Introduction to Computer Networks

Connection Release

(§6.5.6-6.5.7, §6.2.3)

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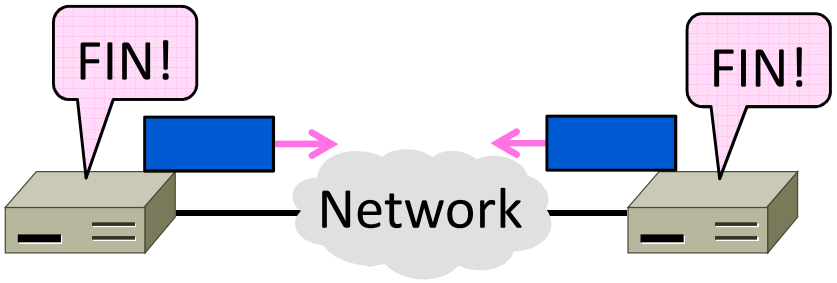
Topic

- How to release connections
  - We'll see how TCP does it

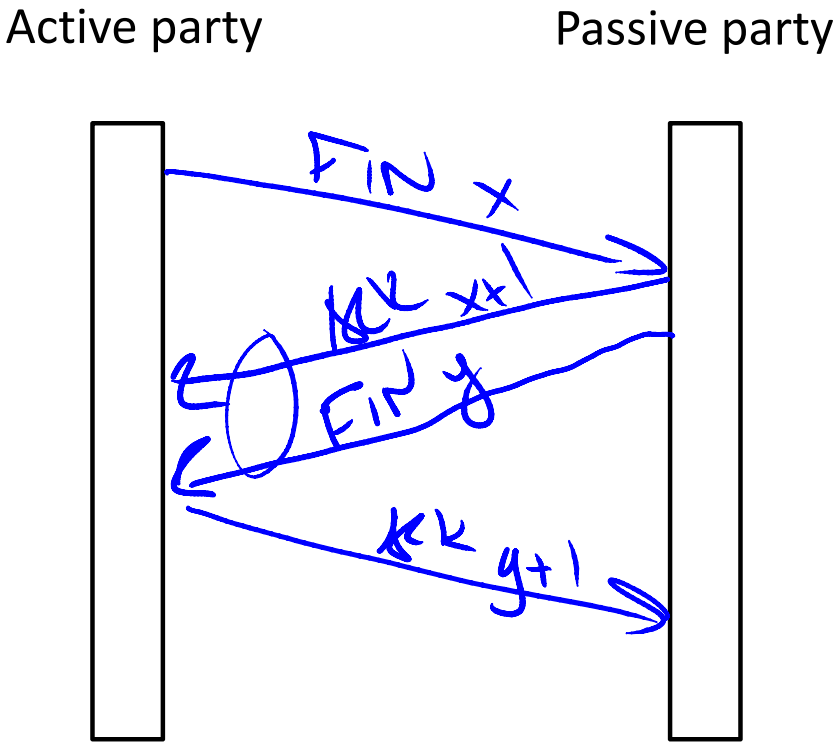


Connection Release

- Orderly release by both parties when done
  - Delivers all pending data and "hangs up"
  - Cleans up state in sender and receiver
- Key problem is to provide reliability while releasing
  - TCP uses a "symmetric" close in which both sides shutdown independently

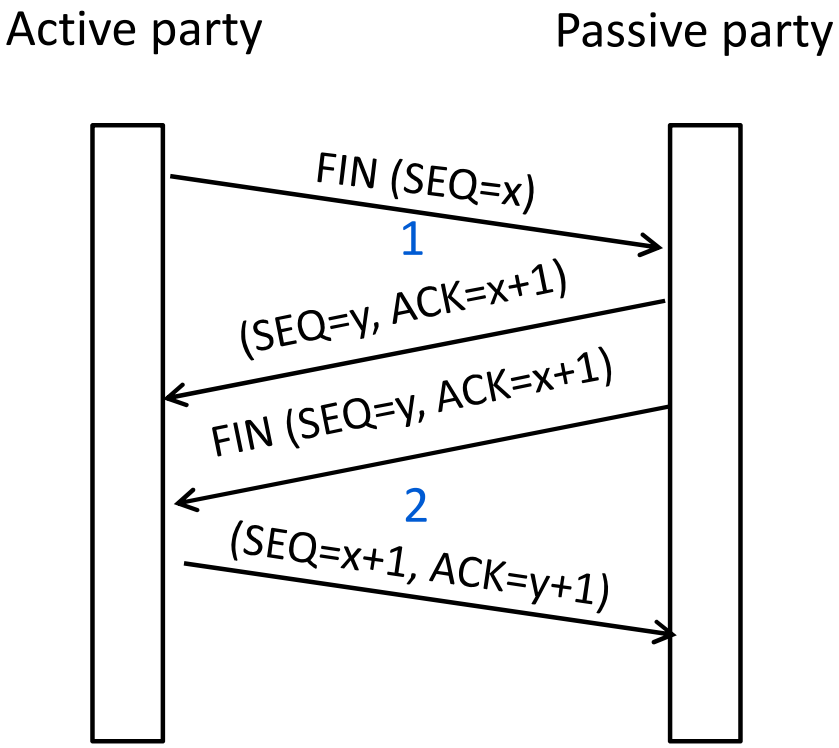
TCP Connection Release

- Two steps:
  - Active sends FIN(x), passive ACKs
  - Passive sends FIN(y), active ACKs
  - FINs are retransmitted if lost
- Each FIN/ACK closes one direction of data transfer



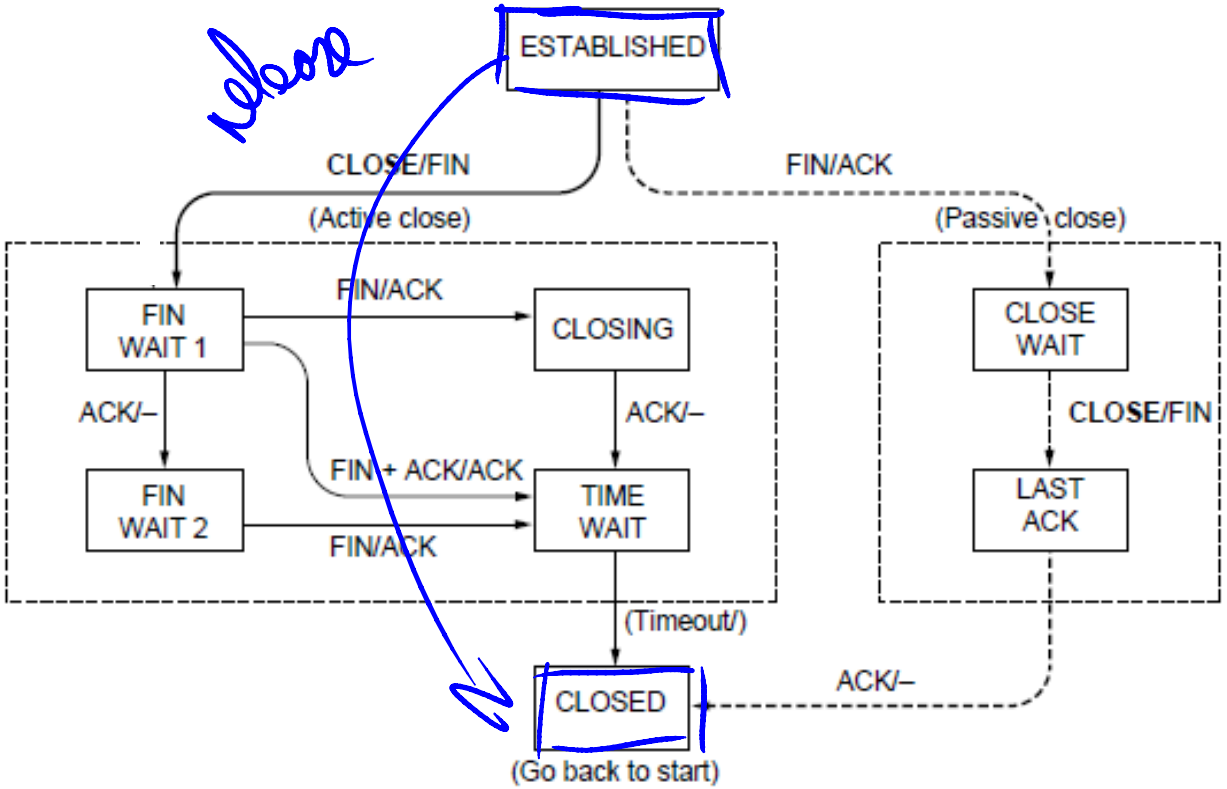
TCP Connection Release (2)

- Two steps:
  - Active sends FIN(x), passive ACKs
  - Passive sends FIN(y), active ACKs
  - FINs are retransmitted if lost
- Each FIN/ACK closes one direction of data transfer



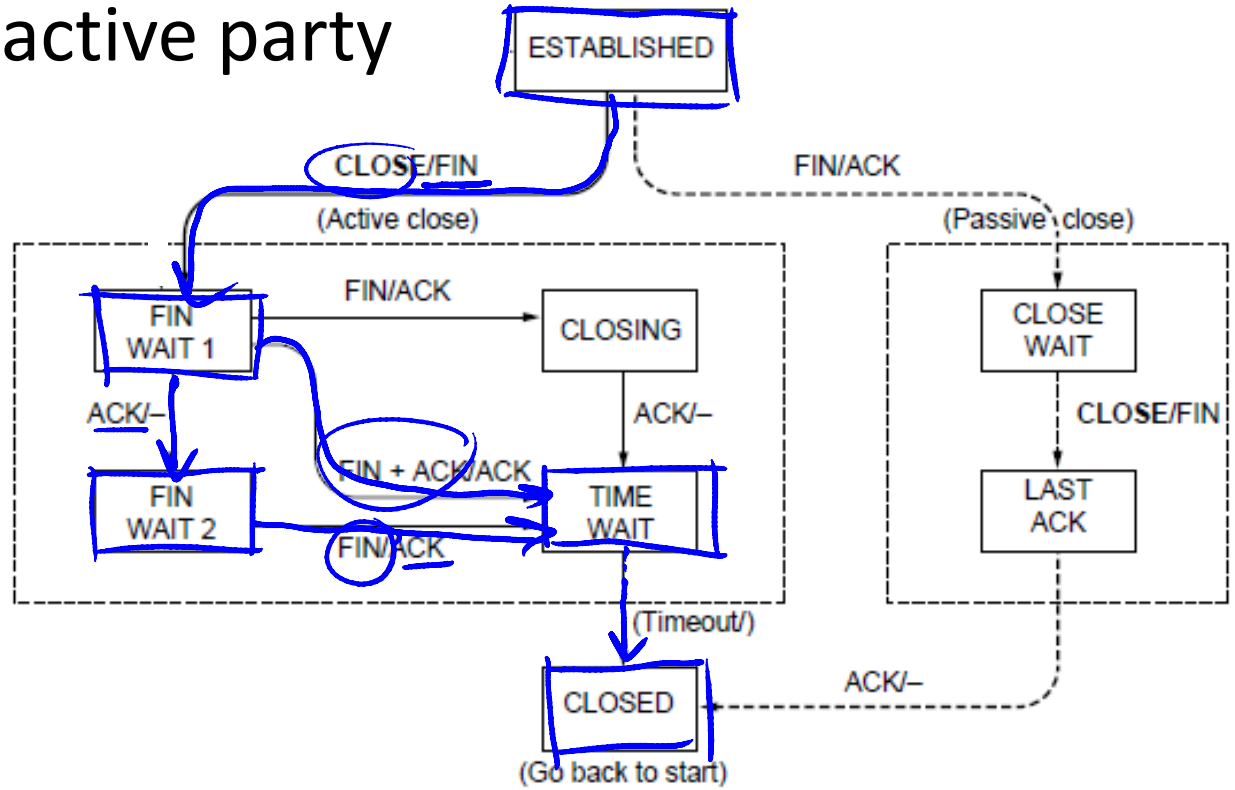
TCP Connection State Machine

Both parties run instances of this state machine



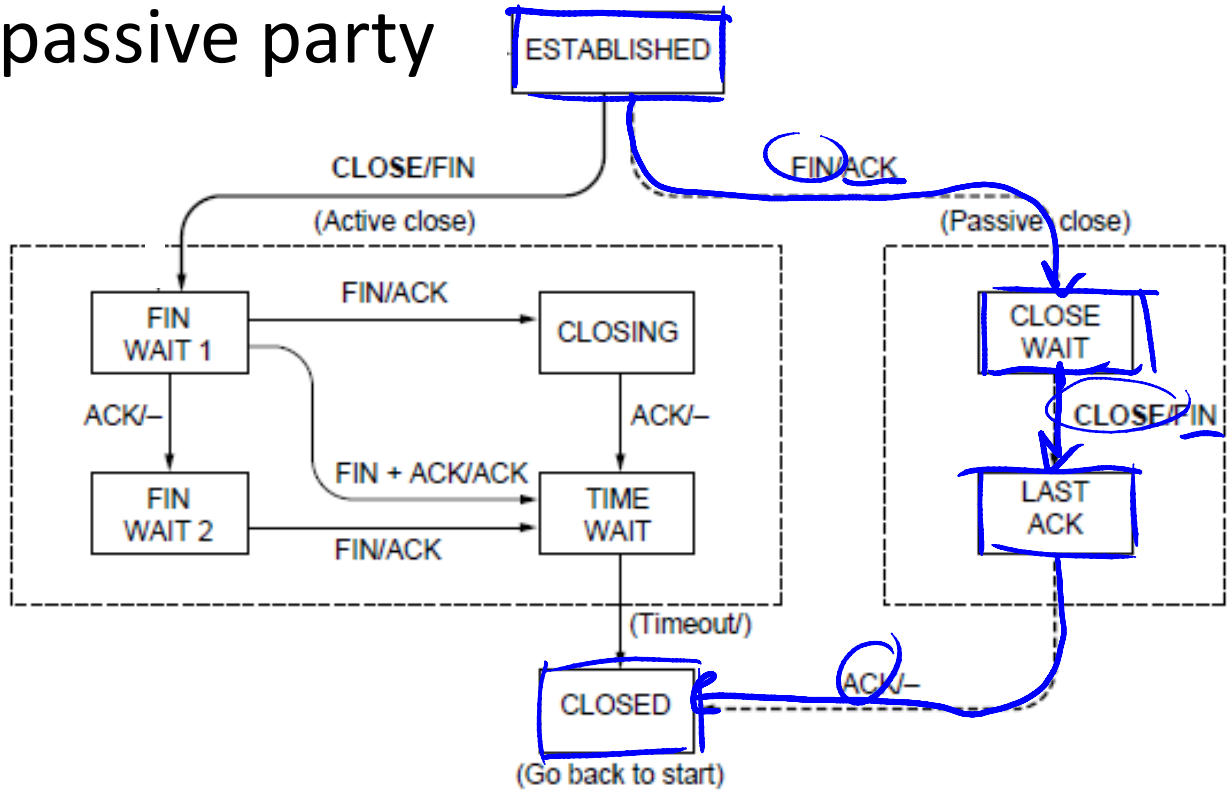
TCP Release

- Follow the active party



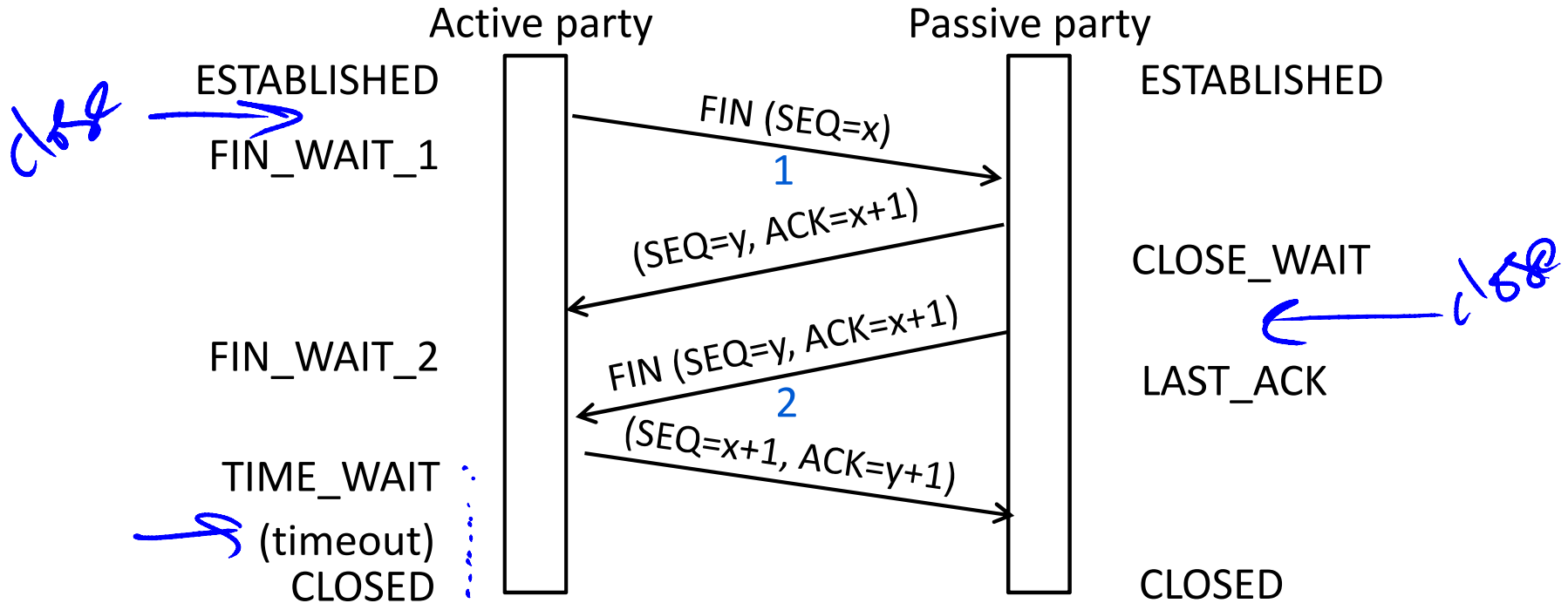
TCP Release (2)

- Follow the passive party



TCP Release (3)

- Again, with states …



TIME_WAIT State

- We wait a long time (two times the maximum segment lifetime of 60 seconds) after sending all segments and before completing the close
- Why?
  - ACK might have been lost, in which case FIN will be resent for an orderly close
  - Could otherwise interfere with a subsequent connection

END