Congestion Control In The Internet

Part 1: Theory

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Contents

Textbook

Rate adaptation, Congestion Control and Fairness: A Tutorial

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1. Congestion Collapse

In October of '86, the Internet had the first of what became a series of 'congestion collapses'. During this period, the data throughput from LBL to UC Berkeley (sites separated by 400 yards and three IMP hops) dropped from 32 Kbps to 40 bps. Mike Karels[1] and I were fascinated by this sudden factor-of-thousand drop

Jacobson, Van. "Congestion avoidance and control." *ACM SIGCOMM computer communication review*. Vol. 18. No. 4. ACM, 1988.
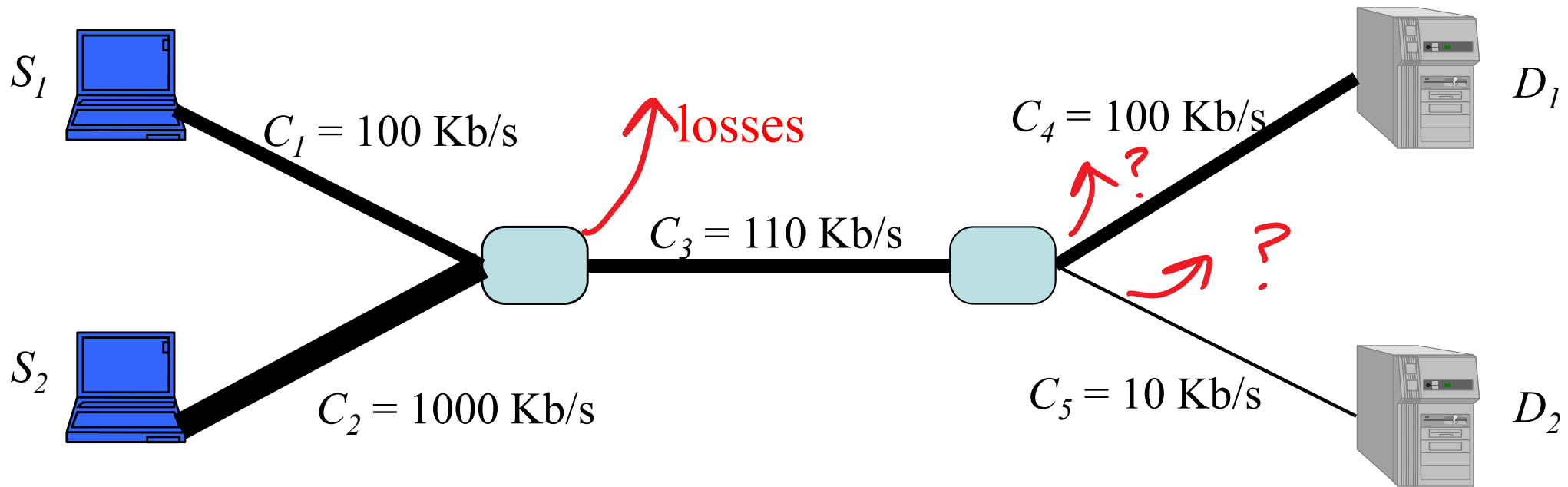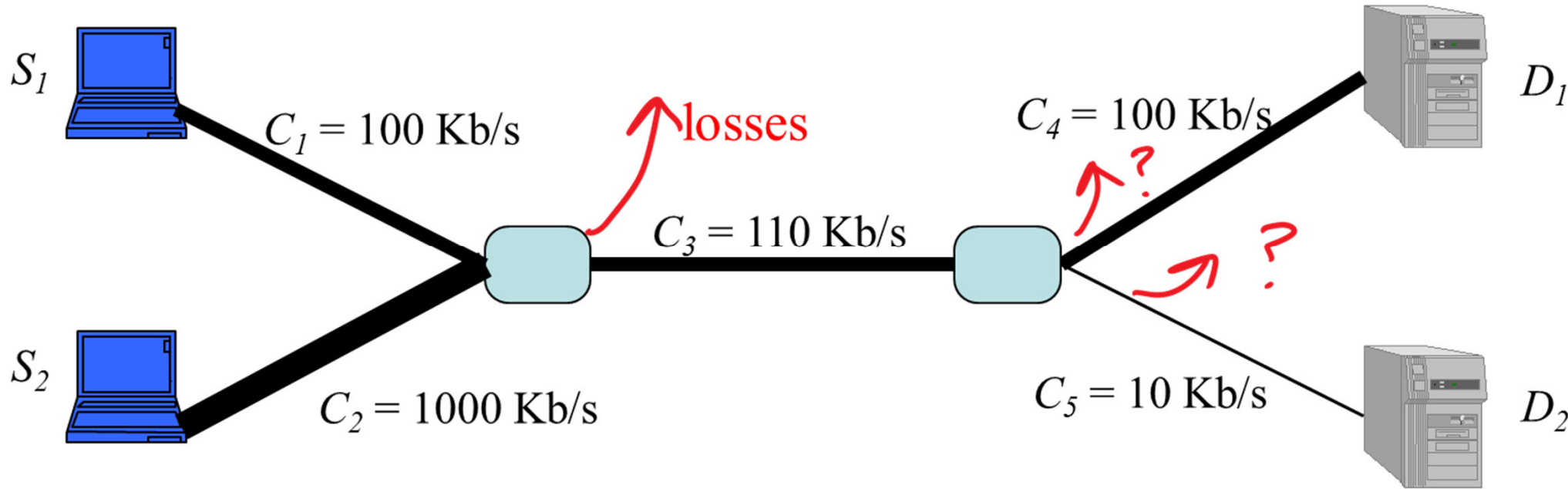
How much will S₁ send to D₁ ? S₂ to D₂ ?

Network may lose some packets;

Assume greedy sources (i.e. send as much as they want)

Assume loss is proportional to submitted traffic and links can be fully utilized

S_1

$C_1 = 100$ Kb/s

losses

$C_4 = 100$ Kb/s

D_1

?

?

$C_3 = 110$ Kb/s

S_2

$C_2 = 1000$ Kb/s

$C_5 = 10$ Kb/s

D_2

S_1 to D_1 rate is …

A. 10 kb/s

B. 50 kb/s

C. 100 kb/s

D. I don't know

Take home message
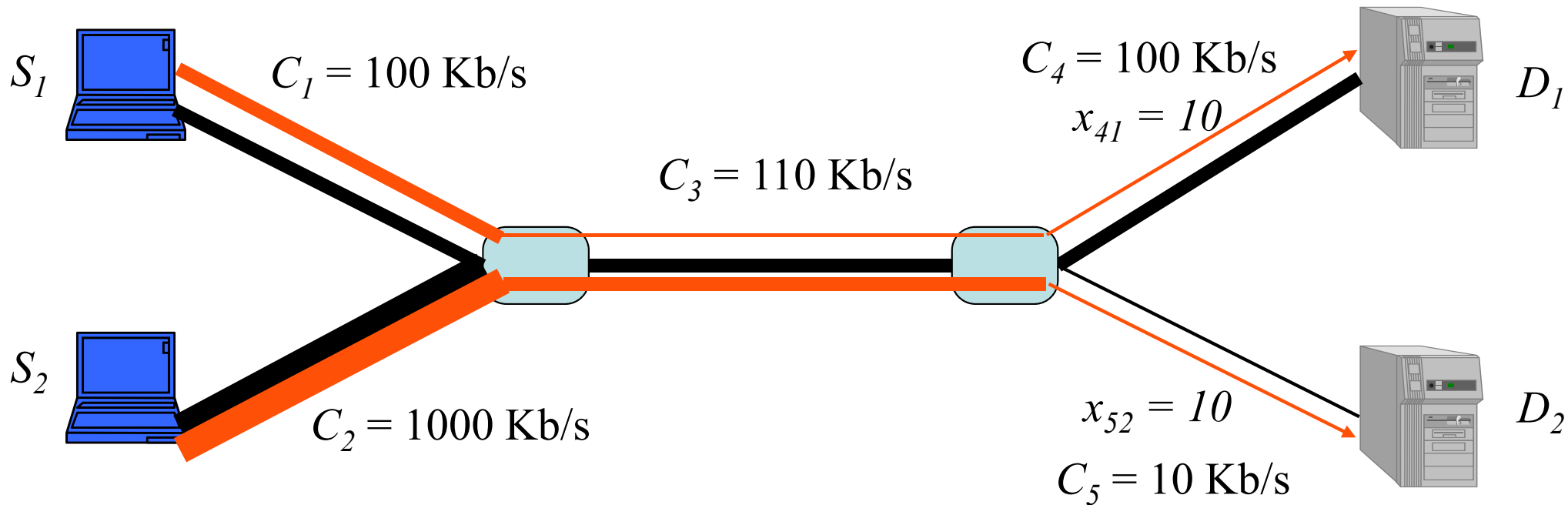# Greedy Sources May Be Inefficient

A better allocation is:
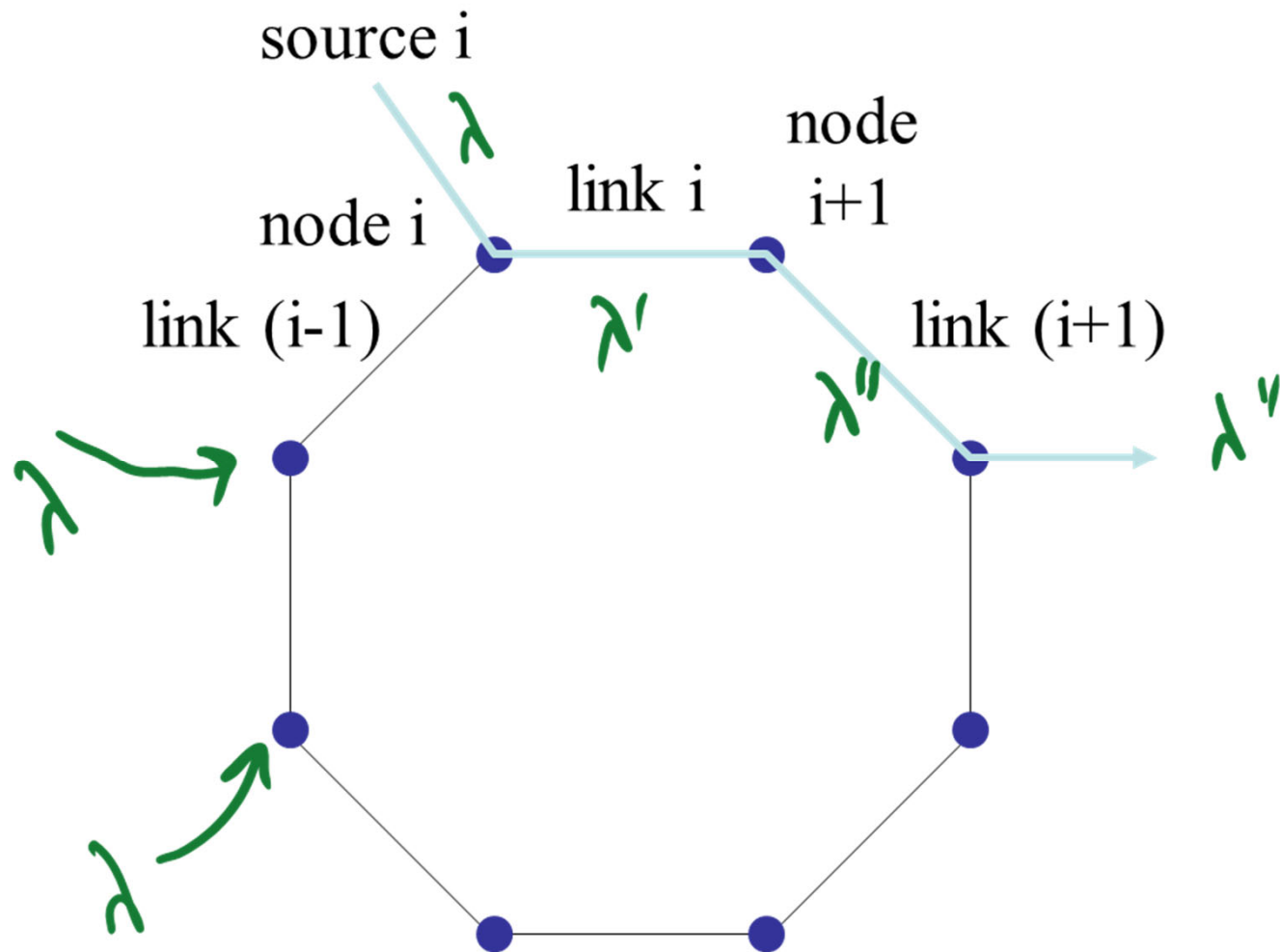
S_1: 100 kb/s

S_2: 10 kb/s

The problem was that S_2 sent too much (but did not know)

S_1

$C_1 = 100$ Kb/s

$C_4 = 100$ Kb/s

$x_{41} = 10$

D_1

$C_3 = 110$ Kb/s

S_2

$C_2 = 1000$ Kb/s

$x_{52} = 10$

D_2

$C_5 = 10$ Kb/s

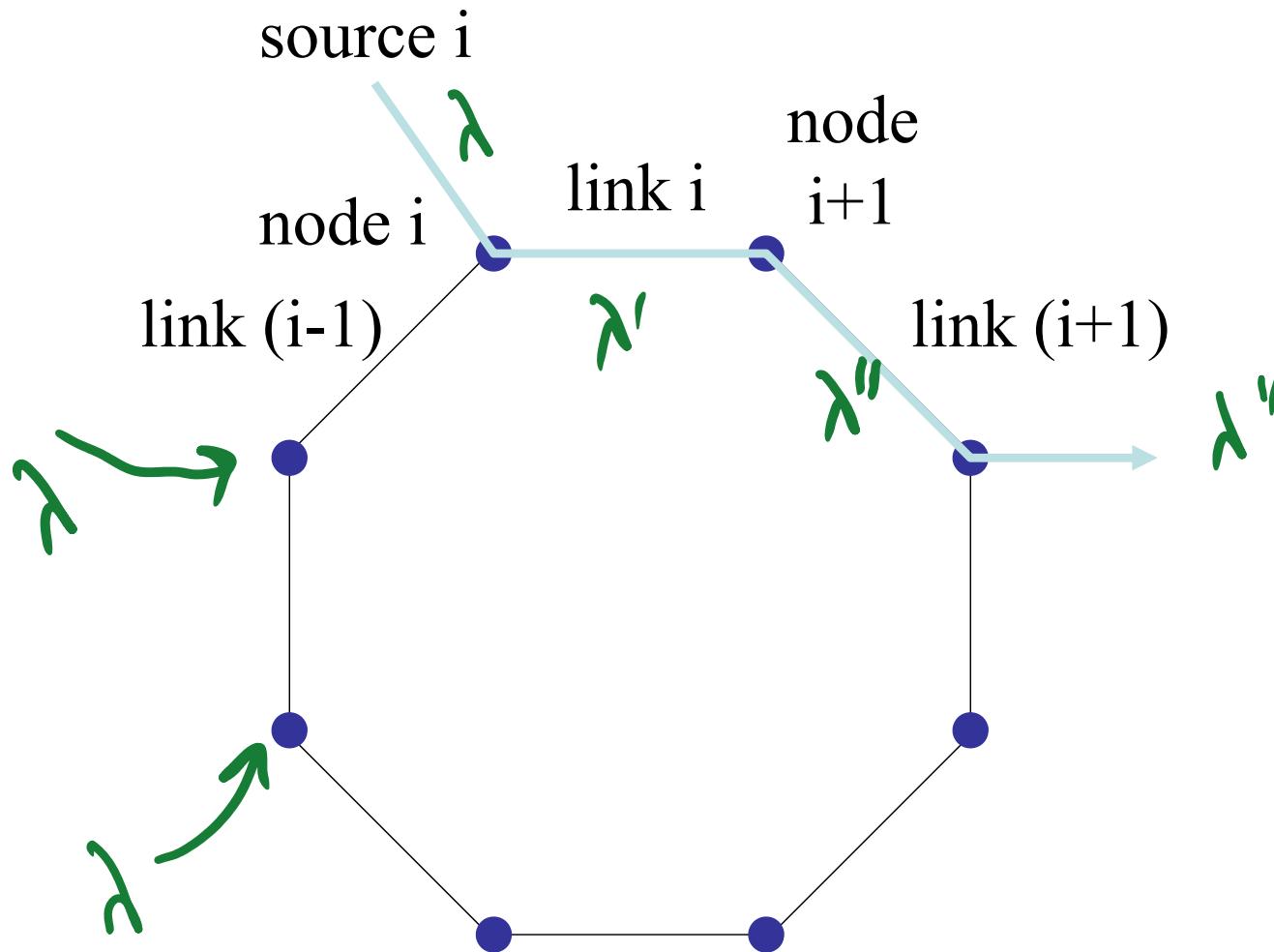# How much can node i send to its destination ?

Source i uses two links, all of same capacity c

At every node there is a source – all sources at same rate

How much can node i send to its destination ?

If $\lambda < \frac{c}{2}$ there is no loss (in this simple model) and $\lambda'' = \lambda$

source i

node i+1

node i

link i

link (i-1)

λ

λ'

λ''

link (i+1)

λ''

λ

λ

How much can node i send to its destination ?

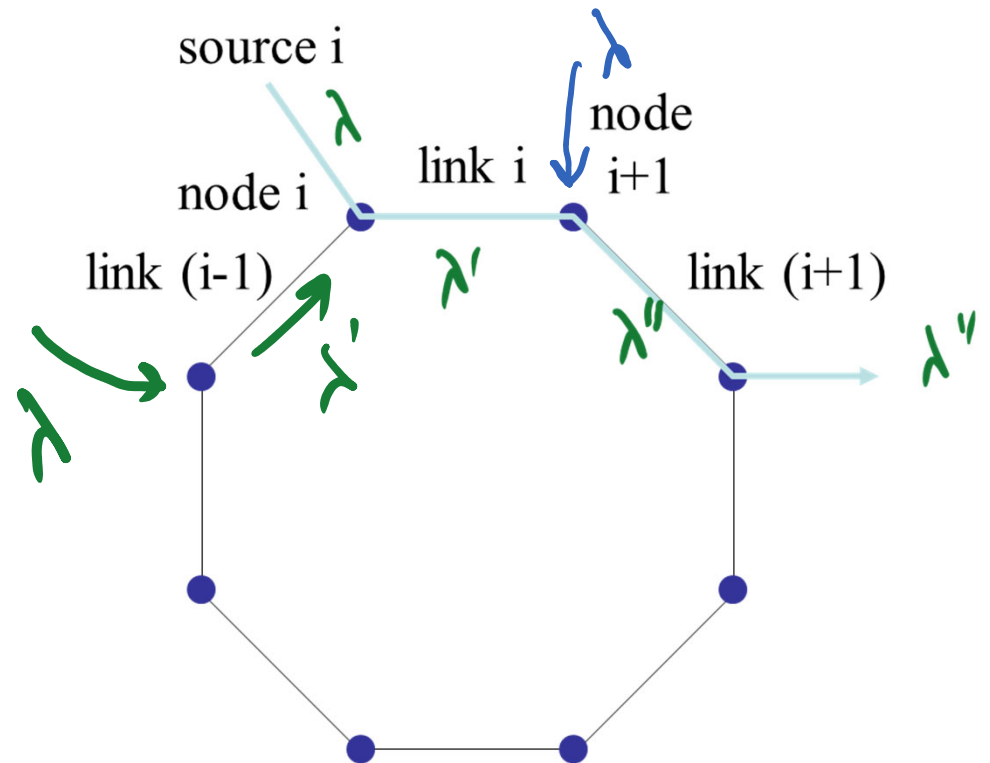If $\lambda > \dfrac{c}{2}$ there is some loss (in this simple model)

Ratio of accepted traffic at one node is $\dfrac{c}{\lambda + \lambda'}$ ← capacity ← offered traffic

Therefore

$$\lambda' = \frac{c}{\lambda + \lambda'}\lambda \quad (1)$$

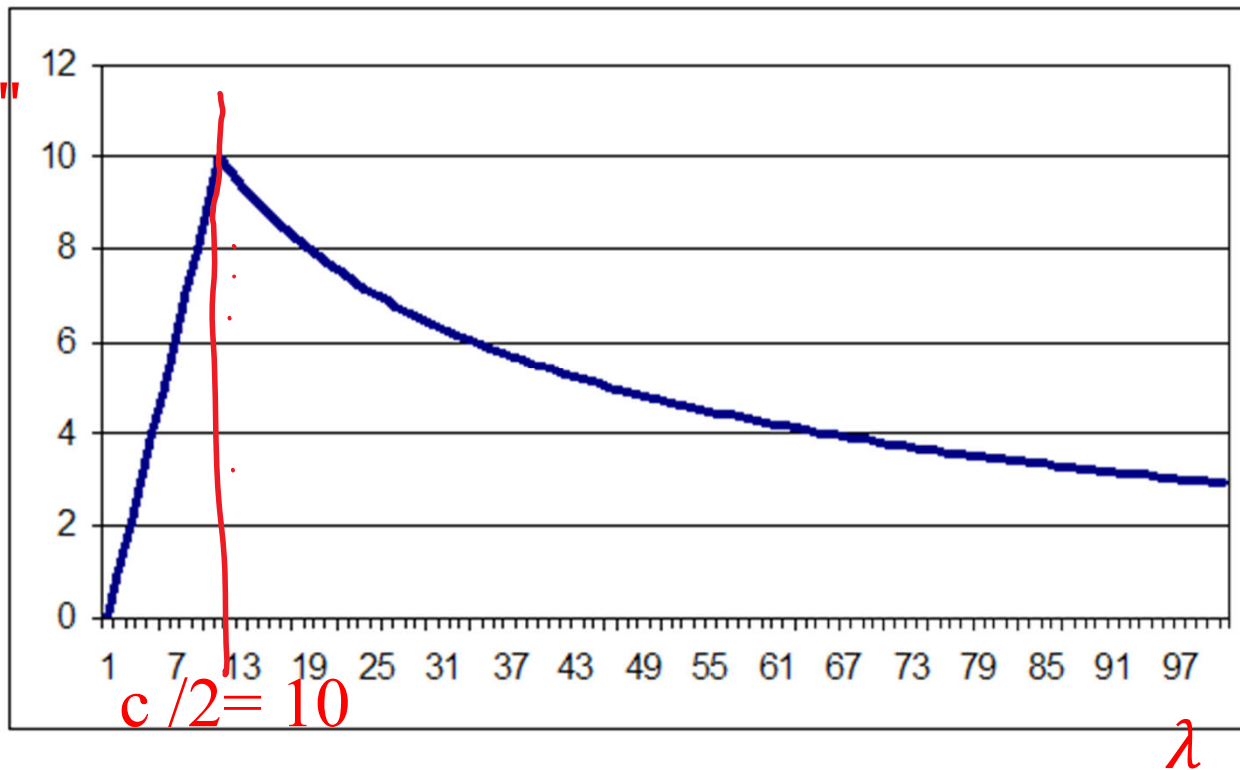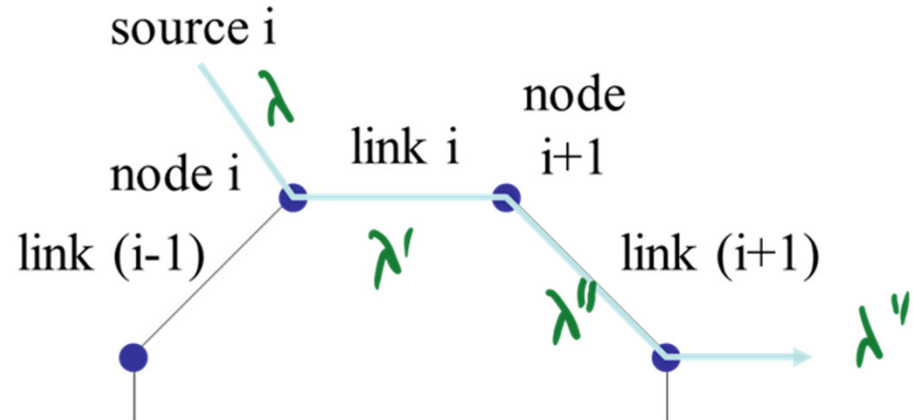$$\lambda'' = \frac{c}{\lambda + \lambda'}\lambda' \quad (2)$$

Solve for λ', λ'' from (1),(2)

How much can node i send to its destination ?
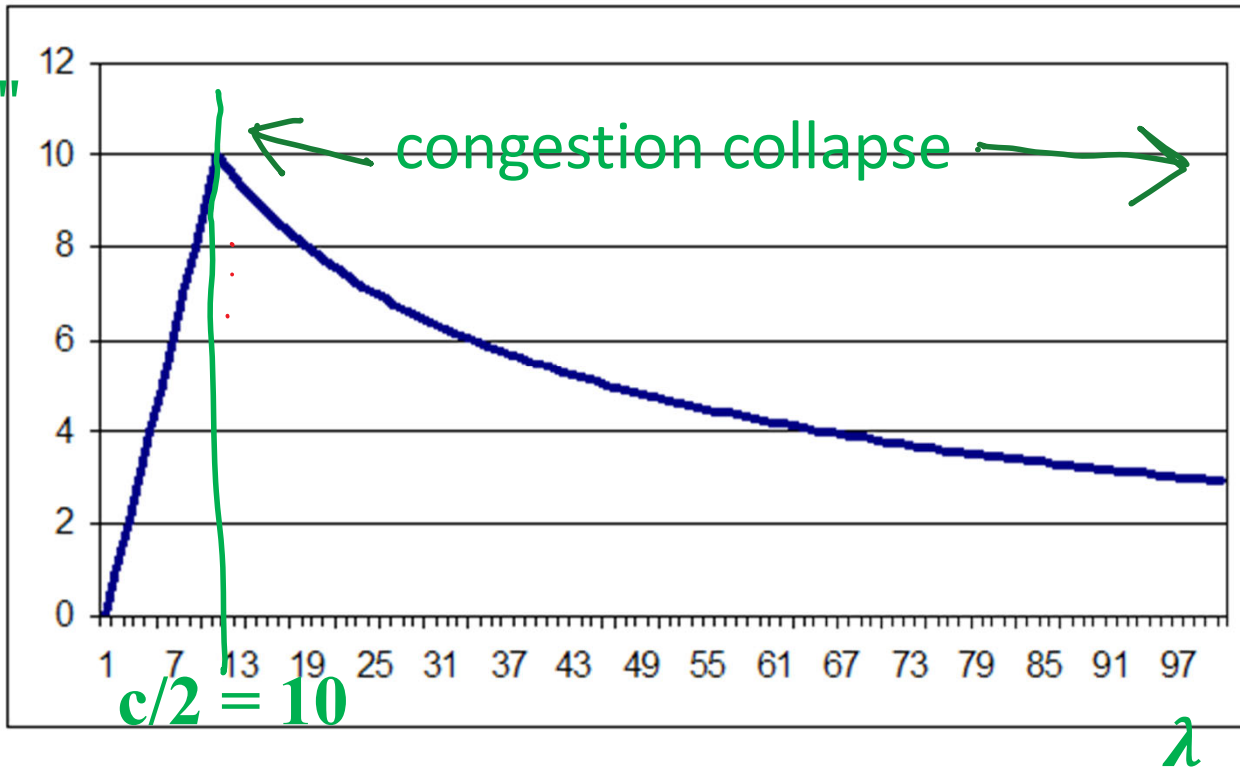
We obtain, for $\lambda > \dfrac{c}{2}$:

$$\lambda'' = c - \frac{\lambda}{2}\left(-1 + \sqrt{1 + \frac{4c}{\lambda}}\right)$$

λ''

c /2 = 10

λ

For large offered traffic λ, the limit of useful work is 0

We obtain, for $\lambda > \dfrac{c}{2}$:

$$\lambda'' = c - \frac{\lambda}{2}\left(-1 + \sqrt{1 + \frac{4c}{\lambda}}\right)$$

source i

node i

link (i-1)

link i

node i+1

λ

λ'

λ''

link (i+1)

λ^{iv}

λ''

congestion collapse
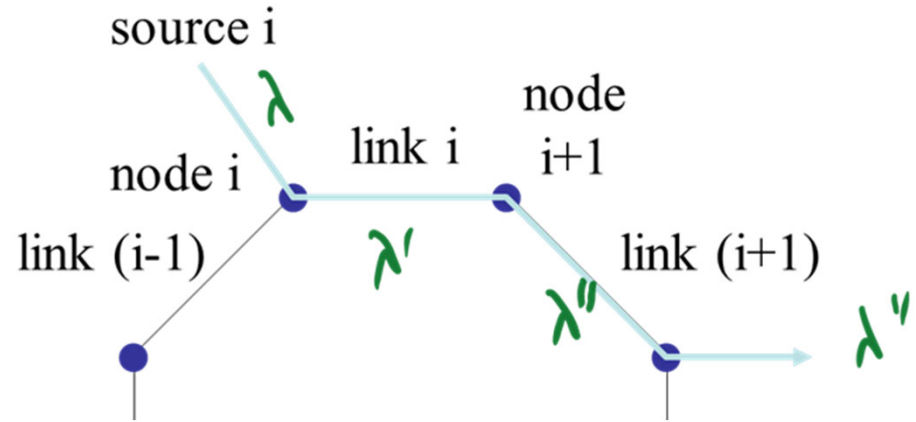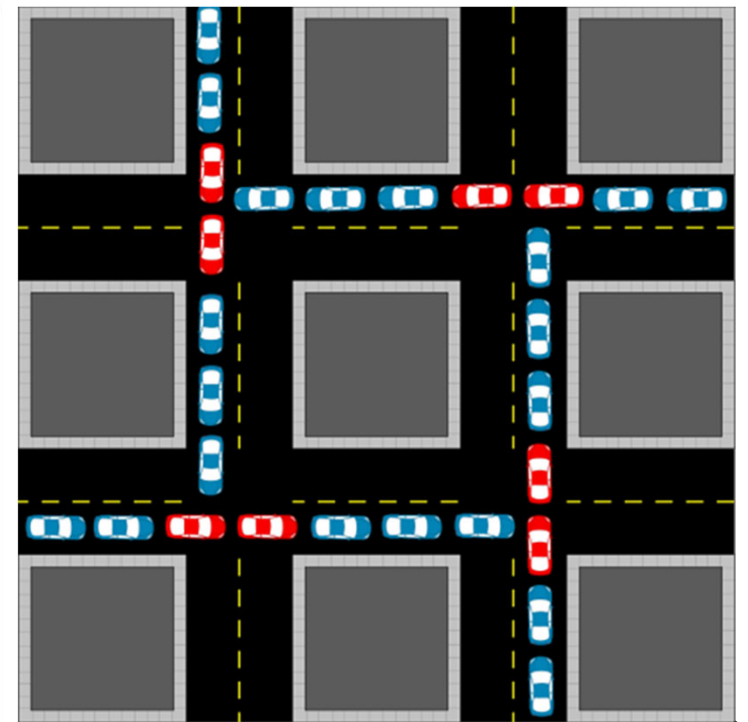
$\sqrt{1 + u} = 1 + \dfrac{1}{2}u - \dfrac{1}{8}u^2 + o(u^2)$

$\lambda'' = \dfrac{c^2}{\lambda} + o\left(\dfrac{1}{\lambda}\right)$

c/2 = 10

λ

Take-Home Message 2

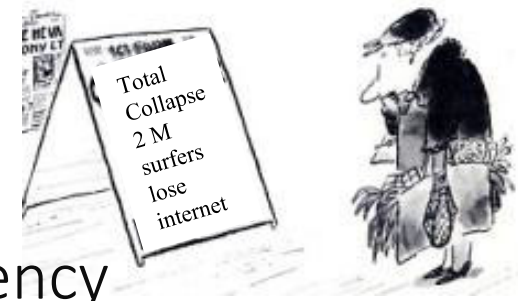This *is* congestion collapse, i.e. : as the offered load increases, the total throughput decreases

Sources should limit their rates to adapt it to the network condition

Otherwise inefficiency or congestion collapse may occur

source i

node i

link (i-1)

λ

link i

node i+1

λ'

link (i+1)

λ''

λ'''

λ''

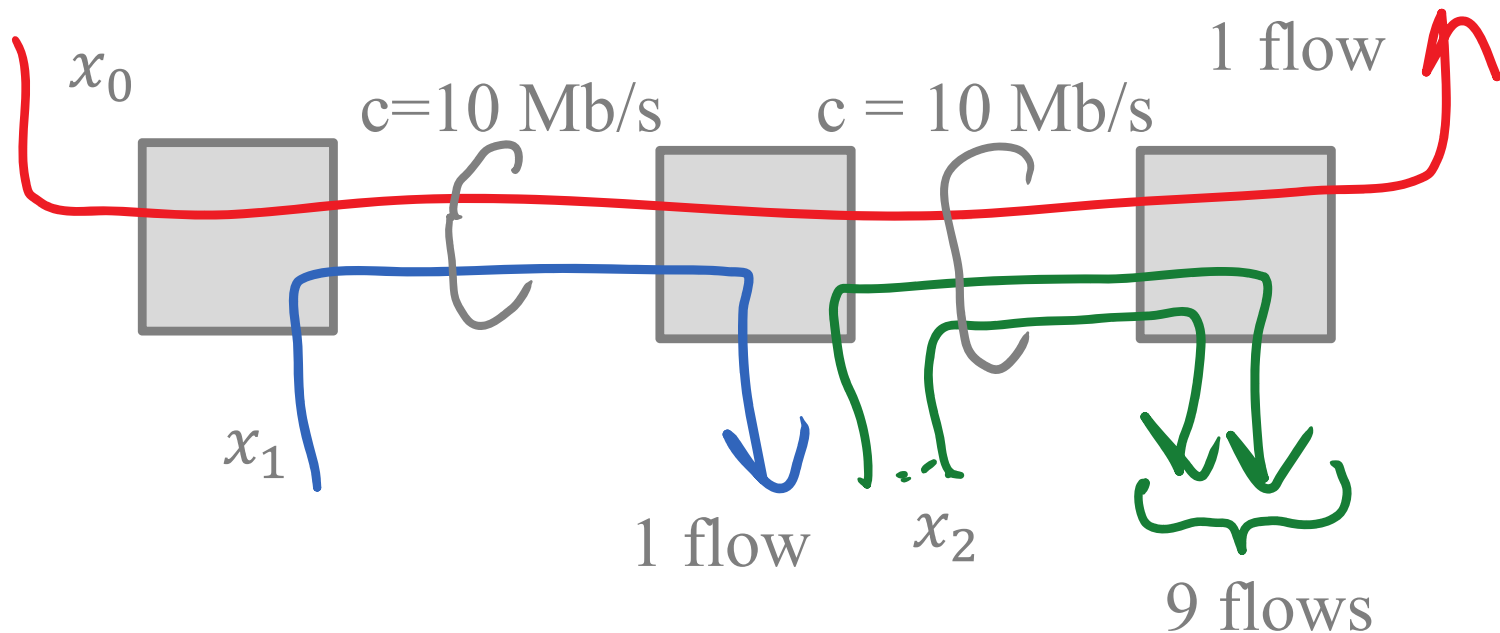congestion collapse

c/2 = 10

λ

13
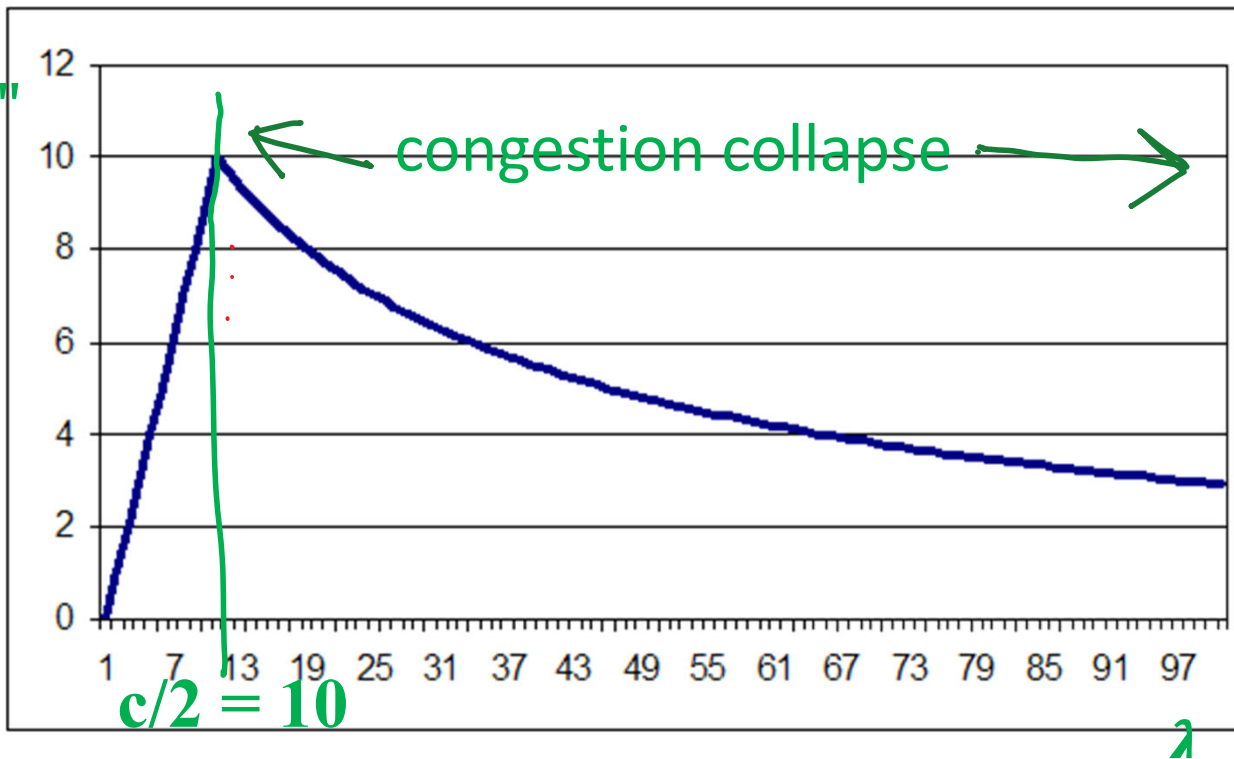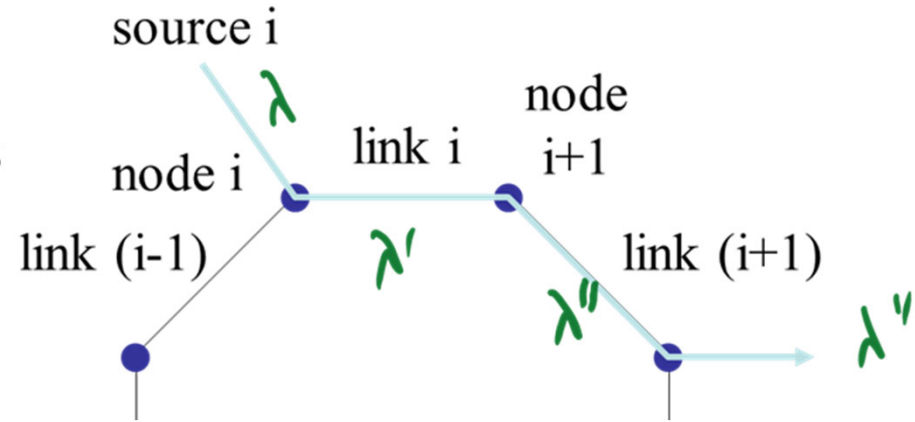
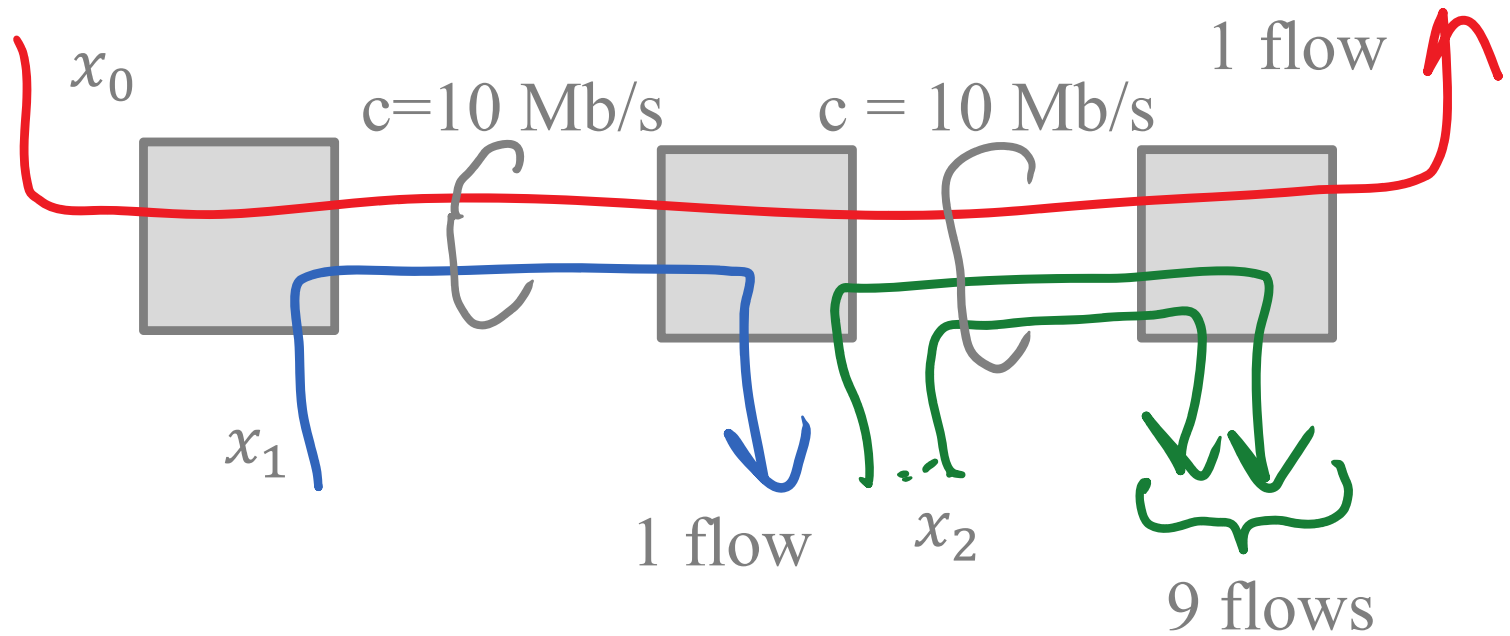# 2. Efficiency vs Fairness

A network should be organized so as to avoid inefficiency

However, being maximally efficient may be a problem

Example : what is the maximum total throughput in this network ?

The maximum throughput is ...

A. 5 Mb/s

B. 10 Mb/s

C. 20 Mb/s

D. None of the above

E. I don't know

x_0

$c = 10$ Mb/s $c = 10$ Mb/s   1 flow

x_1

1 flow x_2

9 flows

The value of x_0 when the maximum throughput is attained is …

x_0

c=10 Mb/s   c = 10 Mb/s

1 flow

x_1

1 flow x_2

9 flows
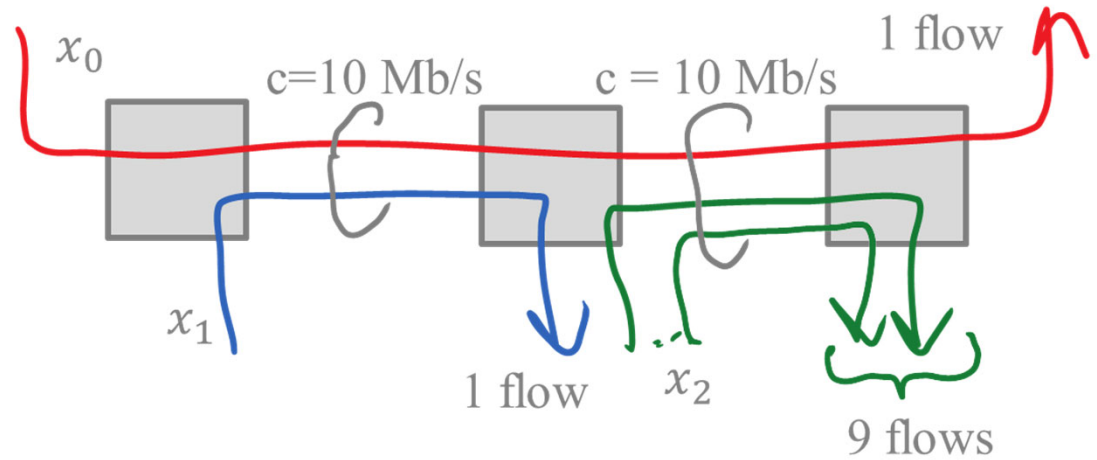
A. 1 Mb/s

B. $\frac{10}{9}$ Mb/s

C. 2 Mb/s

D. None of the above

E. I don't know

Pareto Efficiency
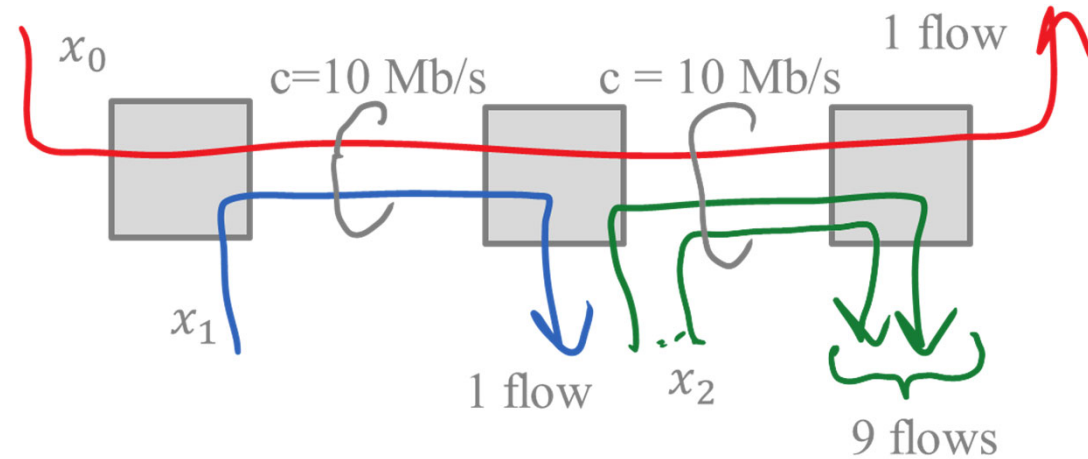
A feasible allocation of rates $\vec{x}$ is called Pareto-efficient (synonym: Pareto-optimal) iff increasing one source must be at the expense of decreasing some other source

i.e. $\vec{x}$ is Pareto-efficient iff :

for any other feasible $\vec{x}'$, $\exists i: x_i' > x_i \Rightarrow \exists j: x_j' < x_j$

Example: here the feasible $\vec{x}$ are such that
$$x_0 + x_1 \leq 10 \quad (1)$$
$$x_0 + 9x_2 \leq 10 \quad (2)$$
The Pareto-efficient $\vec{x}$ are such that (prove it !)
$$x_0 + x_1 = 10$$
$$x_0 + 9x_2 = 10$$

x_0

c=10 Mb/s   c = 10 Mb/s   1 flow

x_1

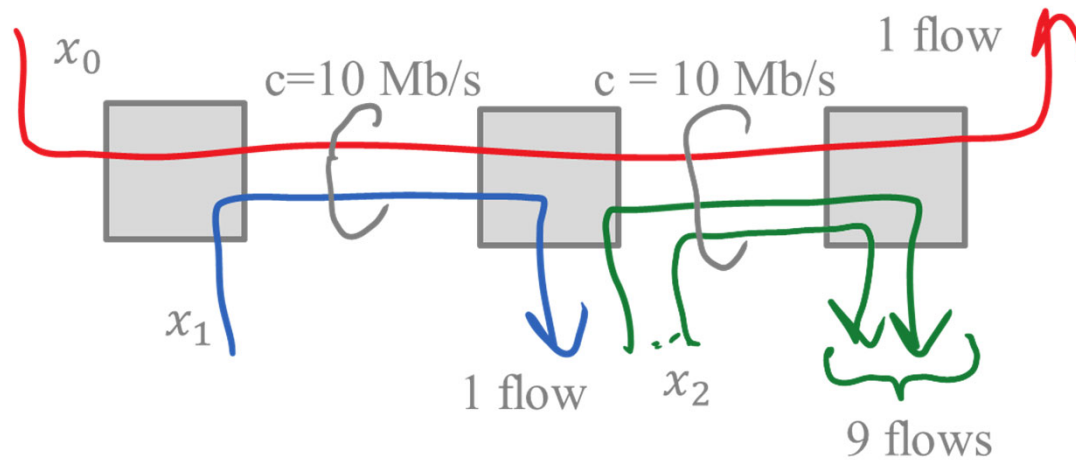1 flow x_2

9 flows

Which allocation is Pareto-Efficient ?

A. $x_0 = 0, x_1 = 10, x_2 = 10/9$

B. $x_0 = 0.55, x_1 = 9.45, x_2 = 1.05$

C. $x_0 = 1, x_1 = 9, x_2 = 1$

D. A and B

E. A and C

F. B and C

G. All

H. None

I. I don't know
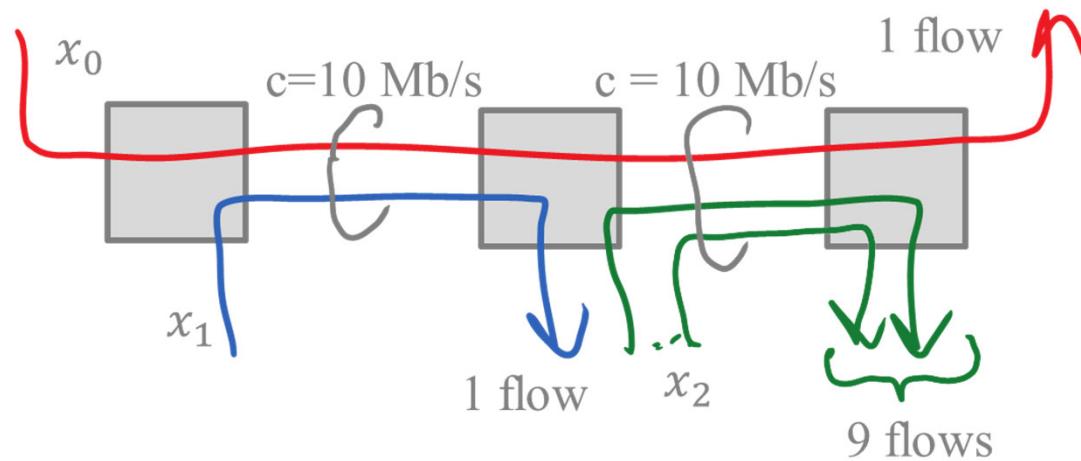
Take Home Message

Maximal efficiency means Pareto optimality.

Maximizing total throughput is Pareto optimal, but it means shutting down flow 0; this is at the expense of fairness.

Are there Pareto efficient allocations that are fair ?

What is fairness ?

3. Let us try a first definition (Egalitarianism) : allocate as much as possible but same to all.

In this example, what is the allocation according to this definition ?
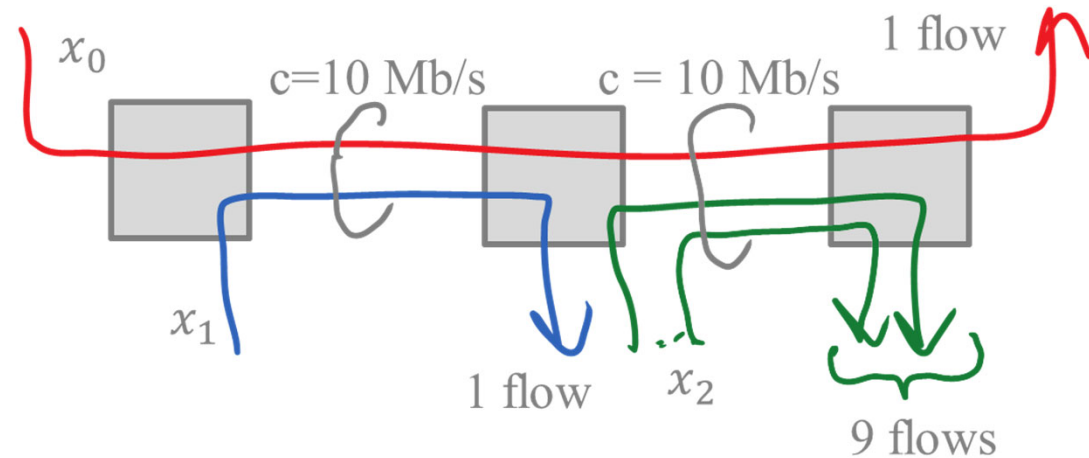
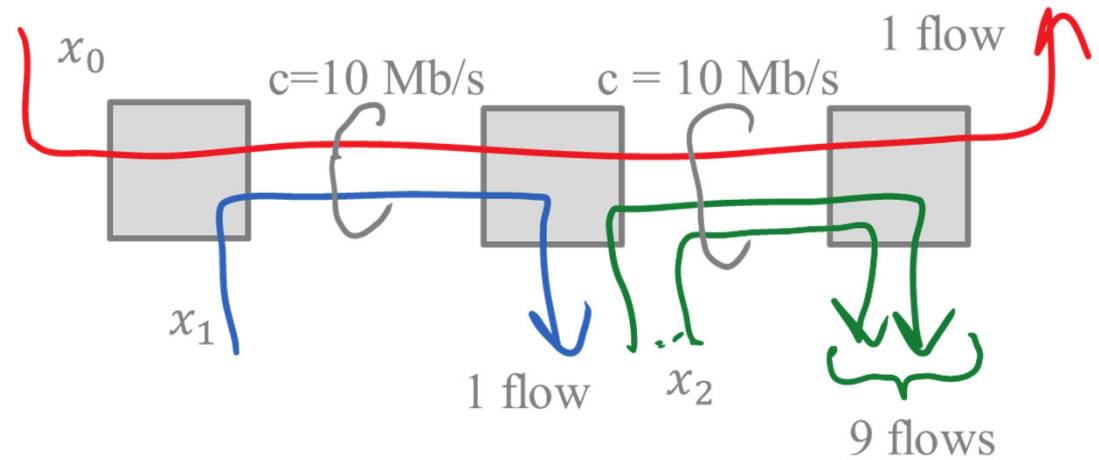A. $x_0 = x_1 = x_2 = 0.5 \ Mb/s$

B. $x_0 = x_1 = x_2 = 1 \ Mb/s$

C. $x_0 = x_1 = x_2 = \frac{10}{9} \ Mb/s$

D. None of the above

E. I don't know

x_0

c=10 Mb/s   c = 10 Mb/s

1 flow

x_1

1 flow x_2

9 flows

Egalitarianism is not Pareto-efficient

Egalitarianism gives $x = 1$ Mb/s to all
this is stupid, we could give more to x_1 without hurting anyone

A better allocation is:
$$x_0 = 1, \quad x_1 = 9, \quad x_2 = 1$$

It is Pareto-efficient (all constraints are satisfied with equality) and is fair, since it gives to every one at least as much as egalitarianism

This is the max-min fair allocation for this example.

Max-Min fairness

We say that a feasible allocation $\vec{x}$ is *max-min fair* iff for any other feasible $\vec{x}'$, $(\exists i: x_i' > x_i \Rightarrow \exists j: x_j' < x_j$ and $x_j \leq x_i)$

i.e. an allocation is max-min fair if the following is true

For every source i, increasing its rate must force the rate of some other (not richer) source j to decrease

In other words: an allocation is max-min fair if *any rate increase contradicts fairness*

Which allocations are max-min fair ?

A
$$x_0 = 0 \text{ Mb/s}$$
$$x_1 = 10 \text{ Mb/s}$$
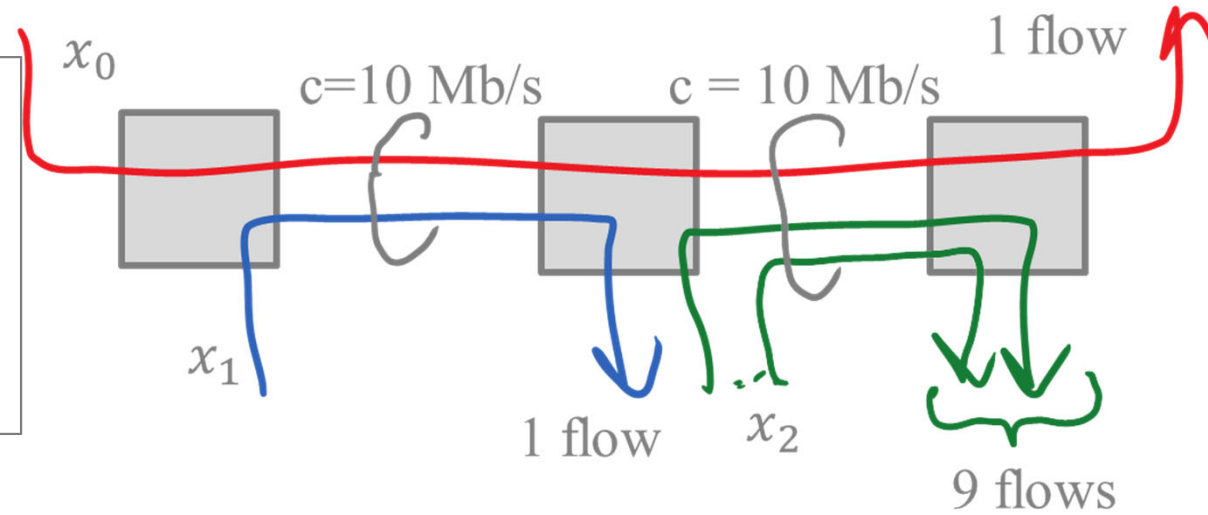$$x_2 = \frac{10}{9} \text{ Mb/s}$$

B
$$x_0 = 1 \text{ Mb/s}$$
$$x_1 = 9 \text{ Mb/s}$$
$$x_2 = 1 \text{ Mb/s}$$

x_0

c=10 Mb/s   c = 10 Mb/s   1 flow

x_1

1 flow x_2

9 flows

A. A

B. B

C. A and B

D. None

E. I don't know

The Maths of Max-Min Fairness

Given a set of constraints for the rates

If it exists, the max-min fair allocation is *unique*

There *exists* one max-min fair allocation if the set of feasible rates is convex (this is the case for networks, as we have linear constraints)

The max-min fair allocation is Pareto-efficient (converse is not true)

For a set of feasible rates as in our case (the sum of the rates on every link is upper bounded), the (unique) max min fair allocation is obtained by *water-filling*
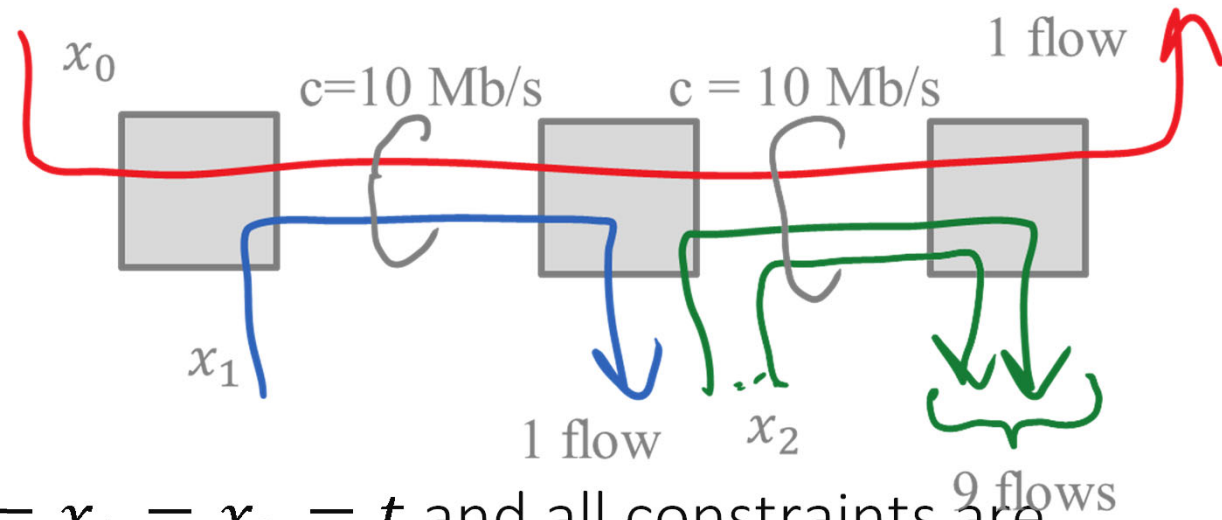
1 mark all sources as non frozen
2 **Do**
3   increase the rate of all non frozen sources to the largest
                    possible common value
4   mark sources that use a saturated link as frozen
5 **Until** all sources are frozen

Water-Filling Example

Step 1:

- maximize t such that $x_0 = x_1 = x_2 = t$ and all constraints are satisfied; we find $t = 1$, hence $x_0 = x_1 = x_2 = 1$;

- link 2 is saturated, is used by sources 0 and 2 $\Rightarrow$ mark sources 0 and 2 as frozen

Step 2 :

- maximize t such that $x_1 = t$, with $x_0 = 1, x_2 = 1$ and all constraints are satisfied; we find $t = 9$, hence $x_0 = x_2 = 1$ and $x_1 = 9$

- link 1 is saturated, is used by sources 0 and 1 $\Rightarrow$ mark source 1 as frozen; all sources are frozen, STOP.

The max-min fair allocation is $x_0 = x_2 = 1$ and $x_1 = 9$

What is the max-min fair allocation ?
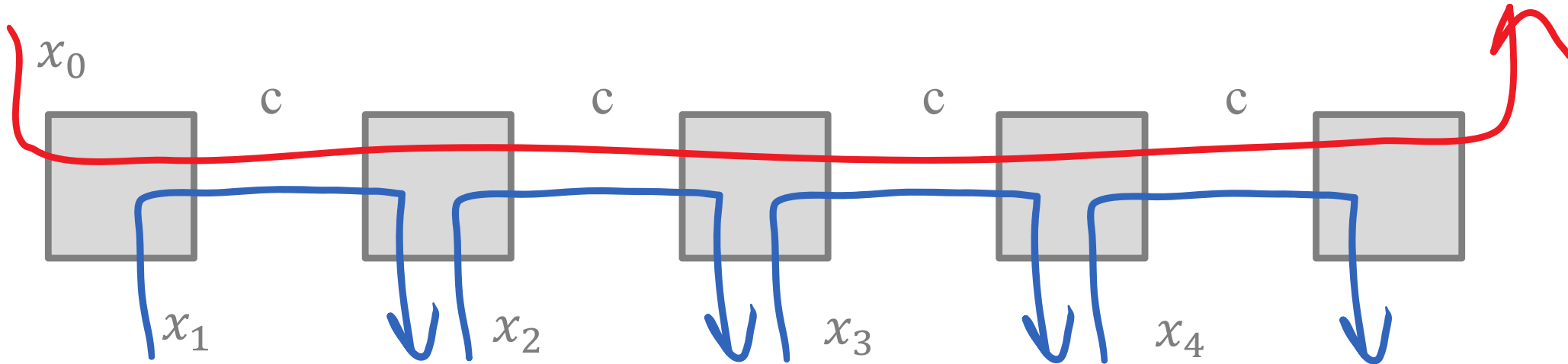
A. $x_i = \frac{c}{2} \;\; \forall i$

B. $x_0 = \frac{c}{3}, \;\; x_i = \frac{2c}{3} \;\; \forall i \neq 0$

C. $x_0 = \frac{c}{4}, \;\; x_i = \frac{3c}{4} \;\; \forall i \neq 0$

D. $x_0 = \frac{c}{5}, \;\; x_i = \frac{4c}{5} \;\; \forall i \neq 0$

E. None of the above

F. I don't know

Definition of Proportional Fairness

We say that a feasible allocation $\vec{x}$ is *proportionally fair* iff for any other feasible $\vec{x}'$, $\sum_i \frac{x_i' - x_i}{x_i} \leq 0$

In other words: an allocation is proportionnally fair if *any change contradicts proportional fairness*, in the sense that:
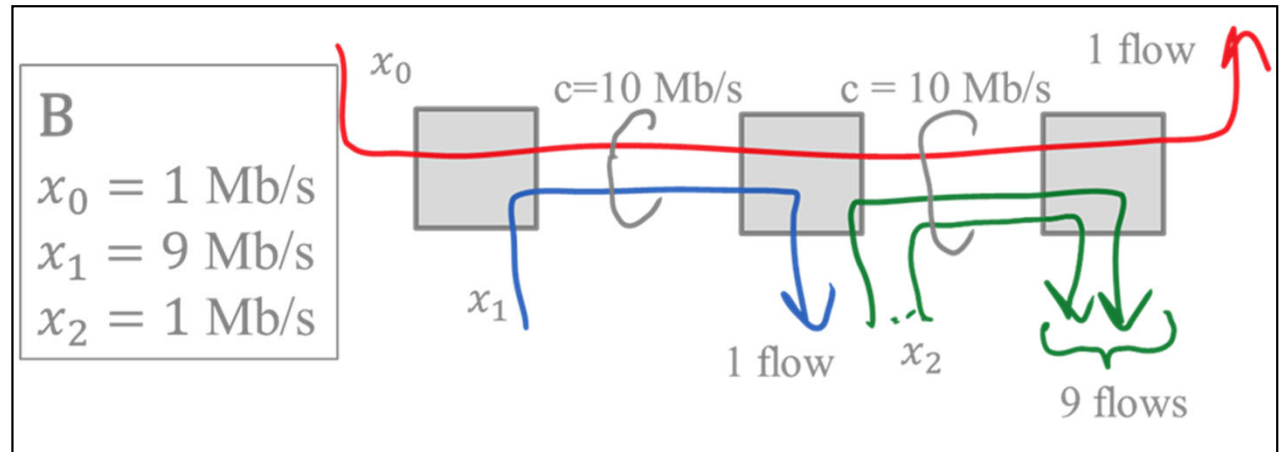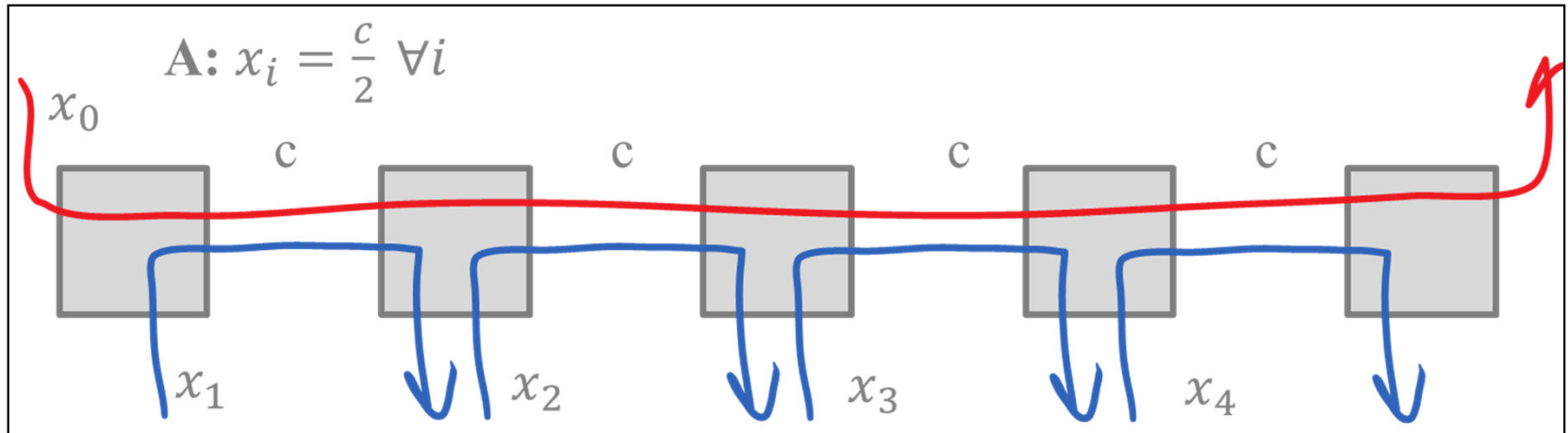
the total (or average) *rate of change* $\sum_i \frac{\Delta x_i}{x_i}$ is negative

Two effects

    Relative shares matter, not absolute

    Global effect

Which allocations are proportionally fair ?

$$A: x_i = \frac{c}{2} \ \forall i$$

B

$x_0 = 1$ Mb/s
$x_1 = 9$ Mb/s
$x_2 = 1$ Mb/s

A. A

B. B

C. A and B

D. None

E. I don't know

The Maths of Proportional Fairness

Given a set of constraints for the rates that is convex:
The proportionally fair allocation *exists* and is *unique*
It is obtained by maximizing
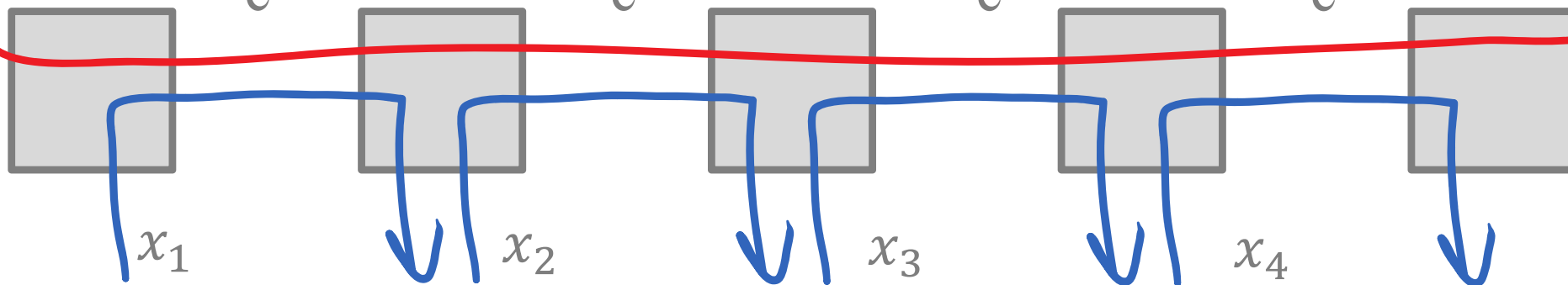
$$J(\vec{x}) := \sum_i \log x_i$$

over all feasible allocations

Intuitive explanation:

$$dJ(\vec{x}) = \sum_s \frac{dx_i}{x_i}$$

A proportionally fair allocation is Pareto-efficient.

Let us compute the proportionally fair allocation

We have to solve the optimization problem:

$$\max U = \log x_0 + \log x_1 + \log x_2 + \log x_3 + \log x_4$$
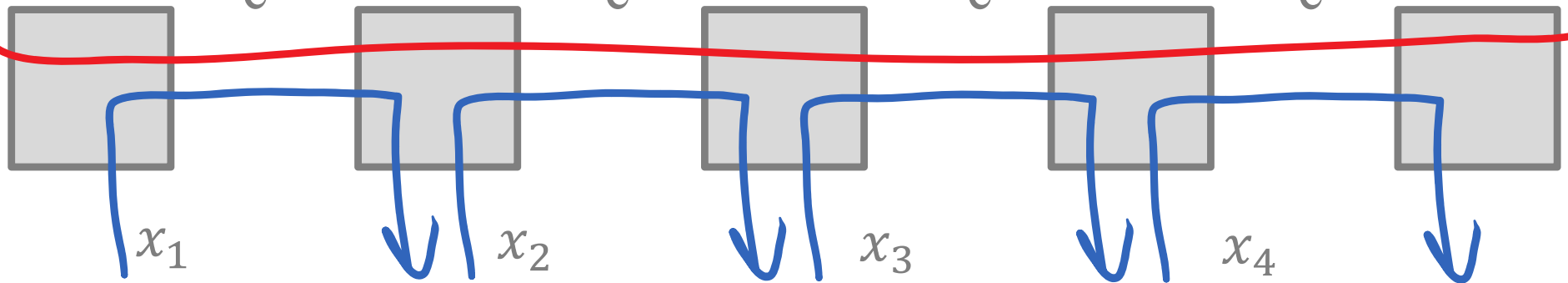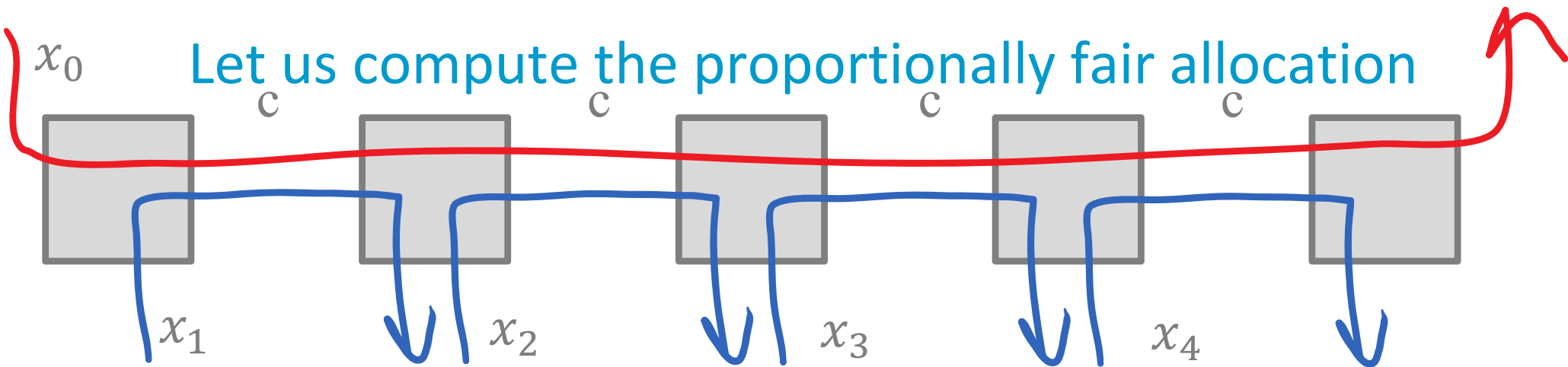
subject to

$$x_0 + x_1 \leq c$$
$$x_0 + x_2 \leq c$$
$$x_0 + x_3 \leq c$$
$$x_0 + x_4 \leq c$$

We can use convex programming, but here we can also do a direct solution

x_0

c   c   c   c

x_1 x_2 x_3 x_4

We have to solve the optimization problem:

$$\max U = \log x_0 + \log x_1 + \log x_2 + \log x_3 + \log x_4$$

subject to

$$x_0 + x_1 \leq c$$
$$x_0 + x_2 \leq c$$
$$x_0 + x_3 \leq c$$
$$x_0 + x_4 \leq c$$

We must have equality everywhere otherwise we can increase x_i ($i \neq 0$) and increase U

Therefore we must have $x_1 = x_2 = x_3 = x_4 = c - x^*$ and $x_0 = x^*$ for some x^*

Let us compute the proportionally fair allocation

x_0, c, c, c, c, x_1, x_2, x_3, x_4

We have to solve the optimization problem:

$$\max U = \log x^* + 4 \log(c - x^*)$$
$$\text{subject to } 0 < x^* < c$$

This is a 1d problem, can be solved by computing the derivative
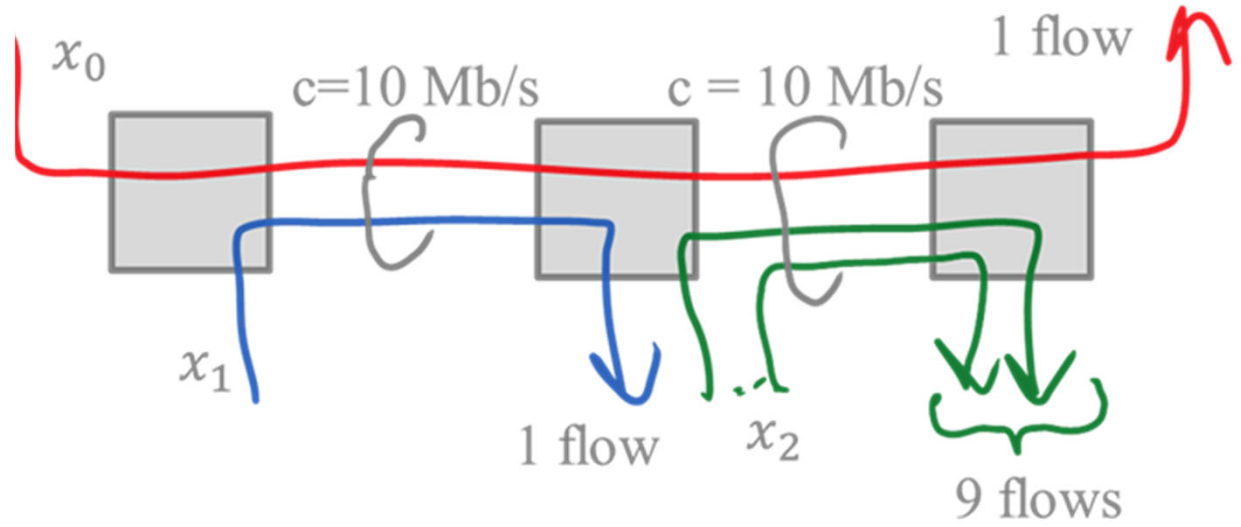
We find $\dfrac{dU}{dx^*} = \dfrac{1}{x^*} - \dfrac{4}{c-x^*}$

There is a maximum for $x^* = \dfrac{c-x^*}{4}$ i.e. $x^* = \dfrac{c}{5}$

The proportionally fair allocation is

$$x_0 = \frac{c}{5}, \qquad x_1 = x_2 = x_3 = x_4 = \frac{4c}{5}$$

Which one is the proportionally fair allocation ? (in Mb/s)

x_0

c=10 Mb/s   c = 10 Mb/s

1 flow

x_1

1 flow x_2

9 flows

A. $x_0 = 1, x_1 = 9, x_2 = 1$

B. $x_0 = 0.909, x_1 = 9, x_2 = 1.010$

C. $x_0 = 1.009, x_1 = 8.991, x_2 = 0.999$

D. $x_0 = 0.909, x_1 = 9.091, x_2 = 1.010$

E. I don't know

Utility Fairness

One can *interpret* proportional fairness as the allocation that maximizes a global utility $\sum_i U_i(x_i)$ with $U_i(x_i) = \log x_i$.

If we take some other utility function we have what we call a utility fairness

It can be shown that max-min fairness is the limit of utility fairness when the utility function converges to a step function
but max-min fairness cannot be expressed exactly as a utility fairness

$$U(x) = \log x : \text{proportional fairness}$$

$$U(x) = 1 - \frac{1}{x^m} : m \text{ large} \Rightarrow \approx \text{max min fairness}$$

Utility

Rate x
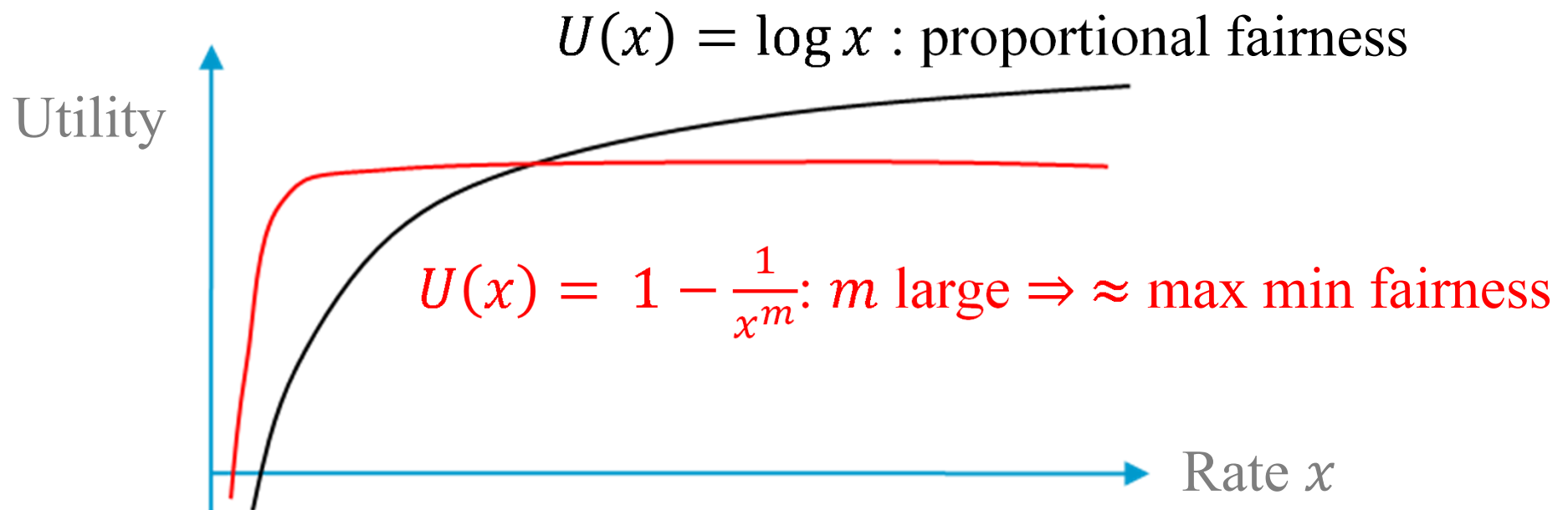
Take Home Message

Sources should adapt their rate to the state of the network in order to avoid inefficiencies and congestion collapse

This is called "congestion control"

A rate adaptation mechanism should target some form of fairness

E.g. max-min fairness or proportional fairness

4. Additive Increase Multiplicative Decrease

How can congestion control be implemented ?

Explicit (rate based): tell every host how fast it can send
ATM ABR
MPLS networks (smart grid)
Cellular networks

Hop by hop = backpressure: STOP/GO signals sent upstream
Gigabit LAN switches

Fair Queuing per Flow: One queue per flow / per user, served
round robin -> Cellular networks

End-to-end: hosts taste the water and increase or decrease
their sending rate using a host congestion control algorithm
The solution in the Internet

Additive Increase Multiplicative Decrease (AIMD)

The first congestion control algorithm deployed in the Internet and before that, in Decnet (the "Decbit").

Still widely deployed today

We have designed a scheme that allows a network to operate at its knee. As shown in Figure 3, the scheme uses one bit called the **congestion avoidance bit** in the network layer header of the packet for feedback from the subnet to the users. A source clears the congestion avoidance bit as the packet enters the subnet. All routers in the subnet monitor their load and if they detect that they are operating above the knee, they set the congestion avoidance bit in the packets belonging to users causing overload. Routers operating below the knee pass the bit as received. When the packet is received at the destination the network layer passes the bit to the destination transport, which takes action based on the bits.

Raj Jain

Raj Jain, K.K. Ramakrishnan, and Dah-Ming Chiu. Congestion avoidance in computer networks with a connectionless network layer. Technical Report DEC-TR-506, Digital Equipment Corporation, August 1987.
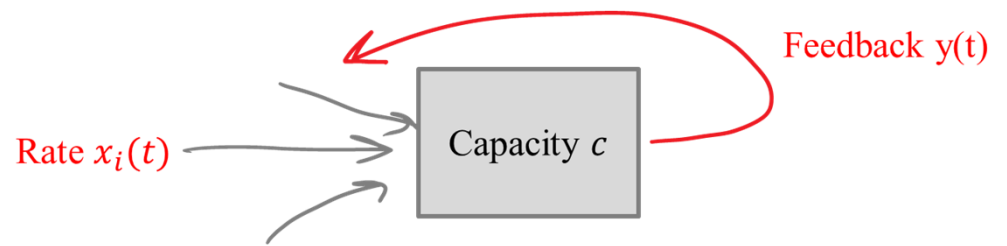
A Simple Network Model
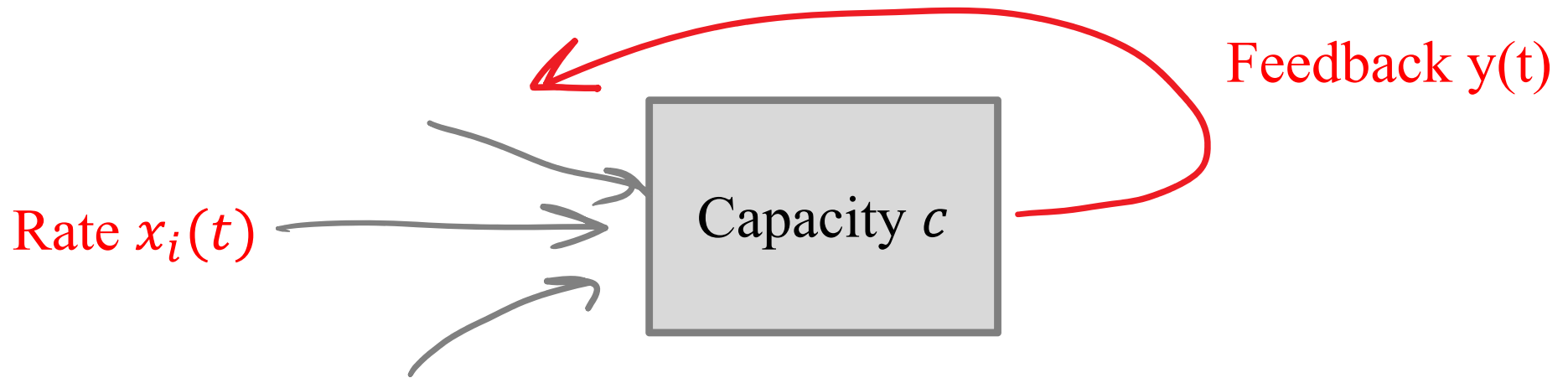
Network sends a one bit feedback :

$y(t) = 0$ if $\sum_i x_i(t) \leq c$, $y(t) = 1$ if $\sum_i x_i(t) > c$

Sources reduce rate $x_i(t + 1)$ if $y(t) = 1$, increase otherwise

Question: what form of increase/decrease laws should one pick?

Linear Laws

Rate $x_i(t)$ — Capacity c

We consider linear laws

$$\text{if } y(t) = 1 \text{ then } x_i(t+1) = u_1 \, x_i(t) + v_1$$
$$\text{if } y(t) = 0 \text{ then } x_i(t+1) = u_0 \, xi(t) + v_0$$
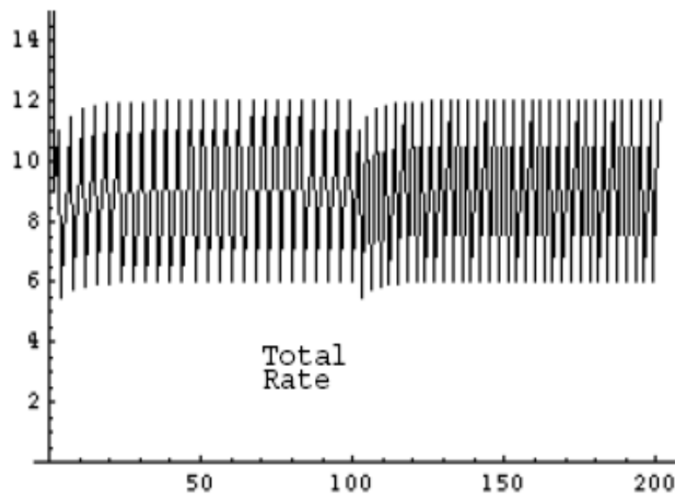
We want to decrease when $y(t) = 1$, so
$u_1 \leq 1$ and $v_1 \leq 0$ and at least one inequality must be strict

Multiplicative decrease factor   Additive decrease term
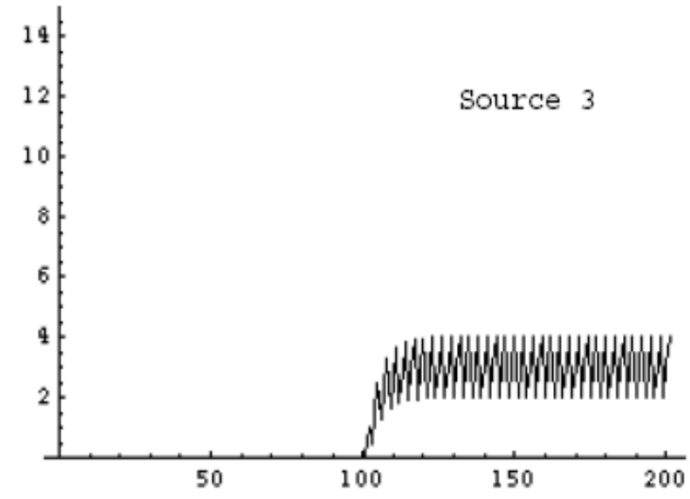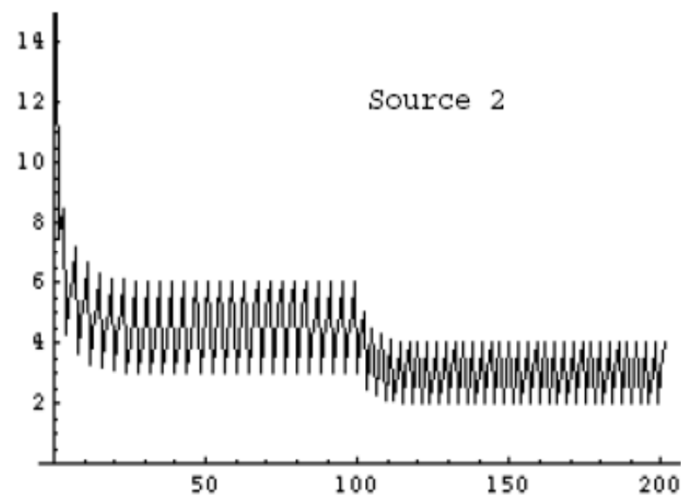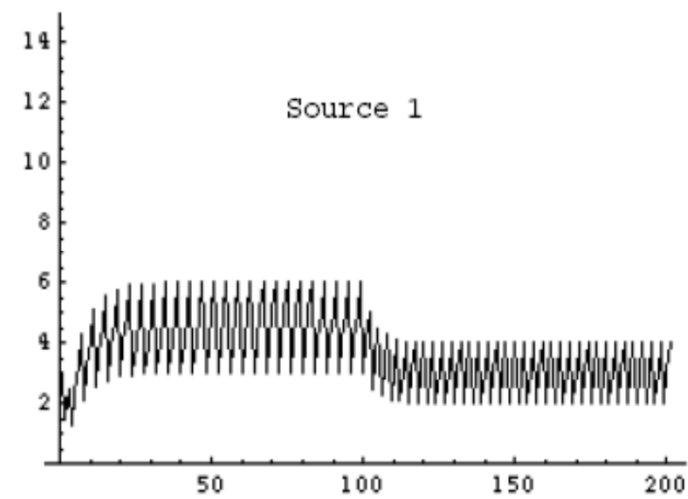
We want to increase when $y(t) = 0$, so
$u_0 \geq 1$ and $v_0 \geq 0$ and at least one inequality must be strict

Multiplicative increase factor   Additive increase term

Example

$$u_1 = 0.5, v_1 = 0 \text{ (multiplicative decrease)}$$
$$u_0 = 1, v_0 = 1 \text{ (Mb/s) (additive increase)}$$
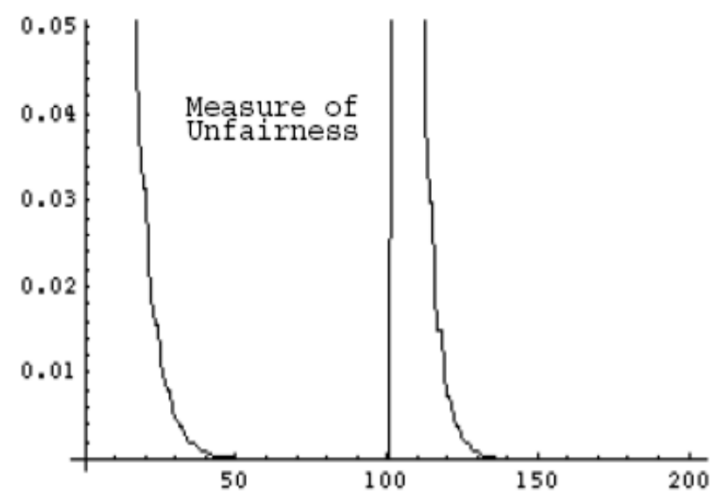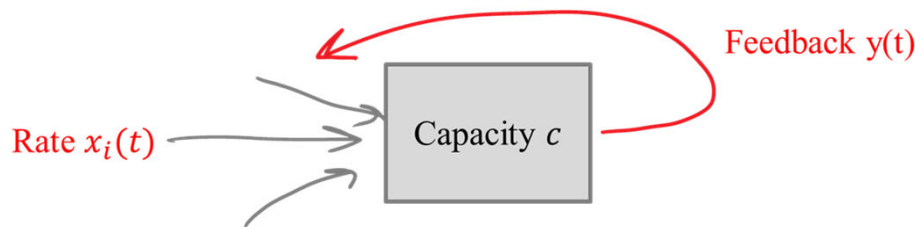
Analysis of Linear Control Schemes

We want to achieve efficiency and fairness

We could target either max-min fair or proportionally fair allocations

Here they are the same

We will now analyze the impact of each of the four coefficients u_0, u_1, v_0 and v_1.
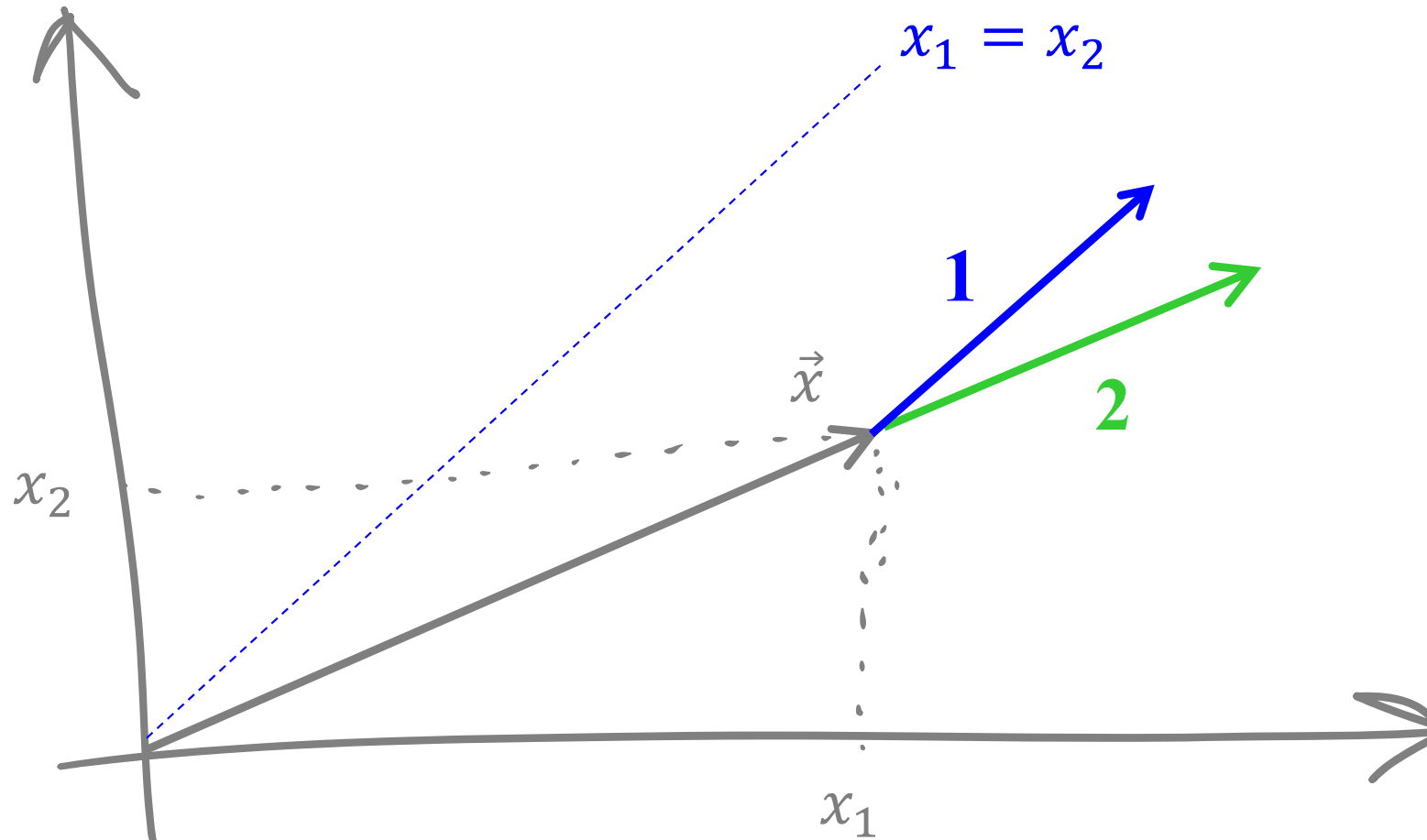

Feedback y(t)

Rate $x_i(t)$

Capacity c

■ We consider linear laws

if $y(t) = 1$ then $x_i(t+1) = u_1 x_i(t) + v_1$
if $y(t) = 0$ then $x_i(t+1) = u_0 xi(t) + v_0$

■ We want to decrease when $y(t) = 1$, so

$u_1 \leq 1$ and $v_1 \leq 0$ and at least one inequality must be strict

Multiplicative   Additive
decrease factor   decrease term

■ We want to increase when $y(t) = 0$, so

$u_0 \geq 1$ and $v_0 \geq 0$ and at least one inequality must be strict

Multiplicative   Additive
increase factor   increase term

Zoom on 2 Sources

$x_1 = x_2$

target

$y(t) = 1$

$y(t) = 0$

$\vec{x}$

$y(t) = 0$

x_2

x_1

$x_1 + x_2 \leq c$
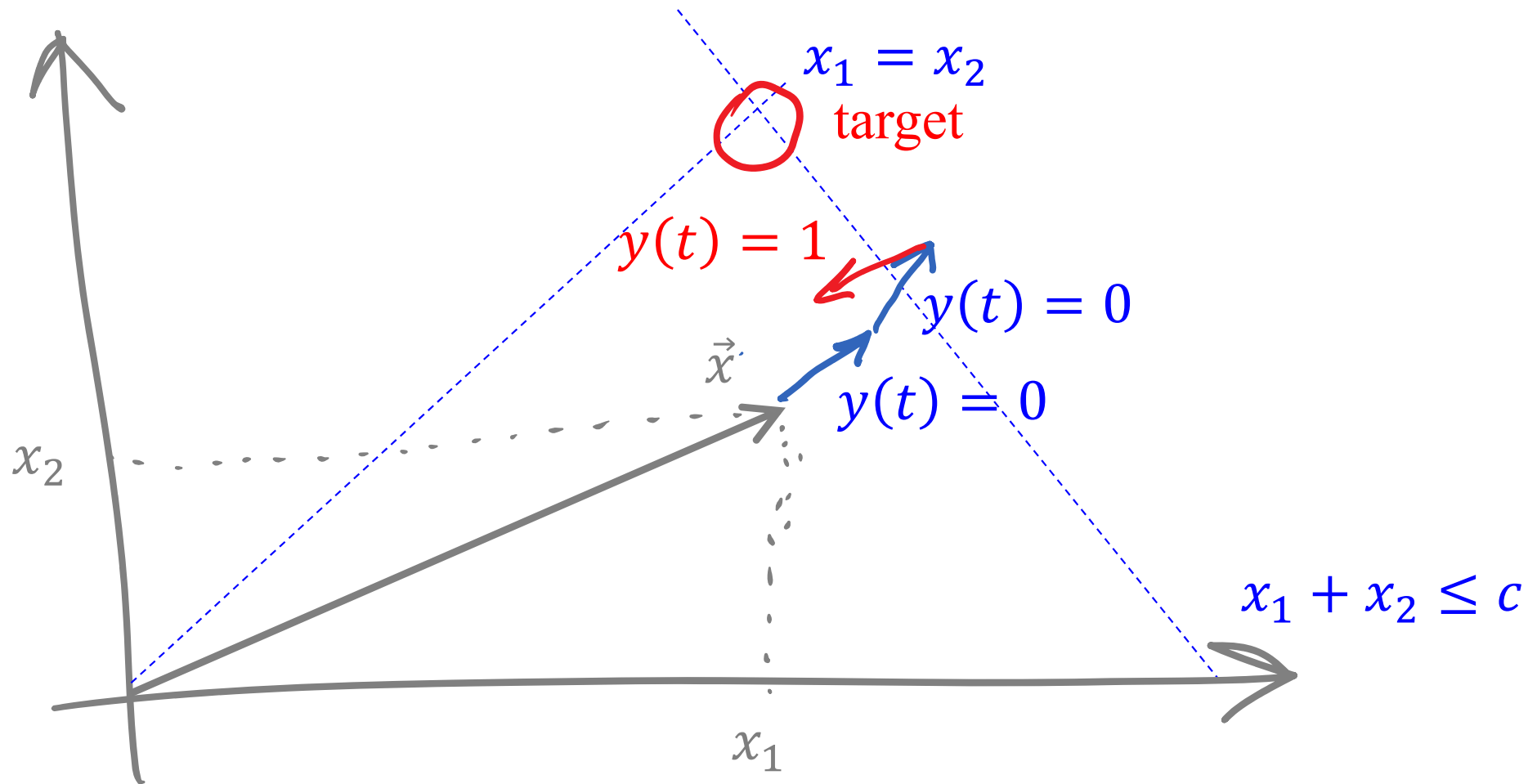
Zoom on 2 sources ; say what is true

$x_1 = x_2$

$\vec{x}$

x_2

x_1

1

2

A. 1 = additive increase,
   2 = multiplicative increase

B. 1 = multiplicative increase
   2 = additive increase,

C. None of the above

D. I don't know

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Why AIMD

Among the linear controls, only additive increase – multiplicative decrease (AIMD) tends to bring the allocation towards fairness and efficiency.

This is what was implemented in the Internet after the first congestion collapses.

In a more complex network setting, does AIMD distribute rates according to max-min fairness or proportional fairness ?
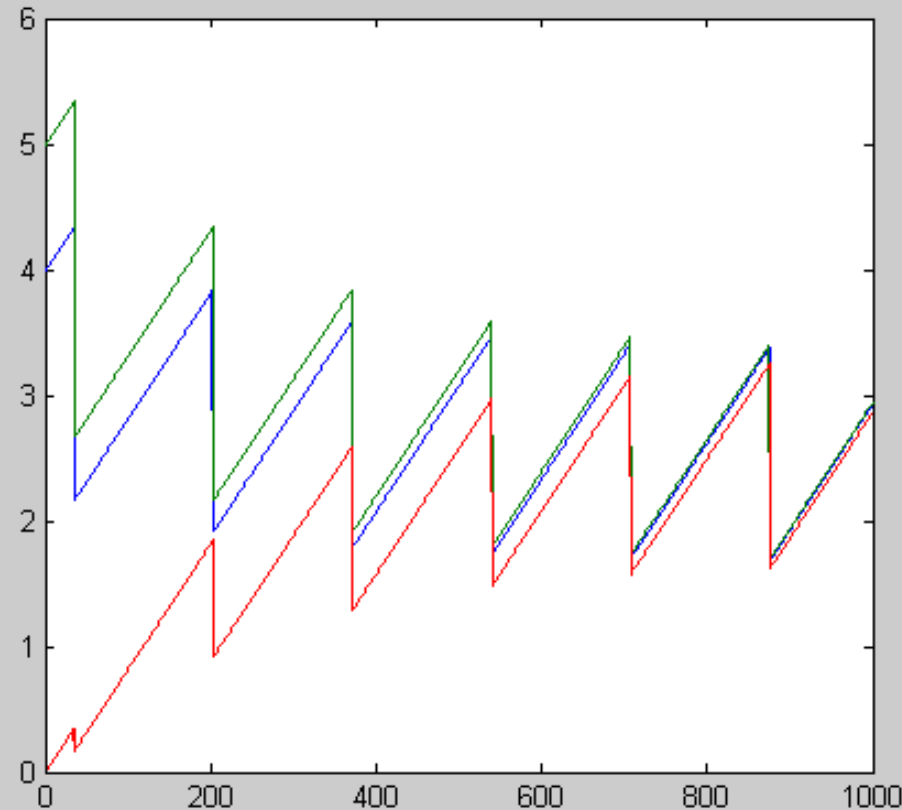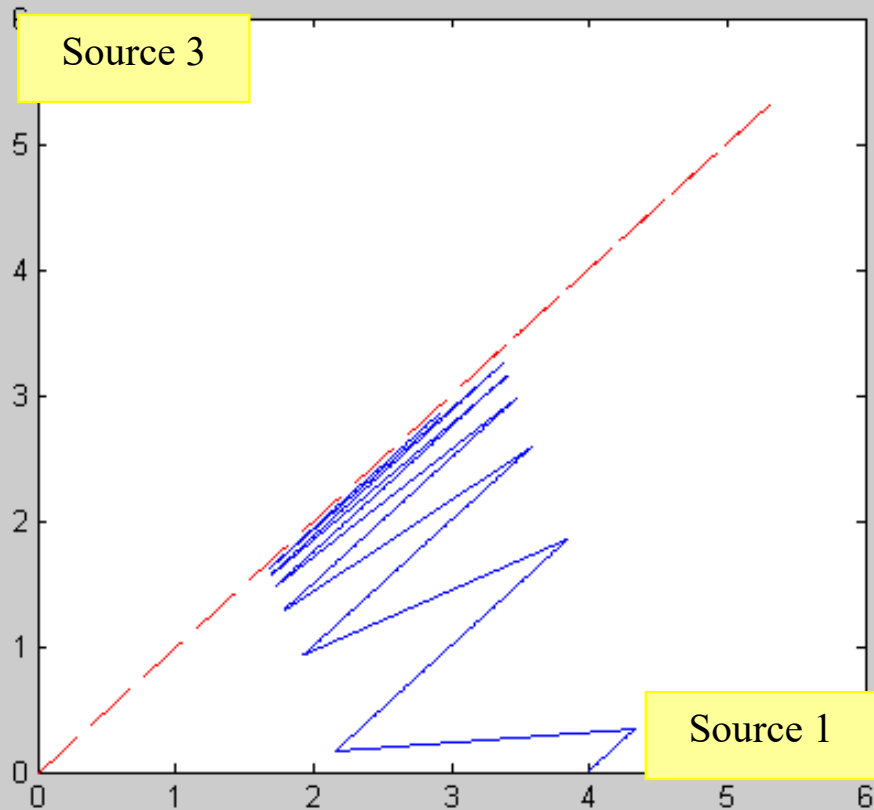
A. Max-min

B. Proportional

C. None of the above

D. I don't know

5. Slow Start

AIMD convergence can be accelerated when initial conditions are very different

Slow start is an additional method, added to AIMD

Used at beginning of connection and at losses detected by timeout

Slow Start

Increase the rate multiplicatively

(by w_0, e.g. $w_0 = 2$) until a target rate is reached or negative feedback is received

Apply multiplicative decrease (by u_1, e.g. $u_1 = 0.5$) to target rate if negative feedback is received

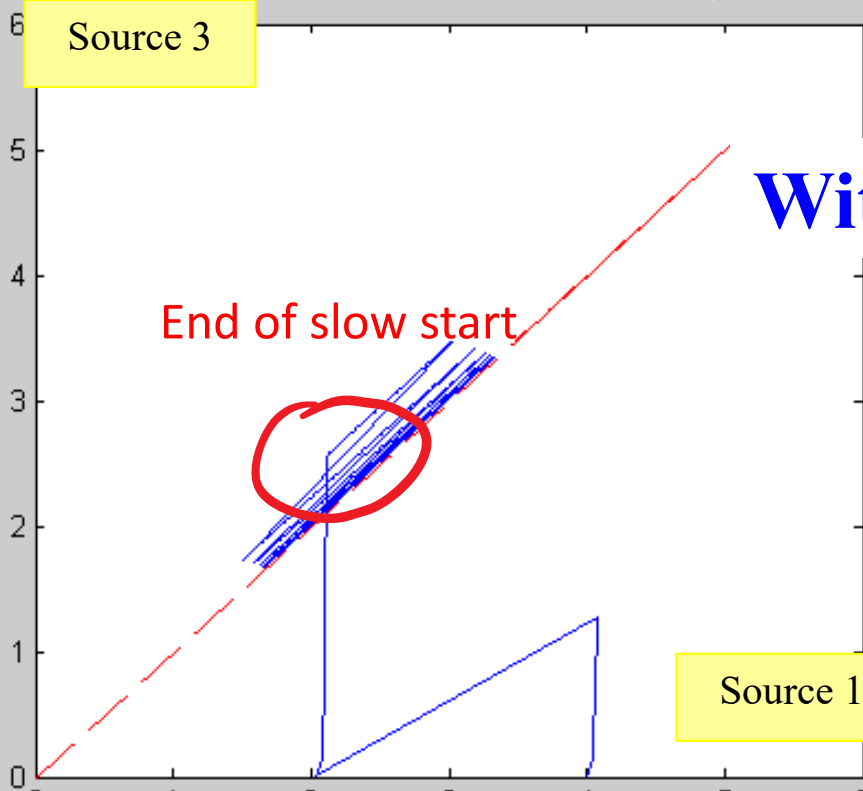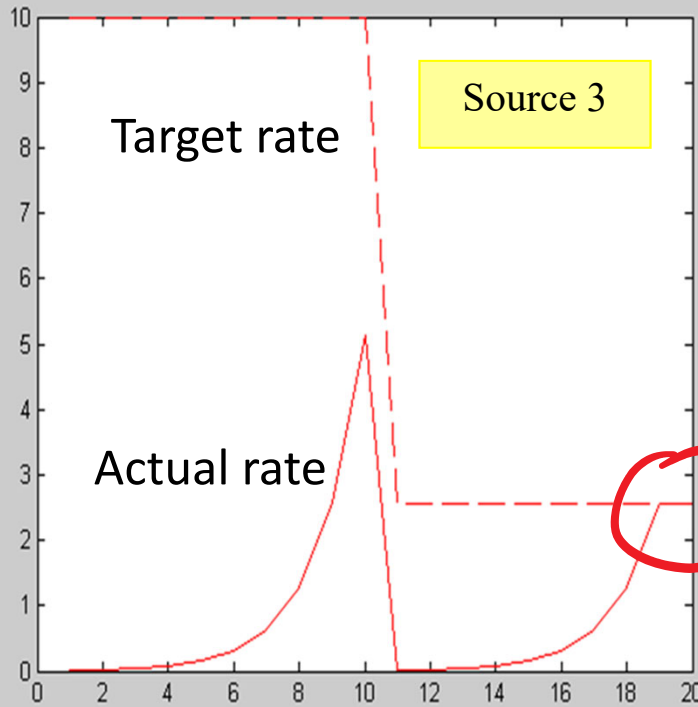Exit slow start when target rate is reached

rate of this source

target

rate

time

60
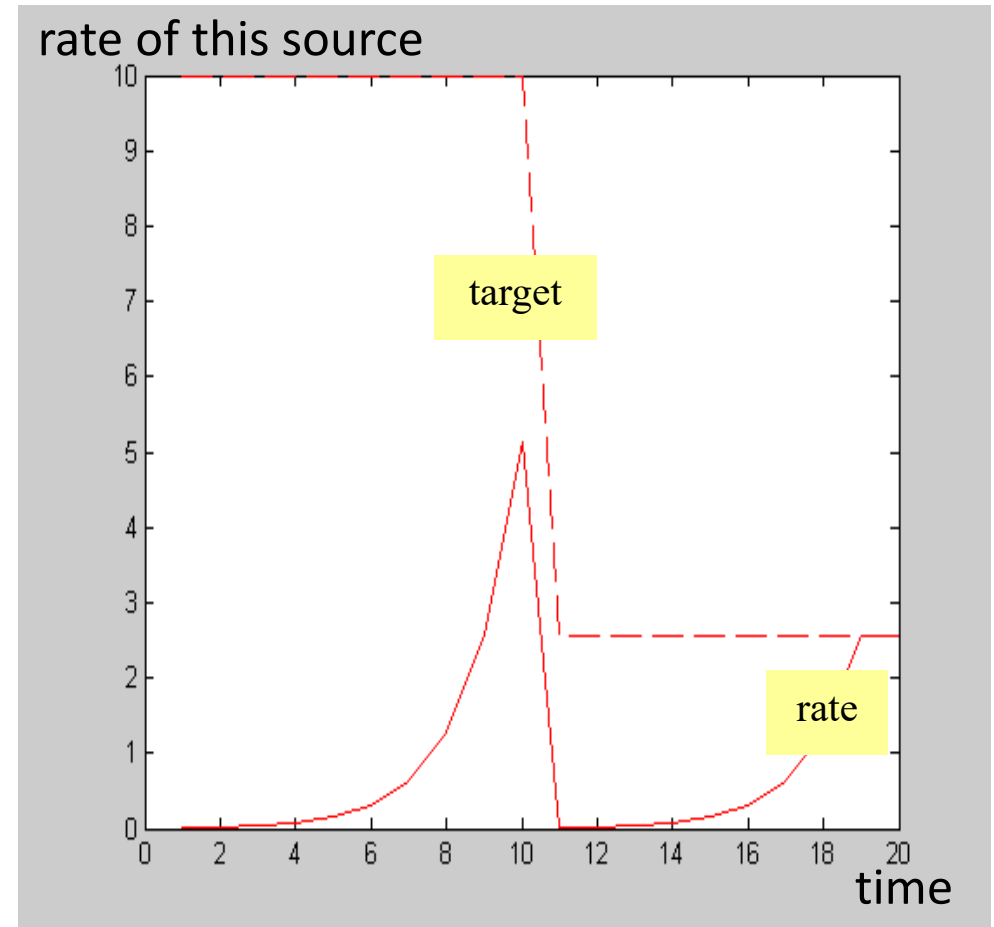
Algorithm 2 Slow Start with the following parameters: AIMD constants multiplicative increase factor $w_0 > 1$; maximum rate $r_{max} > 0$.
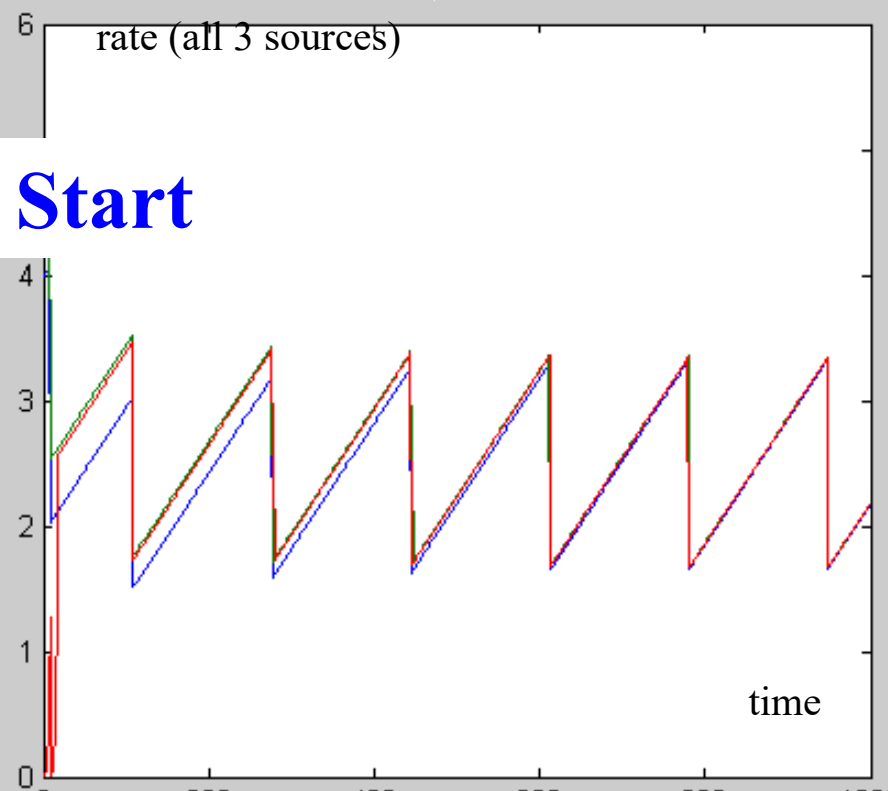
1: rate $\leftarrow v_0$
2: targetRate $\leftarrow r_{max}$
3: **do forever**
4: receive feedback
5: **if** feedback is positive **then**
6: rate $\leftarrow w_0 \cdot$ rate
7: **if** rate $\geq$ targetRate **then**
8: rate $\leftarrow$ targetRate
9: **exit do loop**
10: **end if**
11: **else**
12: targetRate $\leftarrow \max(u_1 \cdot$ rate$, v_0)$
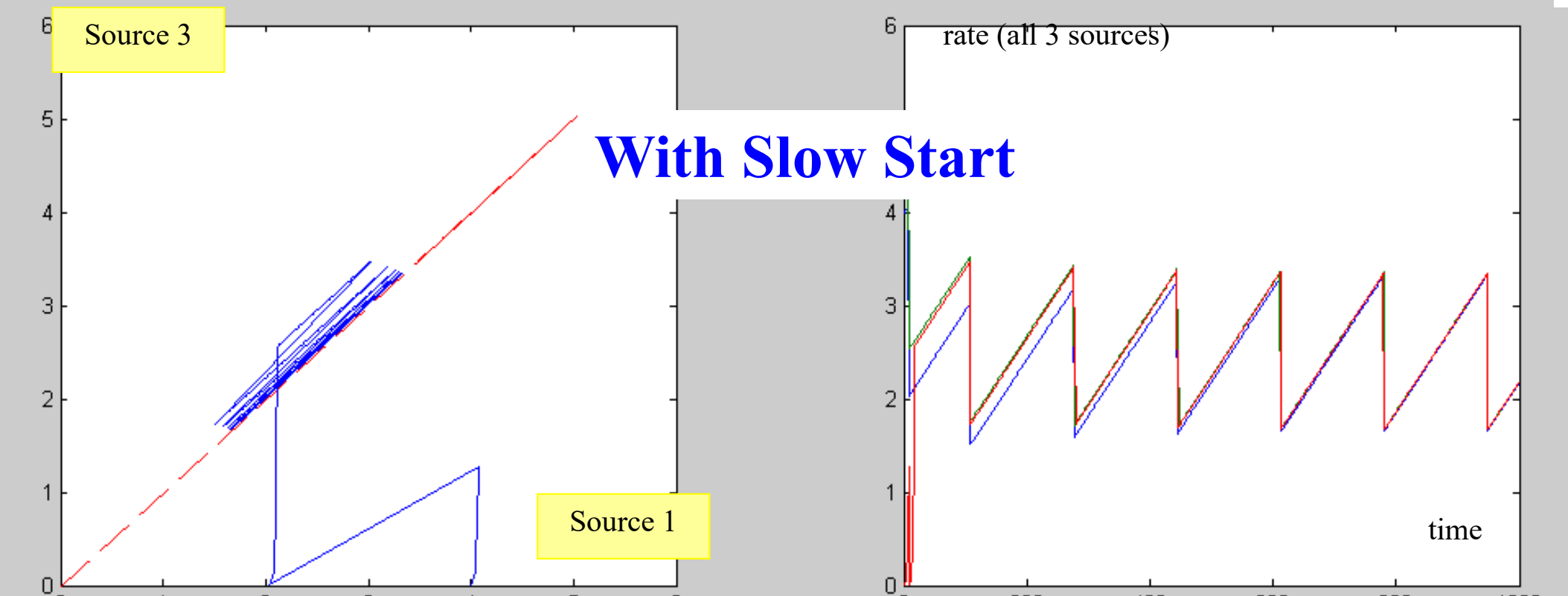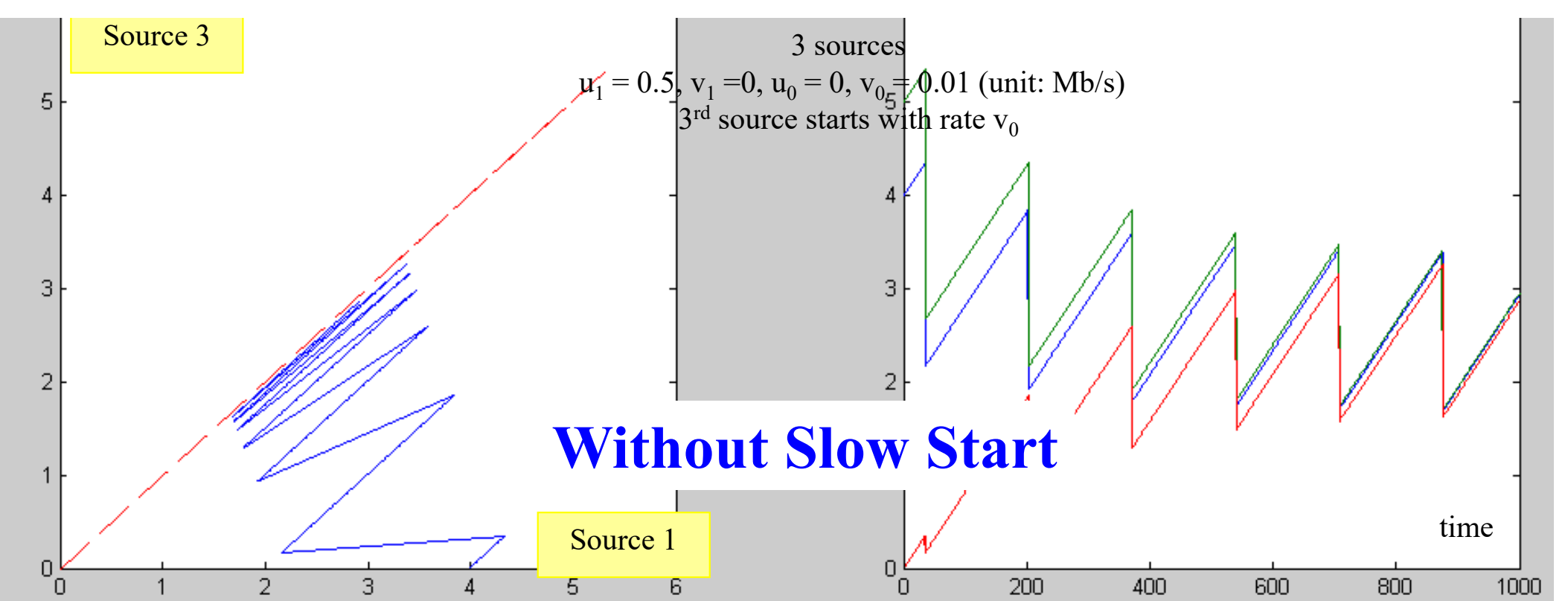13: rate $\leftarrow v_0$
14: **end if**
15: **end do**

$w_0 = 2$

$u_1 = \frac{1}{2}$

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With Slow Start

Source 3

3 sources
$u_1 = 0.5$, $v_1 = 0$, $u_0 = 0$, $v_0 = 0.01$ (unit: Mb/s)
3rd source starts with rate v_0

Without Slow Start

Source 1

time

Source 3

rate (all 3 sources)

With Slow Start

Source 1

time

Summary

Congestion control is necessary to avoid inefficiencies and collapses

A congestion control scheme aims at allocating rates according to some form of fairness

In the internet, we use end-to-end congestion control with

AIMD

Slow Start

and other refinements – see part 2.