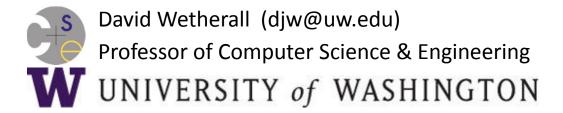
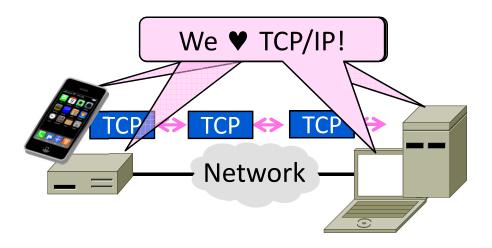
Introduction to Computer Networks

Transmission Control Protocol (TCP) (§6.5)



Topic

- How TCP works!
 - The transport protocol used for most content on the Internet



TCP Features

- A reliable bytestream service »
- Based on connections
- Sliding window for reliability »
 - With adaptive timeout
- Flow control for slow receivers

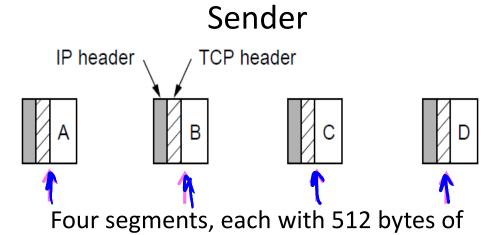
 Congestion control to allocate network bandwidth This time

Next

time

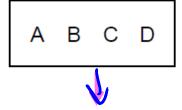
Reliable Bytestream

- Message boundaries not preserved from send() to recv()
 - But reliable and ordered (receive bytes in same order as sent)



data and carried in an IP packet

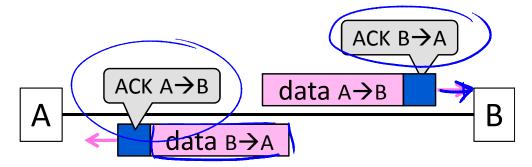
Receiver



2048 bytes of data delivered to app in a single recv() call

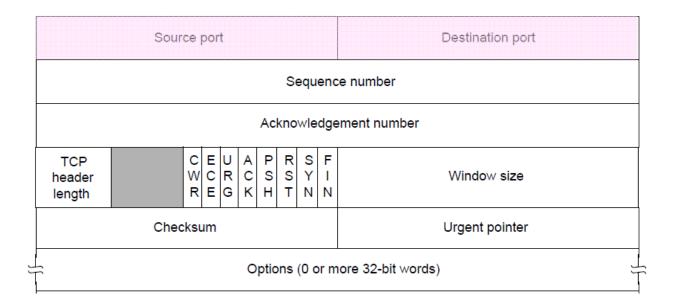
Reliable Bytestream (2)

- Bidirectional data transfer
 - Control information (e.g., ACK)
 piggybacks on data segments in reverse direction



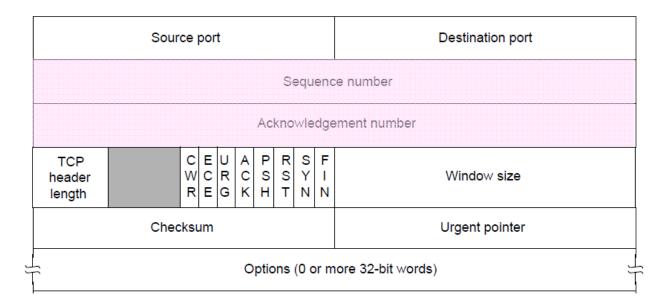
TCP Header (1)

- Ports identify apps (socket API)
 - 16-bit identifiers



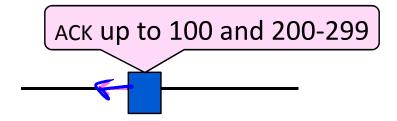
TCP Header (2)

- SEQ/ACK used for sliding window
 - Selective Repeat, with byte positions



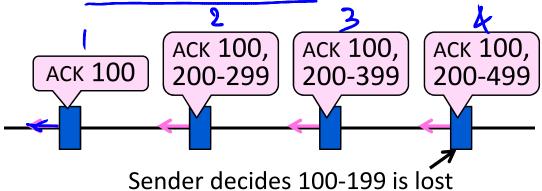
TCP Sliding Window – Receiver

- <u>Cumulative ACK</u> tells next expected byte sequence number ("LAS+1")
- Optionally, <u>selective ACKS</u> (SACK) give hints for receiver buffer state
 - List up to 3 ranges of received bytes



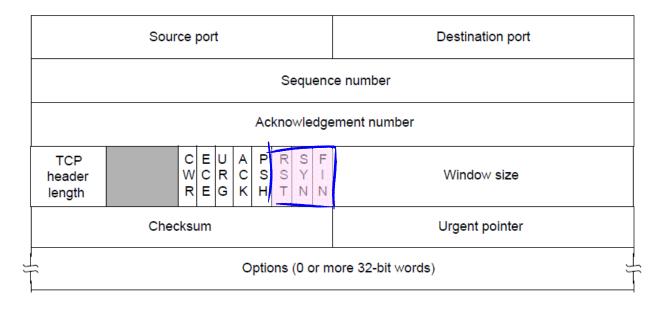
TCP Sliding Window – Sender

- Uses an adaptive retransmission timeout to resend data from LAS+1
- Uses heuristics to infer loss quickly and resend to avoid timeouts
 - "Three duplicate ACKS" treated as loss



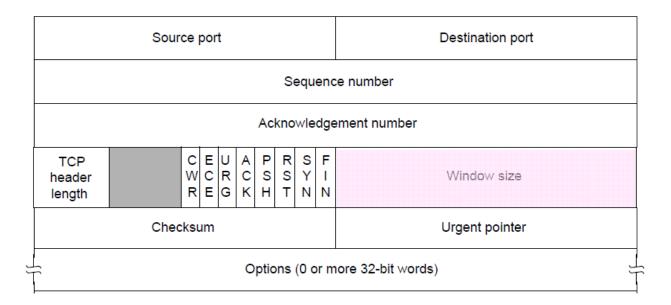
TCP Header (3)

- SYN/FIN/RST flags for connections
 - Flag indicates segment is a SYN etc.



TCP Header (4)

- Window size for flow control
 - Relative to ACK, and in bytes



Other TCP Details

- Many, many quirks you can learn about its operation
 - But they are the details
- Biggest remaining mystery is the workings of congestion control

 We'll tackle this next time!

END



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