

# What is TCMTF About

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# The Goal

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- Optimize services using small packets
  - Interactive:
    - VoIP
    - Online games
    - Remote desktop
    - ...
  - Non delay-sensitive:
    - M2M
    - Sensor networks
    - Instant messaging
    - ...
- The proposal: Compress and multiplex small-packet flows to
  - Save bandwidth
  - Reduce packets per second

One IPv4/TCP packet 1500 bytes



One IPv4/UDP/RTP packet of VoIP with two samples of 10 bytes



One IPv6/TCP packet 1500 bytes

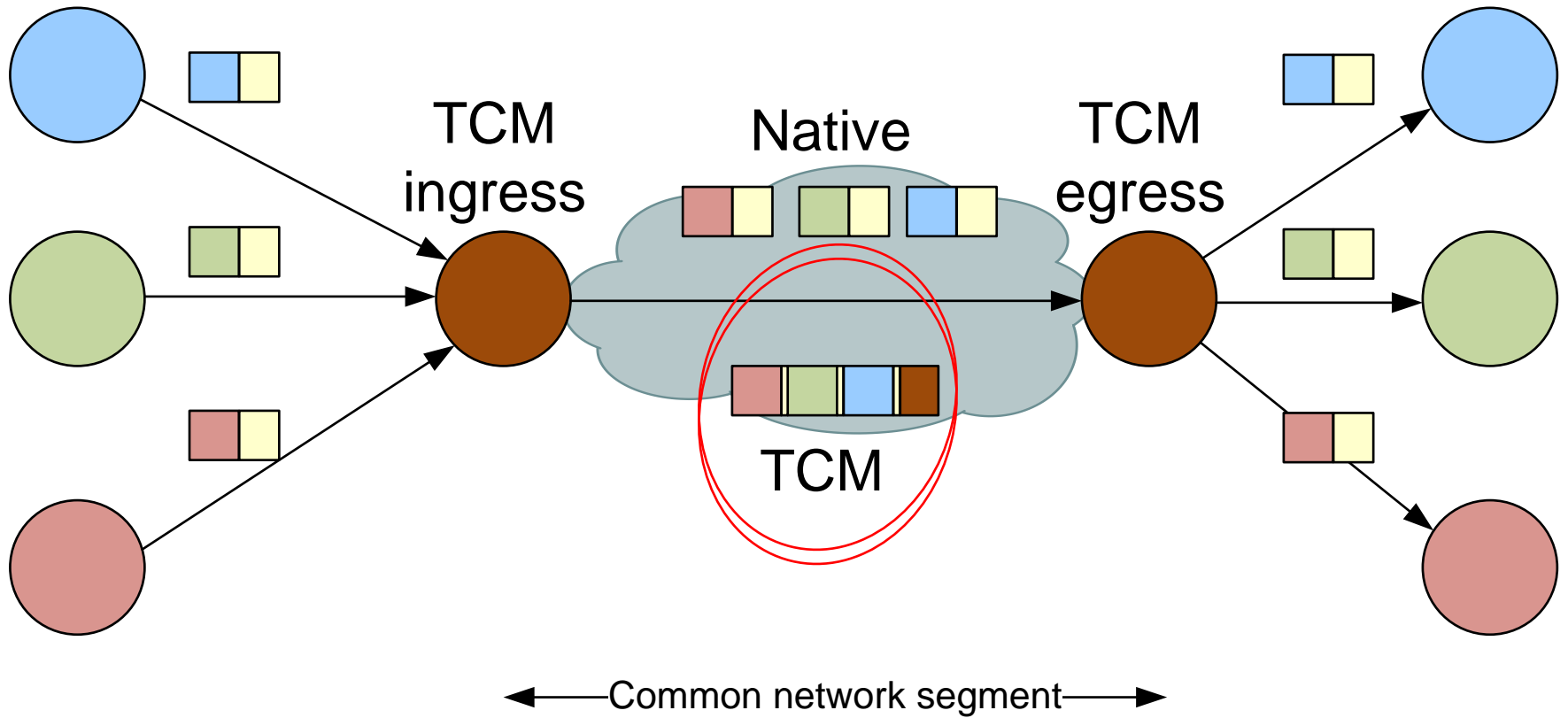


One IPv6/UDP/RTP packet of VoIP with two samples of 10 bytes

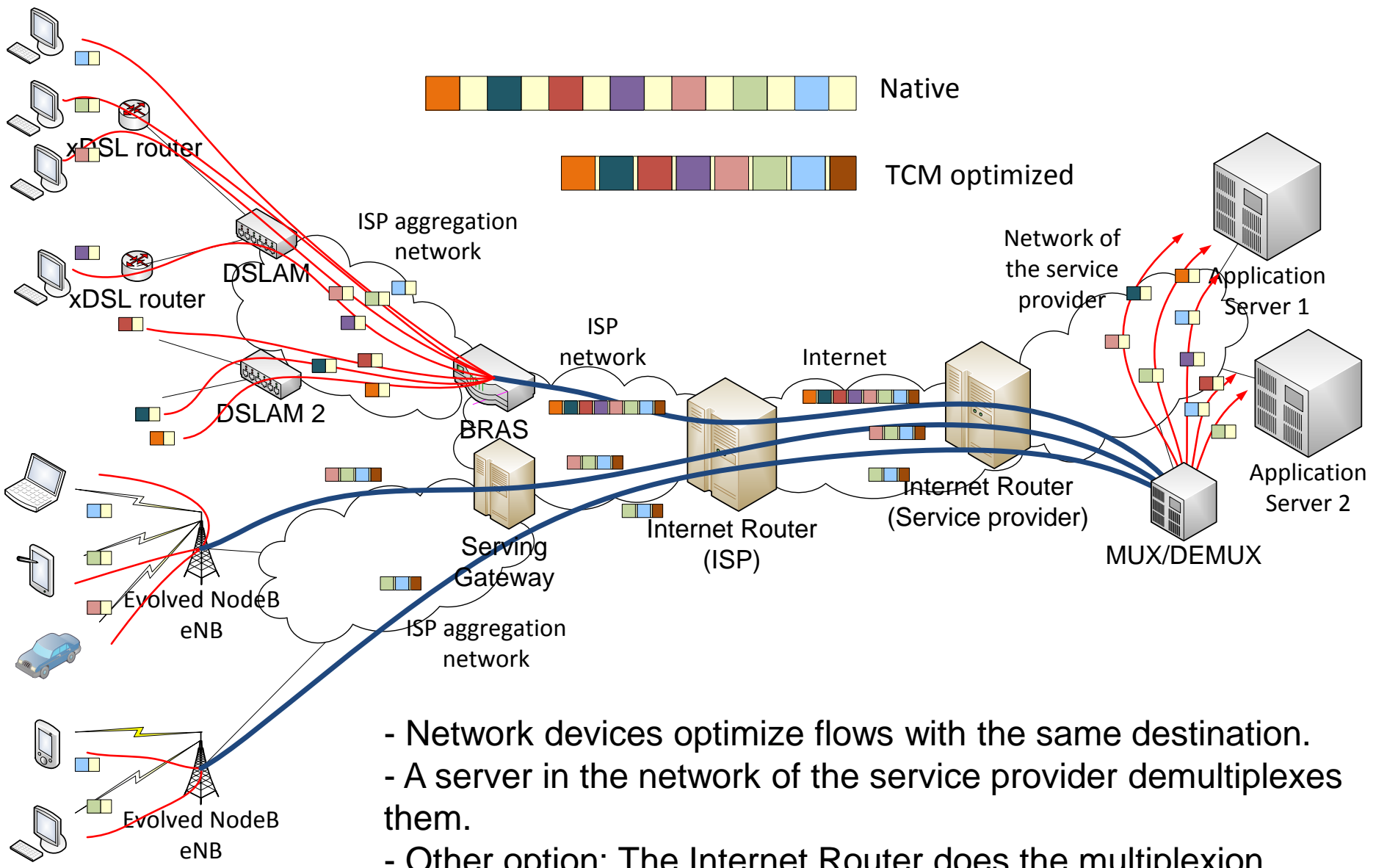


# The TCMTF Basic Idea

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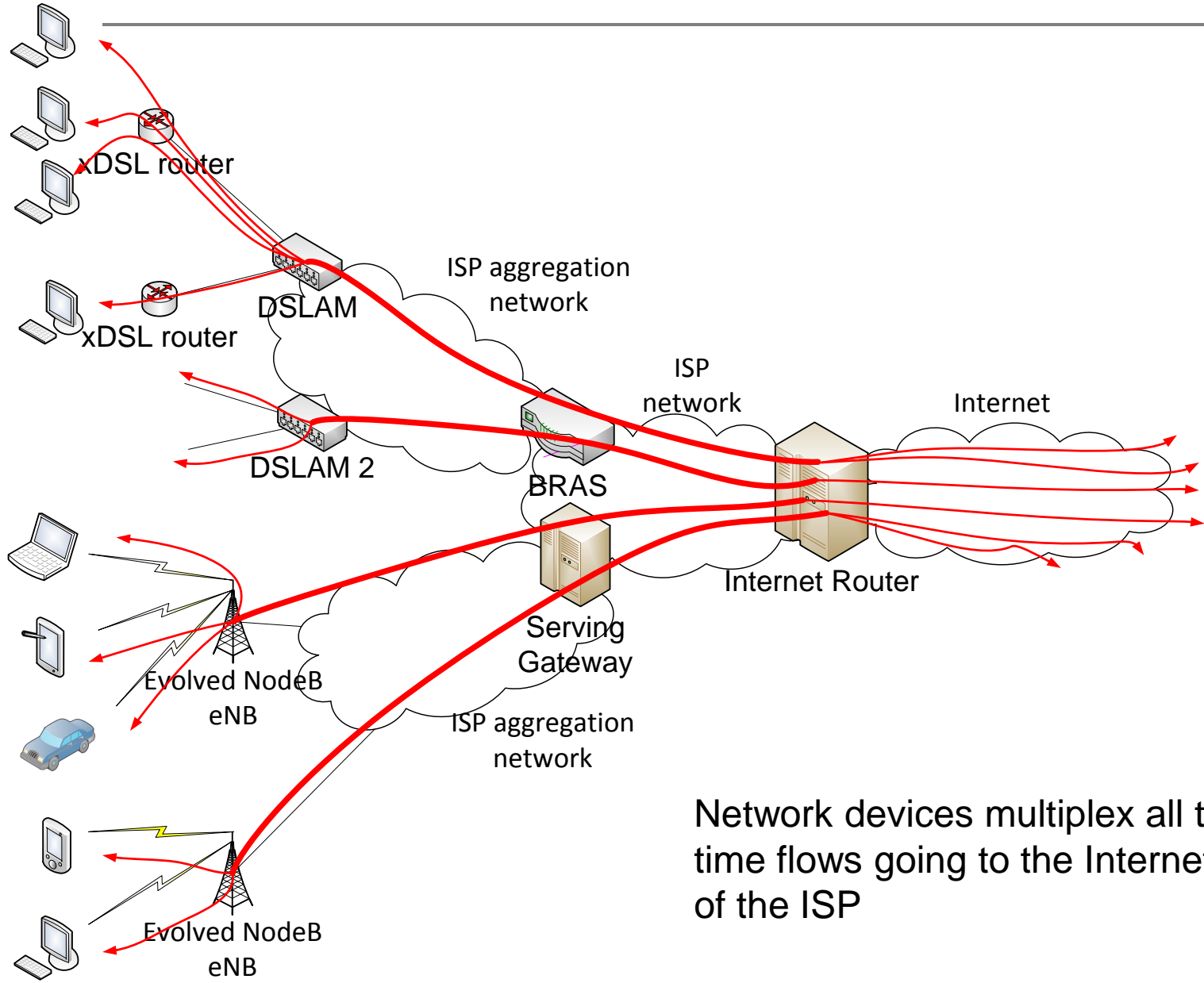


# Multi-domain Scenario



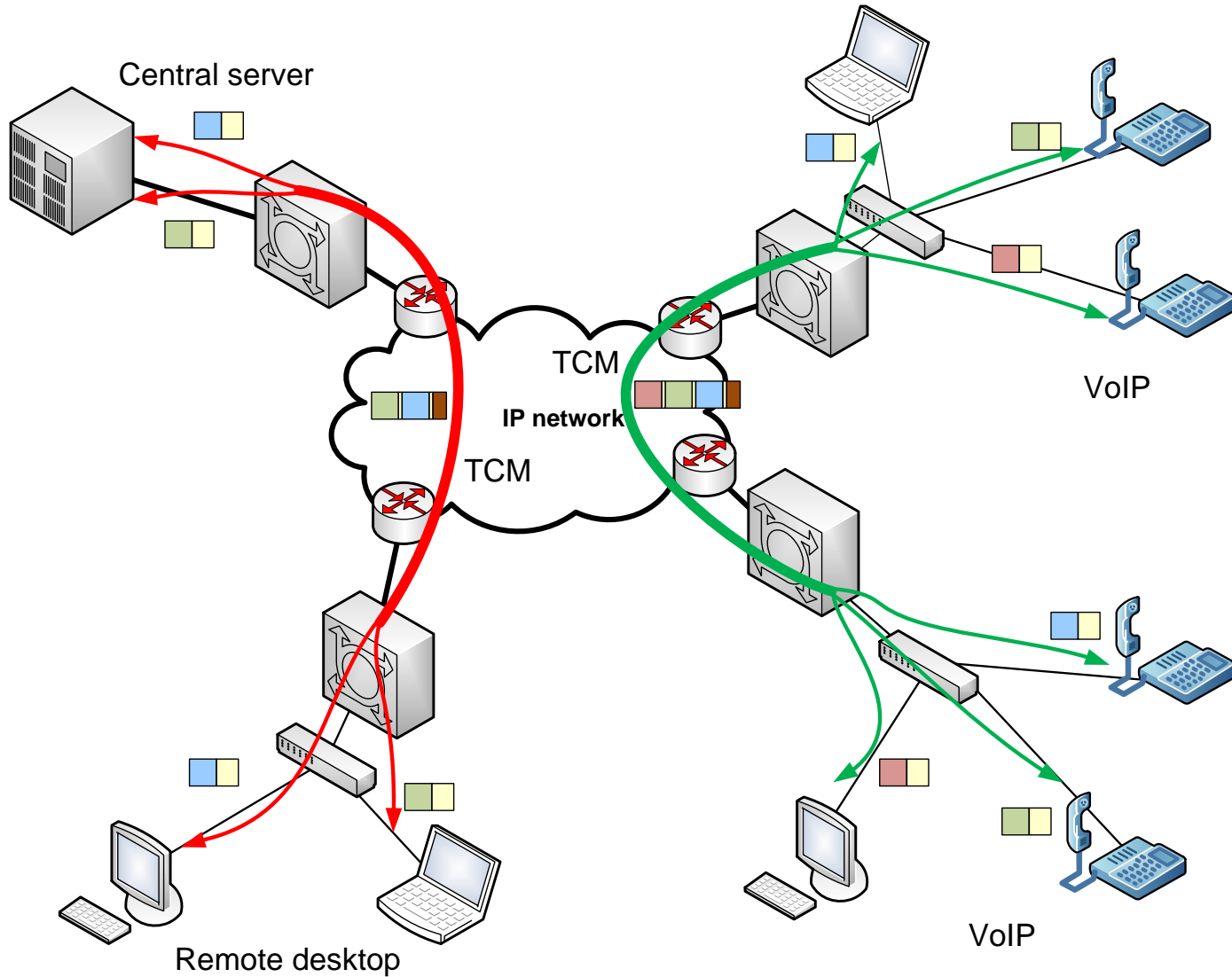
- Network devices optimize flows with the same destination.
- A server in the network of the service provider demultiplexes them.
- Other option: The Internet Router does the multiplexion

# Single-domain Scenario



Network devices multiplex all the real-time flows going to the Internet Router of the ISP

# Private Solutions



# IoT Scenarios

