



COMPUTER NETWORKS

Animesh Giri

Department of Computer Science & Engineering

COMPUTER NETWORKS

Transport Layer

Animesh Giri

Department of Computer Science & Engineering

COMPUTER NETWORKS

Principles of Congestion Control

Animesh Giri

Department of Computer Science & Engineering

COMPUTER NETWORKS

In this segment

- Principles of congestion control
- Causes/costs of congestion: scenario 1
- Causes/costs of congestion: scenario 2
- Causes/costs of congestion: scenario 3



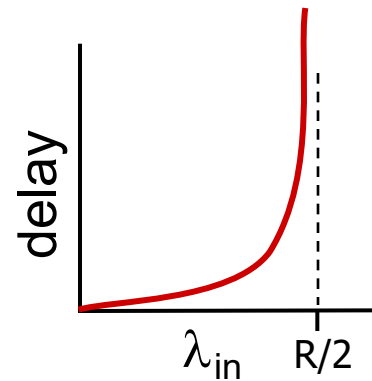
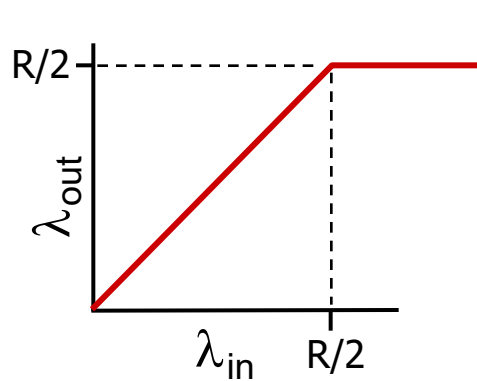
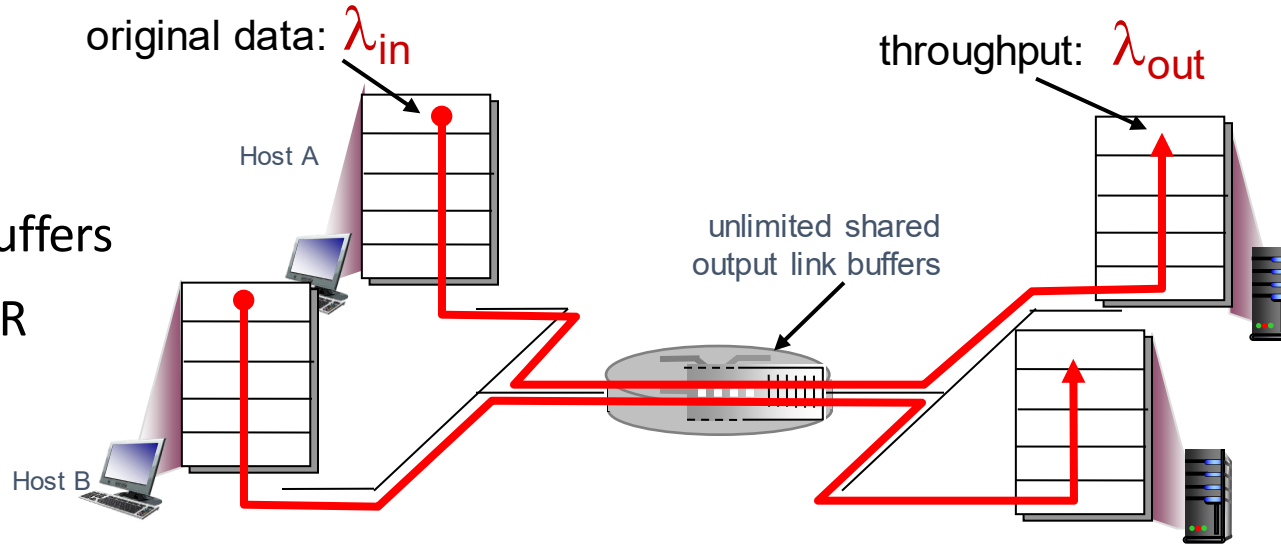
congestion:

- informally: “too many sources sending too much data too fast for *network* to handle”
- different from flow control!
- manifestations:
 - lost packets (buffer overflow at routers)
 - long delays (queueing in router buffers)
- a top-10 problem!

COMPUTER NETWORKS

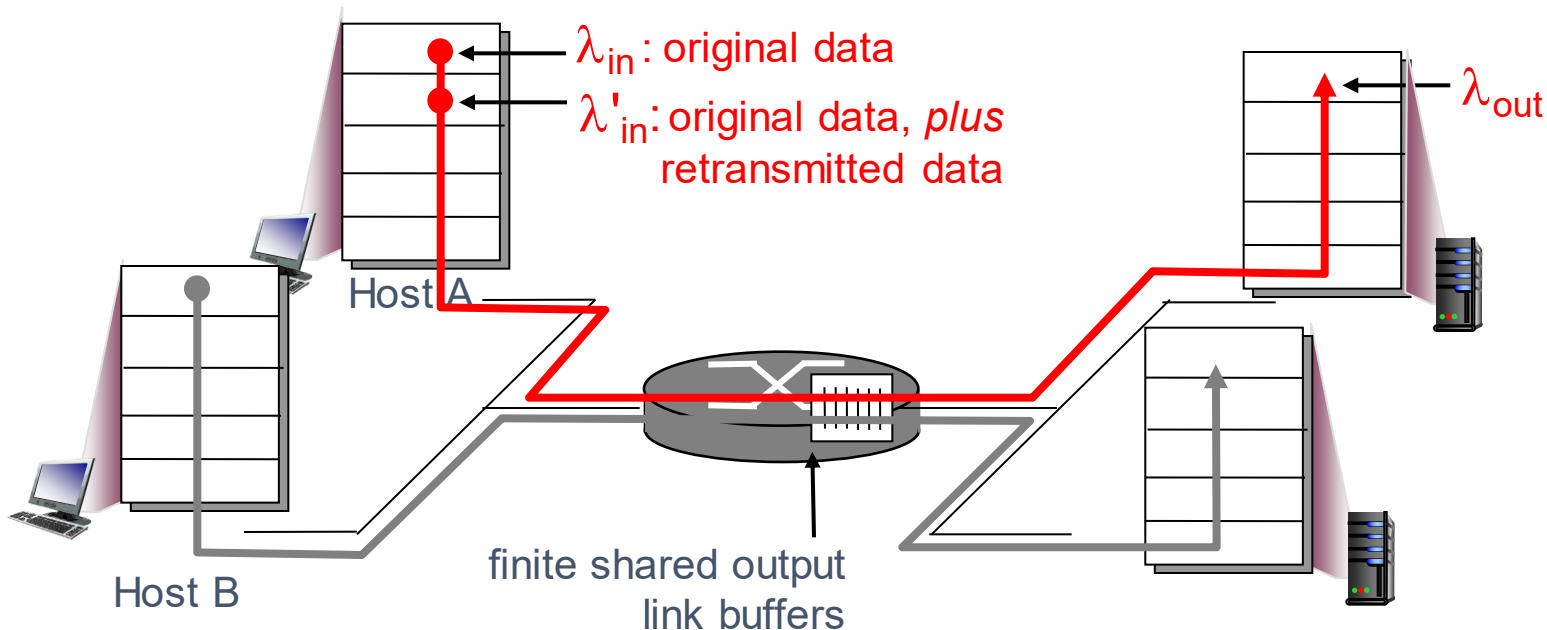
Causes/costs of congestion: scenario 1

- two senders, two receivers
- one router, infinite buffers
- output link capacity: R
- no retransmission



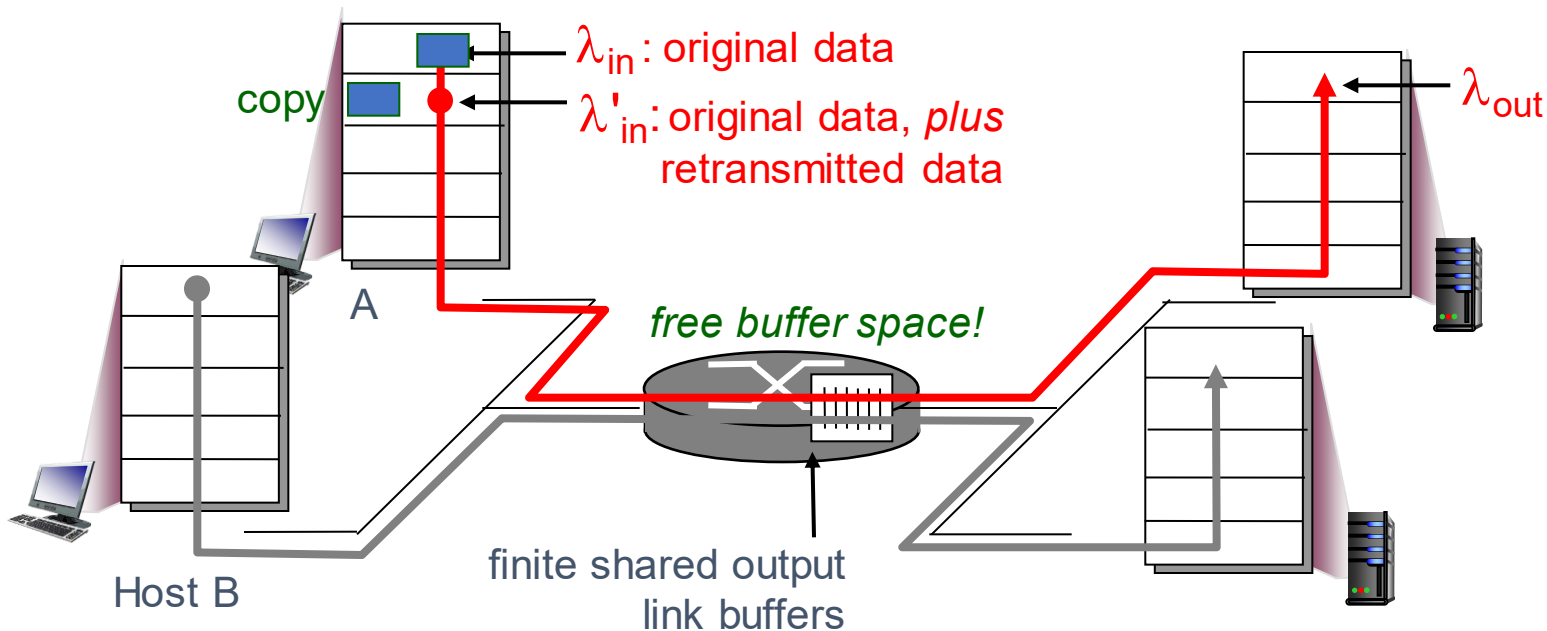
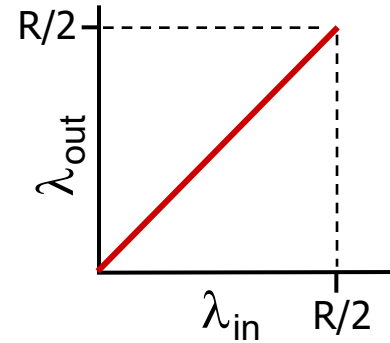
- maximum per-connection throughput: $R/2$
- ❖ large delays as arrival rate, λ_{in} , approaches capacity

- one router, *finite* buffers
- sender retransmission of timed-out packet
 - application-layer input = application-layer output: $\lambda_{in} = \lambda_{out}$
 - transport-layer input includes *retransmissions* : $\lambda_{in} \geq \lambda_{in}$



idealization: perfect knowledge

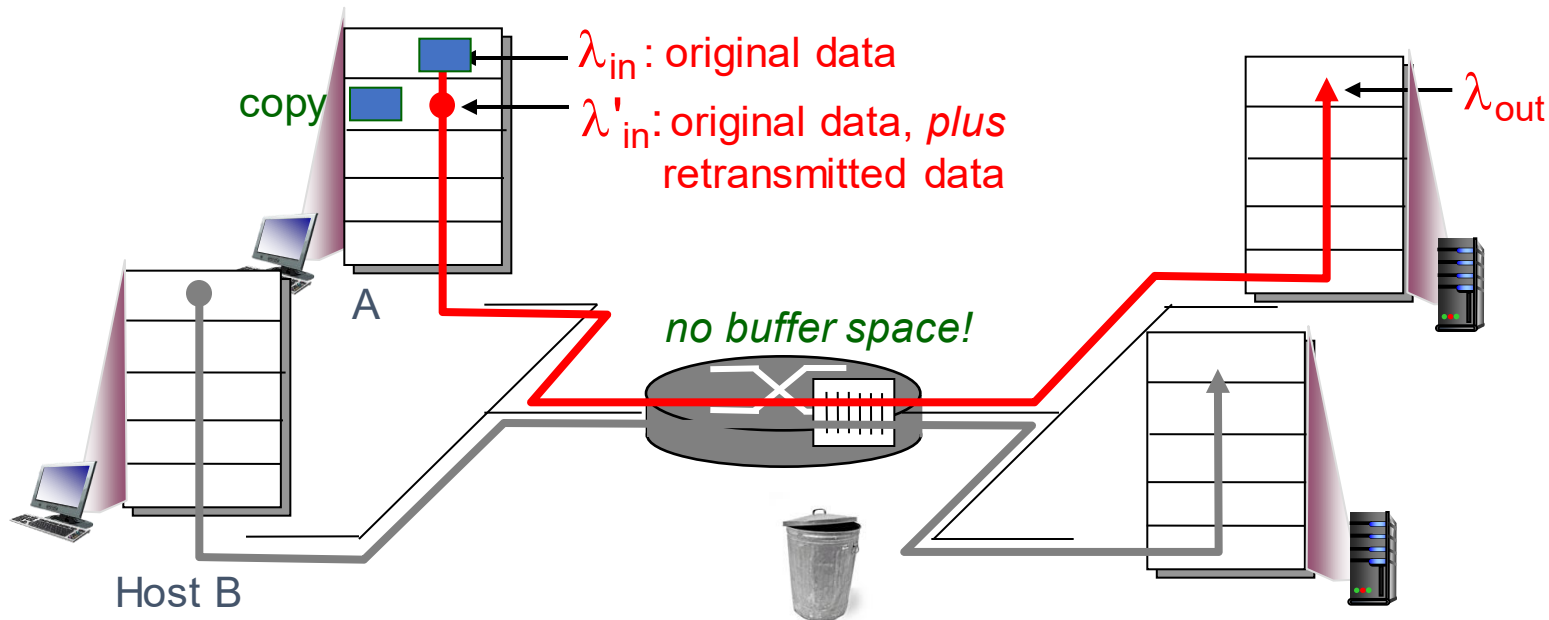
- sender sends only when router buffers available



Idealization: known loss

packets can be lost, dropped
at router due to full buffers

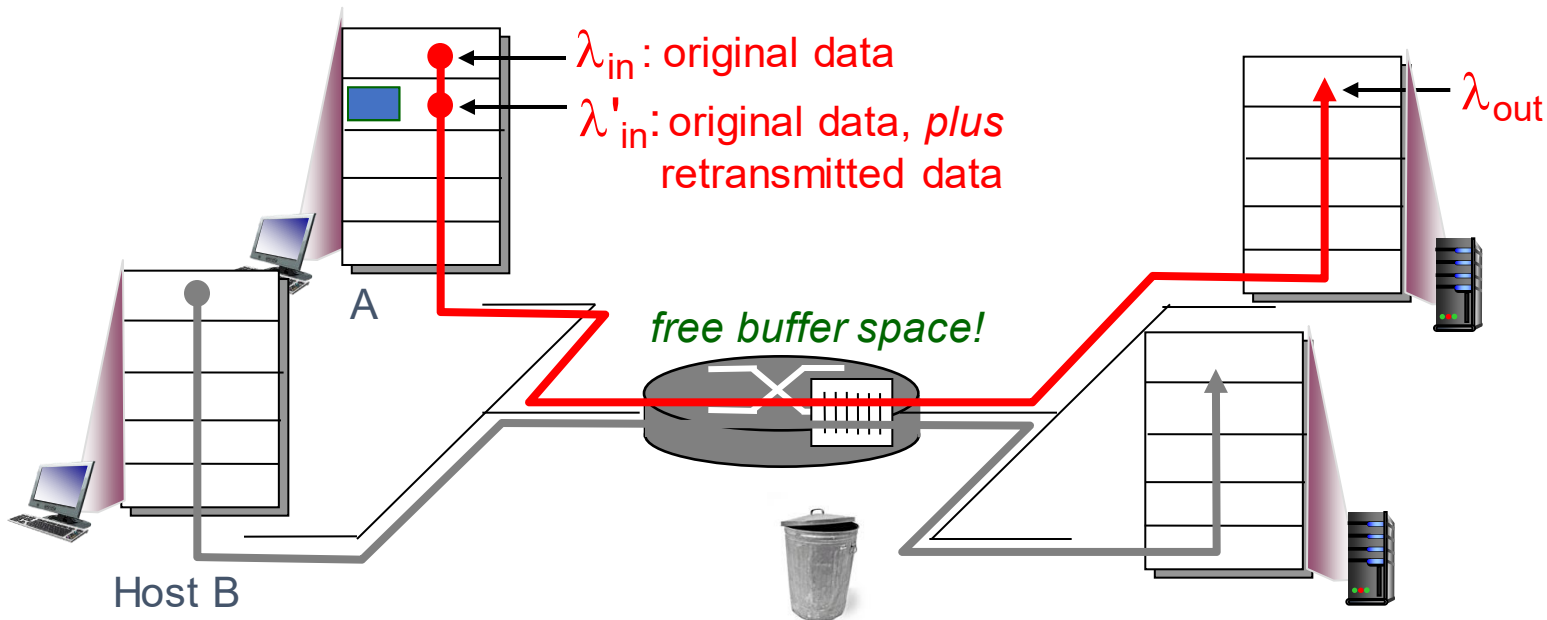
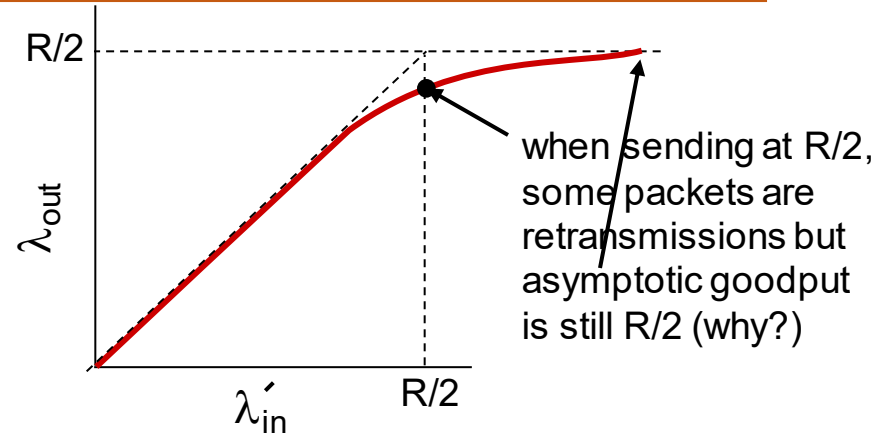
- sender only resends if
packet *known* to be lost



Idealization: known loss

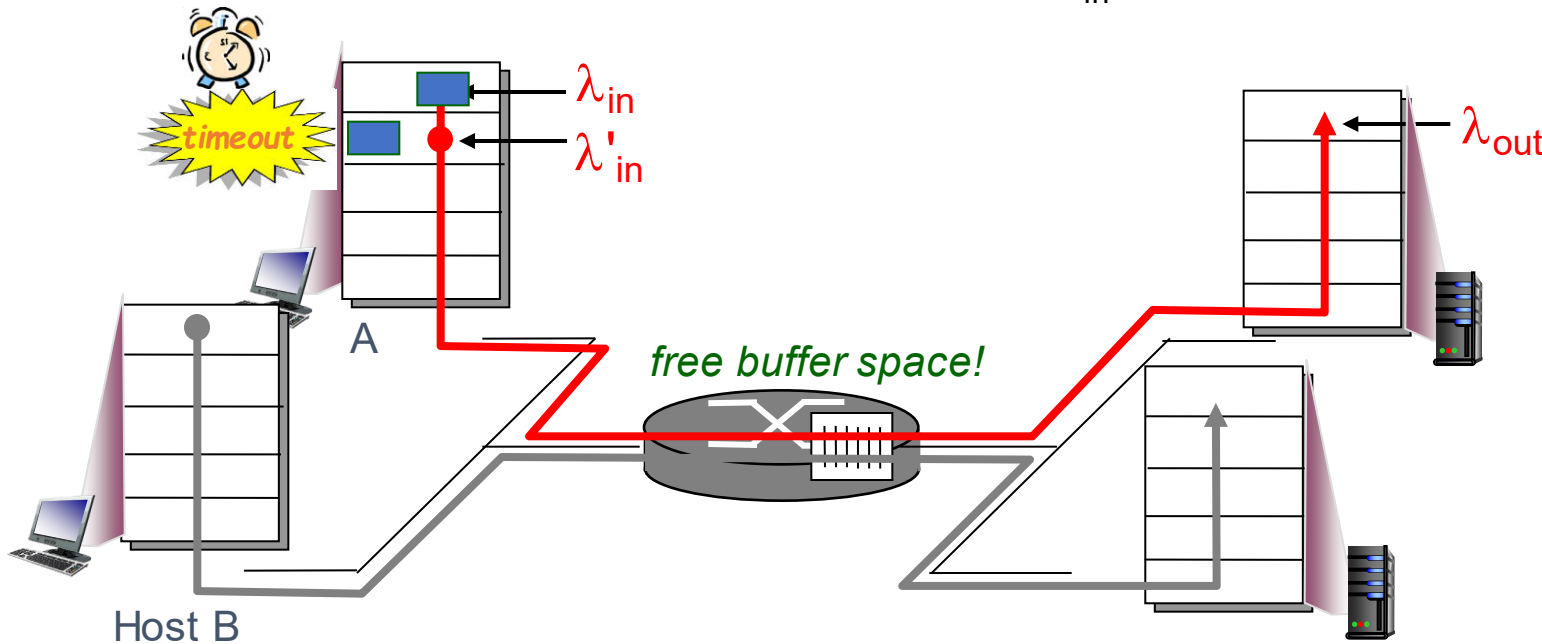
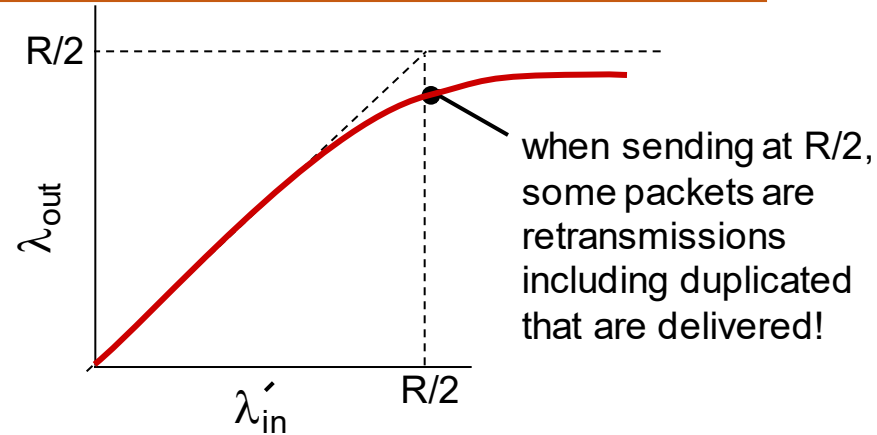
packets can be lost,
dropped at router due to
full buffers

- sender only resends if
packet *known* to be lost



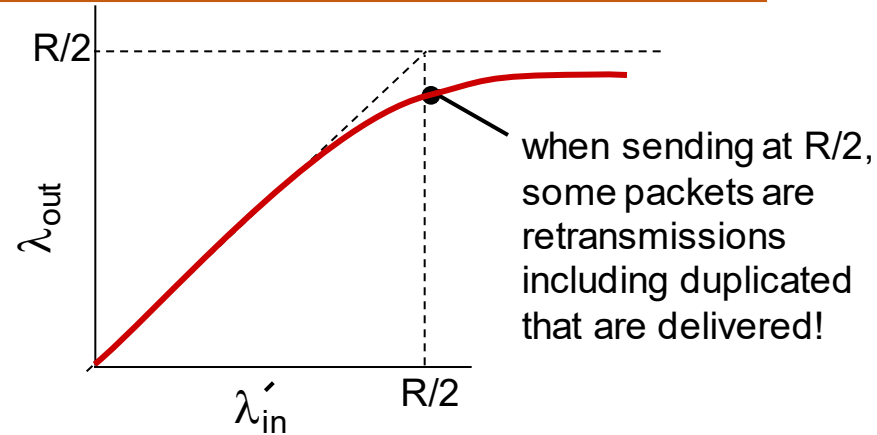
Realistic: duplicates

- packets can be lost, dropped at router due to full buffers
- sender times out prematurely, sending *two* copies, both of which are delivered



Realistic: duplicates

- packets can be lost, dropped at router due to full buffers
- sender times out prematurely, sending *two* copies, both of which are delivered



“costs” of congestion:

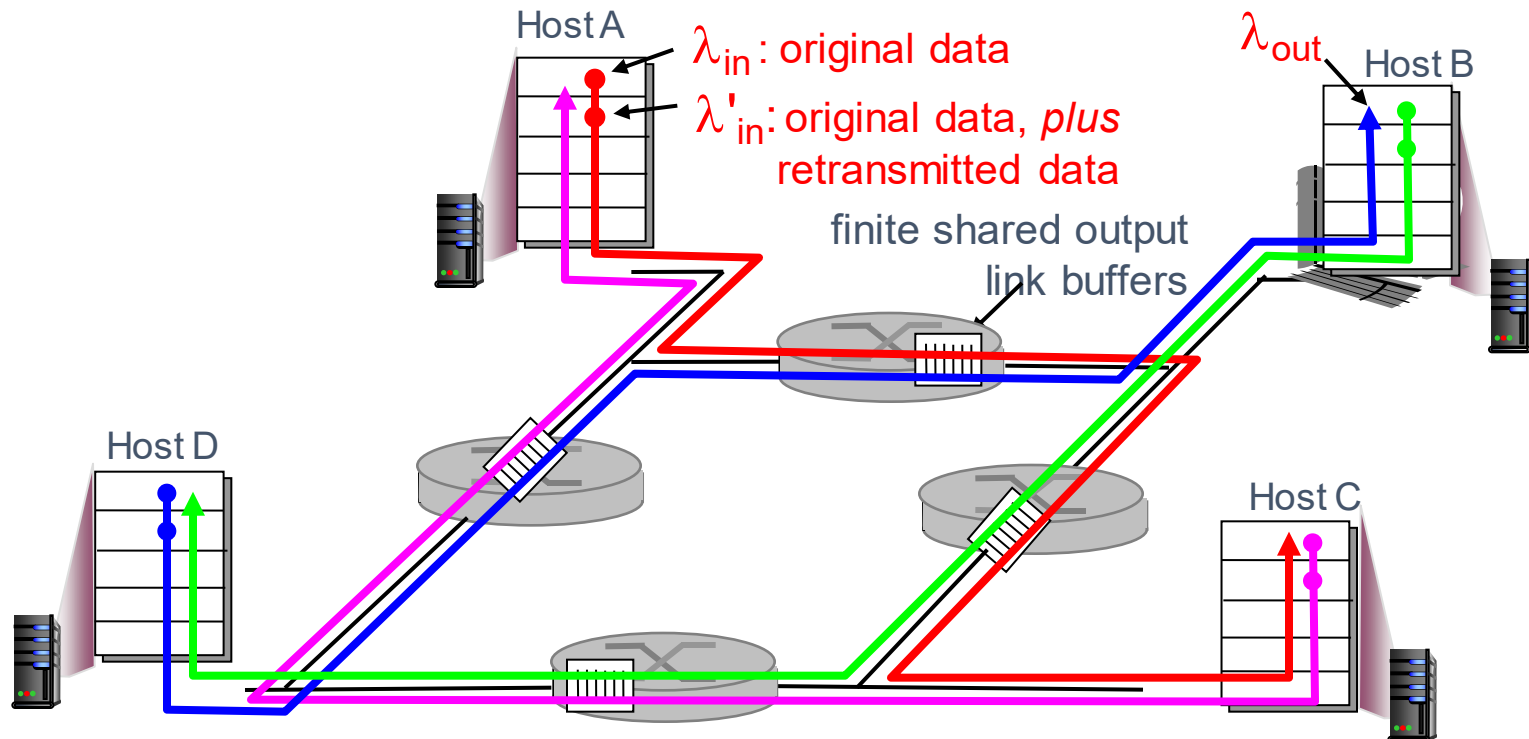
- more work (retrans) for given “goodput”
- unneeded retransmissions: link carries multiple copies of pkt
 - decreasing goodput

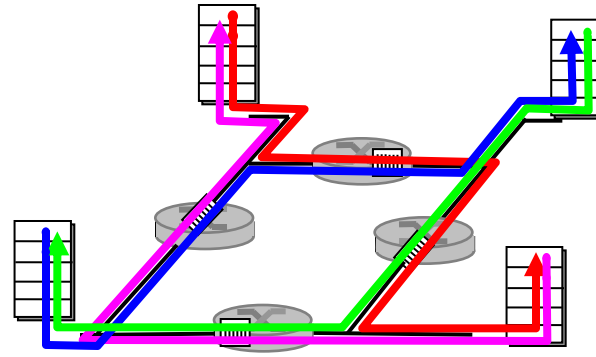
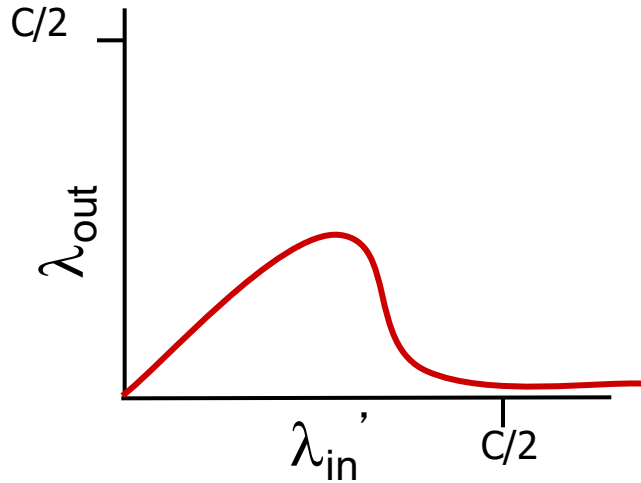
Causes/costs of congestion: scenario 3

- four senders
- multihop paths
- timeout/retransmit

Q: what happens as λ_{in} and λ'_{in} increase ?

A: as red λ'_{in} increases, all arriving blue pkts at upper queue are dropped, blue throughput $\rightarrow 0$





another “cost” of congestion:

- when packet dropped, any “upstream transmission capacity used for that packet was wasted!



THANK YOU

Animesh Giri

Department of Computer Science & Engineering

animeshgiri@pes.edu

+91 80 66186603