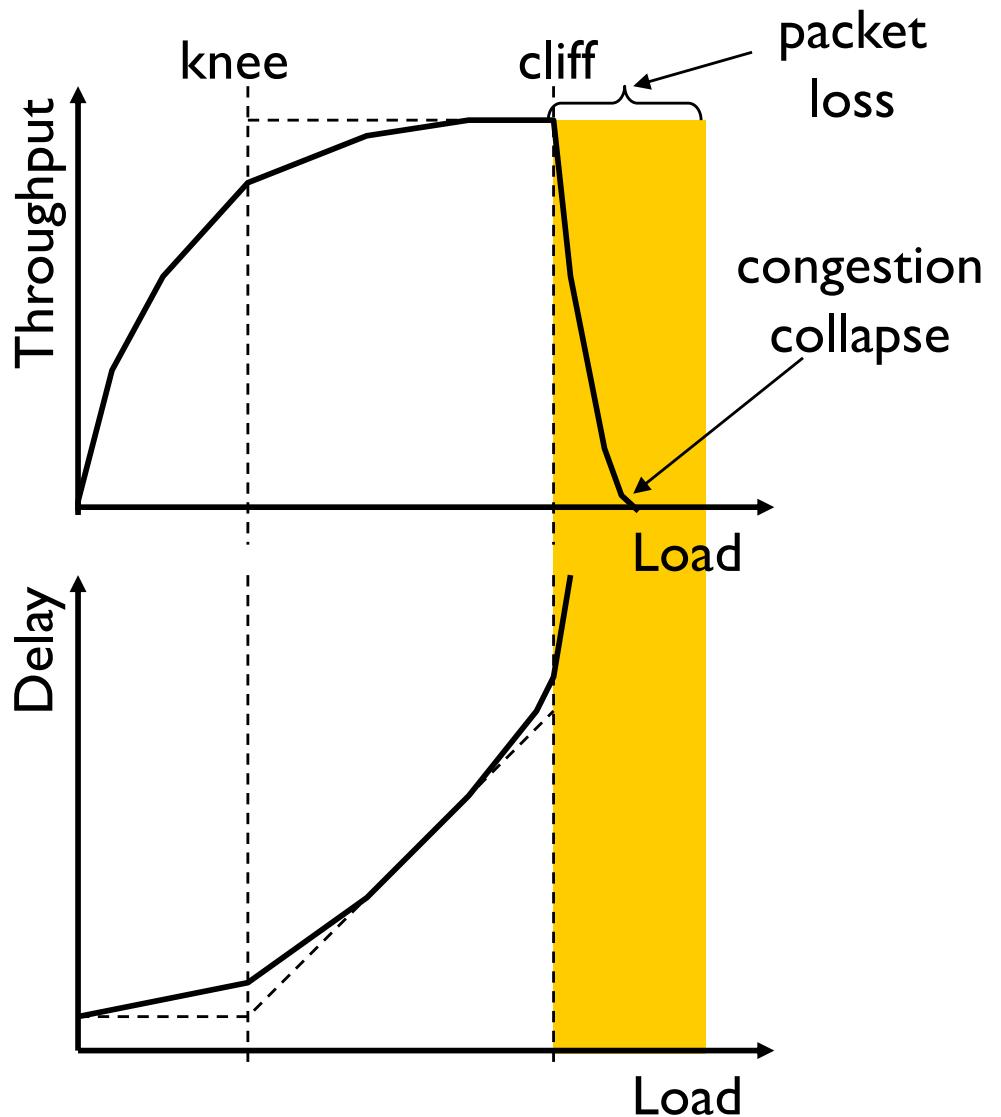
# Without congestion control

*congestion:*

- ❖ Increases delivery latency
  - Variable delays
  - If delays > RTO, sender retransmits
- ❖ Increases loss rate
  - Dropped packets also retransmitted
- ❖ Increases retransmissions, many unnecessary
  - Wastes capacity of traffic that is never delivered
  - Increase in load results in decrease in useful work done
- ❖ Increases congestion, cycle continues ...

# Cost of Congestion

- ❖ Knee – point after which
  - Throughput increases slowly
  - Delay increases fast
  
- ❖ Cliff – point after which
  - Throughput starts to drop to zero (congestion collapse)
  - Delay approaches infinity



# Congestion Collapse

*This happened to the Internet (then NSFnet) in 1986*

- ❖ Rate dropped from a *blazing* 32 Kbps to 40bps
- ❖ This happened on and off for two years
- ❖ In 1988, Van Jacobson published “Congestion Avoidance and Control”
- ❖ The fix: senders voluntarily limit sending rate

# Approaches towards congestion control

two broad approaches towards congestion control:

## end-end congestion control:

- ❖ no explicit feedback from network
- ❖ congestion inferred from end-system observed loss, delay
- ❖ approach taken by TCP

## network-assisted congestion control:

- ❖ routers provide feedback to end systems
  - single bit indicating congestion (SNA, DECbit, TCP/IP ECN, ATM)
  - explicit rate for sender to send at

# Transport Layer: Outline

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- reliable data transfer
- flow control
- connection management

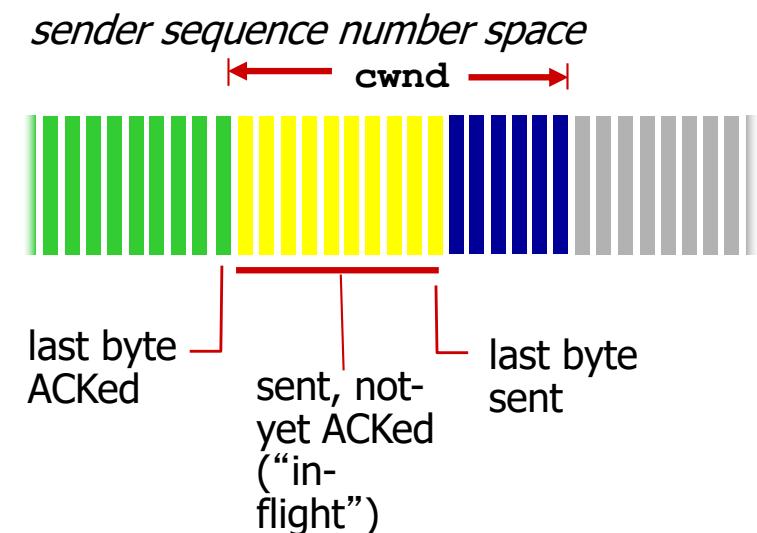
3.6 principles of congestion control

3.7 TCP congestion control

# TCP's Approach in a Nutshell

- ❖ TCP connection has window
  - Controls number of packets in flight
- ❖ *TCP sending rate:*
  - roughly: send cwnd bytes, wait RTT for ACKS, then send more bytes

$$\text{rate} \approx \frac{\text{cwnd}}{\text{RTT}} \text{ bytes/sec}$$



- ❖ Vary window size to control sending rate

# All These Windows...

- ❖ Congestion Window: **CWND**
  - How many bytes can be sent without overflowing routers
  - Computed by the sender using congestion control algorithm
- ❖ Flow control window: **Advertised / Receive Window (RWND)**
  - How many bytes can be sent without overflowing receiver's buffers
  - Determined by the receiver and reported to the sender
- ❖ Sender-side window = **minimum{CWND, RWND}**
  - Assume for this lecture that RWND >> CWN

# CWND

- ❖ This lecture will talk about CWND in units of MSS
  - (Recall MSS: Maximum Segment Size, the amount of payload data in a TCP packet)
  - This is only for pedagogical purposes
- ❖ Keep in mind that real implementations maintain CWND in bytes

# Two Basic Questions

- ❖ How does the sender detect congestion?
- ❖ How does the sender adjust its sending rate?

# Quiz: What is a “congestion event”



- A: A segment loss (but how can the sender be sure of this?)
- B: Increased delays
- C: Receiving duplicate acknowledgement(s)
- D: A retransmission timeout firing
- E: Some subset of A, B, C & D (what is the subset?)

# Quiz: How should we set CWND?



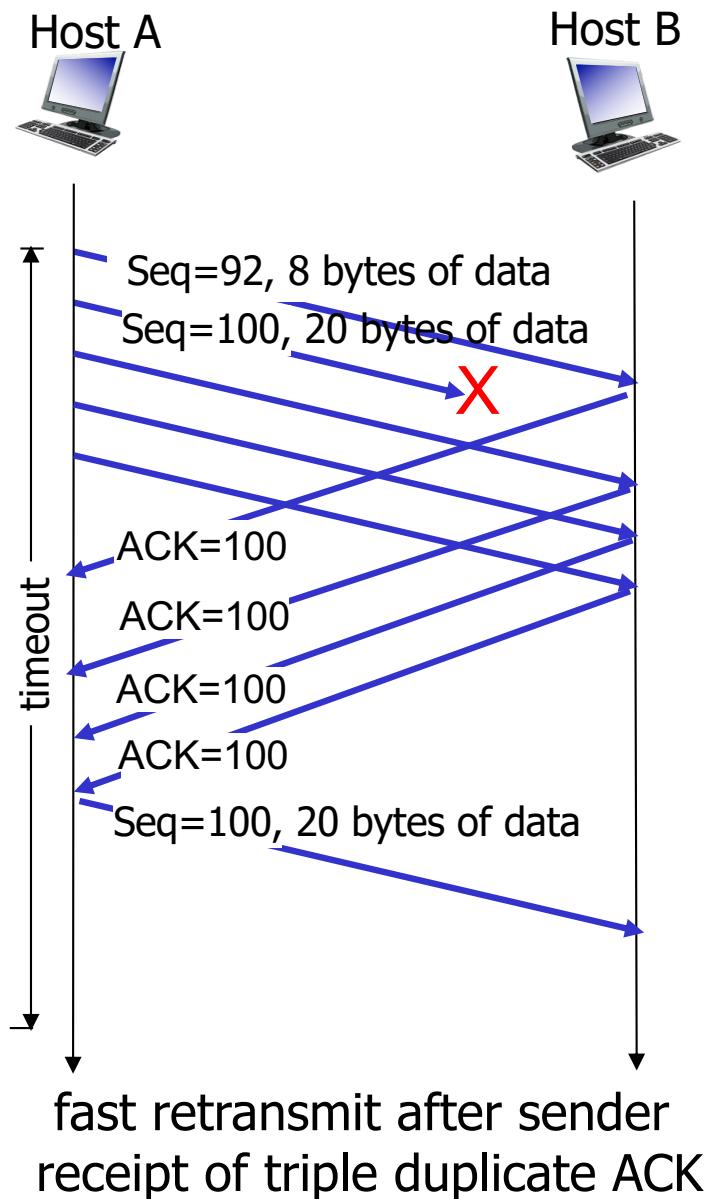
- A: We should keep raising it until a “congestion event” then back off slightly until we notice no more events
- B: We should raise it until a “congestion event”, then go back to 1 and start raising it again
- C: We should raise it until a “congestion event”, then go back to median value and start raising it again
- D: We should sent as fast as possible at all times

# Not All Losses the Same

---

- ❖ Duplicate ACKs: isolated loss
  - dup ACKs indicate network capable of delivering some segments
- ❖ Timeout: much more serious
  - Not enough dup ACKs
  - Must have suffered several losses
- ❖ Will adjust rate differently for each case

# RECAP: TCP fast retransmit



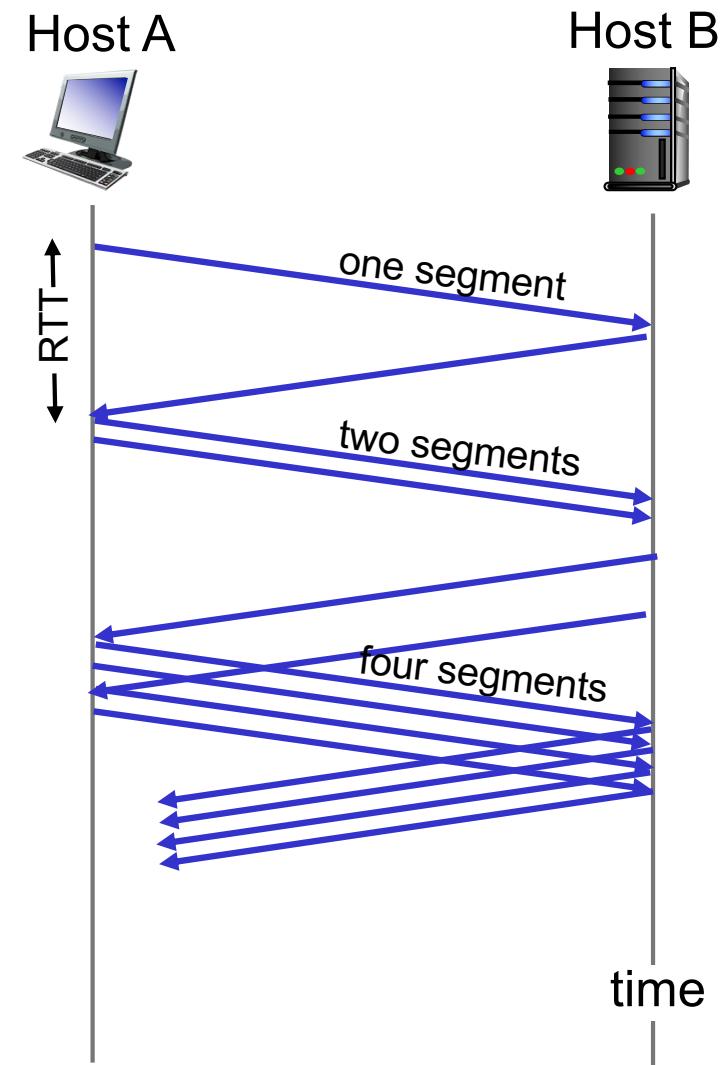
# Rate Adjustment

---

- ❖ Basic structure:
  - Upon receipt of ACK (of new data): increase rate
  - Upon detection of loss: decrease rate
- ❖ How we increase/decrease the rate depends on the phase of congestion control we're in:
  - Discovering available bottleneck bandwidth vs.
  - Adjusting to bandwidth variations

# TCP Slow Start (Bandwidth discovery)

- ❖ when connection begins, increase rate **exponentially** until **first loss event**:
  - initially **cwnd** = 1 MSS
  - double **cwnd** every RTT (full ACKs)
  - Simpler implementation achieved by incrementing **cwnd** for every ACK received
    - $cwnd += 1$  for each ACK
- ❖ **summary:** initial rate is slow but ramps up exponentially fast



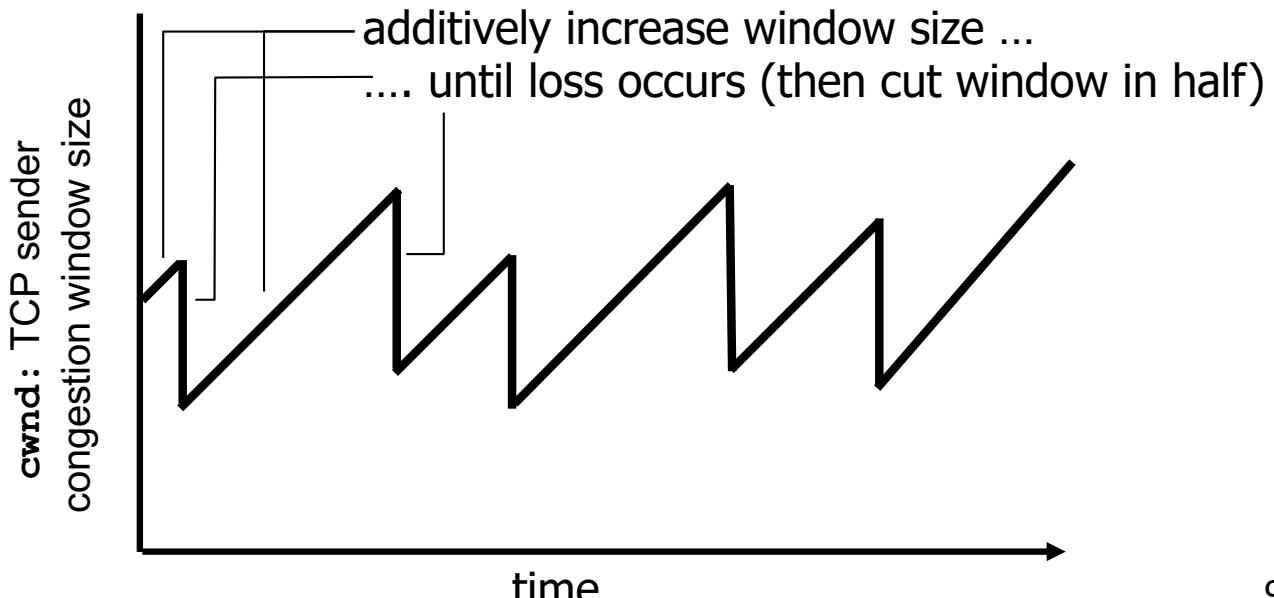
# Adjusting to Varying Bandwidth

- ❖ Slow start gave an estimate of available bandwidth
- ❖ Now, want to track variations in this available bandwidth, oscillating around its current value
  - Repeated probing (rate increase) and backoff (rate decrease)
  - Known as Congestion Avoidance (CA)
- ❖ TCP uses: “Additive Increase Multiplicative Decrease” (AIMD)
  - We’ll see why shortly...

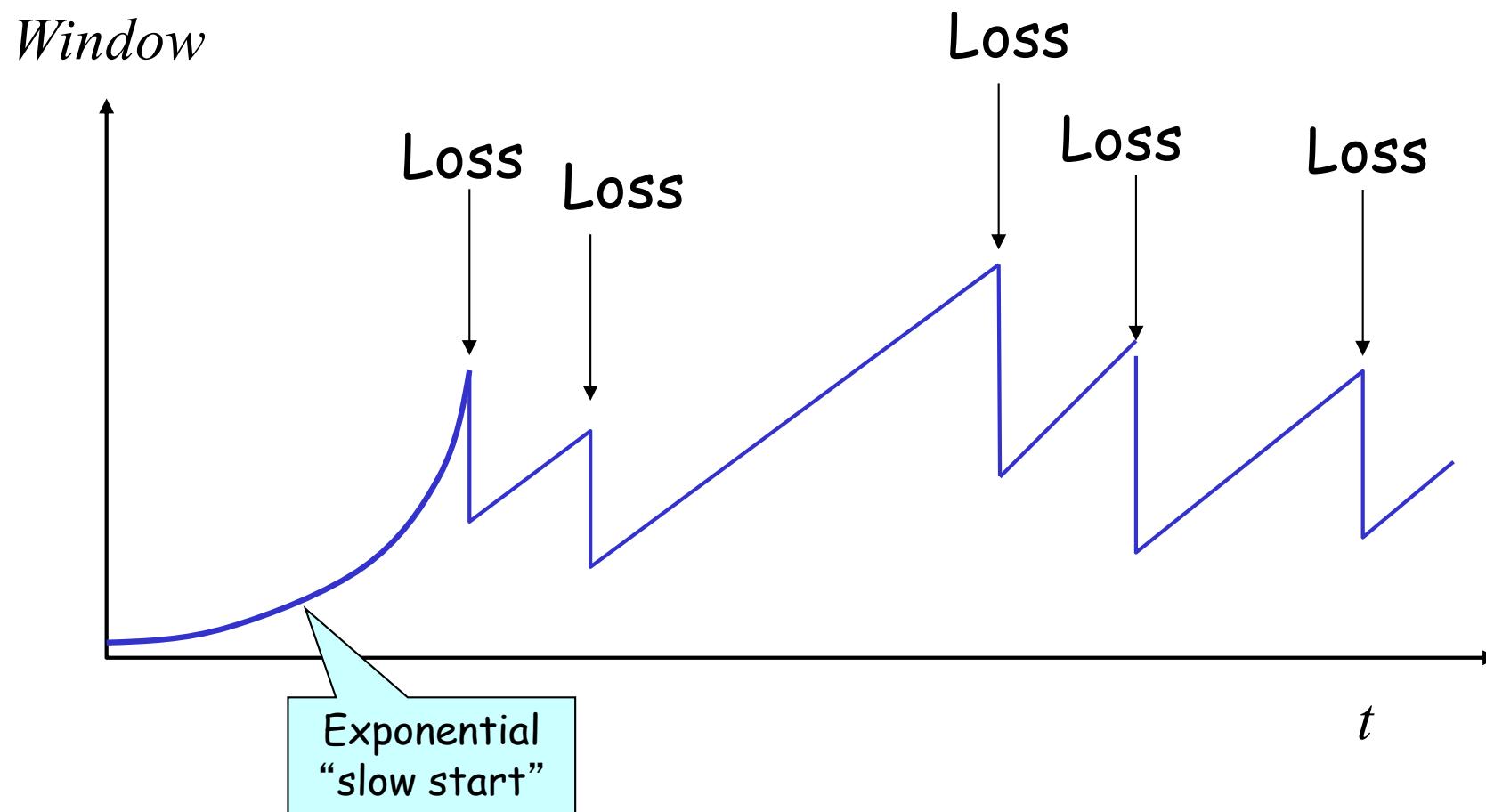
# AIMD

- ❖ **approach:** sender increases transmission rate (window size), probing for usable bandwidth, until another congestion event occurs
  - **additive increase:** increase **cwnd** by 1 MSS every RTT until loss detected
    - For each successful RTT (all ACKS),  $cwnd = cwnd + 1$
    - Simple implementation: for each ACK,  $cwnd = cwnd + 1/cwnd$
  - **multiplicative decrease:** cut **cwnd** in half after loss

AIMD saw tooth behavior: probing for bandwidth



# Leads to the TCP “Sawtooth”



# Slow-Start vs. AIMD

- ❖ When does a sender stop Slow-Start and start Additive Increase?
- ❖ Introduce a “slow start threshold” (**ssthresh**)
  - Initialized to a large value
- ❖ Convert to AI when  $cwnd = ssthresh$ , sender switches from slow-start to AIMD-style increase
  - On timeout,  $ssthresh = CWND/2$

# Implementation

- ❖ State at sender

- CWND (initialized to a small constant)
- ssthresh (initialized to a large constant)
- [Also dupACKcount and timer, as before]

- ❖ Events

- ACK (new data)
- dupACK (duplicate ACK for old data)
- Timeout

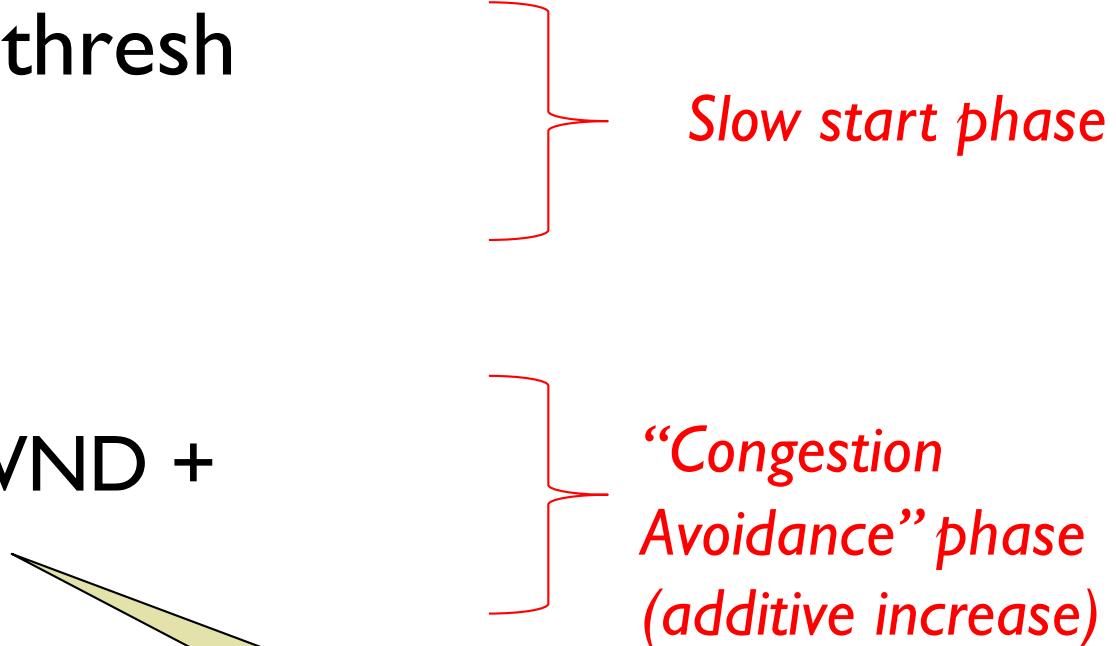
# Event: ACK (new data)

- ❖ If  $CWND < ssthresh$

- $CWND += +$

- $2 \times MSS$  packets per ACK
- Hence after one RTT (All ACKs with no drops):  
 $CWND = 2 \times CWND$

# Event: ACK (new data)

- ❖ If  $CWND < ssthresh$ 
    - $CWND += I$
  - ❖ Else
    - $CWND = CWND + I/CWND$
- 
- Slow start phase*
- “Congestion  
Avoidance” phase  
(additive increase)*

- Hence after one RTT (All ACKs with no drops):

$$CWND = CWND + I$$

## Event: dupACK

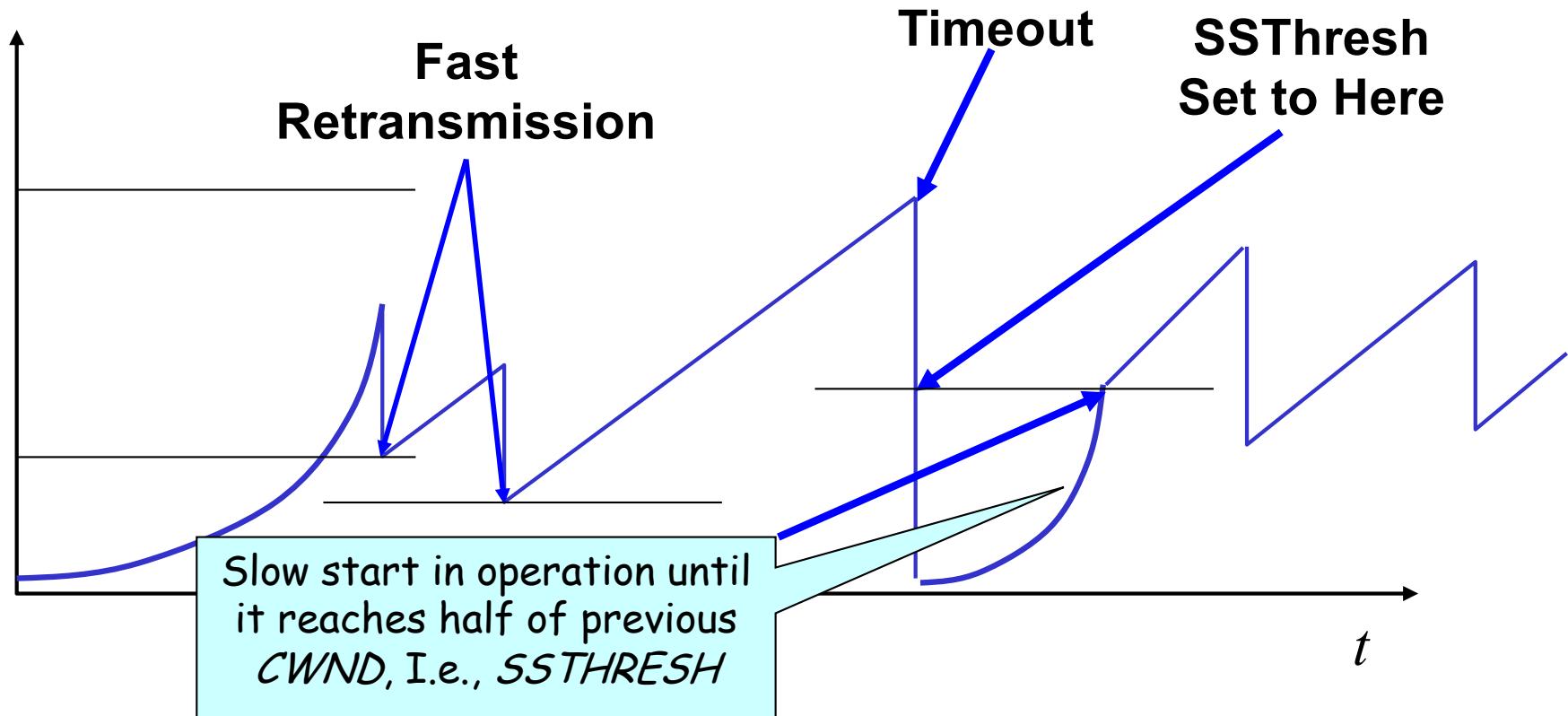
- ❖ dupACKcount ++
- ❖ If dupACKcount = 3 /\* fast retransmit \*/
  - ssthresh = CWND/2
  - **CWND = CWND/2**

# Event: TimeOut

- ❖ On Timeout
  - $ssthresh \leftarrow CWND/2$
  - $CWND \leftarrow 1$

# Example

Window



Slow-start restart: Go back to  $CWND = 1$  MSS, but take advantage of knowing the previous value of  $CWND$

# TCP Flavours

## ❖ TCP-Tahoe

- $cwnd = 1$  on triple dup ACK & timeout

## ❖ TCP-Reno

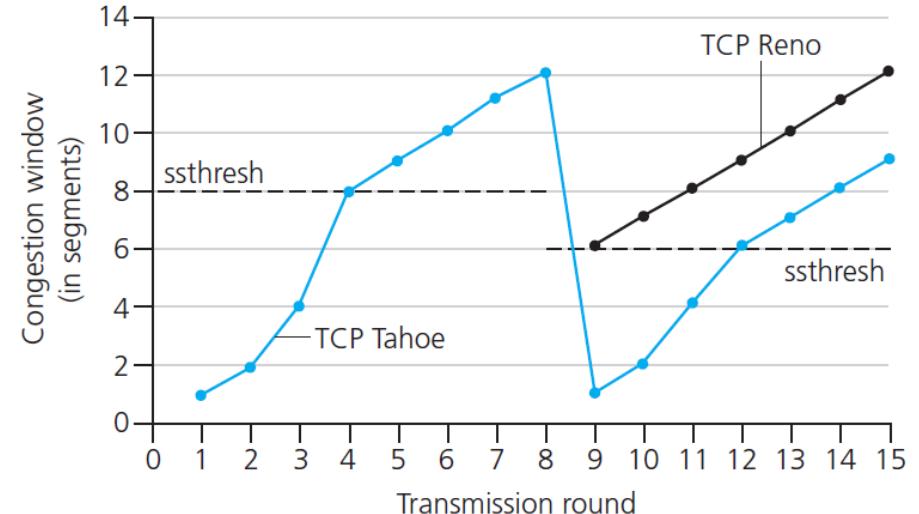
- $cwnd = 1$  on timeout
- $cwnd = cwnd/2$  on triple dup ACK

## ❖ TCP-newReno

- TCP-Reno + improved fast recovery (SKIPPED)

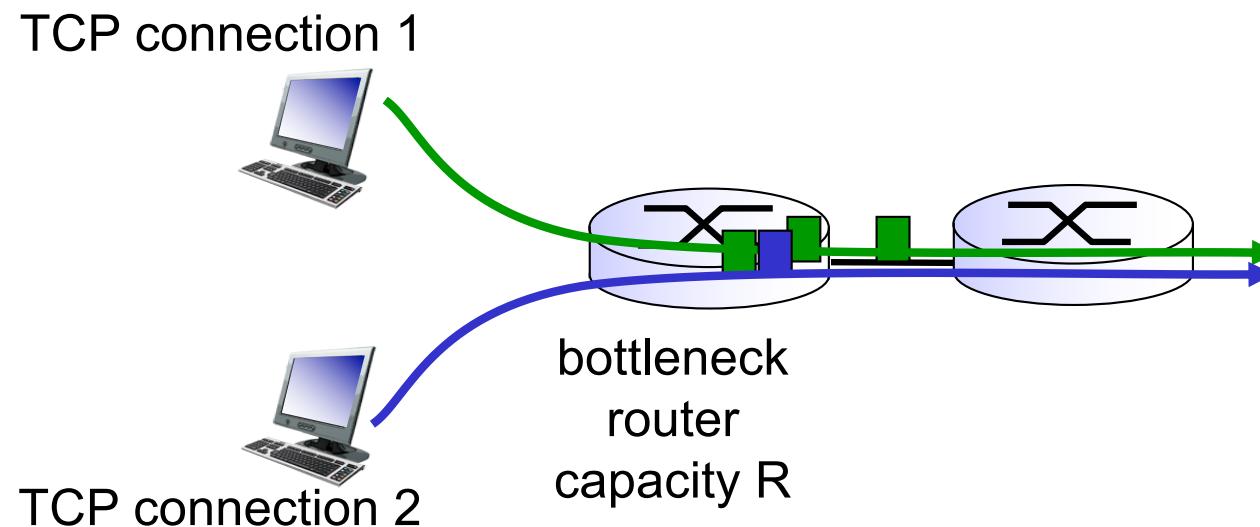
## ❖ TCP-SACK (NOT COVERED IN THE COURSE)

- incorporates selective acknowledgements



# TCP Fairness

*fairness goal:* if  $K$  TCP sessions share same bottleneck link of bandwidth  $R$ , each should have average rate of  $R/K$



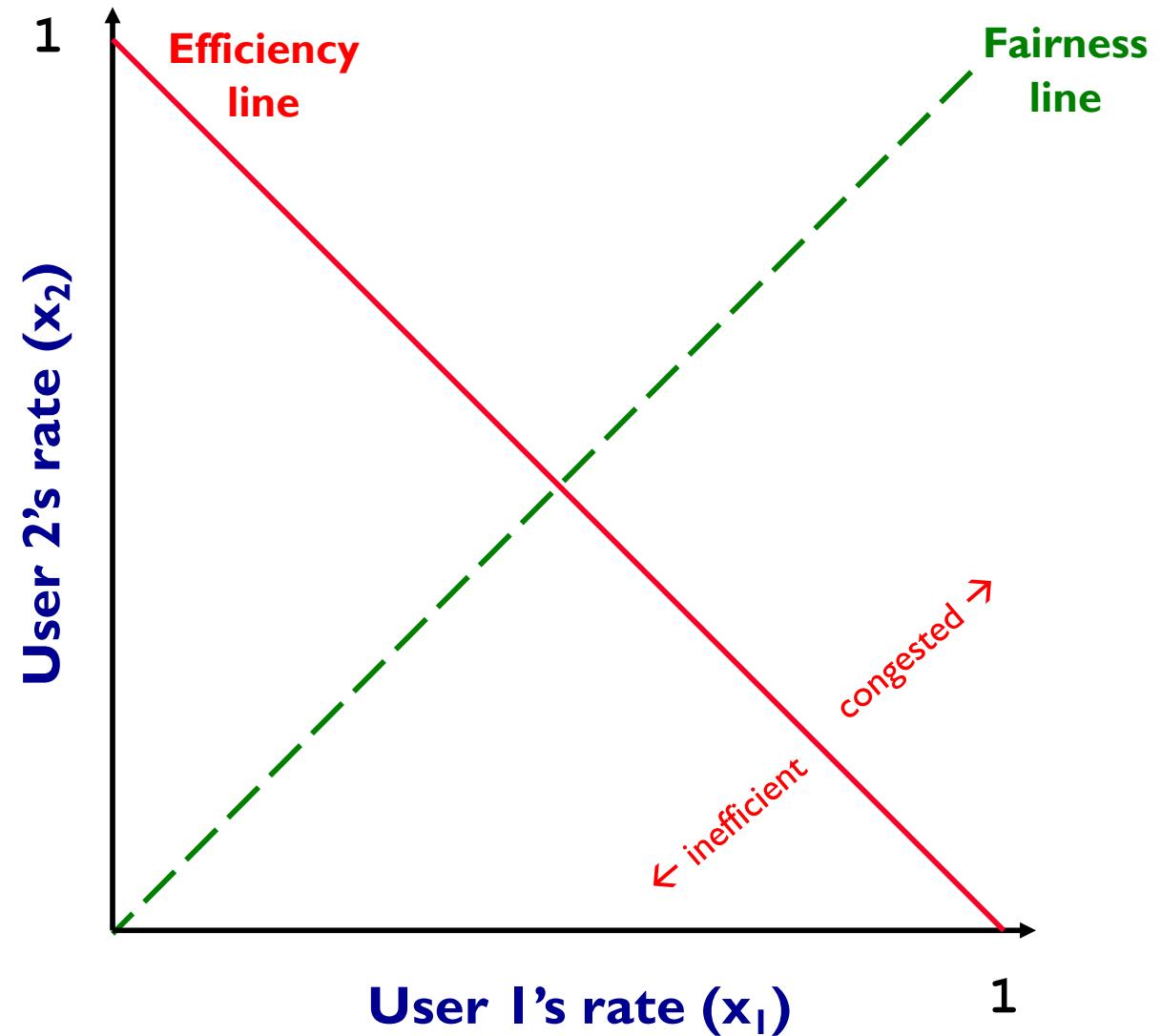
# Why AIMD?

- ❖ Some rate adjustment options: Every RTT, we can
  - Multiplicative increase or decrease:  $\text{WND} \rightarrow a * \text{WND}$
  - Additive increase or decrease:  $\text{WND} \rightarrow \text{WND} + b$
- ❖ Four alternatives:
  - AIAD: gentle increase, gentle decrease
  - AIMD: gentle increase, drastic decrease
  - MIAD: drastic increase, gentle decrease
  - MIMD: drastic increase and decrease

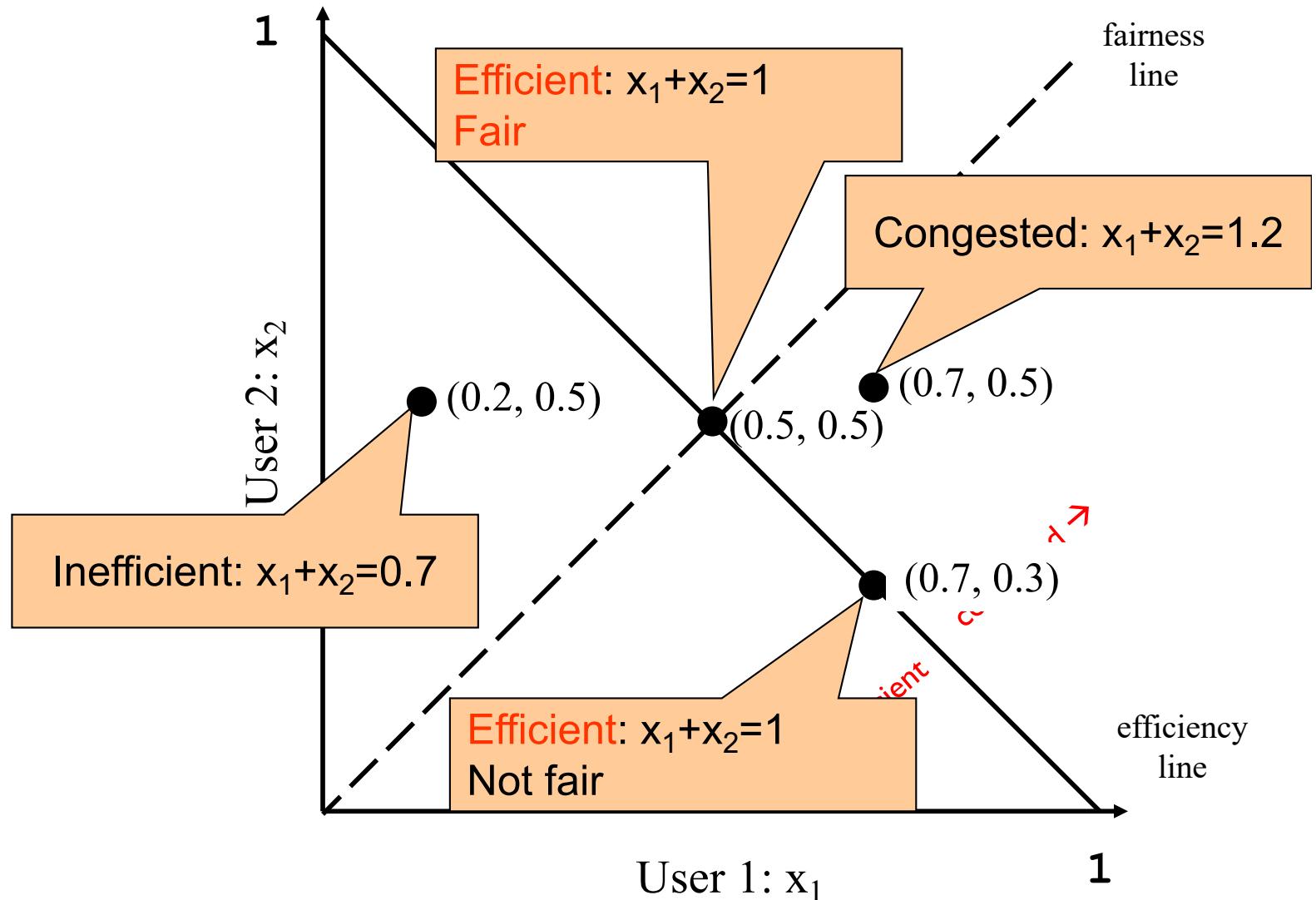
# Simple Model of Congestion Control

---

- ❖ Two users
  - rates  $x_1$  and  $x_2$
- ❖ Congestion when  $x_1+x_2 > 1$
- ❖ Unused capacity when  $x_1+x_2 < 1$
- ❖ Fair when  $x_1 = x_2$

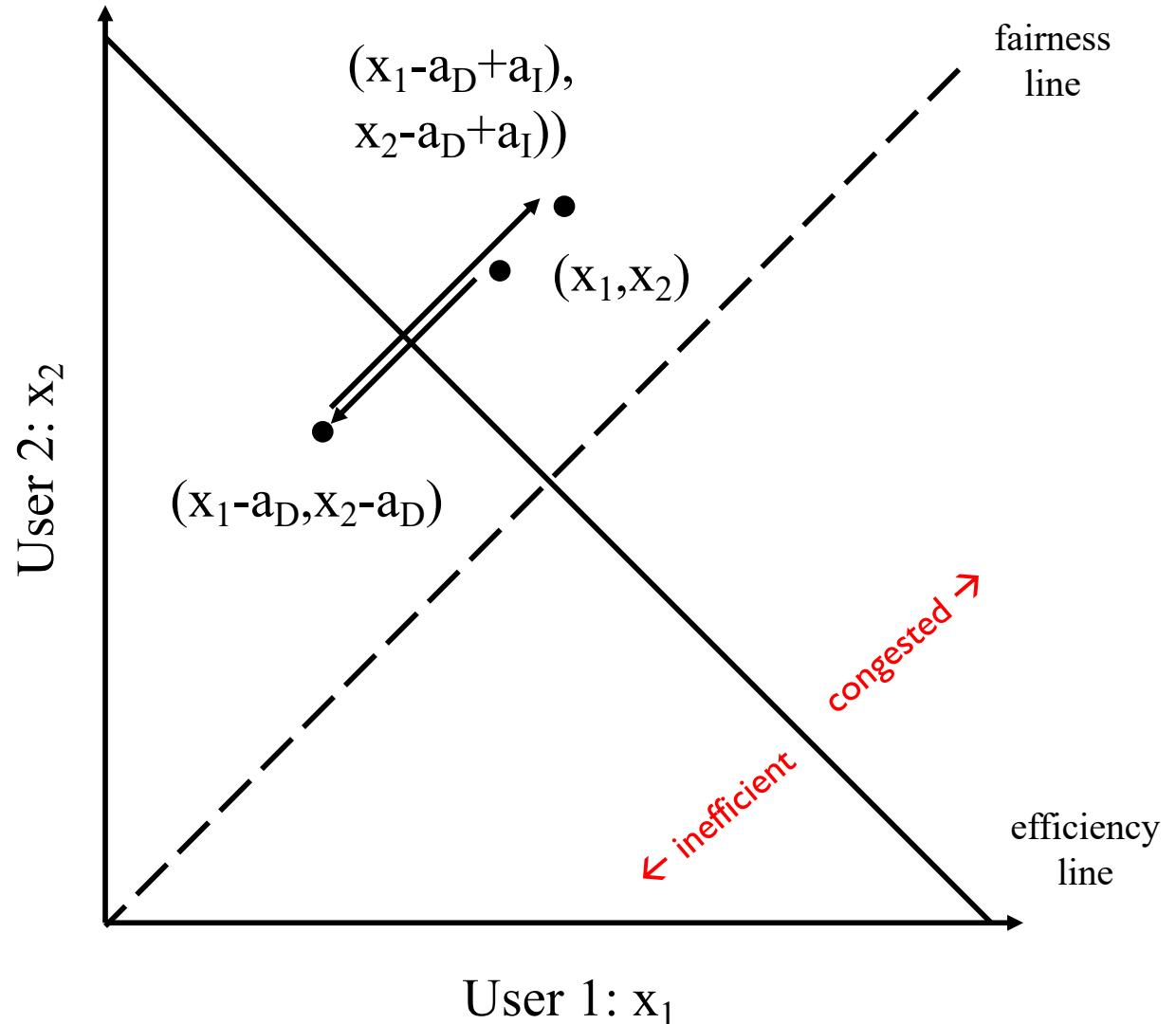


# Example



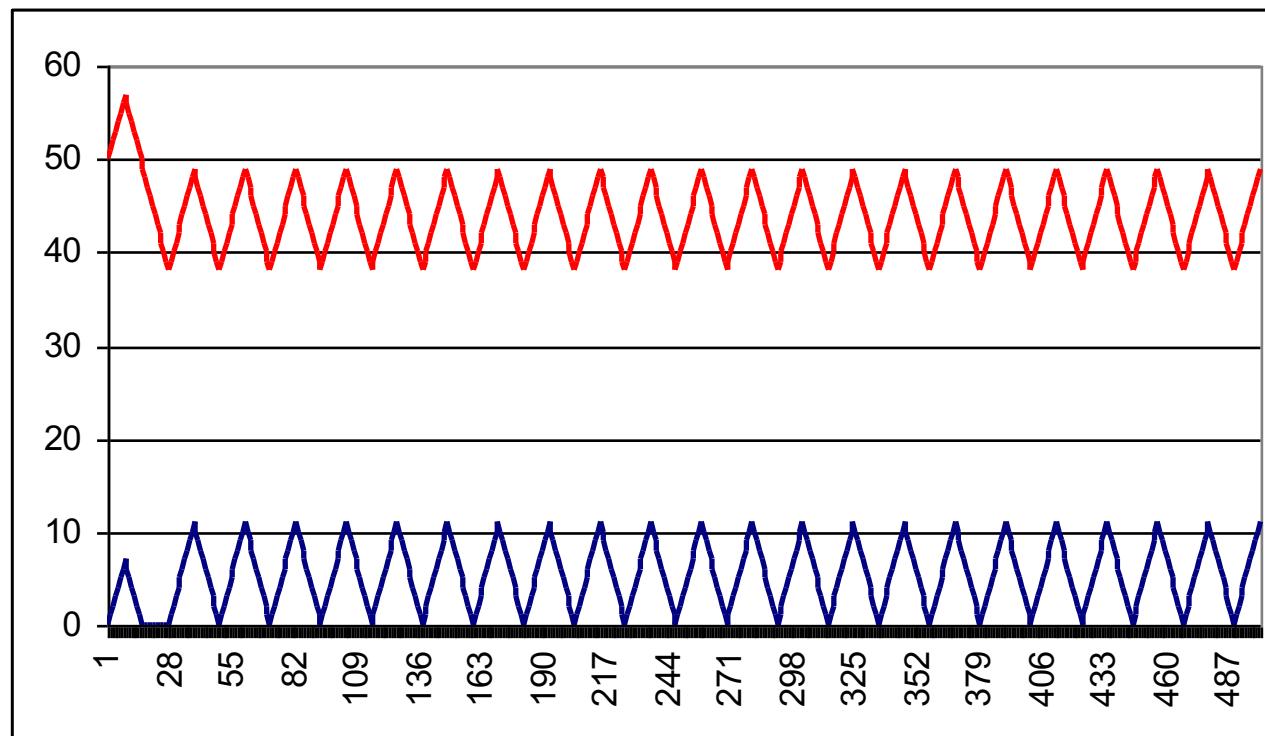
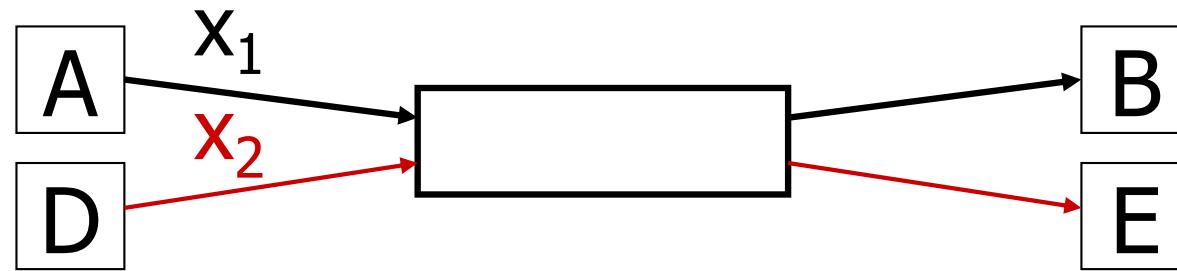
# AIAD

- ❖ Increase:  $x + a_I$
- ❖ Decrease:  $x - a_D$
- ❖ Does not converge to fairness



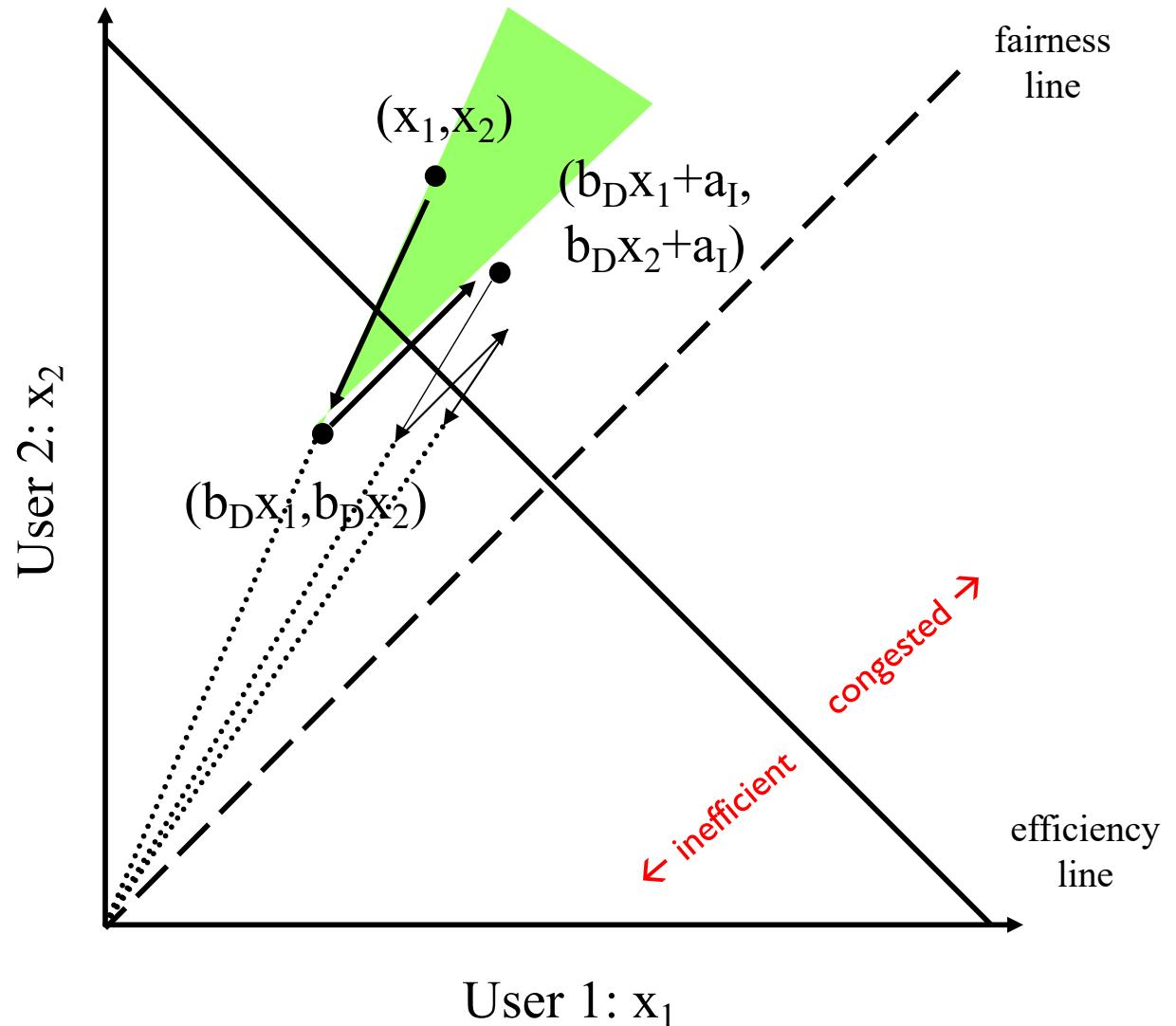
# AIAD Sharing Dynamics

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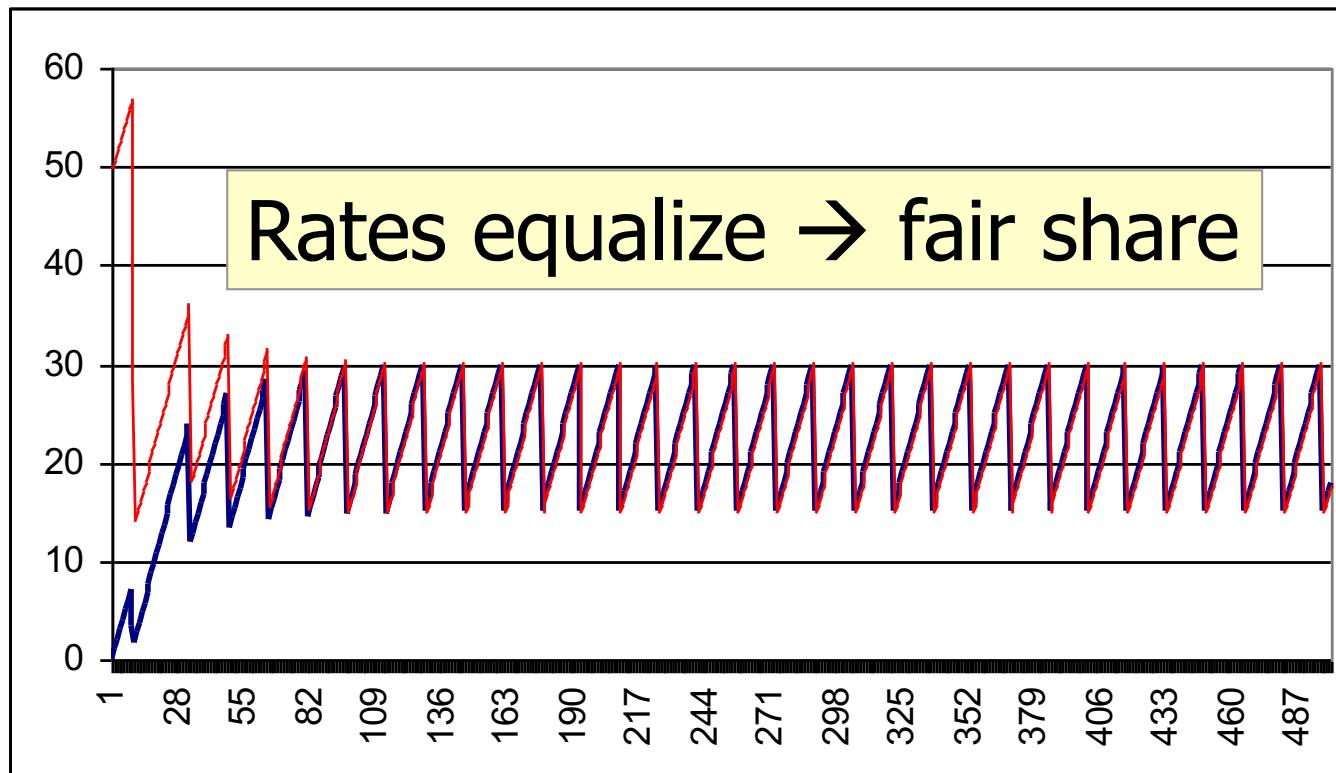


# AIMD

- ❖ Increase:  $x+a_I$
- ❖ Decrease:  $x*b_D$
- ❖ Converges to fairness



# AIMD Sharing Dynamics



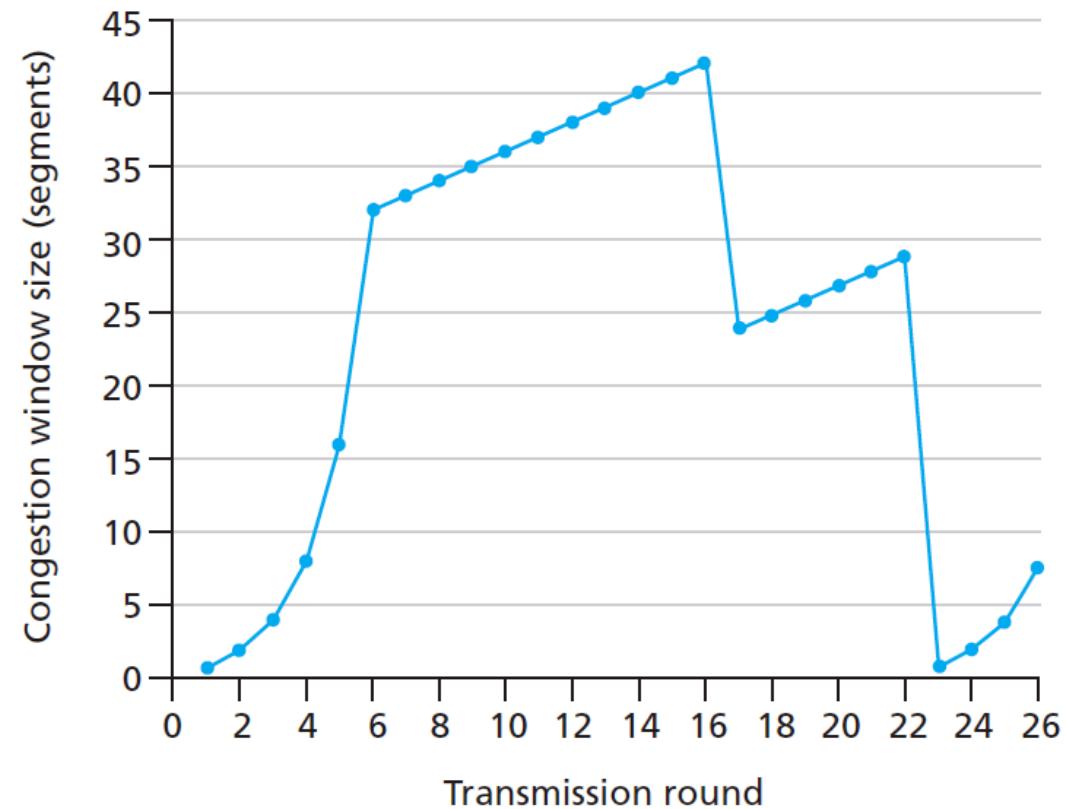
# Quiz: TCP Congestion Control?

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In the figure how many congestion avoidance intervals can you identify?

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4

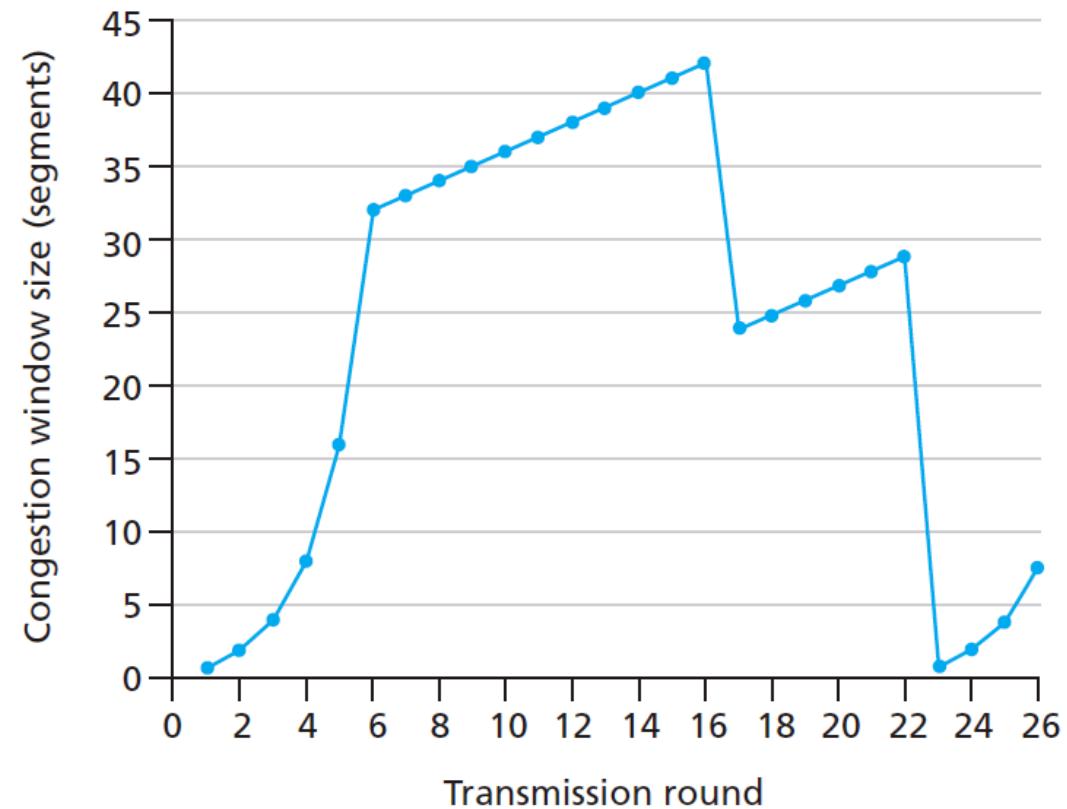


# Quiz: TCP Congestion Control?



In the figure how many slow start intervals can you identify?

- A. 0
- B. 1
- C. 2
- D. 3
- E. 4

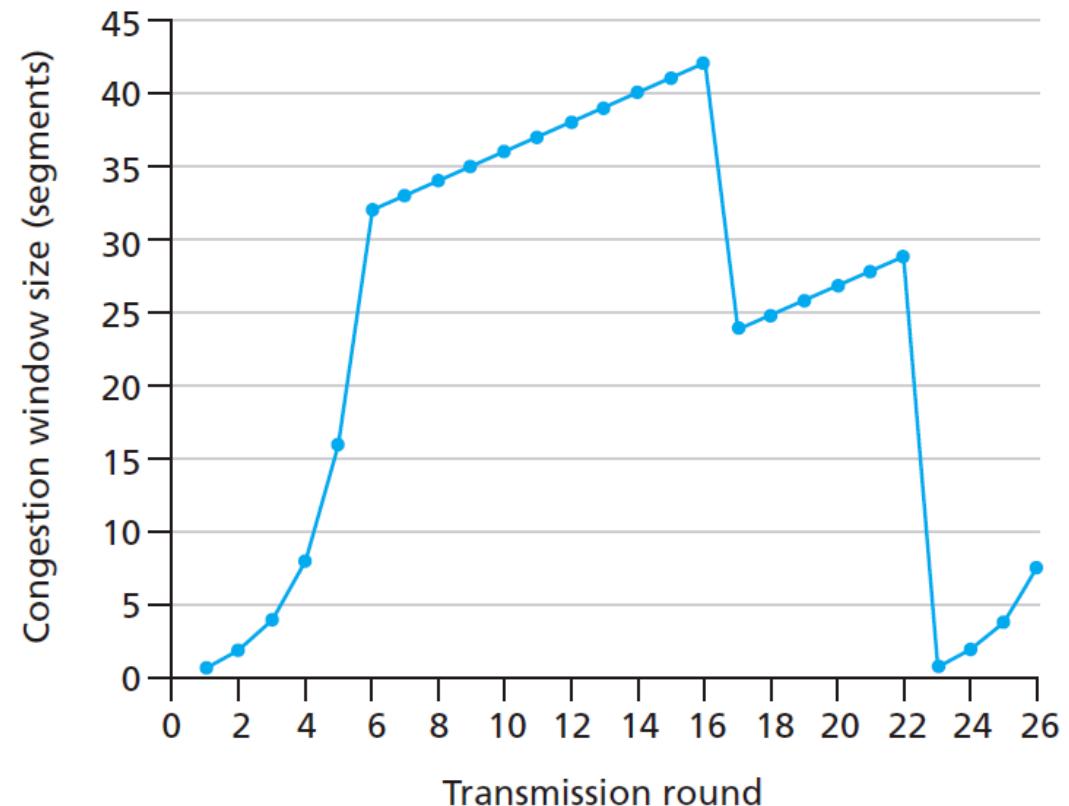


# Quiz: TCP Congestion Control?



In the figure after the 16<sup>th</sup> transmission round, segment loss is detected by \_\_\_\_\_?

- A. Triple Dup Ack
- B. Timeout

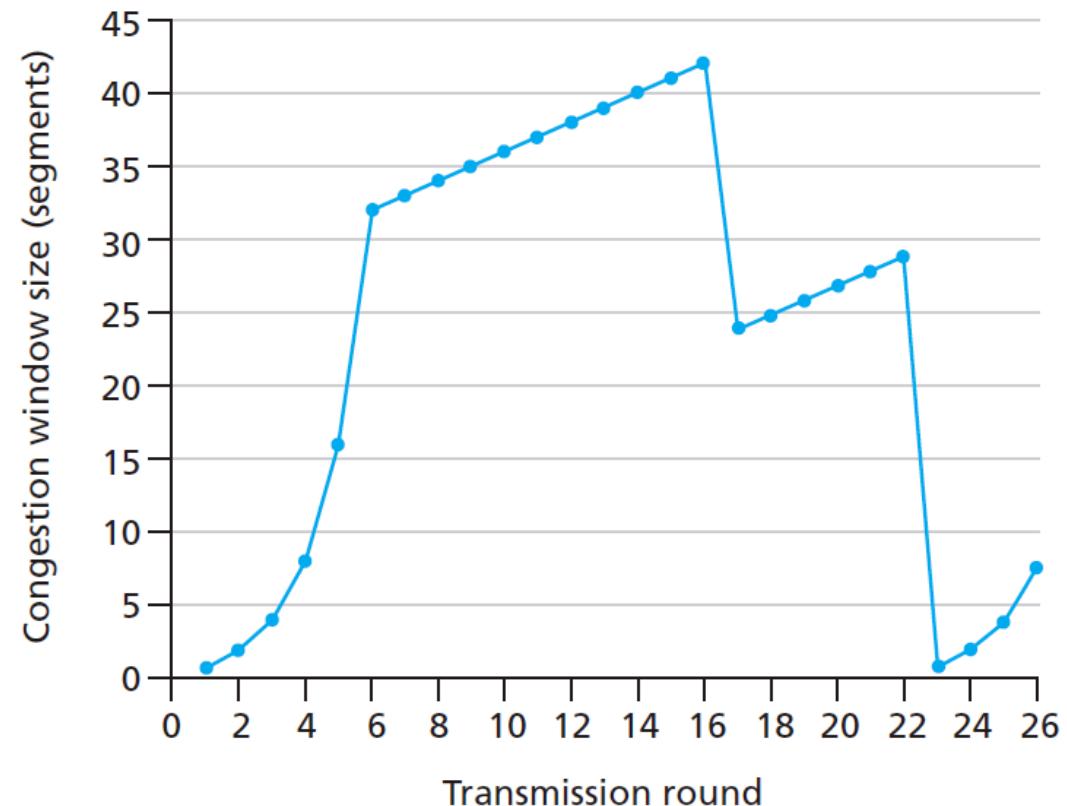


# Quiz: TCP Congestion Control?



In the figure what is the initial value of ssthresh (steady state threshold)?

- A. 0
- B. 28
- C. 32
- D. 42
- E. 64

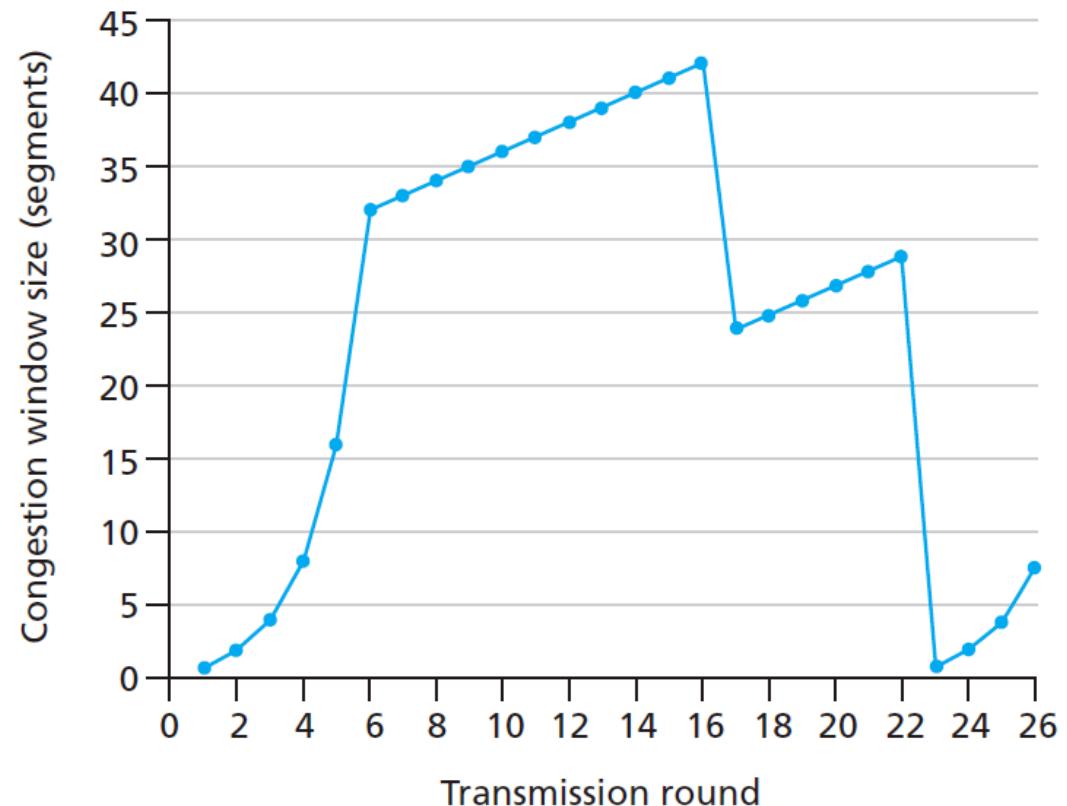


# Quiz: TCP Congestion Control?



In the figure what is the value of ssthresh (steady state threshold) at the 18<sup>th</sup> round?

- A. 1
- B. 32
- C. 42
- D. 21
- E. 20



# Transport Layer: Summary

- ❖ principles behind transport layer services:
  - multiplexing, demultiplexing
  - reliable data transfer
  - flow control
  - congestion control
- ❖ instantiation, implementation in the Internet
  - UDP
  - TCP

next:

- ❖ leaving the network “edge” (application, transport layers)
- ❖ into the network “core”