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# **Transport Layer**

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# Principles of reliable date transfer

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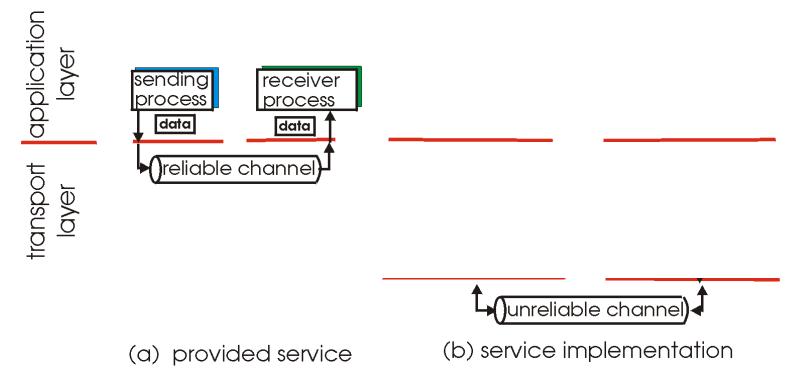
## In this segment

- Principles of reliable data transfer
- Reliable data transfer: getting started
- rdt1.0: reliable transfer over a reliable channel
- Summary



## **Principles of reliable data transfer**

- important in application, transport, link layers
  - top-10 list of important networking topics!

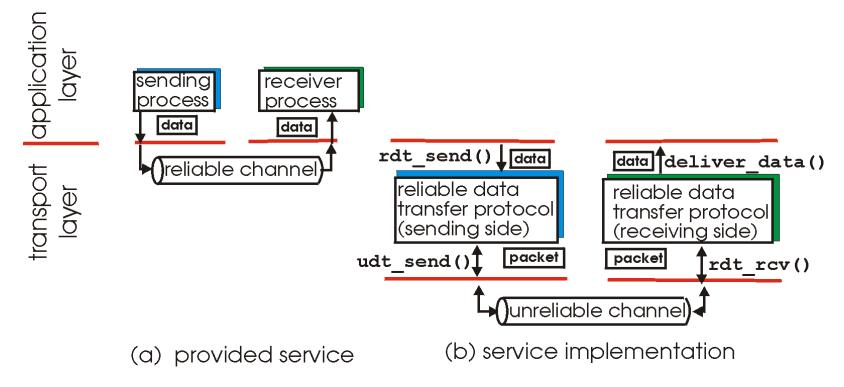


 characteristics of unreliable channel will determine complexity of reliable data transfer protocol (rdt)



## **Principles of reliable data transfer**

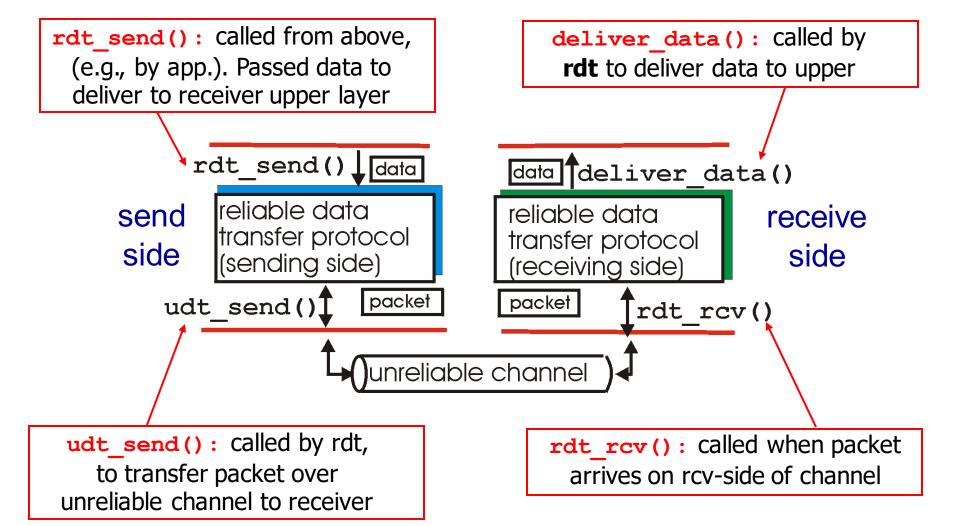
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## Reliable data transfer: getting started



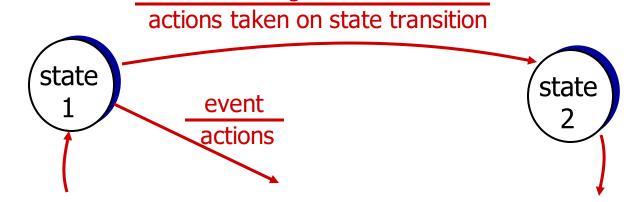


Reliable data transfer: getting started

## we'll:

- incrementally develop sender, receiver sides of reliable data transfer protocol (rdt)
- consider only unidirectional data transfer
  - but control info will flow on both directions!
- use finite state machines (FSM) to specify sender,
  receiver
  event causing state transition

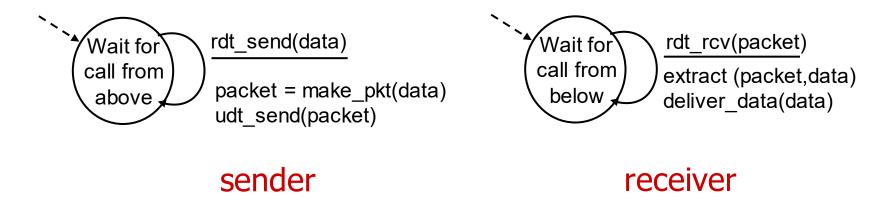
state: when in this "state" next state uniquely determined by next event





#### rdt1.0: reliable transfer over a reliable channel

- underlying channel perfectly reliable
  - no bit errors
  - no loss of packets
- separate FSMs for sender, receiver:
  - sender sends data into underlying channel
  - receiver reads data from underlying channel





## **Summary**





# **THANK YOU**

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