

Data Centre Network Latency Control

Dagstuhl Seminar, Jul 2016

3-minute introduction

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describes joint work with
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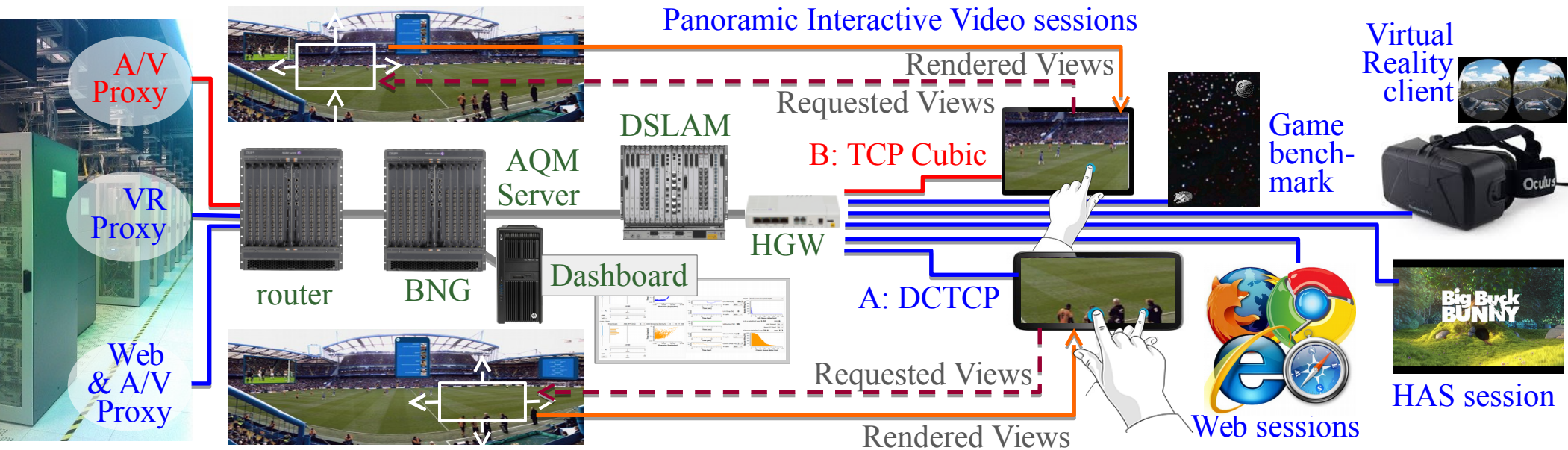
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Data centres: just a part of the whole

- Data centres are boring
 - Close to the ideal world that suits researchers
 - But only a small part of the messy world around us
- Growth in DC research is 'cos it's easier
 - where's the challenge in that?
- My interest in DCs is as a part of the whole
 - a source of inspiration
 - a proving ground
 - a part of the larger comms system

“Data Centre to the Home” DCttH

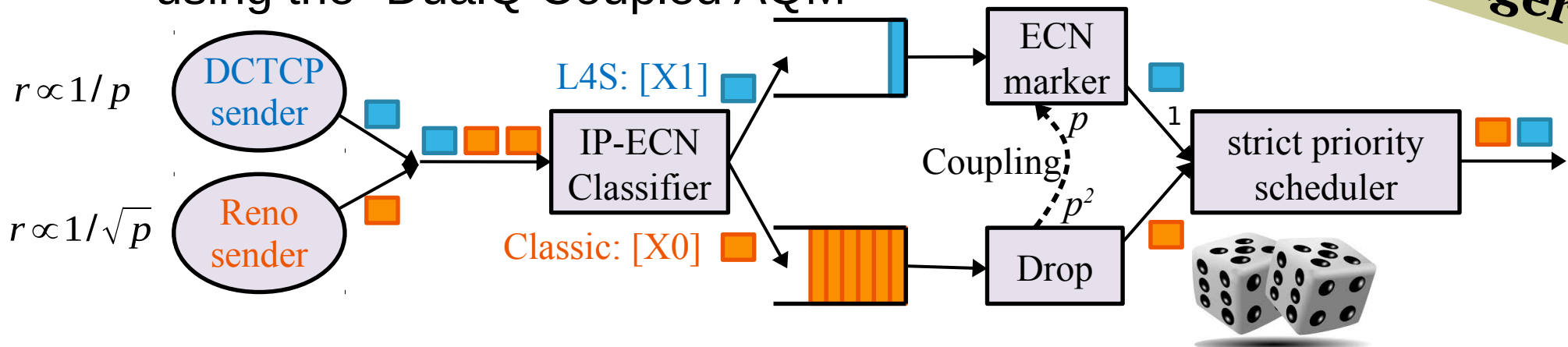


- Ultra-Low Delay for **all** apps
 - *Not* Diffserv; not low delay for some at the expense of others
- heavy load of multiple latency-sensitive apps: **all** packets <1ms queuing delay
 - incl. finger gestures & oculus rift interaction generating video on-the-fly in a DC
 - accessed over real public broadband (7ms base delay)
- Aim: to be worth the deployment hassle – much better than today; new app enabler
- L4S: Low Latency, Low Loss, Scalable throughput (L4S)
 - A new service for **all** Internet traffic to transition to

Coexistence



- DCTCP coexists with Reno/Cubic throughput equivalence without flow inspection
 - using the “DualQ Coupled AQM”



- Other deployment scenarios: multi-tenant DC, DC-DC interconnect

an incrementally deployable clean-slate

- DCTCP serves us as an existence proof
 - L4S should work with any good 1/p congestion control
- can redesign everything together
 - new AQM
 - new flow-start
 - new steady-state congestion control
- brief time window to solve all those old cc problems properly
- search “dctth” for videos, papers, etc
or <https://riteproject.eu/dctth/>