TCP tuning

Notes on using TCP/1 for HTTP jotted together in one place
Socket planning

2.1. Number of open files
2.2. Number of concurrent network messages
2.3. Number of incoming TCP SYNs allowed to backlog
2.4. Use the whole port range for local ports
2.5. Lower the TCP FIN timeout
2.6. Reuse sockets in TIME_WAIT state
2.7. TCP socket buffer sizes and Window Scaling
2.8. Set maximum allowed TCP window sizes
2.9. Timers and timeouts
TCP Handshake

3.1. TCP Fast Open
3.2. Initial Congestion Window
3.3. TCP SYN flood handling
TCP Transfers

4.1. Packet Pacing
4.2. Explicit Congestion Control
4.3. Nagle's Algorithm
4.4. Keep-alive
Re-using connections

5.1. Slow Start after Idle
5.2. TCP-Bound Authentications
Closing connections

6.1. Half-close
6.2. Abort
6.3. Close Idle Connections
6.4. Tail Loss Probes
Next

Mostly me, Tim and Craig so far

Needs more people to speak up and provide feedback