TCP/UDP Basics

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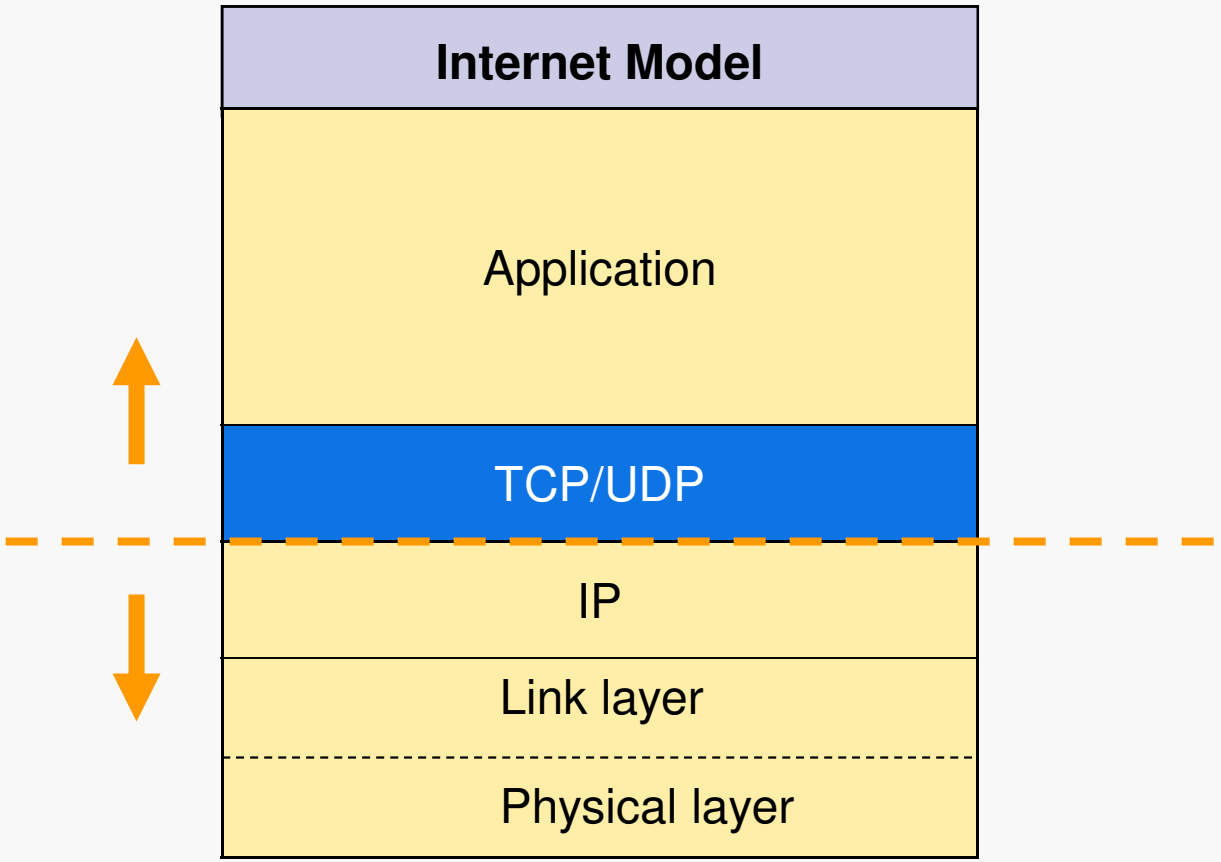

Internet Model
Application
TCP/UDP
IP
Link layer
Physical layer

Transport Service Overview

- Provide service to application layer by using the service provided by network layer
- Hide physical network
  - Hide processing complexity
  - Hide different network technologies and architectures
- Provide reliable, host-to-host transport

Transport layer design issues

- Addressing
- Connection Establishment
- Connection Release
- Flow Control
- Error Detection and Crash Recovery

Agenda

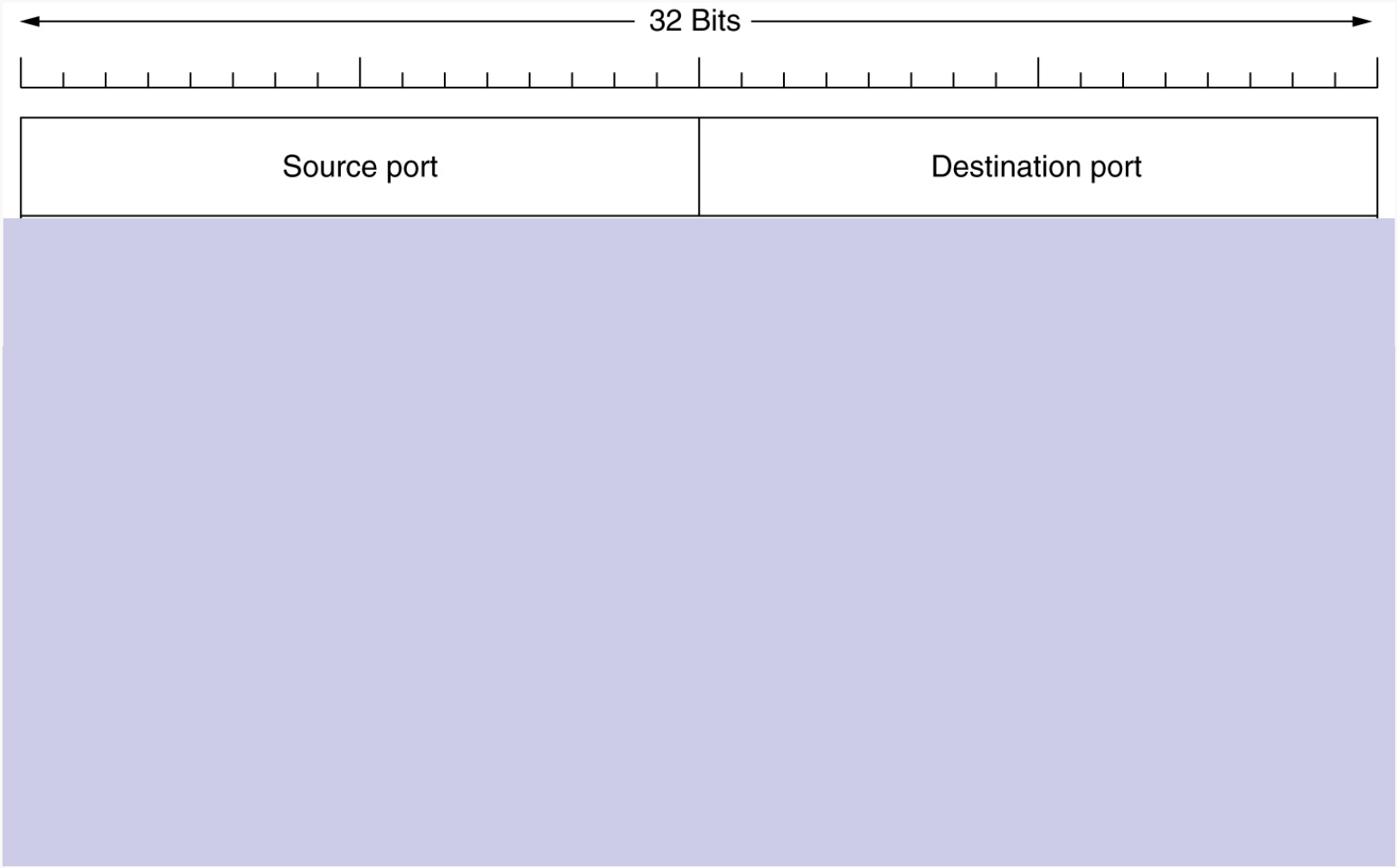
- TCP: Transmission control protocol (RFC 793)
  - Addressing
  - Connection Establishment
  - Connection Release
  - Flow Control
  - Error Handling
  - Interface and State Machine
  - TCP application examples
- UDP: User datagram protocol (RFC 768)
- TCP vs. UDP

TCP -- Addressing

- There are many network applications running on a host. When a packet arrive at network layer, how to know which application to send to?
  - Port: there are 2^{16} = 65536 ports (0-65535) on one machine
  - One port is linked to only one application
  - One application may use many ports for different purposes
    - e.g. FTP: 20, 21

- How a client knows which service uses which port?
  - Permanent, well-known: often used service
    - 0-1023: well-known ports
    - 1024-49151: registered ports
    - 49152-65535: private ports
  - Process server proxy and create service on-the-fly: temporary service
  - Name server: for file service

TCP Addressing Header Fields

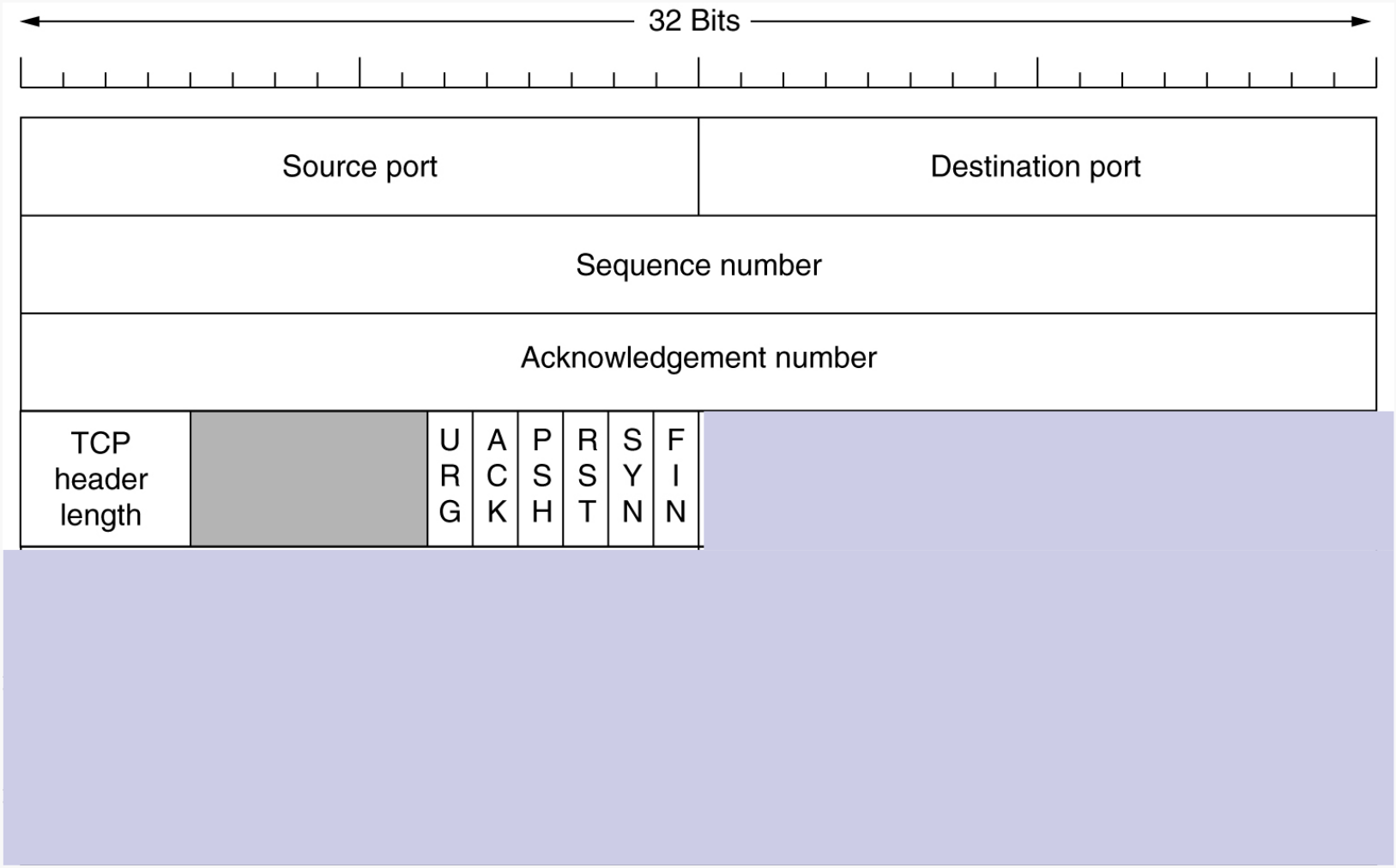


TCP Connection Establishment – design issue

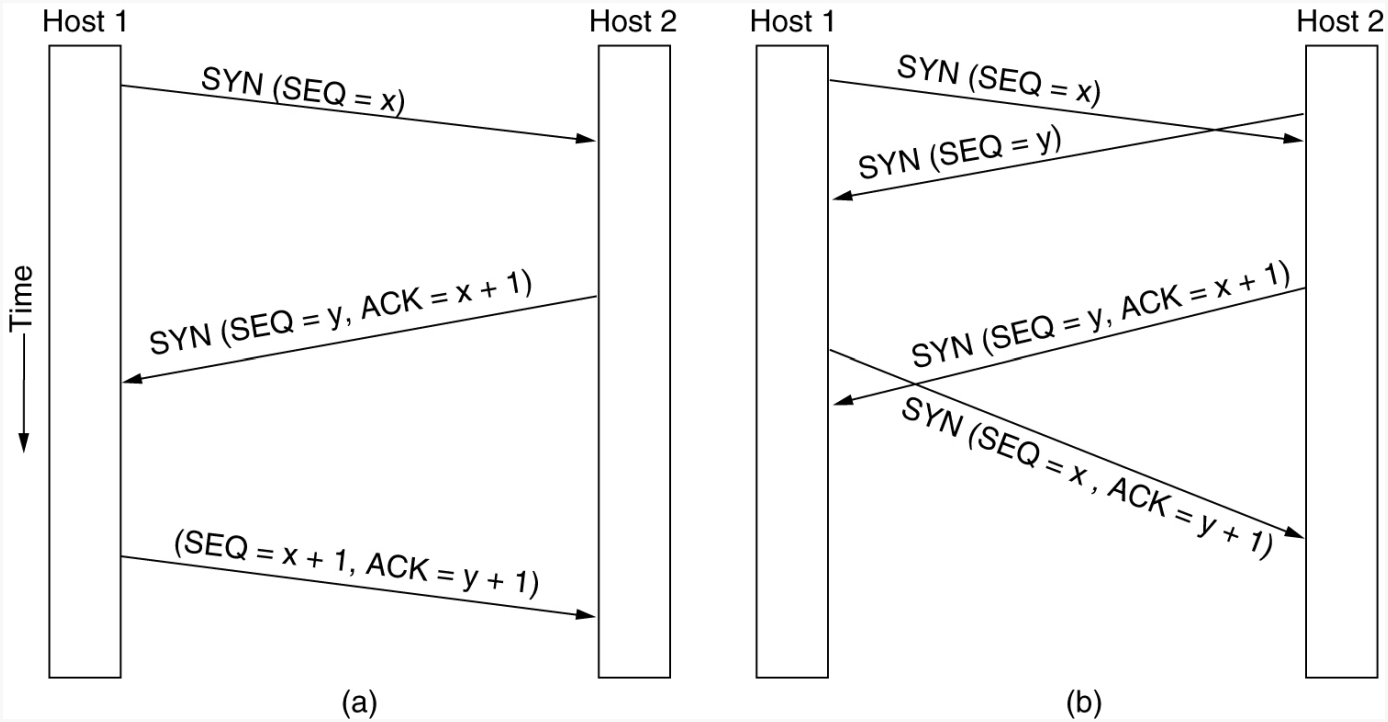
- Connection establishment becomes tricky when the network lose, delay and duplicate packets
  - Bank example

- How to differentiate a new packet from a delayed, duplicated packet
  - Sequence number
    - Sequence number increase for each packet
    - Sequence number space issue:
      - Sequence number wrap back
        - A packet should avoid using a sequence number that another packet is using
  - A duplicated or delayed packet should die after a while
    - IP layer already handles this issue by ‘Time To Live’ header field

TCP Connection Related Header Fields



TCP Connection Establishment – solution three way handshake



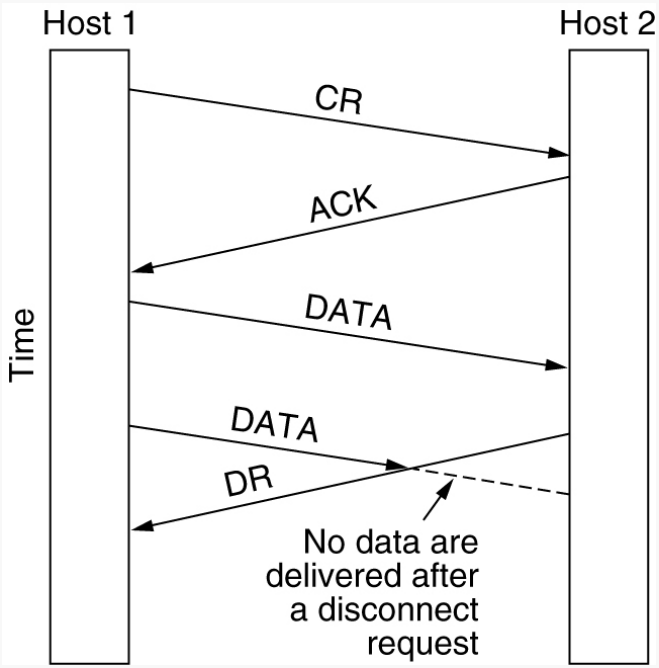
(a) TCP connection establishment in the normal case.

(b) Call collision.

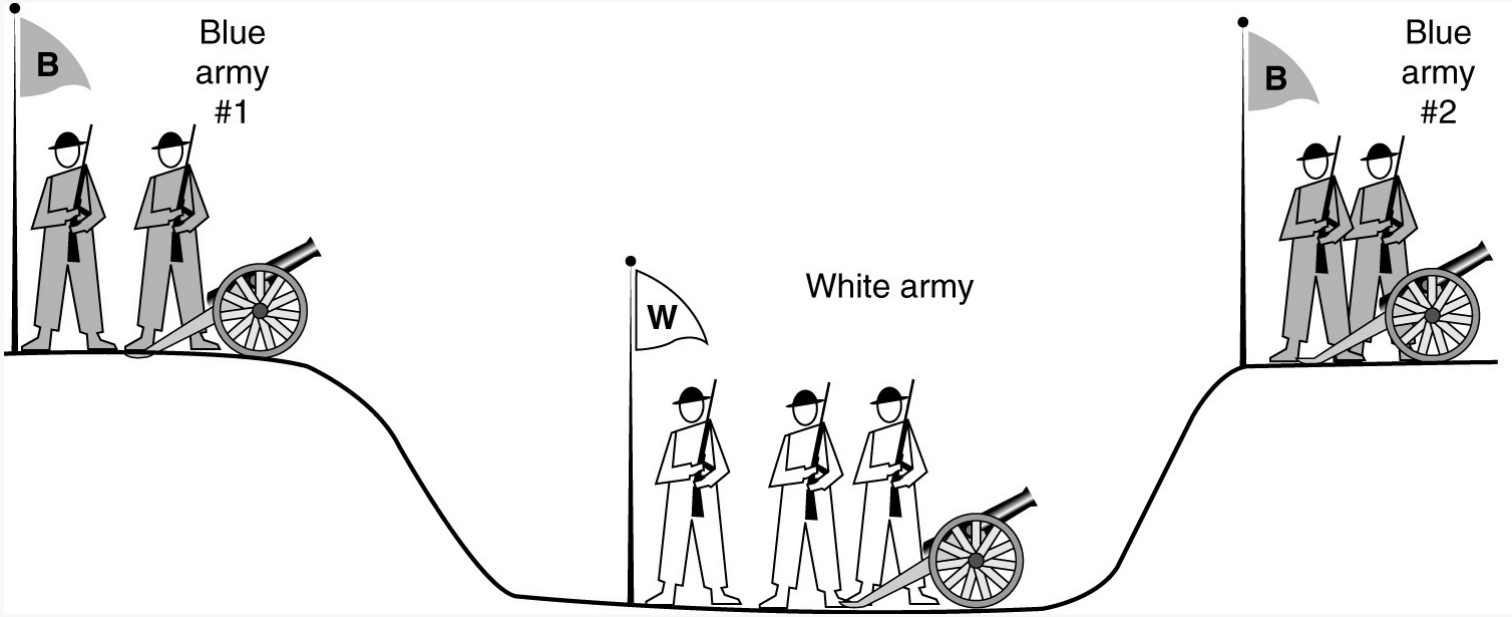
TCP Connection Release – design options and issue (1)

- Two release method: asymmetric and symmetric

- Asymmetric release issue: possibility of losing data

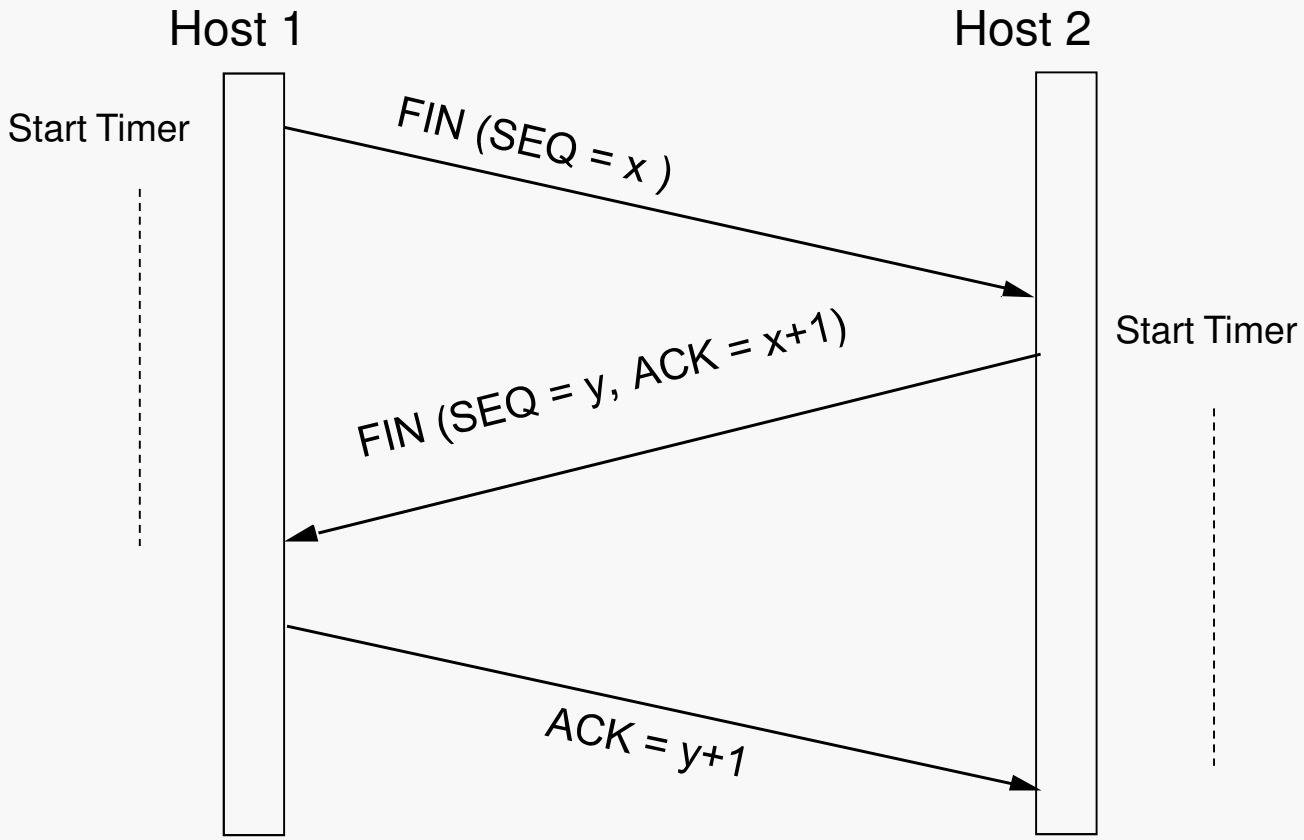


TCP Connection Release – design options and issue (2)



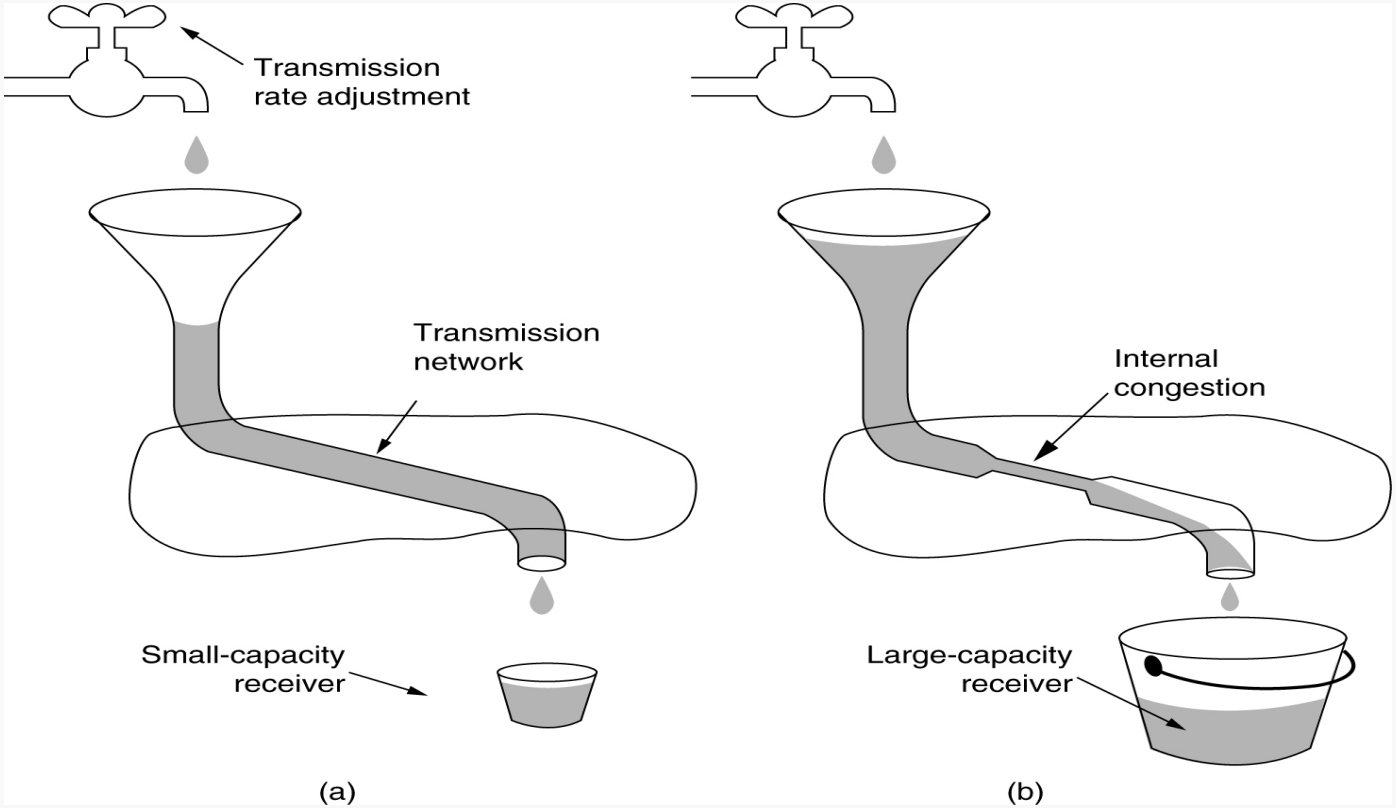
- Two army issue
  - No protocol can work
  - One side should always take more risk

TCP Connection Release – solution
Three way handshake + timeout

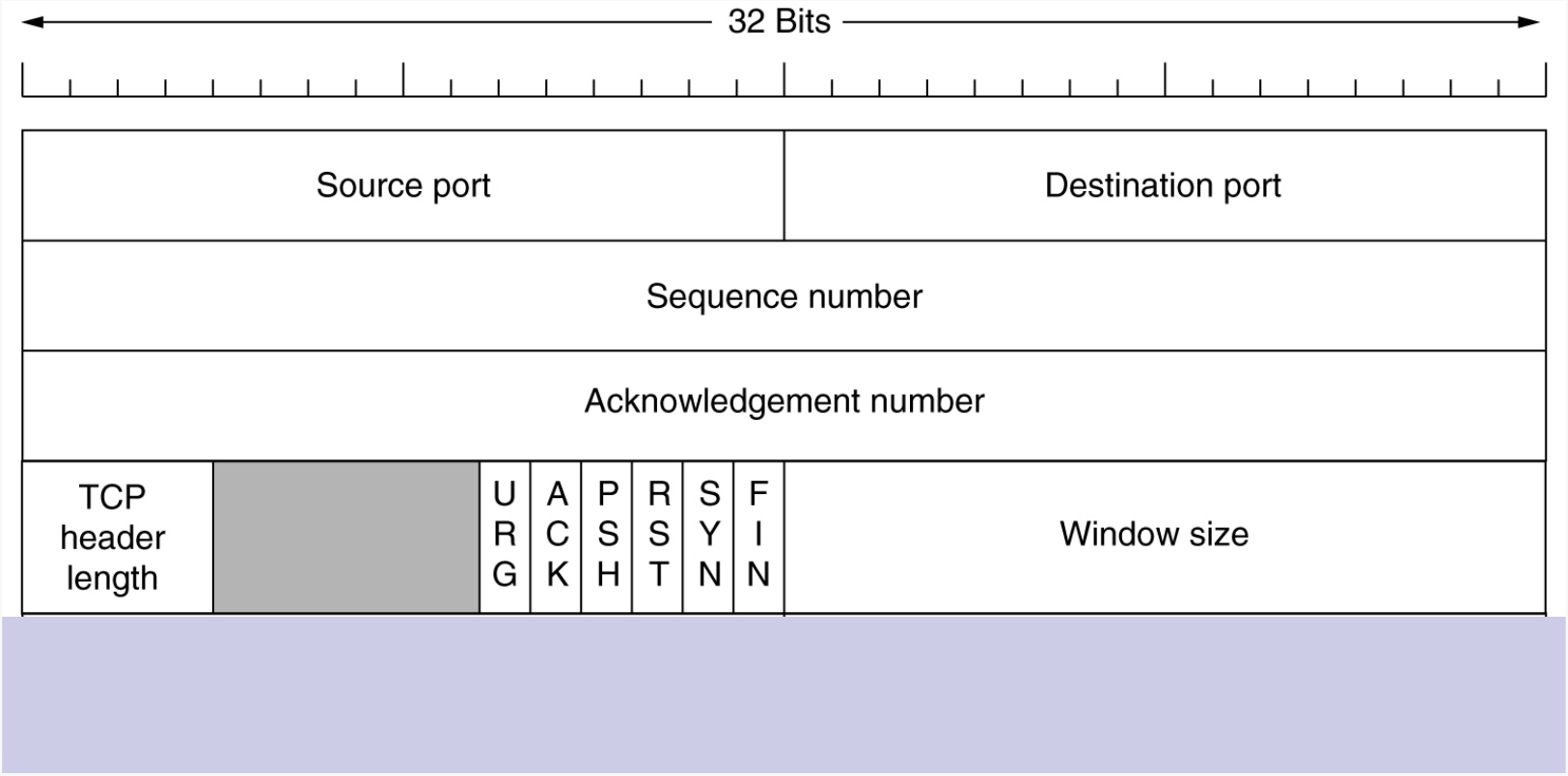


TCP Flow Control – design issue

- Speed of data sending is critical
  - Too fast:
    - network congestion or
    - receiving side overload
  - Too slow – type example
    - waste of network resource or receiving memory

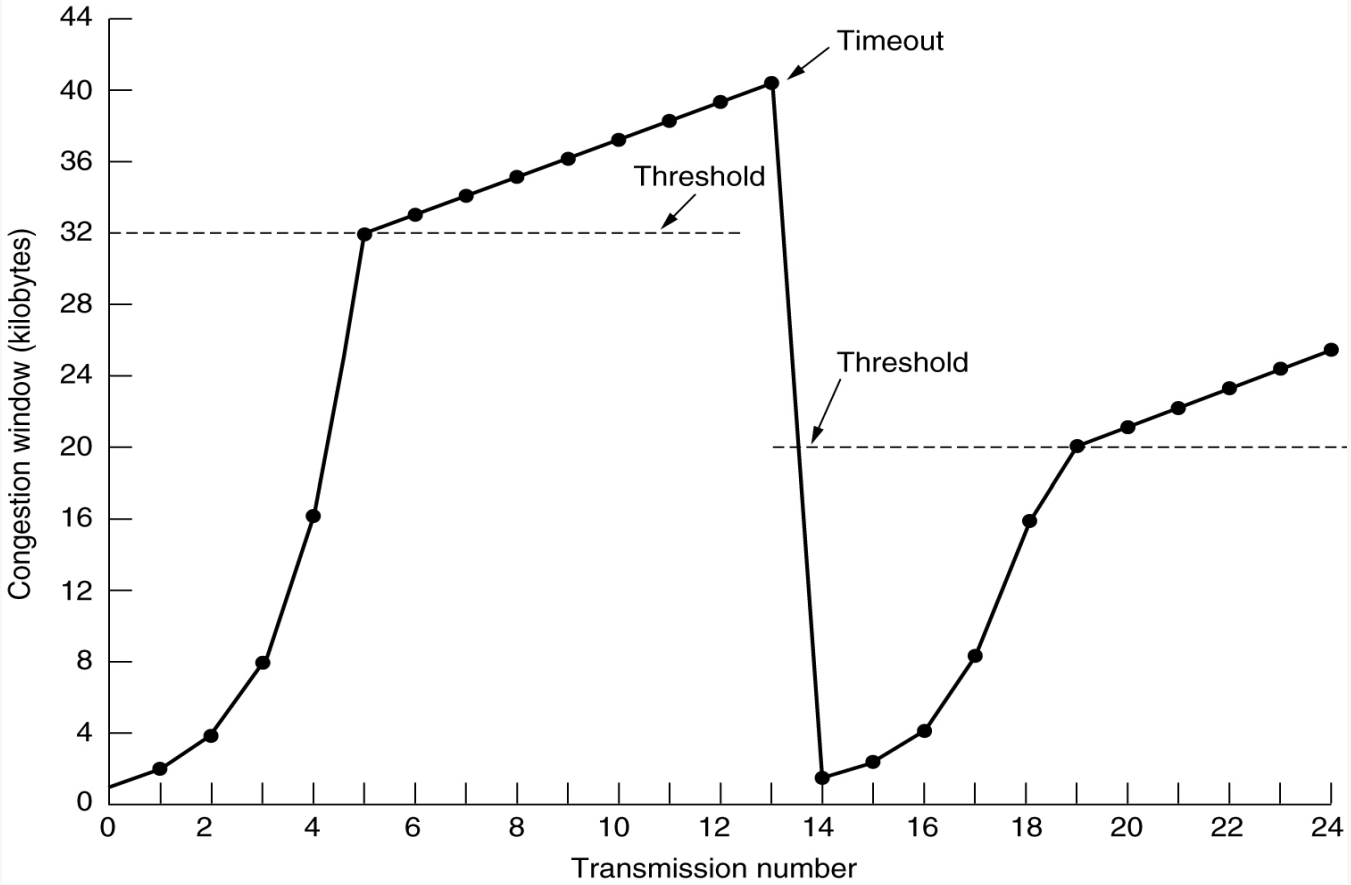


TCP Flow Control – solution (1)



- Windows maintained by both sending and receiving hosts
- Receiving side window size is decided by the available capability of receiving host's
- Sender maintains two windows
  - receiver window (got from receiving host), congestion window (to calculate)

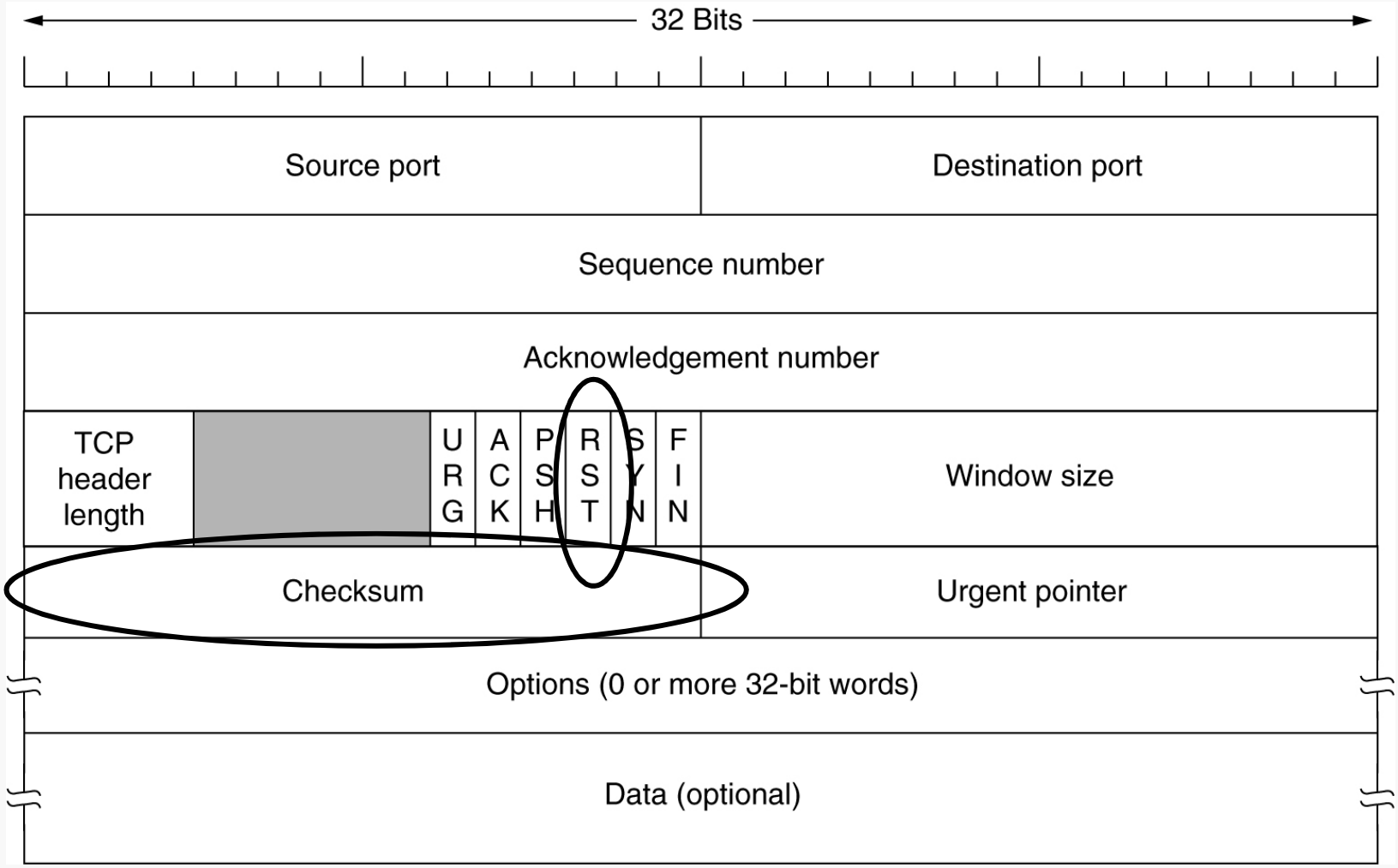
TCP Flow Control – congestion window size calculation



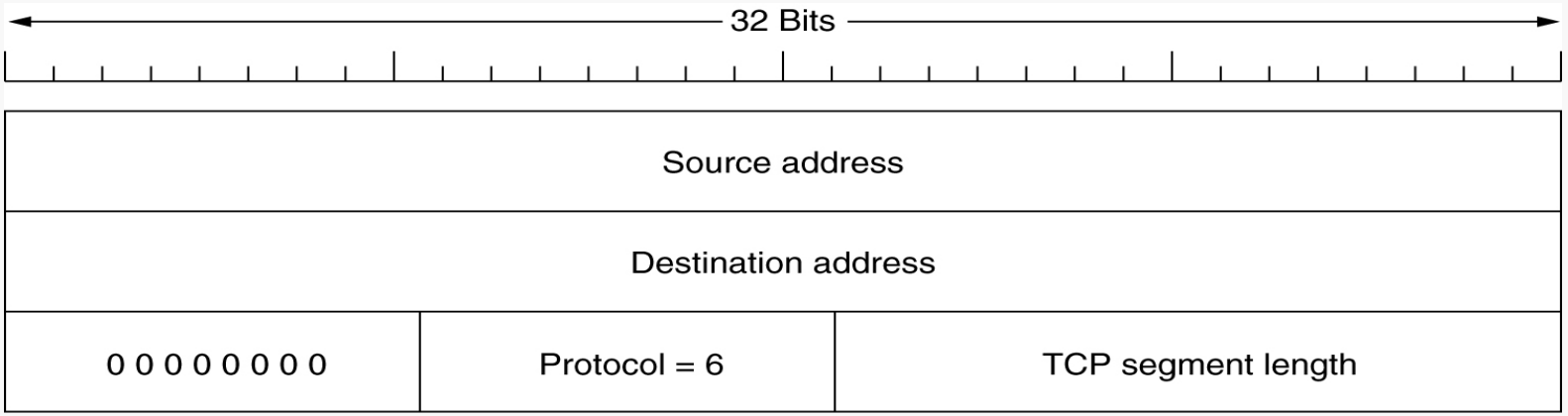
- slow start, reaching threshold, linear increment till timeout, recalculate threshold, slow start… till reaching receiver window size or timeout…

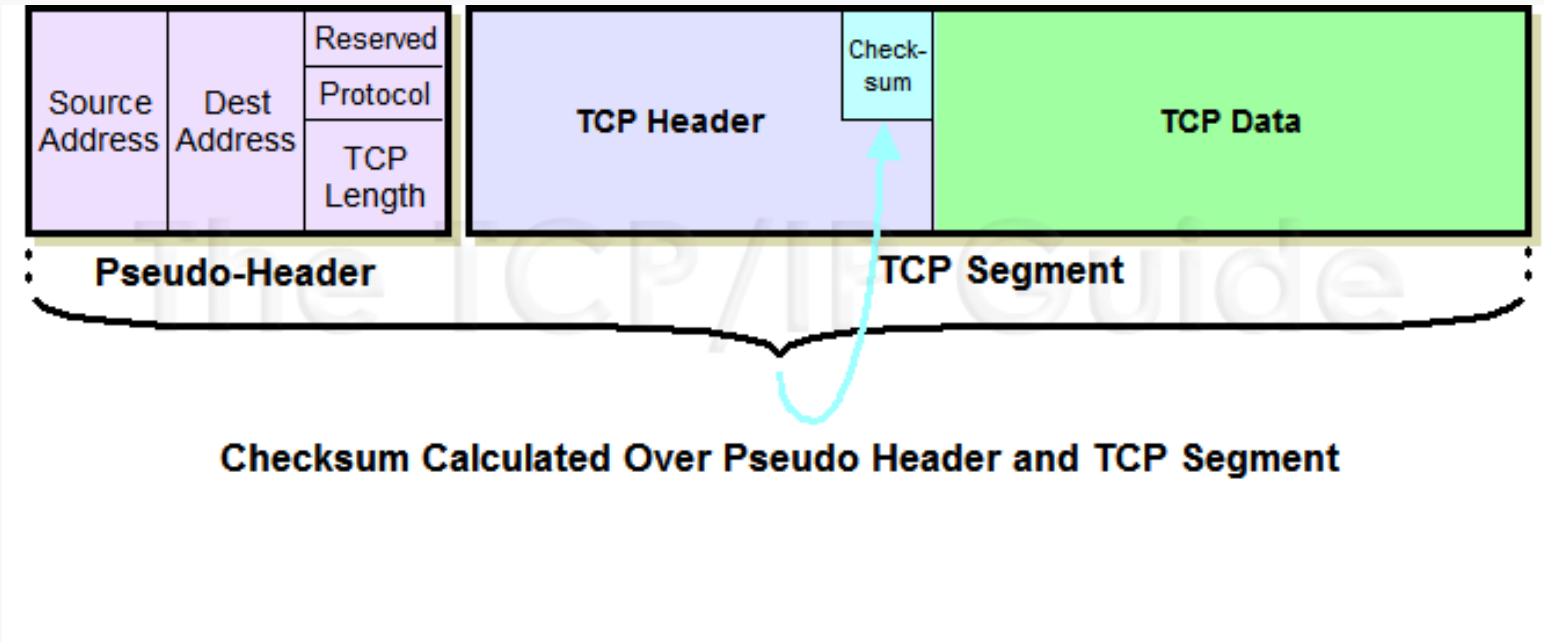
TCP Error Handling

- Host crash and recovery
- Data error during transmission



TCP Error Handling – TCP checksum

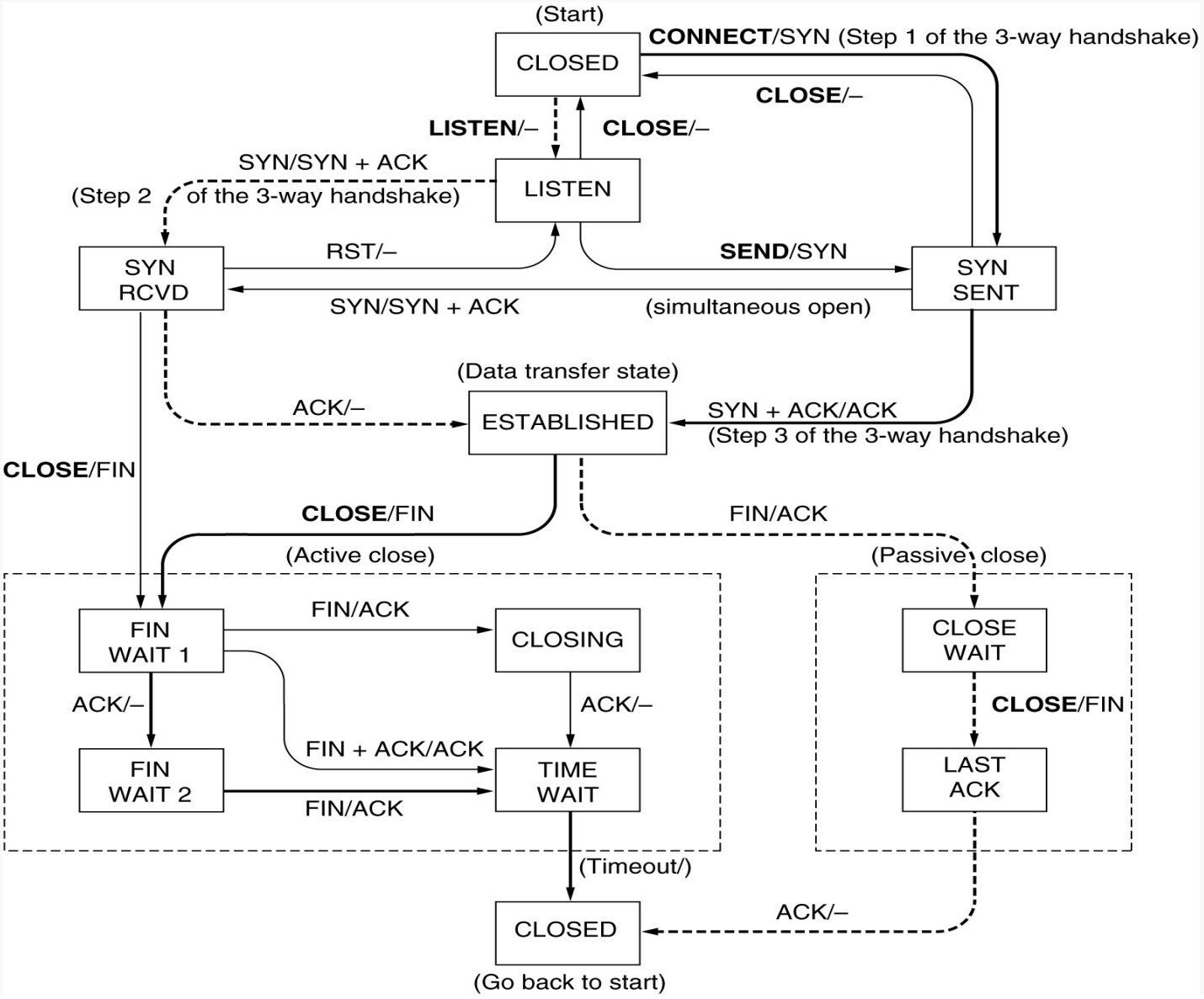




TCP service primitives

Primitive	Meaning
SOCKET	Create a new communication end point
BIND	Attach a local address to a socket
LISTEN	Announce willingness to accept connections; give queue size
ACCEPT	Block the caller until a connection attempt arrives
CONNECT	Actively attempt to establish a connection
SEND	Send some data over the connection
RECEIVE	Receive some data from the connection
CLOSE	Release the connection

TCP Finite State Machine



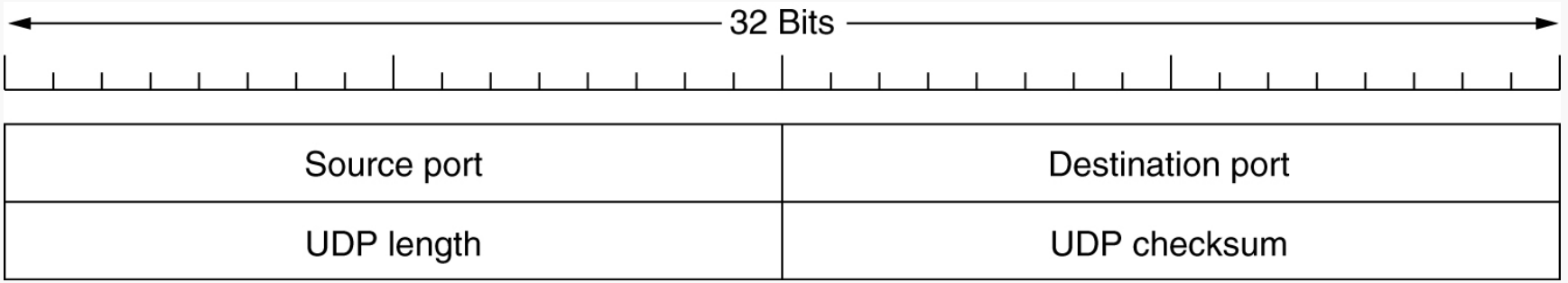
TCP application examples

- When to use TCP:
  - When an application need a reliable transport
- Examples
  - File Transfer Protocol : FTP (21)
  - Secure Shell: SSH (22)
  - Teletype Network: TELNET (23)
  - Simple Mail Transfer Protocol: SMTP (25)
  - Hypertext Transfer Protocol: HTTP (80)

Agenda

- TCP: Transmission control protocol (RFC 793)
- UDP: User datagram protocol (RFC 768)
  - UDP header
  - UDP properties
  - UDP application examples
- TCP vs. UDP

UDP Header



- UDP Destination Port: identifies destination process
- UDP Source Port: optional – identifies source process for replies, or zero
- Message Length: length of datagram in bytes, including header and data
- Checksum: optional -- 16-bit checksum over header and data, or zero

UDP Properties

- UDP provides an unreliable datagram service
  - Packets may be lost or delivered out of order
  - Message split into datagrams, user sends datagrams as packets on network layer
  - No buffer at either sending or receiving side
  - Unreliable but fast
  - Full duplex
  - Application must deal with lost packets

UDP Application Examples

- When to use UDP
  - Reduce the requirement of computer resources
  - The checking scheme has provided completely by the application program
  - When using the Multicast or Broadcast to transfer
  - The transmission of Real-time packets
- Examples
  - Trivial File Transfer Protocol，TFTP
  - Simple Network Management Protocol，SNMP
  - Dynamic Host Configuration Protocol，DHCP
  - Domain Name System，DNS
  - Routing Information Protocol，RIP
  - Real-Time Transport Protocol，RTP

TCP vs. UDP

TCP	UDP
connection-oriented	connectionless
confirmed service	unconfirmed service
high overhead (header 20 bytes)	low overhead (header 8 bytes)
flow control	no flow control

References

- A. Tanenbaum, Computer Networks, Fourth Edition, Prentice Hall, 2003