TCP Congestion Control

- Closed-Loop Control
- Dynamically changes sender window size (congestion window size)

Issue

• Fairness

TCP Congestion Control

Flow Control - Congestion Control

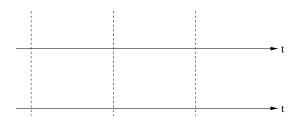
- Flow Control: mechanism to prevent the sender from sending data when the receiver buffer is full.
- Congestion Control: mechanism to prevent congestion within the network.

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TCP Congestion Control

Congestion Window - Transmission Rate



transmission rate \leq

MSS: Maximum Segment Size

TCP Congestion Control Algorithm (Tahoe)

Parameters

- RcvWin
- threshold
- w
- CongWin = wMSS
- $n = \min\{RcvWin, CongWin\}$

Init

- Set threshold
- Set w = 1

Slow Start

• As long as $w \leq threshold$, for every received ACK set

$$w = w + 1$$

Congestion Avoidance

• When w > threshold, for every w ACK received set

$$w = w + 1$$

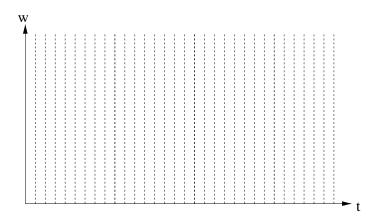
Loss

• When a ACK is not received when time-out expires, set

$$threshold = \frac{w}{2}$$
$$w = 1$$

• Got to "slow start"

TCP Congestion Control Algorithm



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TCP Congestion Control: Average Transmission Rate

Simple Model:

• Ignore "Slow Start" Phase

• Assume constant threshold = W

Aver. Trans. Rate $= \frac{1}{W/2+1} \sum_{k=W/2}^{W} \frac{kMSS}{RTT}$ $= \frac{1}{W/2+1} \Big[\frac{W(W+1)}{2} - \frac{(W/2-1)W/2}{2} \Big] \frac{MSS}{RTT}$ $= \frac{1}{W/2+1} \frac{0.75W^2 + 0.5W}{2} \frac{MSS}{RTT}$ $\approx \frac{1}{W/2} \frac{0.75W^2}{2} \frac{MSS}{RTT} = \frac{0.75 \cdot W \cdot MSS}{RTT}$

TCP Congestion Control: Fairness

Simple Model:

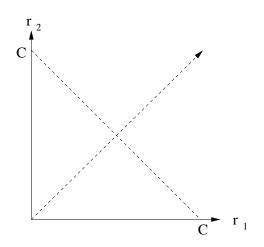
• Ignore "Slow Start" Phase

• 2 Connection share one Link with Capacity *C*

Additive-Increase, Multiplicative-Decrease (AIMD) algorithm

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TCP Congestion Control

Observations:

- Simple and Scalable
- Does not make any assumptions about Network Layer
- Max-Min Fair

TCP Congestion Control

Drawbacks

- Based on Packet Loss
- No QoS-Guarantees
- Is Max-Min Fairness what we want?
- Assumes User Cooperation
- Vulnerable to UDP sessions
- ullet Average Transmission Rate dependent on RTT