

Speeding up the Internet: Fast Startup Congestion Control

Michael Scharf <michael.scharf@googlemail.com>

This work was performed at the Institute of Communication Networks and Computer Engineering (IKR) at the University of Stuttgart.

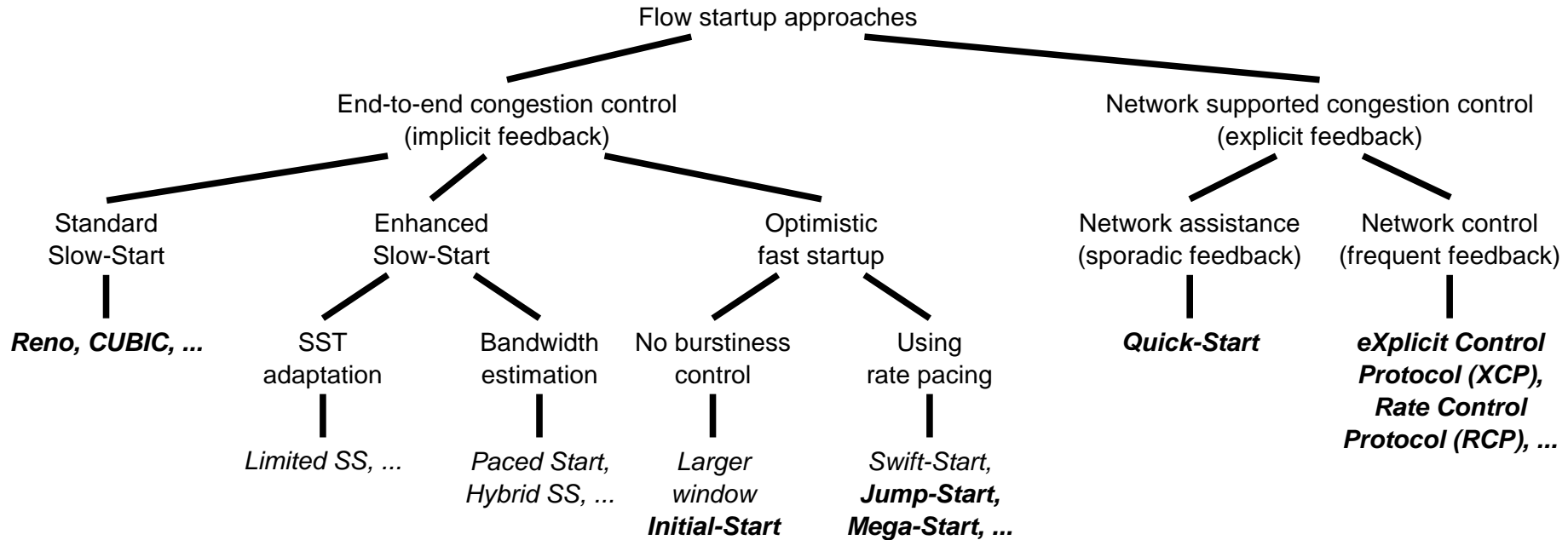
A Note on these slides

The following diagrams are taken from or based on:

M. Scharf, “Fast Startup Internet Congestion Control for Broadband Interactive Applications”, PhD thesis (under submission), University of Stuttgart, Nov. 2009

Please refer to the PhD thesis when citing these results.

Scope



- TCP's standard Slow-Start with CUBIC (**SS**)
- **Initial congestion window of 10 MSS**, in the diagrams named Initial-Start (**IS**)
- Jump-Start of M. Allman et al., slightly modified to reduce aggressiveness (**JS**)
- Quick-Start TCP extension according to RFC 4782 (**QS**)
- Rate Control Protocol (**RCP**)

Evaluation methodology

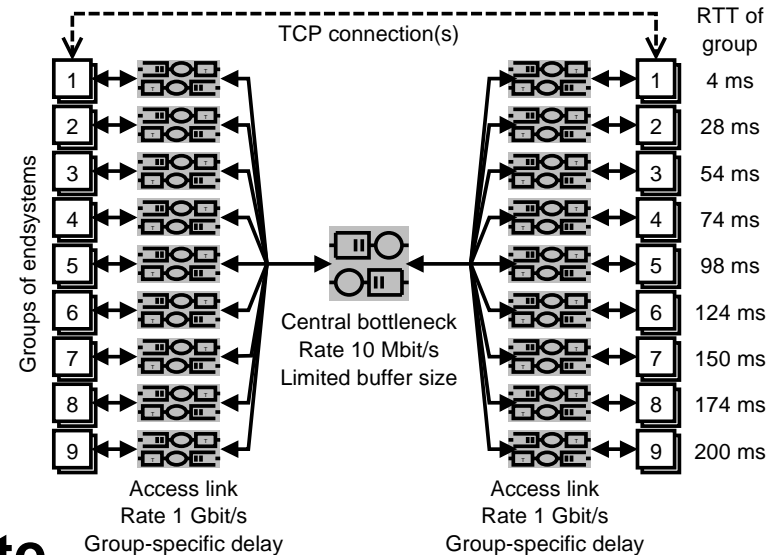
■ Simulations

- Simulation with **Linux code** using the NSC framework
- Own Linux patches for all TCP extensions, and an own tool for RCP

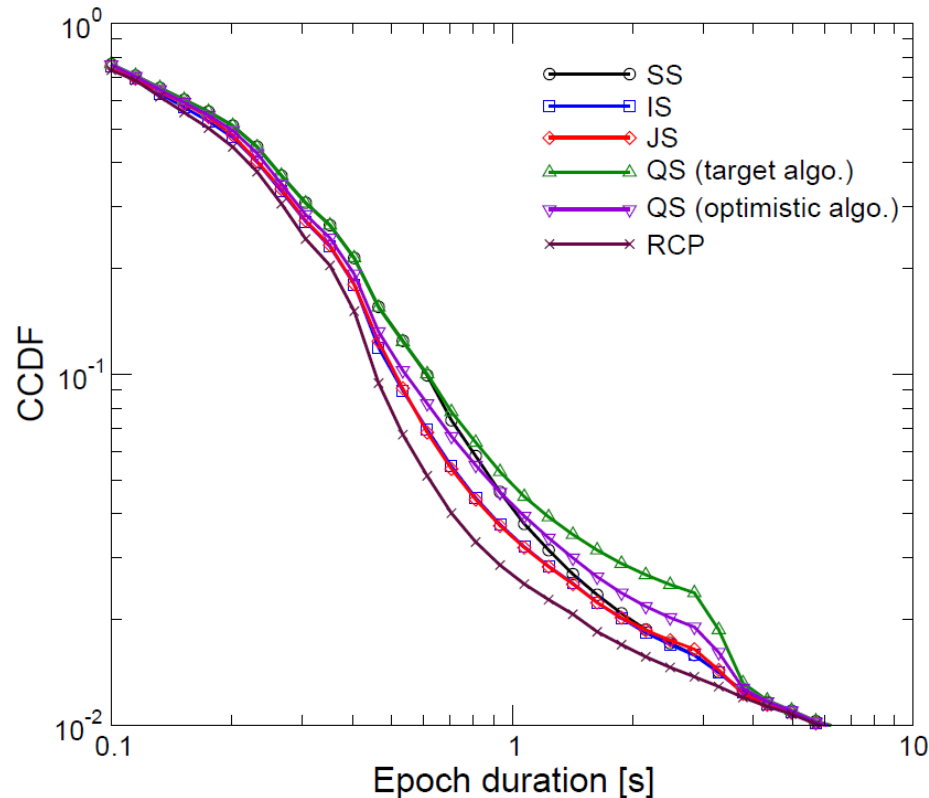
■ Considered scenarios

- Subset of the **TCP evaluation suite**
- **Dumbbell topology** with 9 different RTTs
- Bottleneck typically 10 Mbit/s, 50 packets buffer, drop tail
- Replay of measured **Internet traces** in a-b-t format as recommended in TCP evaluation suite

■ Correctness of implementations verified by simple testbed measurements

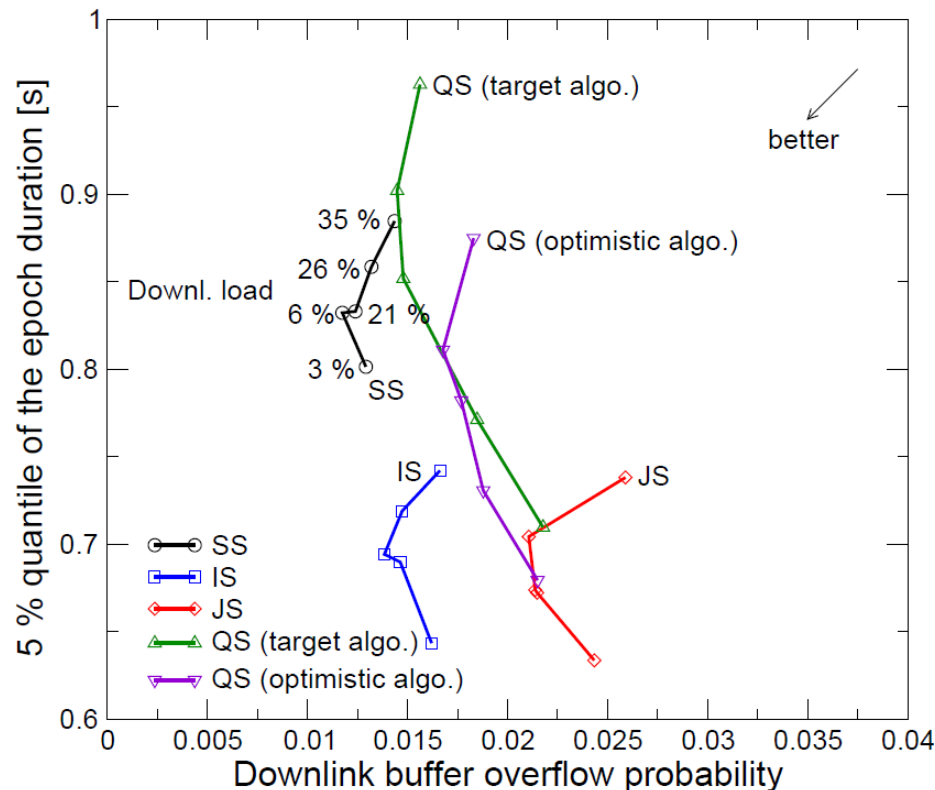


Possible speedup of the different variants



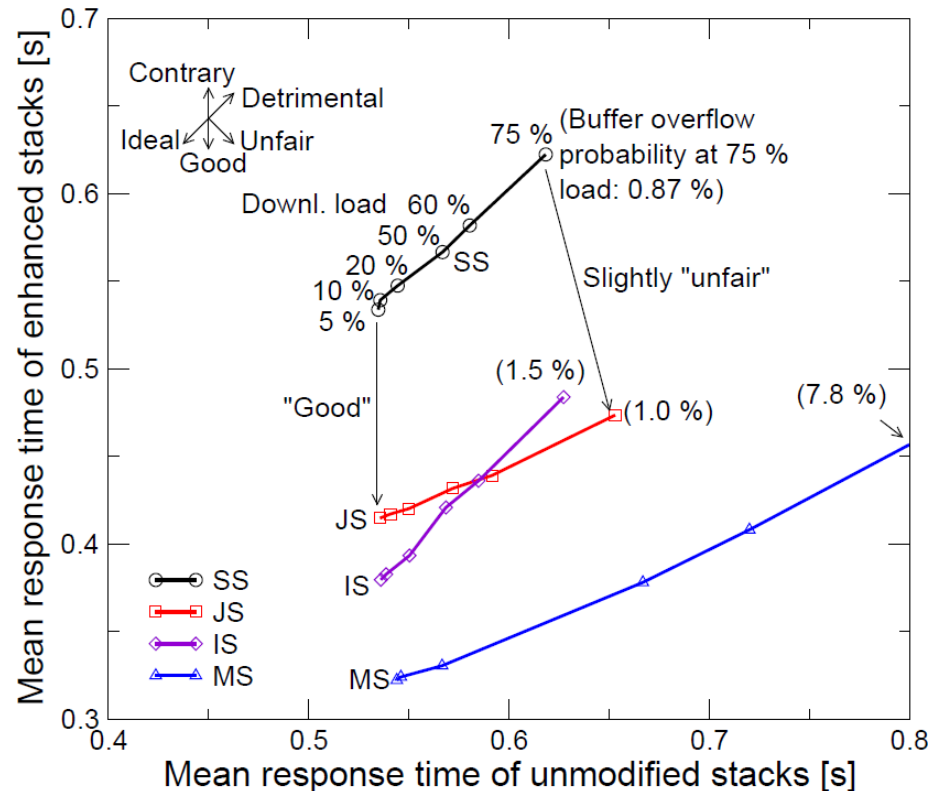
- Performance metric: **Response time** of a-b-t transfers (“epoch duration”)
- **Speedup of mid-sized transfers** by larger initial window
- **Overall benefit is rather small**: Many short transfers, many small RTTs

Trade-off between speedup and packet loss



- Bottleneck load up to ca. 40% (due to tool limitation to ca. 1000 stacks)
- Absolute **loss probability increases by ca. 0.5%** by IW=10 MSS
- Somehow surprisingly, **other alternatives have a worse performance**

Fairness to unmodified stacks



- **Scenario:** 50% of stacks use fast startup, 50% unchanged (CUBIC)
- Slightly changed workload model to allow simulations **up to 75% load**
- **Larger initial window** is rather fair and hardly impacts other flows

Conclusion

Results

- **Moderate benefit** for larger transfers
- Initial window of 10 MSS **works rather well and is quite fair**
- **More sophisticated schemes** tend to be worse
- **Network support** such as Quick-Start can overcome some limitations, but it has **problems of its own**

Recommendations for further work

- Study more extensively the use of **rate pacing**, even if results suggests that it may not be needed for 10 MSS
- Rethink **error recovery algorithms** after fast startup, since there are many degrees of freedom there, too

Selected references

Performance of fast startup congestion control schemes

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- M. Proebster, M. Scharf, and S. Hauger. Performance comparison of router assisted congestion control protocols: XCP vs. RCP. In Proc. 2nd International Workshop on the Evaluation of Quality of Service through Simulation in the Future Internet, 2009
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Implementation aspects and applicability case studies

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IETF contributions

- D. Papadimitriou, M. Welzl, M. Scharf, and B. Briscoe. Open research issues in Internet congestion control. IRTF Internet Draft, work in progress, August 2009
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