

Two Types of Congestion

▶ Receiver Congestion

- receiver is unable to keep up with incoming data
- solved by *explicit* feedback from receiver to sender

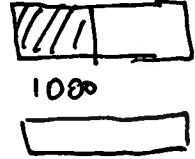
▶ Network Congestion

- nodes or links of the network are overloaded
- *explicit* congestion notification (few technologies)
- *implicit* congestion notification (Internet)

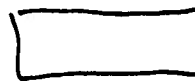
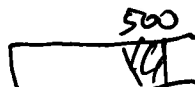
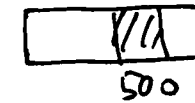
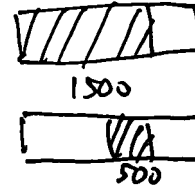
RECEIVER CONGESTION CONTROL

APPL

WRITE
(1000)



WRITE
(1500)



OS
WINDOW

2000

1000

1000

1000

0

0

500

1500

1000

1000

2000

CON. OPEN

1000

WINDOW = 1000
ACK

1000

WINDOW = 0
ACK

WINDOW = 1500
ACK

500

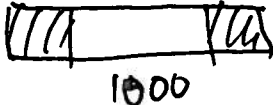
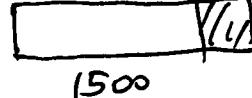
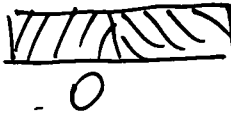
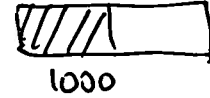
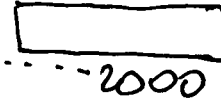
ACK

WINDOW = 1000

ACK

WINDOW = 2000

OS



APPL

READ
(1500)

WINDOW UPDATE

READ
(1000)

Implicit Congestion Cntrl.

► Round Trip Time (RTT)

- time between data packet transmission and reception of it acknowledgement
- increase in RTT could be interpreted as due to an increase in queue lengths in nodes (congestion)
- or it could be due to a route change...

► Packet Loss

- packet loss due to queue overflow (congestion)
- packet loss due to random packet errors

Network Congestion

- ▶ No explicit indication of congestion given
- ▶ Source observes RTT and packet loss and adjusts transmission rate according to its estimate of the congestion state of the network
- ▶ Additive Increase Multiplicative Decrease (AIMD)
 - better safe than sorry

Transport Control

- ▶ Design parameters and objectives
 - used by most popular applications, majority of Internet traffic is transported over TCP
 - significant impact on congestion behavior of the Internet
 - must operate over networks with widely-varying characteristics
 - must be robust and (relatively) simple to implement

TCP Header

TCP Header																																	
Offsets Octet		0								1								2								3							
Octet	Bit	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
0	0	Source port																Destination port															
4	32	Sequence number																															
8	64	Acknowledgment number (if ACK set)																															
12	96	Data offset	Reserved 0 0 0			N S	C W R	E C E	U R G	A C K	P S H	R S T	S S T	S Y N	F I N	Window Size																	
16	128	Checksum																Urgent pointer (if URG set)															
20	160	Options (if Data Offset > 5, padded at the end with "0" bytes if necessary)																															
...																															

Another image appropriated from Wikipedia...