

Measured HTTP Performance and Fun Factors

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ITC 2001 Salvador da Bahia, Brasil, Dec. 2001

Outline

- Introduction
- Measurement Results
 - single items
 - multiple items and parallel connections
- Fun Factors

Introduction

Introduction

Measurement Results

- Single Items
- Multiple Items

Fun Factors

- Network QoS determines usability of streaming applications ... and joy of use for elastic applications

Why have QoS for elastic traffic?

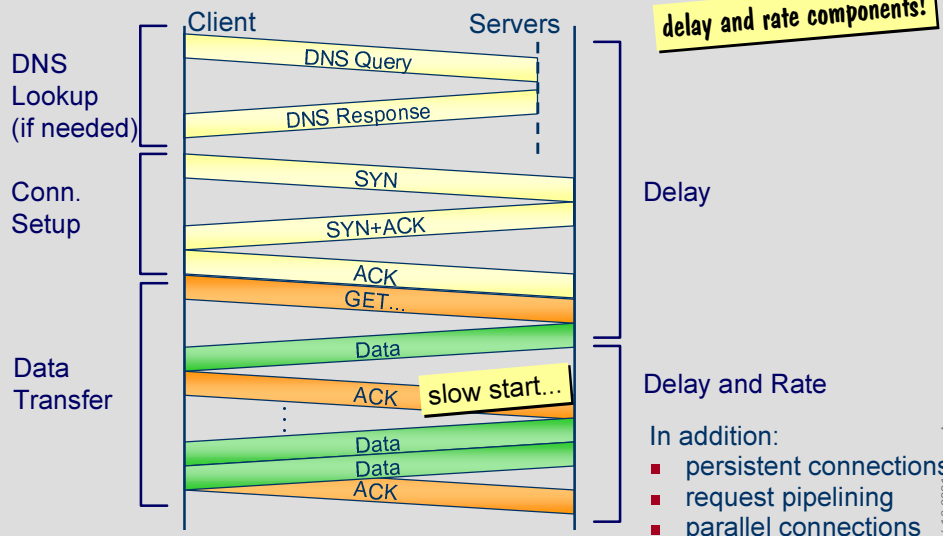
- because commercial applications will require it
 - commercial information services
 - home / mobile shopping
 - home / mobile banking

QoS is not only important for continuous media!

- Our picture of the Internet is dominated by the QoS delivered with today's major services (elastic traffic)
 - Would you entrust your time critical applications to an Internet proving unreliable during "normal" operations like Web browsing?

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Introduction Web Browsing



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Web Delay Components

Introduction

Measurement Results

- Single Items
- Multiple Items

Fun Factors

- DNS Latency
 - server delay, retries
- Network Delay
 - propagation, processing, queueing
- Server Reaction Times
 - SYN, GET, database lookups, page construction
- Client Reaction Times
 - reactions to DNS answer and TCP SYN
- Content Transmission Time
- Others (HTTP problems)
 - HTTP redirections, protocol mismatches (GET→RST)

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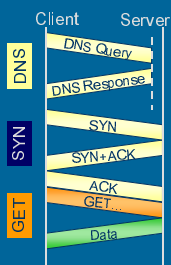
Web Delay Components Mean Shares during DNS - SYN - GET (one item)

Introduction

Measurement Results

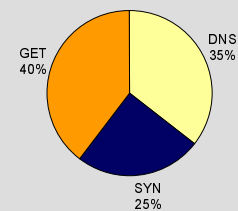
- Single Items
- Multiple Items

Fun Factors

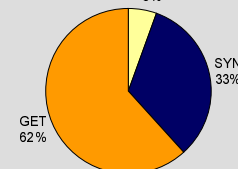


Habib/Abrams 2000

Cache Miss

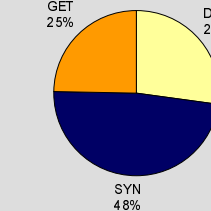


Cache Hit

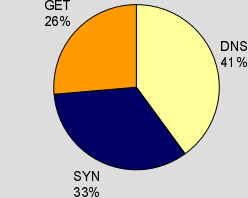


Charzinski 2001

Trace A: ADSL



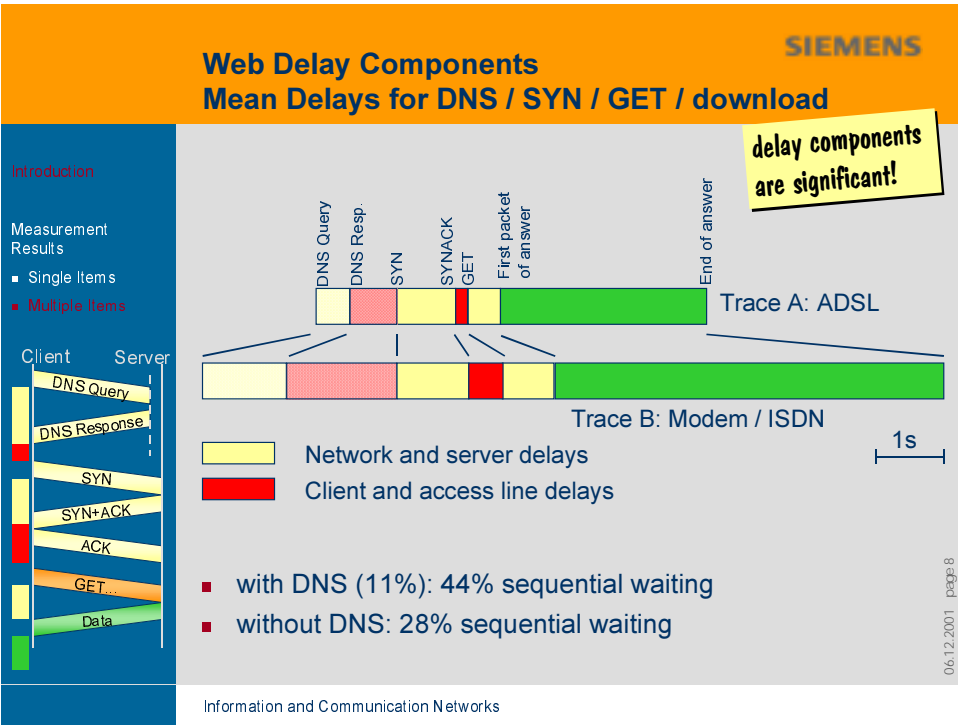
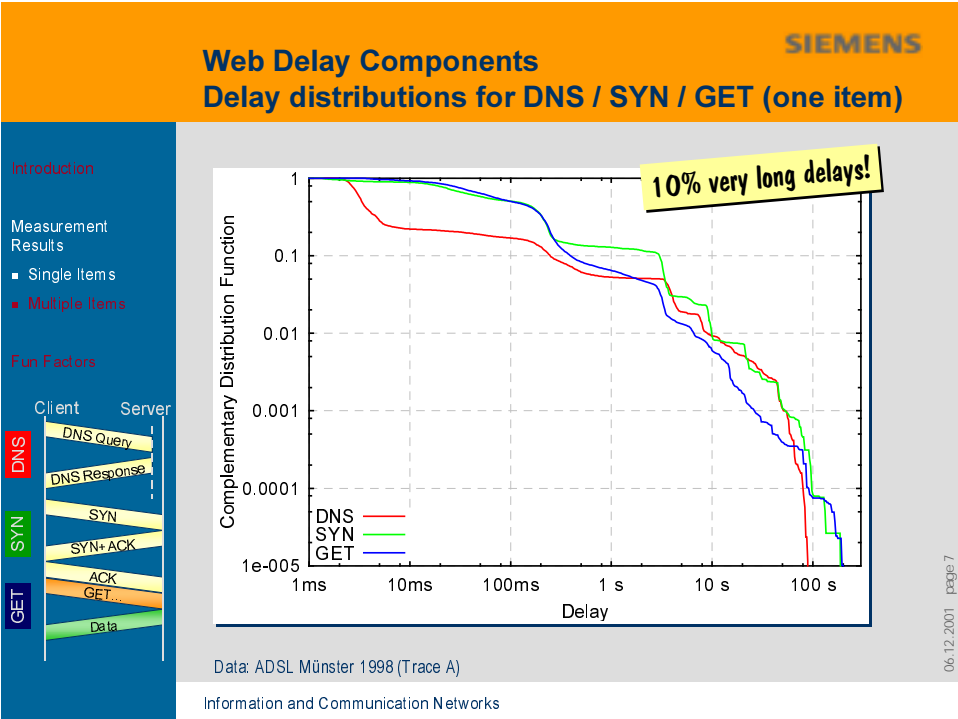
Trace B: Modem/ISDN



DNS Lookup only for 11% of all TCP connections

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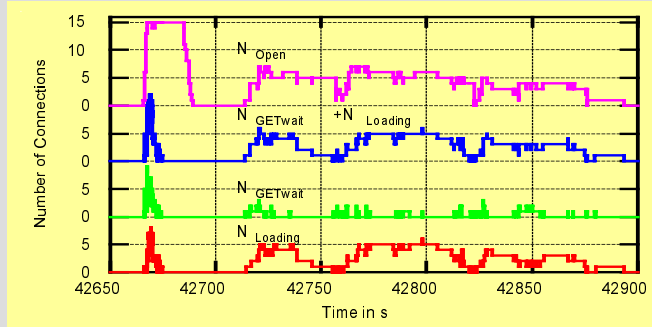
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Parallel Connections

- Introduction
- Measurement Results
 - Single Items
 - Multiple Items
- Fun Factors

■ Excerpt from a trace for one client

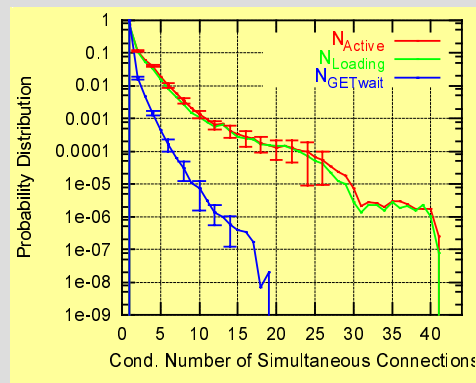
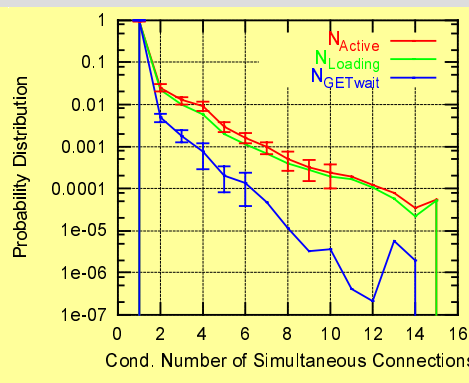


... most models assume one connection per user ...

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Parallel Connections

>40 loading connections per client observed!



Data: ADSL Münster 1998 (Trace A: ADSL)
 $P\{N_{Active} > 0\} = 17\%$
 $P\{N_{Loading} > 0\} = 15\%$
 $P\{N_{GETwait} > 0\} = 3.3\%$

**results depend on implementations:
 - browser, server and TCP**

Data: 5SL.org 1999 (Trace B: Modem/ISDN)
 $P\{N_{Active} > 0\} = 51\%$
 $P\{N_{Loading} > 0\} = 48\%$
 $P\{N_{GETwait} > 0\} = 11\%$

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Parallel Connections

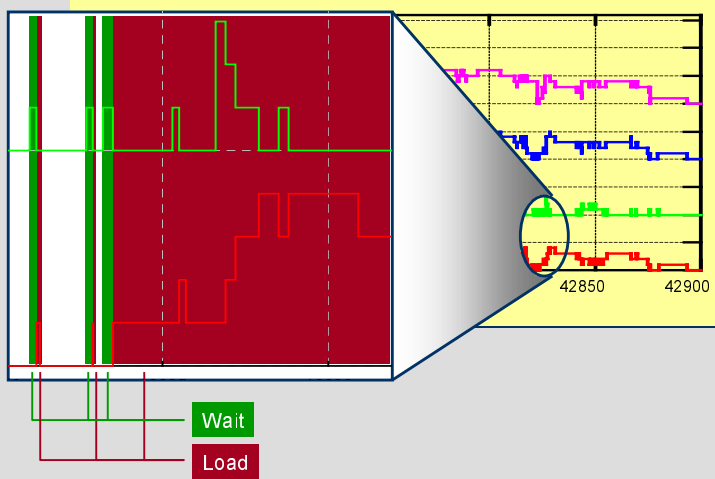
Introduction

Measurement Results

- Single Items
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Fun Factors

■ Excerpt from a trace for one client



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Number of Items

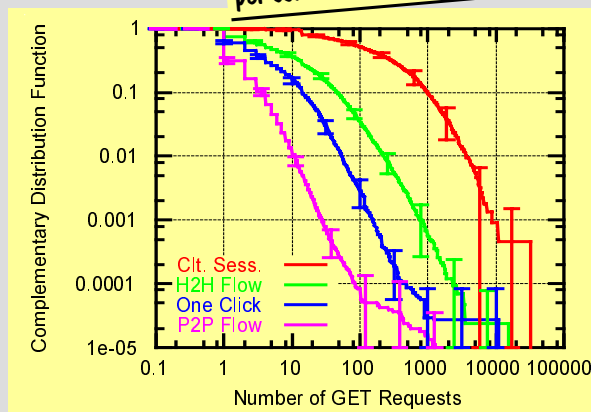
Introduction

Measurement Results

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Fun Factors

heavy tailed distributions even in number of items per connection / Web page / server / session

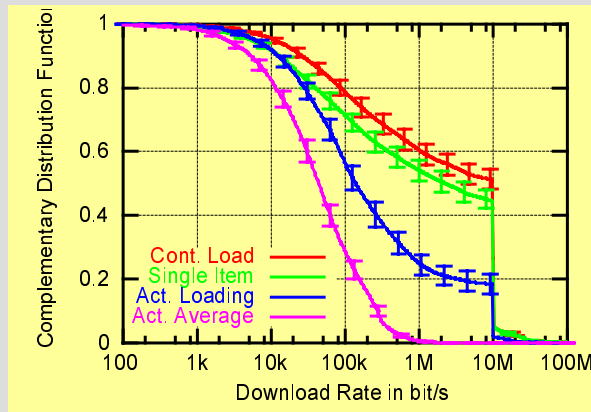


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Download Speed

- Introduction
- Measurement Results
 - Single Items
 - Multiple Items
- Fun Factors



many single-packet transfers

high speeds reached even back in 1998

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Fun Factors

- Introduction
- Measurement Results
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- Capture the relevant performance measures for HTTP applications
- delay is relative to amount of data → consider rate
- on a scale of $[0, 1]$
 - 0 = no fun at all
 - 1 = "ideal fun"
- components for different connection phases
 - waiting → delay based component
 - download → rate based component

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Fun Factors

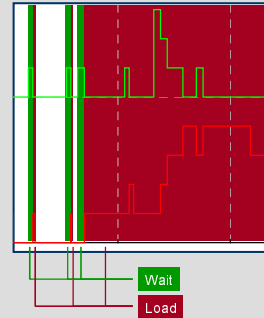
Introduction

Measurement Results

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Fun Factors

- Observed sum of delays T_D
- Sum of loading times T_L
- Sum of element sizes B_L
- Observed Rate $R_L = B_L / T_L$
- evaluation relative to target values
 - (maximum allowed) delay d_t
 - (minimum expected) rate r_t



■ "Classic" definition

$$\Phi_R = \min \left[\frac{R_L}{r_t}, 1 \right]$$

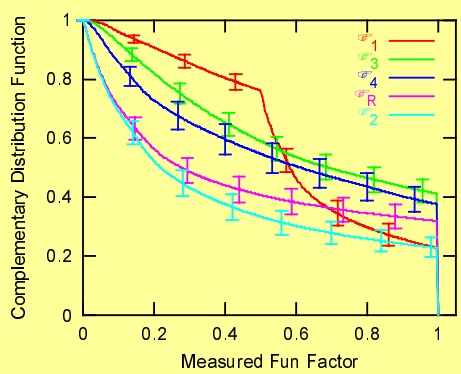
■ weighted compensation

$$\Phi_4 = \min \left[\frac{d_t + B_L / r_t}{T_D + T_L}, 1 \right]$$

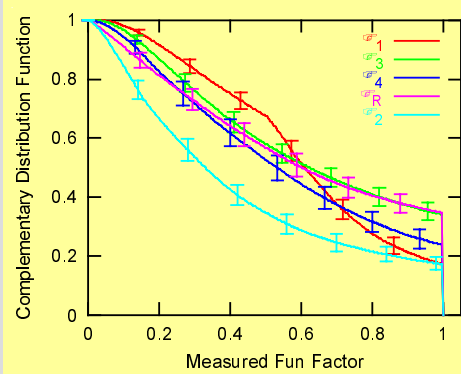
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Fun Factors Measurement Results



$d_t = 0.5s$ $P\{T_D < d_t\} = 62 \pm 2.5 \%$
 $r_t = 500kbit/s$ $P\{R_L > r_t\} = 32 \pm 3 \%$



$d_t = 0.5s$ $P\{T_D < d_t\} = 61 \pm 1.8 \%$
 $r_t = 50kbit/s$ $P\{R_L > r_t\} = 35 \pm 3 \%$

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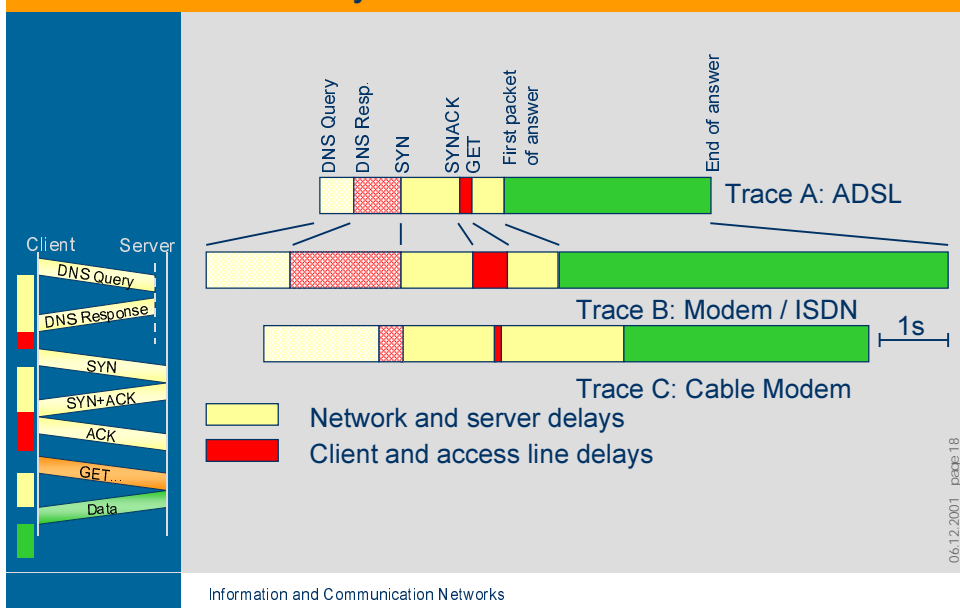
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Salvador Special

New Measurement, 25000 packets
 PII 300, Linux, Netscape
 Bahia Othon, Salvador Dec. 4/5, 2001

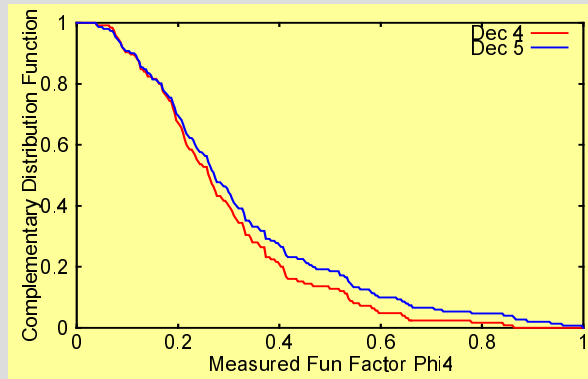


Web Delay Components Mean Delays for DNS / SYN / GET / download



Fun Factors Measurement Results

- Introduction
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- Fun Factors
- Salvador Special



$d_i = 0.5\text{s}$ $P\{T_D < d\} = 62 \pm 2.5\%$
 $r_i = 100\text{kb/s}$ $P\{R_i > r\} = 32 \pm 3\%$

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Summary

- Introduction
- Measurement Results
 - Single Items
 - Multiple Items
- Fun Factors
- Summary

- Heavy tails in sizes, durations, number of elements
 - even in idle times and client reactions
- parallel connections depend on browser software
- 30–40% of the loading times are pure serial delay
 - can hardly be reduced by increasing the line rate
- ~10% of all downloads experience exceptionally long delays
- fun factors combining delay and rate performance are available

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To Do

Introduction

Measurement
Results

- Single Items
- Multiple Items

Fun Factors

Summary

- Check Fun Factors in user experiments
 - determine useful target values for delay and rate
- Use TCP slow-start model for rate target
- Find simple models for parallel connections per user

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