

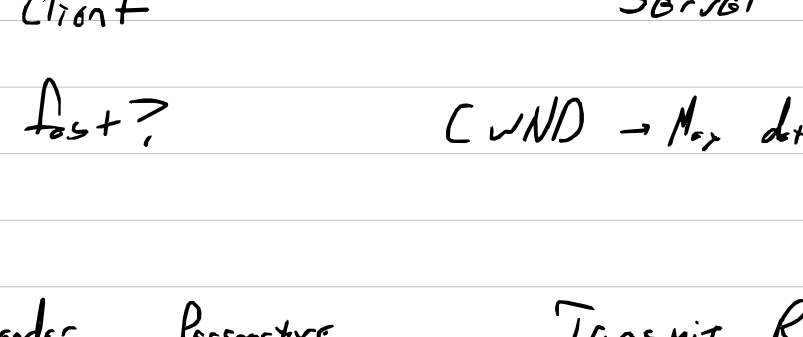
Notes - Lecture 4 → TCP

Lecture → Streamed / Recorded

TCP → Modern CCA

CCA → Congestion Control Algorithm

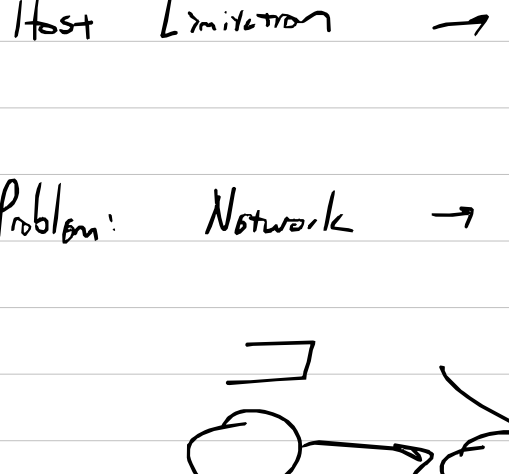
Challenge → How much data to send?



How fast? Cwnd → Max data in flight

Sender Perspective

Transmit Rate



socket → write

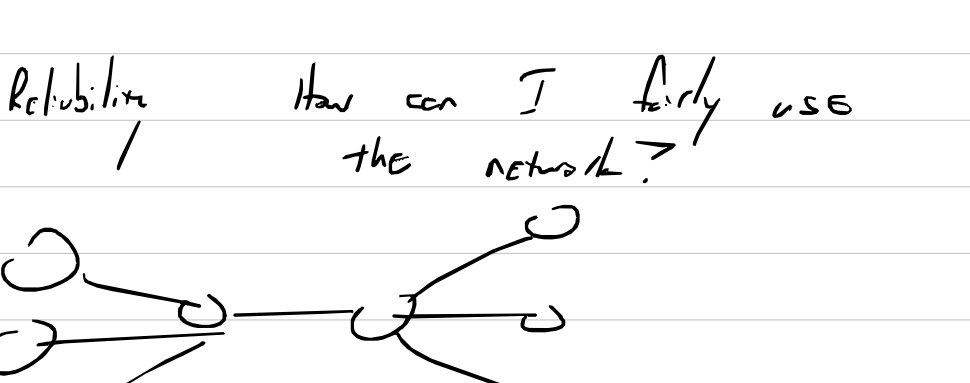
Max buffer size

User vs. kernel Space Recop

Host Limitation → Transmit Rate

Link Speed

Problem: Network → Distributed

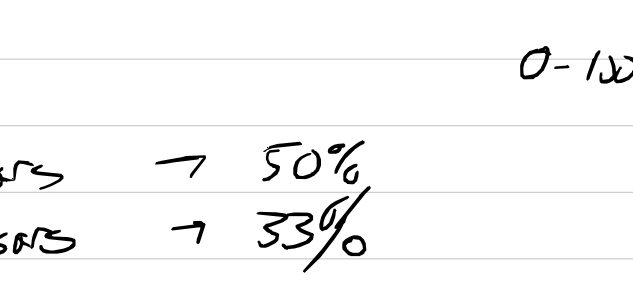


Cross Traffic

Flows Varying Duration

RTT

TCP → Reliability / How can I fairly use the network?



AIMD

Probe up slowly

React quickly

Link Utilization 0 → 1

Only user

0-100%

Two users → 50% "safe"

Three users → 33%

Probe slowly → Probe slow as you get far from share

?? → Ramp up CUBIC > diff BBR strategies

Evolution TCP

TCP Tens, hundreds, single

kb/s Mb/s

T1 → 1.544 MB/s

193 kB/sec

bytes

~128

127,48 pkts/sec

Full MTU

8023 Ethernet

MT 0 10+

Ethernet 10 Mb/s

Myco fast Eth 100 Mb/s

T1 link 1.544 MB/s

Recall Cwnd SSthresh

TCP ... OK

TCP New Reno Fast Retransmit → Slide

TCP + City Fast Recovery → Diagram

RTT vs. Fast R/T

Slow Start → Trigger fast R/T?

→ New Reno Reactive

TCP Vegas

Variances in delay

window if delay T Logarithm H

∴ Decrease Cwnd

delay ↓ or steady

∴ Increase Cwnd

What is up/down EWMA

α

1-α

Hysteresis Ignore → Significant change

How much to change?

Variable delay?

? Minimum RTT on network

P.los Ack

Time / #

SACK → Option

Mac

windows

2

CUBIC

Linux

BBR

Google

CUBIC

Old school TCP New Reno

AI One per full cwnd

BDP 1 Gb/s → 20ms

High Speed TCP FAST

Worstcase

BIC Binary search

Midpoint

lost loss

and lost min

Wiggle room → You fair share

Grow speedy

Slow as you converge

Concave

U

Slower than linear

Concave

U

to start?

looks like

G curve

Concave/concave

Cubic function

slow start

start low

Exp growth

Ignore → Initial growth/start → Sep discussions

Loss → BIC

→ Apply β to Cwnd

W_{max} = Cwnd

Cwnd = Cwnd * β

W_{min} = Cwnd

Jump = $\frac{W_{max} - W_{min}}{2}$

If Jump > S_{max}

Cwnd += S_{max}

else

Cwnd += Jump

end if

Repeat that ladder up if OK or 0 delay

Compare until S_{min}

Too Aggressive

$W(t) = C(-k)^3 + W_{max}$

Send β reduction

Fast Recovery Exp growth to SSthresh

key

Curve

C → Per-socket

+ for last window reduction

k too small to W_{max}

$k = \sqrt[3]{\frac{W_{max} \beta}{C}}$

Pros/cons

W_{max} is not a bad indicator and does have some stability

CUBIC dual back BIC lower state

CUBIC losses → W_{max}

BBR → Estimate BDP Vegas-like

RT_{prop}

Min RTT

BtlBW

Bottleneck Bandwidth

If low data RT_{prop} dominates

late is great BtlBW

Early signal → figure 1

CUBIC W_{max}

Depends times T_x

Estimate BtlBW → Probe/test upwards to get the "true" value

Dilemma Time/Env/Conditions vary

How nice should one be?

Who should be nice?

Scheduler interacting

RAN → Brief Overview early