Assignment 2: Congestion Control Contest

Professors: K. Winstein & S. Katti   *Students: Jervis Muindi & Luke Hsiao*

Exercise A

Vary the fixed window size by editing controller.cc to see what happens. Make a 2D graph of throughput vs. 95-percentile signal delay (similar to what is seen on the contest analysis URLs) as you vary this value. What is the best single window size that you can find to maximize the overall "score" (log throughput/delay)? How repeatable are the measurements taken with the same window size over multiple runs?

We tried several different windows sizes in increments of 5 packets. The raw numbers are shown in the table:

Table 2.1: Throughput and Delay vs Fixed Window Size

Window Size	Throughput (Mbits/s)	95% Signal Delay (ms)
50	4.76	607

Exercise B

Implement a simple AIMD scheme, similar to TCP's congestion-avoidance phase. How well does this work? What constants did you choose?

Exercise C

Implement a simple delay-triggered scheme, where the window rises or falls based on whether the round-trip-time crosses some threshold value. Experiment with a few thresholds or tweaks and report on what worked the best.

Exercise D

Try different approaches and work to maximize your score on the final evaluation. Be wary about "over-training": after the contest is over, we will collect new network traces and then run everybody's entries over the newly-collected evaluation trace. In your report, please explain your approach, including the important decisions you had to make and how you made them. Include illustrative plots.

Exercise E

Pick a cool name for your scheme!