Faster Restart for TCP Friendly Rate Control (TFRC)

draft-ietf-dccp-tfrc-faster-restart-00.txt

Slides: http://www.icir.org/floyd/talks/

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(Faster Restart used to be in: draft-ietf-dccp-tfrc-voip.)

The Goal of Faster Restart:

- Current response to idle periods conservative:
 - Cut allowed rate in half every four idle RTTs.
 - Then slow-start.
- Safe for network, bad for some applications:
 - Voice traffic with silence suppression.
 - Slow-start glitches every time new person talks?
- Faster Restart insight: Path already validated.
 - More aggressive response than slow start OK after short idle periods.

Initial Design:

- Remember sustained rate (X_active_recv) recently supported by path.
- After an idle period, "faster-start" up to X_active_recv.
 - Quadruple rate every RTT up to X_active_recv
 - If slow start took \$n\$ RTTs to recover X_active_recv, this takes \$n/2\$ RTTs
- For long idle periods (>= 30 minutes), no faster restart;
 - for medium idle periods (10-30 minutes), faster restart to a fraction of X_active_recv

Problems (from Sara Landstrom)

- What about extremely short idle periods?
- What about application-limited traffic? (Immediately before idle period, was sending slower than application allowed)
- What about faster-restarting from an application-limited, but non-idle, state?

Changes to Faster Restart:

- Remember high sustained rate (X_active_recv) recently supported by path:
 - Move X_active_recv up on higher sustained rates.
 - Move X_active_recv down on congestion feedback.
 - Reduce effective X_active_recv as information becomes stale.
- Always allow faster-restart up to X_active_recv.

Comments from: draft-burness-dccp-interactive-apps-00.txt:

- "In [6] fast restart is allowed inside 10 minutes at the prior rate, reducing to the normal 4 packets minimum by 30 minutes. We consider this time is too long for two reasons."
 - Mobility.
 - Video, or audio on low capacity links.
- "We propose a similar solution, but with a different timescale."