Reducing Lag under Load
with FQ_Codel

You could be here

You are here

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Bufferbloat

- **Wikipedia:** “a phenomenon in a packet-switched computer network whereby excess buffering of packets inside the network causes high latency and jitter, as well as reducing the overall network throughput.”

- Bufferbloat is really two things:
  - Excessive buffering at the device, device driver, network queue and tcp/udp queue layers in network stacks on all modern operating systems (windows, mac, Linux, etc)
  - Lack of good packet scheduling and active queue management at ANY layer in all Oses and in common edge devices such as home network gateways, dslams, and cable head ends.

- Without fixing the first, you can't reason about the second.

- You only see the latency spikes when under load.

- Queues are usually either empty, or full.

- All sorts of loads exist, from constant, to transient. Transient spikes exist, but are hard to see. Easy to feel or hear, however. It's easier to create constant loads and measure against those... but not necessarily an accurate representation of reality.
Traffic types in the Home

**Low Latency**
- Web
- Videoconferencing
- Audio streaming
- VOIP
- Gaming

**Bulk/Background**
- Software Updates
- Dropbox
- Email
- VPN
- Video
Speed != Bandwidth

• For 2 decades people have conflated “speed” with bandwidth

• The reality is that games and web pages and voip responsiveness is dominated by RTT, “Round Trip Time” -

• This is a little different from “Lag” which is a little more dependent on one way delays...

• But speed in these cases has very little to do with bandwidth....
In 1996, Stuart Cheshire wrote (in “it's the latency, stupid!”)

No matter how small the amount of data, for any particular network device there's always a minimum time that you can never beat. That's called the latency of the device. For a typical Ethernet connection the latency is usually about 0.3ms (milliseconds -- thousandths of a second). For a typical 33kbit modem link the latency is usually about 100ms, about 300 times worse than Ethernet.

If you wanted to send ten characters over your 33kbit/sec modem link you might think the total transmission time would be:

$$\frac{80 \text{ bits}}{33000 \text{ bits per second}} = 2.4\text{ms}.$$  

but it doesn't. It takes 102.4ms because of the 100ms latency introduced by the modems at each end of the link.

Today, your lag can be much worse than 100ms! And tomorrow, it can be reduced well below that!
How we've Fixed Bufferbloat

- Better Packet Scheduling (SFQ or DRR)
  - 5 Tuple Flow Queuing
  - “Sparse” packet optimizations - “new” packets go to the head of the flow queue
  - Scales past 10GigE

- Smarter Packet Drop policy (codel)
  - Drop packets from Fattest flows in a TCP-friendly way
  - Very lightweight

Combination of the two algorithms allows for “head drop” rather than tail drop from fat queues.
Web Pages do even better

CDF of Web Page Load Time under Tested Conditions

Video at: http://www.youtube.com/watch?v=NuHYOu4aAqg
“FQ_Codel provides great isolation... if you've got low-rate videoconferencing and low rate web traffic they never get dropped. A lot of issues with IW10 go away, because all the other traffic sees is the front of the queue. You don't know how big its window is, but you don't care because you are not affected by it. FQ_Codel increases utilization across your entire networking fabric, especially for bidirectional traffic...”

“If we're sticking code into boxes to deploy codel, don't do that.

Deploy fq_codel. It's just an across the board win.”

- Van Jacobson

IETF 84 Talk
Fixing your lag now

- fq_codel based QoS is now the default in OpenWrt
- CeroWrt
- IpFire
- Linux kernel mainline since Linux 3.5
- Google deployment
- Trials in Android
  - STILL, the right place to get this stuff fixed is in the cable headends, the DSLAMS, the cable modems, the ADSL modems...
  - Anywhere there is a fast to slow transition!
If you want lag fixed long term

- Debloating solutions are entering the IETF standardization process... please help...
- Pester your provider about latency – not bandwidth! “Can I get a 2ms latency line?”
- Pester your hw vendors about latency – not bandwidth! “Why is lag so bad on your router?”
- Help out! We still have a ton of drivers to debloat
- Debloat a friend...
A big thanks to the bloat mailing list, Kathie, Van, and Eric, ISC, ICEI, the CeroWrt contributors, OpenWrt, Google, and the Comcast Technology Research and Development Fund for their interest and support in the work!
TCP's behavior (TCP 101)

- TCP will always fill the biggest buffer on the path.
- See that slow start – over there on the left... it's important. Remember it...
- This is a ns2 **model** from: http://staff.science.uva.nl/~delaat/netbuf/bufferbloat_BG-DD.pdf (.5Mbit uplink)
TCP Network Signaling

- Loss (or marking) a packet signals the sender
- The signal indicates the sender should slow down...
- The loss of the packet requires the sender resend the packet (at a later time, at a slower rate), if needed.
- Other protocols use similar mechanisms
Some buffering is needed...
but any extra buffering just adds latency.

![Throughput and Delay](image)
Standard Tail drop Queue Management

- Queues are necessary to handle bursts from fast into slower bandwidth links.
- A too small queue leads to reduced throughput and problems with admission control.
- A too large queue leads to higher latency...
- Available bandwidth today varies by 5+ orders of magnitude: 100Kbit – 10GigE.
- We have large bursts (IW10, Network offloads, Wifi) that need to be absorbed and spread out.
- There is no one right size for a drop tail queue – and, lacking an effective AQM, vendors have opted for “too large”, rather than too small.
Of Elephants, Mice, and Ants

- TCP “elephant” flows are long running flows (such as uploads to dropbox, facebook, or youtube, or downloads of isos, etc)
- TCP “mice” are short flows (typical of web traffic), that usually never get out of “slow start”. Google for multiple papers for “TCP Mice elephants”
- ANTs are the short (usually single!) control packets – like TCP syn (session initiation), TCP SYN/ACK, DNS, DHCP, NTP, and to some extent VOIP, videoconferencing, internet radio and gaming packets.
  - Over the Internet the presence of elephants and mice drown out the ants statistically by an enormous margin. However ANTs are important packets! Without them you can't even get an address on a network.
  - A typical web transaction consists of dozens of DNS lookups, each accompanied by dozens of TCP mice, and very rarely, an elephant or two.
  - For web traffic especially: When DNS gets delayed, or a TCP SYN, SYN/ACK, new flow start is also delayed.

- Note to PETA members: No actual, physical elephants, mice, or ants will be harmed by this preso or algorithms.
Realtime Response Under Load test (RRUL)

- Tests 4 up, 4 down TCP streams against icmp and udp traffic.
- Also tries diffserv (802.11e) classification
- Json data output
- Native Plots
- Web Interface
- DB backend

Extensions
- rru46compete: RRUL using ipv4 and ipv6 at the same time.
- rtt_fair: test tcp performance between two or more hosts to see if a system is RTT-fair (meaning that connections to machines at different distances eventually or not get a fair share of the bandwidth)
- reno_cubic_westwood_lp: test performance of different TCPs

Simpler Tests
- tcp_bidirectional: a basic test intended to give a "textbook" result of two competing streams against a ping
- tcp_upload: multiple tcp uploads against ping
- tcp_download: multiple tcp downloads against ping
Web Browsing is dependent on RTT

Page Load Time vs. RTT

- Page Load Time is sensitive to *round-trip* latency
  - Google data shows 14x multiplier
    - +200ms RTT = +2.8 seconds PLT

- Diminishing returns from increased data rate
  - Page Load Time at 10 Mbps almost indistinguishable from 6 Mbps

Source: SPDYEssentials, Roberto Peon & William Chan, Google Tech Talk, 12/8/11
The characteristics of web traffic

- A DNS lookup (example: www.google.com) happens (10-40ms)
- A TCP session is initiated (SYN and SYN/ACK exchange (RTT dependent: 0 to 100s of ms)
- A HTTP request is issued over the connection (HTTP GET /index.html) (RTT again)
- The data is transferred. It ramps up with “slow start” into a flow, to the maximum bandwidth available as a function of RTT, TCP acks, and competing traffic, using packet loss/delay for an estimate depending on the congestion control algorithm.
- The flow ends.
- The process repeats until an entire web page is loaded.
Web browsers optimize to mask latency as much as possible

- DNS → TCP syn → Syn-Ack → Flow-Start → Flow → Flow
  end process is done in parallel, usually 6 or more at the same time, in most web browsers.
- DNS is partially cached, but there might be dozens of DNS lookups, each with varying RTT.
- HTTP pipelining helps, where used, to skip the syn and syn/ack process in establishing new TCP connections.
- The (new) “TCP fast open” method, embeds the HTTP GET in the SYN, eliminating one RTT. (but may break some middleboxes)
But: what happens...
...if the queue is full?

- The DNS packets are delayed
- The TCP syn and syn/acks are delayed
- Slow start is delayed
- And finding an optimum flow rate...
  takes a long time.
- What one other flow does on non fq_codeled network, can mess up your whole network.
Gaming traffic doesn't interact well with that!!!!

Most games need roughly one packet per 15ms!

AND

Low jitter...

Low loss...

At these random latencies, lag compensation generally can't work....

So.... if you apply a rate shaper, plus fq_codel, you can get this:
Realtime Response Under Load
Download, upload, ping (scaled versions)

TCP download
- BE
- BK
- CS5
- EF
- Avg

TCP upload
- BE
- BK
- CS5
- EF
- Avg

Ping (ms)
- UDP EF
- UDP BK
- UDP BE
- ICMP
- Avg

Full download rate achieved
Handles Priority & Background traffic
Low rate flows retain low latency

Local/remote: lupin-gw/snapon.lab.bufferbloat.net - Time: 2013-01-11 12:01:51.421053 - Length/step: 60s/0.20s
Despite RRUL's interesting graphs on latency under load....

The real point of the RRUL test is to run other kinds of network flows against it.

How do you see the effect of a queuing algorithm, on a loaded network, on the mice and elephants?

Answer: observe the effect of ant/mouse traffic on the elephants!
Realtime Response Under Load

TCP download
- BE
- BK
- CS5
- EF
- Avg

TCP upload
- BE
- BK
- CS5
- EF
- Avg

Ping (ms)
- UDP EF
- UDP BK
- UDP BE
- ICMP
- Avg
More on the RRUL test...

While I have data sets of google hangouts, audio streaming, voip, gaming and bittorrent against the RRUL test... against various combinations of pfifo_fast (drop tail), codel, ns2 codel, fq_codel, nfq_codel, cake...I didn't have time to plot them all.

Prototypes of the RRUL test suite are available at:

- https://github.com/tohojo/netperf-wrapper
- Give it a try yourself! The CDF plots are great, too! Please upload your interesting rrul plots to the RRUL Rogues Gallery
- Major server/test expansion is in the works
- Huge thanks to Toke Høiland-Jørgensen <toke@toke.dk> for turning 1/3 of the RRUL specification into code in 2 months flat.
Inside Codel

- Introduction
- Timestamp based latency Monitoring
- The Drop Scheduler
- Remission
- Resumption
Introducing Kathie Nichols and Van Jacobson's **Codel** algorithm

- Measure the latency in the queue, from ingress to egress, via timestamping on entry and checking the timestamp on exit.
- When latency exceeds target, think about dropping a packet.
- After latency exceeds target for an interval, drop a packet at the **HEAD** of the queue (not the tail!)
- If that doesn't fix it, after a shorter interval (inverse sqrt), drop the next packet sooner, again, at the HEAD.
- Keep decreasing the interval between drops per the control law until the latency in the queue drops below target.
- We start with 100ms as the interval for the estimate, and 5ms as the target. This is good on the world wide internet.
- Data centers need much smaller values.
CoDel Drop Scheduler Behavior

Trying to find the RTT

Quiescence

Sojourn time (time above target)

Target

Interval

Time between drops
Any Questions so far?

- CoDel attempts to find the RTT of TCP friendly flows and drop the minimum number of packets needed to retain low latency and high throughput.

- It's a pretty nice pony.
Issues with Codel

- Single queue works well with mixtures of "TCP friendly" streams, but not with floods
- Multiple variants – linux kernel version currently different from ns2 version
- Doesn't do a lot for ants and mice
- Turns delay based TCP into loss based TCP.
Quick Quiz #2

What does Codel do against a stream in slow start?
Answer:

Not a lot! It has hopefully achieved a drop rate against all previously entered streams that holds latency low, and buffers relatively empty, but it isn't prescient, it doesn't use tachyons, it's can't predict what's going to happen next...

*CoDel is a piece of the solution for bufferbloat.*

- Another piece, in mitigating slow start, is some form of fair Queueing...
The “Fair Queuing” scheduling algorithms
(WFQ, SFQ, QFQ, etc)

Core ideas:

- Break up streams into identifiable flows.
- Offer roughly equal service to each flow.
- Perfect fair queuing is impossible, so various hashing techniques are used. These (usually) divide flows up by a hash value based on a 5 tuple of information (usually src ip, dst ip, src port, dst port, protocol, but can be other things (mac address, etc))
- Stochastic Fair Queuing as described in June IEEE Infocom '90

http://www2.rdrop.com/users/paulmck/.../paper/sfq.2002.06.04.pdf
- See also: QFQ, WFQ, etc
- Solves the Mice and Ant problem by giving separate flows their own queue.
- SFQ Widely deployed in “wondershaper” and related shaping tools
- Used in some provider networks (free.fr)
- SFQ Still used tail drop – and had small hard coded limits on queue size - and even an infinitely sized buffer will eventually lose packets (RFC970), So TCP Elephants interact with the size of the queue, often badly.
Improvements to SFQ (linux 3.3)

- Vastly increased the number of hash buckets (making it work at much higher ranges of flows)
- Vastly increased the potential queue depths (higher bandwidths)
- Permutation of the hash induced packet re-ordering, which killed throughput every 10 seconds (fixed by re-permutation, delivering all old packets, and then resuming deliveries)
- Result worked well on Mice and Ant traffic
- Along the way we learned that timestamping was incredibly cheap in linux now
- But:
  At higher speeds and queue lengths, it didn't scale, increasing the size of the control loops, reintroducing latency control problems for TCP elephants (think: stuttery youtube videos) with tail drop...
- Requires configuration to work at nearly any bandwidth
- So, it didn't work nearly well enough...
SFQRED: A FQ + AQM hybrid (linux 3.4 (jan, 2012))

• By looking at the interaction of QFQ + RED, and desiring something that did both fair queuing, and active queue length management, Eric Dumazet developed “SFQRED”, which:

• Utilized a better version of RED (“ARED”) from Sally Floyd in 2002
• SFQRED Introduced head drop for the first time in any AQM that I know of...
• Astoundingly successful in controlling queue length in 4-200Mbit bandwidths. Head drop vastly improved reaction time in elephant flows, Mice worked great, Ants even better. It was highly encouraging!

• Flaws:
  − Unbelievably hard to configure at any bandwidth
  − Didn't handle variable bandwidth at all (unsuitable for cable modems, wifi, or any shared network)

• But: *It took 1 week to convert SFQRED into FQ_Codel*
The number of buckets filled by \( n \) elephant sessions given \( T \) hash buckets (default: 1024 for FQ-CoDel) is given by:

\[
k = T \times (1 - (1 - 1/T)^n)
\]

Given \( k \), the probability of a thin session colliding with a Mouse/ant session is just \( k/T = 1 - (1 - 1/T)^n \). When \( n \) is small, the thick sessions tend not to collide (as one would expect). So at 100 thick sessions, there is a 9.3% chance of any given thin session colliding.

At 1024 thick sessions, there is enough collision between these sessions that there is "only" a 63% chance of a given thin flow colliding with a thick flow.

**CONCLUSION**: As thick sessions are rare, in home use, it's more than good enough. It MIGHT be good enough for head-ends, hosts, and servers, too. And elsewhere.
FQ_Codel Principles

- HEAD DROP, not tail drop.
- Queues are shock absorbers
- What matters is the delay within a flow.
- Shoots packets in elephant flows after they start accumulating delay. Don't shoot anything else!


- Or Eric Dumazet's preso at: http://linuxplumbers.ubicast.tv/videos/codel-and-fq_codel
static int fq_codel_enqueue(struct sk_buff *skb, struct Qdisc *sch)
{
    struct fq_codel_sched_data *q = qdisc_priv(sch);
    unsigned int idx;
    struct fq_codel_flow *flow;
    int uninitialized_var(ret);

    idx = fq_codel_classify(skb, sch, &ret);
    if (idx == 0) {
        if (ret & __NET_XMIT_BYPASS)
            sch->qstats.drops++;
        kfree_skb(skb);
        return ret;
    }
    idx--;

    codel_set_enqueue_time(skb);
    flow = &q->flows[idx];
    flow_queue_add(flow, skb);
    q->backlogs[idx] += qdisc_pkt_len(skb);
    sch->qstats.backlog += qdisc_pkt_len(skb);

    if (list_empty(&flow->flowchain)) {
        list_add_tail(&flow->flowchain, &q->new_flows);
        q->new_flow_count++;
        flow->deficit = q->quantum;
    }

    if (++sch->q.qlen < sch->limit)
        return NET_XMIT_SUCCESS;
}
q->drop_overlimit++;
    /* Return Congestion Notification only if we dropped a packet
     * from this flow.
     */
    if (fq_codel_drop(sch) == idx)
        return NET_XMIT_CN;

    /* As we dropped a packet, better let upper stack know this */
    qdisc_tree_decrease_qlen(sch, 1);
    return NET_XMIT_SUCCESS;
}
static struct sk_buff *fq_codel_dequeue(struct Qdisc *sch) {
    struct fq_codel_sched_data *q = qdisc_priv(sch);
    struct sk_buff *skb;
    struct fq_codel_flow *flow;
    struct list_head *head;
    u32 prev_drop_count, prev_ecn_mark;

begin:
    head = &q->new_flows;
    if (list_empty(head)) {
        head = &q->old_flows;
        if (list_empty(head))
            return NULL;
    }
    flow = list_first_entry(head, struct fq_codel_flow, flowchain);

    if (flow->deficit <= 0) {
        flow->deficit += q->quantum;
        list_move_tail(&flow->flowchain, &q->old_flows);
        goto begin;
    }

    prev_drop_count = q->cstats.drop_count;
    prev_ecn_mark = q->cstats.ecn_mark;
}
skb = codel_dequeue(sch, &q->cparams, &flow->cvars, &q->cstats, dequeue);

flow->dropped += q->cstats.drop_count - prev_drop_count;
flow->dropped += q->cstats.ecn_mark - prev_ecn_mark;

if (!skb) {
    /* force a pass through old_flows to prevent starvation */
    if ((head == &q->new_flows) && !list_empty(&q->old_flows))
        list_move_tail(&flow->flowchain, &q->old_flows);
    else
        list_del_init(&flow->flowchain);
    goto begin;
}
qdisc_bstats_update(sch, skb);
flow->deficit -= qdisc_pkt_len(skb);
/* We can't call qdisc_tree_decrease_qlen() if our qlen is 0, */
/* or HTB crashes. Defer it for next round. */
if (q->cstats.drop_count && sch->q.qlen) {
    qdisc_tree_decrease_qlen(sch, q->cstats.drop_count);
    q->cstats.drop_count = 0;
}
return skb;
}
100 Mbit Latency under Load - SFQ vs QFQ vs PFIFO_FAST - vs 10 iperfs

Linux Ethernet Before BQL

PING RTT

<p>| | | |</p>
<table>
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<tr>
<td>QFQ 1</td>
<td>QFQ 2</td>
<td>SFQ 1</td>
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<tr>
<td>SFQ 2</td>
<td>PFIFO_FAST 1</td>
<td>PFIFO_FAST 2</td>
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Sun Jan 01 22:19:53 2012
PFIFO_FAST in Linux 3.6 on a BQL enabled driver (Classic Drop Tail)
TCP ping during bidirectional TCP streams - fq_codel 10mbit

FQ_CODEL on BQL enabled driver
fq_codel is now the default in openwrt...
802.11e needs some work

Realtime Response Under Load
Download, upload, ping (scaled versions) - Long distance over ethernet locally w/classification
And still needed are:

- Per station queuing
- Better Rate control
- Rate sensitive retries
- Stuff that works on all hardware
- Better tests
RRUL test helps

- See latency under load as induced by TCP behavior
- See behavior of other applications when under load
- Analyze problems in classification or routing
- Show things like that “smaller buffers are not better”...
TCP normal vs TCP global synchronization
ADSL modem latency w/FQ_Codel with:
Ethernet flow control (pause frames)

BEFORE

AFTER

DeBloating Linux

- Most of the *unmanaged* network stack buffering as of Linux 3.6, is now basically fixed(!!) – but only on ethernet, for a dozen device drivers. Work on ADSL, cable and wifi is progressing. (More on all that later).

- Now that all that extra buffering is smashed, we can now start applying intelligent queuing strategies to packet flows, once again. This talk is mostly about a hybrid of active queue management strategies, a combination of Stochastic Fair Queuing, and Codel: *FQ_Codel*.

- Most other edge devices and OSes have problems too...

- The default drop tail queue discipline in Linux is called “PFIFO_Fast” and includes support for prioritisation.
Ongoing Work

- Quest for a full replacement for PFIFO_Fast
- Adding support for software rate limiting at higher rates
- Enhancements to codel/fq_codel
- Other delay based AQM systems (fq_PIE, etc)
- Further research into the interrelationship of drop mechanisms and fair queuing
- Developing better tests
- Multiple papers
- Pouring codel and fq_codel derivatives into hardware
- Coaxing the universe to try it and deploy it
Cake
(Common Applications Kept Enhanced)

- Targetted at 32 bit embedded routers
- Chief characteristic: delay neutral classification/ prioritization on top of sfq_codel.
- Probably not a replacement for PFIFO_Fast (doesn't currently deal with offloads very well)
- Definitely will be insufficient for wifi...
- HTB + nfq_codel based prototypes deployed
- I'll release it when it's baked
- *Deployed in the Yurtlab Testbed*
- *Others are working on similar stuff*
In Linux, Byte Queue Limits (BQL) is barely implemented

- Short queues at the device driver are required for an algorithm like fq_codel to take effect... BQL does the job pretty well on Linux.
- Other Oses (BSD, Windows, Mac) have their own problems, and don't have BQL...
- The top 10 Linux ethernet drivers have it
- 100s of others don't
- Ethernet via USB bus doesn't work with BQL (yet!)
- You can help by fixing an ethernet device driver!
- On a well designed driver, it's 7 lines of new code
- Test, get it upstream... even if you can't test, get a patch out there...
ADDING BQL To Ethernet IS EASY!

7 lines of code (for most drivers) (100s of drivers left to fix, though)

First attempt at BQL on smsc911x.

Signed-off-by: Paul E. McKenney <paulmck@linux.vnet.ibm.com>

diff --git a/drivers/net/ethernet/smsc/smsc911x.c b/drivers/net/ethernet/smsc/smsc911x.c
index 62d1baf..16d6bfd 100644
--- a/drivers/net/ethernet/smsc/smsc911x.c
+++ b/drivers/net/ethernet/smsc/smsc911x.c
@@ -1107,6 +1107,7 @@ static void smsc911x_tx_update_txcounters(struct net_device *dev)
 {
 struct smsc911x_data * pdata = netdev_priv(dev);
 unsigned int tx_stat;
+     unsigned int bytes_compl = 0, pkts_compl = 0;

     while ((tx_stat = smsc911x_tx_get_txstatus(pdata)) != 0) {
         if (unlikely((tx_stat & 0x80000000)) { 

@@ -1124,6 +1125,8 @@ static void smsc911x_tx_update_txcounters(struct net_device *dev)
             } else { 
                 dev->stats.tx_packets++;
                 dev->stats.tx_bytes += (tx_stat >> 16);
+                 pkts_compl++;
+                 bytes_compl += (tx_stat >> 16);
             }
             if (unlikely((tx_stat & TX_STS_EXCESS_COL_)) {
+                 dev->stats.collisions += 16;

@@ -1140,6 +1143,7 @@ static void smsc911x_tx_update_txcounters(struct net_device *dev)
                 netdev_completed_queue(dev, pkts_compl, bytes_compl);
             } else { 
                 } 

@@ -1607,6 +1611,7 @@ static int smsc911x_stop(struct net_device *dev)
             } 
             /* Bring the PHY down */
             if (pdata->phy_dev)
@@ -1650,6 +1655,7 @@ static int smsc911x_hard_start_xmit(struct sk_buff *skb, struct net_device *dev)
                 wrsz >>= 2;
             
             pdata->ops->tx_writefifo(pdata, (unsigned int *)bufp, wrsz);
+             netdev_sent_queue(dev, skb->len);
             freespace -= (skb->len + 32);
             skb_tx_timestamp(skb);
             dev_kfree_skb(skb);
CoDel Can’t Fix Concatenated Queues

Solutions:
- rate control
- AQM in CM
- Flow control

Flow control
Fixing bufferbloat on wireless has a long way to go.

Linuxcon wifi Network
5/11/2012
Realtime Response Under Load
Download, upload, ping (scaled versions)

Full download rate achieved
Handles Priority & Background traffic
Low rate flows retain low latency

TCP download
- BE
- BK
- CS5
- EF
- Avg

TCP upload
- BE
- BK
- CS5
- EF
- Avg

Ping (ms)
- UDP EF
- UDP BK
- UDP BE
- ICMP
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Local/remote: lupin-gw/snapon.lab.bufferbloat.net - Time: 2013-01-11 12:01:51.421053 - Length/step: 60s/0.20s
Wireless-n latency under load

FQ_codel helps on a voip-like load... but...

Device buffers on wireless are a huge problem. With a rate change to 1Mbit, the whitespace (delay) below the red bar grows by 100X!
Experiments in Wifi (the yurtlab)

- Campground in Los Gatos, California with varying terrain and clear signals
- 18 station wireless mesh network built on ath9k based hardware, running Babel
- No competing wifi signals
- Hot Tub. Pool. Open 24/7. :)

Hot Tub. Pool. Open 24/7. :)

No competing wifi signals
CoDel in a nutshell

- CoDel assumes that a standing queue of \textit{target} is acceptable (as determined by the local minimum) and that it is unacceptable to drop when there are fewer than an MTU worth of bytes in the buffer.
- To ensure that the minimum value is not stale, it has to have been experienced in the most recent \textit{interval} (sliding window).
- When the sojourn time has exceeded target for at least an interval, a packet is dropped and a control law used to set the next drop time.
- The next drop time is decreased in inverse proportion of the square root of the number of drops since the dropping state was entered (to get a linear change in throughput).
- When the sojourn time goes below target the controller stops dropping.
Codel overview, continued

- Prevented from re-entering dropping state too soon after exiting it and resumes the dropping state at a recent control level if one exists

Target and interval are constants: acceptable queue delay and a time on the order of a worst case RTT of connections through the bottleneck. Experimentally determined target as 5ms and interval of 100ms works well for range of RTTs from 10ms to 1sec, with excellent performance in 10ms - 300ms range.
Bufferbloat Canonical reference

- ACM Queue: “Bufferbloat”
  - Jim Gettys, Kathie Nichols
  http://queue.acm.org/detail.cfm?id=2071893

- ACM Queue – “What's wrong with the Internet?”
  Vint Cerf, Van Jacobson, Jim Gettys, Nick Weaver
  http://queue.acm.org/detail.cfm?id=2076798

- Jim Gettys' Google Video

- “When Hackers Stay up Late”

- Bufferbloat Project: http://bufferbloat.net
CeroWrt... What if home routers... didn't suck?

- Measuring BW to Various points
- Testing DNS
- Measuring user habits
- Measuring Provided Bandwidth and Shapers

We're Fixing Drivers
Validating the Linux stack
Doing End To End testing
Analyzing Wireless
Fixing Bufferbloat!
Implementing IPv6, DNSsec, and mesh networking
Implementing RFCs

And the software was 100% open source?
Questions?

Bufferbloat.net Resources

Bufferbloat.net:  http://bufferbloat.net
Email Lists: http://lists.bufferbloat.net
IRC Channel: #bufferbloat on chat.freenode.net
CeroWrt:  http://www.bufferbloat.net/projects/cerowrt
Other talks: http://mirrors.bufferbloat.net/Talks
Jim Gettys Blog – http://gettys.wordpress.com
Educational Videos:
    http://www.bufferbloat.net/projects/cerowrt/wiki/Bloat-videos

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