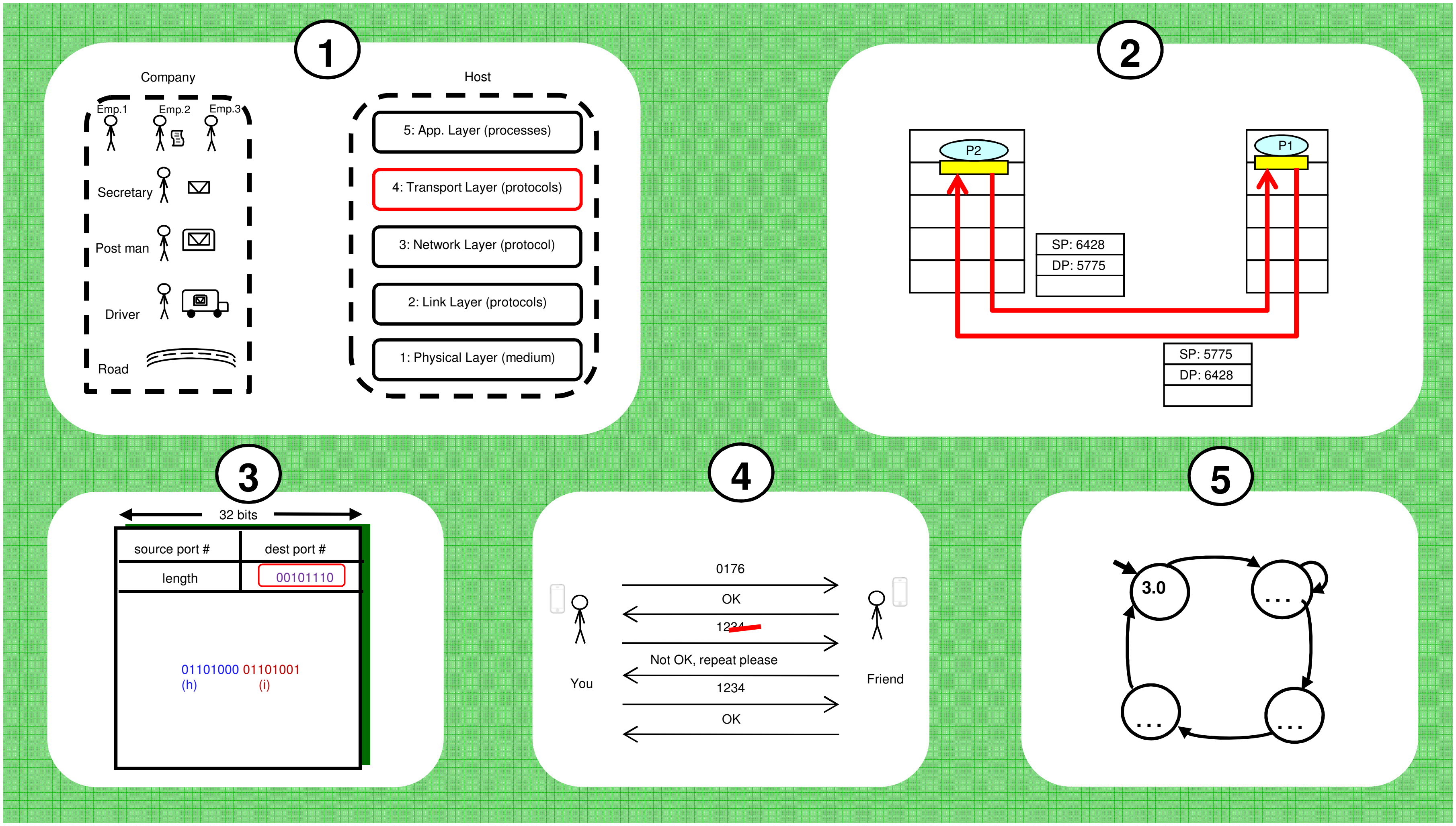
Transport Layer – Part II

Computer Networks, Winter 2012/2013

Last Session



Chapter 4 outline

- 3.1 Transport-layer services
- 3.2 Multiplexing and demultiplexing
- 3.3 Connectionless transport: UDP
- 3.4 Principles of reliable data transfer
- 3.5 Connection-oriented transport: TCP
  - segment structure
  - reliable data transfer
  - flow control
  - connection management
- 3.6 Principles of congestion control
- 3.7 TCP congestion control

Pipelining Protocols

<u>Go-back-N: big picture:</u>

- Sender can have up to N unacked packets in pipeline
- Rcvr only sends cumulative acks
  - Doesn't ack packet if there's a gap
- Sender has timer for oldest unacked packet
  - If timer expires, retransmit all unacked packets

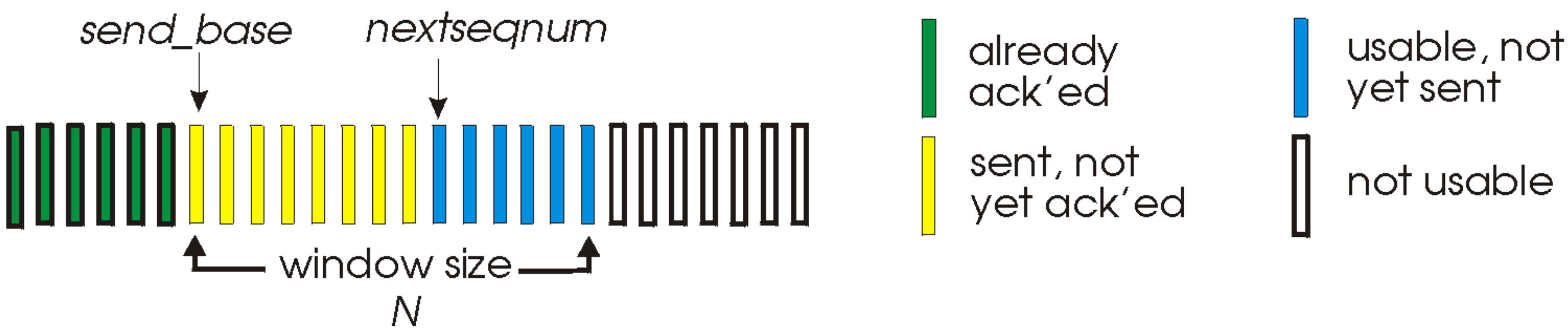
<u>Selective Repeat: big pic</u>

- Sender can have up to N unacked packets in pipeline
- Rcvr acks individual packets
- Sender maintains timer for each unacked packet
  - When timer expires, retransmit only unack packet

Go-Back-N

Sender:

- k-bit seq # in pkt header
- "window" of up to N, consecutive unack'ed pkts allowed



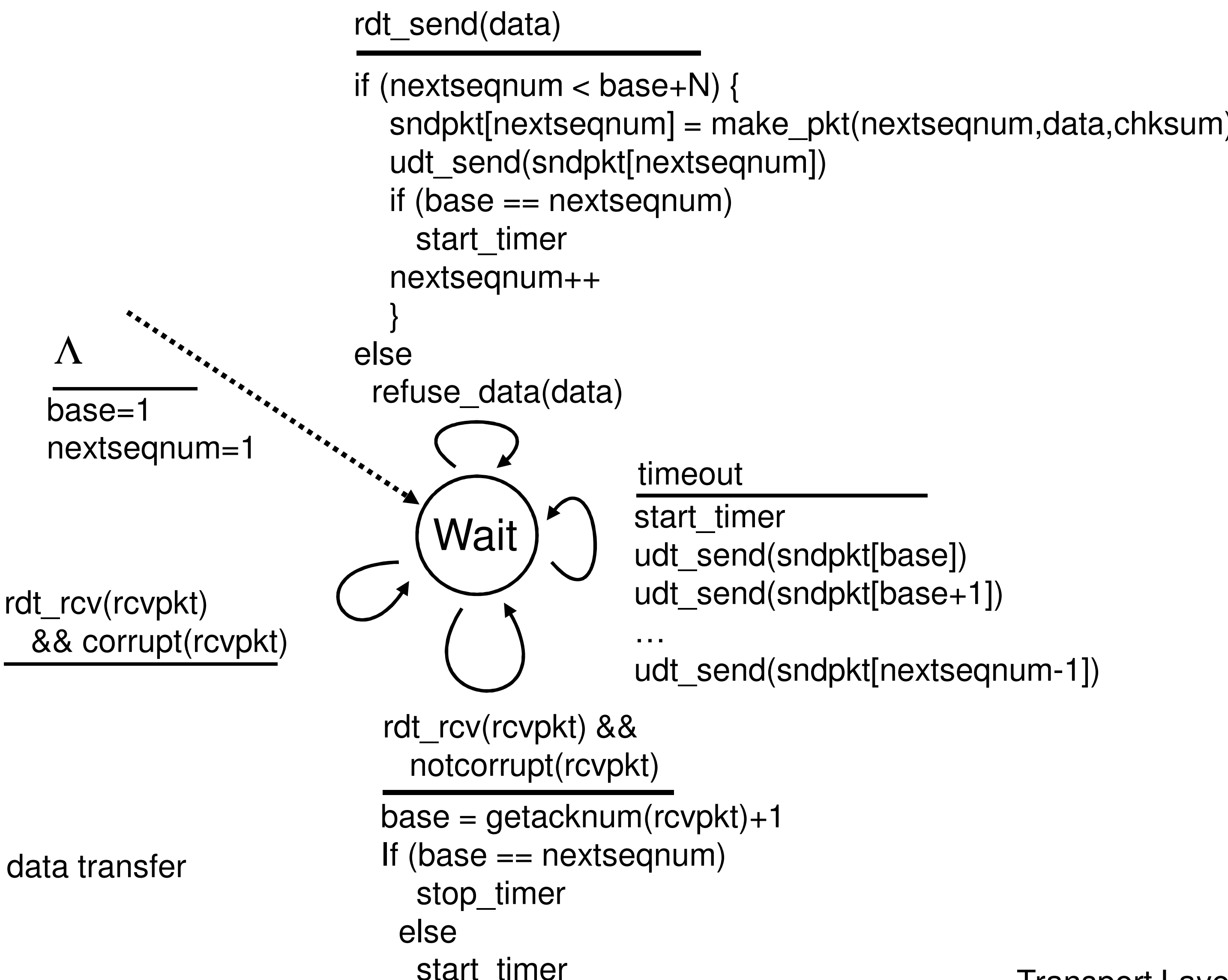
- ACK(n): ACKs all pkts up to, including seq # n - "cumulative ACK"
  - may receive duplicate ACKs (see receiver)
- timer for each in-flight pkt
- *timeout(n):* retransmit pkt n and all higher seq # pkts in window

Applet Demo

- http://media.pearsoncmg.com/aw/aw_kurose_network_2/applets/go-back-n/go-back-n.html

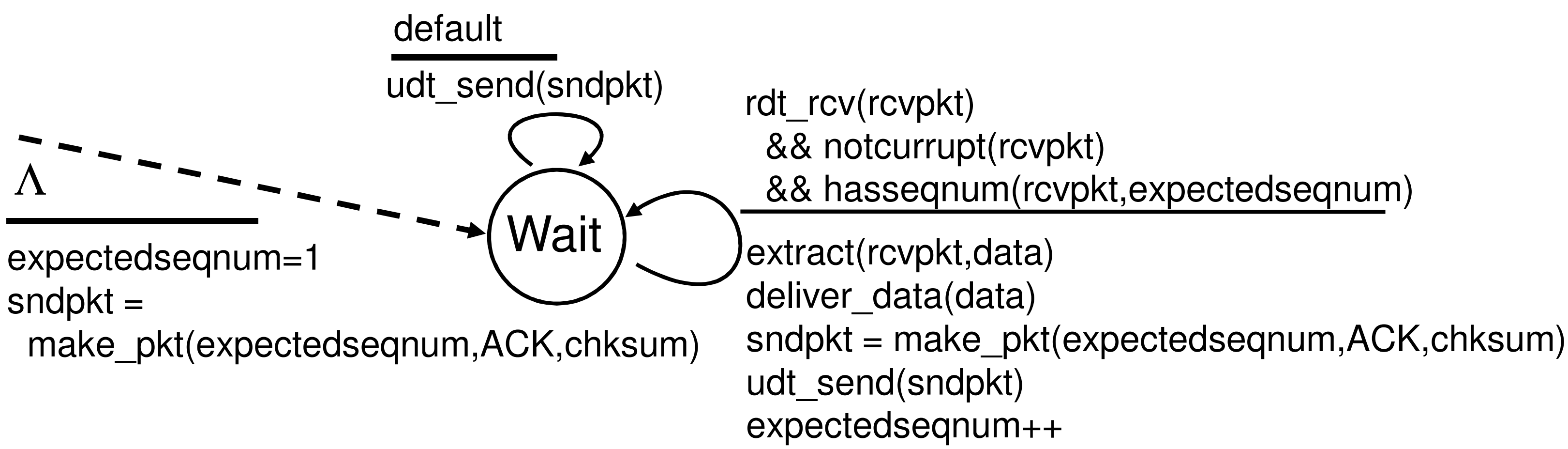
- http://media.pearsoncmg.com/aw/aw_kurose_network_3/applets/SelectRepeat/SR.html
- (Self Study)

Go back n: sender extended FSM



udt = unreliable data transfer
Rdt = reliable…

GBN: receiver extended FSM

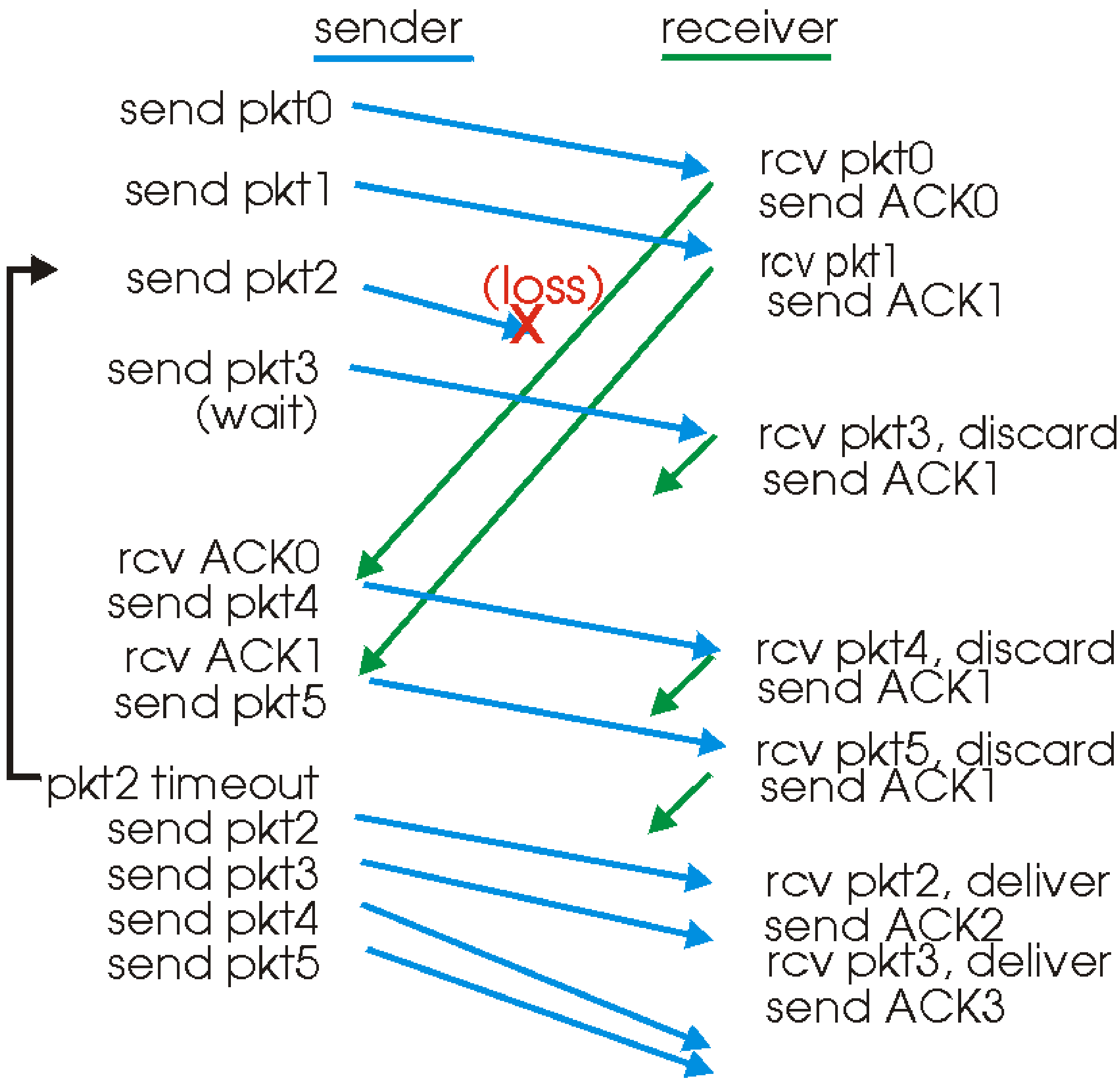


ACK-only: always send ACK for correctly-received pkt with highest *in-order* seq #

- may generate duplicate ACKs
- need only remember **`expectedseqnum`**

- out-of-order pkt:
  - discard (don't buffer) -> no receiver buffering!
  - Re-ACK pkt with highest in-order seq #

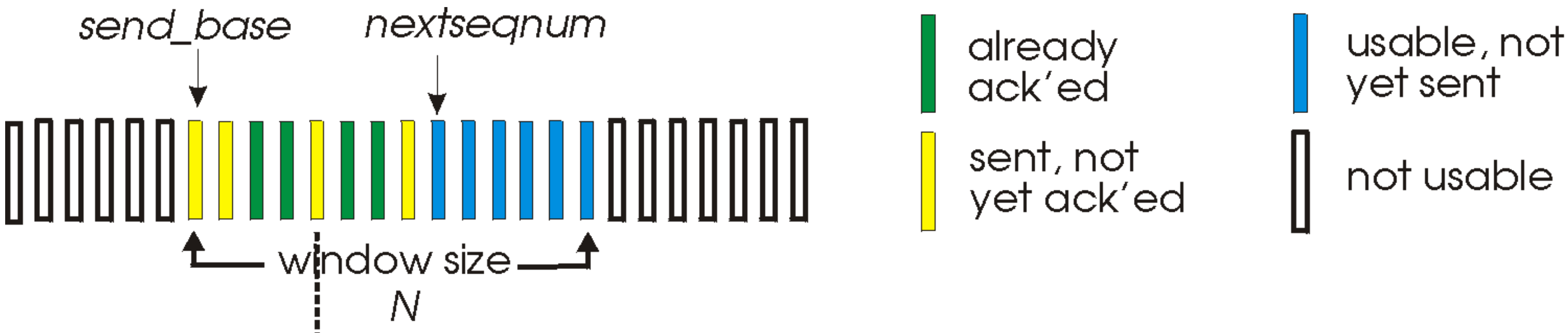
GBN in action



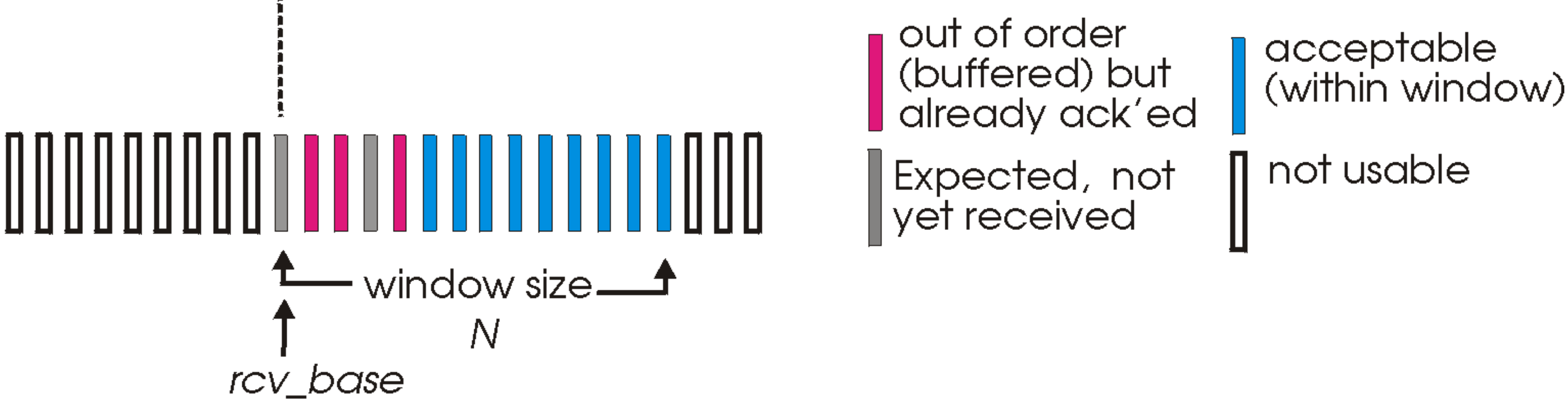
Selective Repeat

- receiver *individually* acknowledges all correctly received pkts
  - buffers pkts, as needed, for eventual in-order delivery to upper layer
- sender only resends pkts for which ACK not received
  - sender timer for each unACKed pkt
- sender window
  - N consecutive seq #'s
  - again limits seq #s of sent, unACKed pkts

Selective repeat: sender, receiver windows



(a) sender view of sequence numbers



(b) receiver view of sequence numbers

Selective repeat

sender

data from above :

- if next available seq # in window, send pkt

timeout(n):

- resend pkt n, restart timer

ACK(n) in [sendbase,sendbase+N]:

- mark pkt n as received
- if n smallest unACKed pkt, advance window base to next unACKed seq #

receiver

pkt n in [rcvbase, rcvbase+N-1]

- send ACK(n)
- out-of-order: buffer
- in-order: deliver (also deliver buffered, in-order pkts), advance window to next not-yet-received pkt

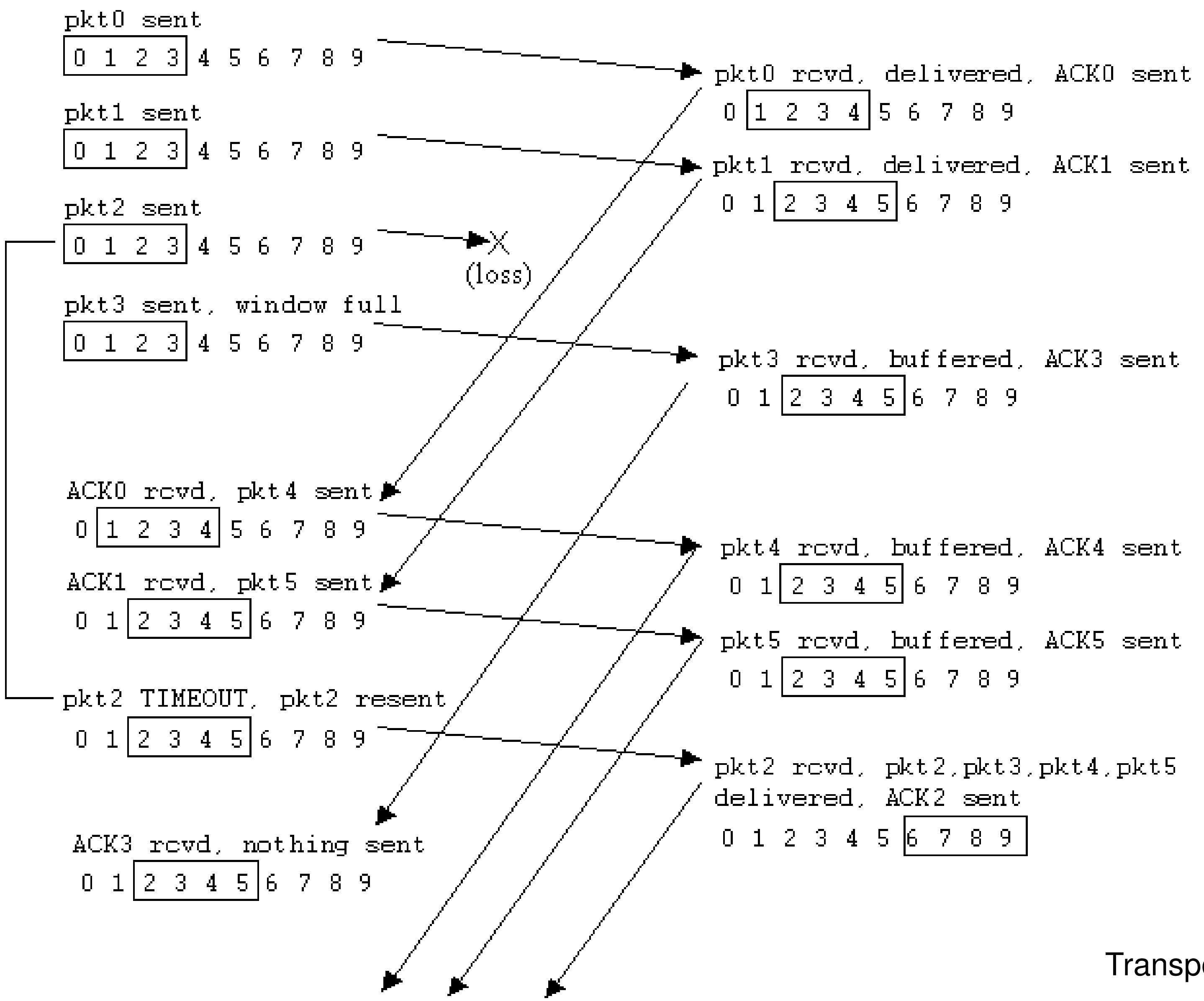
pkt n in [rcvbase-N,rcvbase-1]

- ACK(n)

otherwise:

- ignore

Selective repeat in action



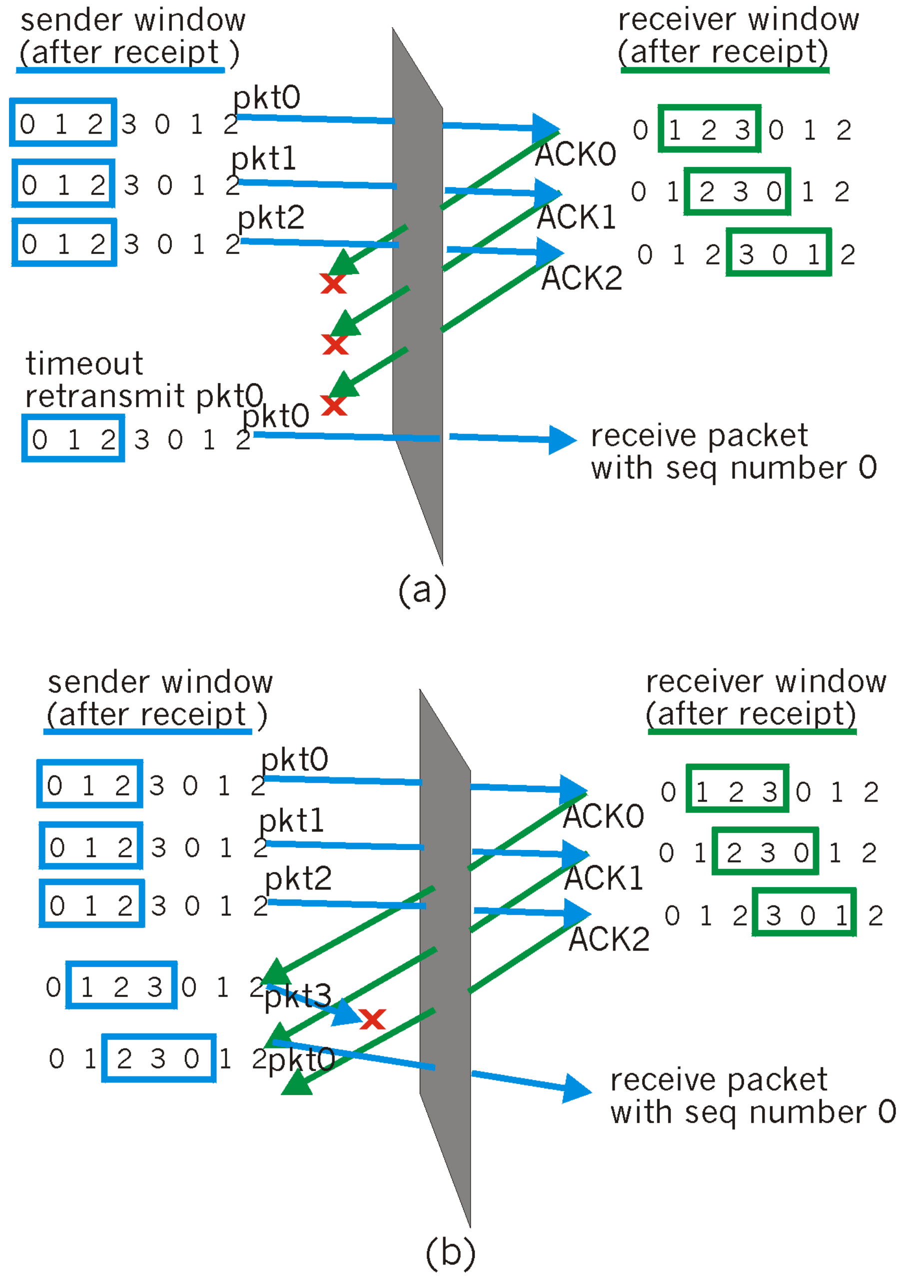
Selective repeat: dilemma

Example:

- seq #'s: 0, 1, 2, 3
- window size=3

- receiver sees no difference in two scenarios!
- incorrectly passes duplicate data as new in (a)

Notice: Window size should be not too large, e.g. ½ of sequence range.



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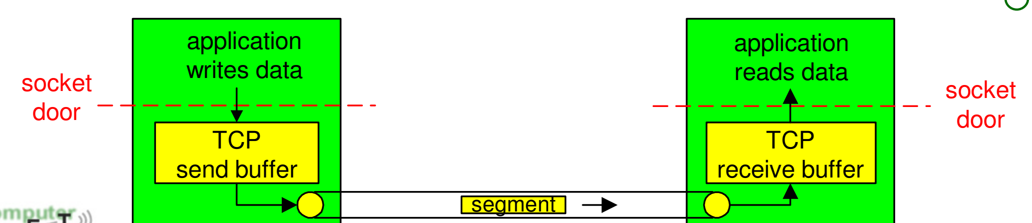
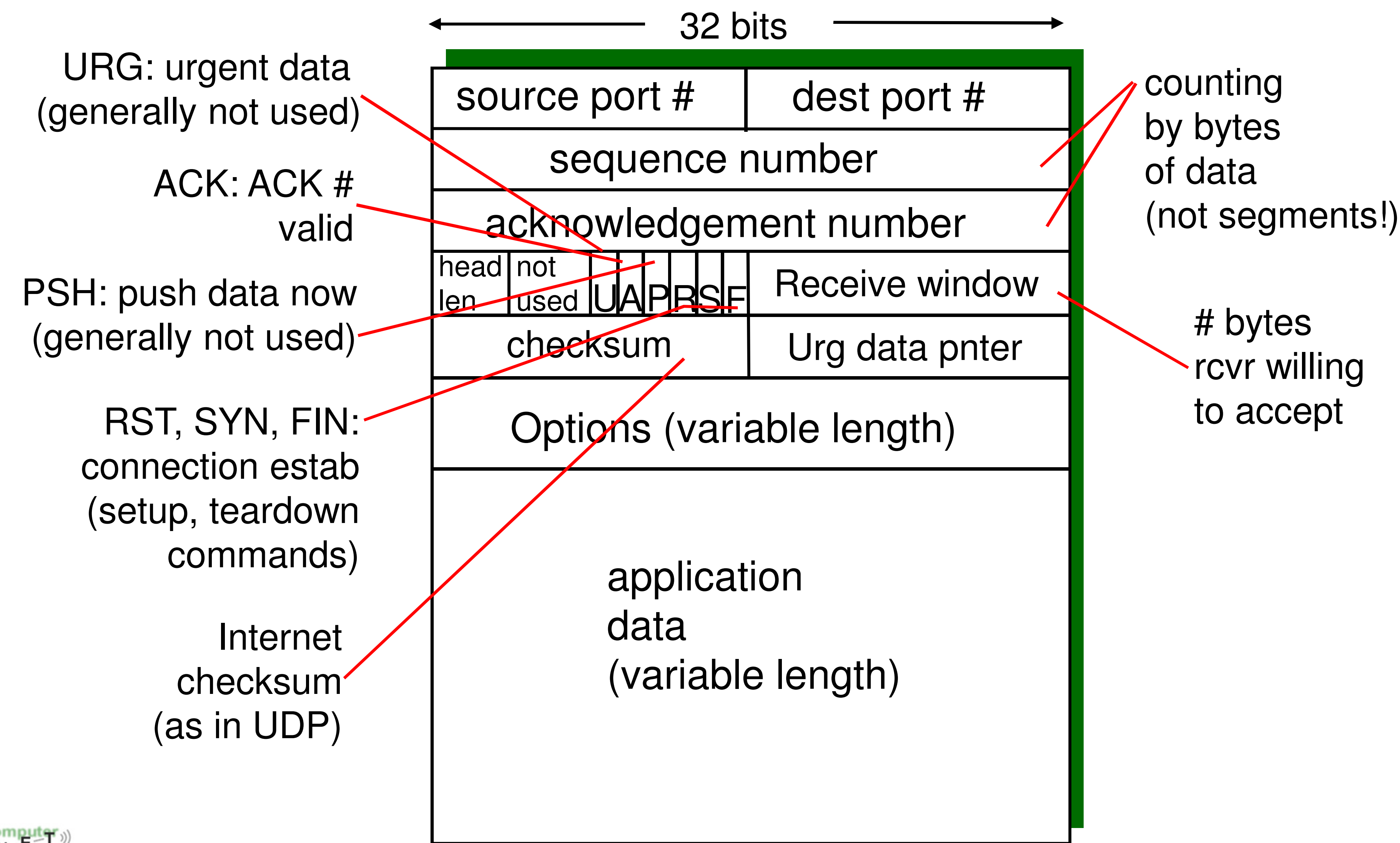
TCP: Overview RFCs: 793, 1122, 1323, 2018, 2581

- point-to-point:
  - one sender, one receiver
- reliable, in-order *byte stream:*
  - no "message boundaries"
- pipelined:
  - TCP congestion and flow control set window size
- *send & receive buffers*



- full duplex data:
  - bi-directional data flow in same connection
  - MSS: maximum segment size
- connection-oriented:
  - handshaking (exchange of control msgs) init's sender, receiver state before data exchange
- flow controlled:
  - sender will not overwhelm receiver

TCP segment structure



TCP seq. #'s and ACKs

Seq. #'s:

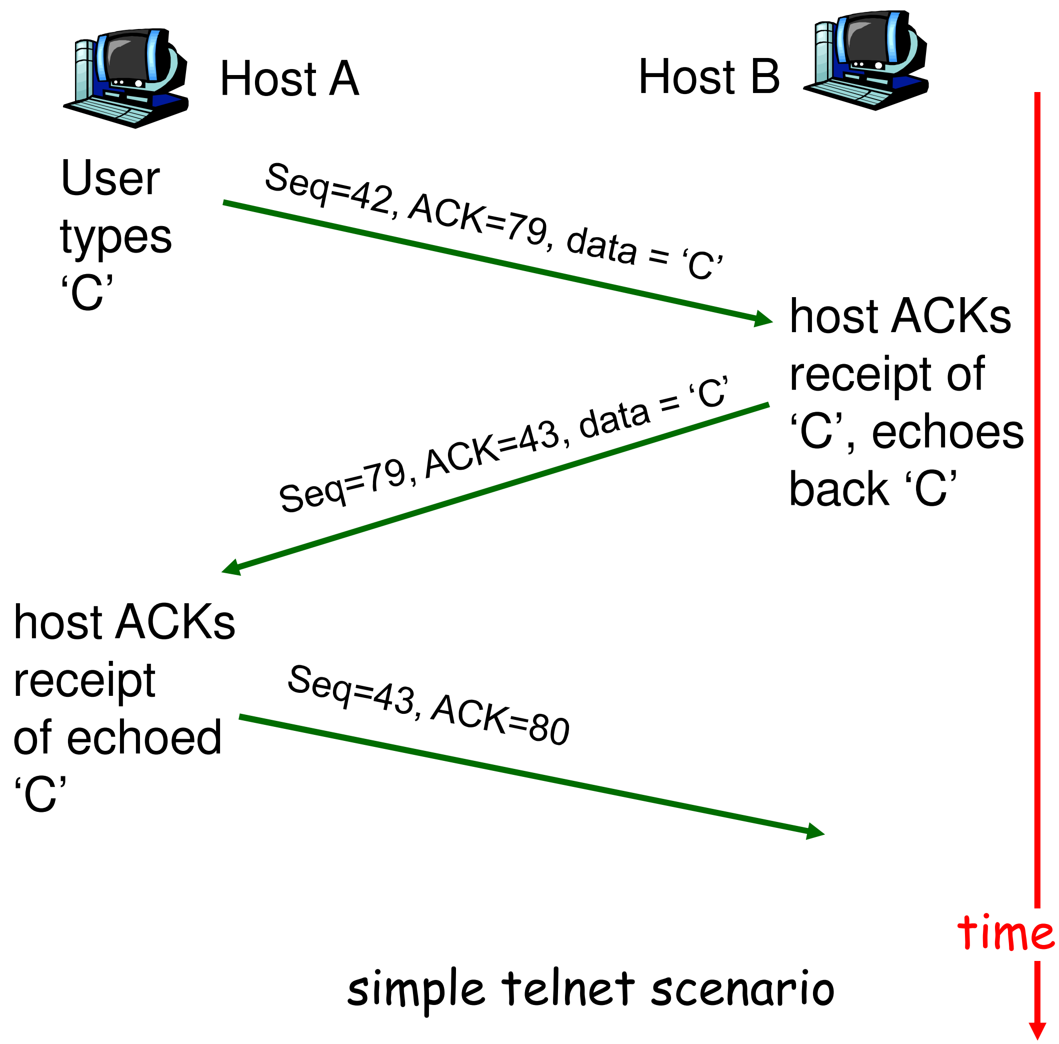
- byte stream "number" of first byte in segment's data

ACKs:

- seq # of next byte expected from other side
- cumulative ACK

Q: how receiver handles out-of-order segments

- A: TCP spec doesn't say, - up to implementor



simple telnet scenario

TCP Round Trip Time and Timeout

Q: how to set TCP timeout value?

- longer than RTT
  - but RTT varies
- too short: premature timeout
  - unnecessary retransmissions
- too long: slow reaction to segment loss

Q: how to estimate RTT?

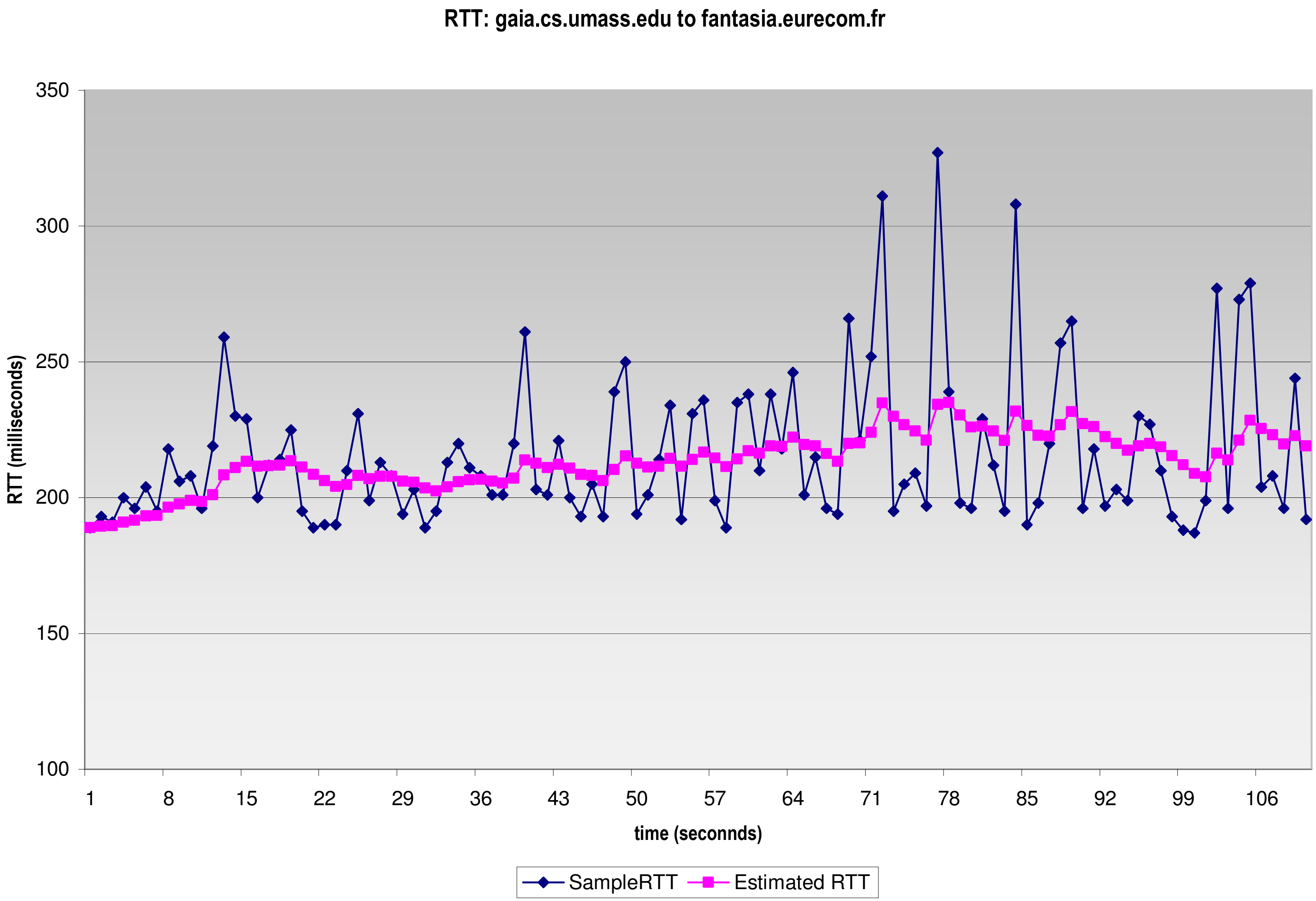
- **`SampleRTT`**: measured time from segment transmission until ACK receipt
  - ignore retransmissions
- **`SampleRTT`** will vary, want estimated RTT "smoother"
  - average several recent measurements, not just current **`SampleRTT`**

TCP Round Trip Time and Timeout

EstimatedRTT = (1- α)*EstimatedRTT + α*SampleRTT

- Exponential weighted moving average
- influence of past sample decreases exponentially fast
- typical value: α = 0.125

Example RTT estimation:



TCP Round Trip Time and Timeout

Setting the timeout

- **EstimatedRTT** plus "safety margin"
  - large variation in **EstimatedRTT ->** larger safety margin
- first estimate of how much SampleRTT deviates from EstimatedRTT:

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

(typically, β = 0.25)

Then set timeout interval:

TimeoutInterval = EstimatedRTT + 4*DevRTT

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TCP reliable data transfer

- TCP creates rdt service on top of IP's unreliable service
- Pipelined segments
- Cumulative acks
- TCP uses single retransmission timer

- Retransmissions are triggered by:
  - timeout events
  - duplicate acks
- Initially consider simplified TCP sender:
  - ignore duplicate acks
  - ignore flow control, congestion control

TCP sender events:

data rcvd from app:

- Create segment with seq #
- seq # is byte-stream number of first data byte in segment
- start timer if not already running (think of timer as for oldest unacked segment)
- expiration interval: `TimeOutInterval`

timeout:

- retransmit segment that caused timeout
- restart timer

Ack rcvd:

- If acknowledges previously unacked segments
  - update what is known to be acked
  - start timer if there are outstanding segments

TCP sender (simplified)

```
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 */
```

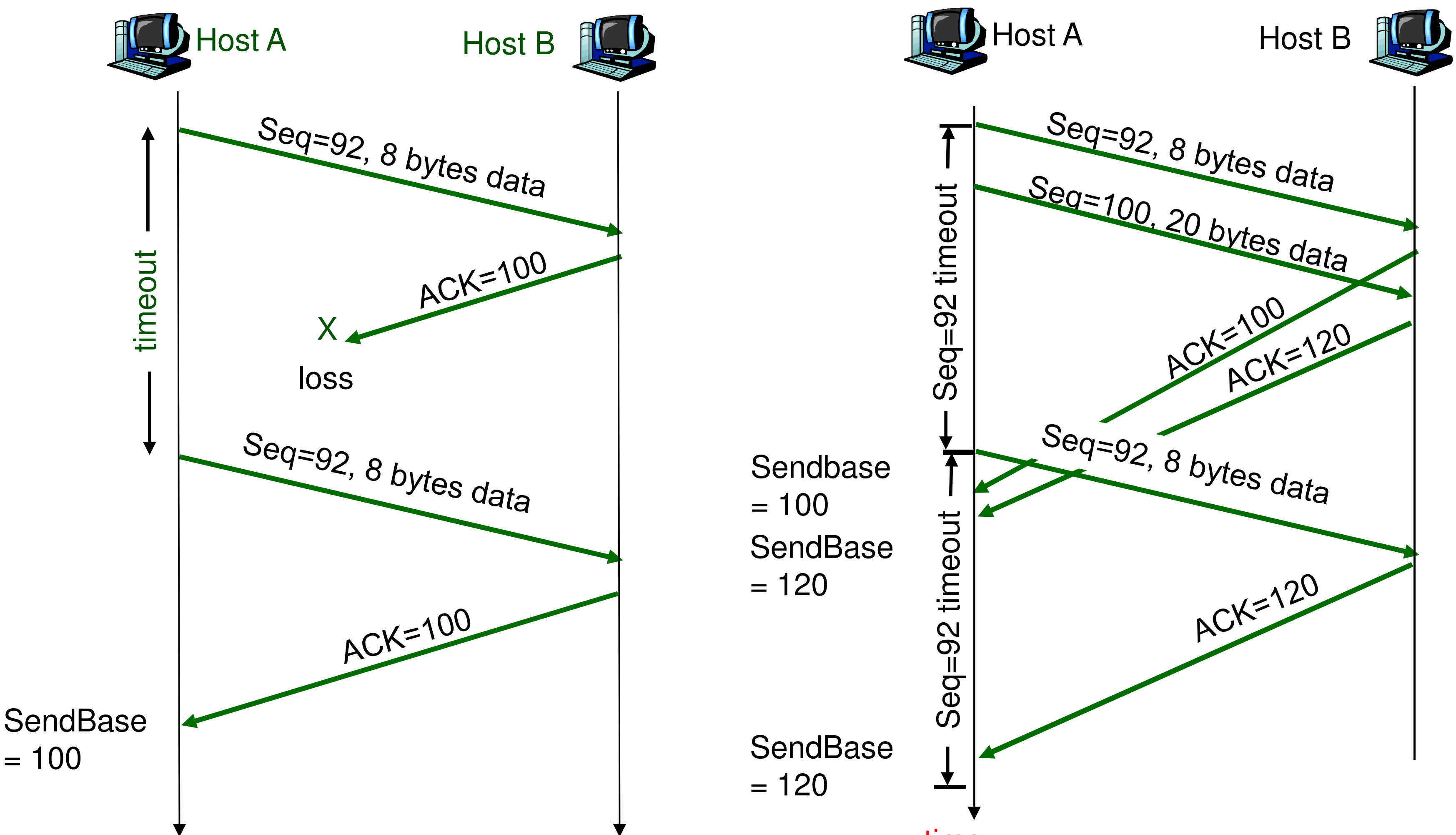
<u>Comment:</u>

• SendBase-1: last cumulatively ack'ed byte

<u>Example:</u>

• SendBase-1 = 71; y= 73, so the rcvr wants 73+ ; y > SendBase, so that new data is acked

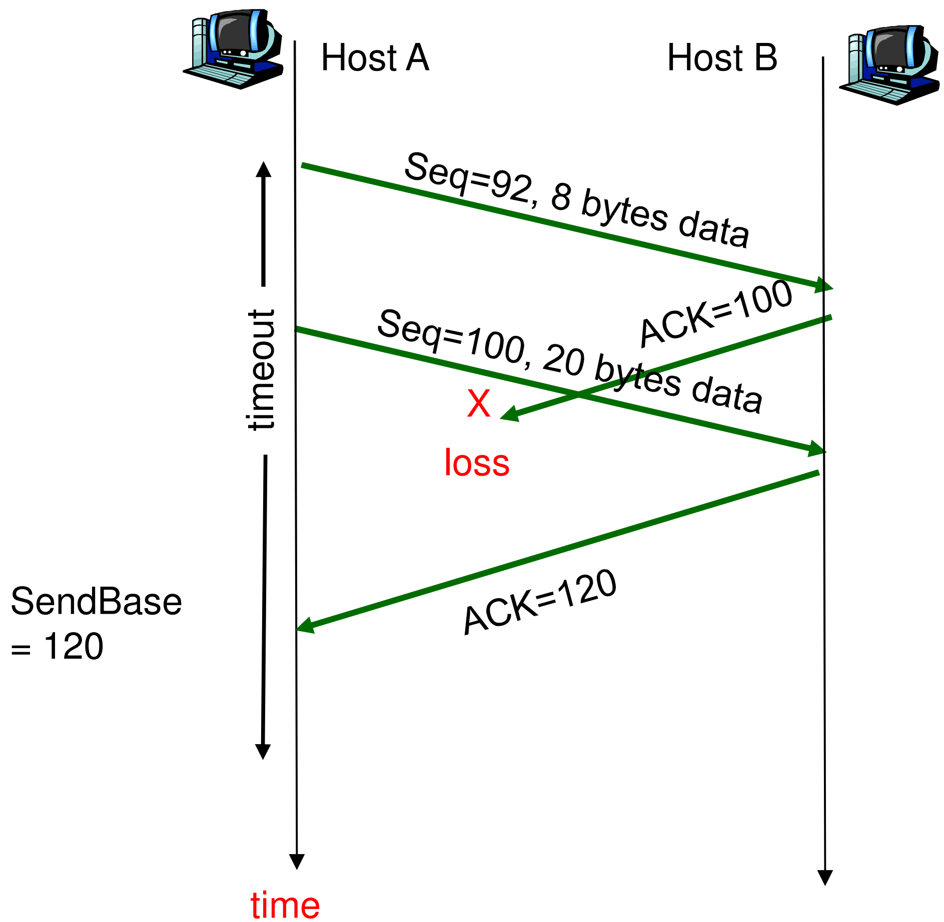
TCP: retransmission scenarios



lost ACK scenario

premature timeout

TCP retransmission scenarios (more)



Cumulative ACK scenario

TCP ACK generation [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 *duplicate ACK*, 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

Fast Retransmit

- Time-out period often relatively long:
  - long delay before resending lost packet
- Detect lost segments via duplicate ACKs.
  - Sender often sends many segments back-to-back
  - If segment is lost, there will likely be many duplicate ACKs.

- If sender receives 3 ACKs for the same data, it supposes that segment after ACKed data was lost:
  - fast retransmit: resend segment before timer expires

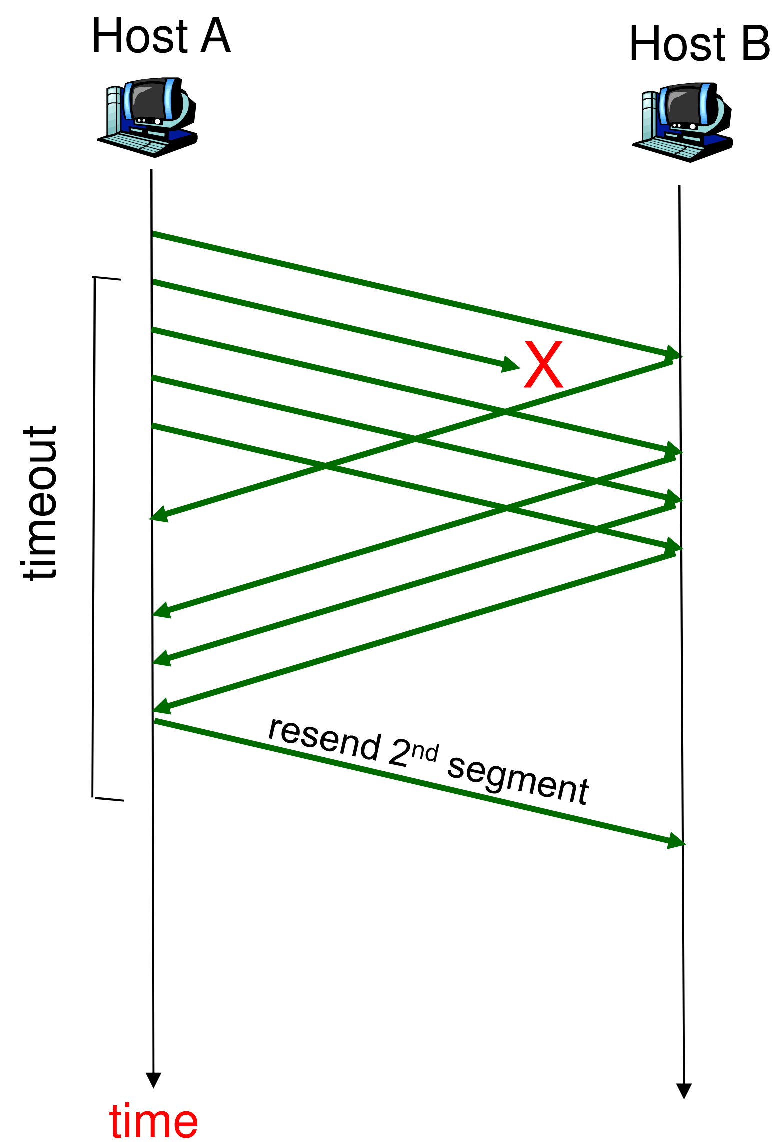


Figure 3.37 Resending a segment after triple duplicate ACK

Fast retransmit algorithm:

```
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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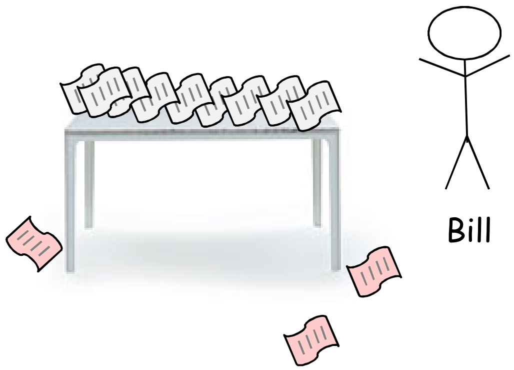
Analogy: Flow Control

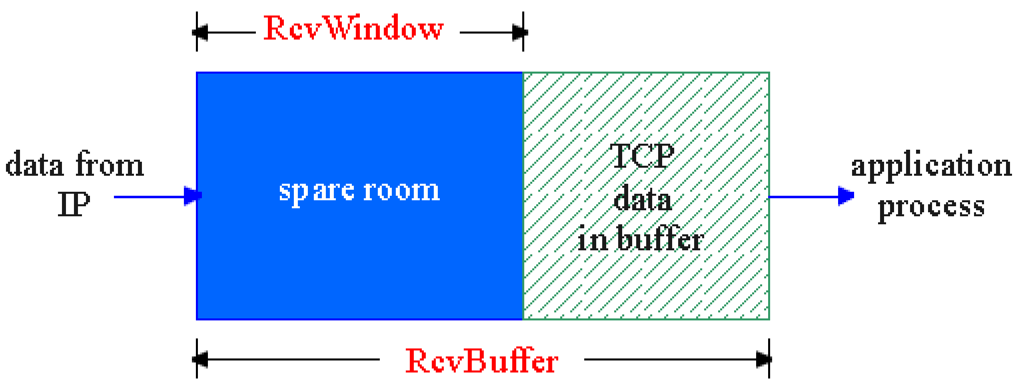
- Assumptions:
  - Secretary delivers mail at rate of 4 letters/h
  - Employee Bill processes mail at 1 letter/h.
  - Table has place for 10 letters, more will drop on floor.
- After half a day his table overflows, letters get lost.
- Sender needs to decrease sending rate.

time	Mail read	Mail on table
9:00	0	4
10:00	1	7
11:00	2	10
12:00	3	**13 !**



TCP Flow Control

- receive side of TCP connection has a receive buffer:

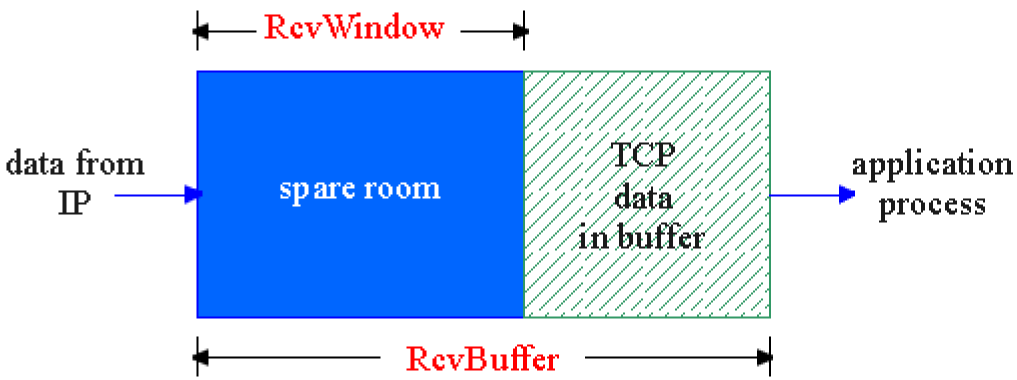


- app process may be slow at reading from buffer

flow control
sender won't overflow receiver's buffer by transmitting too much, too fast

- speed-matching service: matching the send rate to the receiving app's drain rate

TCP Flow control: how it works



(Suppose TCP receiver discards out-of-order segments)

- spare room in buffer

= `RcvWindow`

= `RcvBuffer-[LastByteRcvd - LastByteRead]`

- Rcvr advertises spare room by including value of **`RcvWindow`** in segments
- Sender limits unACKed data to **`RcvWindow`**
  - guarantees receive buffer doesn't overflow

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TCP Connection Management

Recall: TCP sender, receiver establish "connection" before exchanging data segments
- initialize TCP variables:
  - seq. #s
  - buffers, flow control info (e.g. **`RcvWindow`**)
- *client:* connection initiator

```
Socket clientSocket = new
 Socket("hostname","port
 number");
```

- *server:* contacted by client

```
Socket connectionSocket =
 welcomeSocket.accept();
```

Three way handshake:

Step 1: client host sends TCP SYN segment to server
- specifies initial seq #
- no data

Step 2: server host receives SYN, replies with SYNACK segment
- server allocates buffers
- specifies server initial seq. #

Step 3: client receives SYNACK, replies with ACK segment, which may contain data

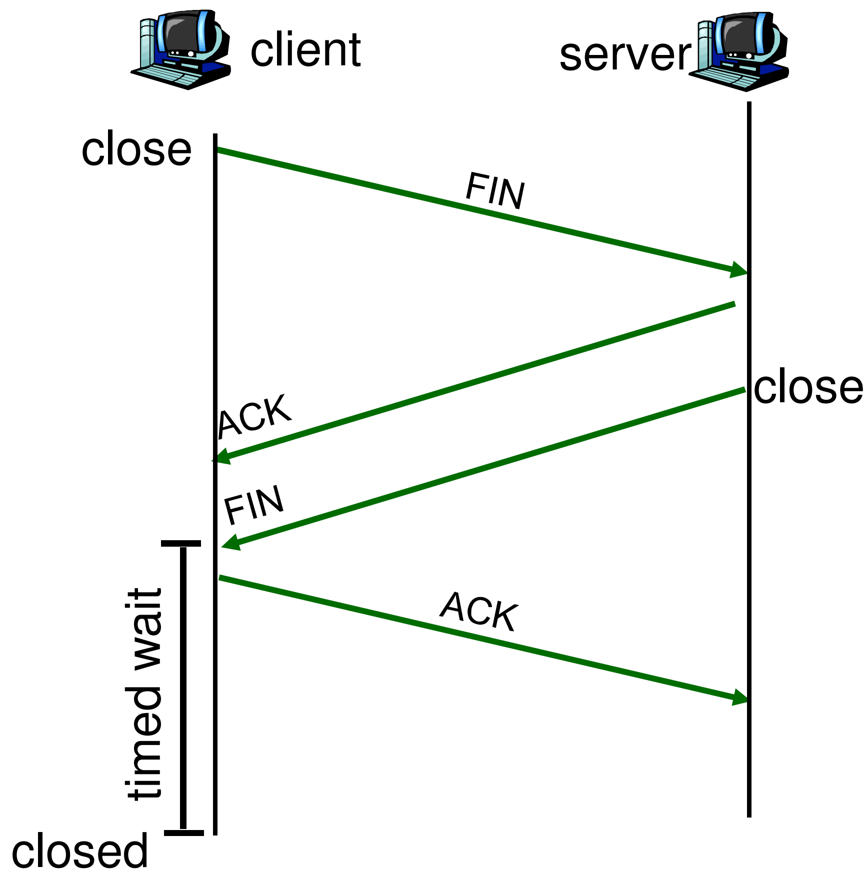
TCP Connection Management (cont.)

Closing a connection:

client closes socket:
`clientSocket.close();`

Step 1: client end system sends TCP FIN control segment to server

Step 2: server receives FIN, replies with ACK. Closes connection, sends FIN.



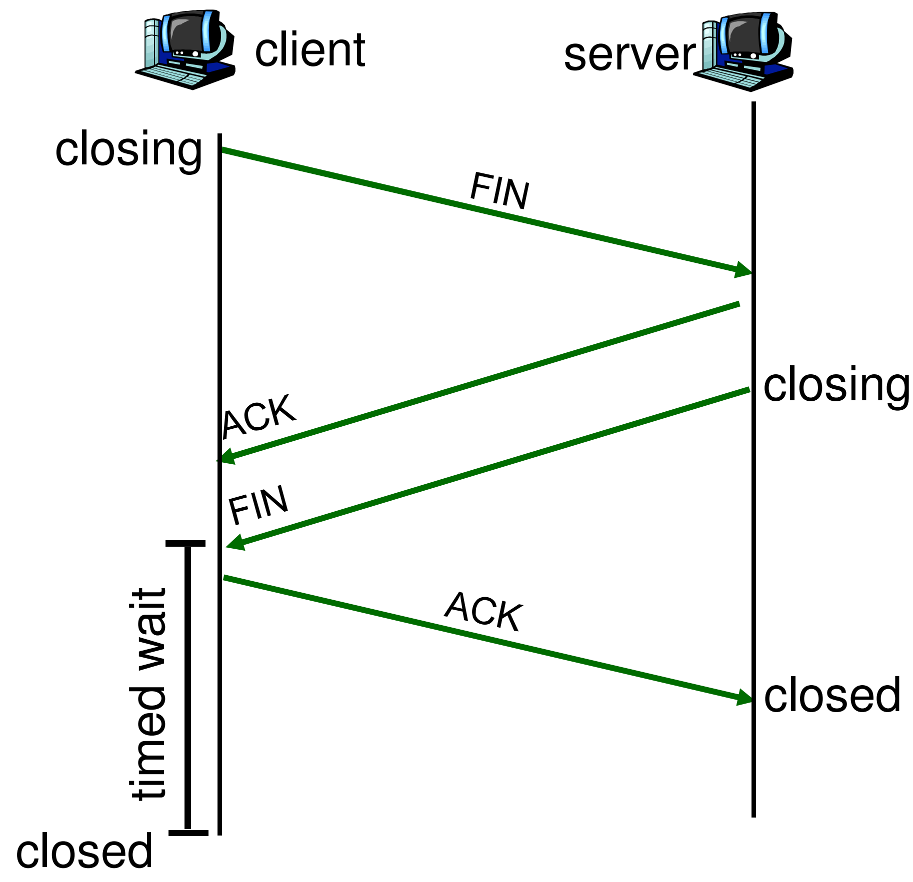
TCP Connection Management (cont.)

Step 3: client receives FIN, replies with ACK.

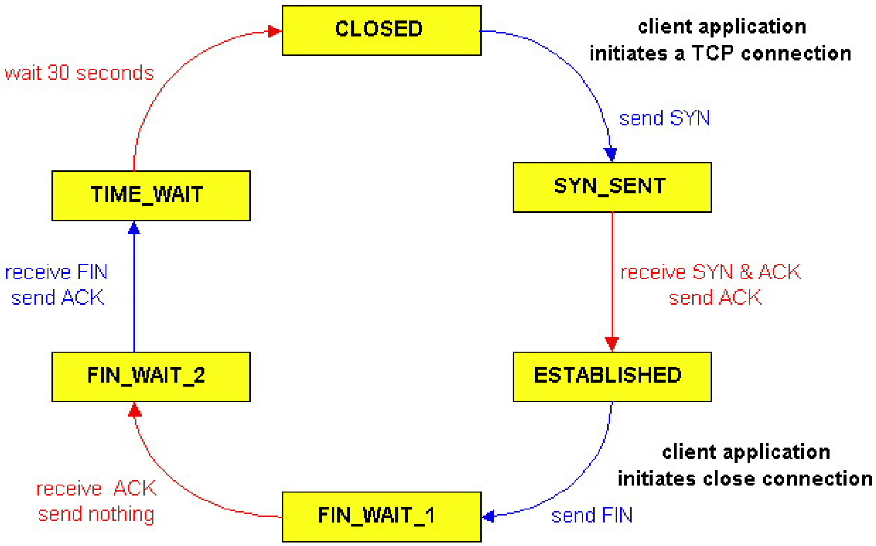
- Enters "timed wait" - will respond with ACK to received FINs

Step 4: server, receives ACK. Connection closed.

Note: with small modification, can handle simultaneous FINs.

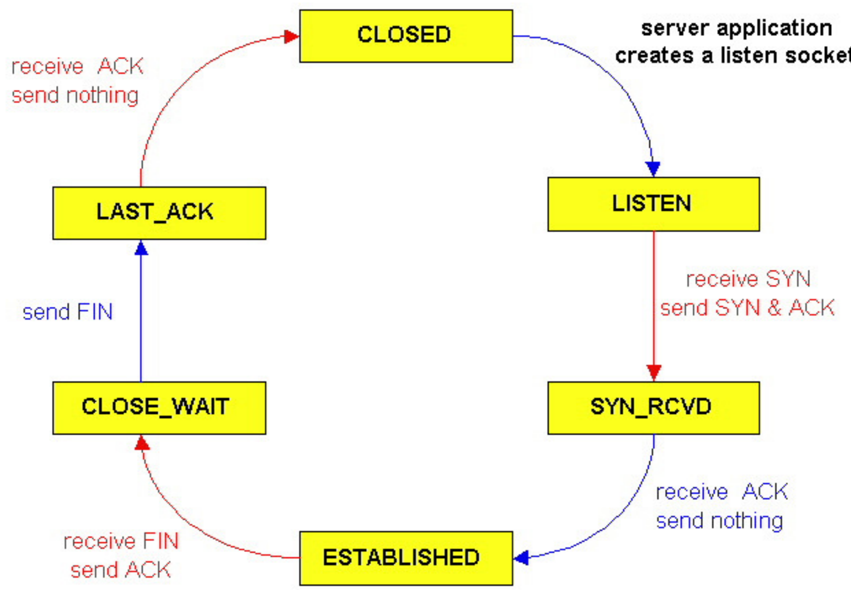


TCP Connection Management (cont)



TCP client lifecycle

TCP server lifecycle



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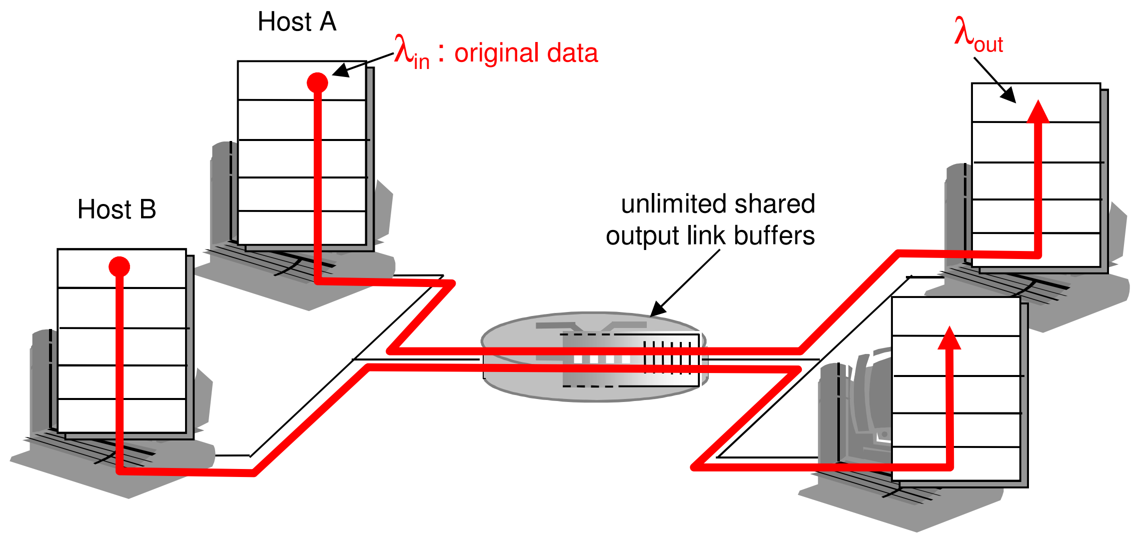
Principles of Congestion Control

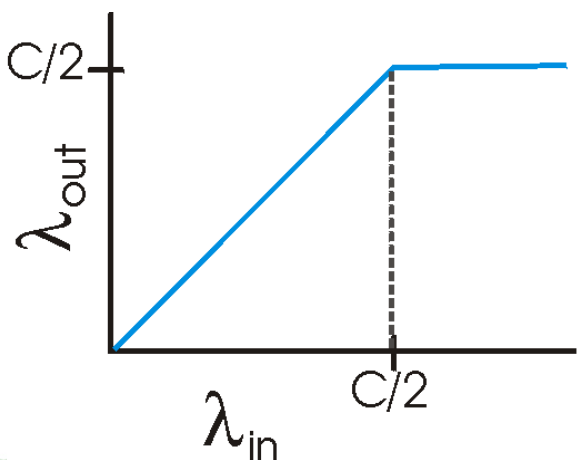
Congestion:

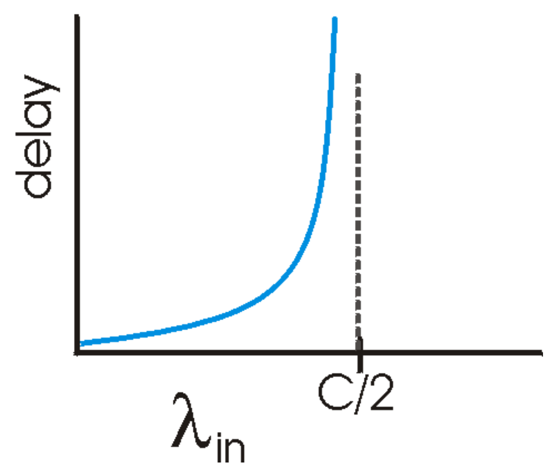
- informally: "too many sources sending too much data too fast for *network* to handle"
- different from flow control! (overflow at receiver v.s. overflow on path routers)
- manifestations:
  - lost packets (buffer overflow at routers)
  - long delays (queueing in router buffers)
- a top-10 problem!

Causes/costs of congestion: scenario 1

- two senders, two receivers
- one router, infinite buffers
- no retransmission



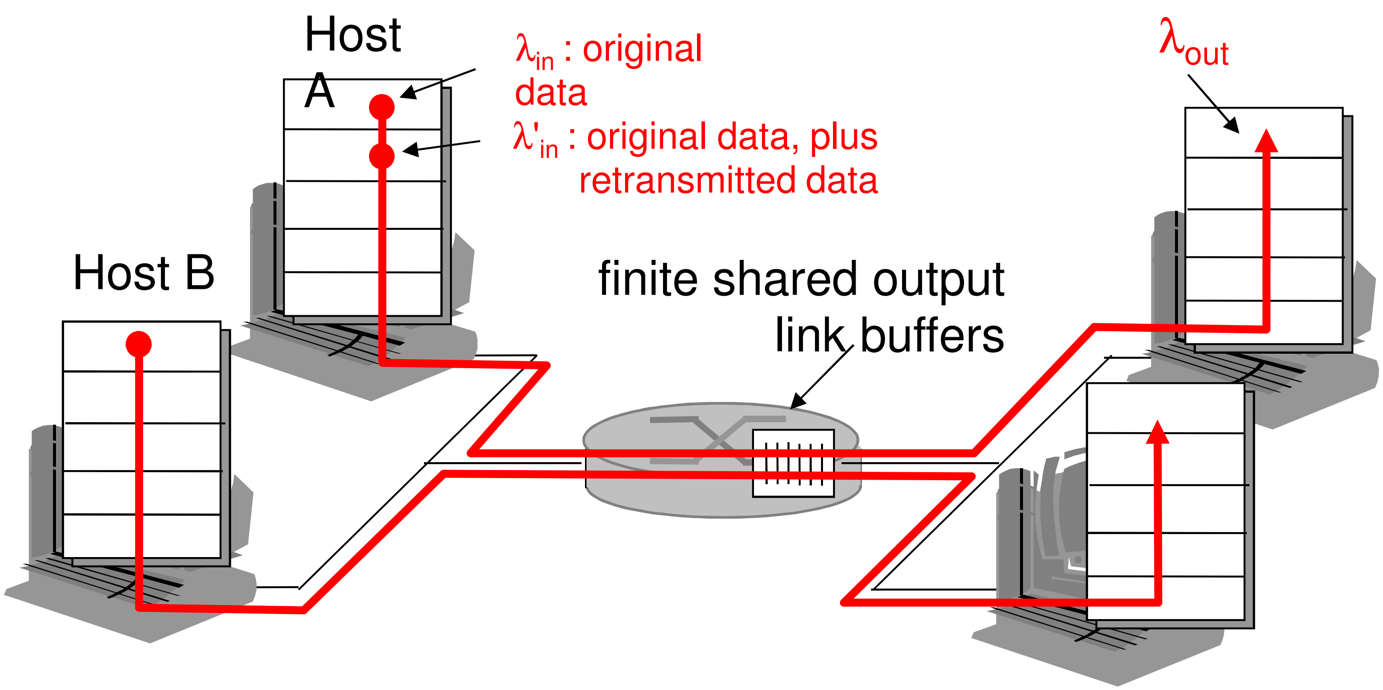




- large delays when congested
- maximum achievable throughput

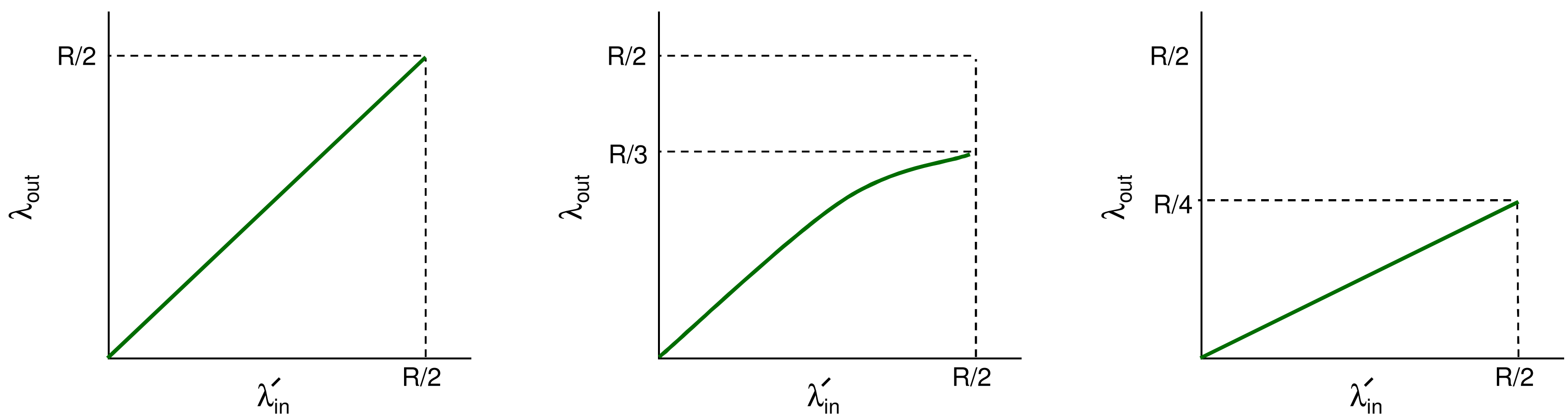
Causes/costs of congestion: scenario 2

- one router, *finite* buffers
- sender retransmission of lost packet



Causes/costs of congestion: scenario 2

- always: $\lambda_{in} = \lambda_{out}$ (goodput)
- "perfect" retransmission only when loss: $\lambda'_{in} > \lambda_{out}$
- retransmission of delayed (not lost) packet makes λ'_{in} larger (than perfect case) for same λ_{out}



a. b. c.

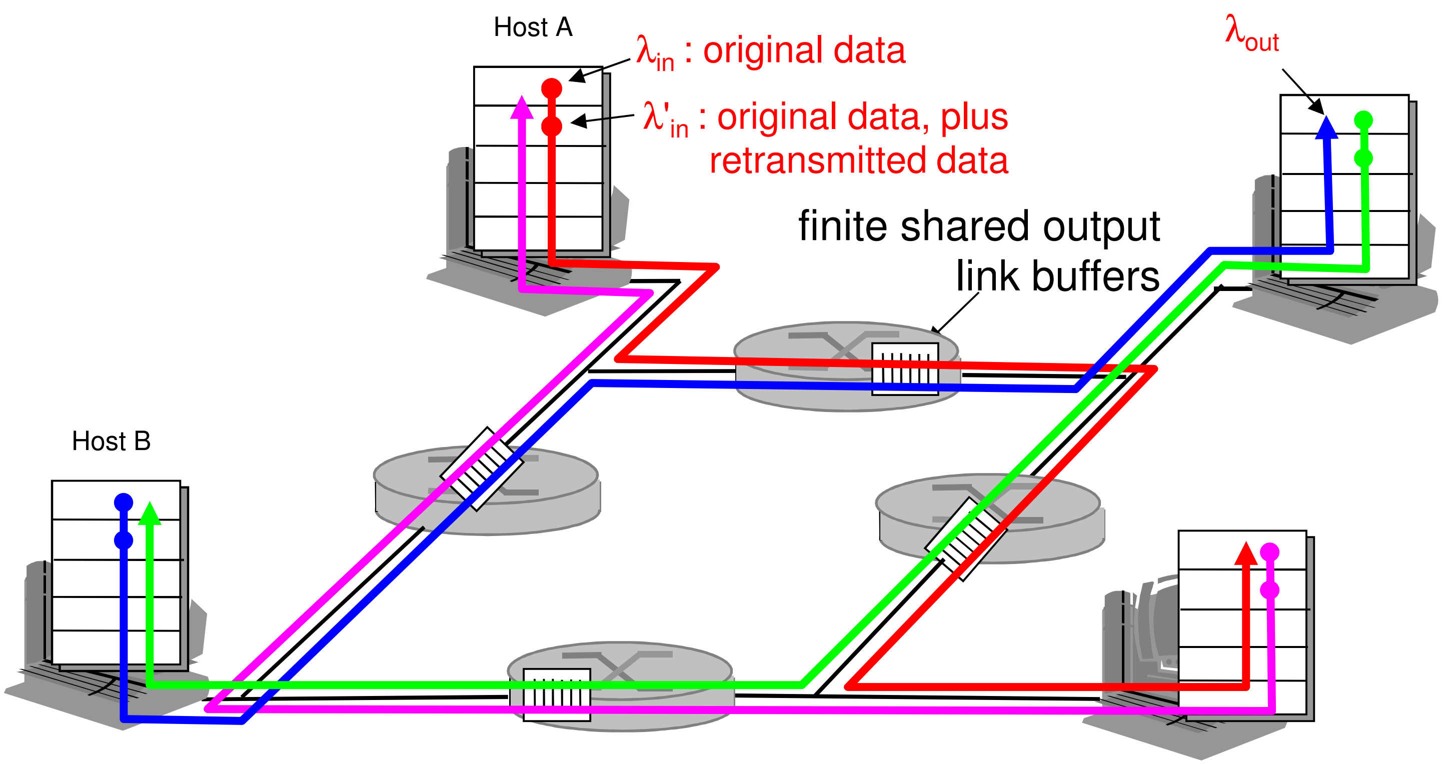
"costs" of congestion:

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

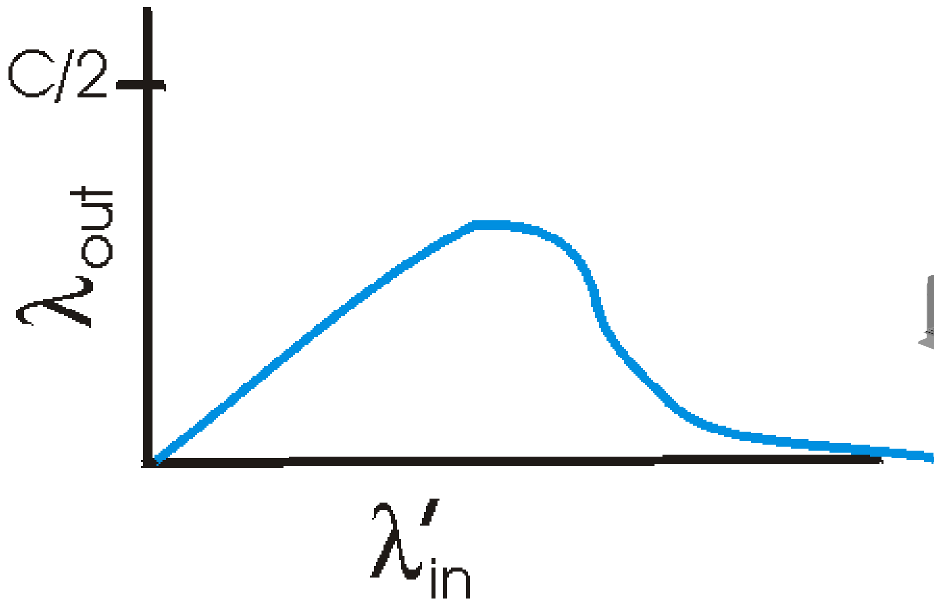
Causes/costs of congestion: scenario 3

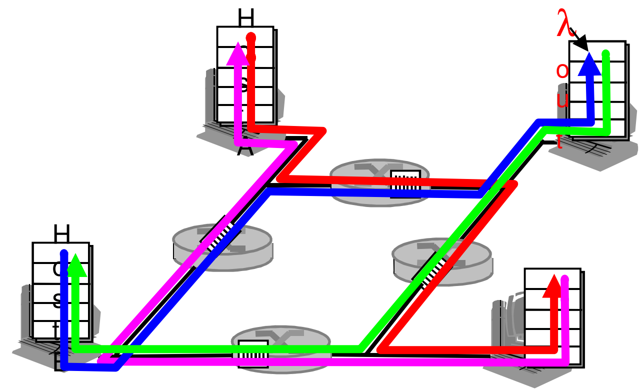
- four senders
- multihop paths
- timeout/retransmit

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



Causes/costs of congestion: scenario 3





Another "cost" of congestion:

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

Approaches towards congestion control

Two broad approaches towards congestion control:

End-end congestion control:

- no explicit feedback from network
- congestion inferred from end-system observed loss, delay
- approach taken by TCP

Network-assisted congestion control:

- routers provide feedback to end systems
  - single bit indicating congestion (SNA, DECbit, TCP/IP ECN, ATM)
  - explicit rate sender should send at

Case study: ATM ABR congestion control

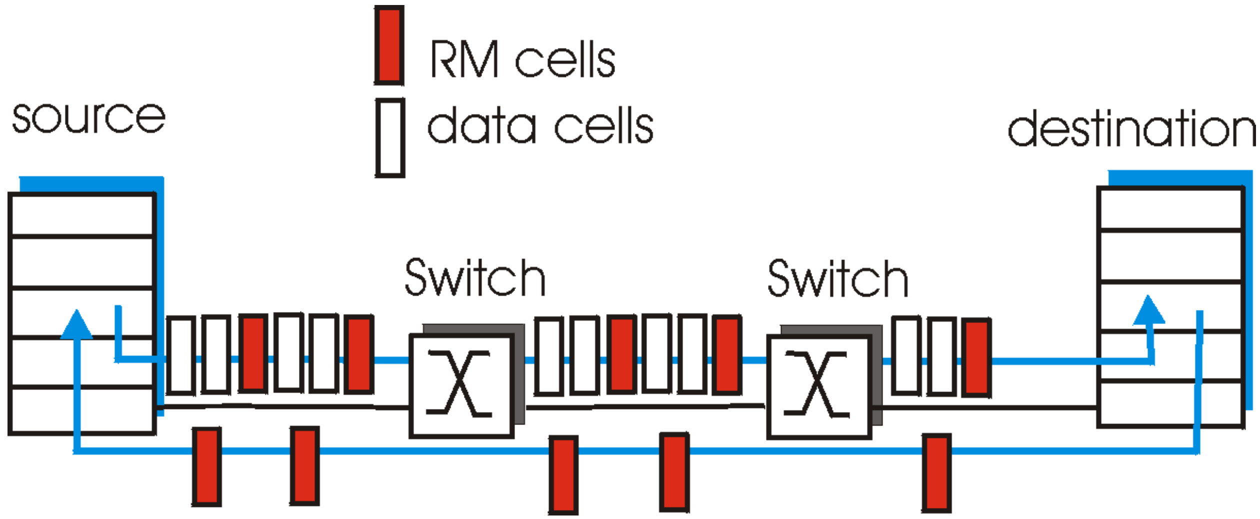
ABR: available bit rate:

- "elastic service"
- if sender's path "underloaded":
  - sender should use available bandwidth
- if sender's path congested:
  - sender throttled to minimum guaranteed rate

RM (resource management) cells:

- sent by sender, interspersed with data cells
- bits in RM cell set by switches ("*network-assisted*")
  - NI bit: no increase in rate (mild congestion)
  - CI bit: congestion indication
- RM cells returned to sender by receiver, with bits intact

Case study: ATM ABR congestion control



- two-byte ER (explicit rate) field in RM cell
  - congested switch may lower ER value in cell
  - sender' send rate thus maximum supportable rate on path
- EFCI bit in data cells: set to 1 in congested switch
  - if data cell preceding RM cell has EFCI set, sender sets CI bit in returned RM cell

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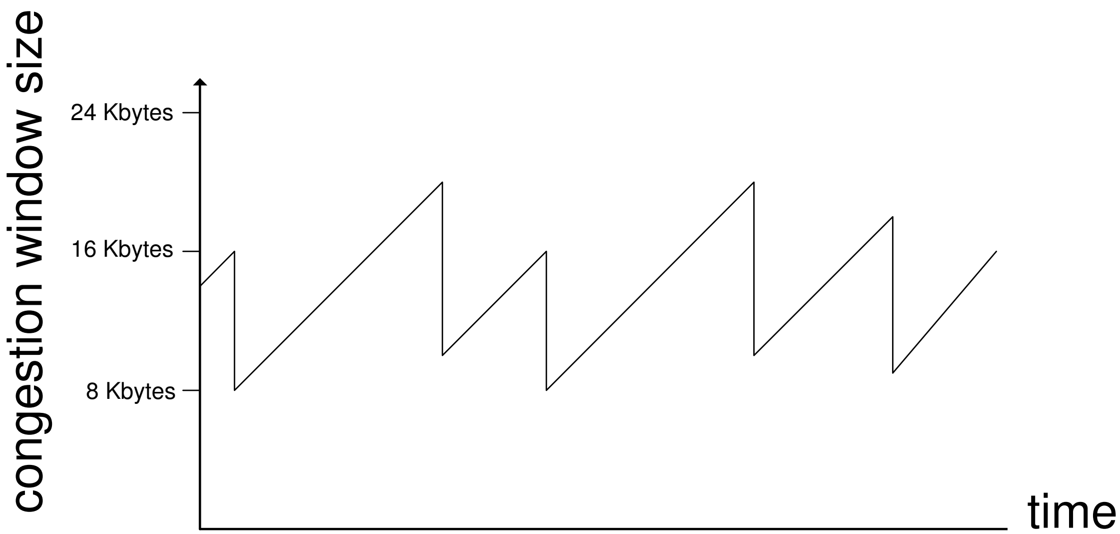
TCP congestion control: additive increase, multiplicative decrease

- *Approach:* increase transmission rate (window size), probing for usable bandwidth, until loss occurs
  - *additive increase:* increase **CongWin** by 1 MSS every RTT until loss detected
  - *multiplicative decrease*: cut **CongWin** in half after loss

Saw tooth behavior: probing for bandwidth



TCP Congestion Control: details

- sender limits transmission:

  `LastByteSent-LastByteAcked` $\leq$ `CongWin`
- Roughly,

$$\text{rate} = \frac{\text{CongWin}}{\text{RTT}} \text{ Bytes/sec}$$

- **`CongWin`** is dynamic, function of perceived network congestion

How does sender perceive congestion?

- loss event = timeout *or* 3 duplicate acks
- TCP sender reduces rate (**`CongWin`**) after loss event

three mechanisms:

  - AIMD
  - slow start
  - conservative after timeout events

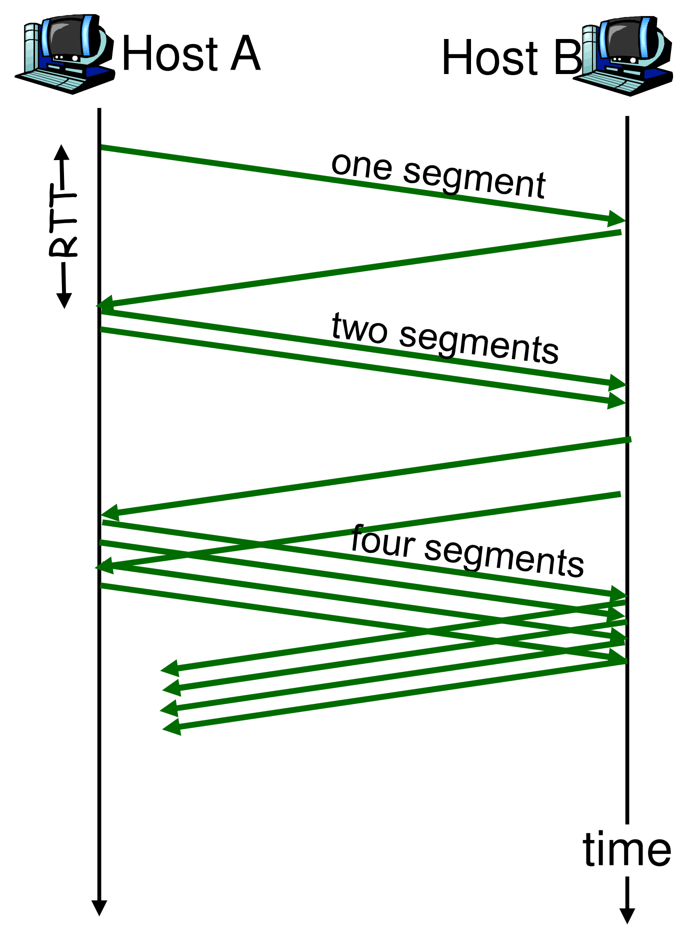
TCP Slow Start

- When connection begins, `CongWin` = 1 MSS
  - Example: MSS = 500 bytes & RTT = 1000 msec (1sec)
  - initial rate = 500 bytes/s
- available bandwidth may be >> MSS/RTT
  - desirable to quickly ramp up to respectable rate

- When connection begins, increase rate exponentially fast until first loss event

TCP Slow Start (more)

- When connection begins, increase rate exponentially until first loss event:
  - double **`CongWin`** every RTT
  - done by incrementing **`CongWin`** for every ACK received
- <u>Summary:</u> initial rate is slow but ramps up exponentially fast



Refinement: inferring loss

- After 3 dup ACKs:
  - `CongWin` is cut in half
  - window then grows linearly
- <u>But</u> after timeout event:
  - `CongWin` instead set to 1 MSS;
  - window then grows exponentially
  - to a threshold, then grows linearly

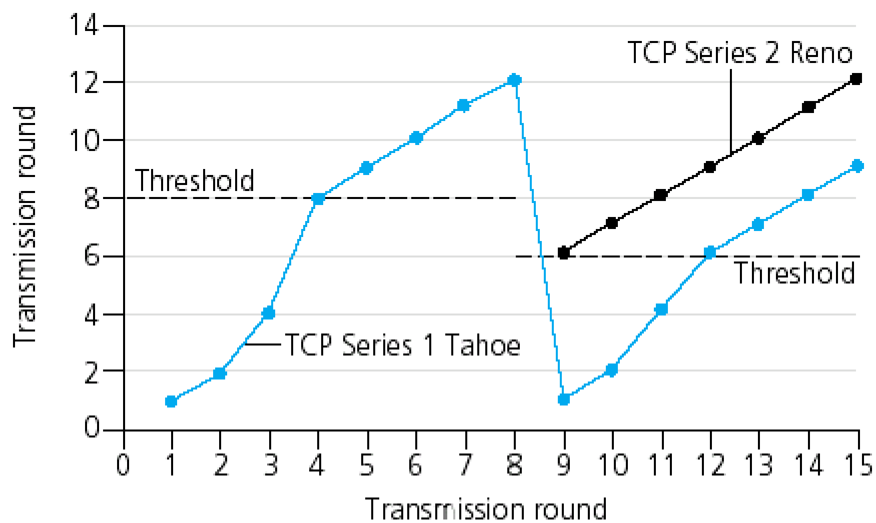
Philosophy:

- 3 dup ACKs indicates network capable of delivering some segments
- timeout indicates a "more alarming" congestion scenario

Refinement

Q: When should the exponential increase switch to linear?

A: When **`CongWin`** gets to 1/2 of its value before timeout.



Implementation:

- Variable Threshold
- At loss event, Threshold is set to 1/2 of CongWin just before loss event

Summary: TCP Congestion Control

- When `CongWin` is below `Threshold`, sender in slow-start phase, window grows exponentially.
- When `CongWin` is above `Threshold`, sender is in congestion-avoidance phase, window grows linearly.
- When a triple duplicate ACK occurs, `Threshold` set to `CongWin/2` and `CongWin` set to `Threshold`.
- When timeout occurs, `Threshold` set to `CongWin/2` and `CongWin` is set to 1 MSS.

TCP sender congestion control

State	Event	TCP Sender Action	Commentary
Slow Start (SS)	ACK receipt for previously unacked data	CongWin = CongWin + MSS, If (CongWin > Threshold) set state to “Congestion Avoidance”	Resulting in a doubling of CongWin every RTT
Congestion Avoidance (CA)	ACK receipt for previously unacked data	CongWin = CongWin+MSS * (MSS/CongWin)	Additive increase, resulting in increase of CongWin by 1 MSS every RTT
SS or CA	Loss event detected by triple duplicate ACK	Threshold = CongWin/2, CongWin = Threshold, Set state to “Congestion Avoidance”	Fast recovery, implementing multiplicative decrease. CongWin will not drop below 1 MSS.
SS or CA	Timeout	Threshold = CongWin/2, CongWin = 1 MSS, Set state to “Slow Start”	Enter slow start
SS or CA	Duplicate ACK	Increment duplicate ACK count for segment being acked	CongWin and Threshold not changed

TCP throughput

- What's the average throughout of TCP as a function of window size and RTT?
  - Ignore slow start
- Let W be the window size when loss occurs.
- When window is W, throughput is W/RTT
- Just after loss, window drops to W/2, throughput to W/2RTT.
- Average throughout: .75 W/RTT

Chapter 4: Summary

- principles behind transport layer services:
  - multiplexing, demultiplexing
  - reliable data transfer
  - flow control
  - congestion control
- instantiation and implementation in the Internet
  - UDP
  - TCP

Next:

- Networked Multmedia

Thank you

Any questions?