Compte Rendu ITQoS TME2

Response 1:

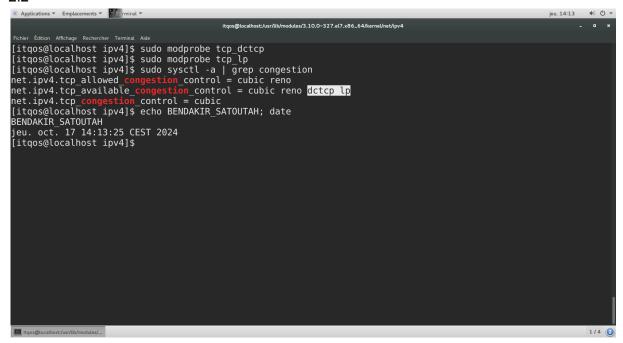
```
| Page |
```

From the result of the first command, we can see that the machine uses a lot of congestion control protocols like tcp_dctcp, tcp_lp, tcp_htcp, tcp_bic, tcp_hybla, tcp_scalable, tcp_vegas...

From the result of the second command, we can see that the active protocols are **cubic** and **reno**.

Response 2:

2.1. From the previous capture (last line of the second command), the current congestion control protocol is **tcp_cubic** (net.ipv4.tcp_congestion_control = cubic).



After adding tcp_dctcp and tcp_lp as active congestion control protocols (the first two commands), we can see that they appear in the respective list (result of the third command).

Response 3:

3.1

The name of the function that calculates the congestion window in TCP cubic is called **bictcp update**.

The value of the constant c is 41.

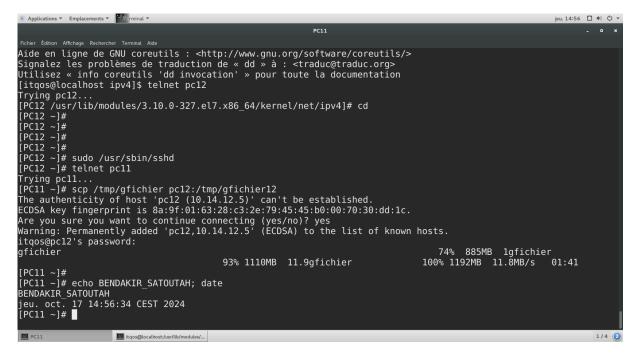
3.2

The value of the multiplicative factor β is calculated in the program thanks to the beta variable, which is set to 717. This means that β = 717 / 1024, approximately 0.7.

Response 4:

4.1

During the transfer (first capture), we can see that the average output is **11.5MB/s** = **96,46Mbit/s**. While at the end (second capture), it showed an average output of **11.8MB/s** = **98.98Mbits/s**.



4.2

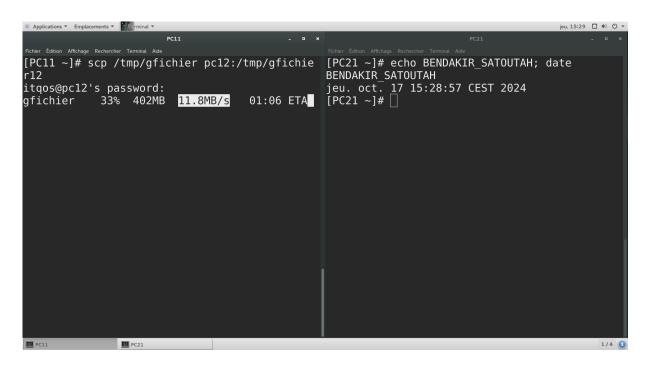
During the first transfer between PC11 -> PC12 (first capture), we can see that the average output is **11.8MB/s = 98.98Mbits/s**.

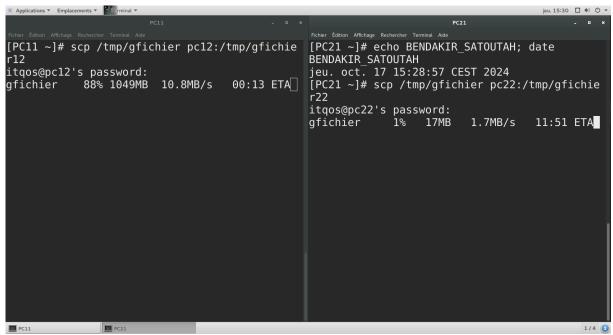
Then, when the transfer between PC21 -> PC22 begins (second capture), it has a weak output (1.7MB/s = 14.26Mbits/s) while the first transfer stills at a high output (10.8MB/s = 90.59Mbits/s).

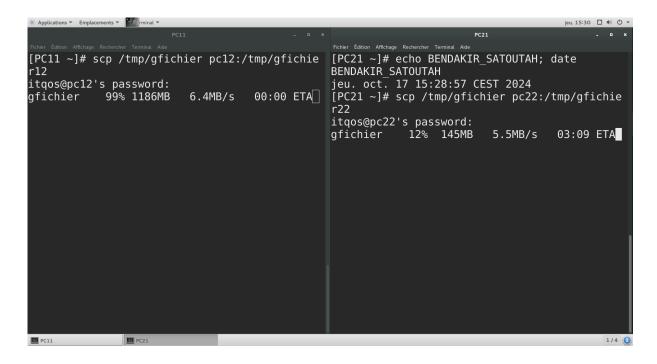
However, after some time, the second transfer's output speed starts to increase while the first one's start to decrease in a linear way between them (third capture) i.e. the output of the first + the output of the second = the maximum output (approximately 11.8MB/s =

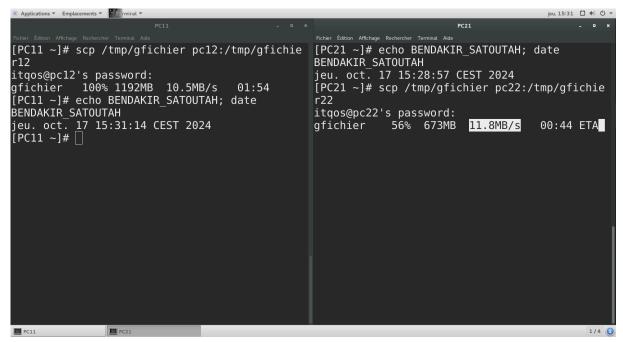
98.98Mbits/s). We notice a convergence to the mean output (11.8 / 2 = 5.9MB/s = 49.49Mbit/s).

Then when the first transfer's finish (fourth capture), the output of the second output starts increasing until it reaches the maximum output (11.8MB/s = 98.98Mbits/s).



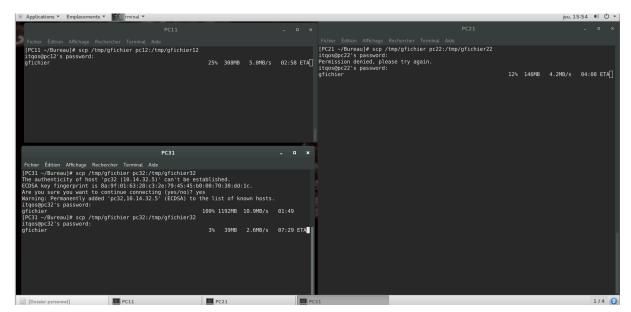




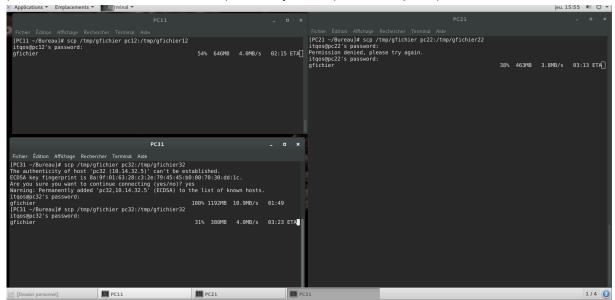


4.3

When we launch the three transfers (first capture, PC11 -> PC12 then PC21 -> PC22 then PC31 -> PC32), we notice how the first transfer had the highest output, while the second one had higher than the third.



Then after a while, we notice how the three transfers slowly converge to the mean value (11.8 / 3 = 3.9 MB/s = 32.71 Mbit/s) and stay there (second capture).

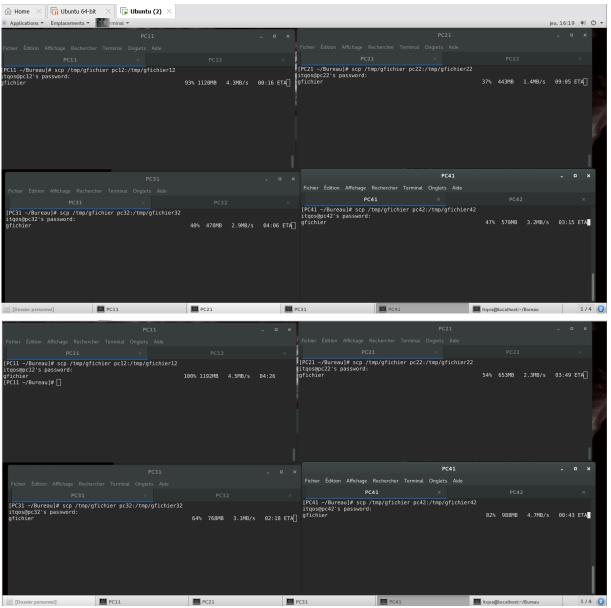


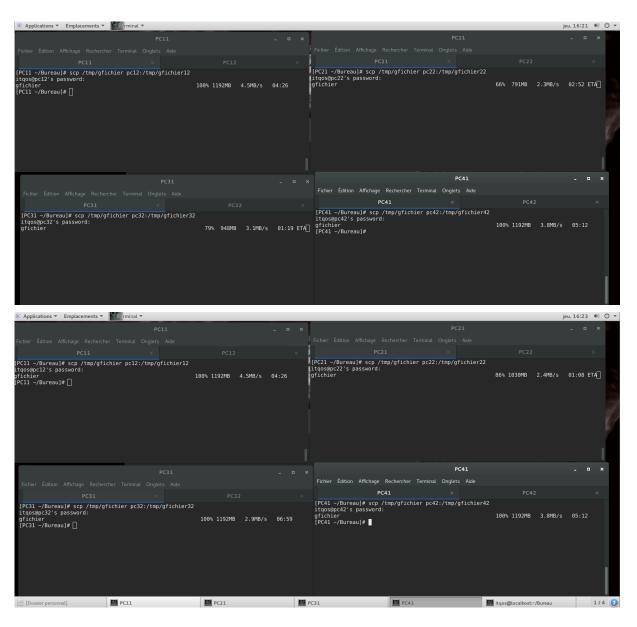
Then, when the first transfer finishes, the output of the other two transfers increases (third capture) until it reaches the new mean value (11.8 / 2 = **5.9MB/s = 49.49Mbit/s**) (fourth capture)



4.4.1

We launch four transfers (PC11 -> PC12, PC21 -> PC22, PC31 -> PC32, PC41, PC42). The following table summarizes the output of each transfer during the experiment:





Step	Output PC11 -> PC12	Output PC21 -> PC22	Output PC31 -> PC32	Output PC41 -> PC42
All 4 transfers working (1st capture)	4.3MB/s = 36.07Mbit/s	1.4MB/s = 11.74Mbit/s	2.9MB/s = 24.32Mbit/s	3.2MB/s = 26.84Mbit/s
PC11 -> PC12 finished, 3 transfers working (2nd capture)		2.3MB/s = 19.29Mbit/s	3.1MB/s = 26.00Mbit/s	4.7MB/s = 39.42Mbit/s
PC41 -> PC42 finished, 2 transfers working (3rd capture)		2.3MB/s = 19.29Mbit/s	3.1MB/s = 26.00Mbit/s	

transfer working (4th capture)	1		2.3MB/s = 19.29Mbit/s		
--------------------------------	---	--	--------------------------	--	--

4.4.2 To calculate Jain's fairness index, we use the transfers output of the first capture.

Term	Output PC11 -> PC12	Output PC21 -> PC22	Output PC31 -> PC32	Output PC41 -> PC42
Xi	4.3MB/s = 36.07Mbit/s	1.4MB/s = 11.74Mbit/s	2.9MB/s = 24.32Mbit/s	3.2MB/s = 26.84Mbit/s
Yi	50Mbit/s	20Mbit/s	26Mbit/s	40Mbit/s
Zi	0.7214	0.587	0.9354	0.671
Zi ²	0.52	0.34	0.875	0.45

index =
$$2.9148^2 / (4 * 2.19) = 0.969$$

We notice that the index is close to 1, indicating that TCP was able to achieve fairness max-min in this case.

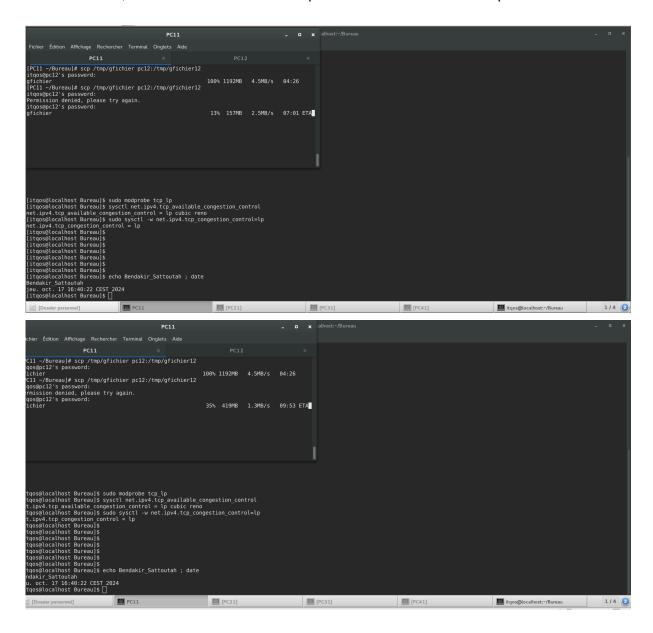
4.5

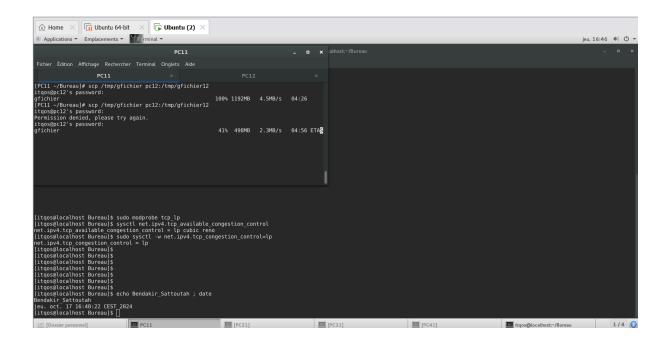
Activate Tcp_Lp

```
[itqos@localhost Bureau]$ sudo modprobe tcp lp
[itqos@localhost Bureau]$ sysctl net.ipv4.tcp_available_congestion_control
net.ipv4.tcp_available_congestion_control = lp
citqos@localhost Bureau]$ sudo sysctl -w net.ipv4.tcp_congestion_control=lp
net.ipv4.tcp_congestion_control = lp
[itqos@localhost Bureau]$
[itqos@localhost Burea
```

When we initiated the transfer from PC11 to PC12 using TCP-LP as the congestion control mechanism, we observed that the throughput fluctuated, increasing and decreasing periodically. This behavior is characteristic of TCP-LP (Low Priority), which is designed to yield to regular TCP traffic and only use bandwidth when the

network is underutilized. The fluctuations in throughput are expected because TCP-LP actively adjusts its sending rate to avoid competing with higher-priority traffic, ensuring that it does not interfere with regular TCP flows. This behavior is normal for TCP-LP, as it aims to minimize its impact on the network's overall performance.





Response 6:

6.1

The minimum threshold (min) should be set **lower than** the maximum threshold (max) to ensure sufficient space and time for managing packets, because we want to start marking packets once the queue exceeds the minimum threshold but before reaching the maximum threshold. If the minimum threshold is too close to the maximum threshold, packets may be marked too late, which could lead to congestion.

6.2

The maximum threshold (max) should be set **lower than** the physical buffer limit to prevent the queue from becoming completely full before congestion control mechanisms can be triggered. If the maximum threshold is equal to or too close to the physical limit, there won't be enough space and time to react to congestion, resulting in direct packet loss.

6.3

The maximum drop probability (max_p) should be set at a moderate level (e.g., 0.02 to 0.1). This is because a very low value would lead to ineffective congestion control (too few packets marked/dropped), while a very high value could lead to excessive packet loss and throughput degradation. The drop probability determines how aggressively RED responds to congestion.

From the command's result (in the capture), we can see that the minimum threshold (min) is set to **15000b** while the maximum threshold (max) is set to **37500b**. These thresholds respect the suggestions.

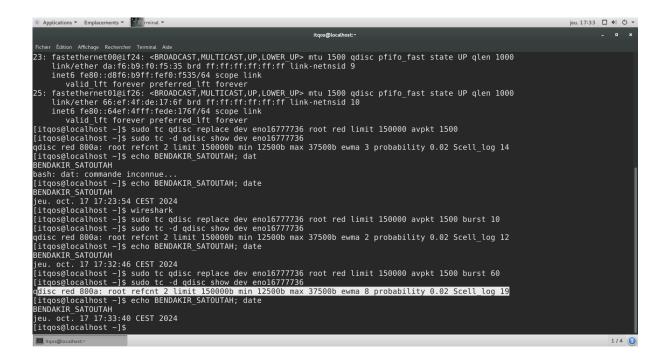
```
| Republications | Employment | Republications | Republic
```

6.5

Capture	ewma = wlog	les poids (w)
1	2	0.25
2	8	1/256 = 0.0039

```
Finer Edition Amchage Rechercher Temmonal Adda

3: virbr0: <a href="https://doi.org/10.1008/j.com/notes/">https://doi.org/10.1008/j.com/notes/</a>
3: virbr0: <a href="https://doi.org/10.1008/j.com/notes/">https://doi.org/10.1008/j.com/notes/</a>
3: virbr0: <a href="https://doi.org/10.1008/j.com/notes/">https://doi.org/10.1008/j.com/notes/</a>
3: virbr0: <a href="https://doi.org/10.1008/j.com/notes/">https://doi.org/10.1008/j.com/notes/<a href="https://doi.org/10.1008/j.com/notes/">https://doi.org/notes/<a href="https://doi.org/10.1008/j.com/notes
```



6.6

