

## UDP

- Message-Oriented Transport Protocol
- 상위계층에서 payload 된 데이터를 단편화하지 않음

## TCP

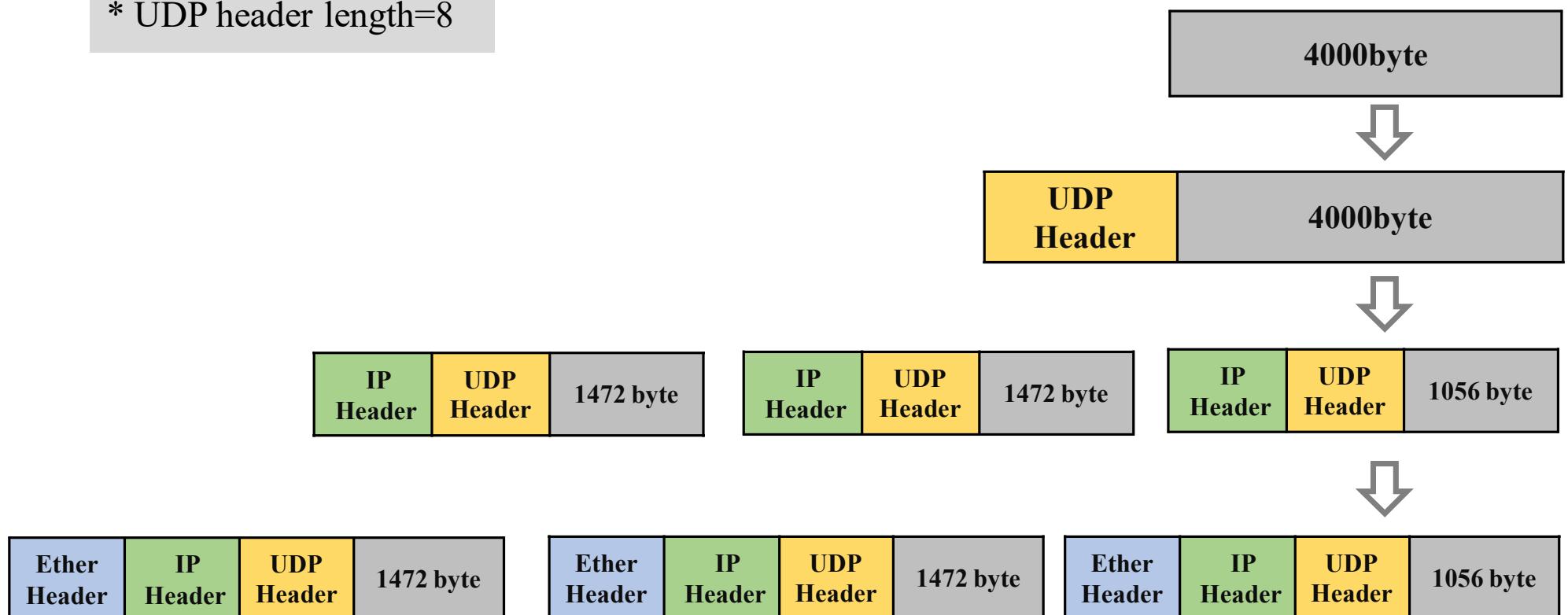
- Stream-Oriented Transport Protocol
- 상위계층에서 payload 된 데이터를 단편화

# UDP 기반의 애플리케이션 데이터 전송

- Message-oriented transport protocol

\* IP header length=20

\* UDP header length=8



# TCP 기반의 애플리케이션 데이터 전송

(예) MSS가 5000byte인 경우

\* IP header length=20

\* TCP header length=20

4000byte



TCP Header 4000byte



ID=747

IP Header TCP Header 1460 byte

ID=747

IP Header TCP Header 1460 byte

ID=747

IP Header TCP Header 1080byte



Ether Header IP Header TCP Header 1460 byte

Ether Header IP Header TCP Header 1460 byte

Ether Header IP Header TCP Header 1080byte

# TCP 기반의 애플리케이션 데이터 전송

(예) MSS가 2000 byte인 경우

- \* IP header length=20
- \* TCP header length=20

4000byte

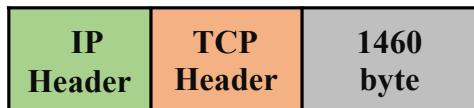
SN=1100



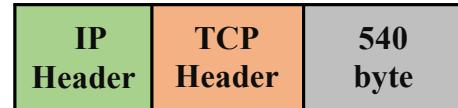
SN=3100



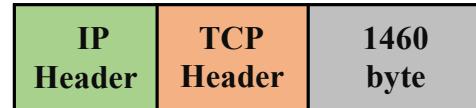
ID=332 SN=1100



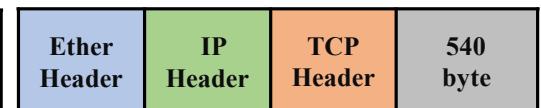
ID=332 SN=2560



ID=400 SN=3100



ID=400 SN=3560



# TCP 기반의 애플리케이션 데이터 전송

(예) MSS가 1400 byte인 경우

\* IP header length=20

\* TCP header length=20

4000byte

