

SWINBURNE UNIVERSITY OF TECHNOLOGY

TCP related work

David Hayes

dahayes@swin.edu.au

Centre for Advanced Internet Architectures (CAIA) Swinburne University of Technology



Introduction to delay and rate based TCP

- Promise of low latency zero loss¹ transmission
- the congestion signal can be decoupled from packet loss
 - potential for efficient transmission on lossy paths.
- Delay based intuition:
 - delay \uparrow = queue \uparrow \implies indicates congestion
- Rate based intuition:
 - Send rate > receive rate ⇒ indicates congestion
- Basic questions:
 - How is congestion determined?
 - and if congested, how should cwnd be adjusted
- Issues:
 - Noise of measurements
 - Compatibility with existing TCP algorithms
 - Tolerance to non-congestion related loss

¹congestion related



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 Ignoring packet loss when queueing delays are small (region A)



Improving Coexistence: Shadow window



Delay-gradient based TCP congestion control



- We investigated a delay-gradient congestion signal because:
 - it does not require an accurate estimate of base RTT
 - delay thresholds are hard to set need to know path's delay characteristics
- Heuristic to estimate queue full and empty states from gradients
- We have implemented it in FreeBSD, to be released soon. (waiting on a paper submission)



Stateless TCP



Proposed by Geoff Huston to mitigate a DNS server issue http://www.potaroo.net/ispcol/2009-11/

stateless.pdf





0.5

0

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100

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Average requests/second

300

200

500

400

Thoughts and conclusions





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http://www.caia.swin.edu.au

dahayes@swin.edu.au

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Thank you!

Questions?

