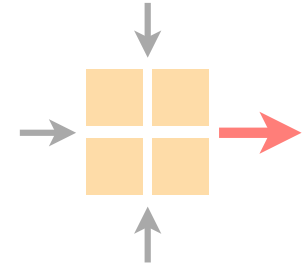


Communication Networks

Spring 2021



Tobias Bühler

Hendrik Züllig

<https://comm-net.ethz.ch/>

ETH Zürich

May 20 2021

In-person session

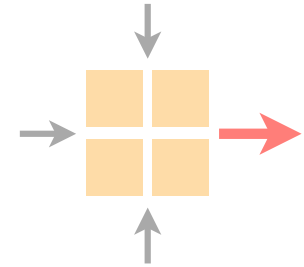
We will teach the last exercise session (03.06.2021)
at ETH as well as online via Zoom

In the coming days you will receive a Doodle link via email.
Please register for the in-person session (max 50 students)

The Q&A session before the exam will also be in-person,
more details follow later

Communication Networks

Exercise 10



Transport project (with demo)

Overview current assignment

Solutions will be published next week

Soon the first week is over

Part 1

21.05.2021

Complete a simple Go-Back-N implementation

Retransmit all packets after a timeout

Part 2

28.05.2021

Add support for Selective Repeat

Fast retransmission after duplicated ACKs

Part 3

04.06.2021

Add support for Selective Acknowledgements (SACK)

SACK contains blocks of correctly received segments

Bonus

Implement your own congestion control algorithm

Sequence number overflow

NBITS controls the maximum sequence number

maximum assuming NBITS=3: $2^{\text{NBITS}} - 1 = 7$

overflow ... 5, 6, 7, 0, 1, 2, ...

application examples ACK number, SACK header blocks, retransmission, ...

The Go-Back-N sender waits for a **timeout** before segments are retransmitted

Sent segments: 0 ~~1~~ 2 3 4 5

Receiver behavior: 0 - ~~2~~ ~~3~~ ~~4~~ ~~5~~

Out-of-order segments
are **dropped**

Sent ACKs: 1 - 1 1 1 1

Retransmission:

The Go-Back-N sender waits for a **timeout** before segments are retransmitted

Sent segments: 0 ~~1~~ 2 3 4 5

Receiver behavior: 0 - ~~2~~ ~~3~~ ~~4~~ ~~5~~ Out-of-order segments are **dropped**

Sent ACKs: 1 - 1 1 1 1

Retransmission: 

Selective Repeat can **increase** the performance

Sent segments: 0 ~~1~~ 2 3 4 5

Receiver behavior: 0 - 2 3 4 5

Out-of-order segments
are **buffered**

Sent ACKs: 1 - 1 1 1 1

Retransmission:

Selective Repeat can **increase** the performance

Sent segments: 0 ~~1~~ 2 3 4 5

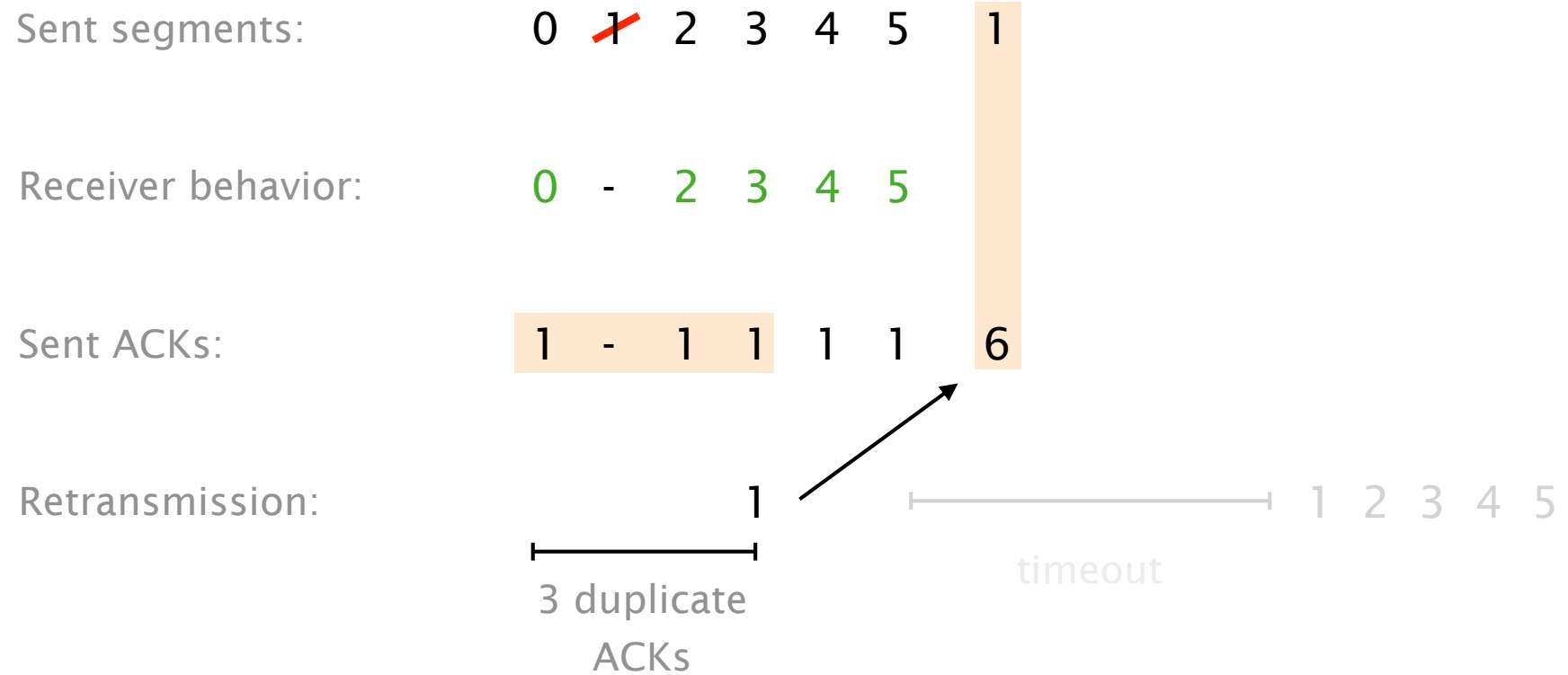
Receiver behavior: 0 - 2 3 4 5

Out-of-order segments
are **buffered**

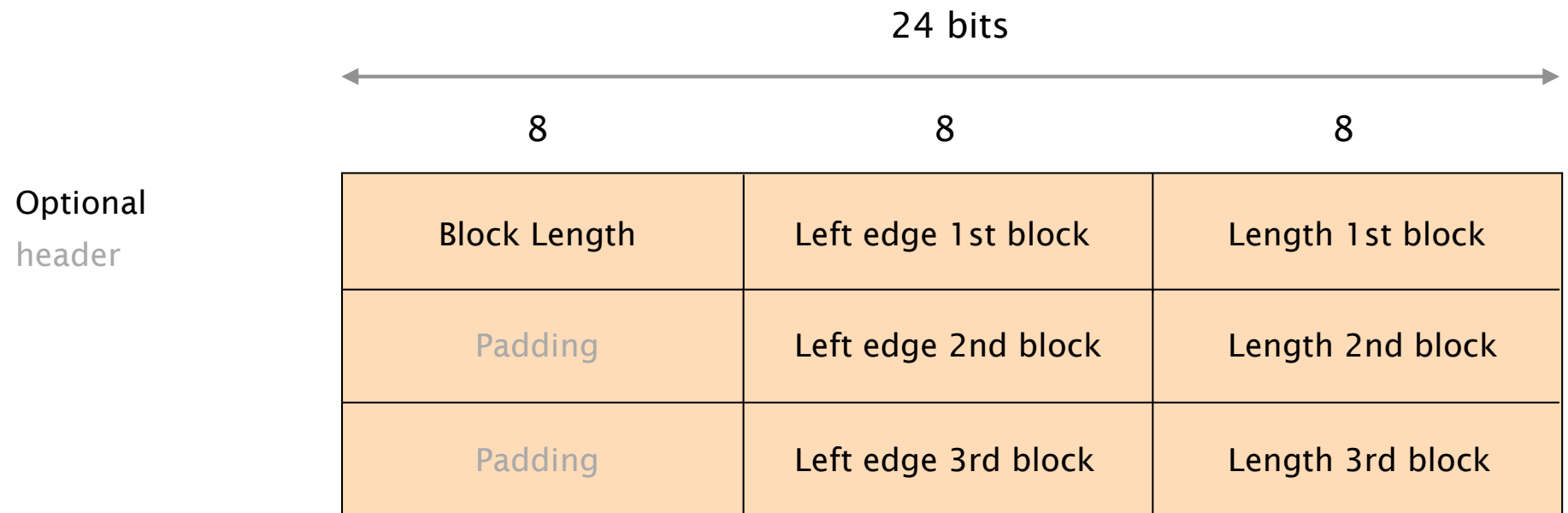
Sent ACKs: 1 - 1 1 1 1

Retransmission:  1  1 2 3 4 5

Selective Repeat can **increase** the performance



For SACK we need an **optional** header



Maximal 3 SACK blocks in the optional header

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header:

SACK header:

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

#blocks	start b1	size b1
Padding	start b2	size b2
Padding	start b3	size b3

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

#blocks	4	2
Padding	start b2	size b2
Padding	start b3	size b3

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

#blocks	4	2
Padding	8	1
Padding	start b3	size b3

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

#blocks	4	2
Padding	8	1
Padding	10	4

SACK example - Receiver

Correctly received segments: 0, 1, 2

no space

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, ~~15, 16, 17~~

Mandatory header:

ACK number: 3

SACK header:

#blocks	4	2
Padding	8	1
Padding	10	4

SACK example - Receiver

Correctly received segments: 0, 1, 2

Buffered out-of-order segments: 4, 5, 8, 10, 11, 12, 13, 15, 16, 17

Mandatory header: ACK number: 3

SACK header:

3	4	2
Padding	8	1
Padding	10	4

SACK example - Sender

Receiver SACK header:

3	4	2
Padding	8	1
Padding	10	4

ACK number: 3

ACK - block 1:

block 1 - block 2:

block 2 - block 3:

after block 3:

SACK example - Sender

Receiver SACK header:

3	4	2
Padding	8	1
Padding	10	4

ACK number: 3

ACK - block 1:

3

block 1 - block 2:

block 2 - block 3:

after block 3:

SACK example - Sender

Receiver SACK header:

3	4	2
Padding	8	1
Padding	10	4

ACK number: 3

ACK - block 1:

3

block 1 - block 2:

6, 7

block 2 - block 3:

after block 3:

SACK example - Sender

Receiver SACK header:

3	4	2
Padding	8	1
Padding	10	4

ACK number: 3

ACK - block 1:

3

block 1 - block 2:

6, 7

block 2 - block 3:

9

after block 3:

SACK example - Sender

Receiver SACK header:

3	4	2
Padding	8	1
Padding	10	4

ACK number: 3

ACK - block 1:

3

block 1 - block 2:

6, 7

block 2 - block 3:

9

after block 3:

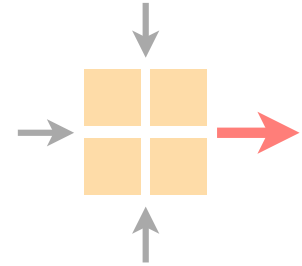
no retransmission

Let's see how we can use Git to collaborate
and remotely edit your files on the VM

Watch the live session or the recorded video!

Communication Networks

Exercise 10



Transport project (with demo)

Overview current assignment

Solutions will be published next week

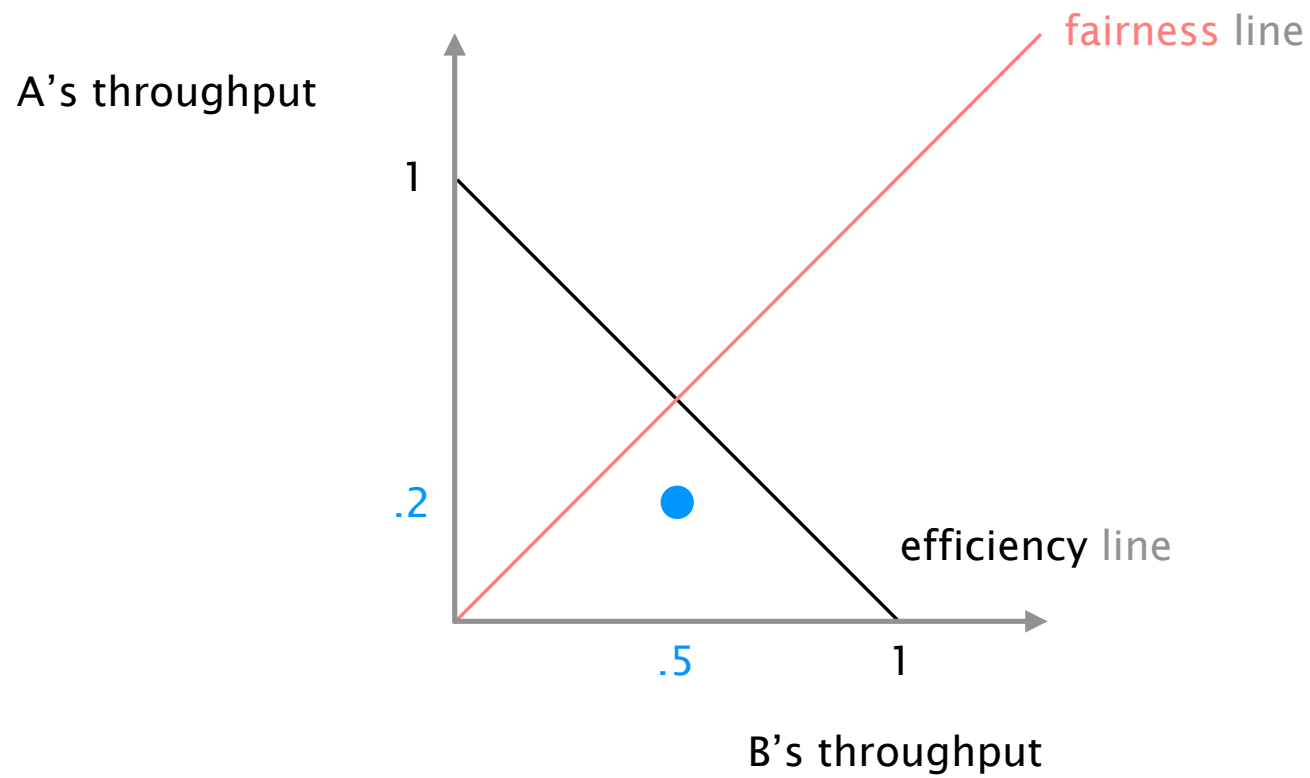
Task 1: TCP Warm-up

True/false question from the 2019 exam

In the exam, you cannot give an explanation

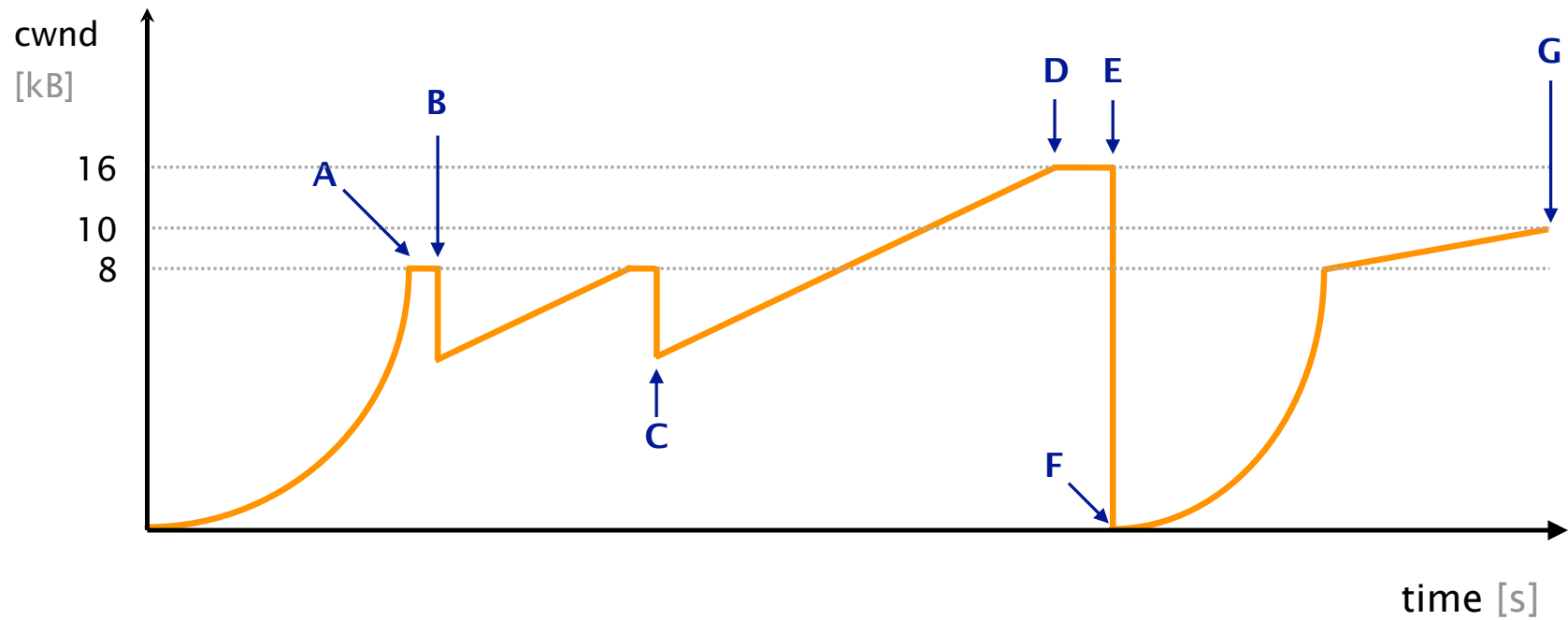
Every wrong answer results in a point deduction!

Task 2: Fairness



Compare slides 04b page 52+

Task 3: Congestion Window

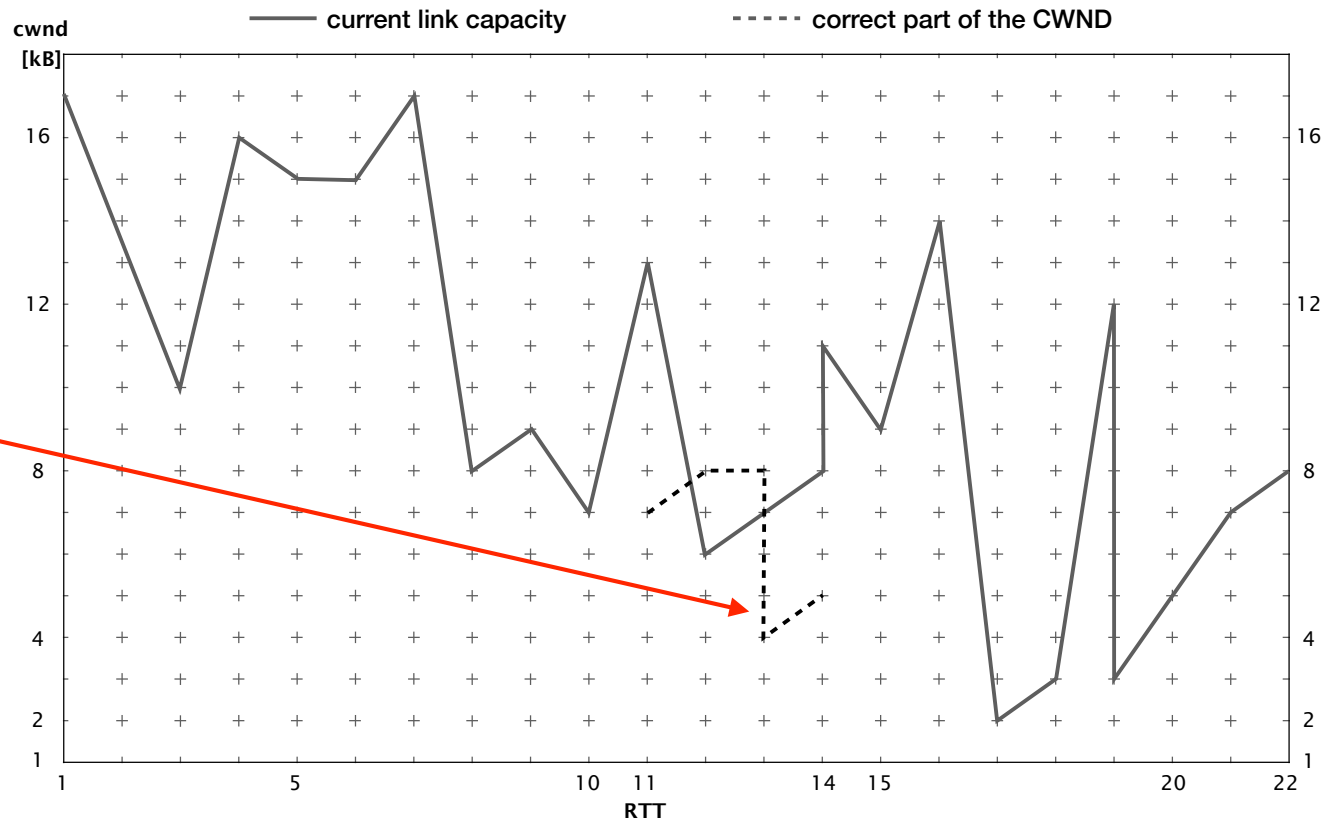


Hint: TCP performs a Three-Way-Handshake at the beginning

Task 4: Drawing practice (Exam 2018)

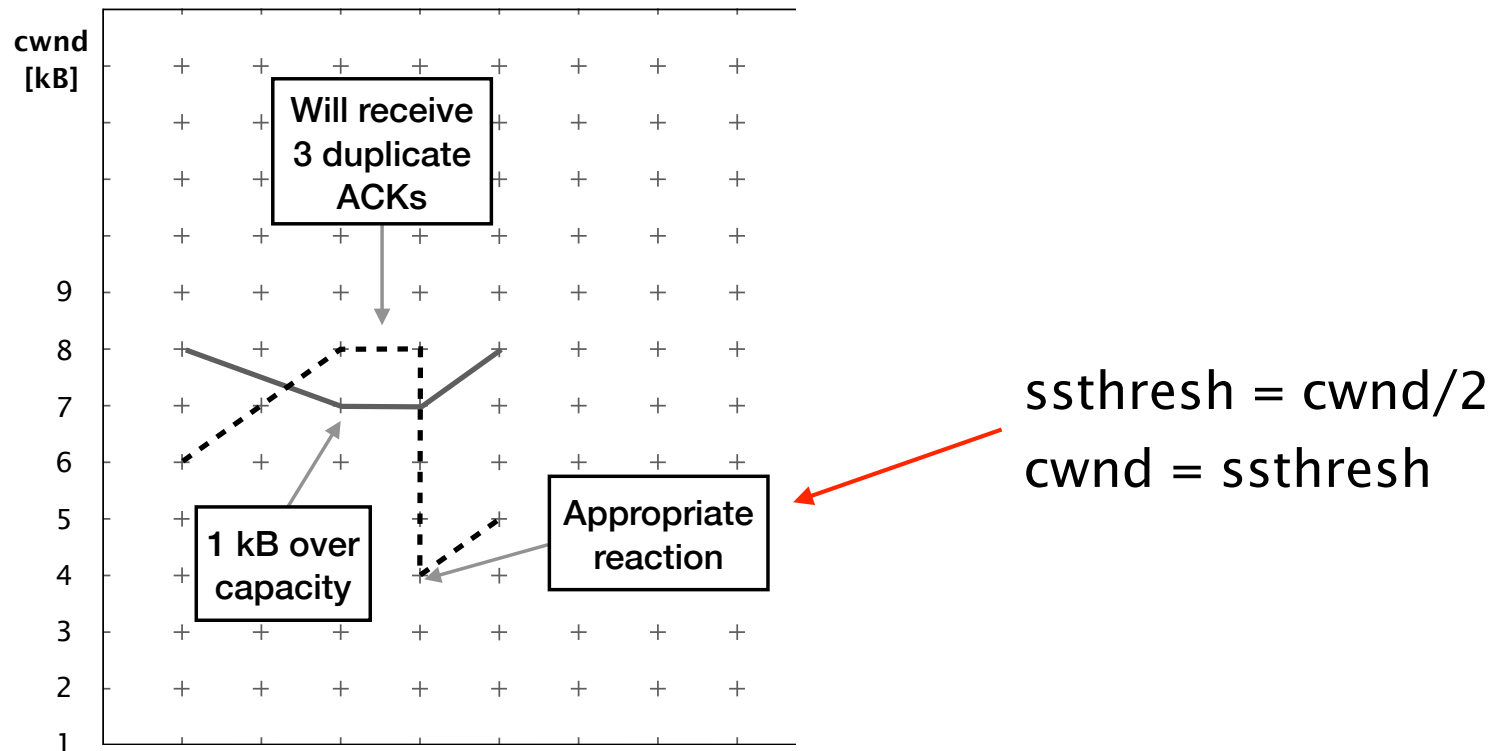
Goal: Draw the CWND given a changing link capacity

Part of the
correct CWND



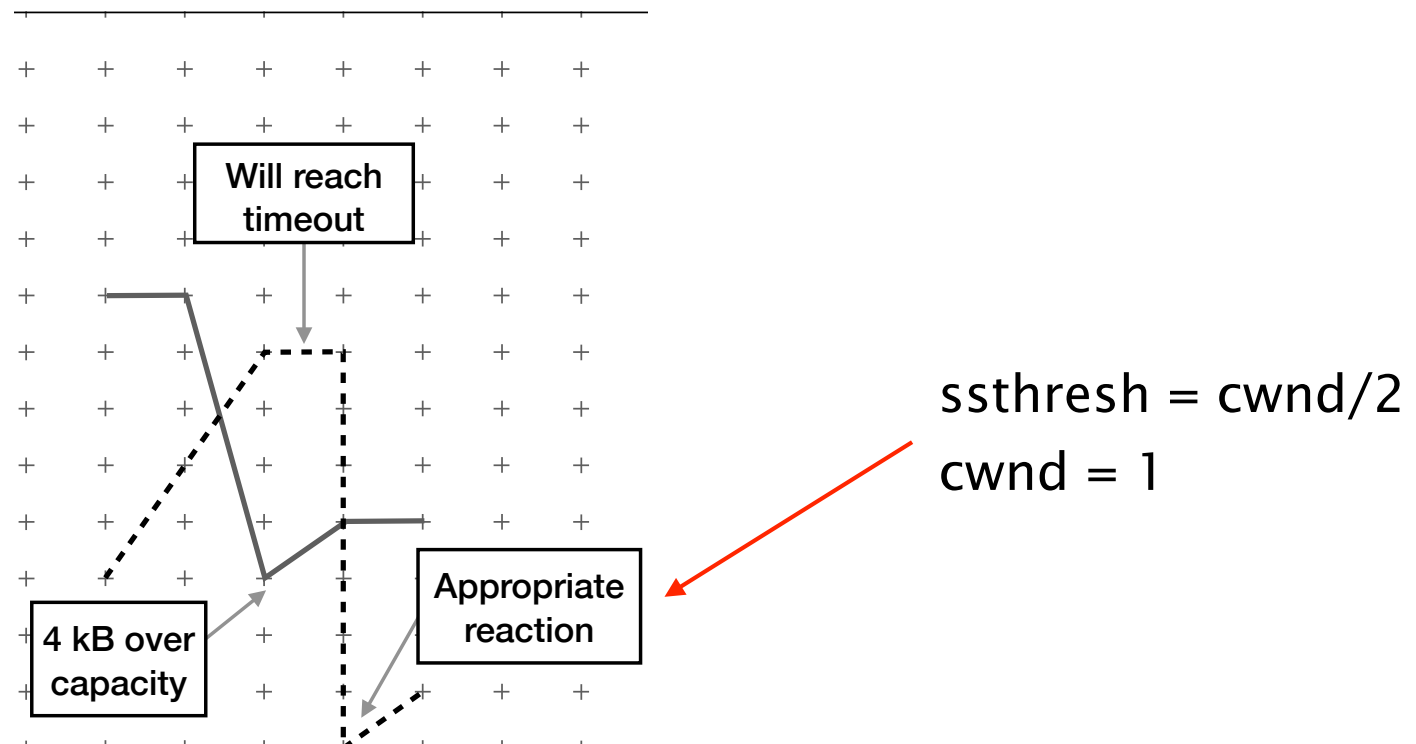
Task 4: Reaction if link capacity is exceed by at most 2kB

We assume that we would receive 3 duplicates in this case



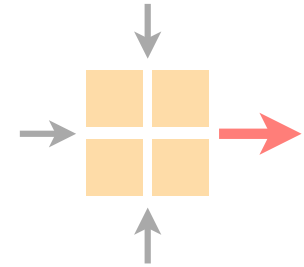
Task 4: Reaction if link capacity is exceed by more than 2kB

We assume that we reach a timeout



Communication Networks

Exercise 10



Transport project (with demo)

Overview current assignment

Solutions will be published next week