

# CS 1302

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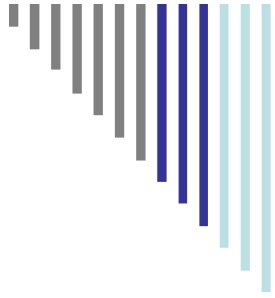
## Computer Networks

— Unit - 4 —

— Transport Layer —

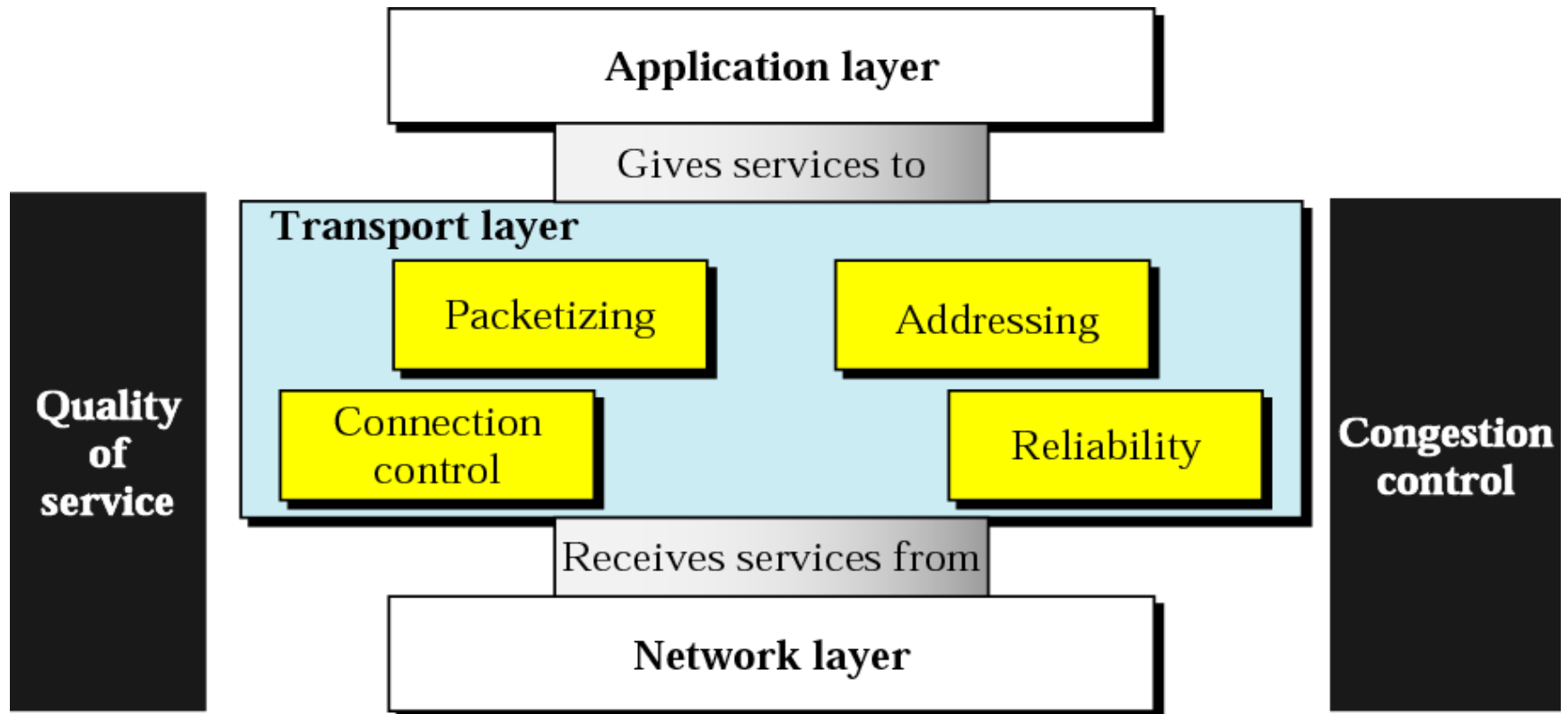
- Text Book

Behrouz .A. Forouzan, “Data communication and Networking”, Tata McGrawHill, 2004

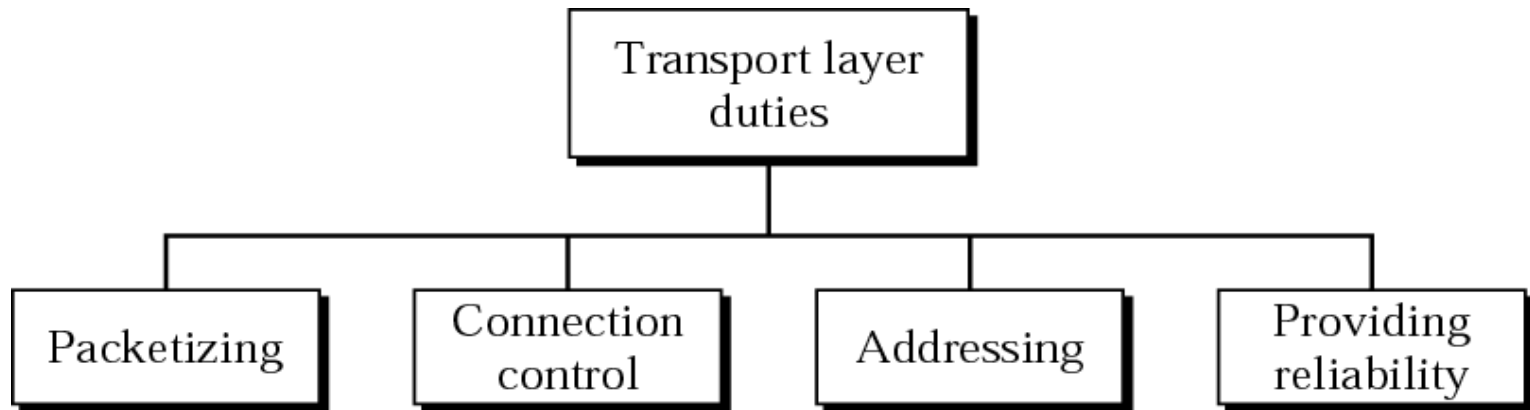


# ***Transport Layer***

# Position of transport layer



# Transport layer duties



***Chapter 22 Process-to-Process Delivery***

***Chapter 23 Congestion Control and QoS***

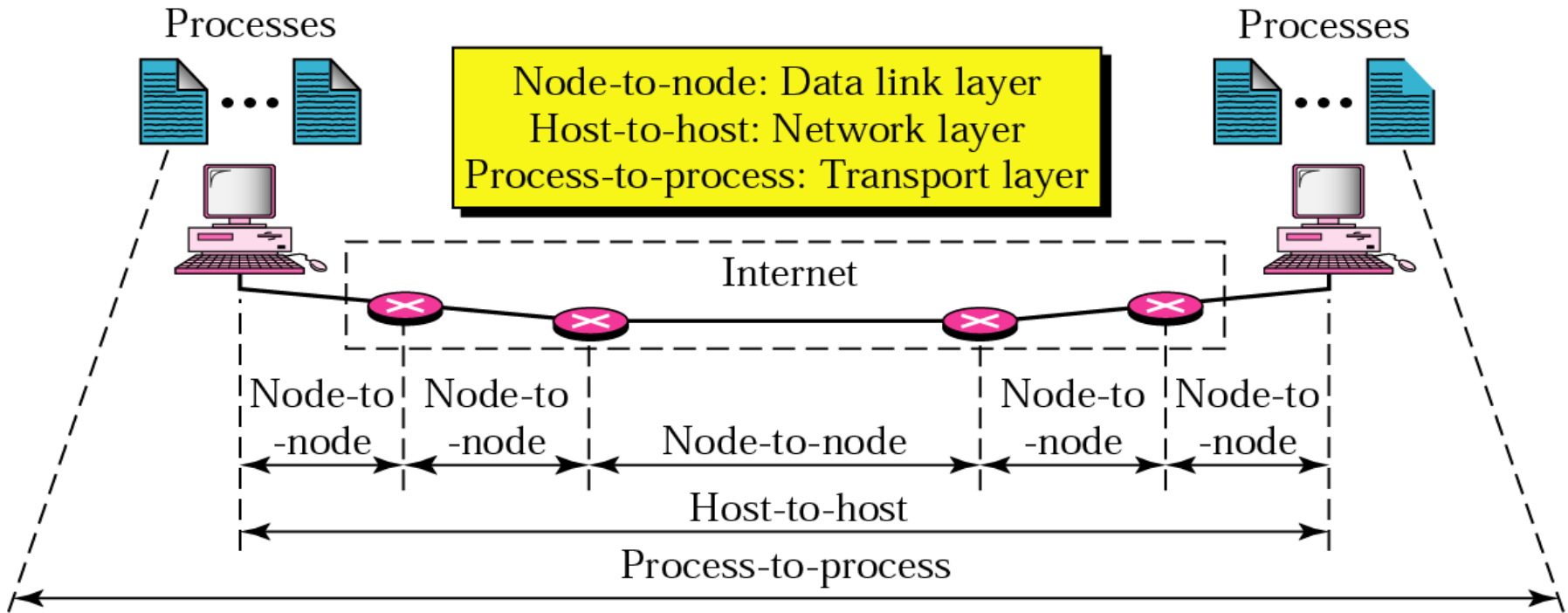
## Chapter 22

# *Process-to-Process Delivery: UDP and TCP*



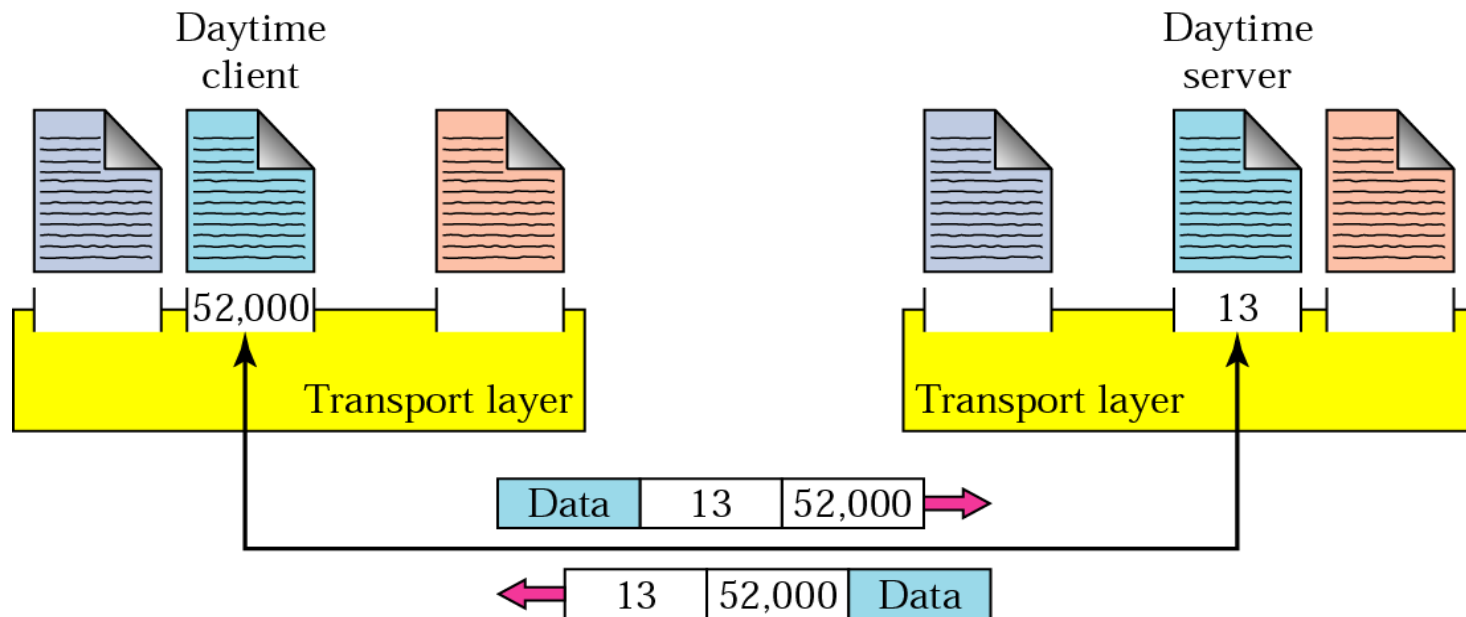
***The transport layer is responsible for process-to-process delivery.***

**Figure 22.1** Types of data deliveries

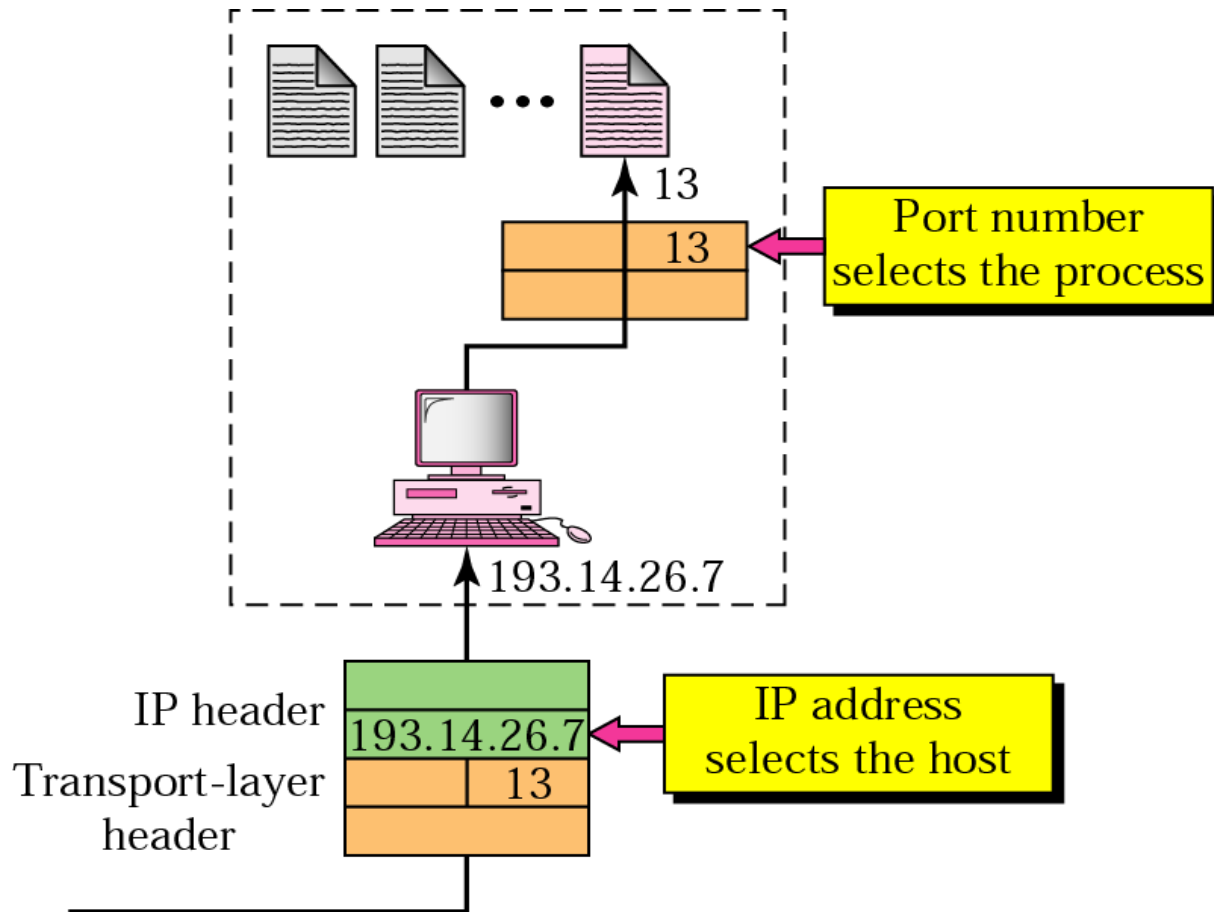




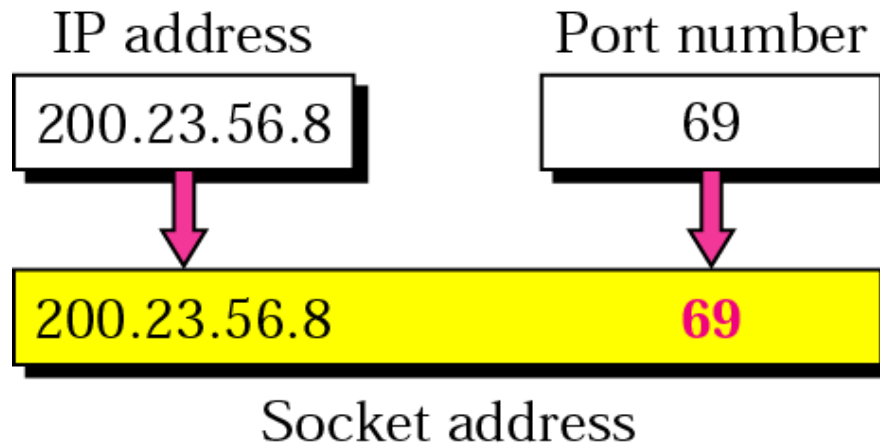
**Figure 22.2** Port numbers



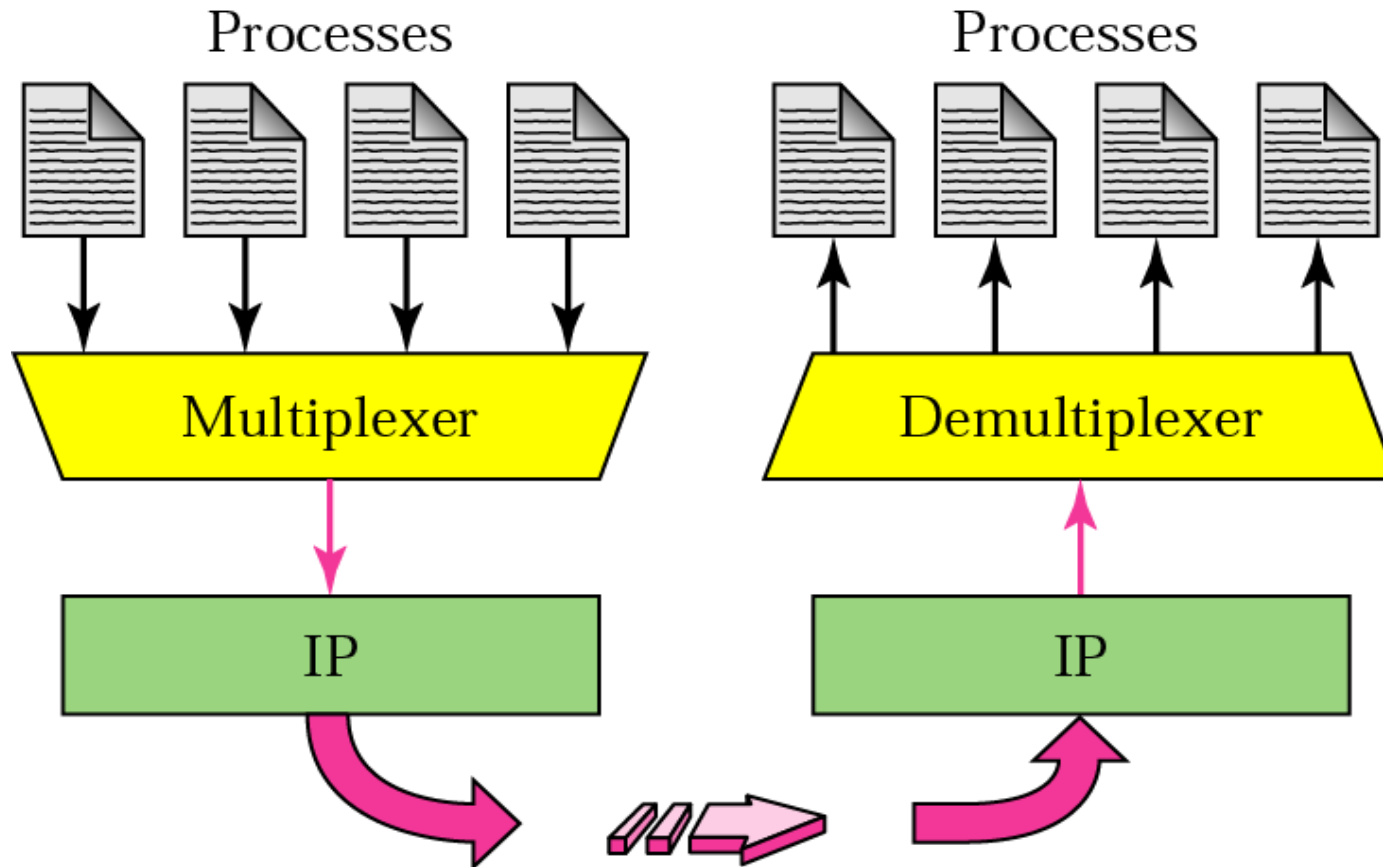
**Figure 22.3** IP addresses versus port numbers



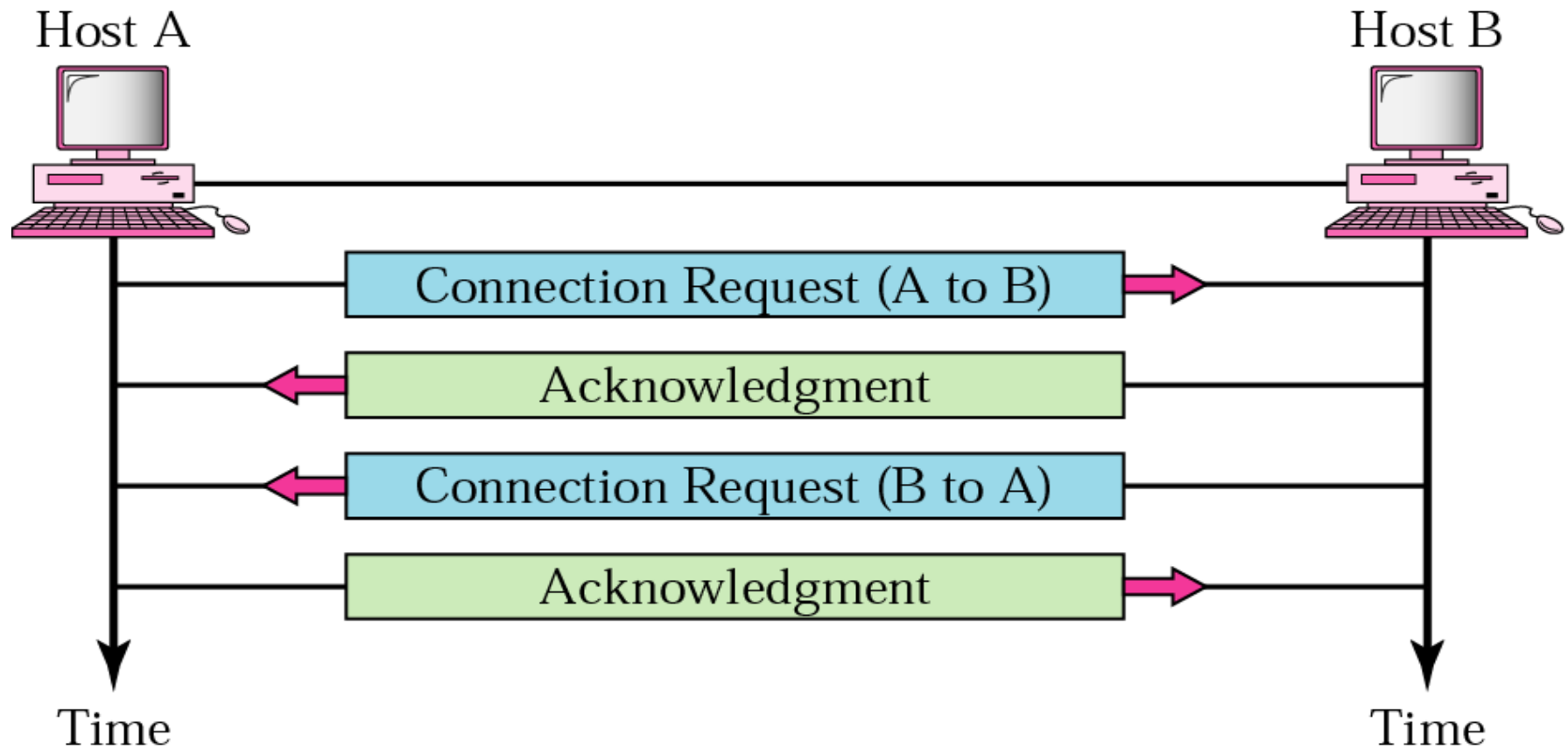
**Figure 22.5** Socket address



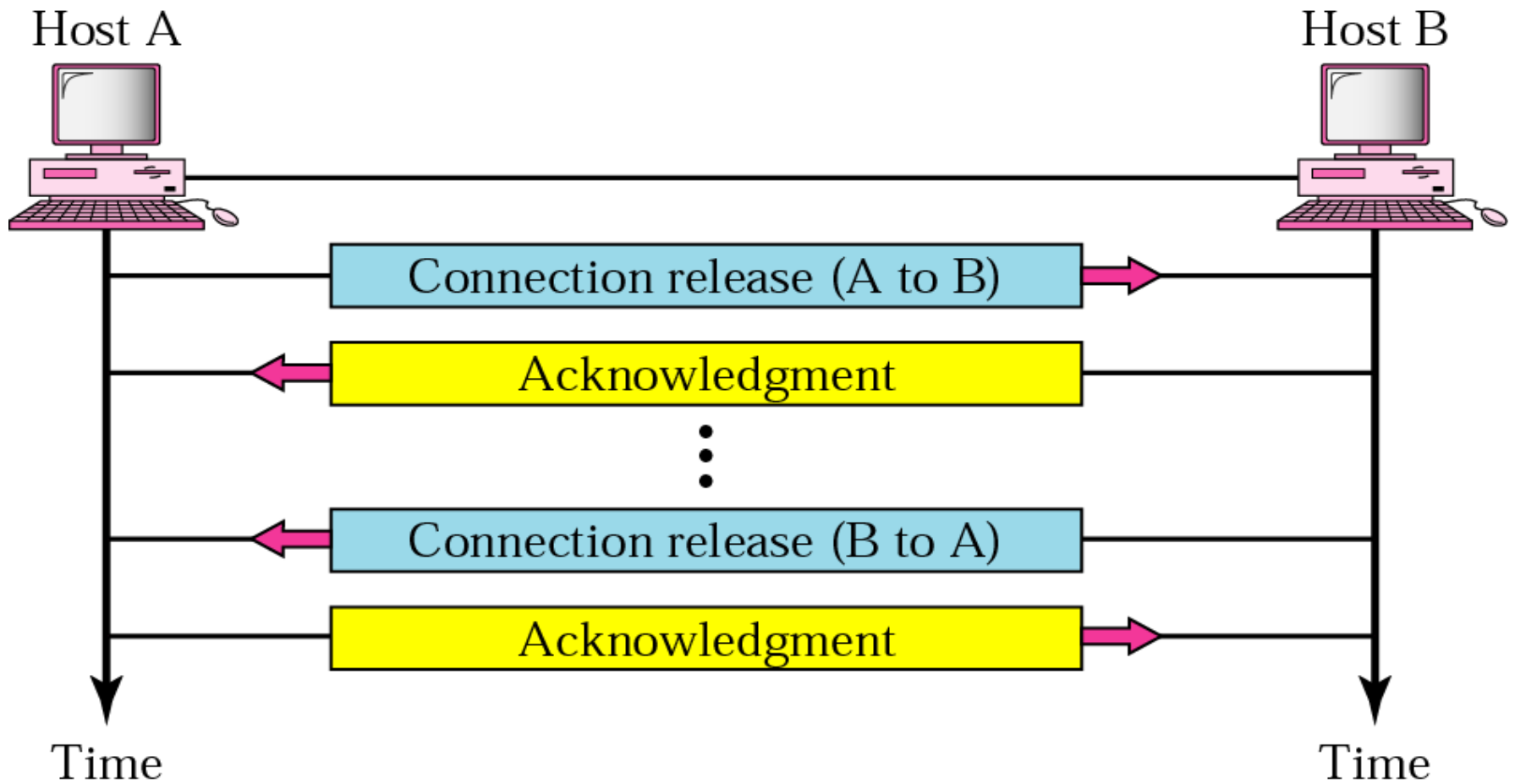
**Figure 22.6** Multiplexing and demultiplexing



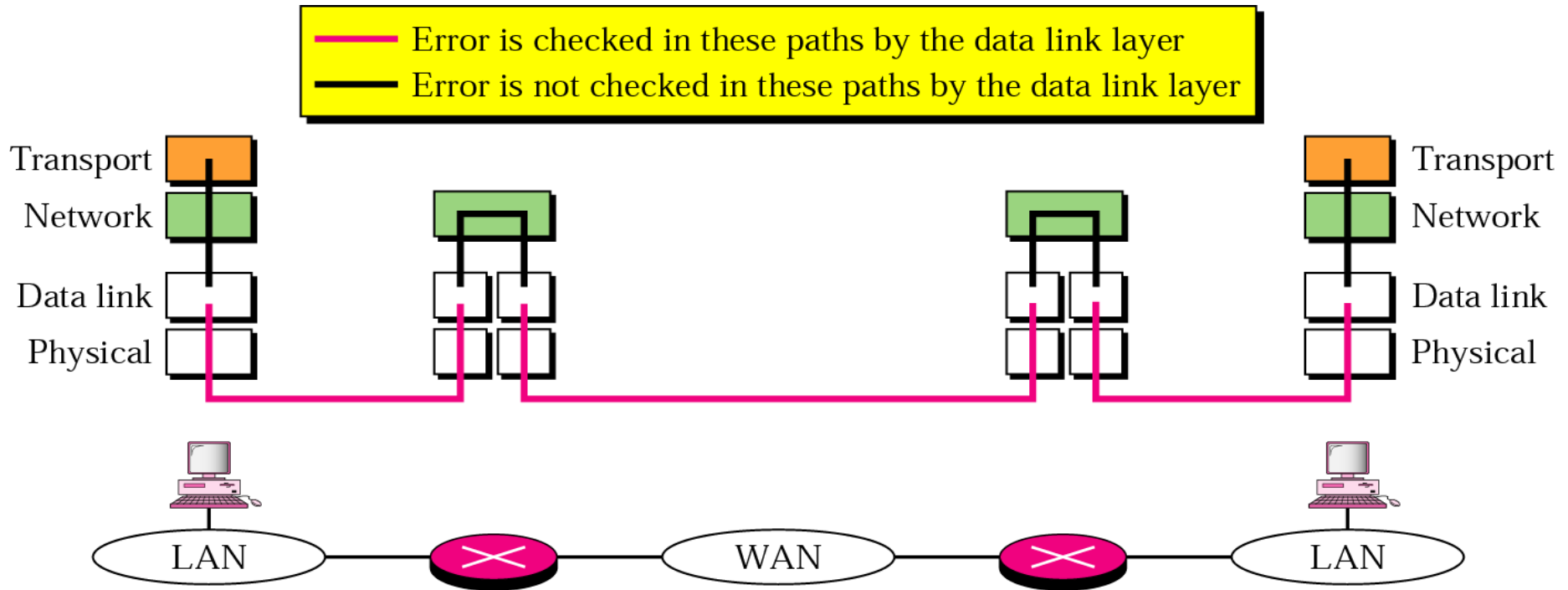
**Figure 22.7** Connection establishment



**Figure 22.8** Connection termination



**Figure 22.9 Error control**



## 22.2 UDP

***Port Numbers***

***User Datagram***

***Applications***



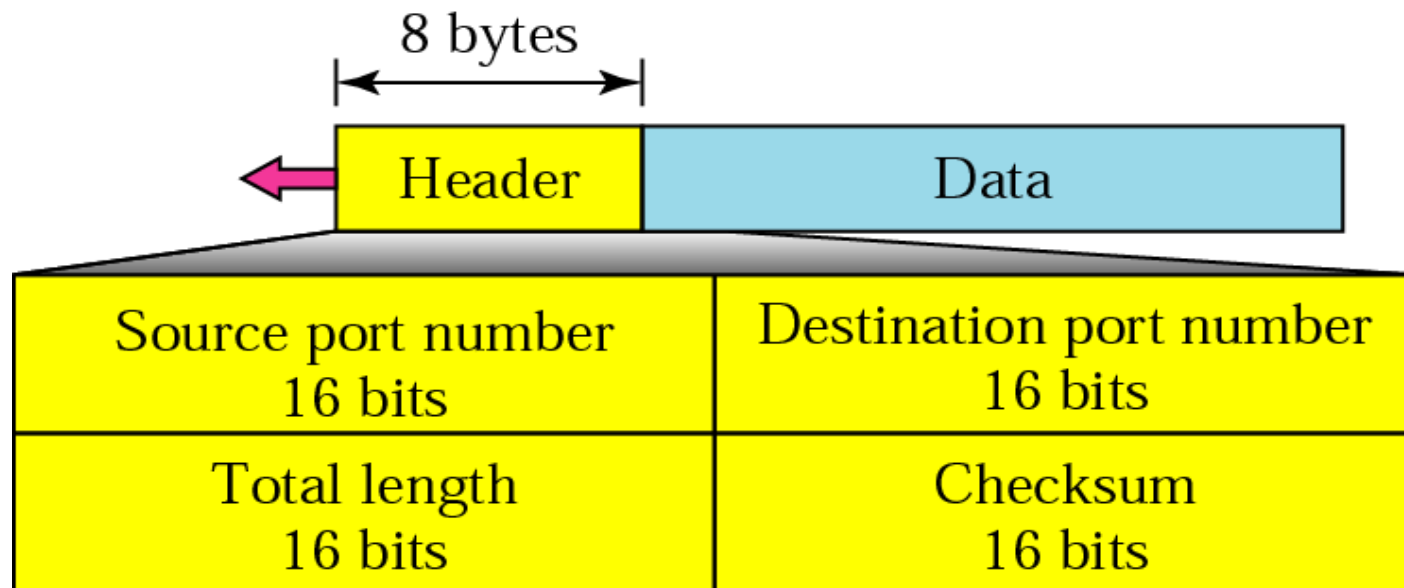


***UDP is a connectionless, unreliable protocol that has no flow and error control. It uses port numbers to multiplex data from the application layer.***

**Table 22.1** *Well-known ports used by UDP*

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

**Figure 22.10** User datagram format





***The calculation of checksum and its inclusion in the user datagram are optional.***



***UDP is a convenient transport-layer protocol for applications that provide flow and error control. It is also used by multimedia applications.***

## 22.3 TCP

***Port Numbers***

***Services***

***Sequence Numbers***

***Segments***

***Connection***

***Transition Diagram***

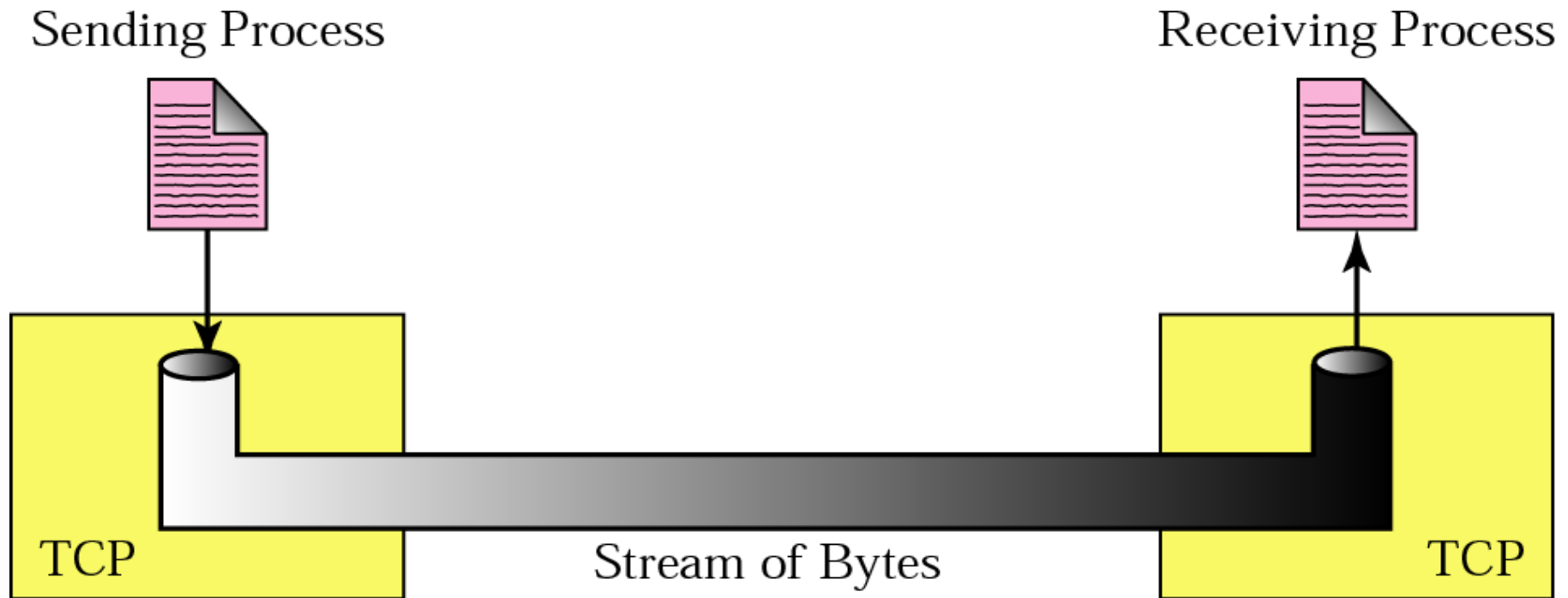
***Flow and Error Control***

***Silly Window Syndrome***

**Table 22.2** *Well-known ports used by TCP*

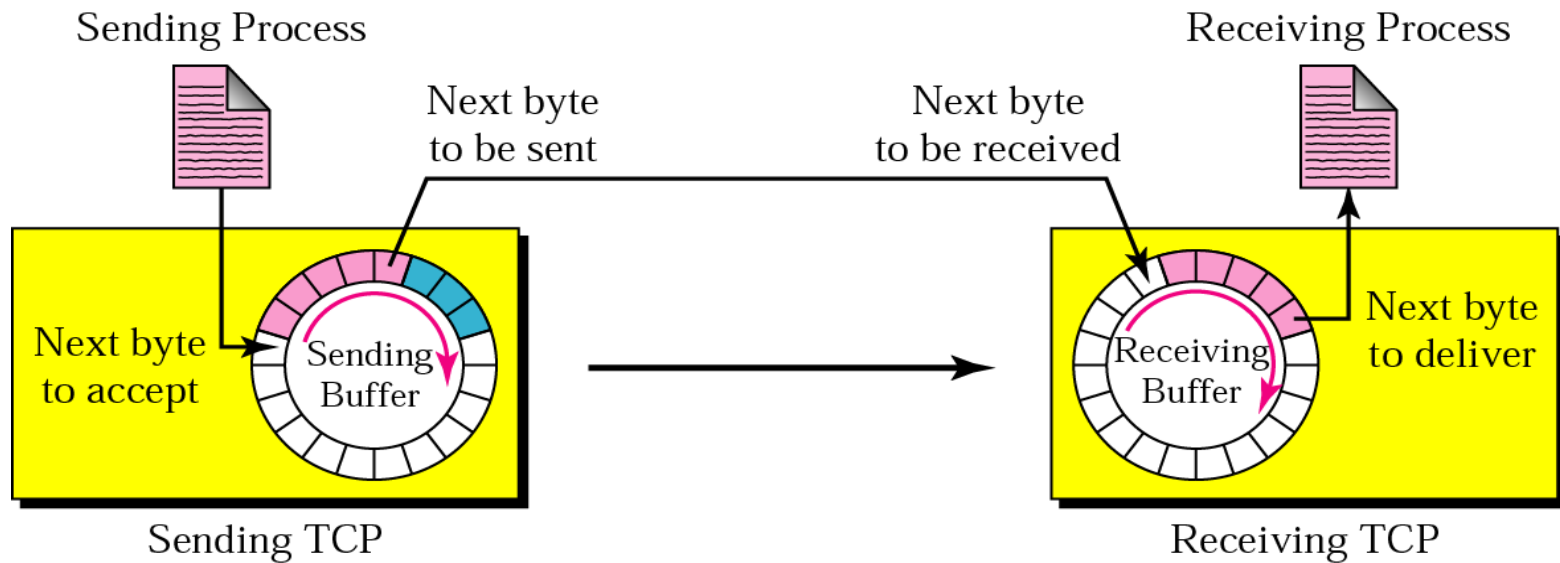
Port	Protocol	Description
7	Echo	Echoes a received datagram back to the sender
9	Discard	Discards any datagram that is received
11	Users	Active users
13	Daytime	Returns the date and the time
17	Quote	Returns a quote of the day
19	Chargen	Returns a string of characters
20	FTP, Data	File Transfer Protocol (data connection)
21	FTP, Control	File Transfer Protocol (control connection)
23	TELNET	Terminal Network
25	SMTP	Simple Mail Transfer Protocol
53	DNS	Domain Name Server
67	BOOTP	Bootstrap Protocol
79	Finger	Finger
80	HTTP	Hypertext Transfer Protocol
111	RPC	Remote Procedure Call

**Figure 22.11** Stream delivery

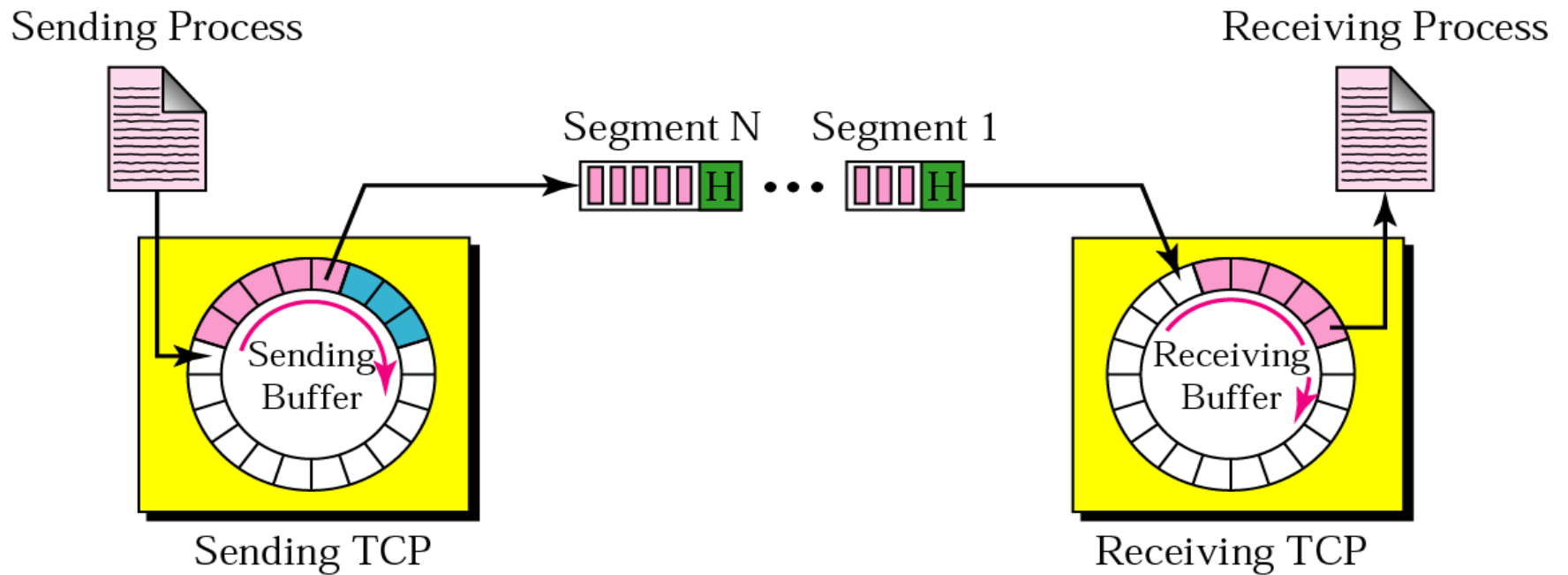


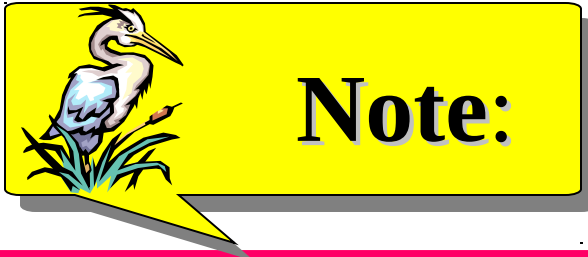


**Figure 22.12** Sending and receiving buffers



**Figure 22.13** TCP segments





***The bytes of data being transferred in each connection are numbered by TCP. The numbering starts with a randomly generated number.***

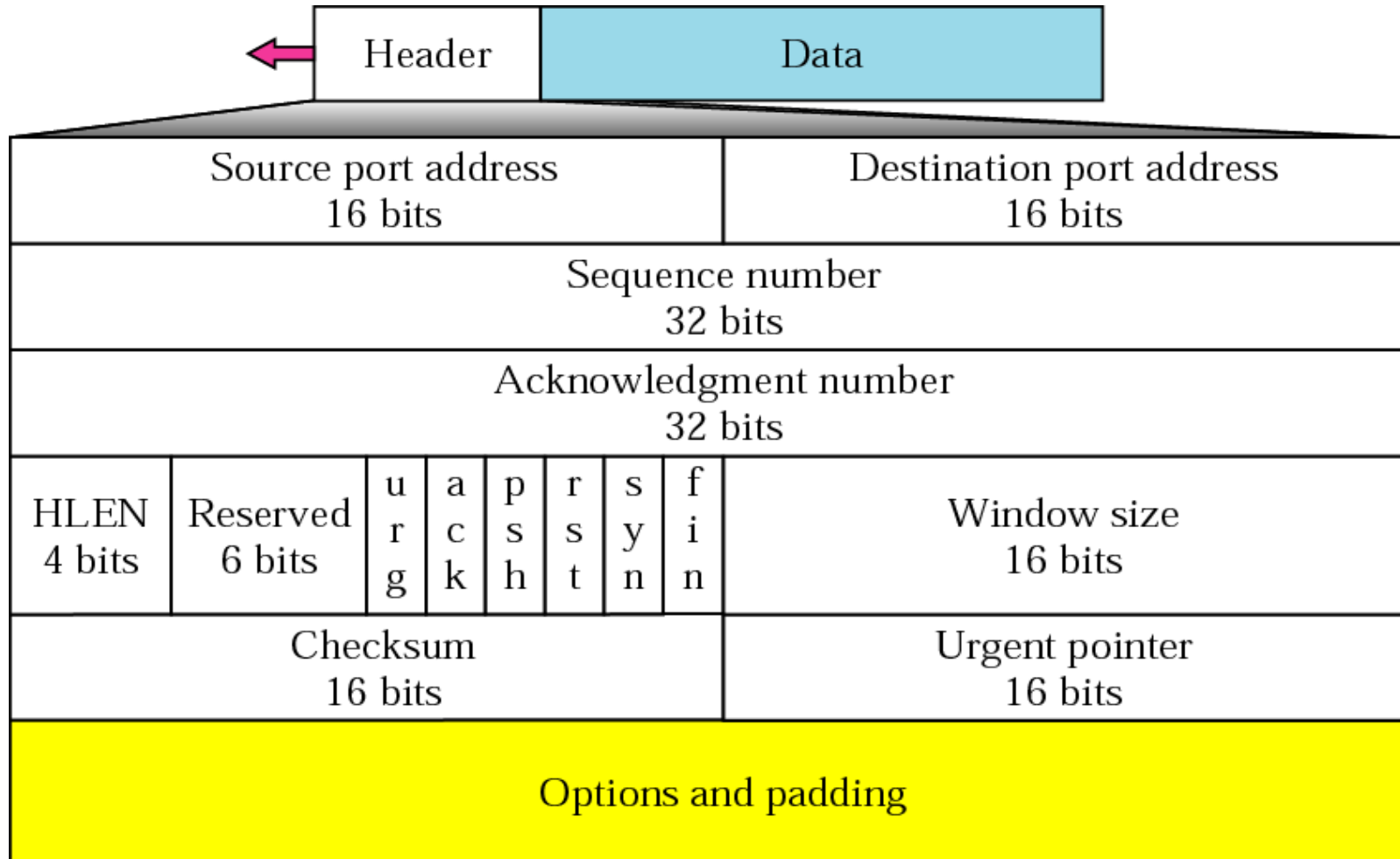


***The value of the sequence number field in a segment defines the number of the first data byte contained in that segment.***



***The value of the acknowledgment field in a segment defines the number of the next byte a party expects to receive. The acknowledgment number is cumulative.***

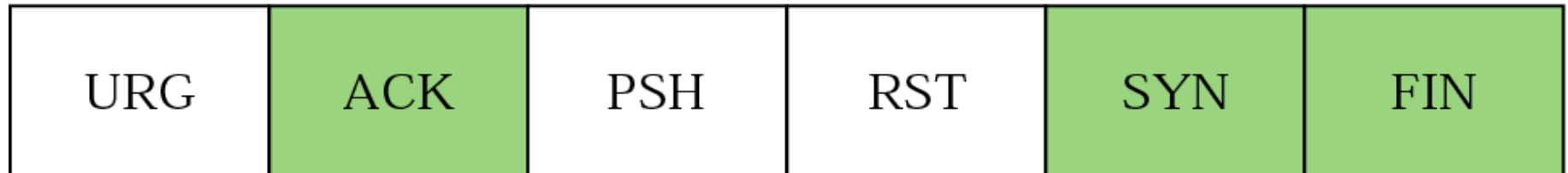
**Figure 22.14 TCP segment format**





**Figure 22.15** Control field

URG: Urgent pointer is valid	RST: Reset the connection
ACK: Acknowledgment is valid	SYN: Synchronize sequence numbers
PSH: Request for push	FIN: Terminate the connection

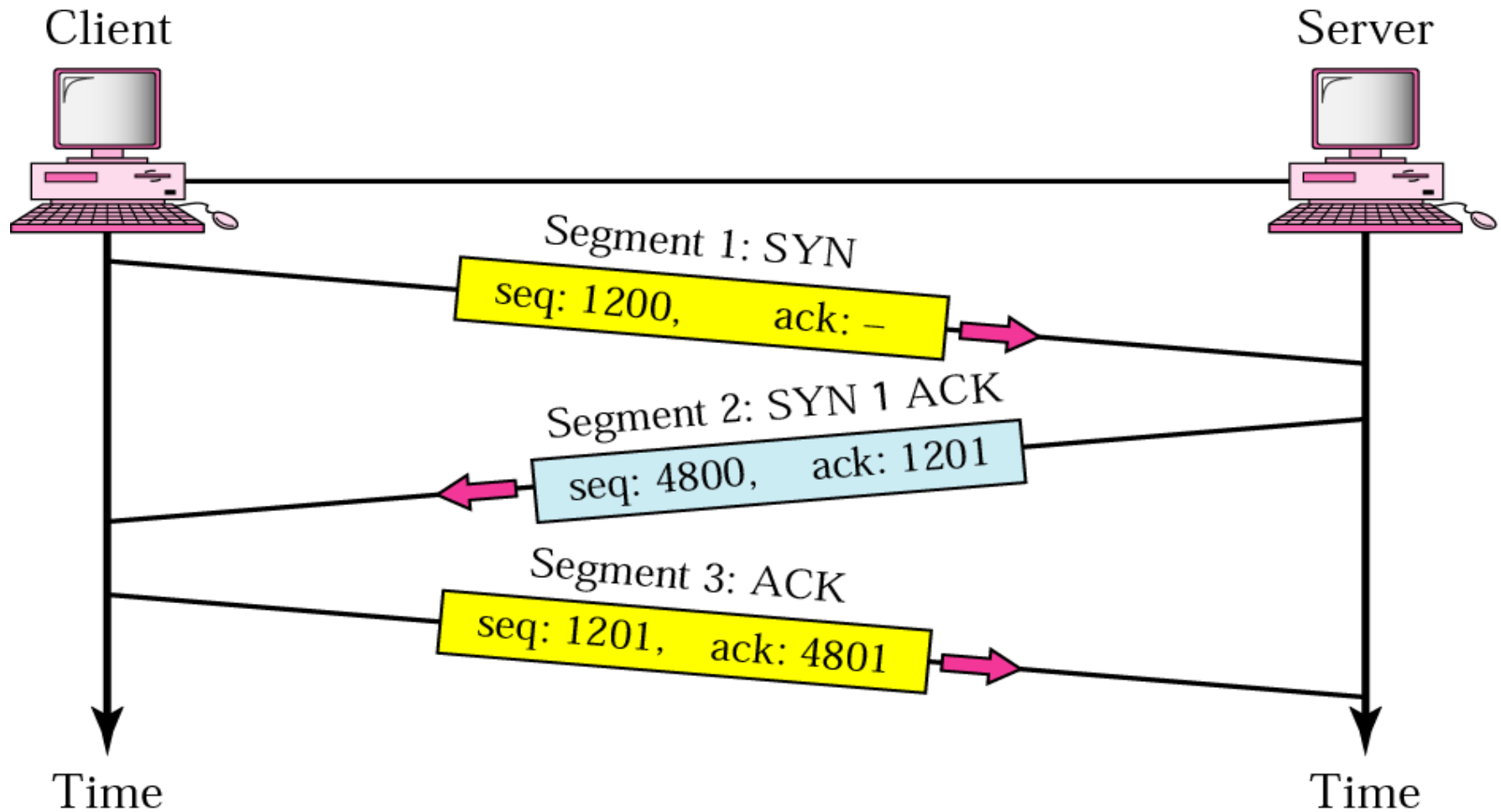


**Table 22.3** *Description of flags in the control field*

Flag	Description
<b>URG</b>	The value of the urgent pointer field is valid.
<b>ACK</b>	The value of the acknowledgment field is valid.
<b>PSH</b>	Push the data.
<b>RST</b>	The connection must be reset.
<b>SYN</b>	Synchronize sequence numbers during connection.
<b>FIN</b>	Terminate the connection.



**Figure 22.16** Three-step connection establishment



**Figure 22.17 Four-step connection termination**

