

Multimedia Congestion Control: Circuit Breakers for RTP Sessions

draft-ietf-avtcore-rtp-circuit-breakers-07

Colin Perkins – University of Glasgow
Varun Singh – Aalto University

Changes in -06

- Editorial fixes to address review comments from Magnus Westerlund
 - <http://www.ietf.org/mail-archive/web/avt/current/msg16214.html>
- No changes to the mechanisms

Changes in -07

- When to trigger circuit breaker
- Congestion response in low rate sessions
- Impact of layered coding
- Security considerations: RTCP interval
- Assorted editorial fixes

When to trigger the circuit breaker

- Updates and clarifications to circuit breaker rules:
 - Media timeout circuit breaker: require three consecutive reports to trigger
 - Previous version was inconsistent, sometimes saying two reports, sometimes three
 - RTCP timeout circuit breaker: when SR/RR packets are sent round-robin, SHOULD treat receipt of any SR/RR on 5-tuple as indication path is okay
 - MAY → SHOULD
 - In large RTP sessions, receivers may need to send SR/RR packets in round-robin manner, since compound packets otherwise too large to fit into MTU
 - Congestion circuit breaker: wait 3 consecutive intervals before triggering
 - Was previously two intervals, changed to match other circuit breaker conditions
 - Media quality circuit breaker: clarify that receivers can monitor quality and terminate session if unusable
- Improve consistency, but make circuit breaker less likely to trigger

Congestion response in low rate sessions

- Update congestion circuit breaker for low rate RTP sessions:
 - Congestion circuit breaker relies on fraction of packets lost
 - Sampling error rises when number of packets sent during a reporting interval is small
 - Sent 200 packets, 100 were lost → 50% packet loss rate
 - Sent 2 packets, 1 was lost → do you still believe 50% packet loss rate?
 - When sending at less than 1 packet per RTT, a sender MAY ignore a single instance of the congestion circuit breaker, but SHOULD cease transmission if it triggers again immediately
 - i.e., if sending at low rate, cease transmission after six consecutive RTCP intervals where actual sending rate <10x the estimated sending rate, rather than the usual three intervals
 - 1 packet per RTT is the “safe” rate suggested in RFC 5405
- Less likely to trigger circuit breaker by accident for low-rate sessions

Impact of layered coding

- Added section on interactions with layered coding:
 - RTP circuit breaker works on a per-RTP session basis; if layers are split across RTP sessions, each layer is treated independently
 - Within an RTP session, if sending all layers using a single SSRC, **MUST** apply circuit breaker to that SSRC as usual
 - Response to circuit breaker trigger could be to drop layers to reduce bandwidth by 10x, rather than ceasing transmission
 - Within an RTP session, if layers sent using several SSRCs, **MAY** treat layers together, so circuit breaker trigger for any layer causes the entire layered flow to either cease transmission or reduce sending rate by 10x
 - i.e., if circuit breaker triggers for SSRC sending the base layer, can leave that SSRC sending and cease transmission of some higher layers to reduce overall rate
- Is this mechanism reasonable?

Security considerations: RTCP interval

- If RTCP reporting interval is configured to a large value, effectiveness of circuit breaker decreases; potential attack if signalling compromised
- Recommendation:
 - Implementations SHOULD impose upper limit on RTCP reporting interval they're willing to negotiate
 - Around 10 seconds suggested as bound on longest reporting interval; exact value not critical

Open issue: scaling triggering interval

- Circuit breaker triggers after fixed number of RTCP reporting intervals – should it trigger after fixed time instead?
 - i.e., scale number of reporting intervals for which circuit breaker condition must hold inversely with duration of reporting interval, to take a fixed time to trigger
 - Current algorithm triggers more quickly for higher rate flows – this might be desirable, or we might want all flows to take same amount of time to trigger