**In class activity - Ch.3 (3.7 TCP CC)**

1. TCP CC is based on sender’s perceived network congestion (through ACKs and loss events)
   * Uses cwnd to tell transmission rate
   * If congestion
     1. if no ACK (=timeout) 🡺 decrease much transm. rate
     2. if 3 ACKs for same package 🡺 decrease a bit transm. rate
   * If no congestion
     1. if ACK come at high rate 🡺 increase much transm. rate
     2. if ACK come at OK rate 🡺 increase a bit transm. rate

🡺 TCP is self-clocking

1. TCP CC alg. – Fig. 3.52, 3.53
2. Slow start – Fig. 3.51
3. Congestion avoidance
4. Fast recovery
5. Ex. of TCP CC alg.:
6. TCP CC – uses \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ CC
7. TCP has a “saw tooth” behavior – Fig. 3.54
8. TCP is fair – Fig. 3.56
9. UDP is fair? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_