A Performance Perspective on Web Optimized Protocol Stacks

Konrad Wolsing, Jan Rüth, Oliver Hohlfeld, Klaus Wehrle

http://comsys.rwth-aachen.de

Hasselt, 2019-05-07

Yet another QUIC measurement?

[1] Carlucci et al. HTTP over UDP: An Experimental Investigation of QUIC. [2] Megyesi et al. How quick is QUIC? [3] Cook et al. QUIC: Better for what and for whom?. [4] Nepomuceno et al. QUIC and TCP: A Performance Evaluation. [5] Biswal et al. Does QUIC Make the Web Faster? [6] Kakhki et al. Taking a Long Look at QUIC: An Approach for Rigorous Evaluation of Rapidly Evolving Transport Protocols.

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Unoptimized TCP stacks

- QUIC is optimized for the web
- TCP is configured for stability
- Related-work does not tune TCP

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- TCP with TFO+TLS could do to so too

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User-centered metrics

- research focuses on PLT
- PLT is not suited for user perception

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Website selection

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Website list from Wijnants et al.[1] consisting of 40 domains chosen from Alexa and Moz list

- except their internal project webpage (vodlib)
- except cnet.com

$\Rightarrow$ total of 38 domains

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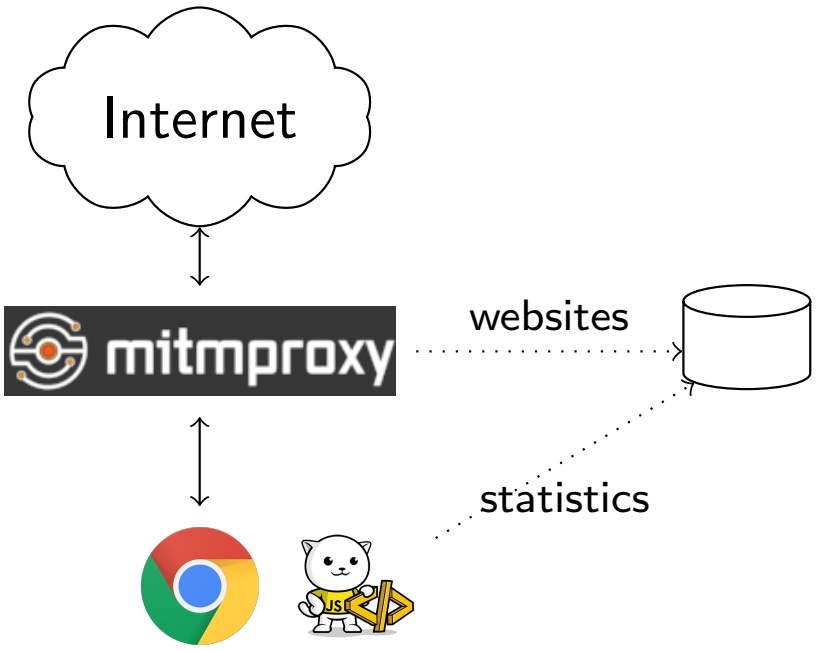
Downloading websites



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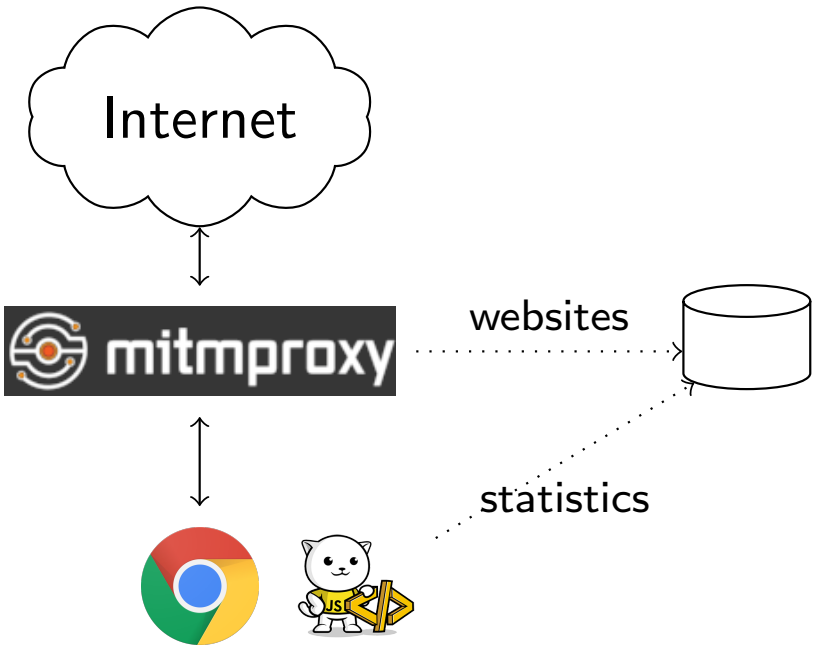

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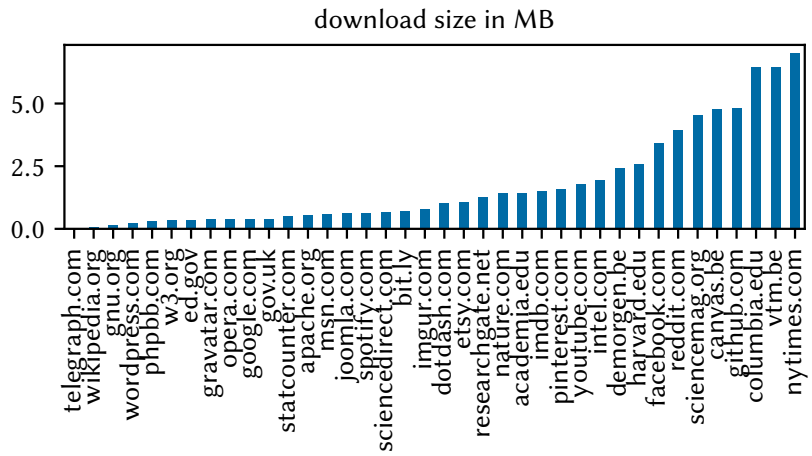

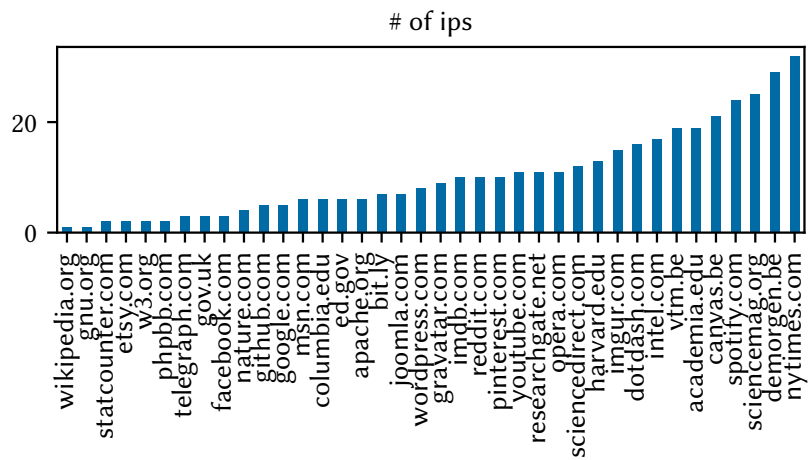

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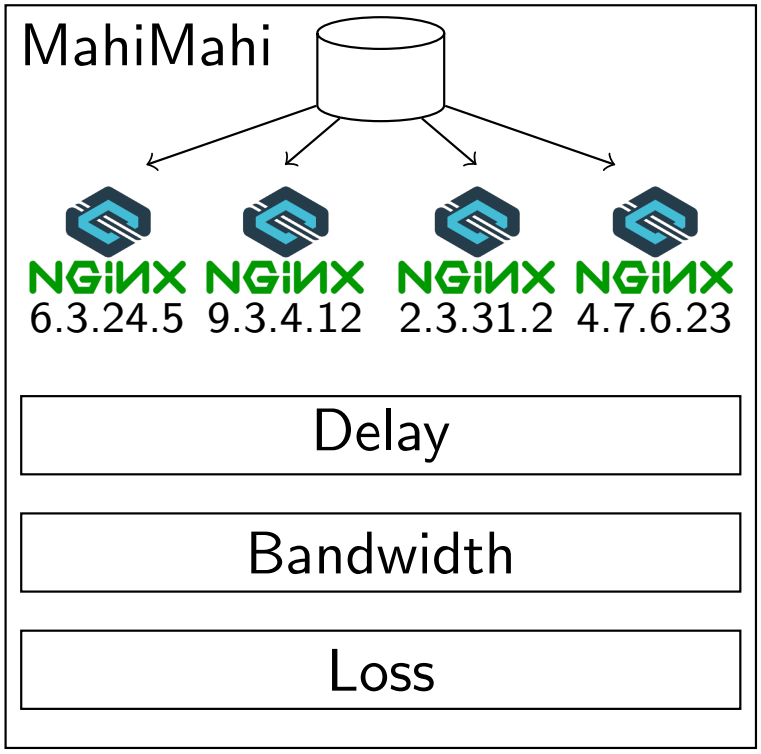
Testbed



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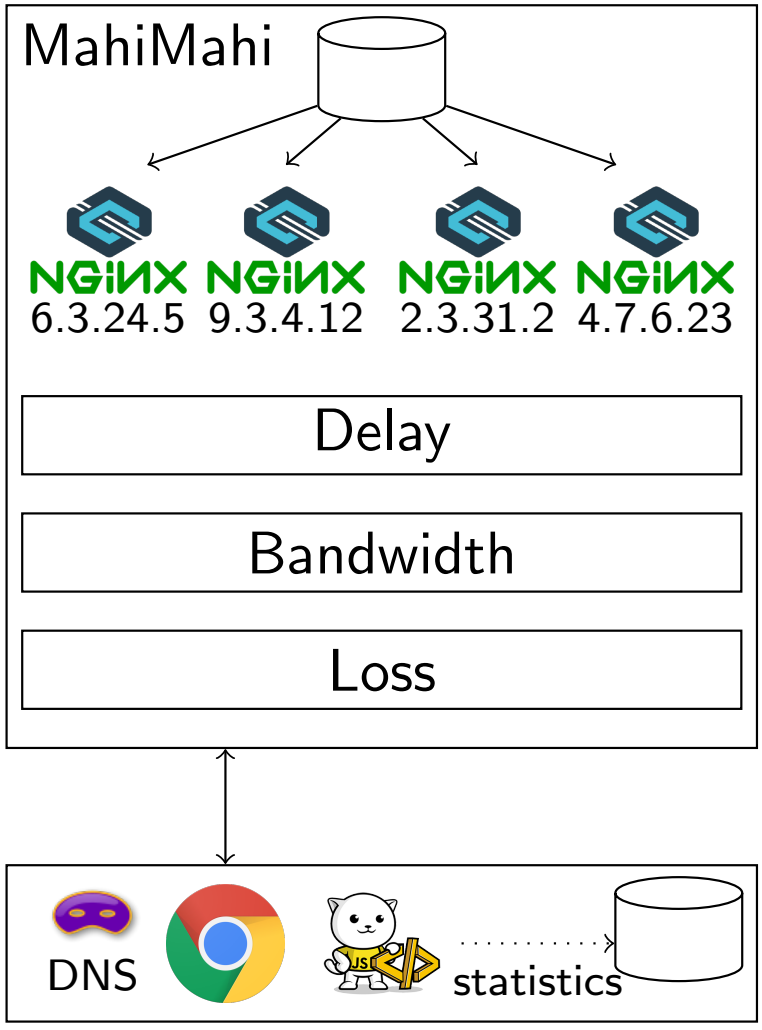

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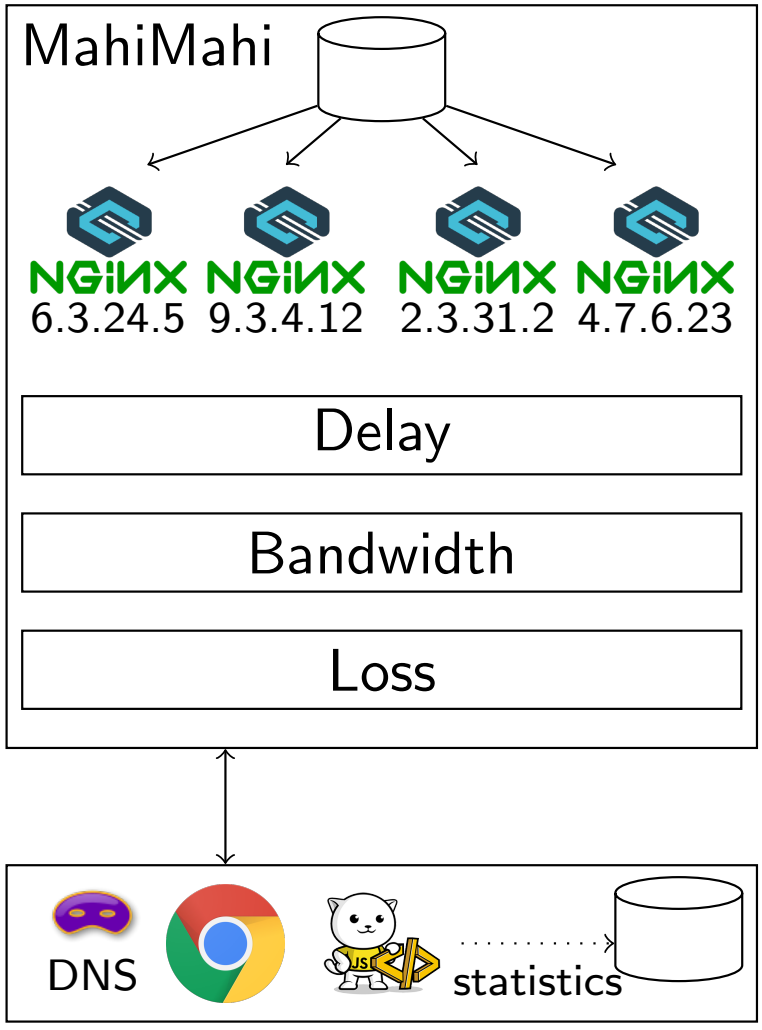
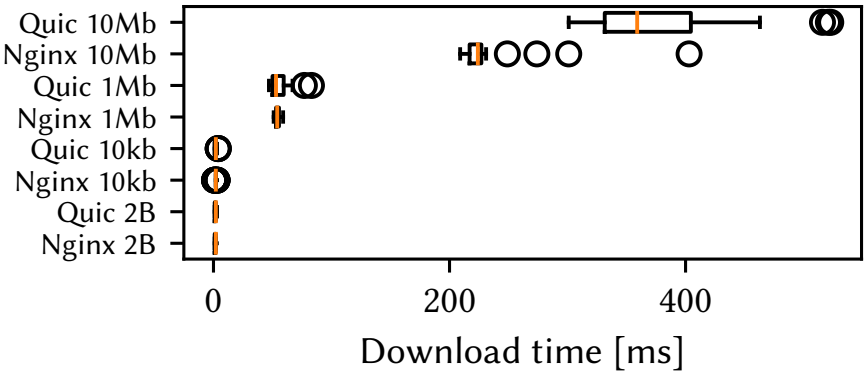


Server speed test



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Network configuration

	DSL [2]	LTE [2]	DA2GC [3]	MSS [3]
Uplink	5 Mbps	2.8 Mbps	.468Mbps	1.89Mbps
Downlink	25 Mbps	10.5 Mbps	.468Mbps	1.89Mbps
RTT	24ms	74ms	262ms	761ms
Loss	0.0%	0.0%	3.3%	6.6%
Queue size	12ms	200ms	200ms	200ms

[2] Breitbandmessung. `https://breitbandmessung.de`

[3] Rula et al. Mile high wifi: A first look at in-flight internet

Achieving comparability

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TCP + TLS + HTTP

- ★ Initial window 10
- ✖ 1-RTT handshake
- ✖ Extra round trip for TLS
- ★ HTTP/1 or HTTP/2
- ✖ Head-of-line blocking

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QUIC

- ✔ Initial window 32
- ✔ 0-RTT connection setup
- ✔ No encryption overhead
- ✔ HTTP/2
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Achieving comparability

TCP + TLS + HTTP

- ✔ Initial window 32
- ✔ 0-RTT TCP FastOpen
- ✔ Use TLS1.3 with 0-RTT
- ★ HTTP/1 or HTTP/2
- ✖ Head-of-line blocking

QUIC

- ✔ Initial window 32
- ✔ 0-RTT connection setup
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Achieving comparability

TCP + TLS + HTTP

- ✔ Initial window 32
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- ★ Use TLS1.3 without 0-RTT
- ✔ Use only HTTP/2
- ✖ Head-of-line blocking

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QUIC

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Protocol settings

TCP	Stock TCP (Linux): IW10, Cubic.
TCP+	IW 32, Pacing, tuned network buffers, no slow start after idle, Cubic.
TCP+BBR	TCP+, but with BBR as congestion control.
QUIC	Google QUIC Version 43: IW32, Pacing, Cubic.
QUIC+BBR	QUIC, but with BBR as congestion control.

Visual Metrics

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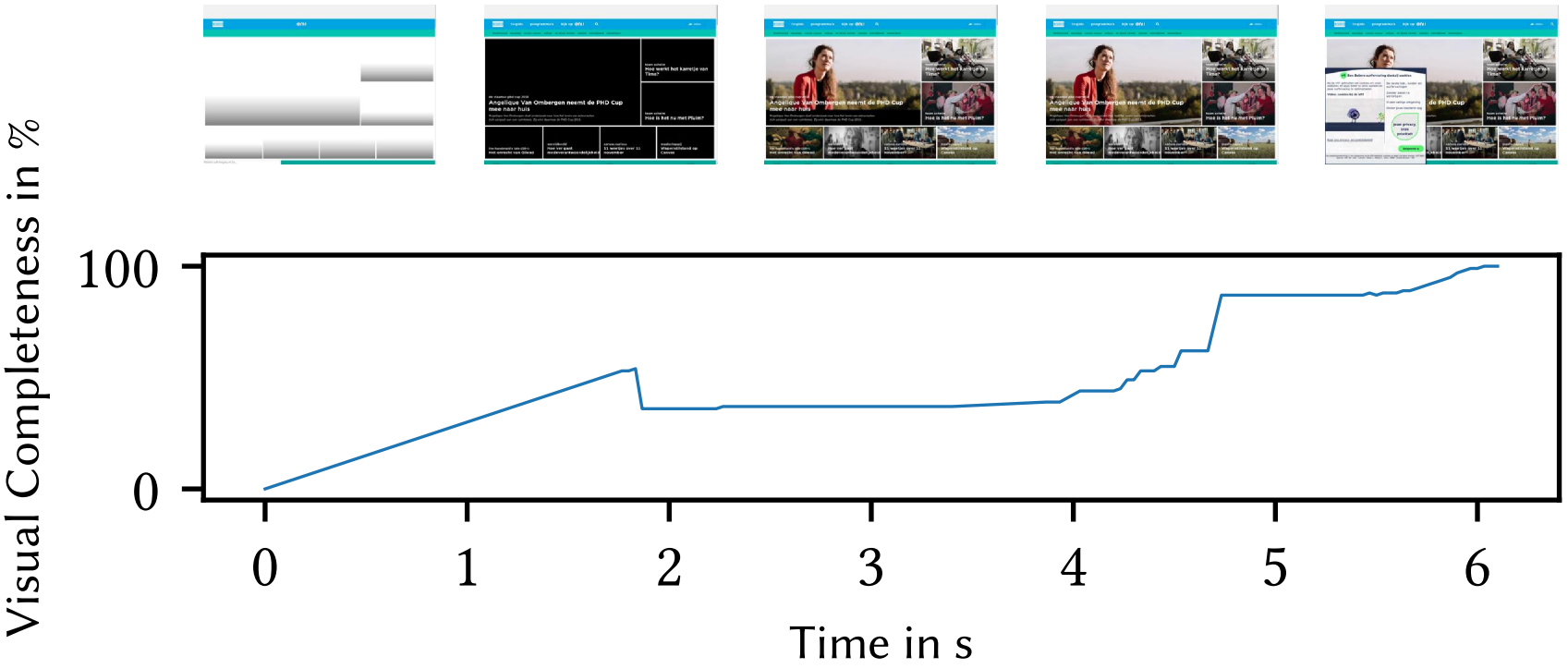

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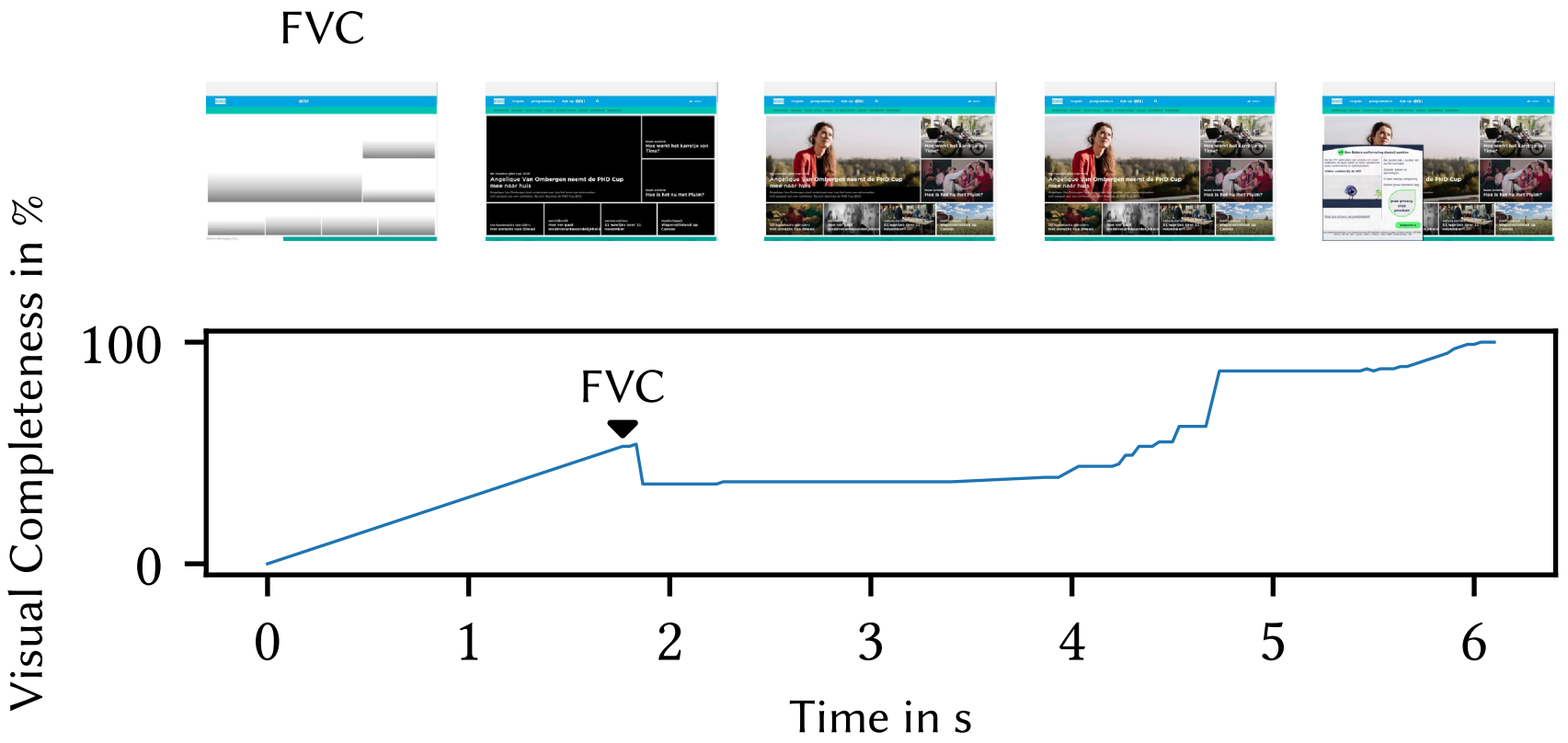

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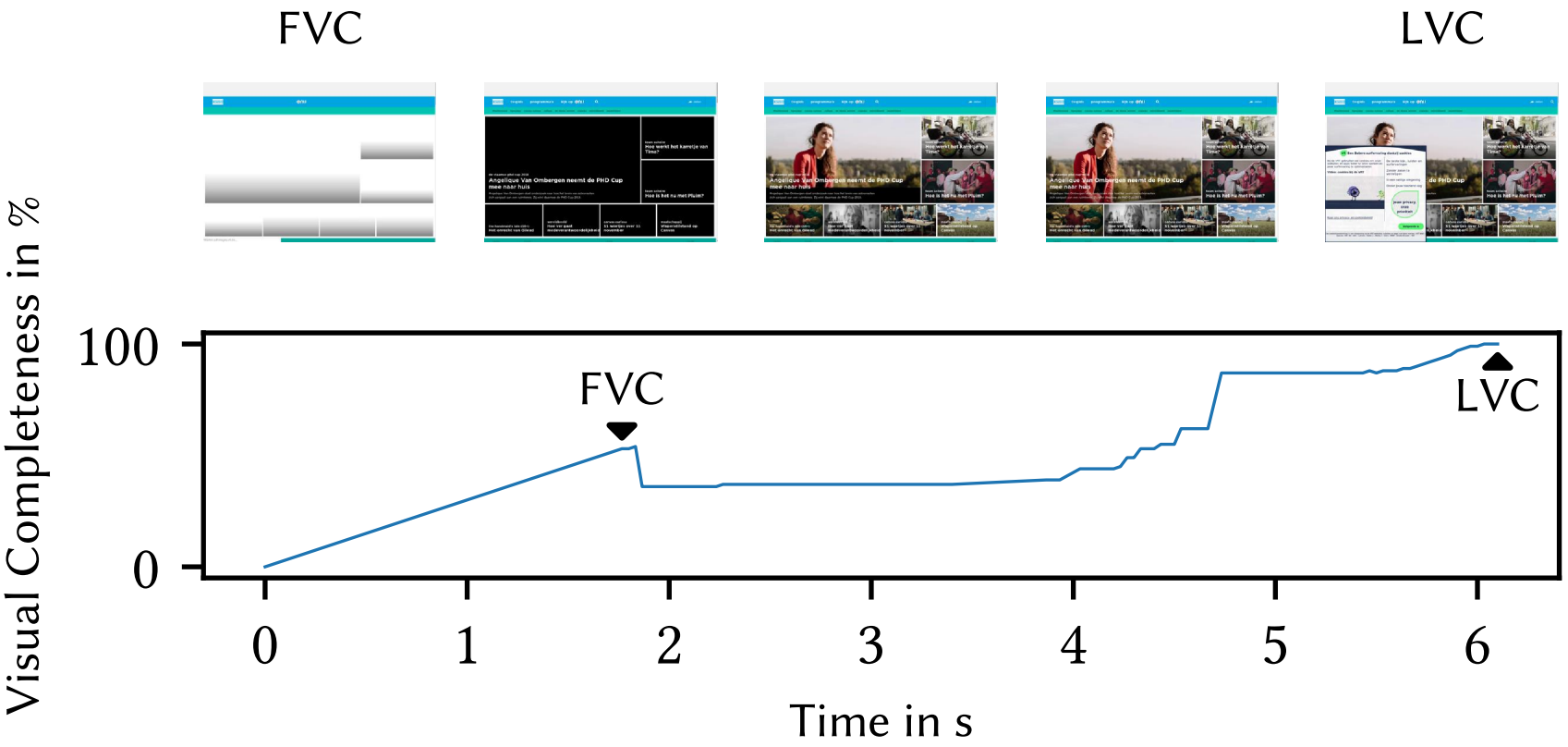

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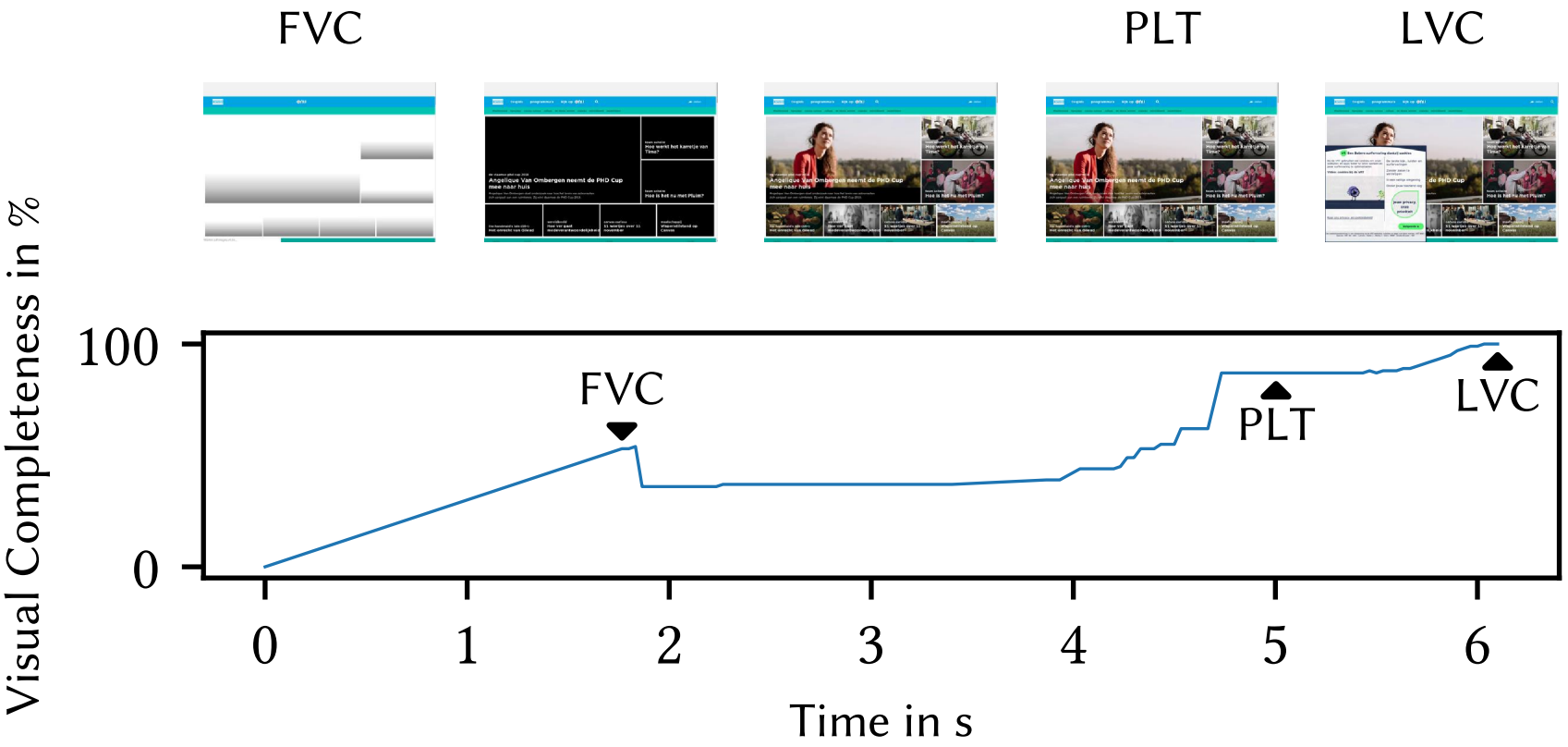

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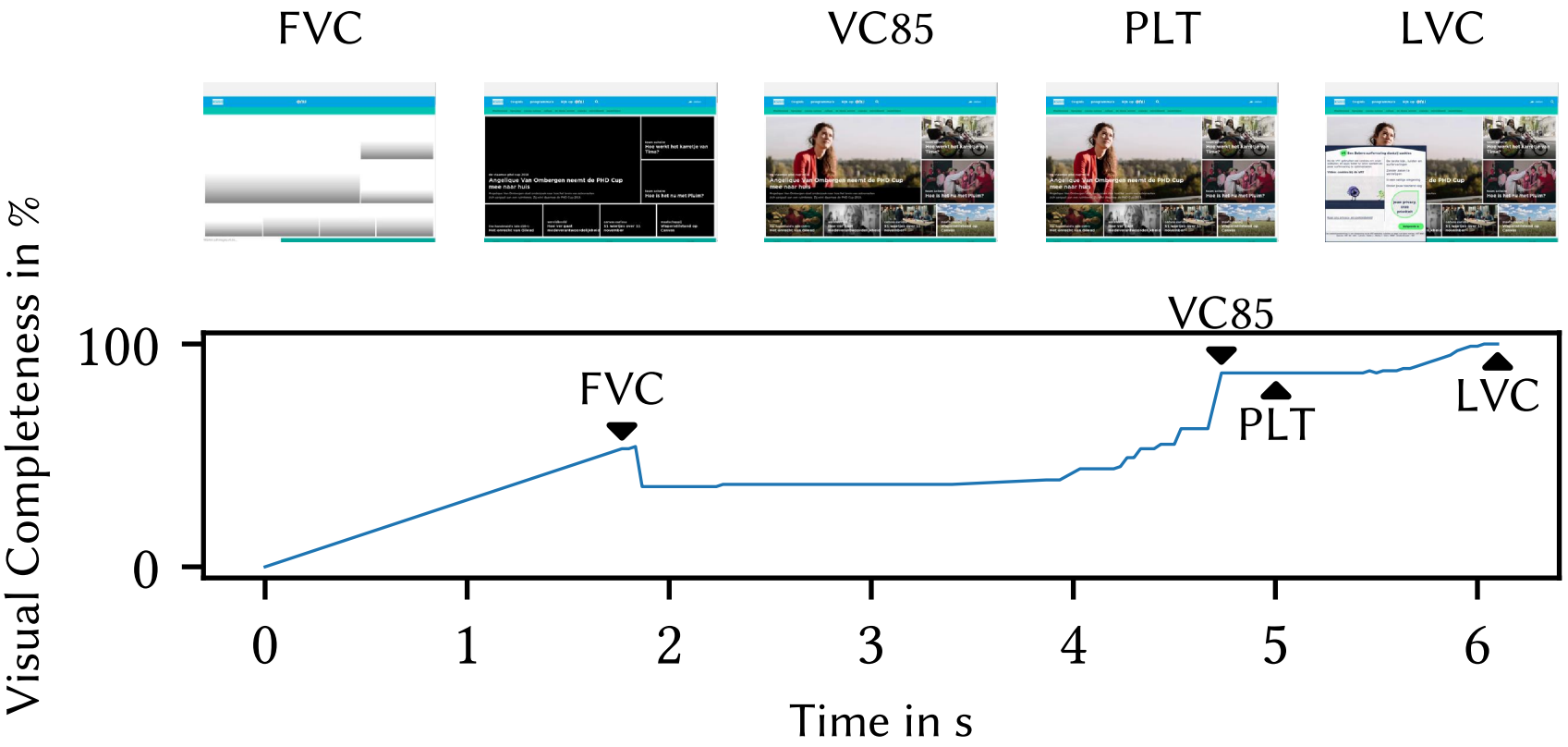

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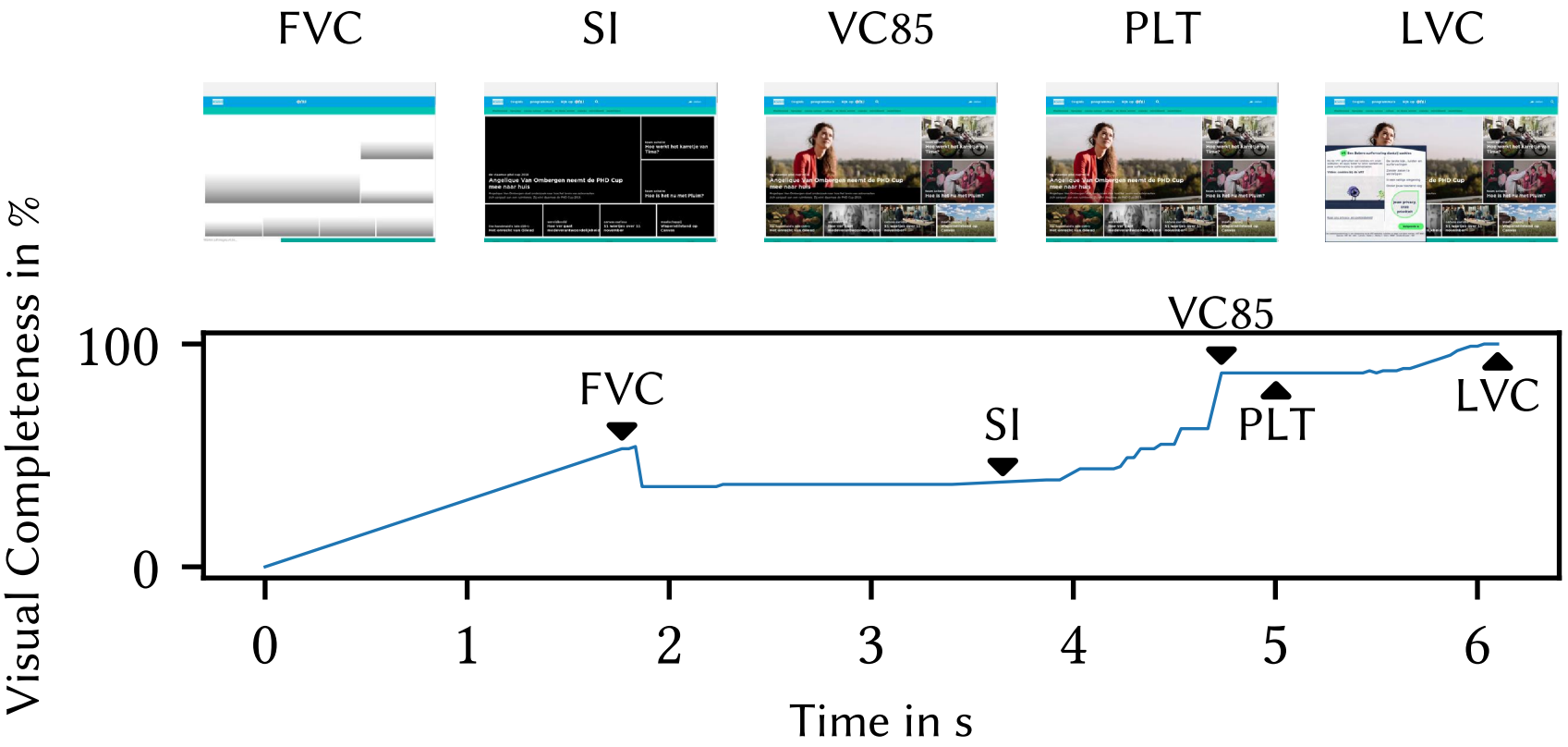

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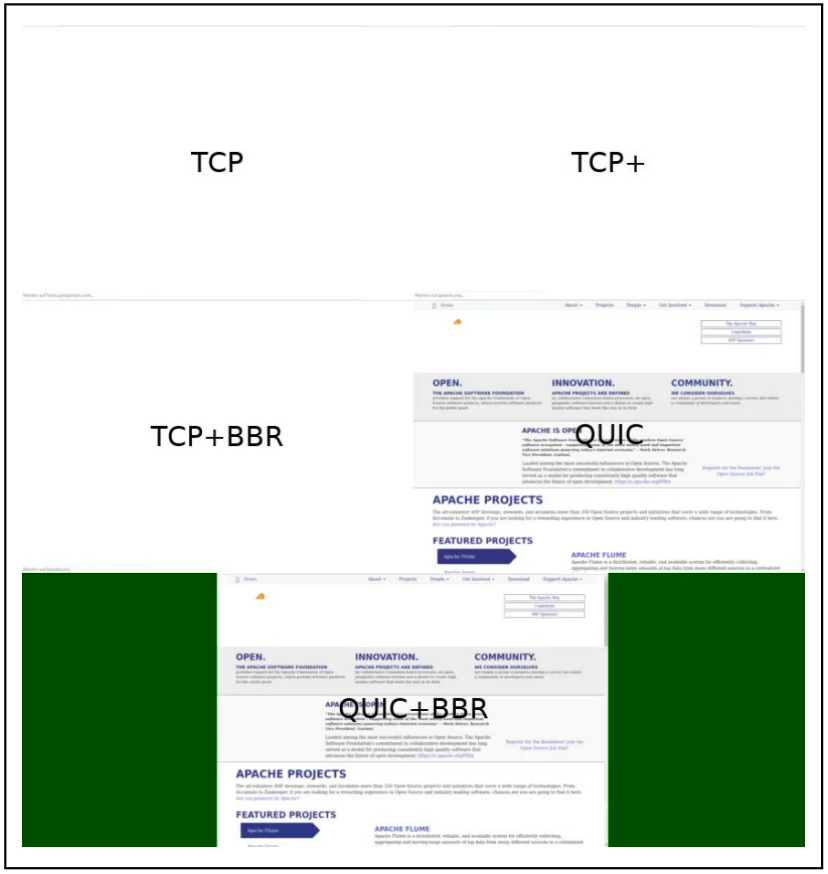
Measurement

Example video



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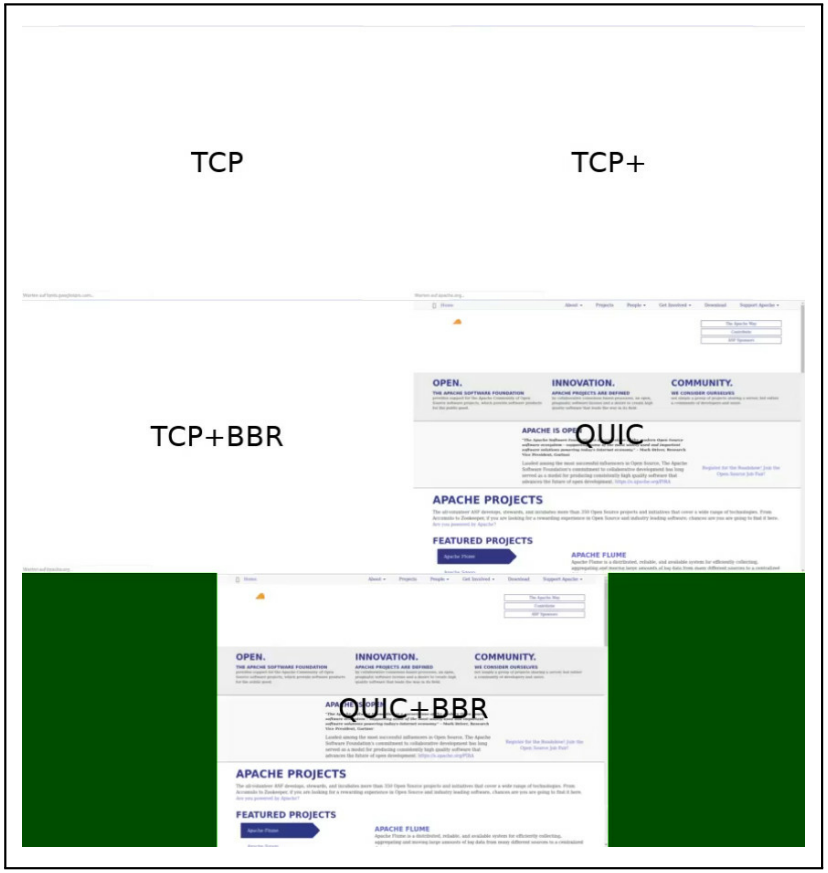

Recapitulation

- 38 different websites
- 4 network scenarios
- 5 protocol configurations
- 31 repetitions each
- 5 (visual) metrics evaluated

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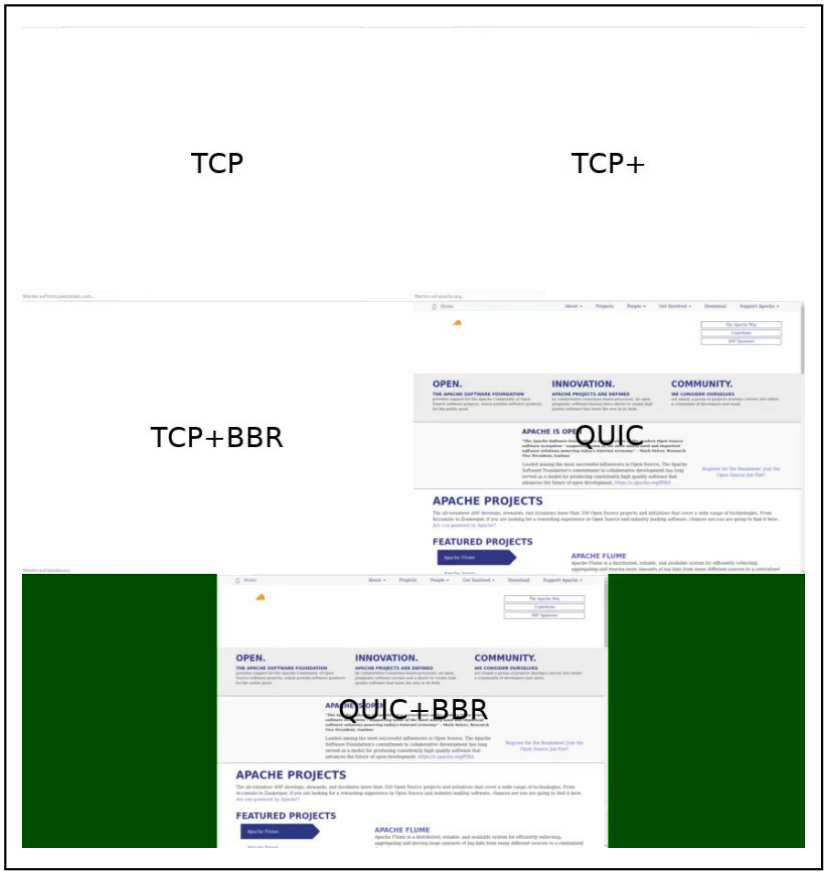

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$$performance\ gain = \frac{\overline{X}_{new} - \overline{X}_{ref}}{\overline{X}_{ref}}$$

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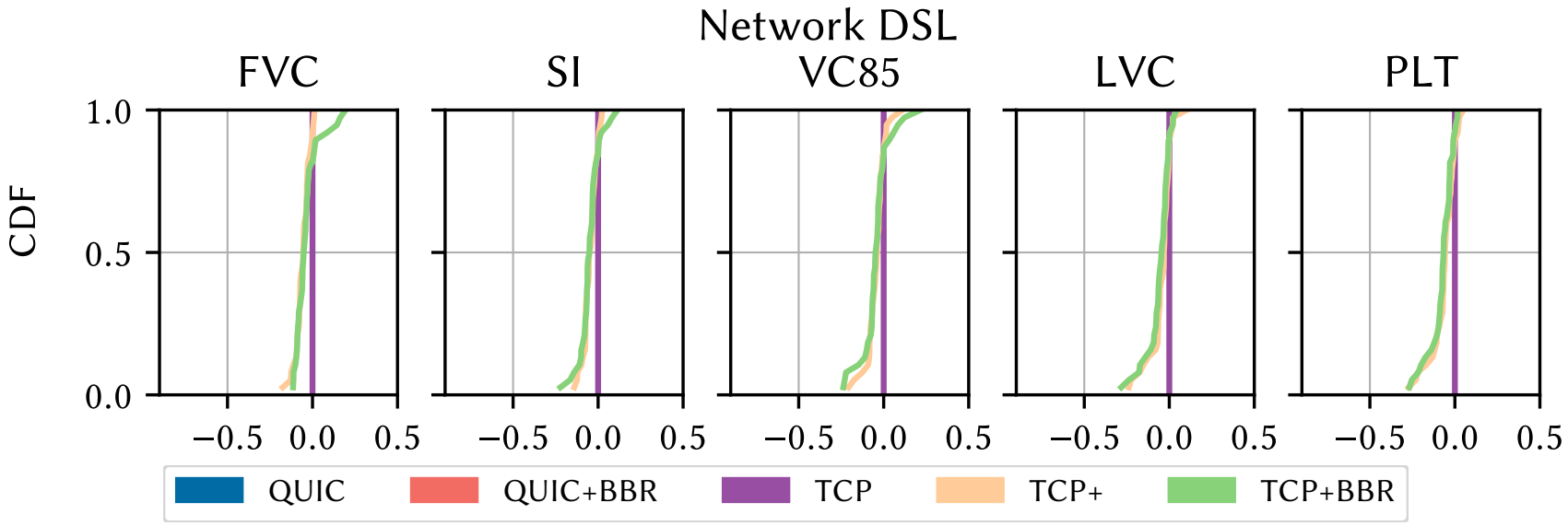
Performance gain DSL



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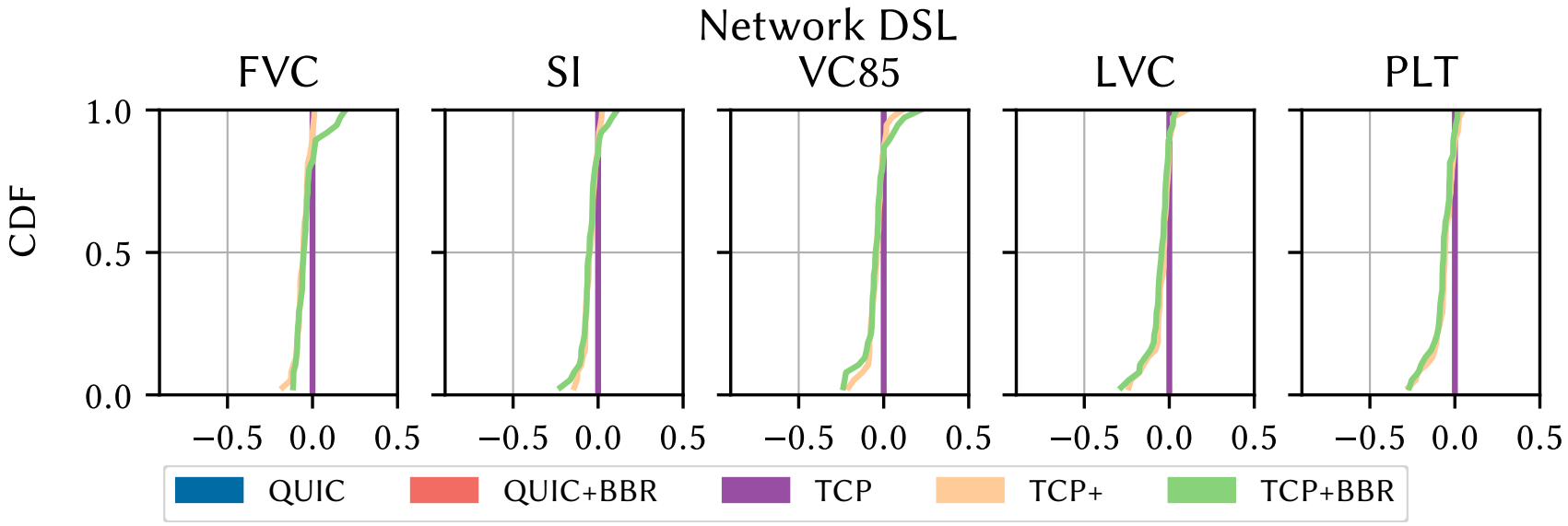

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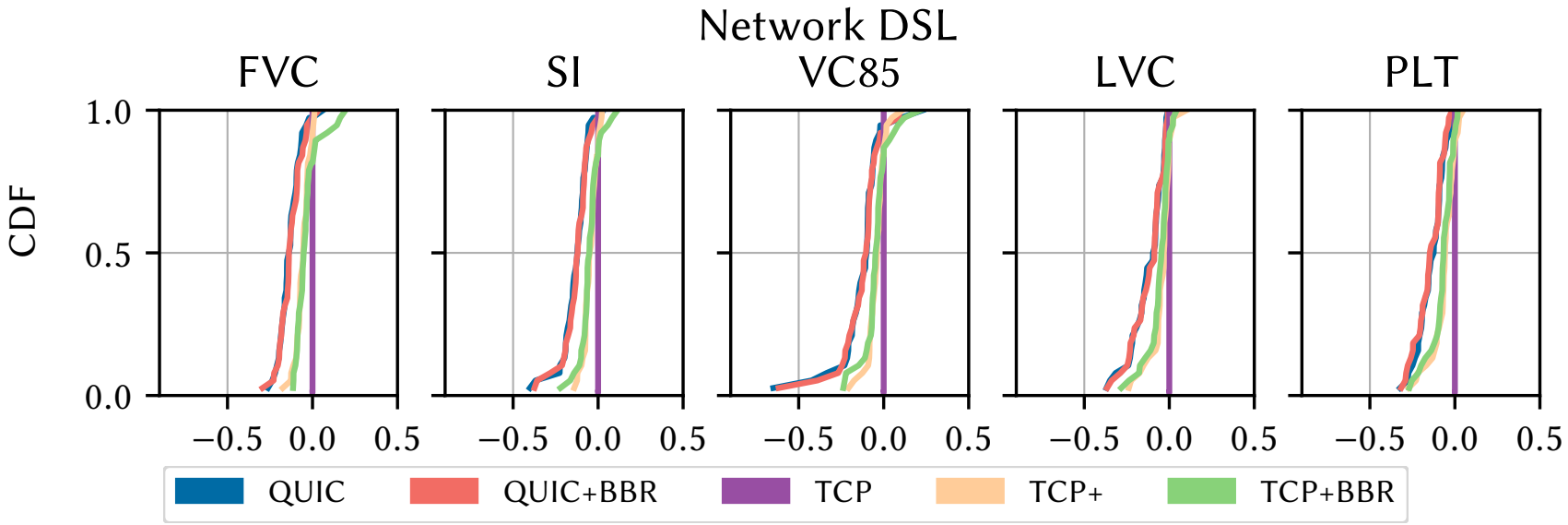

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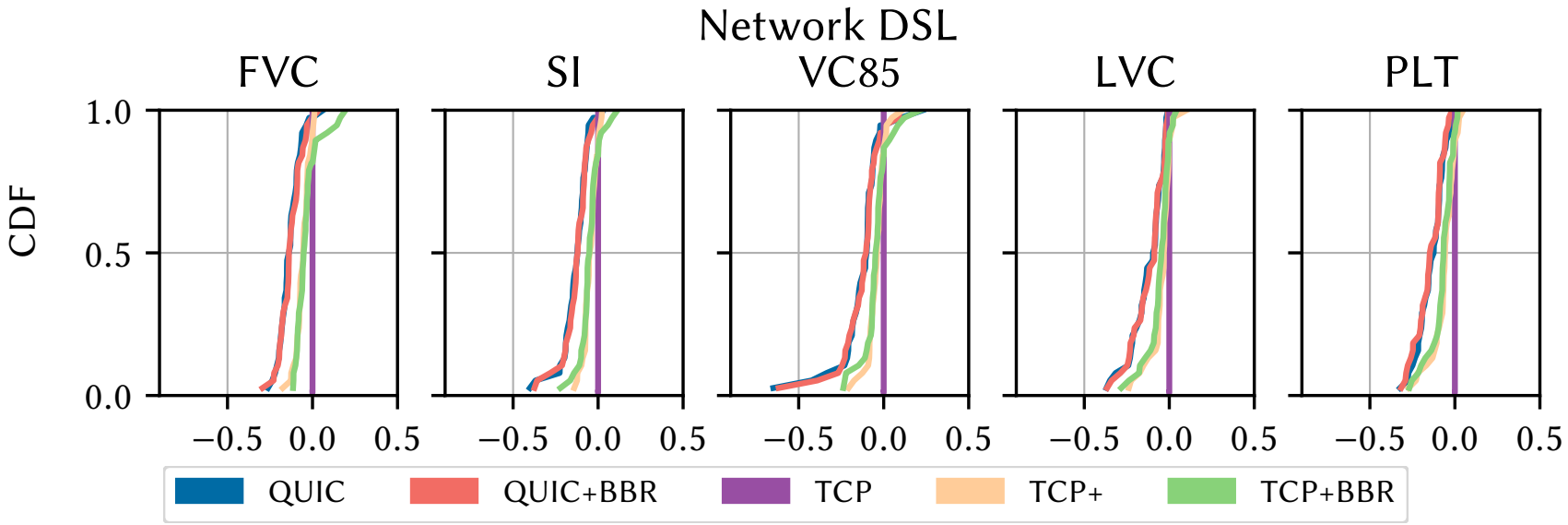

- Stock TCP is slower than the tuned variants
- Congestion control does not impact performance here
- QUIC outperforms even tuned TCP, but the gap gets narrower
- Step curves indicate that website size/structure seems to have little impact on performance

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ANOVA test DSL (< 0.01)

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DSL	FVC	SI	VC85	LVC	PLT
TCP+ TCP ?	28 0 10				
QUIC TCP ?					
QUIC TCP+ ?					
TCP+BBR TCP+ ?					
QUIC TCP+BBR ?					
QUIC+BBR TCP+BBR ?					
QUIC+BBR QUIC ?					

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ANOVA test DSL (< 0.01)

DSL	FVC	SI	VC85	LVC	PLT
TCP+	28	26	24	22	25
TCP	0	0	0	0	1
?	10	12	14	16	12
QUIC	36	37	35	36	35
TCP	1	1	1	0	0
?	1	0	2	2	3
QUIC	30	32	28	29	30
TCP+	2	0	1	0	0
?	6	6	9	9	8
TCP+BBR	4	7	9	6	7
TCP+	5	2	2	2	2
?	29	29	27	30	29
QUIC	30	34	28	29	27
TCP+BBR	0	1	3	1	4
?	8	3	7	8	7
QUIC+BBR	31	35	27	28	31
TCP+BBR	0	1	3	1	1
?	7	2	8	9	6
QUIC+BBR	3	3	2	2	7
QUIC	6	6	7	5	3
?	29	29	29	31	28

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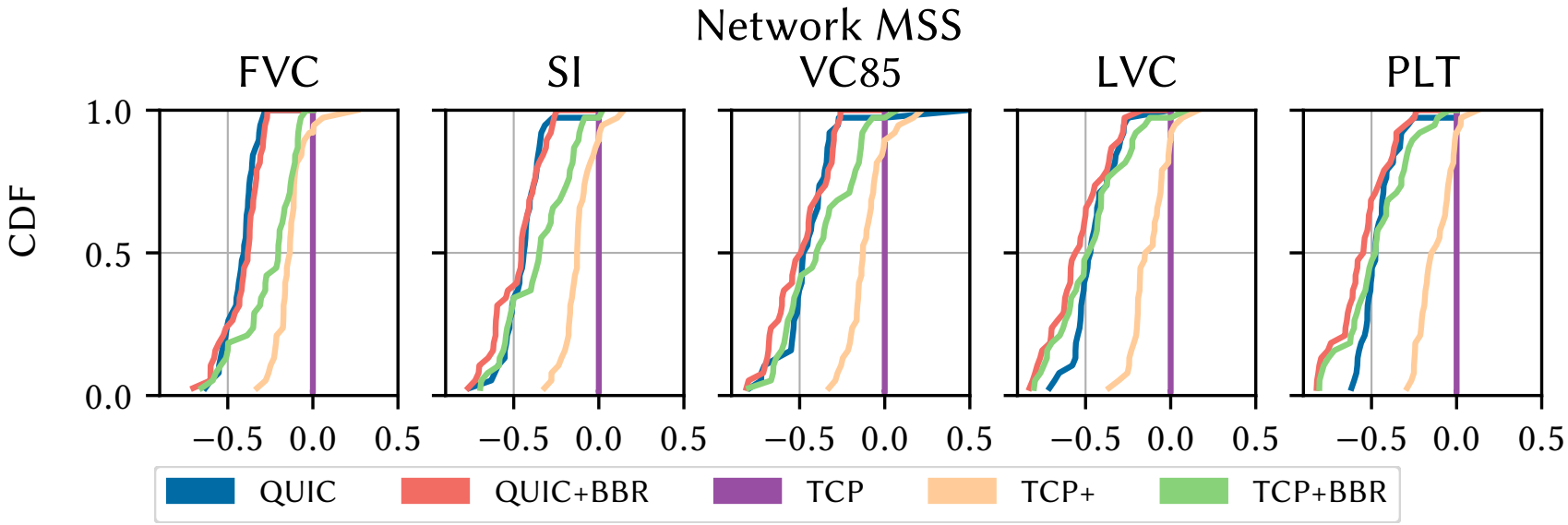
Performance gain MSS



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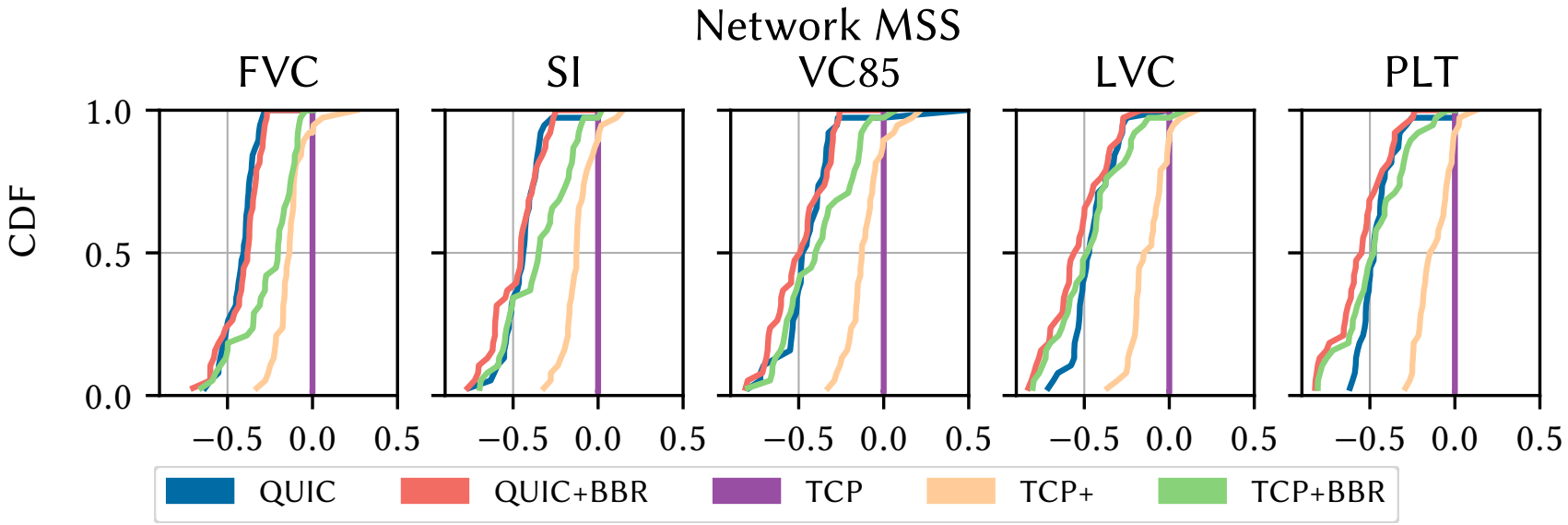

- Congestion control impacts performance gain
- BBR superior than CUBIC
- QUIC with CUBIC still faster than TCP with CUBIC

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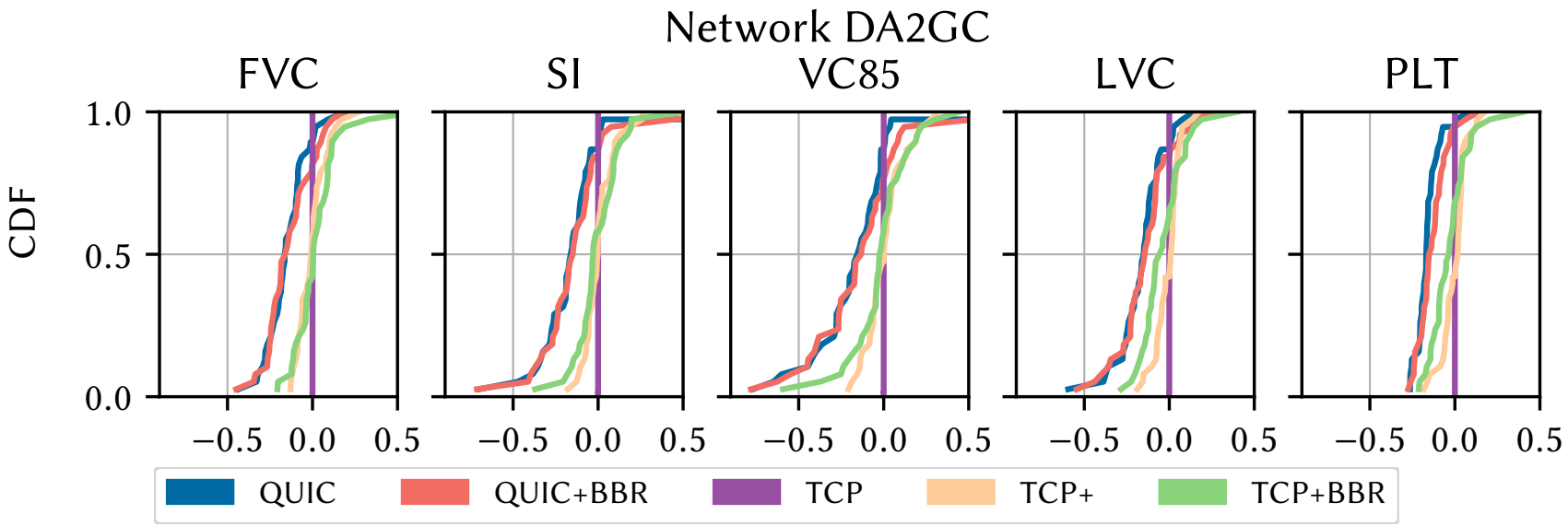
Performance gain DA2GC



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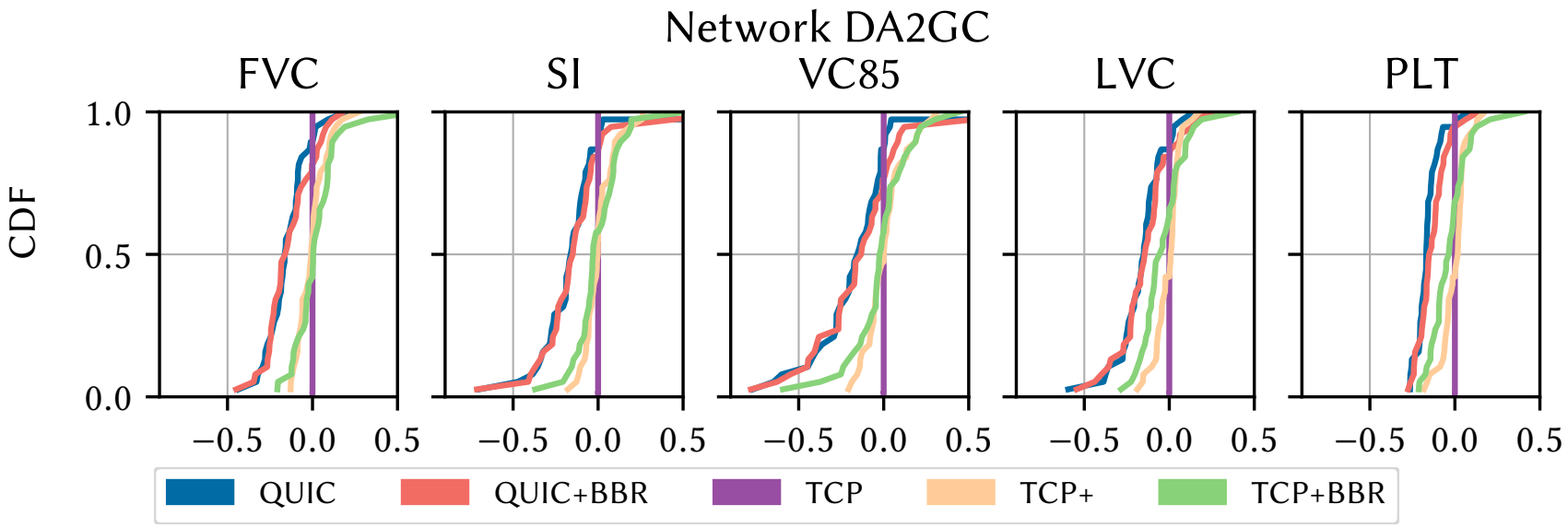
Performance gain DA2GC



- No large difference noticeable between TCP configurations
- QUIC outperforms TCP
- For PLT, QUIC marginally faster than QUIC with BBR

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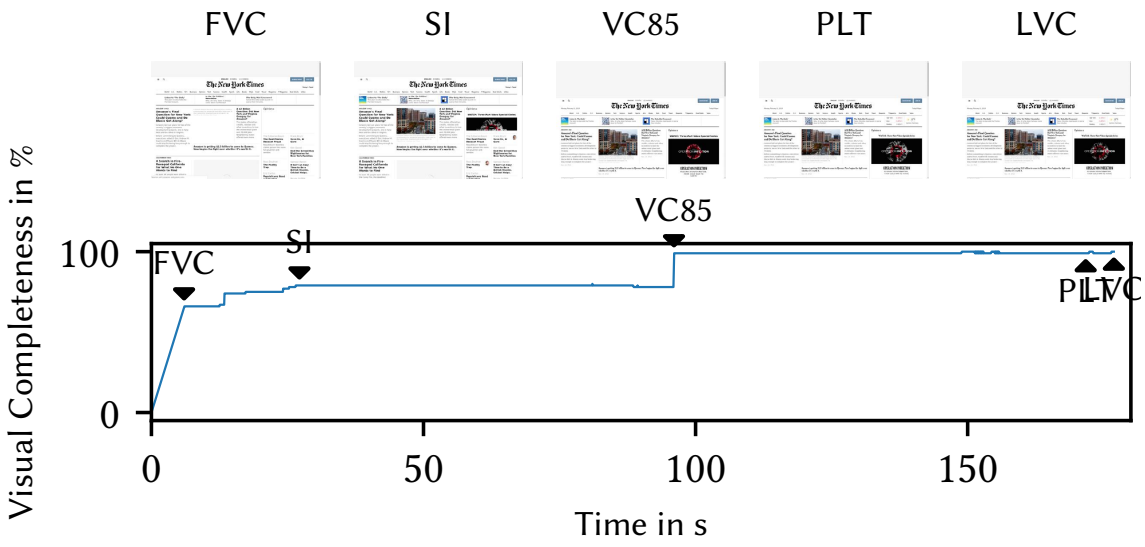
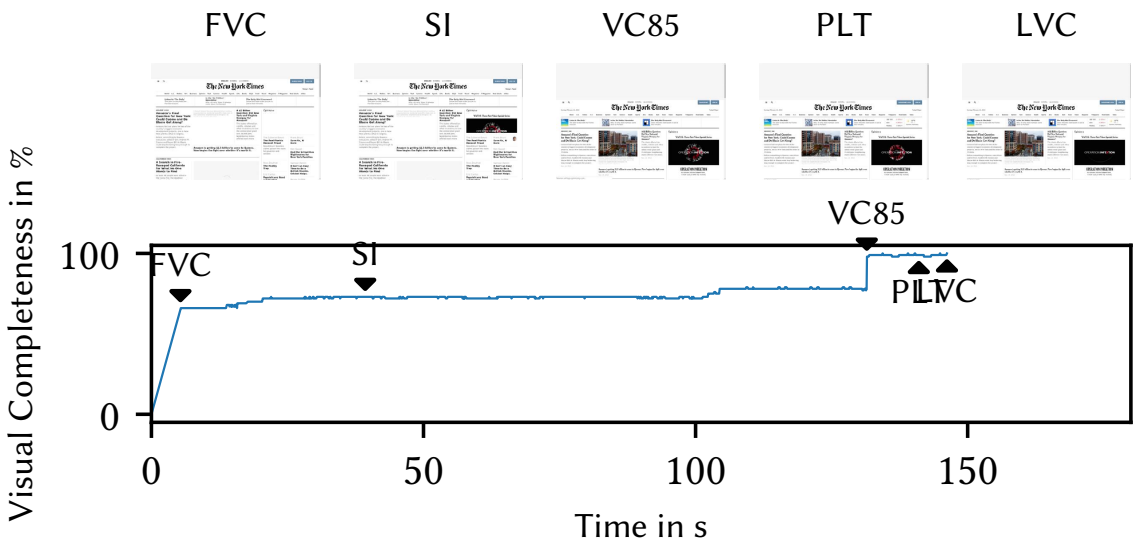
Discussing Metrics

TCP



QUIC



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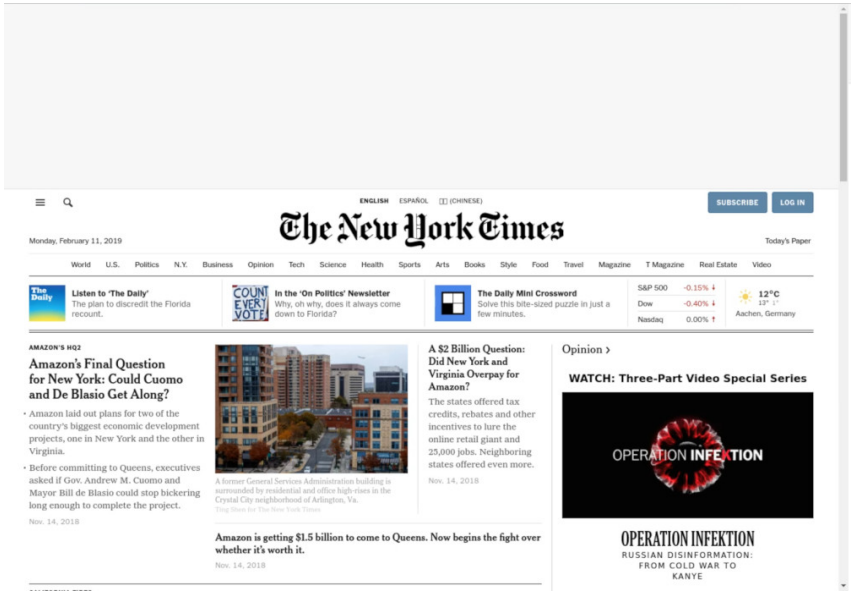
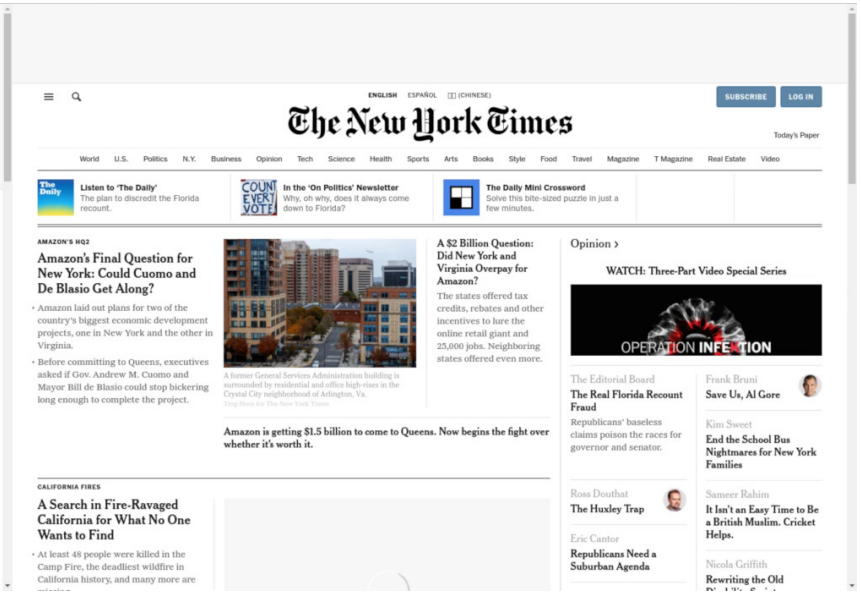
Discussing Metrics





TCP

QUIC

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Measuring human perception

Design

User-study

https://study.netray.io

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Measuring human perception

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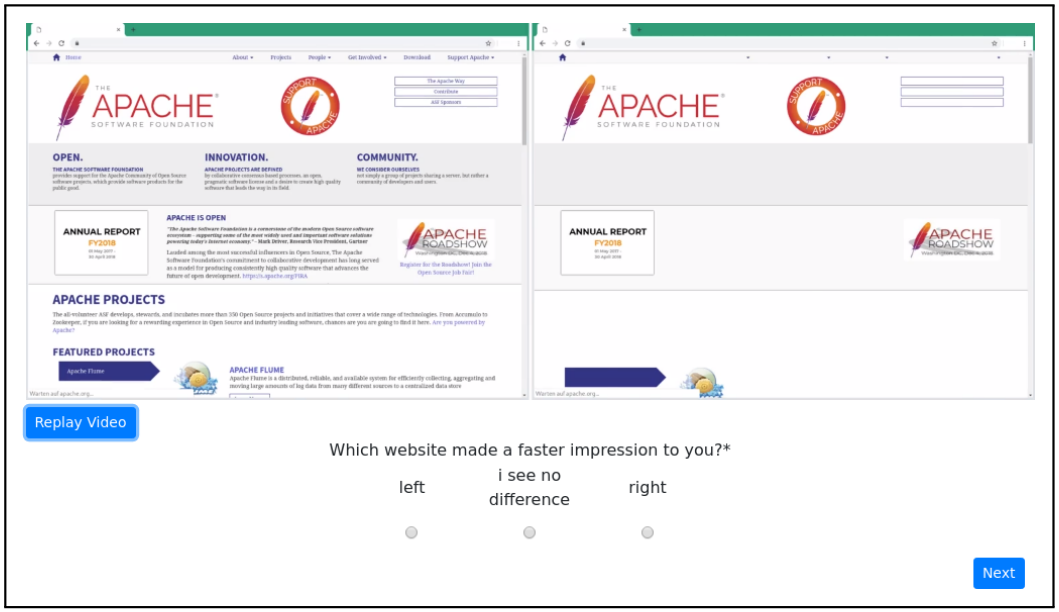


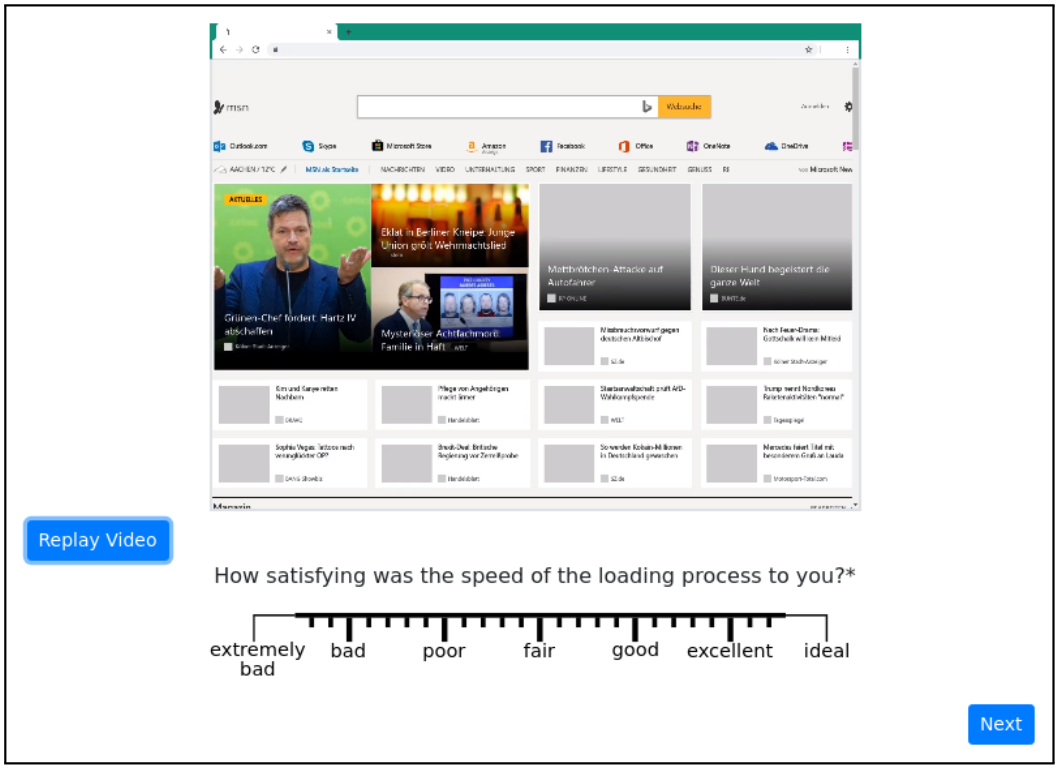
User-study

https://study.netray.io

Konrad Wolsing, Jan Rüth, Oliver Hohlfeld, Klaus Wehrle

Measuring human perception

Design



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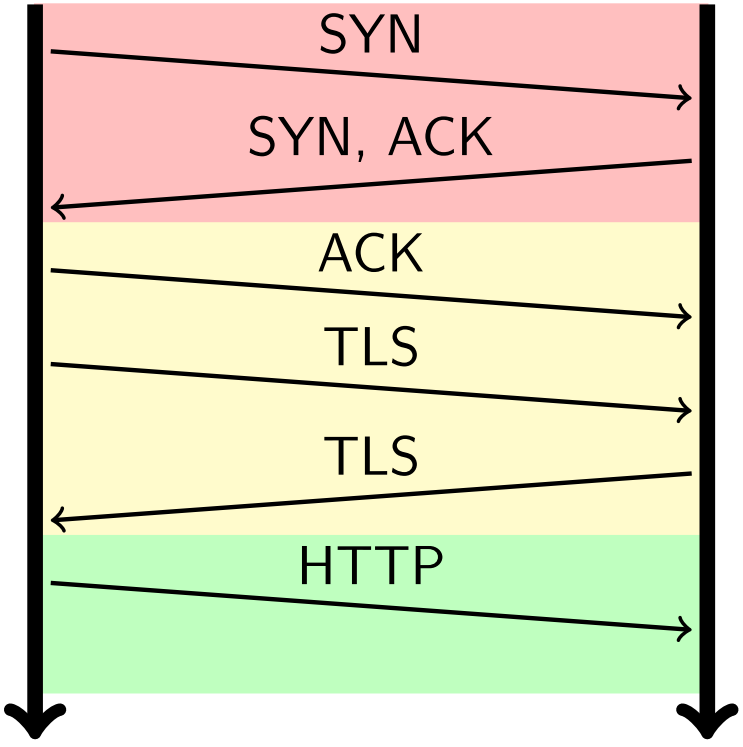
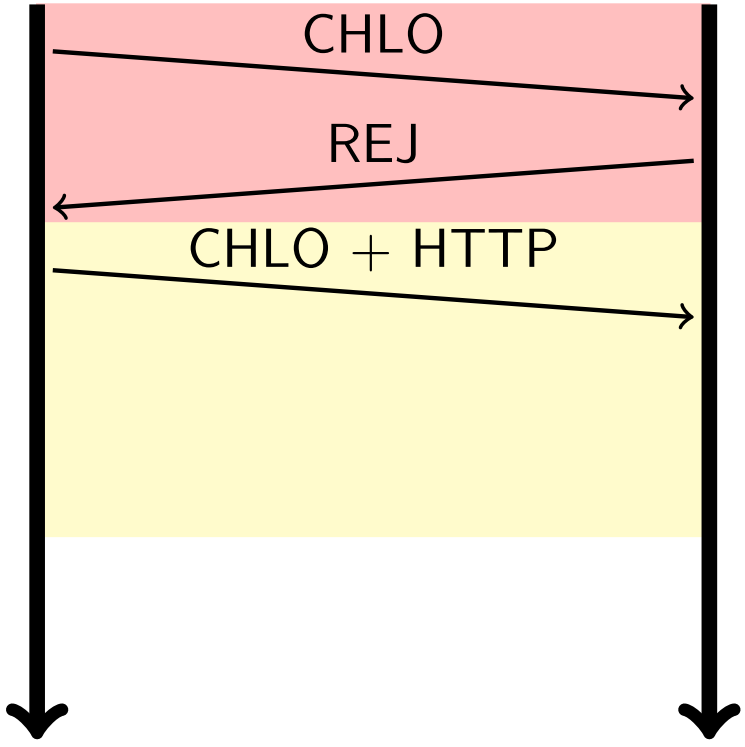
Subtracting design flaws

TCP+TLS+HTTP/2



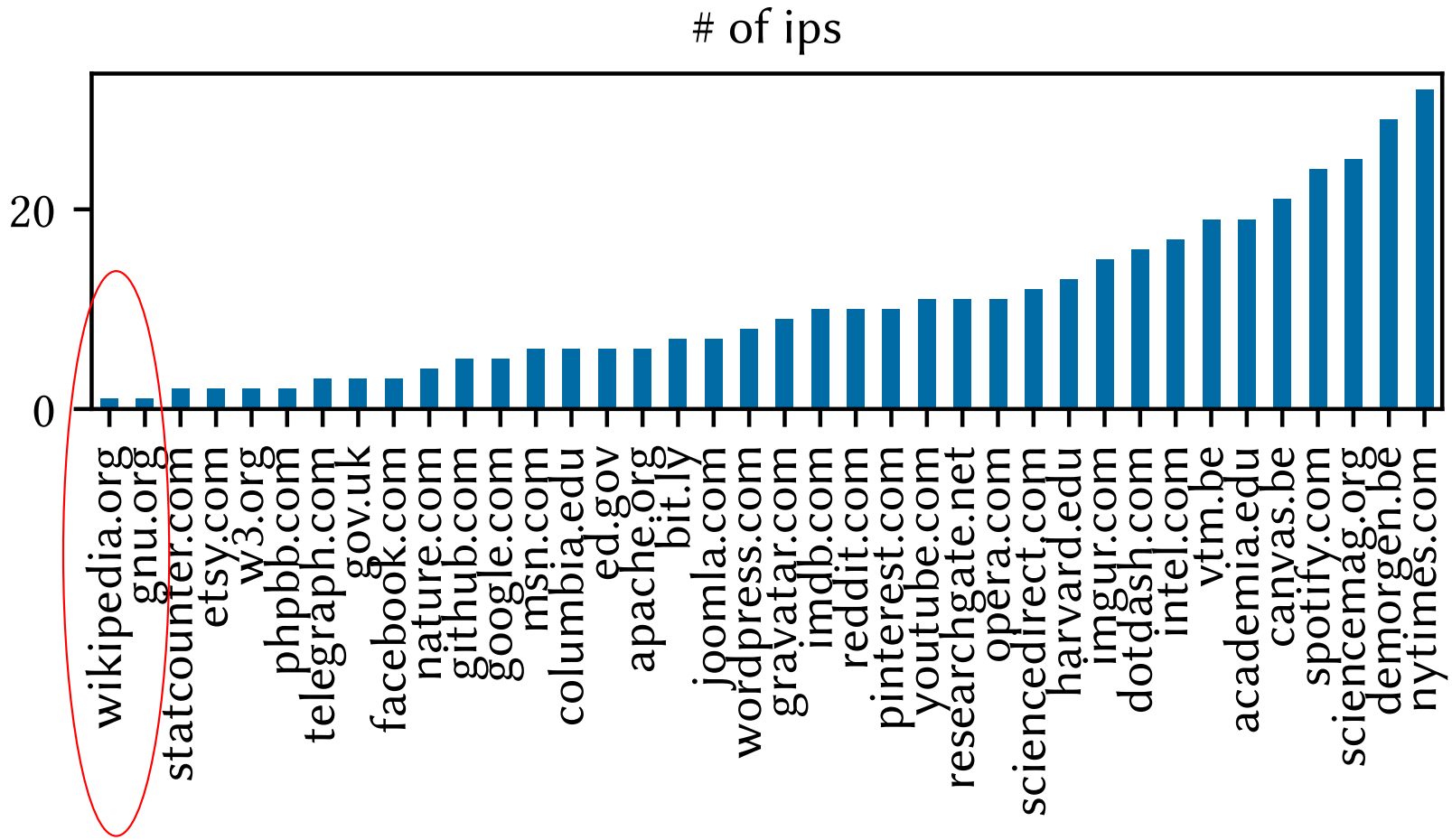
2 RTT

QUIC



1 RTT

Subtracting design flaws



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Subtracting design flaws

Mean difference under PLT with one subtracted RTT

TCP+ QUIC

Network	Website	[ms]	[RTT]
DSL	gnu.org	1.6	0.07
DSL	wikipedia.org	-3.1	-0.13
LTE	gnu.org	-30	-0.41
LTE	wikipedia.org	-13	-0.18
DA2GC	gnu.org	39	0.15
DA2GC	wikipedia.org	-1005	-3.83

TCP+BBR QUIC+BBR

Network	Website	[ms]	[RTT]
MSS	gnu.org	-477	-0.63
MSS	wikipedia.org	451	0.59

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Conclusion

Motivation

- TCP and QUIC comparisons have often been biased
- user perception was not the scope up to now

Realization

- Extended Mahimahi to support QUIC
- Tuned TCP achieving fairness

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Results

- Tuning TCP is not negligible
- Still QUIC outperforms TCP, but the gap gets narrower
- QUIC's performance gain mostly caused by the superior connection establishment design
- Congestion control sometimes matters more than protocol choice

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