

# Multipath QUIC: Design and Evaluation

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[multipath-quic.org](http://multipath-quic.org)

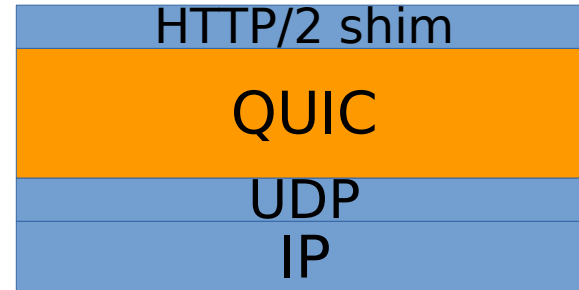
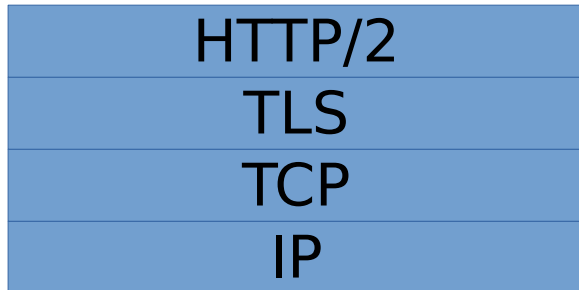
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# QUIC = Quick UDP Internet Connection

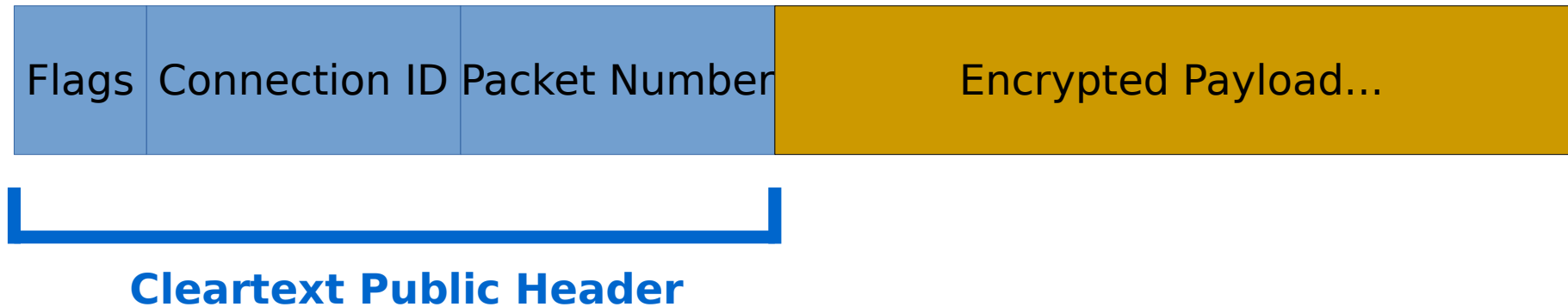
- **TCP/TLS1.3 atop UDP**
- **Stream multiplexing → HTTP/2 use case**
- **0-RTT establishment (most of the time)**



# QUIC Packet

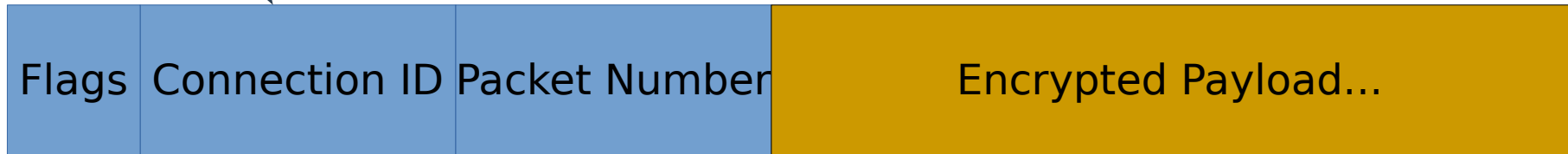


# QUIC Packet



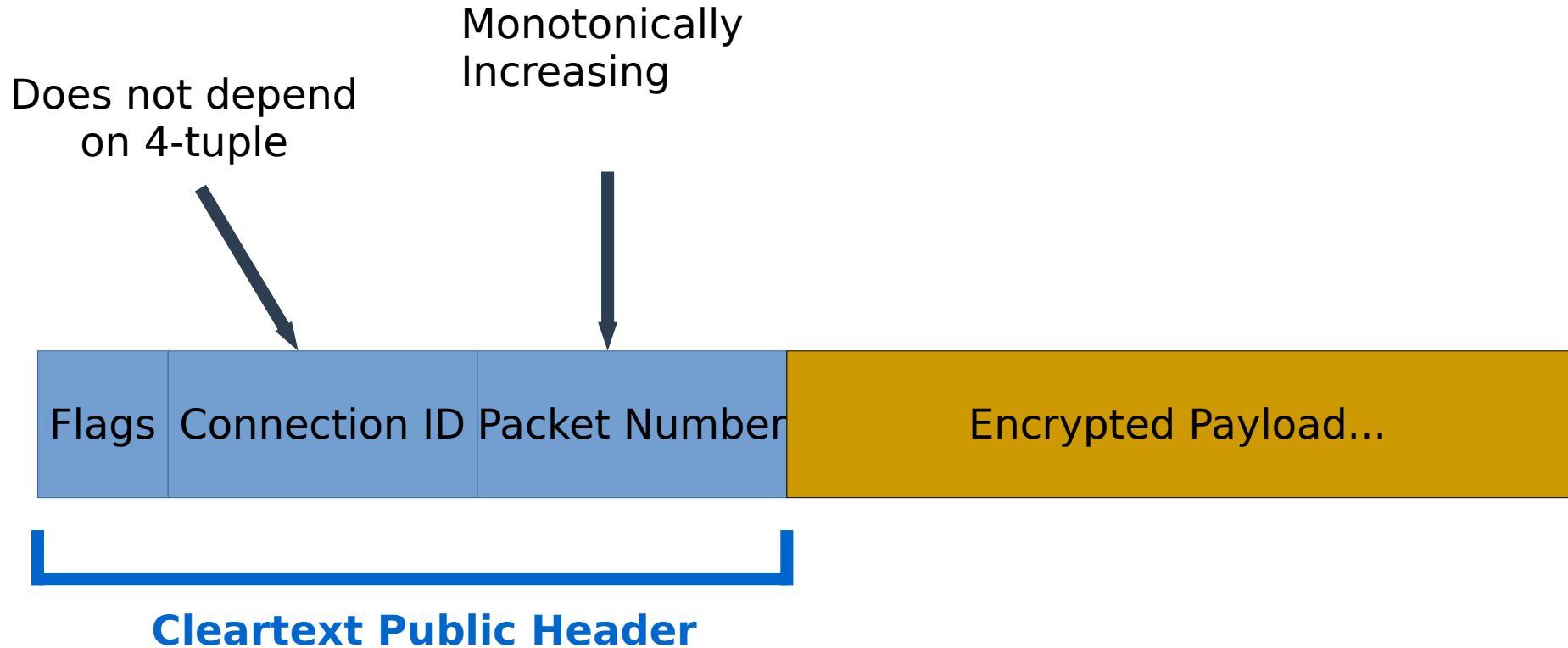
# QUIC Packet

Does not depend  
on 4-tuple

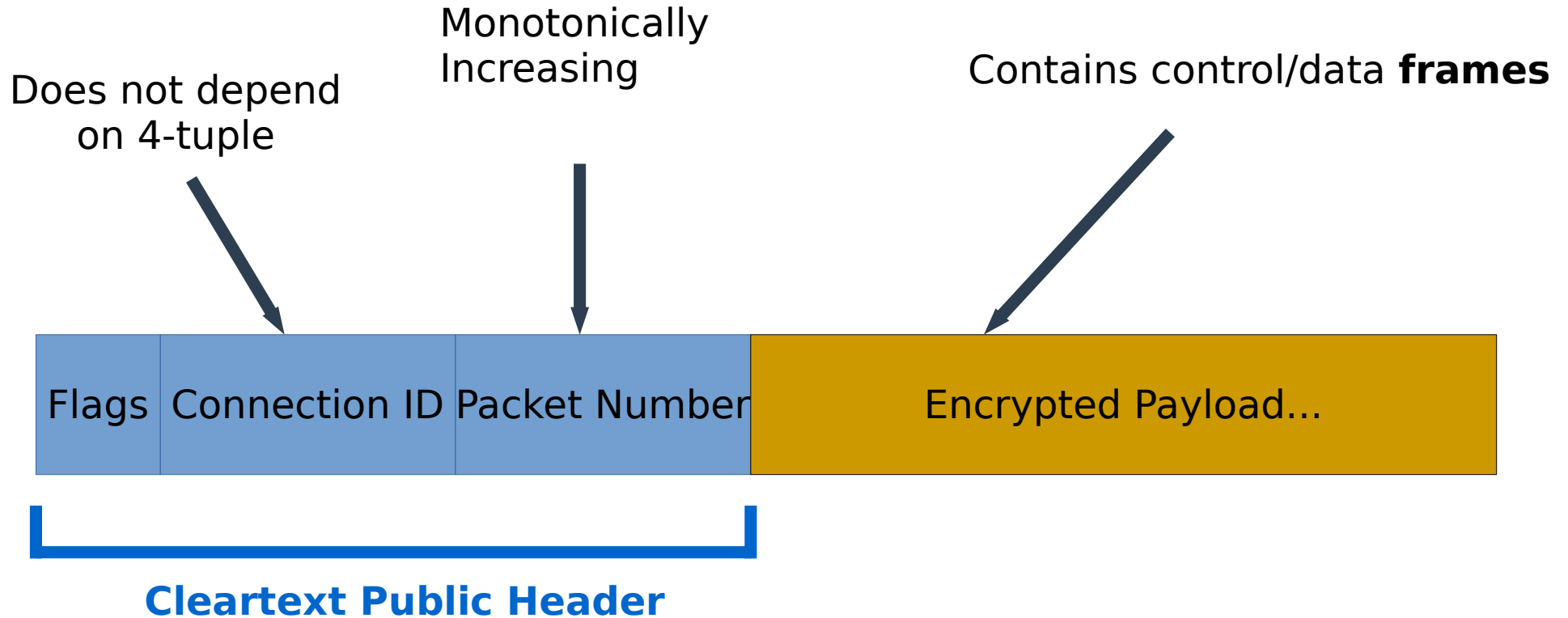


**Cleartext Public Header**

# QUIC Packet



# QUIC Packet



# QUIC Data Transfer

H1

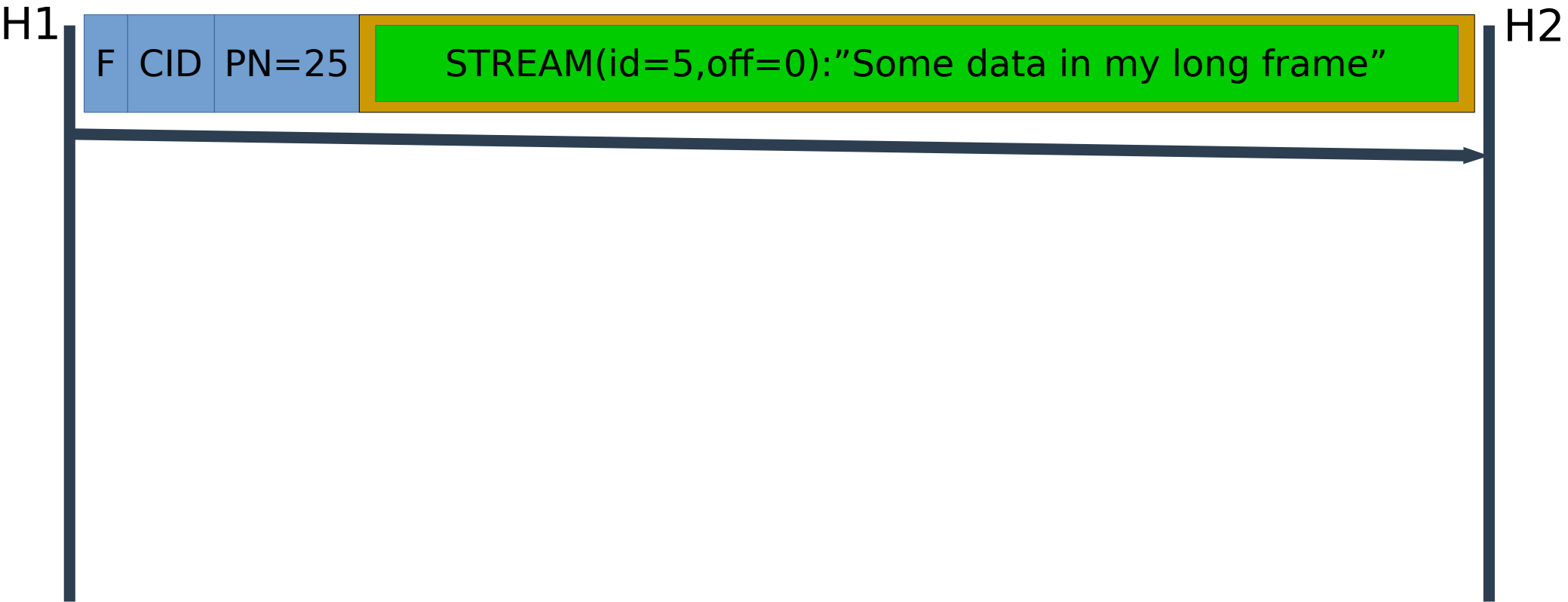


H2

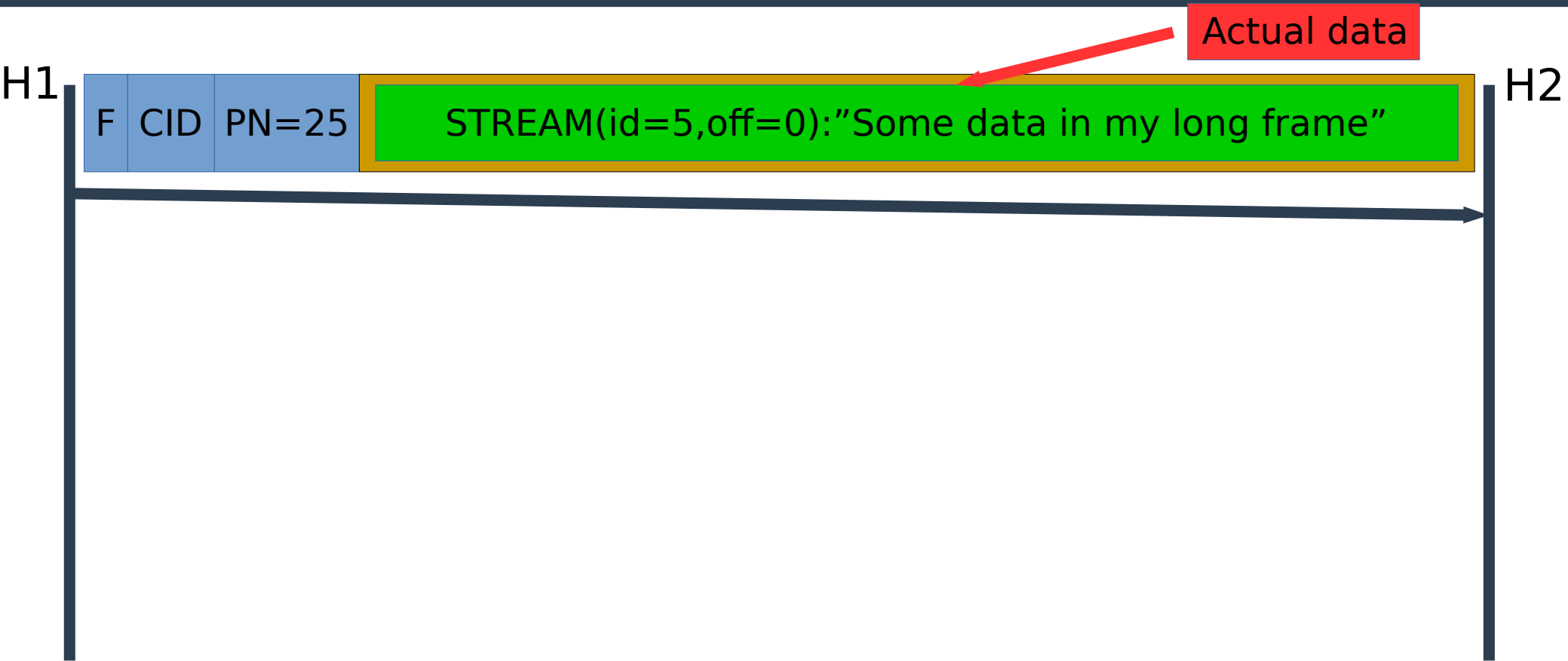




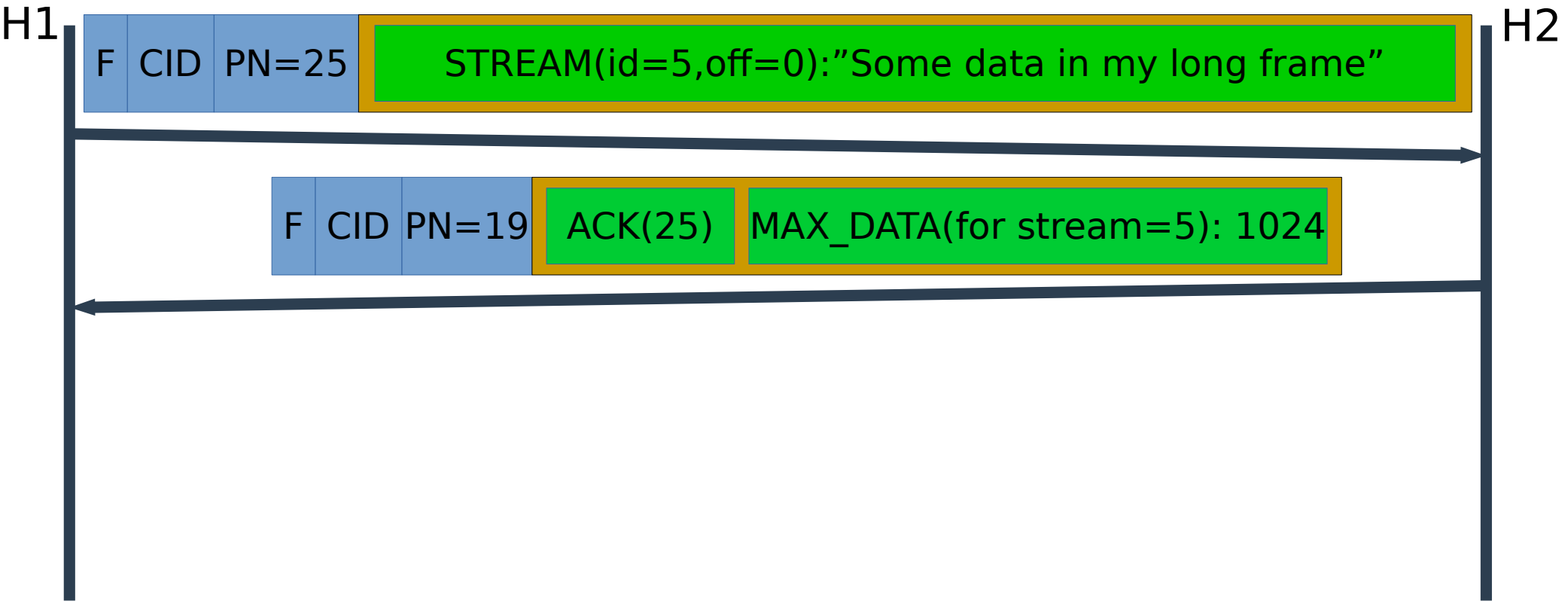
# QUIC Data Transfer



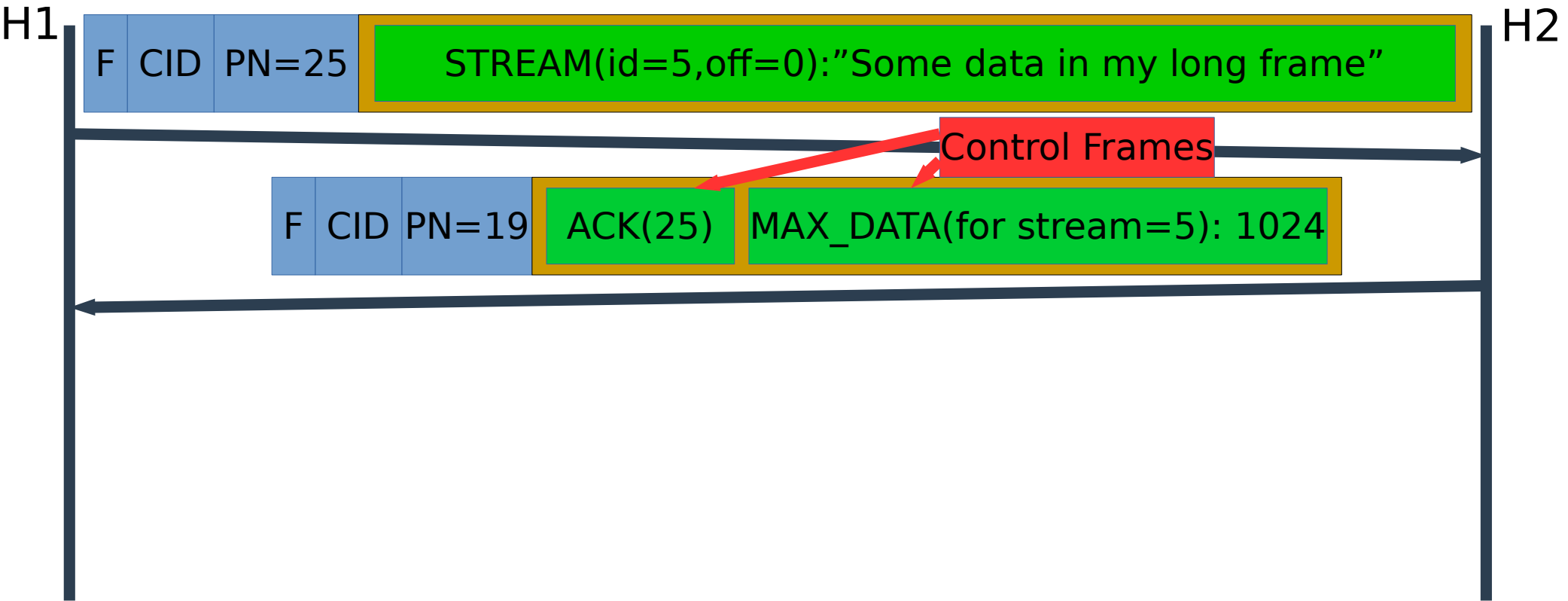
# QUIC Data Transfer



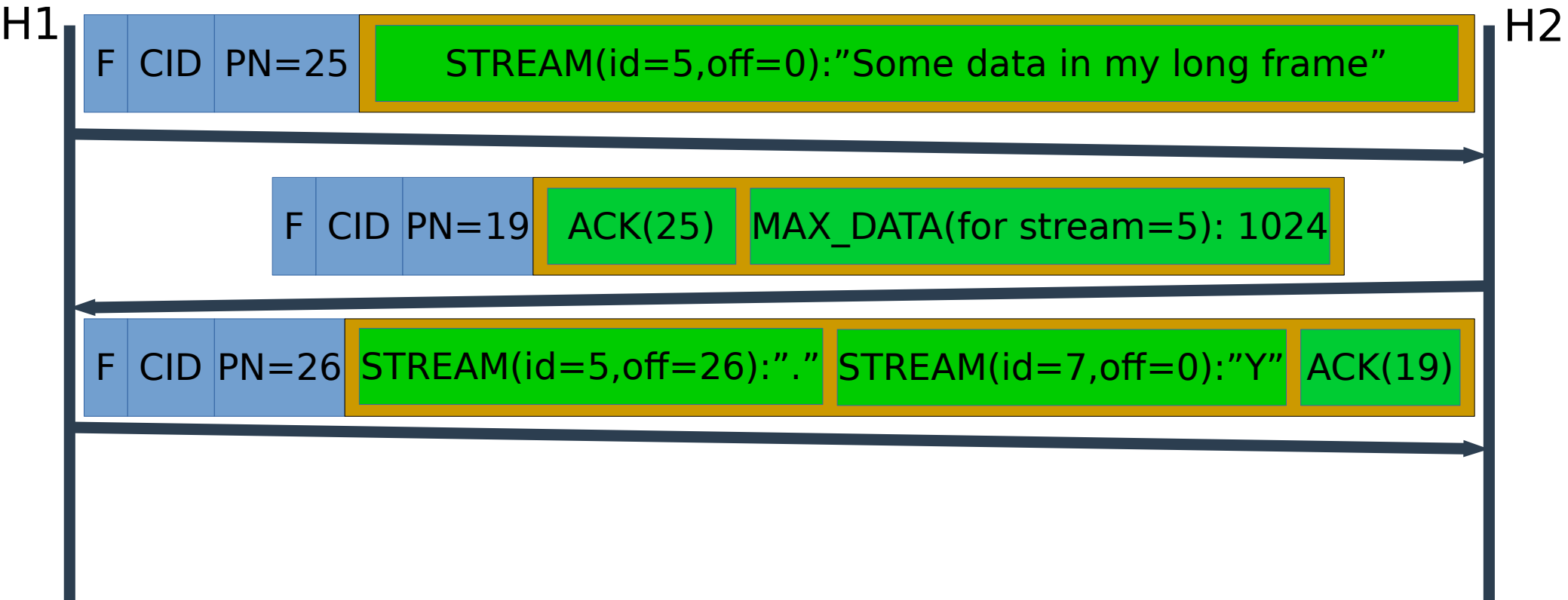
# QUIC Data Transfer



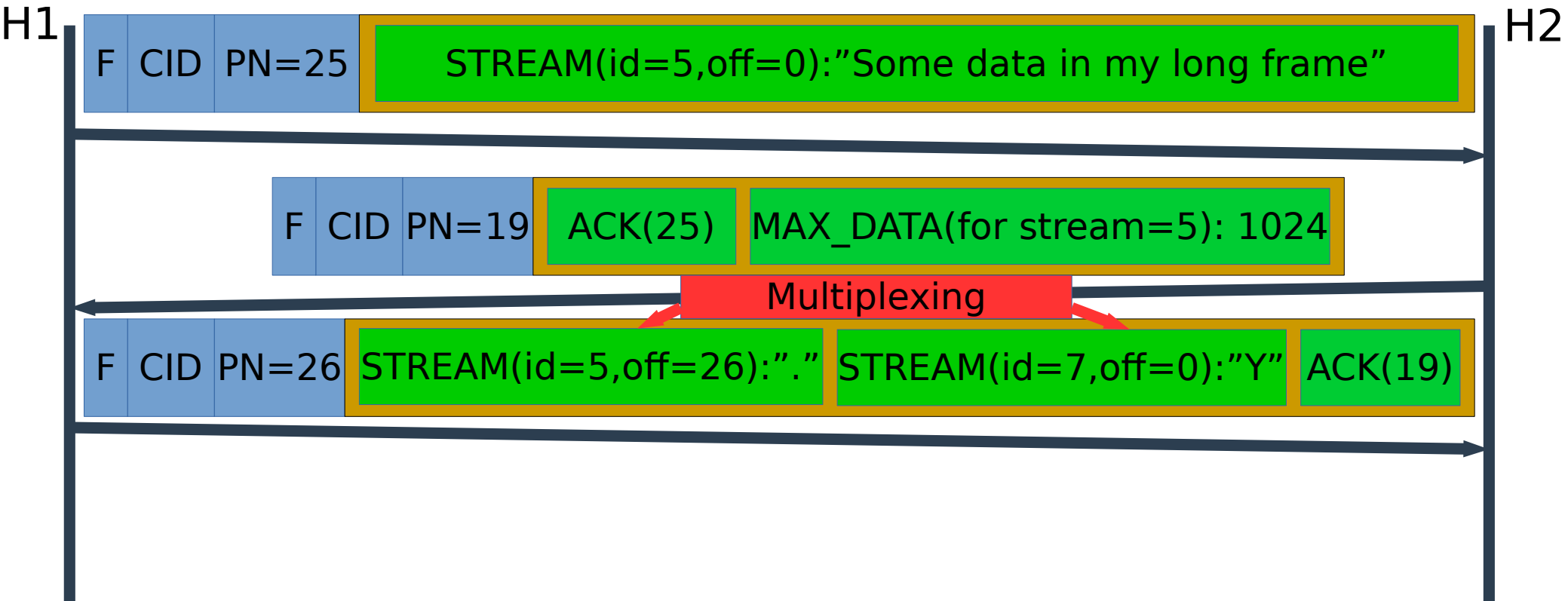
# QUIC Data Transfer



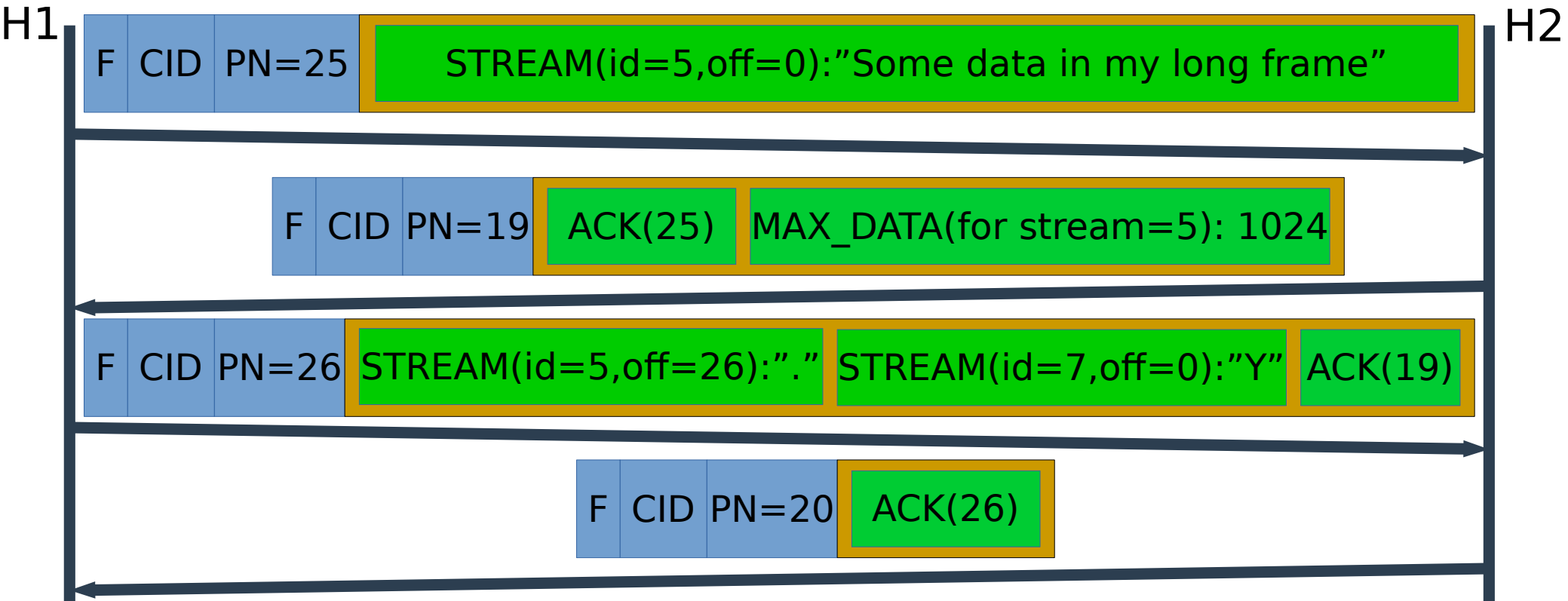
# QUIC Data Transfer



# QUIC Data Transfer



# QUIC Data Transfer



# Why Multipath QUIC?

- **QUIC assumes a single-path flow**



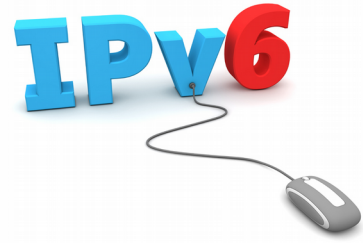
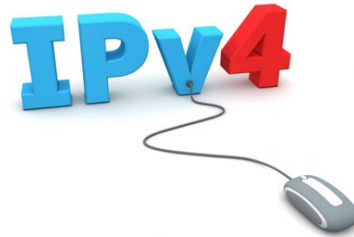
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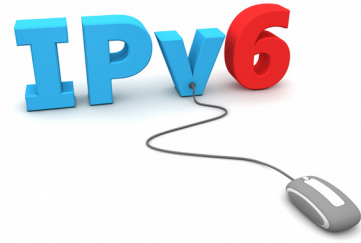
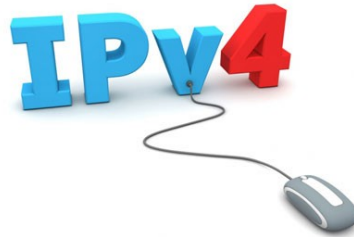
# Why Multipath QUIC?

- QUIC assumes a single-path flow



# Why Multipath QUIC?

- **QUIC assumes a single-path flow**



- **Multipath QUIC**

- Bandwidth aggregation
- Seamless network handover
  - Can try new WiFi while keeping using LTE

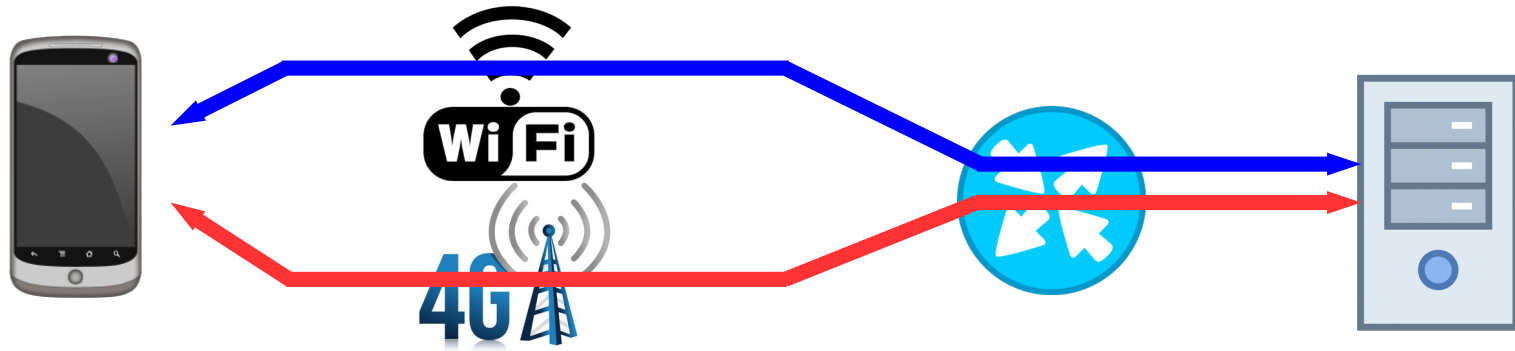
# Design of Multipath QUIC

- **Connection is composed of a set of paths**



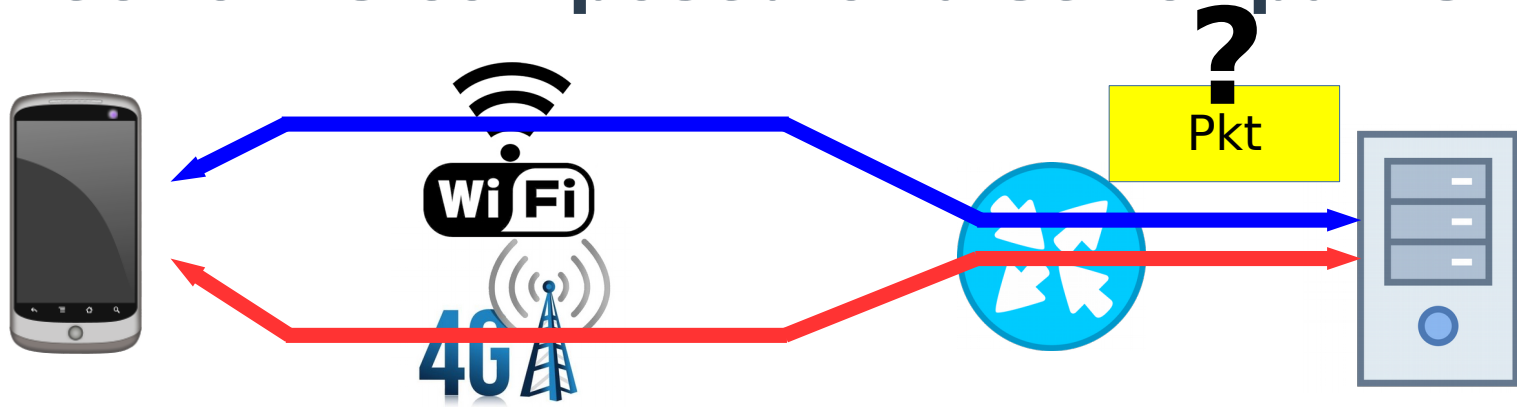
# Design of Multipath QUIC

- Connection is composed of a set of paths



# Design of Multipath QUIC

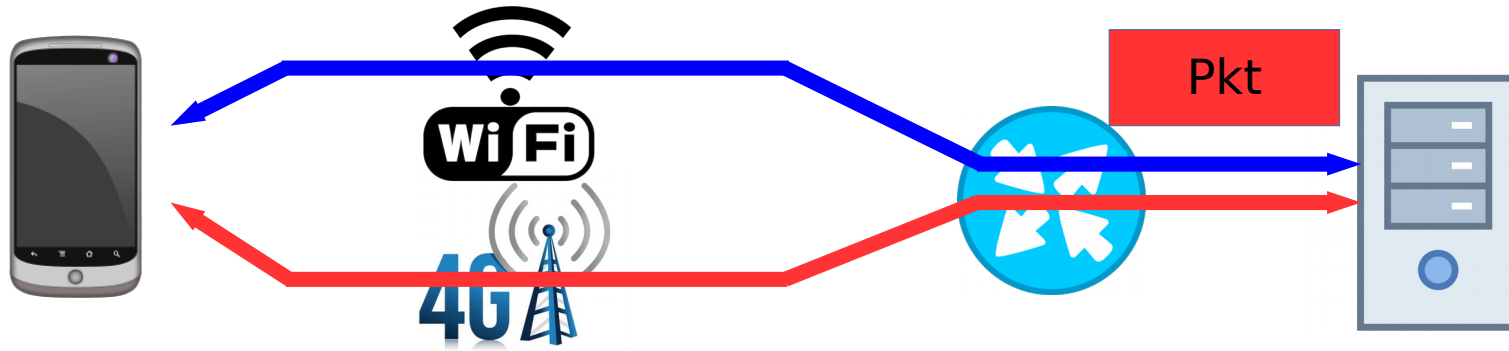
- Connection is composed of a set of paths



Performance monitoring?  
Loss detection?  
Path congestion control?

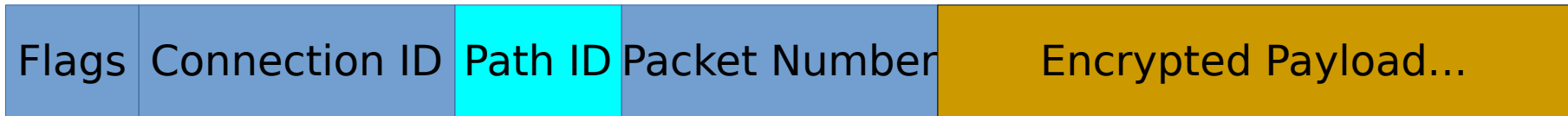
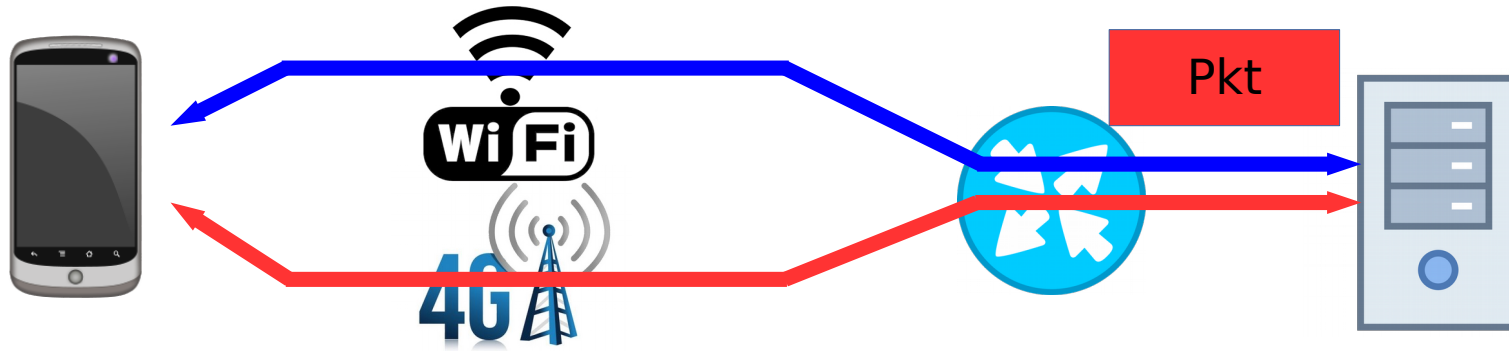
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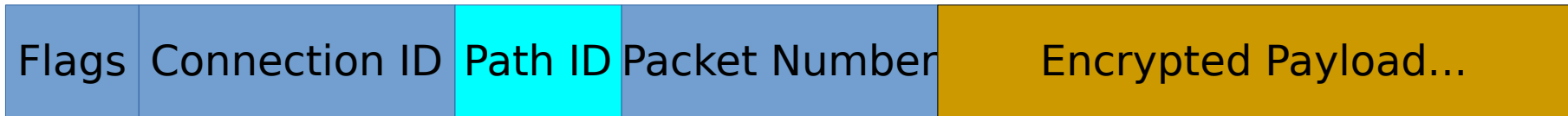
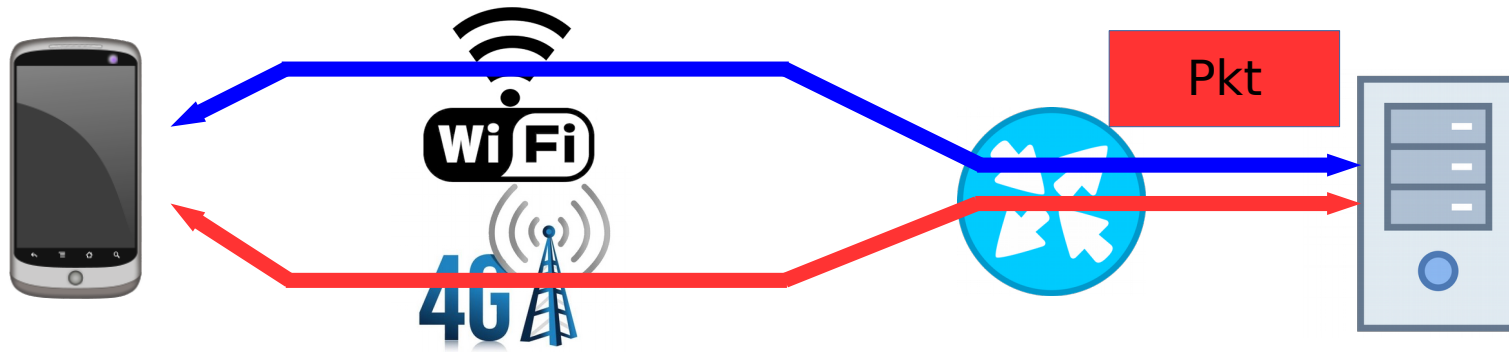


Explicit path identification



# Design of Multipath QUIC

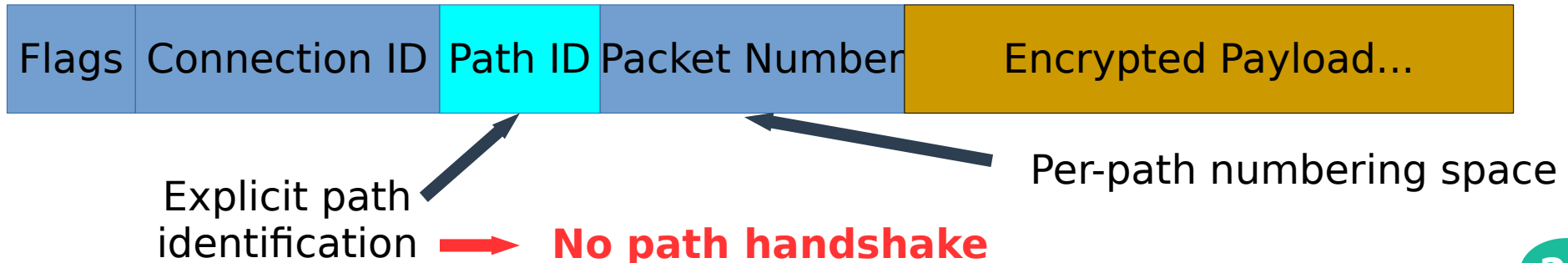
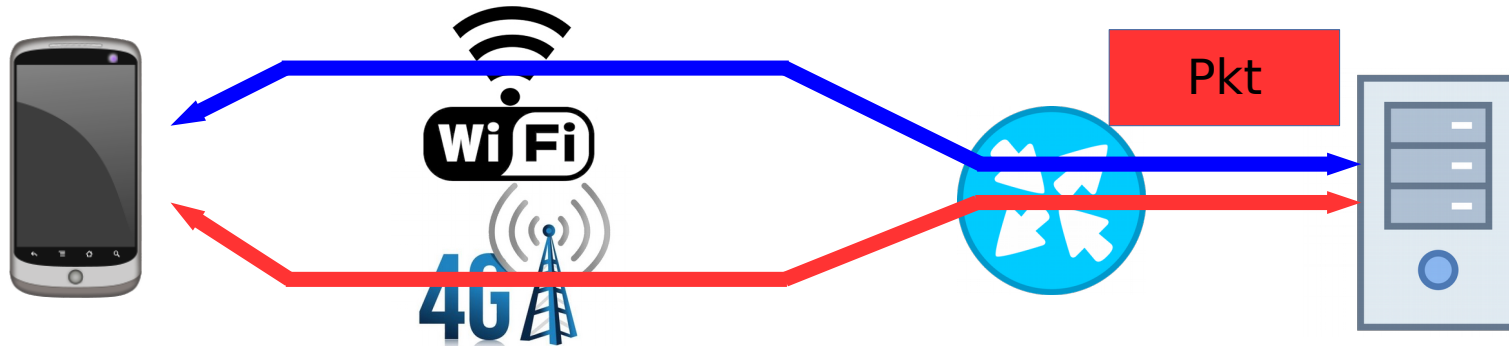
- Connection is composed of a set of paths



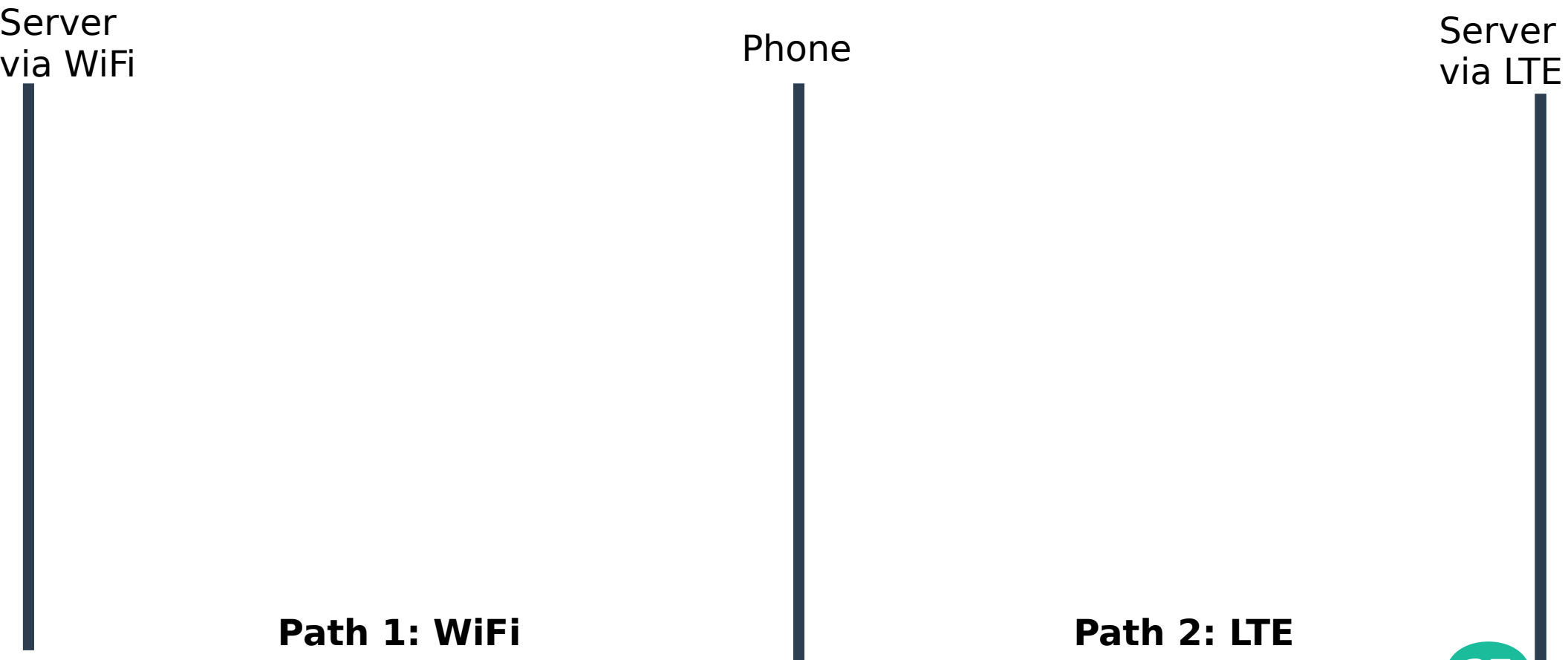
Explicit path identification → **No path handshake**

# Design of Multipath QUIC

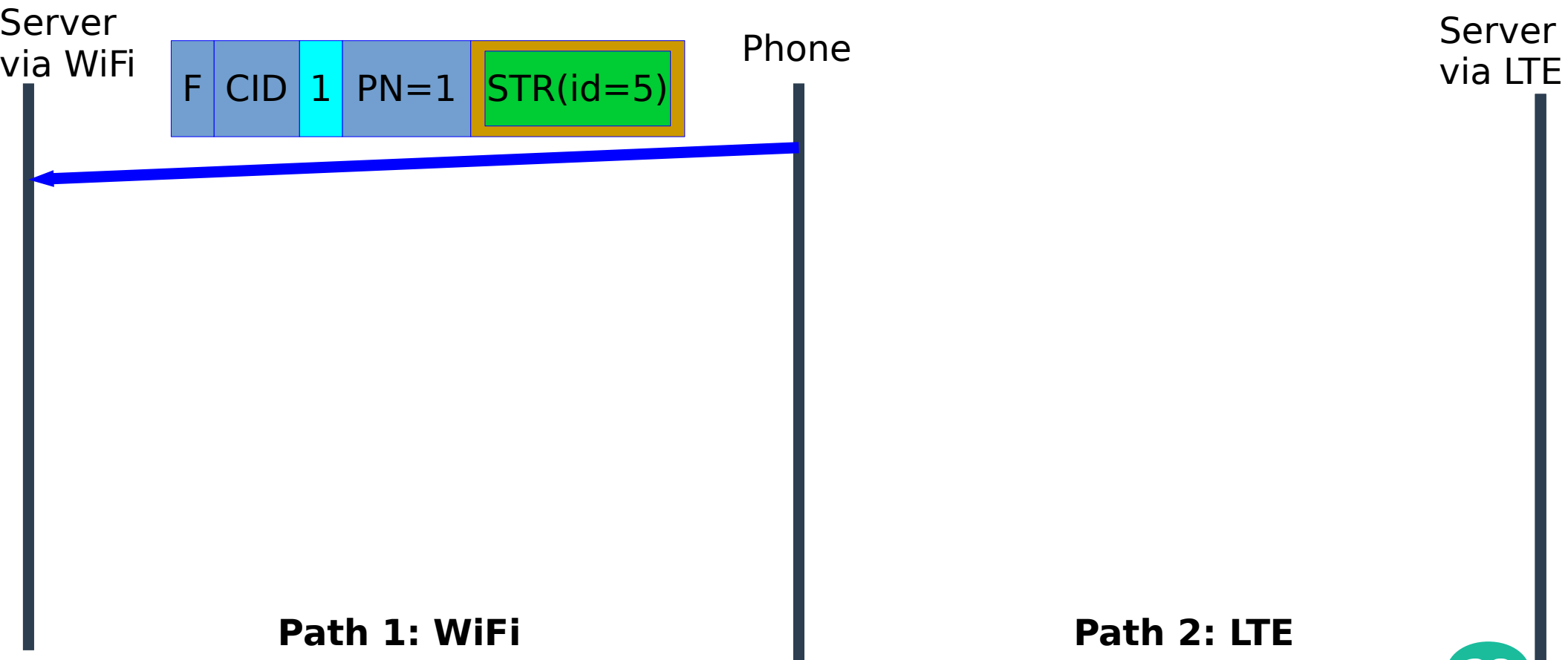
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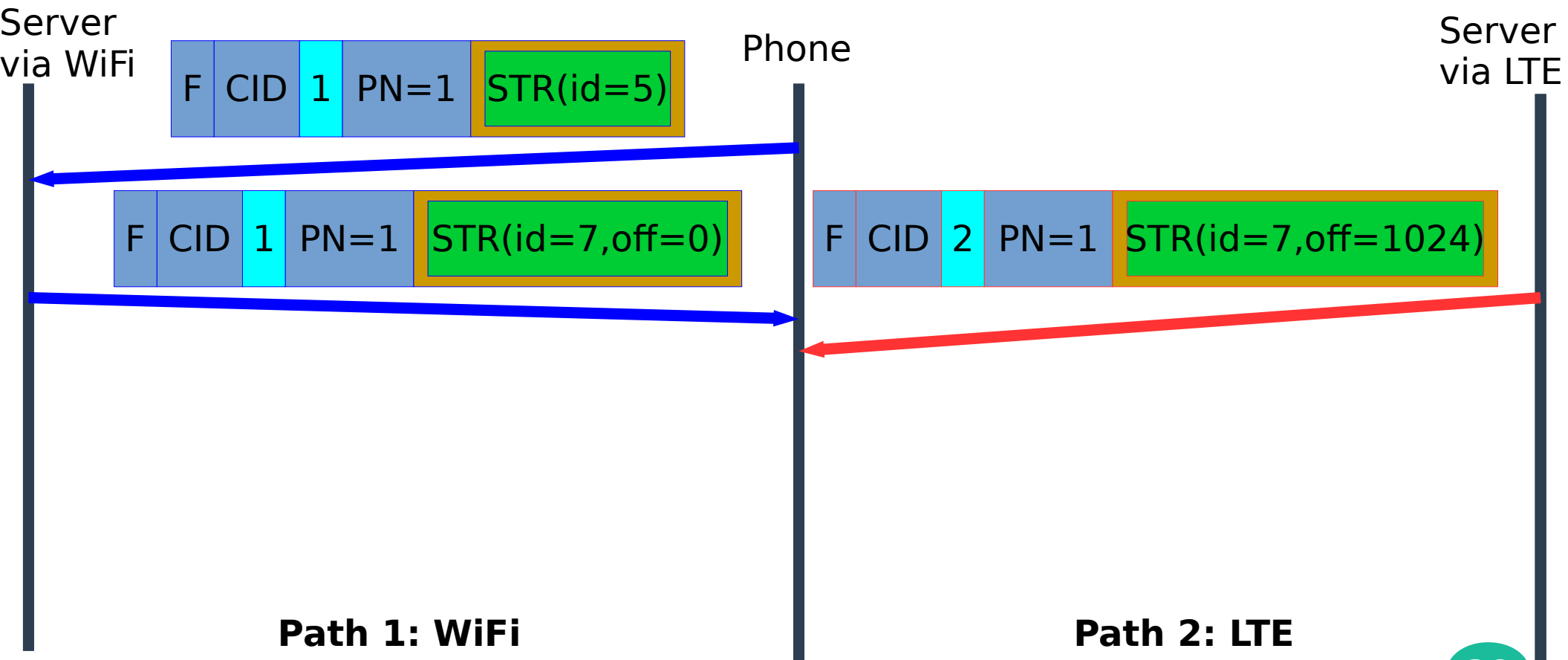
# Multipath QUIC Data Transfer



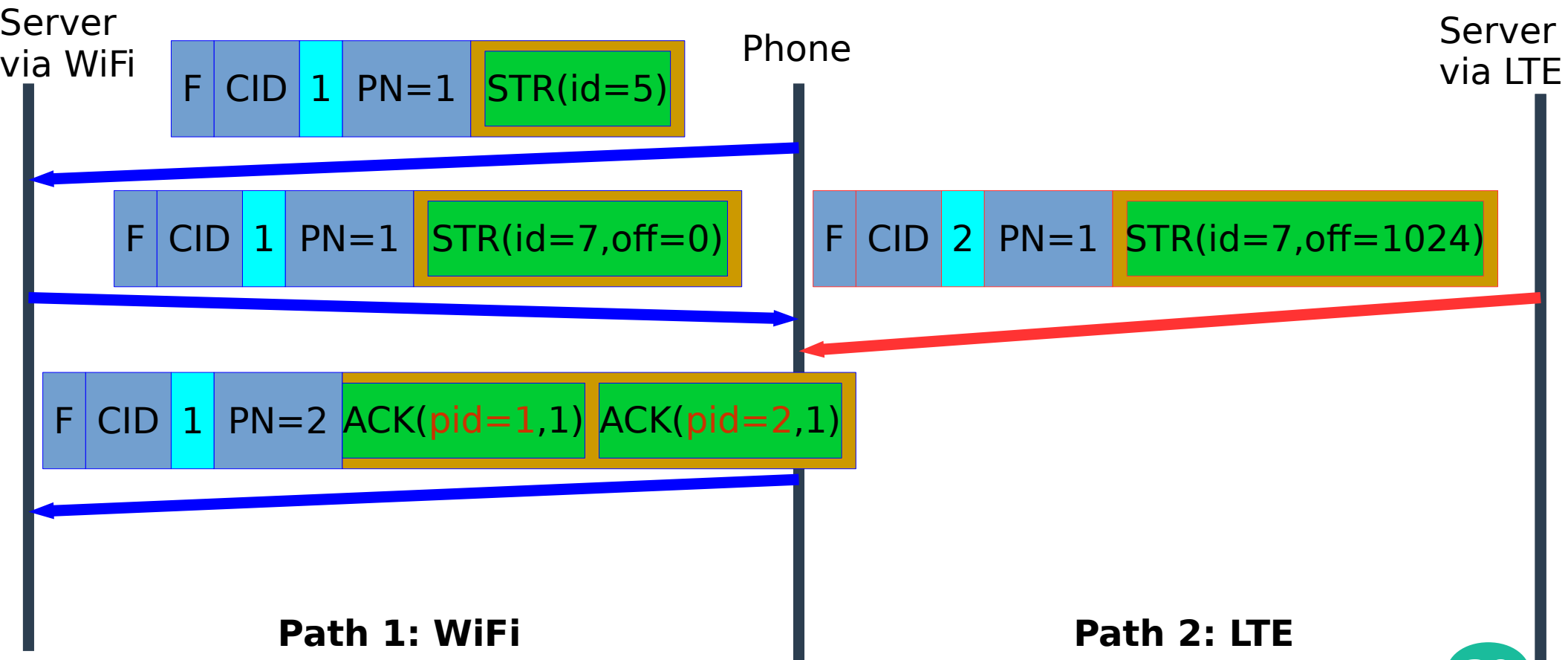
# Multipath QUIC Data Transfer



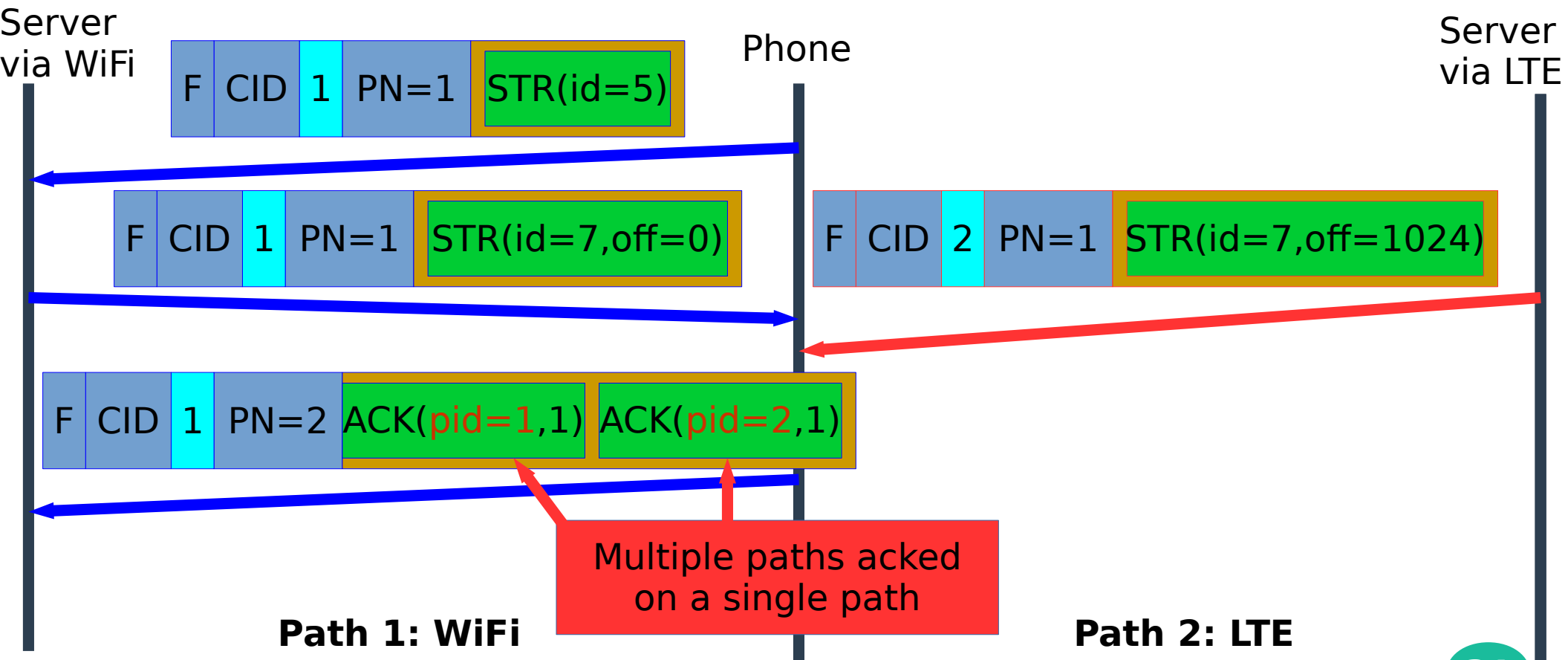
# Multipath QUIC Data Transfer



# Multipath QUIC Data Transfer



# Multipath QUIC Data Transfer



# Multipath Mechanisms

- **Path management**



IP1

IP2

IP3

IP4





# Multipath Mechanisms

- **Path management**



IP1



IP3

IP2

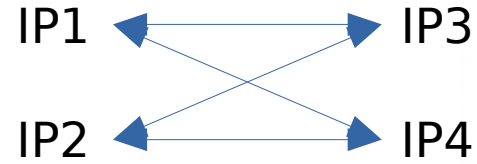


IP4

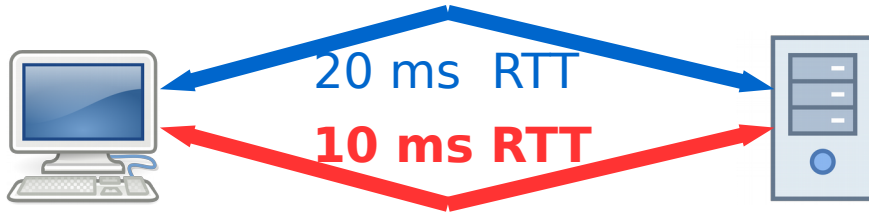


# Multipath Mechanisms

- Path management



- Packet scheduling



# Multipath Mechanisms

- Path management
- Packet scheduling



IP1

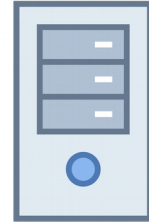


IP3

IP2



IP4



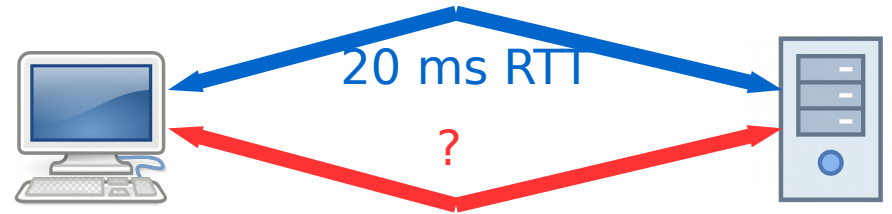
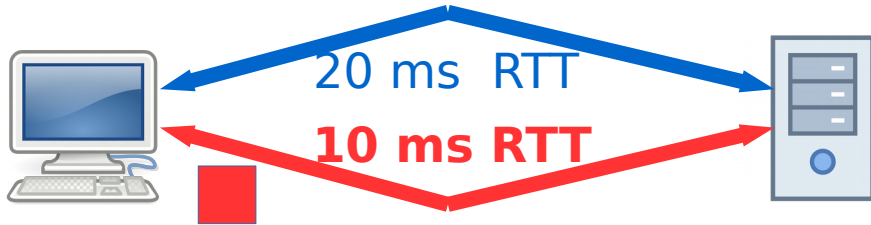
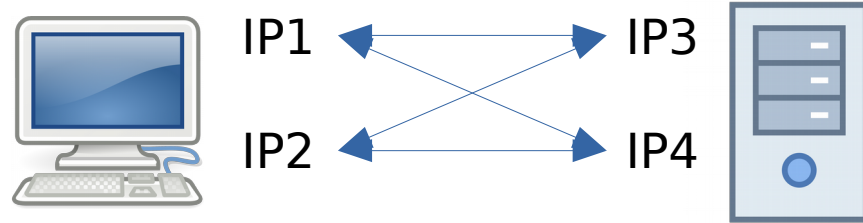
20 ms RTT

10 ms RTT



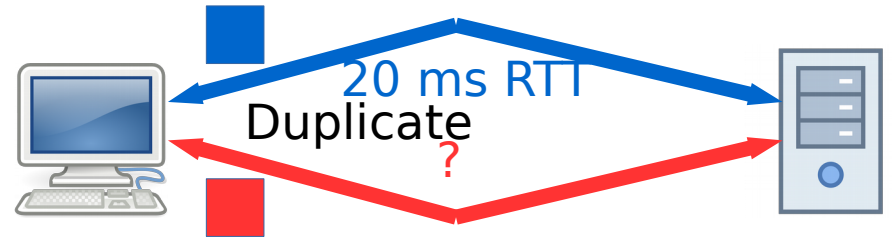
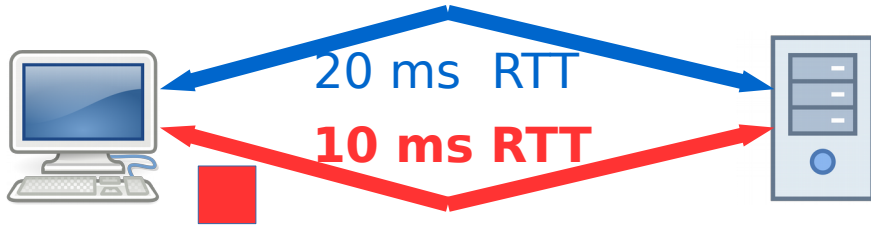
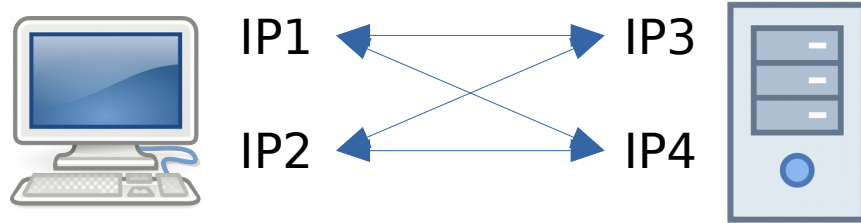
# Multipath Mechanisms

- Path management
- Packet scheduling



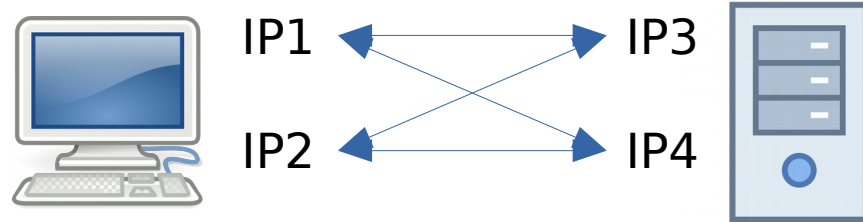
# Multipath Mechanisms

- Path management
- Packet scheduling

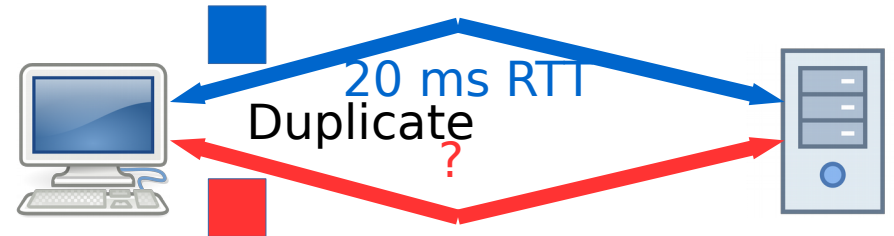
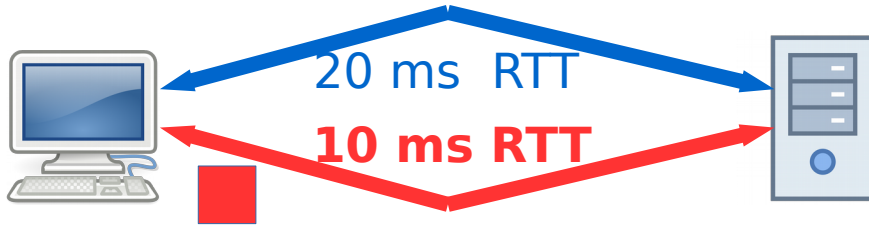


# Multipath Mechanisms

- **Path management**



- **Packet scheduling**

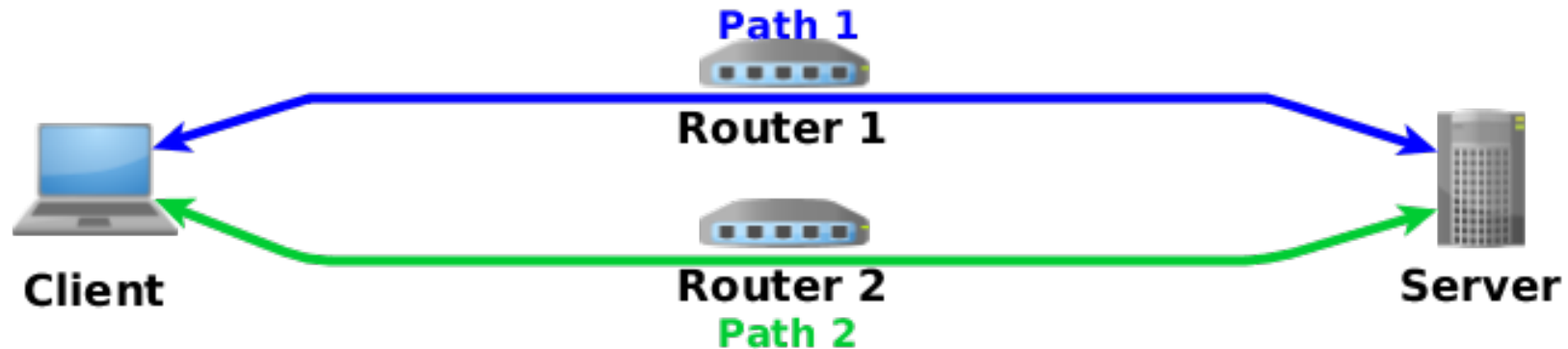


- **Congestion control**

- Opportunistic Linked Increase Algorithm

# Evaluation of Multipath QUIC

- **(Multipath) QUIC vs. (Multipath) TCP**
  - Multipath QUIC: quic-go
  - Linux Multipath TCP v0.91 with default settings
- **Mininet environment with 2 paths**



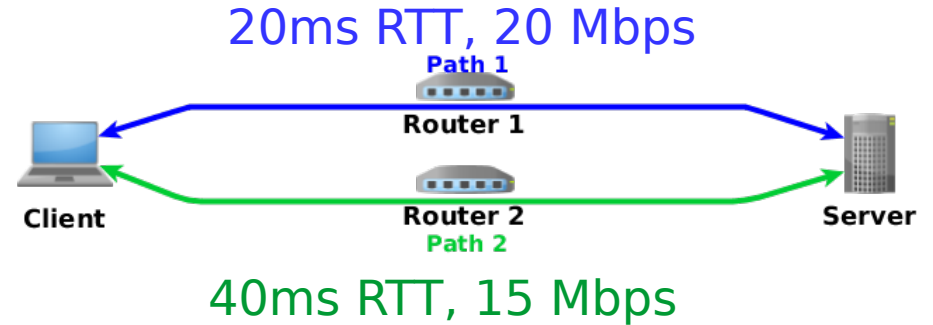
# Evaluating Bandwidth Aggregation

- **Download of 20 MB file**
  - Over a single stream
  - Collect the transfer time



# Evaluating Bandwidth Aggregation

- **Download of 20 MB file**
  - Over a single stream
  - Collect the transfer time
- **For a loss-free scenario**



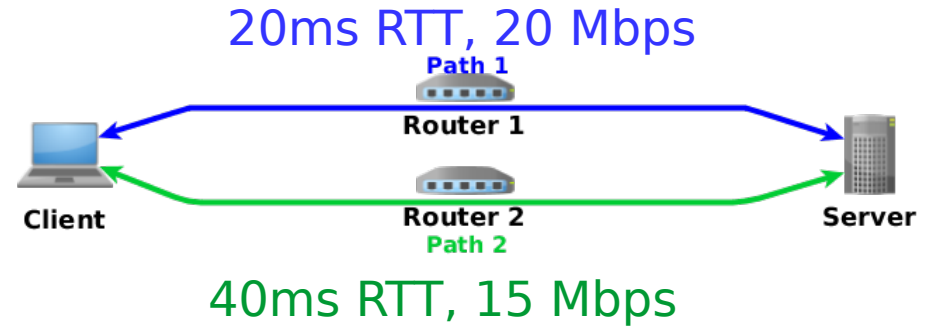
# Evaluating Bandwidth Aggregation

- **Download of 20 MB file**

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- **For a loss-free scenario**

- MPQUIC has 13% speedup compared to MPTCP



# Evaluating Bandwidth Aggregation

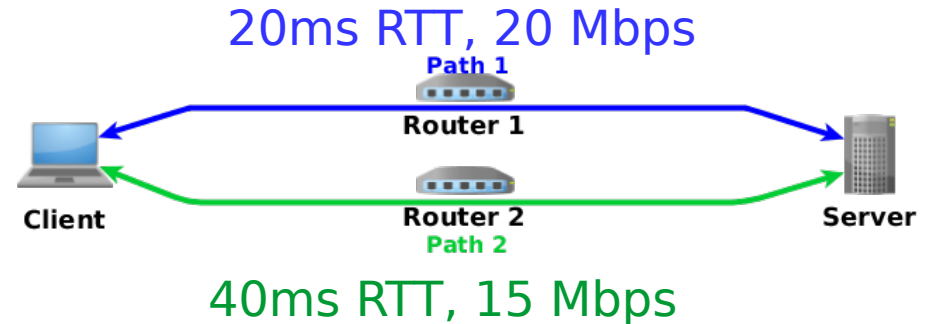
- **Download of 20 MB file**

- Over a single stream
- Collect the transfer time

- **For a loss-free scenario**

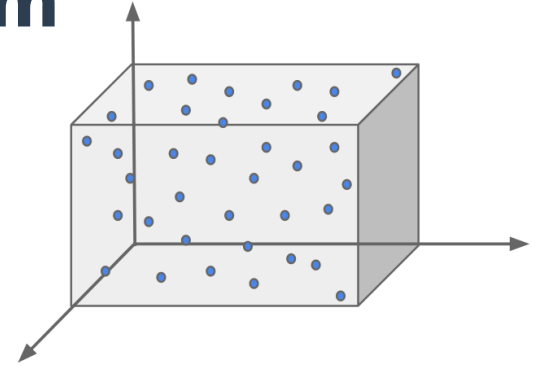
- MPQUIC has 13% speedup compared to MPTCP

- **But what about other topologies?**



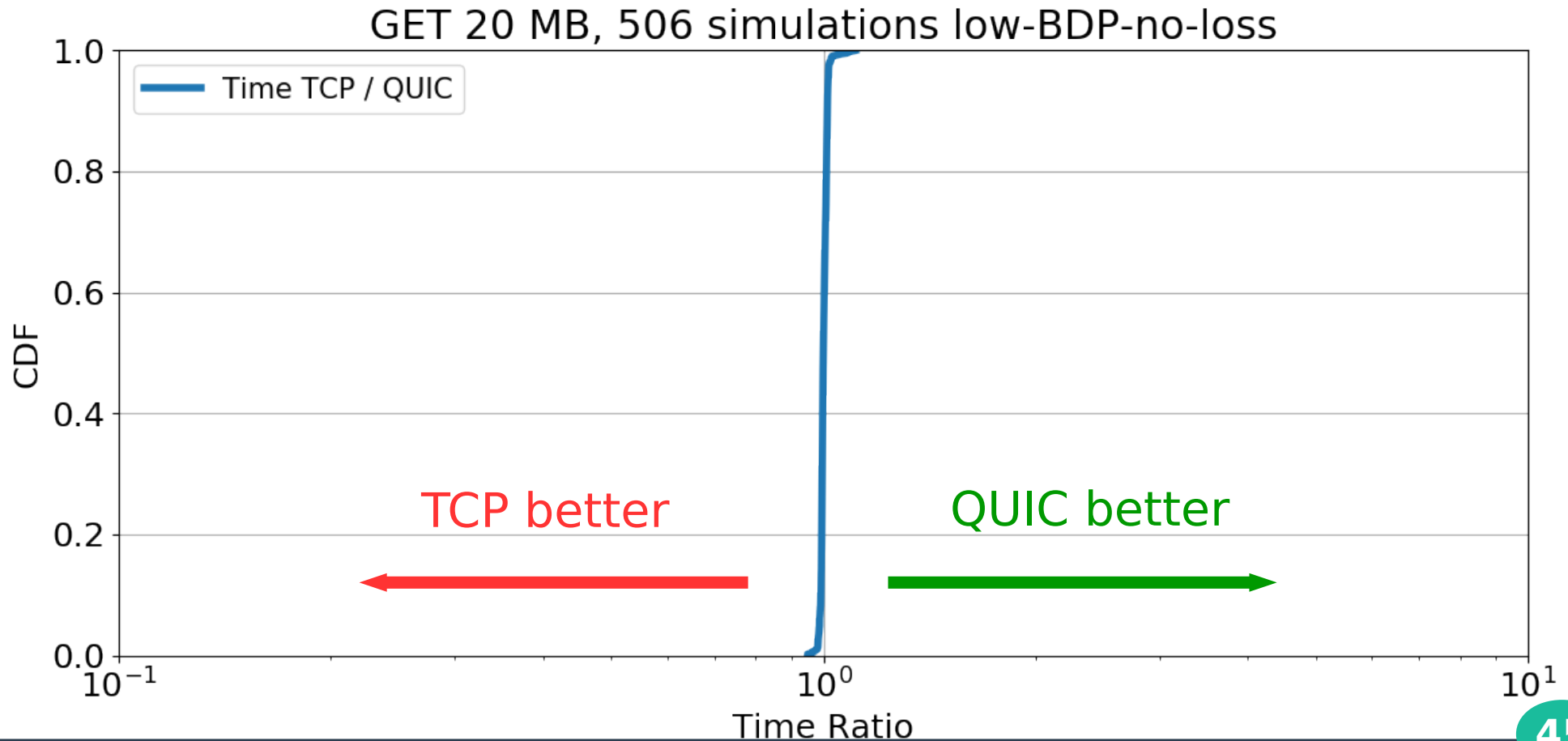
# Evaluating Bandwidth Aggregation

- **Experimental design, WSP algorithm**
- **2x253 network scenarios**
  - Vary the initial path
- **Median over 15 runs**

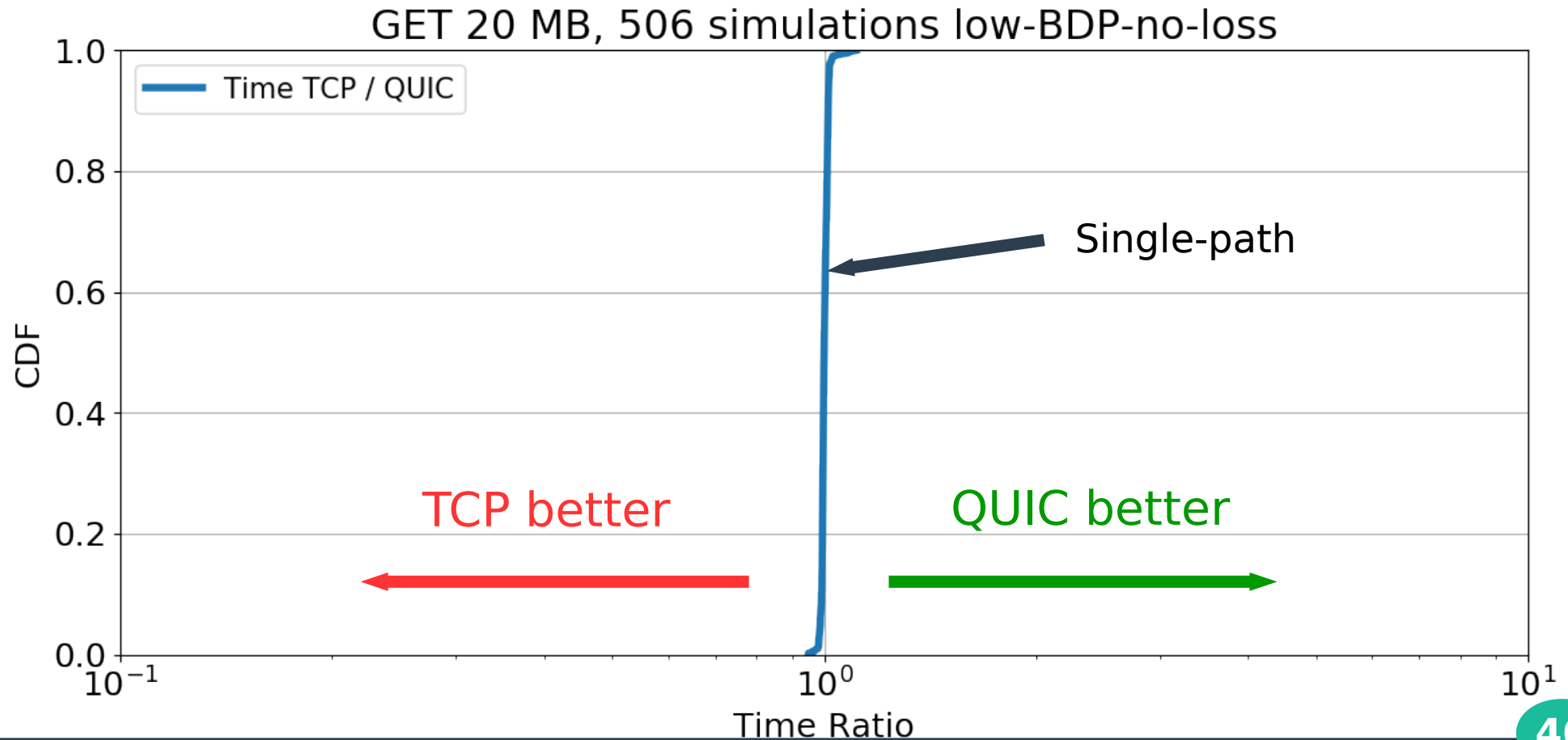


Factor	Minimum	Maximum
Capacity [Mbps]	0.1	100
Round-Trip-Time [ms]	0	50
Queuing Delay [ms]	0	100
Random Loss [%]	0	2.5

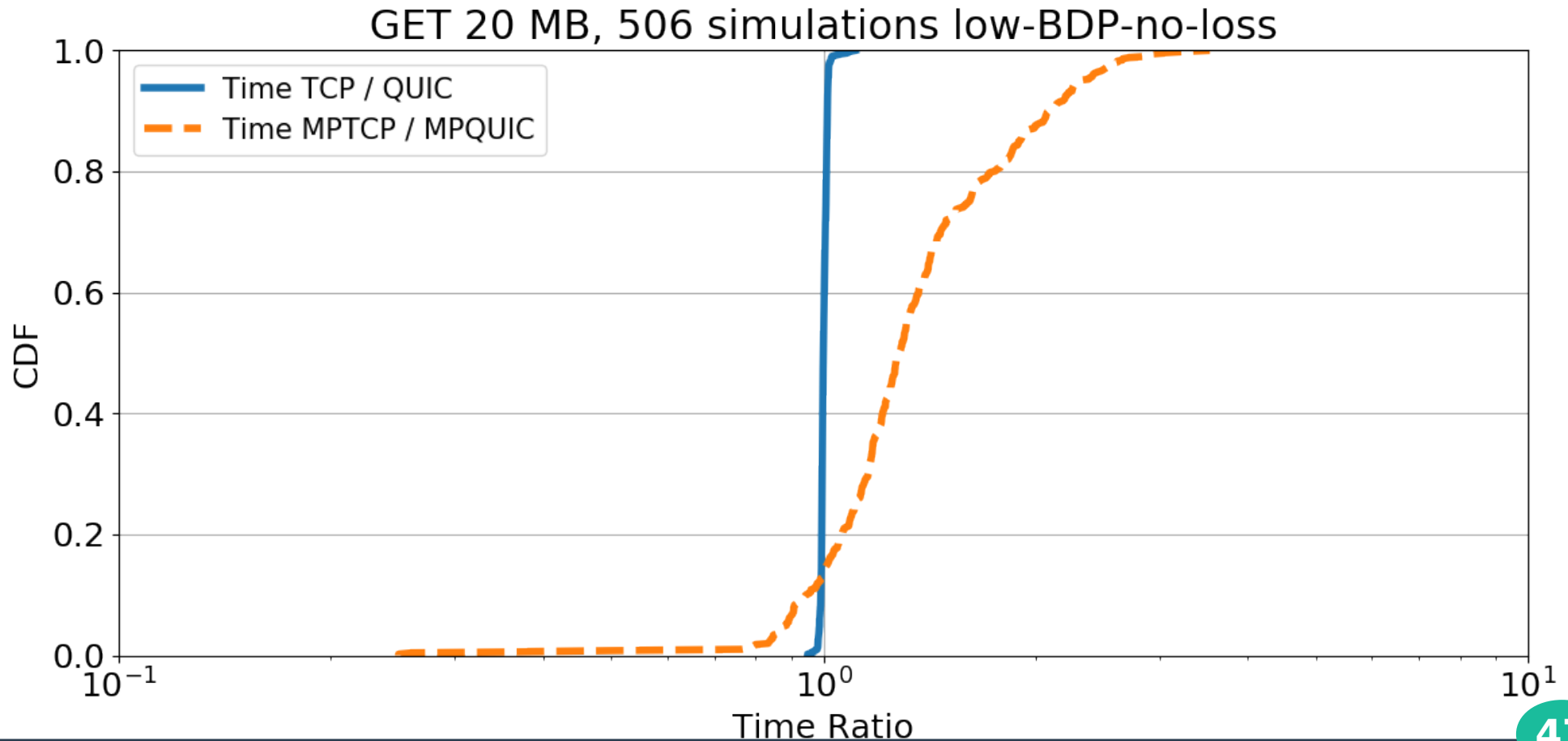
# Large File Download - No Loss



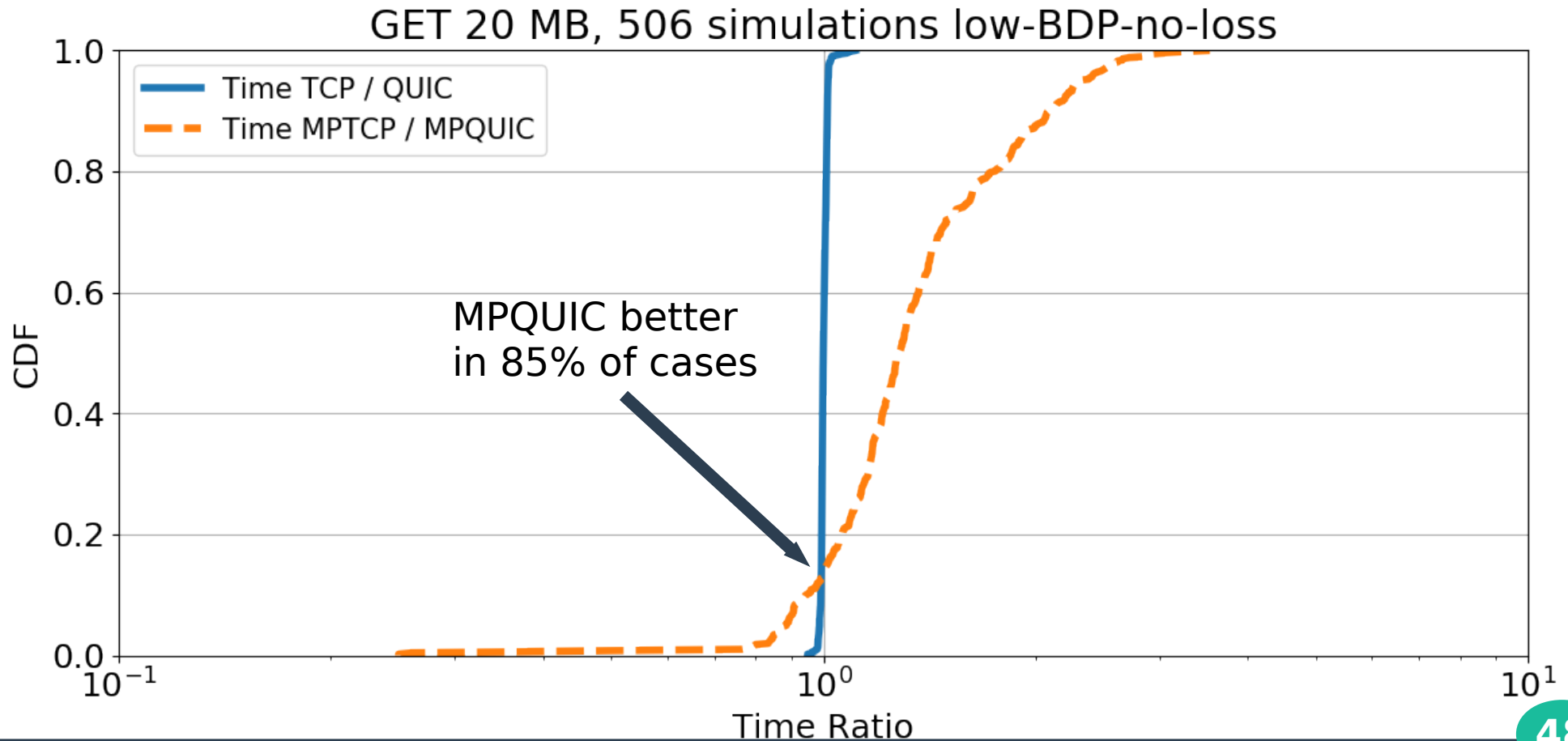
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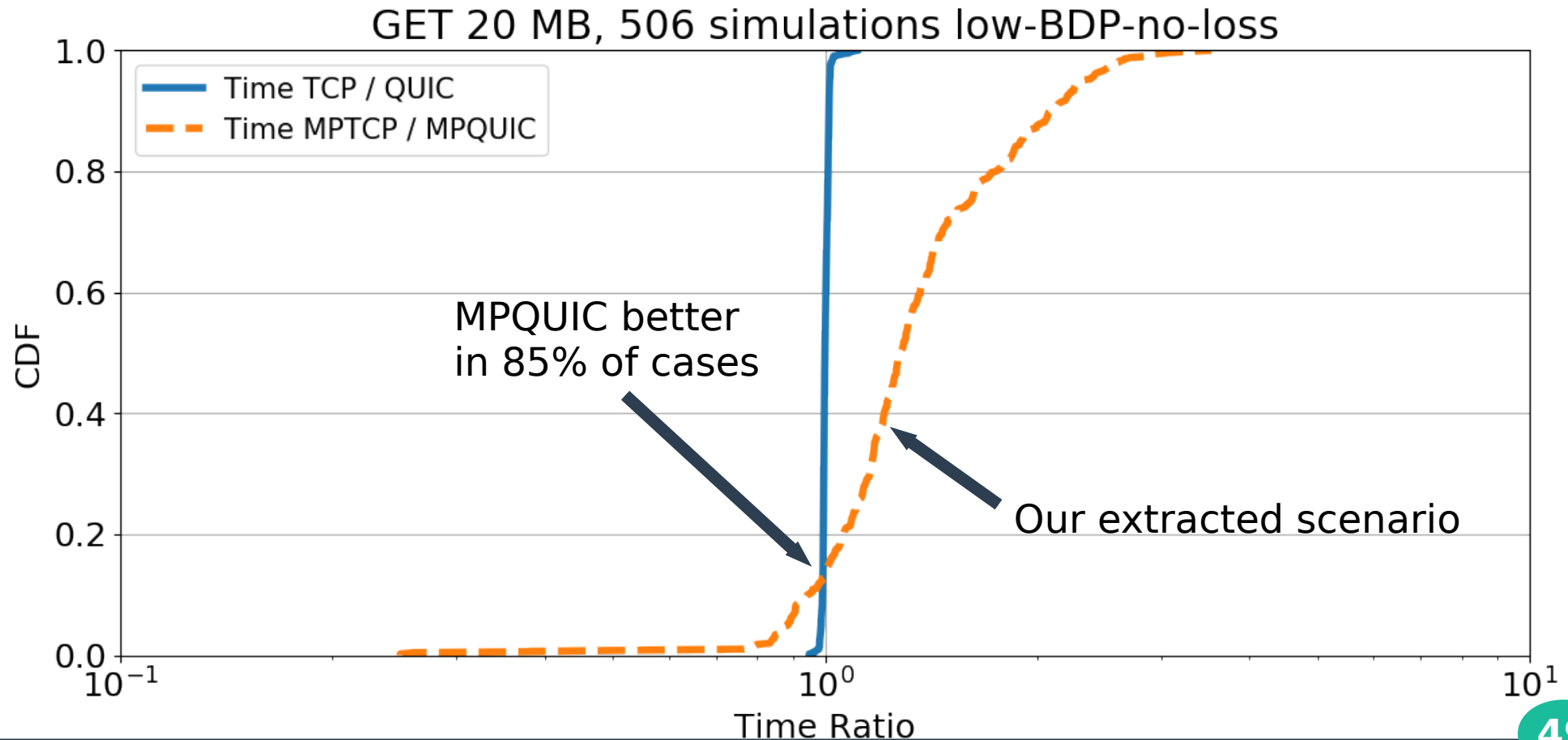


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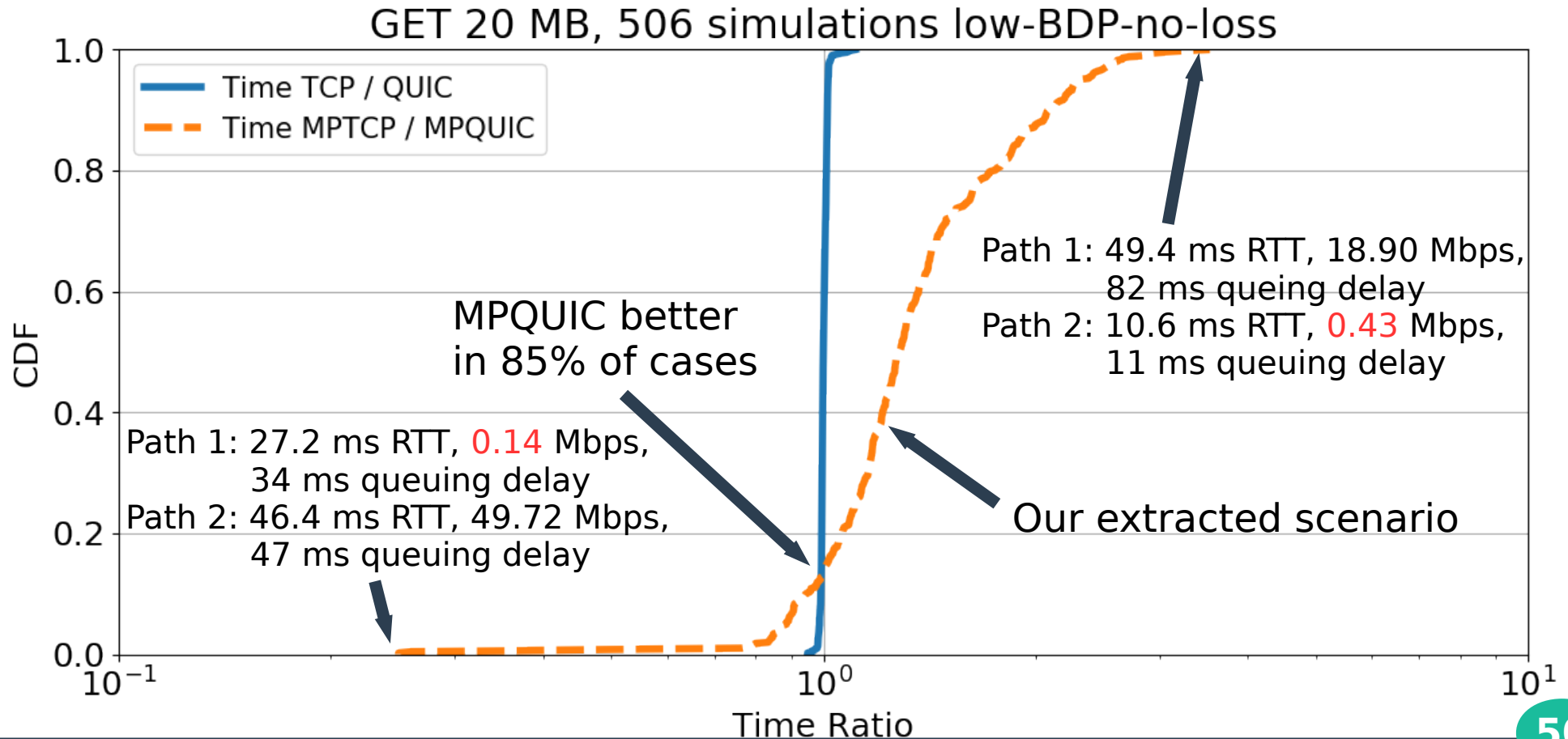




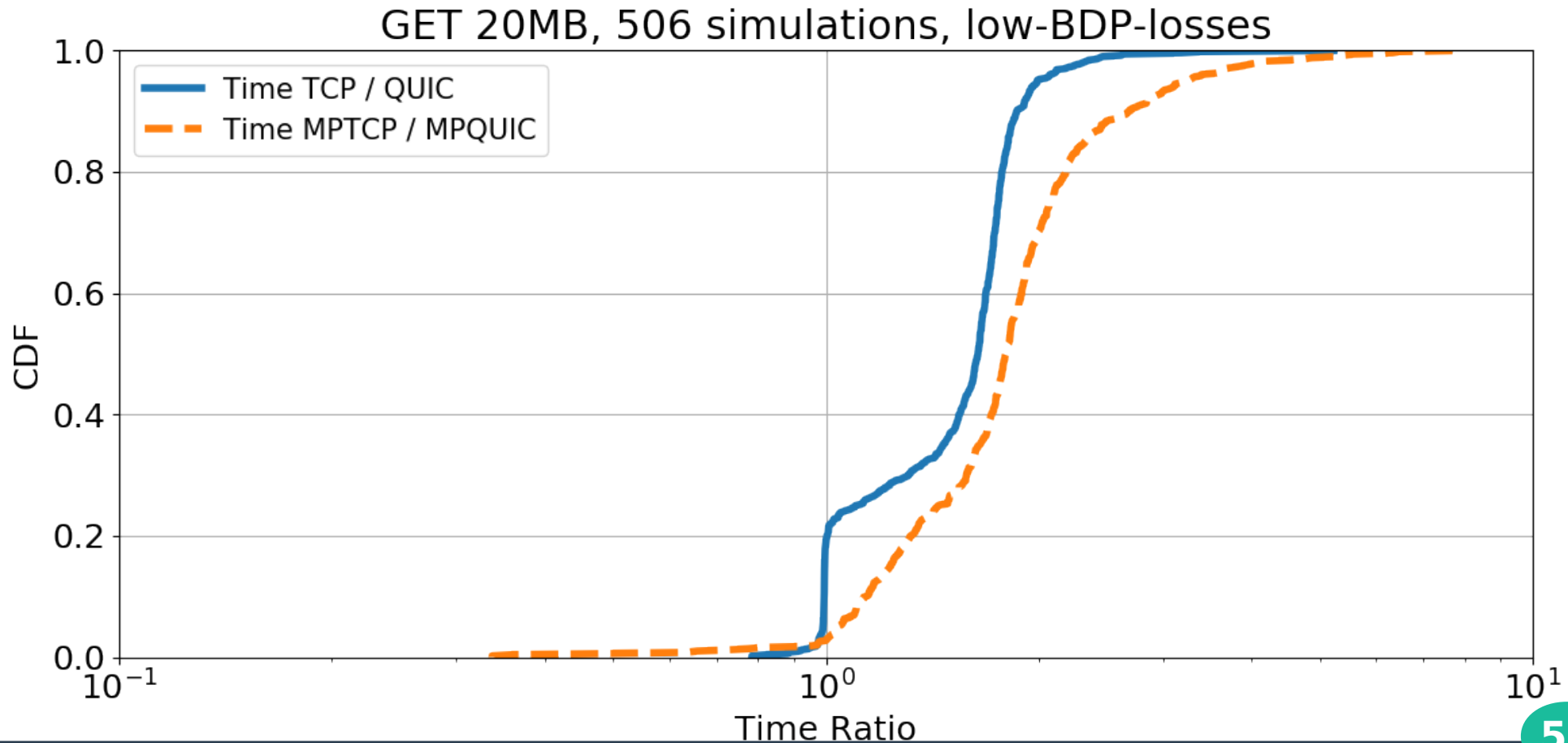
# Large File Download - No Loss



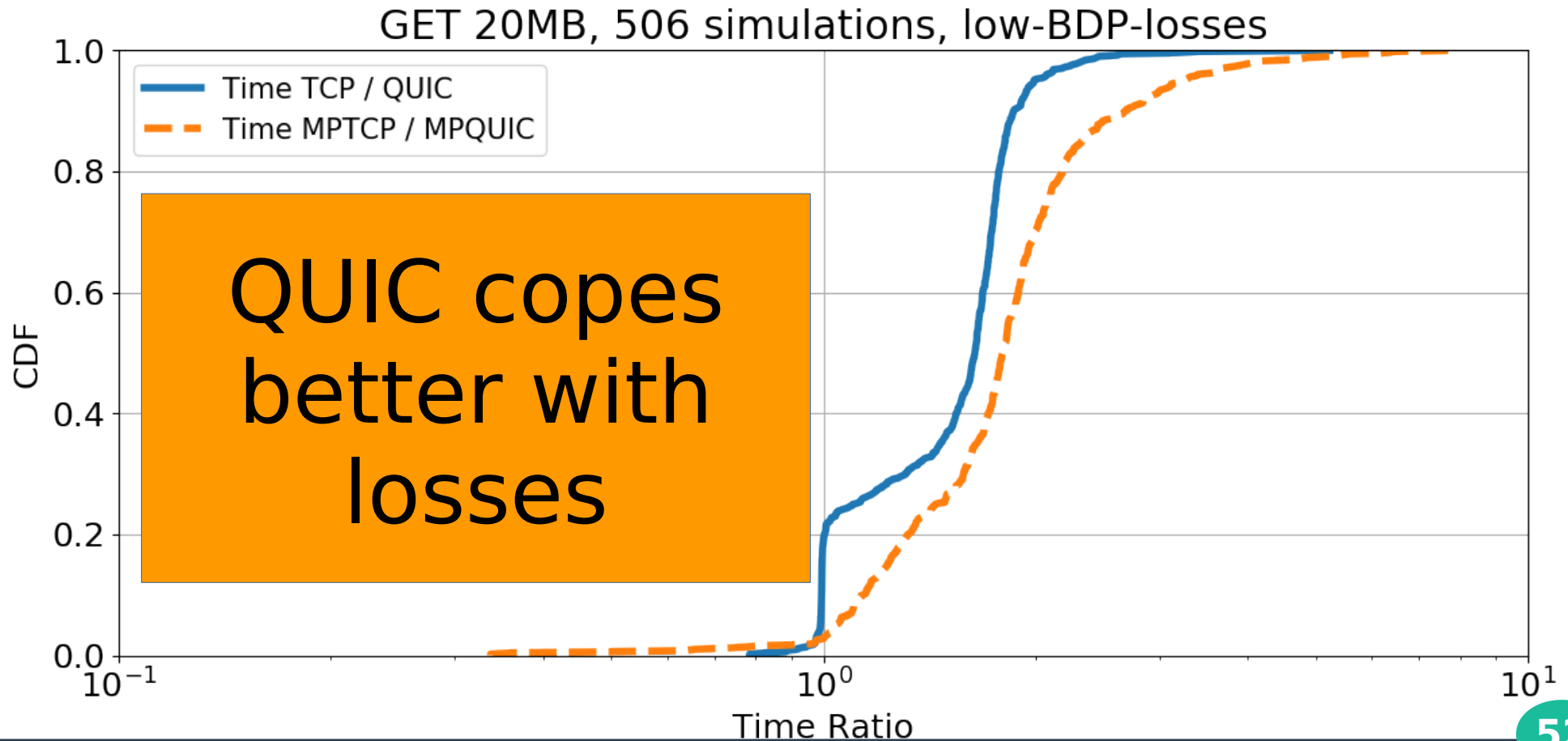
# Large File Download - No Loss



# Large File Download - Losses



# Large File Download - Losses



# Additional Results (see paper)

- **QUIC benefits more of Multipath than TCP**
- **Bandwidth aggregation in high BDP**
  - MPQUIC still better performs than MPTCP
- **Short file transfers**
  - (MP)QUIC better thanks to its low latency handshake
- **Network handover**
  - MPQUIC can be very efficient
  - New frame to communicate path state

# Conclusion

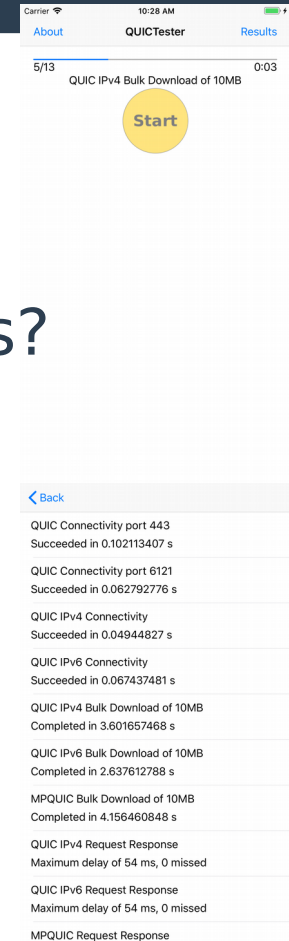
- **Multipath should be part of any transport protocol**
  - Most devices are multihomed
- **Designed and implemented Multipath QUIC**
  - Source code + artifacts + IETF draft available
  - See [multipath-quic.org](https://multipath-quic.org)
- **Multipath more promising with QUIC than TCP**

# What's Next?

- **Perform tests in actual networks**
  - Does (MP)QUIC work in **your** networks?
  - Does MPQUIC provides better performances?
  - Application running on iOS11
    - <https://itunes.apple.com/fr/app/quictester/id1322019644?mt=8>
  - Feel free to provide feedback :-)



## QUICTester



**Thanks!**

**[multipath-quic.org](https://multipath-quic.org)**

