



Changing Ack Frequency

draft-iyengar-quick-delayed-ack

<https://janaiyengar.github.io/ack-frequency>

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Background

RFC 5681 recommends ACK every 2 packets for TCP

In practice, ACK collapsing (thinning) is widespread for TCP
at endhosts
by middleboxes

These optimizations are critical for
high bandwidth links
highly asymmetric links (satellite)

Background

QUIC transport currently recommends the same as TCP

Sending QUIC ACKs is noticeably expensive (CPU)
preference to send fewer ACKs in general
(see [Issue 3304](#), [Issue 1978](#) for discussion)

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ACK rates however have implications for congestion control
window-based CC (Reno, Cubic) is driven by ACK events
delaying ACKs decreases throughput of these controllers
sender capable of fewer ACKs needs to indicate tolerance

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Sender may want to *increase* ACKs for future things
new startup schemes (eg, paced chirping)

Proposal

Sender: Sender of ack-eliciting packets

Receiver: Sender of ACK-only frames in response

Assumption:

- Receiver is naturally incented to ACK minimally
- Sender is naturally incented to process fewer ACKs
- Sender knows its controller's tolerance / desire

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Design: Frame sent from **Sender** to **Receiver** to change receiver's ACK behavior

ACK_FREQUENCY frame

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+
|                               0xAF (i)                               ...
+-+-+-+-+
|                               Sequence Number (i)                               ...
+-+-+-+-+
|                               Packet Tolerance (i)                               ...
+-+-+-+-+
|                               Update Max Ack Delay (i)                               ...
+-+-+-+-+
| Ignore Order (8) |
+-+-+-+-+

```

0xAF : Frame Type

ACK_FREQUENCY frame

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+
|                               0xAF (i)                               ...
+-+-+-+-+
|                               Sequence Number (i)                               ...
+-+-+-+-+
|                               Packet Tolerance (i)                               ...
+-+-+-+-+
|                               Update Max Ack Delay (i)                               ...
+-+-+-+-+
| Ignore Order (8) |
+-+-+-+-+

```

Sequence Number:

Ensures consistent processing order

ACK_FREQUENCY frame

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+
|                               0xAF (i)                               ...
+-+-+-+-+
|                               Sequence Number (i)                               ...
+-+-+-+-+
|                               Packet Tolerance (i)                               ...
+-+-+-+-+
|                               Update Max Ack Delay (i)                               ...
+-+-+-+-+
| Ignore Order (8) |
+-+-+-+-+

```

Packet Tolerance:

Number of ack-eliciting packets before an immediate ACK
Changes default of 2 to be a peer-controlled variable

ACK_FREQUENCY frame

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+
|                               0xAF (i)                               ...
+-+-+-+-+
|                               Sequence Number (i)                               ...
+-+-+-+-+
|                               Packet Tolerance (i)                               ...
+-+-+-+-+
|                               Update Max Ack Delay (i)                               ...
+-+-+-+-+
| Ignore Order (8) |
+-+-+-+-+

```

Update Max Ack Delay:

Updates receiver's max_ack_delay in microseconds

Changes max_ack_delay to be a peer-controlled variable

How low can “Update Max Ack Delay” be?

Transport Parameter: `min_ack_delay` (0xdea)

the minimum amount of time (in microseconds)
by which the endpoint can delay an acknowledgement

Used for negotiating use of this extension

ACK_FREQUENCY frame

```

0                               1                               2                               3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                               0xAF (i)                               ...
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                               Sequence Number (i)                               ...
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                               Packet Tolerance (i)                               ...
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
|                               Update Max Ack Delay (i)                               ...
+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
| Ignore Order (8) |
+-+--+--+--+--+--+--+--+--+

```

Ignore Order :

0x01 means *always* delay

(i.e., DONT send immediate ACK on reordering)

Used by senders that expect or observe reordering