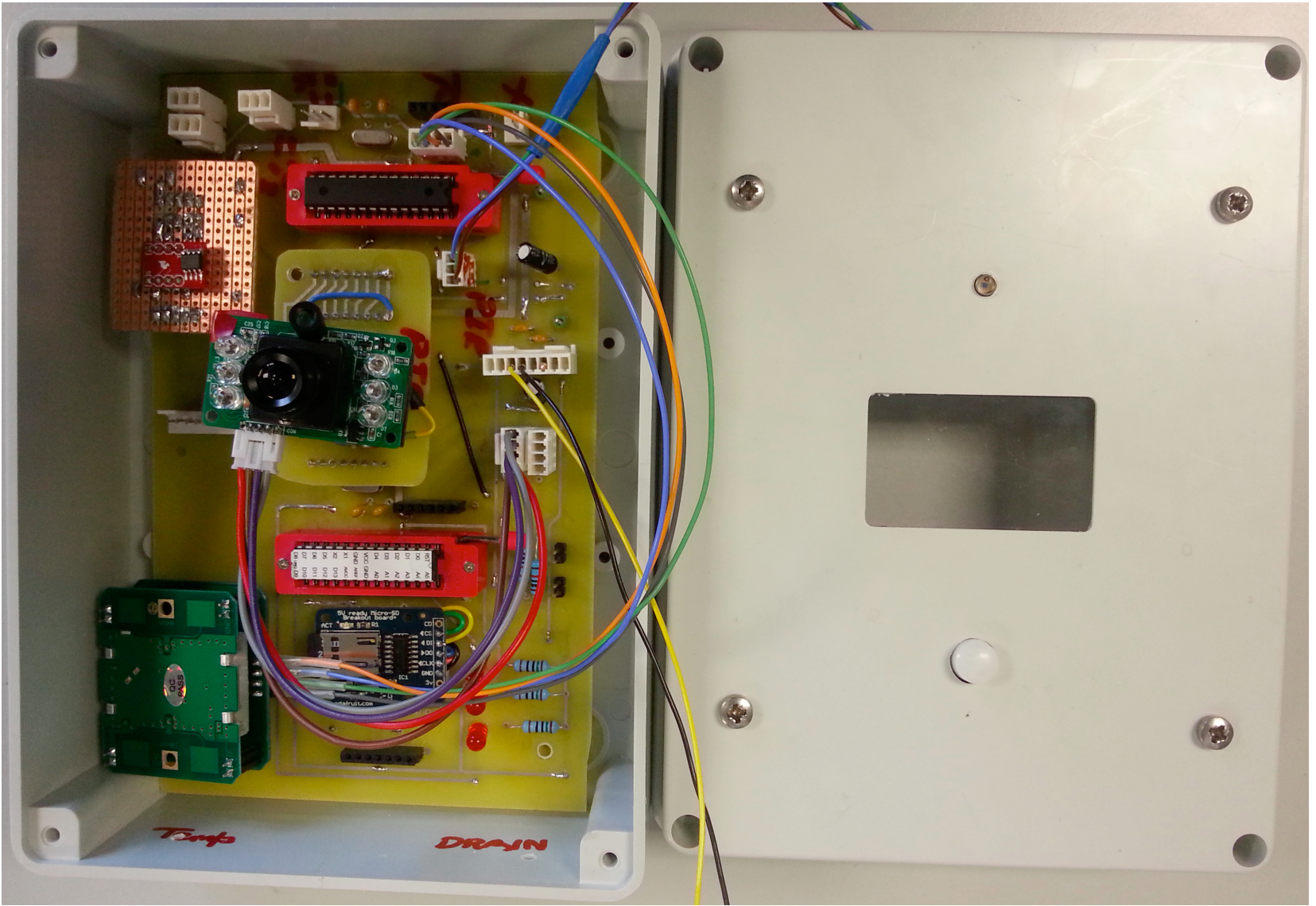


neat

Transport Evolution on top of the BSD's

[tj]
tj@enoti.me





neat





TCP Congestion Control

- Slow Start Phase
- Steady State
- Multiplicative Reduction to Loss



HTTP Video Workloads

- Bursty
- Terrible Reaction to loss
 - ‘Confused, Timid and Unstable’
- Very long connection life time
- Lots of packets in flight

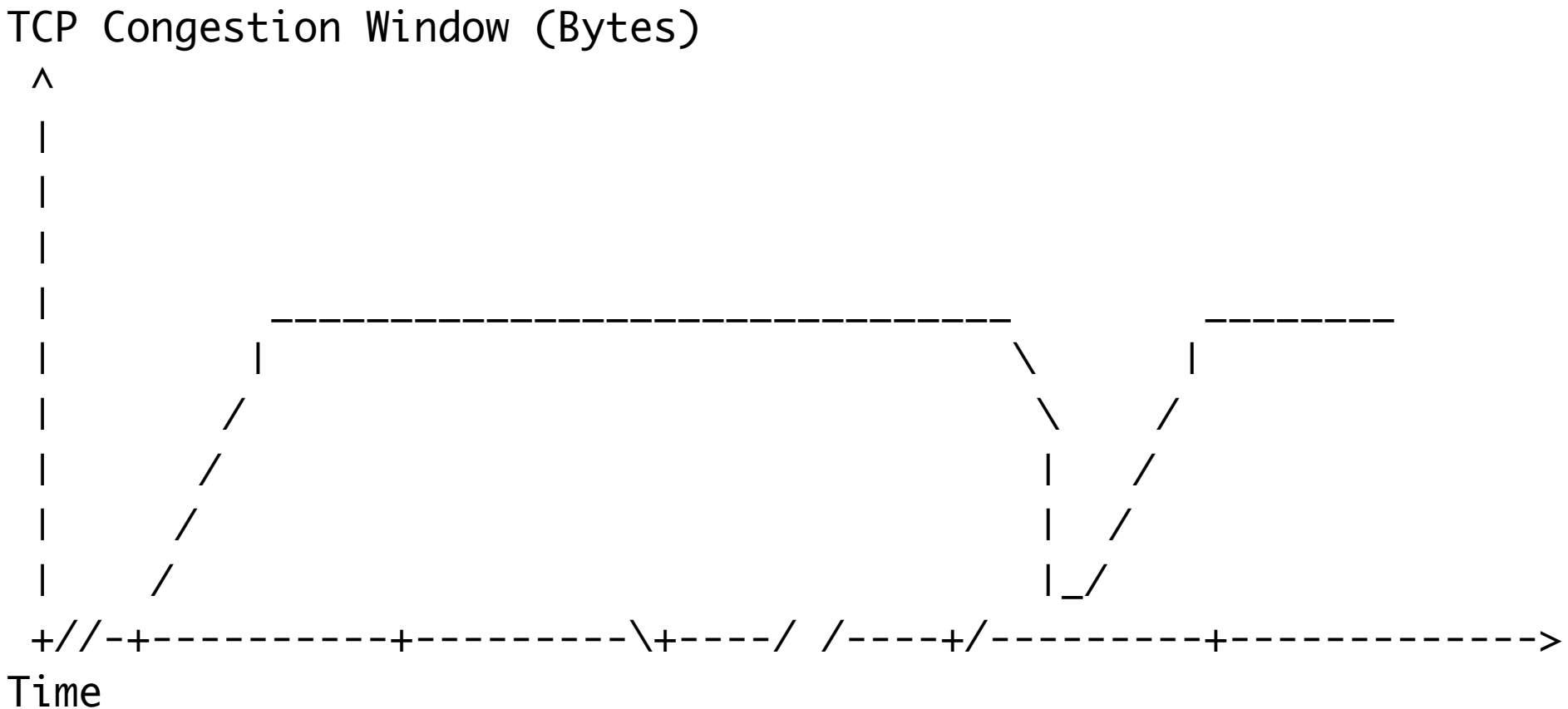


NewCWV

- TCP Adaptation for Rate Limited Traffic
- Improved window validation
- FreeBSD Implementation here:
 - https://bugs.freebsd.org/bugzilla/show_bug.cgi?id=191520



TCP Congestion Window



5 Minutes



Pipe ack

pipeACK sample (Bytes)

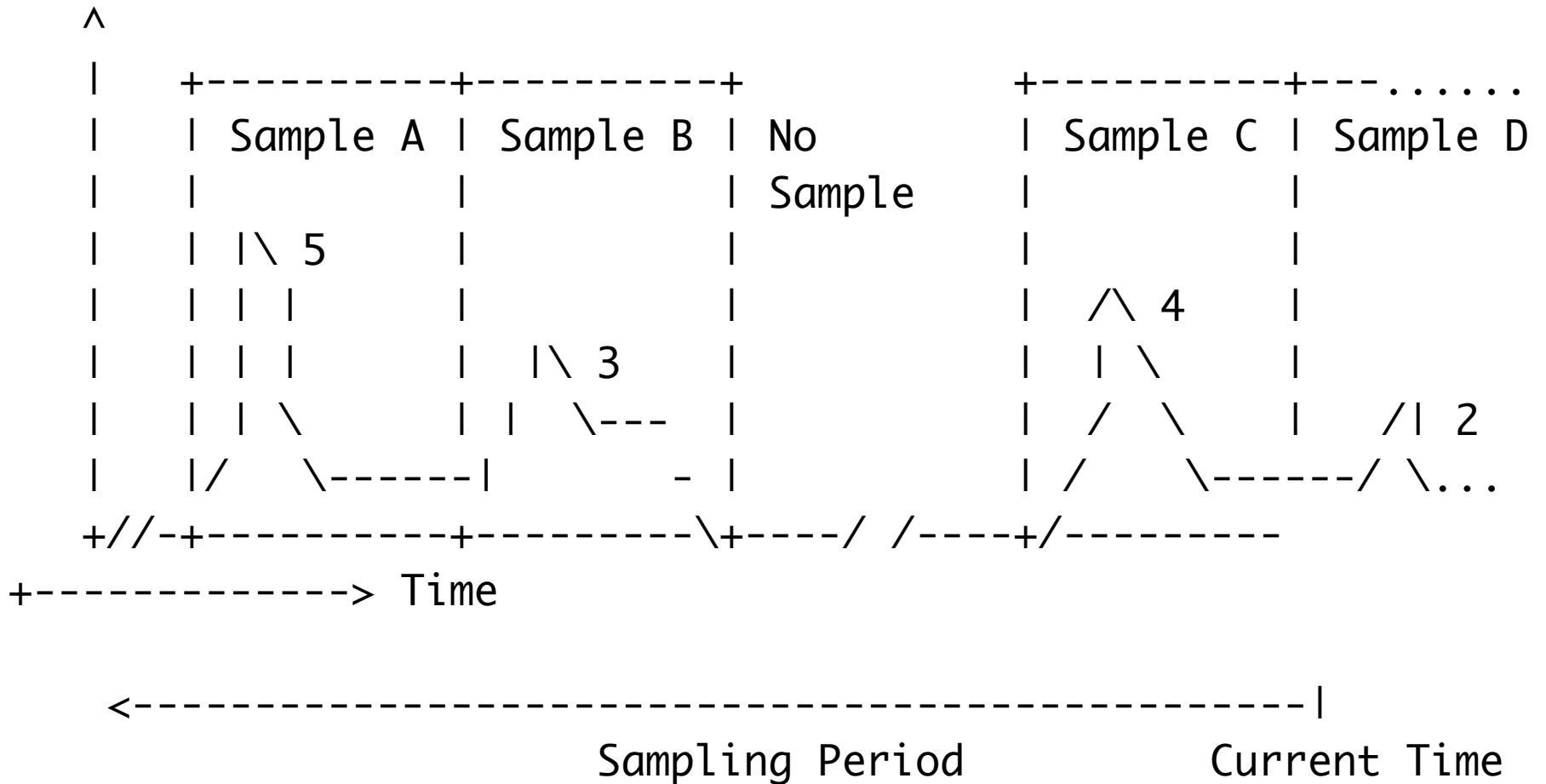


Figure 1: Example of Measuring pipeACK Samples



NewCWV Status

Hiren Panchasara 🍷 2016-12-22 20:22:46 UTC

[Comment 5](#)

This work is supposed to land from Netflix in coming months.



Internet Protocol Datagram

RFC791

Source 

Destination 

Version *If other than version 4, attach form RFC 2460.*

Type of Service

- high reliability
- high throughput
- low delay

Precedence

- Routine
- Priority
- Immediate
- Flash
- Flash Override
- CRITIC/ECP
- Internetwork Control
- Network Control

Protocol

- TCP
- UDP
- Other _____

Fragmentation

Transport layer use only

- more to follow
- do not fragment
- this bit intentionally left blank

Offset



Identifier _____

Length



Header Length



Data

Print legibly and press hard. You are making up to 255 copies.

Time to Live



Options

Do not write in this space.

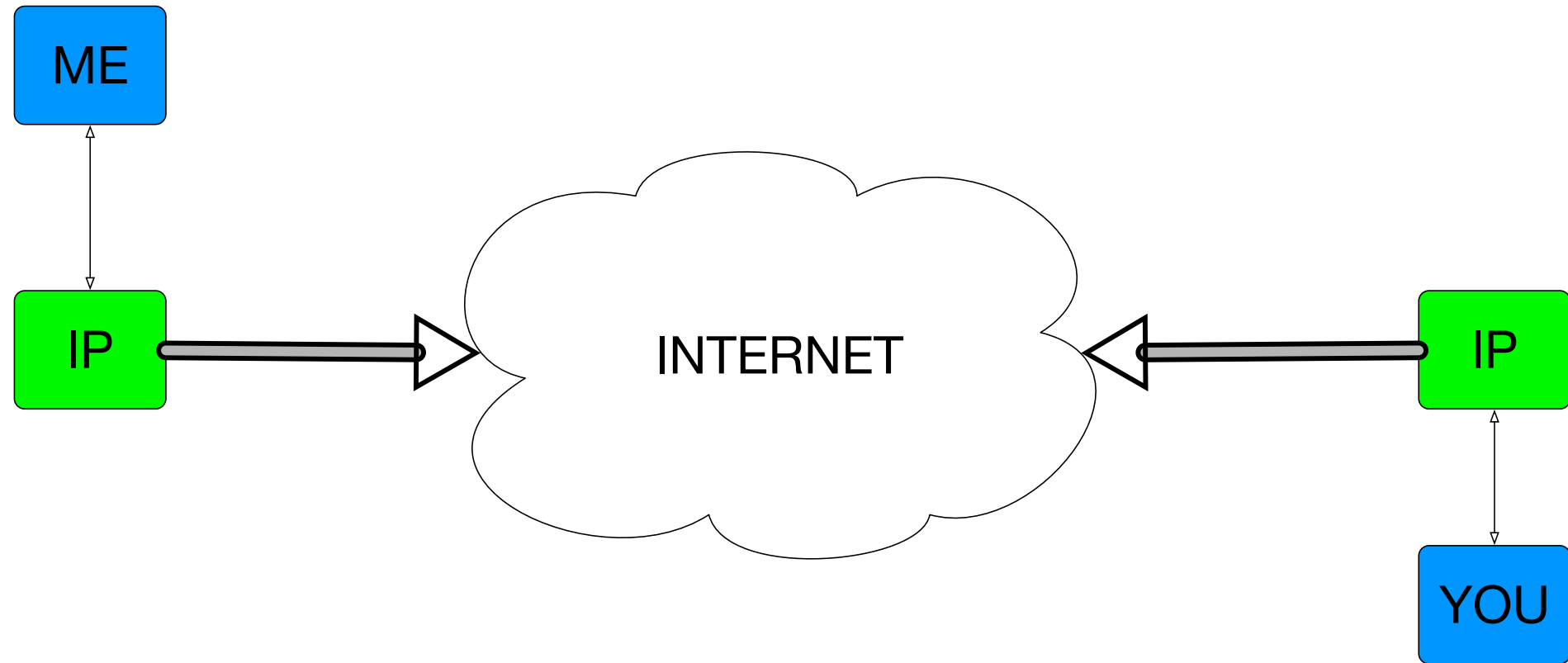
Header Checksum



for more info, check IPv4 specifications at <http://www.ietf.org/rfc/rfc0791.txt>

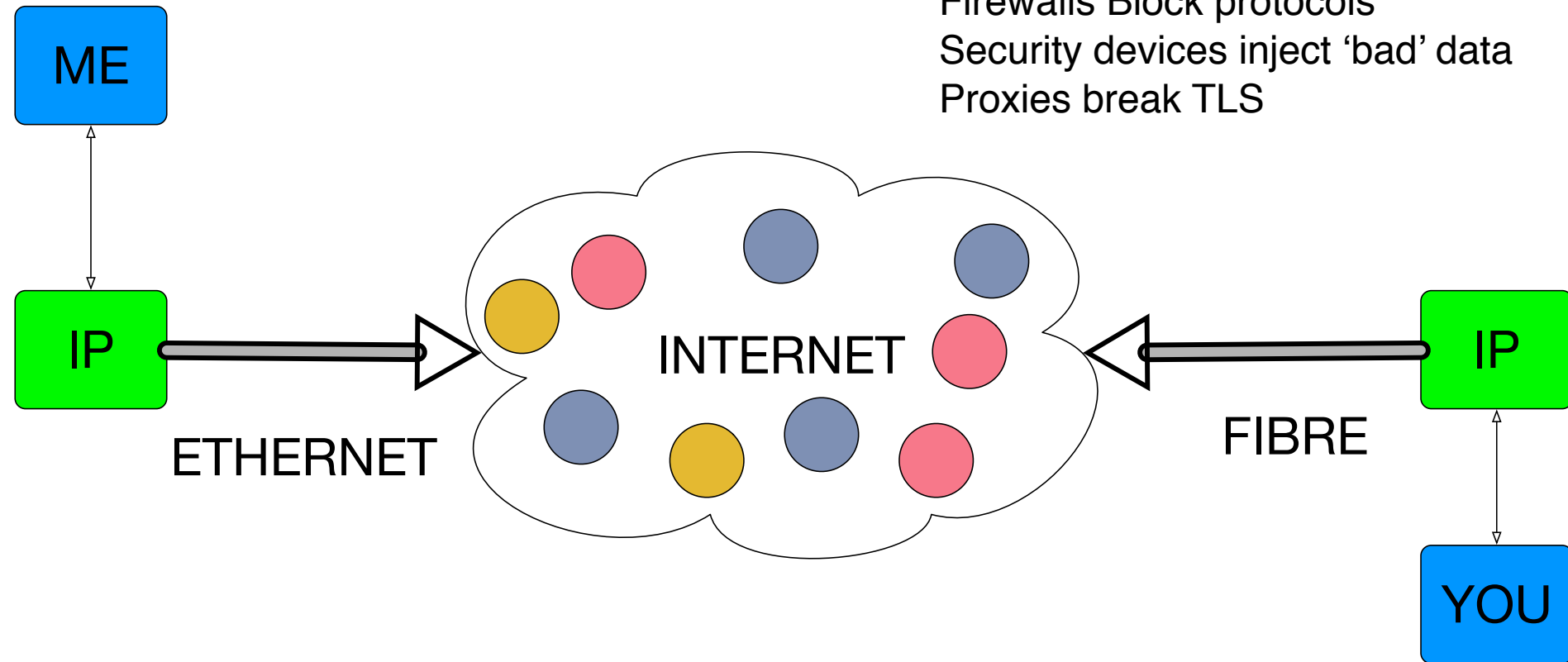


The Naive View of the Network



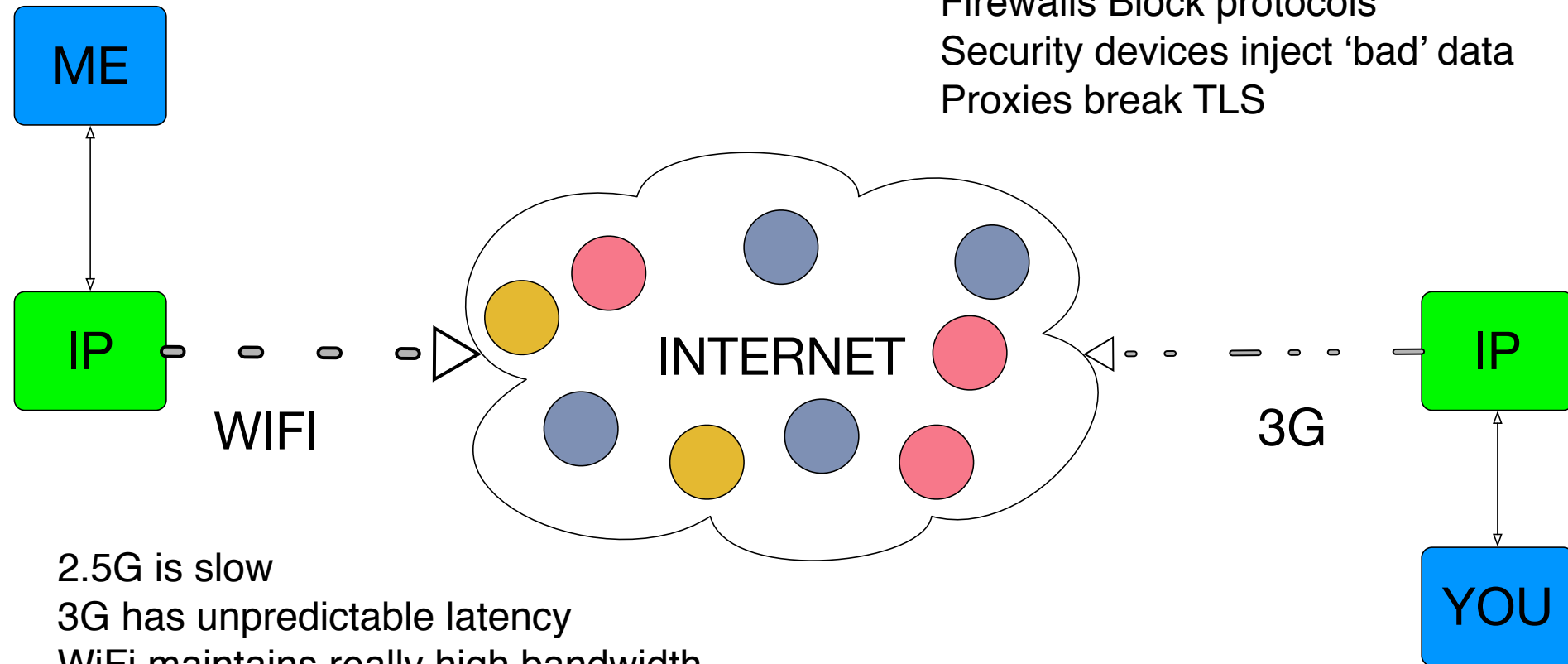
The Reality of the Network

Middleboxes drop non http traffic
Firewalls Block protocols
Security devices inject 'bad' data
Proxies break TLS



Networks vary a ton

Middleboxes drop non http traffic
Firewalls Block protocols
Security devices inject 'bad' data
Proxies break TLS



2.5G is slow
3G has unpredictable latency
WiFi maintains really high bandwidth
4G has high, but variability in bandwidth

neat



The socket API has ossified

```
getaddrinfo(); // Look up host
socket();      // Create a socket

setsockopt(); // Configure the socket
getsockopt(); // Check parameters

connect();    // Start connection

send();
recv();
```

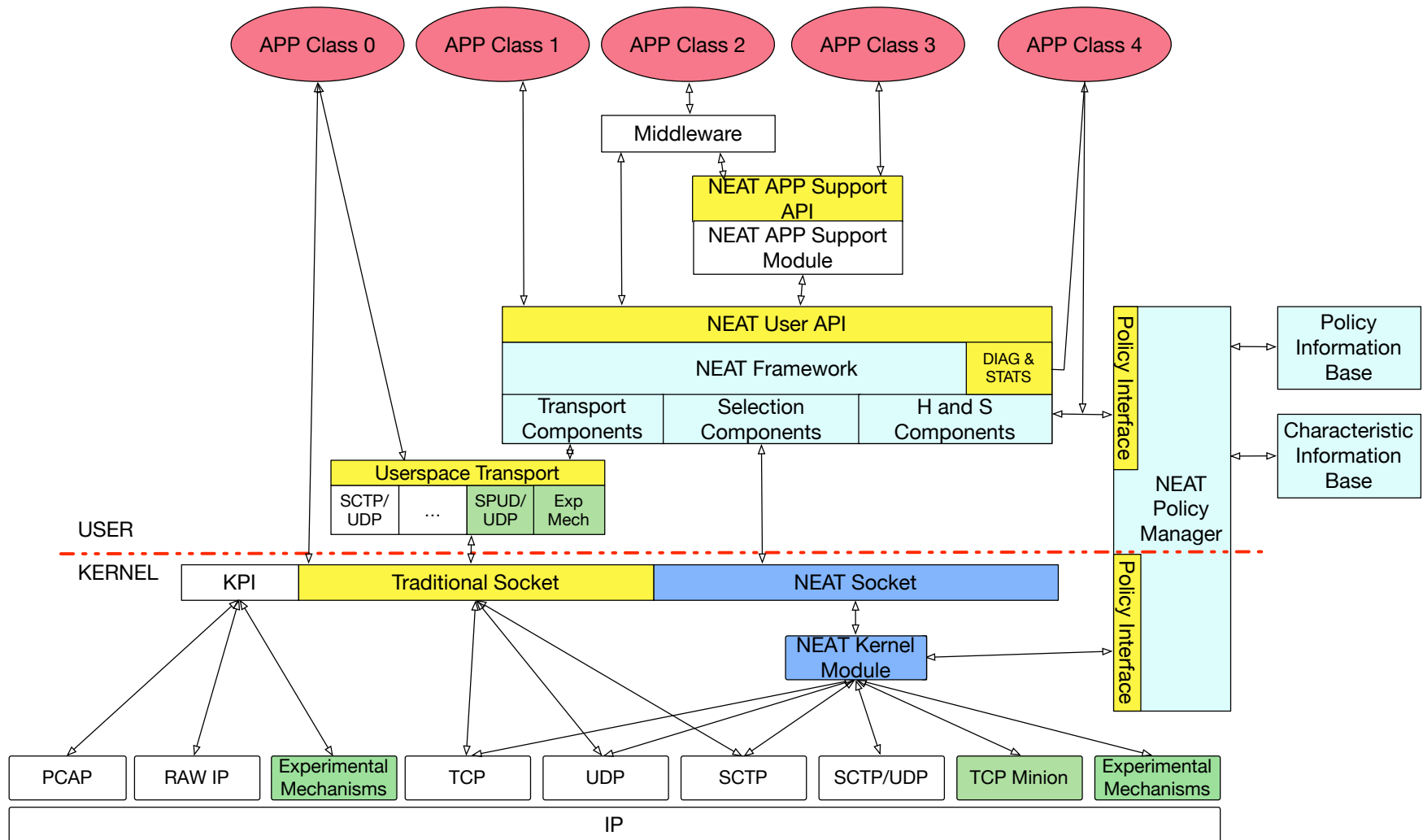


Do it in userspace

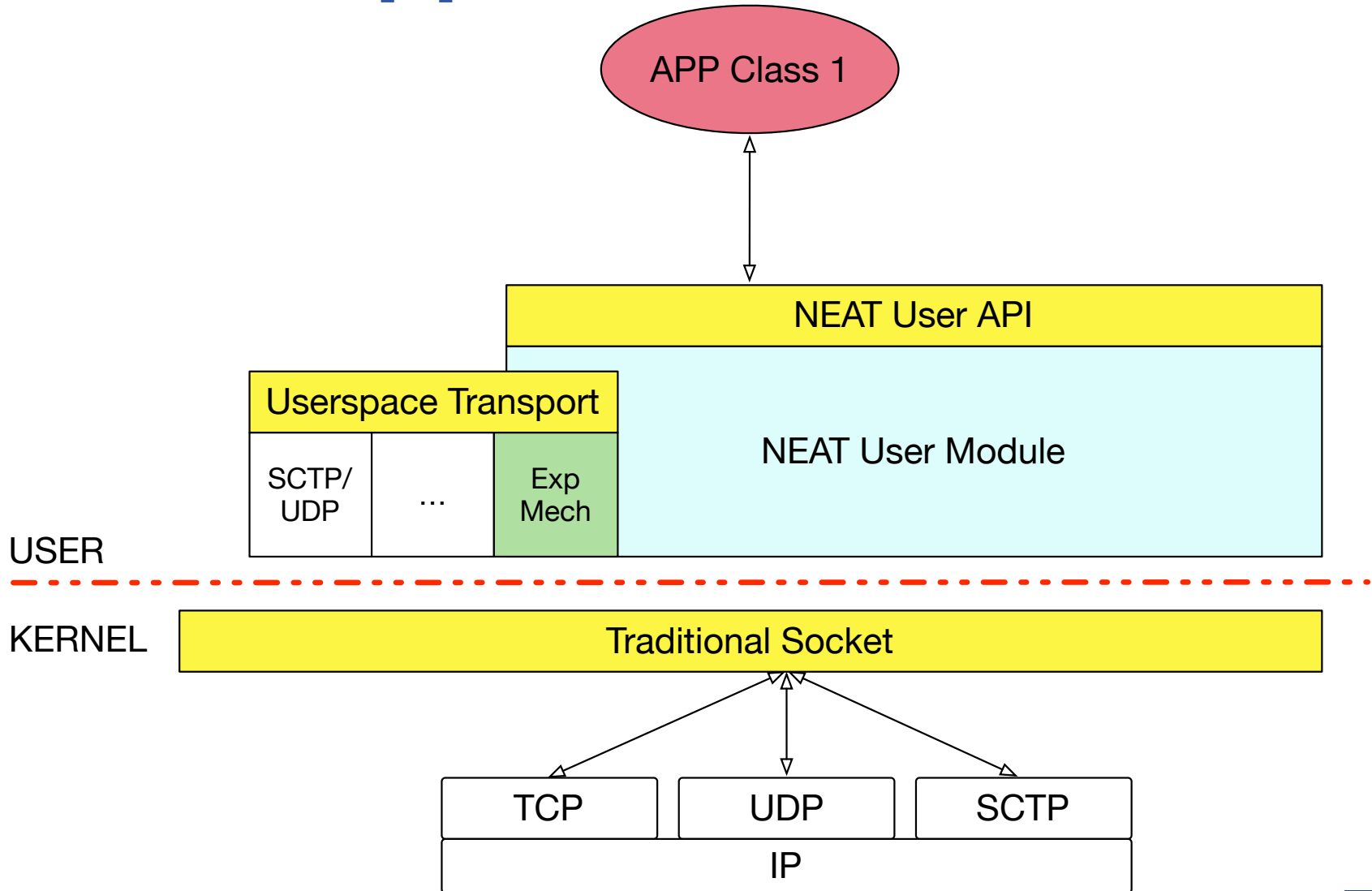
- usersctp
- QUIC
 - draft-ietf-quic-transport-01
- GUE
 - draft-ietf-nvo3-gue-05
- TCP over UDP



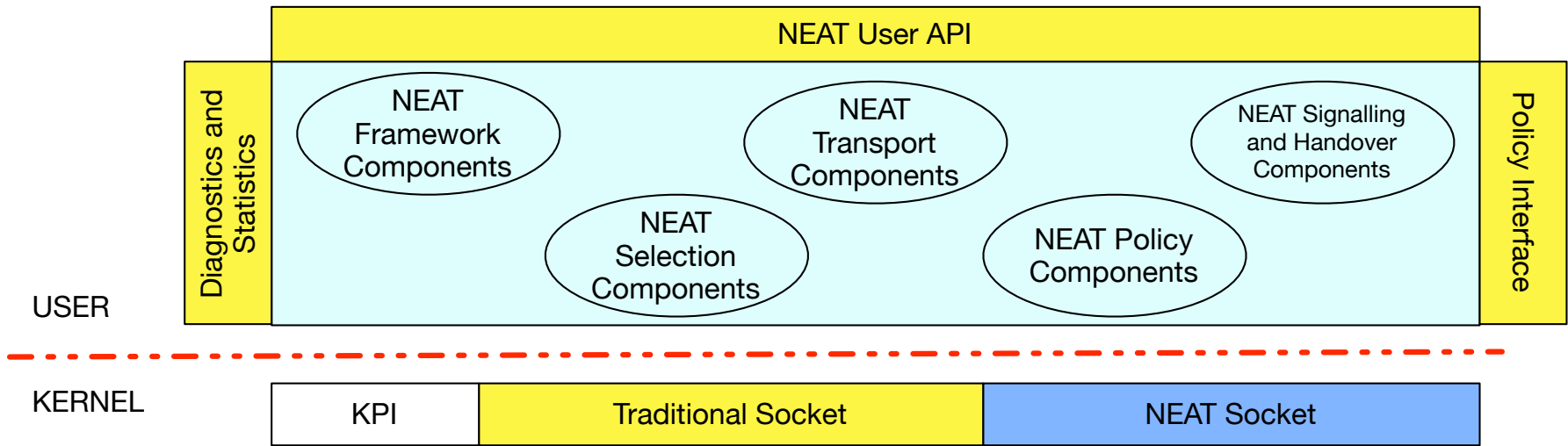
The NEAT System



NEAT Application

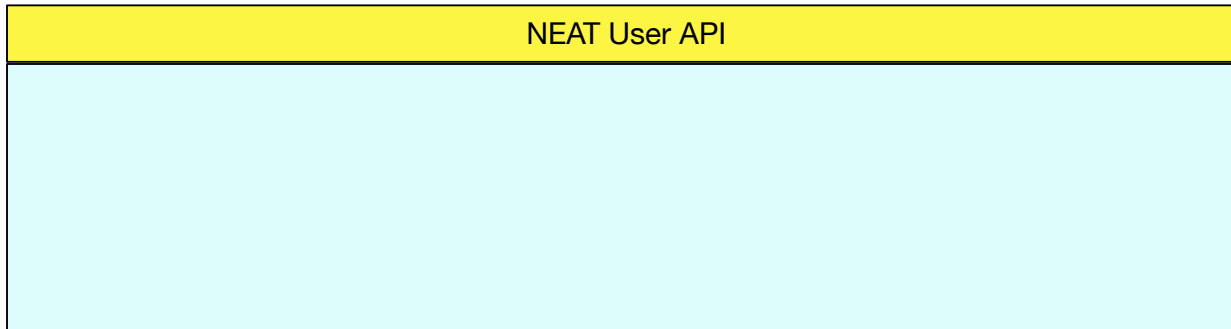


The NEAT User Module



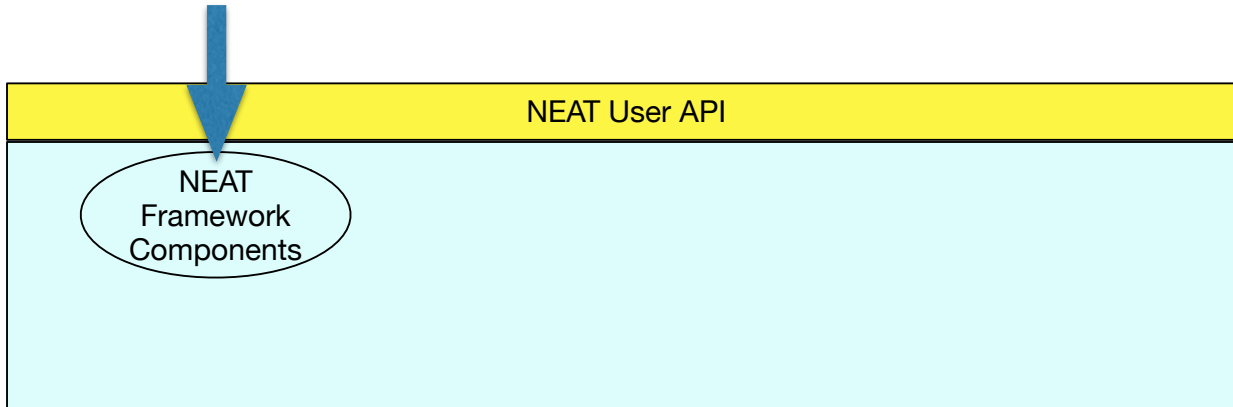
The NEAT User Module

NEAT Flow Endpoint



The NEAT User Module

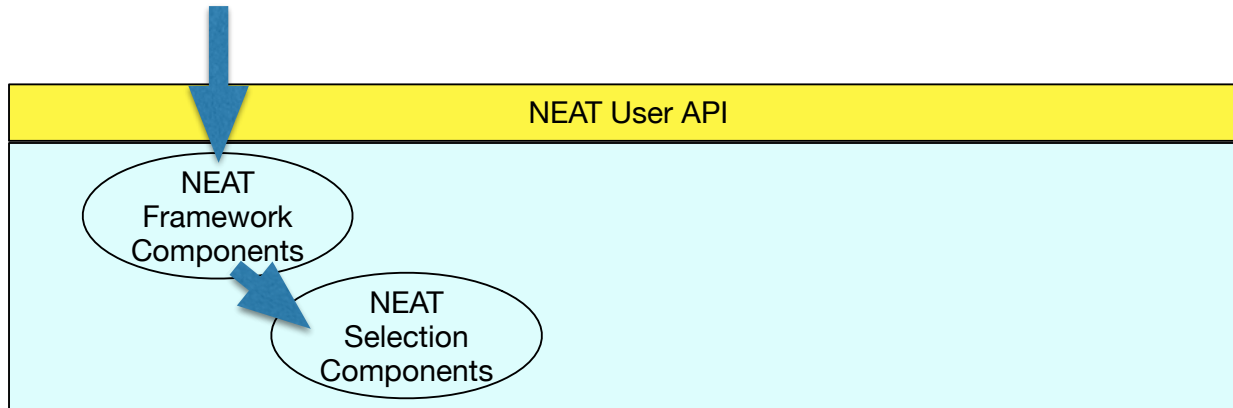
NEAT Flow Endpoint



5 Groups of components:

The NEAT User Module

NEAT Flow Endpoint

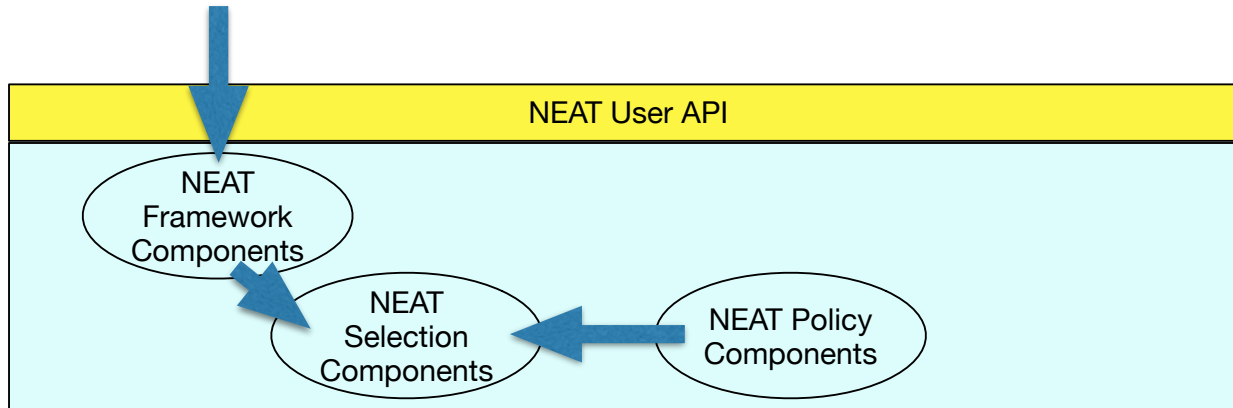


5 Groups of components:

- ▶ NEAT Framework Component: API, Logic

The NEAT User Module

NEAT Flow Endpoint

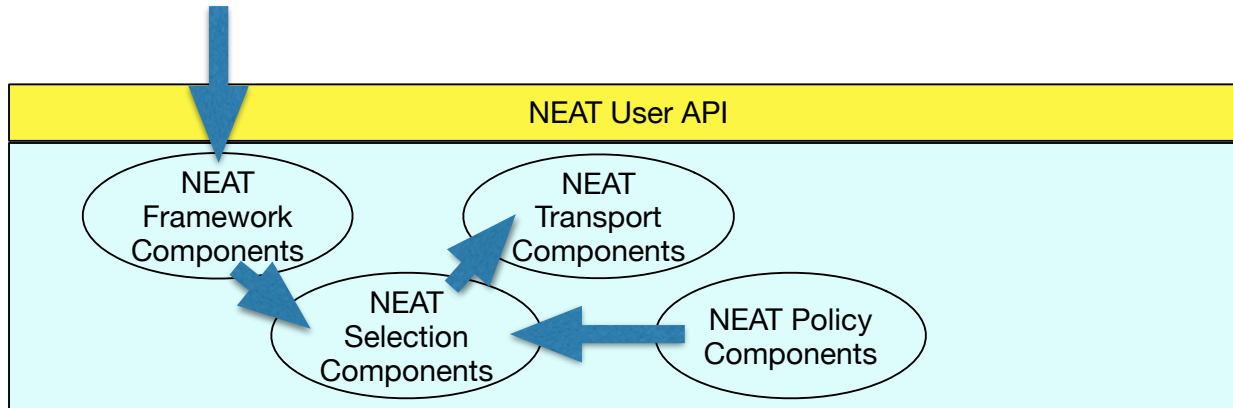


5 Groups of components:

- ▶ NEAT Framework Component: API, Logic
- ▶ NEAT Selection Components: Choose candidates

The NEAT User Module

NEAT Flow Endpoint

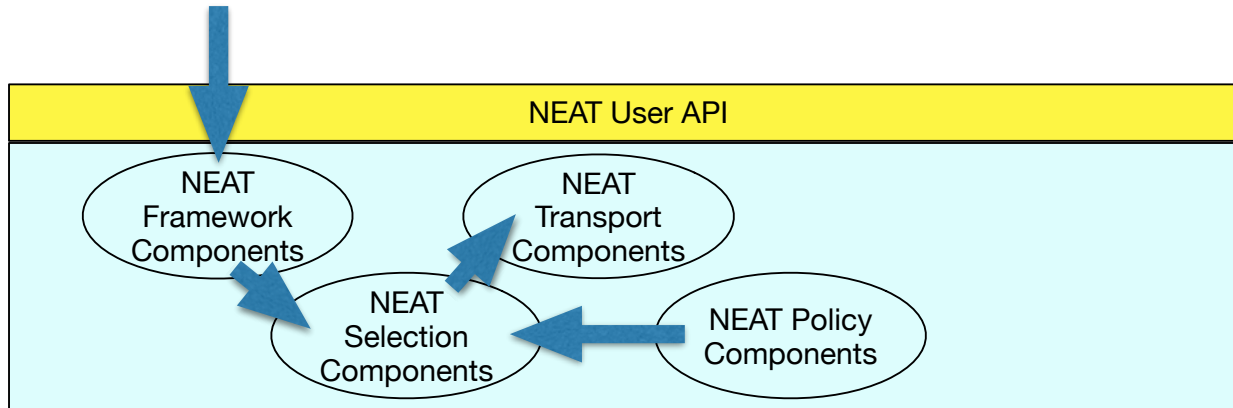


5 Groups of components:

- ▶ NEAT Framework Component: API, Logic
- ▶ NEAT Selection Components: Choose candidates
- ▶ NEAT Policy Components: Policy and Characteristics

The NEAT User Module

NEAT Flow Endpoint

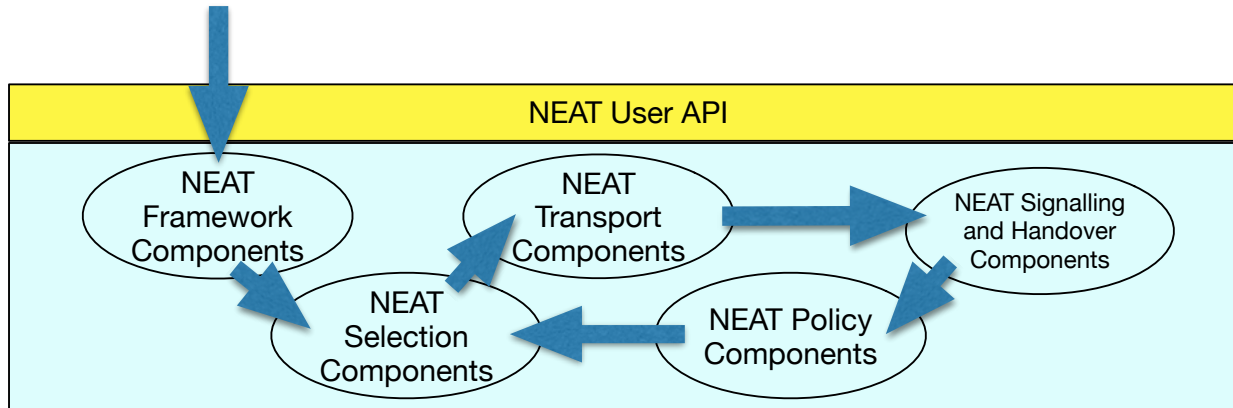


5 Groups of components:

- ▶ NEAT Framework Component: API, Logic
- ▶ NEAT Selection Components: Choose candidates
- ▶ NEAT Policy Components: Policy and Characteristics
- ▶ NEAT Transport Components: Instantiate transports

The NEAT User Module

NEAT Flow Endpoint

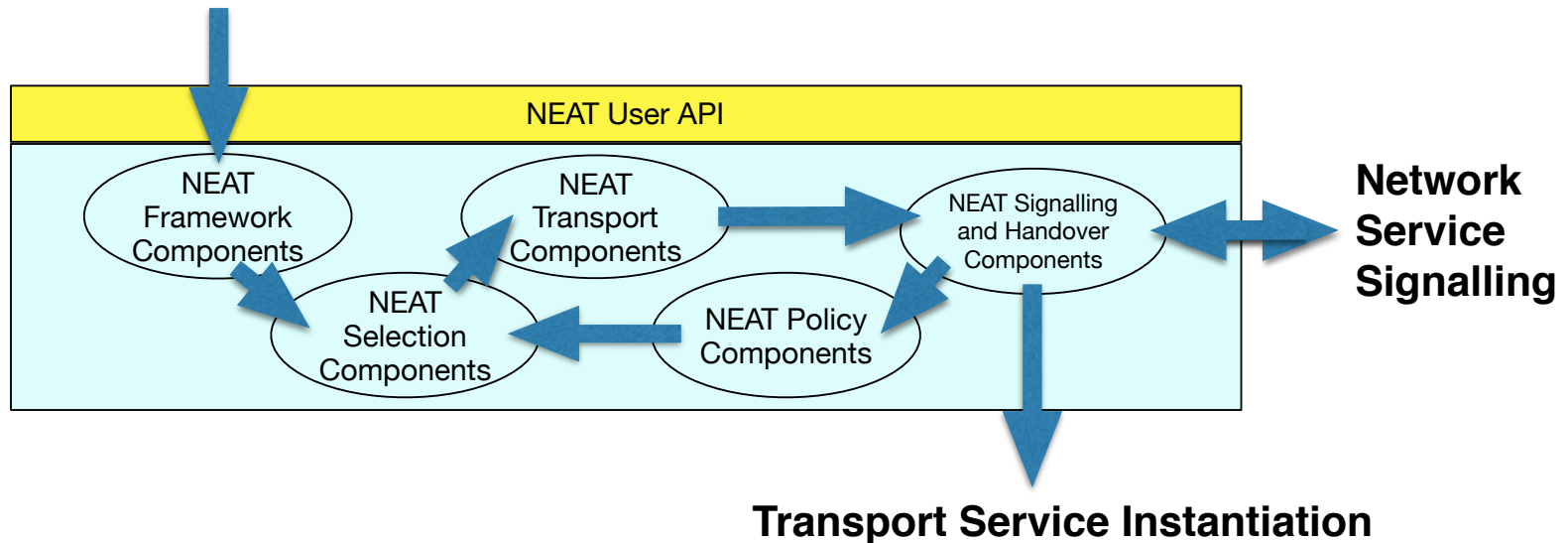


5 Groups of components:

- ▶ NEAT Framework Component: API, Logic
- ▶ NEAT Selection Components: Choose candidates
- ▶ NEAT Policy Components: Policy and Characteristics
- ▶ NEAT Transport Components: Instantiate transports
- ▶ NEAT Handover and Signalling Components

The NEAT User Module

NEAT Flow Endpoint



5 Groups of components:

- ▶ NEAT Framework Component: API, Logic
- ▶ NEAT Selection Components: Choose candidates
- ▶ NEAT Policy Components: Policy and Characteristics
- ▶ NEAT Transport Components: Instantiate transports
- ▶ NEAT Handover and Signalling Components

NEAT Application

```
static struct neat_flow_operations ops;  
static struct neat_ctx *ctx = NULL;  
static struct neat_flow *flow = NULL;
```

```
ctx = neat_init_ctx()  
flow = neat_new_flow(ctx)
```

```
prop = NEAT_PROPERTY_UDP_REQUIRED | NEAT_PROPERTY_IPV6_REQUIRED;  
neat_set_property(ctx, flow, &prop)
```

```
ops.on_writable = on_writable;  
ops.on_readable = on_readable;  
ops.on_error = on_error;
```

```
neat_set_operations(ctx, flow, &ops)  
neat_open(ctx, flow, argv[argc - 2], argv[argc - 1])
```

```
neat_start_event_loop(ctx, NEAT_RUN_DEFAULT);
```



NEAT Application

```
static neat_error_code
on_writable(struct neat_flow_operations *opCB)
{
    neat_write(opCB->ctx, opCB->flow, buf)
    return NEAT_OK;
}
```

```
static neat_error_code
on_readable(struct neat_flow_operations *opCB)
{
    neat_read(opCB->ctx, opCB->flow, buf)
    return NEAT_OK;
}
```

<https://github.com/NEAT-project/neat/blob/master/examples/client.c>



Porting Apps

- Firefox
- rsync



buildbot

Waterfall

| | | | | | | |
|--------------------------------|---|--|--|--|---|--|
| last build | freebsd-arm build successful | freebsd-head build successful | freebsd-stable build successful | netbsd build successful | osx build successful | ubuntu failed compile |
| current activity | idle | idle | idle | idle | idle | idle |
| CET | changes | freebsd-arm | freebsd-head | freebsd-stable | netbsd | ubuntu |
| Fri 03 Feb 2017 17:05:02 | | | | | | |



neat

<https://www.neat-project.org>

<https://github.com/neat-project/neat>

