



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 6 Issue: XI Month of publication: November 2018

DOI:

www.ijraset.com

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Survey on MPTCP Tunnel: An Architecture for Aggregating Bandwidth of Heterogeneous Access Network Topology used in Simulations

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Abstract: TCP tunnel is a technology that aggregates and transfers packets sent between end hosts as a single TCP connection. By using a TCP tunnel, the fairness among aggregated flows can be improved and several protocols can be transparently transmitted through a firewall. Currently, many applications such as SSH, VTun, and a TCP tunnel. However, since most applications running on end hosts generally use TCP, two TCP congestion controls (i.e., end-to-end TCP and tunnel TCP) operate simultaneously and interfere with each other. Under certain conditions, it has been found that using a TCP tunnel severely degrades the end-to-end TCP performance. Namely, it is known that using a TCP tunnel drastically degrades the end-to-end TCP throughput for some time, which is called the TCP meltdown problem. On the contrary, under other conditions, it is still an open issue how, when, and why a TCP tunnel is malicious for end-to-end TCP performance. In this paper, we therefore investigate the effect of a TCP tunnel on end-to-end performance using simulation experiments. Specifically, we quantitatively reveal the effects of several factors (e.g., propagation delay, usage of SACK option) on the performance of end-to-end TCP and tunnel TCP.

Keywords: TCP over TCP, TCP tunnel, Round Trip Time

I. INTRODUCTION

Multipath TCP (MPTCP)[1], allows an endpoint to simultaneously use multiple paths over multiple interfaces (e.g., WiFi and LTE) for a single TCP session. As MPTCP does not require any modification in the application, it can be used any time if both the client and the server support it. However, as MPTCP is not yet widely deployed, another approach to provide its advantages involves the creation of multipath tunnels between MPTCP proxies [2], which run all traffic between the proxies over the multiple path between them. When placed on a customer's access router, the proxy allows the customer's TCP traffic to benefit from the aggregation of the DSL and the mobile network link capacity, and for network providers to offer better service than would be available with DSL alone. For this reason, various network providers are currently experimenting with the use of multipath proxies to increase the bandwidth they can offer to their customers by aggregating the DSL and the mobile network link capacity on a customer's access router. An MPTCP proxy can only be applied to TCP traffic, however. Running other traffic such as IPTV or VoIP applications over UDP in a multipath TCP tunnel can lead to poor performance. We therefore propose a new approach for multipath bonding at layer 3 [3], which is independent of the transport protocol and therefore applicable to UDP traffic as well. The proposed design aims to minimize loss while fully utilizing the available bandwidth and avoiding reordering. We implemented the proposed system in a lab testbed using a DSL connection and an LTE interface. Our testbed evaluation demonstrates that our prototype can reach our goal of high utilization with low loss within our target scenario, even with dynamic and cross-traffic conditions.

A. Bonding Architecture

Our architecture consists of two gateways, one at the customer side and one operated by the access network provider, connected by at least two tunnels. The approach could, however, be easily generalized to n access interfaces. The proxies build a "bonded" interface across these two connections. Each proxy consists of two components: an "ingress" which accepts traffic, assigns it to one of the two bonding interfaces based on interface conditions, and schedules its transmission; and an "egress" that takes traffic from the two bonding interfaces, merges it in the correct order, and sends it out. Each gateway therefore acts as a transparent proxy. The customer gateway is designed either to be integrated into Customer Premises Equipment (CPE) with multiple access interfaces, or to be deployed as a separate middlebox connected to CPE for each interface. The provider gateway is connected to the Internet and/or to provider-hosted services (such as VoIP or video on demand). The customer side gateway sends upstream traffic to the provider's bonding server, and the provider's gateway sends downstream traffic to the customer side bonding server. The two proxies combine

with each other to determine link on each of their bonded interfaces, as input to the scheduling algorithm used by each gateway. This arrangement is shown in Figure 1. The ingress uses a scheduling algorithm that, for each in-coming packet, decides with MPTCP tunnel to use. This ingress adds global (per bonded gateway pair) and local (per in-interface) sequence numbers to every packet. These sequence numbers are used by the alternative gateway's egress to emit outgoing packets in order and detect loss on both links.

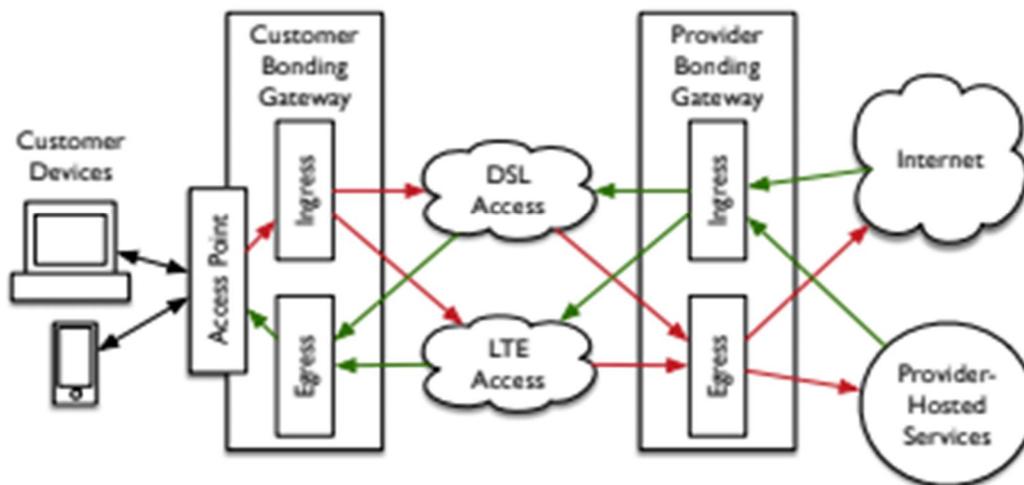


Figure 1: Bonding Architecture

II. RELATED WORK

There are some researches about the aggregation of multiple heterogeneous access networks. In 1st type of the mechanism, end hosts cannot support multiple links. Devices that can be supported for MPTCP are deployed in network operators. The device are located in the home network is a CPE (provides by operator), and the one located in operators network can be an existing network device (eg., broadband network gateway) or an operator specially deployed device (eg., BGW) that bundles multiple access links. This kind of research can be further divided into two classes: encapsulated approach and nonencapsulated approach. HYY is a network-layer encapsulated approach. HYA uses IP tunnel established between CPE and BGW to bundle multiple access networks, An IP packet is appended to a new IP header and transmitted in IP tunnel through access networks. However, different access links have different network latencies. Which impairs network performance greatly it is difficult for a traffic scheduler to distribute packets to the appropriate links without the feedback from the transport layer. Further, there is an even larger set of proposals that discuss multipath routing, in various scenarios and based on different assumptions. Our approach differs from previous multipath routing work, such as [1,10]: as we address a different goal with fixed preference, full utilization of a lower cost fixed link while using a higher-cost wireless link to handle additional demand, therefore our approach can be much simpler than a generalized approach. The same is true for more generalized approaches as presented in [5,2] as well as bandwidth aggregation in vehicular networks [4], while these approaches and architecture concentrates on scheduling, the scheduling on our approach is simple, but the intelligence of our system lies in the outbound bonding box that performs the reordering. We would further like to note that on-going work focuses in addition on middlebox and path signalling mechanisms [5]. If such mechanism would be in place, they could further be used to provide additional guidance for our multipath bonding proxy.

III. SIMULATION

A. Simulation Configuration

The network topology used in simulations is shown in figure 2. simulations are performed while changing the propagation delay and performance of the access link and backbone link in figure 2, TCP tunnel was established between the ingress and egress routers, and TCP traffic was continuously transmitted from the source host to the destination host. We implemented a TCP tunnel module in OPNET modeller.

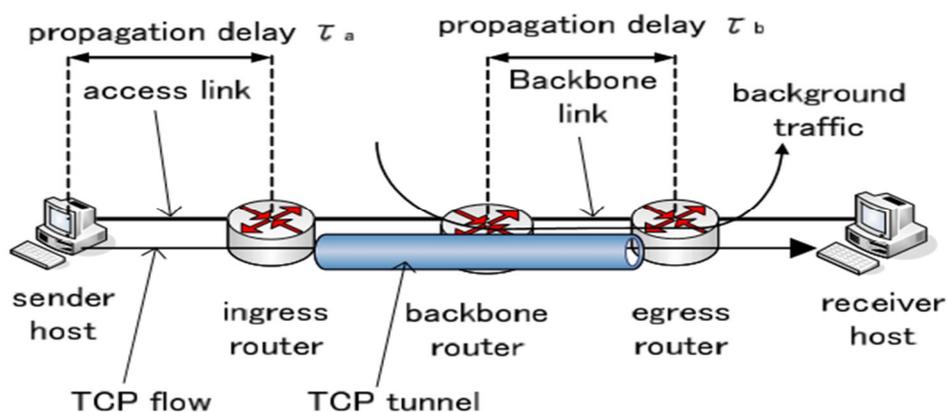


Figure 2: Network topology used in simulations

B. Initial Weight Increment(Iwi)

A very small loss fraction would not change W_{mobile} despite congestion on the fixed link. However, in a situation where congestion is just arising, it is important to react quickly, therefore, when W_{mobile} is zero but loss is reported, IWI increases W_{mobile} by the number of lost packets. W_{mobile} is initially zero, and is clamped to a maximum value $W_{mobilemax}$. this clamp keeps IWI from overshooting and shifting too much traffic to the mobile link.

C. Delayed Weight Decrement(DWD)

After no loss has been reported for T_{dwd} , DWD decrements W_{mobile} by one for each interval T_{report} in which no loss has been reported. This shifts load back to the fixed line without including loss by shifting the load too quickly. As loss reports are only received every T_{report} milliseconds, T_{dwd} must be a multiple of T_{report} .

IV. MPTCP PROTOCOL

The single and simplest most important choice when designing a multipath protocol is the choice of the sequence numbering in [7,9,5], one single sequence number space is used, with the consequence of large re-ordering of sequence numbers at the receiver side. Since re-ordering is normally mistaken as a packet drop specification in, specific algorithms are needed to distinguish between normal multipath reordering and failures. Further, a single sequence number space makes it very difficult to tell which paths delivered a segment if the segment was sent redundantly (on more than one path). To fix those problems, the MPTCP tunnel proposal uses a two sequence number space, where each subflow has its own sequence space that identifies bytes within a subflow as if it were running alone. There is also a data sequence space [6], which allows reordering at the aggregate connection level. Each segment contains the both sub-flow and the data sequence numbers in MPTCP protocol. Another important design choice is the way to deal with shared bottlenecks. There is a fairness problem if several multipath flows share a bottleneck. [7] solves that problem by trying to avoid establishing several subflows across the same bottleneck,

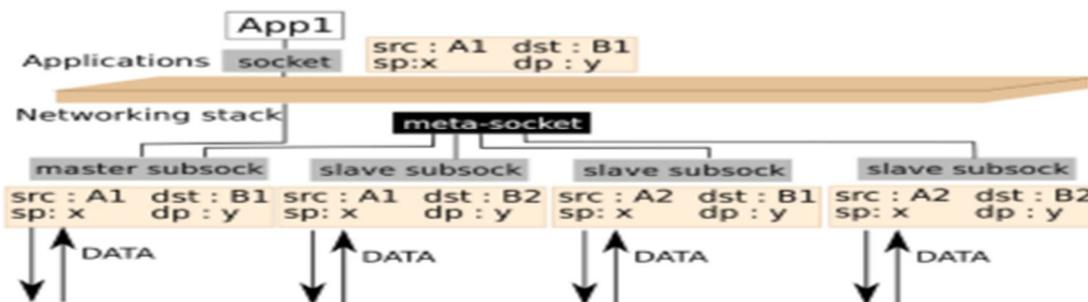


Figure 2: MPTCP architecture

Thank to As external tool. Other approaches simply ignore the problem. In MPTCP, congestion control is coupled across paths, so as to guarantee fairness without needing to detect shared bottlenecks[8].MPTCP performs flow control in aggregate .A main aim of the MPTCP tunnel approach to multipath transport is that it must be deployable in the current web-site, without changing routers, middle boxes, or even NATs, for that reason each subflow looks to the network as a normal TCP flow, with the only difference that it carries new TCP options. Options ar used to declare MPTCP support, exchange current addresses and other control messages. The overall MPTCP tunnel architecture and design choices are detailed in[2], and the protocol is specified in[3].MPTCP works on the current internet, as we will show in our demonstration.

V. IMPLEMENTATION ISSUES

To validate the design of MPTCP and understand its impact on real applications, we added full support for MPTP to version 2.6.38 of the linux kernel. This is a major modification to TCP: our patch to the linux kernel, available <http://mptcp.info.ucl.ac.be>, ia about 10,400 lines of code. The software architecture is described in detail in [1].To our knowledge, this is the first full kernel implementation of MPTCP. We will focus on 3 of the more recent necessary improvements to the MPTCP tunnel implementation. We first briefly describe the algorithms that have been included in our MPTCP tunnel implementation to deal with middle boxes. Then we explain how to reduce the MPTCP memory usage. Finally we show how an MPTCP receiver is able to handle out-of-order data efficiently. The implementation allows opening subflows between different address pairs, or between the same address pairs but different ports. The latter can b used to leverage existing in network multipath solutions such as equal cost multipath(ECMP),allowing them to load balance at subflow granularity. Finally, our implementation is modular and it is easy to add support for new path management techniques that may become available. Connection specific information is held in a new structure at the connection-level, called meta-socket. This model-design keeps multipath identifiers for the connection, the list of subflows associated to this connection, and connection-level reordering queues.

VI. CONCLUSION

We have carried out an experimental investigation of multipath TCP in presence of WIFI and 3G.we have proposed and evaluated three handover modes: Full-MPTCP, Backup and single-path. Our experiments in commercial wireless networks demonstrate that MPTCP tunnels can play a role for mobile users and also WIFI/3G convergence today. Our measurements with skype demonstrate that existing unmodified applications already benefit from MPTCP.

VII. ACKNOWLEDGEMENTS

We thank Olivier Bonaventure and Christoph Paasch for their help with improving MPTCP and the kernel implementation. we also want to thank the anonymous reviewers and our shepherd jitendrapadhye for their suggestions that helped improve this paper. This work was partly funded by Trilogy, a research project funded by the European commission in its seventh framework program.

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