

CSI 470 - Networks - Review Sheet II

Chapter 3 - Transport Layer

segments, (p198)

best-effort delivery service, (p202)

unreliable service, reliable data transfer (p202)

congestion control, sockets (202,203)

multiplexing and demultiplexing (203)

source port,destination port (204)

port scanning (208)

UDP (210)

- connectionless (211)

- immediate send (211)

- no handshake (212)

- no connection state (212)

- small overhead (212)

- checksum (214-215)

Reliable Data Transfer

- bidirectional, full-duplex (217)

- ACK, NAK, ARQ (219)

- ARQ : error detection, feedback, retransmission (220)

- stop-and-wait protocol (221)

- sequence number (222)

- duplicate packets and acks (222-223)

- utilization (229)

- go back N (230), cumulative ack (234)

- sliding window (232)

- selective repeat (235)

TCP

- three-way handshake and shutdown (244, 264-268)

- MSS, MTU (244,245)

- TCP segment structure (246)

- RTT estimation (estimate, deviation, timeout) (250--253)

- SYN flood, SYNACK (269)

- double timeout interval (258)

- fast retransmit (259)

- flow control, receive window (262-264)

- connection management (SYN, SYNACK, three-way handshake) 264-265

- connection management - closing connections with FIN 267

- RST flag (not discussed in class) 270

- Congestion Control, throughput, infinite buffers 271-273

- offered load (274)

- four senders and the overlapping "owned" router problem (276)

- congestion control approaches (278)
 - end-to-end (TCP) (278)
 - network assisted (choke packets or header field/flag) (278-279)
- congestion window (282)
- self-clocking (283)
- bandwidth-probing, loss -> congestion, ACK -> no congestion (283)
- slow start, threshold, cwnd=1MSS, double per RTT (284,285)
- congestion avoidance, cwnd+1MSS per RTT (285)
- fast recovery, on loss, cwnd+1MSS per dup ACK (286)
- finite state machine of TCP congestion control (286)

- AIMD (288)
- TCP average throughput $0.75 W / RTT$ (289)

- Fairness 290
 - bottleneck link (290)
 - transmission rate = cwnd/RTT (291)
 - K connections should get R/K average transmission rate (291)
 - Smaller RTT result in better transmission rates (293)
 - Parallel TCP connections can hog bandwidth (per host)(293)
 - UDP may crowd out TCP (293)

Review Questions (296-299)

1-4,6-8
 9-11,
 14-15, 17-18

Problems (299-310)

1,3-6, 10, 13-14, 19, 21-26, 28-36, 37a-i, 38-41,
 42 has interesting results equations, but I don't expect you to derive them
 43-45, 47-48,51-52

Discussion Questions (310-311)

2,4