

AF & TCP
*towards the specification of
an IP+ Service*

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AF&TCP

- AF & TCP: what is the problem?
- Simulation Results
- Preliminary Conclusions
- Testing: where are we?

Problem Statement

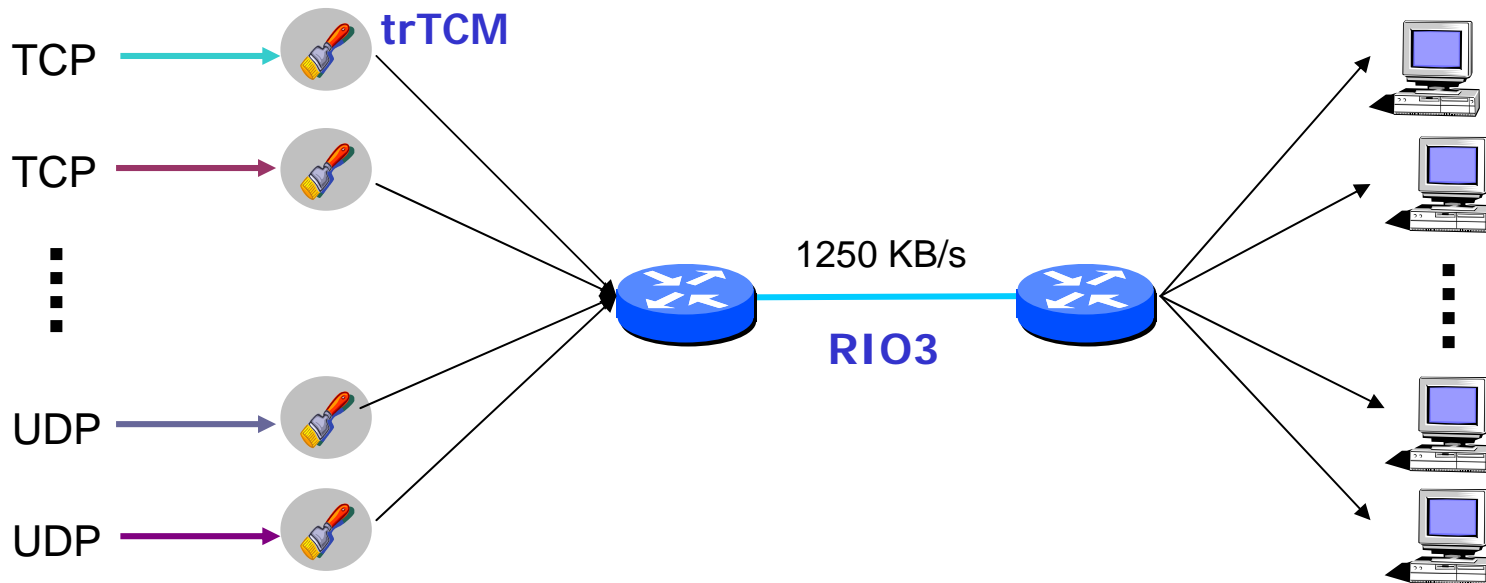
- How can AF increase the QoS of TCP flows?
 - “Assured Bandwidth” (IP+ Service)
 - for flow aggregates
 - for individual sessions (microflows)

*even if the SLS is defined at the aggregate level,
improvement of QoS should be seen by individual flows.*

- Enemies of AB
 - Perturbation due to non-responsive (UDP) flows
 - Heterogeneity of RTT

Simulations: TCP vs. UDP

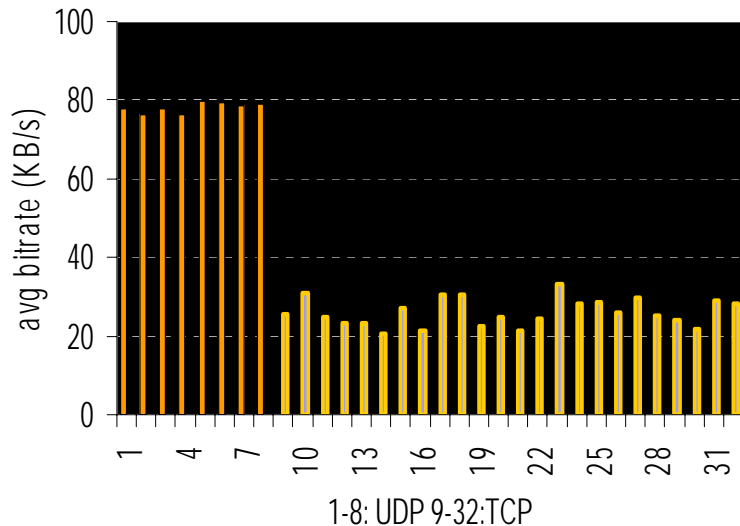
- 32 flows: 8 UDPs, 24 TCPs
- Tested Different Marking strategies
 - Same parameters for both protocols
 - Gave TCP higher values



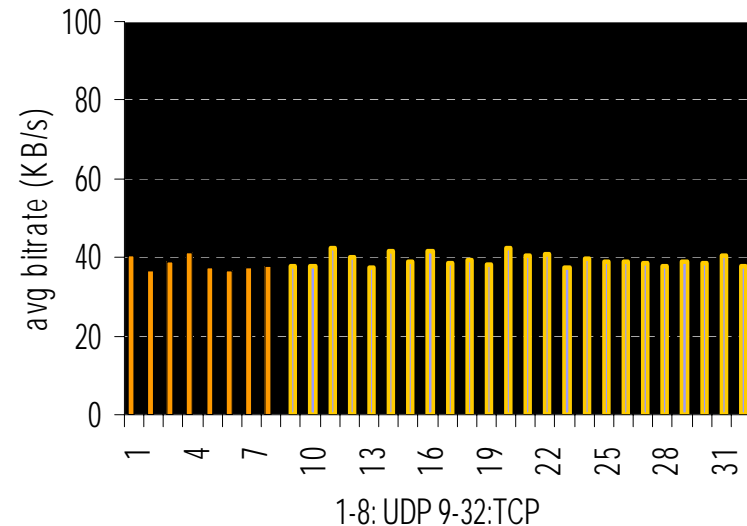
Simulations: TCP vs. UDP

- Fair sharing can be obtained through marking
- TCP flows needed higher TB values (35% in this case)
- We should be careful when accepting UDP in an AF class.

BE

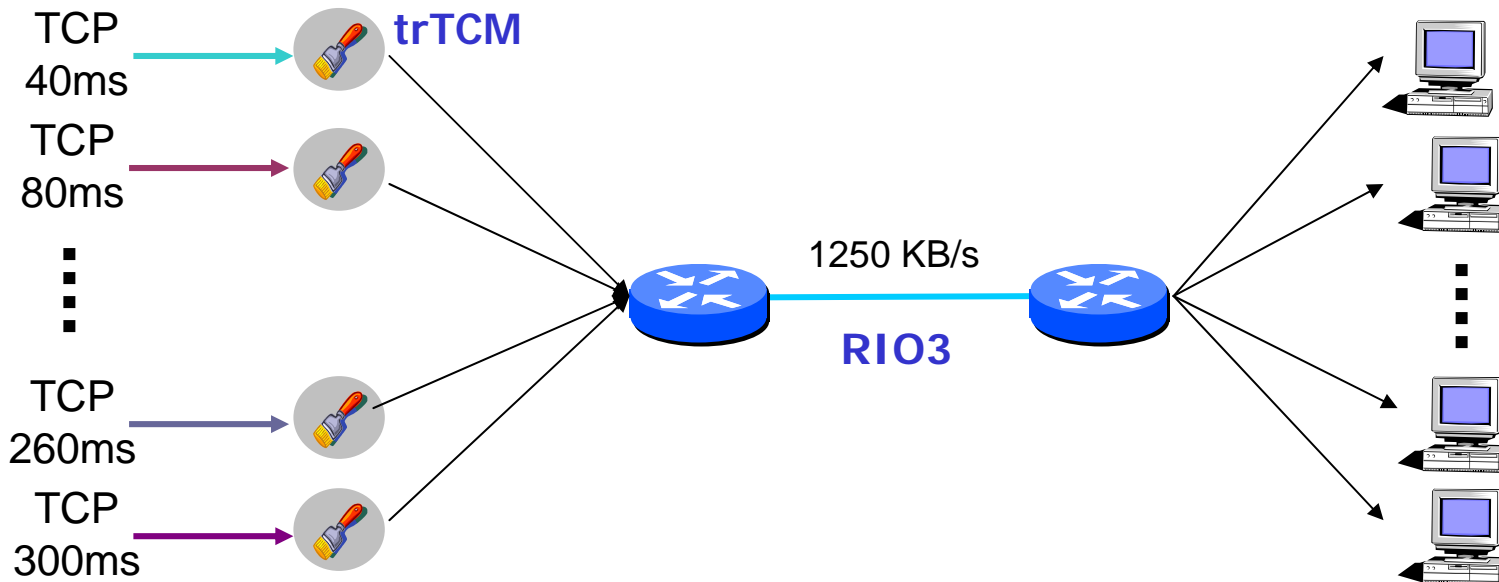


AF



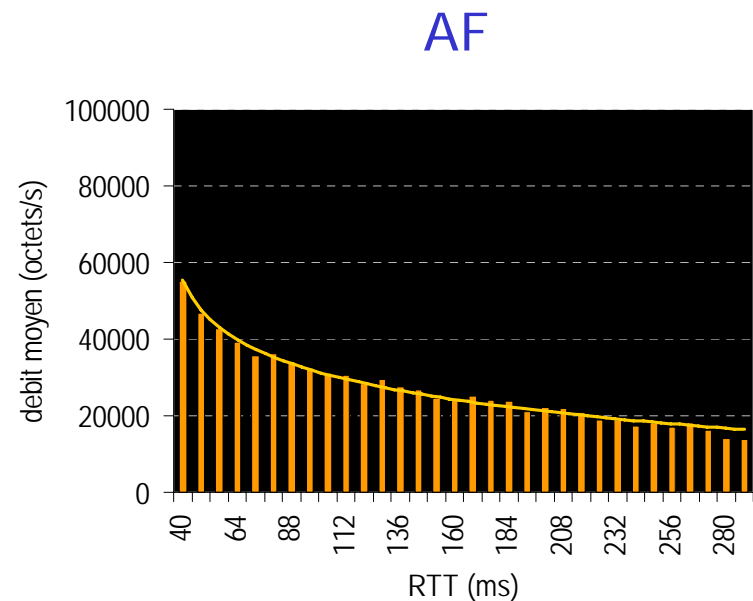
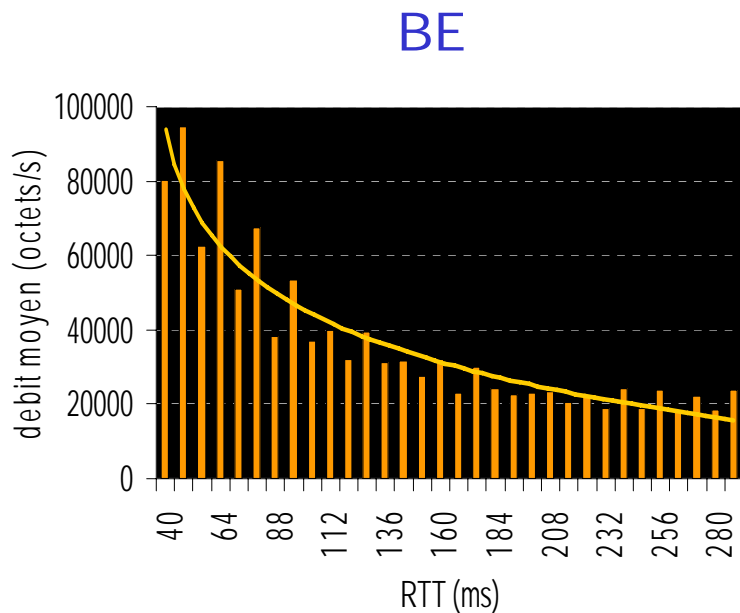
Simulations: effect of RTT

- 32 flows: RTT varies from 40 ms to 300 ms
- Individual flow marking (trTCM)
 - T_c (20 KB/s, 30 KB)
 - T_e (40 KB/s, 90 KB)



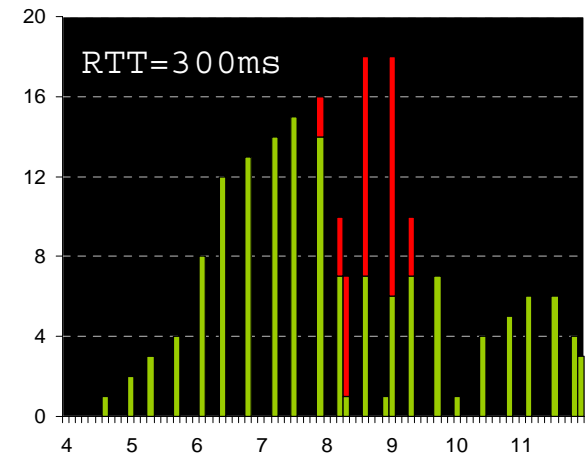
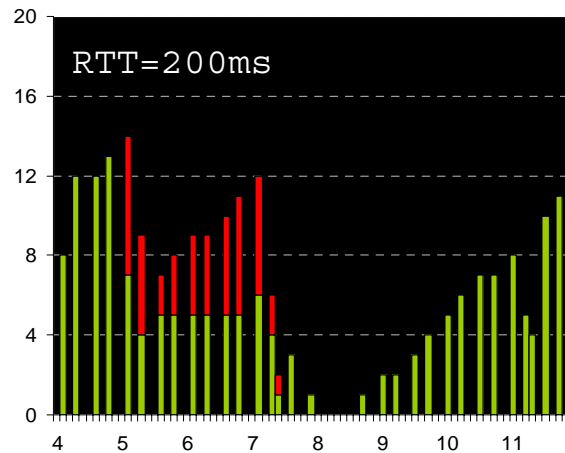
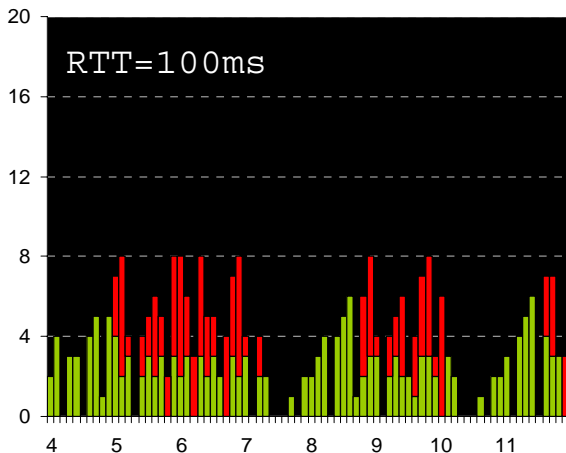
Simulations: effect of RTT

- Marking with the same parameters does NOT assure the same BW for all TCPs
- Throughput depends on RTT
 - With AF, link utilization is penalized (down to 68%)
 - Difference in throughput has not disappeared



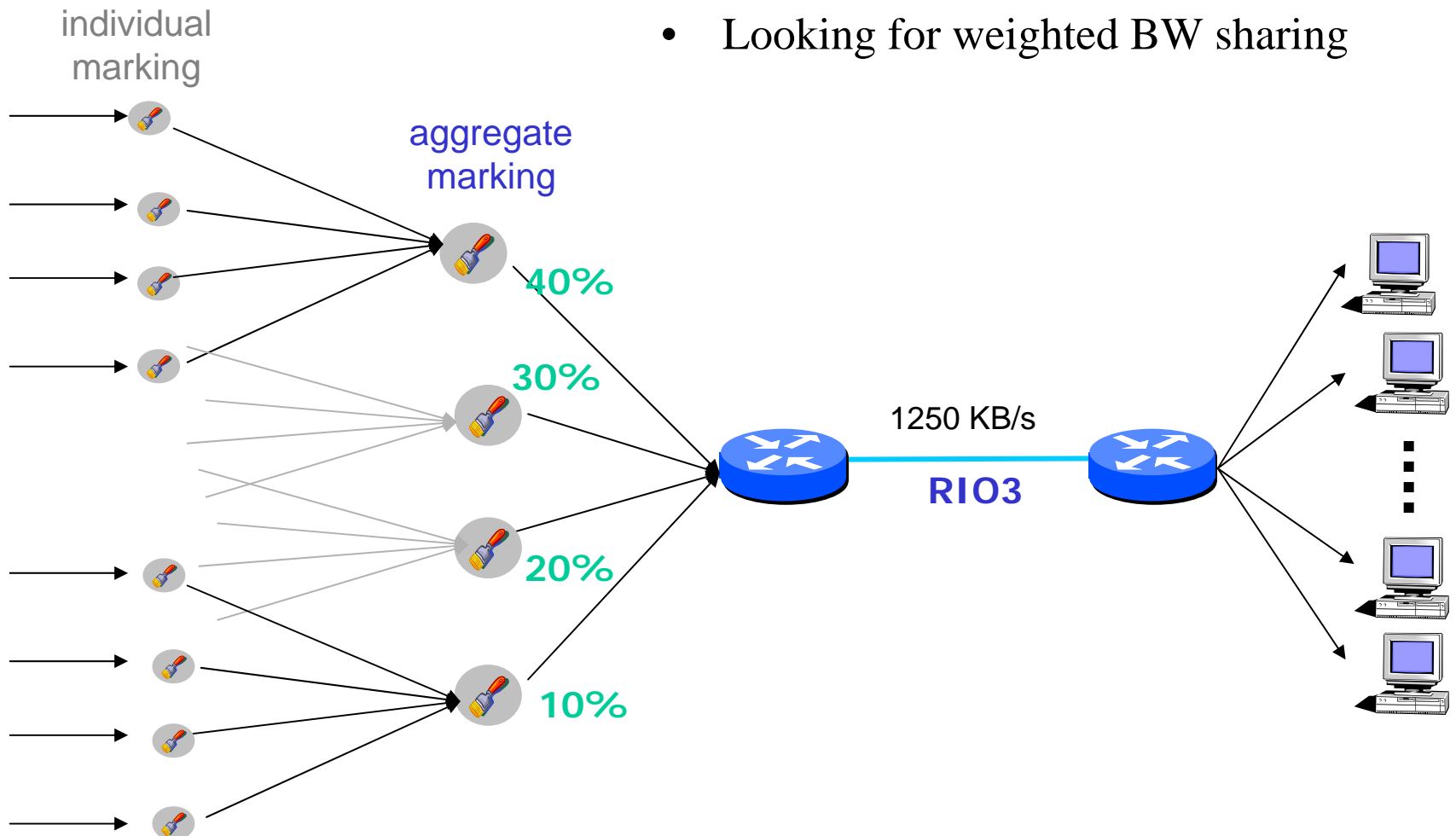
Simulations: effect of RTT

- Why this behavior?
 - Sessions with small RTTs accelerate faster
 - They consume green tokens and generate red ones before the others.
 - Small RTT allows sessions to react to losses faster
 - No big bursts of red packets
 - Other explanations?



Simulations: aggregate scenario

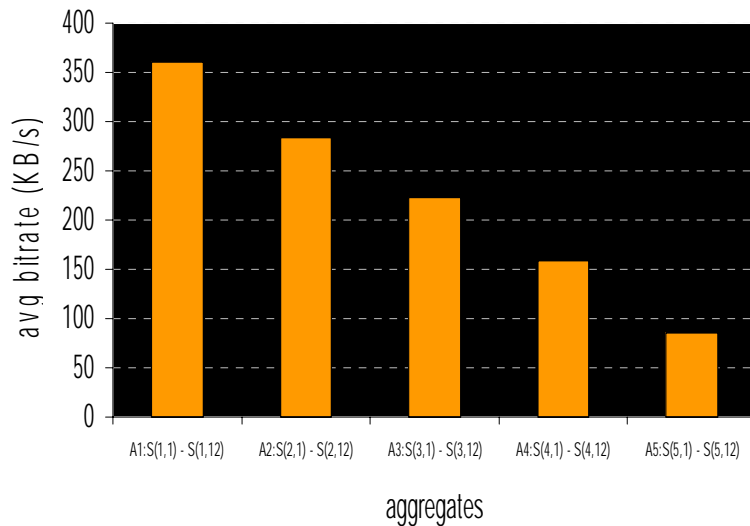
- Microflows are aggregated
- They are (re)marked as an aggregate
- Looking for weighted BW sharing



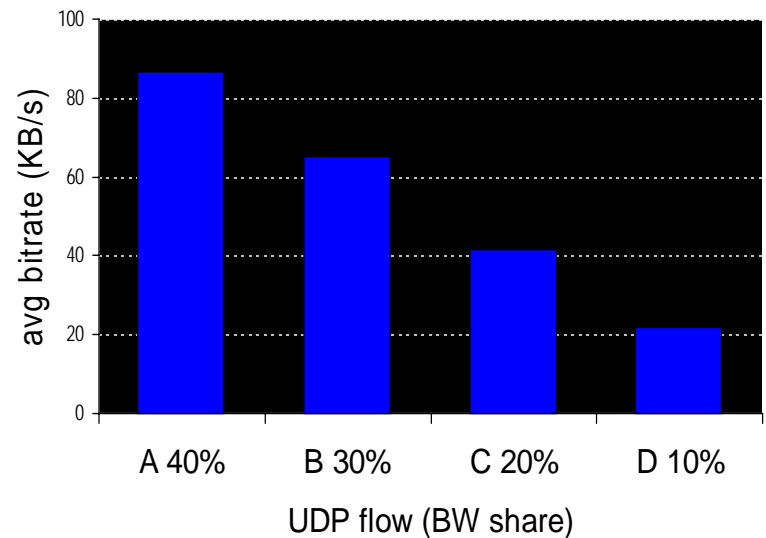
Simulations: aggregate scenario

- If marking is performed over aggregated flows only, results are as good as for UDP flows.
 - Incoming microflows are colorless.
- But...

AF TCP

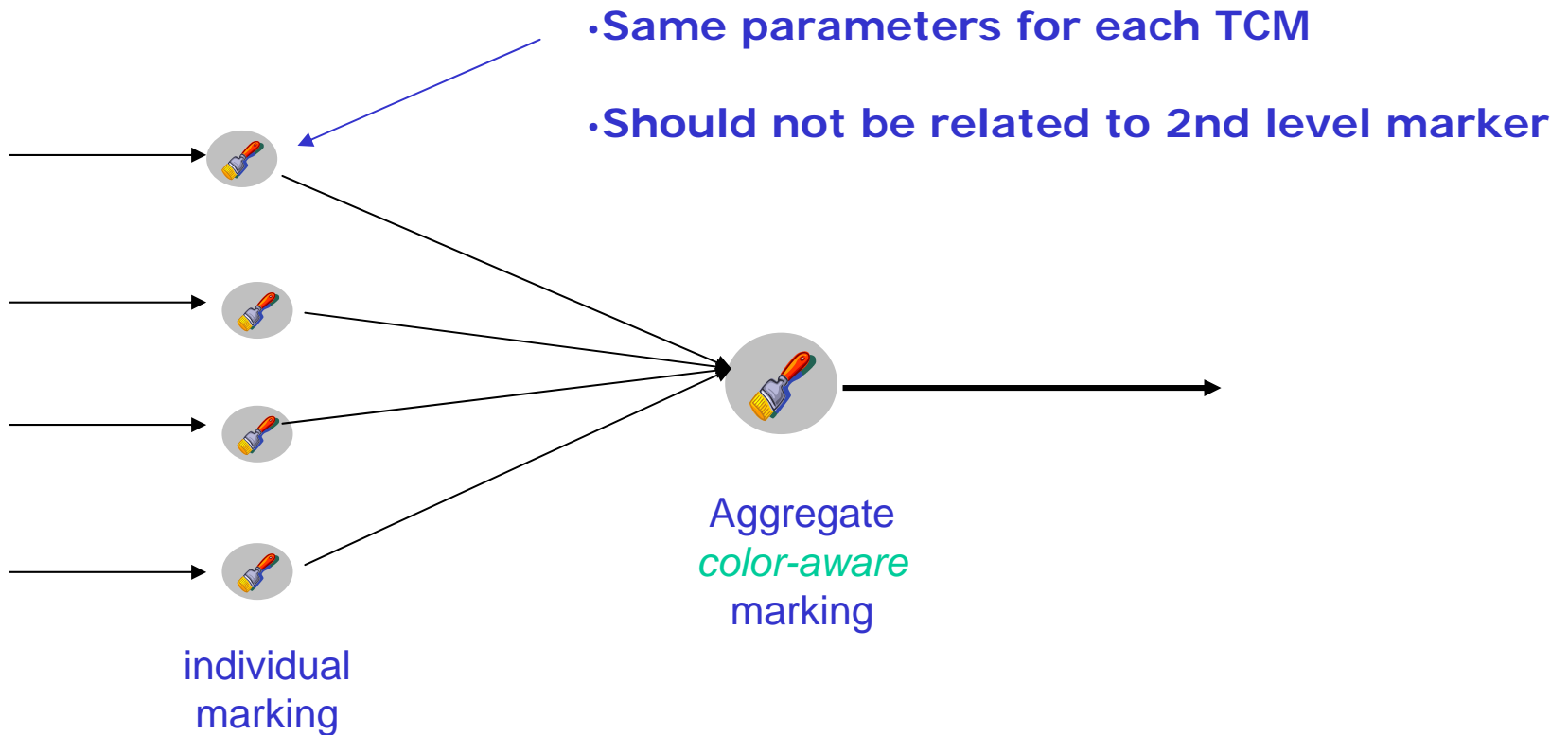


AF UDP



Simulations: aggregate scenario

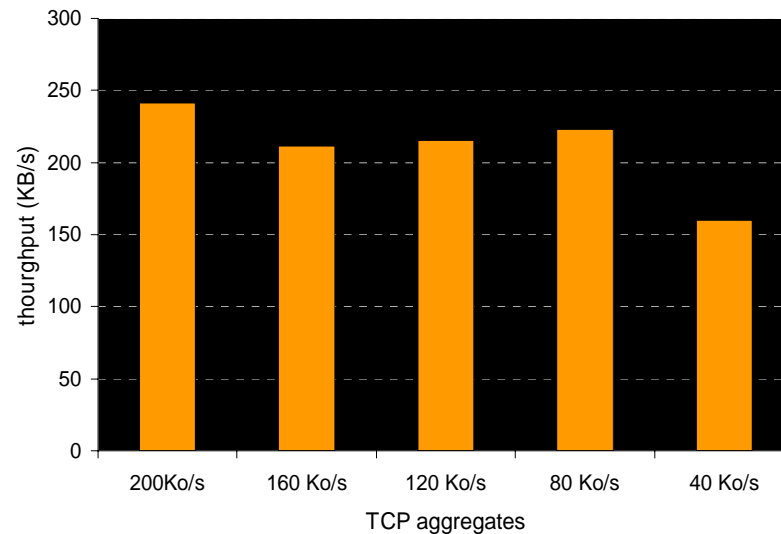
- Possible solution: pre-mark individual flows
 - Second-level markers get more information about flow behavior



Simulations: aggregate scenario

- Lost Differentiation among aggregates
- What to do?
 - Shaping of TCP aggregates?
 - Try other marking methods?

AF TCP



Preliminary Conclusions

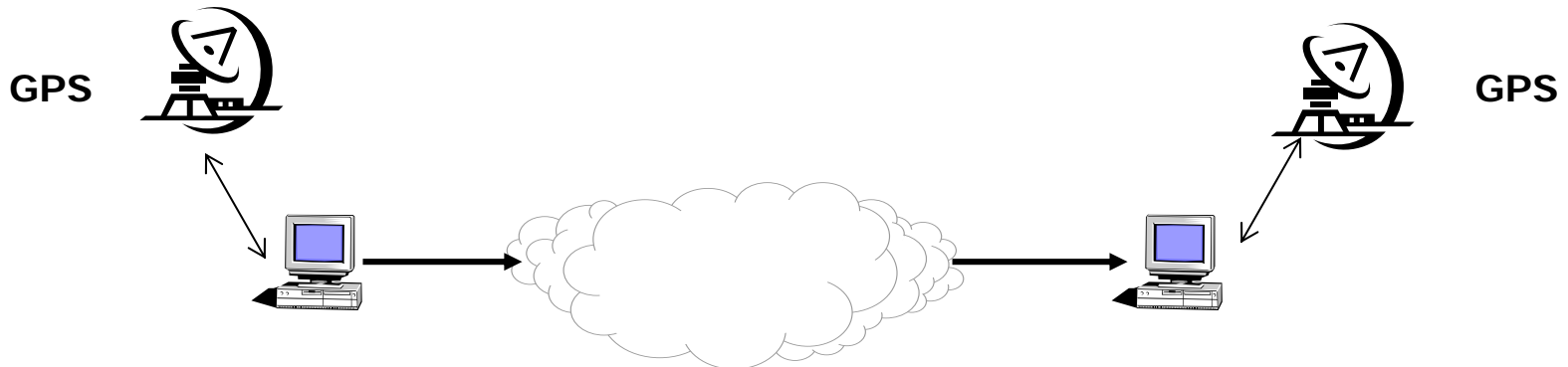
- When defining an Assured BW Service,
 - One must be careful about accepting UDP traffic.
 - Conditioning at boundary routers must assure that marked TCP flows in the same class are not affected.
 - Specificities of RTT must be taken into account.
 - Assuring BW only at the aggregate level will be “attractive” enough?
 - Should the service define RTT boundaries?
 - Would QoS be only assured for flows inside a domain?
(*where the RTT is known*)

Testing: Where are we?

- Calibration of Cisco's WRED parameters
 - Done
- Tested Juniper's AF capabilities
 - Done
- Tested BW sharing among UDP flows
 - Done
- Simulated BW sharing of individual TCP flows
 - Ready for testing (PlaGe)
- Simulated TCP BW sharing under aggregation & remarking
 - Ready for testing (PlaGe)

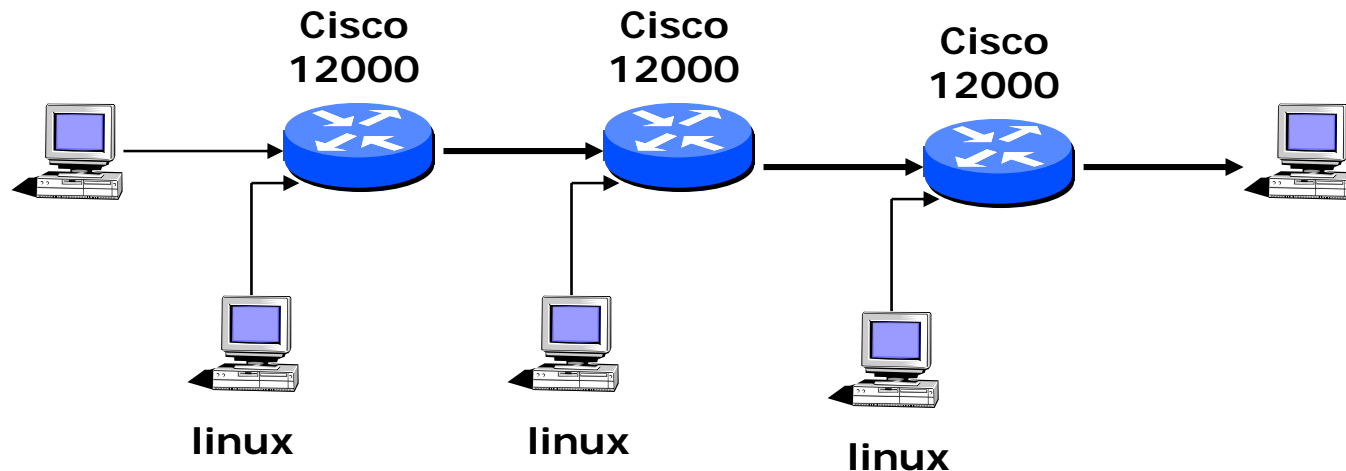
Work in Progress: ENSTB

- Consolidation of our FreeBSD/DiffServ implementation
 - New people working on the project
 - Visit of Kenjiro Cho (ALT-Q creator)
- Implementation of a one-way delay measurement tool:
 - Use AdServ to add timestamp to each packet
 - GPS synchronization



Work in Progress: PlaGe

- AF testing should take place soon
 - Special interest on aggregation/remarking tests
 - Need to create congestion in 2.5 GB links to see the benefits of AF
 - At high speeds, tests about overhead introduced by AF should also be considered



About the leadership of this activity...

- Tijani Chaled (INT Evry) has expressed his interest to continue this work.
- ENSTB/IRISA will continue participating to experimentations.
 - TF-NGN work to be one of the main activities of our “new” PhD student. (Julio Orozco)