

# Mobile Communications

## Chapter 9: Mobile Transport Layer

**Motivation, TCP-mechanisms**

**Classical approaches (Indirect TCP, Snooping TCP, Mobile TCP)**

**PEPs in general**

**Additional optimizations (Fast retransmit/recovery, Transmission freezing, Selective retransmission, Transaction oriented TCP)**

**TCP for 2.5G/3G wireless**

# Transport Layer

E.g. HTTP (used by web services) typically uses TCP  
 - Reliable transport between client and server required

## TCP

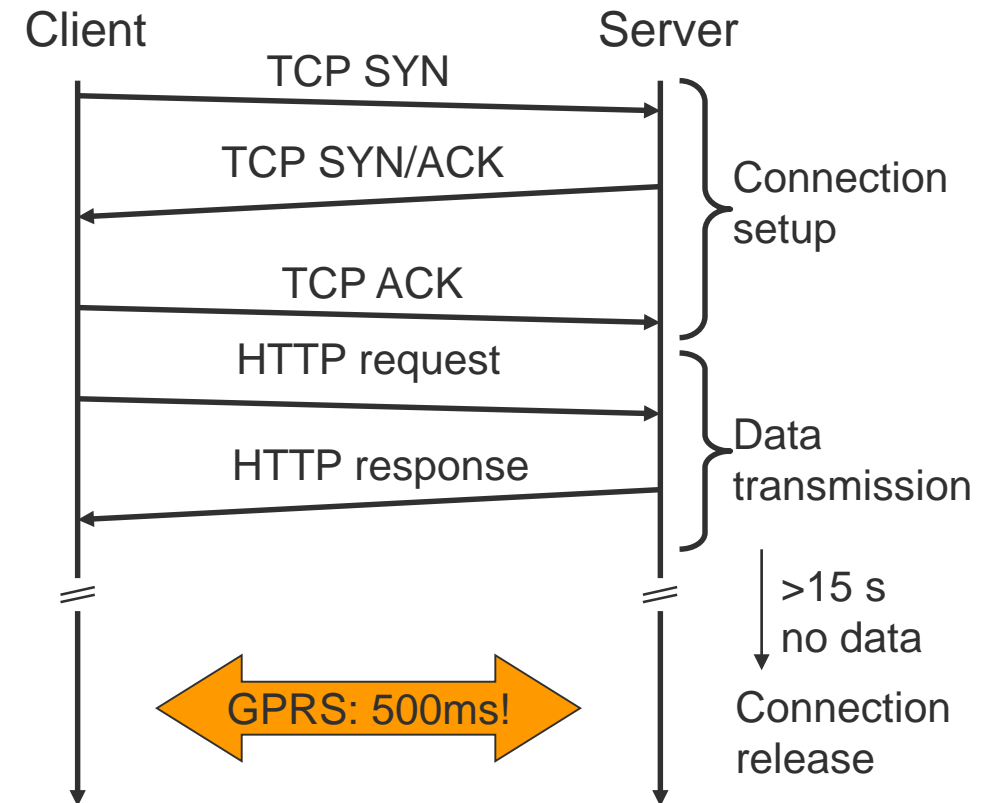
- Stream oriented, not transaction oriented
- Network friendly: time-out
  - ➔ congestion
  - ➔ slow down transmission

Well known – TCP guesses quite often wrong in wireless and mobile networks

- Packet loss due to transmission errors
- Packet loss due to change of network

## Result

- Severe performance degradation



## Motivation I

Transport protocols typically designed for

- Fixed end-systems
- Fixed, wired networks

Research activities

- Performance
- Congestion control
- Efficient retransmissions

TCP congestion control

- packet loss in fixed networks typically due to (temporary) overload situations
- router have to discard packets as soon as the buffers are full
- TCP recognizes congestion only indirect via missing acknowledgements, retransmissions unwise, they would only contribute to the congestion and make it even worse
- slow-start algorithm as reaction

## Motivation II

### TCP slow-start algorithm

- sender calculates a congestion window for a receiver
- start with a congestion window size equal to one segment
- exponential increase of the congestion window up to the congestion threshold, then linear increase
- missing acknowledgement causes the reduction of the congestion threshold to one half of the current congestion window
- congestion window starts again with one segment

### TCP fast retransmit/fast recovery

- TCP sends an acknowledgement only after receiving a packet
- if a sender receives several acknowledgements for the same packet, this is due to a gap in received packets at the receiver
- however, the receiver got all packets up to the gap and is actually receiving packets
- therefore, packet loss is not due to congestion, continue with current congestion window (do not use slow-start)

## Influences of mobility on TCP-mechanisms

TCP assumes congestion if packets are dropped

- typically wrong in wireless networks, here we often have packet loss due to *transmission errors*
- furthermore, *mobility* itself can cause packet loss, if e.g. a mobile node roams from one access point (e.g. foreign agent in Mobile IP) to another while there are still packets in transit to the wrong access point and forwarding is not possible

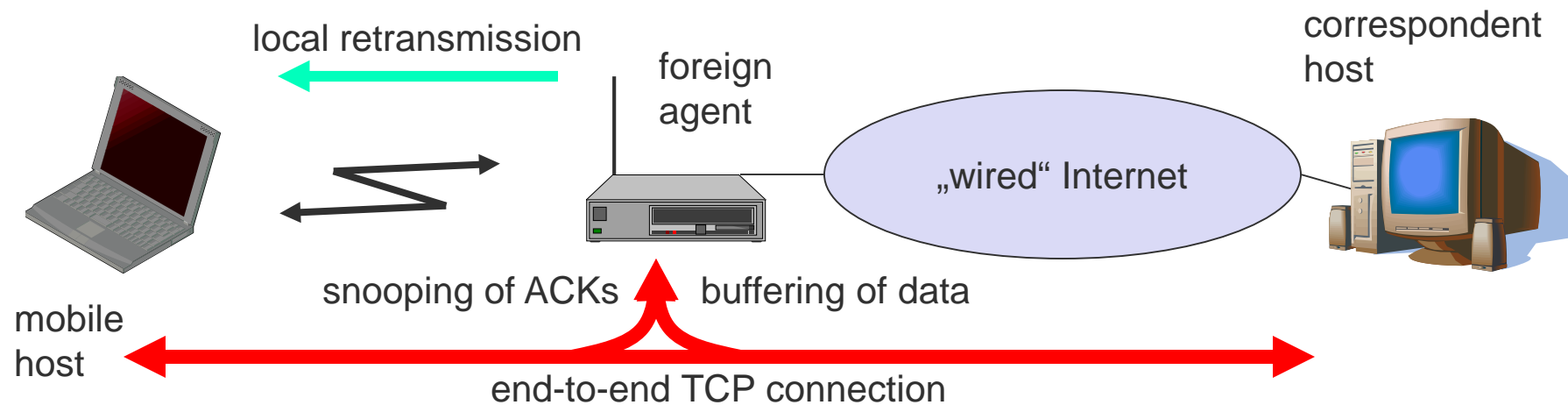
The performance of an unchanged TCP can degrade severely

- however, TCP cannot be changed fundamentally due to the large base of installation in the fixed network, TCP for mobility has to remain compatible
- the basic TCP mechanisms keep the whole Internet together

## Early approach: Snooping TCP I

“Transparent” extension of TCP within the foreign agent

- buffering of packets sent to the mobile host
- lost packets on the wireless link (both directions!) will be retransmitted immediately by the mobile host or foreign agent, respectively (so called “local” retransmission)
- the foreign agent therefore “snoops” the packet flow and recognizes acknowledgements in both directions, it also filters ACKs
- changes of TCP only within the foreign agent



## Snooping TCP II

### Data transfer to the mobile host

- FA buffers data until it receives ACK of the MH, FA detects packet loss via duplicated ACKs or time-out
- fast retransmission possible, transparent for the fixed network

### Data transfer from the mobile host

- FA detects packet loss on the wireless link via sequence numbers, FA answers directly with a NACK to the MH
- MH can now retransmit data with only a very short delay

### Integration of the MAC layer

- MAC layer often has similar mechanisms to those of TCP
- thus, the MAC layer can already detect duplicated packets due to retransmissions and discard them

### Problems

- snooping TCP does not isolate the wireless link as good as I-TCP
- snooping might be useless depending on encryption schemes

## Fast retransmit/fast recovery

Change of foreign agent often results in packet loss

- TCP reacts with slow-start although there is no congestion

Forced fast retransmit

- as soon as the mobile host has registered with a new foreign agent, the MH sends duplicated acknowledgements on purpose
- this forces the fast retransmit mode at the communication partners
- additionally, the TCP on the MH is forced to continue sending with the actual window size and not to go into slow-start after registration

Advantage

- simple changes result in significant higher performance

Disadvantage

- further mix of IP and TCP, no transparent approach



## Transmission/time-out freezing

Mobile hosts can be disconnected for a longer time

- no packet exchange possible, e.g., in a tunnel, disconnection due to overloaded cells or multiplexing with higher priority traffic
- TCP disconnects after time-out completely

TCP freezing

- MAC layer is often able to detect interruption in advance
- MAC can inform TCP layer of upcoming loss of connection
- TCP stops sending, but does now not assume a congested link
- MAC layer signals again if reconnected

Advantage

- scheme is independent of data

Disadvantage

- TCP on mobile host has to be changed, mechanism depends on MAC layer

## Selective retransmission

TCP acknowledgements are often cumulative

- ACK n acknowledges correct and in-sequence receipt of packets up to n
- if single packets are missing quite often a whole packet sequence beginning at the gap has to be retransmitted (go-back-n), thus wasting bandwidth

Selective retransmission as one solution

- RFC2018 allows for acknowledgements of single packets, not only acknowledgements of in-sequence packet streams without gaps
- sender can now retransmit only the missing packets

Advantage

- much higher efficiency

“Disadvantage”

- more complex software in a receiver, more buffer needed at the receiver
- Might be a problem in really tiny devices...

## Comparison of different approaches for a “mobile” TCP

Approach	Mechanism	Advantages	Disadvantages
Indirect TCP	splits TCP connection into two connections	isolation of wireless link, simple	loss of TCP semantics, higher latency at handover
Snooping TCP	“snoops” data and acknowledgements, local retransmission	transparent for end-to-end connection, MAC integration possible	problematic with encryption, bad isolation of wireless link
M-TCP	splits TCP connection, chokes sender via window size	Maintains end-to-end semantics, handles long term and frequent disconnections	Bad isolation of wireless link, processing overhead due to bandwidth management
Fast retransmit/ fast recovery	avoids slow-start after roaming	simple and efficient	mixed layers, not transparent
Transmission/ time-out freezing	freezes TCP state at disconnect, resumes after reconnection	independent of content or encryption, works for longer interrupts	changes in TCP required, MAC dependant
Selective retransmission	retransmit only lost data	very efficient	slightly more complex receiver software, more buffer needed
Transaction oriented TCP	combine connection setup/release and data transmission	Efficient for certain applications	changes in TCP required, not transparent

# TCP Improvements I

## Initial research work

- Indirect TCP, Snoop TCP, M-TCP, T/TCP, SACK, Transmission/time-out freezing, ...

## TCP over 2.5/3G wireless networks

- Fine tuning of TCP, RFC3481 – best current practice (BCP 71, 2003)
- Learn to live with *sometimes*
  - Data rates: 64 kbit/s up, 115-384 kbit/s down; asymmetry: 3-6, but also up to 1000 (broadcast systems), periodic allocation/release of channels
  - High latency, high jitter, packet loss
- Suggestions
  - Large (initial) sending windows, large maximum transfer unit, selective acknowledgement, explicit congestion notification, time stamp, no header compression
- Widespread use in adapted protocol stacks
  - “Historical”: i-mode running over FOMA, WAP 2.0 (“TCP with wireless profile”)

$$BW \leq \frac{0.93 * MSS}{RTT * \sqrt{p}}$$

- max. TCP BandWidth
- Max. Segment Size
- Round Trip Time
- loss probability

## Alternative congestion control algorithms

- TCP Vegas (cong. control with focus on packet delay, rather than packet loss)
- TCP Westwood plus (use ACK stream for better setting cong. control), (New) Veno, Santa Cruz, ...

## TCP Improvements II

### Performance enhancing proxies (PEP, RFC 3135)

- Transport layer
  - Local retransmissions and acknowledgements
- Additionally on the application layer
  - Content filtering, compression, picture downscaling
  - E.g., Internet/WAP gateways
  - Web service gateways?
- Big problem: breaks end-to-end semantics
  - Disables use of IP security
  - Choose between PEP and security!

### More open issues

- RFC 3150 / BCP 48 (slow links)
  - Recommends header compression, no timestamp
- RFC 3155 / BCP 50 (links with errors)
  - States that explicit congestion notification cannot be used
- In contrast to 2.5G/3G recommendations!

