

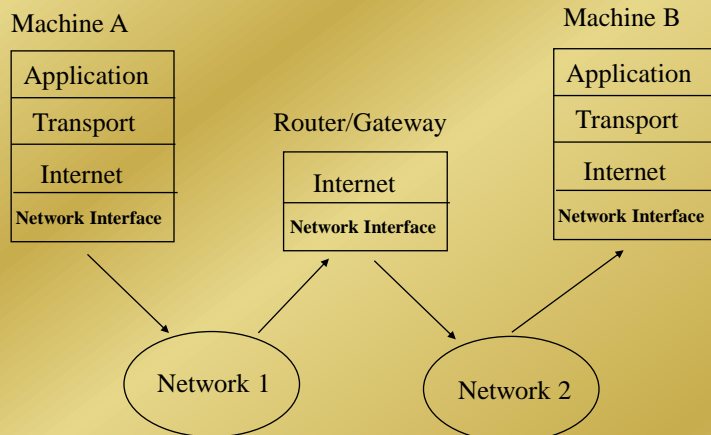
ECE-647
TCP: Transmission Control
Protocol in the Internet:
Part I

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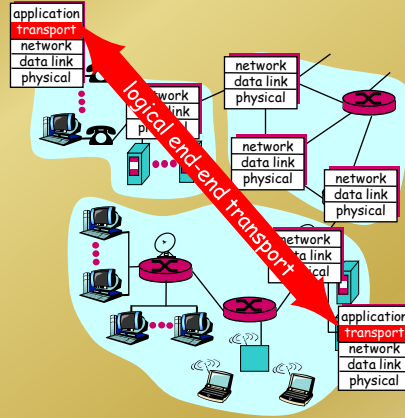
TCP/IP Architecture



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TCP/IP

- *network layer*: IP provides “best-effort” packet delivery between two end-systems
 - Packets could be lost, duplicated, trapped in loops



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IP Header

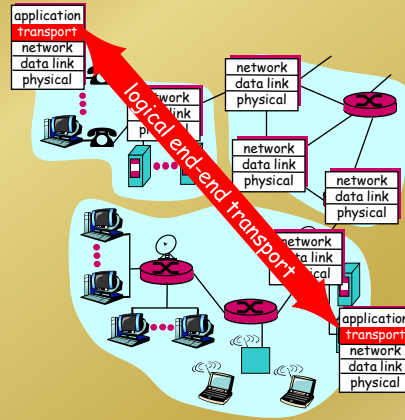
0	4	8	16	19	31
Version	IHL	Type of Service	Total Length		
Identification		Flags	Fragment Offset		
Time To Live	Protocol	Header Checksum			
Source IP Address					
Destination IP Address					
Options				Padding	



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TCP/IP

- *network layer*: IP provides “best-effort” packet delivery between two end-systems
 - Packets could be lost, duplicated, trapped in loops
- *transport layer*: relies on, and enhances, network layer services



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TCP/IP

- The internet offers two basic services that operate on top of IP
- *UDP (User Datagram Protocol)*
 - unreliable (“best-effort”), unordered unicast or multicast delivery
 - UDP header contains a “port” number that identifies which application process should receive the packet.
- *TCP (Transmission Control Protocol)*
 - connection oriented, reliable, in-order unicast delivery
 - congestion control



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TCP Features

- Connection oriented, duplex, reliable *byte-stream* service with flow-control/congestion-control.
- *Connection oriented*
 - Both end-points maintain the state of the connection (Open/Close/Sequence numbers)
 - However, intermediate routers do NOT maintain the state of the connection (do not reserve resources)
- Reliability:
 - Retransmit a packet when it is not acknowledged.



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TCP Header

source port (16)	destination port (16)	Port numbers
sequence number (32)		For reliability
ack number (32)		
offset(4) reserved(6) flags(6)	window (16)	For flow control
checksum (16)	urgent pointer (16)	
options		



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TCP Features

- Every byte of data sent over a TCP connection has a 32-bit sequence number, given by
 - the segment sequence number plus
 - its position in the segment.
- Sequence number of the first segment of a connection is agreed upon by a three way handshake



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Three-way Handshake

Client A		Server B
Closed		Listen
SYN-SENT	<SEQ=100><CTL=SYN> →	SYN-RECEIVED
Established	← <ACK=101> <CTL=SYN,ACK>	SYN-RECEIVED
Established	<SEQ=101><CTL=ACK> →	Established
Established	<SEQ=101><CTL=ACK> <DATA>→	Established
Established	← <ACK=102>	Established
Established	<SEQ=102><CTL=ACK> <DATA> →	Established



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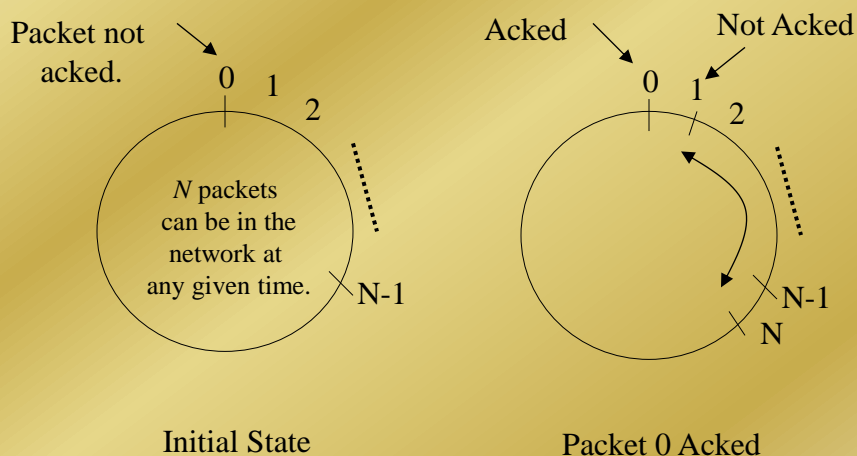
TCP Features

- For each packet sent, the receiver is expected to respond with an acknowledgement
- 32-bit ack is cumulative:
 - Ack of n indicates that all bytes up to $n-1$ have been received correctly, and n is the next expected byte number.
- If the acknowledge is not received with a period of time, the packet is assumed to be lost, and will be retransmitted



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TCP Window Control



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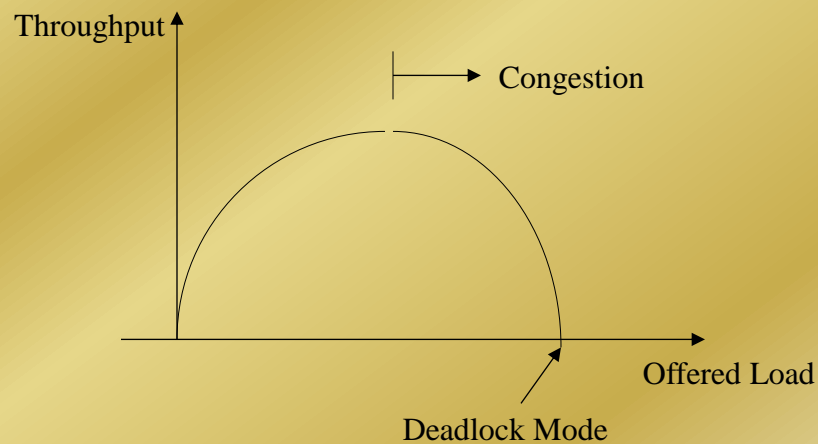
Window Size

- Window size determines the number of packets that can be sent before waiting for an ack
- Large window size leads to higher rate
- However, the network may become congested.



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Congestion Collapse



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