

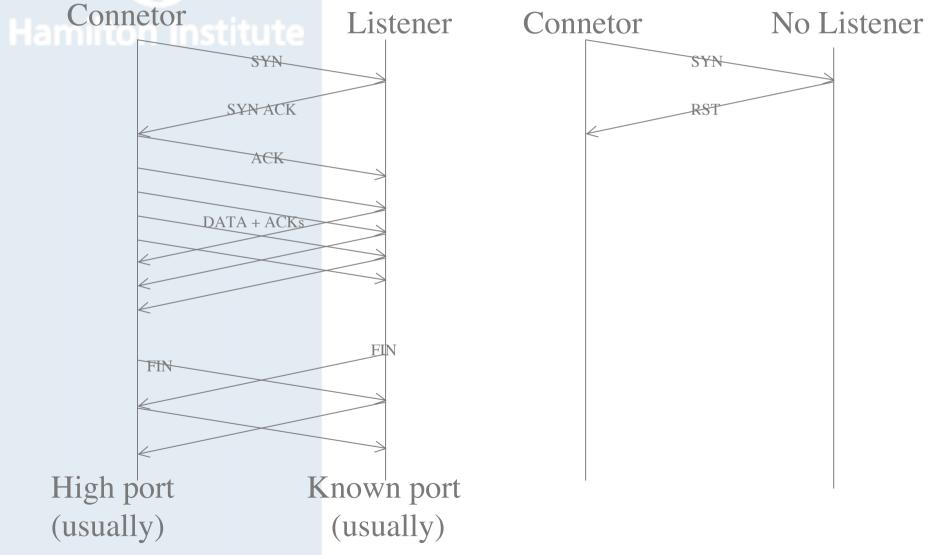
TCP and Network Congestion Control

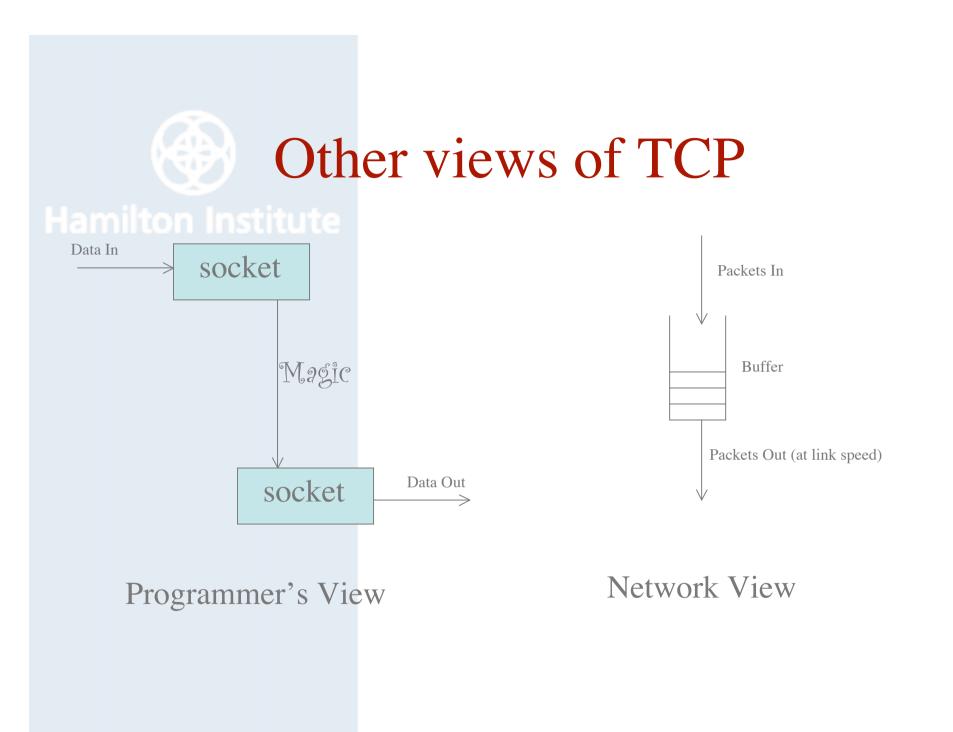
Amazon Dublin, December 2005(David Malone and Doug Leith)

What TCP does for us amilton institute

- Demuxes applications (using port numbers).
- Makes sure lost data is retransmitted.
- Delivers data to application in order.
- Engages in congestion control.
- Allows a little out-of-band data.
- Some weird stuff in TCP options.

Standard Picture of TCP

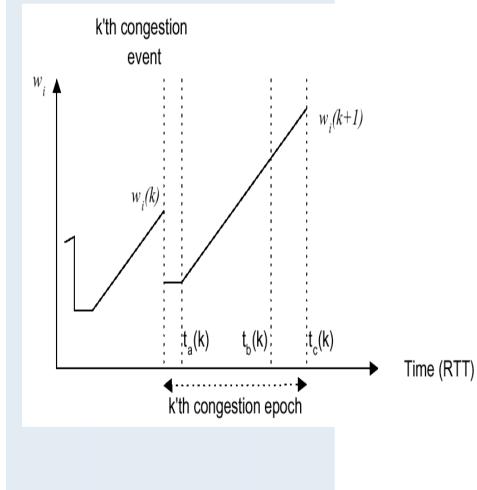




Congestion Control

- TCP controls the number of packets in the network.
- Packets are acknowledged, so flow of ACKs.
- Receiver advertises window to avoid overflow.
- Congestion window tries to adapt to network.
- Slow start mechanism to find rough link capacity.
- Congestion avoidance to gradually adapt.

The Congestion Window



- Additive increase, multiplicative decrease (AIMD).
- To fill link need to reach BW x Delay.
- Backoff by 1/2 => buffer at bottleneck link should be BW x Delay.
- Fairness (responsiveness, stability, ...)

Basic TCP tuning

- Network stack has to buffer in-flight data.
- Need BW x delay sized sockbuf!
- /proc/net/core/{r,w}mem_max store something like sockbuf sizes.
- /proc/net/ipv4/tcp_{r,w,}mem store min/def/max for tcp windows.
- (or sockopt SO_SNDBUF/SO_RCVBUF).
- For large transfers, crank up to few MB.
- Memory will be wired, so need to use balance.

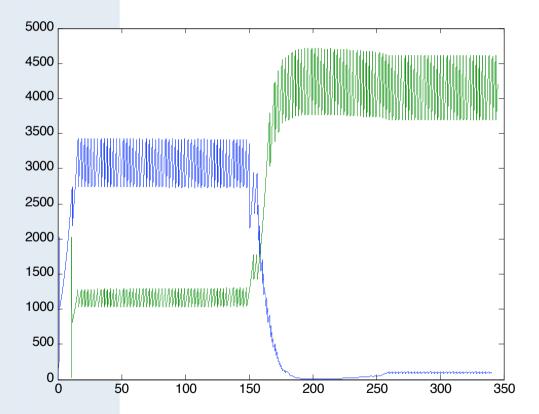
Existing TCP mods

- Window scaling.
- TCP traditionally ACKs last contiguous
 byte. SACK transmits information about
 gaps.
- TCP usually uses drops as feedback signal. ECN allows use of few bits in IP header.
- Timestamps: more accurate RTT estimates.
- MD5 checksums.

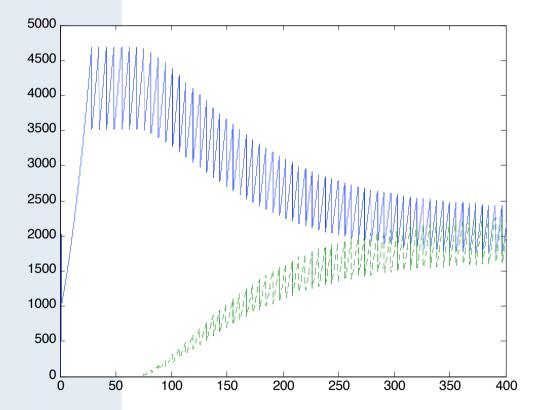
Problems for Congestion Control

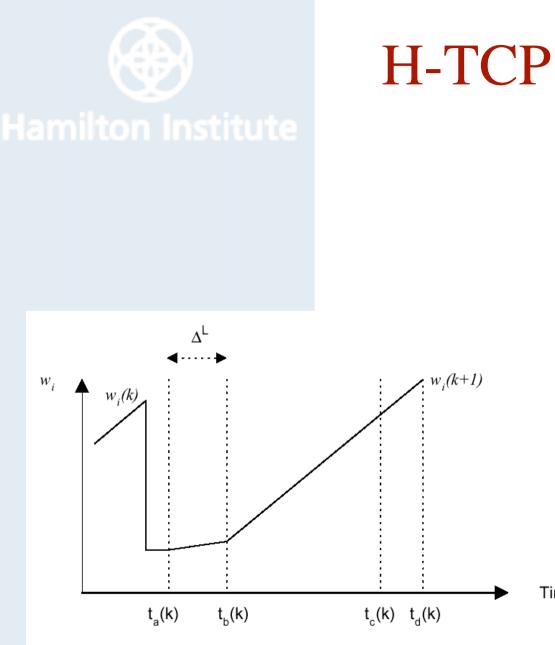
- Packet loss caused by other factors.
- Filling a big link at one-packet-per-round-trip.
- The combination is bad for high speed long distance links.
- Problem was flagged up: various solutions being studied (BIC, Scalable TCP, High-Speed TCP, FAST TCP, H-TCP, ...)

Stability issues



Convergence Issues

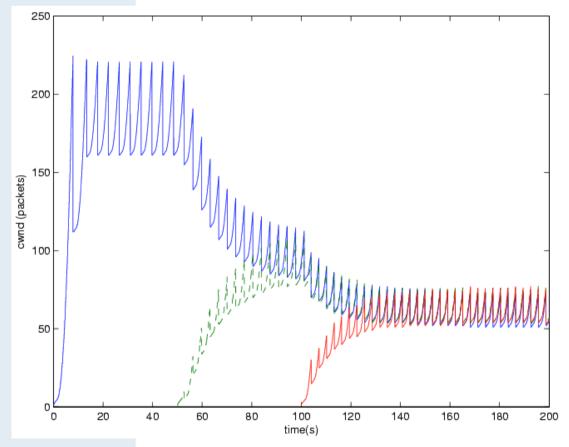




- Aim to make small changes we can analyse.
- Rate of increase depends on how long since last backoff.
- New flows compete on level playing field.
- Similar fairness & responsiveness.
- Competes fairly with normal TCP where it can compete.

Time (RTT)

Quicker Convergence



More Linux tuning

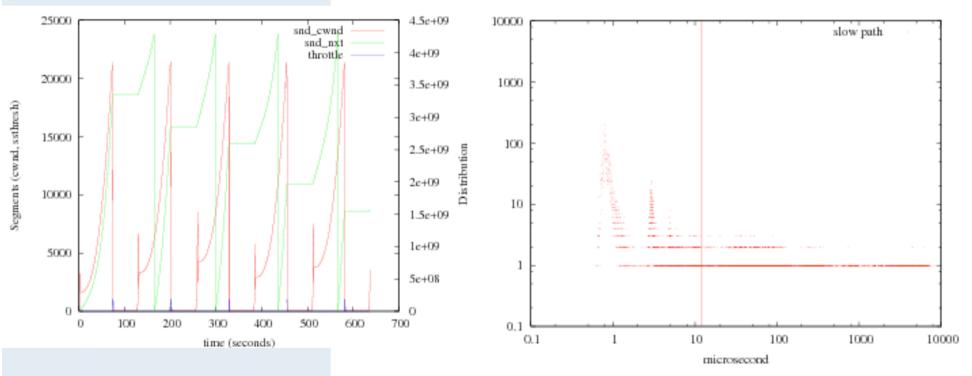
- As of 2.6.13 Linux allows you to choose the congestion control technique.
- Hidden behind TCP_CONG_ADVANCED.
- Can use /proc/sys/net/ipv4/tcp_congestion_control
- Older versions can disable/enable with /proc/sys/net/ipv4/tcp_{bic,vegas_cong_avoid,wes twood}
- Some bugs fixed recently, so new kernels useful.

Practical Issues

- Congestion control isn't the only issue.
- Implementation is important.
- Testing is important: land speed records.
- Web 100 project to instrument Linux.
- Important stack tuning to be done.
- <u>http://www.psc.edu/networking/projects/pathdiag/</u>
- <u>http://www.csm.ornl.gov/~dunigan/netperf/web10</u>
 <u>0.html</u>
- http://www.psc.edu/networking/projects/hpn-ssh/

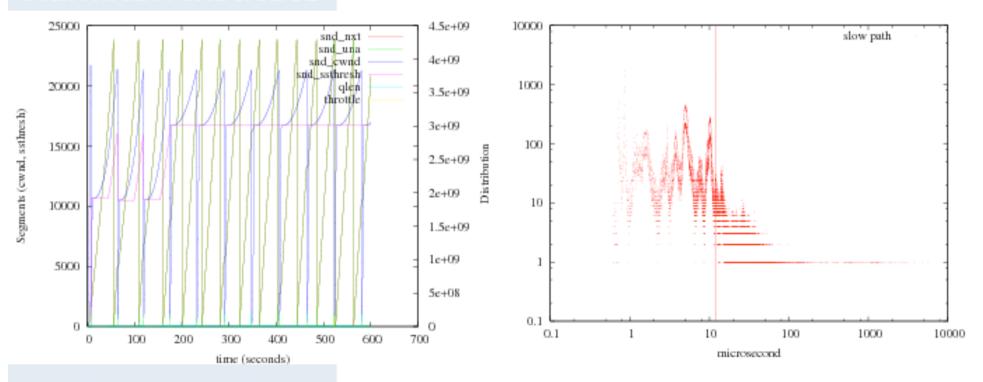


Before





After



Oth

Other issues

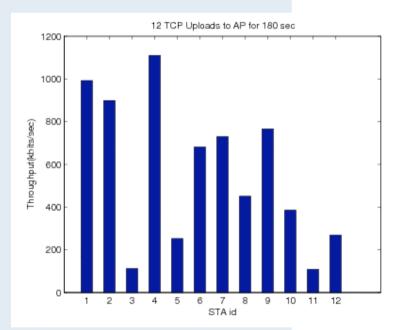
- High speed is important (packet switched vs. circuit switched), but not for everyone.
- Sizing router buffers important to everyone (cost, QoS, optics).
- Wireless interesting random losses.
- Other interesting wireless issues too.
- Many flows don't leave slow start => Quick start.
- For really small flows handshake is too much: T/TCP2.

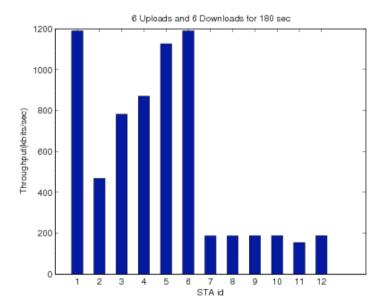


Thanks!

Questions?

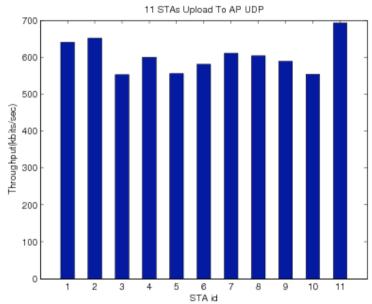








Baseline



Adjusting 802.11e Parameters

