

Who am I? What do I work on? Some past and current work

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Who am I?



- Postdoctoral Research Fellow at CAIA (Since Oct 2010)
- Network Research Intern at BBN Technologies, MA USA (Summer 2009)
 - Global Environment for Network Innovations (GENI) Unit
- Qualifications
 - Ph.D. in Computer Science, University of Pittsburgh, USA, August 2010
 - BSc (Hons) in Computer Science and Mathematics, LUMS, Pakistan, July 2005
- Research Interests
 - Green Networking, Future Internet Design, Wireless Systems
 - Protocol/Architecture Design and Implementation, Performance Analysis and Modeling
 - Congestion Control, Wireless Protocols, Testbeds for Experimentation

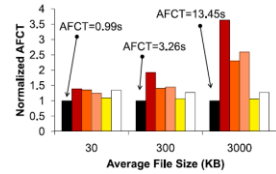


An Efficient Framework for Congestion Control

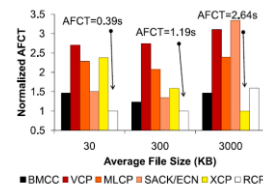
Doing more with less



- Many congestion control protocols exist
 - End-to-end (e.g. CTCP, CUBIC)
 - Have performance limitations
 - Networked-based (e.g. XCP, RCP)
 - Hard to deploy
- *How can we achieve high performance while being amenable to deployment?*
 - Use the existing two ECN bits to convey high resolution congestion feedback (up to 16-bit in our case)
 - Work with Lachlan Andrew and Taieb Znati
 - For details, see corresponding publications
 - "Congestion Control using Efficient Explicit Feedback" in Infocom'09
 - "Two bits are enough" in Sigcomm'08 (Short paper + Poster)



(a) $C_l = 10$ Mbps



(b) $C_l = 100$ Mbps



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Global Environment for Network Innovations (GENI)



- Suite of infrastructure for enabling at-scale experimentation
 - Heterogeneity, Virtualization, and Deep Programmability
- Worked on GENI Cluster B
 - PlanetLab, OpenFlow/Enterprise GENI, GpENI, MAX, SPP
 - Setup a testbed inside BBN and enabled federation with the public PlanetLab
 - Participated in the design, evaluation, and integration processes of GENI
 - Evaluated GENI software (Geniwrapper), analyzed Cluster B aggregate technologies and designed an experiment
- Challenges
 - Stitching virtual slices across heterogeneous technologies in a scalable manner
 - Providing repeatability, modifiability, and realism across heterogeneous technologies
- Work with Aaron Falk, Christopher Small, Chip Elliot, Heidi Dempsey



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Congestion Control For Minimizing Flow Completion Times



- Users care about flow completion times
 - E.g. Google search queries, facebook photo downloads/Newsfeed
 - Yet prior literature hardly focuses on directly minimizing flow completion times
- How can we approach this problem?
 - Use insights from size-based scheduling theory
 - Prioritize short flows over long flows
 - How can we achieve this via end-point congestion control?
 - Has Implications for energy efficiency
 - Work with Lachlan Andrew



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Incentive-compatible Wireless MAC Design



- Existing wireless MACs (e.g. 802.11e) provide service differentiation using priorities
 - Low priority traffic (e.g. bulk data transfers) have an incentive to claim to be high priority traffic (e.g. voice traffic)
 - How can design a MAC that is incentive-compatible?
- Idea:
 - Provide a trade-off curve to users so that they can choose between different service impairments
 - E.g. bulk data transfers can tradeoff delay for high throughput
 - Work with Hai Vu and Lachlan Andrew



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Some Past Projects



- Role of feedback in congestion control protocols
 - *How rich a feedback is good enough?*
- Incremental deployment of ECN-compatible congestion control
 - *What mechanisms should be employed to allow interoperability?*
- Capacity estimation in 802.11 wireless networks
 - *How can we reliably track the time-varying capacity in a 802.11 WLAN?*
- Performance benefits of wireless network coding
 - *How much gain can network coding provide in a wireless network? under what conditions is it useful to employ it?*
- Buffer sizing for Internet routers
 - *How should we size router buffers in the presence of bi-directional traffic*



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