

BBRv3: Internet Draft Update

draft-cardwell-ccwg-bbr-00

Internet Draft Editors:

Neal Cardwell (Google), Ian Swett (Google), Joseph Beshay (Meta)

Speaker: Neal Cardwell

Outline

Overview

- Outline BBR Internet Draft updates

Goals for this talk:

- Provide a road map for...
 - Readers of the draft
 - Implementers of BBRv3 reading the draft
- Inviting the community to...
 - Read the draft and offer comments or edits (github pull requests)
- Gauging interest in making this a working group item

Overview of draft-cardwell-ccwg-bbr-00

- New BBR draft: [draft-cardwell-ccwg-bbr](#)
- Editors:
 - Neal Cardwell (Google)
 - Ian Swett (Google)
 - Joseph Beshay (Meta)
- High-level changes since [draft-cardwell-iccr-g-bbr-congestion-control-02](#):
 - Moved draft to github to ease IETF collaboration:
 - <https://github.com/ietf-wg-ccwg/draft-cardwell-ccwg-bbr>
 - Incorporated delivery rate draft ([draft-cheng-iccr-g-delivery-rate-estimation](#))
 - So all BBR material is in 1 draft, rather than split across 2 drafts [[git commit](#)]
 - Updated to reflect changes between BBRv2 and BBRv3
 - Most changes in BBRv3 were discussed at IETF 117 (SF) CCWG [[slides](#)]
 - BBRv3 changes are git commits with "BBRv3" in the commit title [[git log](#)]
 - Editorial wordsmithing for clarity and readability, updating references

BBRv3 changes in draft-cardwell-ccwg-bbr-00

- BBRv3 Changes already discussed at IETF 117 (SF) CCWG [[slides](#)]
 - Bug fix 1 [[slide](#)]: fix bandwidth convergence after loss
 - [update BBR.full_bw logic to the more general BBRv3 logic](#)
 - [BBRv3 bug fix: avoid getting stuck with low throughput after loss/ECN](#)
 - [BBRv3 update: update prose for ProbeBW_UP logic to match BBRIsTimeToGoDown\(\) pseudocode](#)
 - Bug fix 2 [[slide](#)]: fix bandwidth convergence without loss
 - [BBRv3 bug fix: update ProbeBW_UP cwnd_gain to 2.25](#)
 - [BBRv3 bug fix: use ProbeBW_DOWN pacing_gain of 0.9 instead of 0.75](#)
 - Tuning [[slide](#)]: various parameter tunings to reduce loss without reducing throughput
 - [BBRv3 tuning: Startup: cwnd_gain = 2.0, pacing_gain = 2.77](#)
 - [BBRv3 tuning: set BBR.inflight_hi upon exiting Startup due to loss](#)
 - [BBRv3 tuning: BBRStartupFullLossCnt=6](#)

BBRv3 changes in draft-cardwell-ccwg-bbr-00

- Other misc minor changes; the primary changes to substance are:
 - [BBRv3 change: remove BBR.packet_conservation, "packet conservation" behavior](#)
 - [BBRv3 change: make BBR.send_quantum floor \$2 * SMSS\$ at any bandwidth](#)
 - [BBRv3 change: in BBRUpdateACKAggregation, in Startup use filter of 1 round trip](#)
 - [BBRv3: clarify pacing_gain in Drain is still 0.35 and no longer \$1/BBRStartupCwndGain\$](#)
 - [remove bw_hi](#)
 - [fix bug in UpdateRateSample\(\) logic to decide if a packet is the newest](#)
 - [fix: add some missing pseudocode for BBR.loss_round_delivered](#)

BBR deployment status at Google

- Google-internal traffic:
 - **BBRv3** is TCP congestion control for all internal **WAN traffic**
 - **BBR.Swift** is TCP congestion control used **within a datacenter**
- Google-external traffic:
 - **BBRv3** is TCP CC for all **Google.com** and **YouTube** public Internet traffic
 - A/B experiments: BBRv3 vs v1 for small % of users for:
 - QUIC for google.com and YouTube

Conclusion

- Inviting the community to read the draft and offer comments/edits, however you prefer:
 - CCWG mailing list emails
 - github issues [\[link\]](#)
 - github pull requests [\[link\]](#)
- Gauging interest in making this a working group item
- Thanks!