



# Extended PCC Vivace: Online-Learning Congestion Control

Girish Singh Thakur (2025MCS2973)

Nitish Kumar (2025MCS2100)

# Extended PCC Vivace: Online-Learning Congestion Control





## Extension 1 - Traffic-Aware Utility Selection

### Baseline Utility Function

$$U = t \cdot S(d) - \lambda \cdot t \cdot l$$

Where:

$t$ : **Throughput** (bits/sec)

$d$ : **Delay** (or latency)

$l$ : **Loss rate** (fraction of packets lost)

$S(d)$  : a *delay sensitivity function* reduces the score if delay is high

$\lambda$ : weight controlling how strongly to penalize loss



## Extension 1 - Traffic-Aware Utility Selection

### Baseline Utility Function

$$U = t \cdot S(d) - \lambda \cdot t \cdot l$$

Where:

$t$ : **Throughput** (bits/sec)

$d$ : **Delay** (or latency)

$l$ : **Loss rate** (fraction of packets lost)

$S(d)$  : a *delay sensitivity function* reduces the score if delay is high

$\lambda$ : weight controlling how strongly to penalize loss

### Solution

Traffic classifier + specialized utility functions



## Extension 1 - Traffic-Aware Utility Selection

### STEP 1: AUTOMATIC TRAFFIC CLASSIFICATION - *Traffic Classifier*

#### FEATURE EXTRACTION

- Packet Size Distribution  
(avg, std, median, max, min)
- Inter-Arrival Times (IAT)  
(mean, variance, coefficient of variation)
- Entropy of Packet Sizes  
(measures size variability)
- Burst Detection  
(identifies bursty patterns)
- Periodicity Score  
(consistency in timing)



## Extension 1 - Traffic-Aware Utility Selection

### STEP 1: AUTOMATIC TRAFFIC CLASSIFICATION - *Traffic Classifier*

#### FEATURE EXTRACTION

- Packet Size Distribution  
(avg, std, median, max, min)
- Inter-Arrival Times (IAT)  
(mean, variance, coefficient of variation)
- Entropy of Packet Sizes  
(measures size variability)
- Burst Detection  
(identifies bursty patterns)
- Periodicity Score  
(consistency in timing)

#### TRAFFIC CLASSIFICATION

- BULK (Throughput Optimization)
  - Avg packet size  $\geq$  1200 bytes
  - Low size variance, high entropy
- STREAMING (Stability Focus)
  - Medium packets (700-1200 bytes)
  - Consistent timing, moderate bursts
  - High periodicity score
- REALTIME (Latency Optimization)
  - Small packets  $<$  300 bytes
  - Low variance, frequent bursts
  - Periodic inter-arrivals
- DEFAULT (Fallback)
  - Low confidence threshold
  - Unknown/mixed traffic pattern



## Extension 1 - Traffic-Aware Utility Selection

### STEP 1: AUTOMATIC TRAFFIC CLASSIFICATION - *Traffic Classifier*

#### FEATURE EXTRACTION

- Packet Size Distribution  
(avg, std, median, max, min)
- Inter-Arrival Times (IAT)  
(mean, variance, coefficient of variation)
- Entropy of Packet Sizes  
(measures size variability)
- Burst Detection  
(identifies bursty patterns)
- Periodicity Score  
(consistency in timing)

#### TRAFFIC CLASSIFICATION

- BULK (Throughput Optimization)
  - Avg packet size  $\geq$  1200 bytes
  - Low size variance, high entropy
- STREAMING (Stability Focus)
  - Medium packets (700-1200 bytes)
  - Consistent timing, moderate bursts
  - High periodicity score
- REALTIME (Latency Optimization)
  - Small packets  $<$  300 bytes
  - Low variance, frequent bursts
  - Periodic inter-arrivals
- DEFAULT (Fallback)
  - Low confidence threshold
  - Unknown/mixed traffic pattern

#### CLASSIFICATION PROCESS FLOW

Observe Packets (min. 20) → Extract Features → Score Each Type (bulk/streaming/realtim) → Select Best Match  
→ Validate Against Confidence Threshold (default: 0.5) → Output: (Traffic Type, Confidence Score)  
→ MetaController Uses Classification to Select Specialized Utility Function → Optimize Network Parameters



## Extension 1 - Traffic-Aware Utility Selection

STEP 2: SPECIALIZED UTILITY FUNCTIONS - *Utility Function Bank*



FILE TRANSFER (FTP)



STREAMING



REAL TIME



## Extension 1 - Traffic-Aware Utility Selection

STEP 2: SPECIALIZED UTILITY FUNCTIONS - *Utility Function Bank*



FILE TRANSFER (FTP)



VIDEO STREAMING



VOIP (Video Call)

### 1. Bulk Transfer Utility ( $U_{bulk}$ )

$$U_{bulk} = \alpha_1 T - \alpha_2 l$$

#### Meaning:

$T$ : throughput (bits/sec)

$l$ : loss rate (fraction of packets lost)

$\alpha_1, \alpha_2$  :weights that balance importance of throughput vs. loss



## Extension 1 – Traffic-Aware Utility Selection

STEP 2: SPECIALIZED UTILITY FUNCTIONS — *Utility Function Bank*



FILE TRANSFER (FTP)



VIDEO STREAMING



VOIP (Video Call)

### 1. Bulk Transfer Utility ( $U_{bulk}$ )

$$U_{bulk} = \alpha_1 T - \alpha_2 l$$

**Meaning:**

$T$ : throughput (bits/sec)

$l$ : loss rate (fraction of packets lost)

$\alpha_1, \alpha_2$  :weights that balance importance of throughput vs. loss

### 2. Real-time Utility ( $U_{realtime}$ )

$$U_{realtime} = \beta_1 T \cdot S(L_{max})$$

**Meaning:**

$T$ : throughput (enough to carry audio/video data)

$L_{max}$  :tail latency (worst-case delay)

$S(L_{max})$  :decreasing function - gives low score when tail latency is large

$\beta_1$  :scaling weight



## Extension 1 – Traffic-Aware Utility Selection

STEP 2: SPECIALIZED UTILITY FUNCTIONS — *Utility Function Bank*



FILE TRANSFER (FTP)



VIDEO STREAMING



VOIP (Video Call)

### 1. Bulk Transfer Utility ( $U_{bulk}$ )

$$U_{bulk} = \alpha_1 T - \alpha_2 l$$

#### Meaning:

$T$ : throughput (bits/sec)

$l$ : loss rate (fraction of packets lost)

$\alpha_1, \alpha_2$  :weights that balance importance of throughput vs. loss

### 2. Real-time Utility ( $U_{realtime}$ )

$$U_{realtime} = \beta_1 T \cdot S(L_{max})$$

#### Meaning:

$T$ : throughput (enough to carry audio/video data)

$L_{max}$  :tail latency (worst-case delay)

$S(L_{max})$  :decreasing function — gives low score when tail latency is large

$\beta_1$  :scaling weight

### 3. Streaming Utility ( $U_{streaming}$ )

$$U_{streaming} = \gamma_1 T \cdot I(T > T_{min}) - \gamma_2 Var(T)$$

#### Meaning:

$T$ : throughput

$I(T > T_{min})$  :indicator = 1 if throughput above threshold, else 0

$Var(T)$  :variance of throughput (instability)

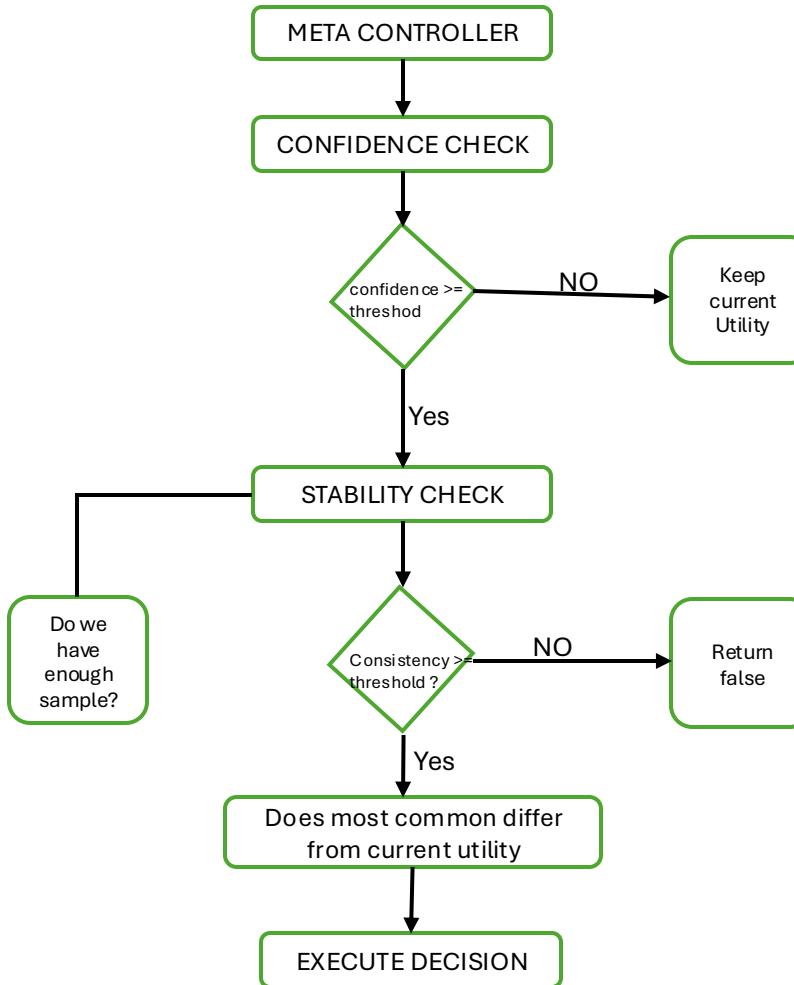
$\gamma_1, \gamma_2$  :weighting constants



## Extension 1 - Traffic-Aware Utility Selection



### STEP 3: INTELLIGENT SWITCHING - *MetaController*

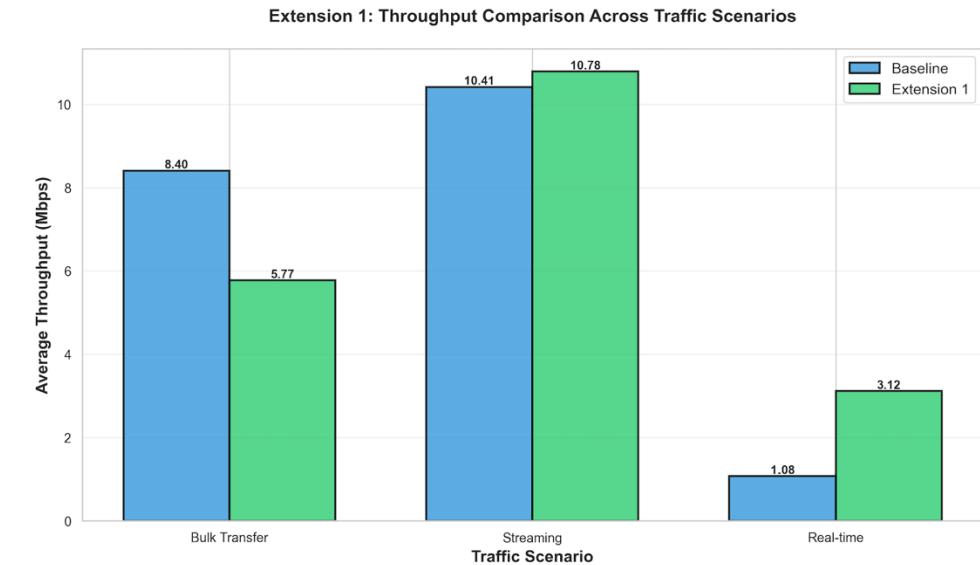
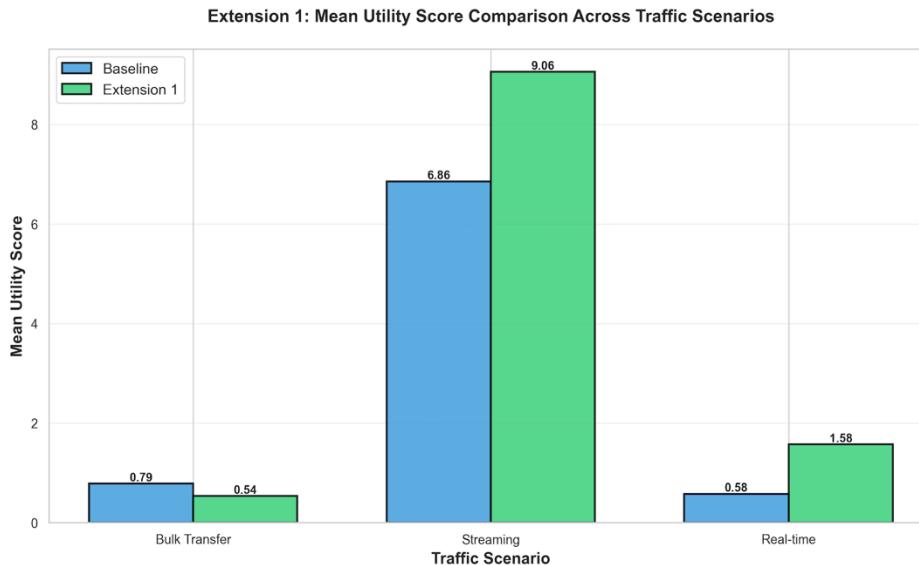




# Extended PCC Vivace: Online-Learning Congestion Control

## Extension 1 - Traffic-Aware Utility Selection

### Results:

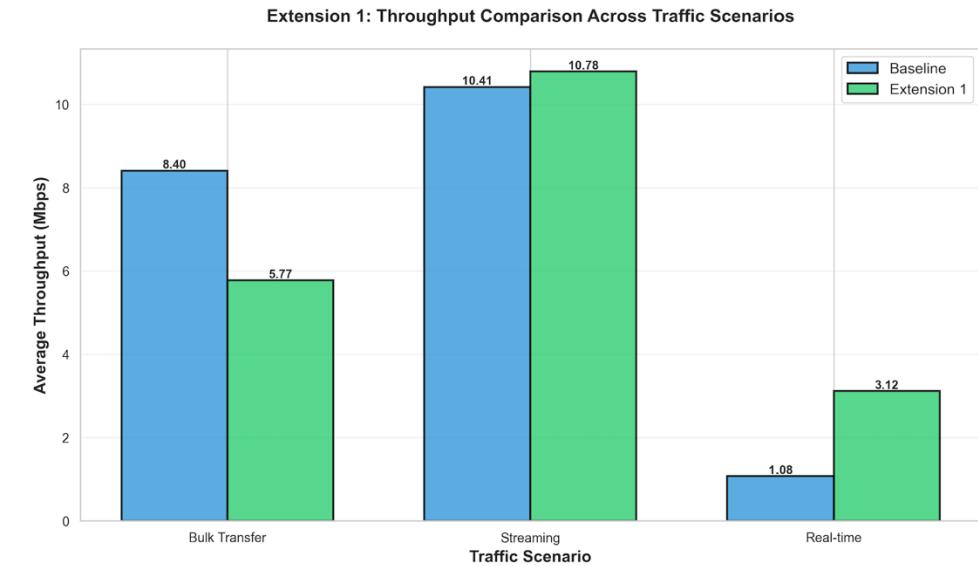
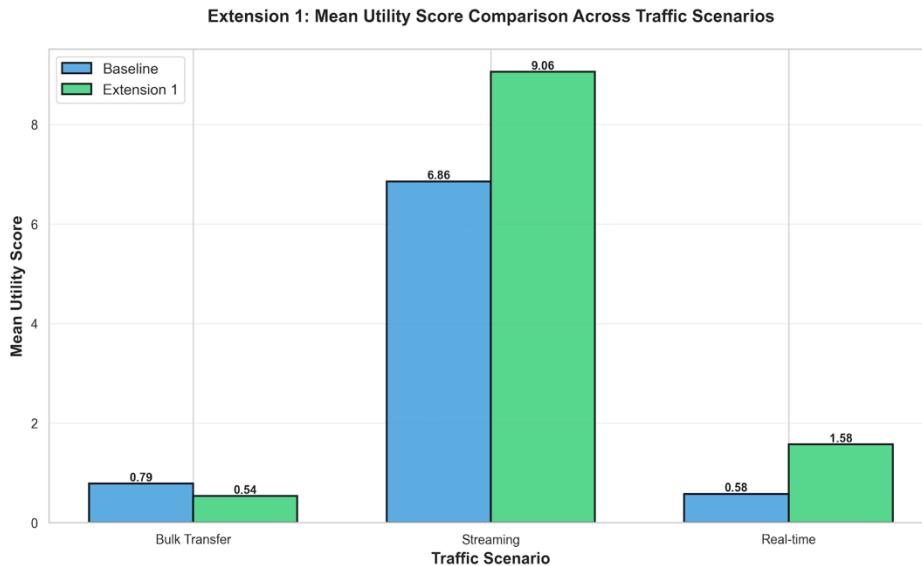




# Extended PCC Vivace: Online-Learning Congestion Control

## Extension 1 - Traffic-Aware Utility Selection

### Results:



### Summary (In One Line)

Extension 1 transforms the generic PCC baseline into an intelligent, context-aware system that automatically classifies traffic and dynamically applies the most suitable utility function-ensuring each application achieves its ideal network performance.

# Extended PCC Vivace: Online-Learning Congestion Control



**Extension 2 - Loss-Type Awareness**



# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



### Problem

Not all losses mean congestion.

In reality, packet loss can come from two completely different causes:

Type of Loss	Cause	Correct Reaction	Why PCC Vivace Fails
<b>Congestion Loss</b>	Queue overflow at router when link is saturated	Reduce rate	<input checked="" type="checkbox"/> This is correct behavior
<b>Wireless Loss</b>	Random link-layer corruption in Wi-Fi or cellular (fading, interference)	Keep rate steady	<input type="checkbox"/> PCC wrongly reduces rate

# Extended PCC Vivace: Online-Learning Congestion Control

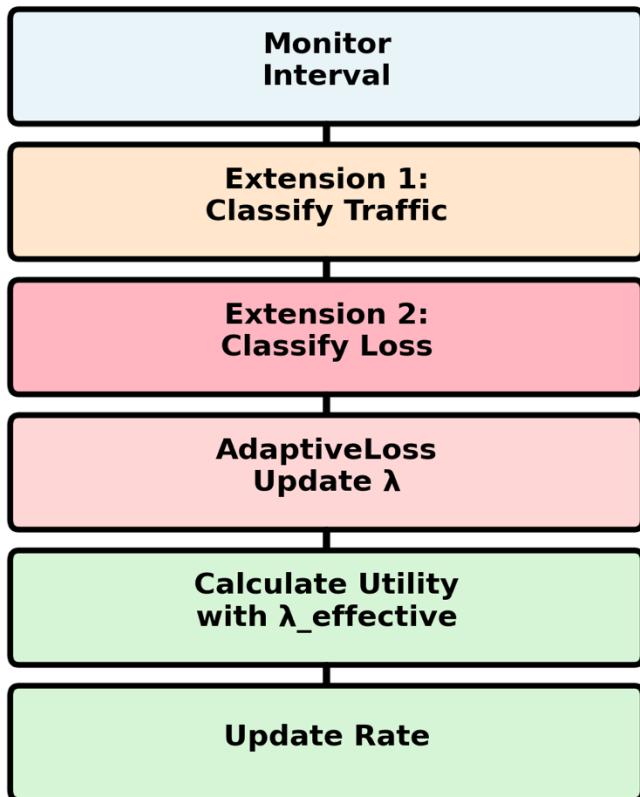


## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Extension 2 Integration Flow



# Extended PCC Vivace: Online-Learning Congestion Control

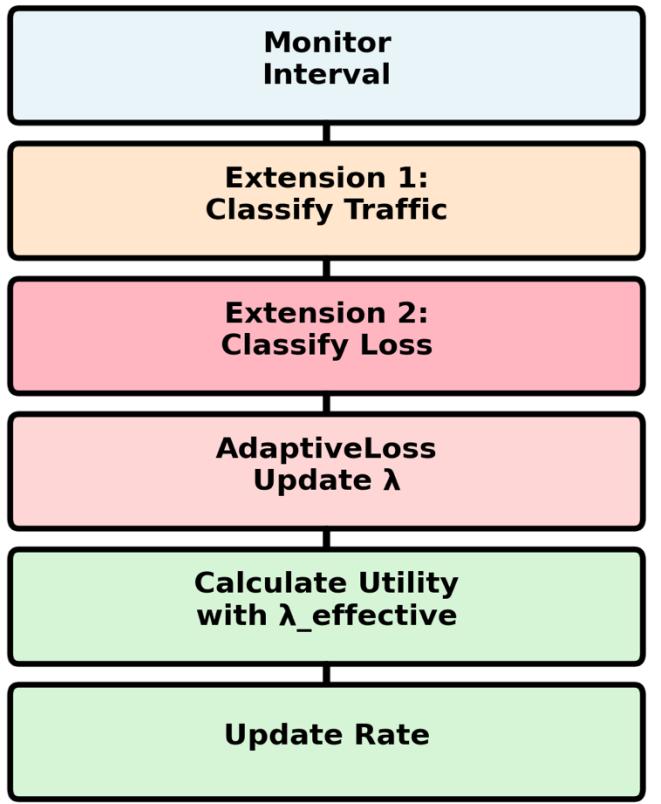


## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Extension 2 Integration Flow



In each Monitor Interval (every ~100ms):

1. Measure loss and RTT  
→ Send to Loss Classifier
2. Loss Classifier analyzes the data  
→ Calculates correlation  
→ Returns:  $p_{\text{wireless}} = 0.8$ , confidence = 0.9
3. Adaptive Loss Coefficient receives this information  
→ Calculates  $\lambda = 2.0 + (\text{correlation-based adjustment})$
4. When calculating utility:  
→ Instead of using fixed  $\lambda = 10.0$   
→ Use  $\lambda = 2.0$  (for wireless) or 10.0 (for congestion)
5. PCC adjusts rate based on this utility  
→ If wireless loss: Maintains rate (high utility)  
→ If congestion loss: Reduces rate (low utility)

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Component 1: Loss Classifier — Detect What Type of Loss

#### Core Idea

The classifier uses **correlation between packet loss and RTT (Round-Trip Time)** to identify the nature of packet loss.

Type	Observation	Correlation
<b>Congestion Loss</b>	RTT increases with loss (queue builds up)	<b>High correlation</b>
<b>Wireless Loss</b>	RTT stable despite loss	<b>Low correlation</b>

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness

Approach: Correlation-based classification (Pearson coefficient)



### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)



### Step 2: Compute RTT Inflation

- RTT inflation = current RTT – baseline RTT
- If RTT is much larger than baseline, the buffer is filling up → likely congestion.

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)



### Step 2: Compute RTT Inflation

- RTT inflation = current RTT – baseline RTT
- If RTT is much larger than baseline, the buffer is filling up → likely congestion.



### Step 3: Align Loss & RTT Events by Time

For each RTT event, find the nearest loss event.

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)

### Step 4: Calculate Correlation

Use **Pearson correlation** between binary loss and RTT arrays:

$$\rho = \frac{\sum (x - \mu_x)(y - \mu_y)}{\sigma_x \sigma_y}$$

Where:

- $\rho = 1$ : perfectly correlated (congestion)
- $\rho = 0$ : uncorrelated (wireless)
- $\rho = -1$ : inversely correlated (rare)

### Step 2: Compute RTT Inflation

- RTT inflation = current RTT – baseline RTT
- If RTT is much larger than baseline, the buffer is filling up → likely congestion.

### Step 3: Align Loss & RTT Events by Time

For each RTT event, find the nearest loss event.

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)

### Step 4: Calculate Correlation

Use **Pearson correlation** between binary loss and RTT arrays:

$$\rho = \frac{\sum (x - \mu_x)(y - \mu_y)}{\sigma_x \sigma_y}$$

Where:

- $\rho = 1$ : perfectly correlated (congestion)
- $\rho = 0$ : uncorrelated (wireless)
- $\rho = -1$ : inversely correlated (rare)

### Step 2: Compute RTT Inflation

- RTT inflation = current RTT – baseline RTT
- If RTT is much larger than baseline, the buffer is filling up → likely congestion.

### Step 3: Align Loss & RTT Events by Time

For each RTT event, find the nearest loss event.

### Step 5: Classify Based on Correlation

Set thresholds:

- High threshold = 0.5 → Congestion
- Low threshold = 0.2 → Wireless
- Between = Mixed

$$\begin{cases} \rho > 0.5 & \Rightarrow \text{Congestion } (p_{\text{wireless}} = 0.1) \\ \rho < 0.2 & \Rightarrow \text{Wireless } (p_{\text{wireless}} = 0.9) \\ \text{else} & \Rightarrow \text{Mixed } (p_{\text{wireless}} \approx 0.5) \end{cases}$$

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



Approach: Correlation-based classification (Pearson coefficient)

### Step 1: Collect Raw Data

Every time a monitor interval (MI) ends:

- Log packet losses (loss\_rate)
- Log RTT samples (rtt)

### Step 4: Calculate Correlation

Use **Pearson correlation** between binary loss and RTT arrays:

$$\rho = \frac{\sum (x - \mu_x)(y - \mu_y)}{\sigma_x \sigma_y}$$

Where:

- $\rho = 1$ : perfectly correlated (congestion)
- $\rho = 0$ : uncorrelated (wireless)
- $\rho = -1$ : inversely correlated (rare)

### Step 2: Compute RTT Inflation

- RTT inflation = current RTT – baseline RTT
- If RTT is much larger than baseline, the buffer is filling up → likely congestion.

### Step 3: Align Loss & RTT Events by Time

For each RTT event, find the nearest loss event.

### Step 5: Classify Based on Correlation

Set thresholds:

- High threshold = 0.5 → Congestion
- Low threshold = 0.2 → Wireless
- Between = Mixed

$$\begin{cases} \rho > 0.5 & \Rightarrow \text{Congestion } (p_{\text{wireless}} = 0.1) \\ \rho < 0.2 & \Rightarrow \text{Wireless } (p_{\text{wireless}} = 0.9) \\ \text{else} & \Rightarrow \text{Mixed } (p_{\text{wireless}} \approx 0.5) \end{cases}$$



## Extension 2 - Loss-Type Awareness



### Component 2: Adaptive Loss Coefficient - Adjust the Penalty

In the utility function, the **loss penalty ( $\lambda$ )** should depend on the **loss type**.

#### ➤ Traditional PCC Utility

$$U = T - \lambda \cdot L$$

$T$ = Throughput

$L$ = Loss rate

$\lambda = 10.0$ (fixed)

Problem:  $\lambda$  is constant, so the controller overreacts even to wireless losses.

#### ➤ Extension 2 Utility

$$U = T - \lambda_{adaptive} \cdot L$$

Where:

$$\lambda_{adaptive} = \lambda_{base}(1 - p_{wireless}) + \lambda_{wireless}(p_{wireless})$$

Parameters:

$\lambda_{base} = 10.0 \rightarrow$ congestion penalty

$\lambda_{wireless} = 2.0 \rightarrow$ wireless penalty

$p_{wireless}$  →detected wireless fraction

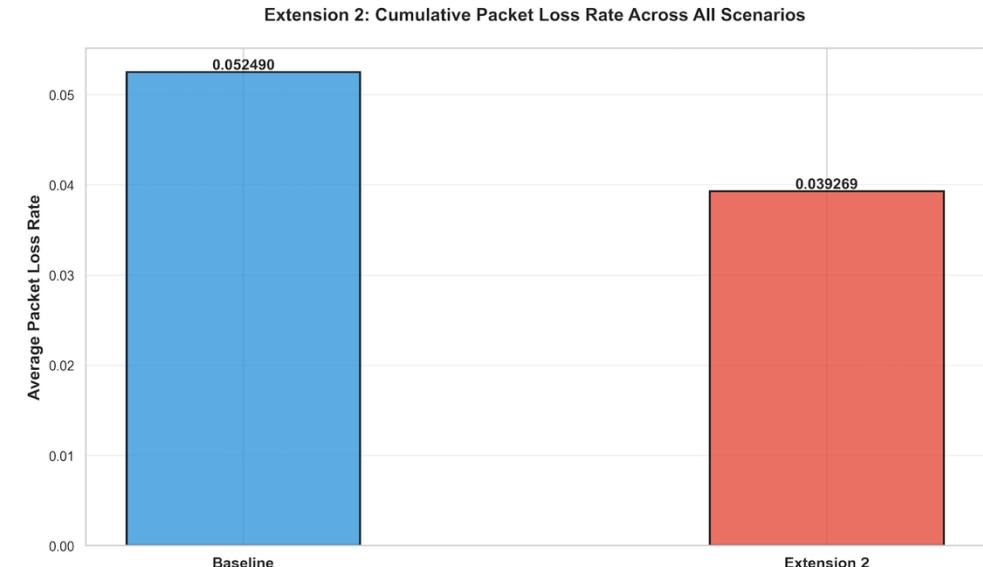
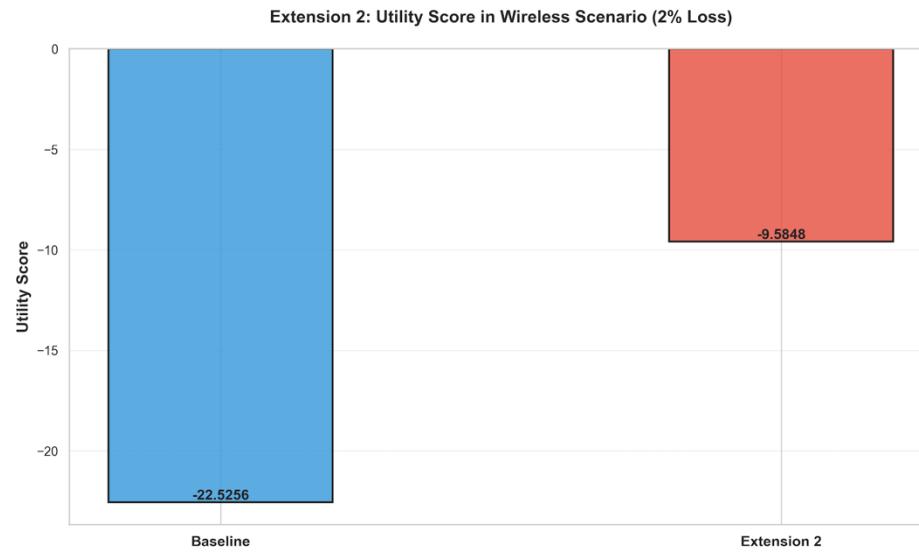
# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 2 - Loss-Type Awareness



### Results:



### Summary (In One Line)

**Extension 2** makes PCC Vivace loss-type aware by detecting whether losses stem from congestion or wireless errors and adaptively adjusting the loss penalty, preventing unnecessary rate drops



## Extension 3 - Distributed Fairness Control

### Baseline Problem: Unfair Bandwidth Sharing

#### ⚠ Why It Happens - Gradient Oscillation Problem

PCC Vivace adjusts rate via *gradient feedback* (utility changes)

When multiple flows explore simultaneously:

- Their actions interfere
- Gradients oscillate (+, -, +, -)
- No stable convergence

The more aggressive flow keeps increasing → monopolizes capacity Other flows keep backing off  
→ starve

**Result:** Persistent unfairness & slow convergence.



## Extension 3 - Distributed Fairness Control

### Baseline Problem: Unfair Bandwidth Sharing

**Goal:** Achieve *Distributed Fairness*

→ Each flow detects contention, cooperates, and balances bandwidth.

#### Main Components:

- ❖ **Contention Detector** -- Detect if other flows are competing
- ❖ **Cooperative Explorer** -- Coordinate exploration (take turns)
- ❖ **Virtual Queue Estimator** -- Monitor queue depth from RTT
- ❖ **Fairness Controller** -- Penalize greedy flows in utility



## Extension 3 – Distributed Fairness Control

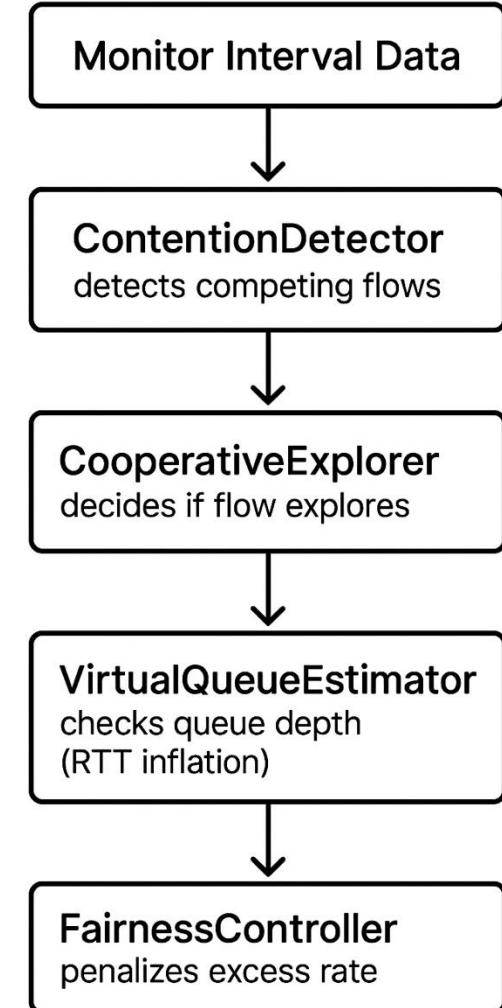
### Baseline Problem: Unfair Bandwidth Sharing

**Goal:** Achieve *Distributed Fairness*

→ Each flow detects contention, cooperates, and balances bandwidth.

#### Main Components:

- ❖ **Contention Detector** -- Detect if other flows are competing
- ❖ **Cooperative Explorer** -- Coordinate exploration (take turns)
- ❖ **Virtual Queue Estimator** -- Monitor queue depth from RTT
- ❖ **Fairness Controller** -- Penalize greedy flows in utility





## Extension 3 – Distributed Fairness Control

### ❖ Contention Detector - Detect Competition

#### **Problem:**

Flows don't know when others are present.

#### **Insight:**

Gradient sign pattern reveals contention:

Solo: monotonic (+ + + +)

Competing: oscillating (+ - + -)

#### **Algorithm:**

Count gradient sign changes over last 5 intervals

Compute ratio & volatility

Classify as SOLO / LIGHT / MODERATE / HEAVY  
contention

#### **Example:**

Gradients = [+0.5, -0.8, -0.2, +0.5, -0.7]

→ 4 sign changes → **HEAVY contention** (4–5 flows)



## Extension 3 – Distributed Fairness Control

### ❖ Contention Detector - Detect Competition

#### **Problem:**

Flows don't know when others are present.

#### **Insight:**

Gradient sign pattern reveals contention:

Solo: monotonic (+ + + +)

Competing: oscillating (+ - + -)

#### **Algorithm:**

Count gradient sign changes over last 5 intervals

Compute ratio & volatility

Classify as SOLO / LIGHT / MODERATE / HEAVY contention

#### **Example:**

Gradients = [+0.5, -0.8, -0.2, +0.5, -0.7]

→ 4 sign changes → **HEAVY contention** (4–5 flows)

### ❖ Cooperative Explorer — Avoid Collisions

#### **Problem:**

All flows explore together → collisions → oscillations.

#### **Solution:**

#### **Hash-based turn-taking (no communication):**

slot = current\_time // cycle

if hash(flow\_id, slot) % 2 == 0:

    explore = True

#### **Effect:**

Only one flow explores per slot

Others wait, then take their turn

Smooth convergence & no interference

#### **Result:**

→ Turn-based exploration → stability achieved!



## Extension 3 – Distributed Fairness Control

### ❖ Virtual Queue Estimator — Detect Monopolization

#### **Problem:**

Dominant flows fill queues without noticing.

#### **Idea:**

Estimate queue depth from RTT inflation:

$$\text{Queue Delay} = \text{RTT}_{\text{current}} - \text{RTT}_{\text{baseline}}$$

Baseline RTT = 5th percentile of last samples

Queue fills → larger inflation → congestion detected

#### **Action:**

If queue depth > threshold → reduce rate.

→ Prevents buffer monopolization.



## Extension 3 – Distributed Fairness Control

### ❖ Virtual Queue Estimator — Detect Monopolization

#### **Problem:**

Dominant flows fill queues without noticing.

#### **Idea:**

Estimate queue depth from RTT inflation:

$$\text{Queue Delay} = \text{RTT}_{\text{current}} - \text{RTT}_{\text{baseline}}$$

Baseline RTT = 5th percentile of last samples

Queue fills → larger inflation → congestion detected

#### **Action:**

If queue depth > threshold → reduce rate.

→ Prevents buffer monopolization.

### ❖ FairnessController — Equalize Sharing

#### **Problem:**

Even if contention detected, flows need fairness enforcement.

#### **Solution:**

Add *fairness penalty* to utility function:

$$r_{\text{fair}} = \text{total bandwidth} / \text{estimated flow count}$$

Penalize flows sending above their fair share

Leave under-utilizing flows unpenalized

#### **Example:**

$$\text{Flow A: } 6.5 \text{ Mbps} \rightarrow \text{penalty} = (6.5 - 5)^2 = 2.25$$

$$\text{Flow B: } 3.5 \text{ Mbps} \rightarrow \text{penalty} = 0$$

→ A's utility ↓ → reduces rate; B's utility ↑ → increases rate

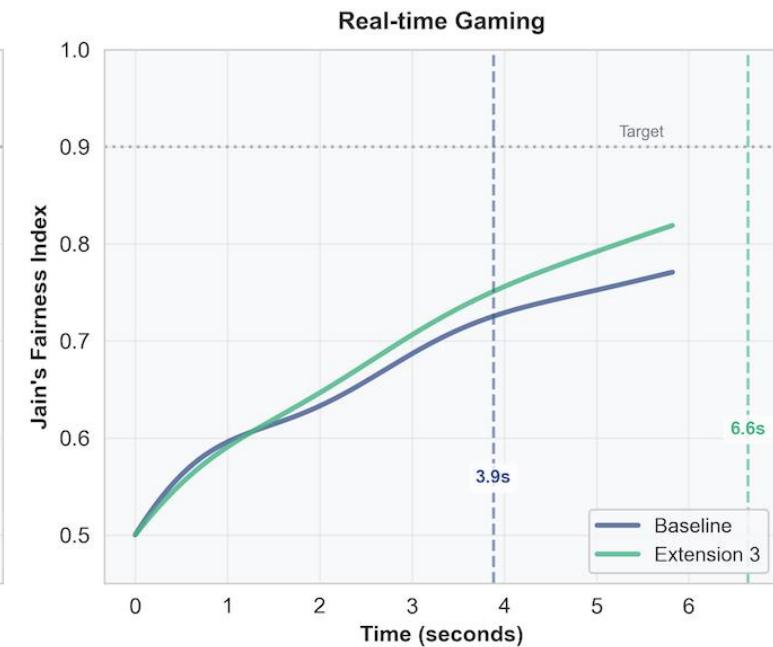
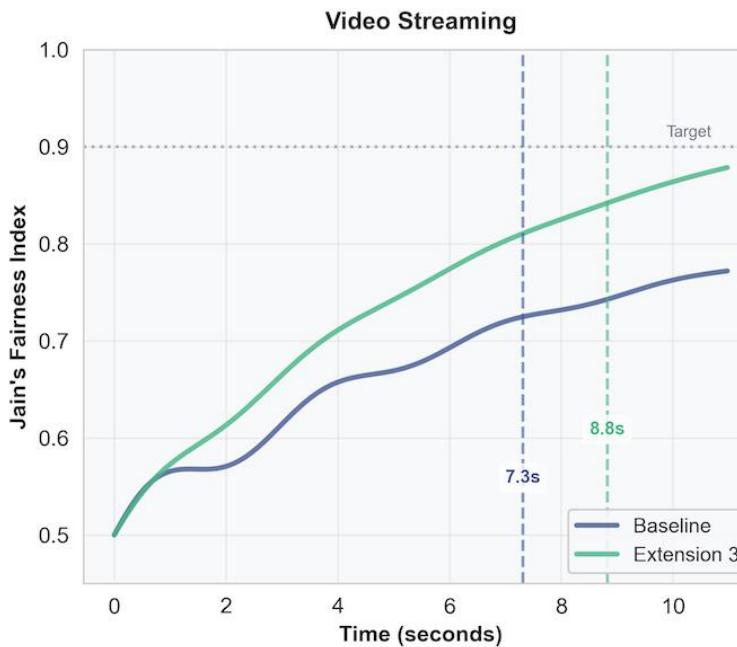
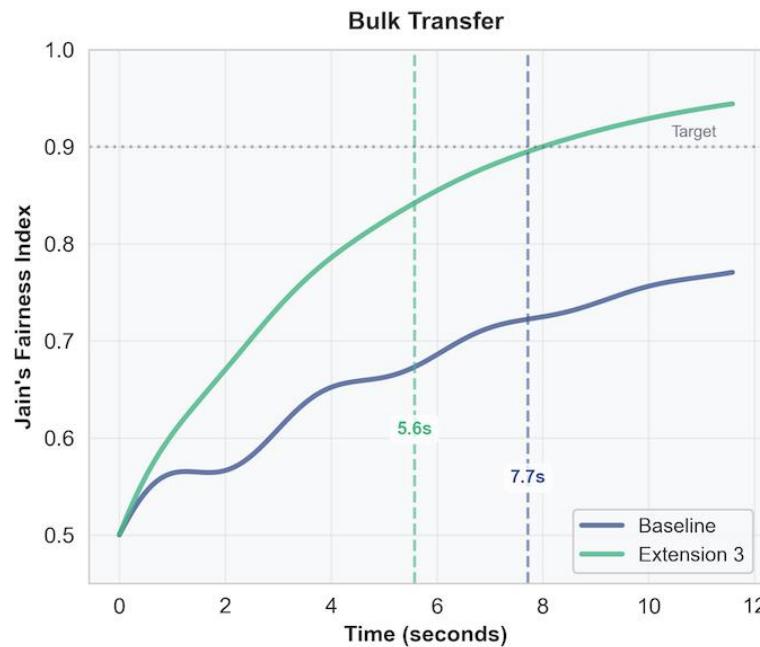
→ Fair equilibrium around 5 Mbps each.

# Extended PCC Vivace: Online-Learning Congestion Control



## Extension 3 – Distributed Fairness Control Results

Extension 3: Fairness Convergence Over Time

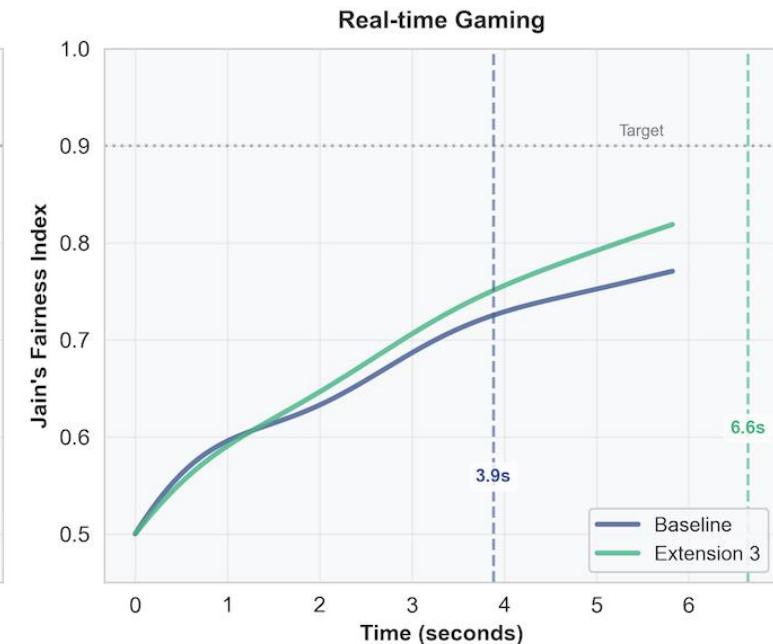
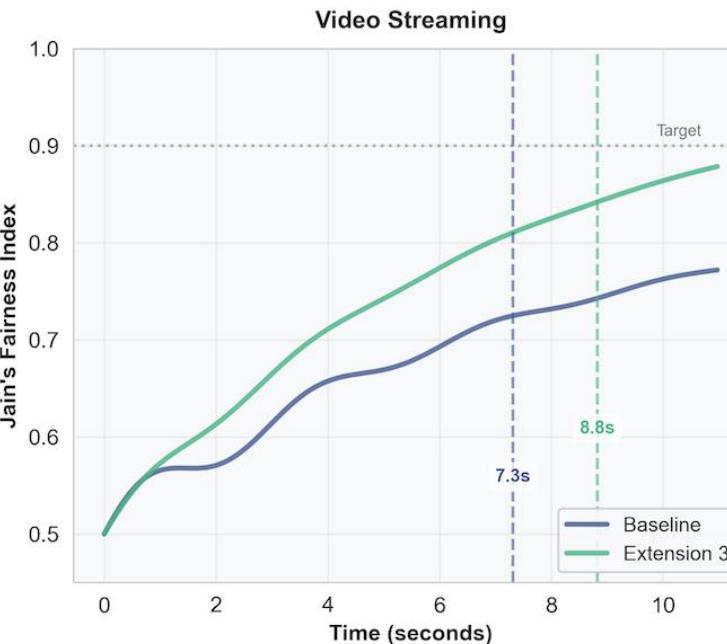
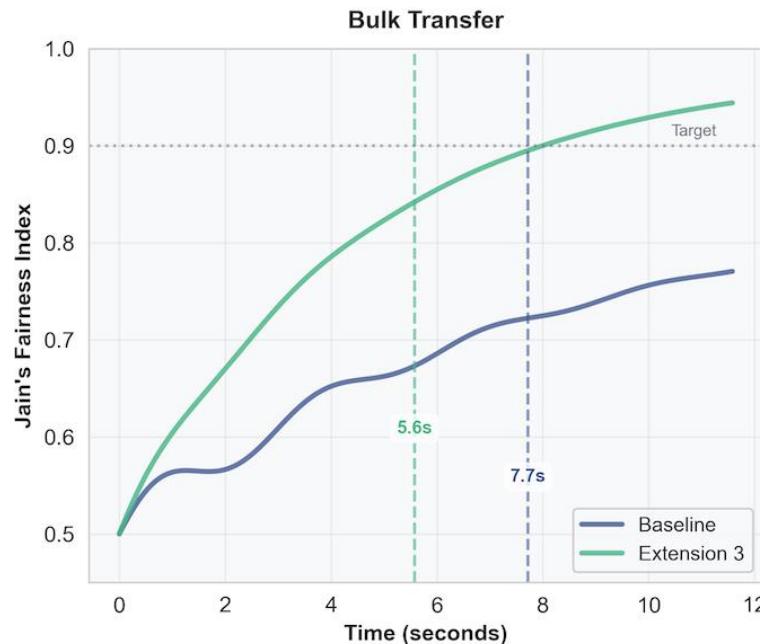




## Extension 3 – Distributed Fairness Control

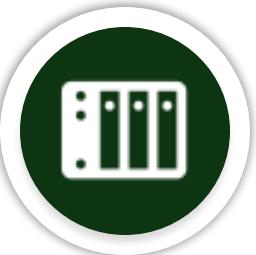
### Results

Extension 3: Fairness Convergence Over Time



#### Summary (In One Line)

Extension 3 ensures distributed fairness by detecting competing flows, coordinating exploration, and enforcing fair rate allocation without any centralized coordination.

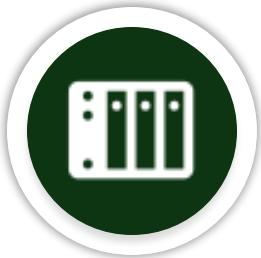


## Multipath Rate Allocation

### ■ Problem (Compared to Extension 3)

Extension 3: great fairness & fast convergence.

- But still **single-path routing** → all traffic on one route.
- If that path:
  - becomes congested → throughput drops.
  - fails → complete interruption.
- No multi-path utilization → poor flexibility, under-used capacity.
- System lacks resilience to link failures or congestion.



## Multipath Rate Allocation

### ■ Problem (Compared to Extension 3)

Extension 3: great fairness & fast convergence.

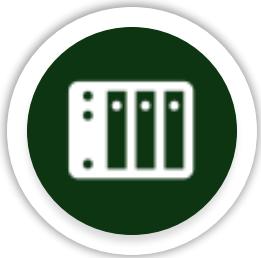
- But still **single-path routing** → all traffic on one route.
- If that path:
  - becomes congested → throughput drops.
  - fails → complete interruption.
- No multi-path utilization → poor flexibility, under-used capacity.
- System lacks resilience to link failures or congestion.

### Core Idea - Path-Based Load Balancing

Split and adapt traffic across multiple network paths dynamically.

#### Key Concepts:

- **Path Distribution:** use multiple paths instead of one.
- **Dynamic Rebalancing:** shift load as conditions change.
- **Path Recovery:** reroute instantly if a path fails.
- **Better Utilization:** use every available route efficiently.



## Multipath Rate Allocation

### ■ Problem (Compared to Extension 3)

Extension 3: great fairness & fast convergence.

- But still **single-path routing** → all traffic on one route.
- If that path:
  - becomes congested → throughput drops.
  - fails → complete interruption.
- No multi-path utilization → poor flexibility, under-used capacity.
- System lacks resilience to link failures or congestion.

### ■ Goal

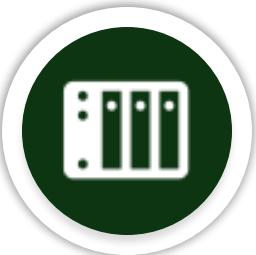
Enable **multi-path routing** to increase throughput, use spare capacity, and survive path failures.

### Core Idea - Path-Based Load Balancing

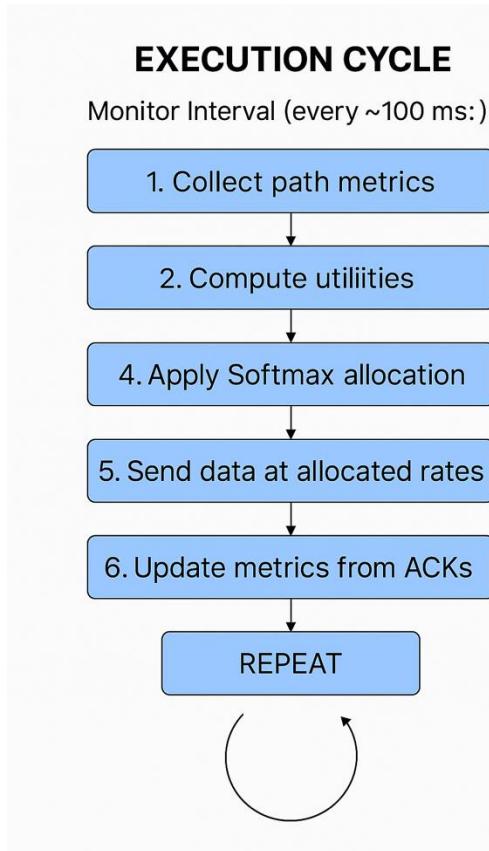
Split and adapt traffic across multiple network paths dynamically.

#### Key Concepts:

- **Path Distribution:** use multiple paths instead of one.
- **Dynamic Rebalancing:** shift load as conditions change.
- **Path Recovery:** reroute instantly if a path fails.
- **Better Utilization:** use every available route efficiently.



## Multipath Rate Allocation



### Core Idea - Path-Based Load Balancing

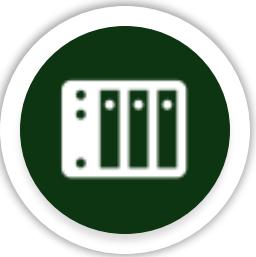
Split and adapt traffic across multiple network paths dynamically.

### Key Concepts:

- **Path Distribution:** use multiple paths instead of one.
- **Dynamic Rebalancing:** shift load as conditions change.
- **Path Recovery:** reroute instantly if a path fails.
- **Better Utilization:** use every available route efficiently.



Enable multi-path routing to increase throughput, use spare capacity, and survive path failures.



## Multipath Rate Allocation

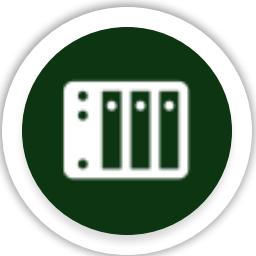
### IMPLEMENTATION FLOW

#### Path Discovery

Enumerate available interfaces (e.g., eth0, wlan0, lte0).

Create Path objects with baseline RTT, bandwidth, loss.

Maintain ACTIVE / IDLE / FAILED states.



## Multipath Rate Allocation

### IMPLEMENTATION FLOW

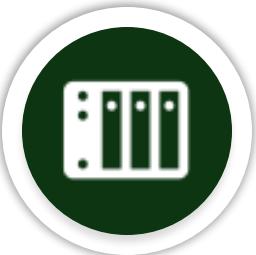
#### Path Discovery

Enumerate available interfaces (e.g., eth0, wlan0, lte0).  
Create Path objects with baseline RTT, bandwidth, loss.  
Maintain ACTIVE / IDLE / FAILED states.

#### Path Monitoring

Continuously measure throughput, RTT, loss.  
Apply Exponential Moving Average ( $\alpha = 0.3$ ).  
Detect degradation → trigger recovery or switch.





## Multipath Rate Allocation

### IMPLEMENTATION FLOW

#### Path Discovery

Enumerate available interfaces (e.g., eth0, wlan0, lte0).

Create Path objects with baseline RTT, bandwidth, loss.

Maintain ACTIVE / IDLE / FAILED states.

#### Path Monitoring

Continuously measure throughput, RTT, loss.

Apply Exponential Moving Average ( $\alpha = 0.3$ ).

Detect degradation → trigger recovery or switch.

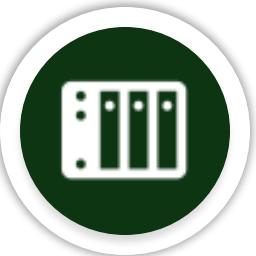
#### Utility Calculation

For each path:

$$U_p = 0.4T_p + 0.3(1 - L_p) + 0.2(1 - loss_p) + 0.1stability_p$$

Produces a normalized score (0–1).

High utility = good path quality.



## Multipath Rate Allocation

### IMPLEMENTATION FLOW

#### Path Discovery

Enumerate available interfaces (e.g., eth0, wlan0, lte0).  
Create Path objects with baseline RTT, bandwidth, loss.  
Maintain ACTIVE / IDLE / FAILED states.

#### Path Monitoring

Continuously measure throughput, RTT, loss.  
Apply Exponential Moving Average ( $\alpha = 0.3$ ).  
Detect degradation → trigger recovery or switch.

#### Utility Calculation

For each path:

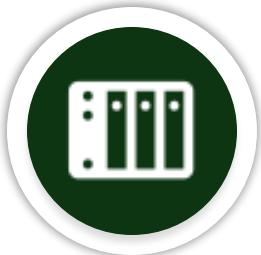
$$U_p = 0.4T_p + 0.3(1 - L_p) + 0.2(1 - \text{loss}_p) + 0.1\text{stability}_p$$

Produces a normalized score (0–1).

High utility = good path quality.

#### Correlation Detection

Compute RTT correlation  $\rho$  between paths.  
If  $\rho > 0.8 \rightarrow$  same bottleneck → de-prioritize one.



## Multipath Rate Allocation

### IMPLEMENTATION FLOW

#### Path Discovery

Enumerate available interfaces (e.g., eth0, wlan0, lte0).  
Create Path objects with baseline RTT, bandwidth, loss.  
Maintain ACTIVE / IDLE / FAILED states.

#### Path Monitoring

Continuously measure throughput, RTT, loss.  
Apply Exponential Moving Average ( $\alpha = 0.3$ ).  
Detect degradation → trigger recovery or switch.

#### Utility Calculation

For each path:

$$U_p = 0.4T_p + 0.3(1 - L_p) + 0.2(1 - \text{loss}_p) + 0.1\text{stability}_p$$

Produces a normalized score (0–1).

High utility = good path quality.

#### Correlation Detection

Compute RTT correlation  $\rho$  between paths.  
If  $\rho > 0.8$  → same bottleneck → de-prioritize one.

#### SOFTMAX RATE ALLOCATION (CORE LOGIC)

$$r_p = R_{total} \times \frac{e^{U_p/\tau}}{\sum e^{U_{p'}/\tau}}$$

#### Where:

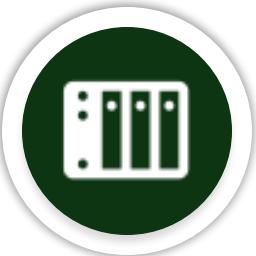
$R_{total}$  : total sending rate

$U_p$  : path utility

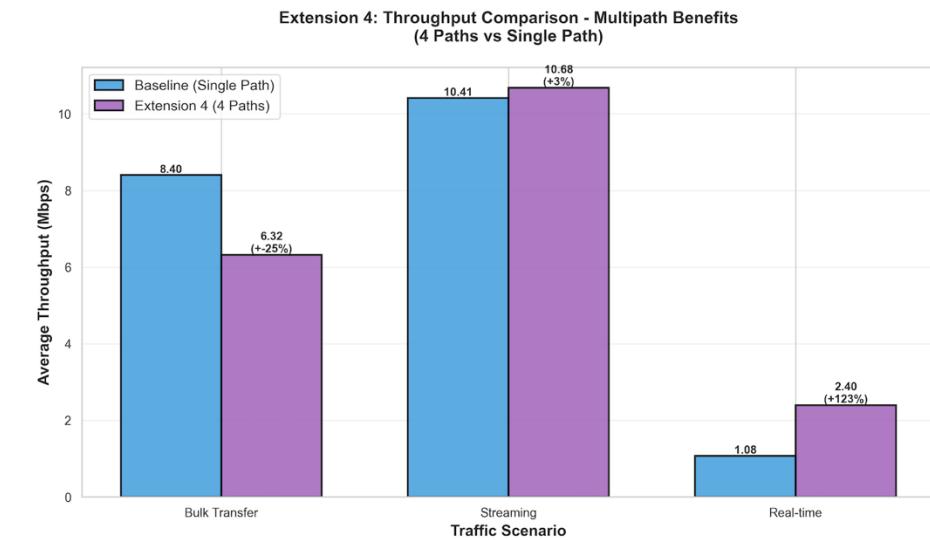
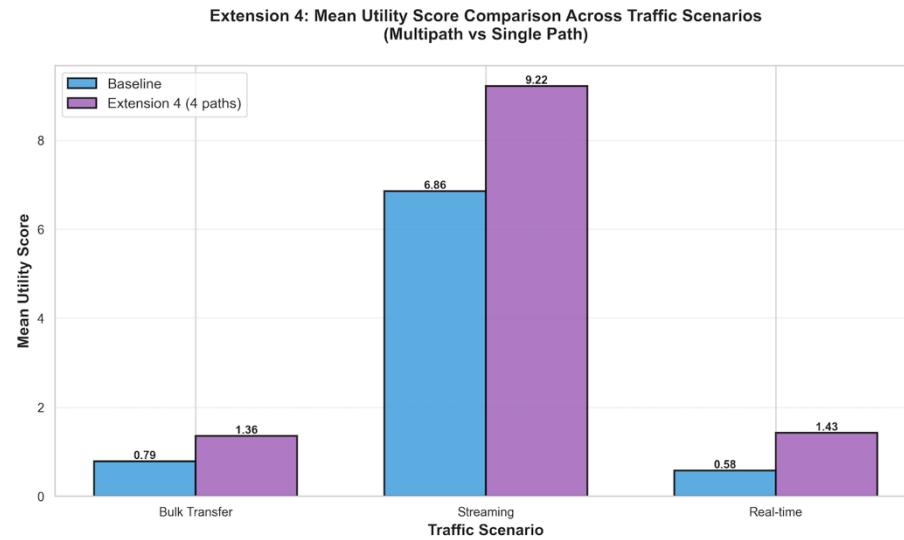
$\tau$ : temperature (exploration-exploitation balance)

# Extended PCC Vivace: Online-Learning Congestion Control

## Multipath Rate Allocation



### Results:



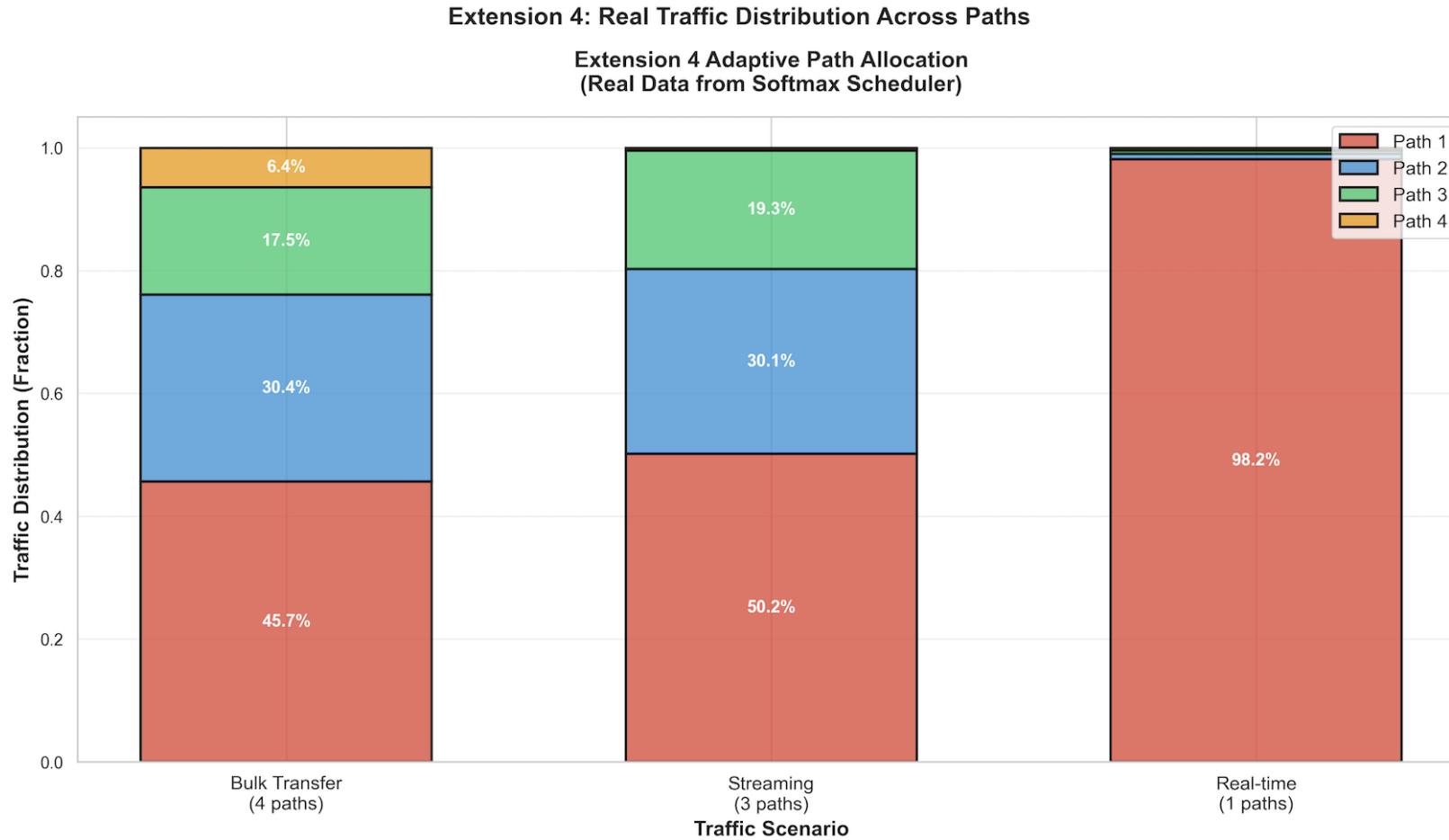
### Summary (In One Line)

Extension 4 enables intelligent multipath rate allocation — dynamically distributing traffic across multiple network paths using utility-based Softmax scheduling to maximize throughput, resilience, and adaptability.



# Extended PCC Vivace: Online-Learning Congestion Control

## Results:





## Future Works: PCC Vivace with Multipath Extensions

- Application-Aware QoE Optimization (Extension of Extension 1)
- Parameter optimization for Extensions 1-2 (addressing throughput decreases)
- Security and Privacy for Multipath Transmission
- Integration testing
- Cross-platform validation

**THANK YOU**