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Introduction

XTP is a reliable, real-time, lightweight *transfer*¹ layer protocol being developed by a group of researchers and developers coordinated by Protocol Engines Incorporated (PEI).^[1,2,3] Current transport layer protocols such as DoD's Transmission Control Protocol (TCP)^[4] and ISO's Transport Protocol (TP)^[5] were not designed for the next generation of high speed, interconnected reliable networks such as FDDI and the gigabit/second wide area networks. Unlike all previous transport layer protocols, XTP is being designed to be implemented in hardware as a VLSI chip set. By streamlining the protocol, combining the transport and network layers and utilizing the increased speed and parallelization possible with a VLSI implementation, XTP will be able to provide the end-to-end data transmission rates demanded in high speed networks without compromising reliability and functionality. This paper describes the operation of the XTP protocol and in particular, its *error, flow and rate control*, inter-networking addressing mechanisms and multicast support features, as defined in the XTP Protocol Definition Revision 3.4.^[1]

Future computer networks will be characterized by high reliability and very high data transmission rates. Traditional transport layer protocols, such as TCP and TP4, which were designed in an era of relatively slow and unreliable interconnected networks, may be poorly matched for the emerging environment. Although they contain many necessary features, such as error detection, retransmission, flow control and data resequencing, they are deficient in many respects — they do not provide rate control and selective retransmission, reliable multicast is not supported, their packet formats are complex and require extensive parsing due to variable header lengths and support of complex modes. These protocols manage many timing events at both the sender and the receiver — for example, since the sender does not initiate receiver data acknowledgements, both the receiver and sender require an additional timer. The data transmission rates assumed are no longer valid and may limit the scalability of the protocols — in TCP, for example, which was designed in an era of 56Kbps data transmission rates, the flow window size is small, and based on 16 bit byte sequencing. Finally, the state machines for these transport protocols were intended for sequential rather than parallel execution. For example, the placement of the transport checksum field was considered arbitrary and so it was placed in the header.

XTP provides for the reliable transmission of data in an inter-networked environment, with real-time processing of the XTP protocol — i.e., the *processing* time for incoming or outgoing packets is no greater than *transmission* time. XTP contains error, flow and rate control mechanisms similar to those found in other more modern transport layer protocols² in addition to multicast capability. Timer management is minimized — in XTP

1. The *transfer* layer is formed by combining the functionalities of both the network and transport layers of the ISO OSI model into a single layer.
2. Specifically, two other modern transport layer protocols — Versatile Message Transaction Protocol (VMTP) developed at Stanford University by David Cheriton, and Network Bulk Transfer (NETBLT) developed at MIT by David Clark.

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