CS 725/825 & IT 725
Lecture 19
Transport Layer

November 13, 2023

Congestion Window (original)

- Components algorithms of TCP network congestion control (RFC 2001):
  - Slow Start - initial growth of CongWind
  - Congestion Avoidance - AIMD-based “search” for optimal rate
  - Fast Retransmit - quick recovery from isolated packet losses
  - Fast Recovery - undoing congestion control steps under Fast Recovery

Variants of TCP (examples)

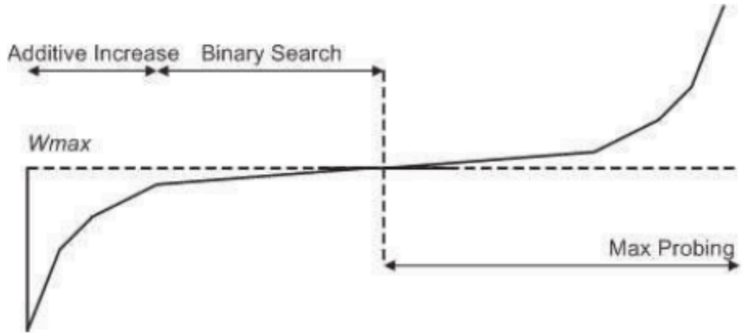
- Original TCP (RFC1122)
- TCP Tahoe (adds Fast Retransmit)
- TCP Reno (adds Fast Recovery)
- TCP Vegas (RTT-based)
- TCP BIC and CUBIC (Linux up to kernel 3.2)
- Compound TCP (Windows since Vista)
- TCP Proportional Rate Reduction (PRR) (Linux)
- TCP Bottleneck Bandwidth and Round-trip propagation time (BBR) (RTT-based, developed by Google)

TCP Vegas

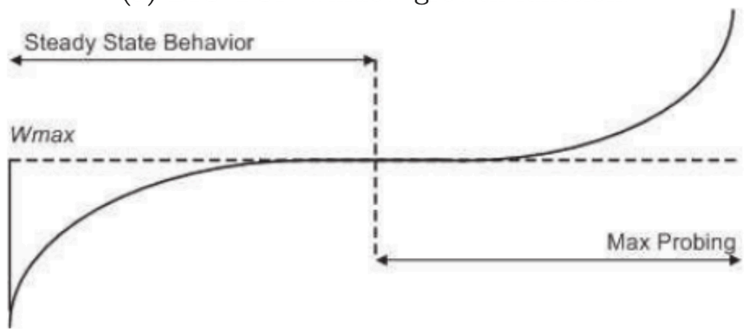
- RTT observed
- An increase in RTT indicates congestion
  - reduce transmission rate
- Steady RTT measurements indicate underutilization
  - slowly increase transmission rate until RTT starts increasing

TCP CUBIC

- An update of TCP BIC (Binary Increase Congestion control)
- “modifies the linear window growth function of existing TCP standards to be a cubic function in order to improve the scalability of TCP over fast and long distance networks”



(a) BIC-TCP window growth function.



(b) CUBIC window growth function.

From: Sangtae Ha, Injong Rhee, and Lisong Xu. 2008. CUBIC: a new TCP-friendly high-speed TCP variant. SIGOPS Oper. Syst. Rev. 42, 5 (July 2008), 64–74. DOI:https://doi.org/10.1145/1400097.1400105

TCP BBR

- Bottleneck Bandwidth and Round-trip propagation time
- Designed by Google (~2016)
  - with YouTube as the motivating use case
  - available in Linux kernel 4.9+
- As the protocol name suggests:
  - “BBR congestion control computes the sending rate based on the delivery rate (throughput) estimated from ACKs” (comment in tcp-bbr.c in Linux kernel)

TCP BBR

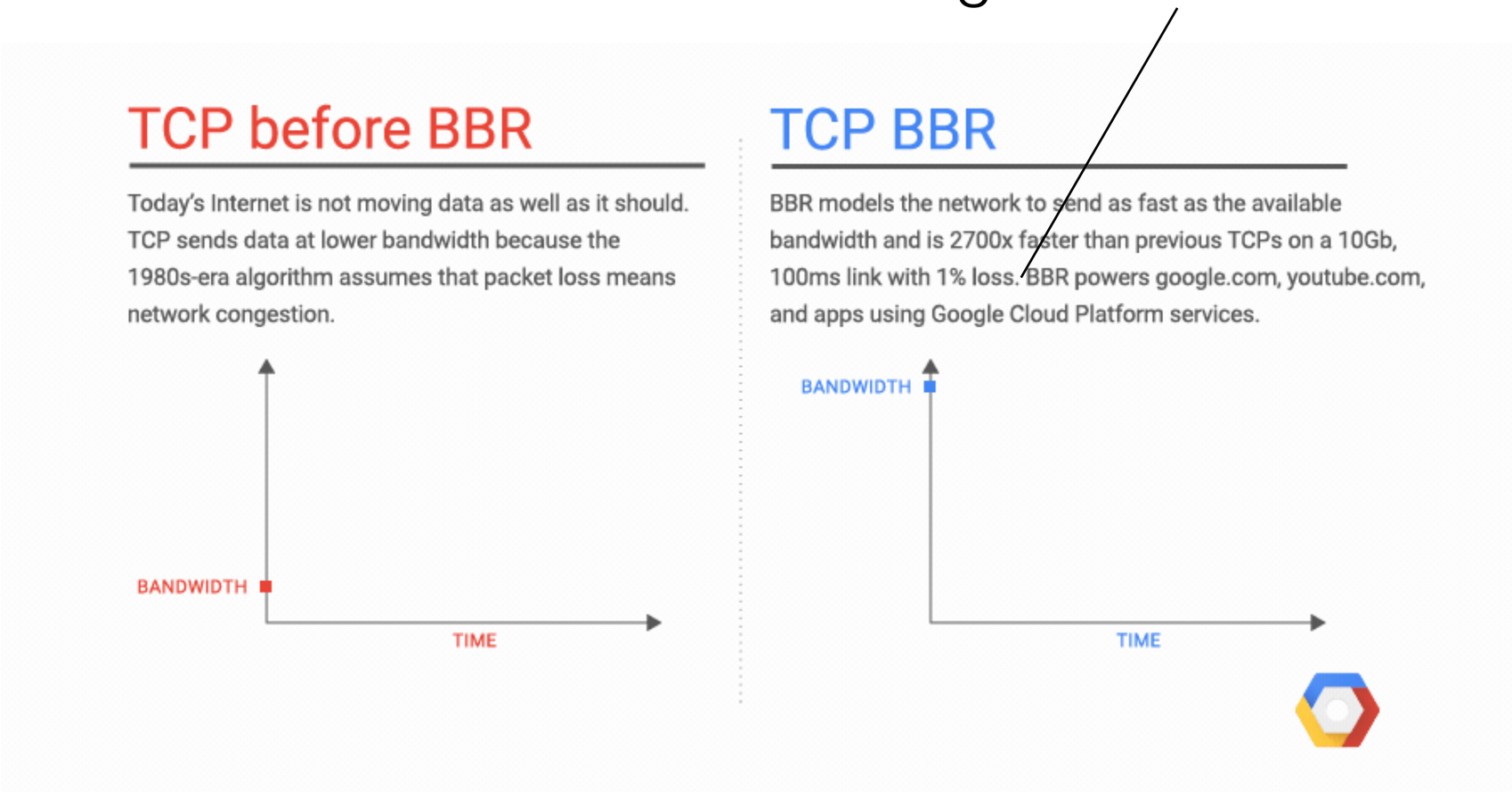
- Congestion control state diagram:

```
* Here is a state transition diagram for BBR:
*
*             |
*             V
*    +---> STARTUP  ----+
*    |        |          |
*    |        V          |
*    |      DRAIN   ----+
*    |        |          |
*    |        V          |
*    +---> PROBE_BW ----+
*    |      ^    |       |
*    |      |    |       |
*    |      +----+       |
*    |                   |
*    +---- PROBE_RTT <--+
```

Source: comment in tcp-bbr.c in Linux kernel
https://git.kernel.org/pub/scm/linux/kernel/git/netdev/net-next.git/tree/net/ipv4/tcp_bbr.c

TCP BBR

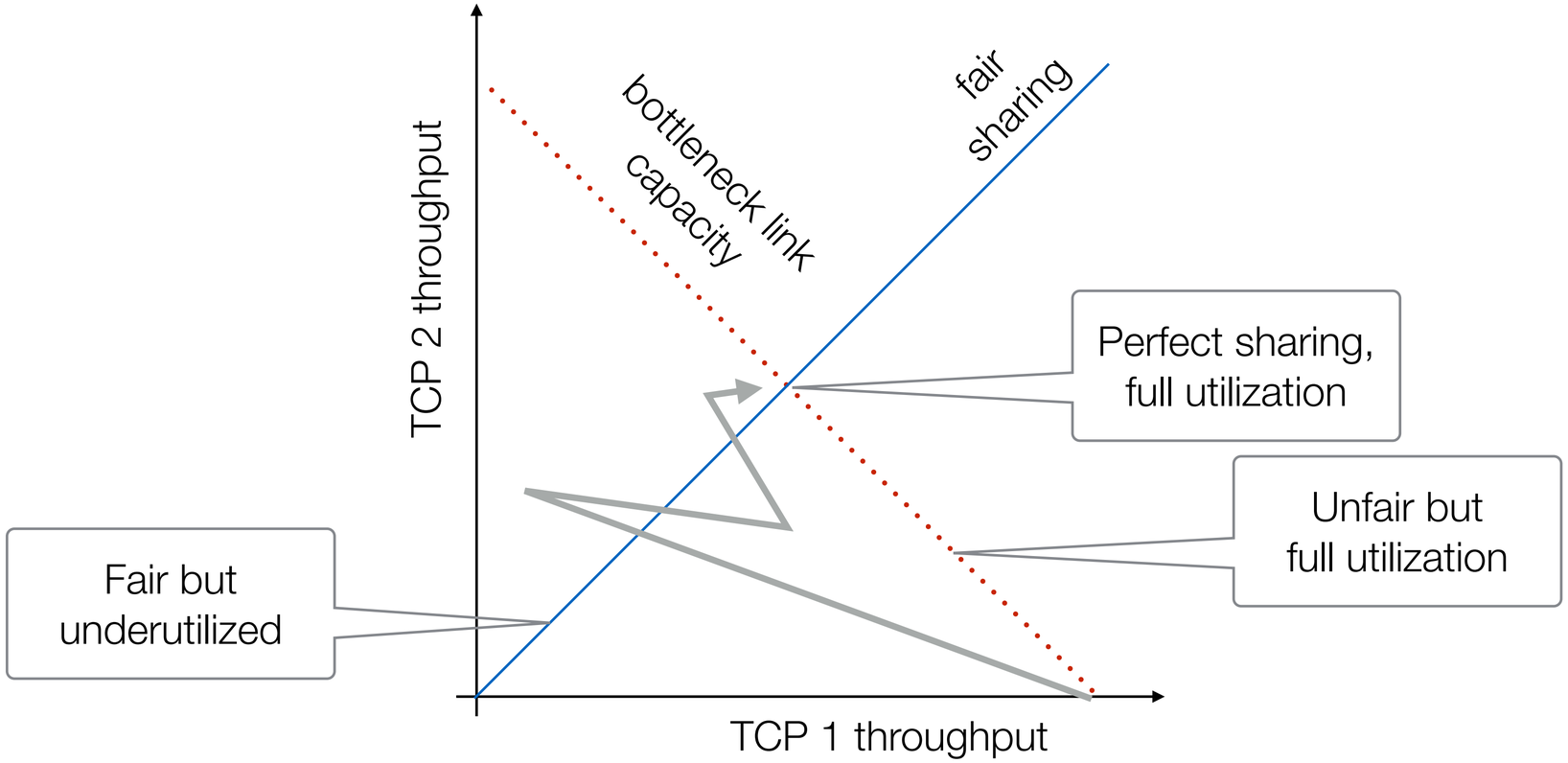
- One has to be careful when making claims:



From: https://cloud.google.com/blog/products/networking/tcp-bbr-congestion-control-comes-to-gcp-your-internet-just-got-faster (interestingly, the link no longer works, a copy of the article is still available at https://www.googblogs.com/tcp-bbr-congestion-control-comes-to-gcp-your-internet-just-got-faster/)

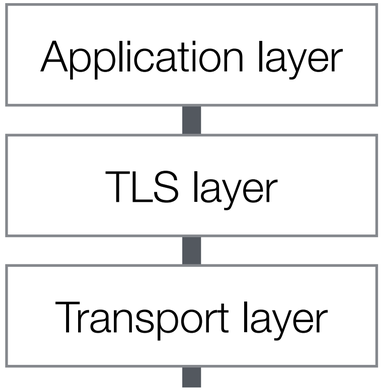
TCP Fairness

- Example: two TCP connections competing with each other on a bottleneck link:



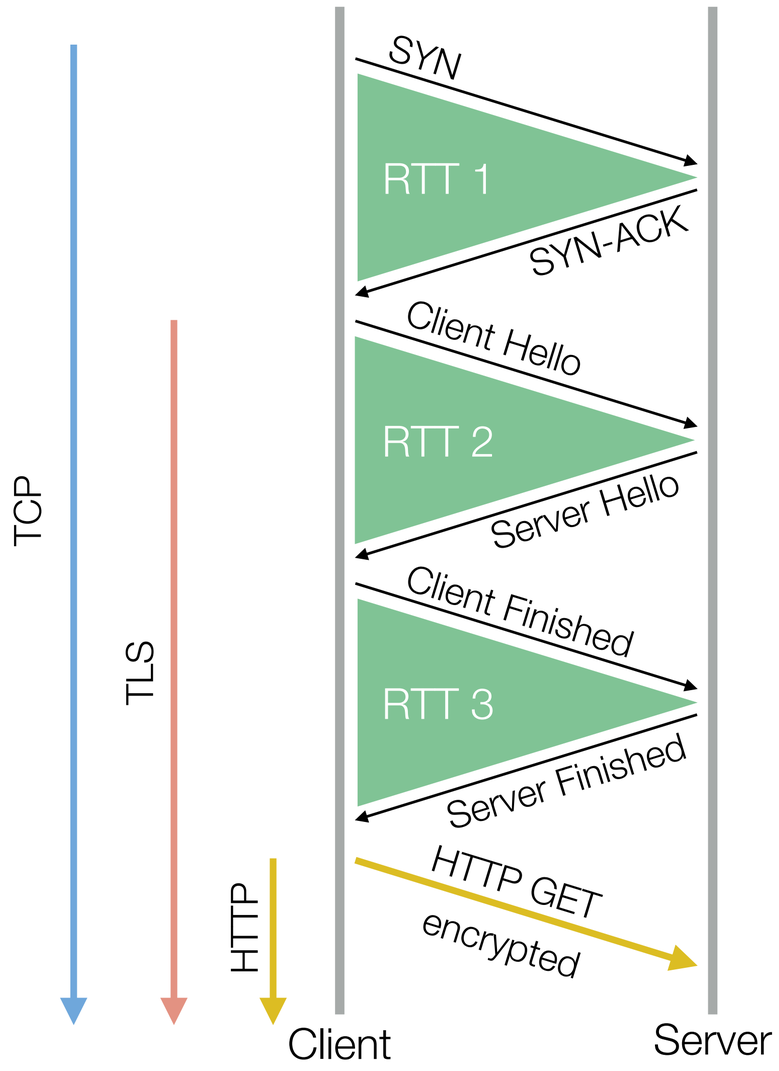
Transport Layer Security

- Transport Layer Security (TLS) - cryptographic protocols that to provide privacy (encryption) and data integrity protection
- … earlier versions known as SSL (Secure Socket Layer) is now deprecated but the term is widely used as a synonym for TLS
- Most used version TLS 1.2 (2008)
- New version: TLS 1.3



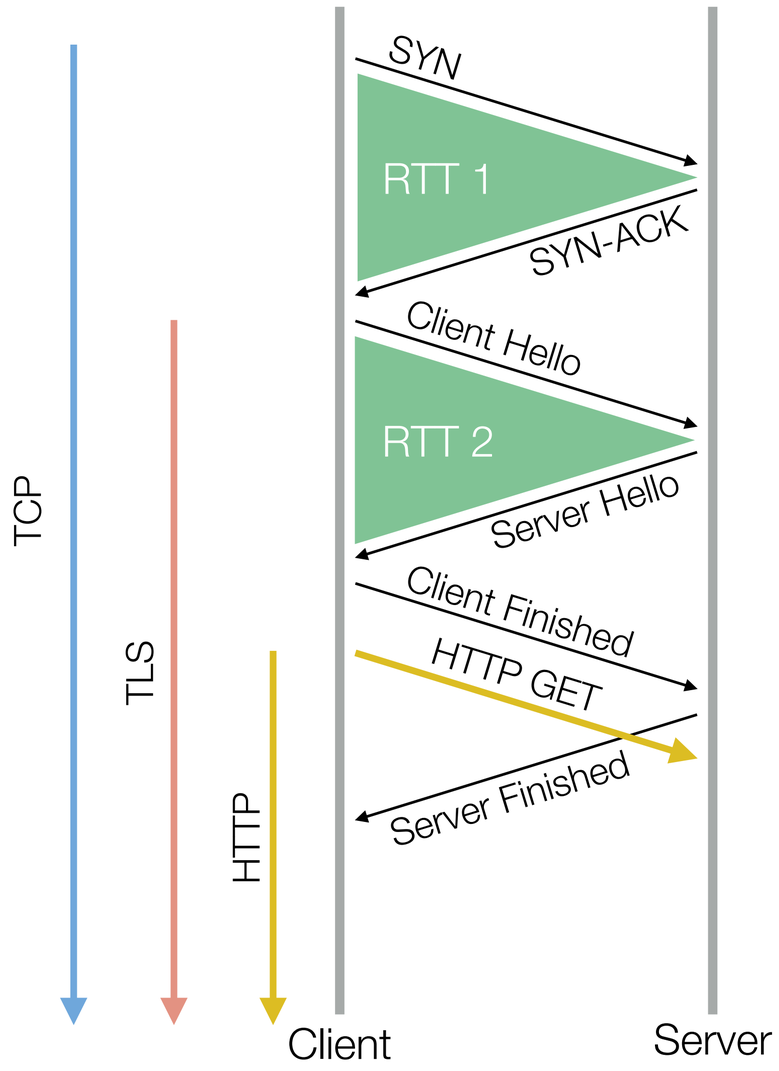
TLS connection latency

- TLS 1.2
  - 3 RTTs required to establish a secure connection



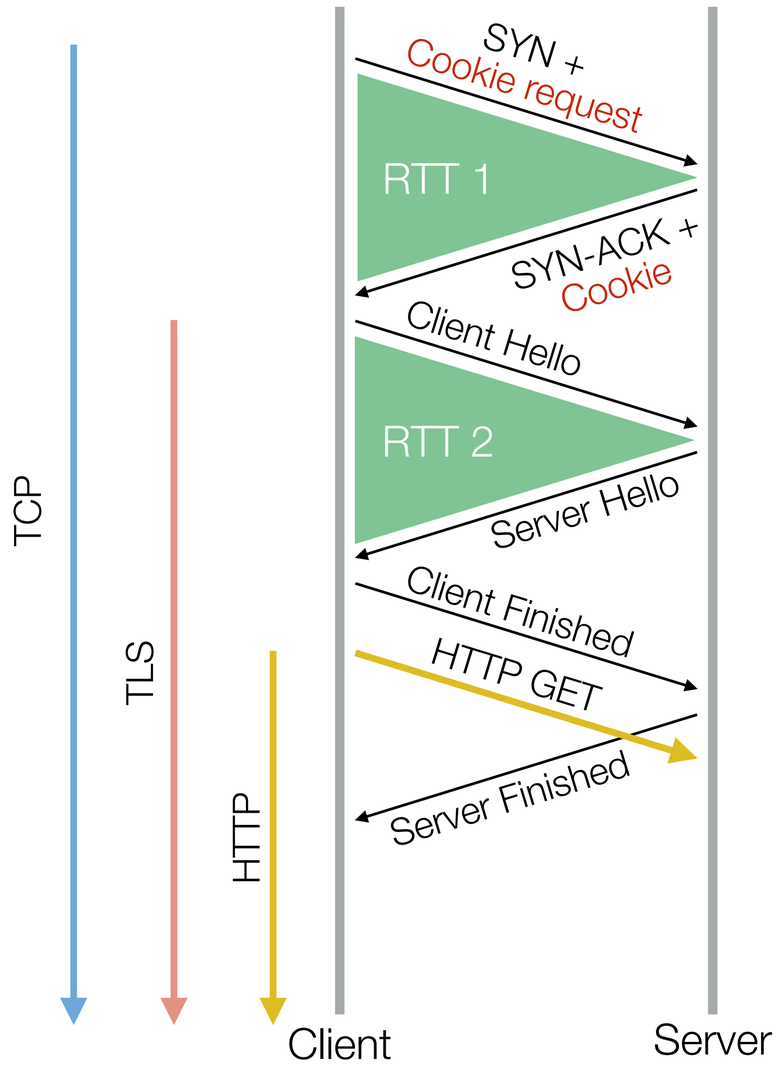
TLS connection latency

- TLS False Start option
  - 2 RTTs required to establish a secure connection



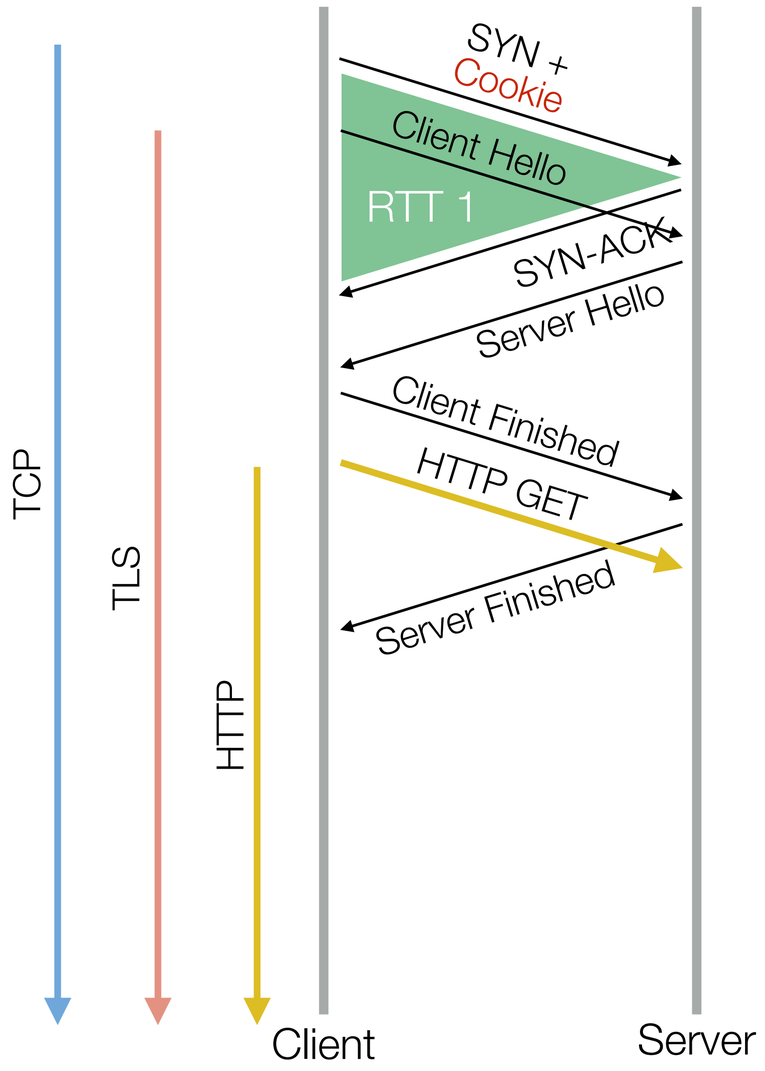
TLS connection latency

- TLS Fast Open option
  - when client connects for the first time, 2 RTTs are still required to establish a secure connection
  - server provides Fast Open Cookie to be used to speed-up subsequent connections



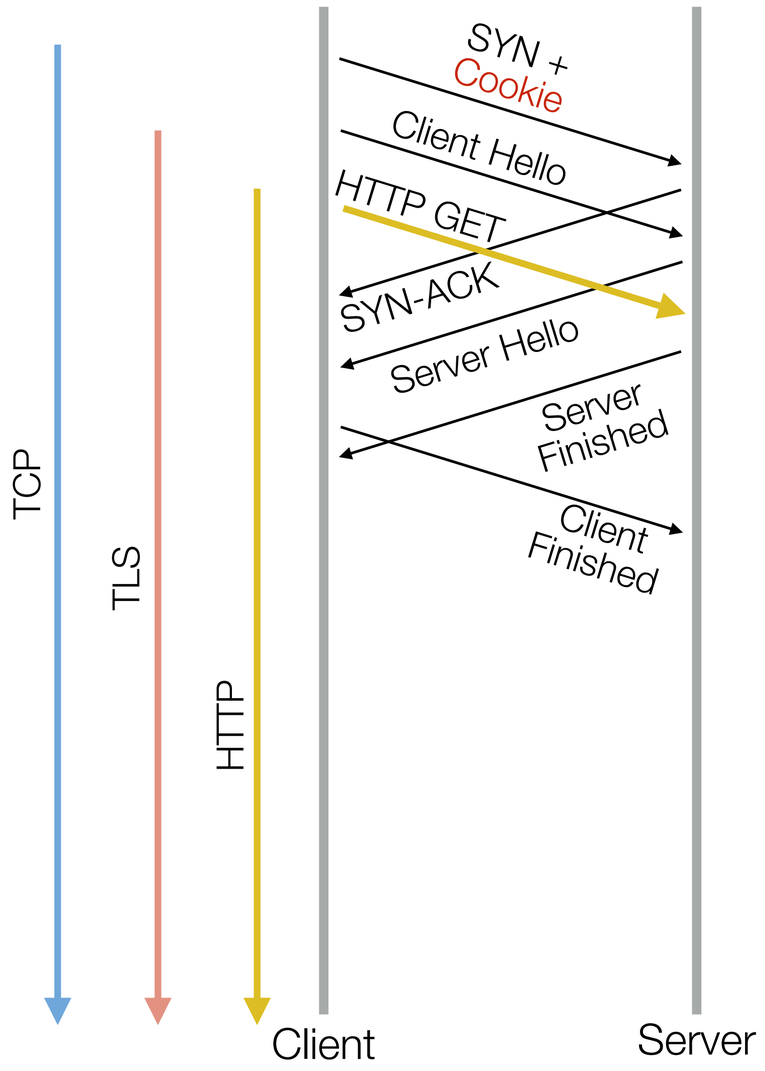
TLS connection latency

- TLS Fast Open option
  - for subsequent connections, only one RTTs required to establish a secure connection
  - client sends previously received Fast Open Cookie



TLS connection latency

- 0-RTT with TLS 1.3
  - for subsequent connections (using Fast Open Cookie), HTTP command is set before the TLS connection is fully established
  - However, the initial data sent to the server is susceptible (e.g., replay attack)



UDP

- User Datagram Protocol (RFC 768)
  - A wrapper protocol for IP to add port numbers
  - 8 bytes

Source Port	Destination Port
Length	Checksum