

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