

# Two bits are enough

Ihsan Ayyub Qazi\*, Lachlan Andrew# and Taieb Znati\*

\*University of Pittsburgh, Pittsburgh, PA 15260, USA

#Swinburne University of Technology, Hawthorn, Vic 3122, Australia

I just bought a 10 Gbps connection for \$\$\$ from supercomcast but why am I getting only 5 Gbps?

I just came to know that the Transmission Control Protocol (TCP), which controls the sending rate of our computers, is inefficient. It may be because of TCP

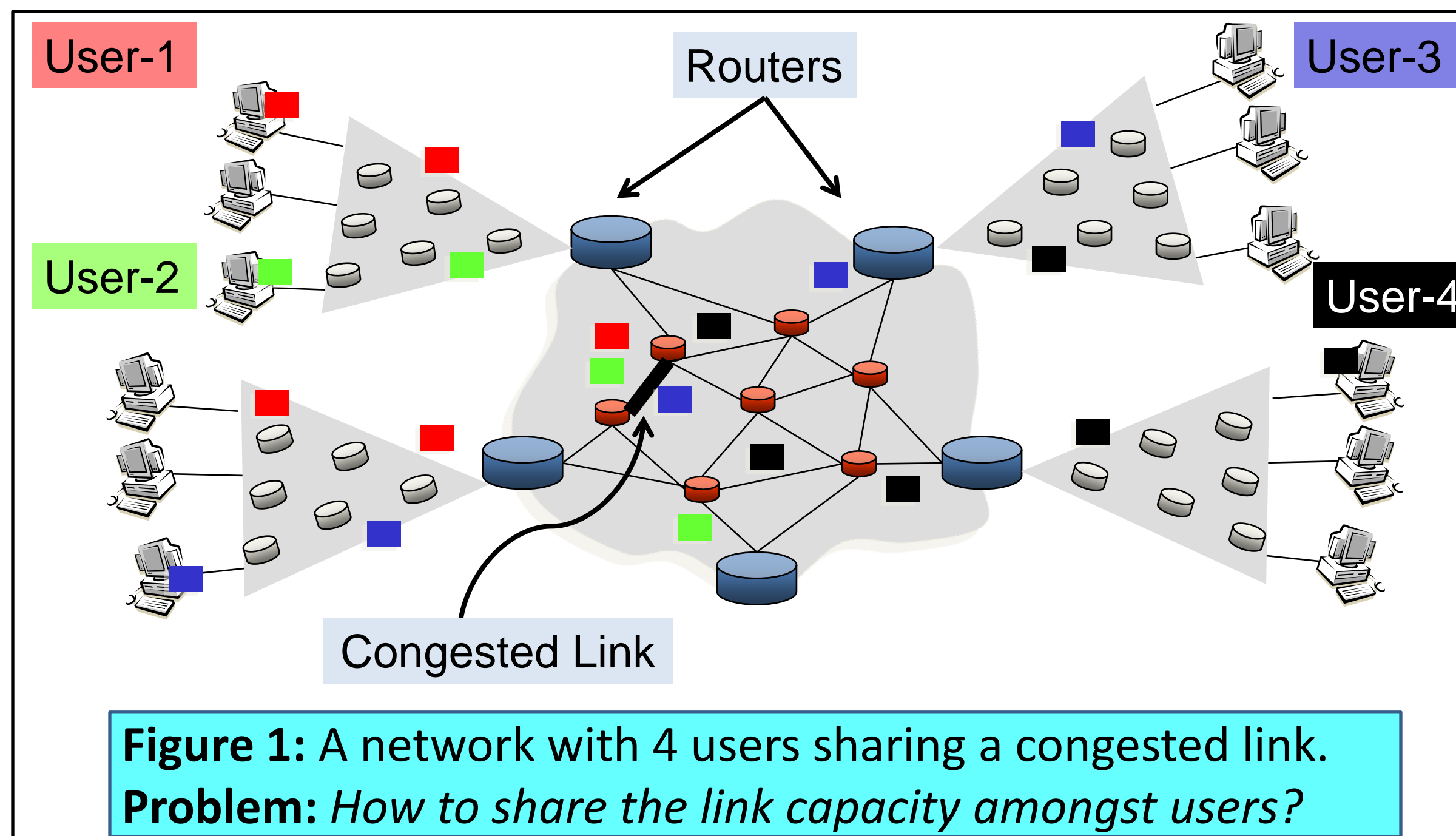
Yes, you are right. I just checked it



**Fact:** On a 10Gbps link with 100ms of round-trip time, TCP takes ~1hr 45mins to recover from a single packet loss

## 2. Introduction

- ❖ TCP performs poorly on high speed, long distance links
- ❖ End-host solutions (e.g., SACK, FAST) have fundamental performance limitations
- ❖ Network based solutions (e.g., XCP, RCP) have serious deployment and complexity issues
- ❖ This work proposes **Binary Marking Congestion Control (BMCC)** that achieves all the desirable goals



**Figure 1:** A network with 4 users sharing a congested link. **Problem:** How to share the link capacity amongst users?

## 4. ADPM (basic idea, Figure 2)

- ❖ Interpret the 16-bit IPid field in the IP header as a number,  $i$ , in  $[0,1]$
- ❖ Router marks a packet if  $link\ load > i$
- ❖ Receiver maintains a load estimate,  $e$ , sets it to  $i$  if the packet is marked and  $e < i$  or unmarked and  $e > i$
- ❖ Sources adjust their rates based on  $e$  (see Figure 3)

## 1. Wish List for a Solution

- ❖ Efficient and fair use of network links
- ❖ Low queues and negligible loss rate
- ❖ Short download times
- ❖ Deployable

## 3. BMCC

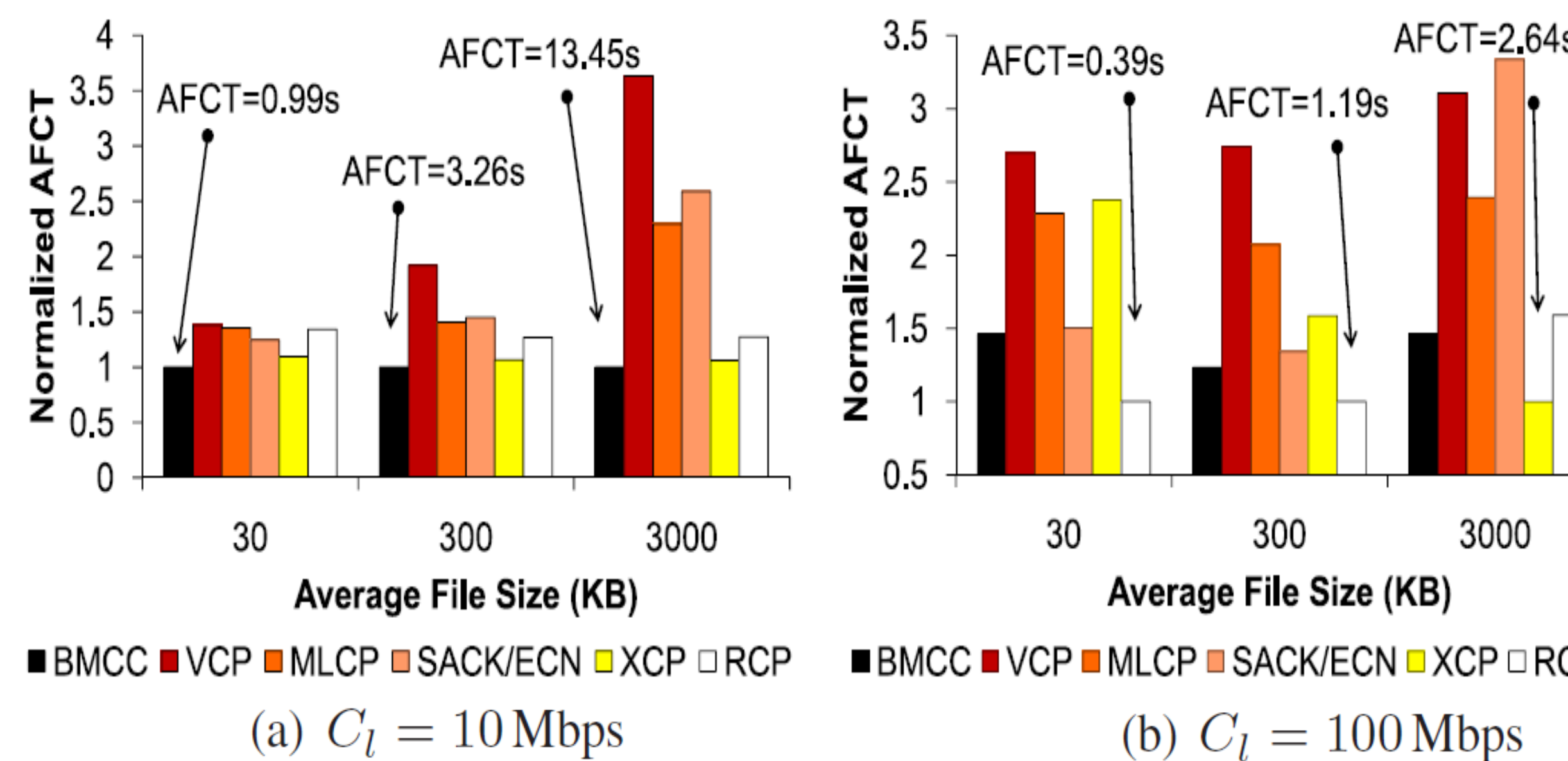
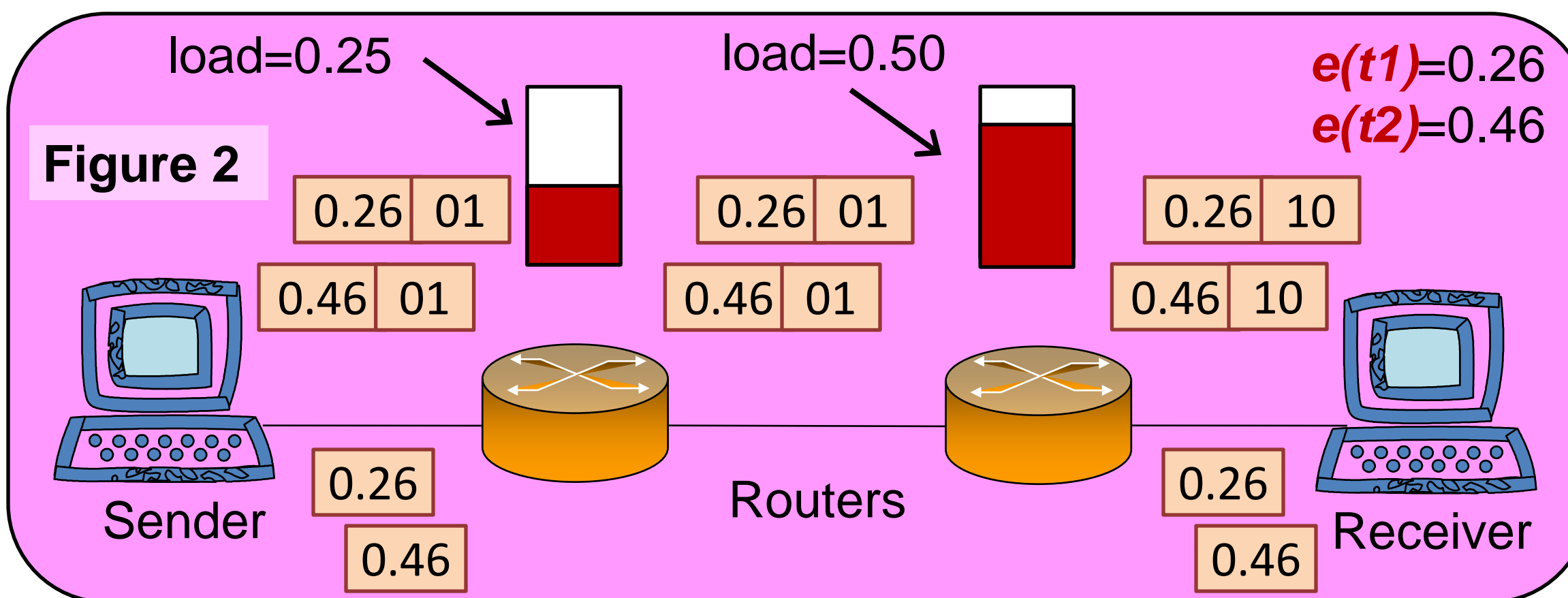
- ❖ Routers mark packets (using the **Adaptive Deterministic Packet Marking** scheme) to explicitly tell sources about the link load, using the existing two IP ECN bits
- ❖ Sources increase/decrease sending rate based on the link load

## 5. Contributions & Results

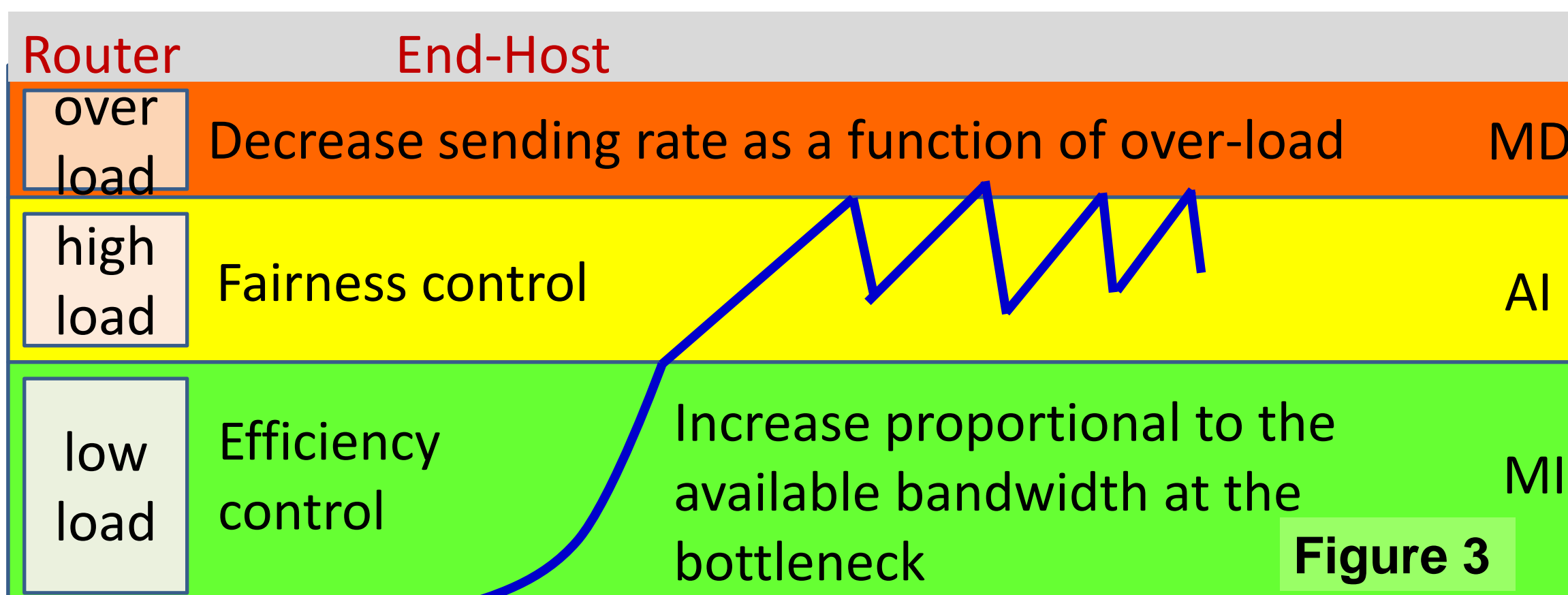
- ❖ Developed analytical models and conducted extensive ns2 simulations
- ❖ BMCC improves download times by up to 4x over VCP, 3x over TCP+RED/ECN, 2x over XCP, 1.5x over RCP (see Figure 4)
- ❖ BMCC achieves efficiency and fairness with low queues and negligible loss rate

## 6. Future Work

- ❖ Improving fairness convergence
- ❖ Enabling BMCC over wireless networks



**Figure 4:** Download times (or AFCT) normalized by the download time of the best performing scheme (see [1] for details)



[1] Ihsan A. Qazi, Lachlan Andrew, Taieb Znati, "Congestion Control using Efficient Explicit Feedback" in *Proceedings of IEEE INFOCOM 2009*  
 [2] Ihsan A. Qazi, Lachlan Andrew, Taieb Znati, "Two bits are enough" in *Proceedings of ACM SIGCOMM 2008* (poster)

