Reliability (wrap-up); Ordering

Lecture 13
http://www.cs.rutgers.edu/~sn624/352-S22
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Quick recap of concepts

TCP: Connection-oriented

Q1. Which packets are currently in flight?

ACK pkts after a drop?

No

Go-back-N

Cumulative ACK

Yes

Selective repeat

Selective ACK

Q2. Which packets were successfully delivered?

Q3. Which packets should the sender retransmit?
Review: Cumulative ACK

Subtle: Even if there were multiple drops, retransmission after an RTO only includes the first dropped sequence number. Recovering each drop will require one RTO after corresponding packet was transmitted.
This slide assumes retransmissions are only triggered by an RTO.

If other signals were to be used to retransmit earlier (e.g., triple dup ACK -- more on this soon),

SACK significantly reduces the number of duplicate transmissions compared to cumulative-only ACKs.
TCP: Cumulative & Selective ACKs

• Sender retransmits the seq #s it thinks aren’t received successfully yet

• Pros & cons: selective vs. cumulative ACKs
  • Precision of info available to sender
  • Redundancy of retransmissions
  • Packet header space
  • Complexity (and bugs) in transport software

• On modern Linux, TCP uses selective ACKs by default
TCP reliability metadata
Metadata on TCP packets for Reliability

• TCP uses metadata in the form of sequence #s and ACK #s

• Where are these stored? Naturally, in the packet header!
TCP header structure

Source port, destination port (connection demultiplexing)

Size of the TCP header (in 32-bit words)

Basic error detection through checksums (similar to UDP)

Note that one tick mark represents one bit position.
TCP header structure

Identifies data in the packet from sender’s perspective. TCP uses byte seq #s.

Identifies the data being ACKed from the receiver’s perspective. TCP uses next seq # that the receiver is expecting.
Observing a TCP exchange

• `sudo tcpdump -i eno1 tcp portrange 56000-56010`

• `curl --local-port 56000-56010 https://www.google.com > output.html`

• Bonus: Try crafting TCP packets with `scapy`!
Buffering and Ordering in TCP
Memory Buffers at the Transport Layer
Sockets need receive-side memory buffers

• Since TCP uses selective repeat, the receiver must buffer data that is received after loss:
  • e.g., hold packets so that only the “holes” (due to loss) need to be filled in later, without having to retransmit packets that were received successfully

• Apps read from the receive-side socket buffer when you do a recv() call.

• Even if data is always reliably received, applications may not always read the data immediately
  • What if you invoked recv() in your program infrequently (or never)?
  • For the same reason, UDP sockets also have receive-side buffers
Receiver app’s interaction with TCP

- Upon reception of data, the receiver’s TCP stack deposits the data in the receive-side socket buffer.

- An app with a TCP socket reads from the TCP receive socket buffer:
  - e.g., when you do `data = sock.recv()`
Sockets need send-side memory buffers

• The possibility of packet retransmission in the future means that data can’t be immediately discarded from the sender once transmitted.

• App has issued `send()` and moved on; TCP stack must buffer this data

• Transport layer must wait for ACK of a piece of data before reclaiming (freeing) the memory for that data.
Ordered Delivery
Reordering packets at the receiver side

- Let’s suppose receiver gets packets 1, 2, and 4, but not 3 (dropped)

- Suppose you’re trying to download a document containing a report

- What would happen if transport at the receiver directly presents packets 1, 2, and 4 to the application (i.e., receiving 1,2,4 through the recv() call)?
Reordering packets at the receiver side

- Reordering can happen for a few reasons:
  - Drops
  - Packets taking different paths through a network
- Receiver needs a general strategy to ensure that data is presented to the application in the same order that the sender pushed it
- To implement ordered delivery, the receiver uses
  - Sequence numbers
  - Receiver socket buffer
- We’ve already seen the use of these for reliability; but they can be used to order too!
Receive-side app and TCP

- TCP receiver software only releases the data from the receive-side socket buffer to the application if:
  - the data is in order relative to all other data already read by the application

- This process is called TCP reassembly
TCP Reassembly

Sender/Net writes here

Application can recv() up to here

Socket buffer memory on the receiver
Implications of ordered delivery

• Packets cannot be delivered to the application if there is an in-order packet missing from the receiver’s buffer
  • The receiver can only buffer so much out-of-order data
  • Subsequent out-of-order packets dropped
  • It won’t matter that those packets successfully arrive at the receiver from the sender over the network

• TCP application-level throughput will suffer if there is too much packet reordering in the network
  • Data may have reached the receiver, but won’t be delivered to apps upon a recv() (…or may not even be buffered!)
Stream-Oriented Data Transfer
Sequence numbers in the app’s **stream**

Data written by application over time e.g., `send()` call

| 100 packet | 150 packet | 180 packet | 240 packet | 273 packet | 310 packet |

Increasing sequence #s

TCP uses byte sequence numbers
Sequence numbers in the app’s stream

Packet boundaries aren’t important for TCP software
TCP is a stream-oriented protocol
(We use SOCK_STREAM when creating sockets)
Sequence numbers in the app’s stream

Data written by application over time
  e.g., send() call

... recv() 1st recv() 2nd recv() 3rd recv() 4th recv() ...

App does a recv() call

A recv() call may return a part of a packet, a full packet, or multiple packets together.