Congestion Control

EE 122: Intro to Communication Networks

Fall 2007 (WF 4-5:30 in **Cory 277**)

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http://inst.eecs.berkeley.edu/~ee122/

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Announcements

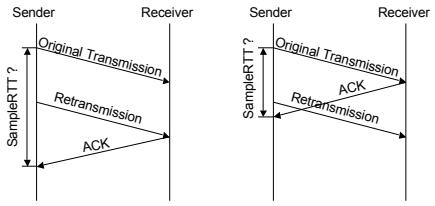
- Project #2 is out
  - Can do individually or in a team of 2 people
  - First phase due November 13
  - Exercise good time management

Goals of Today's Lecture

- Finish up computing Round-Trip Time (RTT) & Retransmission Timeout (RTO)
- Principles of congestion control
  - Learning that congestion is occurring
  - Adapting to alleviate the congestion
- TCP congestion control
  - Additive-increase, multiplicative-decrease (AIMD)
  - NACK- ("fast retransmission") and timeout-based detection
  - How to begin transmitting: *Slow Start*

Problem: Ambiguous RTT Measurement

- How to differentiate between the real ACK, and ACK of the retransmitted packet?



Karn/Partridge Algorithm

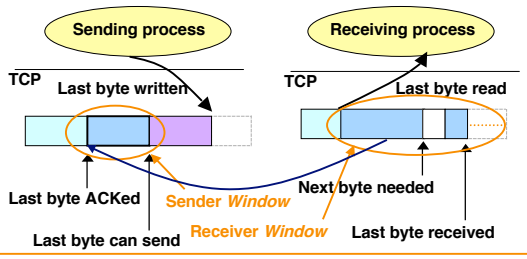
- Measure *SampleRTT* only for original transmissions
  - Once a segment has been retransmitted, do not use it for any further measurements
- Also, employ exponential backoff
  - Every time RTO timer expires, set RTO ← 2·RTO
  - (Up to maximum ≥ 60 sec)
  - Every time new measurement comes in (= successful original transmission), collapse RTO back to computed value

How Fast Should TCP Send?

Flow Control

Sliding Window

- Allow a larger amount of data "in flight"
  - Allow sender to get ahead of the receiver
  - … though not *too far* ahead



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TCP Header for Receiver Buffering

Advertised window informs sender of receiver's buffer space (16 bits)

Source port	Destination port
Sequence number	
Acknowledgment	
HdrLen | 0 | Flags	Advertised window
Checksum	Urgent pointer
Options (variable)	
Data	

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Advertised Window Limits Rate

- If the window is W, then sender can send no faster than W/RTT bytes/sec
  - Receiver **implicitly** limits sender to **rate** that receiver can sustain
  - If sender is going too fast, window advertisements get smaller & smaller
  - Termed *Flow Control*
- In original TCP design, that was it - sole protocol mechanism controlling sender's rate
- What's missing?

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How Fast Should TCP Send?

Congestion Control

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It's Not Just The Sender & Receiver

- Flow control keeps *one fast sender* from overwhelming *a slow receiver*
- Congestion control keeps a *set of senders* from overloading the *network*
- Three congestion control problems:
  - Adjusting to bottleneck bandwidth
    - Without any *a priori* knowledge
    - Could be a Gbps link; could be a modem
  - Adjusting to variations in bandwidth
  - Sharing bandwidth between flows

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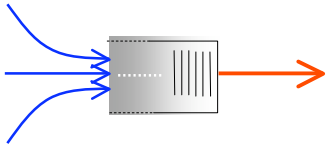
Congestion is Unavoidable

- Two packets arrive at the same time
  - The node can only transmit one
  - … and either buffers or drops the other
- If many packets arrive in a short period of time
  - The node cannot keep up with the arriving traffic
  - … and the buffer may eventually overflow



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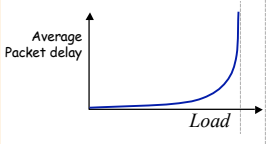
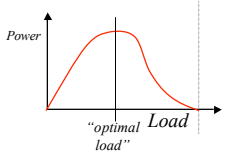
Load, Delay, and Power

Typical behavior of queuing systems with bursty arrivals:



A simple metric of how well the network is performing:

$$Power = \frac{Load}{Delay}$$



Goal: maximize power

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Congestion Collapse

- Definition: Increase in network load results in a **decrease** of useful work done
- Due to:
  - Undelivered packets
    - Packets consume resources and are dropped later in network
  - Spurious retransmissions of packets still in flight
    - Unnecessary retransmissions lead to **more** load!
    - *Pouring gasoline on a fire*
- Mid-1980s: Internet **grinds to a halt**
  - Until Jacobson/Karels (Berkeley!) devise TCP congestion control

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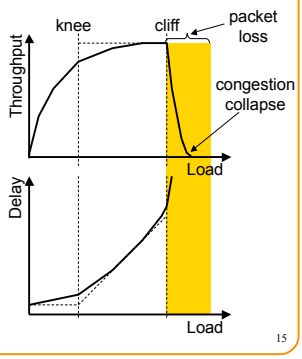
View from a Single Flow

- **Knee** – point after which
  - Throughput increases very slowly
  - Delay increases quickly
- **Cliff** – point after which
  - Throughput starts to decrease very fast to zero (congestion collapse)
  - Delay approaches infinity



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General Approaches

- Send without care
  - Many packet drops
  - **Disaster**: leads to **congestion collapse**
- (1) Get network snapshot, compute global optimum
  - Difficult to scale or to construct consistent snapshot
- (2) Reservations
  - Pre-arrange bandwidth allocations
  - Requires negotiation before sending packets
  - Potentially low utilization (difficult to stat-mux)
- (3) Pricing
  - Don't drop packets for the highest bidders
  - Requires payment model

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General Approaches (cont'd)

- (4) Dynamic Adjustment by end systems
  - Probe network to test level of congestion
  - Speed up when no congestion
  - Slow down when congestion
  - Drawbacks:
    - Suboptimal
    - Messy dynamics
  - Seems complicated to implement
    - But clever algorithms actually pretty simple (Jacobson/Karels '88)
- All four techniques have their place
  - But for generic Internet usage, dynamic adjustment is the most appropriate …
  - … due to pricing structure, traffic characteristics, and good citizenship

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5 Minute Break

Questions Before We Proceed?

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Idea of TCP Congestion Control

- Each source determines the available capacity
  - … so it knows how many packets to have in flight
- Congestion window (CWND)
  - Maximum # of unacknowledged bytes to have in flight
  - Congestion-control equivalent of receiver window
  - MaxWindow = min{congestion window, receiver window}
  - Send at the rate of the slowest component
- Adapting the congestion window
  - Decrease upon detecting congestion
  - Increase upon lack of congestion: optimistic exploration
- Note: TCP congestion control done only by end systems, **not** by mechanisms inside the network

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Detecting Congestion

- How can a TCP sender determine that network is under stress?
- Network could tell it (ICMP Source Quench)
  - Risky, because during times of overload the signal itself could be dropped!
- Packet delays go up (knee of load-delay curve)
  - Tricky, because a noisy signal (delay often varies considerably)
- Packet loss
  - **Fail-safe** signal that TCP already has to detect
  - Complication: non-congestive loss (checksum errors)

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Additive Increase, Multiplicative Decrease

- How much to increase and decrease?
  - Increase linearly, decrease multiplicatively (**AIMD**)
  - Necessary condition for stability of TCP
  - Consequences of over-sized window much worse than having an under-sized window
    - Over-sized window: packets dropped and retransmitted
    - Under-sized window: somewhat lower throughput
- Additive increase
  - On success for last window of data, increase linearly
    - TCP uses an increase of **one packet (MSS) per RTT**
- Multiplicative decrease
  - On loss of packet, TCP divides congestion window in **half**

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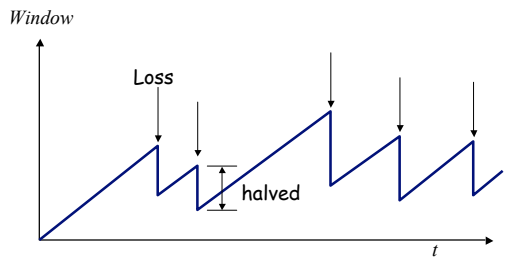
Leads to the TCP "Sawtooth"



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Managing the Congestion Window

- Increasing CWND
  - Increase by MSS on success (= no loss) for last window of data
  - One approach: track first packet in flight, new window starts when it's ack'd, at which point: CWND += MSS
  - Another: increase a fraction of MSS per received ACK
    - # packets (and thus ACKs) per window: CWND / MSS
    - Increment per ACK: CWND += MSS * (MSS / CWND)
    - Is actually slightly sub-linear
- Decreasing the congestion window
  - Cut in half on loss detected by NACK ("**fast retransmit**")
  - Cut all the way to 1 MSS on loss detected by **timeout**
  - Never drop CWND below 1 MSS

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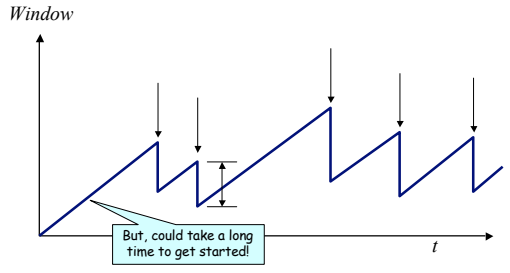
Getting Started

Need to start with a small CWND to avoid overloading the network.



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"Slow Start" Phase

- Start with a small congestion window
  - Initially, CWND is 1 MSS (*)
  - So, initial sending rate is MSS/RTT
- That could be pretty wasteful
  - Might be much less than the actual bandwidth
  - Linear increase takes a long time to accelerate
- Slow-start phase (actually "fast start")
  - Sender starts at a slow rate (hence the name)
  - … but increases the rate **exponentially**
  - … until the first loss event

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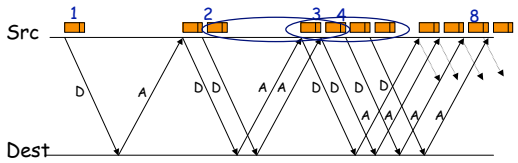
Slow Start in Action

Double CWND per round-trip time

Simple implementation:
on each ack, CWND += MSS



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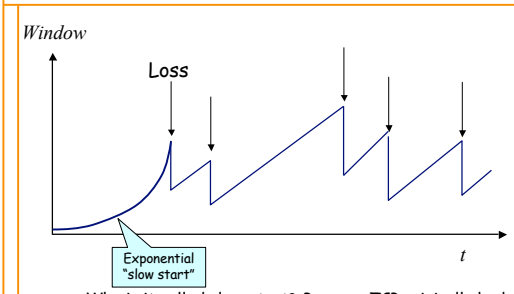
Slow Start and the TCP Sawtooth



Why is it called slow-start? Because TCP originally had no congestion control mechanism. The source would just start by sending a whole window's worth of data.

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Loss Detection in TCP, Scheme #1

- Quick **NACK**-based detection
- Triple duplicate ACK ("three dups")
  - Packet **n** is lost, but packets **n+1**, **n+2**, …, arrive
  - On each arrival of a packet not in sequence, receiver generates an ACK
    - As always, ACK is for seq.no. just beyond highest in-sequence
  - So as **n+1**, **n+2**, … arrive, receiver generates repeated ACKs for seq.no. **n**
    - "duplicate" acknowledgments since they all look the same
  - Sender sees 3 of these and immediately retransmits packet **n** (and only **n**)
  - Multiplicative decrease and keep going
- Termed **Fast Retransmission**

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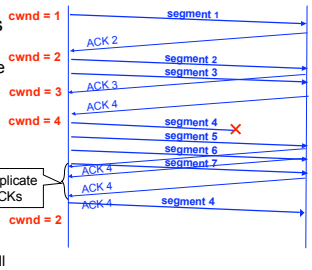
Fast Retransmission

- Resend a segment after 3 duplicate ACKs
  - Duplicate ACK means that an out-of sequence segment was received



- Notes:
  - ACKs are for next expected packet
  - Packet reordering can cause duplicate ACKs
  - Window may be too small to generate enough duplicate ACKs

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Loss Detection in TCP, Scheme #2

- **Timeout**
- Sender starts a timer that runs for RTO seconds
- Every time ack for new data arrives, restart timer
- If timer expires:
  - Set **SSTHRESH** ← CWND / **2** ("Slow-Start Threshold")
  - Set **CWND** ← MSS (avoid a burst)
  - Retransmit **first** lost packet
  - Execute Slow Start until **CWND** > **SSTHRESH**
  - After which switch to Additive Increase
    - Termed: Congestion Avoidance

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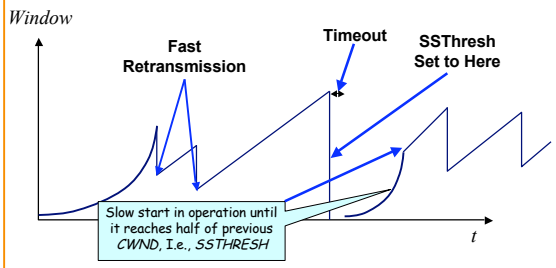
Repeating Slow Start After Timeout



Slow-start restart: Go back to CWND of 1 MSS, but take advantage of knowing the previous value of CWND.

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Summary

- Congestion is inevitable
  - Internet does not reserve resources in advance
  - TCP actively tries to grab capacity
- Congestion control critical for avoiding collapse
  - **AIMD**: Additive Increase, Multiplicative Decrease
  - Congestion detected via packet loss (fail-safe)
    - NACK-based fast retransmission on "three dups"
    - Timeout
  - Slow start to find initial sending rate & to restart after timeout
- Next class
  - TCP performance

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