Overcrowding Control Techniques for Throughput and Less Delay in Networks

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ABSTRACT

Abstract:*— to prevent overcrowding control over network it provide a slow start mechanism in transmission control protocols window size for improvement of throughput and traffic determining for less delay in network links. The research work presented the behavior over networks link, characterized by time unstable capacity, random delay and non-congested packet losses. In transmission control protocol start slow first evolution from the slow start state to overcrowding avoidance state happens after the first packet losses. If packet losses are eliminated, it needs a slow start like mechanism that grows the window size speedily when the network is un-overcrowded and based on received packet marks, switch to overcrowding prevention before the bottleneck queue grows large. In traffic determining, the sender could use some basic traffic shaping e.g. keep a minimum inter-packet interval corresponding to half the expected RTT, divided by the current window size in packet. Throughput is also based on bandwidth & delay in networks. A new algorithm must work in the setting that a subset of end-nodes and routers are upgrade, and flows using the old and the new algorithm share resources. It is not feasible to have a flag day when all end nodes or all routers switch to a new algorithm.*

Index Terms—*Network Layer, Domain name System (DNS), internet Protocol, RTT.*

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1. INTRODUCTION

Window-build overcrowding rule is an Internet effort horse. Up to 90% of the Networks traffic is control by the transmission control protocols used for web surfing, file transfer, email communication, and immeasurable other applications. The rest of the traffic distributes applications such as voice over IP, online gaming, and Domain Name System (DNS) service. To a first assumption, Internet traffic over the network can be divided into two types: transmission control protocol traffic and real-time traffic.

The transmission control protocol traffic used window-build overcrowding control, which redesigned each flow's average sending rate to the flow's fair shares of easily reached resources. The collected works of transmission control protocol flows tried to use all accessible capability, but it also responds to network overcrowding, and will reduce each flow's sending rate if the network burden increases, or if the capacity in the network is lessen. In the current Internet network, the quality of instant applications debase severely if they share congestion with transmission control protocol flows.

1.1 Problems for the growth of the Internet Network

There are many points that need to be inscribed, to make such a internet network a working reality.

- **Omnipresent wireless networking** all connecting devices in this story use wireless networking. All interconnection is subject to large difference in quality and volume.

- **Mobile ad-hoc networking** to get interconnectivity between each pair of junction, every junction may need to ahead packets on behalf of other junctions. The topology is continuously changing, as the users and their systems move around the globe.
- **Mix of instant traffic and big files exchanges**

The most useful application on the internet network is voice calls, which have permanent instant requirements. At the same time, the internet network is split with other applications, in some peer-to-peer file-exchanging, which keep the internet network burden near to capacity. The amalgamation of high burden and capacity changes can easily lead to congested, with packet lost and large queuing waits, which may reason of unacceptable quality downtime for the instant voice calls. Time differences wireless channels, the changing topology of the ad-hoc internet networks, and the need of minimal configuration, rule out integrated quality-of service ways. We replica the queuing punching in a internet network with both traffic subject to window-based congested control, and instant traffic, and analyze its punching properties.

1.2 Network layers

A communication between the internet devices in network is a set of links and nodes. The set of junctions can be divided further into routers, which transfers packets between links, and hosts, which are the communication at trails. On the physical layer, same link types are depend on optical fibers, copper cables, or radio transmission. When more than one junction can communicate on the same junction, the work of the link is synchronizing using some medium entrance control. This correlation, together with the standard for how to encode an internet protocol-packet for a particular connection type is referred as the connection layer. The service provided by the connection layer is the transmission of IP packets between junctions that are connected to the same connection.

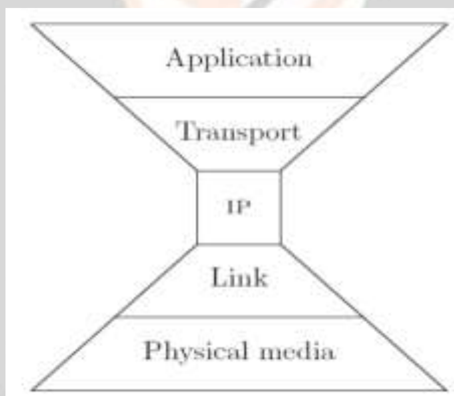

Figure 1: The layers of the internet protocol-networking model.

To supply worldwide connectivity, redirecting of packets between links is necessary. Determining which track each packet should take between its origin and destination is the influence of the routing system. Routing, cooperatively with the addressing substructure, is the main principal of the network layer. The network layer gives best effort delivery of internet protocol packets to and from capricious nodes in the network internet protocol is the basic infrastructure, split by all Internet applications. This is constructing on top of internet protocol, in the configuration of transport protocols. Services provided by transport protocols covers

• Label of processes running on the matching host, sharing the same IP address.

• Acceptance of received packets, and automatic retransmission of lost packets.

• The alphabet of a connection between two processes running on two junctions in the network.

Popularly used transport protocols are the User Datagram Protocol (UDP), and the Transmission Control Protocol (Transmission Control Protocol,). The UDP protocol is primarily an internet protocol packet carriage service, but with a secondary port number attached to the inscription of origin and destination. The port number recognizes a process or request running on the host.

The most prime transport protocol is transmission control protocol, which delivers for a bidirectional stream of data between two nodes. The data runnel is split into segments that are transmitted as internet protocol packets. Series numbers and acceptance are used, to

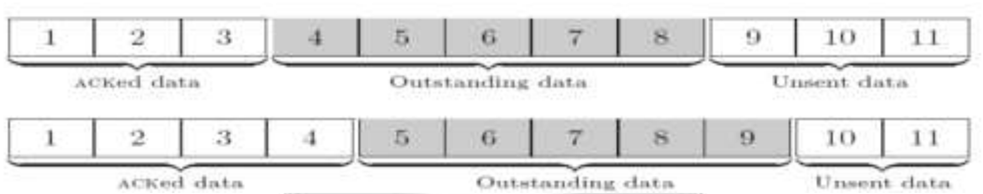

Figure 2: "Sliding window control.

Arouse the runnel at the end, and to detect if packets are stray, reordered or matching by the network. The protocol also appliance flow control, which avert the sending node from overloading the receiver, and overcrowding control, which prevents the sending node from overburden the network. In a current study of the traffic mix in Deutsche Telekom's ADSL network, more than 80% of the traffic was using transmission control protocol, and a significant section thereof was peer-to-peer file exchanging.

II. RELATED WORK

Vicente E. et al [3] the end-to-end approach intends to improve transmission control protocol behavior over fairly general classes of wireless links. The Eifel algorithm adds extra information to packets (using the standard transmission control protocol time-stamp option) to make it possible for the sender to distinguish between acknowledgement for original transmissions and for retransmissions. This information makes it possible for the transmission control protocol sender to react more intelligently to certain types of disturbances. In particular, when all packets are delayed for a time longer than the transmission control protocol timeout value but not lost (typical for a short temporary outage in a link employing local retransmissions), recovery is improved significantly by using the Eifel algorithm [3]. **Dzmitry Kliazovich et al [4]** Delay could be obtained analysing delay between packet transmission and its corresponding ACK reception. However, such way of estimation performs poor under special circumstances more accurate RTT estimation is based on transmission timestamp propagation over end-to-end data path which is included into high performance extension and finer RTT estimation for transmission control protocol .The second component of link capacity is bandwidth. Different bandwidth estimation solutions available in literature can be logically divided into passive measurements and active probing groups; according to the algorithm they employ [4]. **Rajesh Roy et al [5-6]** Experimental protocols include High-Speed transmission control protocol (transmission control protocol Scalable transmission control protocol (transmission control protocol, [5, 6]). However, this leads to fairness problems when links are shared with transmission control protocol Reno. It is interesting to note that the increase rate for transmission control protocol and transmission control protocol grows as the window grows. As a result, these protocols are in fact most aggressive just at the moment where they are sending at maximum capacity. **M. Allman et al [7]** this technique is a more straightforward way to make the source slow down its transmission rate in case of overcrowding. More specifically relying on this method, when a router detects a congested destination node it sends a choke packet to the source to inform it about overcrowding as well as indicating to reduce its data rate by a specific percentage. Upon receipt of the choke packet the source must ignore the next choke packets that come from the same destination node for a fixed period of time. After the end of this period, the source starts waiting for other choke packets in a new time interval. If the source receives a choke packet during this new period it must reduces its transmission rate further because the overcrowding is still present. [7] **Kazumi Kaneko et al [8]** However, this leads to fairness problems when links are shared with transmission control protocol Reno. It is interesting to note that the increase rate for transmission control protocol and transmission control protocol grows as the window grows. As a result, these protocols are in fact most aggressive just at the moment where they are sending at maximum capacity. Intuitively, this is the time when a protocol should be the least aggressive. R. King et al., [6] The bic-transmission control protocol algorithm and its successor cubic avoids this problem by keeping track of wmax, the window size where it previously experienced a packet loss, and slowing down the window increase as the window size approaches wmax [8-9].

III PROPOSED WORK

Two of the main objectives of overcrowding control are to keep the load of the network close to the available capacity, and at the same time share the available capacity fairly between flows. In window-based control, the most important concept in transmission control protocol overcrowding control is that of the overcrowding window. The window is the amount of data that has been sent, but for which no acknowledgement has yet been received. A constant overcrowding window means that one new packet is transmitted for each acknowledgement that is received. The sending rate is controlled indirectly by adjusting the overcrowding window. In acknowledgements and loss detection, at the receiving end, acknowledgement packets are sent in response to received data packets. Transmission control protocol uses cumulative acknowledgements: Each acknowledgement includes a sequence number that says that all packets up to that one have been received. Equivalently, the acknowledgement identifies the next packet that the receiver expects to see. When packets are received out of order, each received packet results in an acknowledgement, but they will identify the largest sequence number such that all packets up to that number have been received.

3.1 Overcrowding Control Mechanism

We look at the mechanism of each of the four states in turn:-

3.1.1Slow Start:

The slow start state is the first state entered when a flow is created, or when a flow is reactivated after being idle. The slow start state can also be entered as the result of a timeout. In this state, crowed is increased by one packet for each non-duplicate acknowledgement. The effect is that for each received acknowledgement, two new packets are transmitted. This implies that the overcrowding window, and also the sending rate, increases exponentially, doubling once per RTT. It may seem strange to refer to an exponential increase of the sending rate as this slow start state we focus on delay based slow start. Specifically, we consider the following delay-based AIMD algorithm:

Cwnd = cwnd + α/cwnd, each ACK

B cwnd, if cwnd> w0 &τ>=τ0

β cwnd, if packet loss

Where τ is the observed queuing delay, $\tau 0 > 0$ is a delay threshold that triggers delay-based back off, and w0 specifies a cwnd threshold above which the delay-based action is activated. The queuing delay τ is estimated as RTT (t) –RTT min where RTT min is the minimum observed packet round-trip time and RTT (t) is a smoothed estimate of the current round-trip time.

3.1.2 Overcrowding Avoidance

In the overcrowding avoidance state, cwnd is increased by one packet per RT T (if cwnd reaches the maximum value, it stays there). This corresponds to a linear increase in the sending rate. On timeout, transmission control protocol enters the exponential back-off state, and on three duplicate acknowledgements, it enters the fast recovery state. The motivation for this overcrowding avoidance mechanism is that since transmission control protocol does not know the available capacity, it has to probe the network to see at how high a rate data can get through. [10] the basic guidelines for incrementing cwnd during overcrowding avoidance are:

* MAY increment cwnd by SMSS bytes

* SHOULD increment cwnd as par this eq.

Cwnd += min (N, SMSS)

Where N is the number of previously unacknowledged bytes acknowledged in the incoming acknowledgement. [7]Another common formula that a transmission control protocol may use to update cwnd during overcrowding avoidance is given in this equation:

Cwnd += SMSS*SMSS/cwnd

This adjustment is executed on every incoming ACK that acknowledges new data.

3.1.3 Fast Retransmit (back off)/Fast Recovery

The purpose of these acknowledgements is to inform the sender that a segment was received out-of-order and which sequence number is expected. From the sender's perspective, duplicate acknowledgements can be caused by a number of network problems. First, they can because by dropped segments. In this case, all segments after the dropped segment will trigger duplicate acknowledgements until the loss is repaired. Second, duplicate acknowledgements can be caused by the re-ordering of data segments by the network. Finally, duplicate acknowledgements can be caused by replication of acknowledgements or data segments by the network. In addition, a transmission control protocol receiver should send immediate acknowledgements when the incoming segment fills in all or part of a gap in the sequence space. This will generate more timely information for a sender recovering from a loss through a retransmission timeout, a fast retransmit, or an advanced loss recovery algorithm.

1V EXPERIMENTAL RESULTS

Simulation Results

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The simulation of this protocol in NS2 **[11]** has shown high percentage of packet delivery in networks. New overcrowding control mechanism achieves the target of better queue management between nodes. It shows result in three cases. These cases are following: In first case, it's show the result for only overcrowding avoidance. In second case, it's show the result for only liner slow start. In third case, it's show the result for overcrowding avoidance with slow start. In all three cases new overcrowding control mechanism gives the better result compare other transmission control protocol overcrowding control mechanism. In first case, simulation result is showing when it's use overcrowding avoidance only

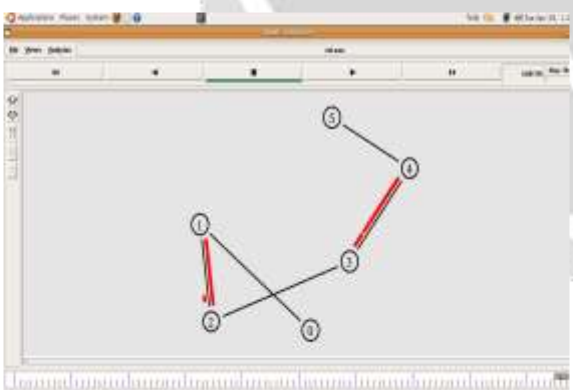


Fig 13: Network for overcrowding control

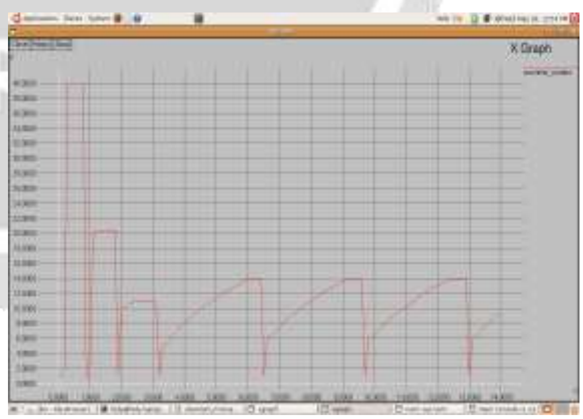
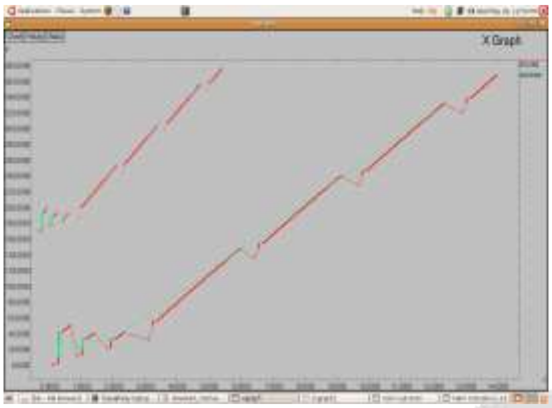


Fig 14: send window in case of overcrowding avoidance



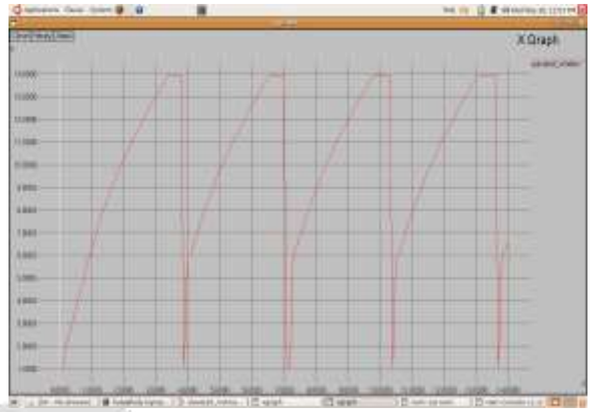
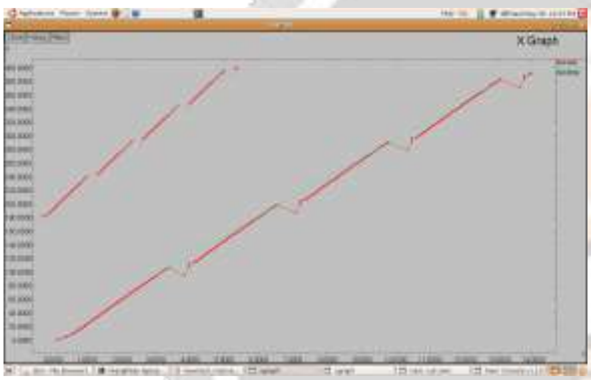


Fig 15: Sequence & Drop packets window in Case of overcrowding Avoidance linear slow start only.

Fig 16: send window in case of

In second case, simulation result is showing when it's use linear slow start only



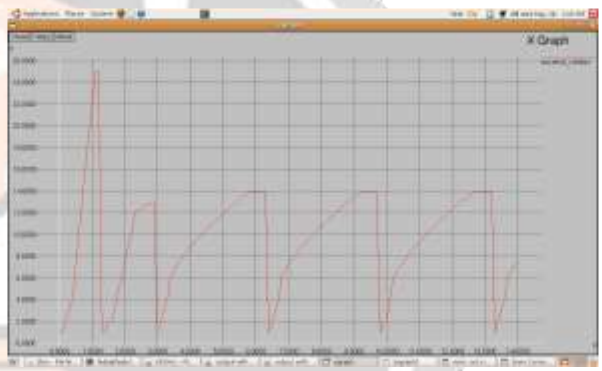
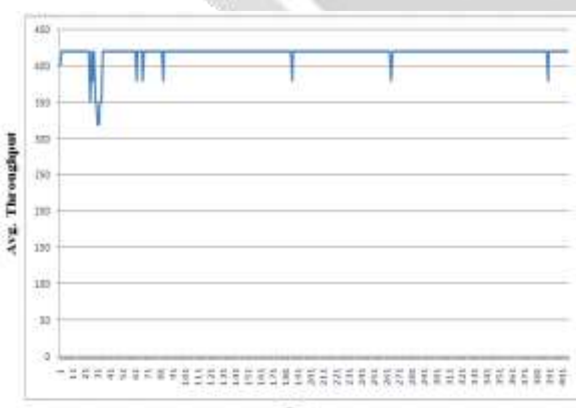


Fig 17: Sequence & Drop packets window in Case of linear slow start.

Fig 18: send window in case of overcrowding avoidance with slow Start.

In third case, simulation result is showing when it's use overcrowding Avoidance with Slow Start:



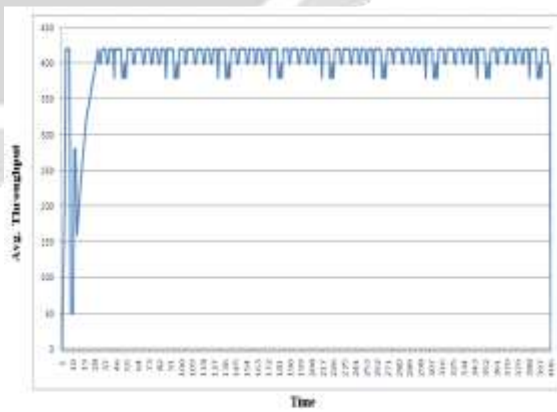


Fig 20: Performance Graph for the new proposed algorithm in case of overcrowding avoidance with slow start.

Fig 21: Performance Graph for the old algorithm in case of overcrowding avoidance with slow start.

After comparing fig 20 & 21, new overcrowding control algorithm gives the better performance in case of throughput because in case of previous algorithm, no of packet drop is more than new algorithm that's why fig 21 show the up and down results in case of throughput.

V CONCLUSION

Here we proposed a technique for preventing overcrowding control over networks. It's derived a delay based limited slow start mechanism in transmission control protocol window size for enhancement of throughput and traffic shaping for loss delay in networks links for able to obtain more precise results by gathering capacity information such as bandwidth and delay at the link layer. An additional module is inserted to the protocol stack of the node which adjusts the outgoing data stream based on the capacity measurements. It's presented the behavior over networks link, characterized by capacity, delay, Bandwidth and non-congested packet losses.

Furthermore, for a overcrowding control algorithm to be deployable over the Internet, we have additional constraints. A new algorithm must work in the setting that a subset of end-nodes and routers are upgraded, and flows using the old and the new algorithm share resources. It is not feasible to have a flag day when all end nodes or all routers switch to a new algorithm.

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