

AQM, TFRC, LEDBAT, uTP

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AQM

- RFC 2309 – Recommendations on Queue Management and Congestion Avoidance in the Internet
- “Internet meltdown” or “congestion collapse” in the mid of 1980
- The original fix for Internet meltdown was provided by Van Jacobson in 1986
 - TCP connections should “back off” during congestion

AQM (cont'd)

- The need for **Active Queue Management (AQM)**
 - Lock-out
 - Full queues

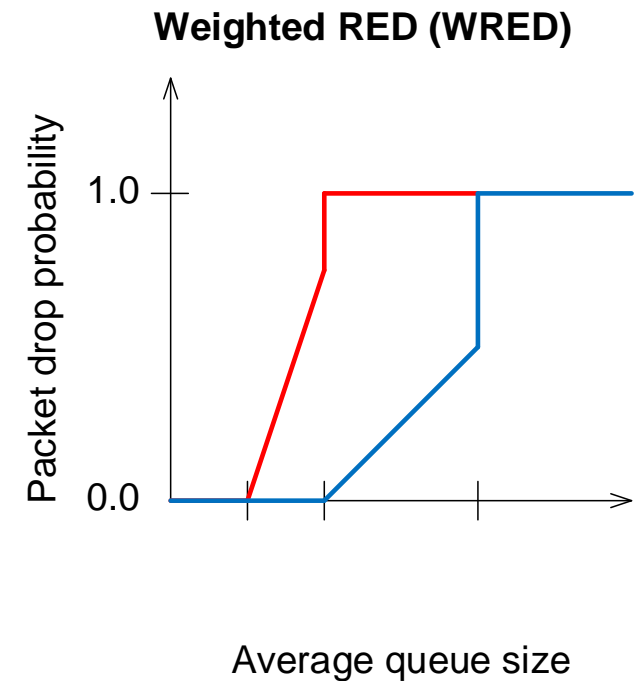
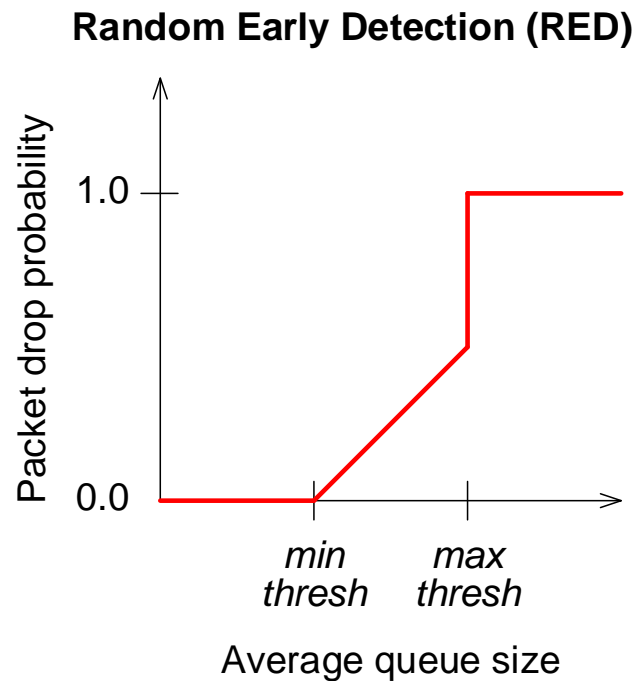


AQM (cont'd)

- AQM advantages for responsive flows:
 - Reduce number of packets dropped in routers
 - Provide lower-delay interactive service
 - Avoid lock-out behavior

AQM (cont'd)

- 2 main parts of **Random Early Detection (RED)**
 - Estimation of the average queue size
 - Packet drop decision



TFRC

- RFC 5348: TCP Friendly Rate Control (TFRC): Protocol Specification
- **TCP-Friendly Rate Control (TFRC)** is a congestion control mechanism designed for unicast flows competing with TCP traffic
- TFRC is not a protocol!

TFRC (cont'd)

- The need for TFRC:
 - Be reasonably fair when competing for bandwidth with TCP traffic
 - A much lower variation of throughput over time compared with TCP
- The penalty of having smoother throughput than TCP while competing fairly for bandwidth is that TFRC responds slower than TCP to changes in available bandwidth
 - Thus TFRC should only be used when the application has a requirement for smooth throughput

TFRC (cont'd)

- The throughput equation recommend for TFRC is a slightly simplified version of the throughput equation for TCP Reno (the PFTK model)

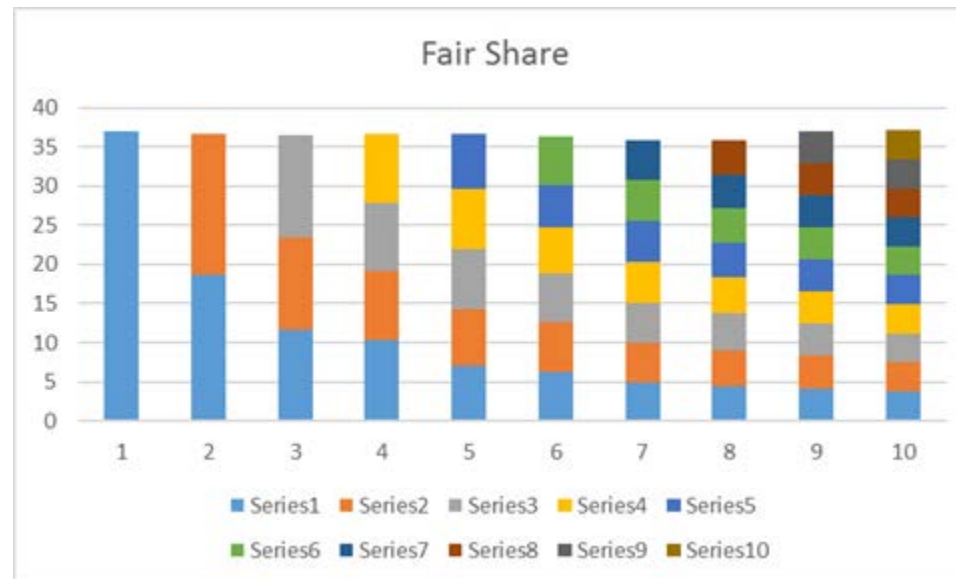
$$X = \frac{s}{R \cdot \sqrt{2 \cdot b \cdot p / 3} + (t_{\text{RTO}} * (3 \cdot \sqrt{3 \cdot b \cdot p / 8} * p * (1 + 32 \cdot p^2)))}$$

LEDBAT

- RFC 6817 – Low Extra Delay Background Transport (LEDBAT)
- **Low Extra Delay Background Transport (LEDBAT)** is a delay-based congestion control algorithm
- LEDBAT is designed for use by background bulk-transfer applications to be no more aggressive than standard TCP congestion control

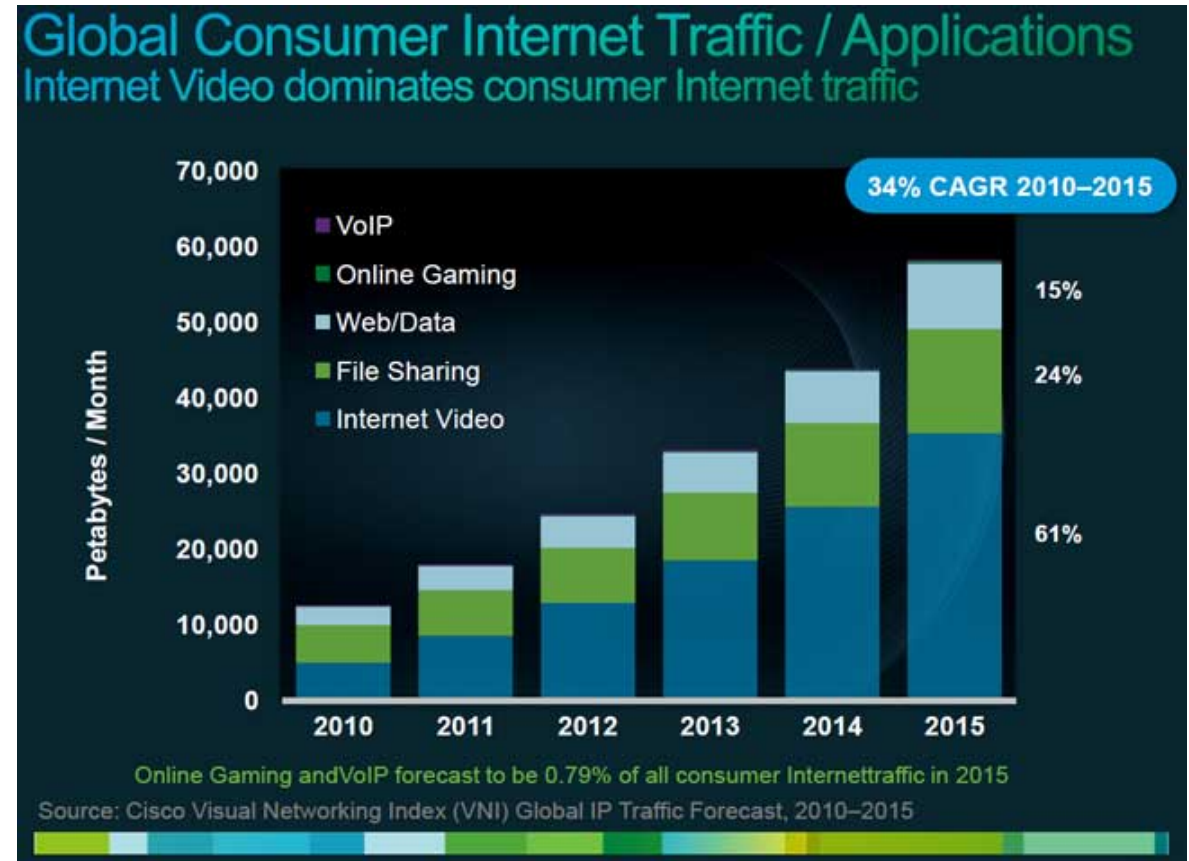
LEDBAT (cont'd)

- The need for LEDBAT
 - TCP seeks to share bandwidth at a bottleneck link equitably among flows competing at the bottleneck
 - However, not all applications seek an equitable share of network throughput



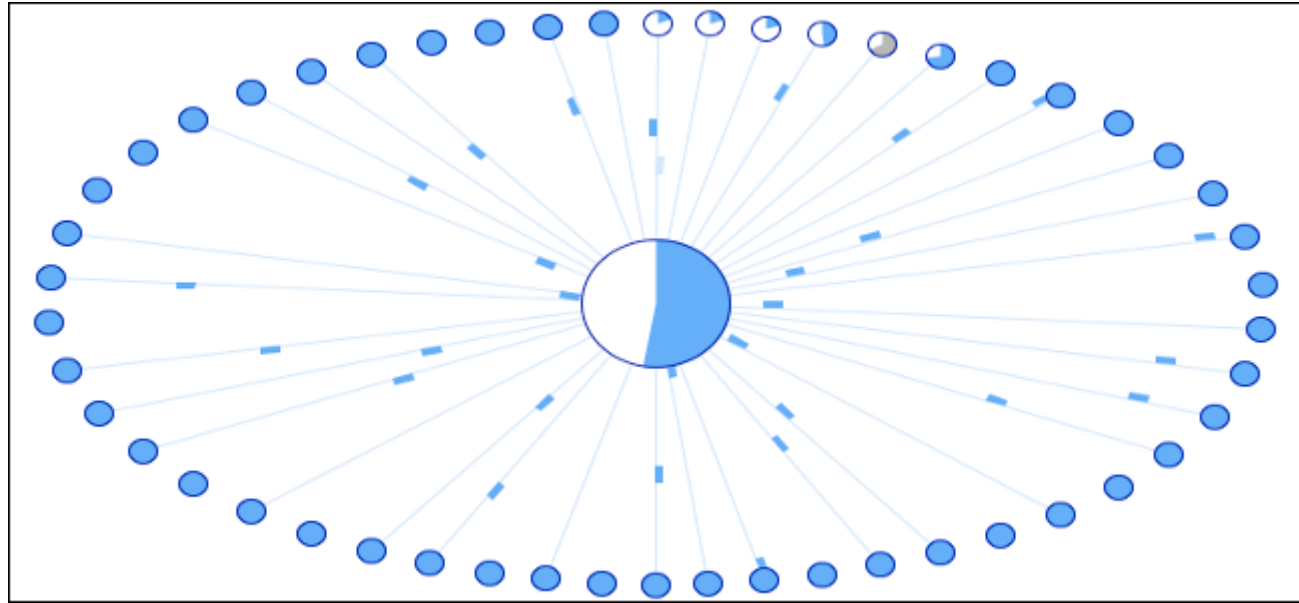
LEDBAT (cont'd)

- 2 types of applications:
 - Background (non-real-time)
 - Foreground (real-time)



LEDBAT (cont'd)

- **Standard TCP** implementations (TCP Reno, TCP NewReno, etc.) may be too aggressive for use with background applications



LEDBAT (cont'd)

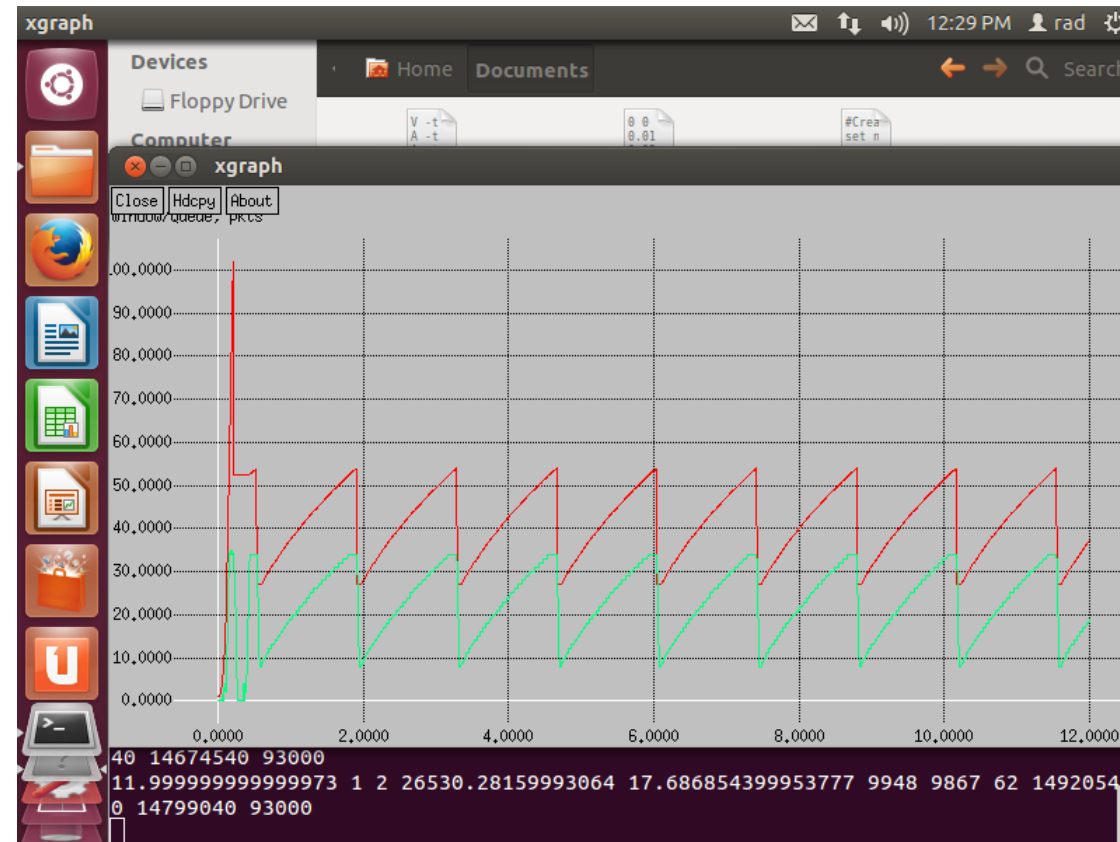
- **Non-standard TCP** implementations (TCP Vegas, TCP FAST, etc.) are generally designed to achieve more, not less throughput than standard TCP, and often outperform TCP under particular network settings
- LEDBAT is designed to be no more aggressive than TCP
 - It is a “scavenger” congestion control mechanism
 - Less-than-Best-Effort (LBE)

LEDBAT (cont'd)

- LEDBAT design goals:
 - To utilize end-to-end available bandwidth and to maintain low queueing delay when no other traffic is present
 - To add limited queueing delay to that induced by concurrent flows
 - To yield quickly to standard TCP flows that share the same bottleneck link
- LEDBAT can be used as:
 - A part of a transport protocol (UDP, RTP)
 - A part of an application (P2P, software updates)

LEDBAT (cont'd)

- Standard TCP sender increases its congestion window (cwnd) until a loss occurs



LEDBAT (cont'd)

- LEDBAT employs one-way delay measurements to estimate queueing delay
- When the estimated queueing delay is less than a predetermined target, LEDBAT infers that the network is not yet congested and increases its sending rate to utilize any spare capacity in the network
- When the estimated queueing delay becomes greater than the predetermined target, LEDBAT decreases its sending rate as a response to potential congestion in the network

LEDBAT (cont'd)

- Sender-side operation on ACK

```
current_delay = acknowledgement.delay
base_delay = min(base_delay, current_delay)
queuing_delay = current_delay - base_delay
off_target = (TARGET - queuing_delay) / TARGET
cwnd += GAIN * off_target * bytes_newly_acked * MSS / cwnd
```

uTP

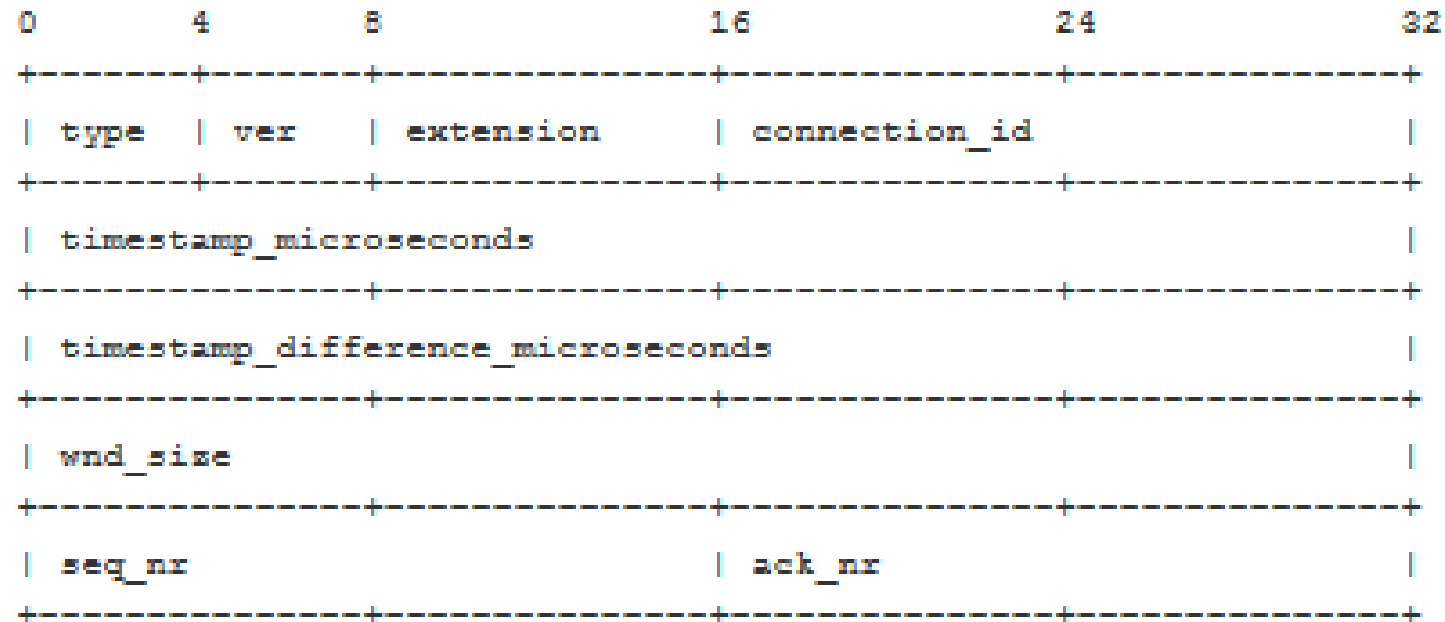
- BEP 29 – uTorrent Transport Protocol
 - Also known as **Micro Transport Protocol** or **μTP**
 - BEP = BitTorrent Enhancement Proposal
- **uTorrent Transport Protocol (uTP)** design goals:
 - To not disrupt internet connections
 - Still utilize the unused bandwidth fully
- The problem is that DSL and cable modems typically have large buffers

uTP (cont'd)

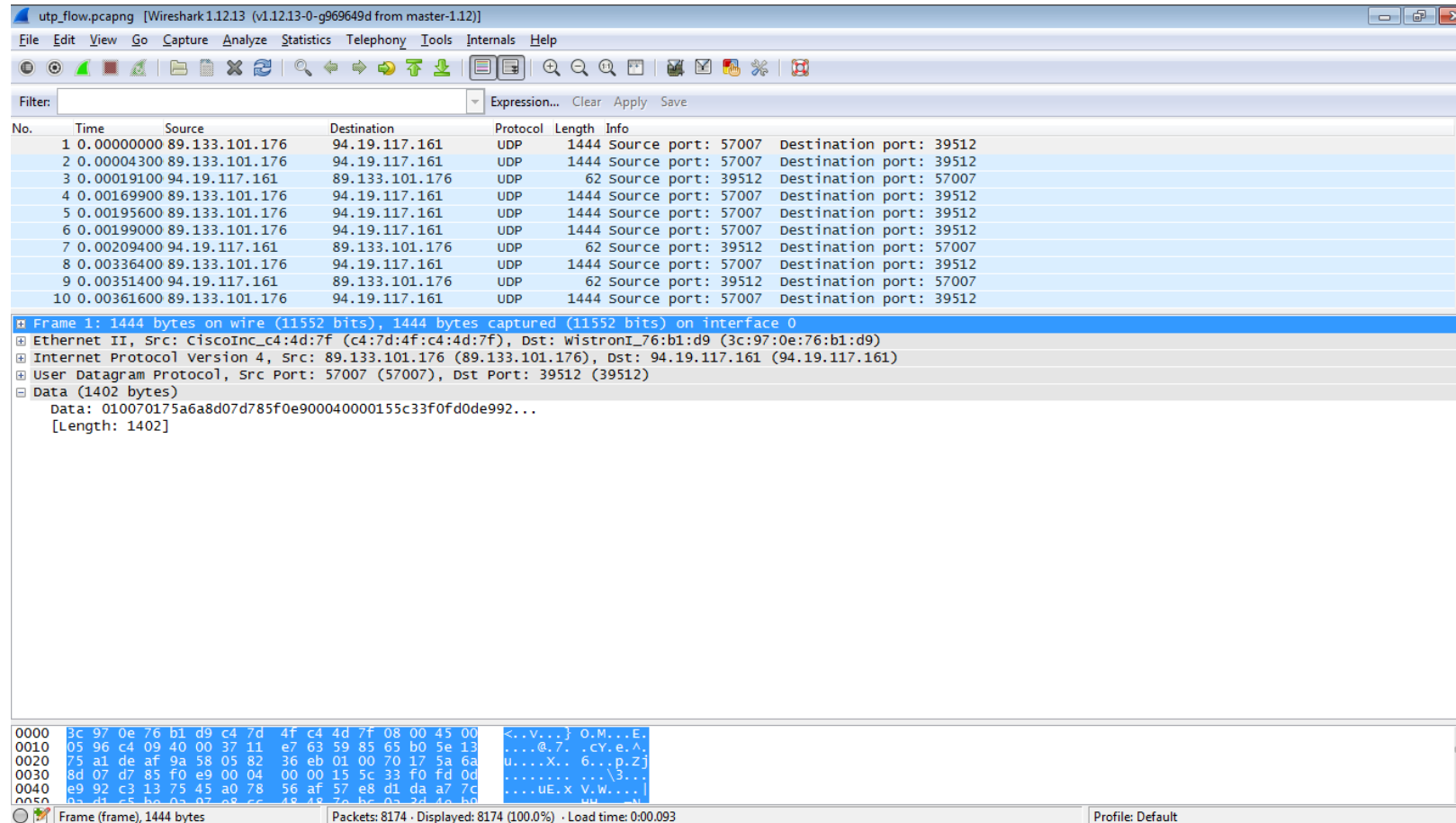
- Traditional solution:
 - Cap the upload rate of the BitTorrent client to 80% of the up-link speed
 - 80% leaves some head room for interactive traffic
- Drawbacks with this solution:
 - The user needs to configure his/her BitTorrent client
 - The user needs to know his/her internet connection's upload speed
 - The headroom of 20% wastes bandwidth

uTP (cont'd)

- uTP is a transport protocol layered on top of UDP



uTP (cont'd)



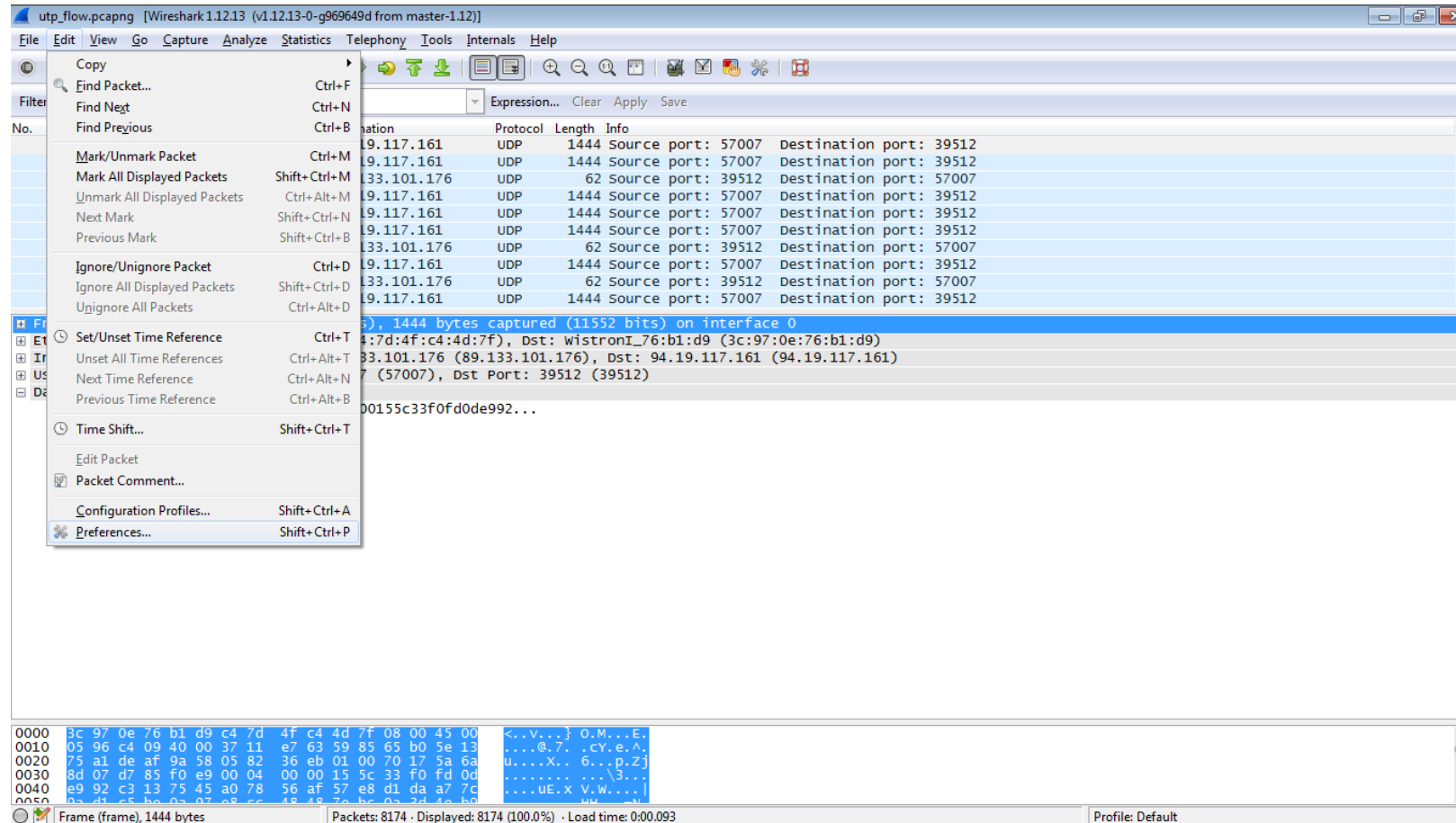
The image shows a Wireshark packet capture window titled "utp_flow.pcapng [Wireshark 1.12.13 (v1.12.13-0-g969649d from master-1.12)]". The interface includes a menu bar (File, Edit, View, Go, Capture, Analyze, Statistics, Telephony, Tools, Internals, Help), a toolbar, and a filter bar. The main display area shows a list of 10 UDP packets. The selected packet (No. 1) is expanded, showing the following details:

- Frame 1: 1444 bytes on wire (11552 bits), 1444 bytes captured (11552 bits) on interface 0
- Ethernet II, Src: CiscoInc_c4:4d:7f (c4:7d:4f:c4:4d:7f), Dst: WistronI_76:b1:d9 (3c:97:0e:76:b1:d9)
- Internet Protocol Version 4, Src: 89.133.101.176 (89.133.101.176), Dst: 94.19.117.161 (94.19.117.161)
- User Datagram Protocol, Src Port: 57007 (57007), Dst Port: 39512 (39512)
- Data (1402 bytes)
 - Data: 010070175a6a8d07d785f0e900040000155c33f0fd0de992...
 - [Length: 1402]

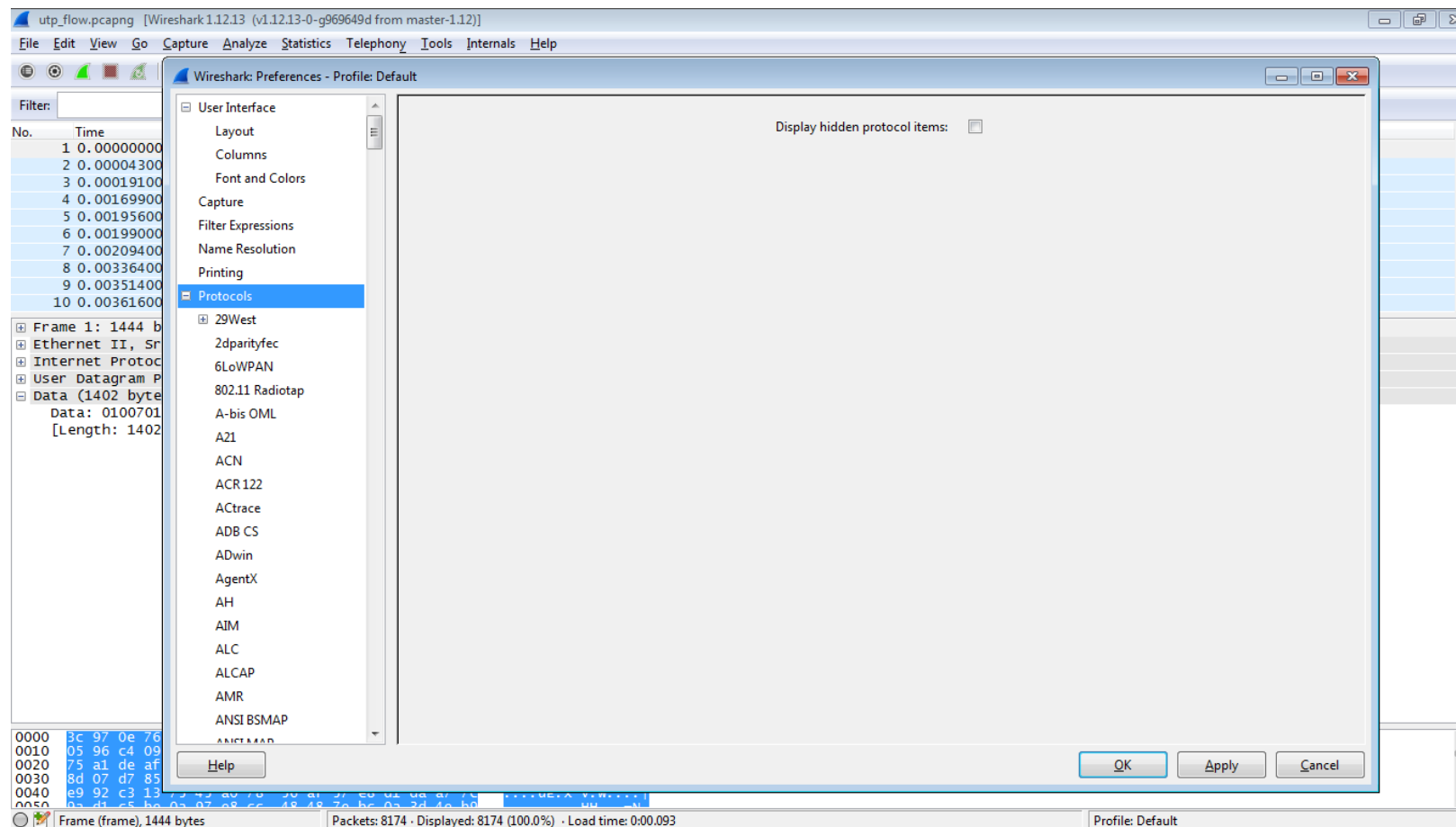
The bottom of the window shows a hex dump and ASCII representation of the packet data. The status bar at the bottom indicates "Frame (frame), 1444 bytes", "Packets: 8174 · Displayed: 8174 (100.0%)", "Load time: 0:00.093", and "Profile: Default".

No.	Time	Source	Destination	Protocol	Length	Info
1	0.00000000	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
2	0.00004300	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
3	0.00019100	94.19.117.161	89.133.101.176	UDP	62	Source port: 39512 Destination port: 57007
4	0.00169900	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
5	0.00195600	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
6	0.00199000	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
7	0.00209400	94.19.117.161	89.133.101.176	UDP	62	Source port: 39512 Destination port: 57007
8	0.00336400	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512
9	0.00351400	94.19.117.161	89.133.101.176	UDP	62	Source port: 39512 Destination port: 57007
10	0.00361600	89.133.101.176	94.19.117.161	UDP	1444	Source port: 57007 Destination port: 39512

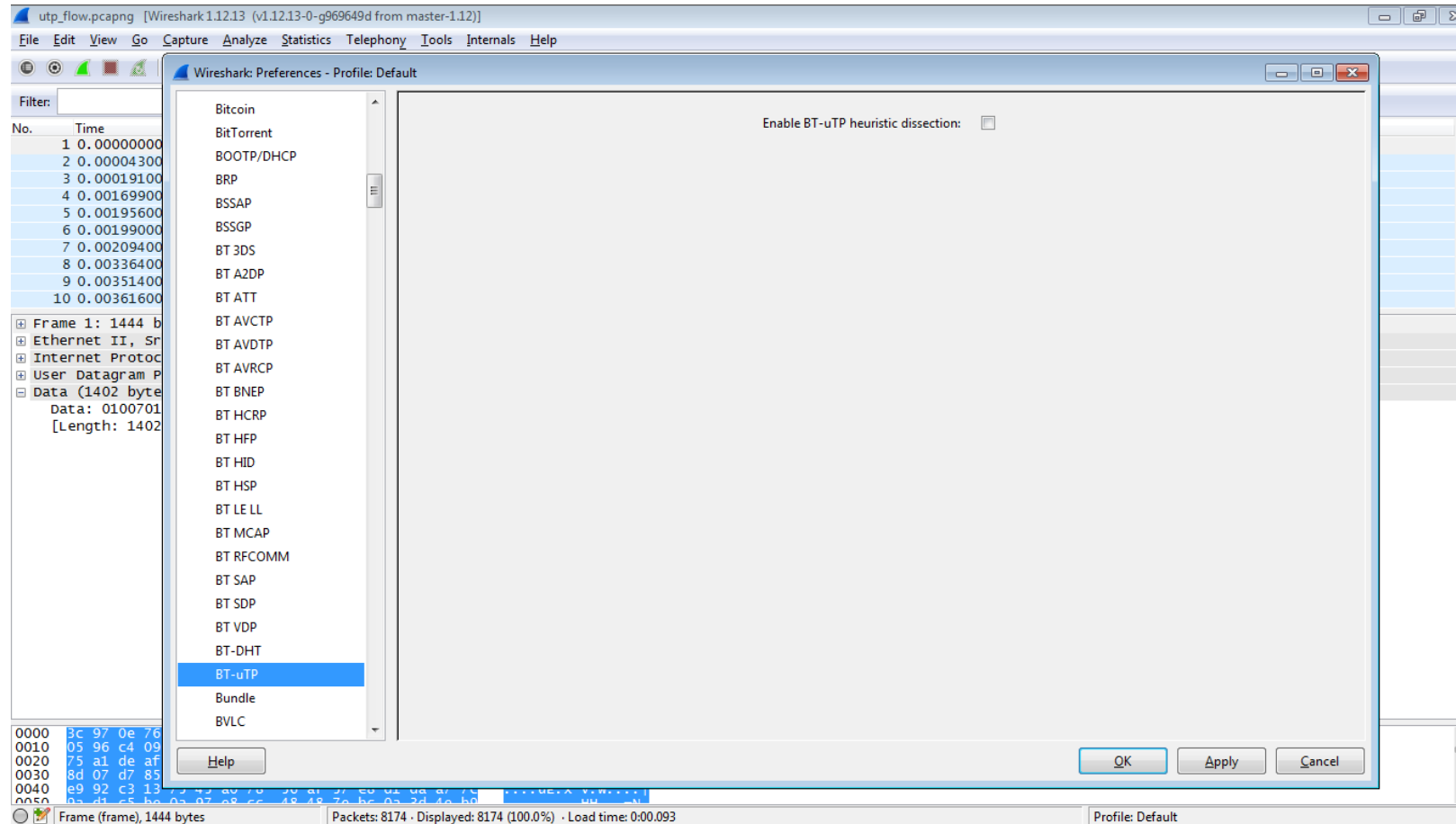
uTP (cont'd)



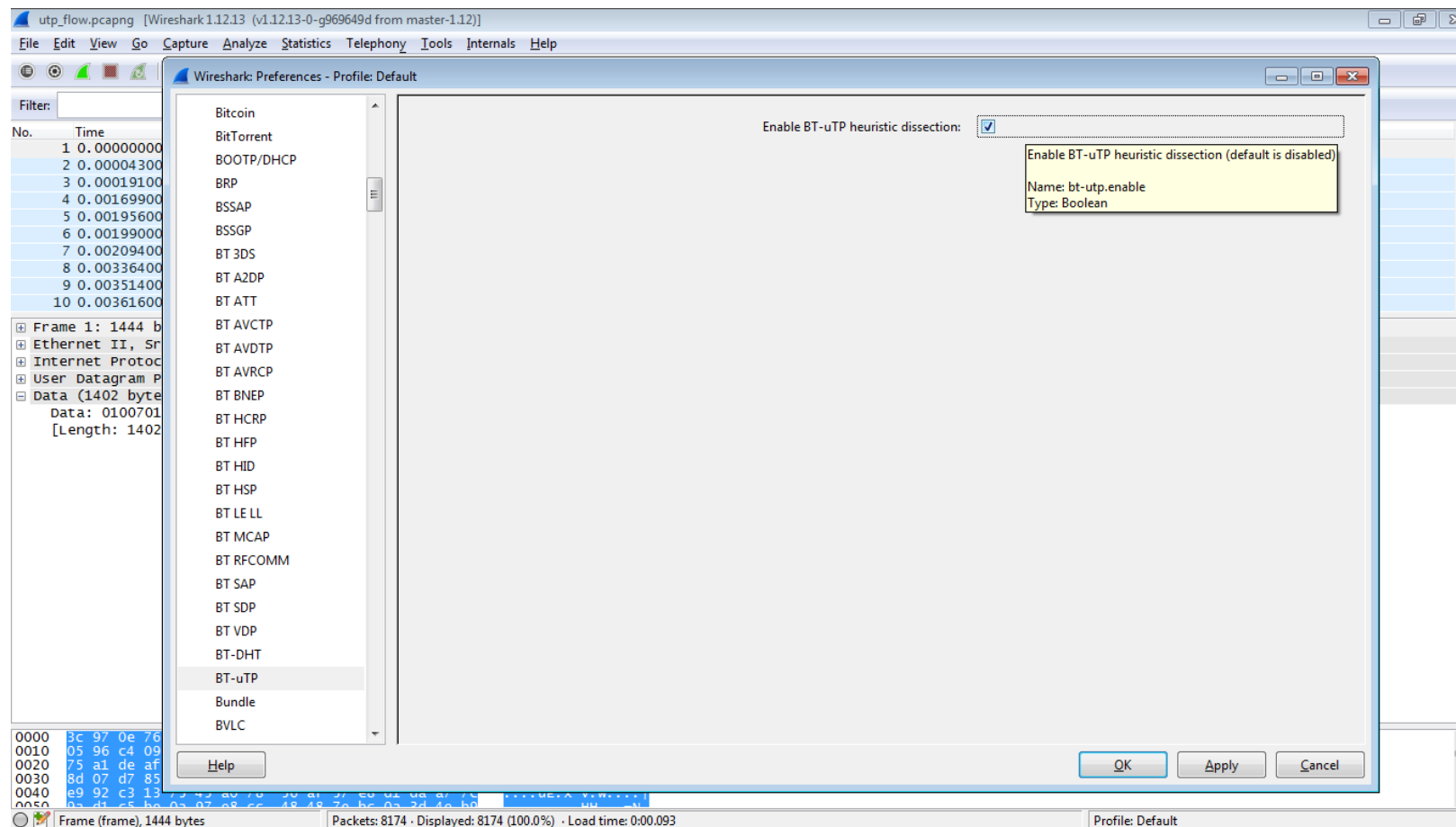
uTP (cont'd)



uTP (cont'd)



uTP (cont'd)



uTP (cont'd)

The image shows a Wireshark capture of uTP traffic. The top pane displays a list of 10 frames, all of which are uTorrent Transport Protocol (uTP) packets. The bottom pane shows the detailed view of the first frame, which is a uTP packet. The packet structure is as follows:

- Frame 1: 1444 bytes on wire (11552 bits), 1444 bytes captured (11552 bits) on interface 0
- Ethernet II, Src: CiscoInc_c4:4d:7f (c4:7d:4f:c4:4d:7f), Dst: WistronI_76:b1:d9 (3c:97:0e:76:b1:d9)
- Internet Protocol Version 4, Src: 89.133.101.176 (89.133.101.176), Dst: 94.19.117.161 (94.19.117.161)
- User Datagram Protocol, Src Port: 57007 (57007), Dst Port: 39512 (39512)
- uTorrent Transport Protocol v1 (1402 bytes)
 - 0001 = Version: 1
 - 0000 = Type: Data (0)
 - Next Extension Type: No Extension (0)
 - Connection ID: 28695
 - Timestamp Microseconds: 1516932359
 - Timestamp Difference Microseconds: 3615879401
 - Windows Size: 262144
 - Sequence number: 5468
 - ACK number: 13296
 - Data: fd0de992c3137545a07856af57e8d1daa77c9ad1c5be0a97...

The bottom pane also shows the raw packet data in hexadecimal and ASCII format.

uTP (cont'd)

- LEDBAT vs. TCP

