INF3190 Group lecture Lecture #10

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UiO - IFI

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- Cogestion control
- Remote procedure call (RPC)

- Sending-rate exceeds the (available) transmission speed of the bottleneck of a route (note: the bottleneck may be a group of parallel connections)
- Devices (even end-points!) receiving more than they are able to handle.

- When congestion arises do the following (one or both):
  - Stop ACKing packets (as if they were dropped!)
  - Send congestion-messages
- The sender will respond by reducing the sending-rate. See the typical "TCP-saw".

- Connection-less network: end-nodes must do the CC
- Connection-oriented network: may avoid congestion (and thus CC) by using line switching
- The internet is a connection-less network.

- Backpressure routing route packets using congestion gradients, continuous update
- Soft state buffer packets in router if unable to send

- In theory: I2-I4
- Actual: I4, with local negotiations on I2.

- Most common: FIFO first in, first out
- Other: Fair queuing round robin (everyone gets assigned bandwidth)

- ECN explicit congestion notification (bit in IP header)
- RED random early detection, drop a random packet when congestion is imminent

- Slow start exponential increase in sender window before a threshold, then increase linearly.
- Fast retransmit when identical ACKs are received (usually: 3), retransmit the next segment as it is most likely lost
- Fast recovery reduce window to slow-start threshold when congestion arises (rather than a lower value)

- Reaching max sender window: infinite bandwidth, 10 ms RTT, MSS is 2 KB, 24 KB recv-window
- 2x2 \* \*4 = 32 After 4 RTTs (40 ms), the recv-window size will be reached.
- TCP 18 KB window, 2 KB MSS, calculate sender-window after timeout and 4 successful retransmissions (RTTs).
- 2, 4, 8, 10
- Fast recovery: 10 (rounded), 12, 14, 16