Sender RTT Estimate

Option

for DCCP

draft-renker-dccp-tfrc-rtt-option-00

Outline

Motivation

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Motivation

- original TFRC specification required the sender to communicate its RTT to the receiver
- Errata 610/611 change RFC 4342 so that X_recv is now based on RTT
 - over-estimating RTT <=> under-estimating X_recv
 - leads to performance degradation
- CCID-3 RTT estimation uses RTT/4 counter
 - only usable for differences 2..4
 - difference of 5 has "special" semantics

Limitations of CCVal Algorithm

- requires at least 1 sample per RTT
 - problematic for slow senders (audio streaming)
 - CCID-4 (>= 10ms packet gap) in particular
- MP3 sender (sending less than 1 packet per RTT):
 - no suitable samples for over 1 hour!
- test run statistics (38,000 packets in 20 seconds):
 - about 394 usable samples (1 %) with delta = 4
 - about 1702 usable samples (5 %) with 1 <= delta < 4
 - too few samples (aliasing, sub-sampling)!

Presentation: Sender RTT Option

- sender piggybacks RTT estimate on data
 - sender measures its RTT as usual (timestamps)
 - as per original TFRC proposal
- negotiated using "Send RTT estimate" feature
 - Boolean feature
 - per default off (like an extension)
 - server priority
- forward/backward compatible

RTT Estimate option

- 4 byte value with microsecond resolution
- 0 means: "no suitable estimate yet"
- up to a RTT of 4295 seconds (ca. 1.2 hours)
- permitted on any packet
 - suggested to send this on all data packets

Conclusions

- easy-to-implement extension
- compatible with existing base
- sender has greater accuracy available
 - timestamp / elapsed time option
 - needs to sample anyway
- affords better & more reliable performance

Where to go from here

- can we please have an IANA type for this
- need to get started with an implementation
- current receiver estimation very unsatisfactory

Thanks.