

# Why Multipath TCP Degrades Throughput Under Insufficient Send Socket Buffer and Differently Delayed Paths

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# Presenter: Toshihiko Kato

- Professor of University of Electro-Communications located in Tokyo, Japan
- Research interest includes communication protocols, such as TCP, Contents centric networks.
- This paper focuses on the behavior of Multipath TCP under limited send socket buffer.
  - MPTCP throughput degrades worse than single path TCP when send socket buffer size is not sufficient (we pointed out in previous paper).
  - This paper discusses why such degradation happens.



# 1. Introduction (1)

- Recent Mobile Terminals : Multiple Network Interfaces (WLAN/LTE)
- TCP using Multiple Interfaces : Multipath TCP
  - Multiple TCP connections (Subflows) => One MPTCP connection
  - Application Does Not care about MPTCP
- Three RFCs
  - RFC 6182 : Guideline for Protocol Design
  - RFC 6824 : Detailed Protocol Procedures
  - RFC 6356 : Congestion Control

# 1. Introduction (2)

- Changing **path delay** and **send socket buffer size**  
(receive socket buffer large enough)
  - Send socket buffer  $\Rightarrow$  retransmission, not appear as protocol parameter
- Under some conditions: **Throughput is lower than one TCP connection**
  - Send socket buffer among subflows
  - Due to starvation of send socket buffer, data sending stops
  - A kind of Head-of-Line blocking

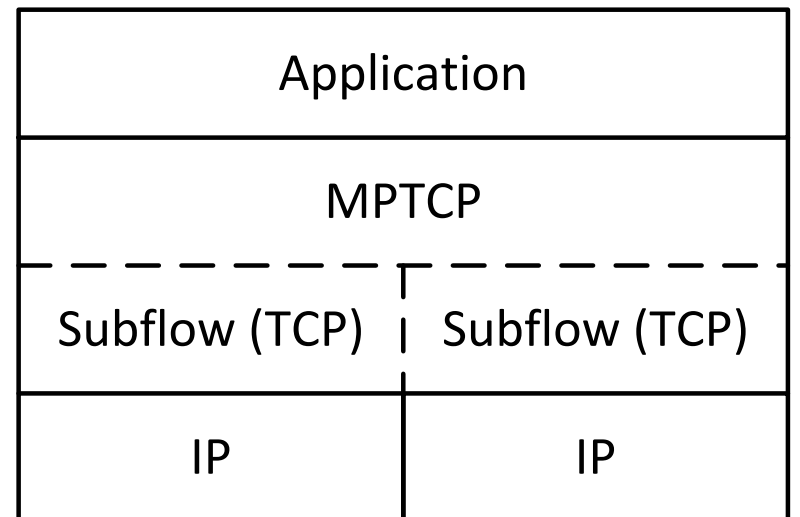
# 1. Introduction (3)

This paper:

- Analyze Linux MPTCP software
- Estimate the reason for throughput degradation

## 2. Related Work (1)

- MPTCP : locate over TCP
- **Suflocs** (legacy TCP connection) and **MPTCP connection**
  - **MP\_CAPABLE TCP option** in first subflow
  - **MP\_JOIN TCP option** in second subflow
    - Associate subflows and MPTCP connection



## 2. Related Work (2)

- MPTCP level data sequencing: **Data Sequence Signal (DSS) option**
  - Data Sequence Number / Data Acknowledgment (DACK)

Kind (= 30)	Length	Subtype (= 2)	Flags
Data ACK (4 or 8 octets, depending on flags)			
Data sequence number (4 or 8 octets, depending on flags)			
Subflow sequence number (4 octets)			
Data-level length (2 octets)		Checksum (2 octets)	

## 2. Related Work (3)

- NO window size parameter in MPTCP
  - Share window size among MPTCP connection and subflows
- Recommended receive socket buffer size

$$\text{Buffer size} = \sum_i^n bw_i \times RTT_{max} \times 2$$

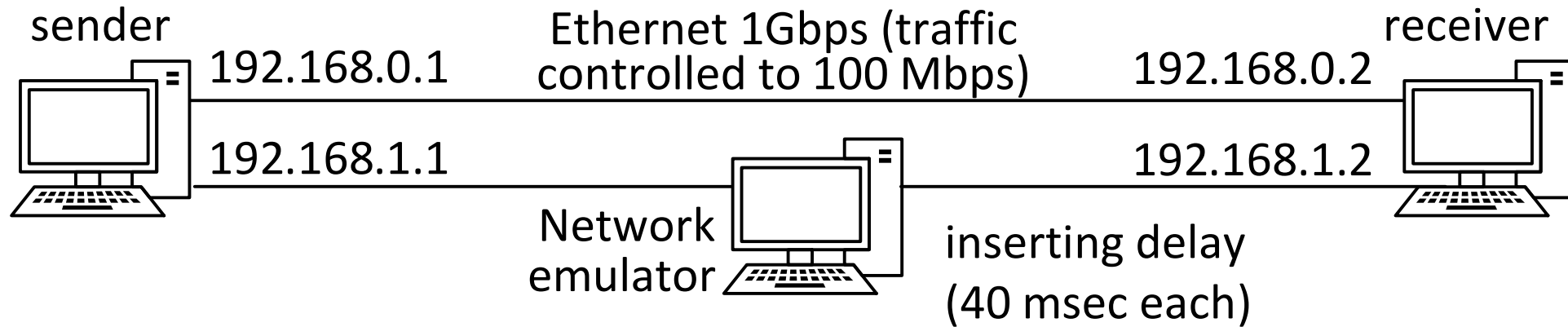


## 2. Related Work (4)

- Scheduler: Assign data from application to subflows
- Default scheduler: **minRTT**:
  - select a subflow with smallest RTT
  - send data continuously according to advertised window and congestion window
  - **opportunistic retransmission and penalization (RP) mechanism**

# 3. Throughput Degradation due to Insufficient Send Socket Buffer

## A. Experimental settings



Send socket buffer size: 1,048,576 bytes (1 Gibibytes)

Receive socket buffer size: default setting

4,096, 87380, and 6,291,456 bytes

for the minimum, default, and maximum sizes

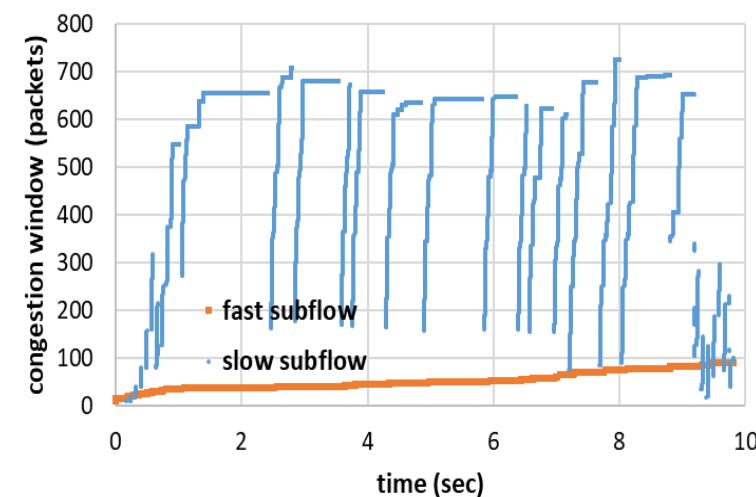
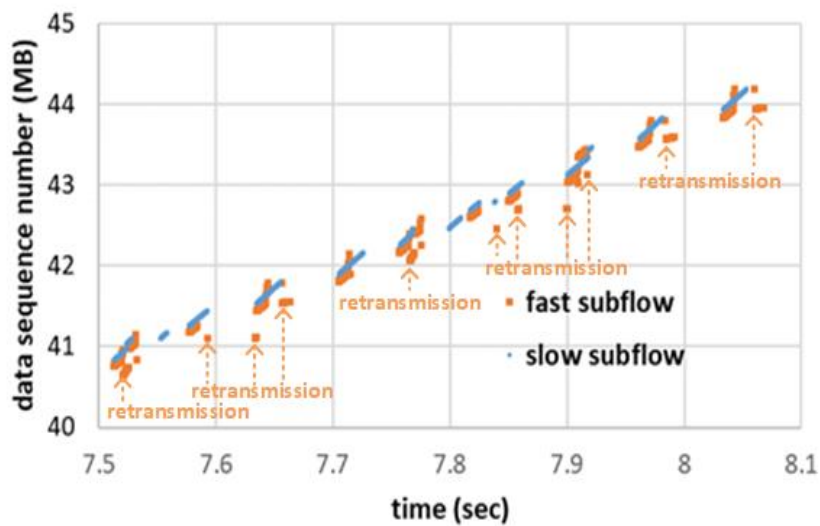
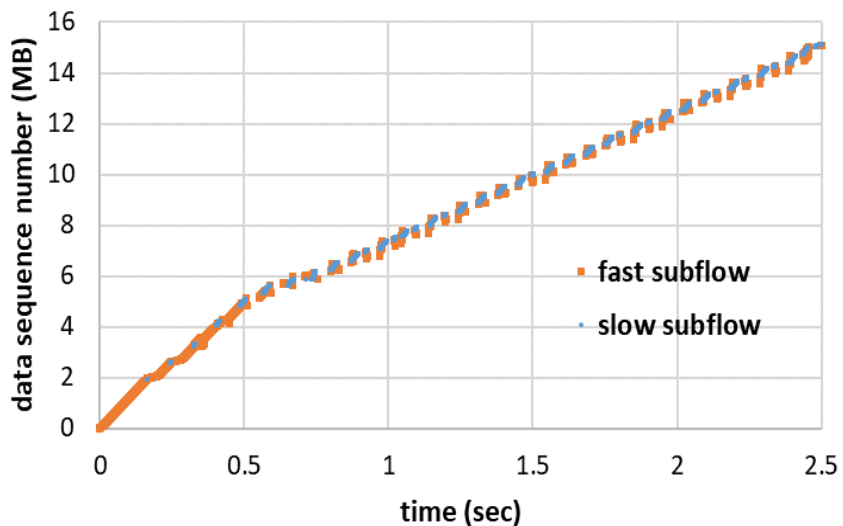
# 3. Throughput Degradation due to Insufficient Send Socket Buffer

## B. Results and analysis

5 experiment runs

Throughput measured at receiver side: 42.4 to 49.8 Mbps

Slower than 100 Mbps



Intermittent data transfer

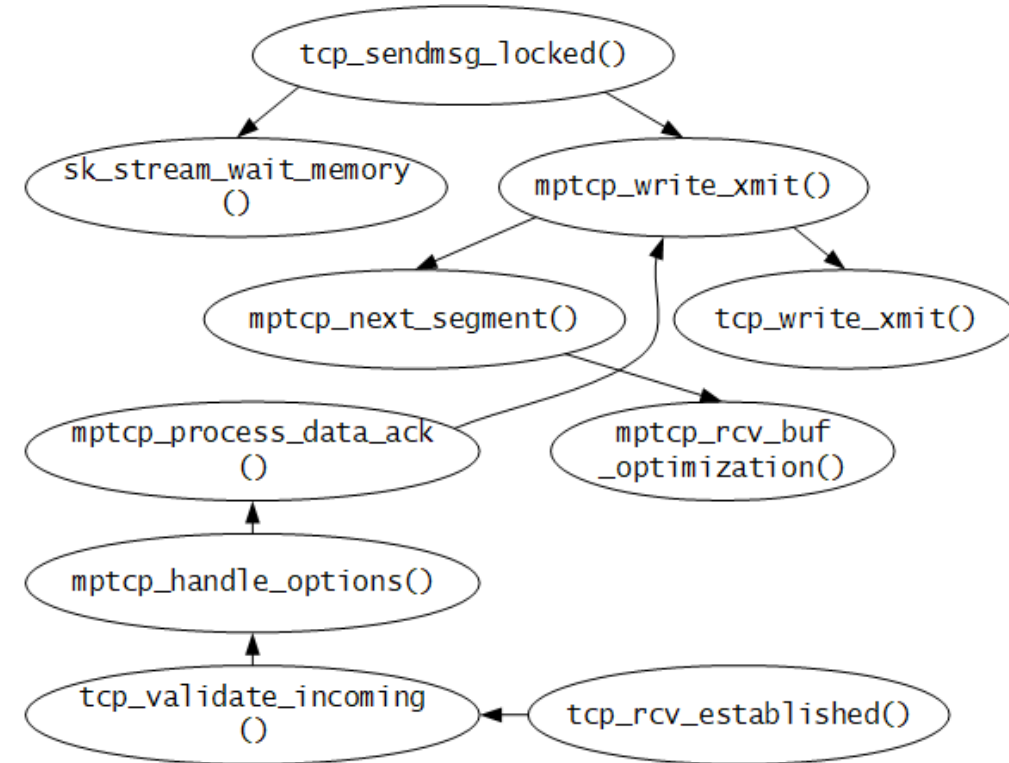
# 4. Analysis of Linux MPTCP Software

## A. Internals of Linux MPTCP

Data sending from upper layer is done by `tcp_sendmsg_locked()`

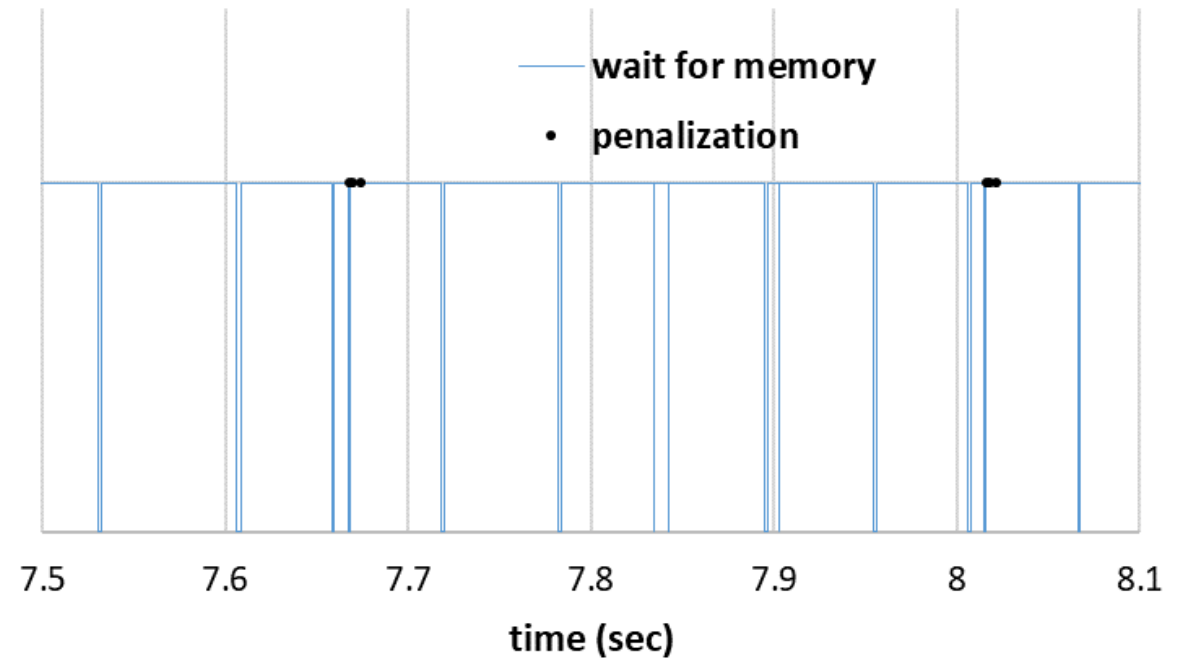
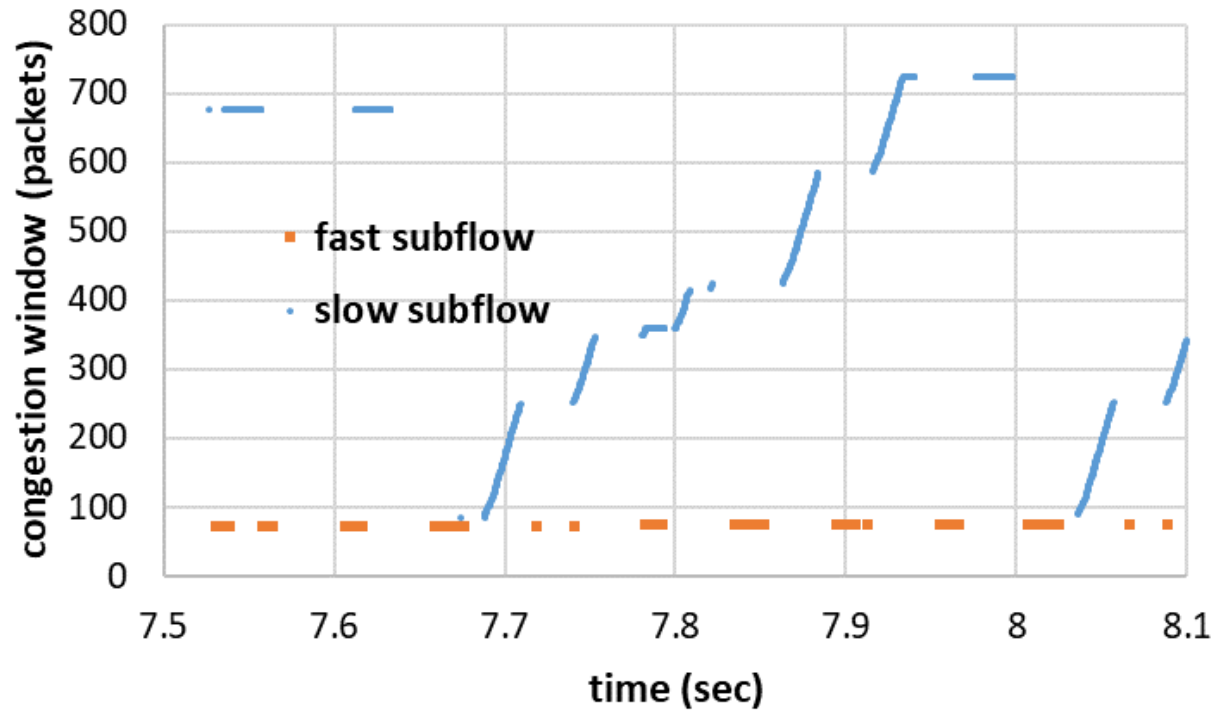
Send socket buffer starvation is handled by `sk_stream_wait_memory()`

RP mechanism is handled by `mptcp_rcv_buf_optimization()`, independently of send socket buffer processing



# 4. Analysis of Linux MPTCP Software

## B. Behaviors of Linux MPTCP Software



# 5. Conclusions

- We showed this situation by the experiments using the in-house network and discussed the details of the MPTCP parameters during the degradation.
- We also showed the internal structure of Linux MPTCP software focusing on the buffer starvation and the MPTCP scheduler.
- We showed a possible reason why the performance degradation occurs.