CS 725/825 & IT 725 Lecture 14

Transport Layer

October 20, 2025

Filling the pipe...

- Stop and Wait protocol
 - wait for acknowledgment before sending next packet
- Sliding Window protocols
 - send up to \boldsymbol{W} (window size) packets/bytes before waiting for acknowledgment
 - when a packet is lost:
 - retransmit the packet (Selective-Reject ARQ)
 - retransmit all un-acknowledged packets (Go-Back-N ARQ)
- Measure: utilization (a.k.a. normalized throughput)
 - the ratio between goodput and maximum theoretical capacity

Two bottlenecks

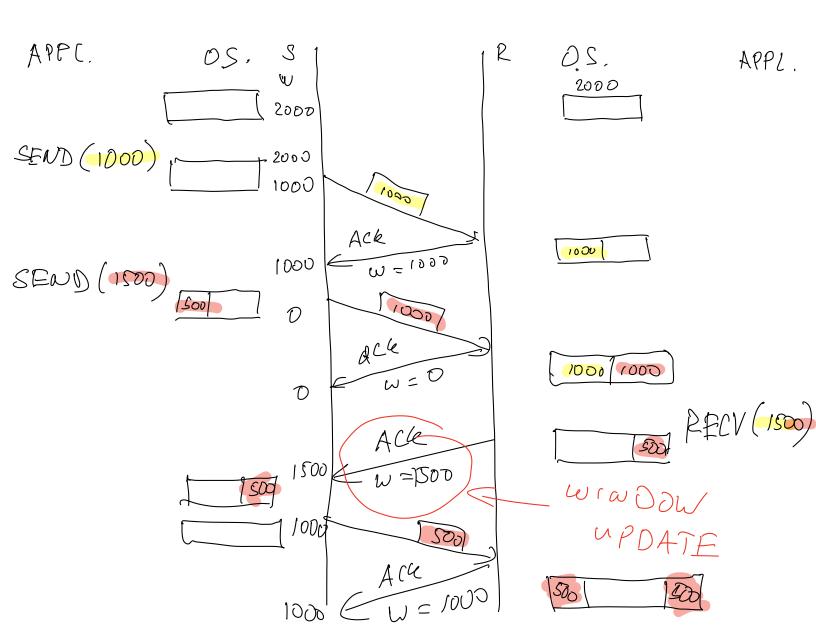
Receiver

- receiver is unable to keep up with incoming data
- addressed by flow control mechanisms
- typically uses explicit feedback from receiver to sender

Network

- nodes or links of the network are overloaded
- addressed by congestion control mechanism
- explicit congestion notification (few technologies)
- implicit congestion notification (Internet)

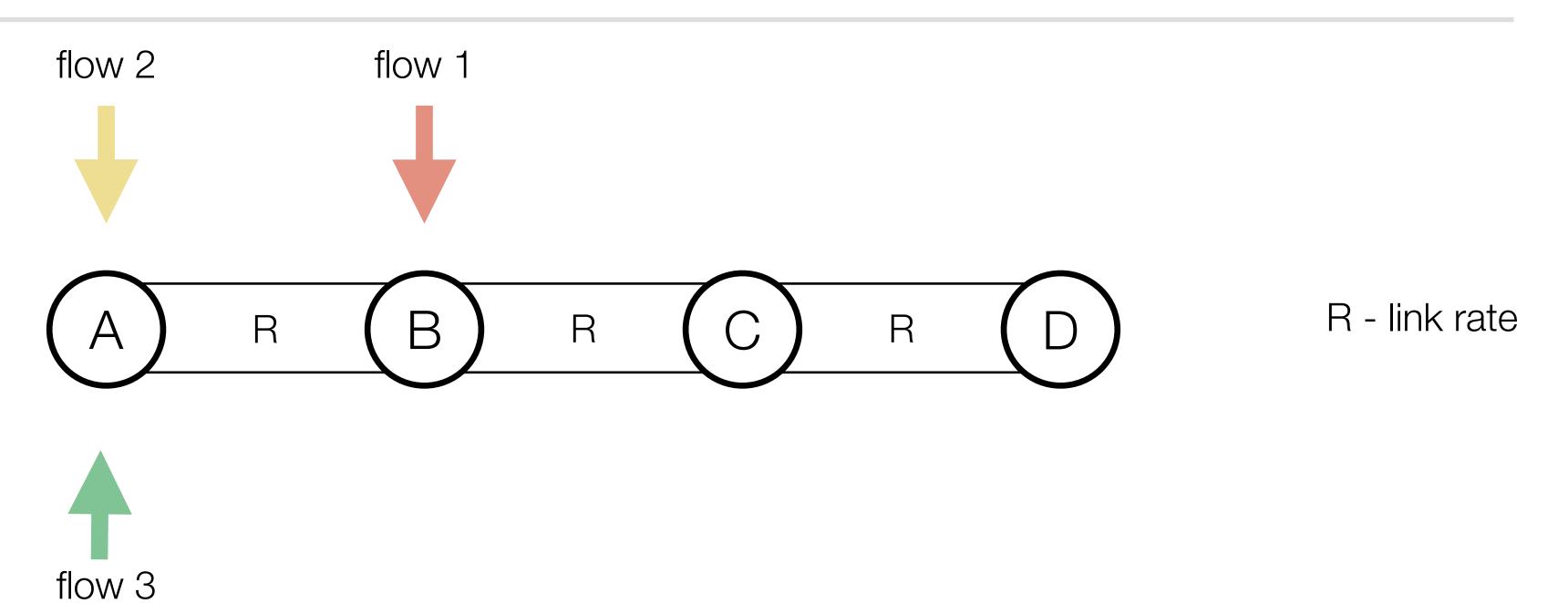
FLOW CONTROL



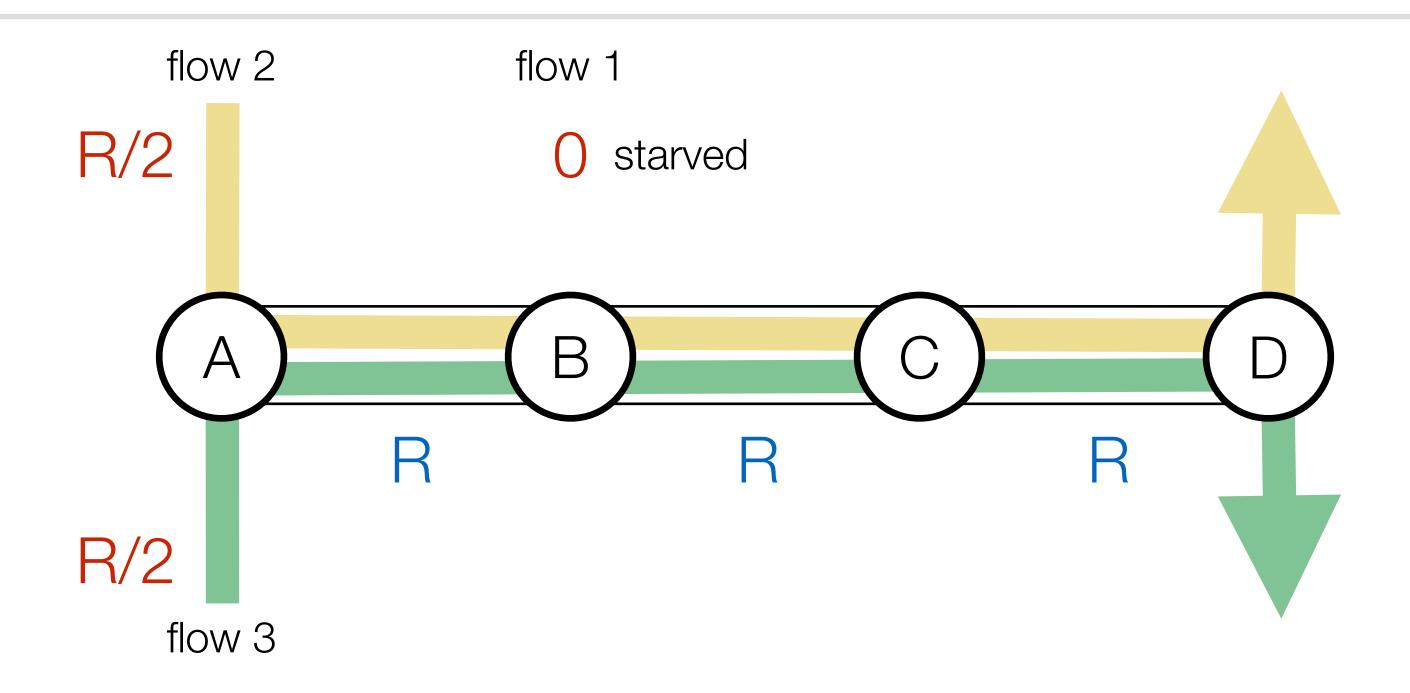
Congestion control

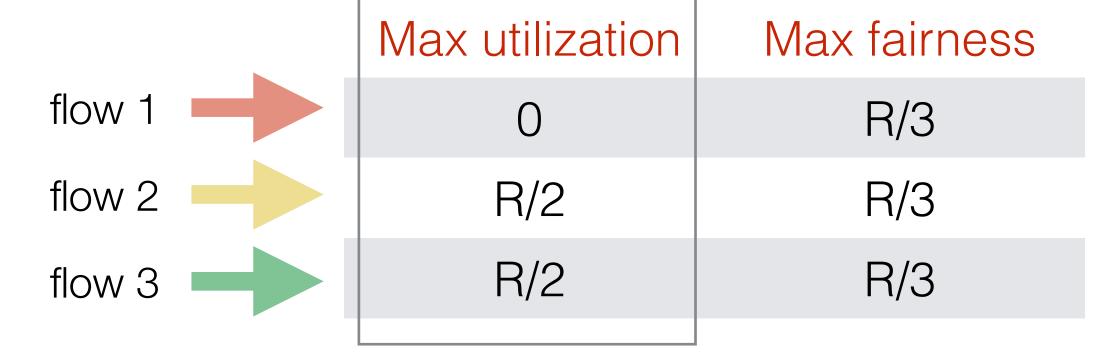
- ▶ Goal: Make the most effective use of the network capacity
 - avoid congestion
 - maximize utilization
 - maintain fairness (or deliver promised service level)
- Method: Controlling the rate with which traffic is injected into the network by the transmitter

Utilization vs fairness



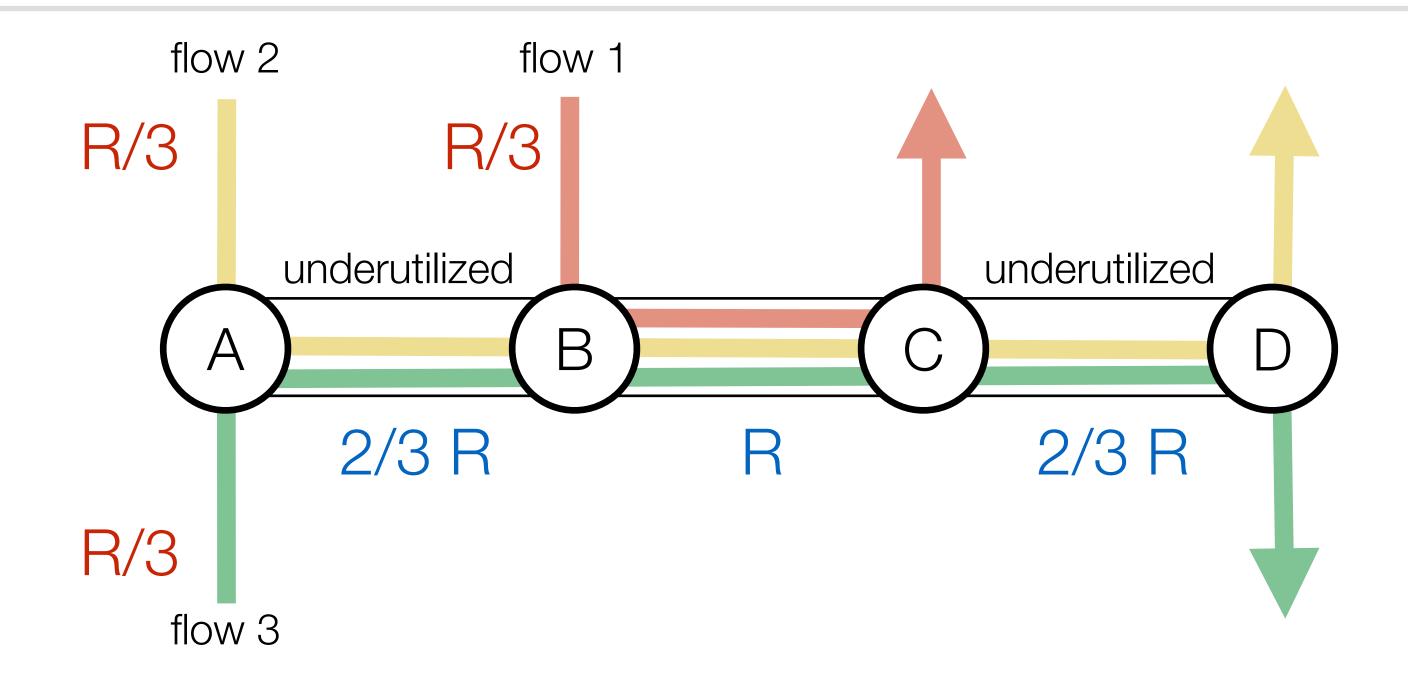
Max utilization





R - link rate

Max fairness

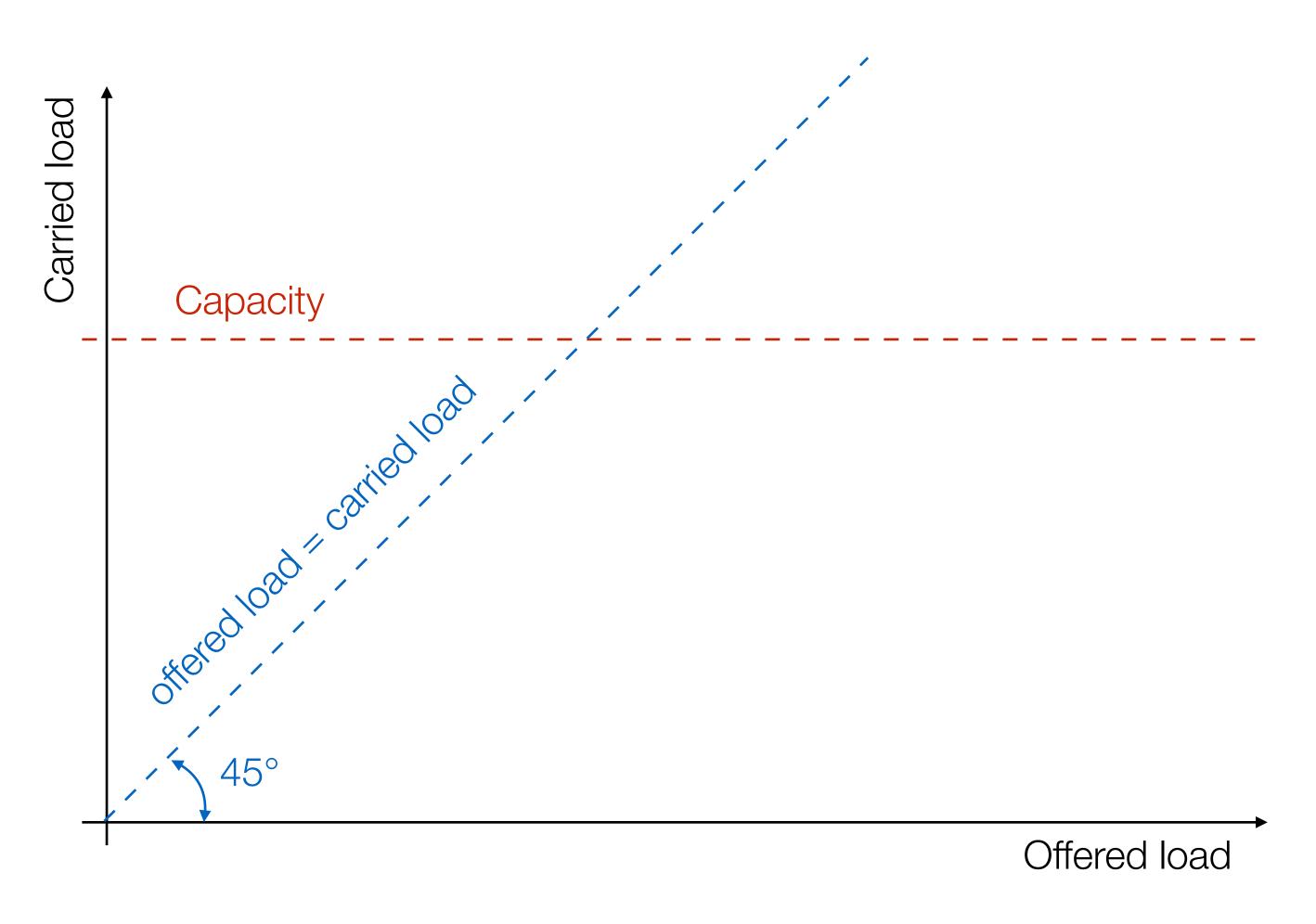


	Max utilization	Max fairness
flow 1	0	R/3
flow 2	R/2	R/3
flow 3	R/2	R/3

R - link rate

Network congestion control

- ▶ Reasons why congestion control mechanisms are critical for the stable operation of the Internet [RFC 8085]:
- Prevention of congestion collapse
 - i.e., a state where an increase in network load results in a decrease in useful work done by the network
- Establishment of a degree of fairness
 - i.e., allowing multiple flows to share the capacity of a path reasonably equitably.



Offered vs carried load graph

