

Congestion Control Workshop

Summary

July 28, 2012

What can we do?

- Absent changes to the network can we actually do something?

Yes

- Is there work in the area of measurements that can we do to create “incentives” to make updates in the network happen?

Yes

- Is it useful to develop a congestion control mechanism that assumes the problem is in the end host (browser) only? (Where there is idle capacity in the network.)

Yes

- There is a wide range of normal delay variation in non congested networks

Investigate range and distribution to help design delay based algorithms

Two Solution Tracks

- Requires longer timeframe to deploy
- Improve network entities for those cases where network is congested.
- Examples
 - Get ECN deployed
 - Queue segregation
 - Classification of traffic (e.g., DPI, QoS signaling)
- Applicable to today's timeframe
- Avoiding self-inflicted queuing.
- Approach: Ensure that the network does not get congested. Solution focuses on idle networks.
- Congestion control for real-time media that browsers send.
- Example:
 - Change the way TCP is used in browsers (avoid opening many concurrent TCP connections, interworking with DASH, use SPDY)
 - Single congestion manager on end host or browser

Design Aspects for Short-Term Approach

- Media is inherently variable. Codecs have limited scope for adaption
 - Focus on traffic characteristics of media (voice, video, data)
 - Different to TCP bulk transfer applications
 - Congestion controller needs to be aware of these limitations
 - Codecs may be bursty
 - Possibility to link congestion with current encoding
 - What information (if any) gets exchanged between codec and congestion control algorithm?
- Startup behavior?

Design Aspects for Short-Term Approach

- Feedback signals come in various forms:
 - RTCP, delay, loss, correlation between signal and jitter, etc.
 - Use explicit congestion signal, if available (obvious). Example: ECN
 - Need algorithm that reacts to all signals including delay, loss, ECN, etc.
- Delay-based and Loss-based Algorithms
 - Achieve low latency with algorithm design
 - Delay based algorithms are needed in this mode (unless you have things like ECN)
 - Needs to not fail when competing with TCP in case of losses