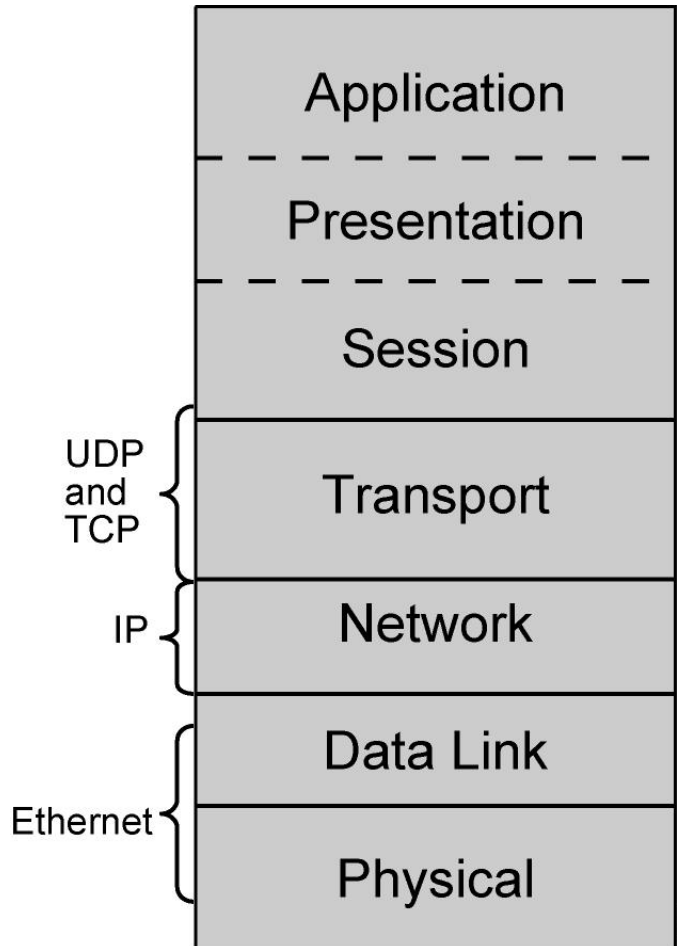


# Understanding the TCP/IP Transport Layer



# Transport Layer



- Session multiplexing
- Segmentation
- Flow control (when required)
- Connection-oriented (when required)
- Reliability (when required)

# Reliable vs. Best-Effort Comparison

	Reliable	Best-Effort
Connection Type	Connection-oriented	Connectionless
Protocol	TCP	UDP
Sequencing	Yes	No
Uses	<ul style="list-style-type: none"><li>▪ E-mail</li><li>▪ File sharing</li><li>▪ Downloading</li></ul>	<ul style="list-style-type: none"><li>▪ Voice streaming</li><li>▪ Video streaming</li></ul>

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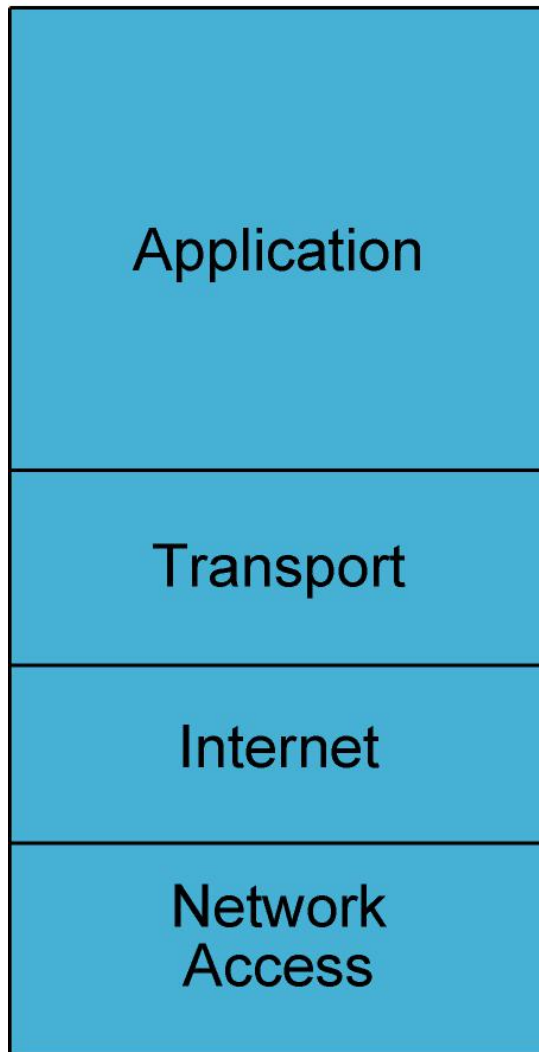
# UDP Characteristics

- Operates at transport layer of OSI and TCP/IP models
- Provides applications with access to the network layer without the overhead of reliability mechanisms
- Is a connectionless protocol
- Provides limited error checking
- Provides best-effort delivery
- Has no data-recovery features

# TCP Characteristics

- Transport layer of the TCP/IP stack
- Access to the network layer for applications
- Connection-oriented protocol
- Full-duplex mode operation
- Error checking
- Sequencing of data packets
- Acknowledgement of receipt
- Data-recovery features

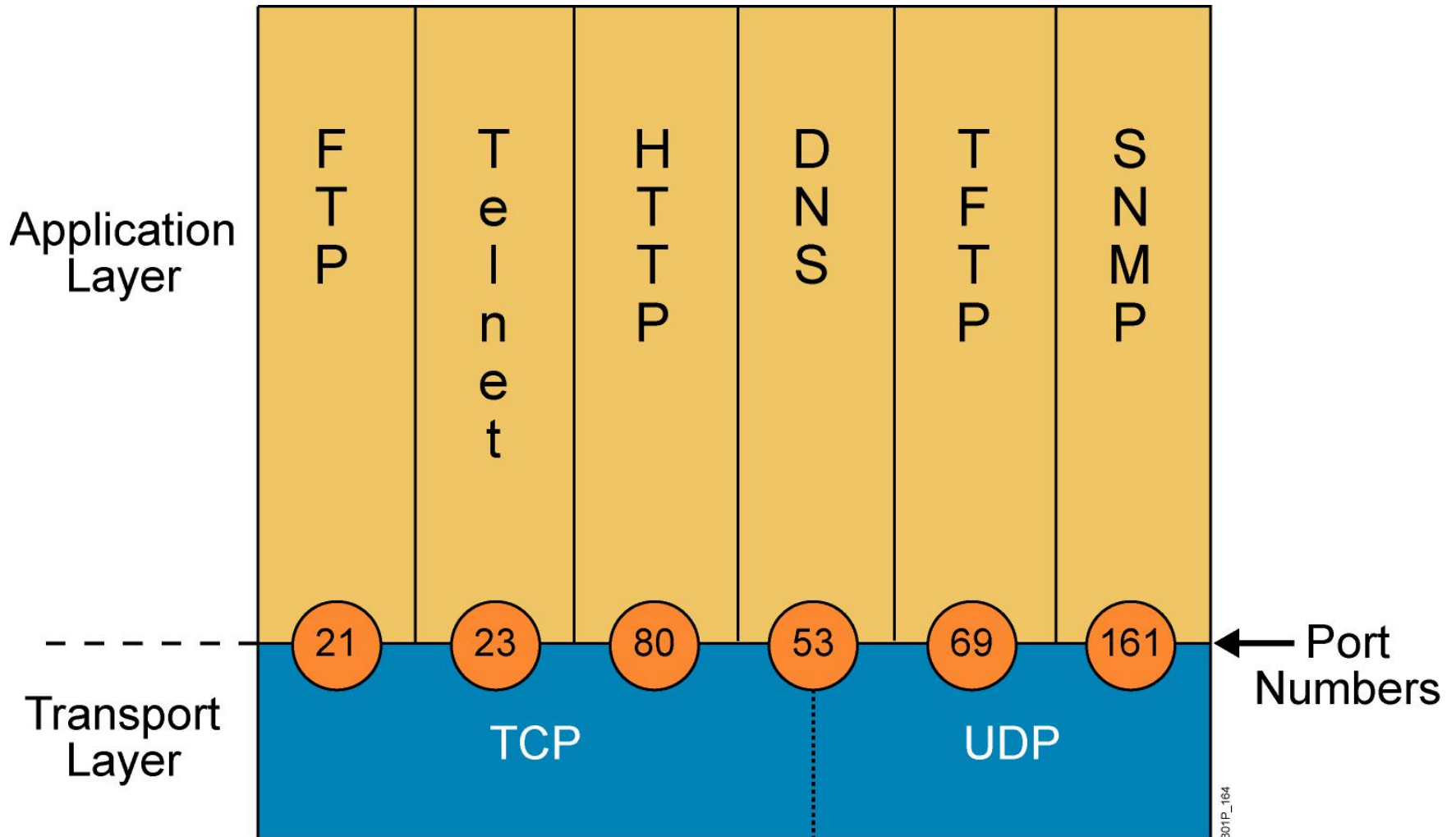
# TCP/IP Application Layer Overview



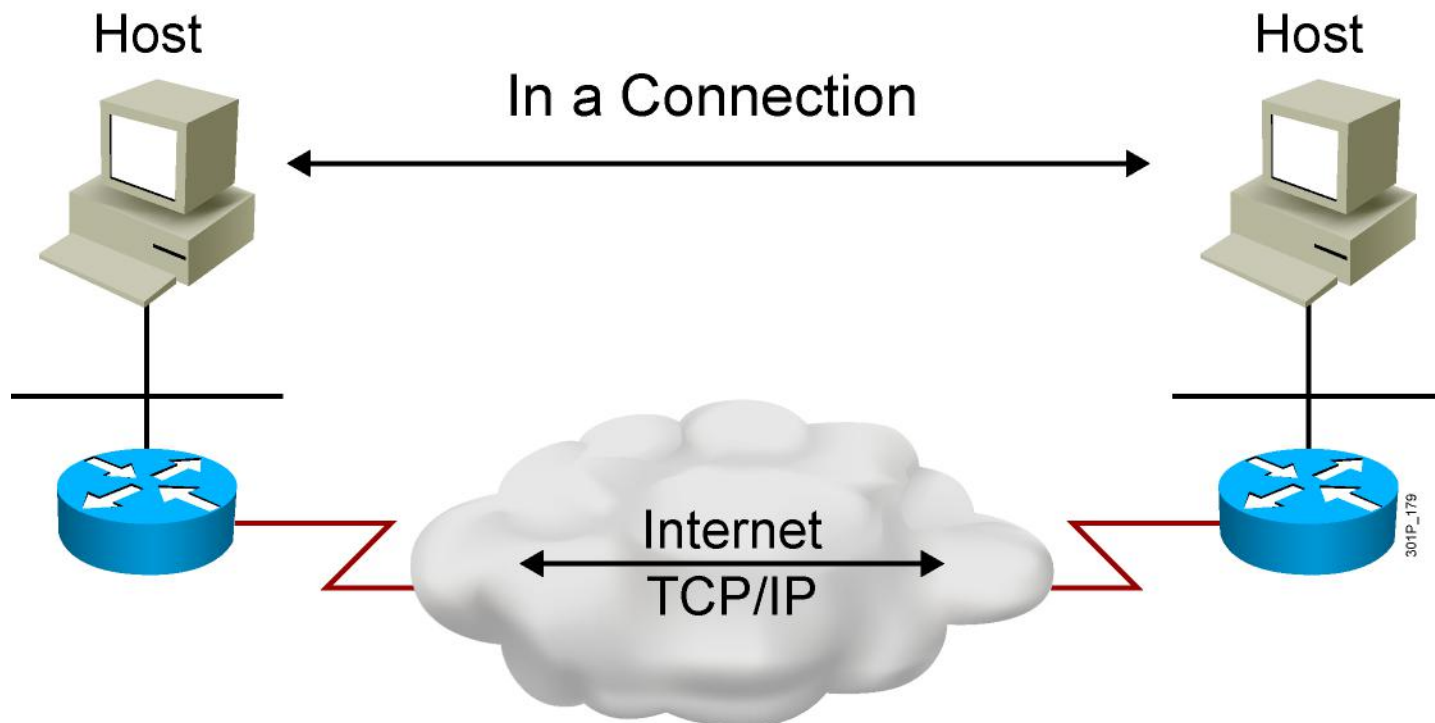
- File transfer
  - FTP
  - TFTP
  - Network File System
- E-mail
  - Simple Mail Transfer Protocol
- Remote login
  - Telnet
  - rlogin
- Network management
  - Simple Network Management Protocol
- Name management
  - Domain Name System

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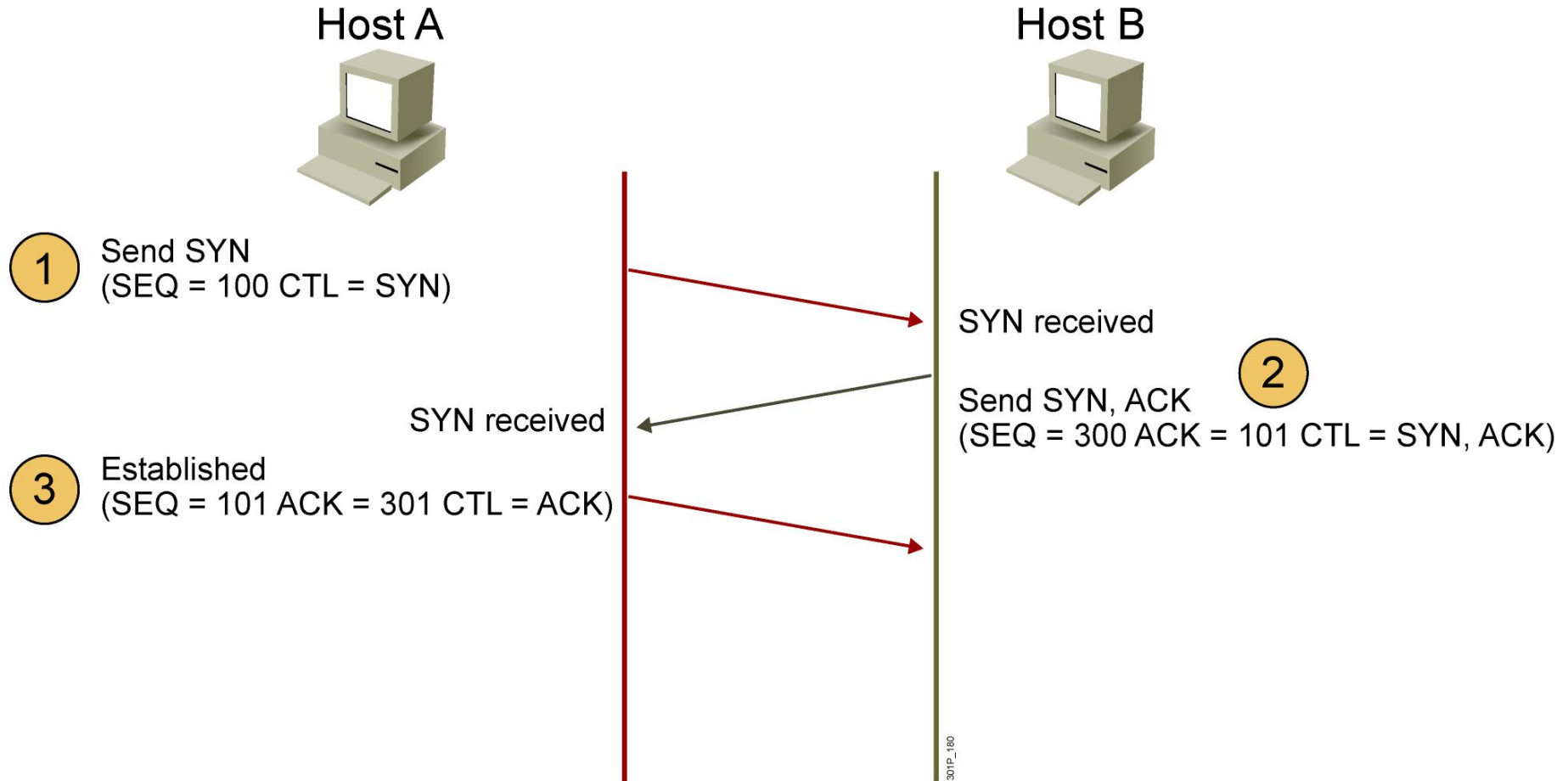
# Mapping Layer 4 to Applications



# Establishing a Connection

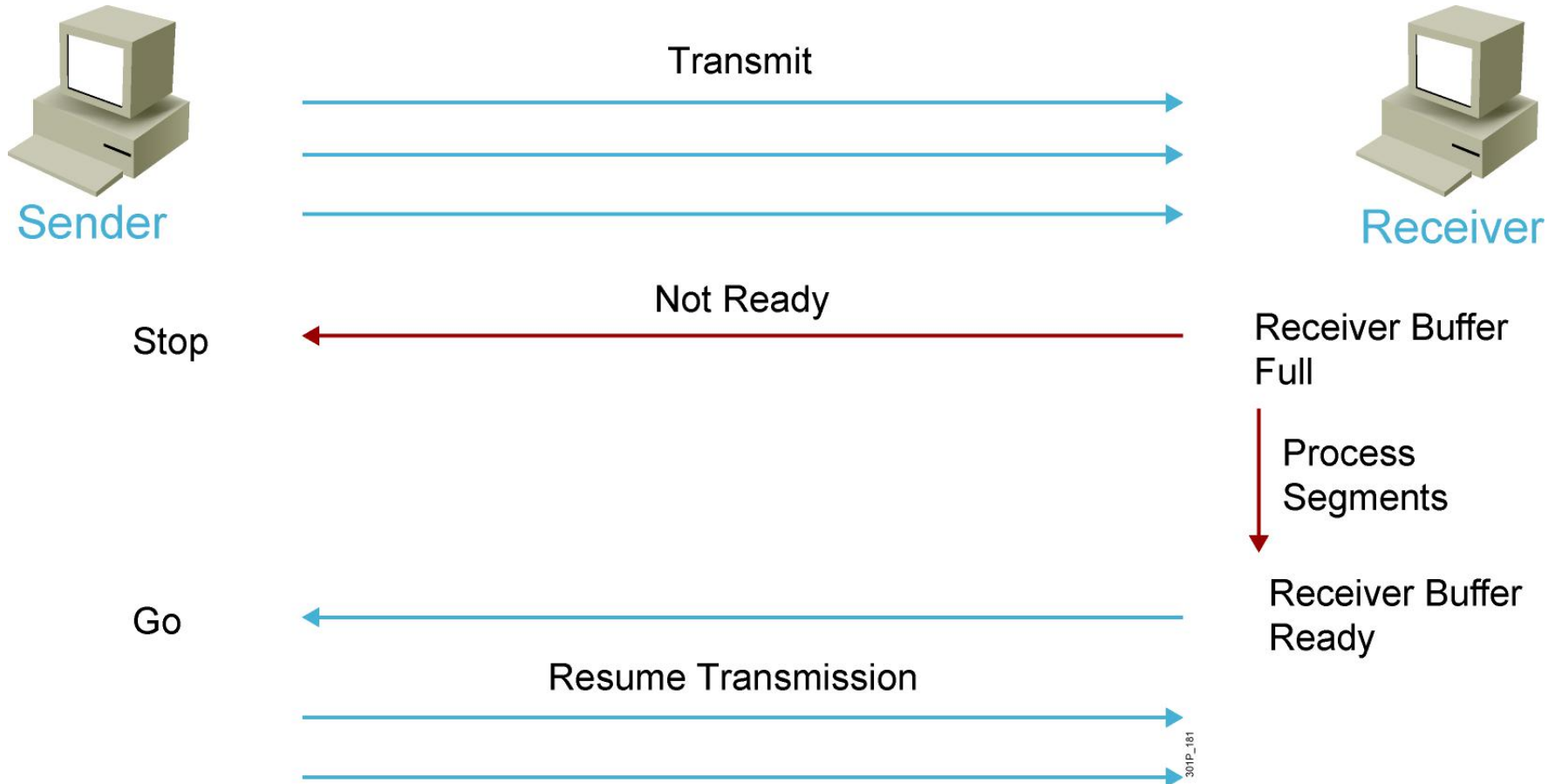


# Three-Way Handshake

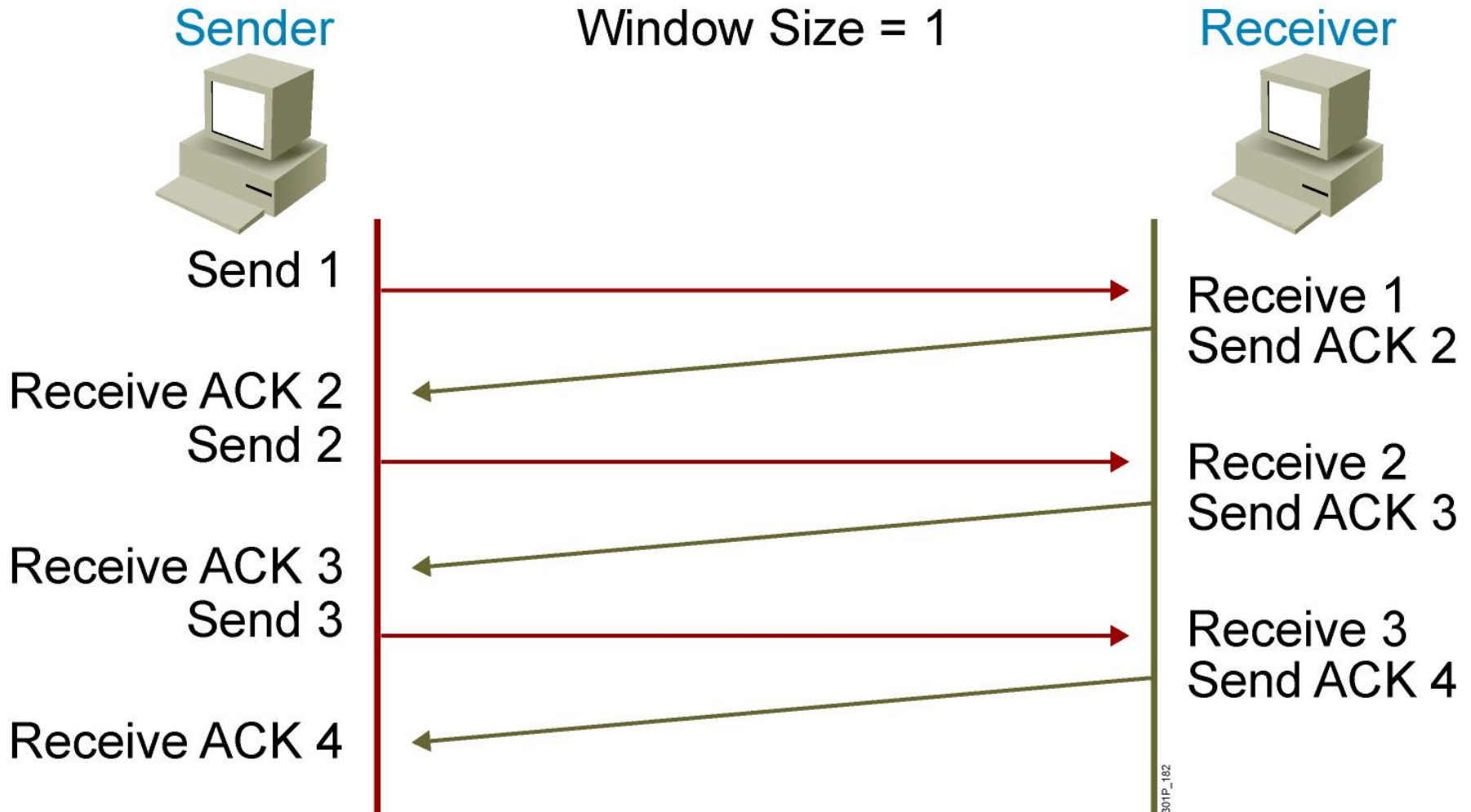


CTL = Which control bits in the TCP header are set to 1

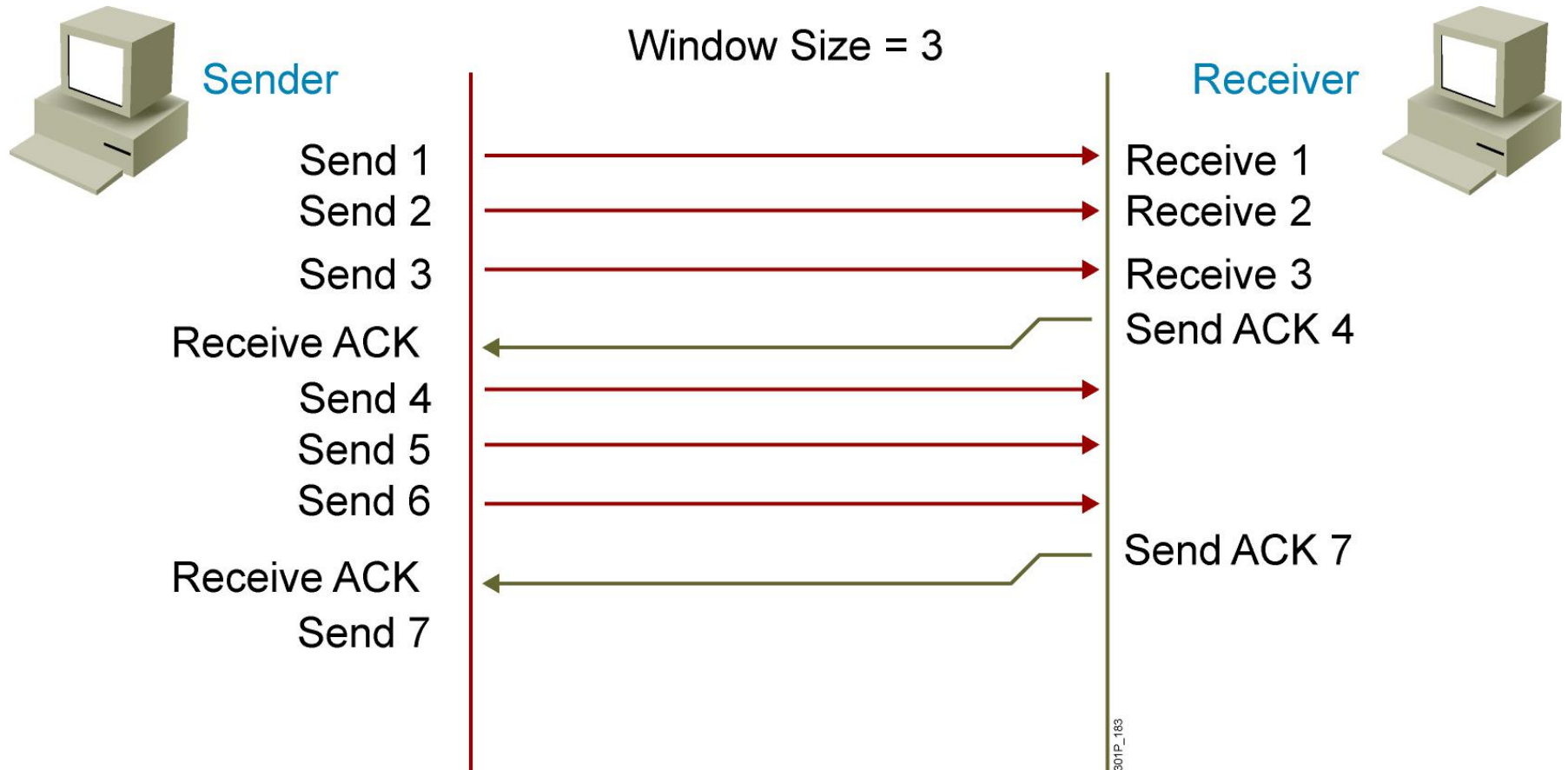
# Flow Control



# TCP Acknowledgment



# Fixed Windowing



# TCP Sliding Windowing



Sender

Window Size = 3  
Send 1

Window Size = 3  
Send 2

Window Size = 3  
Send 3

Window Size = 3  
Send 3

Window Size = 3  
Send 4



Receiver

ACK 3  
Window Size = 2

Segment 3 is lost because of the congestion of the receiver.

ACK 5  
Window Size = 2

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# TCP Sequence and Acknowledgment Numbers

