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Lossless Congestion Control

Delay based LCC

LCC Requirements/Candidates

Capacity/Congestion Probing

CCP Simulations

CCP Experiments

LCC and IETF (help)

Lossless Congestion Control

- Motivation Control packet retransmissions, which is undesirable for networks and applications alike.
 - Benefits APPLICATIONS:
 - Fresher packets/segments are delivered.
 - Shallower sender/receiver buffers can be used.
 - Old data delivery is avoided.

NETWORKS:

- Higher resource utilization and aggregate goodput.
- How -Most popular TCPs are packet loss driven. We need delay based congestion control protocols, to shift TCP operating point away from buffer overflow.
 -Lossless congestion control (LCC) protocols should avoid operating on near packet loss point.

-LCC protocols should be conservative towards throughput, limiting it to "safe" levels for the network AND appropriate levels for application.

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UCLA/KIT	NX	Delay based LCC
Lossless Congestion Control Delay based LCC LCC Requirements/Candidates	Delay based TCPs	 Listens to segment rtts. Most OSs support at least microsecond rtt measurement accuracy. Regulate transmission rate to keep segments' rtts at an acceptable level. Disambiguates between loss and congestion
Capacity/Congestion Probing CCP Simulations CCP Experiments	Delay based LCC	 Buffer filling levels are kept low Network buffers are used to cope with excessive in flight segments during network transients Focuses on network utilization with packet loss control.
LCC and IETF (help)	CC operating points	-Full buffer (losses) -Empty buffer (throughput degradation) -Anything in between (loss/throughput tradeoff)

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LCC Requirements & Candidates

Premisses - Retransmissions are undesirable for both applications and networks - Throughput at any cost is undesirable (fairness, discard at receiver).

Delay based LCC - Senders monitor rtts.

- Senders regulate their TX rate so as to keep rtts at a given operating point. Queues are kept away from their overflow levels.

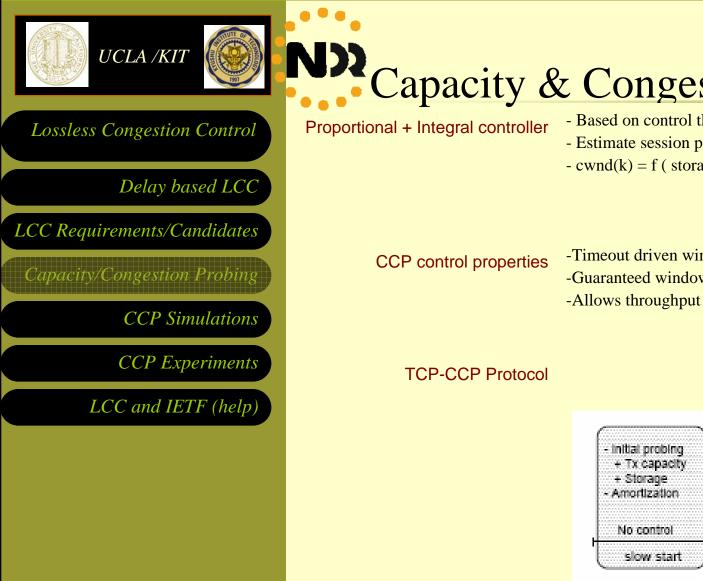
- Most delay based TCPs do not operate at "knee of the congestion curve", but much above, incurring high losses, as a trade-off for high throughput.

LCC Candidates [Leith07] D. Leith, R. Shorten, G. McCullagh, J. Heffner, L. Dunn, F. Baker, "Delay-based AIMD Congestion Control", in PFLDnet, February 2007.

> [Cavendish07] D. Cavendish, C. Marcondes, M. Gerla, "Capacity and Congestion Probing: Towards a Stable and Lossless TCP", Submitted to Infocom 2008.

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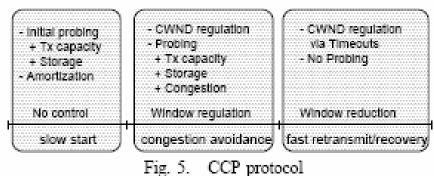


Capacity & Congestion Probing TCP

- Based on control theoretical approach [Cavendish04]
- Estimate session path bottleneck capacity and storage space - cwnd(k) = f (storage(k), inFlight(k));

-Timeout driven window regulation

- -Guaranteed window convergence
- -Allows throughput vs loss tradeoff tuning



Dirceu Cavendish dirceu@ndrc.kyutech.ac.jp UCLA /KIT Parking Lot Simulation Results Capacity Estimation Precision Lossless Congestion Control Long Lives 0.3 Short Live Estimators' accuracy Delay based LCC ğ 0.5 Ο. 0.3 LCC Requirements/Candidates 0.2 0.1 60 80 100 Estimated Buffer Size (in msecs) 80 100 Capacity/Congestion Probing Estimated Capacity b) CapacityEstimation a) Buffer Estimation (rttmax - rttmin) ape/Std Deviation Core Links Packet Losses (over all triats) Performance comparison **CCP** Simulations CCP, NewReno, FAST

CCP Experiments

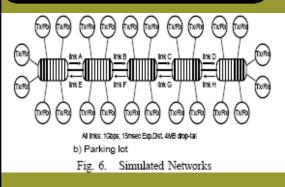
LCC and IETF (help)

140 flows

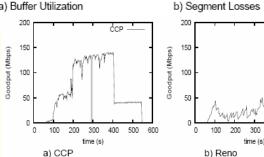
- 40 long lived (4Gfiles)

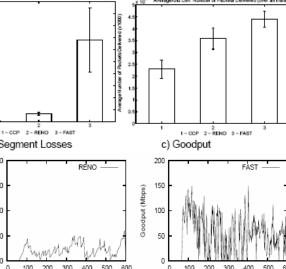
- 100 short lived (1MB Pareto)

800Mbps load on core links



CCP: 40/50 % less gput 20/200x less loss Average Queue Carath (Seco a) Buffer Utilization **Dynamics** 200 CCP NETWORK SCENARIO 150 Parking Lot topology 100 1Gbps all links, 15msec delays





300 400 500

time (s)

c) Fast

600

Fig. 10. Goodput Dynamics

400 500

