



UiO : University of Oslo

Update on the TCP Evaluation Suite

David Hayes <davihay@ifi.uio.no>

David Ros <David.Ros@telecom-bretagne.eu>

Lachlan Andrew <landrew@swin.edu.au>

Sally Floyd <floyd@acm.org>

ICCRG — IETF 87, Berlin



Outline

- ▶ Background to the test suite
- ▶ Overview of the test suite
- ▶ Changes from previous tmrg draft
- ▶ Future extensions

Background to the Test Suite

Why?

- ▶ Broad tests for new mechanisms
- ▶ Help facilitate comparisons
- ▶ Avoid CC wars

Background to the Test Suite

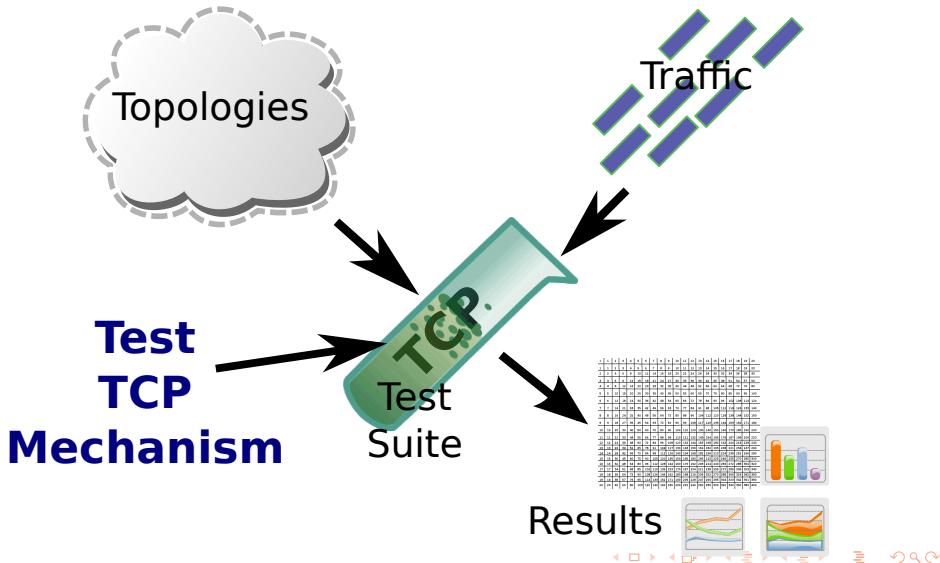
Why?

- ▶ Broad tests for new mechanisms
- ▶ Help facilitate comparisons
- ▶ Avoid CC wars

Objectives

- ▶ Base realistic test for new TCP mechanisms
- ▶ Standardised
- ▶ Publicly available implementations
- ▶ Small set of summary results

Test Suite Design

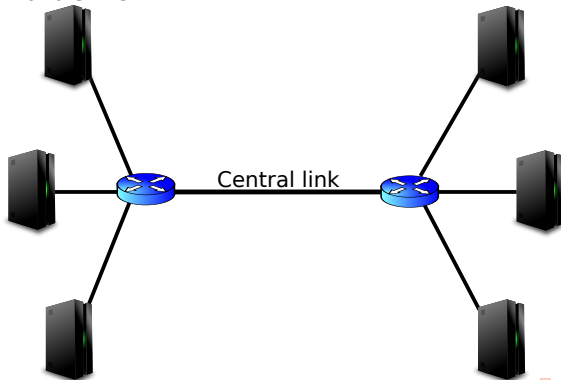


Tests

Basic

- ▶ access link, data center, trans-oceanic, satellite, wifi and dial up

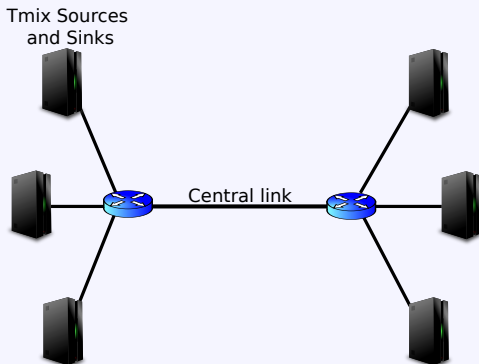
Tmix Sources
and Sinks



Tests – cont.

Latency specific

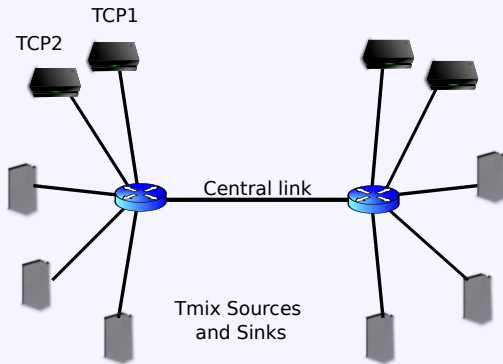
- ▶ **Delay/throughput tradeoff as function of queue size**
- ▶ Ramp up time: completion time of one flow
- ▶ Transients: release of bandwidth, arrival of many flows



Tests – cont.

Latency specific

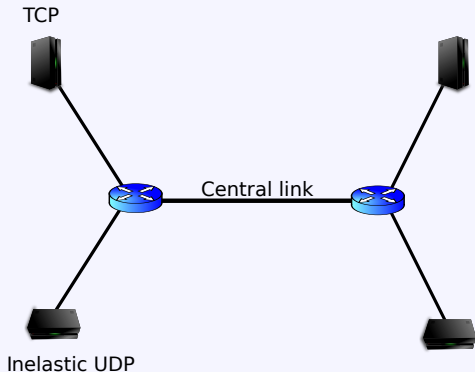
- ▶ Delay/throughput tradeoff as function of queue size
- ▶ **Ramp up time: completion time of one flow**
- ▶ Transients: release of bandwidth, arrival of many flows



Tests – cont.

Latency specific

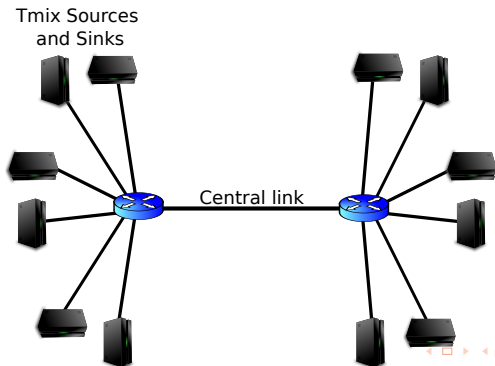
- ▶ Delay/throughput tradeoff as function of queue size
- ▶ Ramp up time: completion time of one flow
- ▶ **Transients: release of bandwidth, arrival of many flows**



Tests – cont.

Throughput- and fairness-related

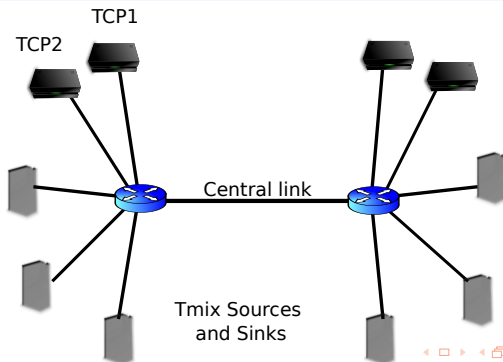
- ▶ **Impact on standard TCP traffic**
- ▶ Intra-protocol and inter-RTT fairness
- ▶ Multiple bottlenecks



Tests – cont.

Throughput- and fairness-related

- ▶ Impact on standard TCP traffic
- ▶ **Intra-protocol and inter-RTT fairness**
- ▶ Multiple bottlenecks

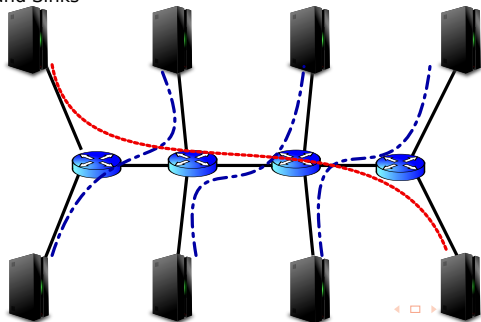


Tests – cont.

Throughput- and fairness-related

- ▶ Impact on standard TCP traffic
- ▶ Intra-protocol and inter-RTT fairness
- ▶ **Multiple bottlenecks**

Tmix Sources
and Sinks



Traffic

Tmix

- ▶ Constructed from UNC trace captures
- ▶ File of connection vectors

Traffic

Tmix

- ▶ Constructed from UNC trace captures
- ▶ File of connection vectors

Connection Vector (CV)

- ▶ models application layer interaction on a TCP flow

Traffic

Tmix

- ▶ Constructed from UNC trace captures
- ▶ File of connection vectors

Connection Vector (CV)

- ▶ models application layer interaction on a TCP flow

Resulting traffic

- ▶ Realistic traffic
- ▶ Thousands of concurrent TCP connections

Changes since the last draft

`http://riteproject.eu/ietf-drafts`

- ▶ tmrg → iccrg
- ▶ Use of Tmix and traffic generation specifications
- ▶ Change in load specification – percent loss → offered load (as percent of bottleneck capacity)
- ▶ Refinement of scenarios based on implementation exercise
- ▶ Removal of most of the more academic discussion of alternatives.
- ▶ Progressing implementation in NS2 – help and contributors welcome!

Future extensions

Latency metrics

- ▶ Many of the metrics are throughput- and efficiency-based
- ▶ Latency is increasing in importance
 - ▶ Per-packet delay distribution
 - ▶ (Application-level) Flow completion times

Making traffic suitable for tests

Dealing with non-stationarity

- ▶ The trace traffic is not stationary
- ▶ While realistic, it makes determining test parameters difficult
- ▶ Solution adopted is to shuffle the CV start times
 - ▶ bin sizes relative to bottleneck capacity
 - ▶ 5 s for 100 Mbps
 - ▶ Fisher-Yates shuffle

Making traffic suitable for tests – cont.

Scaling

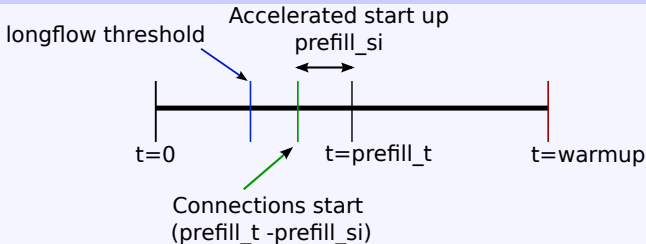
```
experiment_cv_start_time = scale * cv_start_time
```

Making traffic suitable for tests – cont.

Scaling

$\text{experiment_cv_start_time} = \text{scale} * \text{cv_start_time}$

Pre-filling to accelerate start up



Making traffic suitable for tests – cont.

“Steady state”

The following approach is taken

- ▶ Simulation time is long enough so the offered load in the last and second last third is equal (within 5%)
- ▶ Warm up time is calculated based on NS2 simulation of NewReno
 - ▶ time until the load (and queue stats) after warm up are equal in the first and second halves are equal (within 5%)