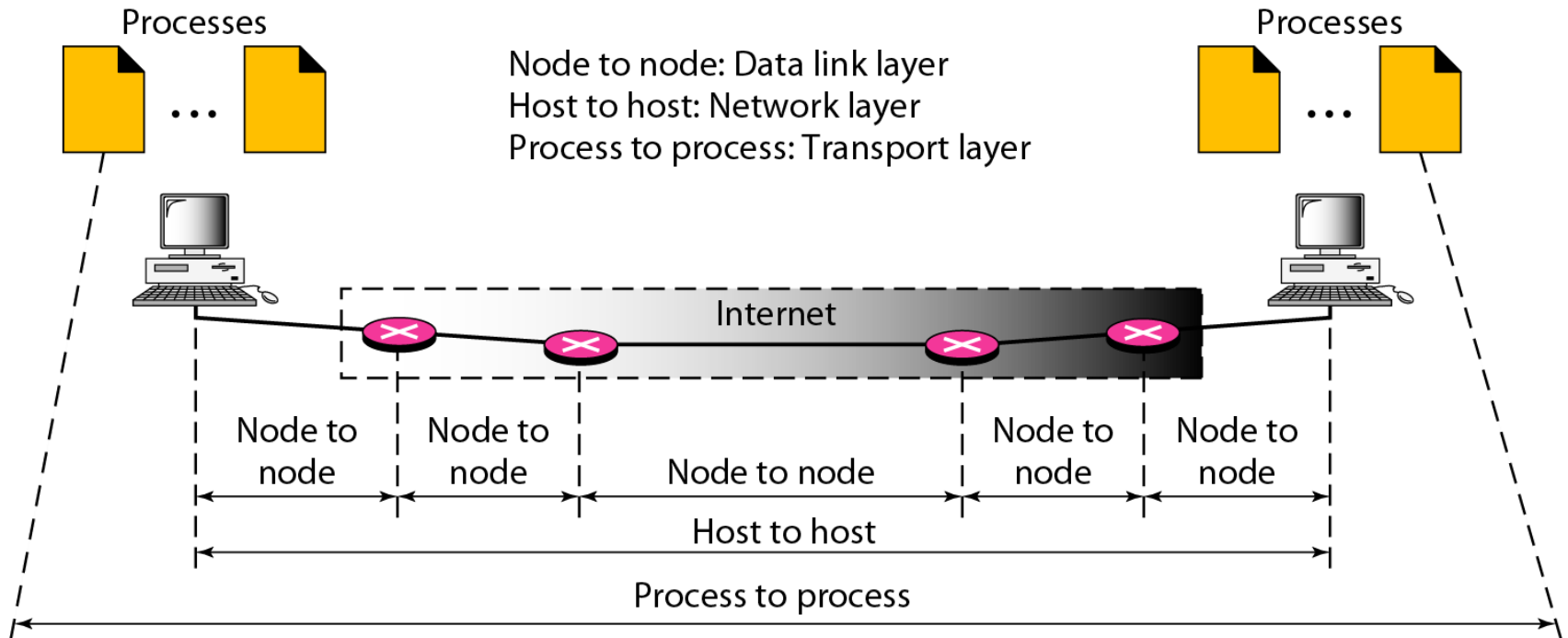


# The Transport Layer: TCP, UDP

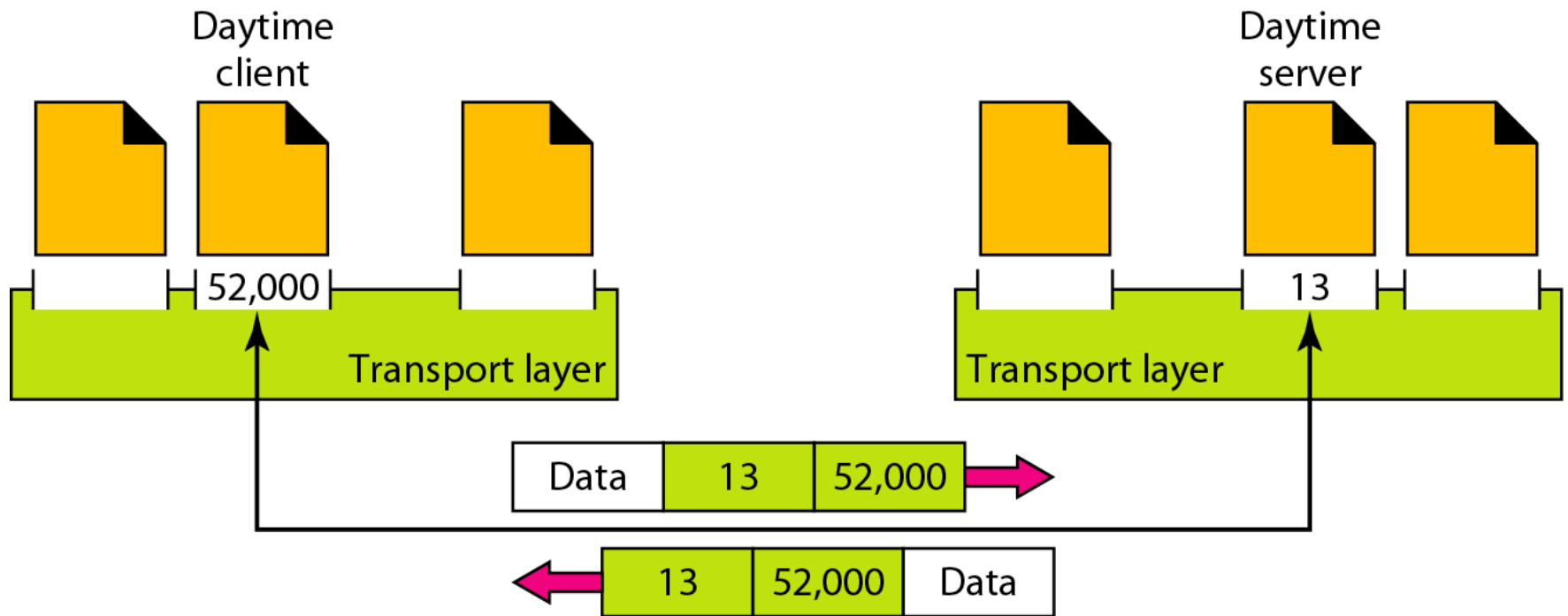
# PROCESS-TO-PROCESS DELIVERY

- *The transport layer is responsible for process-to-process delivery—the delivery of a packet, part of a message, from one process to another*
- *Two processes communicate in a client/server relationship, as we will see later.*

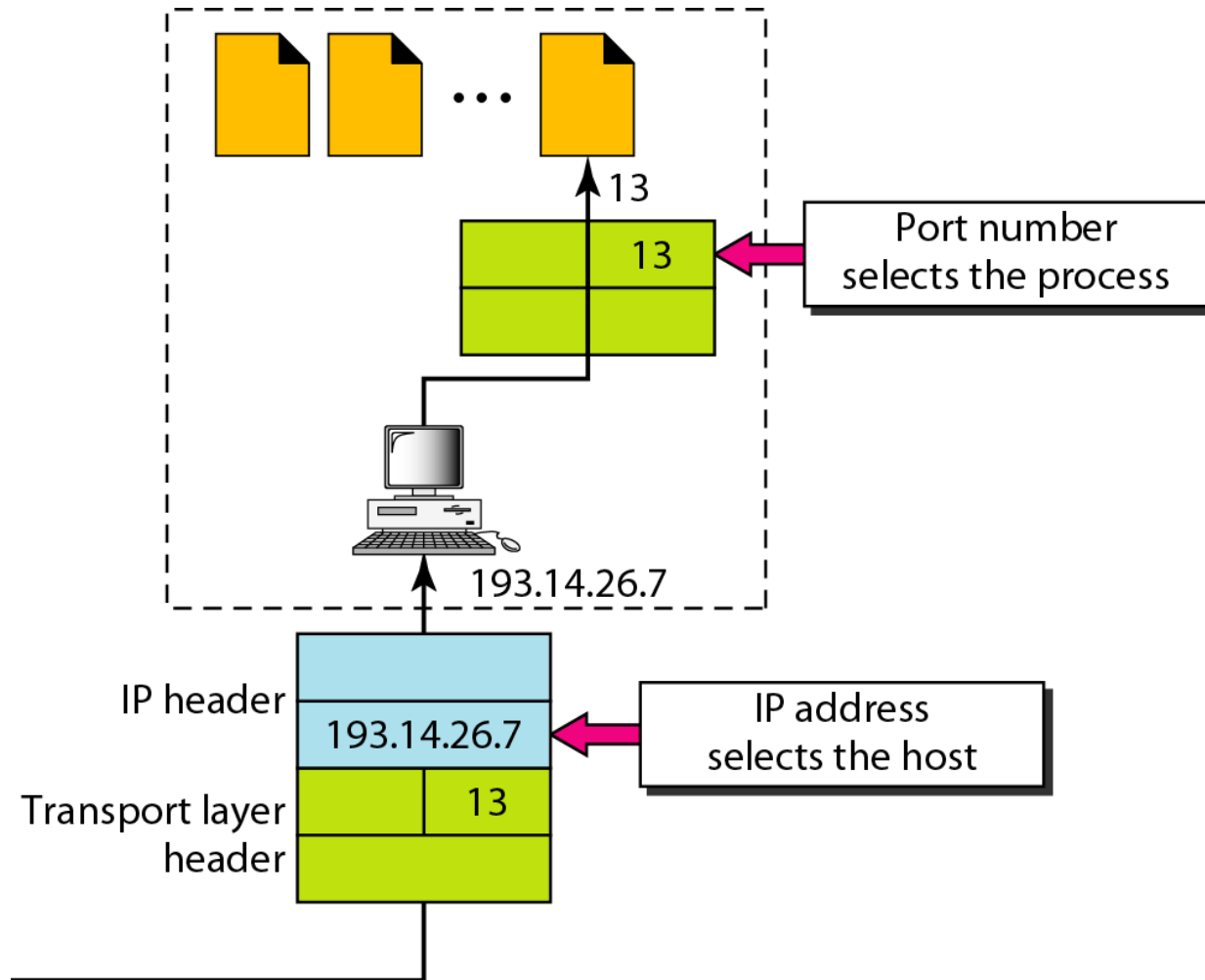
# *Types of data deliveries*



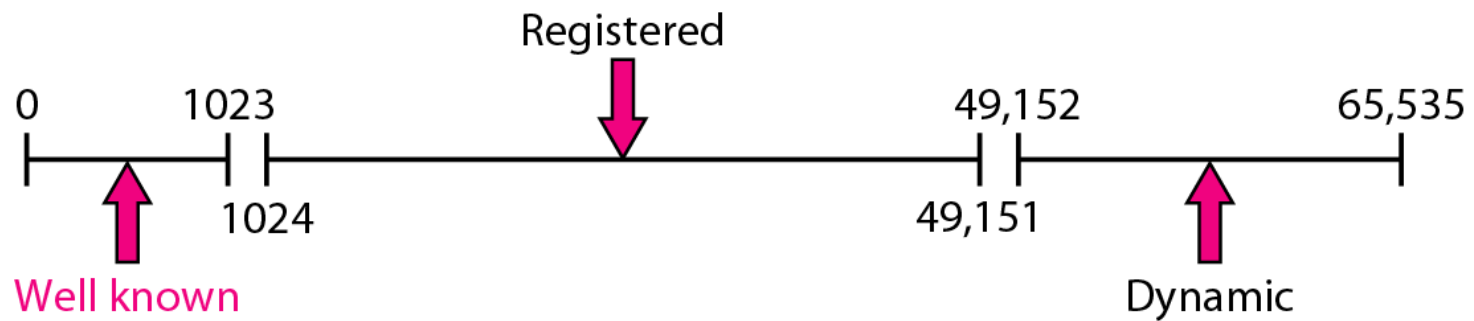
# *Port numbers*



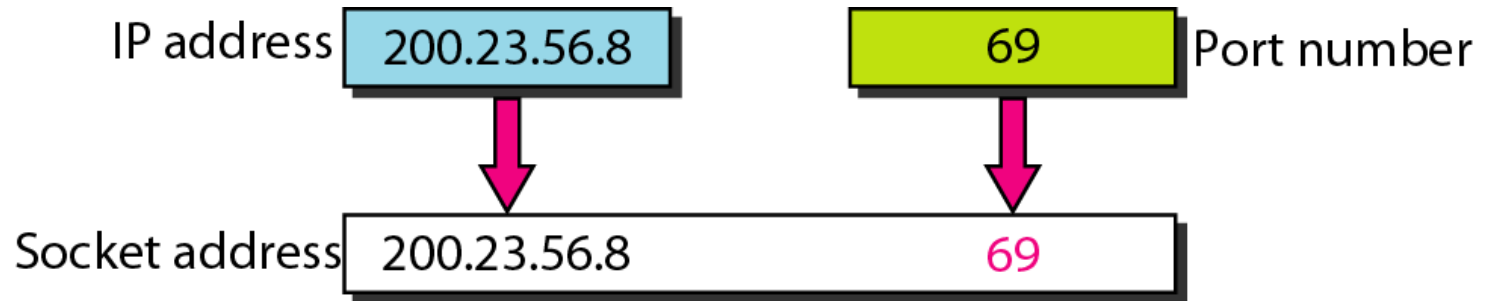
# *IP addresses versus port numbers*



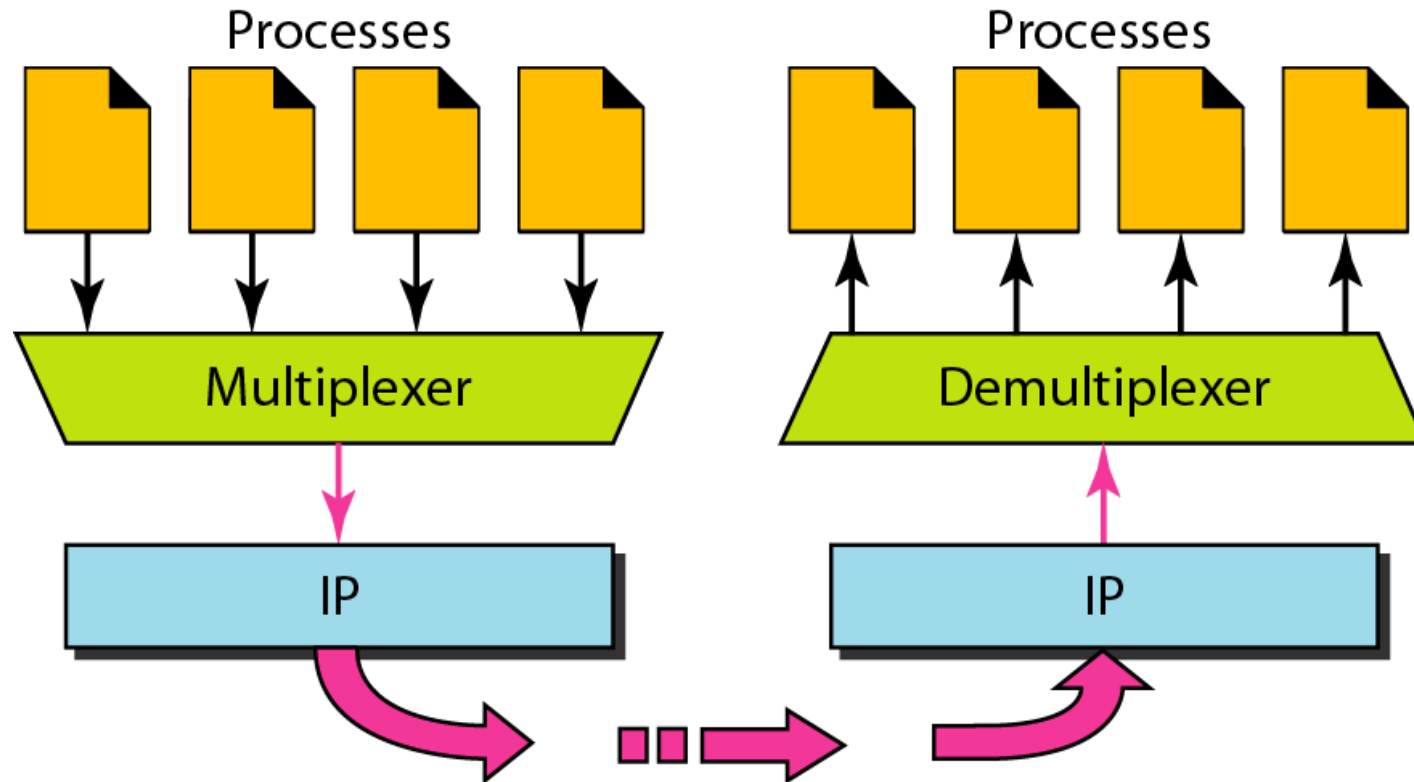
# *IANA ranges*



# *Socket address*

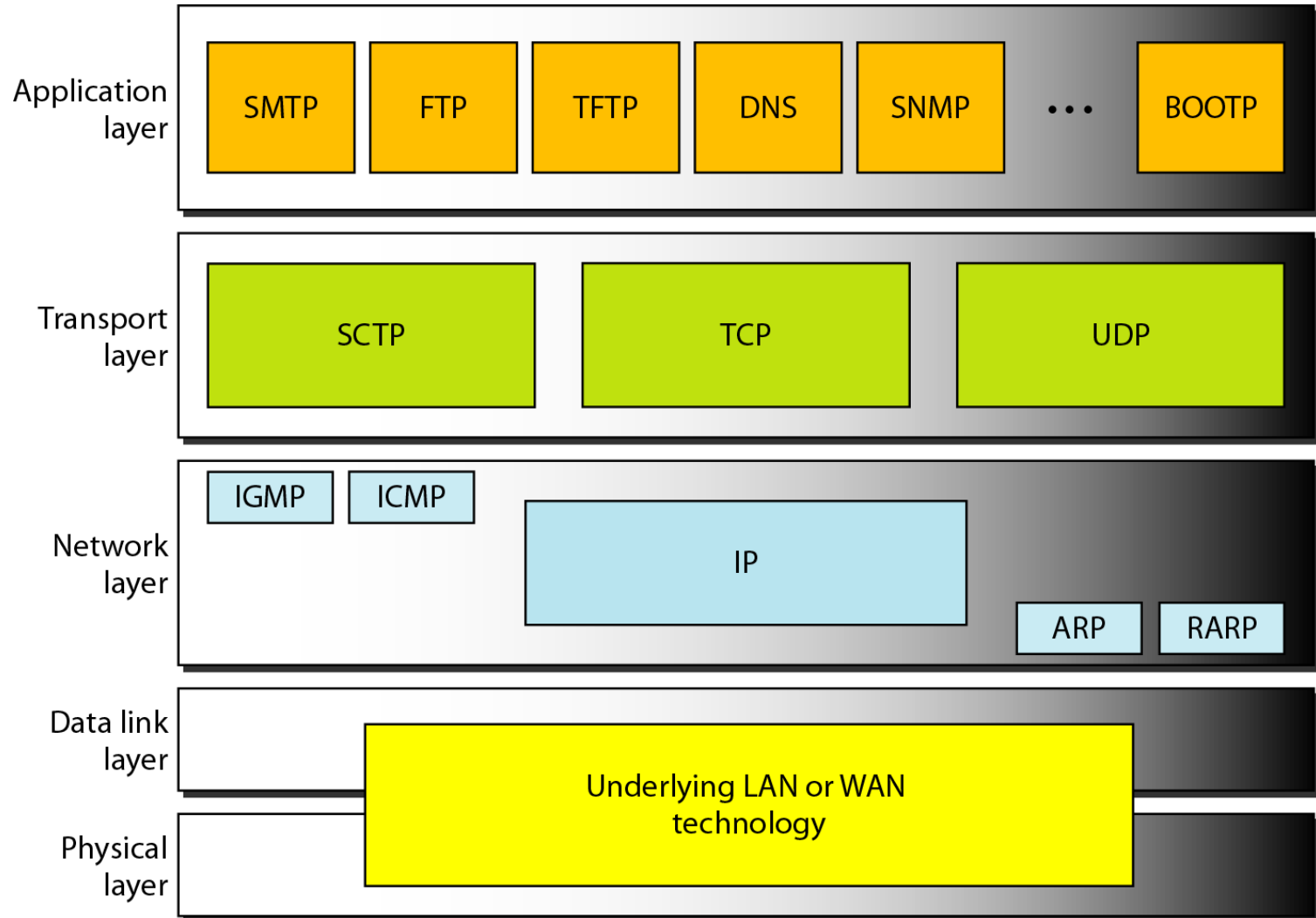


# *Multiplexing and demultiplexing*





# *Position of UDP, TCP, and SCTP in TCP/IP suite*



# USER DATAGRAM PROTOCOL (UDP)

- *The User Datagram Protocol (UDP) is called a connectionless, unreliable transport protocol*
- *It does not add anything to the services of IP except to provide process-to-process communication instead of host-to-host communication*

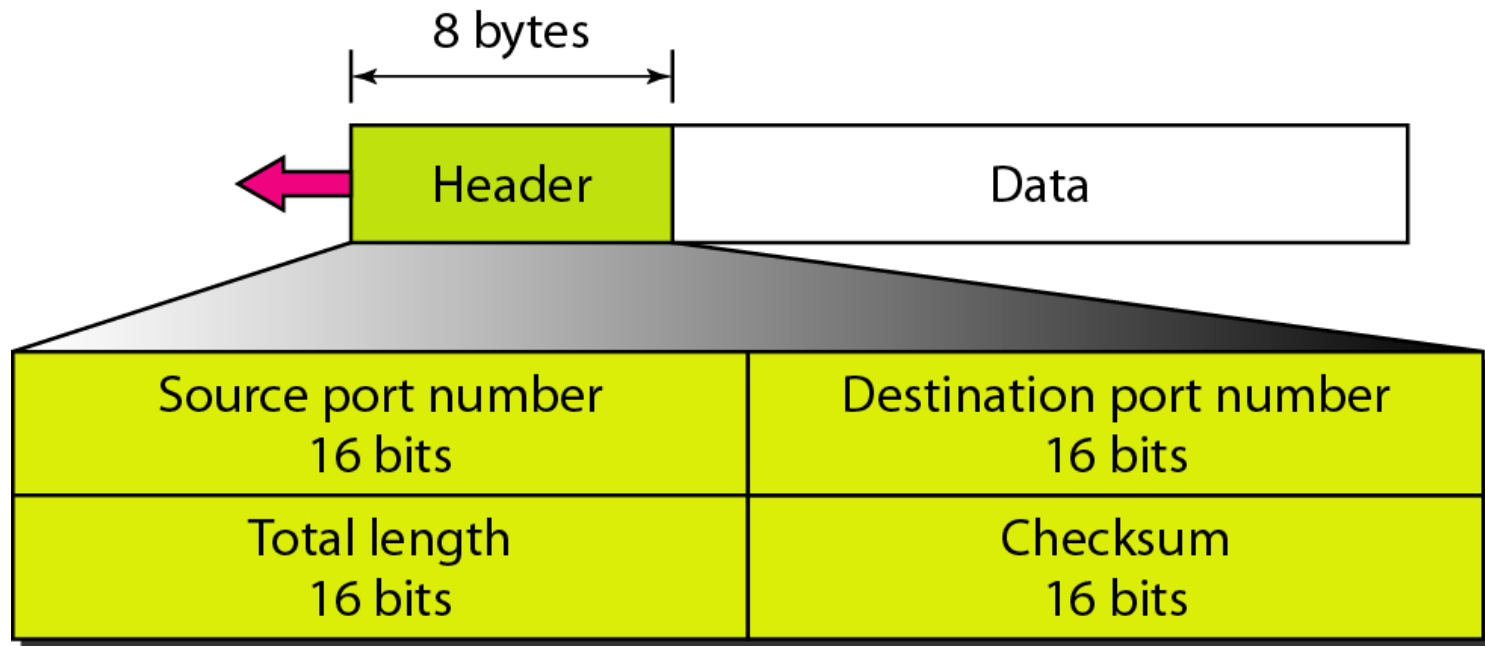
# *Well-known ports used with UDP*

<i>Port</i>	<i>Protocol</i>	<i>Description</i>
7	Echo	Echoes a received datagram back to the sender
9	Discard	Discards any datagram that is received
11	Users	Active users
13	Daytime	Returns the date and the time
17	Quote	Returns a quote of the day
19	Chargen	Returns a string of characters
53	Nameserver	Domain Name Service
67	BOOTPs	Server port to download bootstrap information
68	BOOTPc	Client port to download bootstrap information
69	TFTP	Trivial File Transfer Protocol
111	RPC	Remote Procedure Call
123	NTP	Network Time Protocol
161	SNMP	Simple Network Management Protocol
162	SNMP	Simple Network Management Protocol (trap)

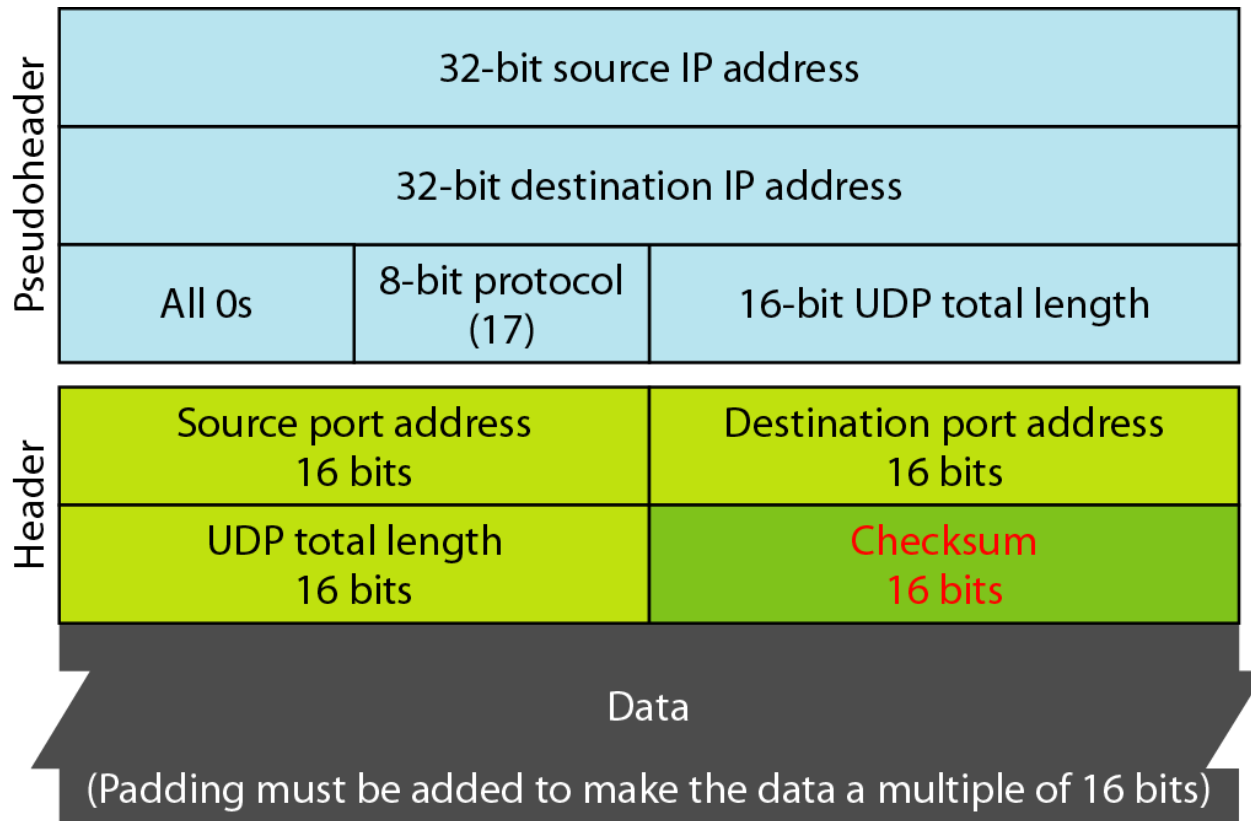
- *In UNIX, the well-known ports are stored in a file called /etc/services.*
- *Each line in this file gives the name of the server and the well-known port number.*
- *We can use the grep utility to extract the line corresponding to the desired application.*
- *The following shows the port for FTP.*
- *Note that FTP can use port 21 with either UDP or TCP.*

```
$ grep      ftp  /etc/services
ftp        21/tcp
ftp        21/udp
```

# *User datagram format*



# *Pseudoheader for checksum calculation*



# Checksum calculation of a simple UDP user datagram

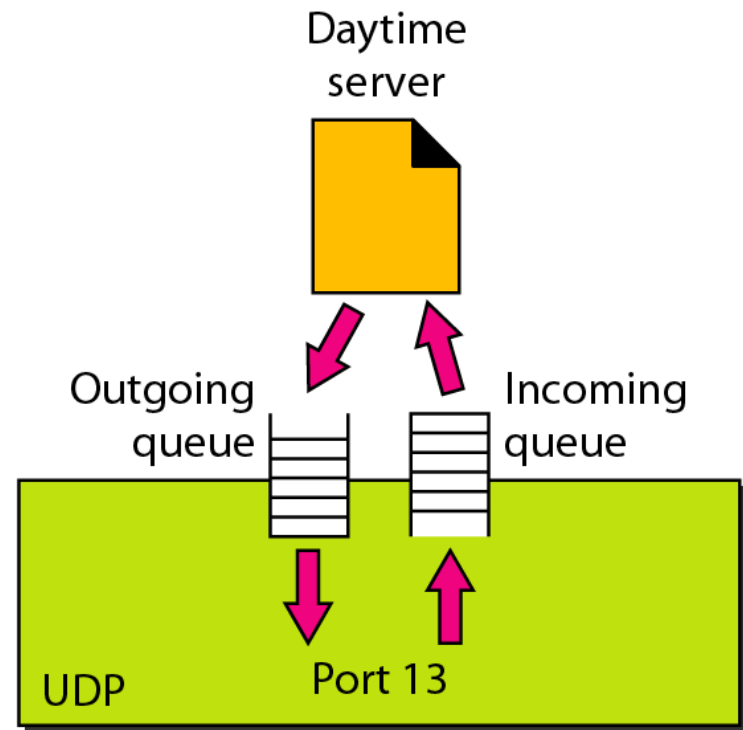
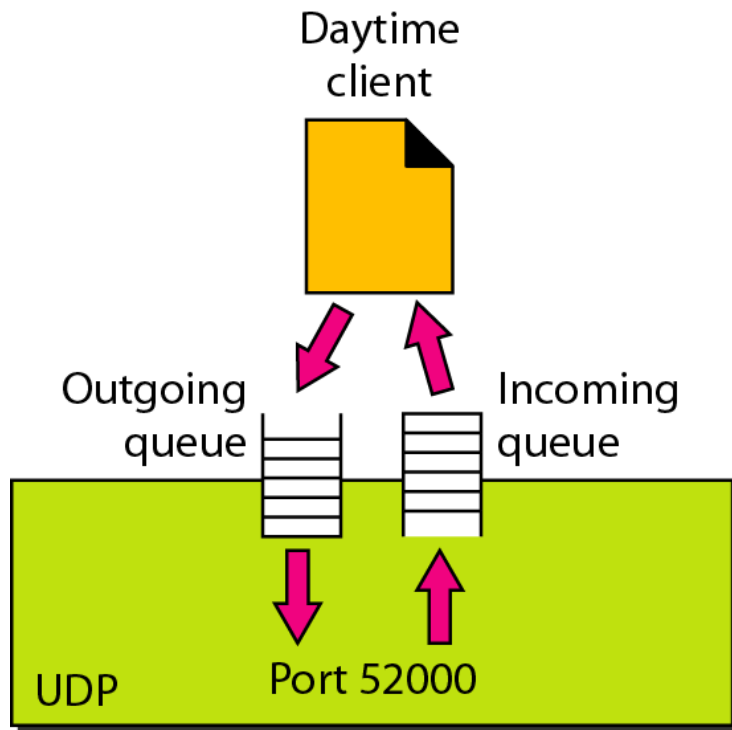
153.18.8.105		
171.2.14.10		
All 0s	17	15

1087	13
15	All 0s

T	E	S	T
I	N	G	All 0s

10011001	00010010	→	153.18
00001000	01101001	→	8.105
10101011	00000010	→	171.2
00001110	00001010	→	14.10
00000000	00010001	→	0 and 17
00000000	00001111	→	15
00000100	00111111	→	1087
00000000	00001101	→	13
00000000	00001111	→	15
00000000	00000000	→	0 (checksum)
01010100	01000101	→	T and E
01010011	01010100	→	S and T
01001001	01001110	→	I and N
01000111	00000000	→	G and 0 (padding)
<hr/>			
10010110	11101011	→	Sum
01101001	00010100	→	Checksum

# *Queues in UDP*

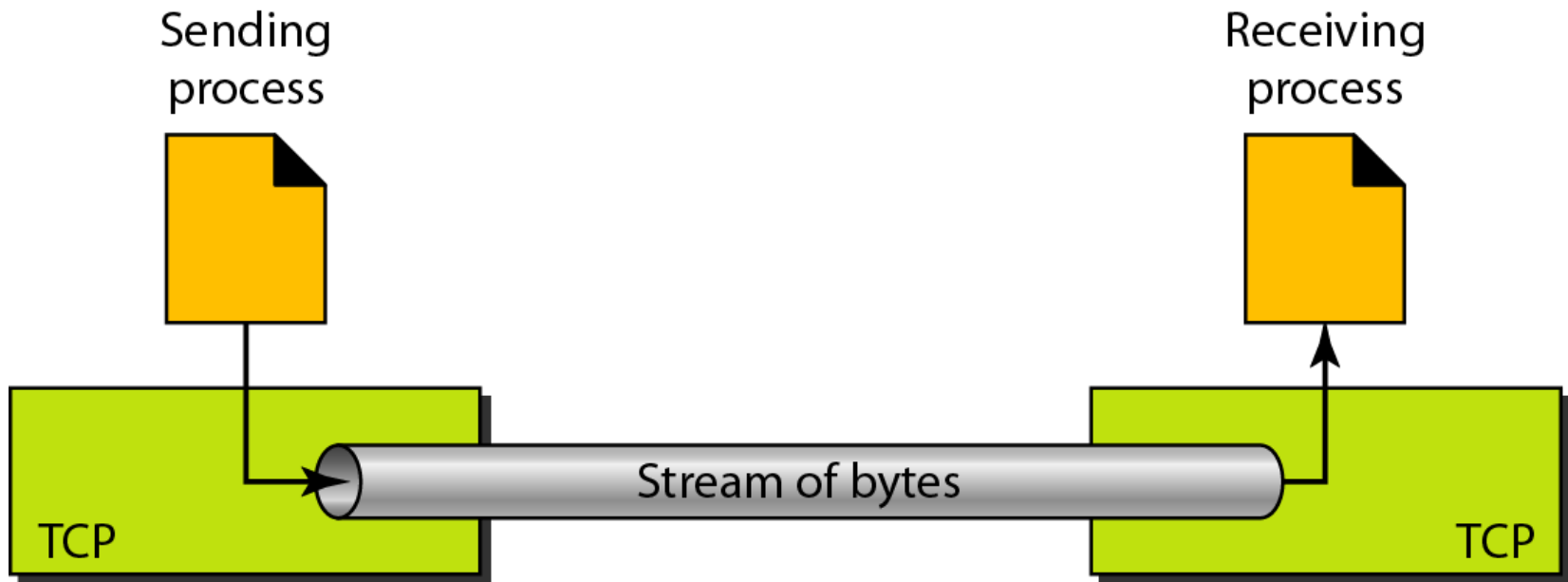




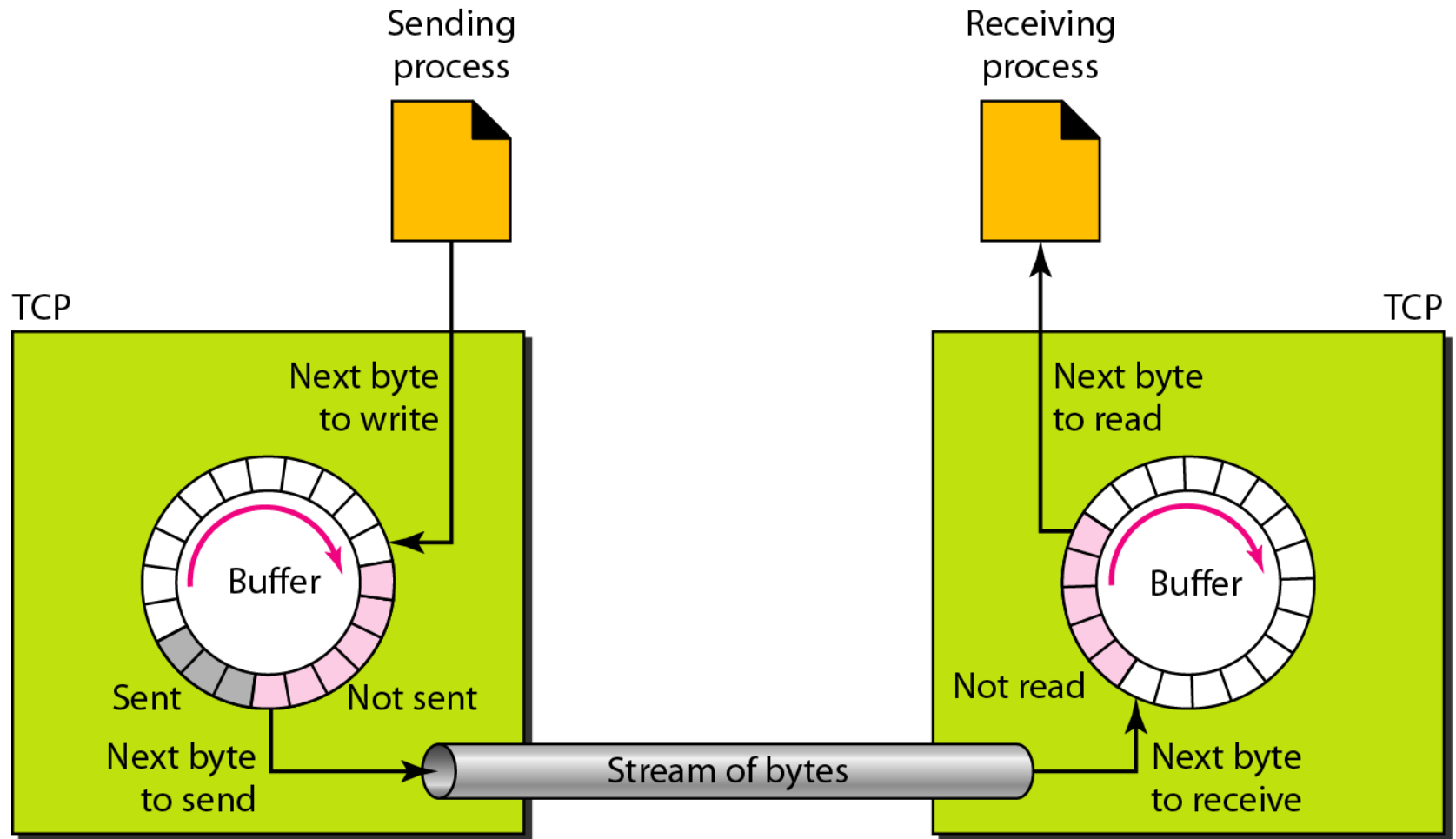
# TCP

- *TCP is a connection-oriented protocol*
- *It creates a virtual connection between two TCPs to send data*
- *In addition, TCP uses flow and error control mechanisms at the transport level*

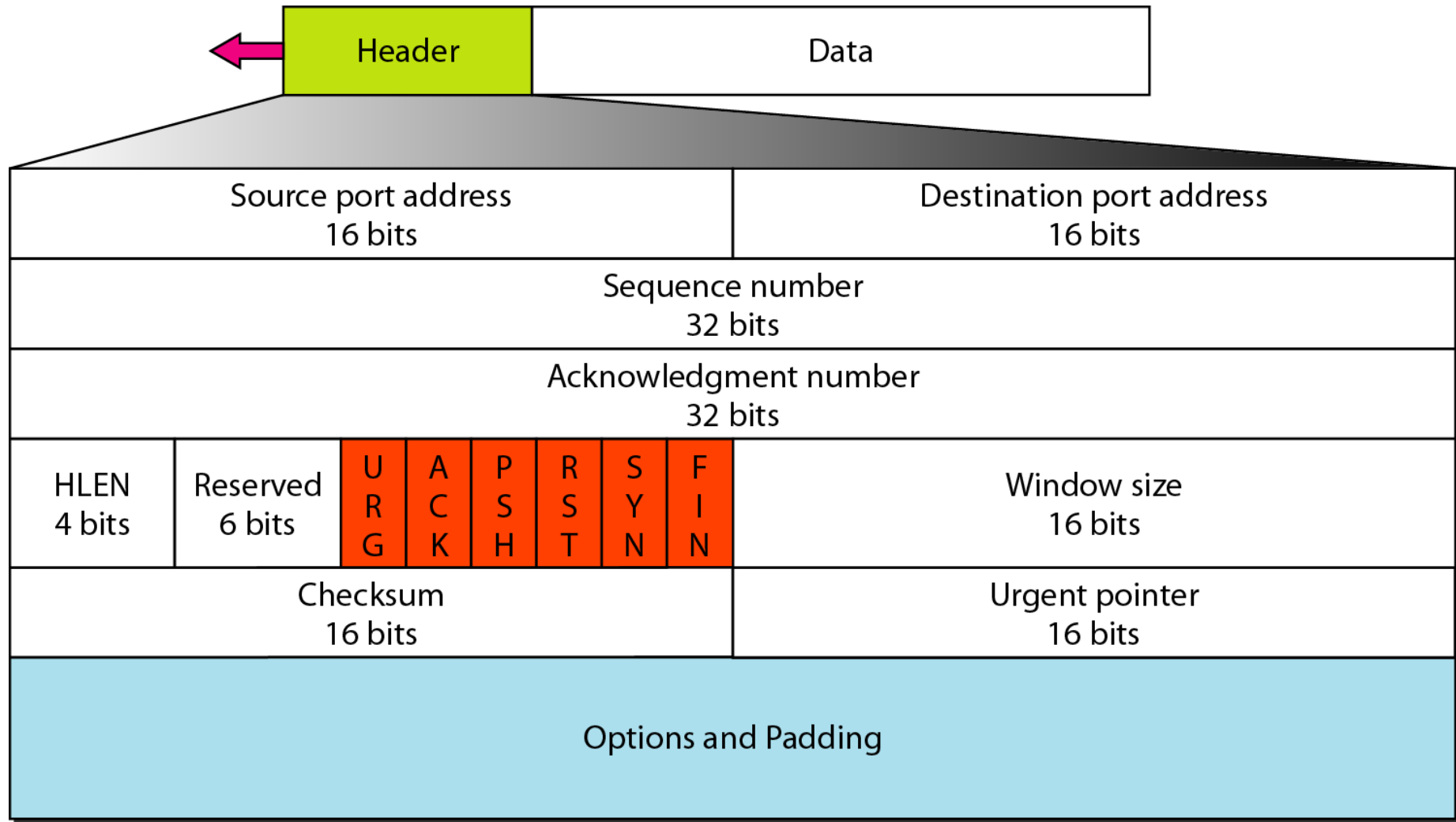
# *Stream delivery*



# *Sending and receiving buffers*



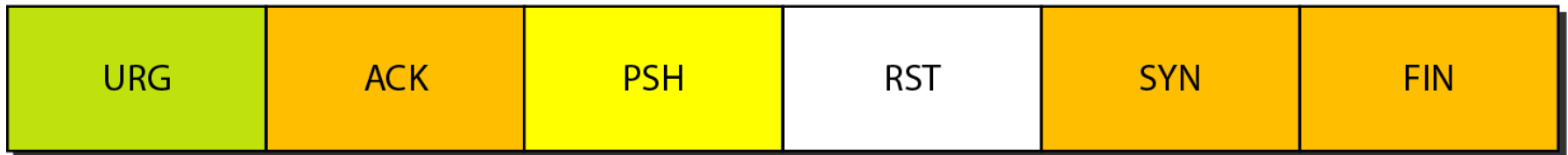
# *TCP segment format*



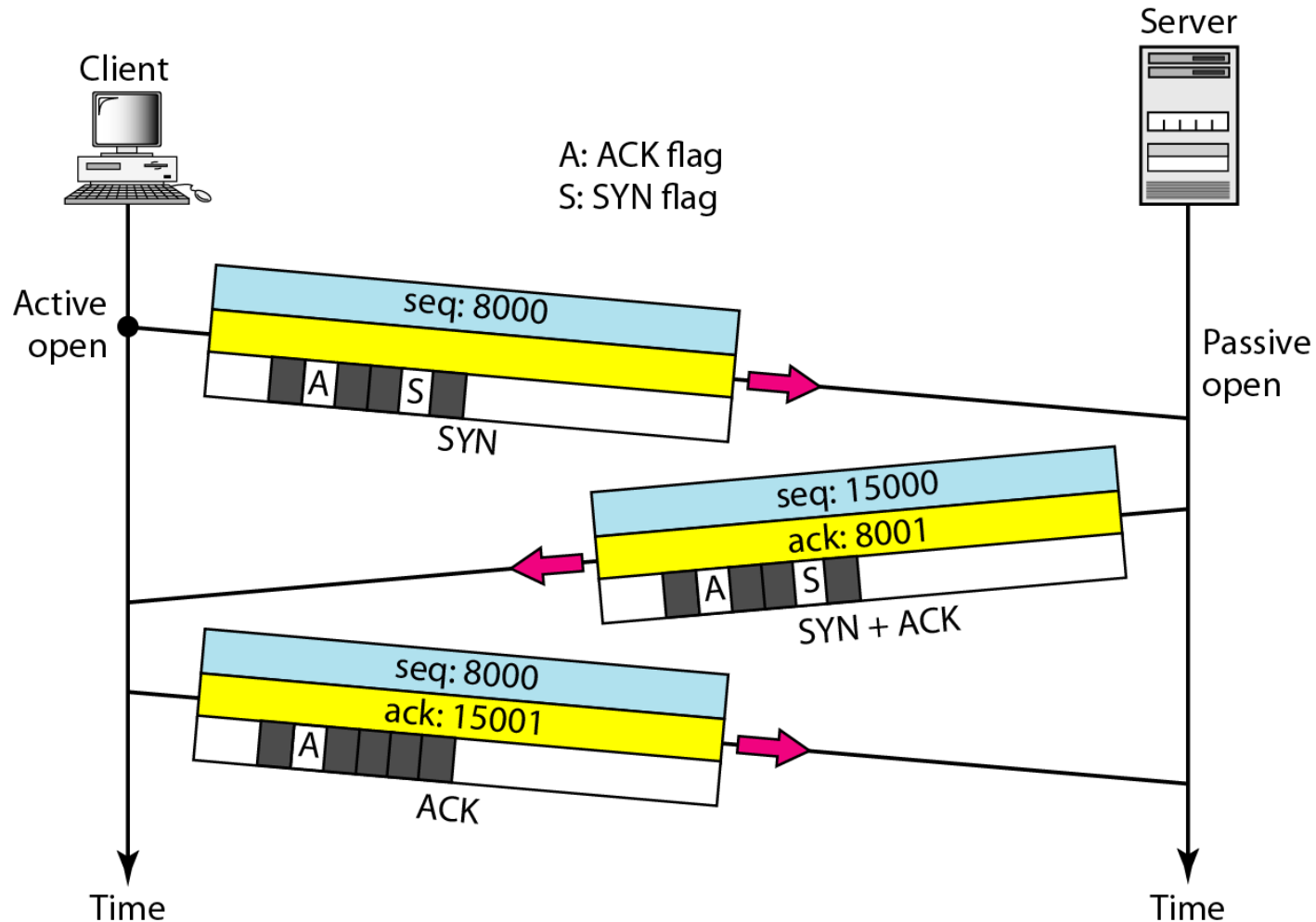
# *Control field*

URG: Urgent pointer is valid  
ACK: Acknowledgment is valid  
PSH: Request for push

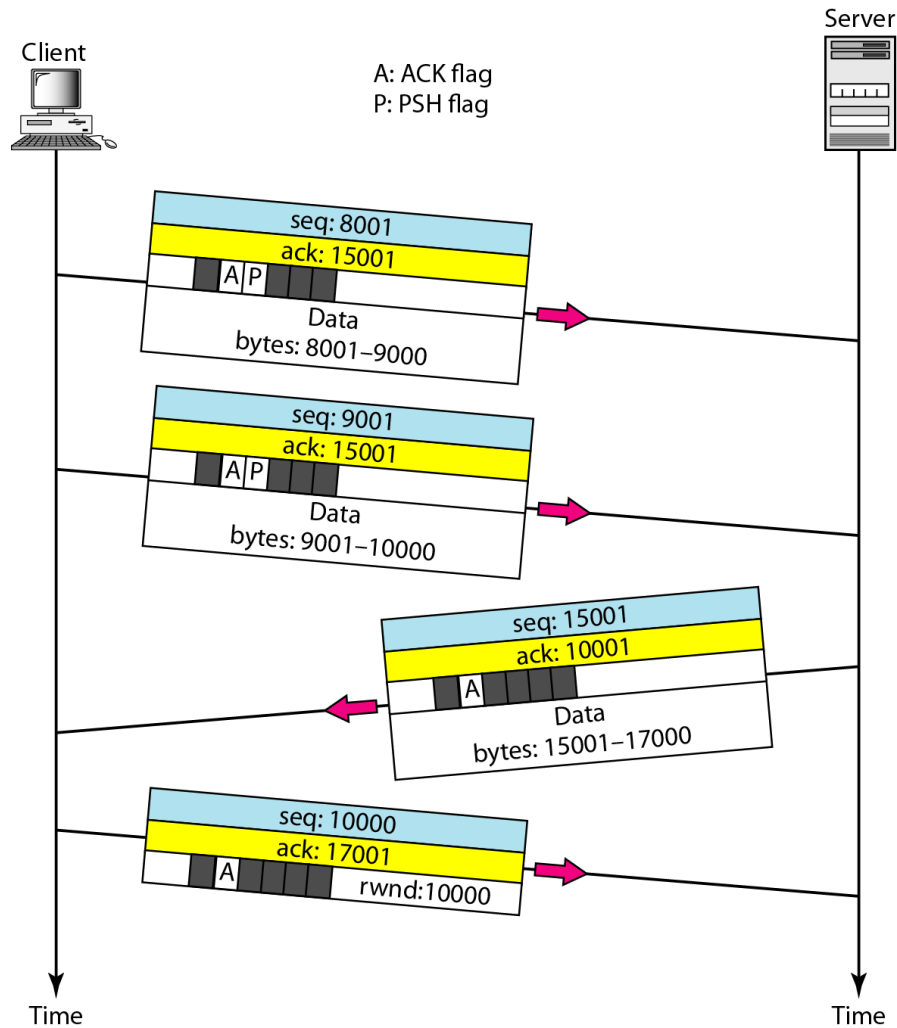
RST: Reset the connection  
SYN: Synchronize sequence numbers  
FIN: Terminate the connection



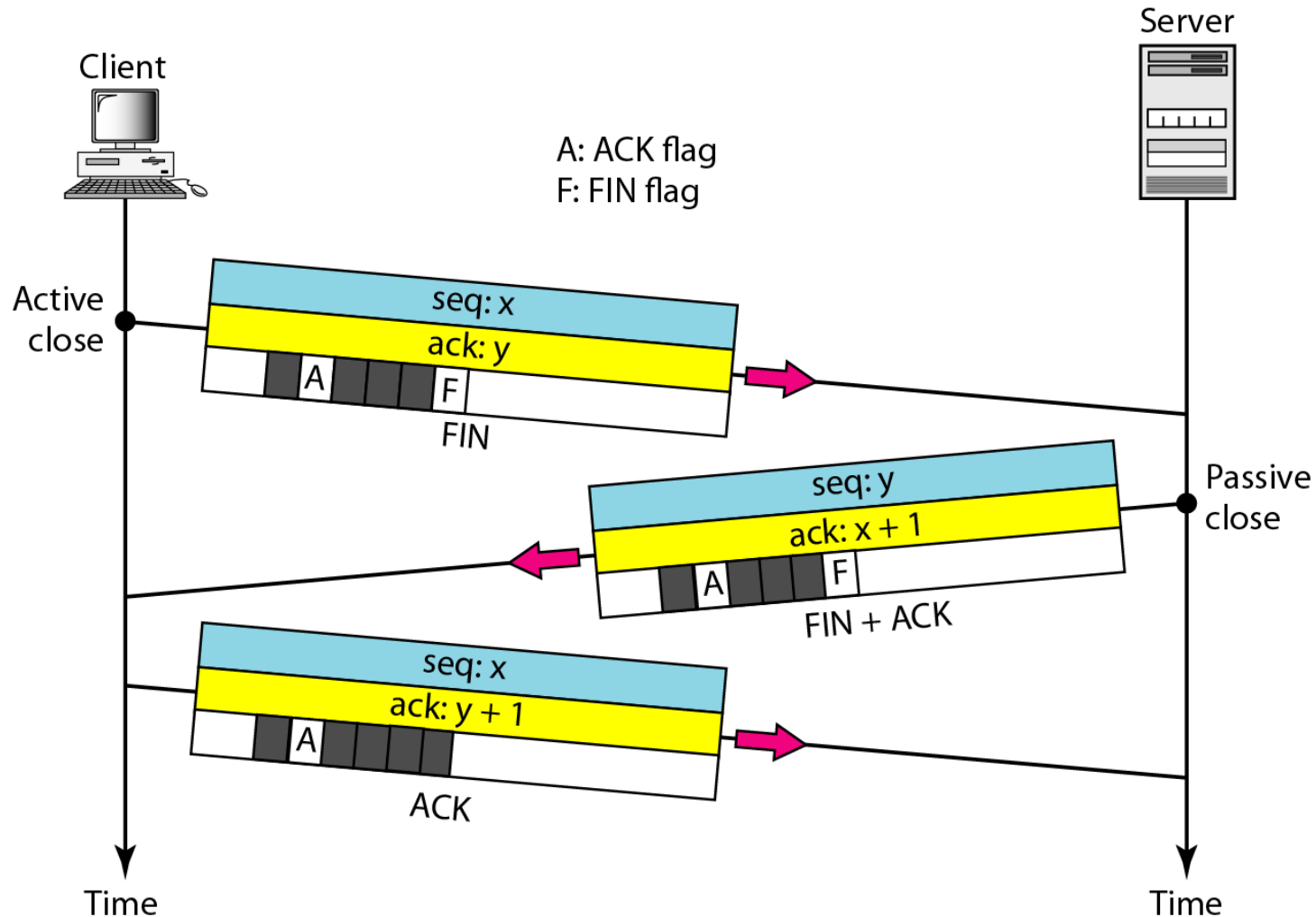
# Connection establishment using three-way handshaking



# Data transfer

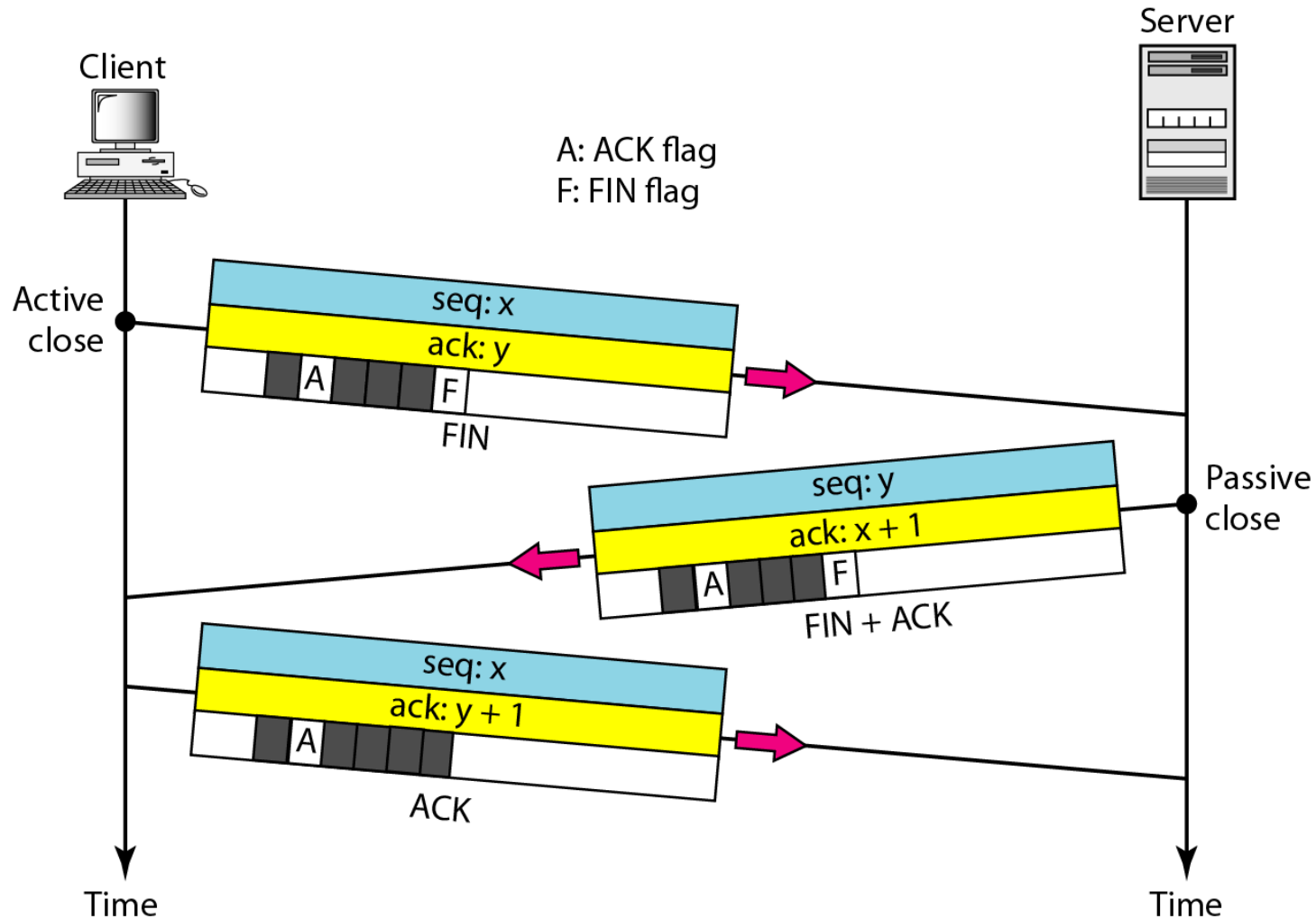


# Connection termination using three-way handshaking





# Connection termination using three-way handshaking



**Thank you**