News from CAIA’s NewTCP Project
Delay-based TCP and improved instrumentation of FreeBSD’s TCP stack

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FreeBSD As A Research Platform

- Modular congestion control
  - In svn project branch, coming to a FreeBSD release soon
  - Available as a stand alone patch on the NewTCP website
  - BSD licenced NewReno, HTCP, CUBIC, Vegas, HD & CHD implementations available
  - New v0.10.0 release contains many improvements and paves way for shared CC between multiple transports e.g. TCP and SCTP
  - Supported by Cisco Systems

- KHELP and Enhanced RTT
  - Kernel Helper (KHELP) framework makes modularising “stuff” easy
  - Enhanced RTT (ERTT) KHELP module hooks TCP stack to maintain an RTT estimate appropriate for CC use
    - Used by Vegas, HD and CHD CC modules
    - ERTT supported by Cisco Systems
FreeBSD As A Research Platform

- Statistical Information for TCP Research (SIFTR)
  - FreeBSD kernel module to gather TCP connection data as CSV
  - Some similarity to Web100 but event driven and more variables
  - v1.2.3 has been integrated into FreeBSD and will appear in 8.2+
  - Supported by Cisco Systems and the FreeBSD Foundation

- Deterministic Packet Discard (DPD)
  - Adds ’pls’ (packet loss set) option for dummynet pipes
  - e.g. ipfw pipe 1 config pls 1,5-10,30 would drop packets 1, 5-10 inclusive and 30

- Dummynet Forensic logging support
  - Log pipe/queue state on each packet event as CSV

- TCP stack improvements including RFC 3465 & reassembly queue autotuning
  - Supported by the FreeBSD Foundation
Delay-based Congestion Control

- Implementation of the algorithm proposed by Budzisz et al. [1] (we call it HD)
  - Probabilistic backoff based on inferred path queueing delay

Figure: Per-packet backoff probability as a function of estimated queueing delay[1]
Delay-based Congestion Control continued

- “CHD”: Enhanced HD (Hayes and Armitage [2])
  - Per RTT backoff decisions (for scalability and fairness)
  - Tolerance of non-congestion related packet loss
  - Improved coexistence with loss based algorithms in lightly multiplexed environments.

**Figure:** Interaction of the shadow window ($s$) and the congestion window ($w$) when competing with loss based CC flows.
Figure: Comparison of the goodput of NewReno, HD, and CHD when there are non-congestion related losses
(10 Mbps bottleneck, 40 ms baseRTT, 100 ms queue at the bottleneck)
Delay-based Congestion Control continued

- Issues with inferred queueing delay CC signals:
  - Unfairness when BaseRTT estimate is wrong
  - Setting queueing delay thresholds (depends on network path)
- We have been revisiting the idea of delay gradient as a congestion signal (CDG – Hayes and Armitage [3]).
- Why?
  - Does not require an accurate estimate of baseRTT
  - Thresholds are less dependent on network path
- Hybrid
  - Combining the strengths of a threshold system based on inferred queueing delay, with the strengths of a delay-gradient approach may provide a more robust mechanism.
Further Information

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- Links
Acknowledgements

- Cisco Systems

- The FreeBSD Foundation
References

