

## TCP Congestion Control Review

cwnd – size of the sender's congestion window

threshold – used to determine if slow start or congestion avoidance algorithm

Flight Size – the amount of data that has been sent but not yet ACK'd

### Original Version

- Start in Slow Start phase ( $\text{cwnd} = 1 \text{ MSS}$ ) and stay in this phase while  $\text{cwnd} < \text{threshold}$ 
  - For each packet acknowledged,  $\text{cwnd} = \text{cwnd} + 1 \text{ MSS}$
- When  $\text{cwnd} > \text{threshold}$ , enter Congestion Avoidance phase
  - For each RTT,  $\text{cwnd} = \text{cwnd} + 1 \text{ MSS}$
  - An RTT is an ACK but it may acknowledge multiple packets (slow start would increase by 1 MSS for each packet acknowledged)
- Receipt of a duplicate ACK, set
  - $\text{threshold} = \max\{\text{Flight Size} / 2, 2 * \text{MSS}\}$
- Timeout, go to Slow Start phase
  - $\text{cwnd} = 1 \text{ MSS}$
  - $\text{threshold} = \max\{\text{Flight Size} / 2, 2 * \text{MSS}\}$

### Tahoe Version

- Add Fast Retransmit
  - Upon receipt of third duplicate ACK, retransmit the first missing segment
- Timeout OR a fast retransmit, go to Slow Start phase

### Reno Version

- Add Fast Retransmit (same as Tahoe)
- Add Fast Recovery
  - Receipt of the third duplicate ACK, do NOT go to Slow Start phase, instead
    - $\text{cwnd} = \text{threshold} + 3 \text{ MSS}$ 
      - 3 duplicate ACKs, so assume 3 missing segments, so should get 3 ACKS when retransmitted segment is received and ACK'd
  - Receipt of each additional duplicate ACK
    - $\text{cwnd} = \text{cwnd} + 1 \text{ MSS}$
  - Record the highest outstanding unacknowledged packet sequence number (in variable *recover*)
  - When receive new ACK
    - $\text{cwnd} = \text{threshold}$
    - Return to congestion avoidance phase

### New Reno Version

- Add Fast Retransmit and Fast Recovery
- Handle Fast Recovery differently
  - *Partial ACKs*: An ACK that acknowledges some but not all the segments that were outstanding at the start of fast recovery. NewReno interprets this as an indication of multiple loss.
  - If partial ACK received (dup ACK)
    - Re-transmit the next lost segment *immediately*
    - $cwnd = cwnd + 1MSS$
  - If new ACK received (ACK's sequence number in variable *recover*)
    - $cwnd = \min\{\text{threshold}, \text{FlightSize} + 1MSS\}$  [FlightSize is amount of outstanding data transmitted]
    - exit Fast Recovery

TCP Variation	Response to 3 dupACK's	Response to Partial ACK of Fast Retransmission	Response to "full" ACK of Fast Retransmission
Tahoe	Do fast retransmit, enter slow start	$cwnd = cwnd + 1MSS$	$cwnd = cwnd + 1MSS$
Reno	Do fast retransmit, enter fast recovery	Exit fast recovery, deflate window ( $cwnd = \text{threshold}$ ), enter congestion avoidance	Exit fast recovery, deflate window ( $cwnd = \text{threshold}$ ), enter congestion avoidance
NewReno	Do fast retransmit, enter modified fast recovery	Fast retransmit and deflate window ( $cwnd = \text{threshold}$ ), remain in modified fast recovery	Exit modified fast recovery, deflate window ( $cwnd = \text{threshold}$ ), enter congestion avoidance