

Why Multipath TCP Degrades Throughput Under Insufficient Send Socket Buffer and Differently Delayed Paths

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- Professor of University of Electro-Communications located in Tokyo, Japan
- Research interest includes communication protocols, such as TCP, Contents centric networks.
- This paper focuses on the behavior of Multipath TCP under limited send socket buffer.
 - MPTCP throughput degrades worse than single path TCP when send socket buffer size is not sufficient (we pointed out in previous paper).
 - This paper discusses why such degradation happens.



1. Introduction (1)

- Recent Mobile Terminals : Multiple Network Interfaces (WLAN/LTE)
- TCP using Multiple Interfaces : Multipath TCP
 - Multiple TCP connections (Subflows) => One MPTCP connection
 - Application Does Not care about MPTCP
- Three RFCs
 - RFC 6182 : Guideline for Protocol Design
 - RFC 6824 : Detailed Protocol Procedures
 - RFC 6356 : Congestion Control

1. Introduction (2)

- Changing **path delay** and **send socket buffer size**
(receive socket buffer large enough)
 - Send socket buffer \Rightarrow retransmission, not appear as protocol parameter
- Under some conditions: **Throughput is lower than one TCP connection**
 - Send socket buffer among subflows
 - Due to starvation of send socket buffer, data sending stops
 - A kind of Head-of-Line blocking

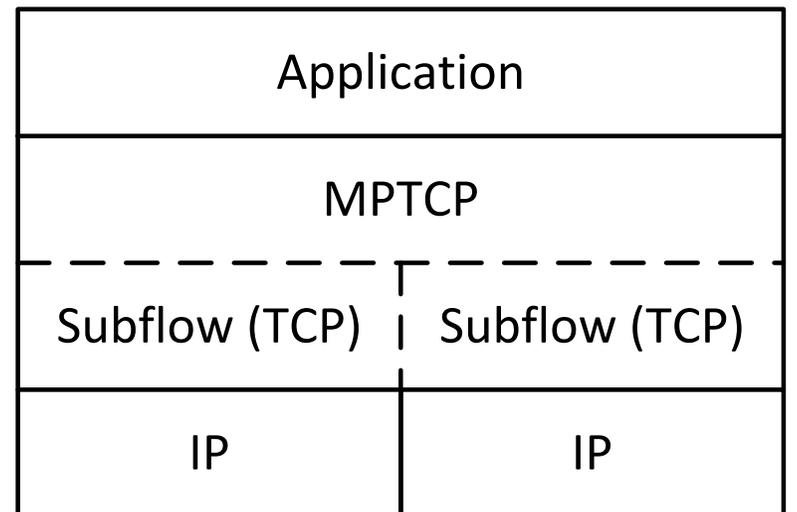
1. Introduction (3)

This paper:

- Analyze Linux MPTCP software
- Estimate the reason for throughput degradation

2. Related Work (1)

- MPTCP : locate over TCP
- **Suf flows** (legacy TCP connection) and **MPTCP connection**
 - **MP_CAPABLE TCP option** in first subflow
 - **MP_JOIN TCP option** in second subflow
 - Associate subflows and MPTCP connection



2. Related Work (2)

- MPTCP level data sequencing: **Data Sequence Signal (DSS) option**
 - Data Sequence Number / Data Acknowledgment (DACK)

Kind (= 30)	Length	Subtype (= 2)	Flags
Data ACK (4 or 8 octets, depending on flags)			
Data sequence number (4 or 8 octets, depending on flags)			
Subflow sequence number (4 octets)			
Data-level length (2 octets)		Checksum (2 octets)	

2. Related Work (3)

- NO window size parameter in MPTCP
 - Share window size among MPTCP connection and subflows
- Recommended receive socket buffer size

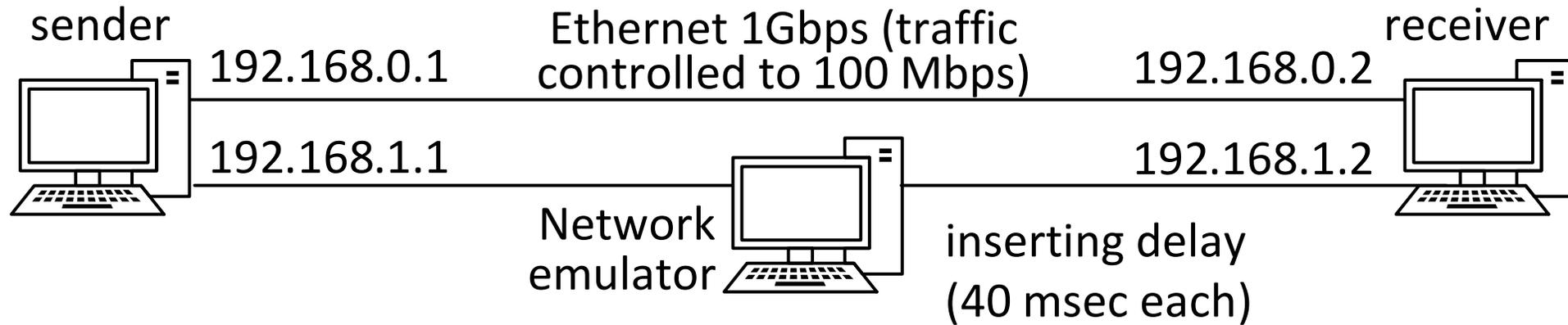
$$\text{Buffer size} = \sum_i^n bw_i \times RTT_{max} \times 2$$

2. Related Work (4)

- Scheduler: Assign data from application to subflows
- Default scheduler: **minRTT**:
 - select a subflow with smallest RTT
 - send data continuously according to advertised window and congestion window
 - **opportunistic retransmission and penalization (RP) mechanism**

3. Throughput Degradation due to Insufficient Send Socket Buffer

A. Experimental settings



Send socket buffer size: 1,048,576 bytes (1 Gibibytes)

Receive socket buffer size: default setting

4,096, 87380, and 6,291,456 bytes

for the minimum, default, and maximum sizes

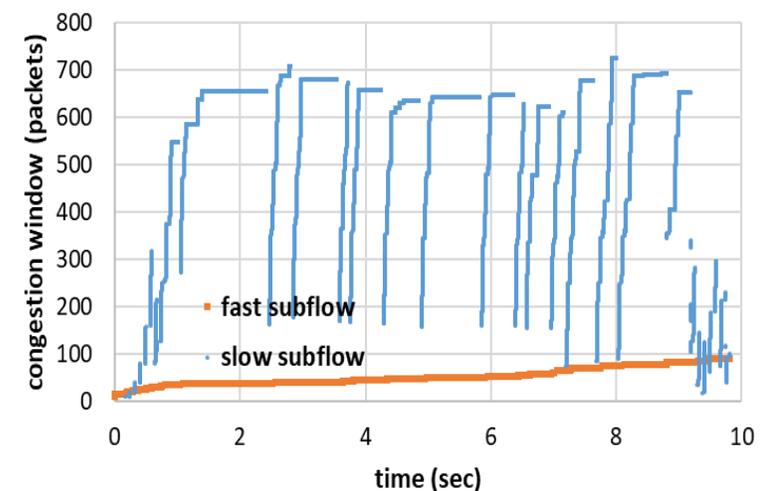
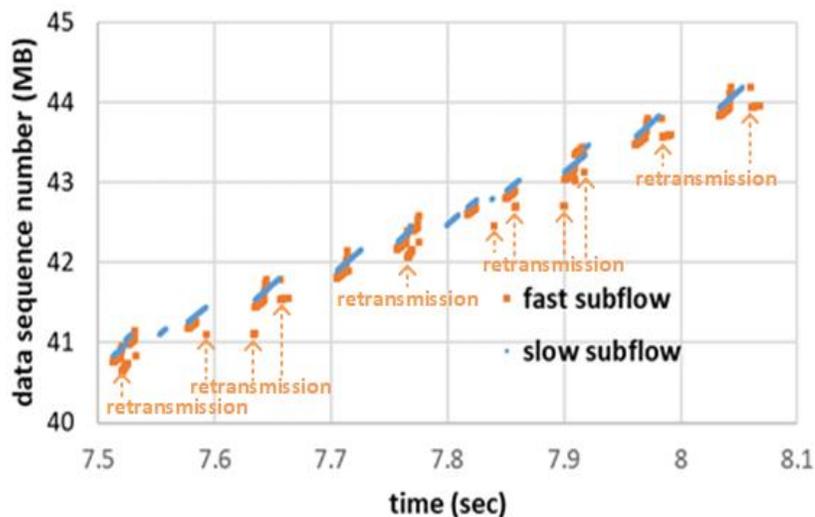
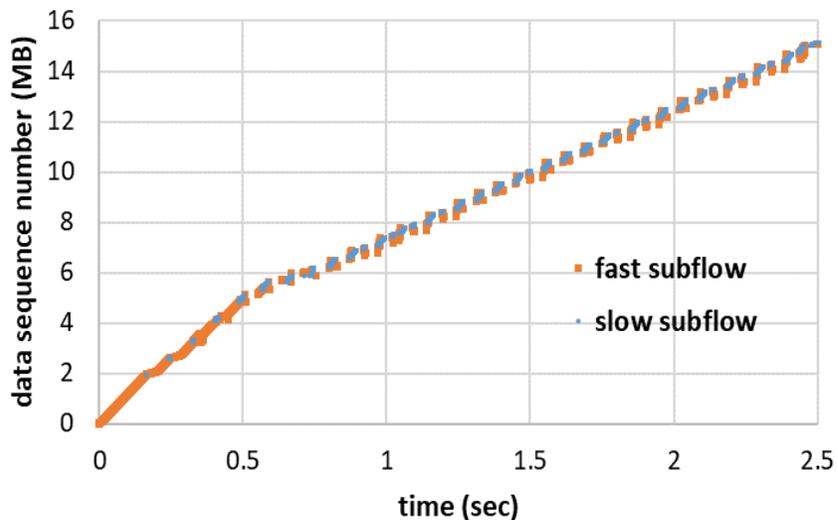
3. Throughput Degradation due to Insufficient Send Socket Buffer

B. Results and analysis

5 experiment runs

Throughput measured at receiver side: 42.4 to 49.8 Mbps

Slower than 100 Mbps



Intermittent data transfer

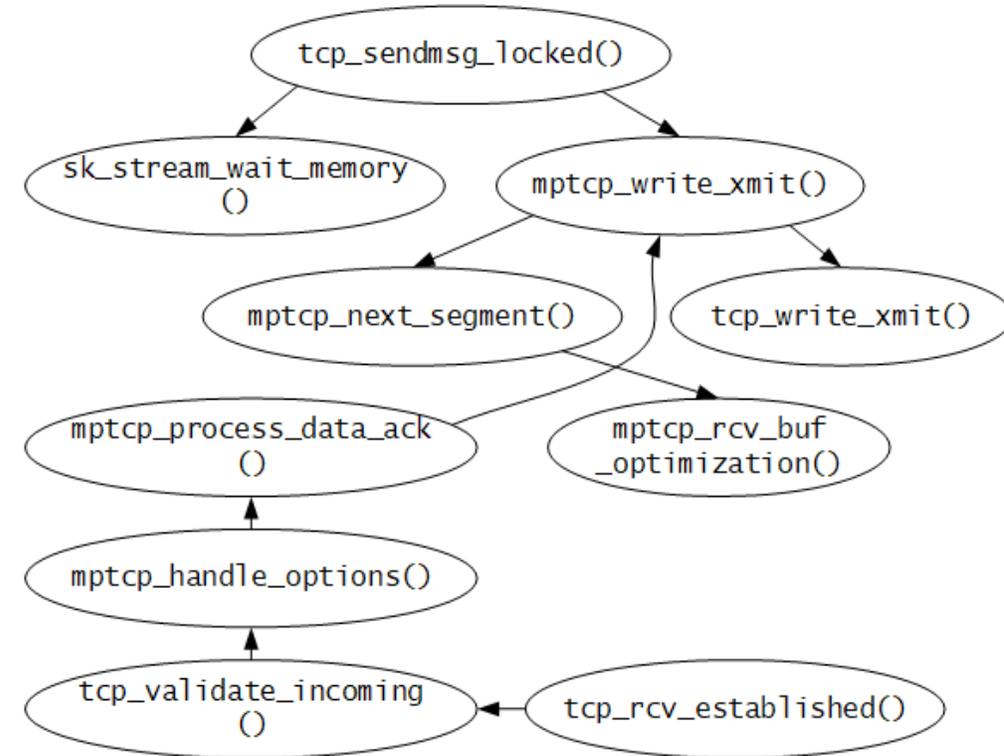
4. Analysis of Linux MPTCP Software

A. Internals of Linux MPTCP

Data sending from upper layer is done by `tcp_sendmsg_locked()`

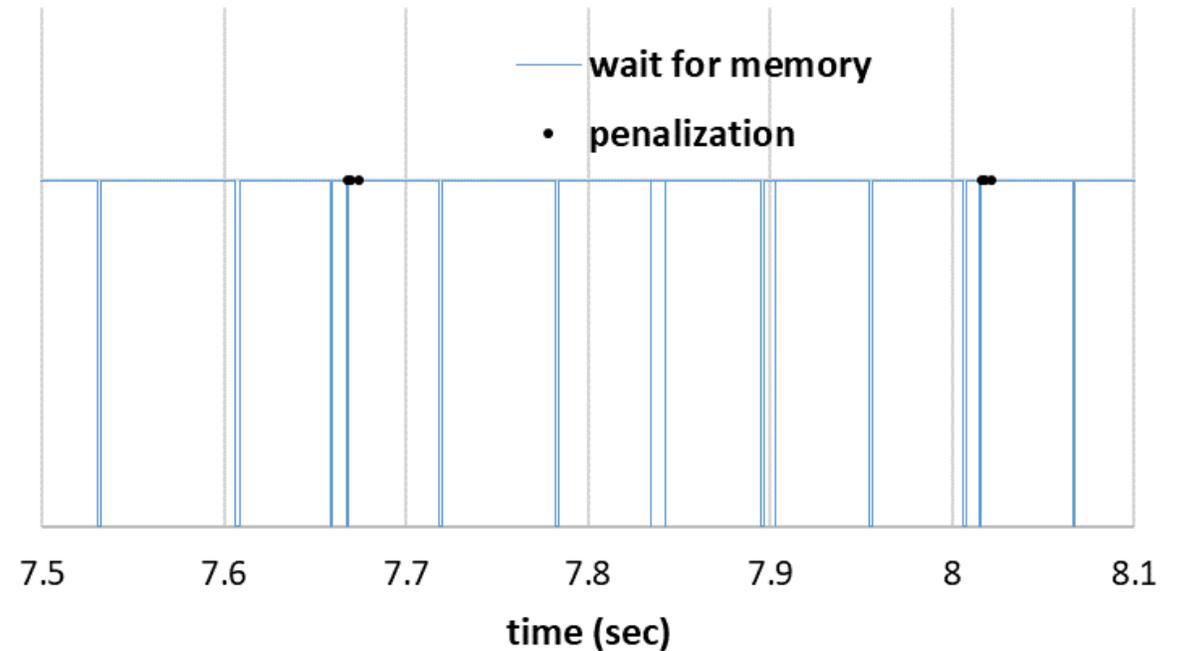
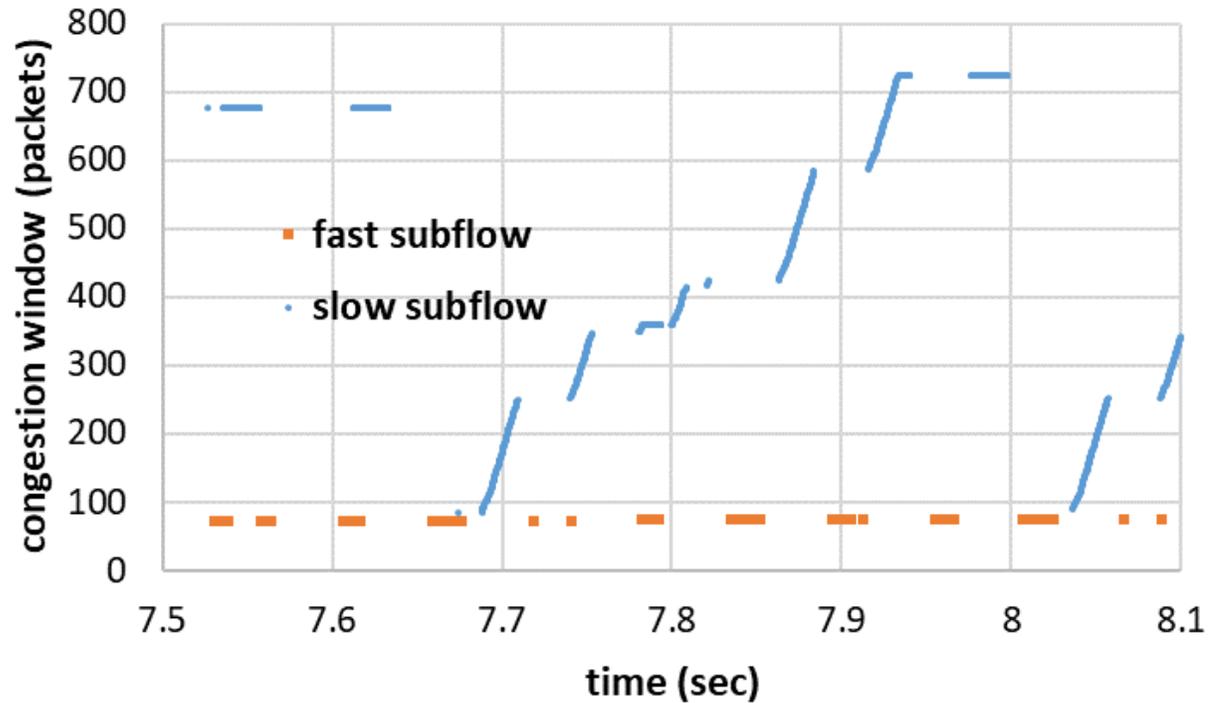
Send socket buffer starvation is handled by `sk_stream_wait_memory()`

RP mechanism is handled by `mptcp_rcv_buf_optimization()`, independently of send socket buffer processing



4. Analysis of Linux MPTCP Software

B. Behaviors of Linux MPTCP Software



5. Conclusions

- We showed this situation by the experiments using the in-house network and discussed the details of the MPTCP parameters during the degradation.
- We also showed the internal structure of Linux MPTCP software focusing on the buffer starvation and the MPTCP scheduler.
- We showed a possible reason why the performance degradation occurs.