

# A Comparison of Mechanisms for Improving TCP Performance over Wireless Links

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# Outline of Talk

- Motivation
- Description of protocols
- Experimental methodology
- Results and explanations
- Conclusions and future work

# Problems with TCP over Wireless Links

- TCP: reliable byte-stream protocol with cumulative acknowledgments and retransmissions.
- Packet losses due to wireless bit-errors mistaken for congestion losses.
- Bulk losses cause coarse-granularity timeouts.
- Variable bandwidths and delays make transport protocol adaptation hard.
- Handoffs often cause packet loss and variable delays, resulting in coarse timeouts for connections.

# Proposed Solutions

- Link-layer protocols
  - Locally optimized solutions.
  - Transport-aware link protocols.
- End-to-end protocols
  - Vanilla TCP (TCP Reno).
  - Selective acknowledgments based on SMART scheme.
  - Explicit Loss Notifications (ELN) to make sender aware of non-congestion losses.
- Split-connection protocols
  - Attempt isolation of source from wireless link by splitting TCP connection at base station.

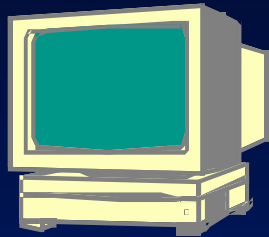
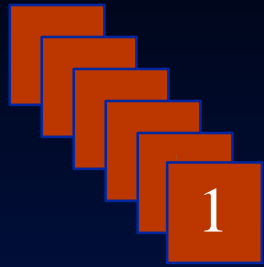
# Objectives

- To evaluate and compare performance of protocols:
  - Best combination of mechanisms in each protocol class.
  - Importance of TCP-awareness for link-layer protocols.
  - Usefulness of selective acknowledgments and explicit loss notifications.
  - Effectiveness of split connections.
- Performance metrics:
  - *throughput*: number of bytes/transfer time (Mbps).
  - *goodput* : number of *useful* bytes/total number of bytes sent over link (% age).
- Context: bulk data transfer to a mobile host connected over wired links and one wireless hop.

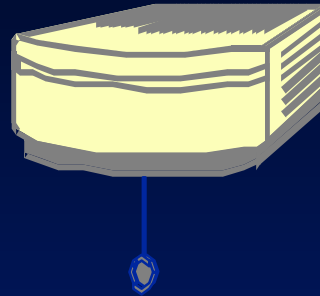
## Main Results

- A reliable link-layer protocol with some TCP-awareness provides very good performance.
- Splitting TCP connections is *not* essential for good performance; using unmodified TCP over wireless hop does not improve performance much.
- Selective acknowledgments and explicit loss notifications are very effective in recovering from wireless losses.

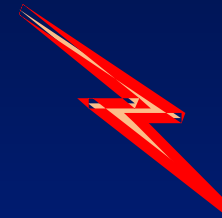
# Protocols: TCP-Aware Link-layer



*Sender*



*Base Station*



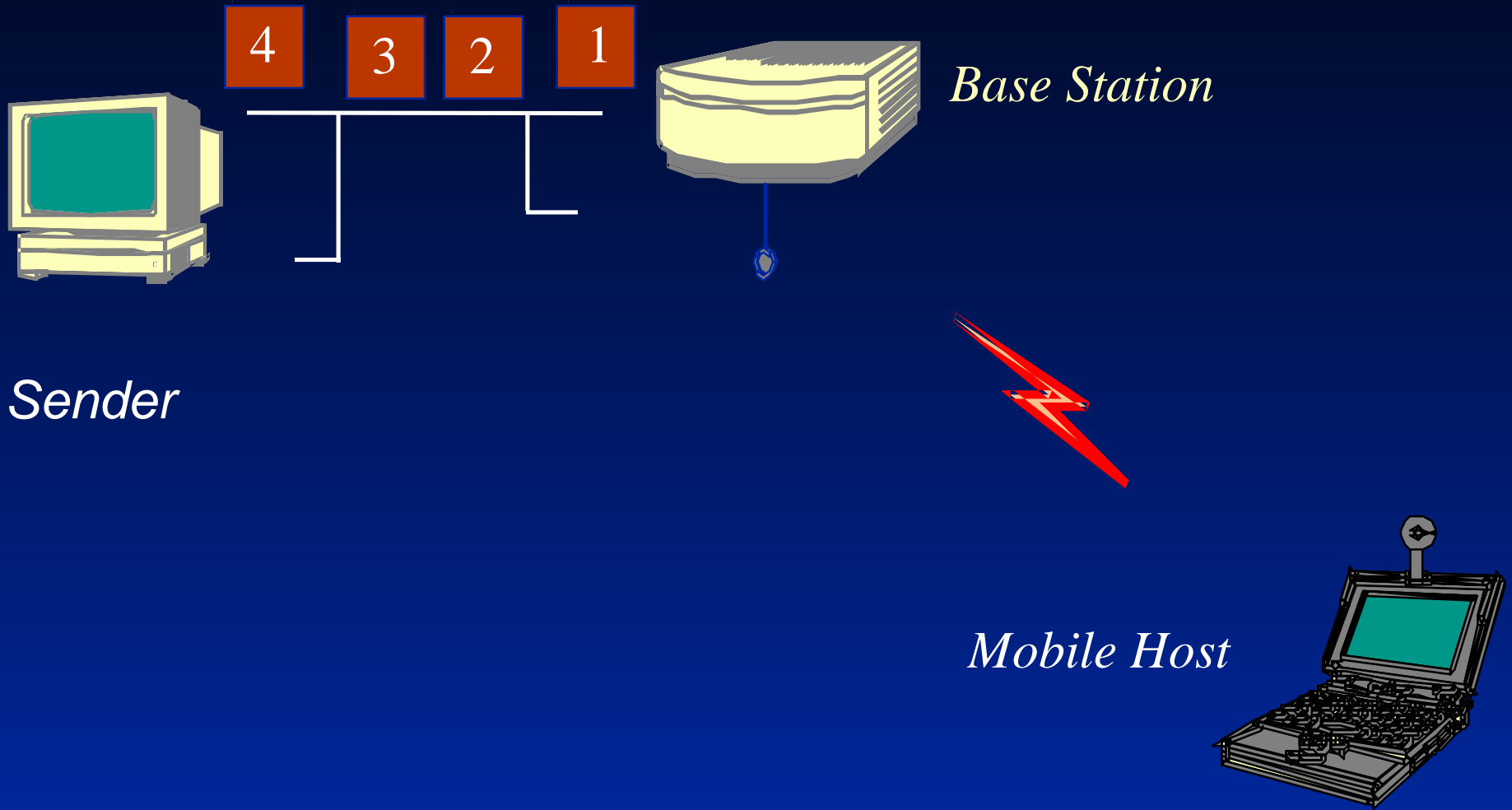
Snoop agent at base station.  
Caches TCP segments going to mobile.  
Local retransmissions by observing  
duplicate acks and timeouts.  
No extra messaging for good performance.

*Mobile Host*



# Protocols: TCP-Aware Link-layer

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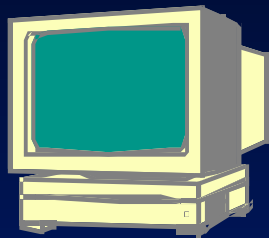




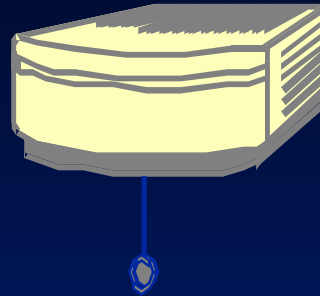
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*Sender*



*Base Station*

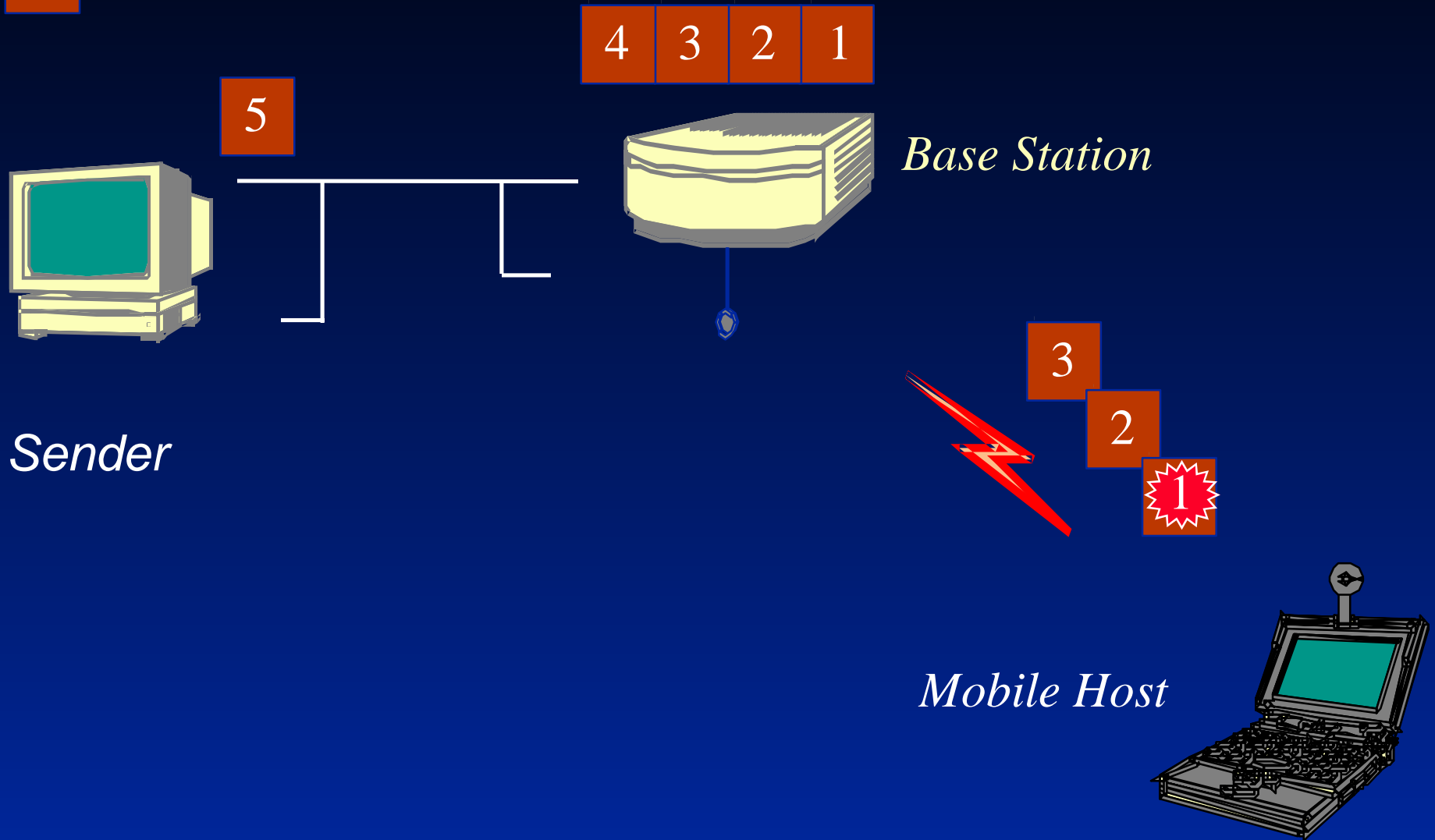


*Mobile Host*

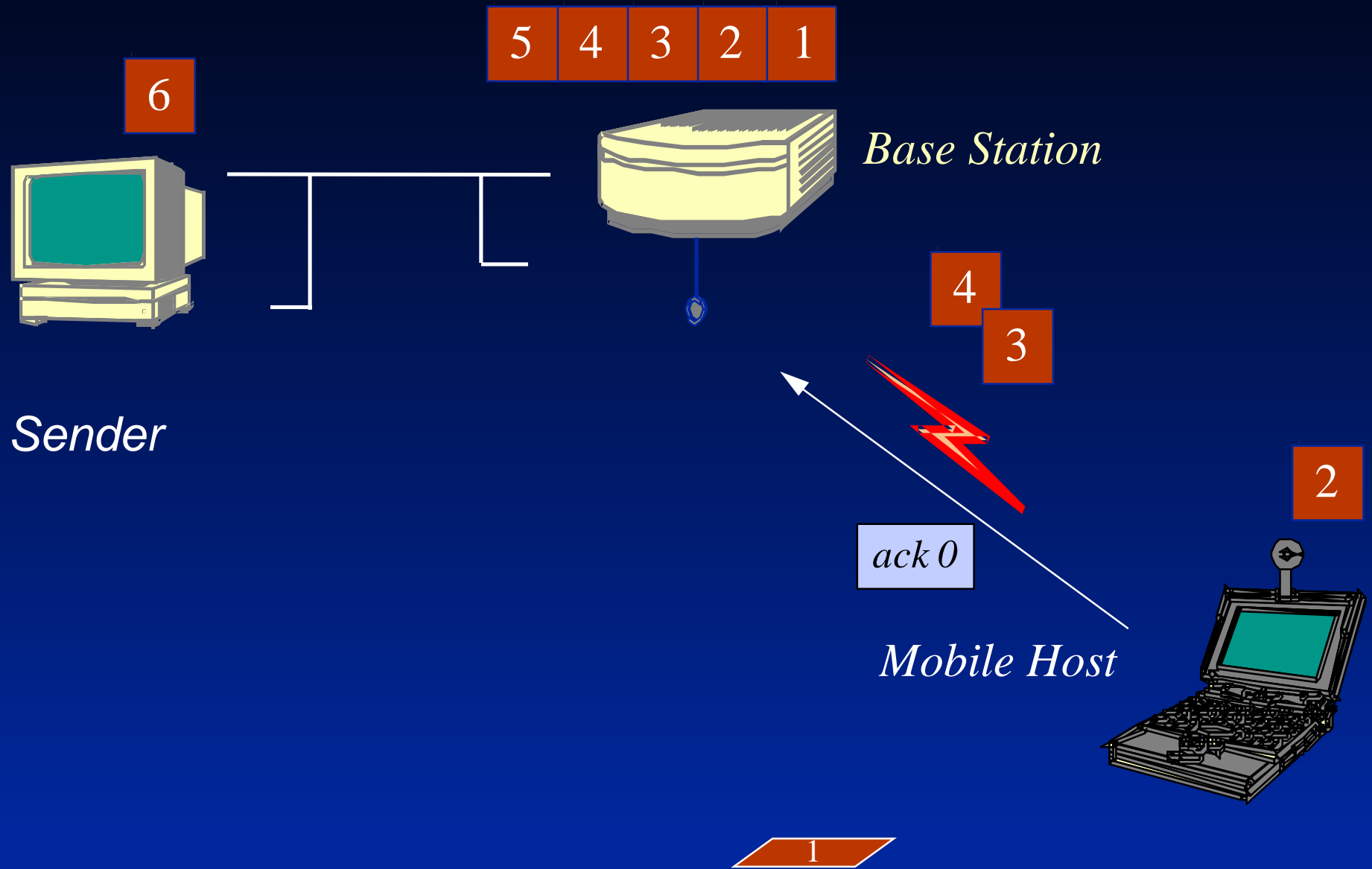


# Protocols: TCP-Aware Link-layer

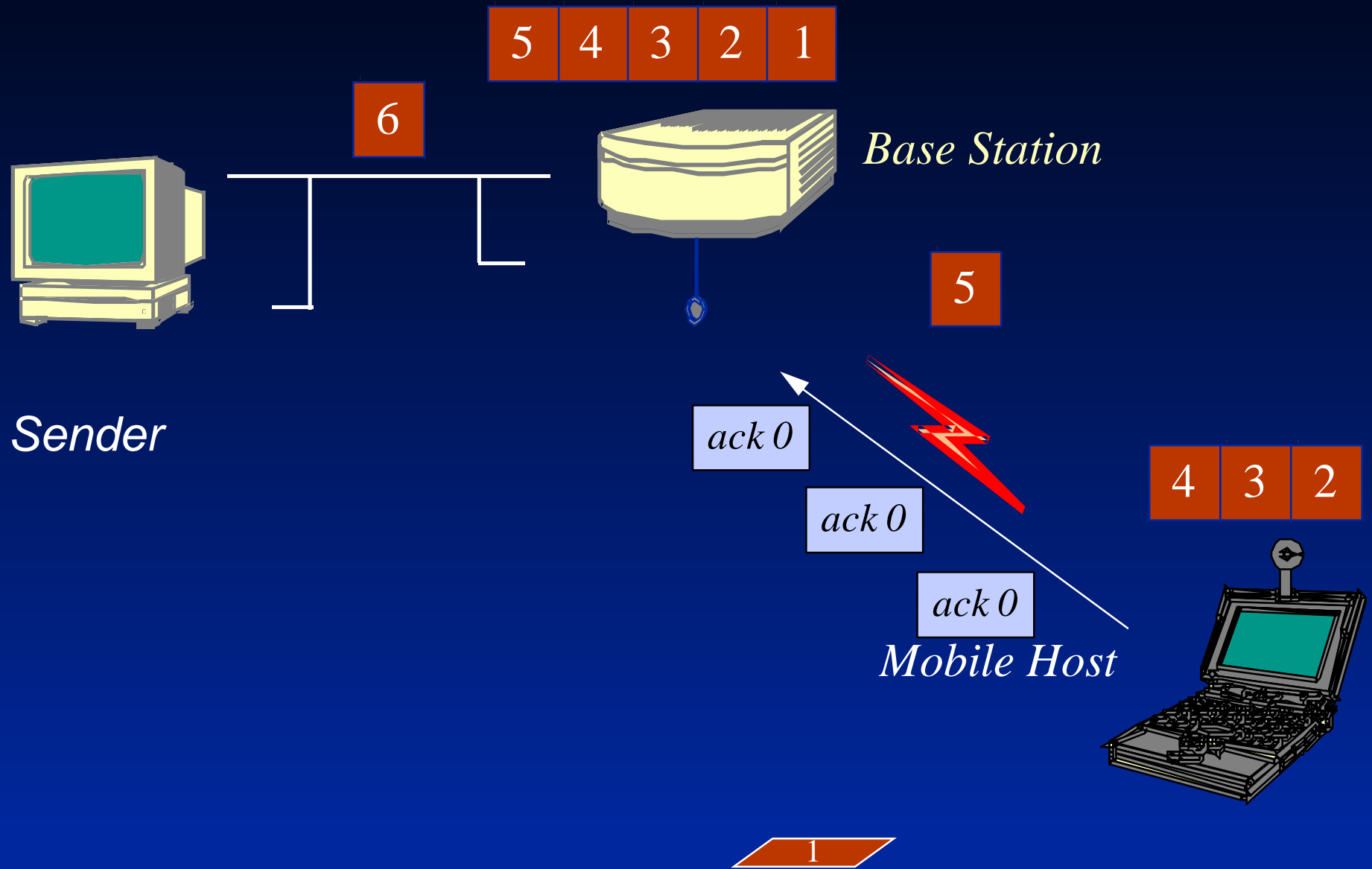
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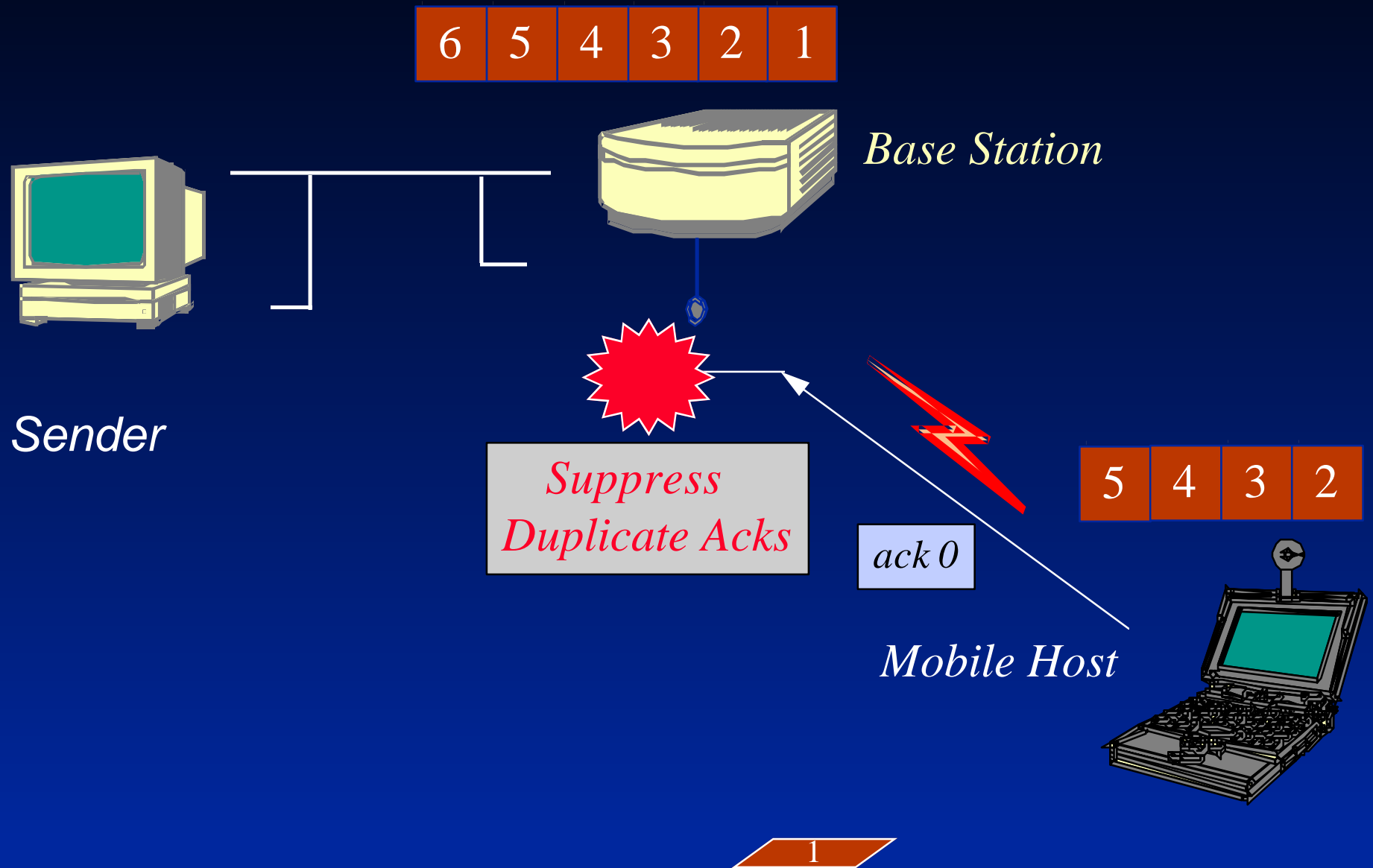
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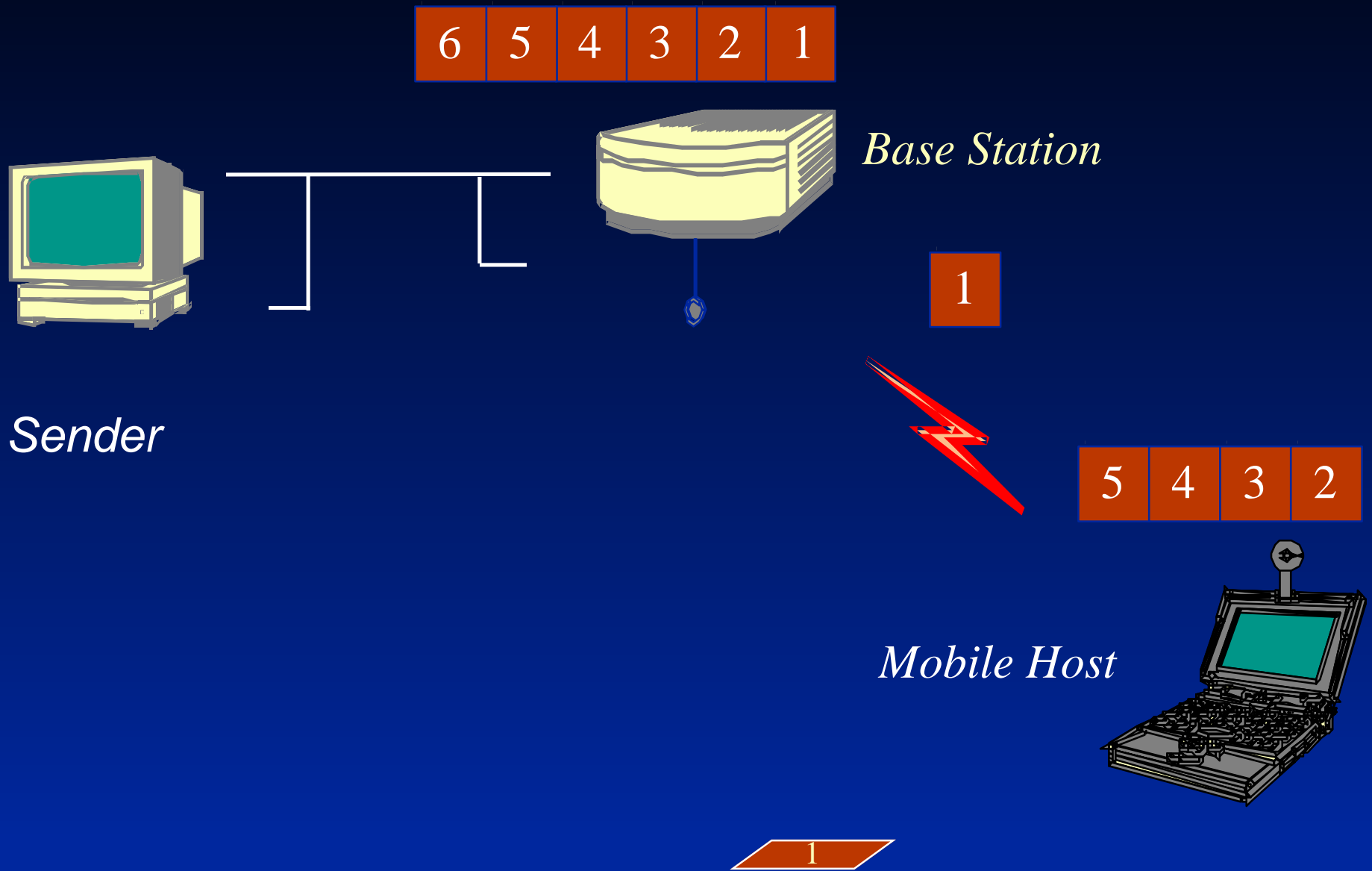
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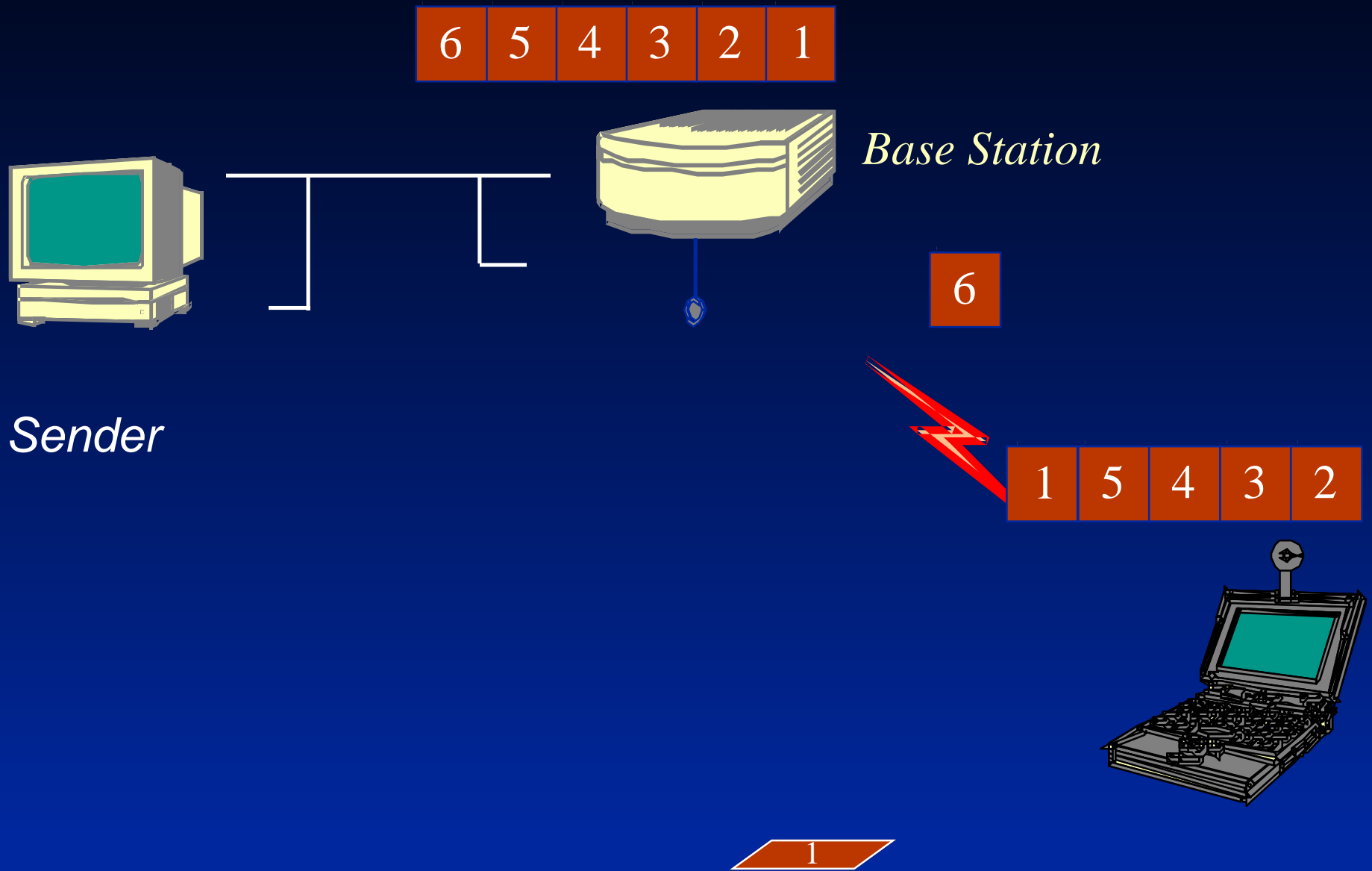
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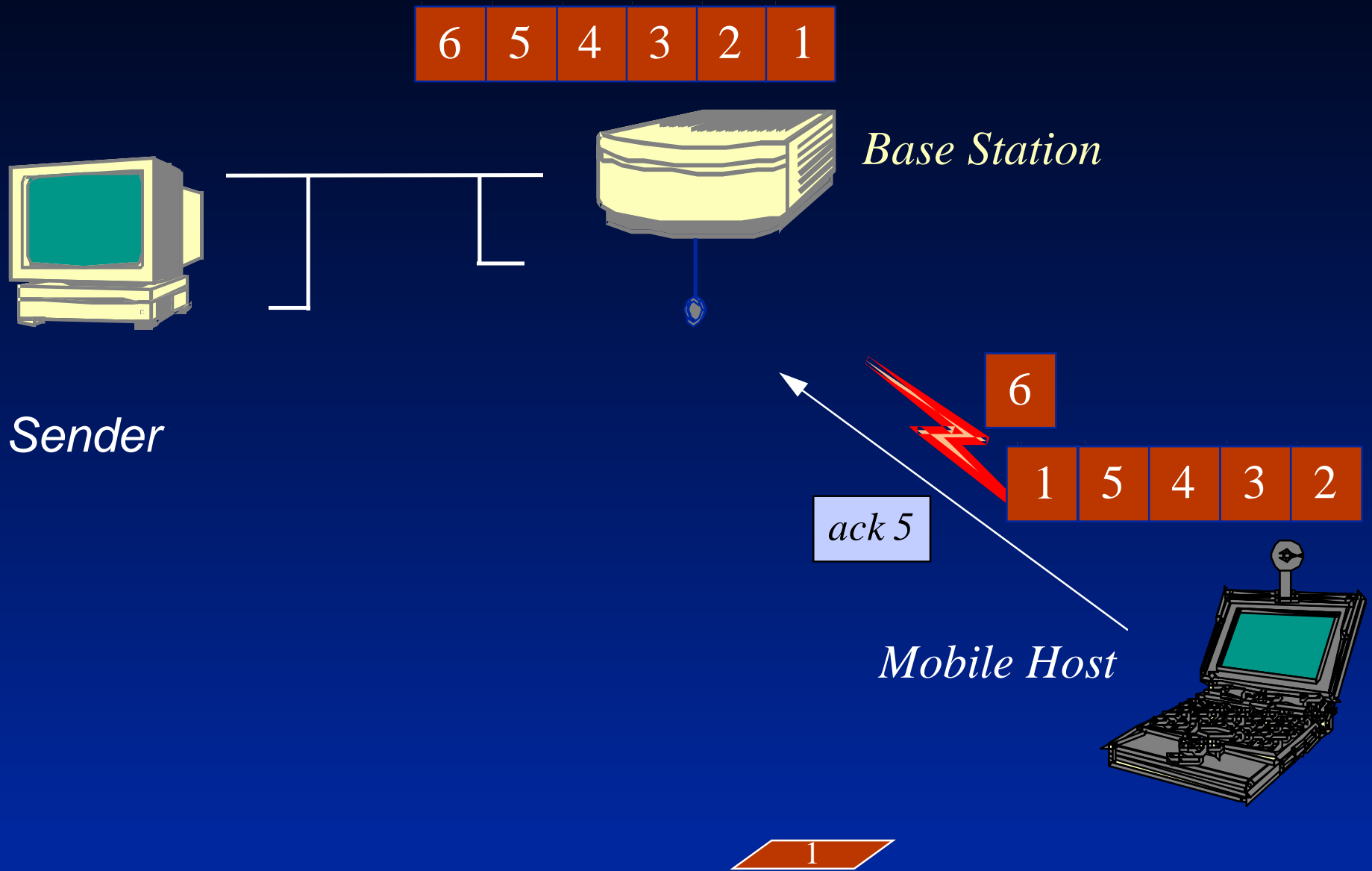
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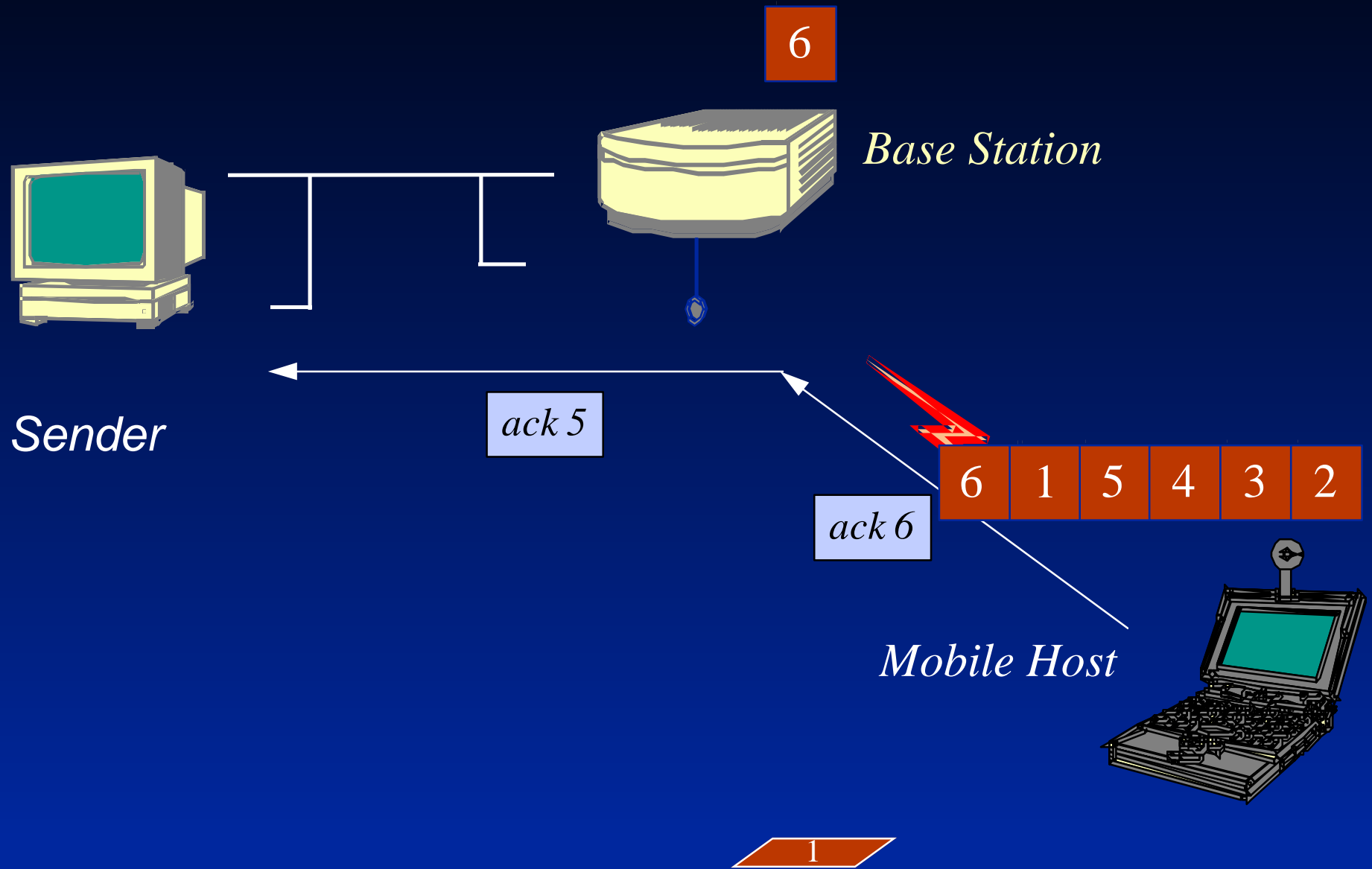


# Protocols: TCP-Aware Link-layer





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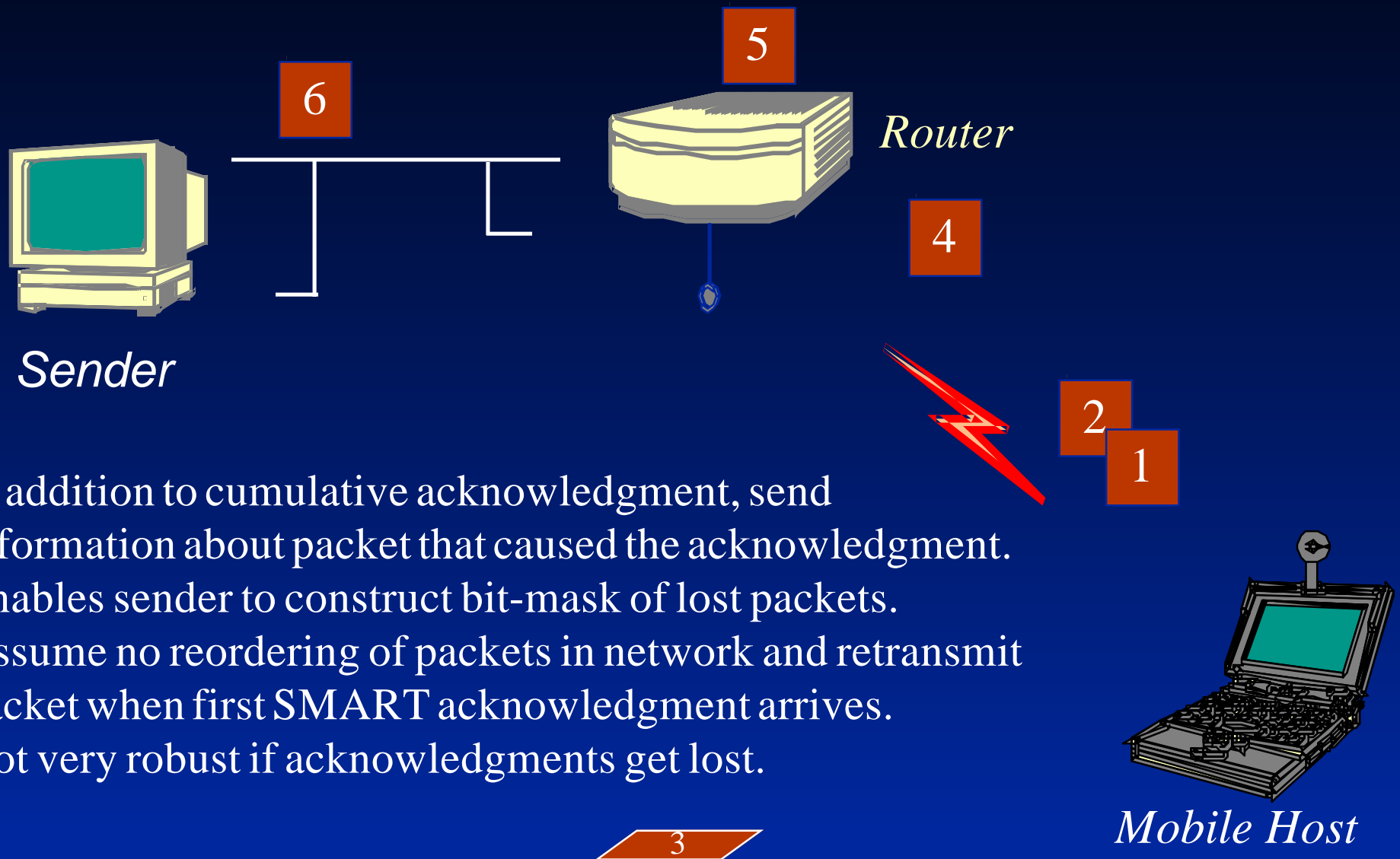
## Protocols: Link-layer

- Link-layer protocol (LL) same as TCP-aware link layer, but without suppressing duplicate acknowledgments.
- LL retransmits packets on observing TCP duplicate acknowledgments and on last-hop timeouts.
- No extra protocol messaging.
- Out-of-order packet delivery.
- LL-SACK: uses selective acknowledgments over wireless link.
- LL-OPT: TCP-aware and also uses SACKs.

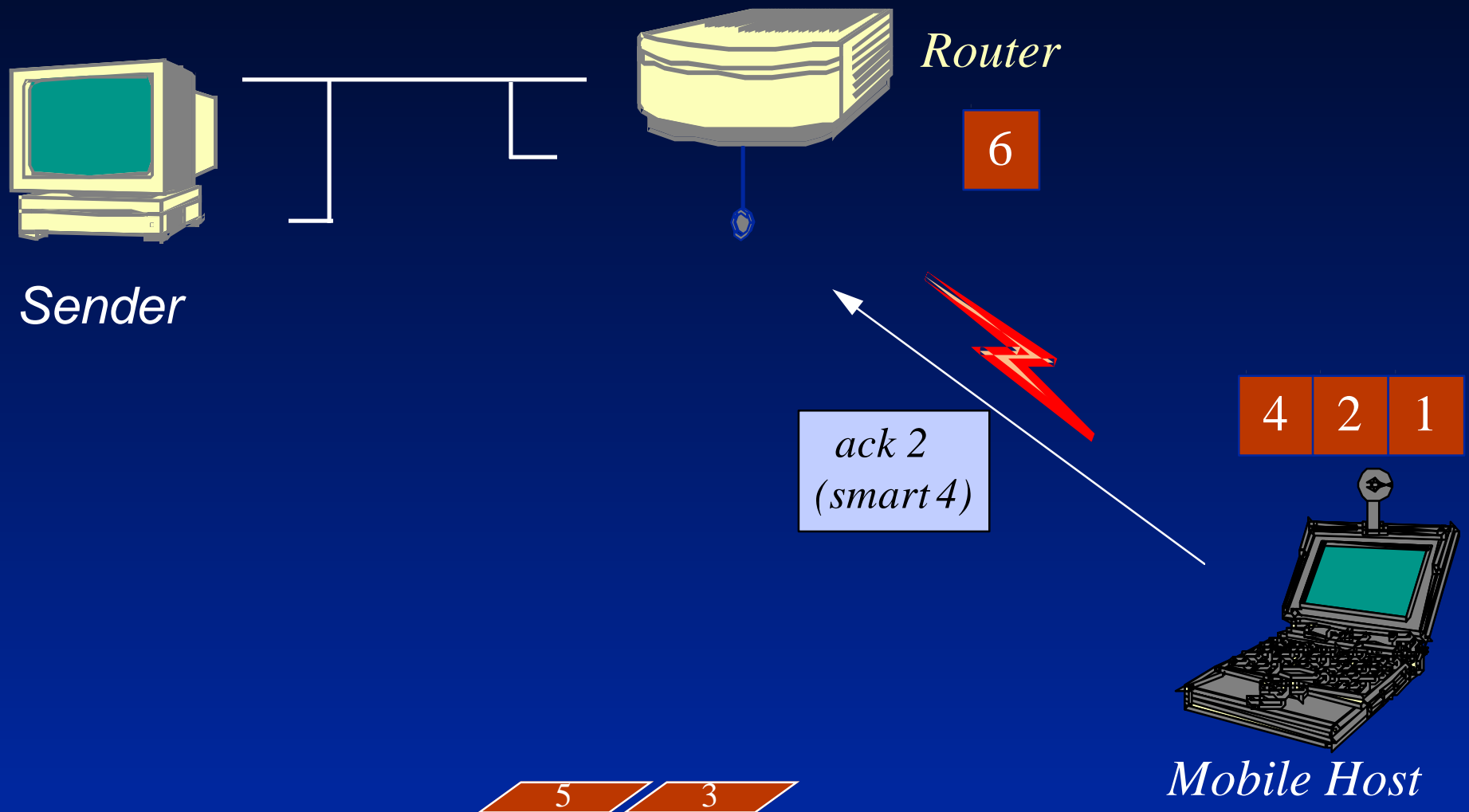
## Protocols: End-to-End

- TCP Reno: cumulative acknowledgments and coarse-granularity timeouts.
- Reno+SACK: SMART-based selective acknowledgments.
- Reno+ELN: Explicit Loss Notifications (ELN) generated at receiver when wireless losses occur and propagated to sender.

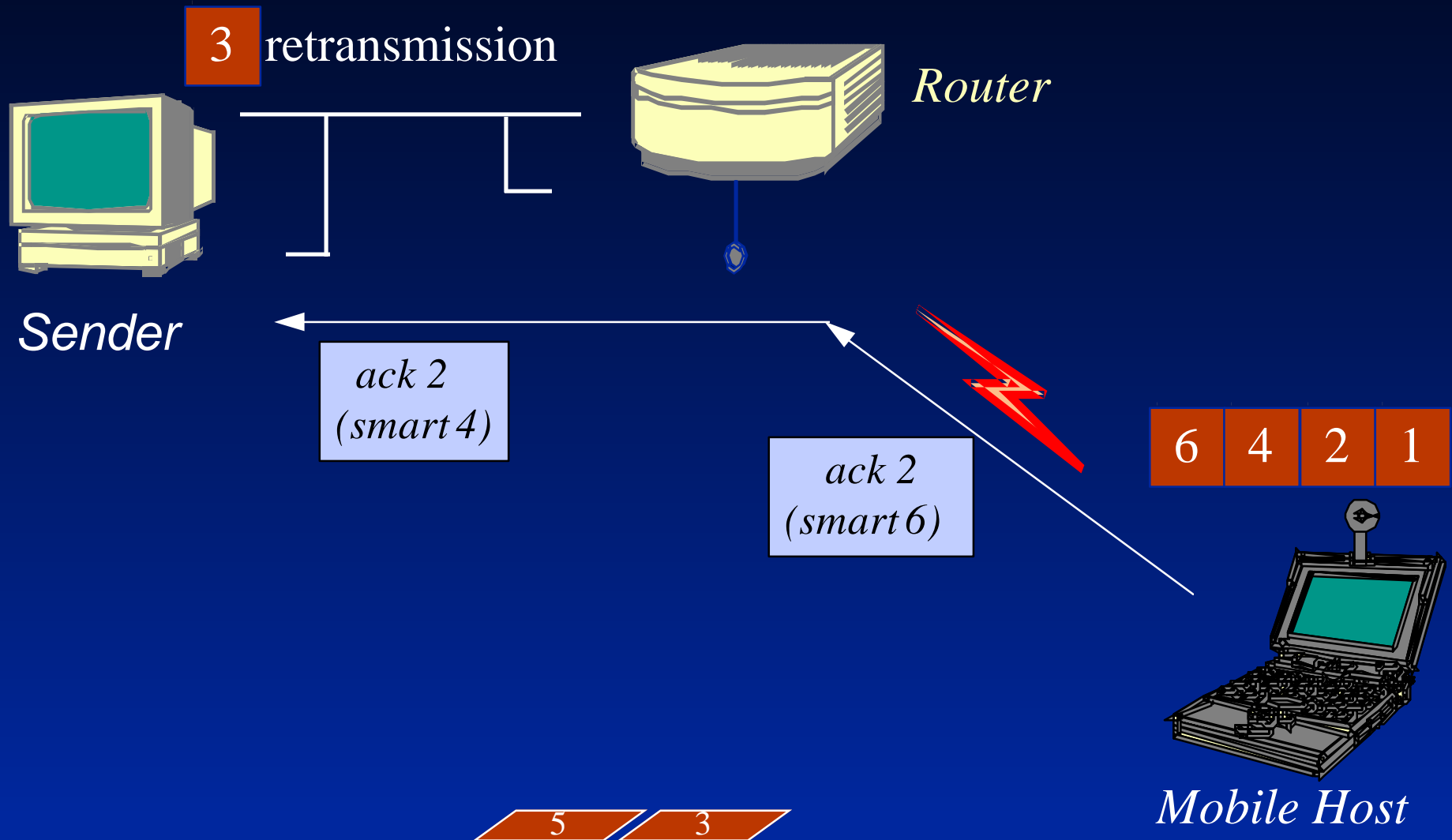
# SMART-based Selective Acknowledgments



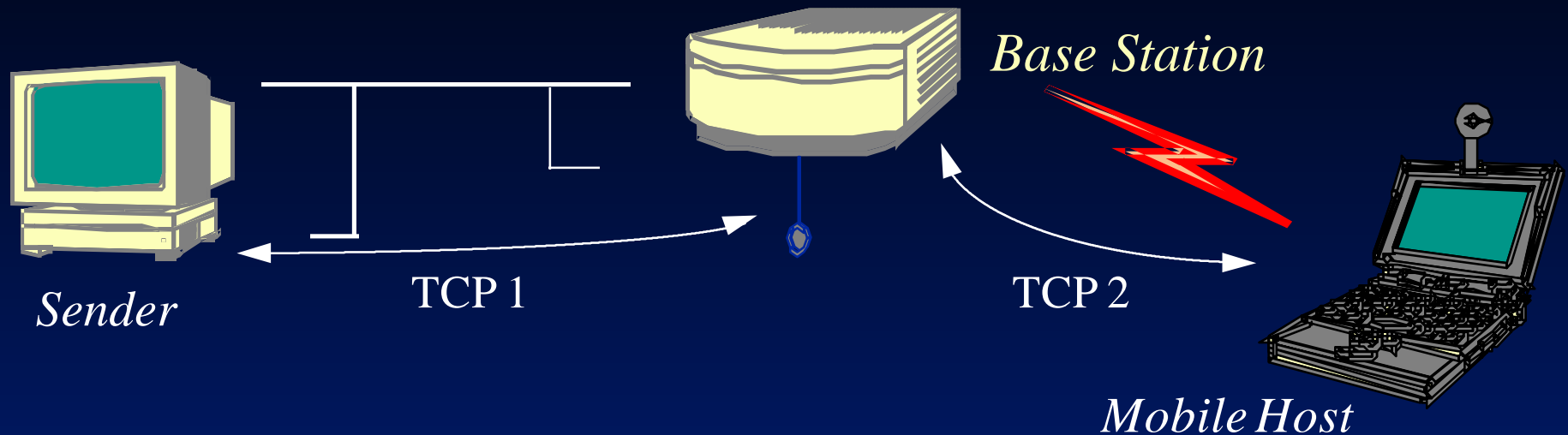
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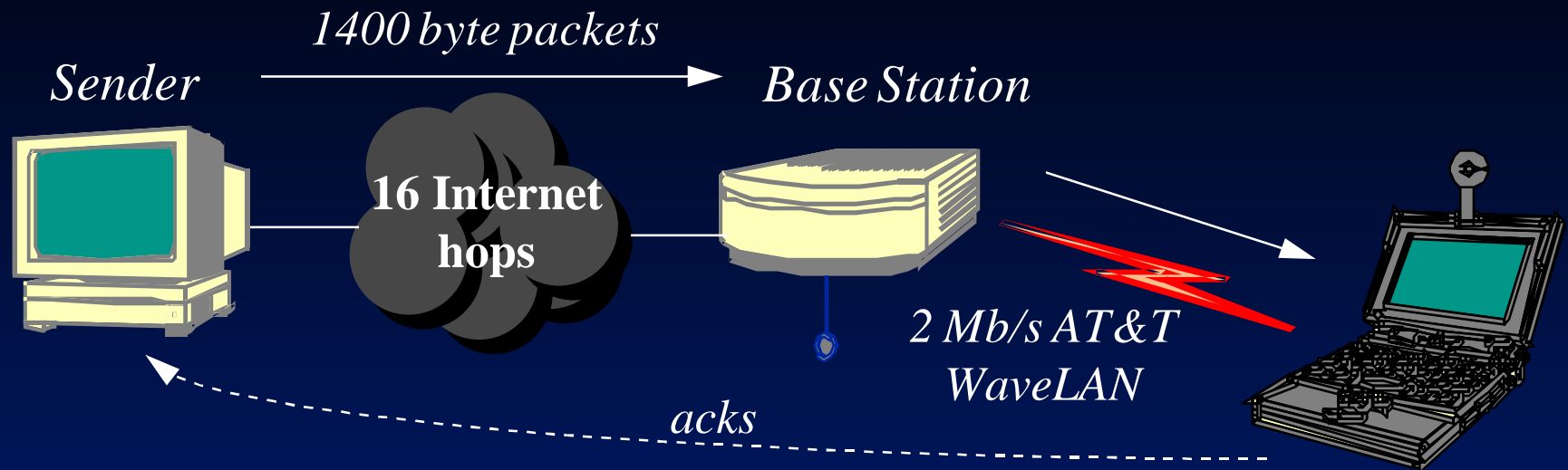


# Description of Protocols: Split-Connections



- Isolates sender from wireless link by splitting TCP connection at base station.
- Violates end-to-end semantics of TCP acknowledgments.
- Hard state at base station complicates handoffs and increases handoff latencies.
- SPLIT-SACK: Use selective acknowledgments over wireless connection.

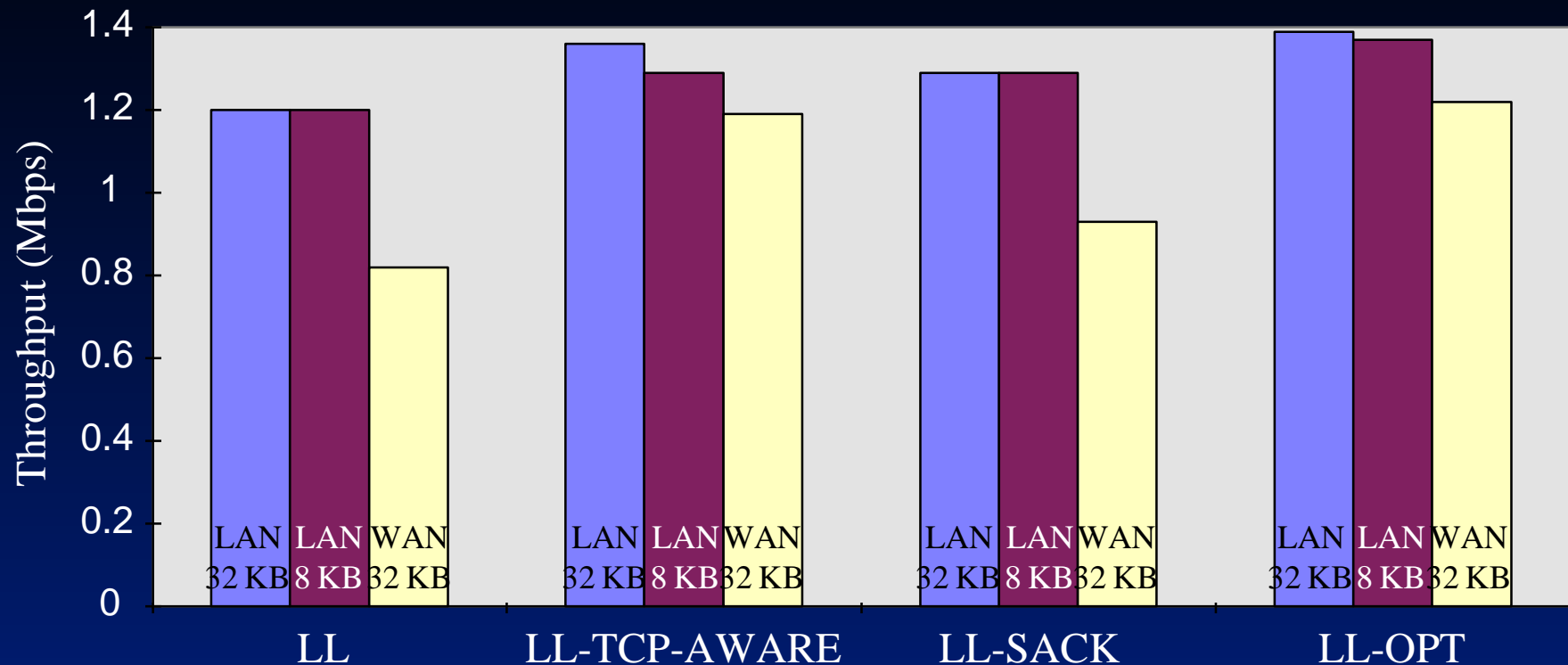
# Experimental Methodology



- LAN experiments with source on same 10 Mb/s Ethernet as base station.
- WAN experiments between IBM (NY) and UCB in the absence of congestion.
- Poisson-distributed bi-directional bit-errors (1 every 64 KB).
- Instrumented kernel to record timeouts, retransmissions, changes in congestion window, etc.



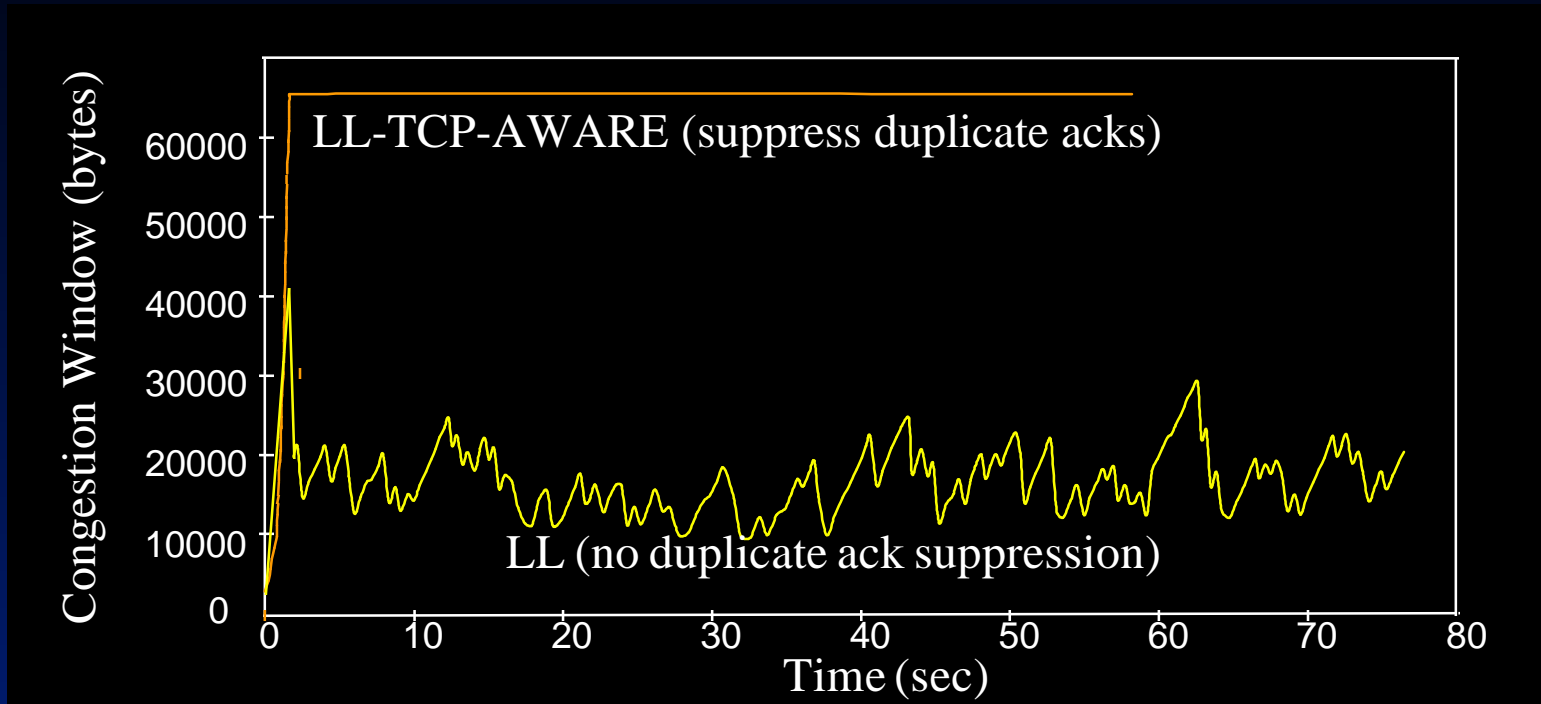
# Experimental Results: Link-layer



- LAN performance almost the same for all LL protocols.
- Simple link-layer reliable protocols could adversely impact TCP performance.

*Transport-aware link protocols perform well over lossy links.*

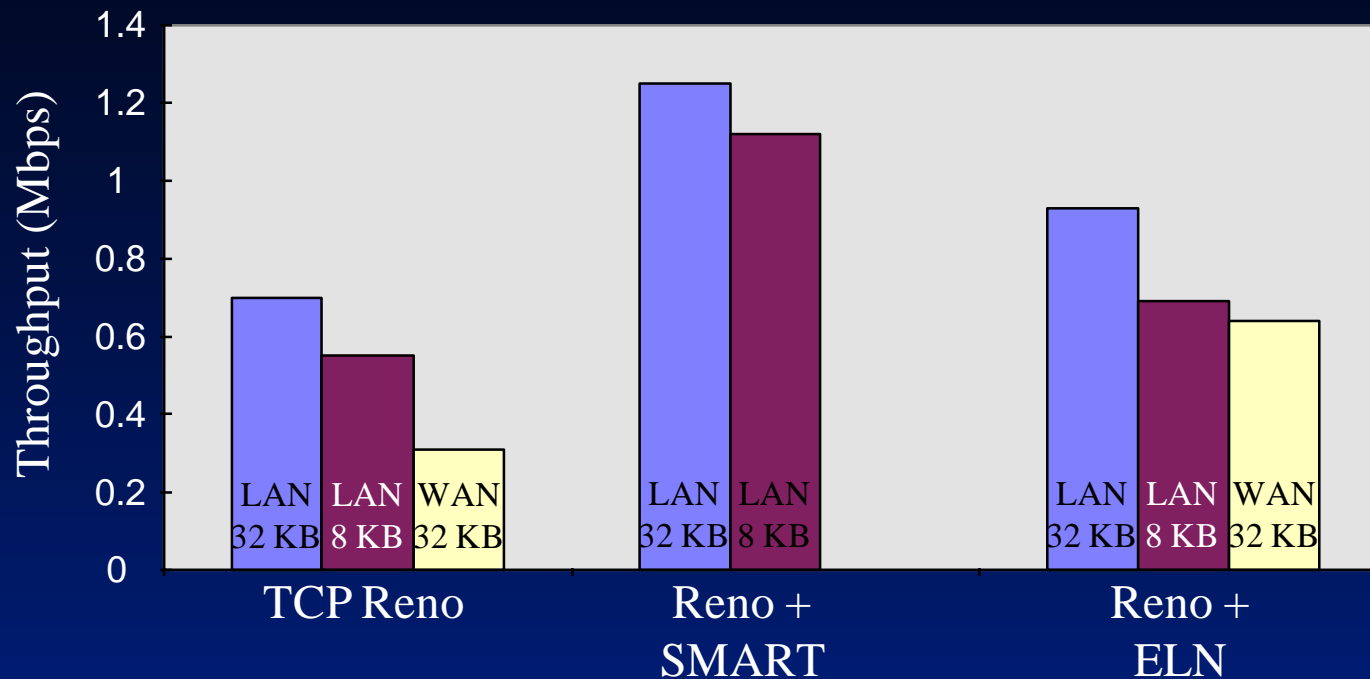
# Benefits of TCP-Awareness



- 30% improvement for LL-TCP-AWARE: congestion window fluctuates rapidly for LL (no coarse timeouts occur).
- Connection bandwidth-delay product more than 20-25 KB.

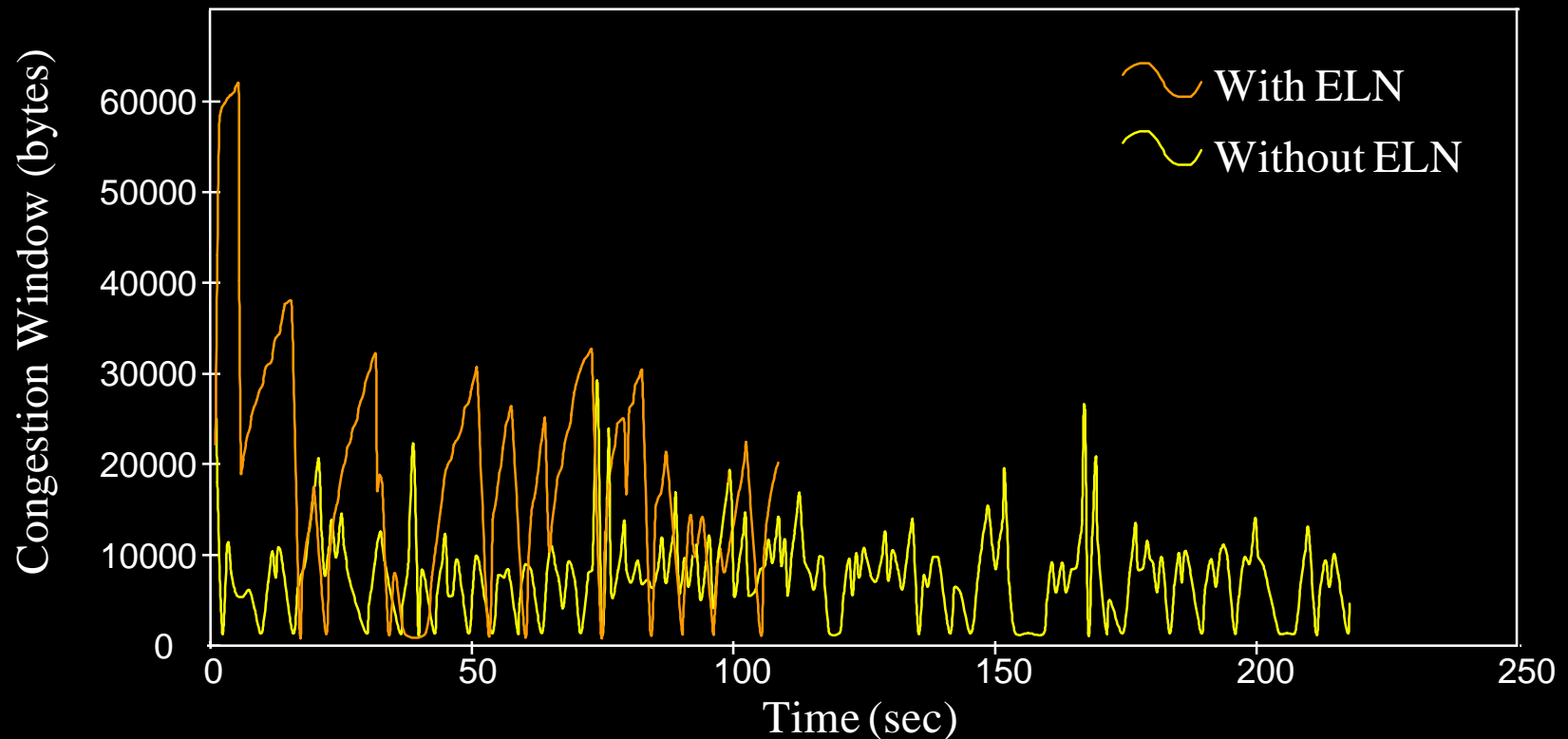
*Suppressing duplicate acknowledgments and TCP-awareness leads to better utilization of link bandwidth and performance*

# Experimental Results: End-to-End



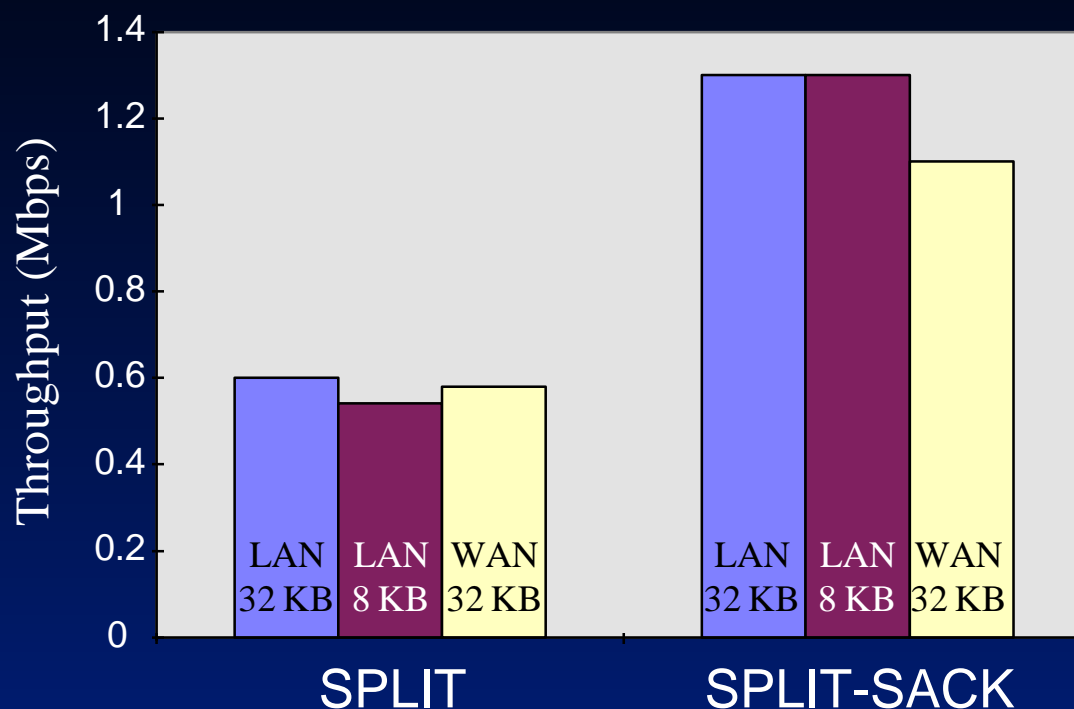
- Coarse timeouts impair throughput (50% of optimal in LAN, 25% in WAN); goodputs always 97.5%.
- Selective Acknowledgments and Explicit Loss Notifications significantly improve performance.

# Benefits of ELN



*Congestion window does not vary as rapidly with ELN, leading to a 100% improvement in throughput (using a simple message)*

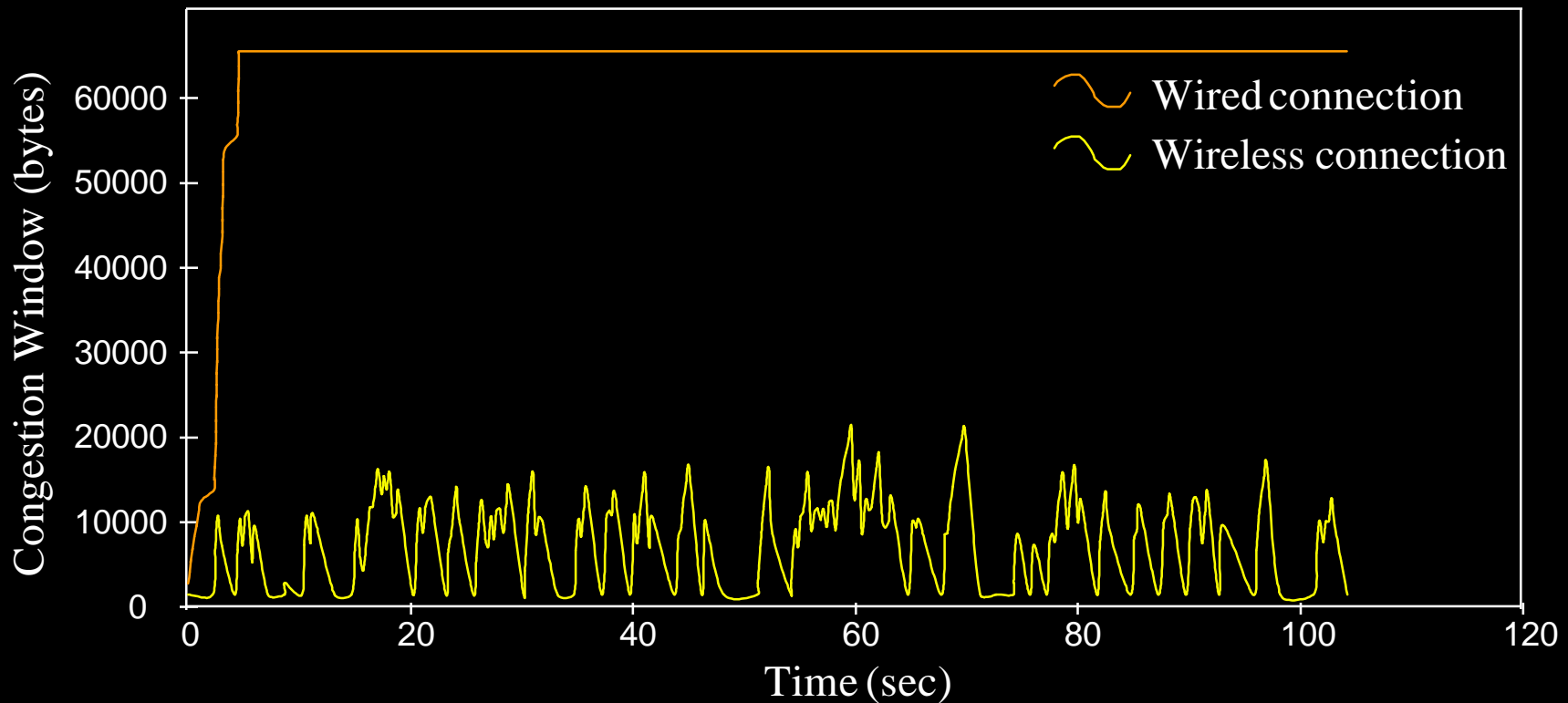
# Experimental Results: Split-Connections



- SPLIT-SACK significantly better than SPLIT alone.
- Performance of SPLIT-SACK 5-10% less than LL-TCP-AWARE.

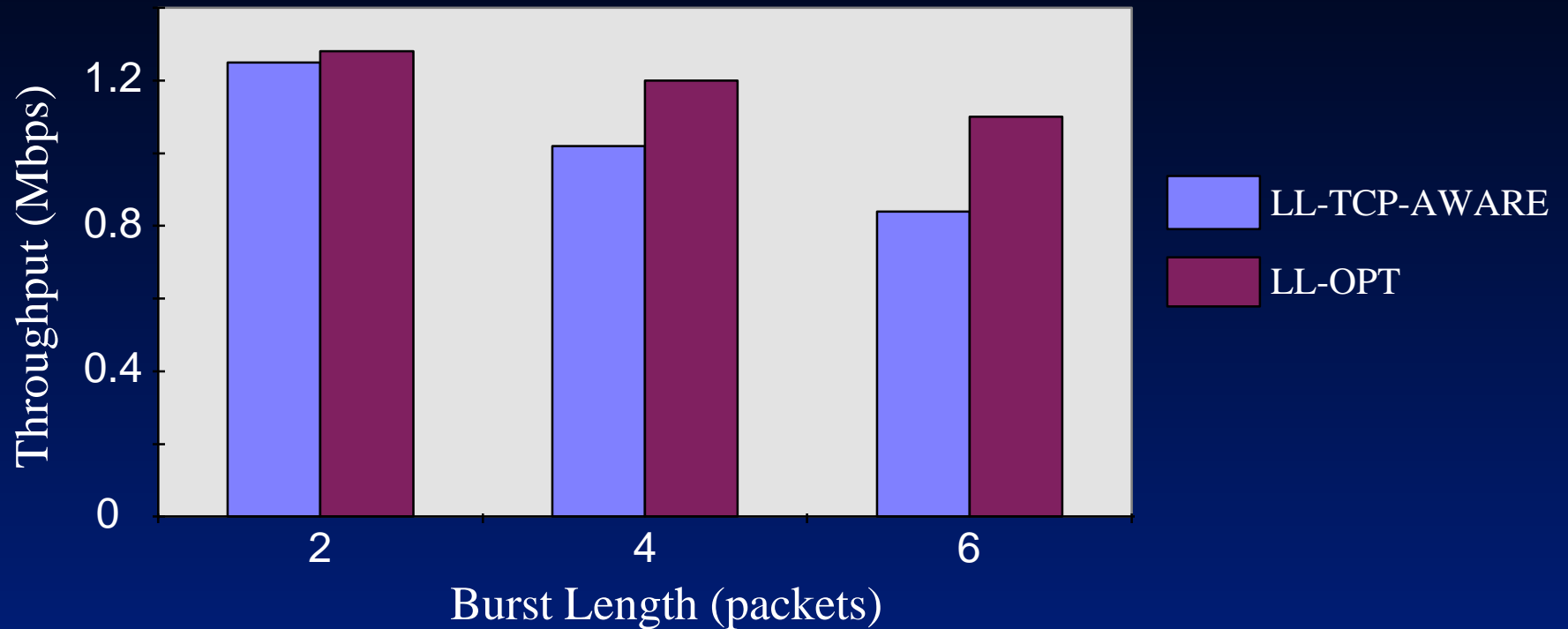
*Splitting the connection is not essential for good performance*

# Split-Connection Congestion Window



*Wired connection does not shrink congestion window  
but  
wireless connection times out often, causing sender to stall*

# Burst Losses



*While LL-TCP-AWARE can recover from small amounts of burst loss, LL-OPT uses SACKs to perform better loss recovery*

# Conclusions

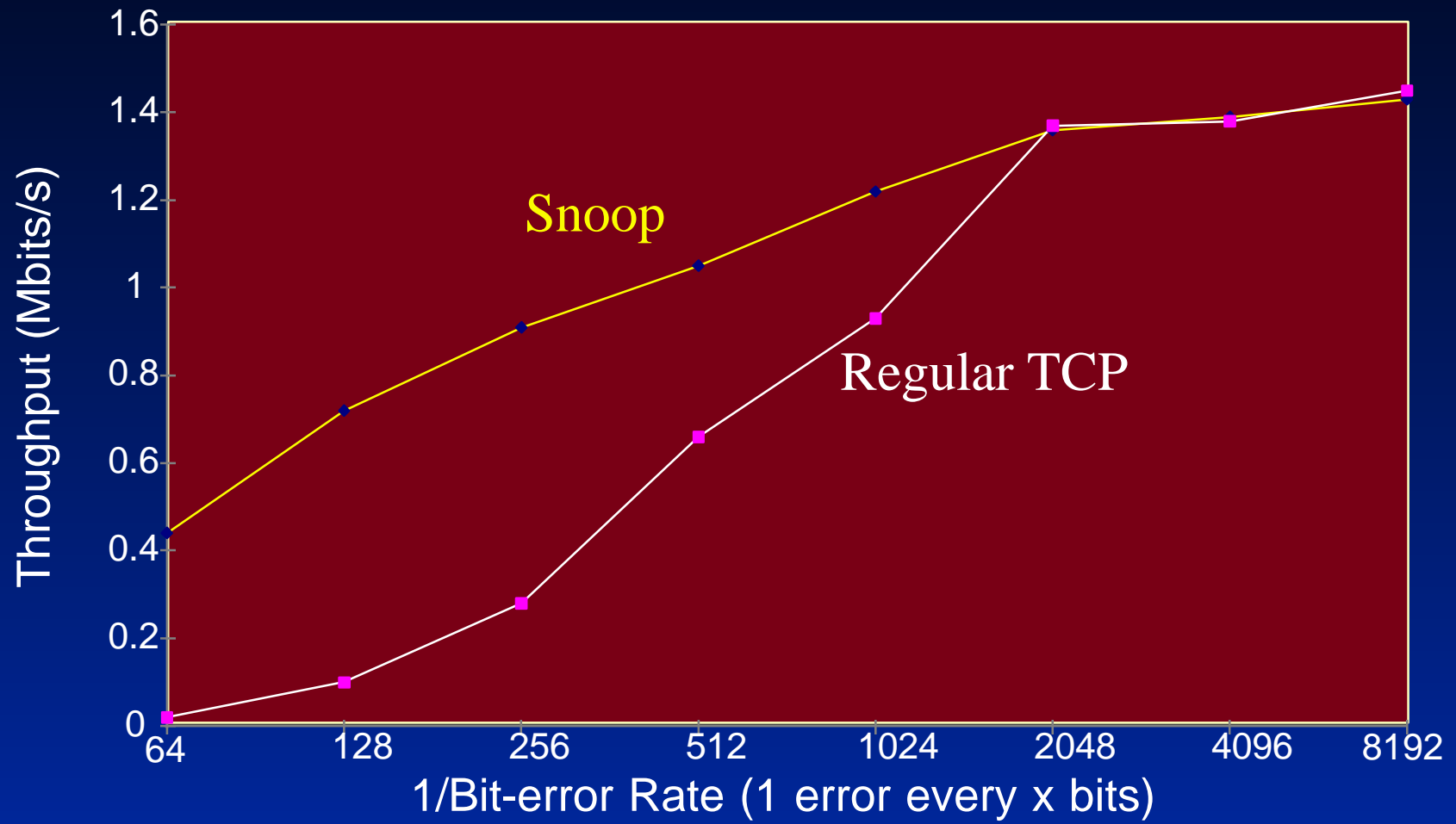
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## Future Work

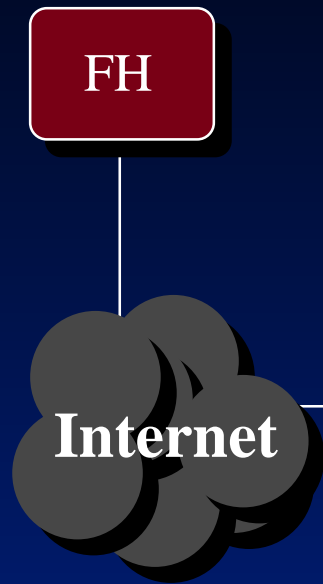
- Evaluate performance of IETF SACK proposal, especially over wireless and satellite networks.
- Performance and protocol improvements for multi-hop packet radio networks (large variations).
- Improved reliable transport protocols for asymmetric (and possibly lossy) connections.
- More sophisticated link-layer protocols.

# Snoop Performance Improvement



# Large Round-Trip Variations

*Fixed Host*



*Ethernet Radios*



*Poletop Radios*



*Mobile Host*



Large round-trip time variations due to variable latencies and contention