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本讲主题

TCP可靠数据传输



TCP可靠数据传输概述

- ❖ TCP在IP层提供的不可靠服务基础上实现可靠数据传输服务
- ❖ 流水线机制
- ❖ 累积确认
- ❖ TCP使用单一重传定时器

- ❖ 触发重传的事件
 - 超时
 - 收到重复ACK
- ❖ 渐进式
 - 暂不考虑重复ACK
 - 暂不考虑流量控制
 - 暂不考虑拥塞控制



TCP RTT和超时

❖ **问题**：如何设置定时器的超时时间？

❖ 大于RTT

- 但是RTT是变化的

❖ 过短：

- 不必要的重传

❖ 过长：

- 对段丢失时间反应慢

❖ **问题**：如何估计RTT？

❖ SampleRTT: 测量从段发出去到收到ACK的时间

- 忽略重传

❖ SampleRTT变化

- 测量多个SampleRTT，求平均值，形成RTT的估计值
EstimatedRTT

$$\text{EstimatedRTT} = (1 - \alpha) * \text{EstimatedRTT} + \alpha * \text{SampleRTT}$$

指数加权移动平均

典型值：0.125



TCP RTT和超时

定时器超时时间的设置:

- **EstimatedRTT + “安全边界”**
- **EstimatedRTT变化大→较大的边界**

测量RTT的变化值: SampleRTT与EstimatedRTT的差值

$$\text{DevRTT} = (1 - \beta) * \text{DevRTT} + \beta * |\text{SampleRTT} - \text{EstimatedRTT}|$$

(typically, $\beta = 0.25$)

定时器超时时间的设置:

$$\text{TimeoutInterval} = \text{EstimatedRTT} + 4 * \text{DevRTT}$$



TCP发送方事件

❖ 从应用层收到数据

- 创建Segment
- 序列号是Segment第一个字节的编号
- 开启计时器
- 设置超时时间:
TimeoutInterval

❖ 超时

- 重传引起超时的Segment
- 重启定时器

❖ 收到ACK

- 如果确认此前未确认的Segment
 - 更新SendBase
 - 如果窗口中还有未被确认的分组，重新启动定时器



TCP发送端程序

```
NextSeqNum = InitialSeqNum
```

```
SendBase = InitialSeqNum
```

```
loop (forever) {
```

```
  switch(event)
```

```
    event: data received from application above
```

```
      create TCP segment with sequence number NextSeqNum
```

```
      if (timer currently not running)
```

```
        start timer
```

```
      pass segment to IP
```

```
      NextSeqNum = NextSeqNum + length(data)
```

```
    event: timer timeout
```

```
      retransmit not-yet-acknowledged segment with
```

```
        smallest sequence number
```

```
      start timer
```

```
    event: ACK received, with ACK field value of y
```

```
      if (y > SendBase) {
```

```
        SendBase = y
```

```
        if (there are currently not-yet-acknowledged segments)
```

```
          start timer
```

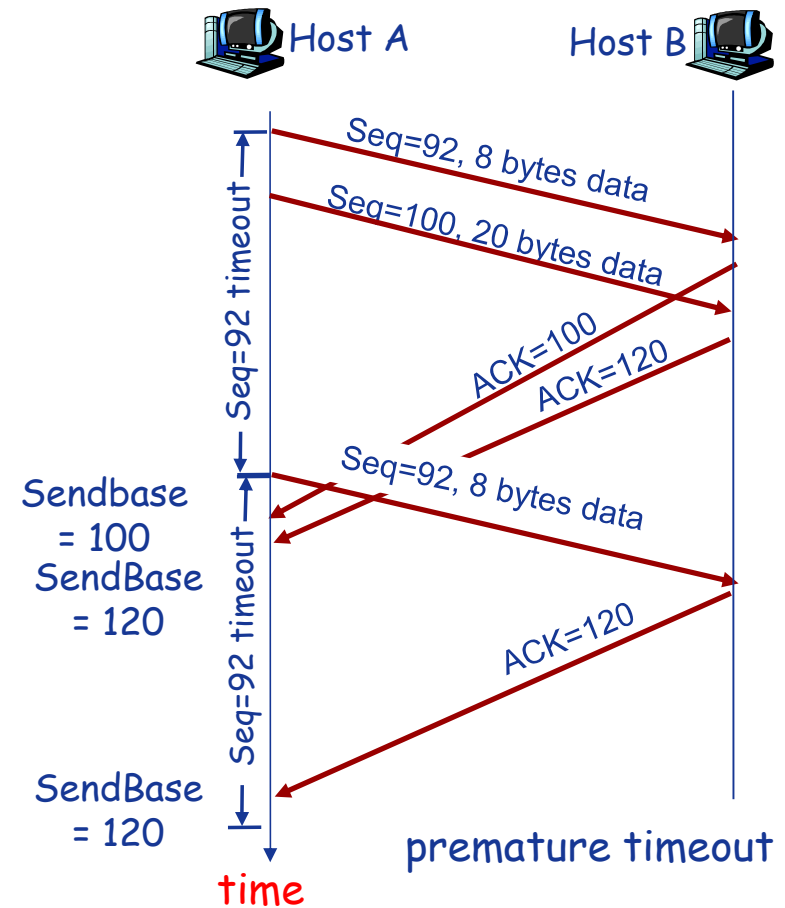
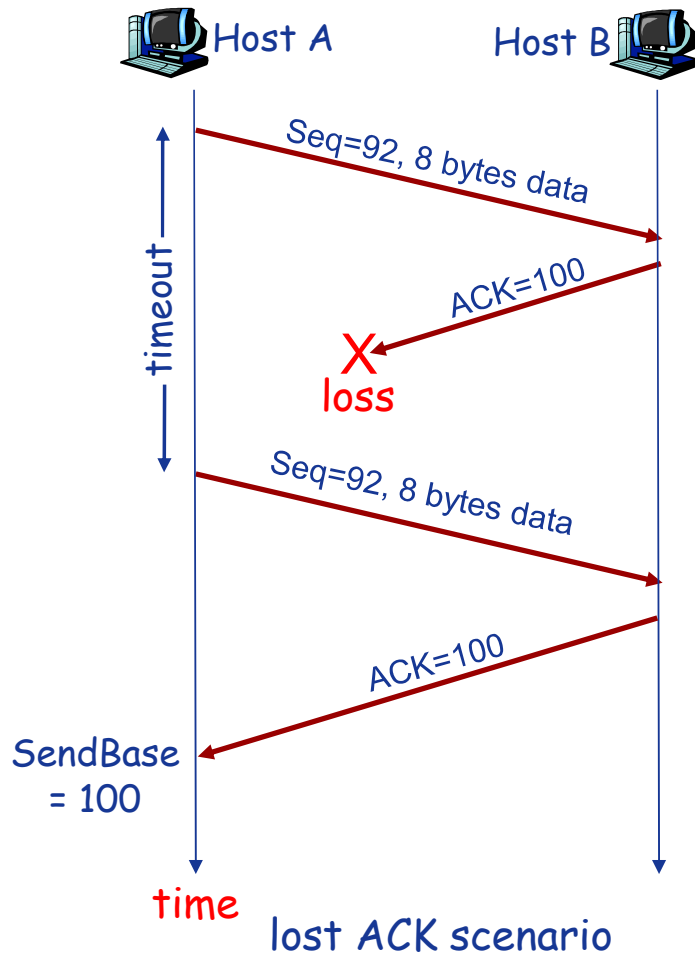
```
      }
```

```
  } /* end of loop forever */
```

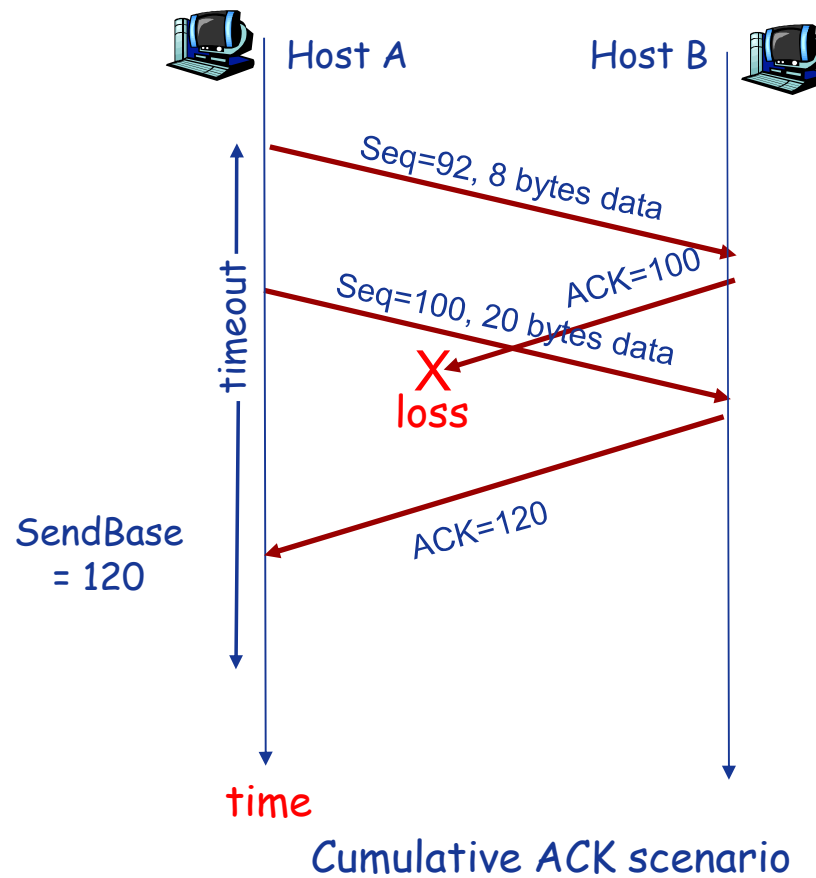
人：聂兰顺



TCP重传示例



TCP重传示例



TCP ACK生成: RFC 1122, RFC 2581

Event at Receiver	TCP Receiver action
Arrival of in-order segment with expected seq #. All data up to expected seq # already ACKed	Delayed ACK. Wait up to 500ms for next segment. If no next segment, send ACK
Arrival of in-order segment with expected seq #. One other segment has ACK pending	Immediately send single cumulative ACK, ACKing both in-order segments
Arrival of out-of-order segment higher-than-expect seq. # . Gap detected	Immediately send <i>duplicate ACK</i> , indicating seq. # of next expected byte
Arrival of segment that partially or completely fills gap	Immediate send ACK, provided that segment starts at lower end of gap



快速重传机制

❖ TCP的实现中，如果发生超时，超时时间间隔将重新设置，即将超时时间间隔加倍，导致其**很大**

- 重发丢失的分组之前要等待很长时间

❖ 通过重复ACK检测分组丢失

- Sender会背靠背地发送多个分组
- 如果某个分组丢失，可能会引发多个重复的ACK

❖ 如果sender收到对同一数据的3个ACK，则假定该数据之后的段已经丢失

- **快速重传**：在定时器超时之前即进行重传



快速重传算法

```
event: ACK received, with ACK field value of y
  if (y > SendBase) {
    SendBase = y
    if (there are currently not-yet-acknowledged segments)
      start timer
  }
  else {
    increment count of dup ACKs received for y
    if (count of dup ACKs received for y = 3) {
      resend segment with sequence number y
    }
  }
```

a duplicate ACK for
already ACKed segment

fast retransmit





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谢谢!