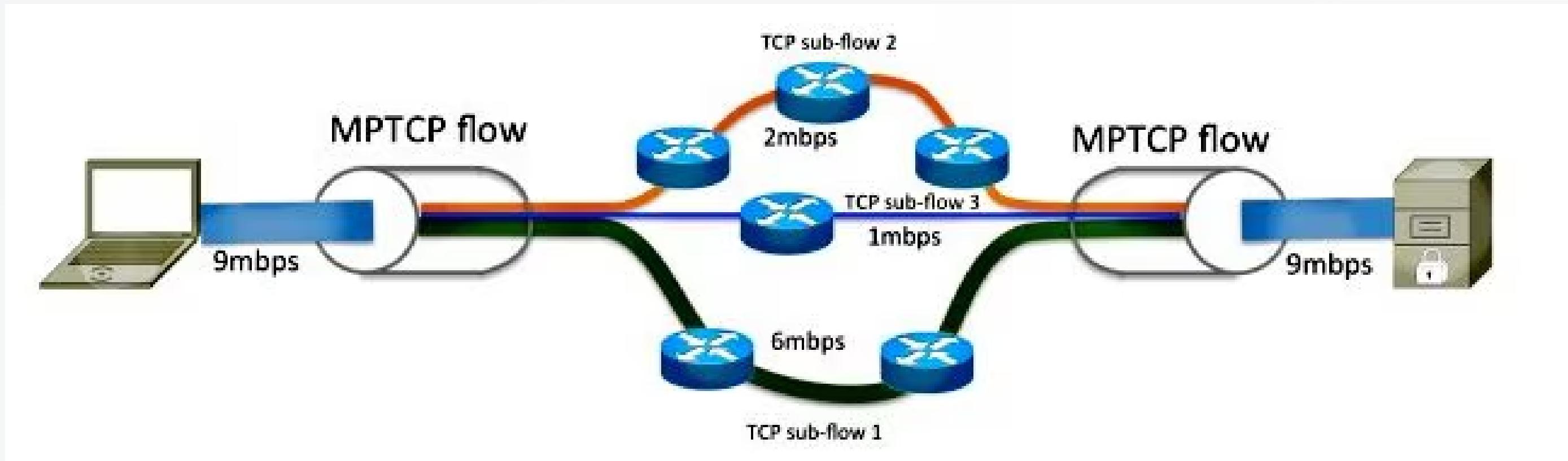


Investigating the Effect of Different Subflow MTUs on MPTCP Throughput

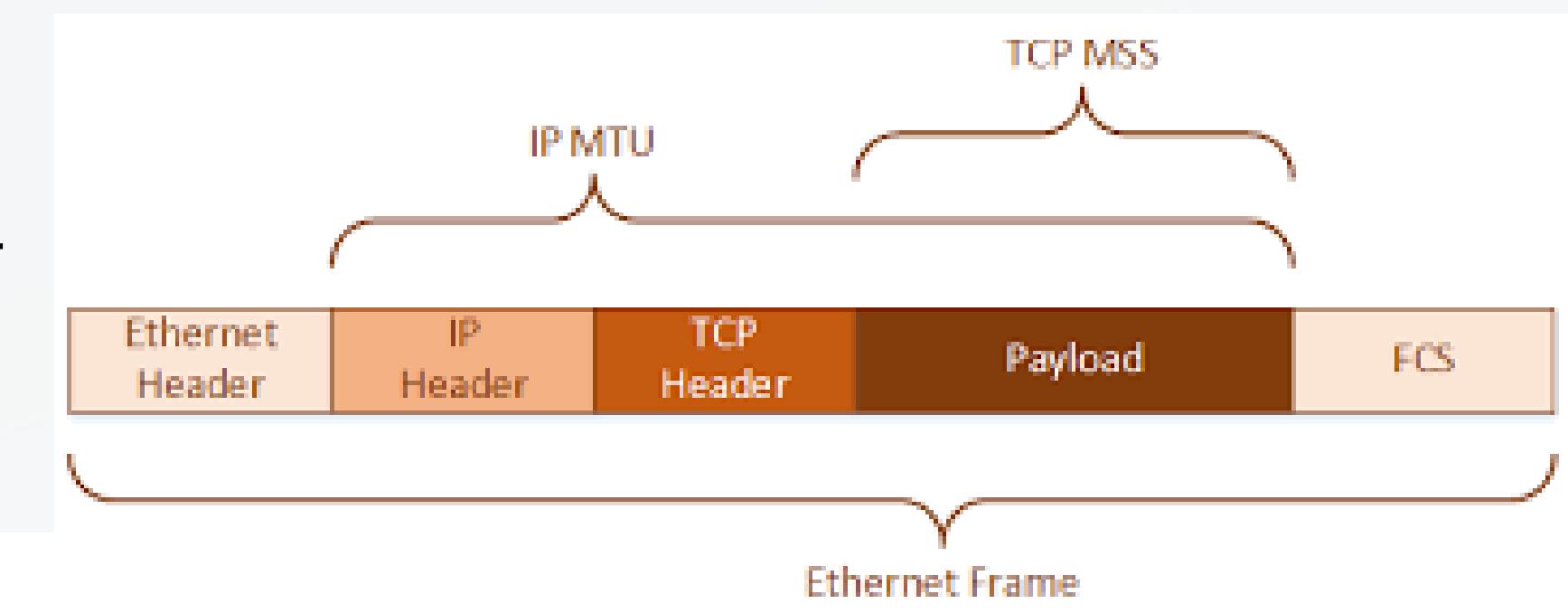
Presented By Shamalka Manorathne

Multipath TCP



Understanding the Concepts

- Maximum Segment Size (MSS)
- Maximum Transmission Unit (MTU)
$$MTU = MSS + IP \text{ header} + TCP \text{ header}$$
- Path MTU
- Path MTU Discovery



Research Gap

- It remains unclear how different path MTU subflows should take into account for scheduling packets across them.
- There is no analysis of throughput in such an environment.
- Current techniques do not emphasize the involvement of managing subflows with different path MTUs and the selection of appropriate MSS values for sending data in each subflow.
- Unlike RTT and bandwidth, the integration of MTU considerations has not been thoroughly explored in the literature.

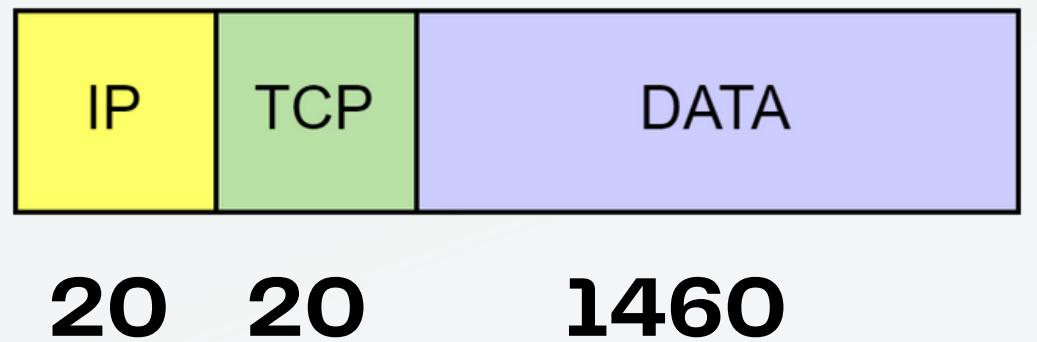


Research Gap

- If the MSS is same for each segment, fragmentation needs to be done to send data through subflows with both large and small path MTUs.
- Fragmentation Overhead: Fragmentation adds additional processing overhead at both the sender and receiver.
- Suboptimal Resource Utilization: Some paths are to be underutilized if their actual MTU is higher than the used one, leading to inefficiencies in bandwidth usage.



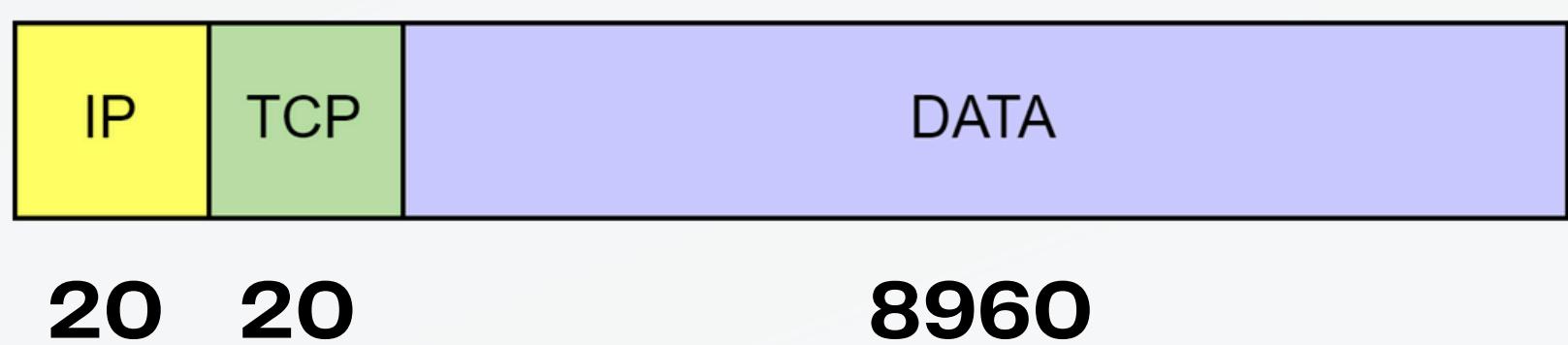
MTU 1500 bytes



Wich MTU size will use

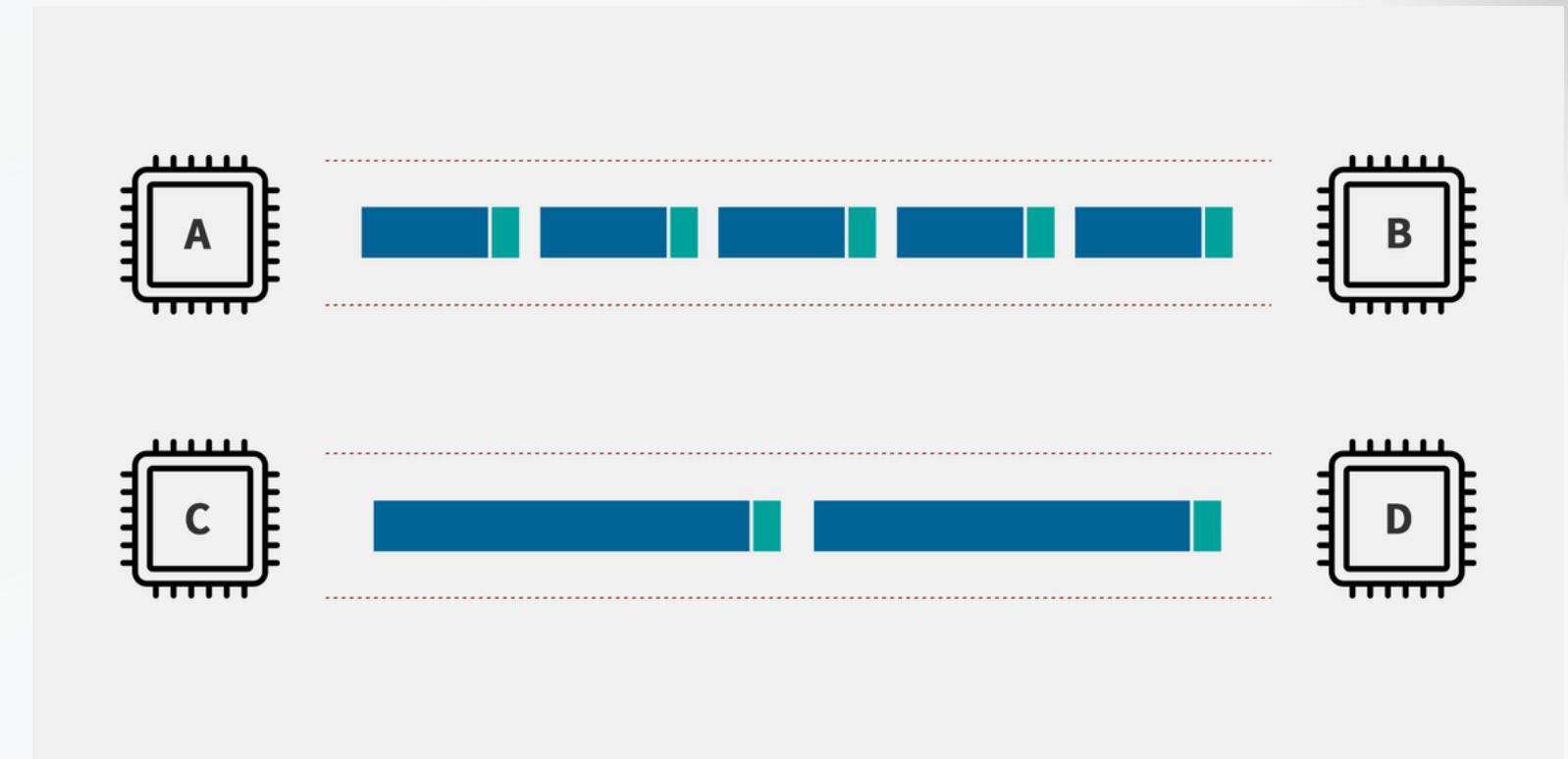


MTU 9000 bytes



Jambo frames :

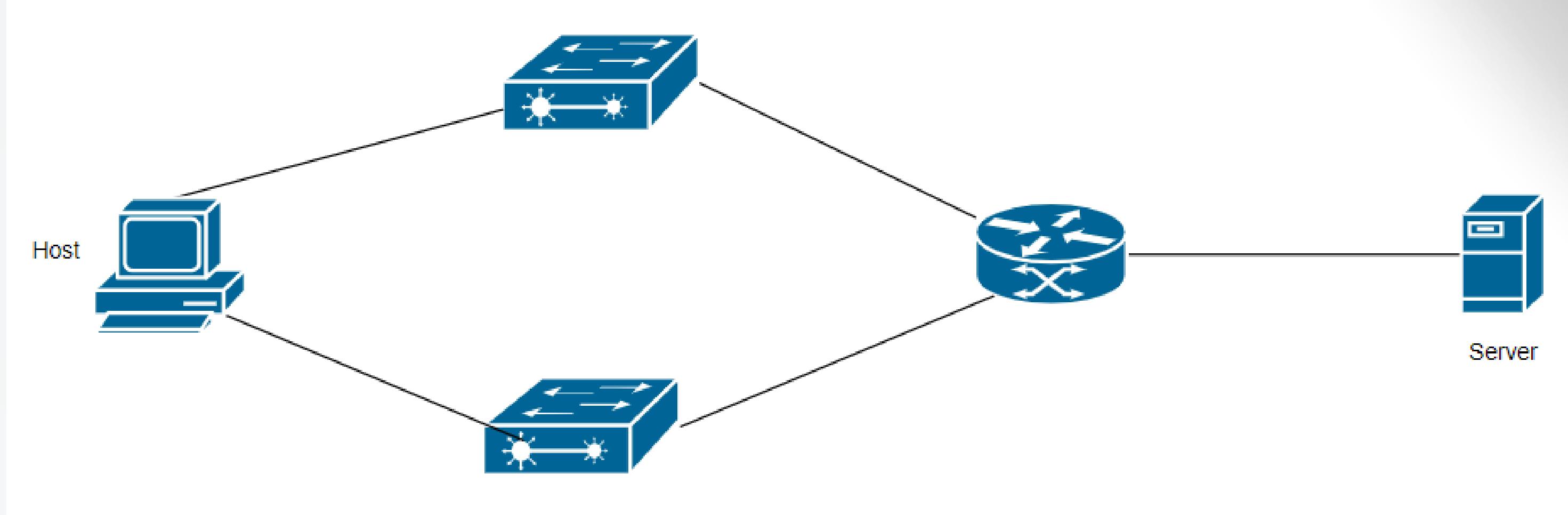
- data centers
- cloud environments



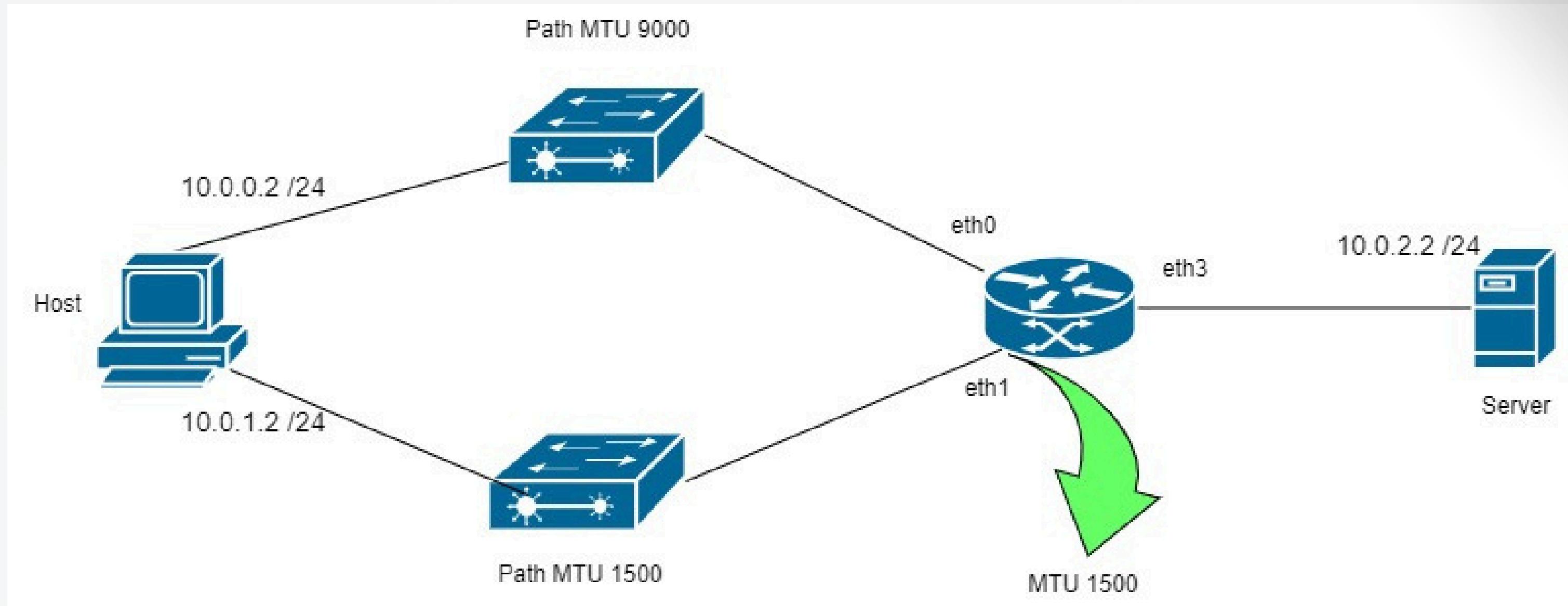
Existing Schedulers for Heterogeneous Networks

Schedular Name	Core Idea
minRTT	Assigns packets to the subflow with the smallest RTT among the subflows that are not CWND-limited.
BLEST (Blocking Estimation)	Optimizes MPTCP send window usage to prevent head-of-line blocking. It may skip sending on slower subflows to ensure faster subflows can send as soon as they are available.
ECF (Earliest completion first)	Assigns packets to the subflow that will deliver them the fastest. It may avoid using slower subflows, waiting instead for faster subflows to become available.
STTF (Shortest Transfer Time First)	Assigns unsent segments to subflows based on the shortest predicted transfer time. This rescheduling occurs at every interruption, such as each ACK arrival.

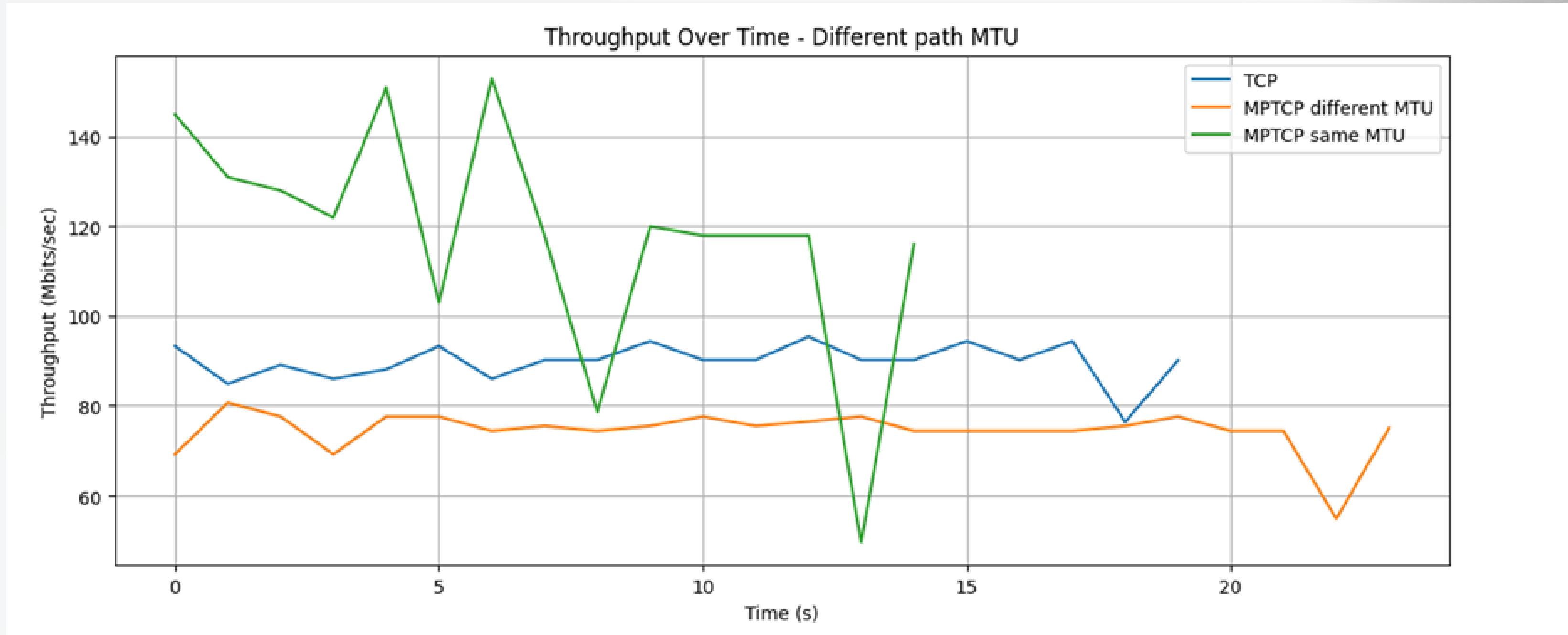
Topology



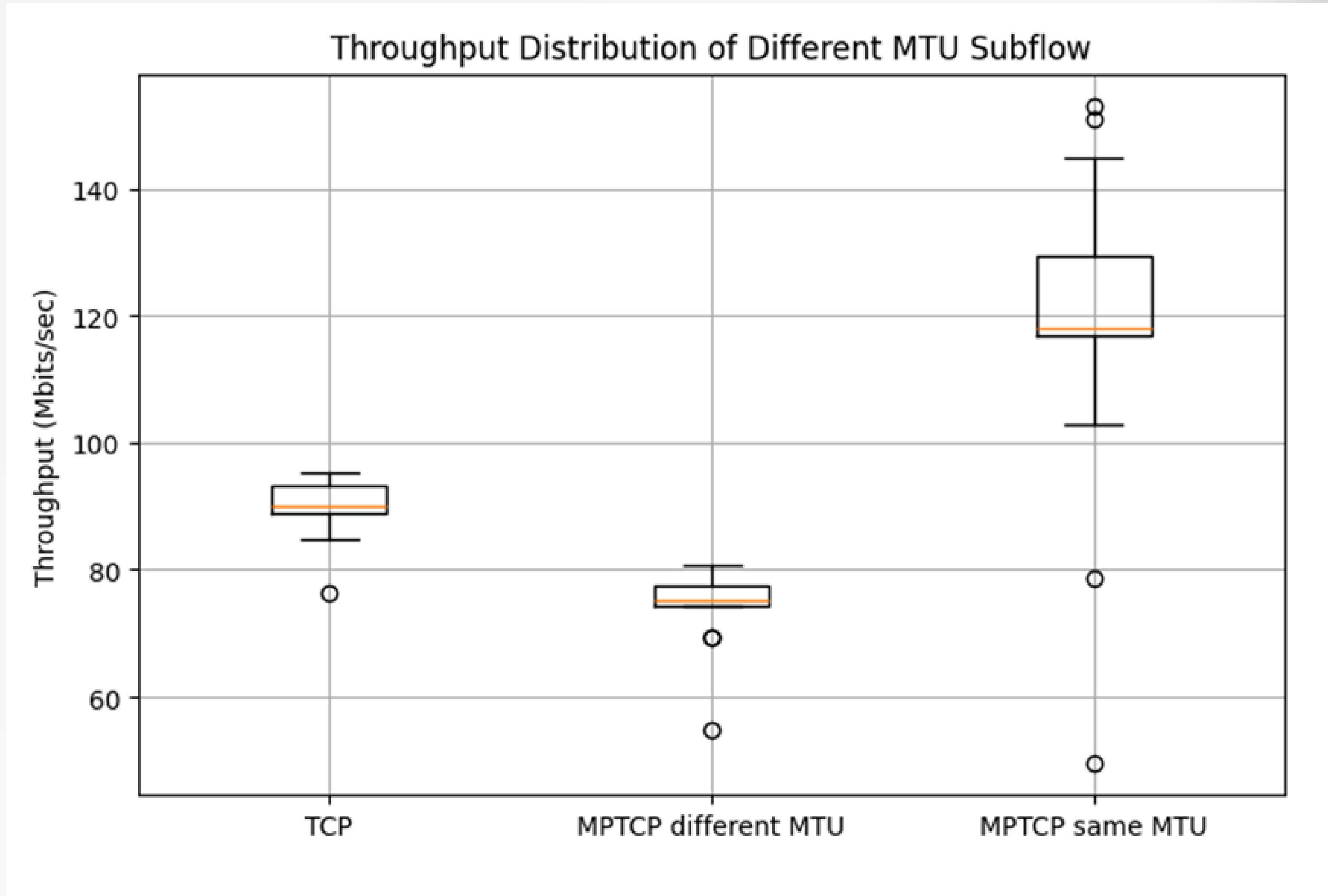
Lab Setup and Experiments



Test Results



Test Results



Multipath TCP Different MTU

TCP

iperf -s -i 1

```
-----  
Server listening on TCP port 5001  
TCP window size: 85.3 KByte (default)  
[ 1] local 10.0.2.2 port 5001 connected with 10.0.0.2 port 55316  
[ ID] Interval Transfer Bandwidth  
[ 1] 0.0000-1.0000 sec 7.35 MBytes 61.6 Mbits/sec  
[ 1] 1.0000-2.0000 sec 9.66 MBytes 81.1 Mbits/sec  
[ 1] 2.0000-3.0000 sec 9.19 MBytes 77.1 Mbits/sec  
[ 1] 3.0000-4.0000 sec 8.44 MBytes 70.8 Mbits/sec  
[ 1] 4.0000-5.0000 sec 9.26 MBytes 77.7 Mbits/sec  
[ 1] 5.0000-6.0000 sec 9.13 MBytes 76.6 Mbits/sec  
[ 1] 6.0000-7.0000 sec 9.04 MBytes 75.9 Mbits/sec  
[ 1] 7.0000-8.0000 sec 8.88 MBytes 74.5 Mbits/sec  
[ 1] 8.0000-9.0000 sec 8.95 MBytes 75.1 Mbits/sec  
[ 1] 9.0000-10.0000 sec 9.05 MBytes 75.9 Mbits/sec  
[ 1] 10.0000-11.0000 sec 8.95 MBytes 75.1 Mbits/sec  
[ 1] 11.0000-12.0000 sec 9.20 MBytes 77.1 Mbits/sec  
[ 1] 12.0000-13.0000 sec 9.02 MBytes 75.6 Mbits/sec  
[ 1] 13.0000-14.0000 sec 9.28 MBytes 77.9 Mbits/sec  
[ 1] 14.0000-15.0000 sec 9.01 MBytes 75.6 Mbits/sec  
[ 1] 15.0000-16.0000 sec 8.93 MBytes 74.9 Mbits/sec  
[ 1] 16.0000-17.0000 sec 8.85 MBytes 74.2 Mbits/sec  
[ 1] 17.0000-18.0000 sec 8.81 MBytes 73.9 Mbits/sec  
[ 1] 18.0000-19.0000 sec 9.03 MBytes 75.8 Mbits/sec  
[ 1] 19.0000-20.0000 sec 9.07 MBytes 76.1 Mbits/sec  
[ 1] 20.0000-21.0000 sec 8.99 MBytes 75.4 Mbits/sec  
[ 1] 21.0000-22.0000 sec 8.82 MBytes 74.0 Mbits/sec  
[ 1] 22.0000-22.3424 sec 3.10 MBytes 75.9 Mbits/sec  
[ 1] 0.0000-22.3424 sec 200 MBytes 75.1 Mbits/sec
```

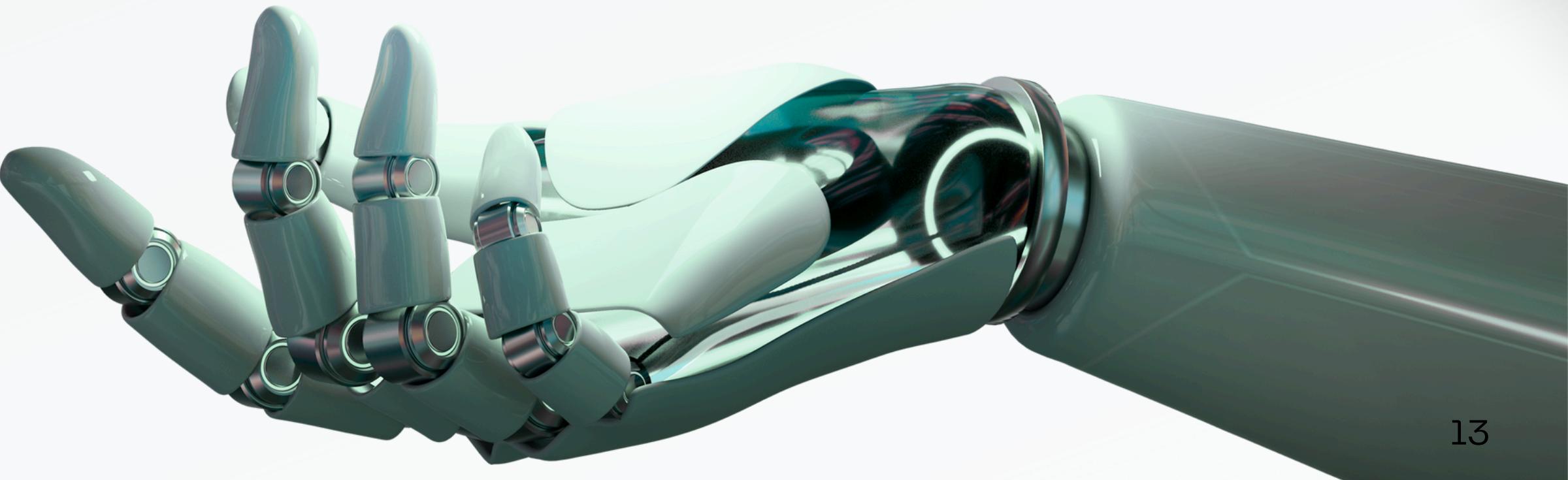
iperf -s -i 1

```
-----  
Server listening on TCP port 5001  
TCP window size: 85.3 KByte (default)  
[ 1] local 10.0.2.2 port 5001 connected with 10.0.0.2 port 48584  
[ ID] Interval Transfer Bandwidth  
[ 1] 0.0000-1.0000 sec 10.6 MBytes 88.6 Mbits/sec  
[ 1] 1.0000-2.0000 sec 10.2 MBytes 85.7 Mbits/sec  
[ 1] 2.0000-3.0000 sec 10.5 MBytes 88.4 Mbits/sec  
[ 1] 3.0000-4.0000 sec 10.4 MBytes 87.2 Mbits/sec  
[ 1] 4.0000-5.0000 sec 10.4 MBytes 87.2 Mbits/sec  
[ 1] 5.0000-6.0000 sec 10.3 MBytes 86.4 Mbits/sec  
[ 1] 6.0000-7.0000 sec 10.6 MBytes 88.8 Mbits/sec  
[ 1] 7.0000-8.0000 sec 10.6 MBytes 89.2 Mbits/sec  
[ 1] 8.0000-9.0000 sec 11.0 MBytes 92.2 Mbits/sec  
[ 1] 9.0000-10.0000 sec 11.0 MBytes 92.1 Mbits/sec  
[ 1] 10.0000-11.0000 sec 10.9 MBytes 91.8 Mbits/sec  
[ 1] 11.0000-12.0000 sec 10.9 MBytes 91.1 Mbits/sec  
[ 1] 12.0000-13.0000 sec 11.0 MBytes 92.2 Mbits/sec  
[ 1] 13.0000-14.0000 sec 10.9 MBytes 91.3 Mbits/sec  
[ 1] 14.0000-15.0000 sec 10.9 MBytes 91.7 Mbits/sec  
[ 1] 15.0000-16.0000 sec 11.0 MBytes 92.2 Mbits/sec  
[ 1] 16.0000-17.0000 sec 11.1 MBytes 92.8 Mbits/sec  
[ 1] 17.0000-18.0000 sec 11.0 MBytes 92.2 Mbits/sec  
[ 1] 18.0000-18.6163 sec 6.77 MBytes 92.1 Mbits/sec  
[ 1] 0.0000-18.6163 sec 200 MBytes 90.1 Mbits/sec
```

Research Aims

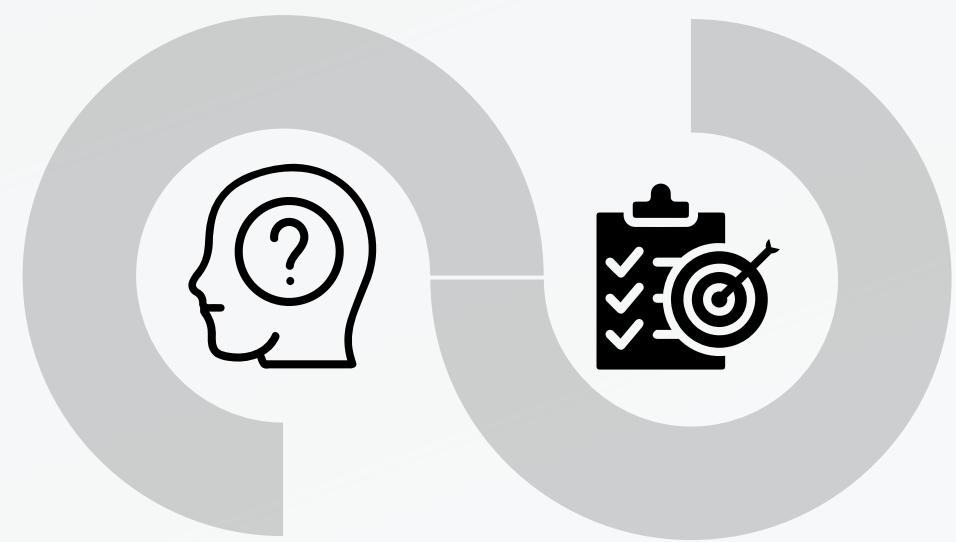


Exploring the behavior of Multipath TCP on subflows with different Path MTU values to ensure continuous network connectivity, evaluating the throughput and conducting a comparative analysis with standard TCP.



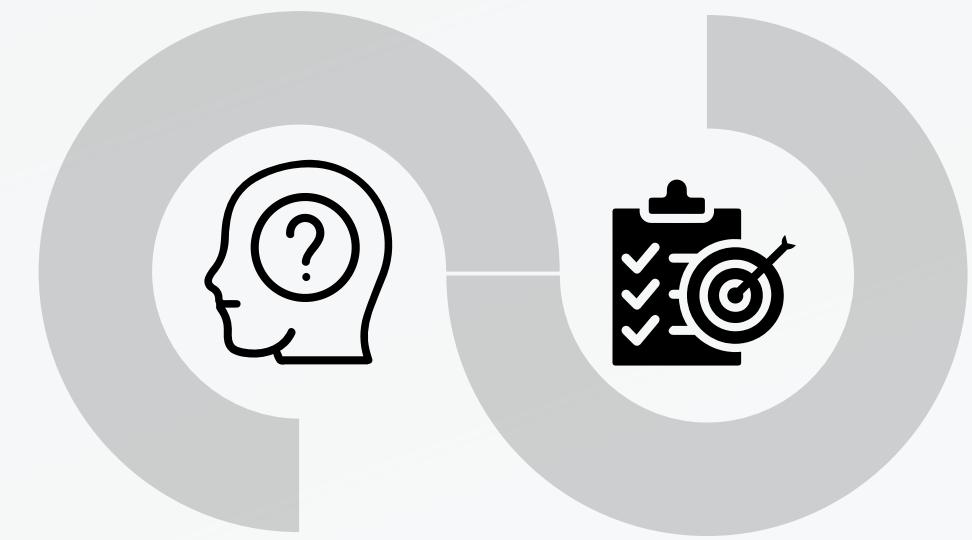
Objectives

- Analyze the behaviour of MPTCP on subflows with different path MTU values in current implementations using emulation.
- Investigate the variations in path MTU across different subflows and how these differences impact MPTCP performance.
- Evaluate the throughput of MPTCP when operating over subflows with different path MTU values compared to standard TCP.
- Analyze the impact of fragmentation on MPTCP performance when subflows have differing path MTUs.



Objectives

- Investigate how the MPTCP scheduler handles segments of different sizes and its effect on overall network performance and connectivity.
- Analyze and identify any performance bottlenecks/inefficiencies in MPTCP with different path MTU subflows.
- Suggest an improved technique(s) to enhance the MPTCP performance with different path MTU values.



Research Questions

How does Multipath TCP adjust to subflows with different Path MTU values compared to standard TCP?



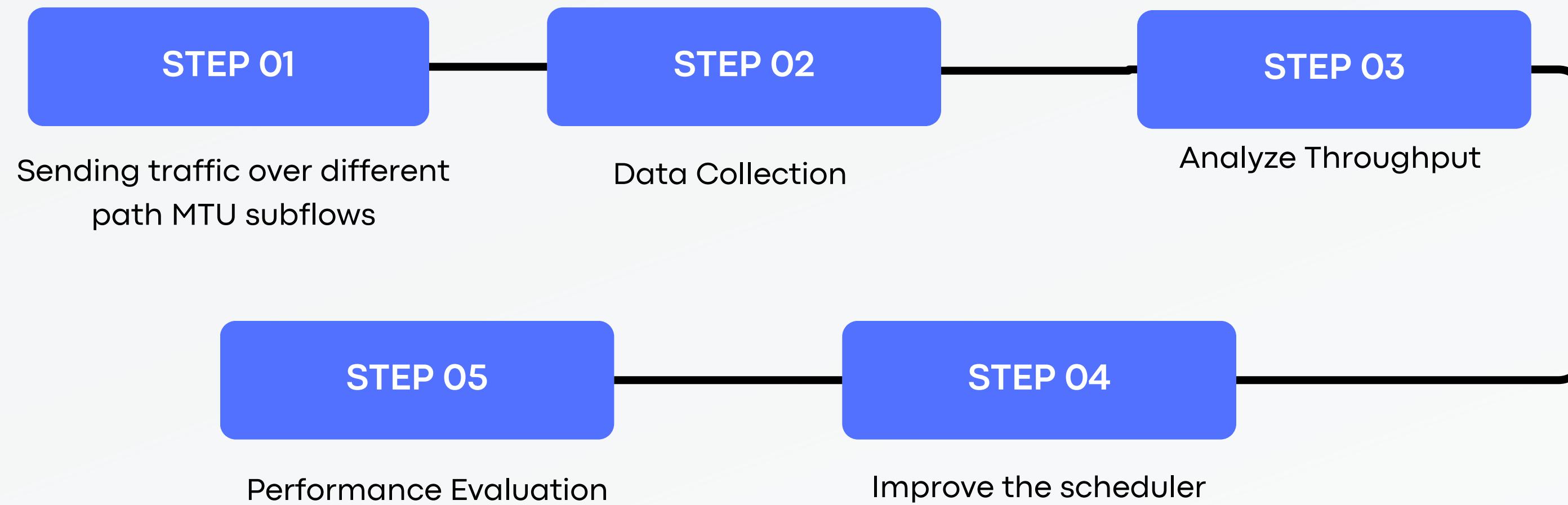
Additionally, what impact does fragmentation overhead have on subflow packet scheduling in the context of different Path MTU?

How can we improve subflow packet scheduling In MPTCP to handle different Path MTU values effectively?

Research Methods

- **Setup Testing Environment**
- **Run Tests Iteratively and Analyze the Results**
- **Prototype Model Implementation**
- **Iterative Improvement Based on Findings**
- **Performance Evaluation**

Evaluation plan



Scope

In Scope

- Analyze the existing MPTCP scheduling algorithms.
- Evaluate and contrast the efficiency of Multipath TCP with different path MTU subflows and standard TCP.
- Conduct emulations and real-world tests to model different Path MTU configurations.
- A detailed evaluation of MPTCP's performance across subflows with different path MTU.
- Test Using the default scheduling algorithm and related implementations.
- Experiments and all related works are done on Linux.

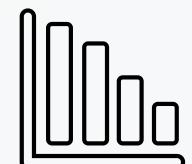
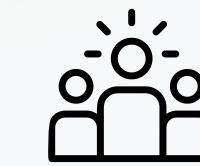
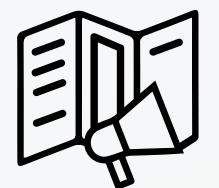
Scope

Out Scope

- This research will not thoroughly explore other aspects that affect scheduling, unless they are directly related to MTU challenges.
- This research will not focus on developing new congestion control algorithms.
- Improving each and every possible scheduling algorithm.
- Not address the specific security or encryption issues related to MPTCP.

Availability of the resources

- Linux
- MPTCP Kernel
- MPTCP documentation - RFC 8684
- Mininet emulation tool
- Wireshark



**THANK YOU
VERY MUCH**

