



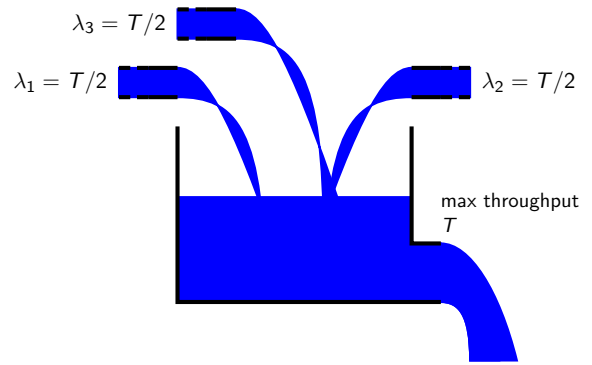
Congestion Control

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Understanding Congestion

- A router behaves a lot like a kitchen sink

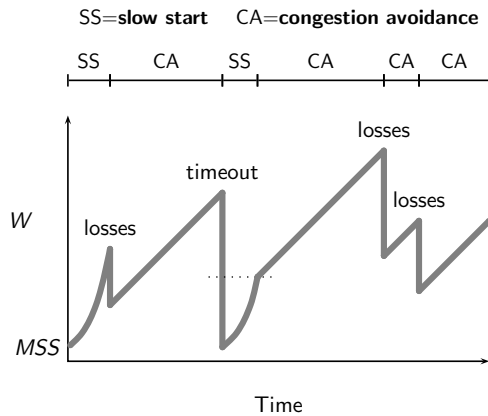


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TCP Sender Behavior

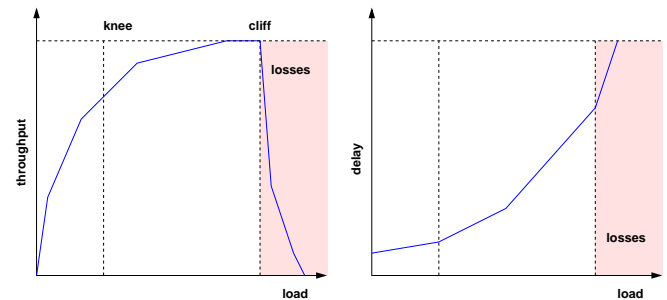


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To sum up



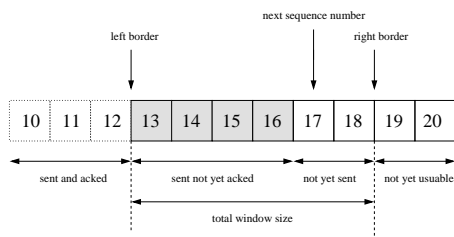
- congestion avoidance : operate system at "knee" phase
- congestion control : operate system near "cliff" phase

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Strategie to prevent congestion : the sliding window



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Congestion control versus flow control

- Congestion control is linked to the network \Rightarrow prevents router buffer overflow
- Flow control is linked to the receiver buffer \Rightarrow prevents receiver buffer overflow

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TCP NewReno RFC6582

- **Slow-start** ($cwnd < ssthresh$) :
 $cwnd \leftarrow 2 \times cwnd$ every RTT
 (or $cwnd + 1$ on every ACK)
- **Congestion avoidance**
 ($cwnd > ssthresh$) :
 $cwnd \leftarrow cwnd + 1/cwnd$ on
 every ACK (or $cwnd + 1$ every RTT)
- **Losses**
 - **Fast retransmit** $cwnd, ssthresh \leftarrow cwnd/2$ on triple dup-ACK (a.k.a. losses ... or something else ?)
 - **Fast recovery** $cwnd \leftarrow ssthresh + n_{dupack}$ for isolated losses
 - $cwnd \leftarrow 1, ssthresh \leftarrow cwnd/2$ on timeout
- Generalised AIMD(a, b)
 - CA : $cwnd \leftarrow cwnd + a$
 - Loss : $cwnd \leftarrow (1 - b)cwnd$
 - NewReno : $a = 1, b = 1/2$

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Congestion control and fairness

- TCP uses the AIMD algorithm to fairly share the bottleneck capacity
- Let $r_i(t)$ the sending rate of r flow at time t and $c(t)$ a congestion detection function. The AIMD principle can be expressed as follows :

$$r_i(t+1) = \begin{cases} \alpha_{inc} + \beta_{inc} \cdot r_i(t) & \text{si } c(t) = 0 \\ \alpha_{dec} + \beta_{dec} \cdot r_i(t) & \text{si } c(t) = 1 \end{cases}$$

- AIMD : $\alpha_{inc} > 0; \beta_{inc} = 1; \alpha_{dec} = 0; 0 < \beta_{dec} < 1$
- MIMD : $\alpha_{inc} = 0; \beta_{inc} > 1; \alpha_{dec} = 0; 0 < \beta_{dec} < 1$
- AIAD : $\alpha_{inc} > 0; \beta_{inc} = 1; \alpha_{dec} < 0; \beta_{dec} = 1$
- MIAD : $\alpha_{inc} = 0; \beta_{inc} > 1; \alpha_{dec} < 0; \beta_{dec} = 1$

$c(t) = 1 \Rightarrow$ congestion event (i.e. loss, increase of the delay, ...)

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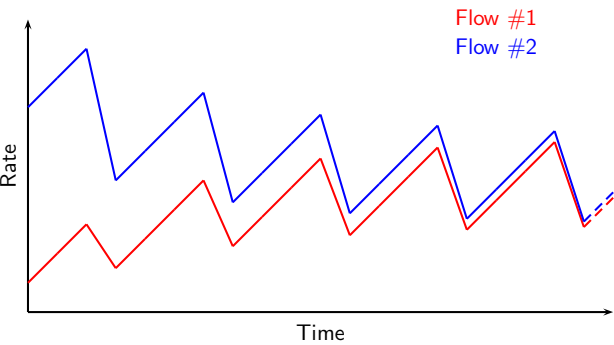
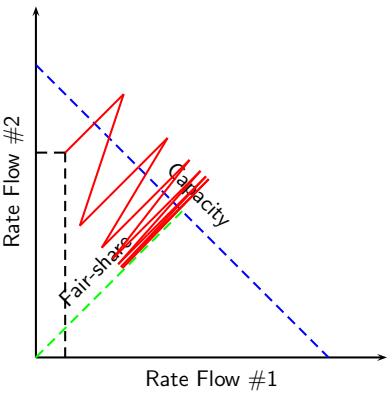
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$$r_i(t+1) = \begin{cases} 1 + r_i(t) & \text{si } c(t) = 0 \\ \frac{1}{2} \cdot r_i(t) & \text{si } c(t) = 1 \end{cases}$$

$c(t) = 1 \Rightarrow$ congestion event (i.e. loss, increase of the delay, ...)



This lecture has been designed using several materials collected from the @