

# Modern Application Layer Transmission Patterns from a Transport Perspective

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# TCP Modeling - SIGCOMM '13

## TCP ex Machina: Computer-Generated Congestion Control

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### ABSTRACT

This paper describes a new approach to end-to-end congestion control on a multi-user network. Rather than manually formulate each endpoint's reaction to congestion signals, as in traditional protocols, we developed a program called Remy that generates congestion-control algorithms to run at the endpoints.

In this approach, the protocol designer specifies their prior knowledge or assumptions about the network and an objective that the algorithm will try to achieve, e.g., high throughput and low queuing delay. Remy then produces a distributed algorithm—the control rules for the independent endpoints—that tries to achieve this objective.

In simulations with ns-2, Remy-generated algorithms outperformed human-designed end-to-end techniques, including TCP Cubic, Compound, and Vegas. In many cases, Remy's algorithms also

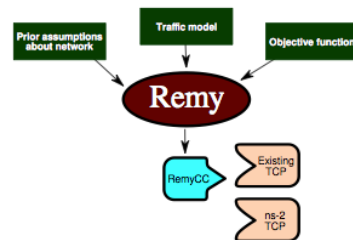
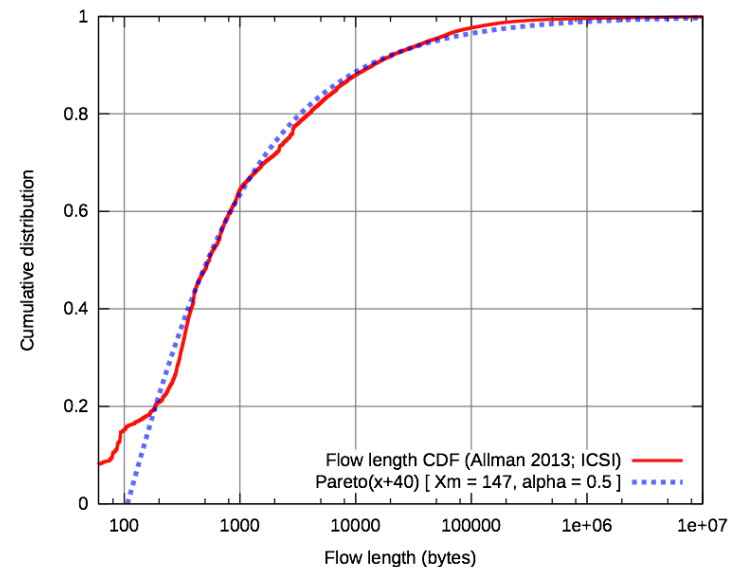


Figure 1: Remy designs congestion-control schemes automatically to achieve desired outcomes. The algorithms it produces



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# TCP Modeling - Hotnets '13

## How to Improve your Network Performance by Asking your Provider for Worse Service

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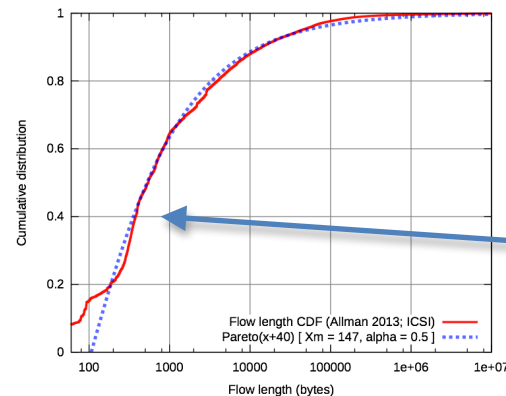
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### ABSTRACT

*TCP's congestion control is deliberately "cautious", avoiding overloads by starting with a small initial window and then iteratively ramping up. As a result, it often takes flows several round-trip times to fully utilize the available bandwidth. In this paper we propose using several levels of lower priority service and a modified TCP behavior to achieve significantly improved flow completion times while preserving fairness.*

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“The traffic matrix is generated as follows: each end host generates flows with Poisson arrivals. Flow sizes are drawn from an empirical traffic distribution [3].”



# Goals

- Create a TCP connection classification scheme
- Empirically inform our mental model of TCP usage



# Data

	<b>CCZ</b> <i>Cleveland, OH</i>	<b>ICSI</b> <i>Berkeley, CA</i>
<b>Type</b>	<b>Residential</b>	<b>Research Lab</b>
<b># Users</b>	<b>200-300</b>	<b>~100</b>
<b># Months</b>	<b>15</b>	<b>7</b>
<b>Conns. Considered</b>	<b>3.9M</b>	<b>27.6M</b>

(Additional details in the paper)



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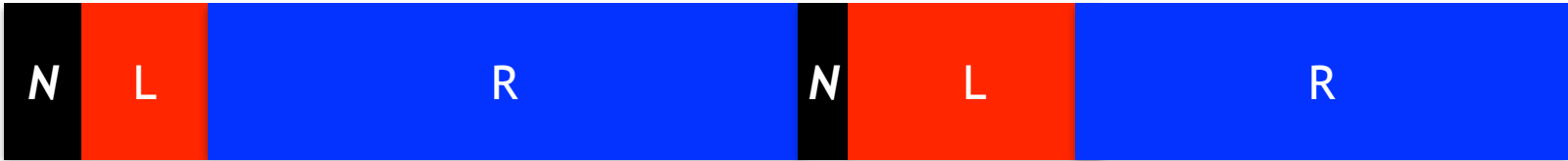
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# Methodology

- Split connections into 4 types of time periods:
  - **Local** - Only local host transmits data
  - **Remote** - Only remote host transmits data
  - **Both** - Both hosts transmit data
  - **None** - Neither host transmits data



# Methodology



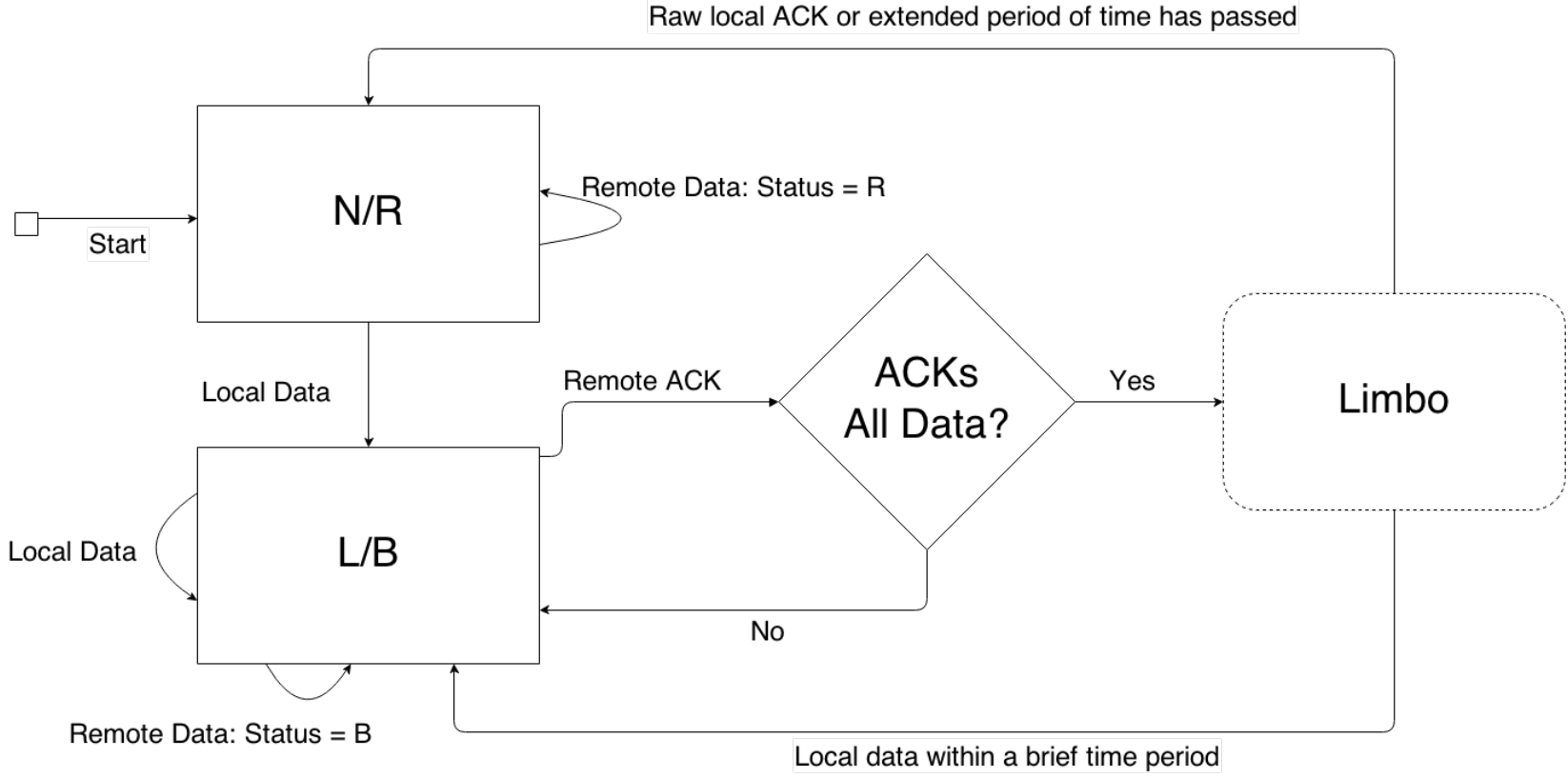
Time



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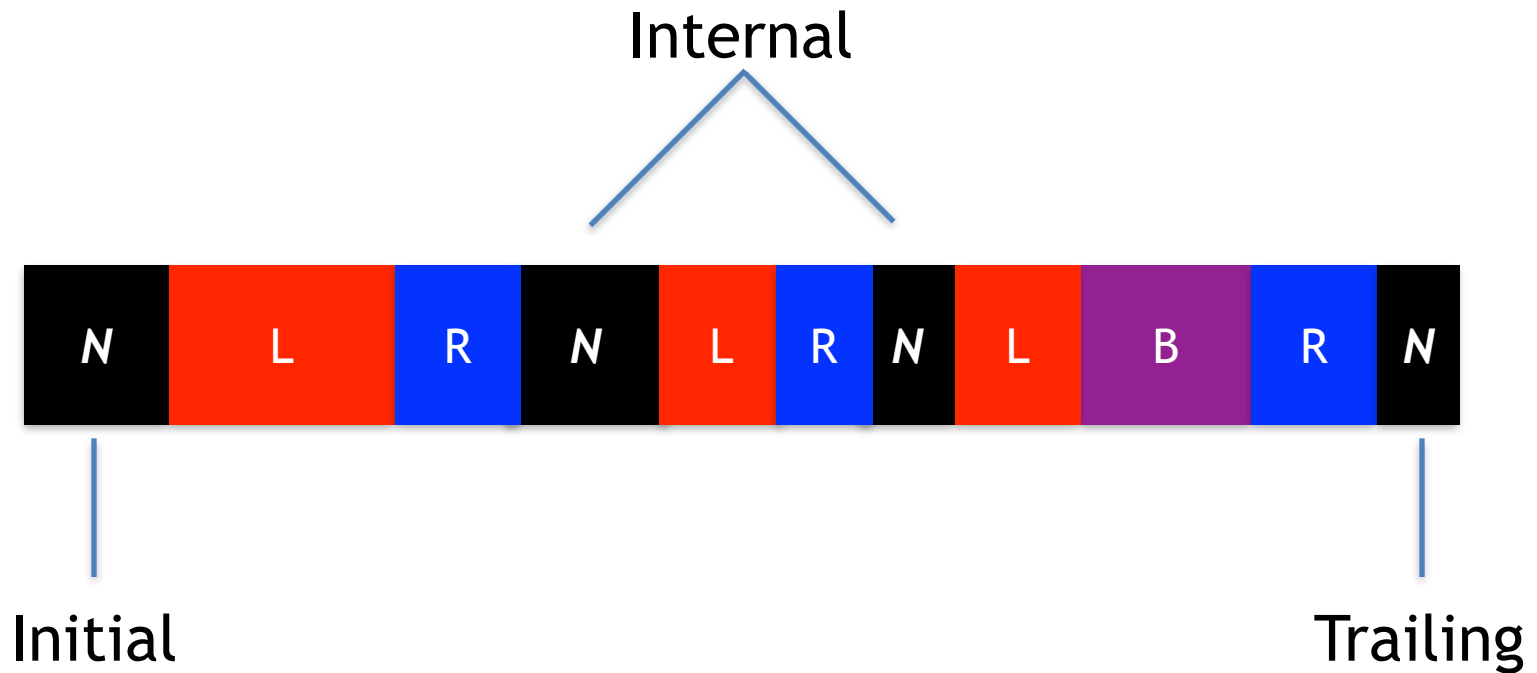
# Methodology



(Additional details in the paper)



# Types of Silence



# Results - Silence in Connections

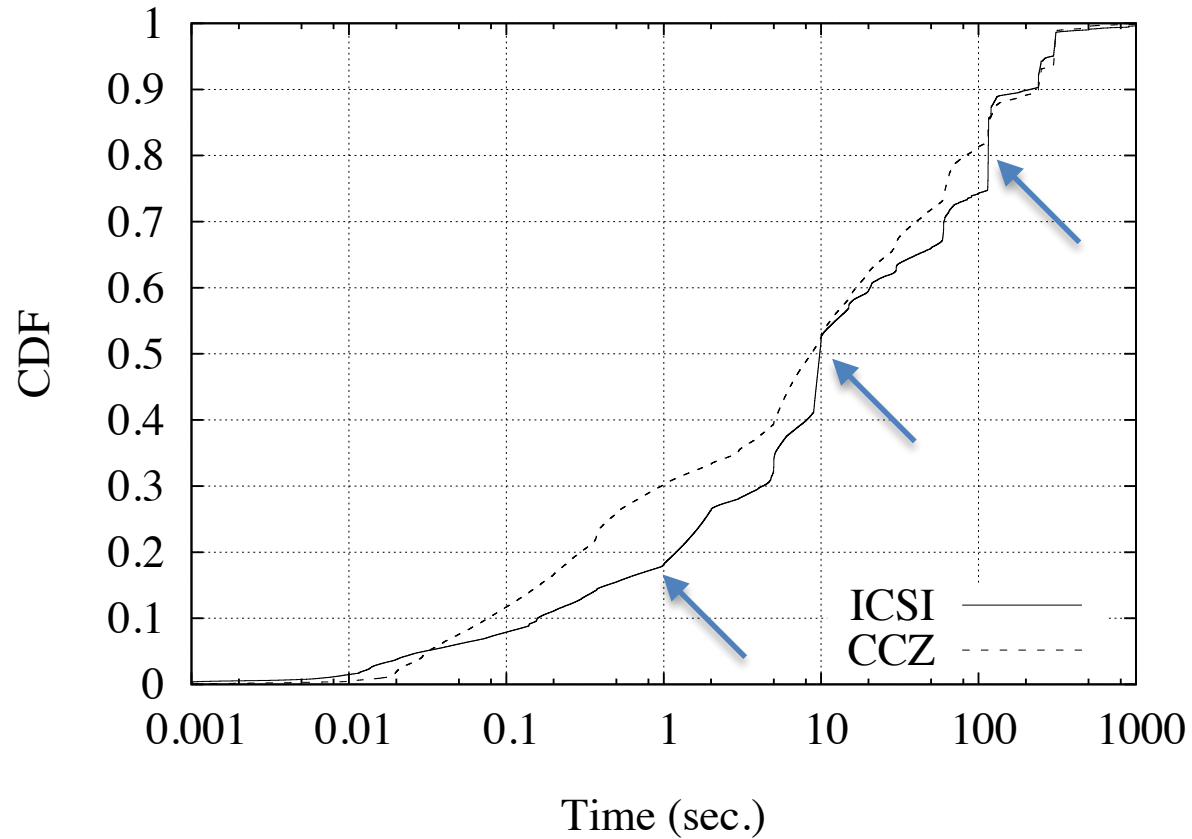
	<i>CCZ</i>	<i>ICSI</i>
<i>No Silence/ Initial Only</i>	<b>31%</b>	<b>51%</b>
<i>Trailing Only</i>	<b>32%</b>	<b>21%</b>
<i>Internal Only</i>	<b>15%</b>	<b>18%</b>
<i>Both</i>	<b>22%</b>	<b>10%</b>



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# Results - Trailing Silence

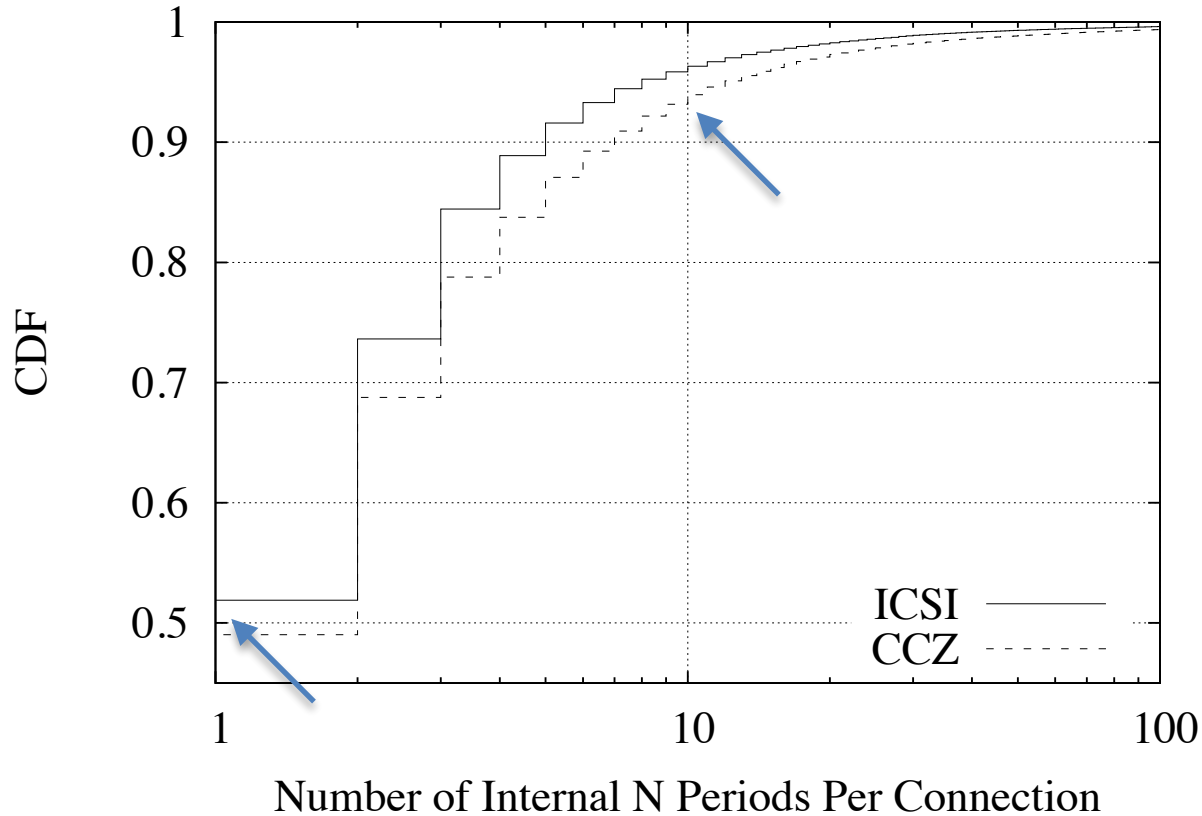


# Results - Trailing Silence

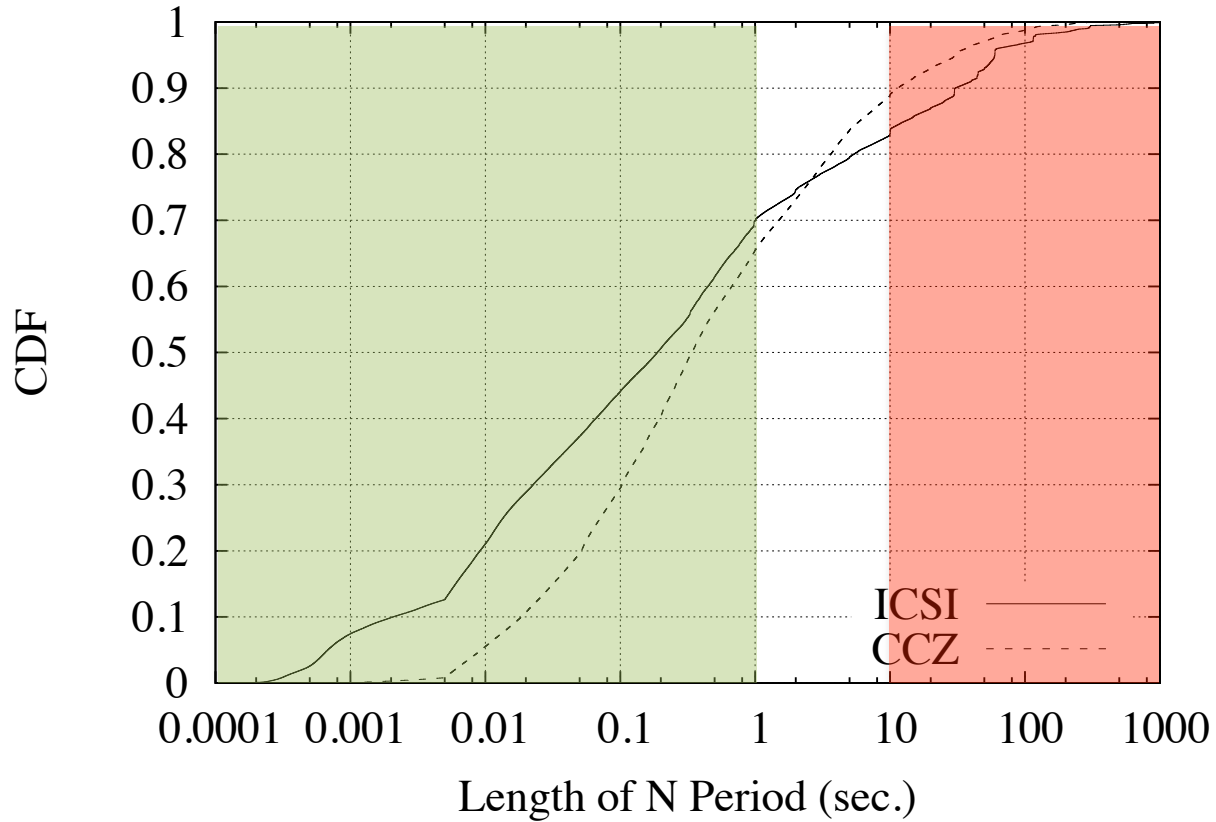
- > 75% of connections with trailing silence are HTTP(S)
- Other heavy-hitter applications vary by location
  - CCZ: P2P
  - ICSI: SMTP, DNS



# Results - Internal Silence



# Results - Internal Silence



# Results - Internal Silence

- > 65% of connections are HTTP(S).
- Individual heavy-hitter applications match the overall distribution for number of internal silence periods.



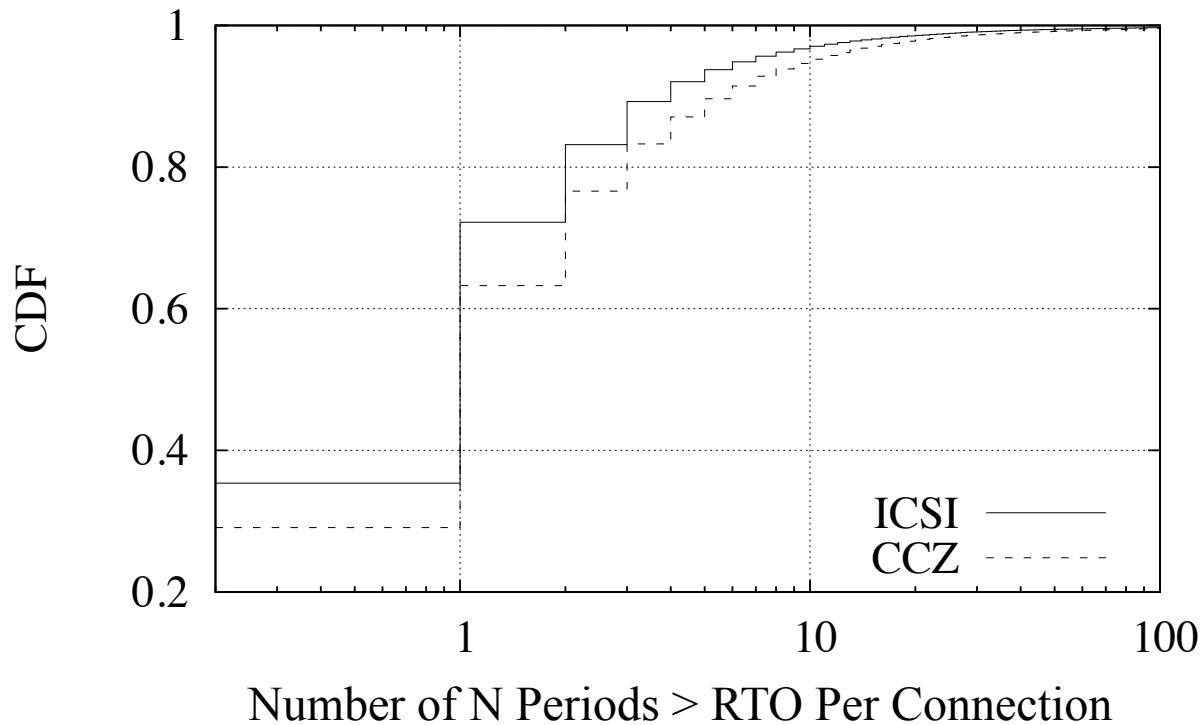
# Results - Internal Silence

- Internal silence length varies across heavy-hitter applications.
  - Example:
    - HTTP(S) median ranges from 0.5 sec. - 3 sec.
    - SMTP has only internal silence  $< 3$  sec.
- For both datasets, HTTPS has longer internal N periods than HTTP.





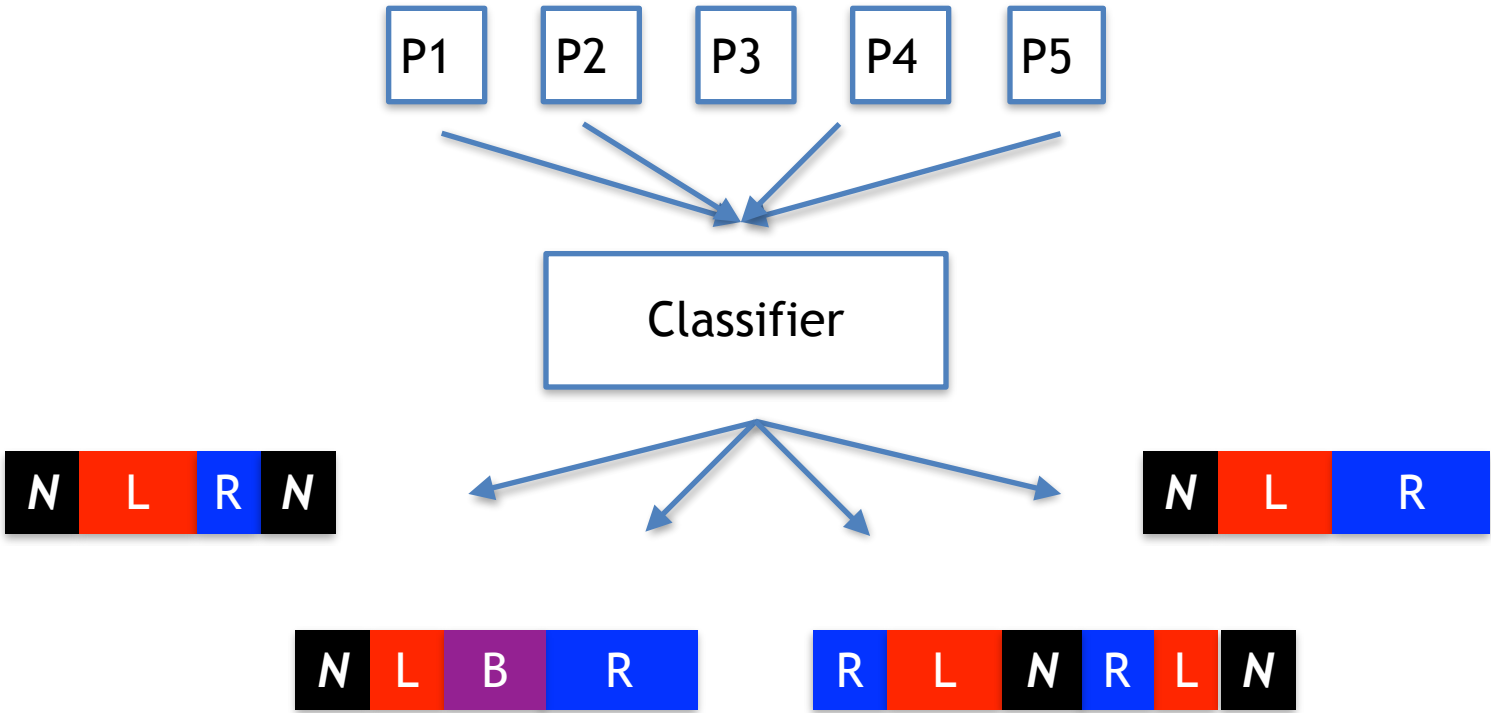
# Results - Long Internal Silence



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# Results - Application Complexity



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# Results - Application Complexity

- Active:



- Simple:



- Complex:



# Results - Application Complexity

<i>Class</i>	<i>Med. # Time Periods</i>	<i>Mean # Time Periods</i>	<i>Std. Dev.</i>	<i>% Conns.</i>
<i>CCZ Active</i>	<b>2</b>	<b>2.8</b>	<b>1.13</b>	<b>3%</b>
<i>CCZ Simple</i>	<b>3</b>	<b>3.45</b>	<b>1.34</b>	<b>62%</b>
<i>CCZ Complex</i>	<b>8</b>	<b>20.0</b>	<b>199</b>	<b>35%</b>



# Conclusions and Contributions

- Provide a methodology for studying application patterns from the transport layer.
- Confirm TCP is used for other than bulk transfers.
- Show that silence in connections is largely short.
- Show complexity in TCP traffic not captured by the current model.



# Future Work

- Track usage of TCP by various applications over time.
- Empirically develop a more detailed TCP model.
- Examine what insight a new model provides.



# Questions?



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