SNS COLLEGE OF TECHNOLOGY
Coimbatore-35
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DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECT301- COMMUNICATION NETWORKS

III YEAR/ V SEMESTER

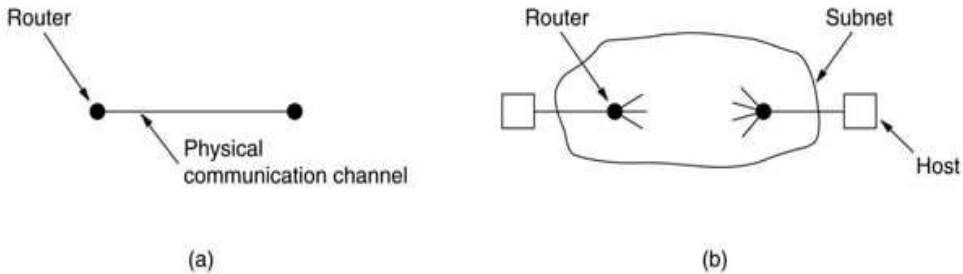
UNIT 3 - TRANSPORT LAYER & APPLICATION LAYER

TOPIC – ELEMENTS OF TRANSPORT PROTOCOL

Elements of Transport Protocols

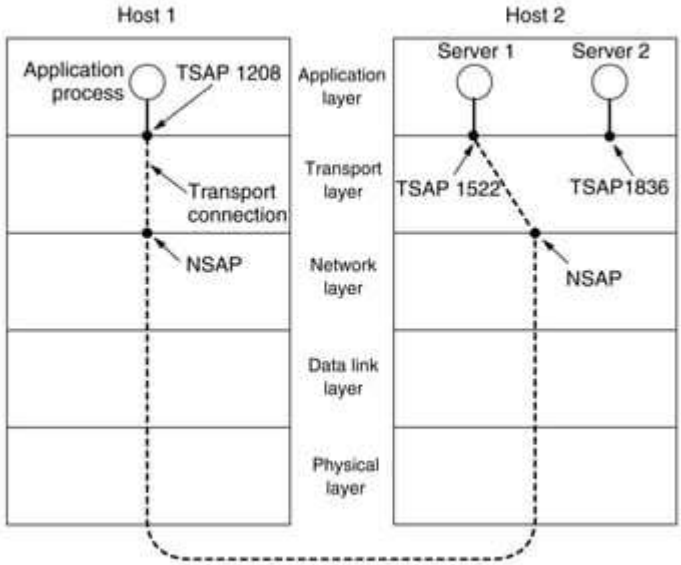
- Addressing
- Connection Establishment
- Connection Release
- Flow Control and Buffering
- Multiplexing
- Crash Recovery

Transport Protocol



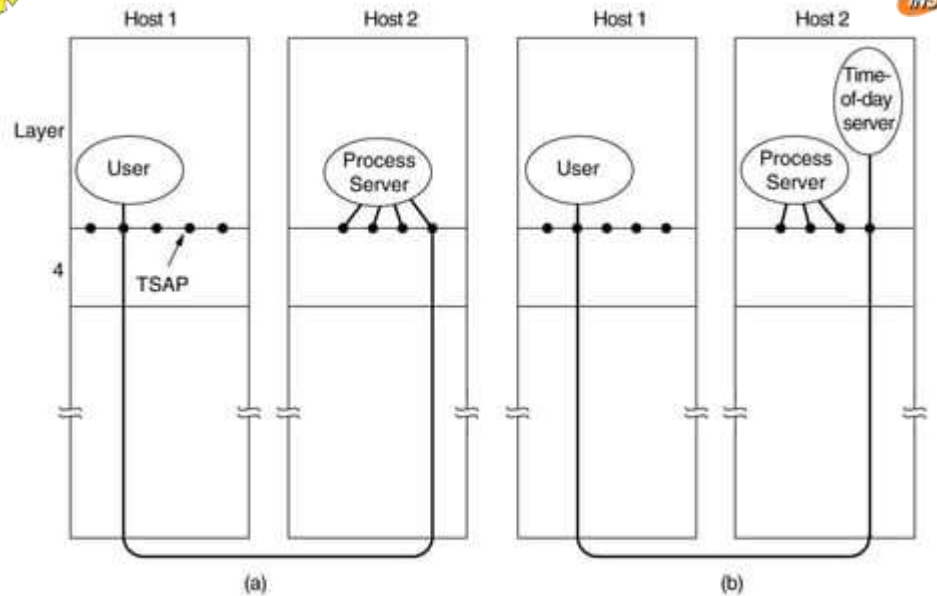
(a) Environment of the data link layer.
(b) Environment of the transport layer.

Addressing



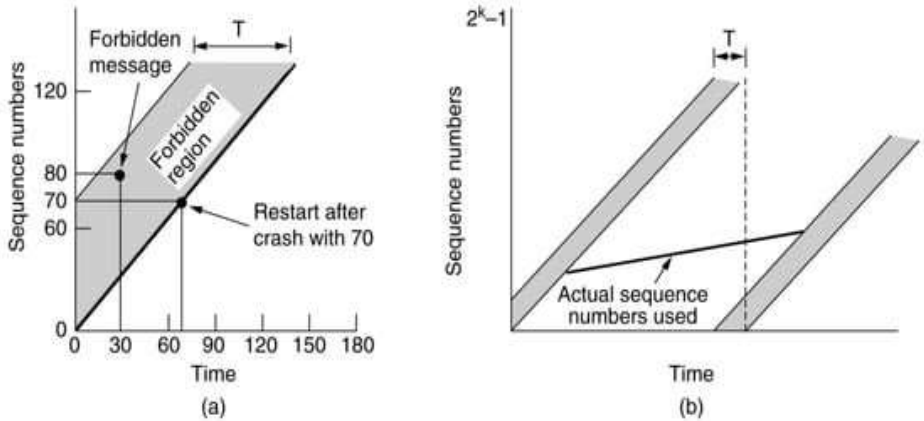
TSAPs, NSAPs and transport connections.

Connection Establishment



How a user process in host 1 establishes a connection with a time-of-day server in host 2

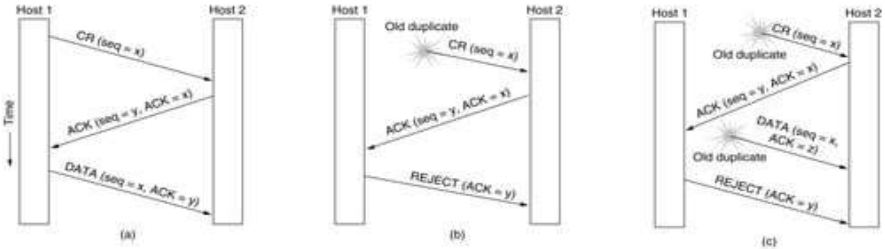
Connection Establishment (2)



(a) TPDUs may not enter the forbidden region.

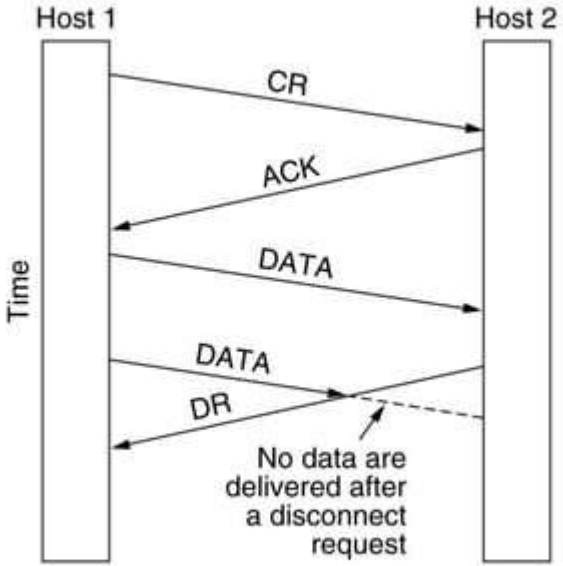
(b) The resynchronization problem.

Connection Establishment (3)



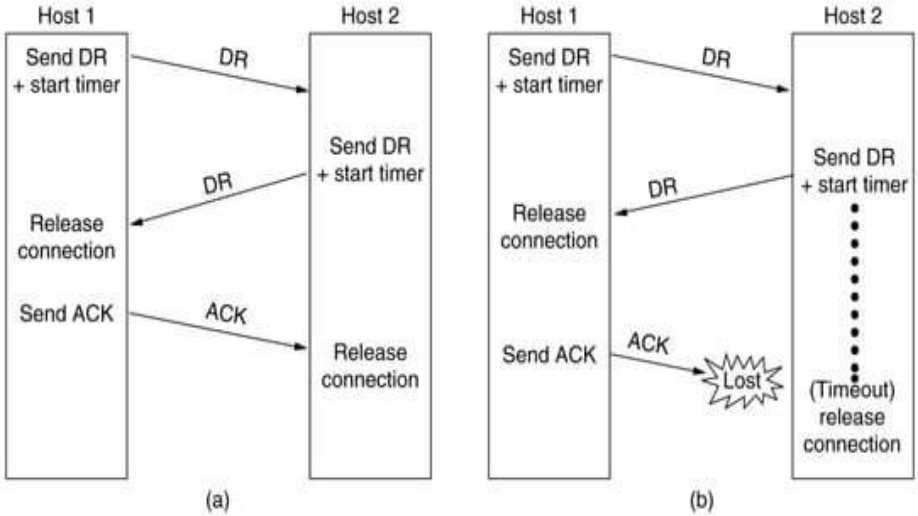
Three protocol scenarios for establishing a connection using a three-way handshake. CR denotes CONNECTION REQUEST.
(a) Normal operation,
(b) Old CONNECTION REQUEST appearing out of nowhere.
(c) Duplicate CONNECTION REQUEST and duplicate ACK.

Connection Release



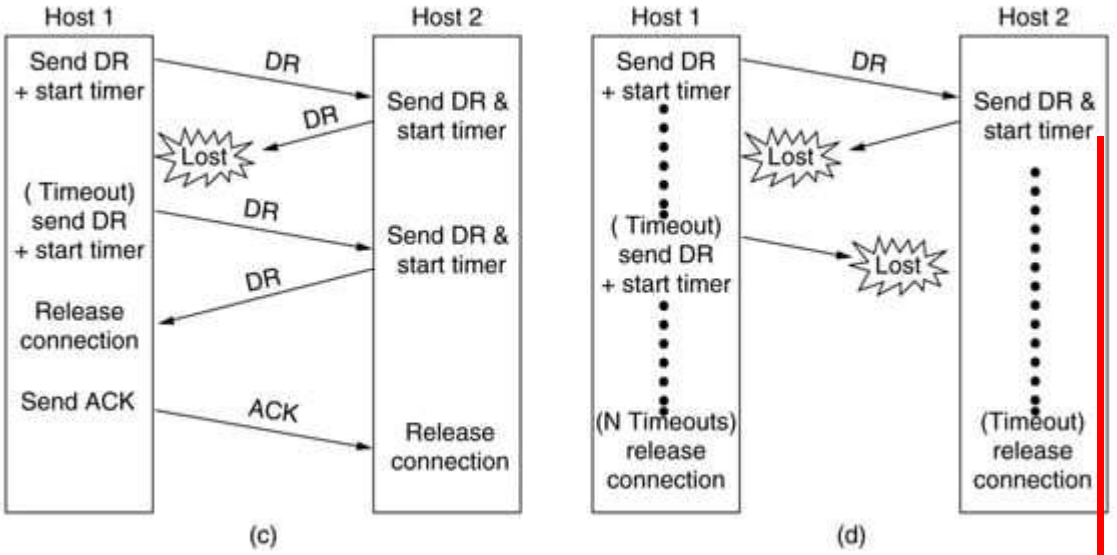
Abrupt disconnection with loss of data.

Connection Release (3)



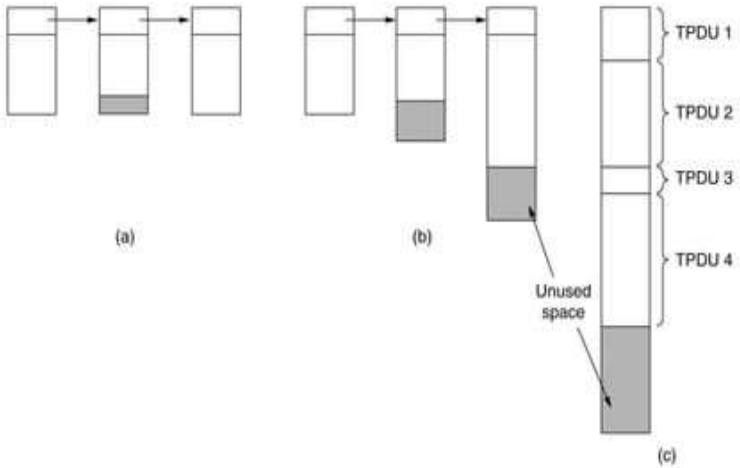
Four protocol scenarios for releasing a connection. (a) Normal case of a three-way handshake. (b) final ACK lost.

Connection Release (4)



(c) Response lost. (d) Response lost and subsequent DRs lost.

Flow Control and Buffering



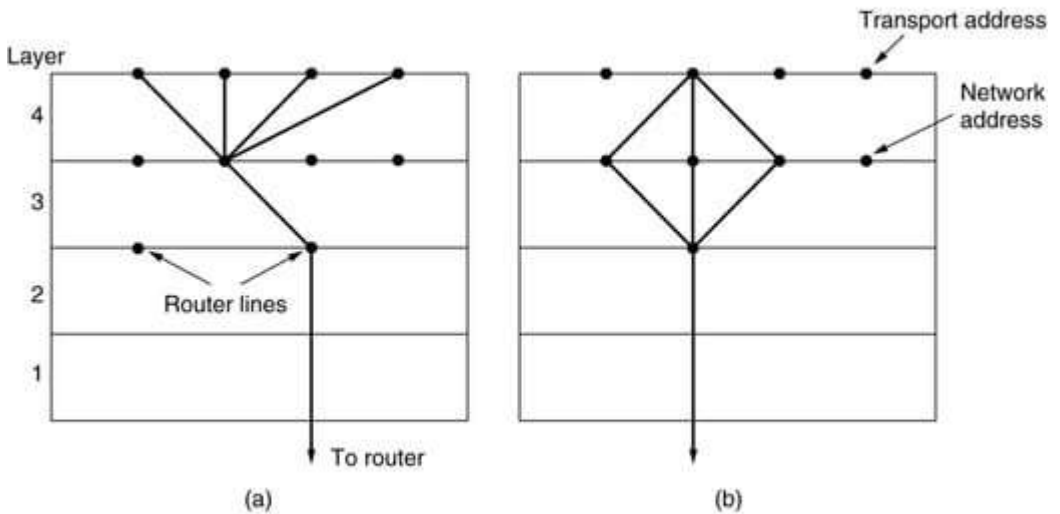
(a) Chained fixed-size buffers. (b) Chained variable-sized buffers.
(c) One large circular buffer per connection.

Flow Control and Buffering (2)

	A	Message	B	Comments
1	→	< request 8 buffers>	→	A wants 8 buffers
2	←	<ack = 15, buf = 4>	←	B grants messages 0-3 only
3	→	<seq = 0, data = m0>	→	A has 3 buffers left now
4	→	<seq = 1, data = m1>	→	A has 2 buffers left now
5	→	<seq = 2, data = m2>	•••	Message lost but A thinks it has 1 left
6	←	<ack = 1, buf = 3>	←	B acknowledges 0 and 1, permits 2-4
7	→	<seq = 3, data = m3>	→	A has 1 buffer left
8	→	<seq = 4, data = m4>	→	A has 0 buffers left, and must stop
9	→	<seq = 2, data = m2>	→	A times out and retransmits
10	←	<ack = 4, buf = 0>	←	Everything acknowledged, but A still blocked
11	←	<ack = 4, buf = 1>	←	A may now send 5
12	←	<ack = 4, buf = 2>	←	B found a new buffer somewhere
13	→	<seq = 5, data = m5>	→	A has 1 buffer left
14	→	<seq = 6, data = m6>	→	A is now blocked again
15	←	<ack = 6, buf = 0>	←	A is still blocked
16	•••	<ack = 6, buf = 4>	←	Potential deadlock

Dynamic buffer allocation. The arrows show the direction of transmission. An ellipsis (…) indicates a lost TPDU.

Multiplexing



(a) Upward multiplexing. (b) Downward multiplexing.

Crash Recovery

Strategy used by sending host	Strategy used by receiving host: First ACK, then write			Strategy used by receiving host: First write, then ACK		
	AC(W)	AWC	C(AW)	C(WA)	W AC	WC(A)
Always retransmit	OK	DUP	OK	OK	DUP	DUP
Never retransmit	LOST	OK	LOST	LOST	OK	OK
Retransmit in S0	OK	DUP	LOST	LOST	DUP	OK
Retransmit in S1	LOST	OK	OK	OK	OK	DUP

OK = Protocol functions correctly
DUP = Protocol generates a duplicate message
LOST = Protocol loses a message

Different combinations of client and server strategy.

THANK YOU