TCP Segment Caching

draft-sarolahti-irtf-catcp-00.txt

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ICCRG meeting

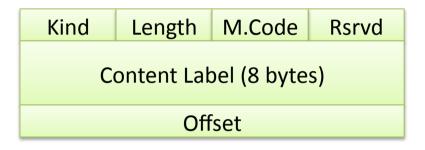
IETF-83, Paris, France

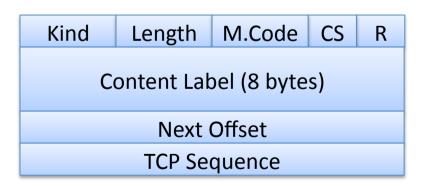
Content- and Cache Aware TCP

- Enables TCP segment caching and replication in network
 - Cachable segments are supplied with a content label
 - Common data shared between different connections
 - Cache can send segments on behalf of the sender
- Only sender TCP modifications needed
 - Works with standard TCP receiver
- Application specifies content label
 - Small API extension needed
- Example use cases
 - TCP-based media to multiple simultaneous receivers
 - Mitigating server load on sudden flash crowds

Content Label Option

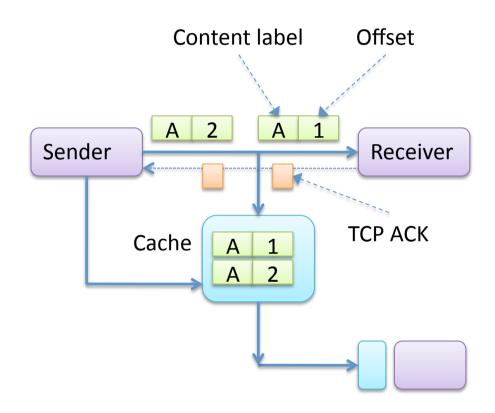
- "Content Label" option in TCP data segments
 - Identifies the piece of content included with segment
 - Content object may be larger than TCP segment, therefore offset needed
- "Content Request" in TCP acknowledgments
 - To request data from cache
 - CS: number of segments that can be sent
 - TCP sequence: to be used in TCP header of cached data





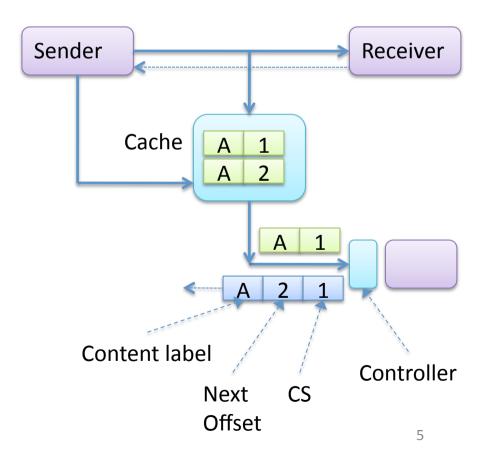
Protocol Operation

- 1) TCP sender adds
 Content Label option to cachable segments
 - Same connection can have non-labeled segments, and different content labels
- 2) Segment cache can store segments with content label option
 - Cache lookups happen based on label and offset
 - No per-flow state needed



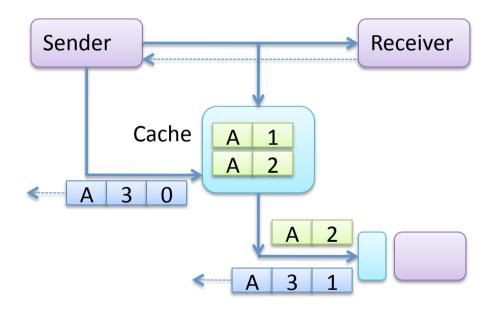
Protocol Operation

- 3) Receiver acknowledges segments normally
 - No CA-TCP support needed
- 4) Controller adds
 Content Request option
 to ACKs
 - Per-flow state for each connection
 - Can be co-located with cache or with receiver



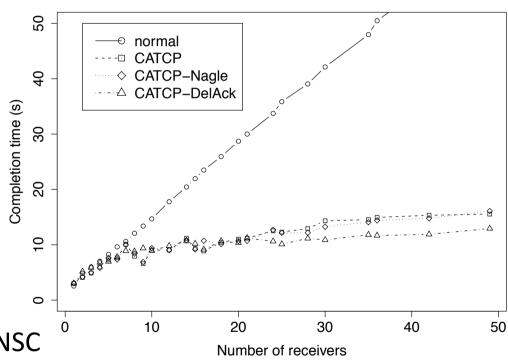
Protocol Operation

- 5) Cache can send segments based on Content Request option
 - Increases Next Offset
 - Decreases CS
- 6) Acknowledgments flow back to the sender
 - Sender does not send data if CS== 0
 - Updates SND.NXT based on "Next Offset" field



Experimentation

- TCP modifications implemented in Linux kernel
- Two cache implementations
 - Stand-alone bridge
 - Click router module
- Tests with
 - Amazon EC2 servers in different continents
 - Ns-3 simulations with NSC
 - HTTP and BitTorrent traffic



Notes and Issues

- Multiple control loops
 - Faster round-trip between cache and receiver
 - Synchronization: later flows catch up the first flow that feeds caches
- Congestion control for cached segments
 - Is simple congestion avoidance enough?
- Inconsistent segmentation may hamper cachability
 - Can be controlled (to some extent) at sender side
 - Not much can be done with re-segmenting middleboxes
- Security: attacker could send false content labels
 - Integrity checking would be needed
- Acknowledgments for unsent segments may confuse some middleboxes
- Contention of the available TCP option space

Planned Next Steps

- Improve the draft
 - In future: publish as Experimental RFC
- More experimentations
 - More diverse environments, different applications
 - Collaboration is welcome