CS & IT ENGINEERING



TCP & UDP

Lecture No-13



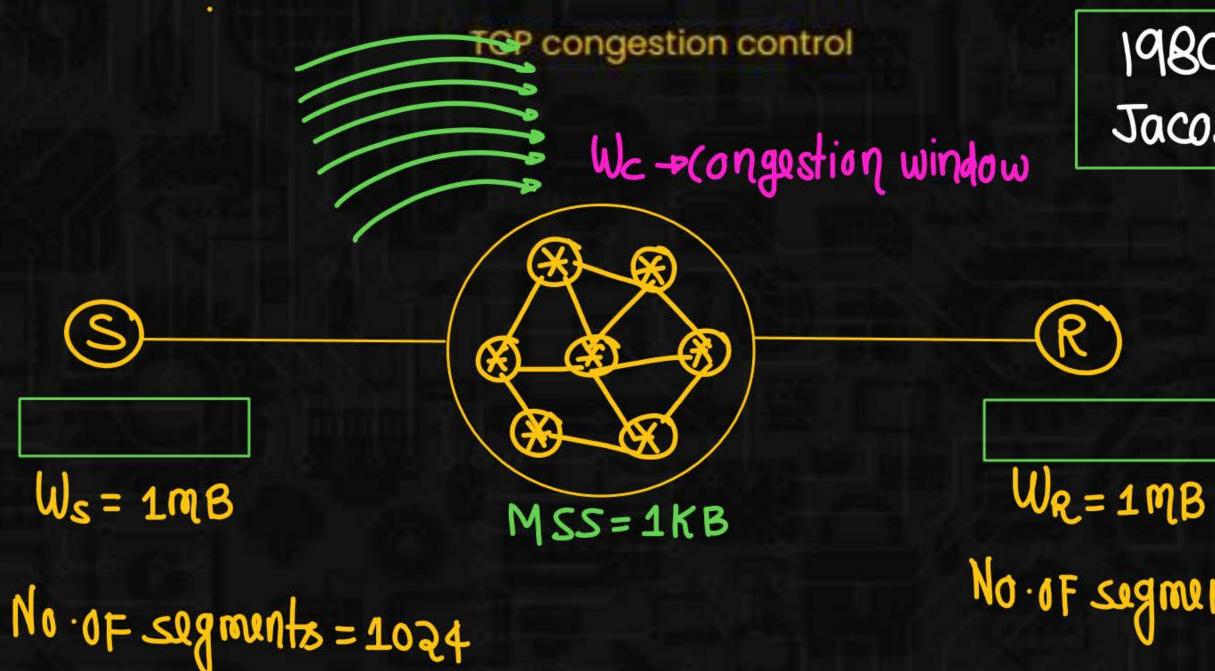
By-Ankit Doyla Sir



TOPICS TO BE COVERED

- Congestion Control in TCP





1980,2 Jacobson's



No of segments = 1MB
1KB

TCP congestion control



An Internet is a combination of networks and connecting devices (e.g., routers). A packet from a sender may pass through several routers before reaching its final destination. A router has a buffer that stores the incoming packets, processes them, and forwards them. If a router receives packets faster than it can process, congestion might occur and some packets could be dropped. When a packet does not reach the destination, no acknowledgement is sent for it. The sender has no choice but to retransmit the lost packet. This may create more congestion and more dropping of packets, which means more retransmission and more congestion. A point may be reached in which the whole system collapses and no more data can be sent. TCP therefore needs to find some way to avoid this situation.

Congestion Window



In TCP, the sender's window size is determined not only by the receiver but also by congestion in the network.

The sender has two pieces of information: the receiver-advertised window size and the congestion window size. The actual size of the window is the minimum of these two.

Actual window size = minimum (receiver window size, congestion window size)

$$Wc = 1$$
 $Ws = min \{ Wc, WR \}$
 $Ws = min (1, 1024)$
 $Ws = 1$
 $Wc = 2$
 $Ws = min (Wc, WR)$
 $Ws = min (Q, 1024)$
 $Ws = q$
 $Wc = 4$
 $Ws = min (Wc, WR)$
 $Ws = min (Wc, WR)$

Wc: 1,2,4,8,16,32,64,128 256,5127,513,514,515,516,517 518,..... 1024, 1024, 1024



Wc: 1,2,4,8,16,32,64,128,256,512,513,514,515
1023

Congestion Control Algorithm



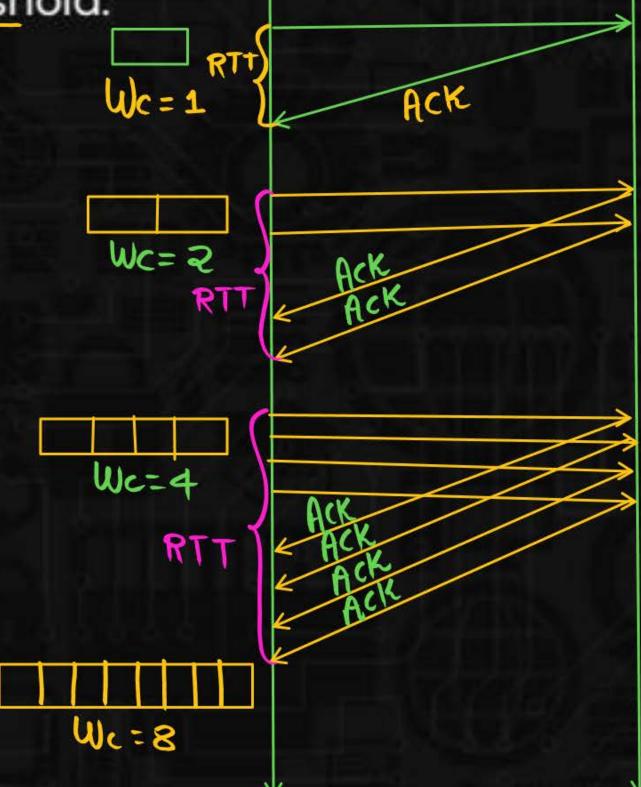
It has 3 phases

- i. Slow start (exponential Increase)
- ii. Congestion Avoidance (Additive Increase)
- iii. Congestion Detection (multiplicative decreases)

(1) Slow start Phase:



In the slow start phase the size of the congestion window increases exponentially until it reach a threshold.



Slow start Phase



- (I) After one RTT congestion window will be double in slow start phase
- (ii) If an Ack arrives then Wc = Wc +1

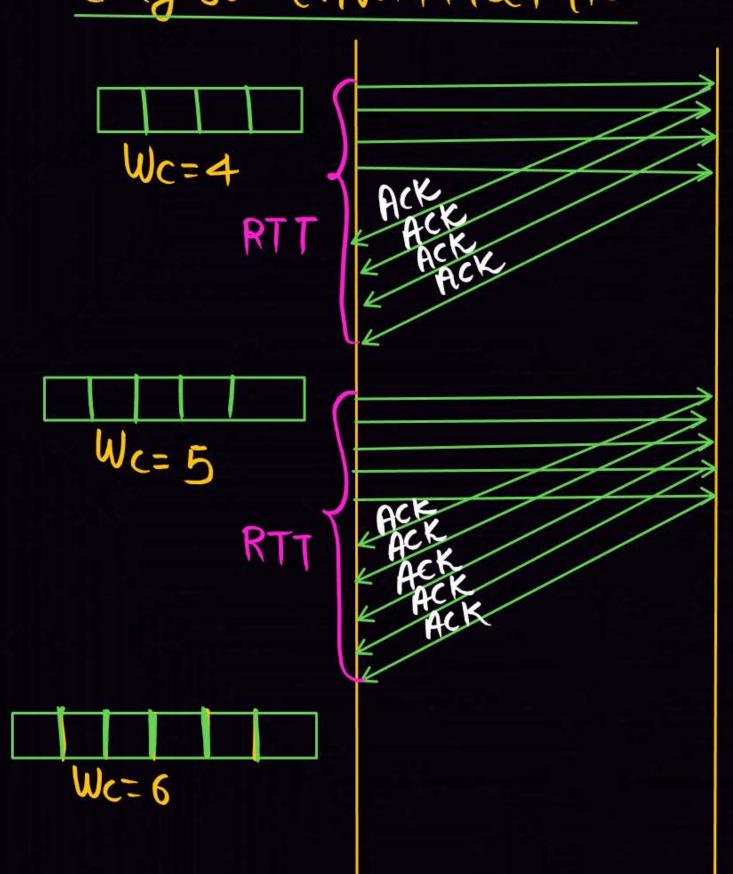
Congestion Avoidance

Pw

To Avoid congestion before it happens we must slow down its exponential growth. In congestion Avoidance we use additive increase instead of exponential increase.

Congestion Avoidance Phase





Congestion Avoidance



(I) After one RTT the congestion window will be increased by one only

If an Ack arrives
$$Wc = Wc + \frac{1}{Wc}$$

Congestion Detection



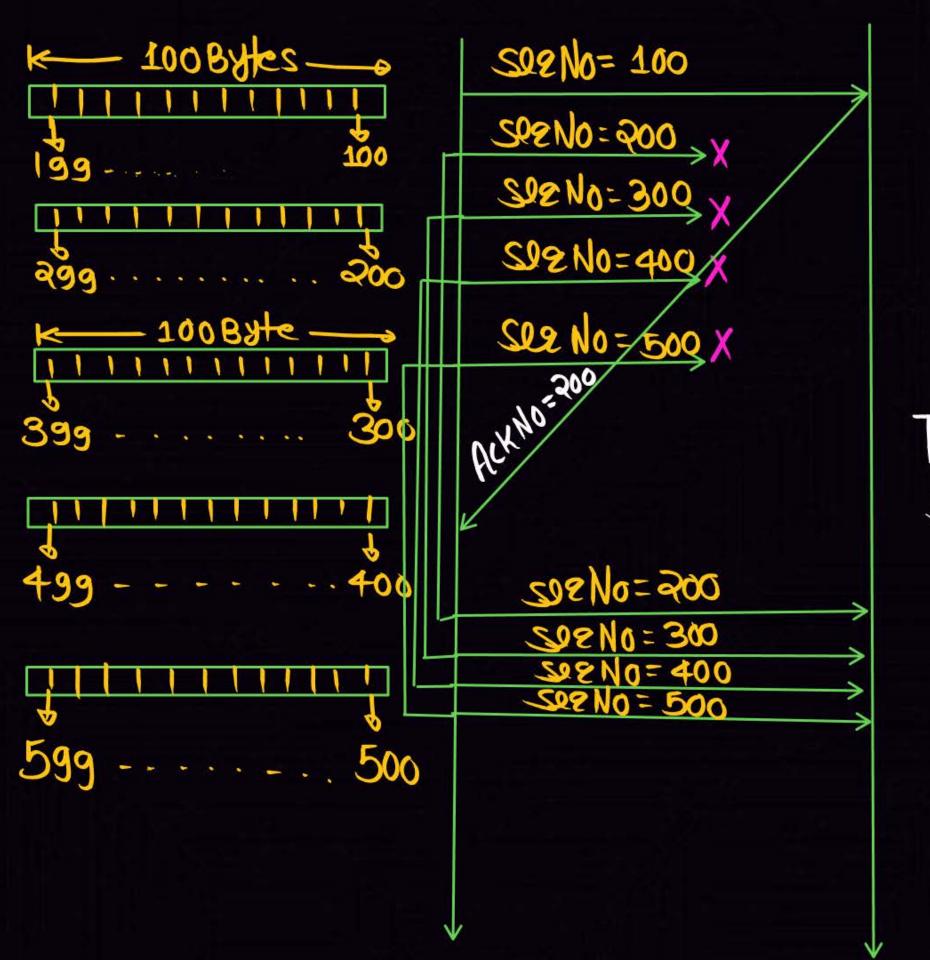
Congestion can be detected in two ways

- √i. Time out
- √ii. 3 duplicate ACK

i. Time out Timer



Time out timer indicate severe congestion condition. In this case the new threshold value is set to half of the current window size and next transmission starts from one segment and Algorithm enters in a slow start phase.



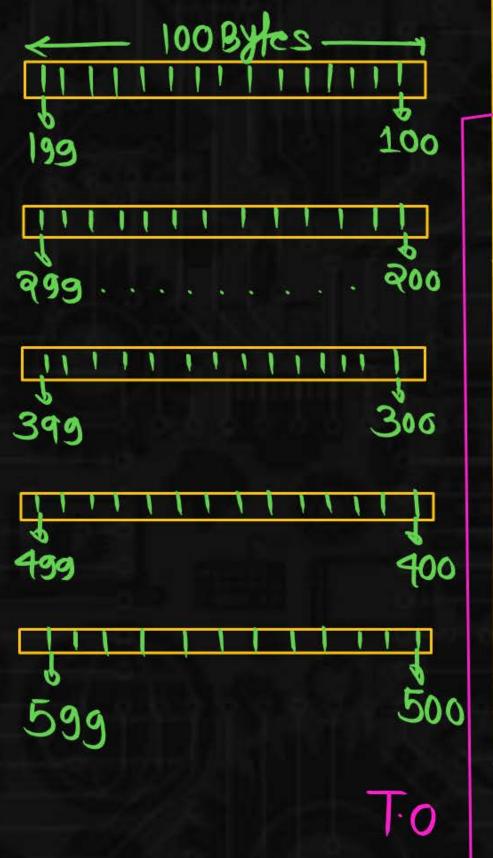


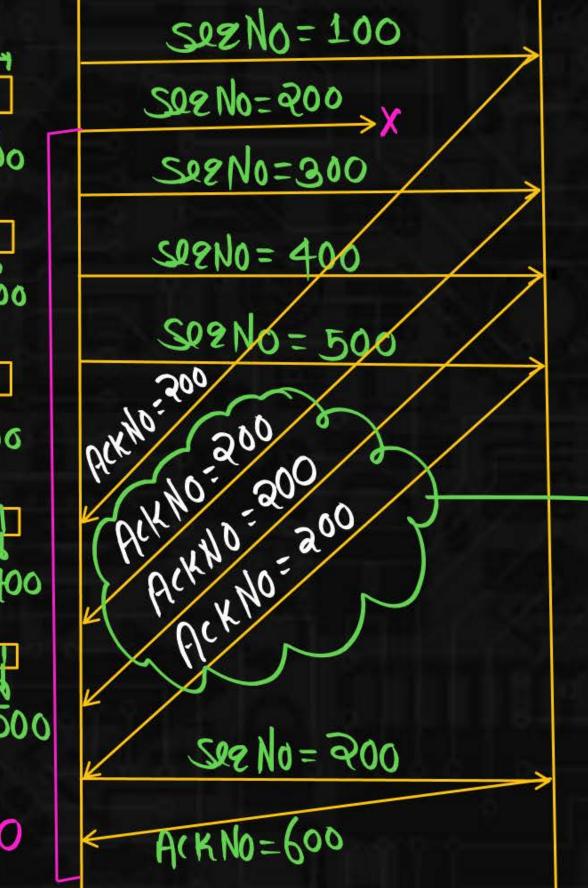
Time out times indicate
Severe congestion condition



ii. 3 Duplicate ACK

3 Duplication Ack indicate mild congestion condition. In this case the new threshold value is set to half of the current window size and next transmission start from new threshold value and algorithms enters in a congestion avoidance phase.







indicate Mild congestion condition



