
ExpertTCP™ - TCP Throughput Testing (per RFC-6349)



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- **Background**
 - RFC-2544, Y.1564 (SAM), RFC-6349, SLA
- **TCP Principles**
 - TCP Throughput Inter-Relationships
 - Bandwidth * Delay Product
 - Bottleneck Bandwidth (BB)
 - TCP Congestion Window (TCP CWND) and TCP Receive Window (RWND)
 - Packet Loss Rate
 - Retransmission Schemes (Go Back N, Selective Repeat)
- **GL Hardware Platforms**

Performance Testing of Packet / Ethernet Connections and Networks

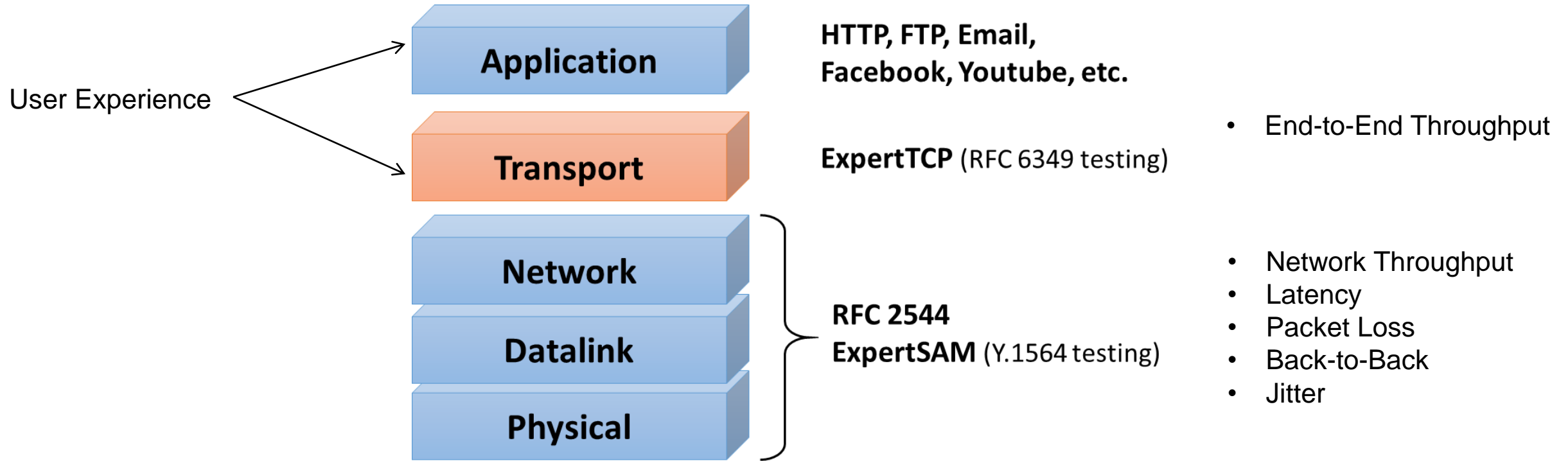
For Predictable
Managed Networks

- RFC-2544
 - ITU Y.1564 (SAM)
 - RFC-6349 (TCP)
- Service Level Agreements
from Network Providers, a must
- User Experience,
Application-Network Sensitive,
TCP Tuning
-

SAM – Service Activation Methodology

TCP – Transmission Control Protocol

Packet / Ethernet Testing



Typical SLA

EXHIBIT D – Service Level Agreements

1. Service Level Agreement Matrix

Typically

Packet Loss

0.0005 % to 1%

Latency

36 to 75 ms

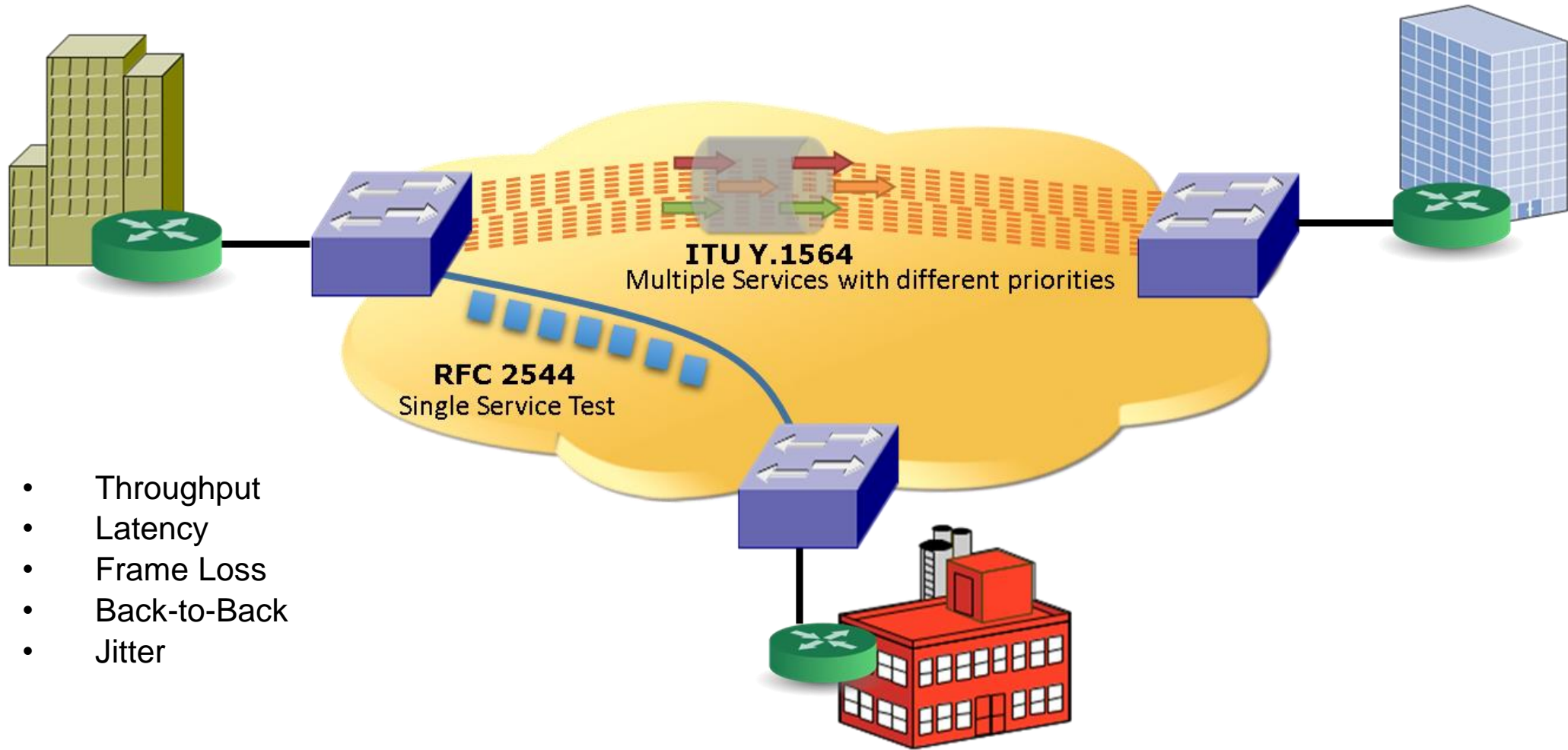
Availability

99% to 99.9%

Category/Service	Service Level Agreement Metrics				
	Mean Time To Repair	Availability	Packet Delivery or Loss	Jitter	Latency
Internet Services					
Internet Dedicated (North American IP Network Only)	4 hrs to 8 hrs depending on access	99.90%	≥ 99.50%	≤ 1 ms	≤ 45 ms
SOHO Services					
Internet Cable	24 hrs (Excludes Weekends and Holidays)	99.00%	99.00%	≤ 4 ms	≤ 75 ms
Internet DSL – Office & Solo					
Internet Satellite Enterprise & Office	N/A	99.90%	≤ 1 %	N/A	N/A
Managed PBX and VoIP Services					
Hosted IP Centrex	≤ 4 hrs	99.90%	EF- ≥ 99.995%, AF4x - ≥ 99.99% depending on access	≤ 1 ms	≤ 36 ms
IP Flexible T1, IP Integrated Access, IP Trunking					

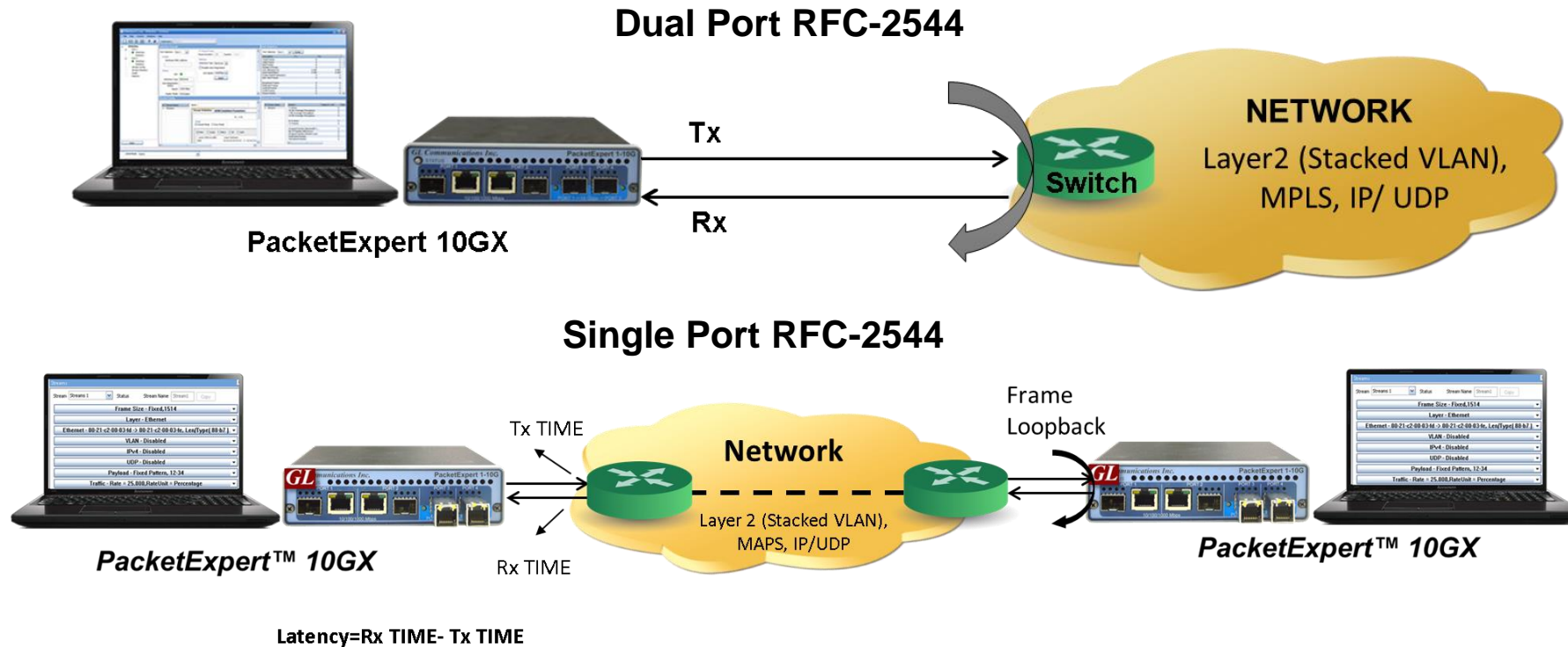
RFC-2544 vs. ITU Y.1564 (ExpertSAM™)

Both are Connectionless



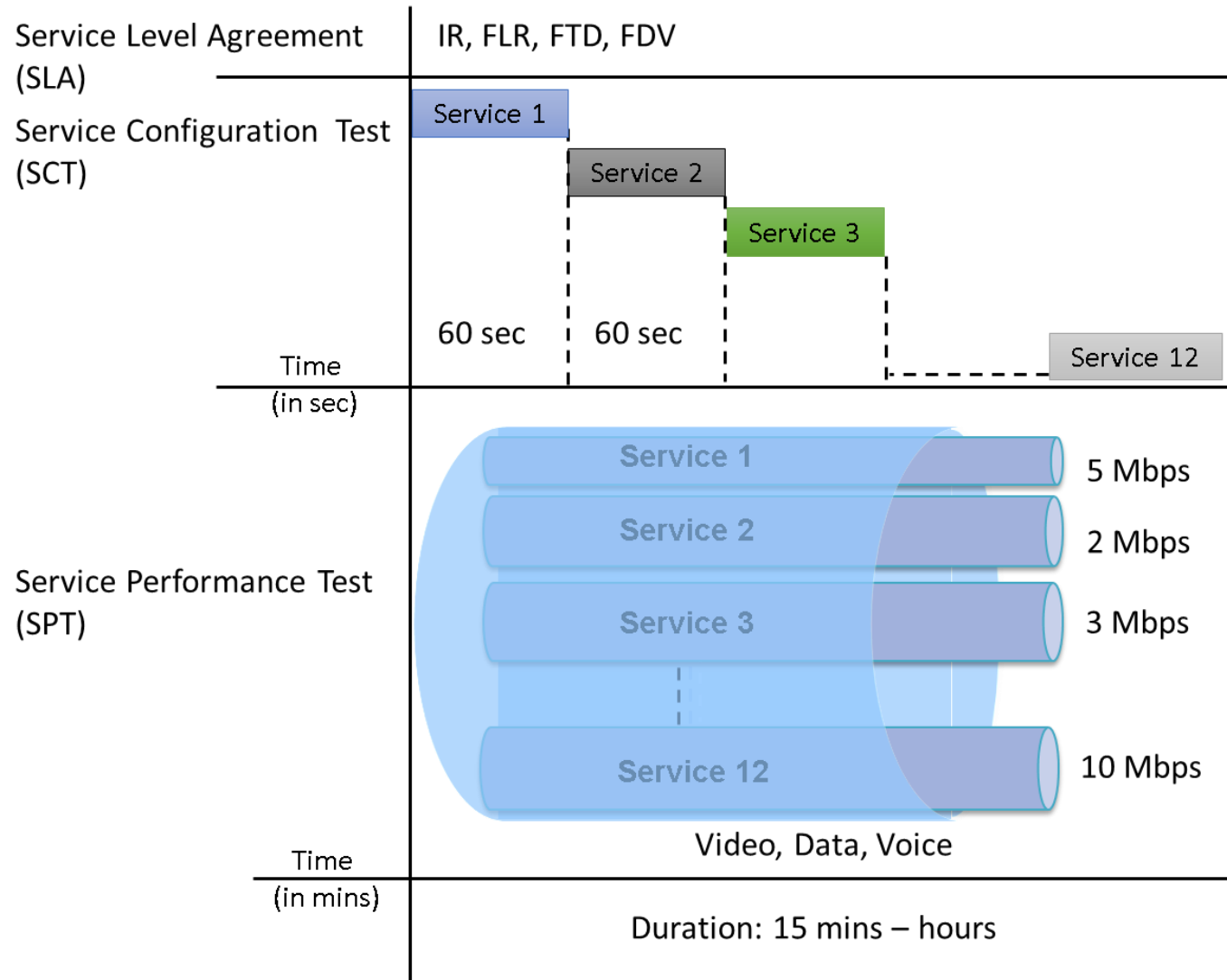
- Throughput
- Latency
- Frame Loss
- Back-to-Back
- Jitter

RFC-2544 Testing



- ExpertTCP™ testing is performed using the **RFC 6349** standard
- To conduct this test, users need two PacketExpert™ devices — one as the client and the other as the server
- The ExpertTCP™ test covers both upload (Client to Server) and download (Server to Client), measuring TCP throughput and efficiency
- RFC-2544 test application includes the following tests:
 - Throughput - Maximum number of frames per second that can be transmitted without any error
 - Latency - Measures the time required for a frame to travel from the originating device through the network to the destination device
 - Frame Loss - Measures the network's response in overload conditions
 - Back-to-Back - It measures the maximum number of frames received at full line rate before a frame is lost

ITU Y.1564 (ExpertSAM™)



Multi-Stream

- Throughput
- Latency
- Packet Loss
- Jitter

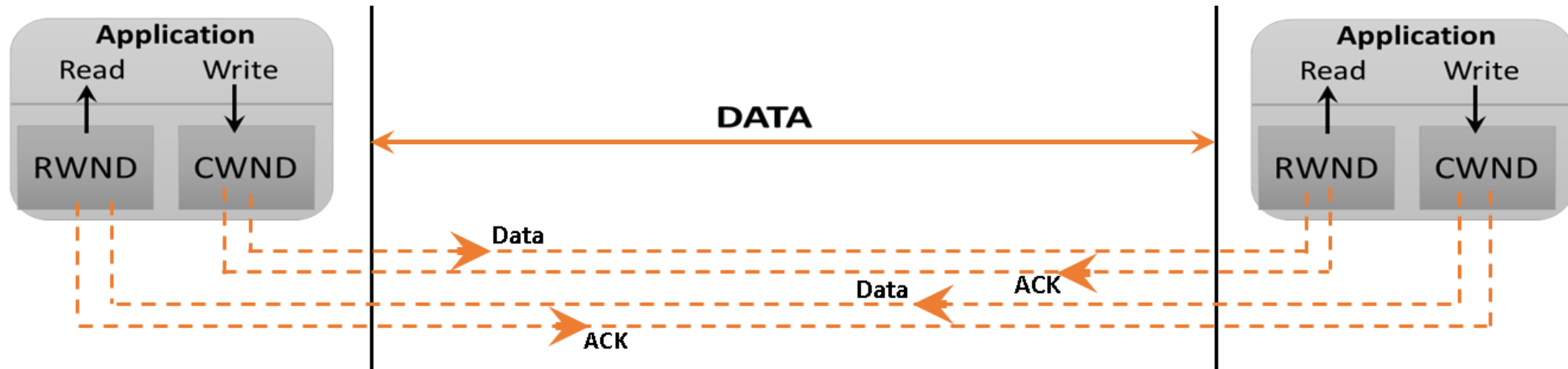
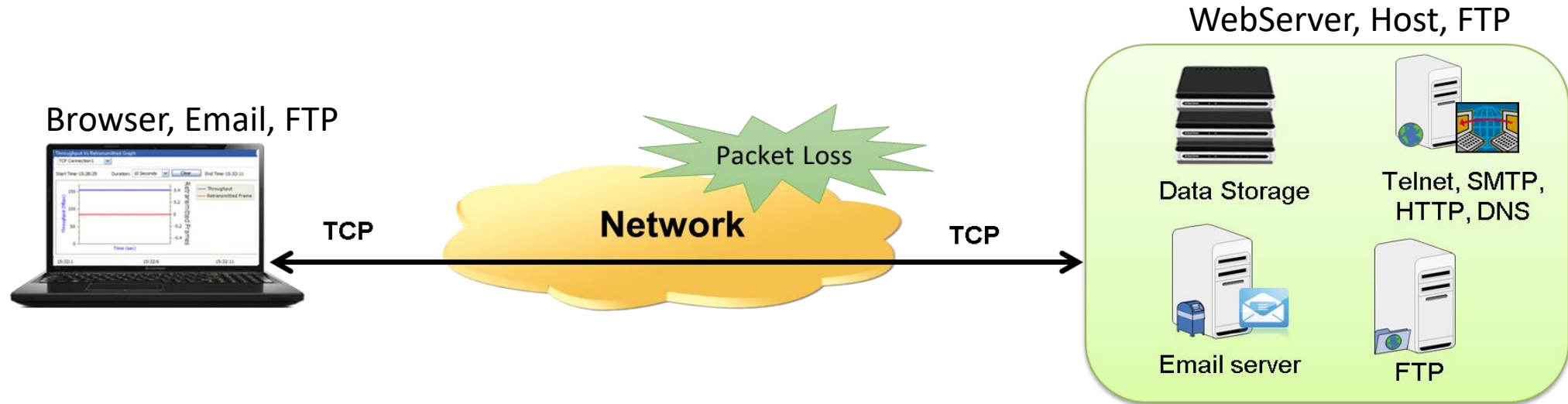
Testing Relevance

Problems	RFC-2544	Y.1564	RFC-6349
Single-service Layer 2/ 3/ 4 SLA Issues like loss, jitter	Yes	Yes	N/A
Multi-service Layer 2/ 3/ 4 SLA Issues like loss, jitter	No	Yes	N/A
TCP window sizes (CPE issues)	No	No	Yes
Excessive retransmissions due to policing	No	No	Yes

- Running RFC-2544, Y.1564 or another L2/L3 layer test is always first step
- However, even after these performance tests are passed with good results, end-customers can still complain that the “network is slow” and the cause of poor application performance (i.e., FTP, web browsing, etc.)
- Lack of TCP testing is a turn-up gap because end-customer applications are transported using TCP
- Save operating expense costs by eliminating or quickly resolving painful end-customer finger pointing scenarios

TCP Principle

(Packet Loss and Waiting for ACK Reduces Throughput)

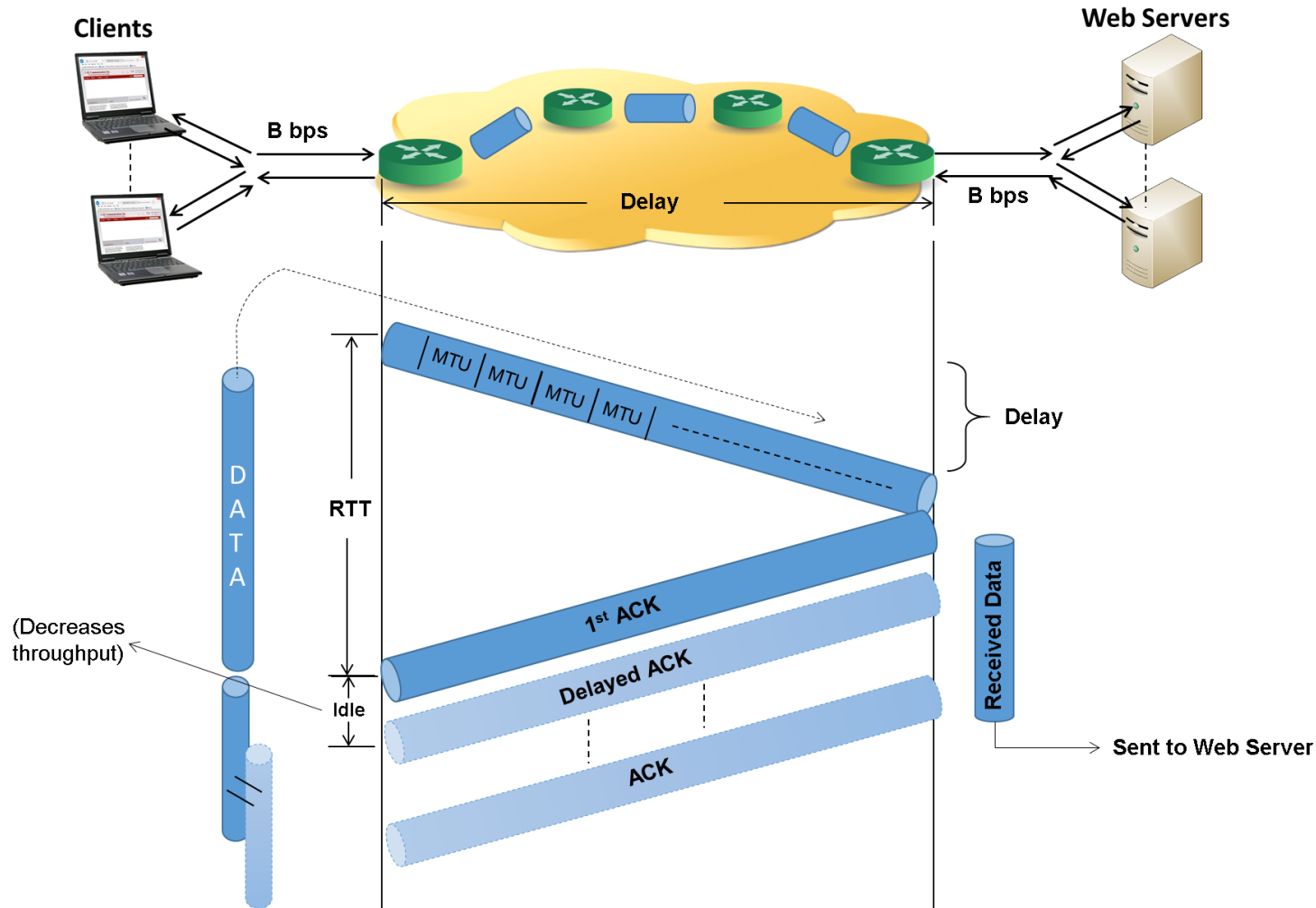


Major TCP Throughput Inter-Relationships

- Bandwidth of Applications
- Latency/Delay of Networks
- Packet Loss Networks
- TCP Retransmission Scheme
- Maximum Transmit Unit of Network
- Transmit/Receive Windows of TCP
- # of TCP Simultaneous Connections

Bandwidth Delay Product (Bits or Bytes)

Application and Network are Matched, TCP is Tuned



$B = 10 \text{ Mbps}$
 $RTT = 50 \text{ ms}$

$B * 50 = 500,000 \text{ bits}$
or $62,500 \text{ Bytes}$

$65,535 \text{ Bytes}$ is max window

Achieving max throughput

Bandwidth (B) - Bandwidth (bps), Mbps, the maximum rate at which an application can transmit or receive data (the smaller of the two). Line rate may be shared among applications

Bandwidth Delay Product (BDP) - measured in bits or bytes (divided by 8), the number of bits (or bytes) in the network that are unacknowledged (in transit), $B \text{ (bps)} * RTT \text{ (secs)} = \text{BDP bits}$

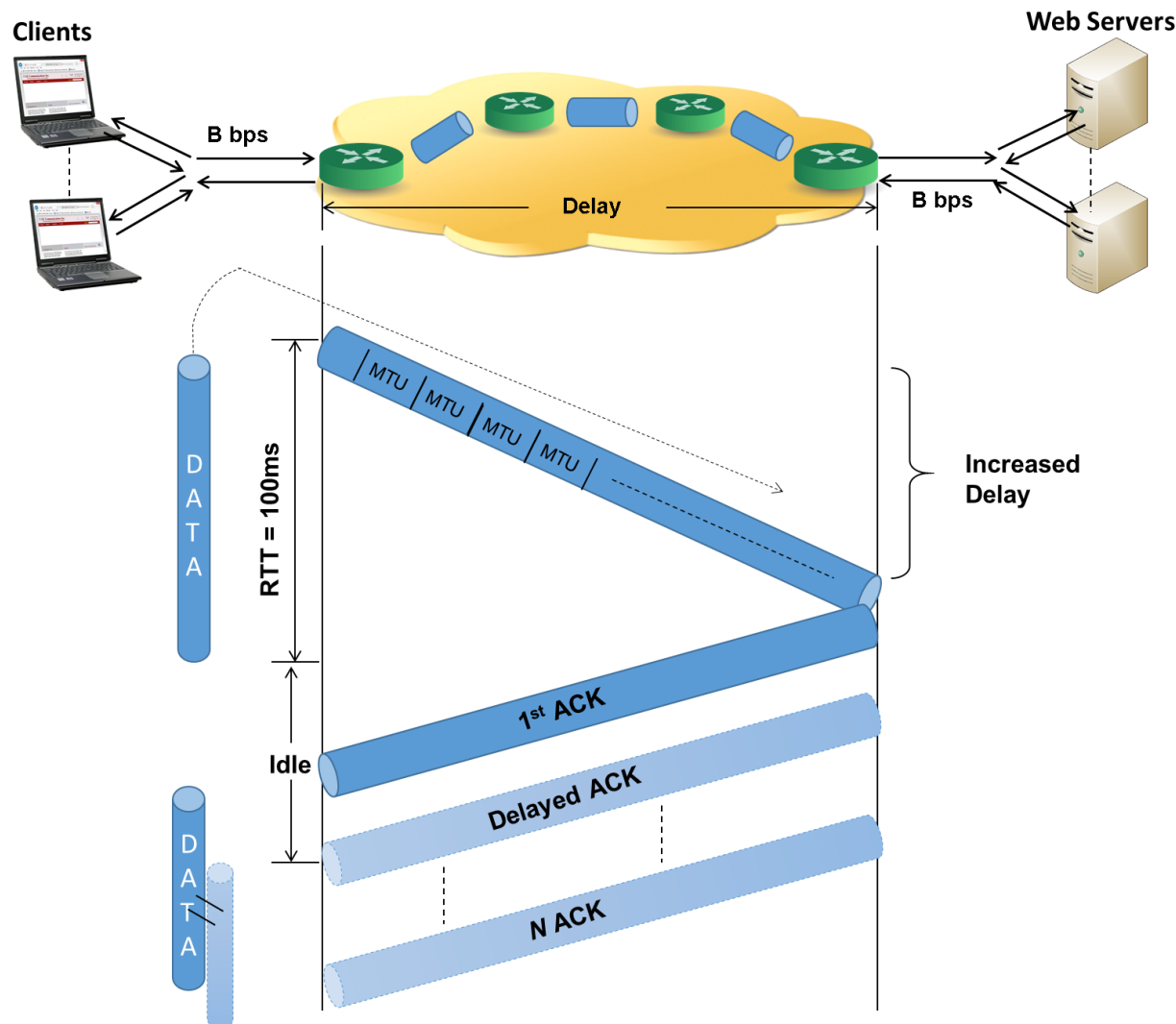
Effect of Increased Network Delay or Smaller Tx or Rx Buffers

B = 10 Mbps
RTT = 100 ms

$B * 100 = 1,000,000$ bits
or 125,000 Bytes

But 65,535 Bytes is max
window

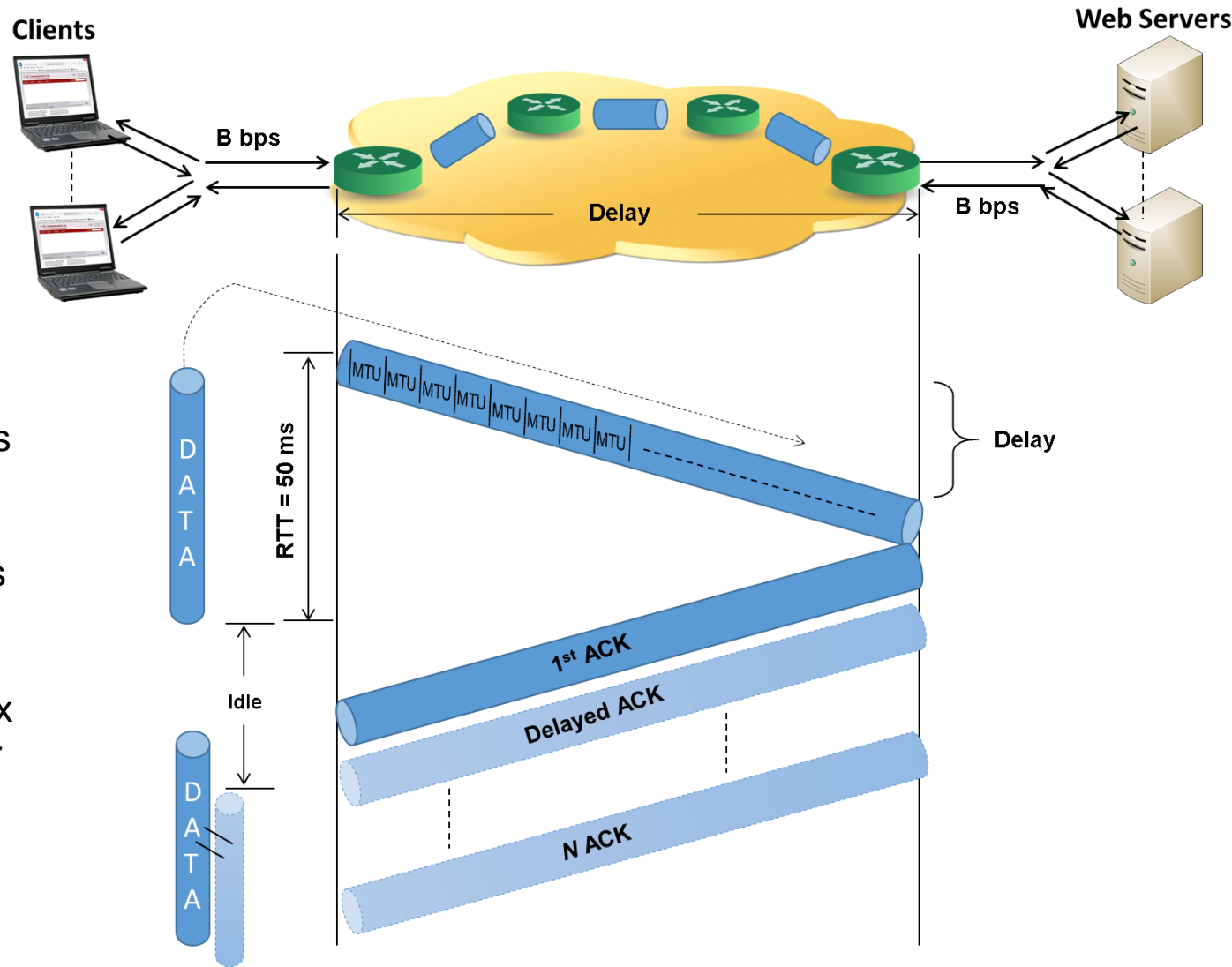
NOT Achieving max
throughput, 50% or less



Latency, Delay, Round Trip Time (RTT) - in seconds (secs), or milliseconds (ms), round trip time includes acknowledgement delay

TCP Throughput - bits/second (bps), million bits/second (Mbps), One way throughput (RFC2544, Y.1564), Round-trip throughput (RFC-6349) is a different story since retransmissions and acknowledgements are involved.

Effect of Increased Application Bandwidth



$B = 20 \text{ Mbps}$
 $RTT = 50 \text{ ms}$

$B * 50 = 100,000 \text{ bits}$
 or $125,000 \text{ Bytes}$

But $65,536 \text{ Bytes}$ is
 max window

NOT Achieving max
 throughput, 50% or
 less

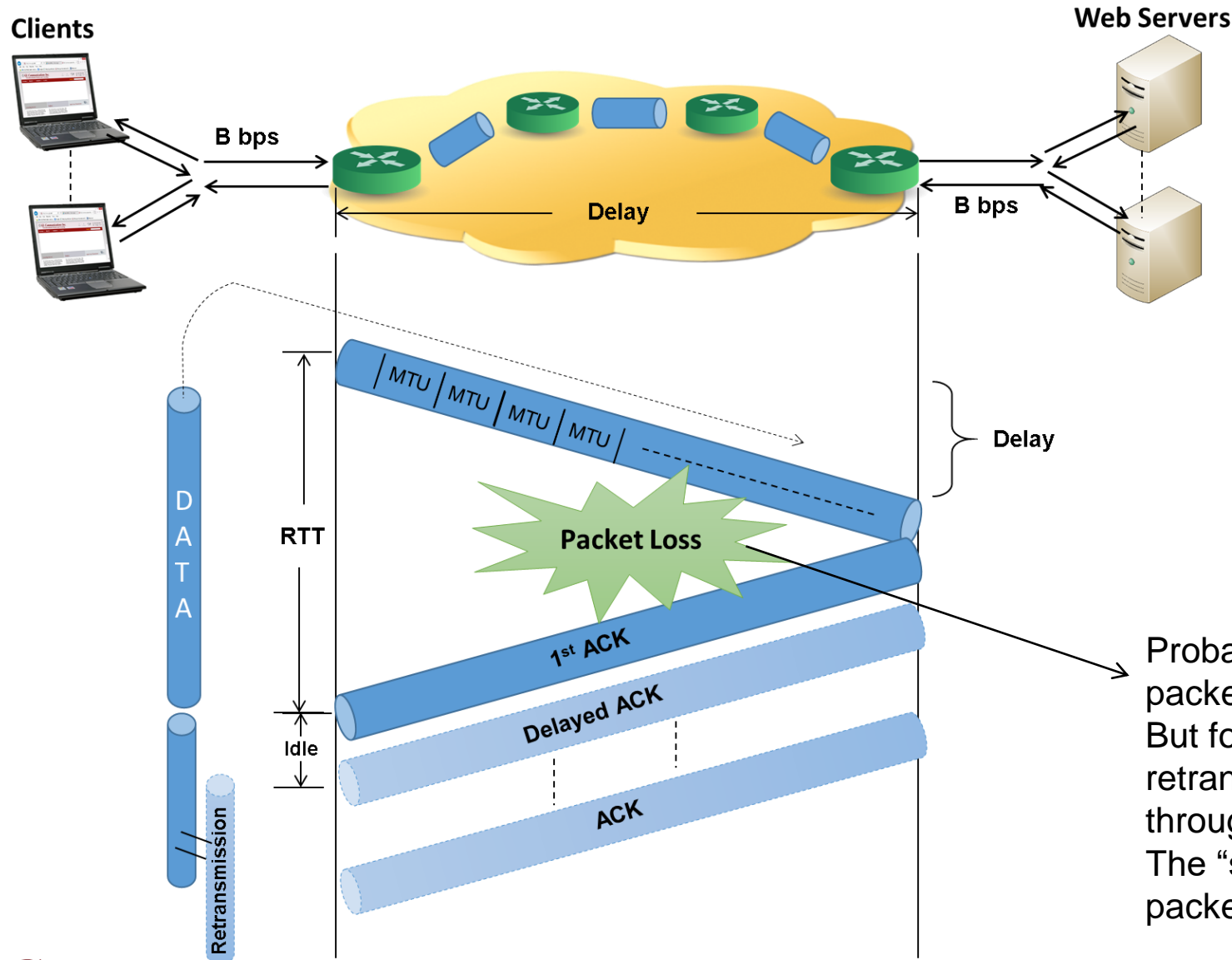
Maximum Transmission Unit (MTU) - Approx. 1500 bytes, max packet size

Jitter - Instantaneous variation in RTT, e.g. if RTT is nominally 100 ms, but varies from 80 ms to 120 ms, then jitter is +/- 20ms, or 40 ms. Since jitter affects ACK time, TCP throughput is affected

Packet Loss Rate - Very important factor affecting TCP throughput, could be as high as 2%

Excess Bandwidth may be used for additional TCP Connections

Effect of Packet Loss Rate and Retransmission Scheme

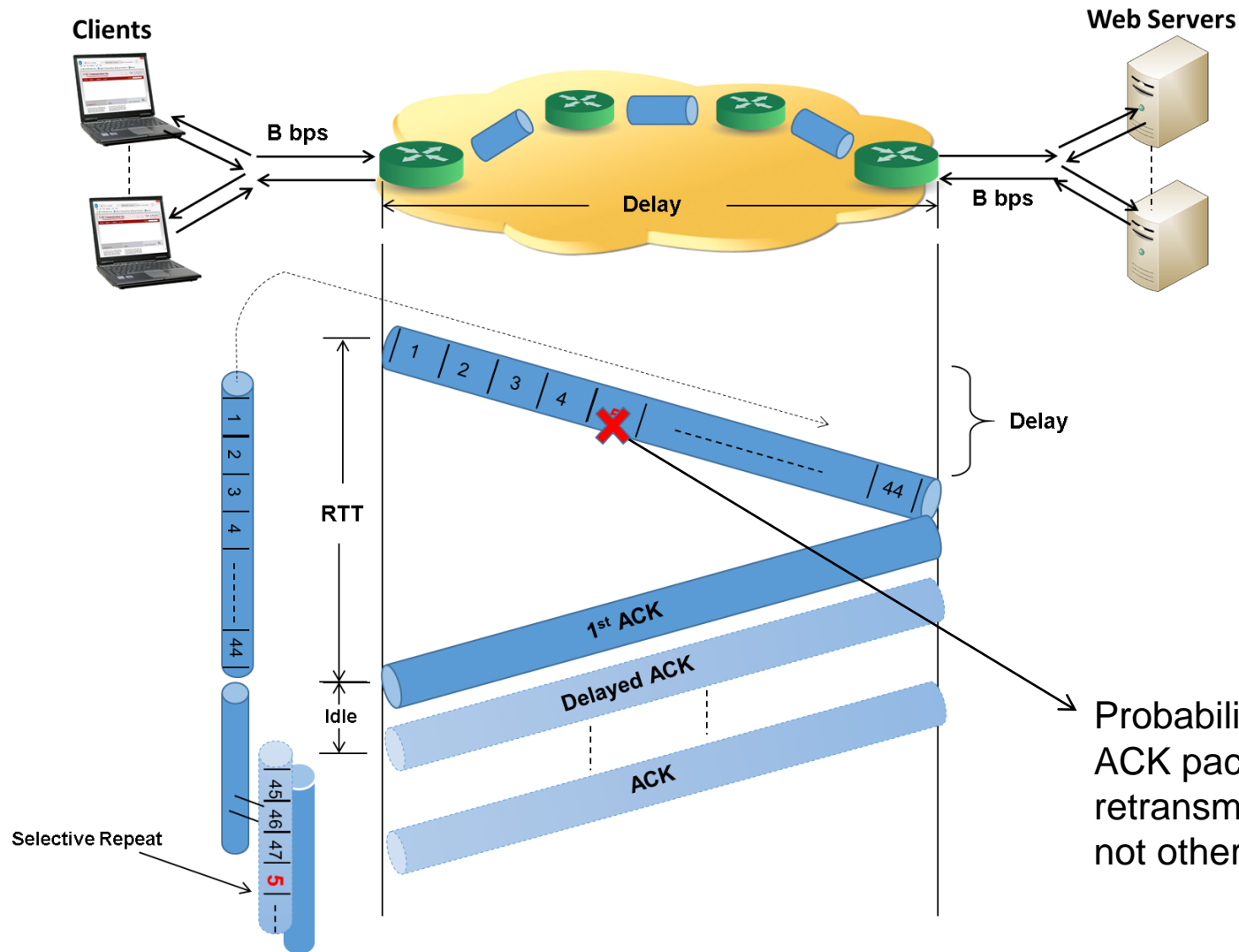


For **Go Back N** retransmission scheme, and if unacked packets is maximum ~ 43 or 44, then Packet Loss effects are very serious!

Packet Loss	TCP Throughput
0 %	100%
0.1 %	< 50%
1 %	< 10%
2 %	0 %

Probability that one or more MTU packets or ACK packets is lost is very high!! Can be 1 !!!
 But for every lost MTU packet or ACK packet, 43 retransmissions occur. This results in near zero throughput.
 The “slow start phase” results in very few “in flight” packets.

Effect of Packet Loss Rate and Retransmission Scheme (Contd.)



For **Selective Repeat** retransmission scheme, and if unacked packets is maximum ~ 43 or 44, then Packet Loss affects TCP Throughput linearly for “low” Packet Loss rates

Packet Loss	TCP Throughput
0 %	100%
0.1 %	> 99 %
1 %	> 95 %
2 %	? %

Probability that one or more MTU packets or ACK packets lost is very high! But the retransmission only affects the lost packets, not other packets.

ExpertTCP™ (RFC-6349 Testing)

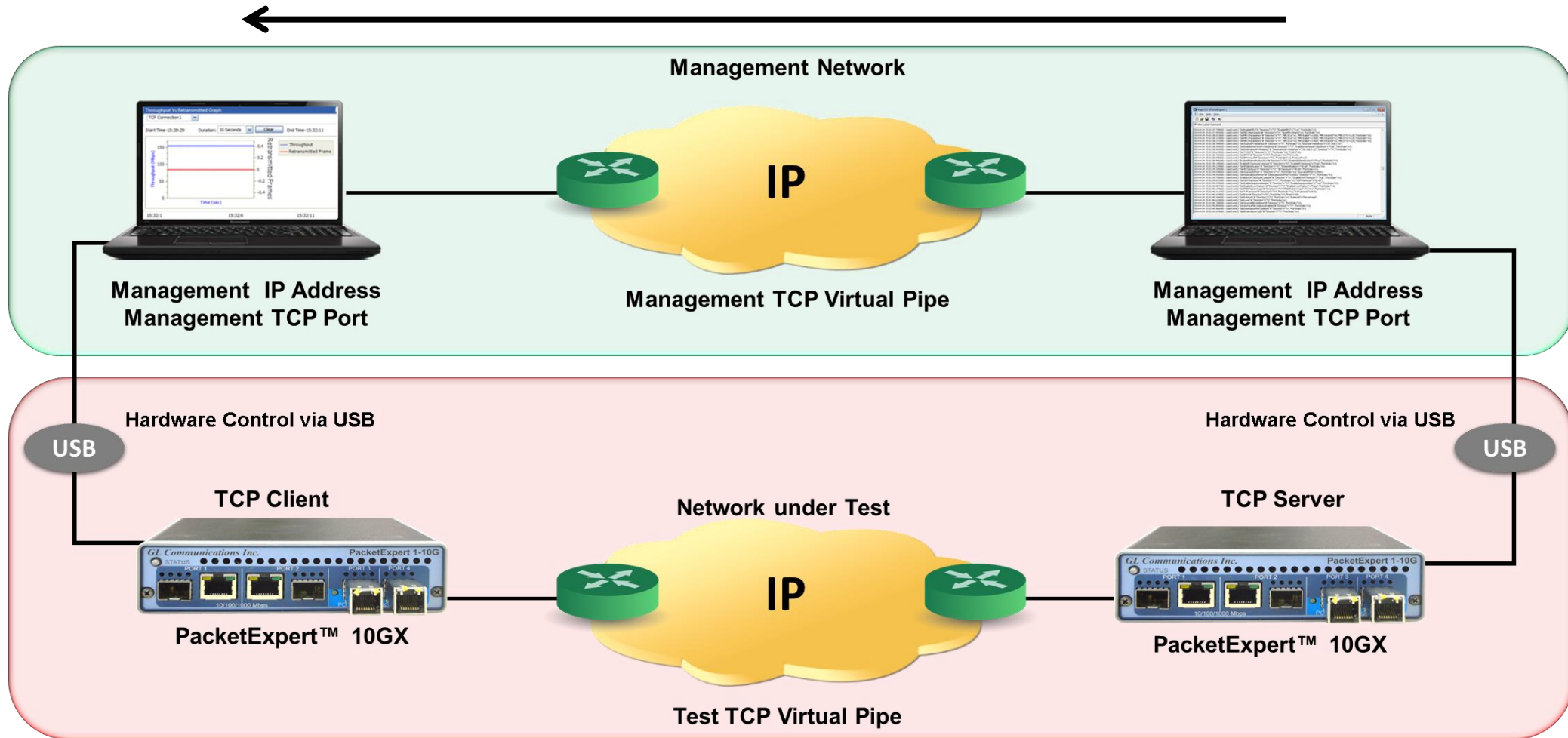
The TCP Throughput Testing is conducted in 3 steps simultaneously on up to 16 application streams:

- Path MTU Discovery - What is the maximum packet size that can successfully traverse the network?
- Round Trip Time (RTT) Measurement - Timestamp based RTT discovery of transmitted packet until acknowledgement packet arrives from far end.
- Measure TCP Throughput - Complete measurements per RFC-6349 definitions to provide TCP Throughput results.

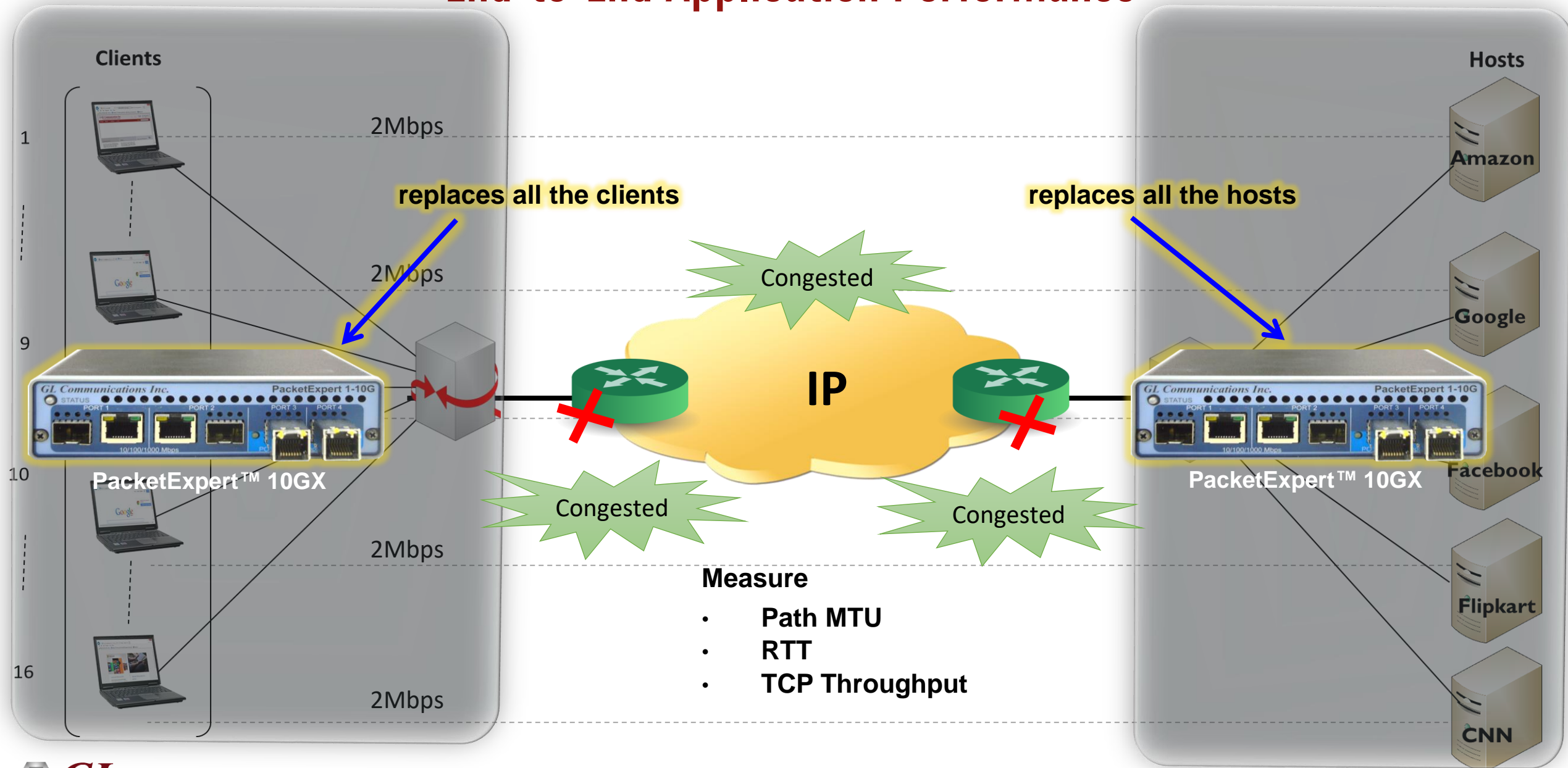
GL Hardware/Software ExpertTCP™

Basic Setup

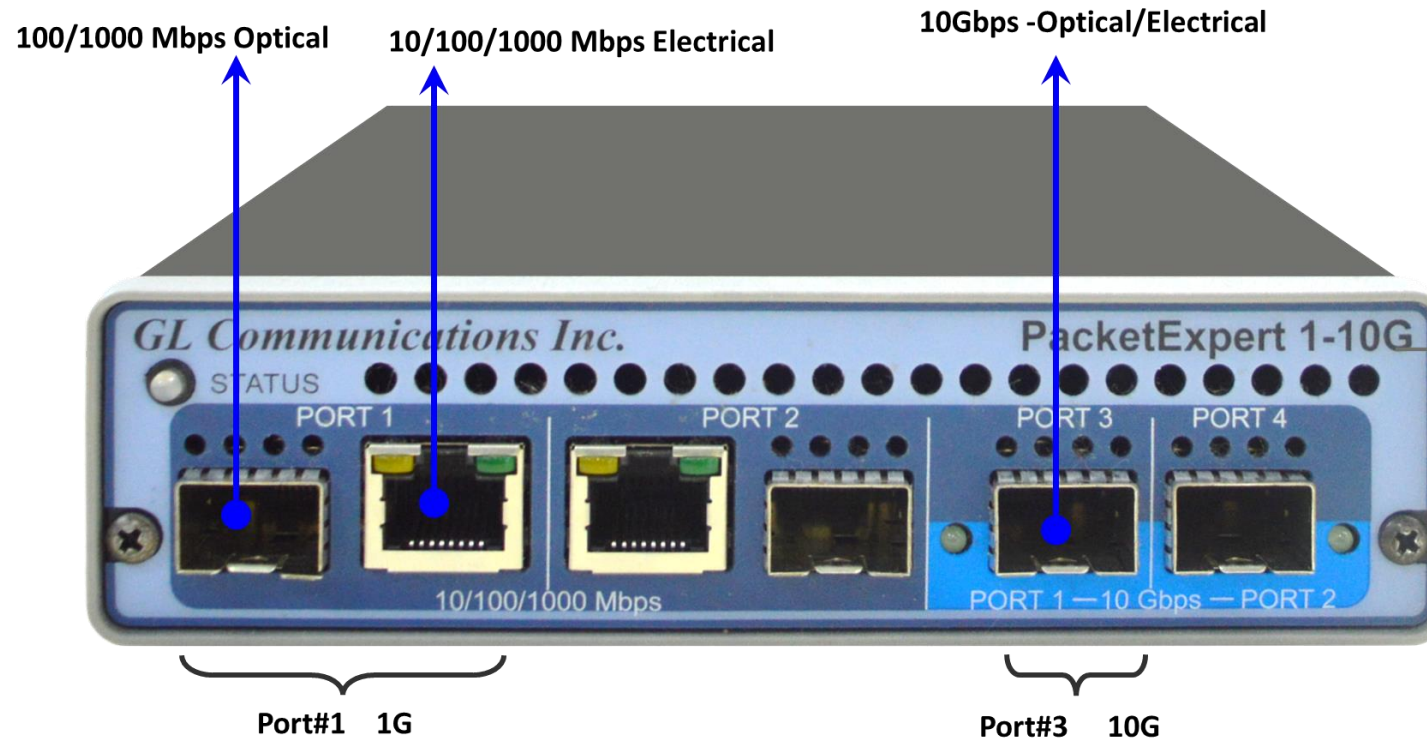
Test Configuration of Client and Server
Measurement Results from Server to Client



End-to-End Application Performance

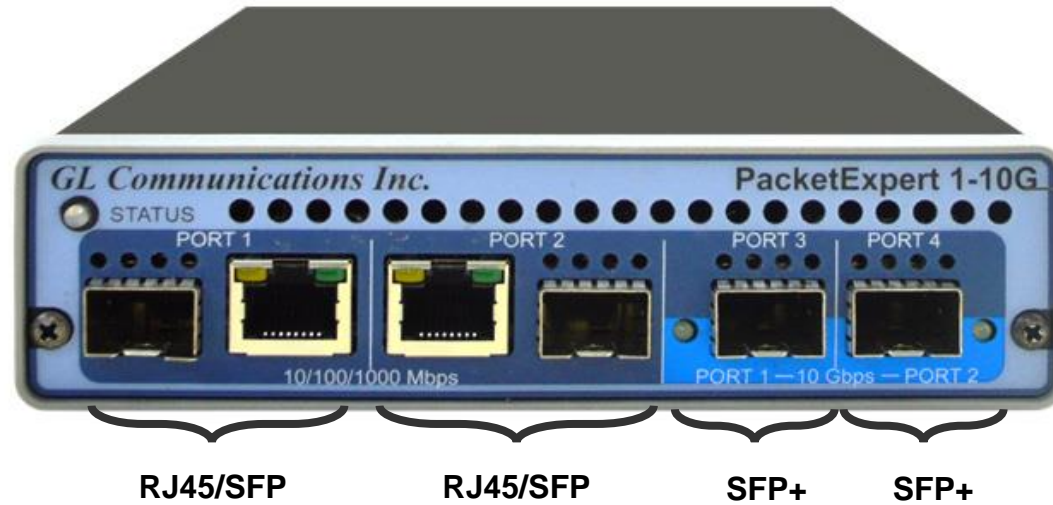


ExpertTCP™ 1G/10GPorts



- **TCP Client and Server** will be supported in different applications
- For 1G, **Port 1** is used
- For 10G, **Port 3** is used

PacketExpert™ 10GX - Portable Unit (PXN100, PXN101)

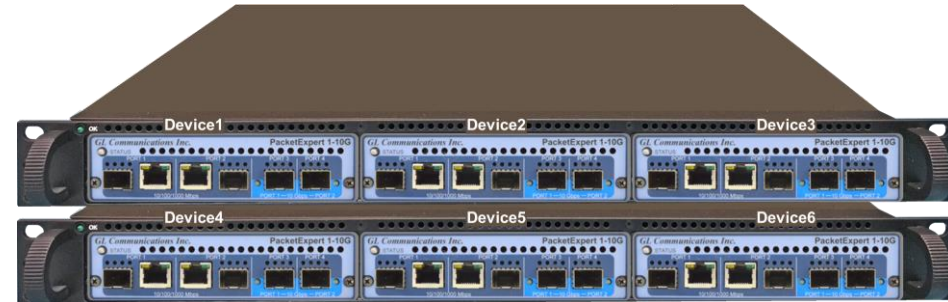


Physical Specifications	<ul style="list-style-type: none"> • Length: 8.45 in (214.63 mm) • Width: 5.55 in (140.97 mm) • Height: 1.60 in (40.64 mm) • Weight: 1.713 lbs
External Power Supply	<ul style="list-style-type: none"> • +12 Volts (Medical Grade), 3 Amps (For portable units having serial number \geq 188400) • +9 Volts, 2 Amps (For portable units having serial number \geq 188400)
BUS Interface	<ul style="list-style-type: none"> • USB 3.0 • Optional 4-Port SMA Jack Trigger Board(TTL Input/Output)
Protocols	<ul style="list-style-type: none"> • IEEE 802.3ae LAN PHY compliance • RFC 2544 compliance

MTOPTM Rack Units



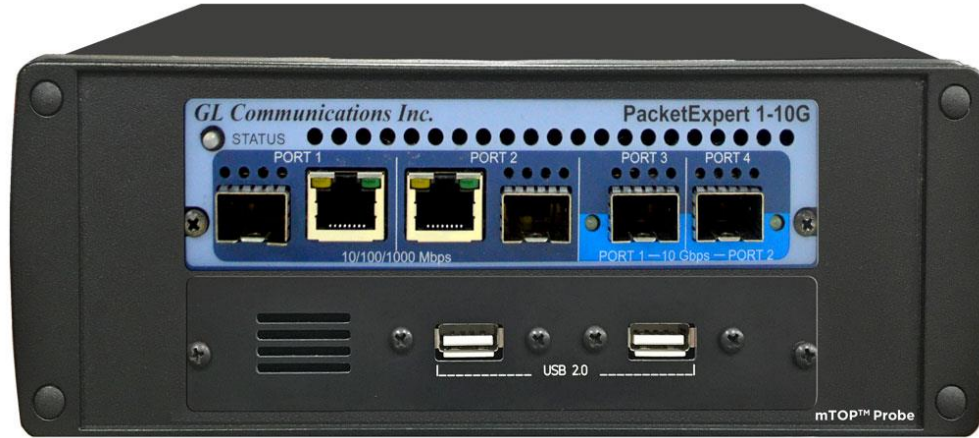
High Density 1U Rack option



Stacked High Density 1U Rack option

Physical Specifications	<ul style="list-style-type: none"> • Length: 16 in (406.4) • Width: 19 in (482.6) • Height: 1U / 2U
External Power Supply	<ul style="list-style-type: none"> • ATX Power Supply
BUS Interface	<ul style="list-style-type: none"> • 1U mTOP™ (MT001 + 3x PXN100) <ul style="list-style-type: none"> ➢ Rackmount Enclosure can support up to 3 PXN100s • 2U Rack Mount (with 6x PXN100) <ul style="list-style-type: none"> ➢ Rackmount Enclosure can support up to 6 PXN100s • Optional 4 to 12 Port SMA Jack Trigger Board (TTL Input/Output)
SBC Specifications	<ul style="list-style-type: none"> • Intel Core i3 or optional i7 NUC Equivalent, • Windows® 11 64-bit Pro Operating System • USB 3.0 and USB 2.0 Ports • USB Type C Ports, Ethernet 2.5GigE port • 256 GB Hard drive, 8G Memory (Min) • Two HDMI ports

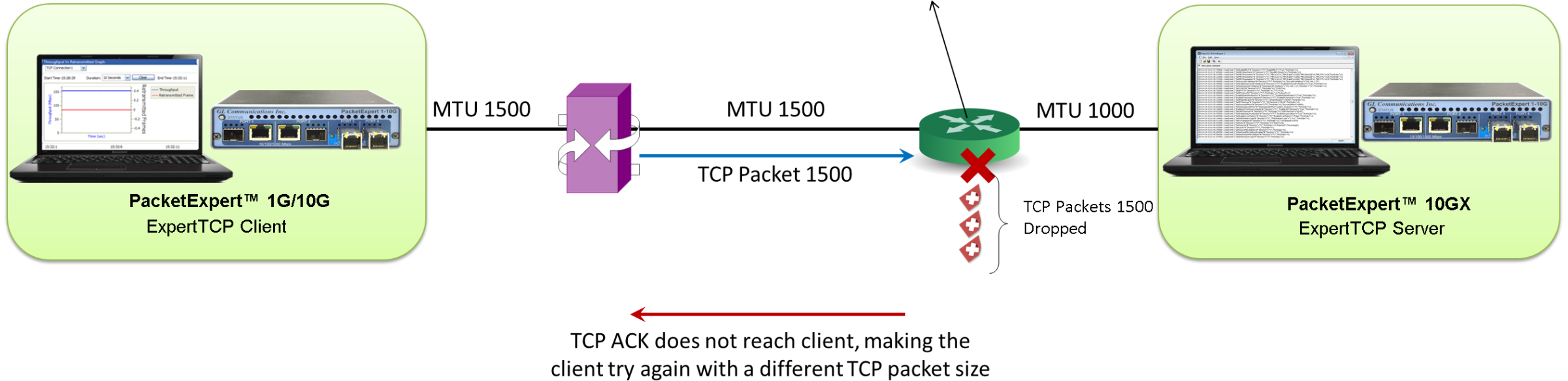
mTOP™ Probe with 10GX Hardware Unit + SBC



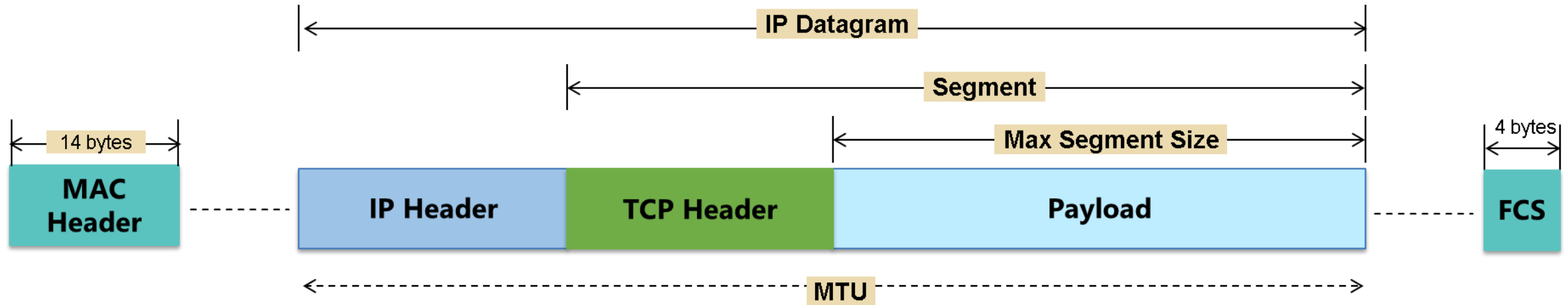
Physical Specifications	<ul style="list-style-type: none">• Length: 10.4 in. (264.16 mm)• Width: 8.4 in. (213.36 mm)• Height: 3.0 in. (76.2 mm)• Optional 4-Port SMA Jack Trigger Board (TTL Input/Output)• External USB based Wi-Fi adaptor
External Power Supply	<ul style="list-style-type: none">• +12 Volts (Medical Grade), 3 Amps
SBC Specifications	<ul style="list-style-type: none">• Intel Core i3 or optional i7 NUC Equivalent,• Windows® 11 64-bit Pro Operating System• USB 3.0 and USB 2.0 Ports• USB Type C Ports, Ethernet 2.5GigE port• 256 GB Hard drive, 8G Memory (Min)• Two HDMI ports

Step 1. Path MTU Discovery

Client sends packet with Don't Fragment (DF) bit set

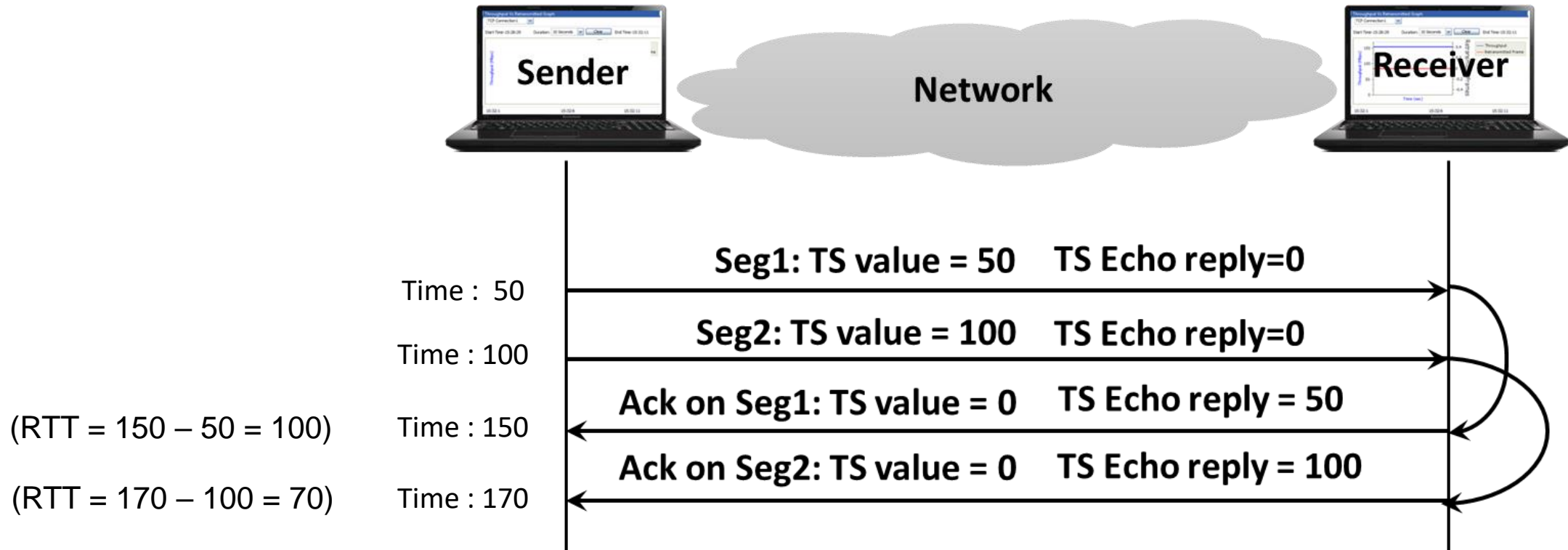


Step 1. Path MTU Discovery (Contd.)



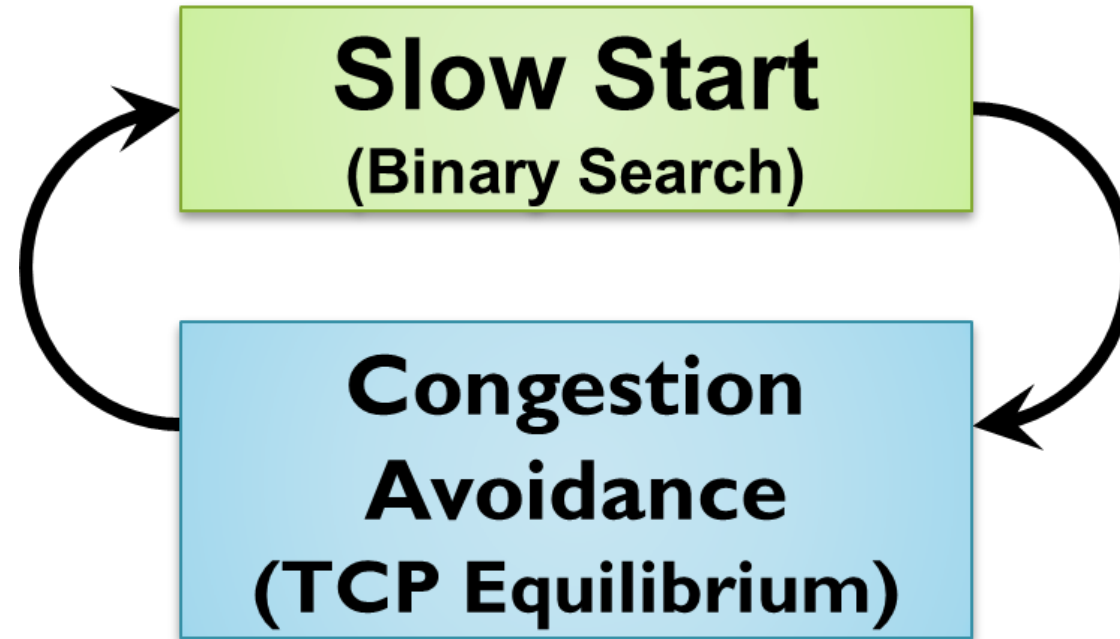
- Path MTU discovery as per RFC 4821 - PLPMTUD - Packetization Layer Path MTU Discovery
- DF (Do Not Fragment) bit is set to avoid fragmentation when traversing through network
- The algorithm uses TCP retransmit conditions to search for the MTU
- Each conclusive probe narrows the MTU search range, either by raising the lower limit on a successful probe or lowering the upper limit on a failed probe
- Path MTU is discovered for both directions in case of bi-directional test

Step 2. Timestamp based RTT Measurement

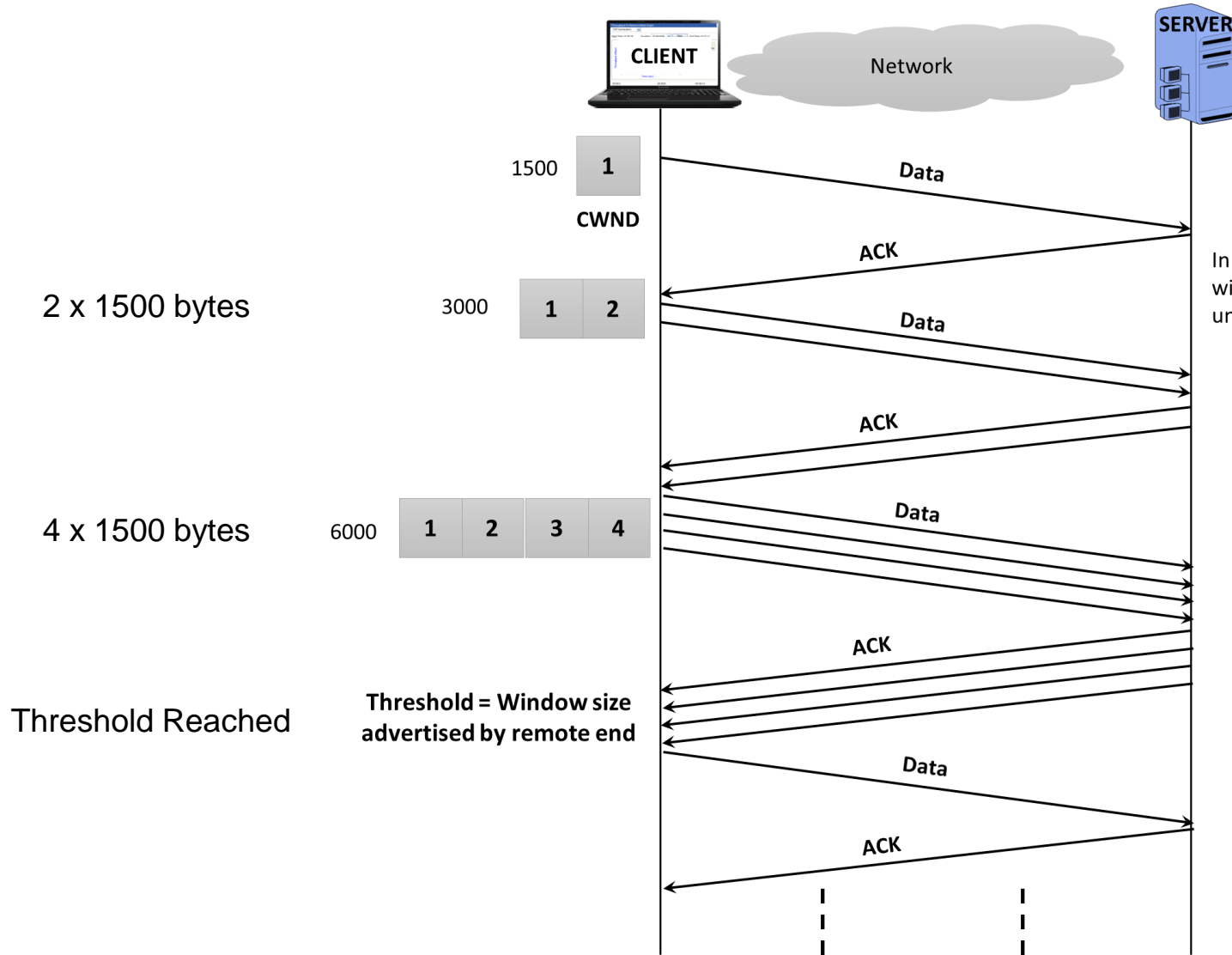


- Timestamp based RTT Measurement (RFC1323)
- Tx segment includes current time in option field, Receiver echoes timestamp in ACK

Step 3. Now Ready to Measure TCP Throughput



Step 3. Slow Start TCP Throughput Measurement



In Slow start, the congestion window increases exponentially until it reaches threshold

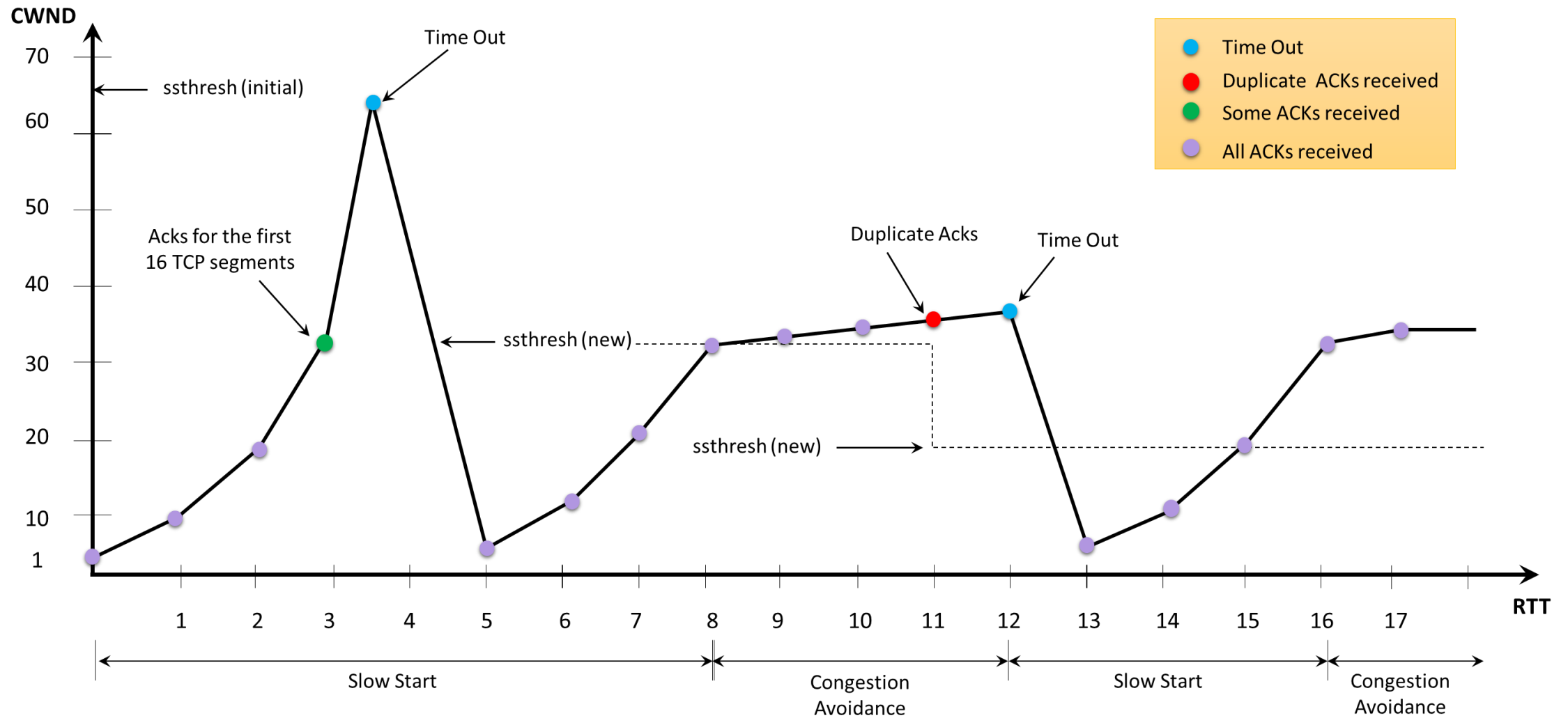
Slow Start - Initially send two TCP Segments
If Acks received, then send double the number of TCP Segments

Continue doubling until the Receiver "ssthreshold" # is reached, or Acks are not received and Timeout is reached,

Then halve the send TCP segments
If Acks are received send TCP segments are incremented by one, until again Timeout is reached,

Then number of send TCP segments is halved and the process continues

Step 3. TCP Throughput Equilibrium



- Time Out
- Duplicate ACKs received
- Some ACKs received
- All ACKs received

Software Operation

ExpertTCP™

The screenshot displays the GL PacketExpert10GX software interface. The title bar reads "GL PacketExpert10GX". The menu bar includes "File", "View", "System", "Windows", and "Help". The application name is "ExpertTCP".

Interface - Local (Port1)

Details

Hardware MAC address: 00-21-C2-00-2C-81

Settings

Interface Type: Electrical
Link Speed: 1000Mbps

Status

Link: ●
Interface Type: Optical
Auto-Negotiation Status: -
Speed: 10 Gbps
Duplex Mode: Full Duplex
Flow Control: Enabled

TCP Setup

No of TCP Connection: 16

TCP Port Configuration: Automatic Manual

TCP Connection No.	Client Port	Server Port
1	5000	6000
2	5001	6001
3	5002	6002
4	5003	6003
5	5004	6004
6	5005	6005
7	5006	6006
8	5007	6007
9	5008	6008
10	5009	6009
11	5010	6010
12	5011	6011

Network Setup

Client (Local) — **Network Under Test**

MAC Address: User Defined
00-21-c2-00-2c-81

Link Type: Symmetrical Asymmetrical

Upstream CIR: 1000.00 Mbps
Downstream CIR: 1000.00 Mbps

IP Address: 192 . 168 . 1 . 111
Subnet Mask: 255 . 255 . 255 . 0
Default Gateway: 192 . 168 . 1 . 1

Test Setup

Direction: Upstream ↑ Downstream ↓ Upstream and Downstream ↑↓

Transfer Size: 12500.000 MBytes

Test Selection

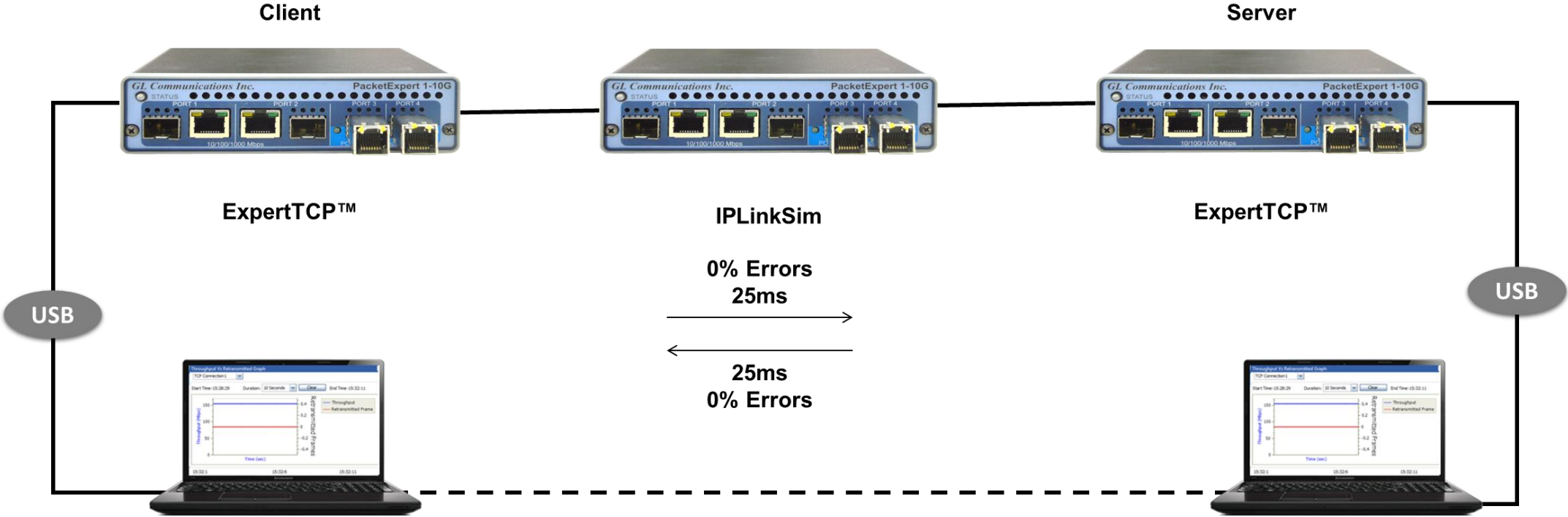
Run Throughput Test
 Run Path MTU Test
 Run Baseline RTT Test

Upstream MTU: 850 Bytes
Downstream MTU: 850 Bytes
Upstream RTT: 0.056 msec
Downstream RTT: 0.056 msec

Start

Ready

Test Setup with Impairments



Network Setup

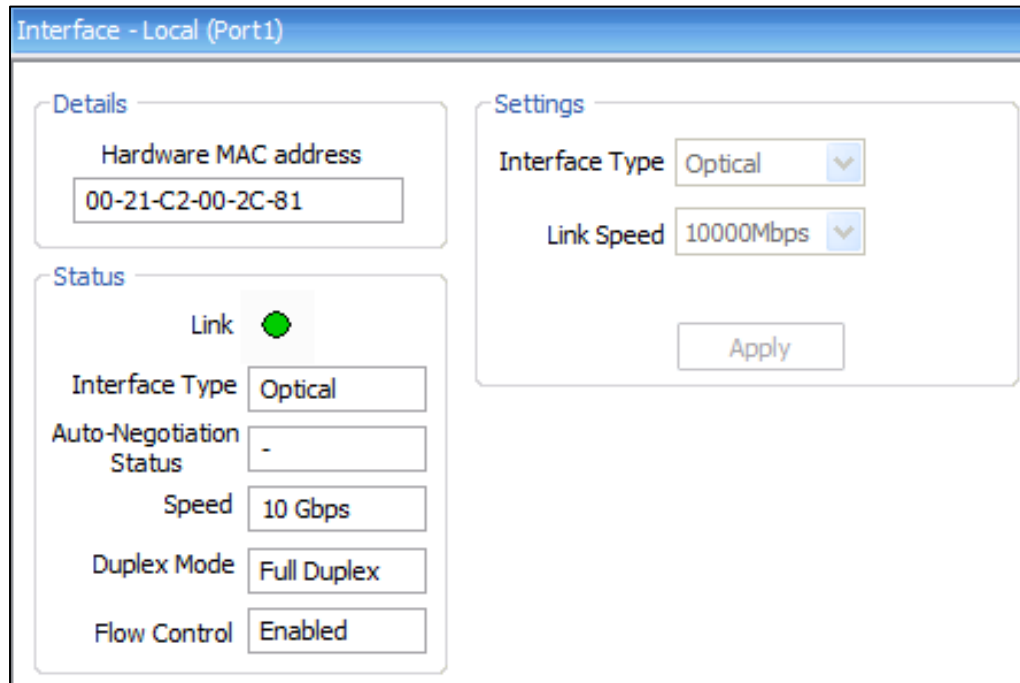
All settings configured locally on the client side.



Remote

Remote Server IP Address: 192 . 168 . 1 . 232

Status: Connected 




Interface - Local (Port1)

Details

Hardware MAC address: 00-21-C2-00-2C-81

Status

Link: 

Interface Type: Optical

Auto-Negotiation Status: -

Speed: 10 Gbps

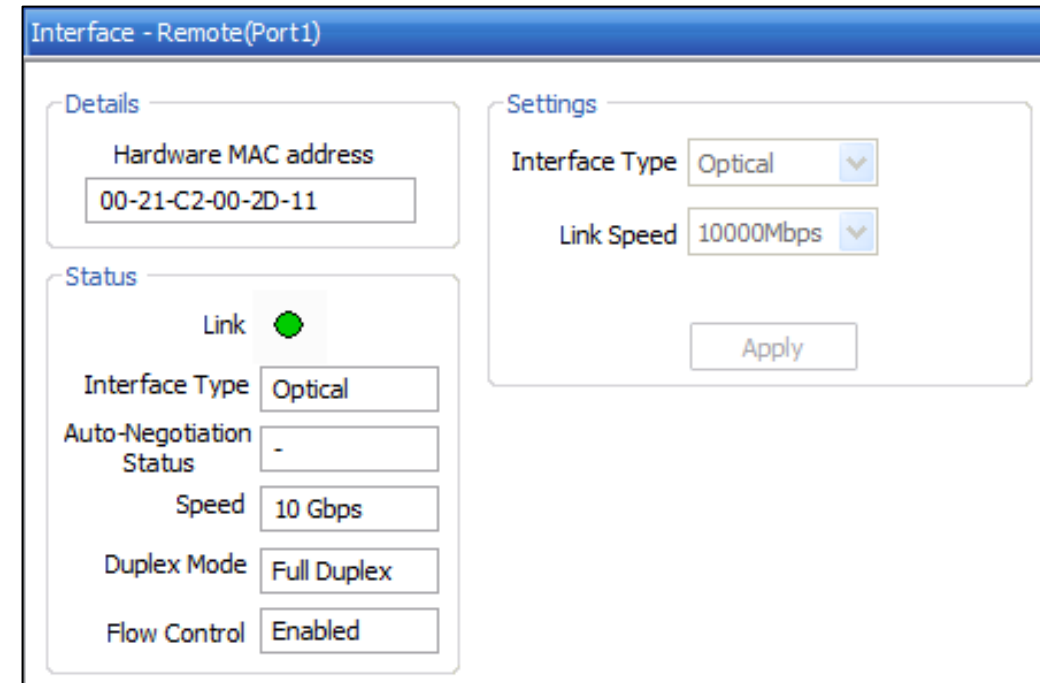
Duplex Mode: Full Duplex

Flow Control: Enabled

Settings

Interface Type: Optical

Link Speed: 10000Mbps




Interface - Remote (Port1)

Details

Hardware MAC address: 00-21-C2-00-2D-11

Status

Link: 

Interface Type: Optical

Auto-Negotiation Status: -

Speed: 10 Gbps

Duplex Mode: Full Duplex

Flow Control: Enabled

Settings

Interface Type: Optical

Link Speed: 10000Mbps

Network Setup (Contd.)

Separate Upstream and Downstream bandwidths configurable for asymmetrical path

Network Setup

The diagram illustrates a network setup for testing. It consists of three main components connected in a line: Client (Local), Network Under Test, and Server (Remote). Each component has specific configuration fields. The Client (Local) has a MAC Address field with a 'User Defined' checkbox and a text input containing '00-21-c2-00-2d-11'. Below it is an IP Address section with fields for IP Address (192.168.1.111), Subnet Mask (255.255.255.0), and Default Gateway (192.168.1.1). The Network Under Test has a Link Type section with radio buttons for Symmetrical (selected) and Asymmetrical. Below this are fields for Upstream CIR (1000.00 Mbps) and Downstream CIR (1000.00 Mbps). The Server (Remote) has a MAC Address field with a 'User Defined' checkbox and a text input containing '00-21-c2-00-22-e8'. Below it is an IP Address section with fields for IP Address (192.168.1.222), Subnet Mask (255.255.255.0), and Default Gateway (192.168.1.1).

Client (Local)

MAC Address User Defined
00-21-c2-00-2d-11

IP Address

IP Address 192 . 168 . 1 . 111

Subnet Mask 255 . 255 . 255 . 0

Default Gateway 192 . 168 . 1 . 1

Network Under Test

Link Type

Symmetrical Asymmetrical

Upstream CIR 1000.00 Mbps

Downstream CIR 1000.00 Mbps

Server (Remote)

MAC Address User Defined
00-21-c2-00-22-e8

IP Address

IP Address 192 . 168 . 1 . 222

Subnet Mask 255 . 255 . 255 . 0

Default Gateway 192 . 168 . 1 . 1

TCP Setup

Single TCP connection

TCP Setup

No of TCP Connection

TCP Port Configuration Automatic Manual

TCP Connection No.	Client Port	Server Port
1	5000	6000

Multiple TCP connections

TCP Setup

No of TCP Connection

TCP Port Configuration Automatic Manual

TCP Connection No.	Client Port	Server Port
1	5000	6000
2	5001	6001
3	5002	6002
4	5003	6003
5	5004	6004
6	5005	6005
7	5006	6006
8	5007	6007

TCP Setup (contd.)

The screenshot shows a 'Test Setup' window with the following configuration:

- Direction:** Upstream ↑, Downstream ↓, Upstream and Downstream ↑↓
- Transfer Size:** 12500.000 MBytes
- Test Selection:**
 - Run Throughput Test
 - Run Path MTU Test
 - Upstream MTU: 850 Bytes
 - Downstream MTU: 850 Bytes
 - Run Baseline RTT Test
 - Upstream RTT: 0.056 msec
 - Downstream RTT: 0.056 msec

- Upstream/Downstream/Bidirectional
- Path MTU - run test and discover or user can enter manually
- Baseline RTT - run test and find out or user can enter manually
- Separate Path MTU/Baseline RTT configuration for Upstream/Downstream directions for asymmetrical paths

Status and Results

Overall Status

Test Status: Done

Current Direction: -

Current Test

Test	Status	Result
Path MTU (Upstream)	↑	✓
Baseline RTT (Upstream)	↑	✓
Throughput (Upstream)	↑	✓

TCP Connection Status:

Connection No.	Source Port	Destination Port	Status
0	5000	6000	Connection Closed

Path MTU results

Upstream Downstream

Path MTU: 1500 Bytes

Baseline RTT Results

Upstream Downstream

Trial Duration: 91

Average RTT: 50.018 msec

Minimum RTT: 50.015 msec

Maximum RTT: 50.040 msec

Baseline RTT Value Selected: 50.015 msec

Test Parameter Summary

Upstream Downstream

Baseline RTT: 50.015 msec

Calculated BDP: 625.190 KBytes

TCP Window: 65535 Bytes

Path MTU: 1500 Bytes

MSS Used: 1448 Bytes

No of TCP Connection: 1

Transfer Size: 100.000 MBytes

Statistics and Periodic Results

The screenshot shows a window titled "Statistics" with tabs for "Upstream" and "Downstream". A dropdown menu is set to "TCP Connection 1". Below is a table with two columns: "Statistics" and "Values".

Statistics	Values
Time(secs)	78
Tx Frames	285306
Tx Bytes	100000000
Retransmitted Frames	0
Retransmitted Bytes	0
Retransmitted Frames %	0.0000

Statistics are updated every second and includes -

- TCP Transmitted Frames/Bytes
- TCP Retransmitted Frames/Bytes
- Retransmitted Bytes Percentage

The screenshot shows a window titled "Throughput Results" with tabs for "Upstream" and "Downstream". A dropdown menu is set to "TCP Connection 1". Below are three rows of throughput data:

Average Throughput	10.37	Mbps
Minimum Throughput	9.15	Mbps
Maximum Throughput	10.80	Mbps

The screenshot shows a window titled "RTT Results" with tabs for "Upstream" and "Downstream". A dropdown menu is set to "TCP Connection 1". Below are three rows of RTT data:

Average RTT	50.018	msec
Minimum RTT	50.008	msec
Maximum RTT	50.052	msec

Throughput and RTT values are calculated every second and displayed. Minimum, Maximum and Average Values are displayed

Final Results

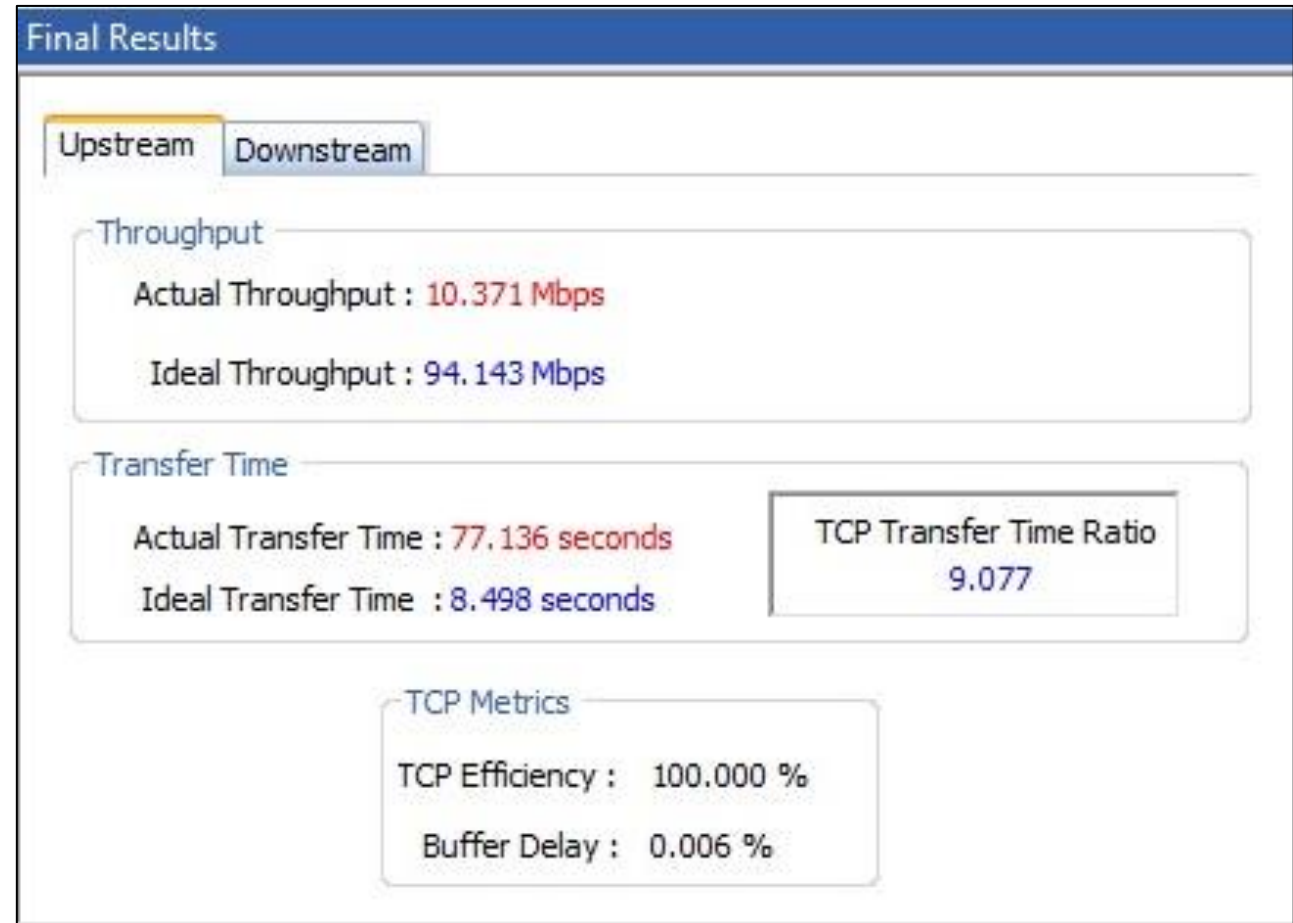
Ideal Throughput - the maximum possible TCP throughput for the given CIR

Ideal Transfer Time - the time taken to transfer the test data size at the ideal throughput

TCP Transfer Time Ratio - Measure of how much Actual transfer time is greater than the Ideal transfer time

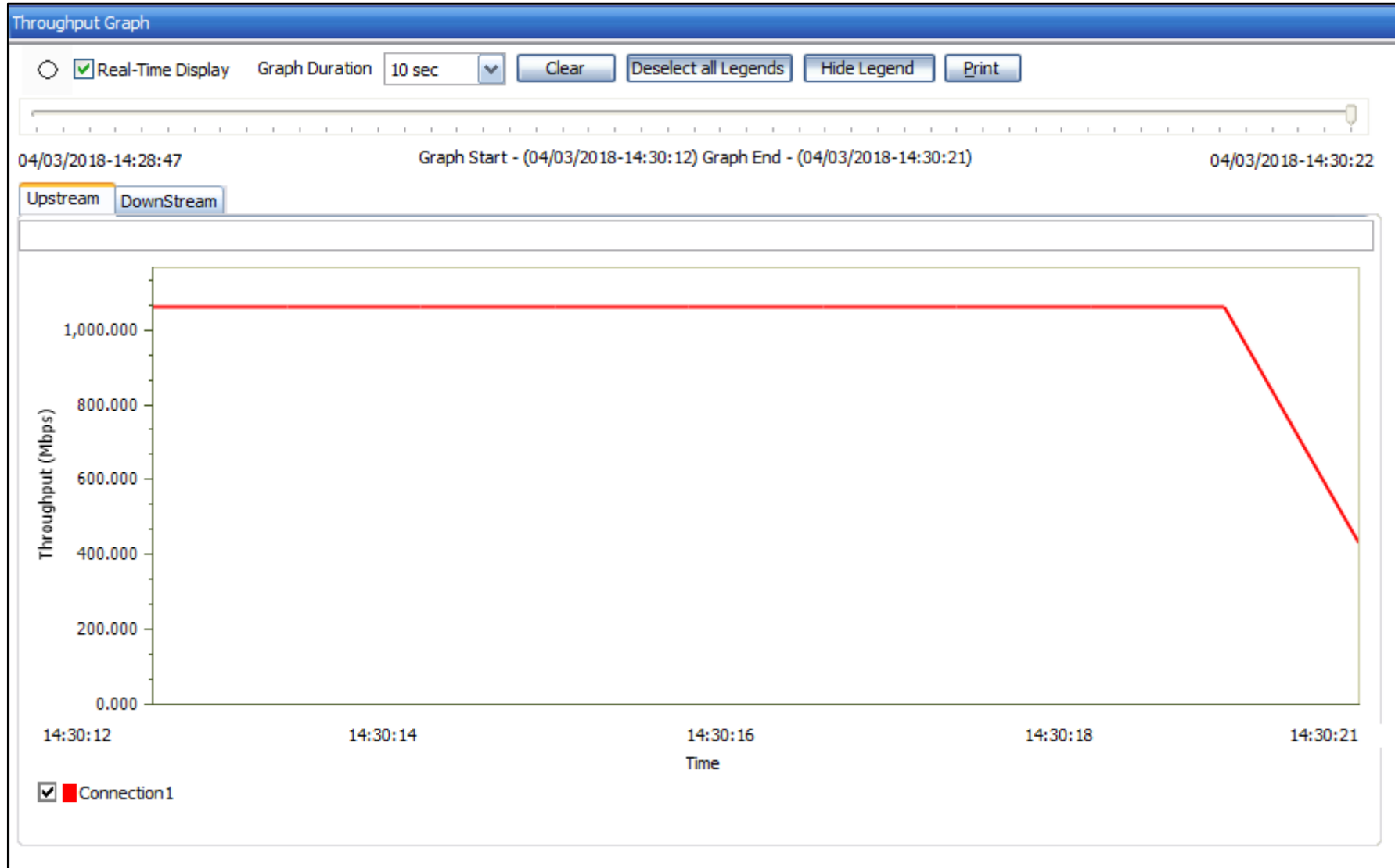
TCP Efficiency - measure of the number of Transmitted bytes compared to the retransmitted bytes

Buffer Delay - measure of how much the RTT increases during the actual TCP Throughput test compared to the Baseline RTT



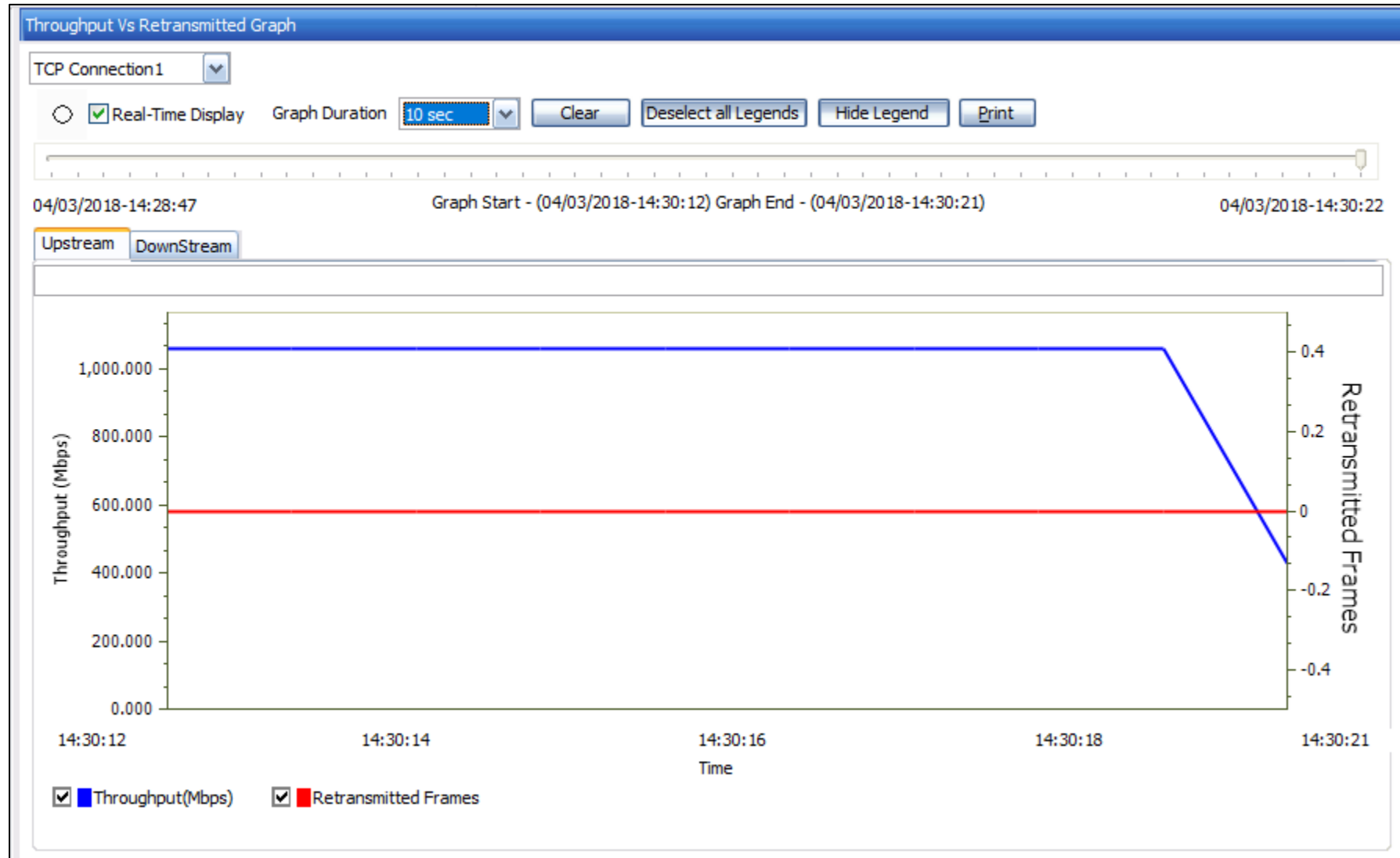
Throughput Graph

With 0.1% Packet Loss



Throughput vs. Retransmitted Frames Graph

With 0.1% Packet Loss



Multiple TCP connections

With 8 TCP connections

The screenshot shows a window titled "Test Parameter Summary" with two tabs: "Upstream" (selected) and "Downstream". The window displays several network parameters in a list format:

Baseline RTT	50.022	msec
Calculated BDP	625.274	KBytes
TCP Window	524280	Bytes
Path MTU	1500	Bytes
MSS Used	1448	Bytes
No of TCP Connection	8	
Transfer Size	100.000	MBytes

A red rectangular box highlights the "TCP Window" row. A dashed line points from the right side of this box to a text annotation: "TCP window of 5,24,280 bytes shared among 8 connections".

Thank You