

# EE542 - Reading Assignment – 03

## *Generalized Window Advertising for TCP Congestion Control*

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# Paper's main ideas

- Introducing a new approach to enhance TCP's congestion controlling property: **Generalized Window Advertising (GWA)**
- Analyzing GWA's properties and performance under various networks conditions
- Comparing GWA-TCP with traditional TCP congestions controlling performances

# Generalized window advertising (GWA) TCP

- TCP's congestion control mechanisms:

- Receiver advertised window (rcvwnd) field in TCP **datagram** -  $W_a$
- Amount of data allowed to be transferred is calculated by:

$$W_t = \min\{W_c, W_a\} - W_u$$

- Where  $W_c$ : congestion window size,  $W_u$ : outstanding datagrams amount

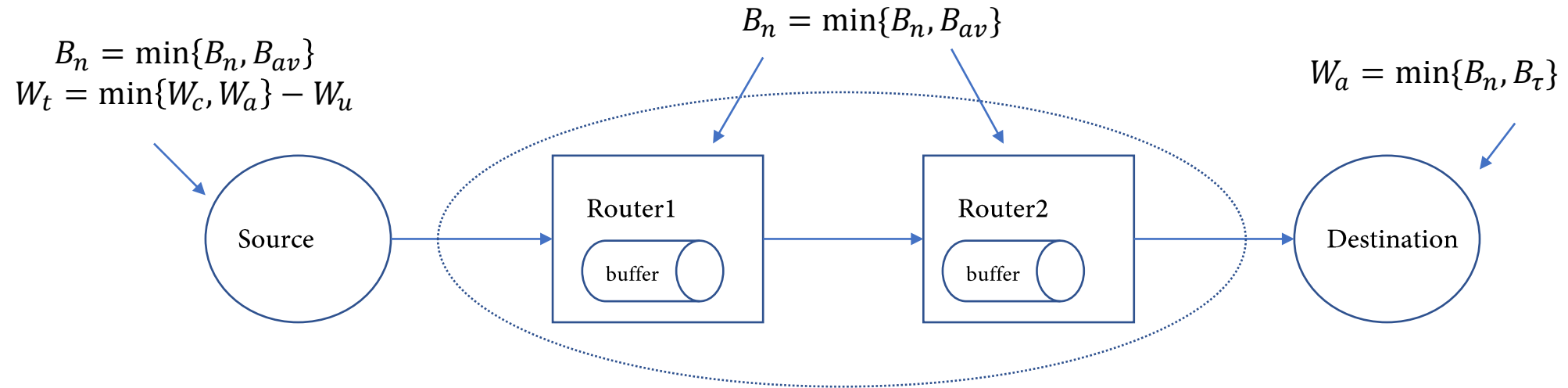
- GWA key mechanisms:

- To “generalize” the interpretation and function of  $W_a$ , using it convey both the receiver available buffer space  $B_r$  and network congestion status  $B_n$

$$W_t = \min\{B_r, B_n\}$$

# Generalized window advertising (GWA) TCP

- GWA deployment in a simple network:



# GWA's properties and modeling approximations

- GWA always ensures zero loss probability, regardless of the statistical fluctuations of the disturbances.
- This means that there are no losses **even if there is somewhere along the path where the bandwidth goes abruptly to zero.**
- The property can be rigorously verified in the model proposed in this paper, but the real system requires a reinterpretation of more properties:
  - TCP's discrete behavior
  - The effect of transient TCP dynamics

# Buffer management policies

## Three buffer management policies applied to GWA-TCP

### I. Routers with per-flow RR queuing discipline

$$B_{n,i} = \min \left\{ B_{n,i-1}, \left\lceil \frac{B_t}{n_f(t)} - q_i^l(t) \right\rceil \right\}$$

### II. Routers with FCFS queuing discipline

$$B_{n,i} = \min \left\{ B_{n,i-1}, \left\lceil \frac{B_t - q_t^l(t)}{n_f(t)} \right\rceil \right\}$$

### III. Bandwidth Aware Routers

$$B_{n,i} = \min \left\{ B_{n,i-1}, \left\lceil v_i \cdot d_i - \frac{q_t(t)}{n_f(t)} \right\rceil \right\}$$

# Comparison with traditional TCP implementations under various network conditions

- **Comparison settings:**
- Extensions/modifications to the basic ns-2 infrastructure:
  - TCP dynamic window advertisement
  - Introduction of the optional field in the IPv6 header, plus the fields for BA-TCP Implementation of Eq.(2) in GWA-TCP receivers, and the additional control algorithm at the source in BA-TCP
  - Implementation of IP routers which advertise Bn or the available bandwidth vi
- The 6 TCP implementations:
  - TCP-Reno and standard FCFS queuing IP routers, in the sequel named Drop-Tail
  - TCP-Reno and RED IP routers, named RED
  - TCP-Reno with ECN (Explicit Congestion Notification) capabilities and tagging RED IP routers, named ECN
  - TCP-Reno with GWA capabilities and per-flow queuing, RR IP routers, named GWA-RR
  - TCP-Reno with GWA capabilities and FCFS queuing IP routers, named GWA-FCFS
  - TCP-Reno with Bandwidth Aware GWA capabilities; FCFS IP routers capable of measuring the available bandwidth, named BA-FCFS.



## Comparison with traditional TCP implementations under various network conditions

- **LAN environments:**
  - Any GWA algorithm ensures perfect fairness and full utilization even with small router buffer size
  - With GWA-FCFS, both the average and the maximum delay increase with buffer size, since the aggregate queue stabilizes to a higher value when the buffer is large. BA-FCFS yields negligible delays since it drives the overall queue length to zero. ECN Telnet delays are also very low.
  - GWA schemes exhibit very stable behavior, without packet drops even during the initial transient.

## Comparison with traditional TCP implementations under various network conditions

- **WAN environments:**

- The fairness improvement as the buffer size increases for GWA-FCFS is explained by the increased buffer occupancy and therefore increased round trip time (RTT) seen by TCP sources.
- The throughput performance is consistent with the packet loss and delay for GWA-TCP.
- GWA transient behavior is quite good, although a high frequency ripple is noted, especially with the RR discipline.
- Both GWA implementations perform remarkably well in a “many flows” situation, with full link utilization and perfect fairness.
- GWA-FCFS fairness improves when increasing the number of active connections and reducing the available bandwidth.

# Conclusions

- Conclude GWA definitions and dependencies:
  - The GWA algorithm presented a new approach to TCP congestion control.
  - The scheme relies on the cooperation between IP network entities (routers) and host based TCP entities.
  - The window control algorithm is based on a classical control theory approach known as Smith Predictor.
- GWA advantages over traditional TCP:
  - GWA in general attains a more stable network operation as well as a higher degree of fairness.
  - It guarantees a loss free operation as predicted by theory.
  - Throughput performance depends on propagation delays and router buffer size; in typical operating conditions, GWA ensures full link utilization.
- GWA's Compatibilities
  - GWA is backward compatible with all TCP versions. Namely, GWA- and non-GWA TCP hosts can always communicate with each other.

# Thanks for watching!

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