

CSC411: Advanced Networks

TCP Congestion Control

Note: This class lecture will be recorded!

If you do not consent to this recording, please do not ask questions via your video, audio or public chat; send your question to the instructor using the private chat.

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Timeout and Retransmission

- ▶ Varying transmission time
- ▶ Adaptive retransmission algorithm
- ▶ Sample round trip time

Round-Trip Time

- ▶ SampleRTT - time from segment sent until ACK received
- ▶ Why will the SampleRTT change from segment to segment on same TCP connection?

Average RTT

- ▶ $\text{averageRTT} = (\alpha * \text{Old_averageRTT}) + ((1 - \alpha) * \text{SampleRTT})$
- ▶ Value for α
- ▶ Why do you think the averageRTT is weighted the way it is?

Timeout value

- ▶ What is a good general (larger than, smaller than, etc) value for the timeout value?
- Timeout = β * averageRTT

Calculation of RTT values

- ▶ Why does the way TCP really works make the calculation of a sample round trip time non-trivial?
 - Acknowledgement ambiguity
 - Solution?

Karn's Algorithm

- ▶ Only deal with unambiguous ACKs
- ▶ Timer backoff strategy
 - Timeout event – increase timeout value
 - $\text{new_timeout} = \gamma * \text{timeout}$
- ▶ Variation in delay
 - Average RTT and variance

TCP Congestion Control

- ▶ End–end congestion control
- ▶ Network–assisted congestion control
- ▶ Congestion collapse

Congestion Control Variables

- ▶ CongWin
- ▶ Threshold

- ▶ Allowed window = $\min\{\text{CongWin}, \text{RcvWin}\}$

TCP Congestion Control Algorithm

- ▶ Three main components
 - Additive-increase, multiplicative-decrease
 - Slow start
 - Reaction to timeout events

Slow start phase

- ▶ Start CongWin = 1 MSS
- ▶ Receive ACK, CongWin = CongWin + 1
- ▶ Increases exponentially
- ▶ Congestion avoidance
 - Only increase CongWin if all segments ACK'd

Multiplicative Decrease Congestion Avoidance

- ▶ Lost segment
 - CongWin reduced by half
 - Minimum value is 1 MSS

- ▶ Additive Increase, Multiplicative Decrease (AIMD)

Reaction to Timeout Events

- ▶ Enter slow start phase
- ▶ Grow exponentially until $\frac{1}{2}$ value before timeout
- ▶ Threshold value
 - Initially very large (65KB)
 - Lost segment: Threshold = $\frac{1}{2} * \text{CongWin}$
- Why have different ways to handle congestion control?