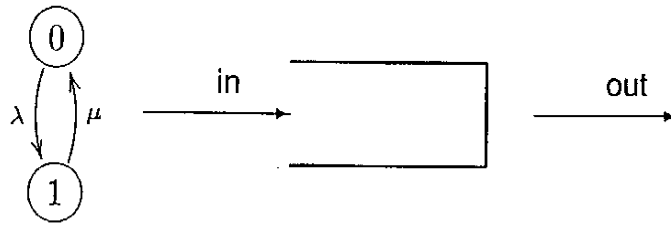


Standard Fluid Queue



- Continuous-time Markov process $X(t) \in \{1, 2, \dots, N\}$; generator Q
- Content process $C(t) \in [0, \infty)$ or $[0, B]$
- Net input rate r_i when $X(t) = i$, $R = \text{diag}(r_1, r_2, \dots, r_N)$
- Interest:
 - $F_i(y, t) = \mathbb{P}\{X(t) = i, C(t) \leq y\}$
 - $F_i(y) = \lim_{t \rightarrow \infty} F_i(y, t)$

Continuous Feedback Fluid Queues – p.3/22

Motivation

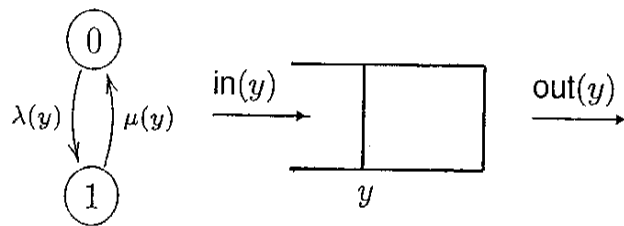
Fluid models often used in teletraffic modeling

- $X(t)$: State of one or more traffic sources / arrival streams
- $C(t)$: Buffer content of some bottleneck queue / router in the network

Problem: source behaviour often depends on state of the network due to feedback

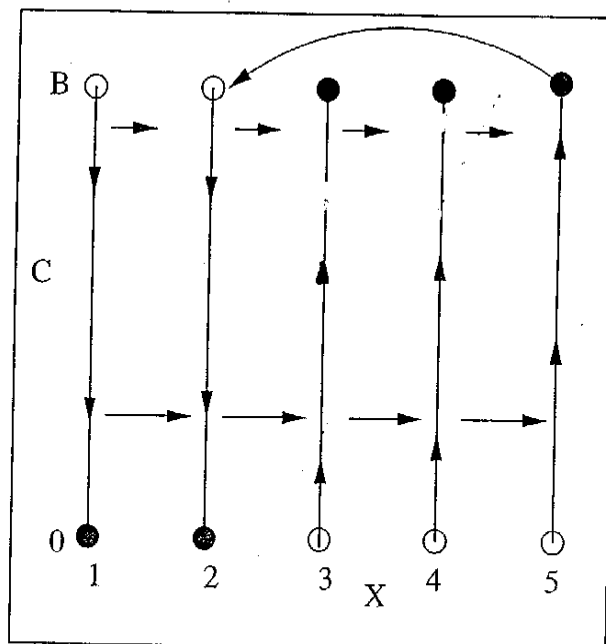
Solution: Feedback fluid queues

Feedback Fluid Queue



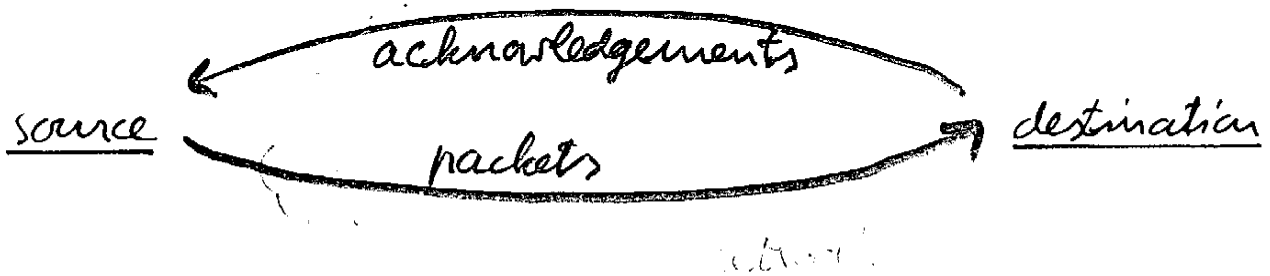
- Modulating process $X(t) \in \{1, 2, \dots, N\}$
- 'Generator' $Q(y)$ when $C(t) = y$
- Content process $C(t) \in [0, \infty)$ or $[0, B]$
- Net input rate matrix $R(y)$ when $C(t) = y$

A TCP Source



Feedback Fluid Queues

Often, feedback from the network (buffers) to the sources
e.g. TCP:



RTT = Round-trip-time: time between sending a packet
and receipt of corresponding acknowledgement (ack)

Linear increase:

Each RTT the source increases its rate by 1 packet per RTT
due to positive ack until

- some maximum rate is achieved
- or
- some packet is lost

Multiplicative decrease:

When packet is lost → sender receives negative ack
→ sending rate divided by 2.!

Followed by linear increase, etc.

Fluid model for single source:

- Source state $X(t) \in \{1, \dots, N\}$
- Sending rate $i \cdot r$ when $X(t) = i$
- Buffer state $C(t) \in [0, B]$
- Capacity c
- Assume $RTT \sim \exp(\lambda)$ (rather than constant!)

Feedback Fluid Queues, Ad

$$(*) \quad -(R - cI) F'(B-) = \tilde{Q}^T D$$

$$(**) \quad (R - cI) F'(x) = Q^T F(x) \quad x < B$$

Holds for any feedback fluid queue with \tilde{Q} at level B
 Q below level B

2N unknowns:

- $D_i, i=1, \dots, N$
- coefficients in solution of (**)
(spectral expansion as before)

Boundary conditions:

- equations (*)
- $F_i(0) = 0$ when $i \cdot r > c$
- $D_i = 0$ when $i \cdot r < c$
(rather than $F_i(B-) = p_i$ as earlier)
- Normalisation $\sum_{i=1}^N F_i(B-) + D_i = 1$

In total $2N+1$, but one is dependent.

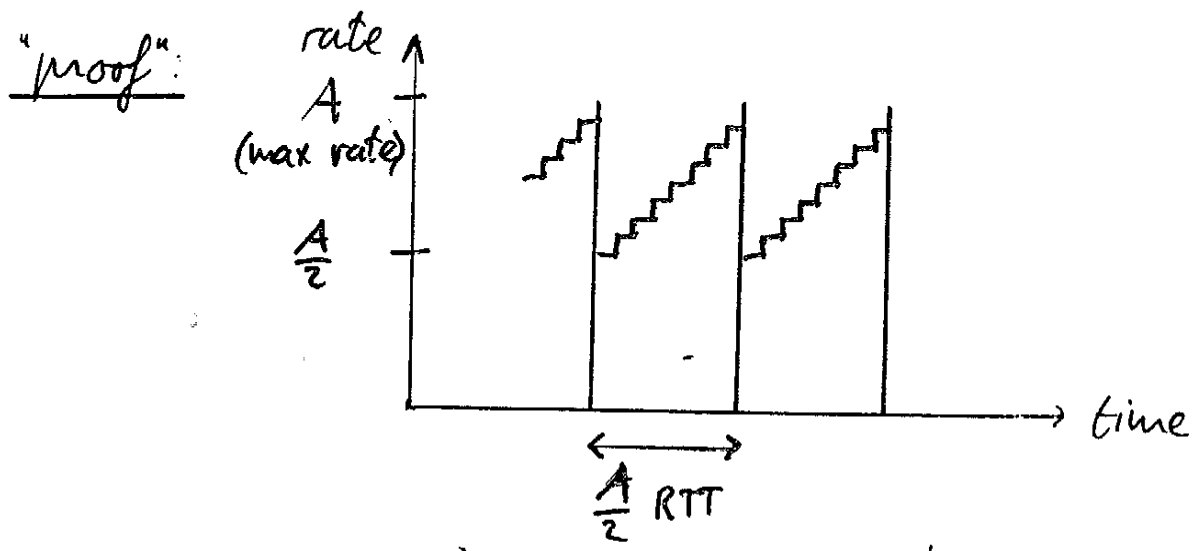
Extensions:

- More sources
- More buffer regimes, or even continuous $Q(x)$
- More buffers

"Root p law" for TCP

Throughput in packets per unit time = $\frac{\sqrt{3/2}}{RTT \cdot \sqrt{p}}$

p = packet loss probability



$$\text{Throughput} = \frac{\left(\frac{3}{2}\right) \left(\frac{A}{2}\right)^2}{RTT \cdot \frac{A}{2}} = \frac{3}{4} \frac{A}{RTT} \quad \rightarrow \quad \frac{\sqrt{3/2}}{RTT \sqrt{p}}$$

$$p = \frac{1}{\frac{3}{2} \left(\frac{A}{2}\right)^2} \Rightarrow A = \sqrt{\frac{8p}{3}}$$

- Note:
- RTT is constant
 - loss is periodic and exogeneous

The feedback fluid model with

- stochastic RTT ($\sim \exp(\lambda)$)
- endogeneous loss

yields similar result (\checkmark Forrest, Wandjes, Scheinhardt)

