

# Lecture 10: Transport Layer

## Principles of Reliable Data Transfer

COMP 411, Fall 2022  
Victoria Manfredi

W E S L E Y A N  
U N I V E R S I T Y



**Acknowledgements:** materials adapted from Computer Networking: A Top Down Approach 7<sup>th</sup> edition: ©1996-2016, J.F Kurose and K.W. Ross, All Rights Reserved as well as from slides by Abraham Matta at Boston University, and some material from Computer Networks by Tannenbaum and Wetherall.

# Today

## 1. Announcements

- homework 4 due Friday at 5p

## 2. Reliable data transport

- principles
- reliable channel
- NAKs and ACKs
- coping with garbled ACKs and NAKs
- NAK-free protocol
- channels with errors and loss

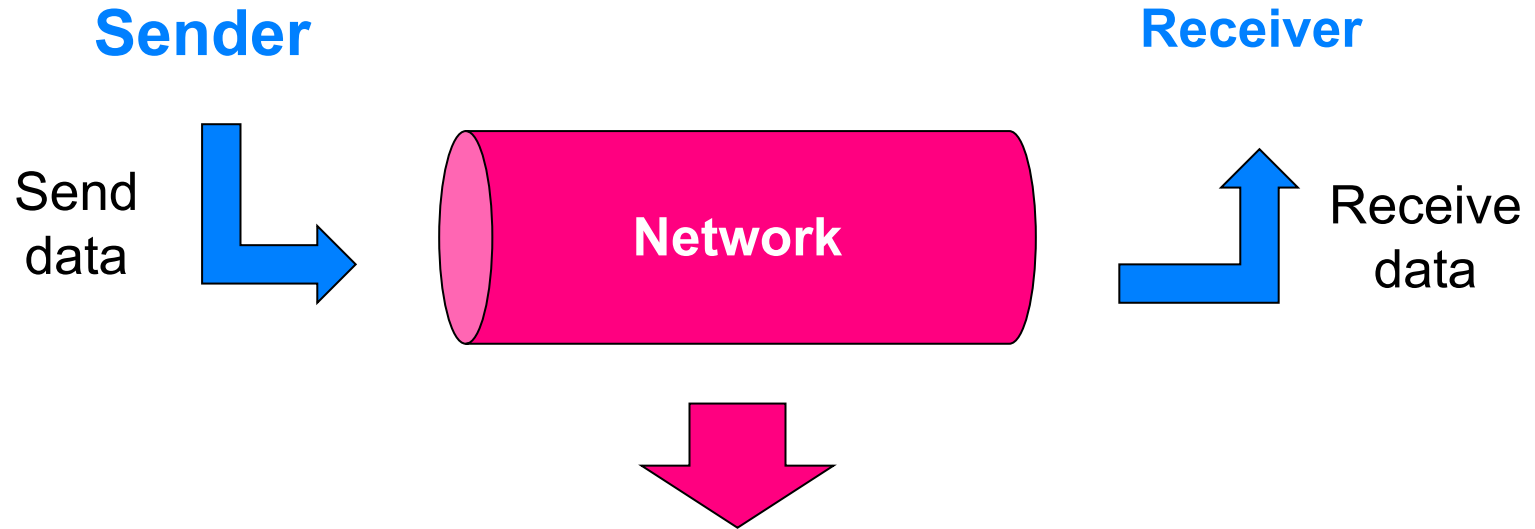
### Why are we looking at?

To help you understand why TCP operates the way it does (we'll cover next week)

# Reliable Data Transport

## **PRINCIPLES**

# Why can't we do the following?



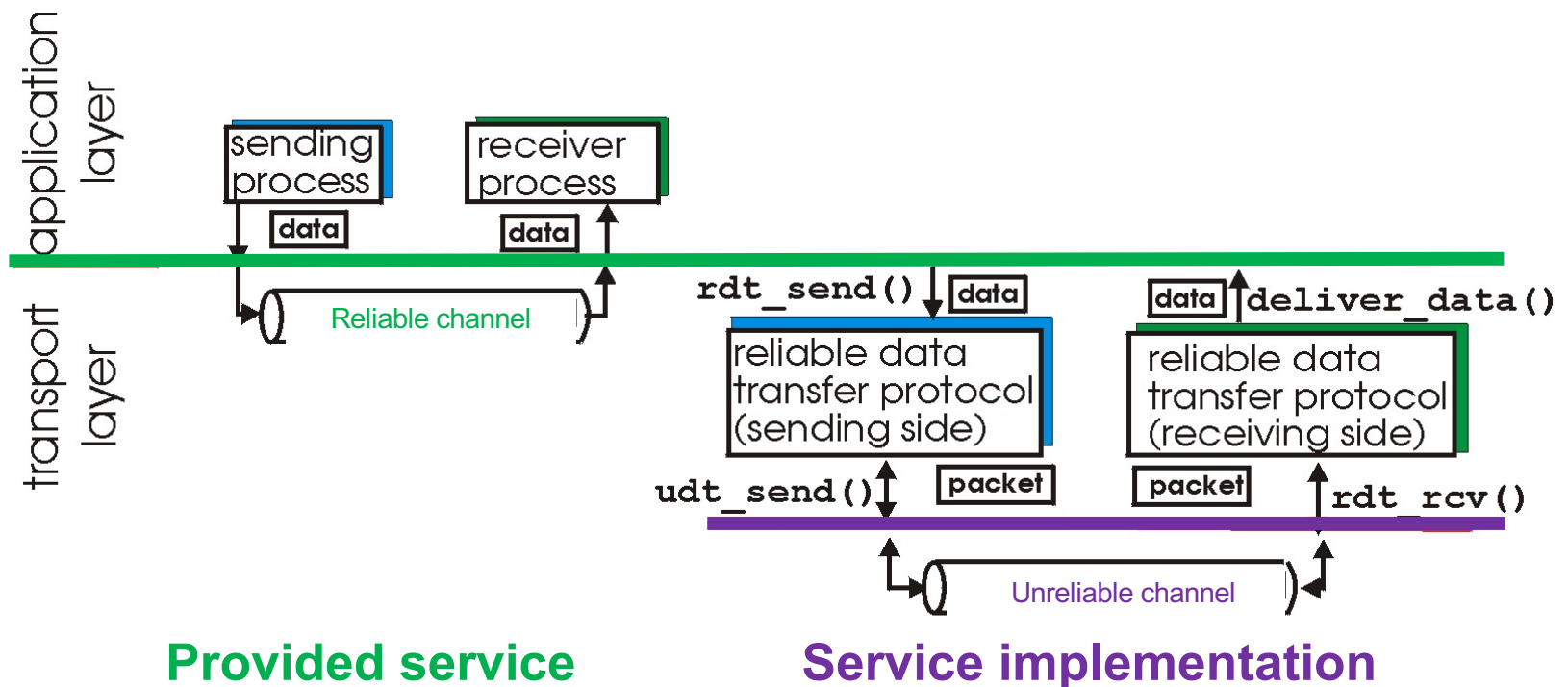
**Because Internet is unreliable channel**

Packets can be corrupted, duplicated, reordered, delayed, lost

**Q: What can we do?**

# Principles of reliable data transfer

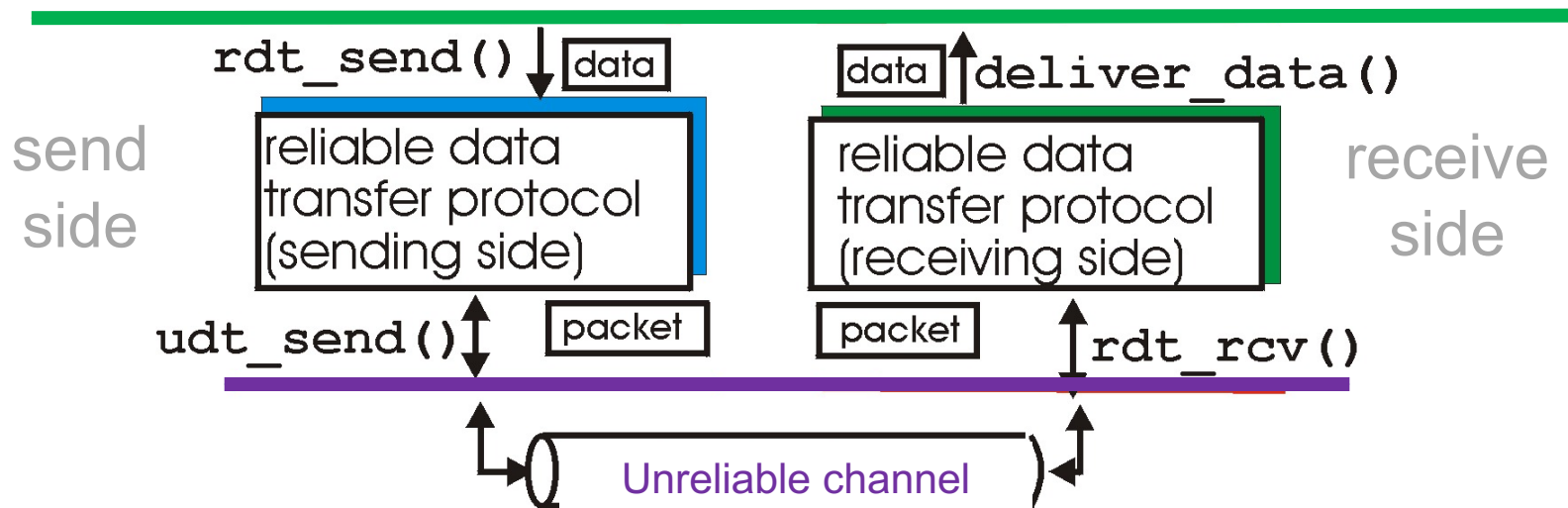
**Characteristics** of unreliable channel will determine complexity of reliable data transfer protocol (rdt)



# Abstraction

**rdt\_send()** : called from above,  
(e.g., by app.). Passed data to  
deliver to receiver upper layer

**deliver\_data()** : called by  
rdt to deliver data to upper



**udt\_send()** : called by rdt,  
to transfer packet over  
unreliable channel to receiver

**rdt\_rcv()** : called when packet  
arrives on rcv-side of channel

# Our plan

## Incrementally develop

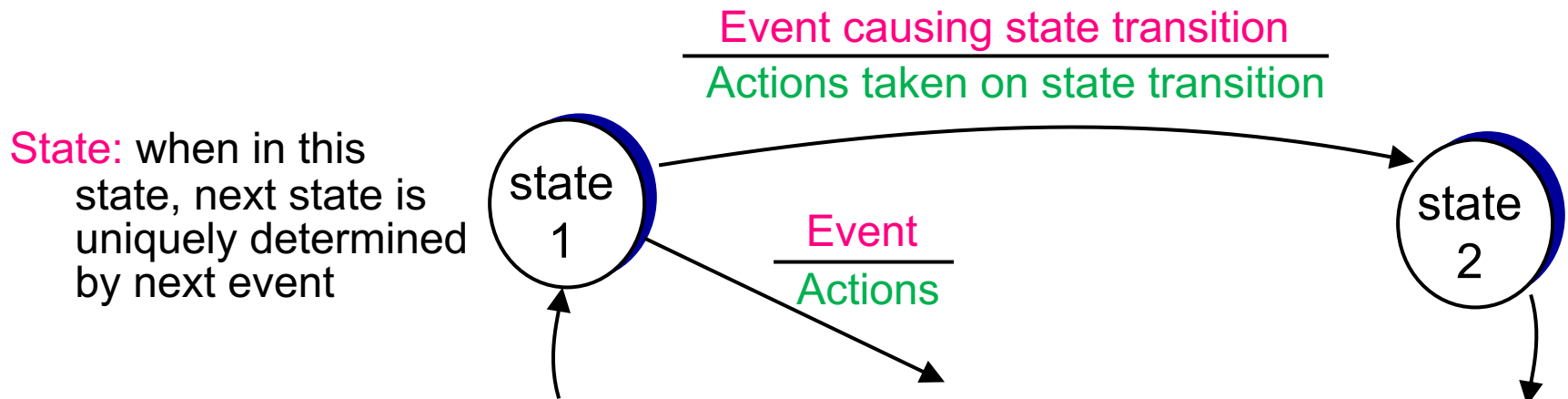
- sender, receiver sides of reliable data transfer protocol (rdt)

## Consider only unidirectional data transfer

- but control info will flow in both directions!

## Use finite state machines (FSM)

- to specify sender, receiver



# Reliable Data Transport

## **RELIABLE CHANNEL**

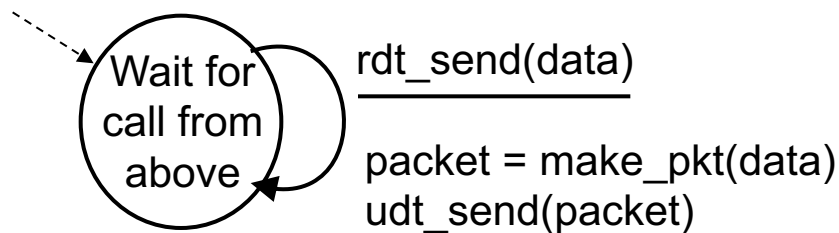
# rdt1.0: reliable transfer over a reliable channel

## Underlying channel perfectly reliable

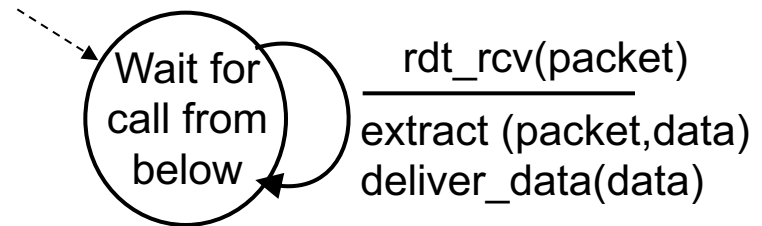
- no bit errors
- no loss of packets

## Separate FSMs for sender, receiver:

- sender sends data into underlying channel
- receiver reads data from underlying channel



**sender**



**receiver**

Unreliable data transfer protocol would look the same

# Reliable Data Transport

## **ACKS AND NAKS**

# rdt2.0: channel with bit errors

Problem: underlying channel may flip bits in packet

- how to detect and recover from errors?
- how do humans detect errors in conversation?

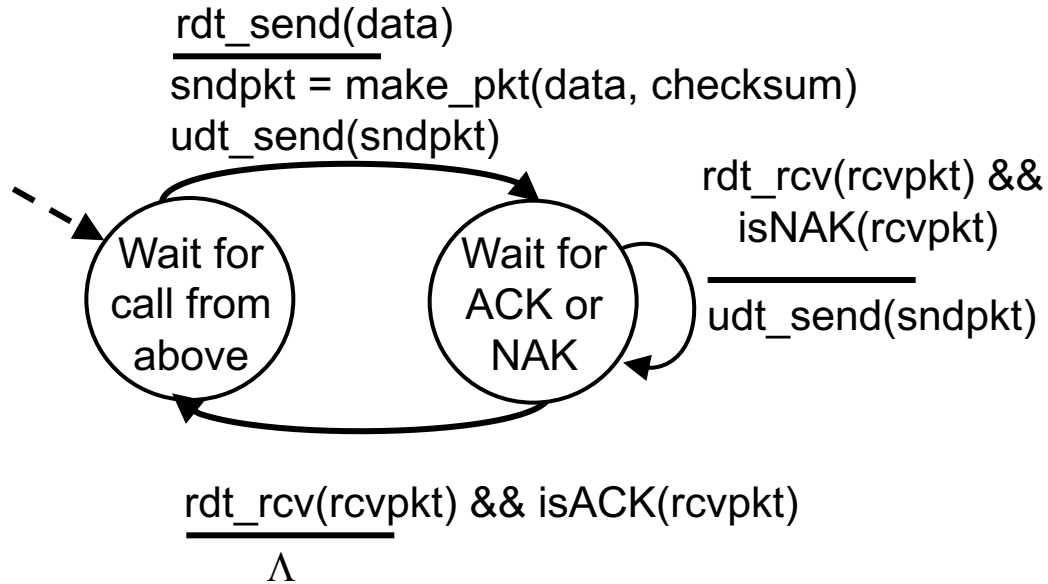
## Solution

- Checksum
  - to detect bit errors
- Acknowledgements (ACKs)
  - receiver explicitly tells sender that pkt received OK
- Negative acknowledgements (NAKs)
  - receiver explicitly tells sender that pkt had errors
  - sender retransmits pkt on receipt of NAK

## New mechanisms in rdt2.0 (beyond rdt1.0)

- error detection
- feedback: control msgs (ACK,NAK) from receiver to sender

# rdt2.0: FSM specification

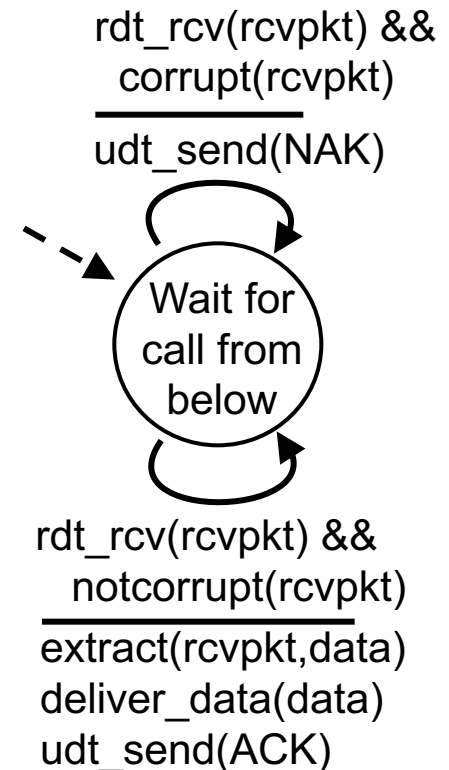


**Sender**

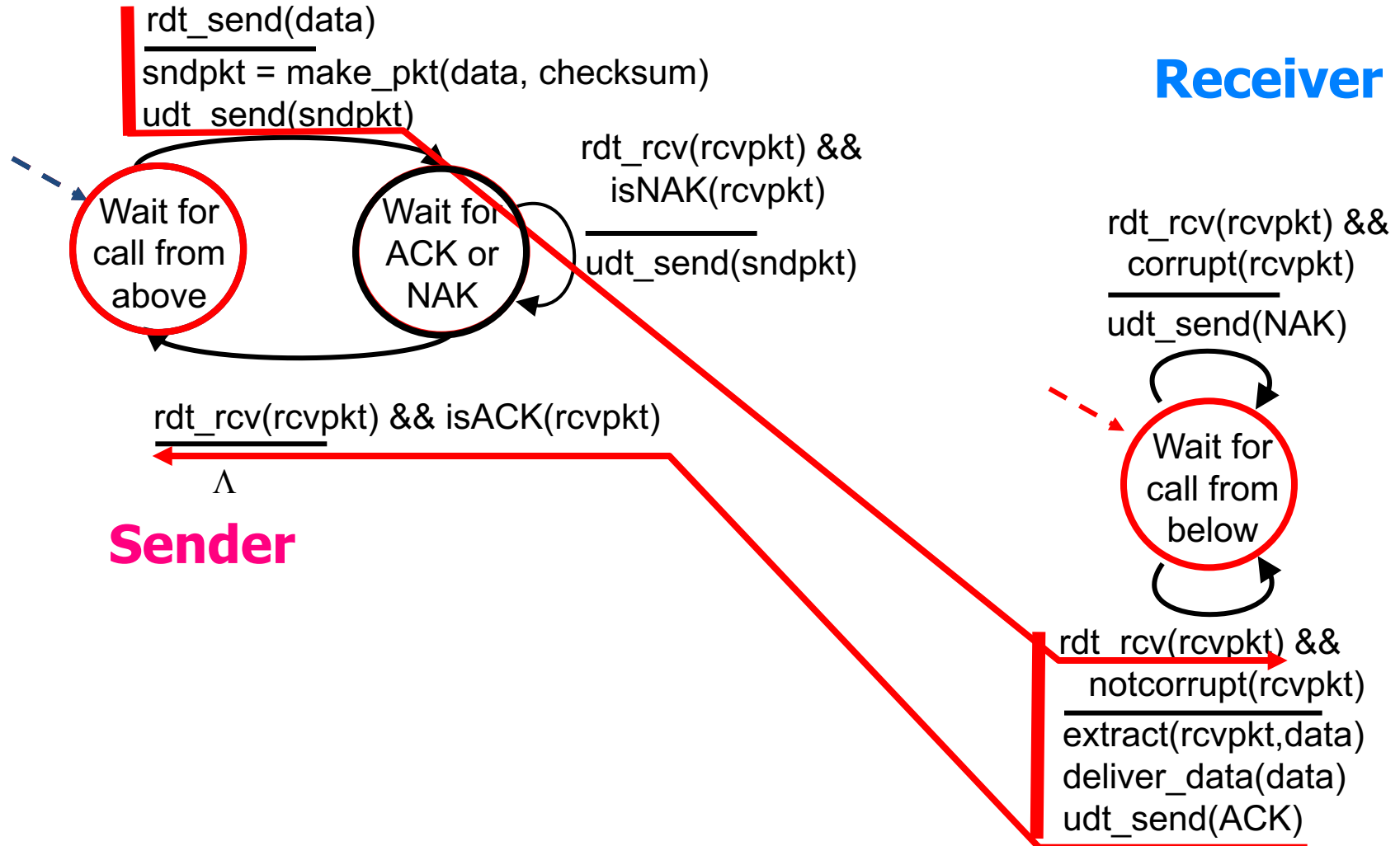
**Stop and wait**

Sender sends one packet, then waits for receiver response

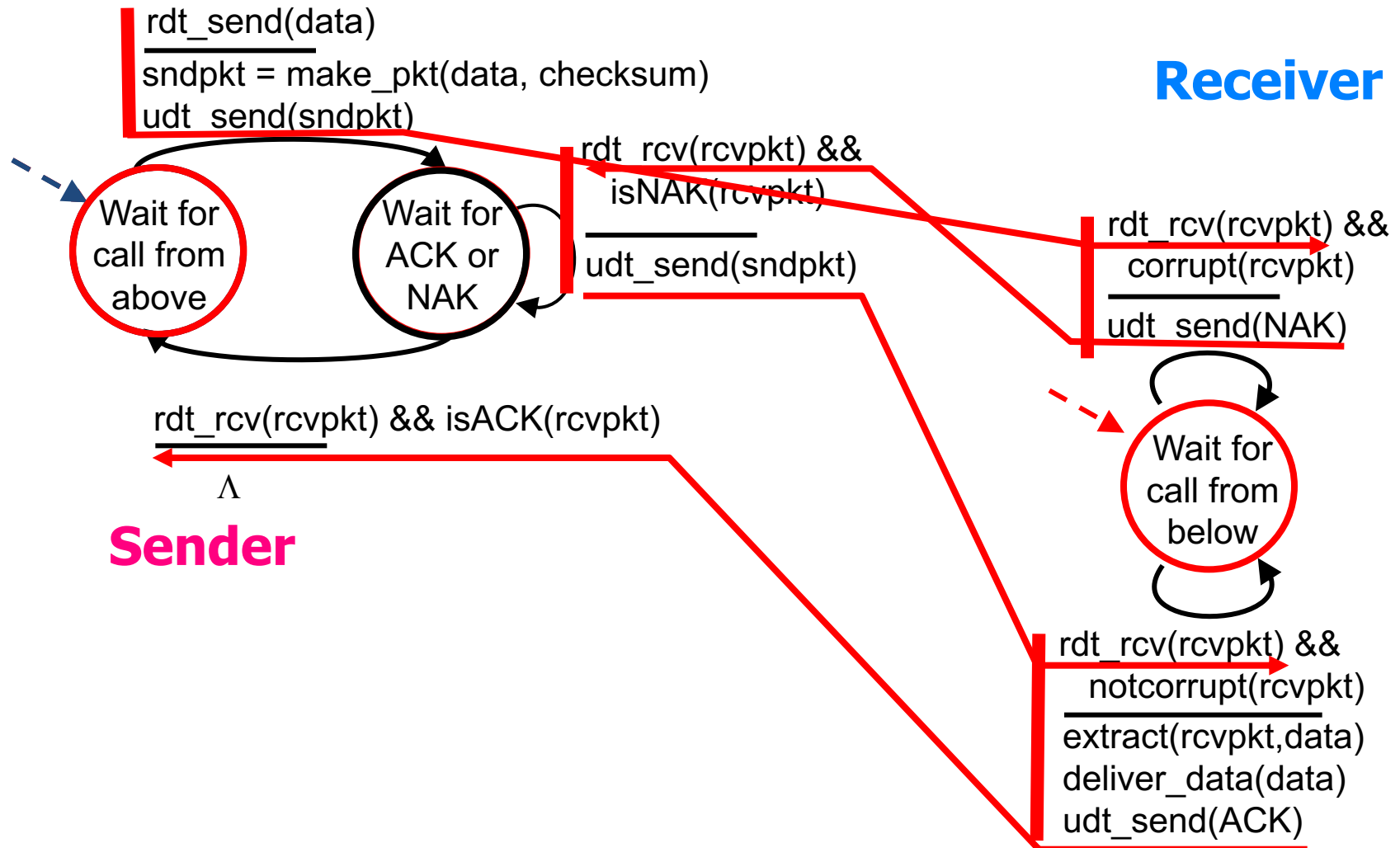
**Receiver**



# rdt2.0: operation with no errors



# rdt2.0: error scenario



# rdt2.0 has a fatal flaw!

What if ACK/NAK corrupted?

## NAK corrupted to ACK

- sender may not retransmit when actually needed
- **new packet seen as duplicate**

## ACK corrupted to NAK

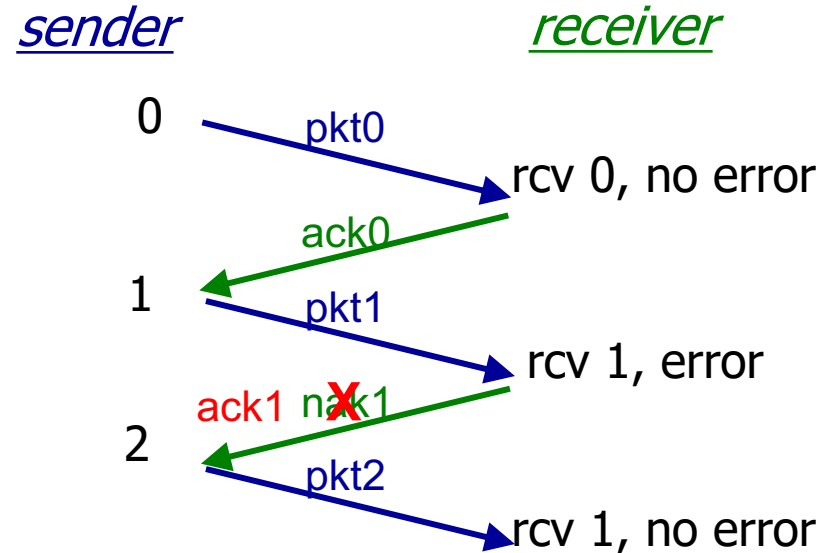
- sender may retransmit packet when not needed
- **duplicate seen as new packet**

## ACK/NAK just corrupted

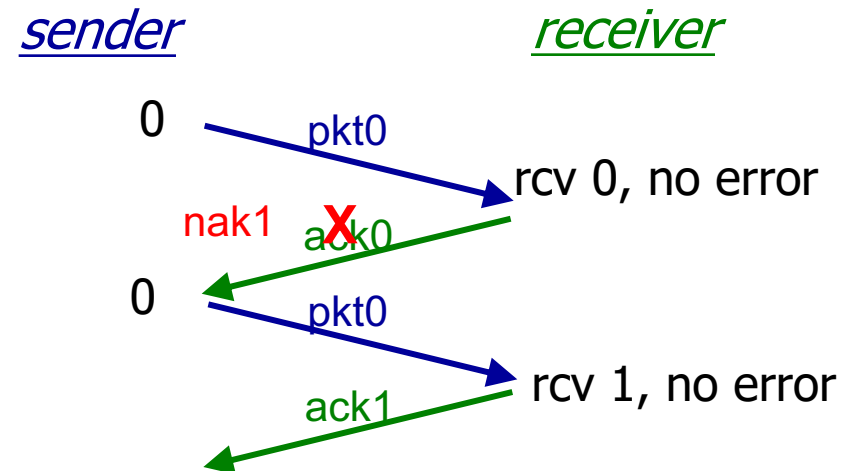
- what do you do?
- just assume NAK and resend?

(no seq #s on pkt/ack just yet, using only for clarity)

## NAK corrupted to ACK



## ACK corrupted to NAK



# Reliable Data Transport

## **GARBLED ACKS AND NAKS**

# rdt2.1: channel with bit errors, garbled N/ACKs

Problem: underlying channel may flip bits in packet

- packets, ACKs, NAKs may be garbled

## Solution

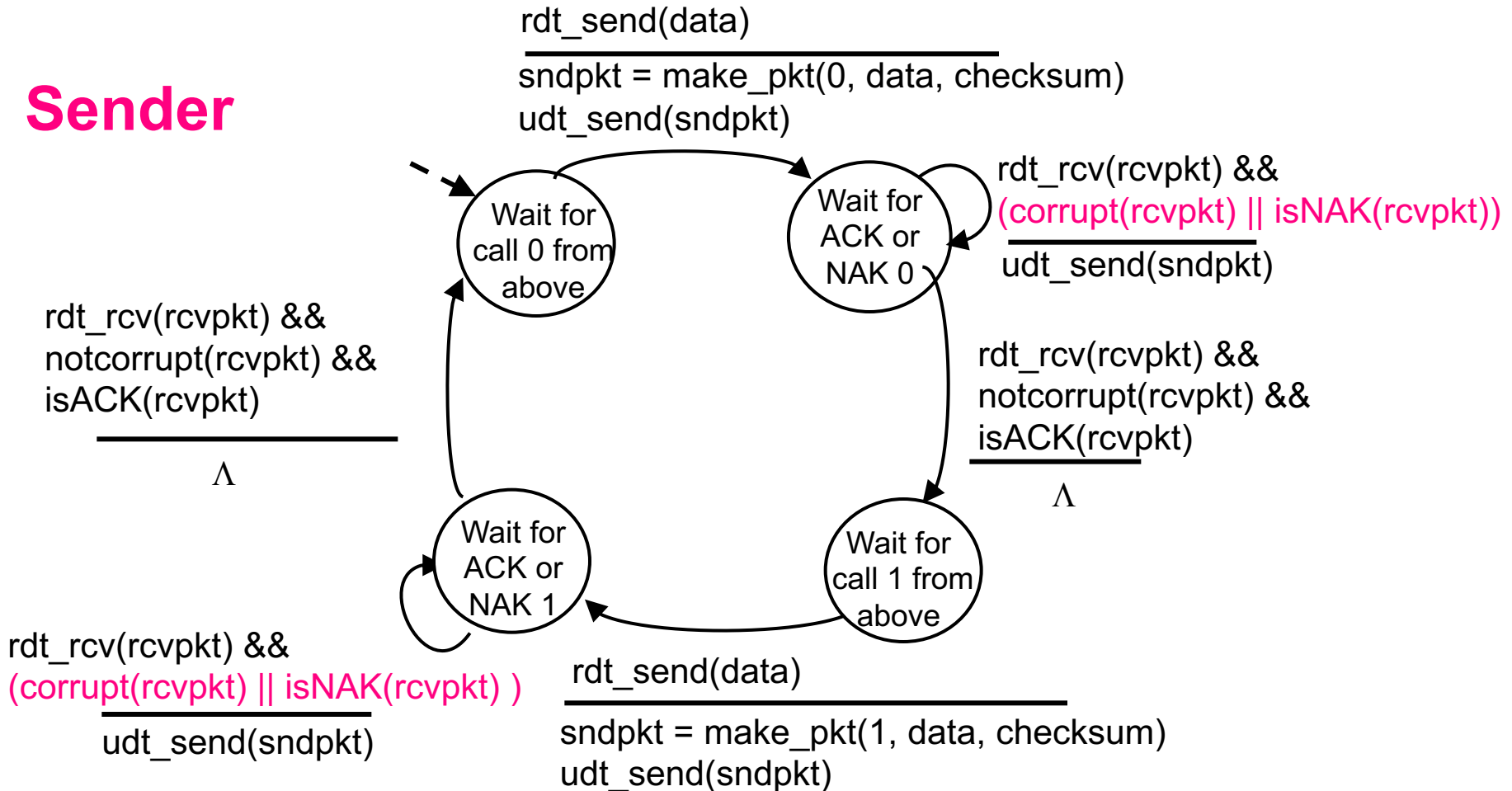
- Checksum for both packets and ACKs/NAKs
  - to detect bit errors
- Acknowledgements (ACKs)
  - receiver explicitly tells sender that pkt received OK
- Negative acknowledgements (NAKs)
  - receiver explicitly tells sender that pkt had errors
  - sender retransmits pkt on receipt of NAK
- Sender retransmits current pkt if ACK/NAK corrupted
  - adds sequence # to each pkt
  - receiver discards duplicate pkt

# rdt2.1: sender, handles garbled ACK/NAKs

Only 2 seq #s: 0, 1

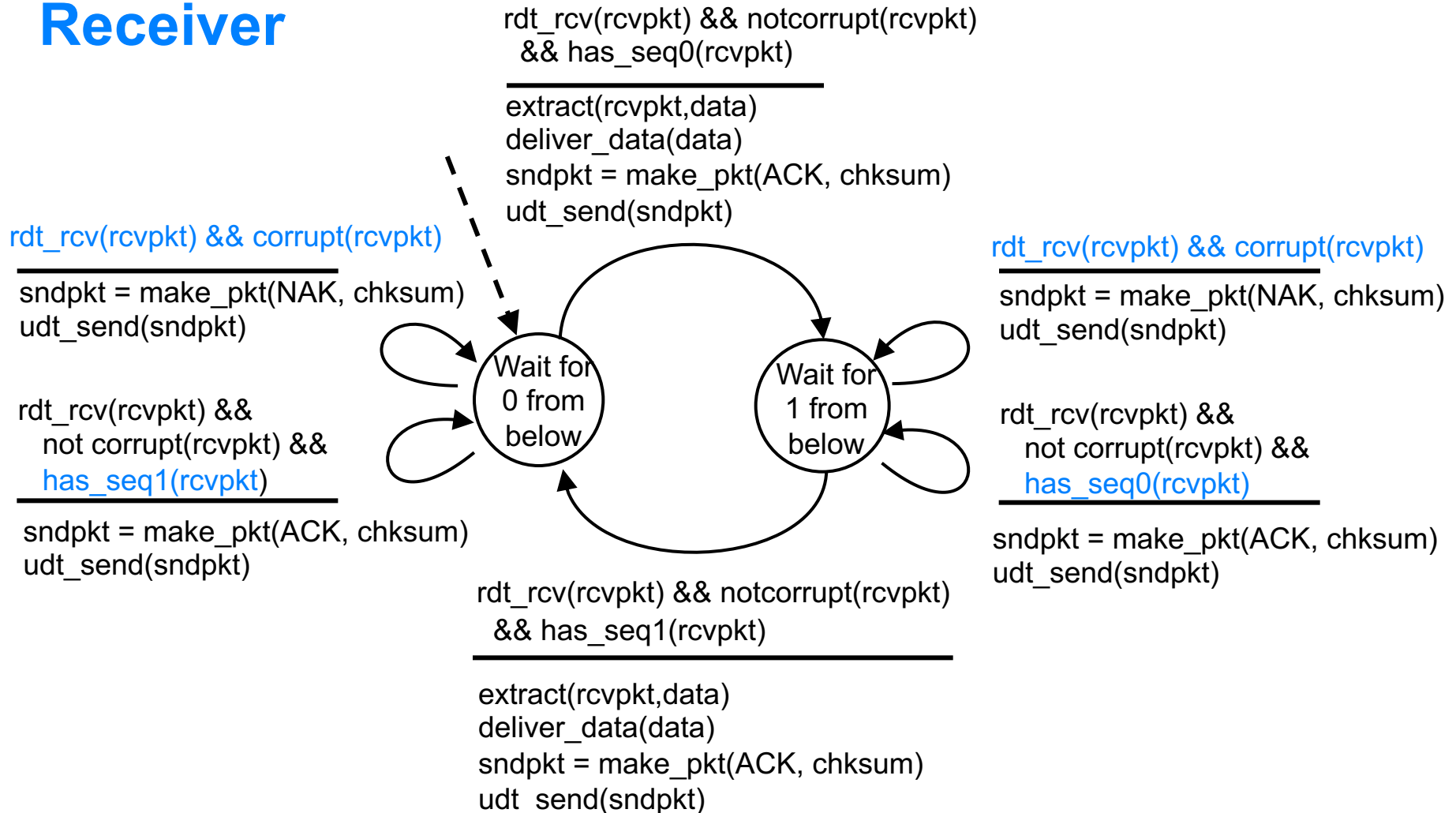
No channel reordering of pkts

## Sender



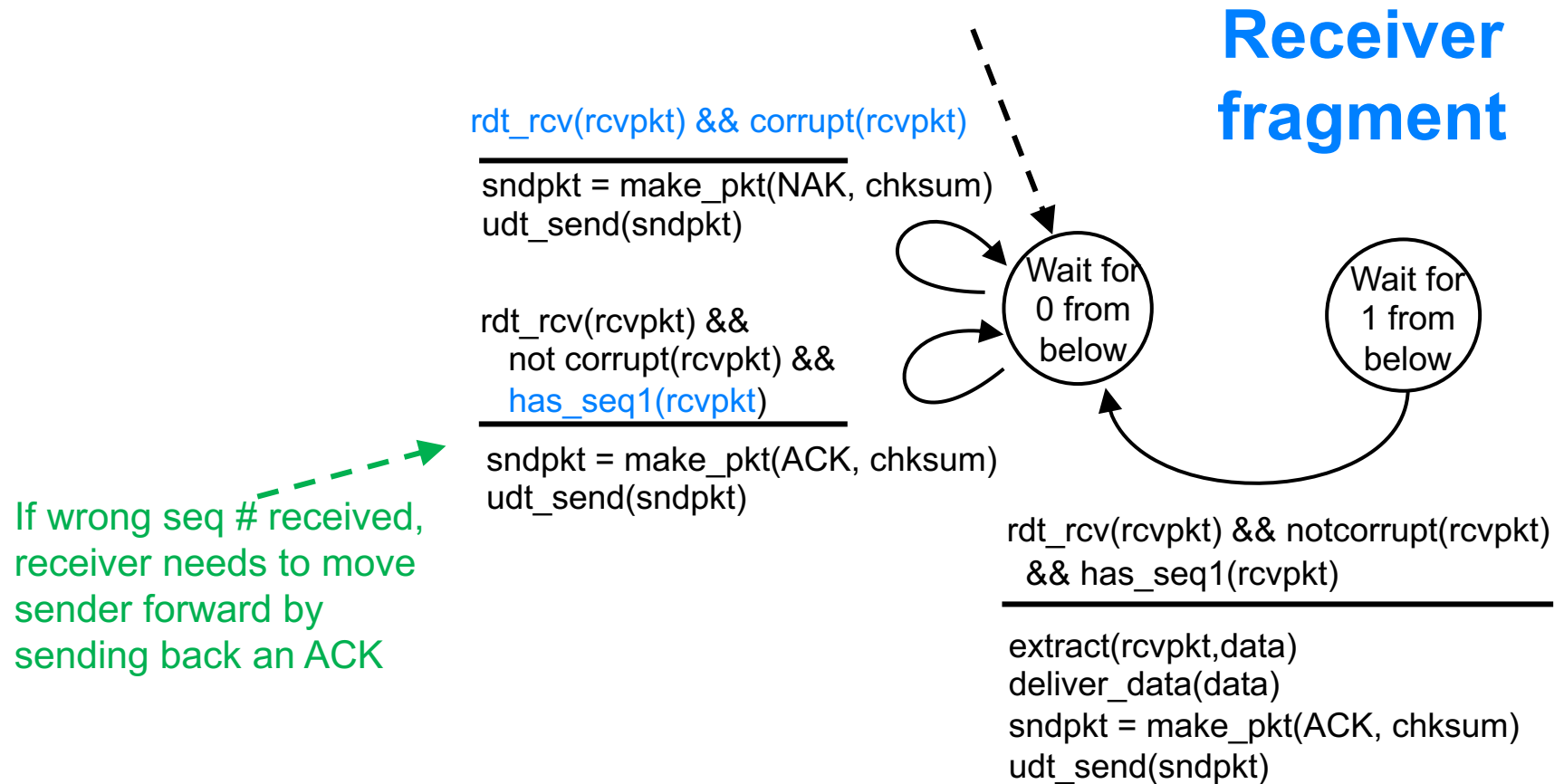
# rdt2.1: receiver, handles garbled ACK/NAKs

## Receiver



# rdt2.1: discussion

ACKs and NAKs don't need sequence numbers!



# rdt2.1: discussion

## Seq # added to pkt

- 2 seq #'s (0,1) suffice
- Q: Why?
  - Stop-and-wait protocol

## Twice as many states

- state remembers whether expected pkt should have seq # 0 or 1

## Sender checks

- if received ACK/NAK corrupted

## Receiver checks

- if received packet is corrupted or duplicate
- state indicates whether 0 or 1 is expected pkt seq #

# Reliable Data Transport

## A NAK-FREE PROTOCOL

# rdt2.2: a NAK-free protocol

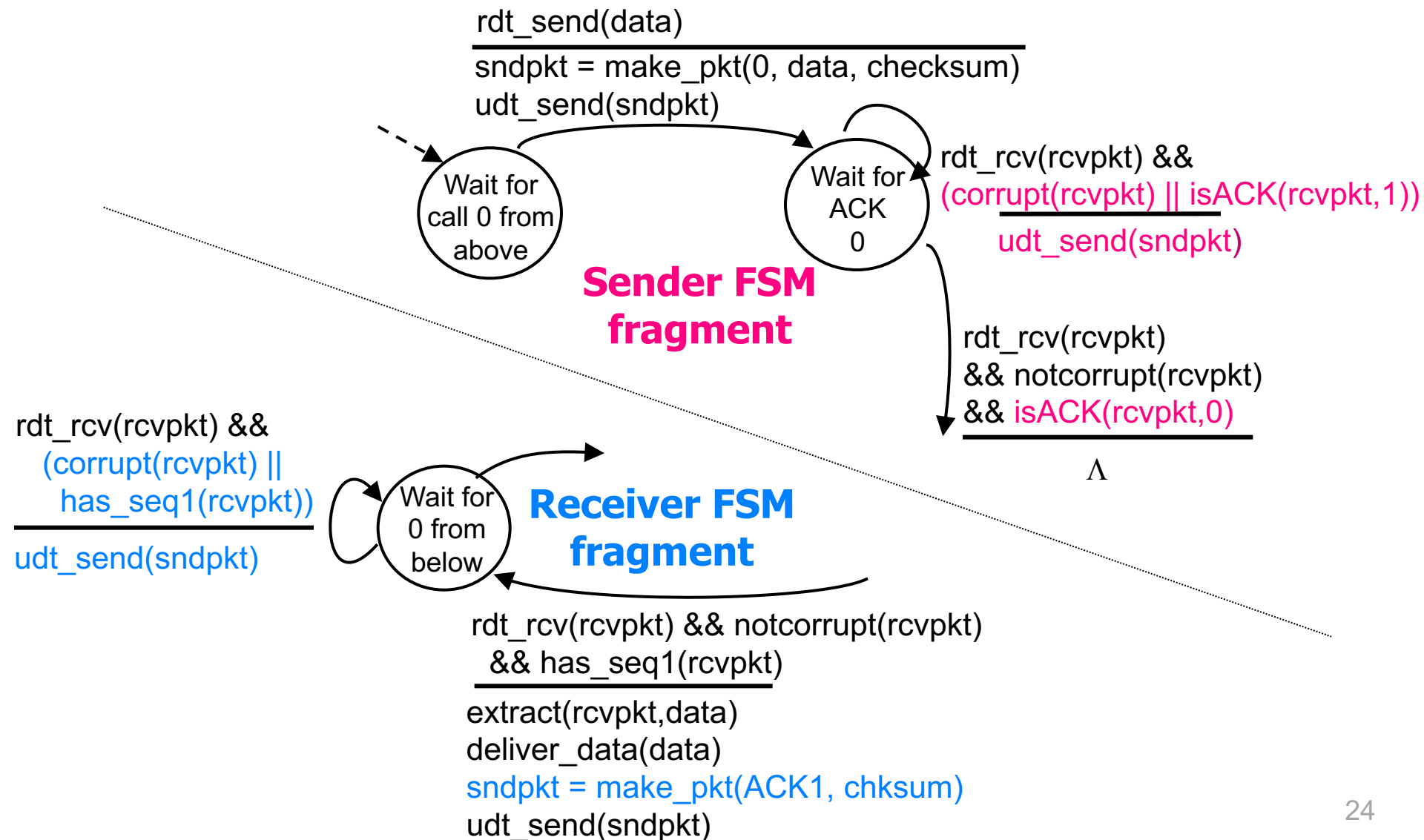
## Same functionality as rdt2.1, using ACKs only

- instead of NAK, receiver sends ACK for last pkt received OK
- receiver must explicitly include seq # of pkt being ACKed

## Duplicate ACK at sender

- results in same action as NAK: retransmit current pkt

# rdt2.2: sender, receiver fragments



# Reliable Data Transport

## **CHANNELS WITH ERROR AND LOSS**

# rdt3.0: channels with errors and loss

## Problems

- underlying channel may flip bits in packet
  - both data and ACKs may be garbled
- underlying channel can also lose packets
  - both data and ACKs
- checksum, seq. #, ACKs, retransmissions will be of help
  - ... but not enough

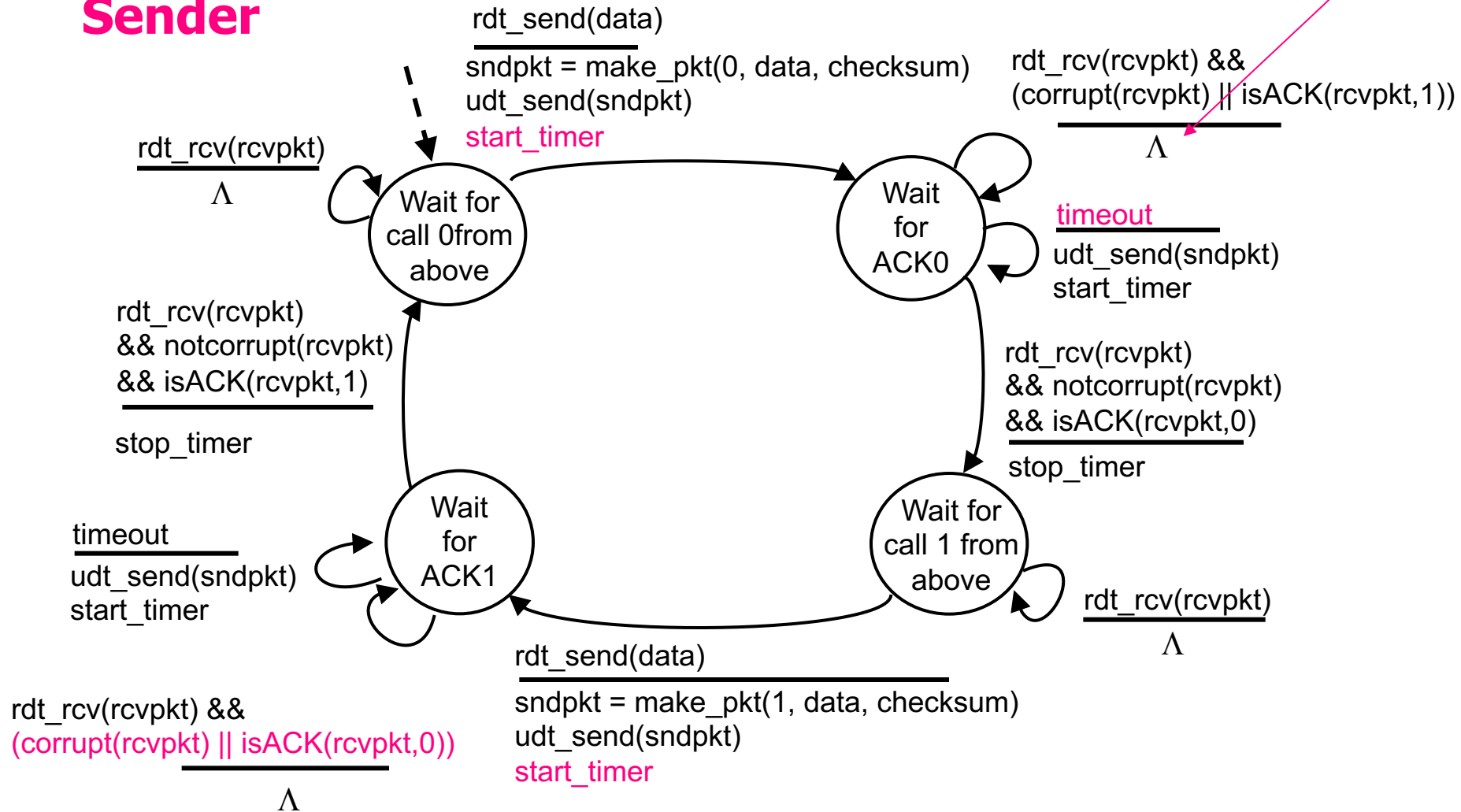
## Solution: add countdown timer

- sender **waits** “reasonable” amount of time for ACK
  - retransmits if no ACK received in this time
- if pkt (or ACK) just **delayed** (not lost)
  - retransmission will be duplicate, but seq #'s already handles this
- receiver must specify **seq # of pkt being ACKed**

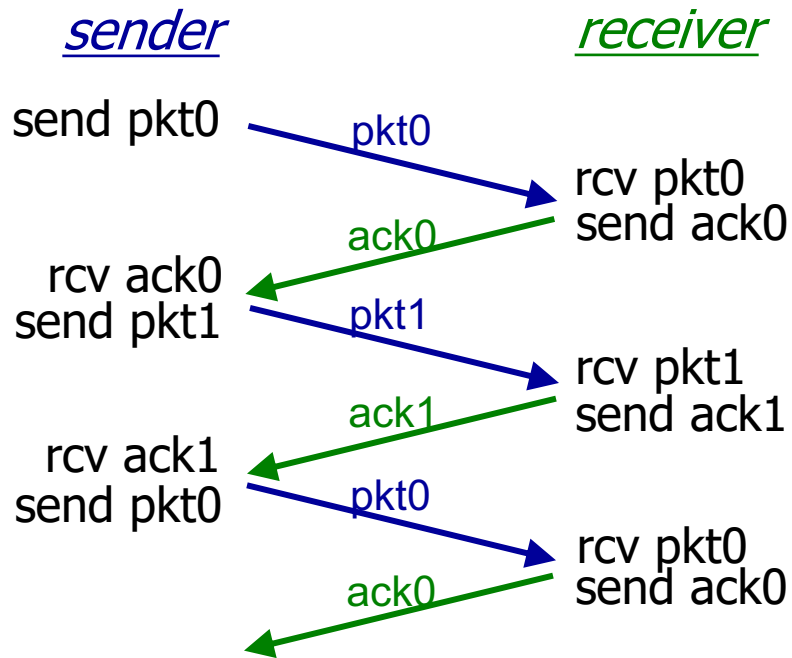
# rdt3.0 sender

Why do nothing ? Why not resend pkt0? Because sender doesn't know whether ack1 means pkt 0 garbled or pkt 1 duplicate received  
By not resending pkt 0, sender doesn't introduce potentially unnecessary (even if valid) traffic: saves bandwidth

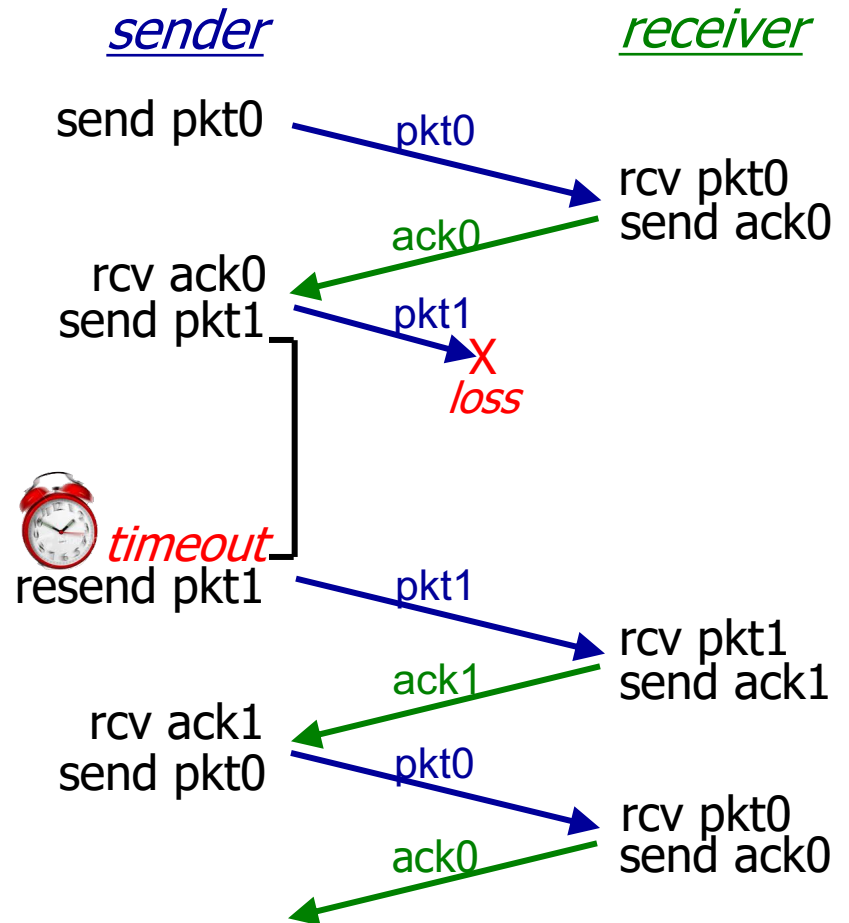
## Sender



# rdt3.0 in action

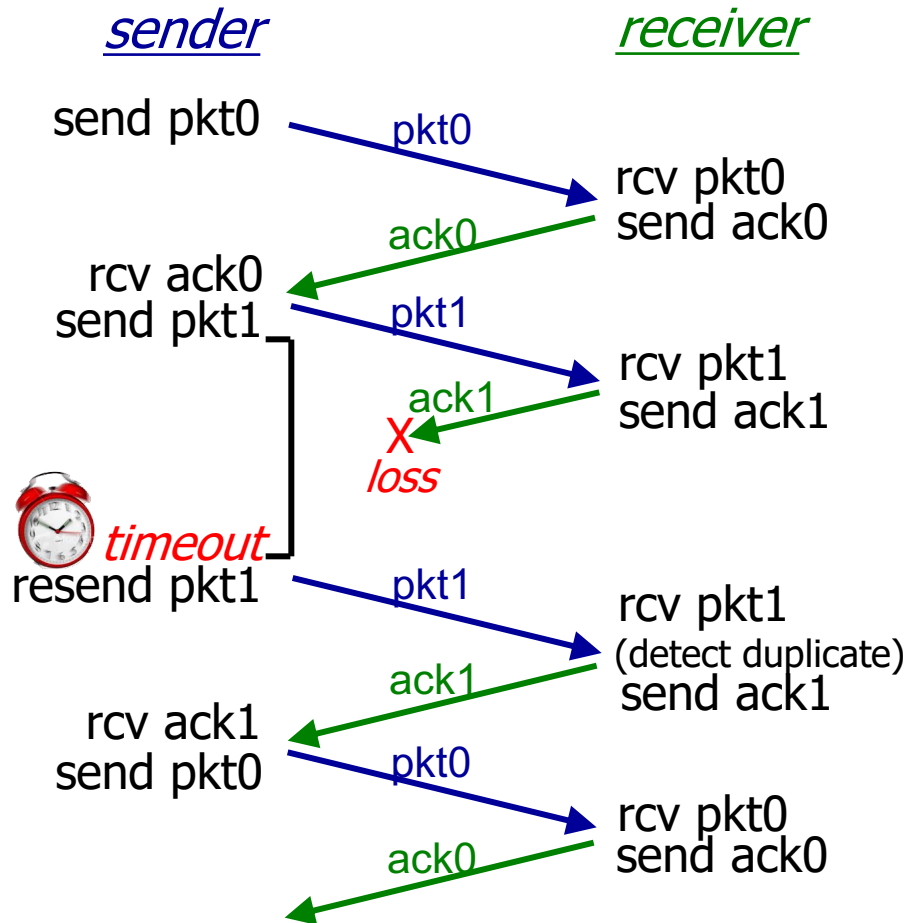


(a) no loss

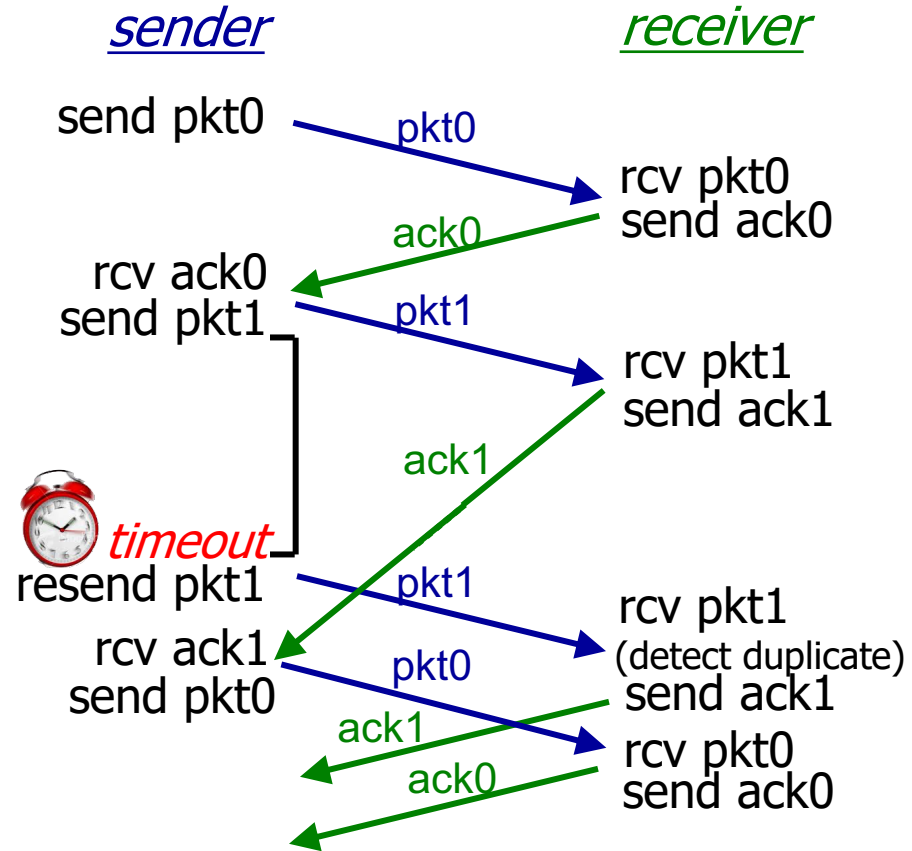


(b) packet loss

# rdt3.0 in action



(c) ACK loss

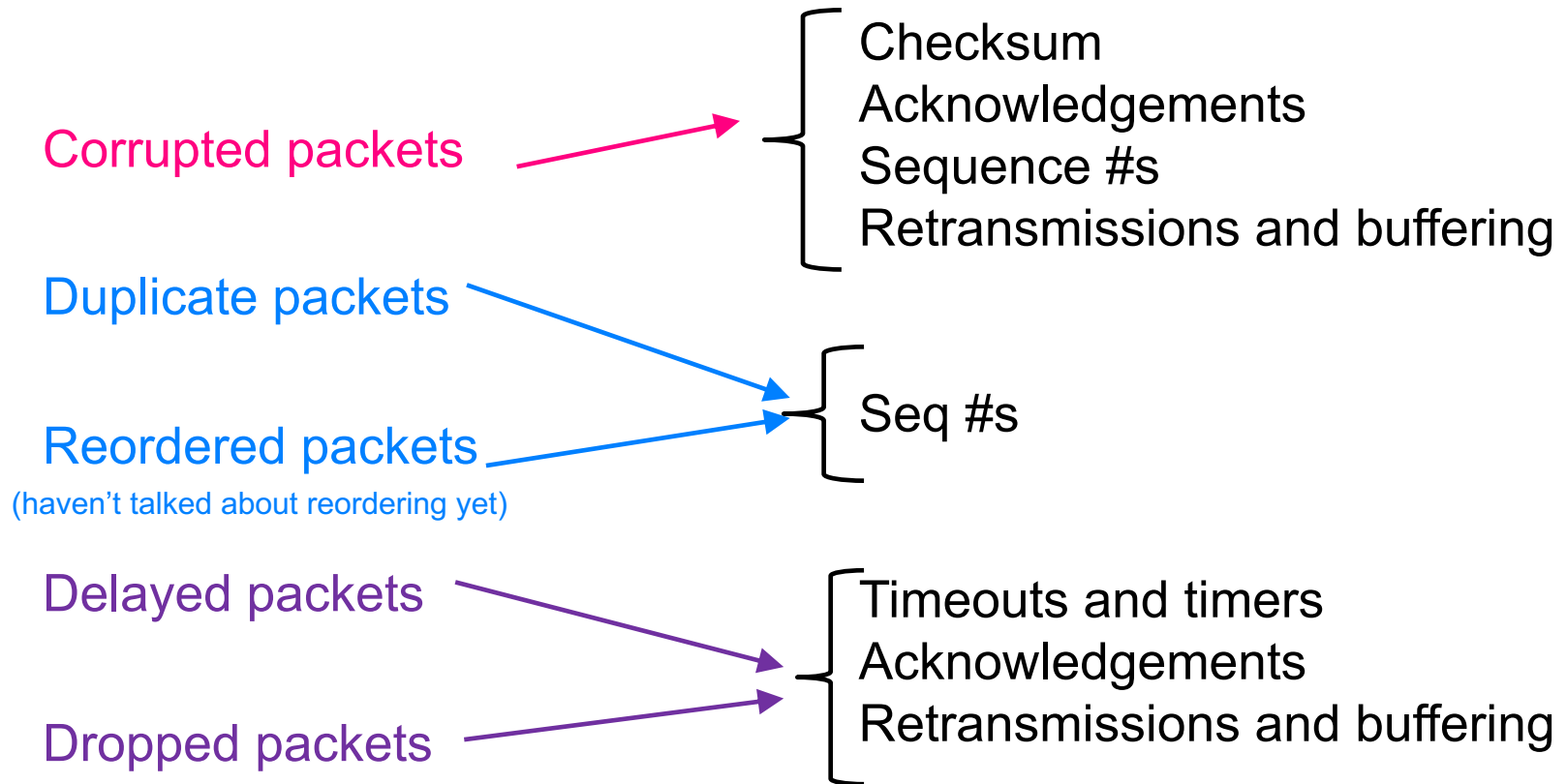


(d) premature timeout/ delayed ACK

# Summary of techniques and uses

## Channel problems

## Protocol solutions



# of seq #s must be  $> 2 \times$  window size if reordering