

Quinn Workbench

Simulating QUIC traffic in deep space

Why?

- Investigating suitability of QUIC on top of IP for deep space communication
- Need to run experiments to prove (or disprove) QUIC is a viable alternative
- First step is to run experiments in a simulated network, to gather insights before testing more advanced setups

What?

- A command line tool to simulate request-response traffic between two machines
- Measures total time to transfer and time to recover after packet loss, will also measure memory usage in the future
- Deterministic output (the same parameters always yield the same results)
- Finishes instantly, allowing simulation of huge RTTs (parameters are configurable)
- Generates a synthetic pcap file, allowing packet inspection using standard tools (e.g. Wireshark)
- Uses the [Quinn](#) implementation of the QUIC protocol

How?

- Install the Rust programming language (see <https://rustup.rs/>)
- Clone: ``git clone https://github.com/aochagavia/quinn-workbench.git``
- Run: ``cargo run --release -- --config example-configs/dtn.json``

Details:

- Endpoint and network configuration are loaded from the specified JSON file
- Simulator configuration is loaded from command-line arguments
- Text output is logged to the console
- Pcap and keylog files are generated at ``capture.pcap`` and ``keylog.key``

```
aochagavia@lockpicker:~/quinn-workbench$ cargo run --release -- --config example-configs/dtn.json
```

```
Finished `release` profile [optimized] target(s) in 0.07s
```

```
Running `target/release/quinn-workbench --config example-configs/dtn.json`
```

```
--- Params ---
```

```
* Quinn seed: 0
* Network seed: 42
* Transport config path: example-configs/dtn.json
* Delay: 5.00s (10.00s RTT)
* Extra delay (10.00% chance): 0.20s
* Packet loss ratio: 5.00%
* Packet duplication ratio: 5.00%
```

```
--- Requests ---
```

```
0.00s CONNECT
10.20s GET /index.html
20.20s GET /index.html
30.20s GET /index.html
40.20s GET /index.html
45.40s WARN Server packet lost (#15)!
50.40s GET /index.html
55.60s WARN Server packet lost (#19)!
60.40s GET /index.html
65.40s WARN Server sent duplicate packet (#23)!
70.40s GET /index.html
80.40s GET /index.html
90.40s GET /index.html
100.60s GET /index.html
100.60s WARN Client sent duplicate packet (#35)!
110.60s Done sending 10 requests
115.60s Connection closed
```

```
--- Stats ---
```

```
* Time from start to connection closed: 115.60s (11.56 RTT)
* Client packets successfully sent: 19 (2976 bytes)
  * From the above packets, 1 were duplicates (36 bytes)
  * From the above packets, 0 were received out of order by the peer (0 bytes)
* Client packets dropped: 0 (0 bytes)
* Server packets successfully sent: 17 (13218 bytes)
  * From the above packets, 1 were duplicates (1046 bytes)
  * From the above packets, 0 were received out of order by the peer (0 bytes)
* Server packets dropped: 2 (58 bytes)
```



Transmit no. 15	0010 01 01 01 01 1f 90 1f 90 04 1e 02 d7 44 d4 c7 14
-----------------	--

> Frame 16: 1074 bytes on wire (8592 bits), 1074 bytes captured (8592 bits) on interface unknown, id 0

```
> Internet Protocol Version 4, Src: 88.88.88.88, Dst: 1.1.1.1
```

```
> User Datagram Protocol, Src Port: 8080, Dst Port: 8080
```

00050	d8	47	32	7e	f5	17	c2	86	7b	d3	f1	t2	d5	80	35	c5	62	5
00660	82	62	5d	2d	06	20	08	c1	80	0d	df	71	b7	05	58	80	b1	5

```
> QUIC Connection information
0000 82 62 5d 2d e6 ae e8 c1 80 9d d7 71 d7 e5 58 8e 0b-----q...X...
0070 ac 70 f2 0a 8a c7 e5 a5 4a d5 8a b3 de 94 a0 0b -----n-----l-----
```

```

0000  ac 70 12 0a 0a c7 e3 a3 4a 03 0e 03 0e 34 a0 0b  p...a...a...a...a...a...a...a...a...
[Packet Length: 1046]
0080  84 75 30 83 a2 3c 20 29 3b 21 2a 4d 66 d4 e0 c6  ..u.0.8.a.c. .(.;!.*Mf...

```

```
> QUIC Short Header PKT=7
```

```

00a0 27 c7 38 e9 0c 17 78 18 16 19 2e 00 41 71 75 51  '8...x...AquQ

```

```
> Frame Type: STREAM (0x000000000000000b) 00b0 f9 ea 28 ae 1d f3 fe a2 07 0d 86 79 d6 54 c9 7d ...{.....y.T.}
```

```
> Stream ID: 12
```

```

00d0 fb 28 71 b0 1f d5 61 13 8b 78 9b 27 a5 40 a5 9b (q...a...x...@...

```

```

Length: 1024
Stream Data [truncated]: 4c6f72656d20697073756d204c6f72656d20697073756d204c6f72656d20697073756d20
00e0 62 88 14 b3 b6 4a 66 35 a3 7b 54 a7 10 a7 ac c7 b...Jf5...T...
00f0 75 41 10 fb -0 13 25 38 a3 5d 1d 2b -b 01 50 c5 7...w...Y)

```

[illegible]

0100	a1	99	c3	05	0e	5a	20	05	92	e2	88	4e	7c	01	1b	e4	...	e	z	e	...	N	...
0110	75	fd	c8	e8	77	51	29	8e	81	9a	b9	2f	63	47	cf	e6	...	w	0	...	c	G	...

100

JSON parameters

(see the project's [readme](#) for a detailed explanation)

QUIC:

- initial_rtt_ms
- maximum_idle_timeout_ms
- packet_threshold
- mtu_discovery
- maximize_send_and_receive_windows
- max_ack_delay_ms
- ack_eliciting_threshold
- fixed_congestion_window

Simulated network:

- delay_ms
- extra_delay_ms
- extra_delay_ratio
- packet_duplication_ratio
- packet_loss_ratio
- bandwidth

CLI arguments

(see the project's [readme](#) for a detailed explanation)

- --repeat
- --response-size
- --non-deterministic
- --quinn-rng-seed
- --simulated-network-rng-seed

Note: the rng seeds are necessary to achieve determinism, because both Quinn and the simulated network make use of randomness