

# HTTP OVER UDP/QUIC



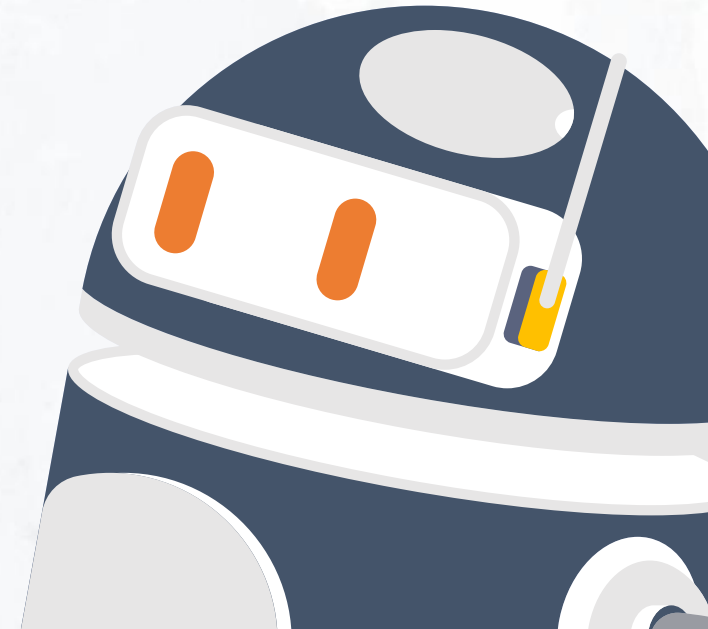
HELLO

KAMU TAU  
GAK



A9 JOSS

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# What is QUIC ??

- QUIC is Google's new multiplexing protocol.
- This is run on UDP.
- QUIC succeed to SPDY's features

# Features of QUIC

- Stream multiplexing over the same UDP Connections.
- UDP resilience to loss (QUIC divorced HOL blocking !!)
- FEC resilience to loss QUIC sends XORsum of the packets.
- TLS-like security
- Low cost, 0-RTT start instead of TCP handshake
- Pluggable congestion control TCP-CUBIC and Pacing-based

# Multiplexing Protocols

- HTTP/1.1
- SPDY
- QUIC

# HTTP/1.1

HTTP/1.1 doesn't have multiplexing.

However, some techniques can use.

- HTTP Pipeline

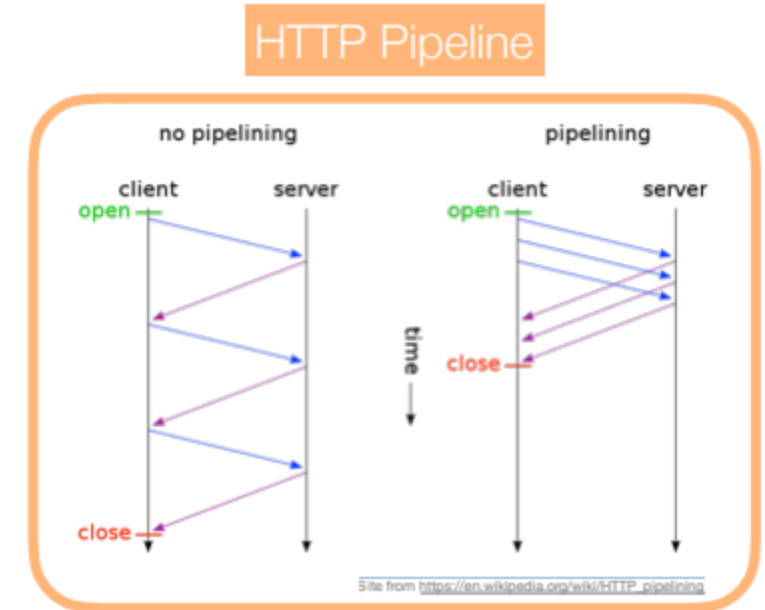
Which enables to send multiple request without waiting ACK packets.

- Use Multiple TCP Connection

HTTP/1.1 doesn't have multiplexing.

So uses multiple TCP connection.

This connection is limited up to 6



# SPDY

SPDY is proposed by Google. Which is succeed to HTTP/2.

- Multiple HTTP request on one TCP socket

## Which enables to avoid handshakes and slow start

SPDY makes multiple streams,

this reduces waiting time for download.

- Compress HTTP headers

This reduces size of the packet.

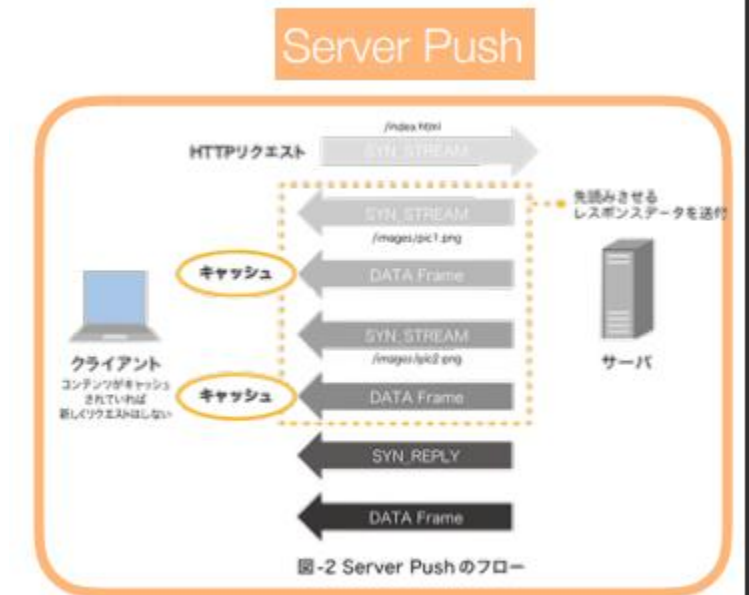
## -Server Push

Server forecasts next request. And sends packet in advance.

## -Prioritization among parallel request

Server assigns priority to packet 0 to 7.

Which optimizes data processing for client.



Site from <http://www.ij.ad.jp/company/development/tech/activities/spdy/>

# QUIC

QUIC is proposed by Google. Which inherits SPDY.

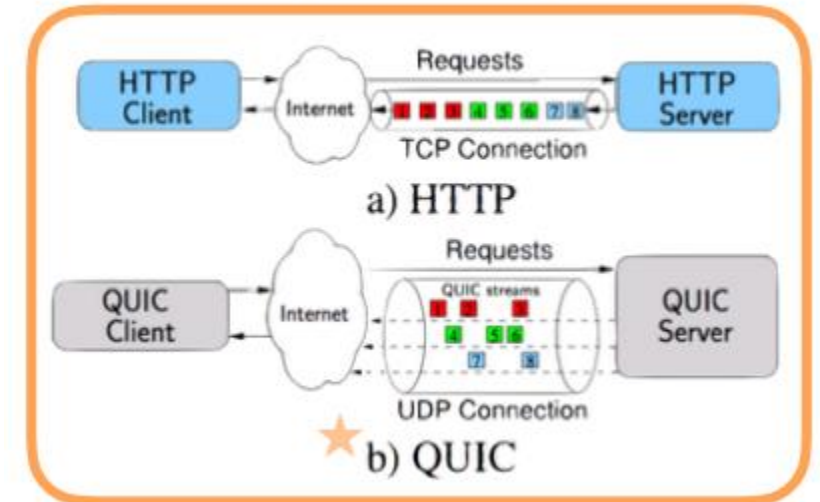
- QUIC runs over UDP

QUIC runs over UDP, NOT TCP.

This means eliminate HOL blocking.

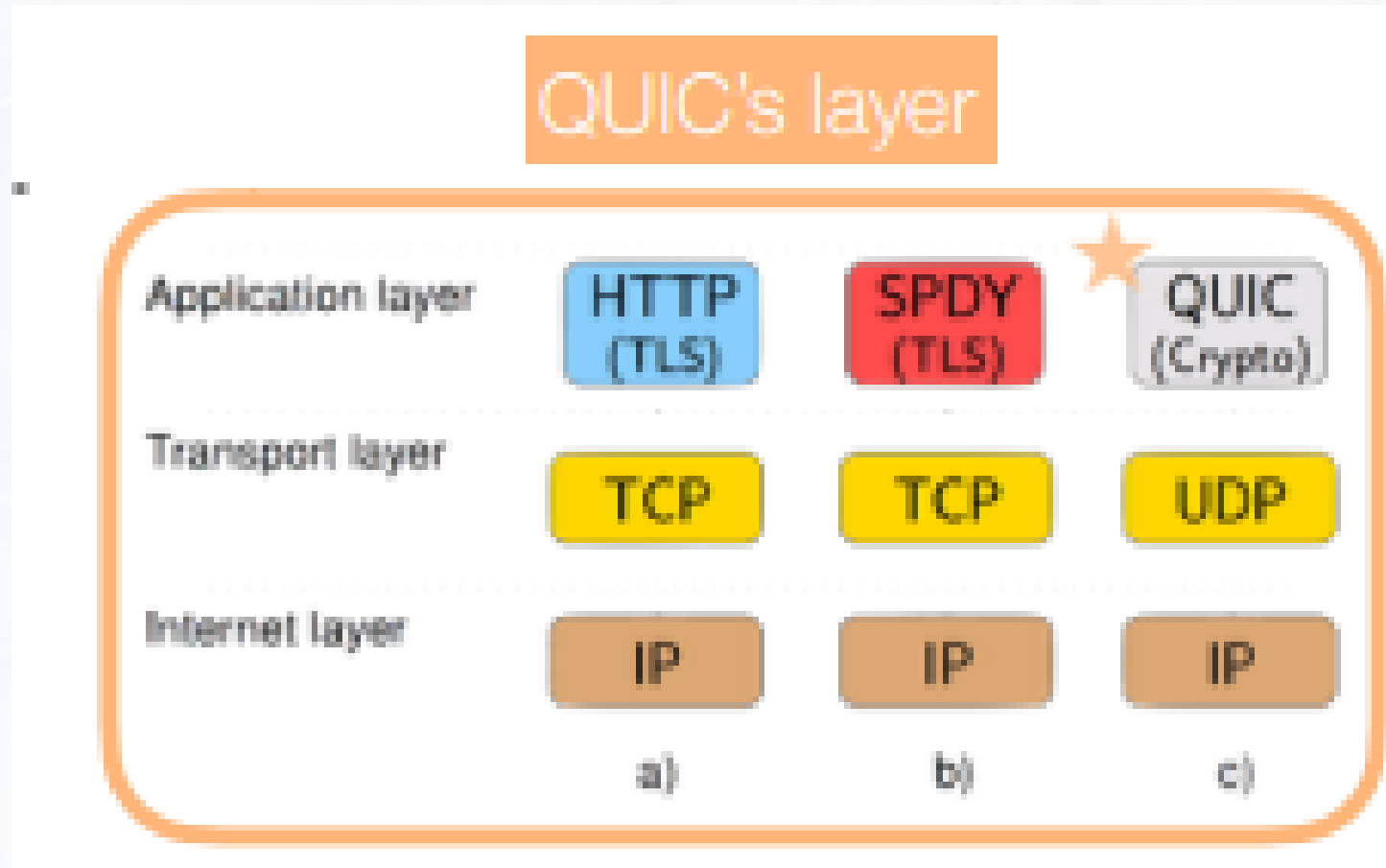
SPDY.

Multiplexing



Site from HTTP over UDP: an Experimental Investigation of QUIC.

# QUIC LAYER





THANKS YOU