

# Communication Networks (0368-3030) / Spring 2011

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A decorative graphic consisting of several horizontal lines of varying lengths and colors (teal, light blue, white) extending from the right side of the slide towards the center.

# TCP Connection Management

Kurose & Ross, Chapter 3 (5<sup>th</sup> ed.)

Many slides adapted from:

J. Kurose & K. Ross \

Computer Networking: A Top Down Approach (5<sup>th</sup> ed.)

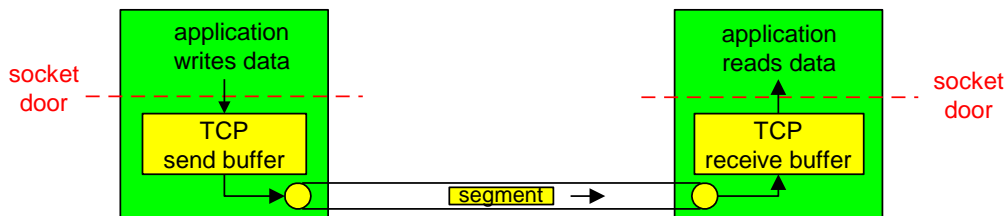
Addison-Wesley, April 2009.

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# TCP: Overview

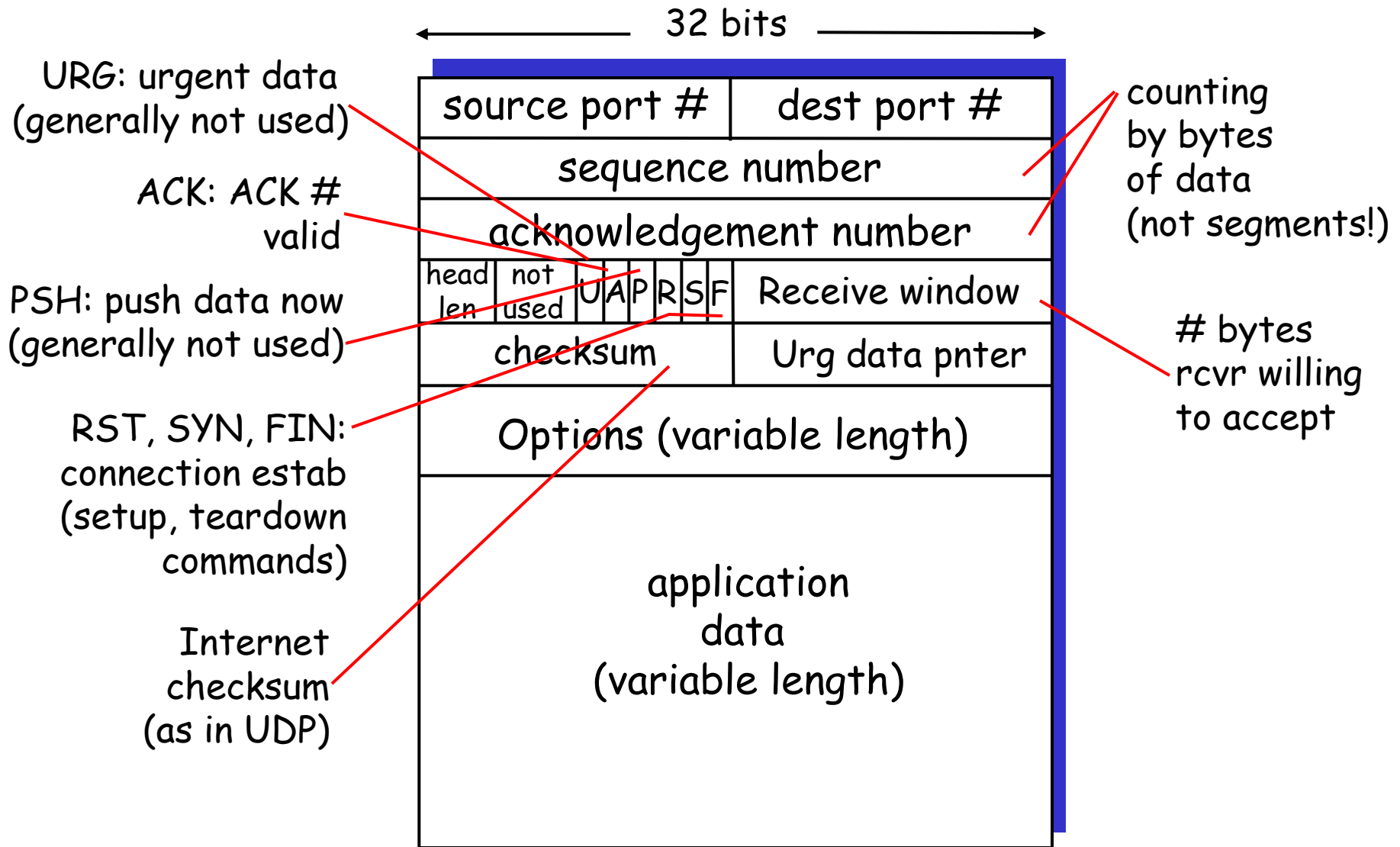
RFCs: 793, 1122, 1323, 2018, 2581

- ❖ **point-to-point:**
  - one sender, one receiver
- ❖ **reliable, in-order *byte stream*:**
  - no "message boundaries"
- ❖ **pipelined:**
  - TCP congestion and flow control set window size
- ❖ ***send & receive buffers***



- ❖ **full duplex data:**
  - bi-directional data flow in same connection
  - MSS: maximum segment size
- ❖ **connection-oriented:**
  - handshaking (exchange of control msgs) inits sender, receiver state before data exchange
- ❖ **flow controlled:**
  - sender will not overwhelm receiver

# TCP segment structure



# TCP Connection Management

Recall: TCP sender, receiver establish "connection" before exchanging data segments

❖ initialize TCP variables:

- seq. #s
- buffers, flow control info (e.g. RcvWindow)

❖ *client*: connection initiator

```
Socket clientSocket = new  
Socket("hostname", "port  
number");
```

❖ *server*: contacted by client

```
Socket connectionSocket =  
welcomeSocket.accept();
```

## Three way handshake:

Step 1: client host sends TCP SYN segment to server

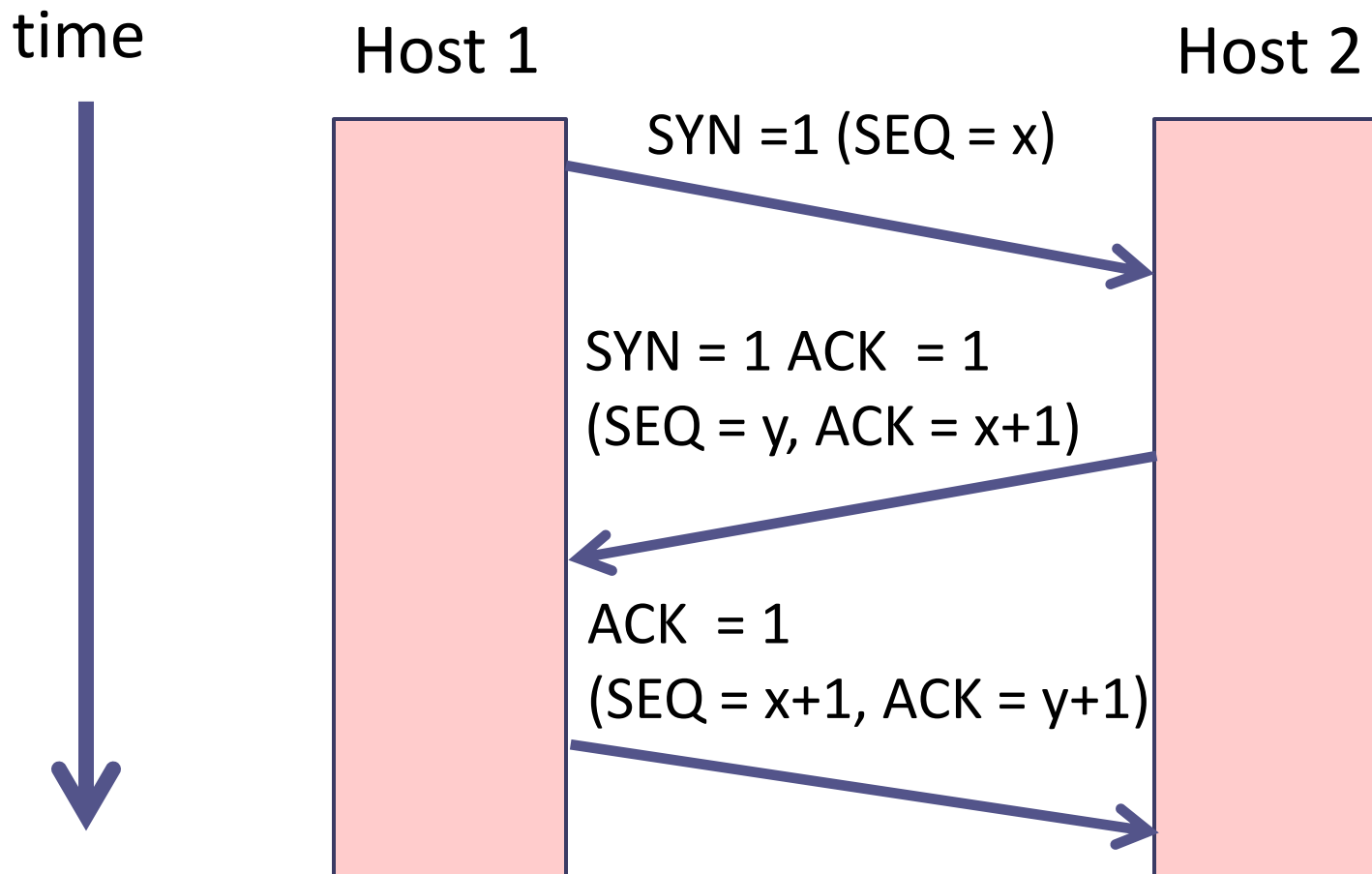
- specifies initial seq #
- no data

Step 2: server host receives SYN, replies with SYNACK segment

- server allocates buffers
- specifies server initial seq. #

Step 3: client receives SYNACK, replies with ACK segment, which may contain data

# Three-way handshake



# TCP Connection Management (cont.)

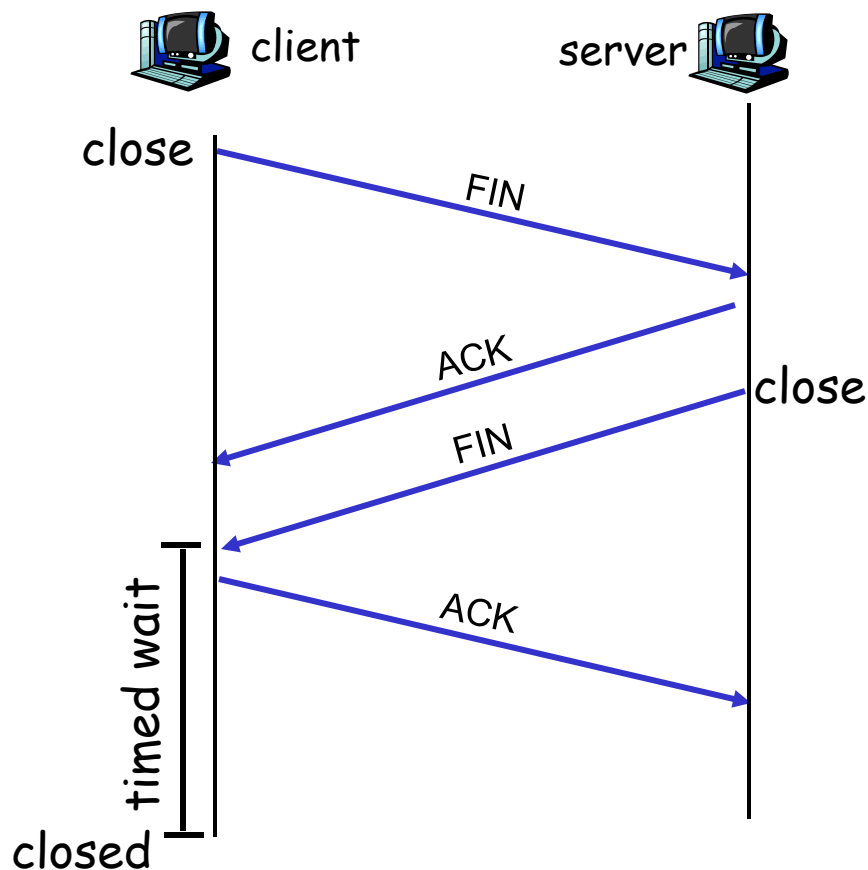
## Closing a connection:

client closes socket:

```
clientSocket.close();
```

Step 1: client end system sends TCP FIN control segment to server

Step 2: server receives FIN, replies with ACK. Closes connection, sends FIN.



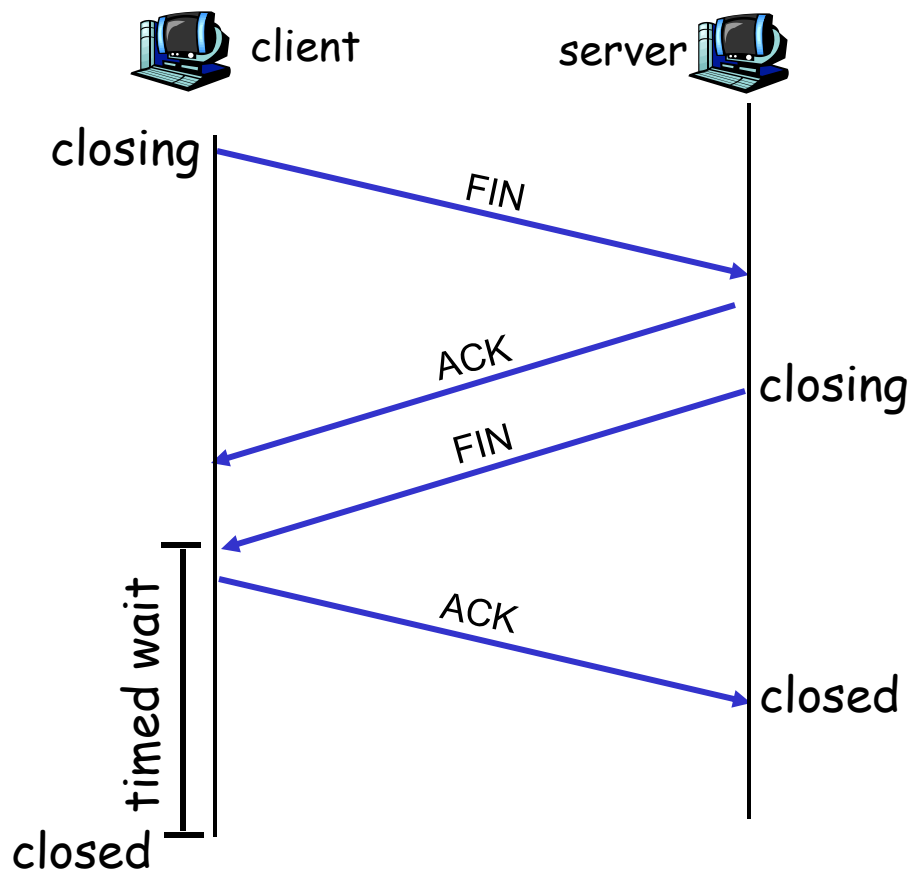
# TCP Connection Management (cont.)

**Step 3:** client receives FIN,  
replies with ACK.

- Enters "timed wait" -  
will respond with ACK  
to received FINs

**Step 4:** server, receives  
ACK. Connection closed.

**Note:** with small  
modification, can handle  
simultaneous FINs.





# TCP's statechart

- On board
  - Statechart appears in RFC 793
- Discussion of:
  - TIME\_WAIT state
  - Syn flood attacks