How speedy is SPDY?

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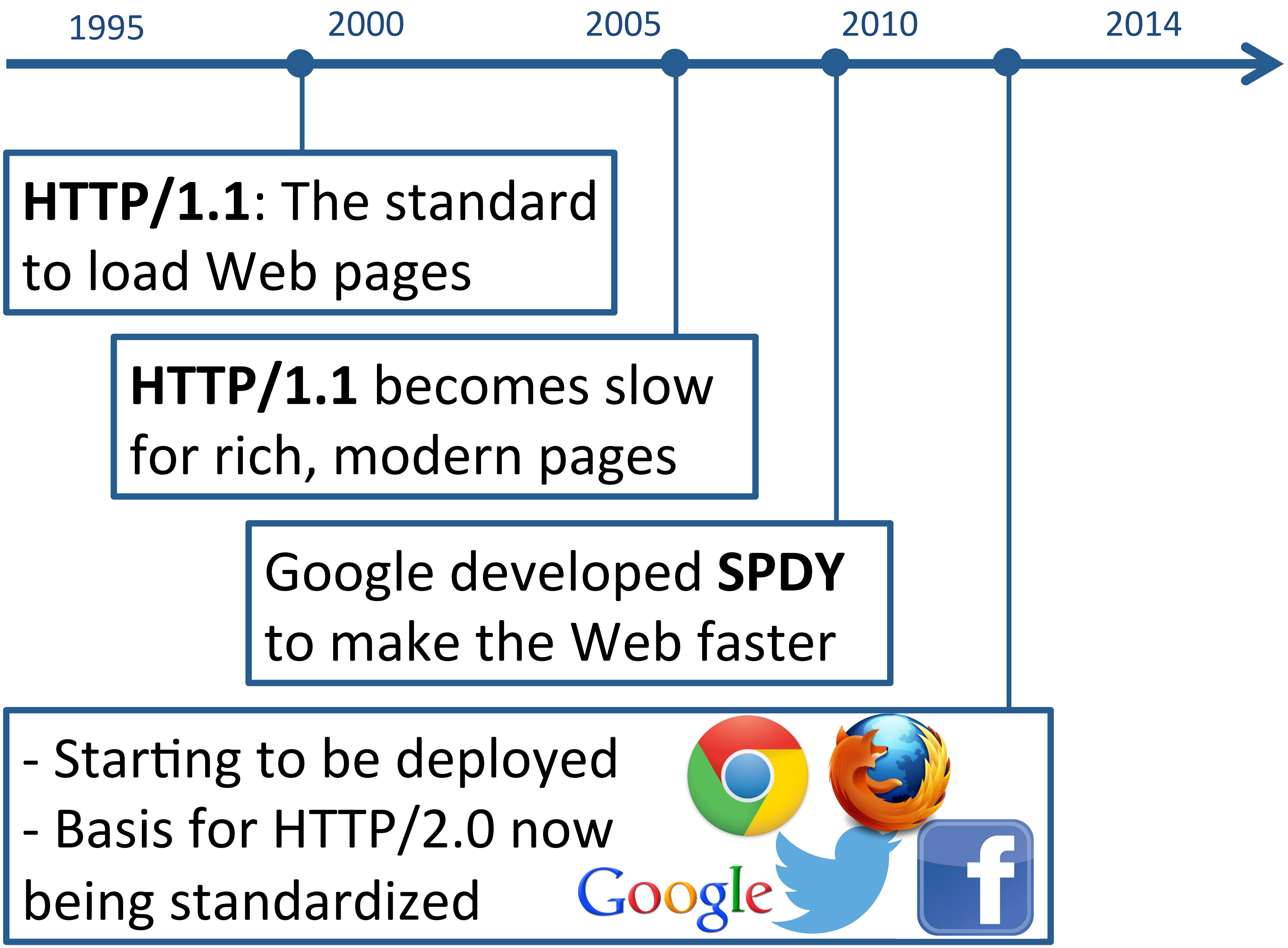
University of Washington

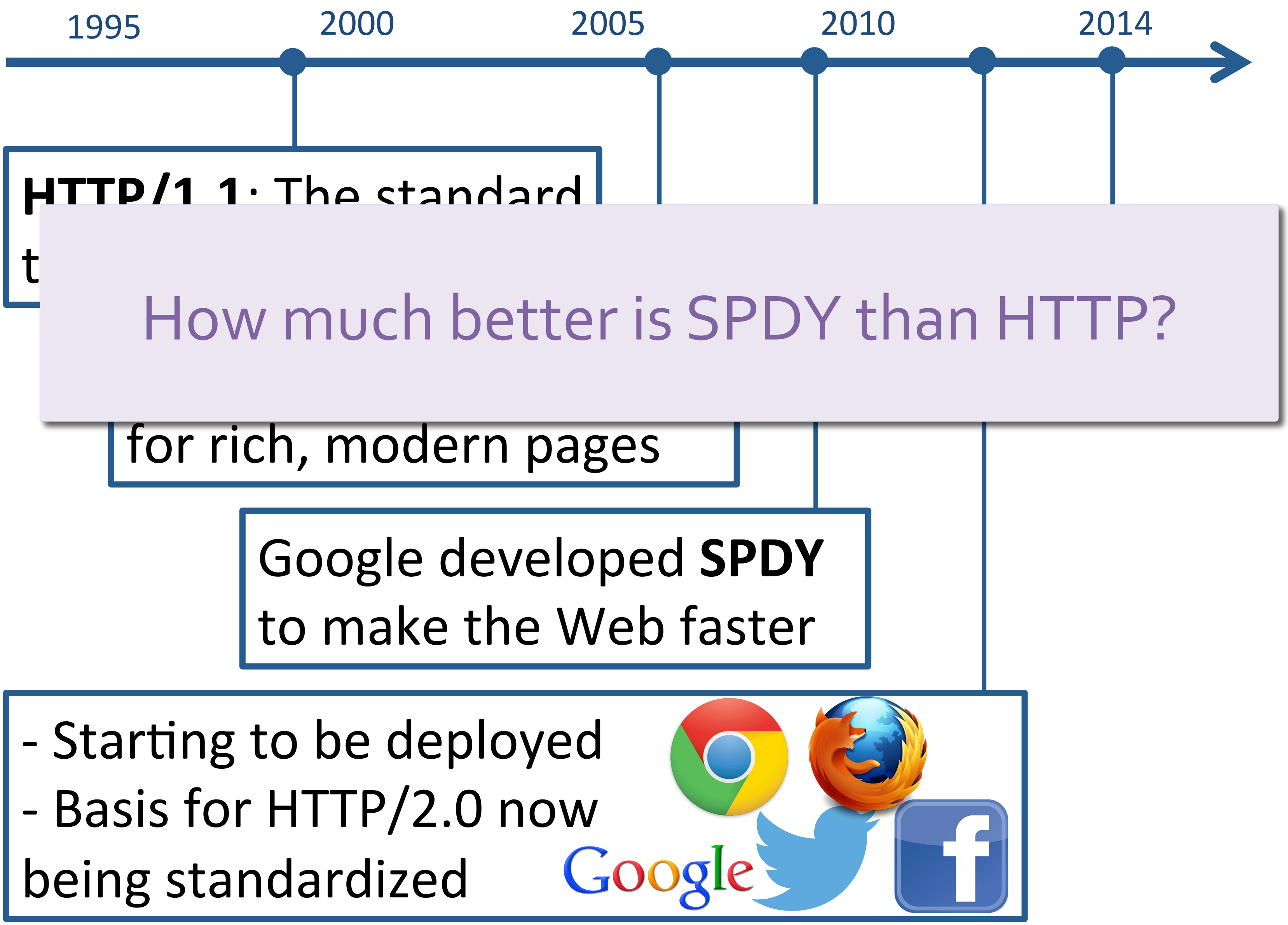


HTTP/1.1: The standard to load Web pages

HTTP/1.1 becomes slow for rich, modern pages

Google developed **SPDY** to make the Web faster

- Starting to be deployed
- Basis for HTTP/2.0 now being standardized



HTTP/1.1: The standard

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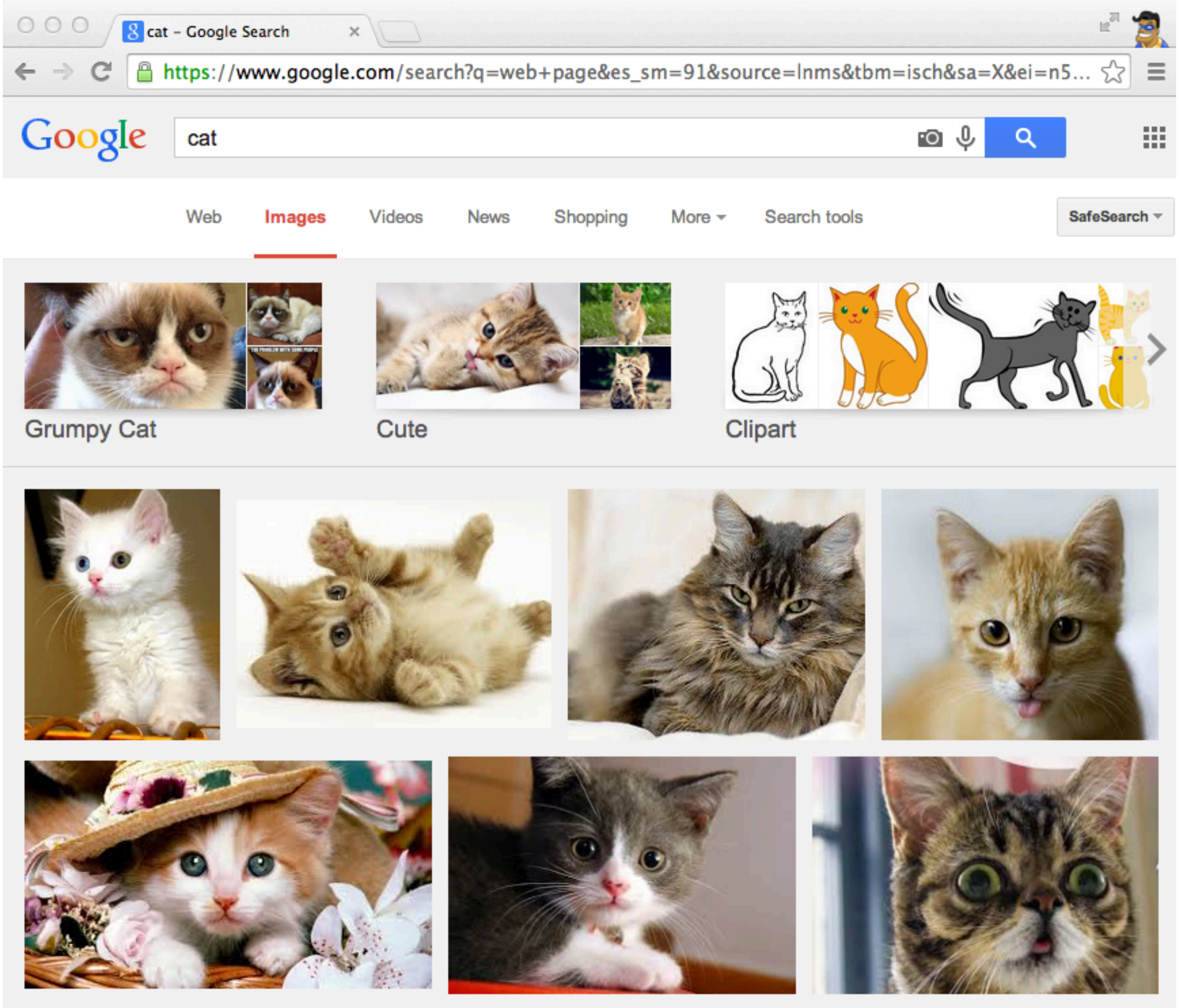
How much better is SPDY than HTTP?

for rich, modern pages

Google developed **SPDY** to make the Web faster

- Starting to be deployed
- Basis for HTTP/2.0 now being standardized



cat – Google Search
https://www.google.com/search?q=web+page&es_sm=91&source=lnms&tbm=isch&sa=X&ei=n5...
Google
cat
Web
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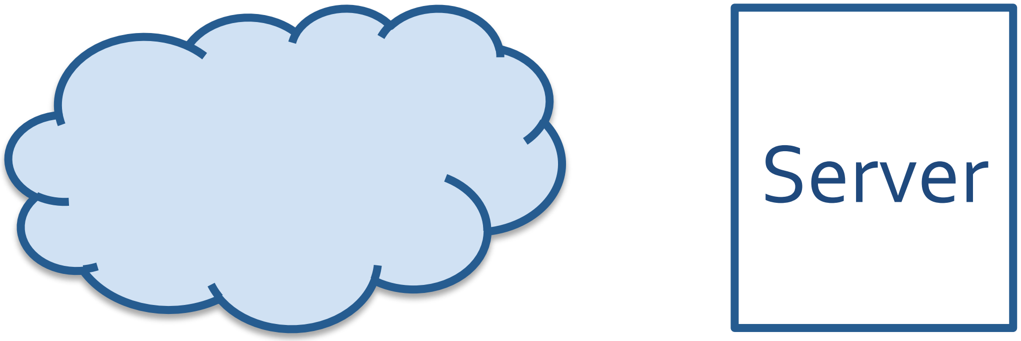
Videos
News
Shopping
More
Search tools
SafeSearch
Grumpy Cat
Cute
Clipart

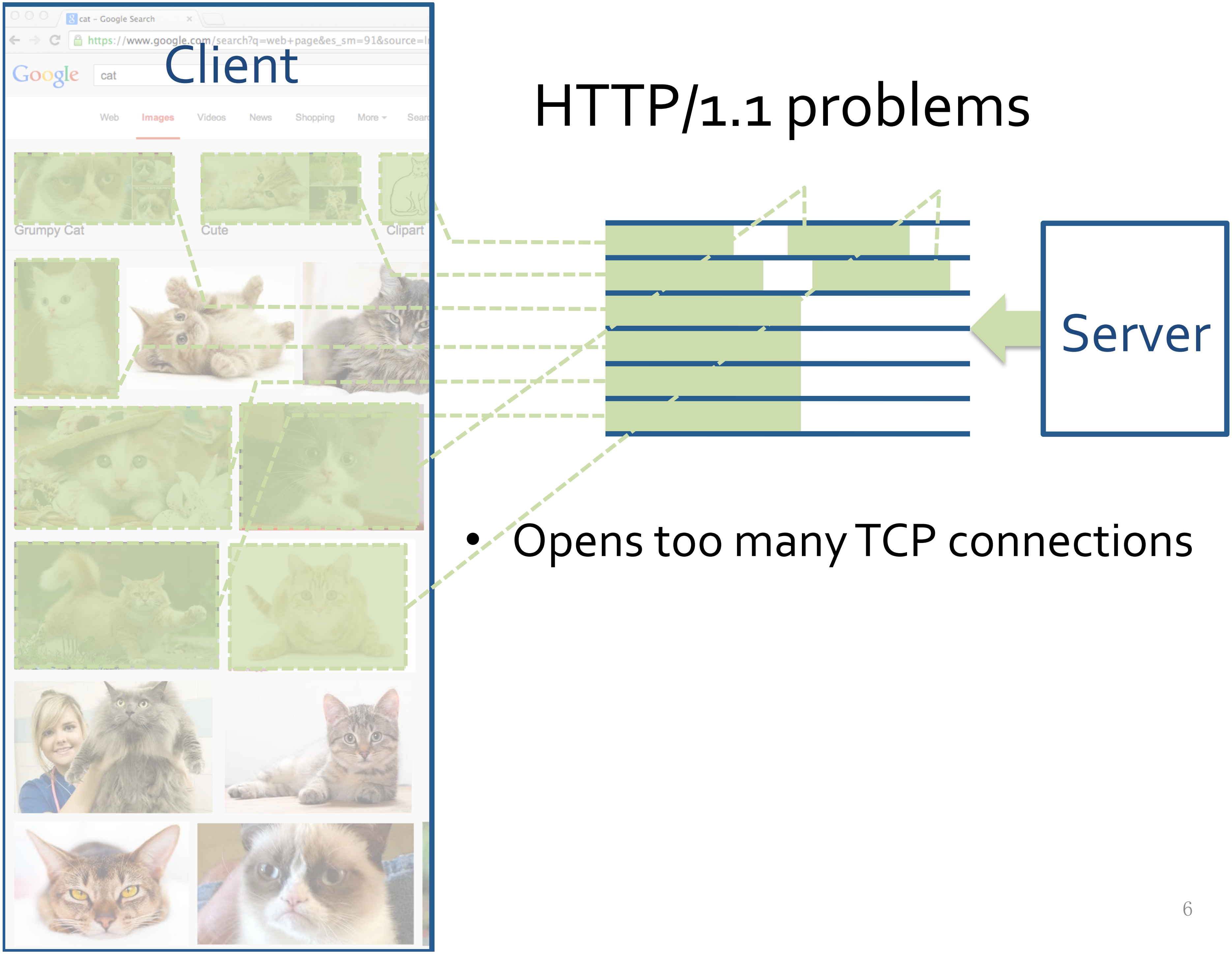
HTTP/1.1 problems

Client



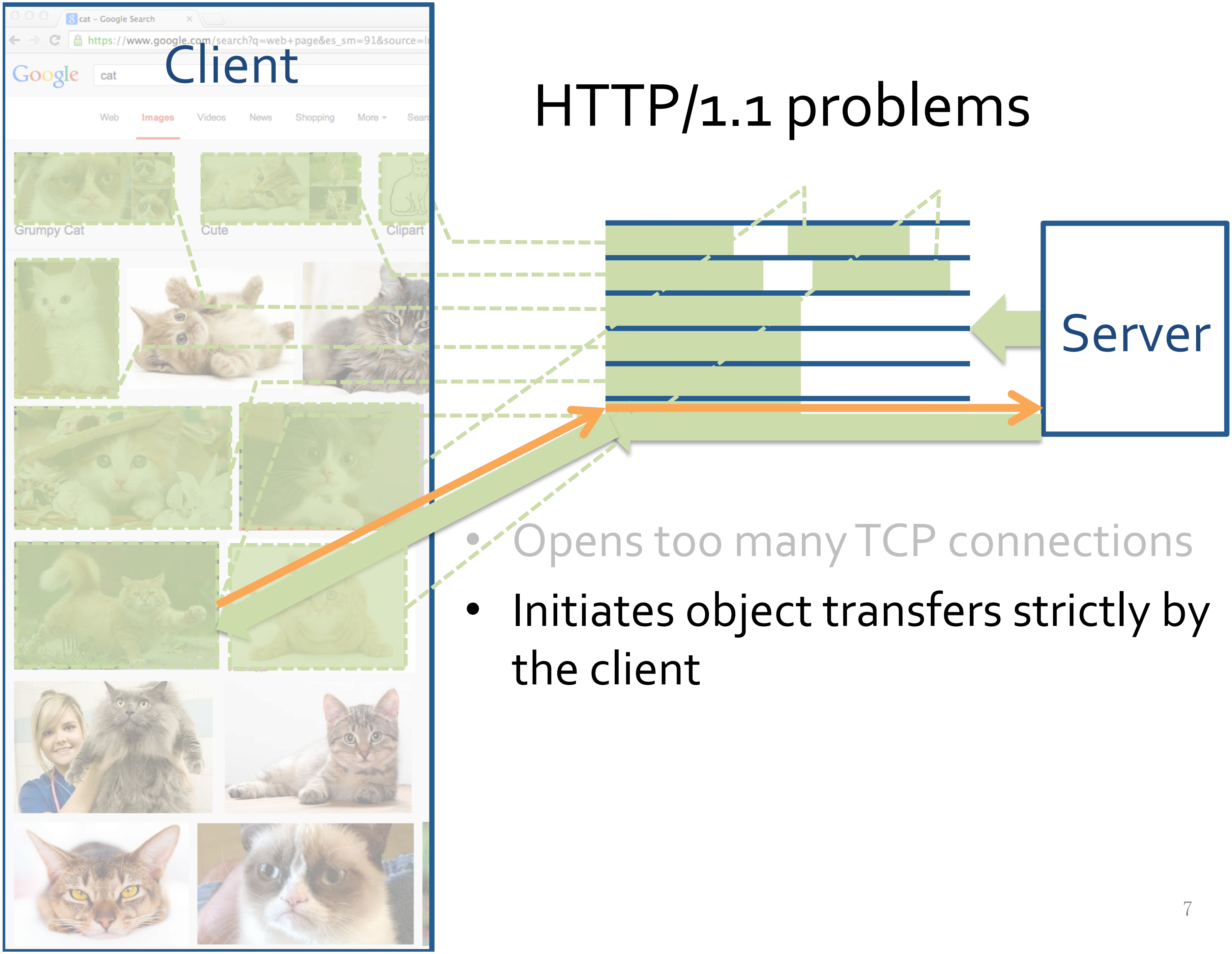
Server

HTTP/1.1 problems

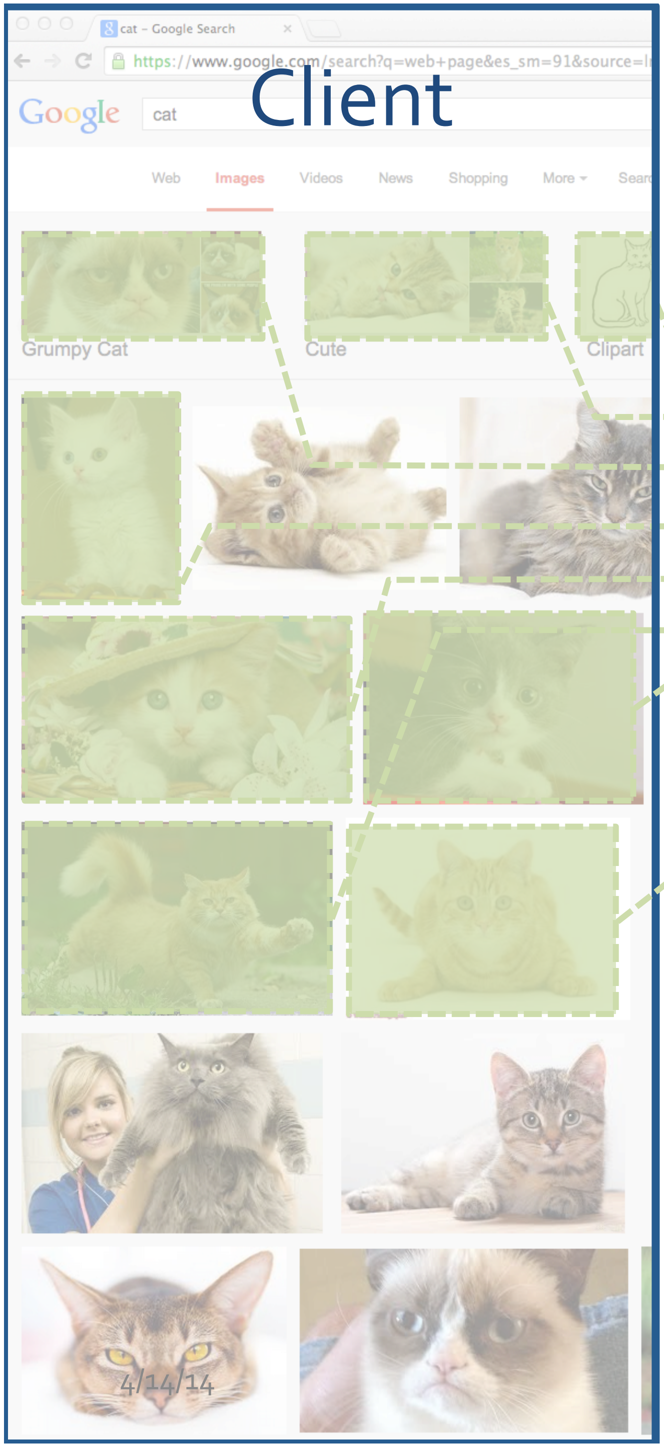


- Opens too many TCP connections

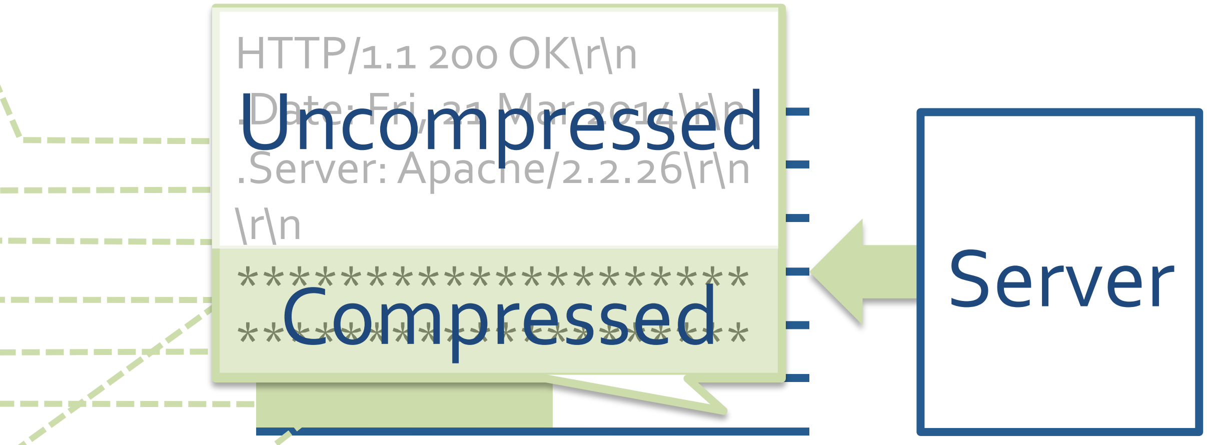
HTTP/1.1 problems



- Opens too many TCP connections
- Initiates object transfers strictly by the client

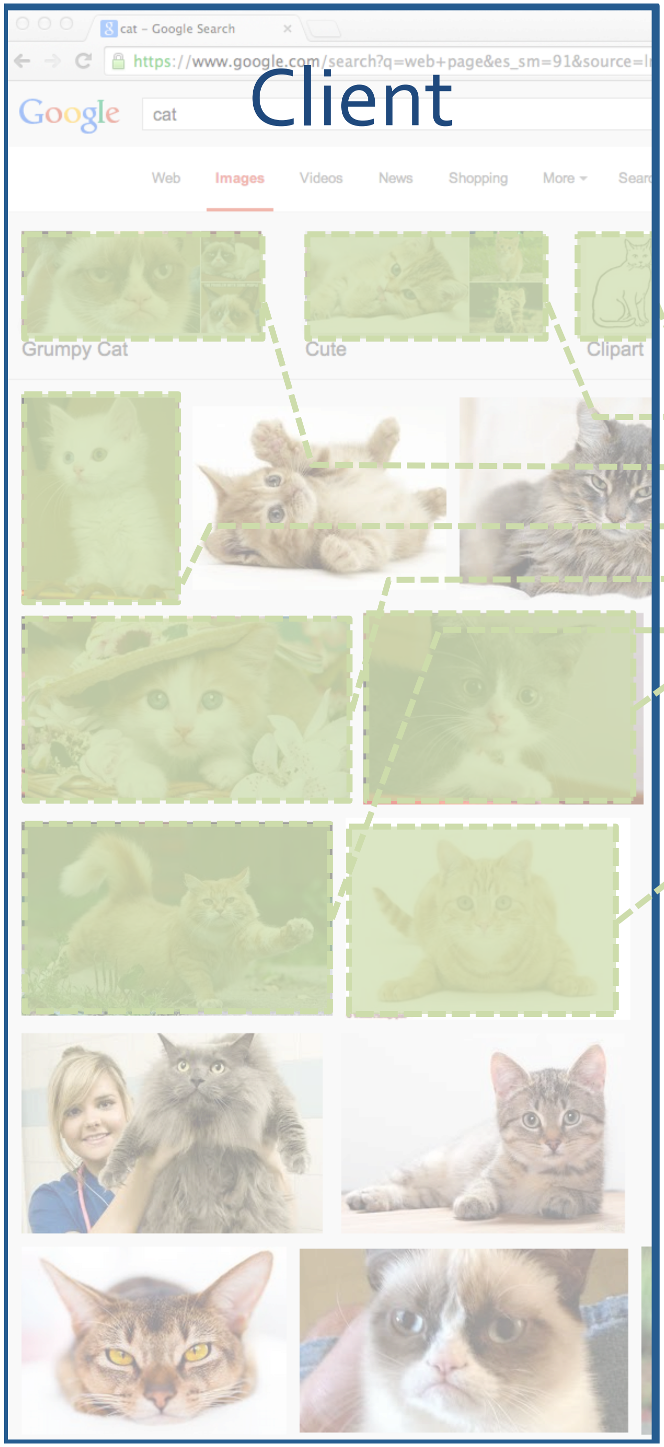


HTTP/1.1 problems



```
HTTP/1.1 200 OK\r\n
Date: Fri, 21 Mar 2014\r\n
.Server: Apache/2.2.26\r\n
\r\n
********************
********************
```

- Opens too many TCP connections
- Initiates object transfers strictly by the client
- Compresses only HTTP payloads, not headers



Client

HTTP/1.1 problems

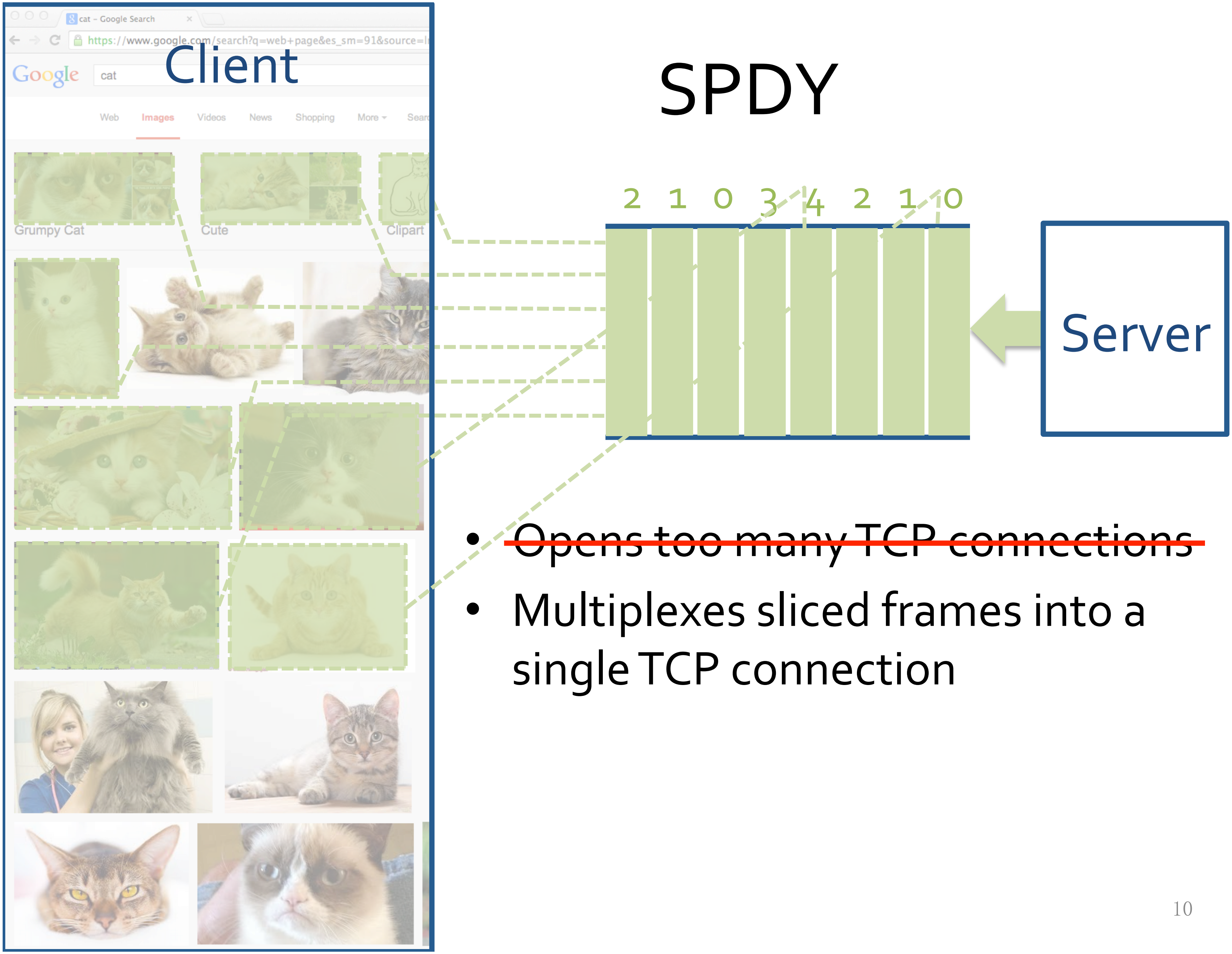
HTTP/1.1 200 OK\r\n

r

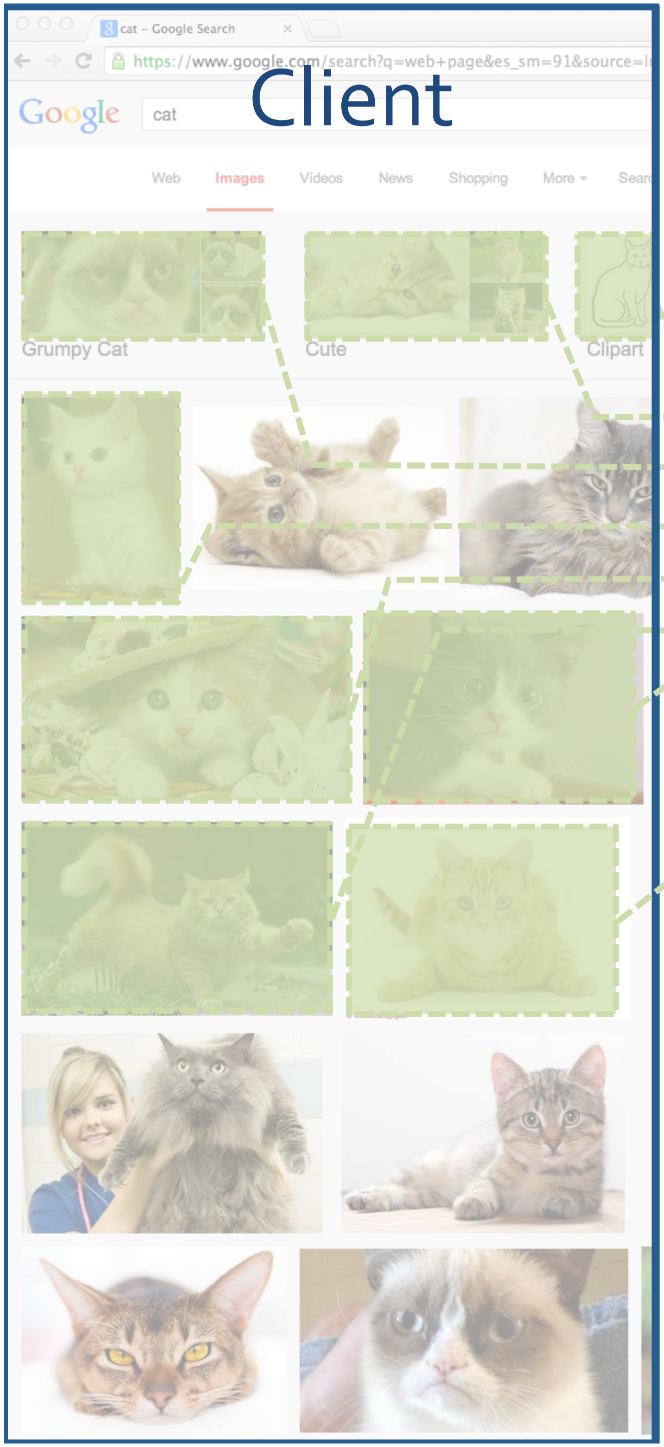
SPDY is proposed to address these issues

- Opens too many TCP connections
- Initiates object transfers strictly by the client
- Compresses only HTTP payloads, not headers

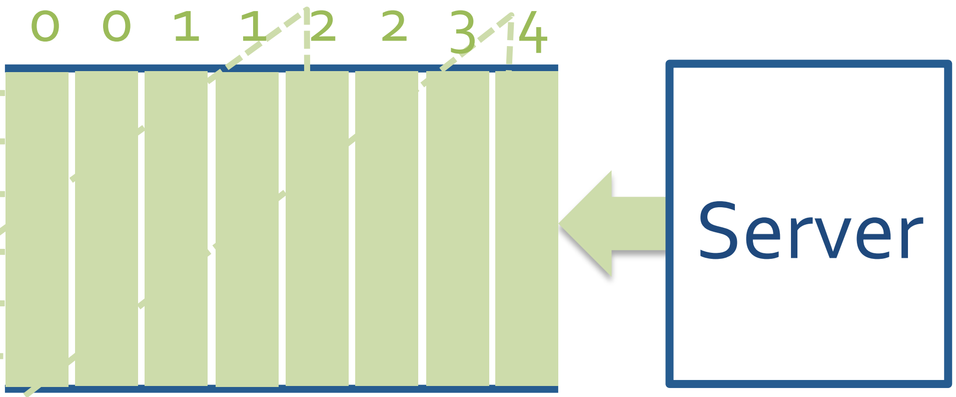
SPDY



- ~~Opens too many TCP connections~~
- Multiplexes sliced frames into a single TCP connection

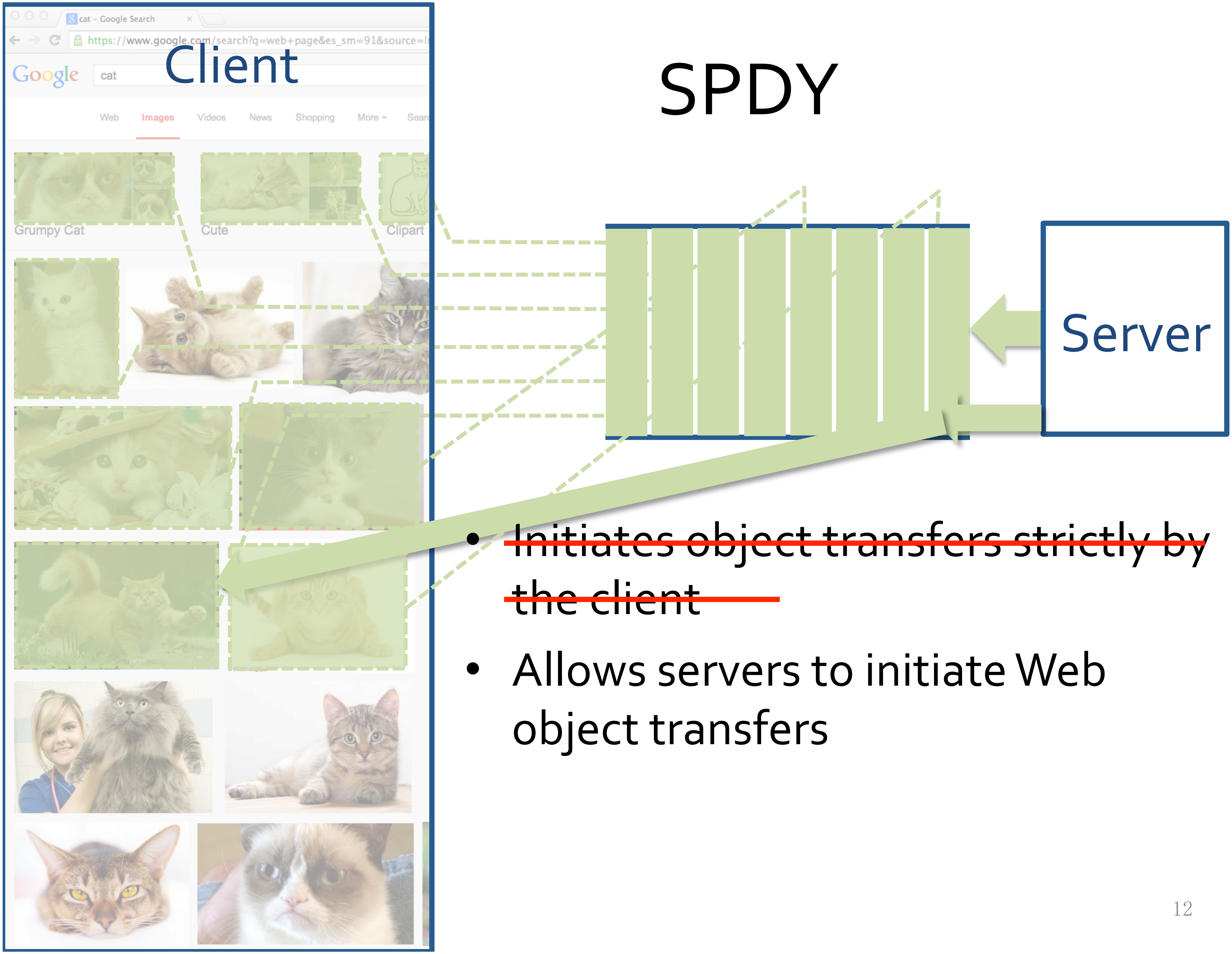


SPDY



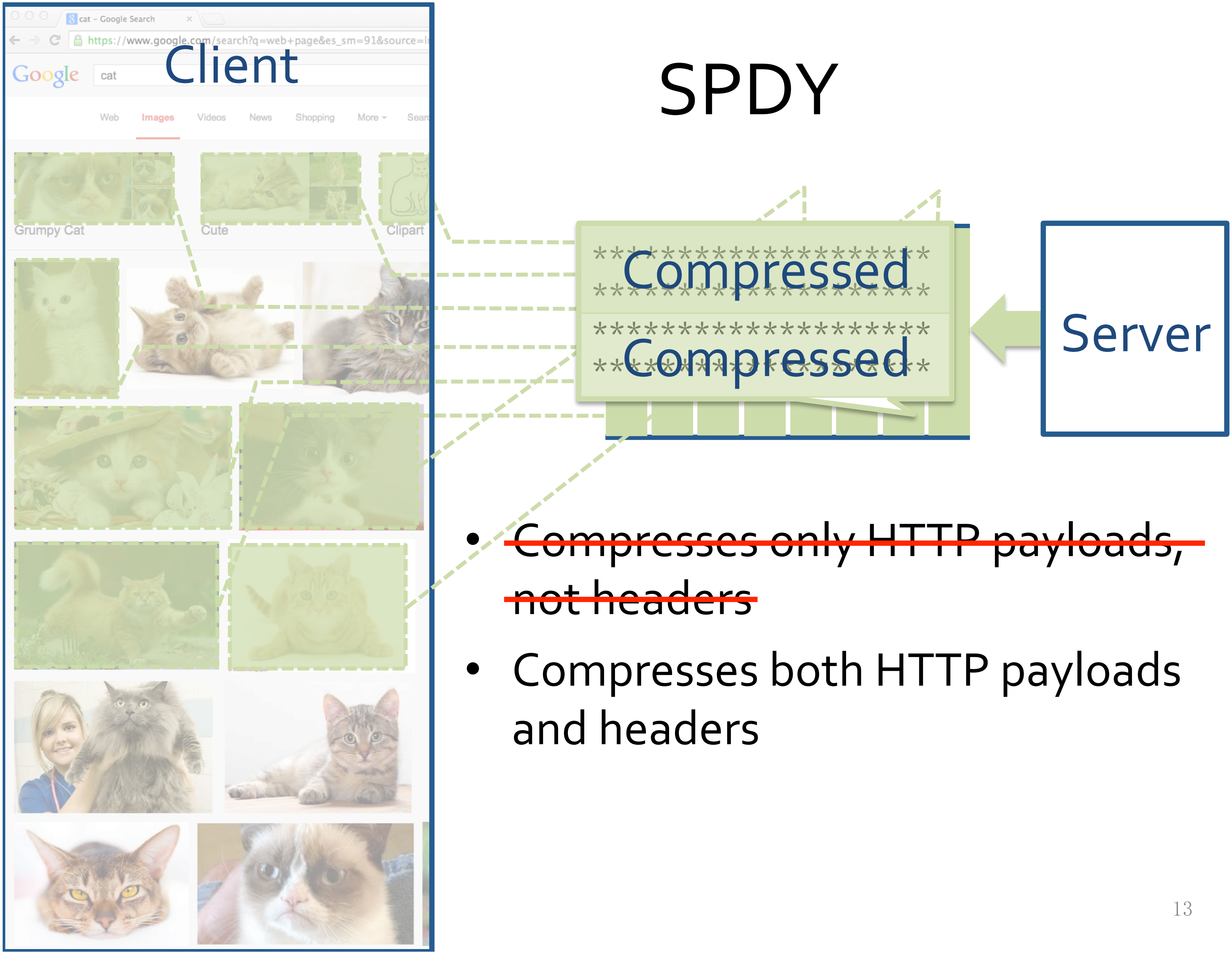
- ~~Opens too many TCP connections~~
- Multiplexes sliced frames into a single TCP connection
- Prioritizes Web objects

SPDY



- ~~Initiates object transfers strictly by the client~~
- Allows servers to initiate Web object transfers

SPDY



- ~~Compresses only HTTP payloads, not headers~~
- Compresses both HTTP payloads and headers

How well does SPDY perform?

Google

SPDY helps **27%** to **60%**

SPDY sometimes helps and sometimes hurts.
Overall, SPDY helps **< 10%**.

Microsoft

Akamai

How well does SPDY perform?

Google

SPDY helps **27%** to **60%**

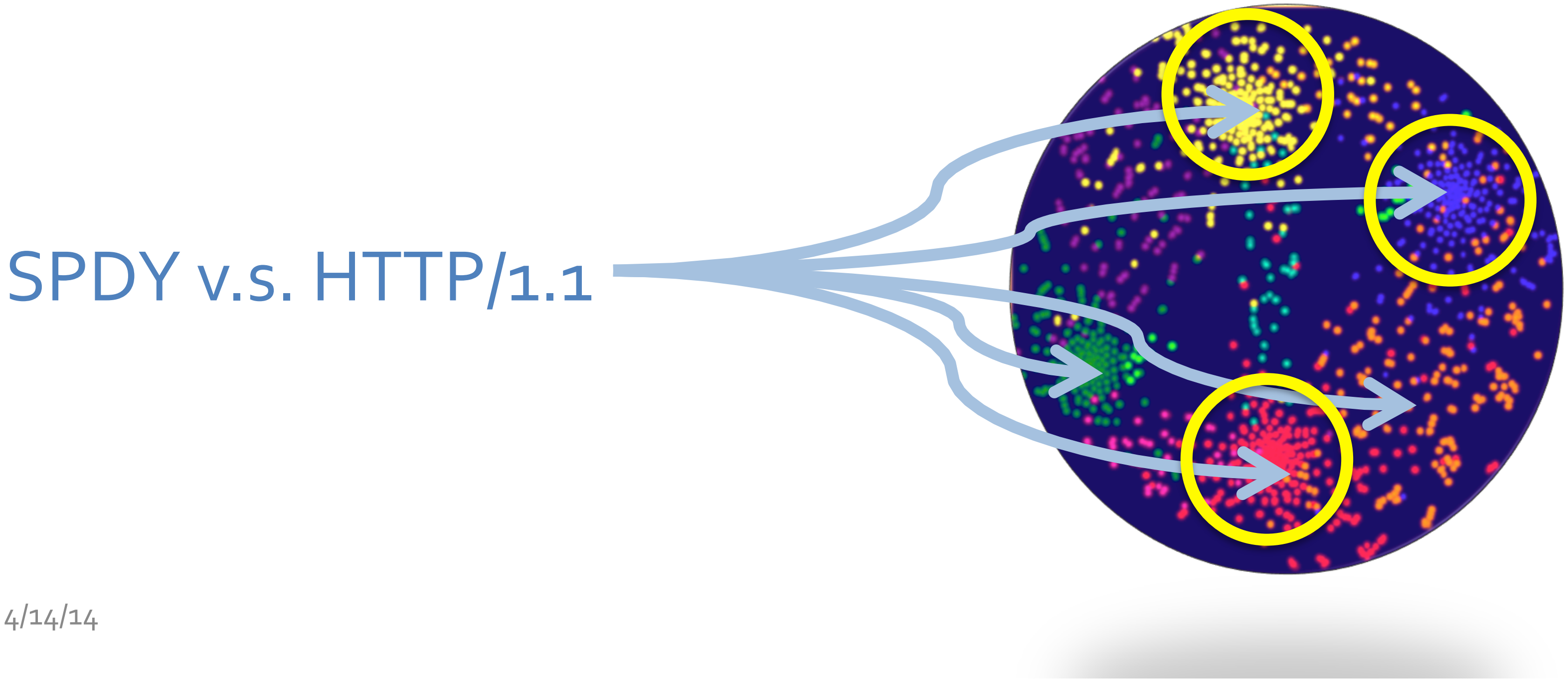
Microsoft

SPDY sometimes helps and sometimes hurts.

Measurement results conflict

Goals

- A systematic study of SPDY that
  - Extensively sweeps the parameter space
  - Links SPDY performance to underlying factors
  - Identifies the dominant factors



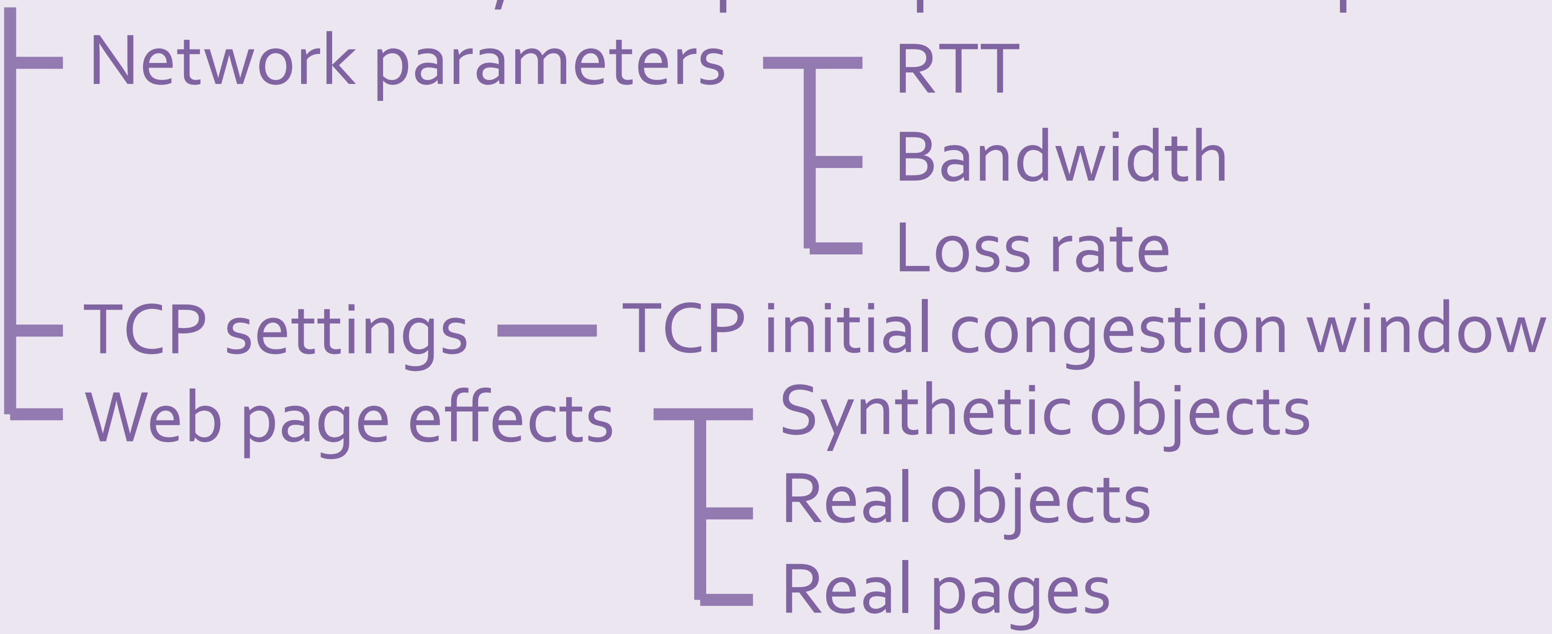
SPDY v.s. HTTP/1.1

Challenge

Many factors **external** to SPDY affect SPDY

Approach

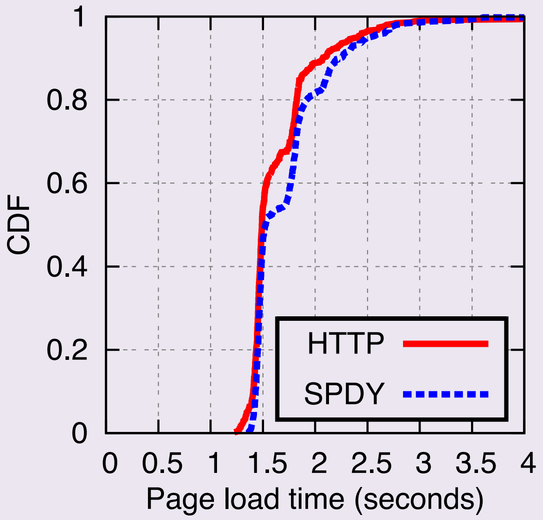
Isolate factors, sweep the parameter space



- Network parameters
  - RTT
  - Bandwidth
  - Loss rate
- TCP settings
  - TCP initial congestion window
- Web page effects
  - Synthetic objects
  - Real objects
  - Real pages

Challenge

Page load time has high variance



Variance: **0.5** second

Difference: **0.02** second

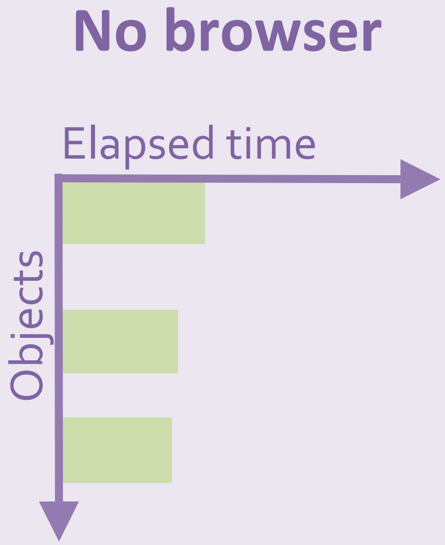
Approach

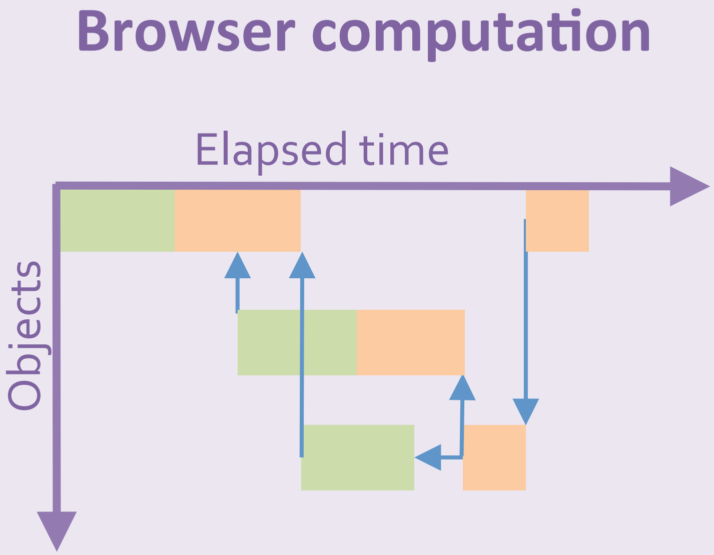
Control source of variability by

- Experimenting in a **controlled network**
- Using **our emulator** instead of browsers

Challenge

Dependencies between network and browser computation affect page loads

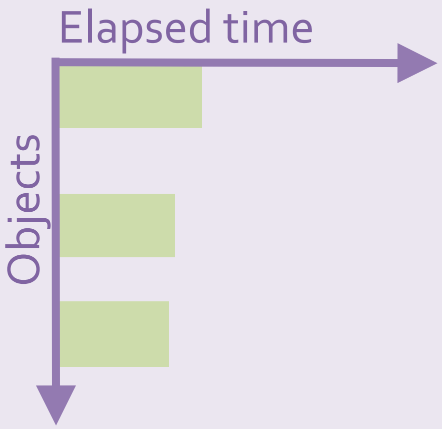




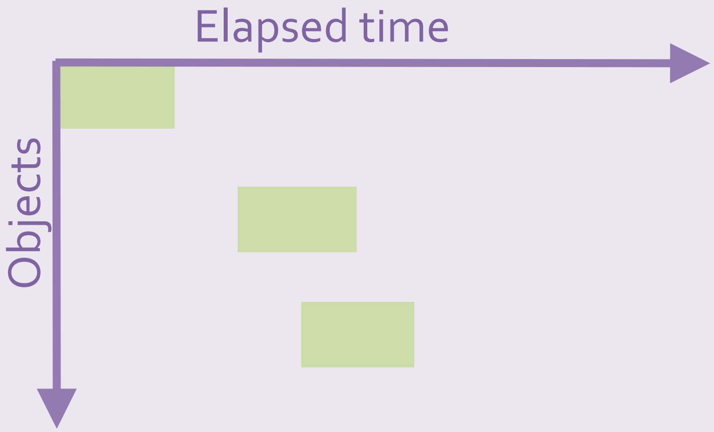
Challenge

Dependencies between network and browser computation affect page loads

No browser



Browser computation



Approach

Preserve dependencies.

Outline

- Understanding SPDY's performance with
  - Synthetic objects
  - Real objects
  - Real pages

Outline

- Understanding SPDY's performance with
  - **Synthetic objects**
  - Real objects
  - Real pages

Extensively sweep parameter space

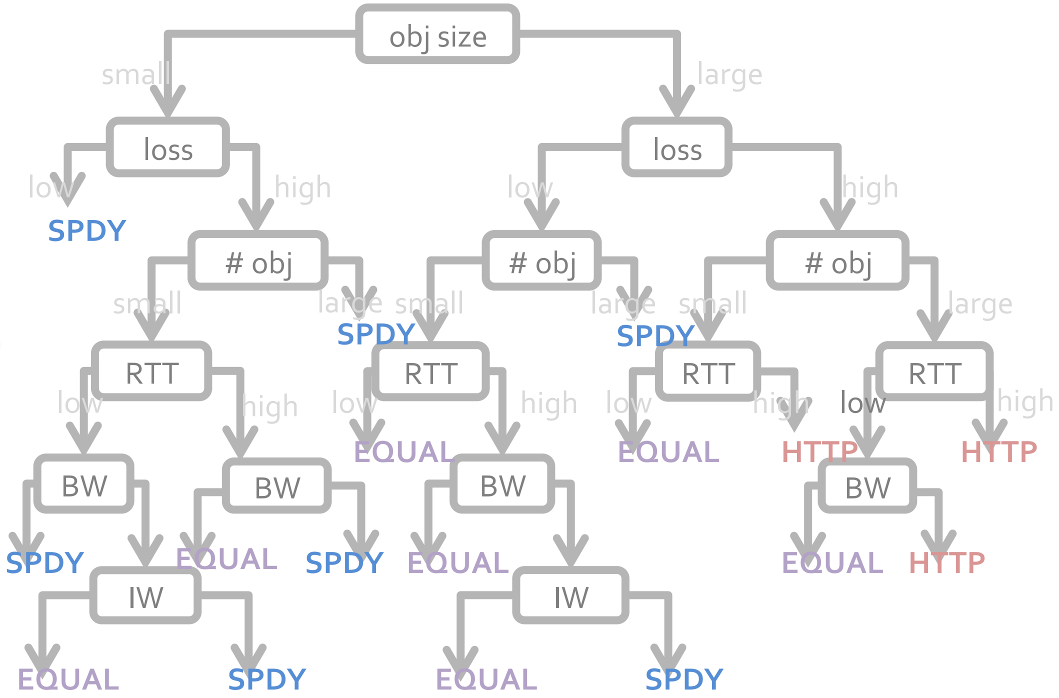
	Factors	Range
Network parameters	RTT	20ms, 100ms, 200ms
	Bandwidth	1Mbps, 10Mbps
	Loss rate	0, .5%, 1%, 2%
TCP settings	TCP IW	3, 10, 21, 32
Synthetic objects	Web obj. size	100B, 1K, 10K, 100K, 1M
	# of objects	2, 8, 16, 32, 64, 128, 512

Make HTTP requests

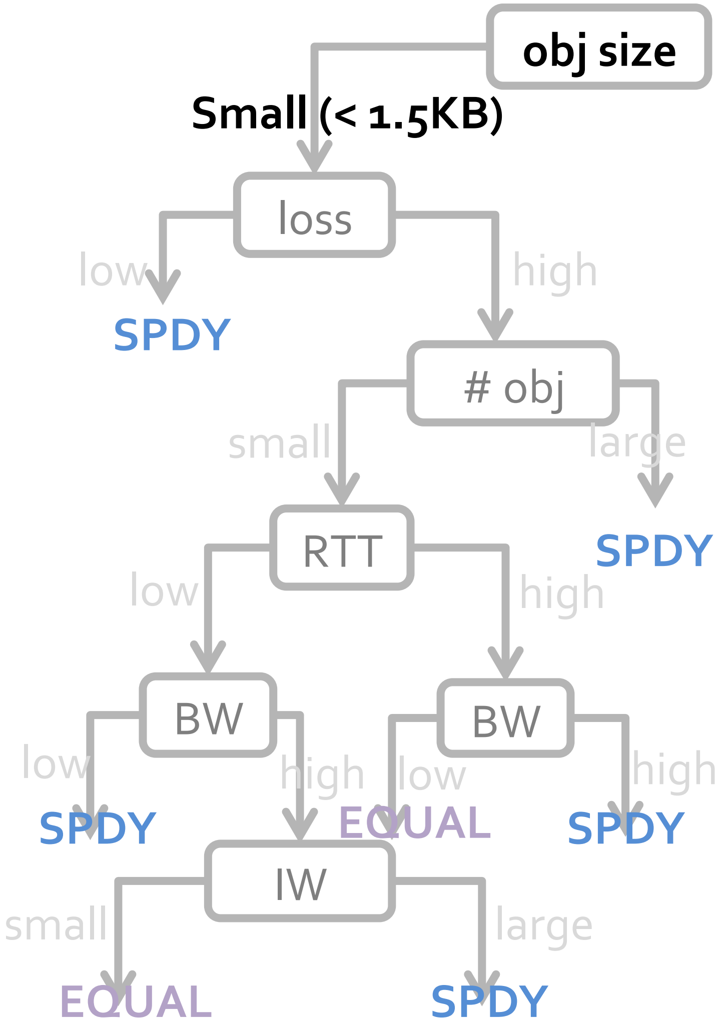
Link SPDY performance to factors

→ Decision tree analysis

Six factors, Thousands of data points



SPDY helps on small objects



obj size

Small (< 1.5KB)

loss

low

SPDY

high

# obj

small

large

SPDY

RTT

low

high

BW

low

SPDY

high

BW

low

EQUAL

high

SPDY

IW

small

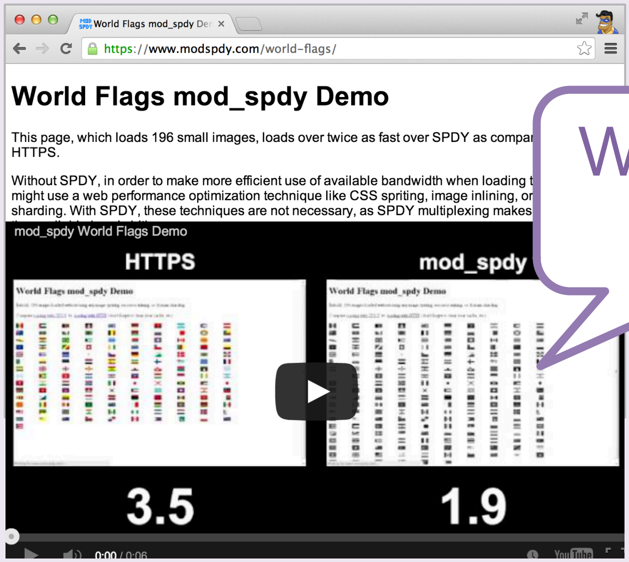
EQUAL

large

SPDY

Explanation

Unlike in HTTP, a TCP segment can carry multiple Web objects in SPDY.



World Flags mod_spdy Dem

https://www.modspdy.com/world-flags/

World Flags mod_spdy Demo

This page, which loads 196 small images, loads over twice as fast over SPDY as compar HTTPS.

Without SPDY, in order to make more efficient use of available bandwidth when loading t might use a web performance optimization technique like CSS spriting, image inlining, or sharding. With SPDY, these techniques are not necessary, as SPDY multiplexing makes

mod_spdy World Flags Demo

HTTPS

mod_spdy

World Flags mod_spdy Demo

World Flags mod_spdy Demo

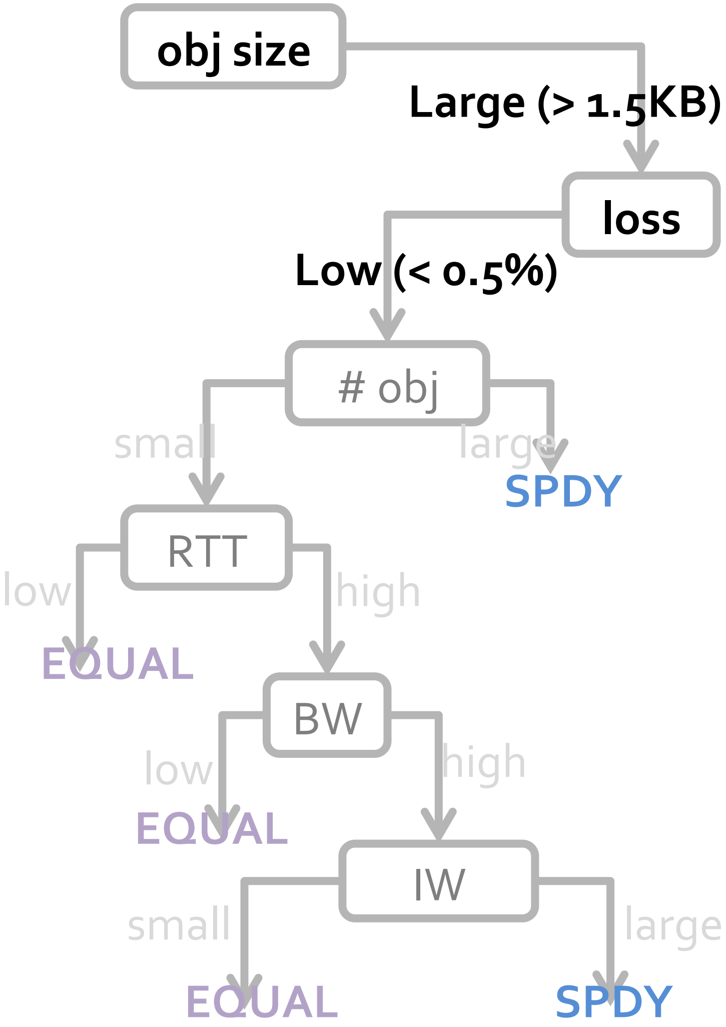
3.5

1.9

0:00 / 0:06

Why SPDY helps

SPDY helps on large objects, low loss

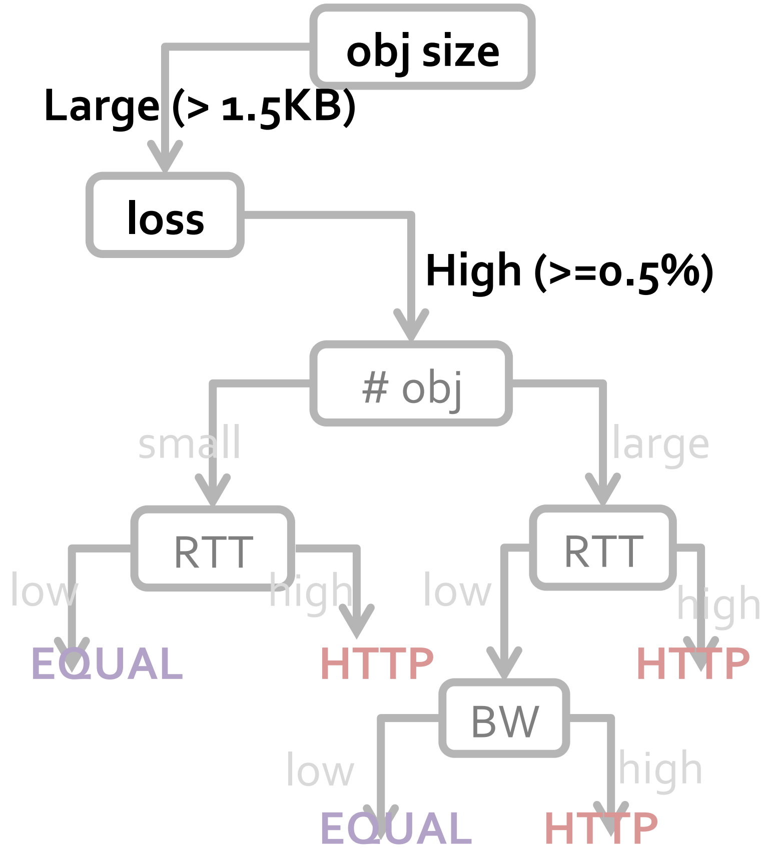


Explanation

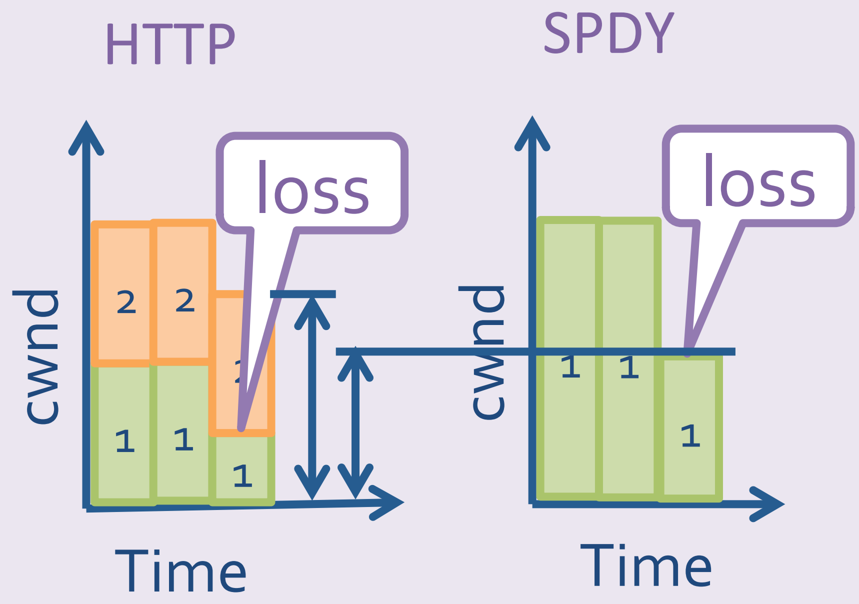
In HTTP, Multiple connections compete with each other

→ More **retransmissions**

SPDY hurts on large objects, high loss

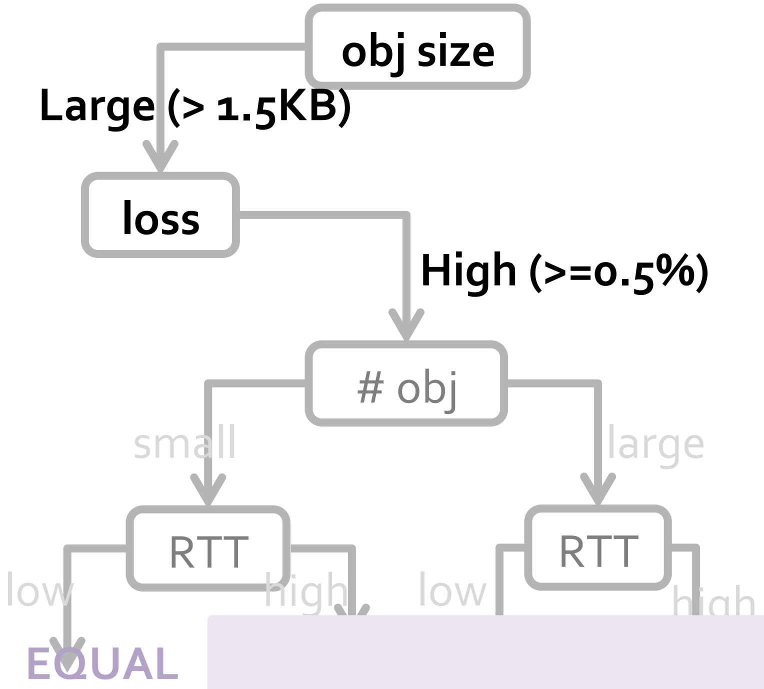


Explanation



In a single connection, SPDY reduces cwnd more aggressively under loss.

SPDY hurts on large objects, high loss



obj size

Large (> 1.5KB)

loss

High (>=0.5%)

# obj

small

large

RTT

RTT

low

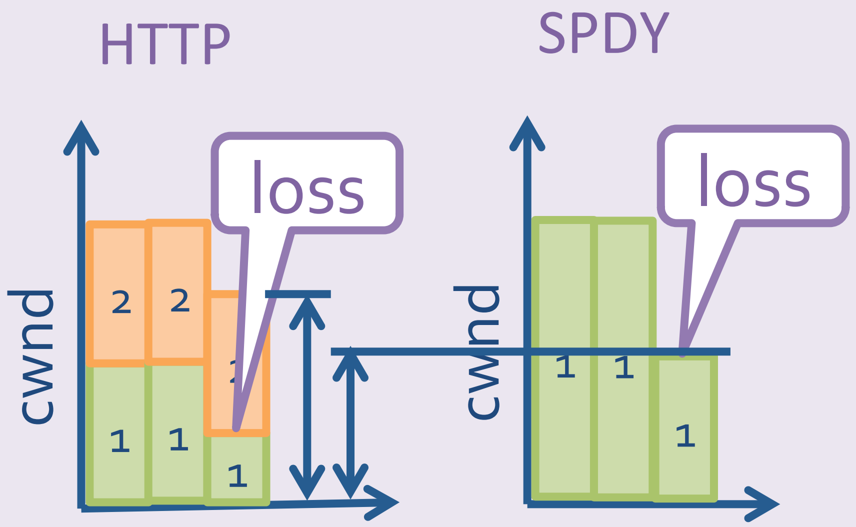
high

low

high

EQUAL

Explanation



Most performance impact of SPDY comes from a single TCP connection.

Identify dominant factors

# obj

BW

RTT

Importance?

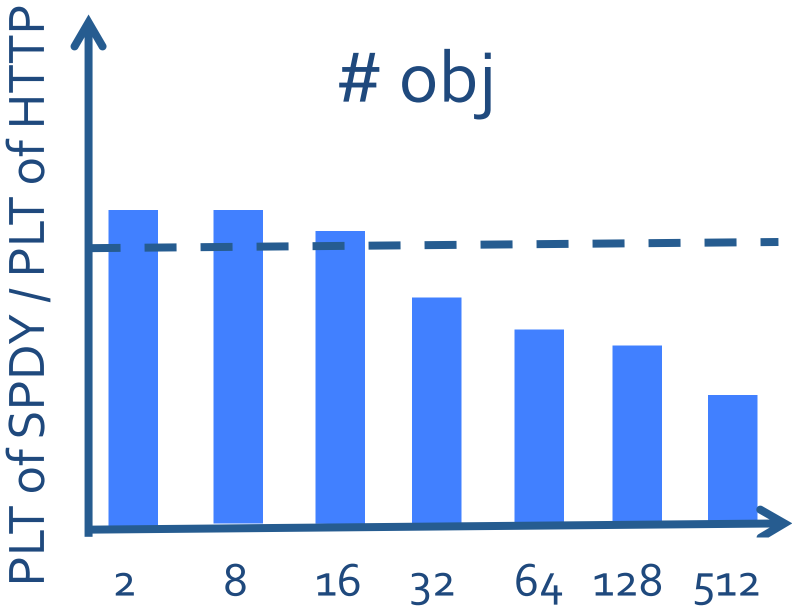
obj size

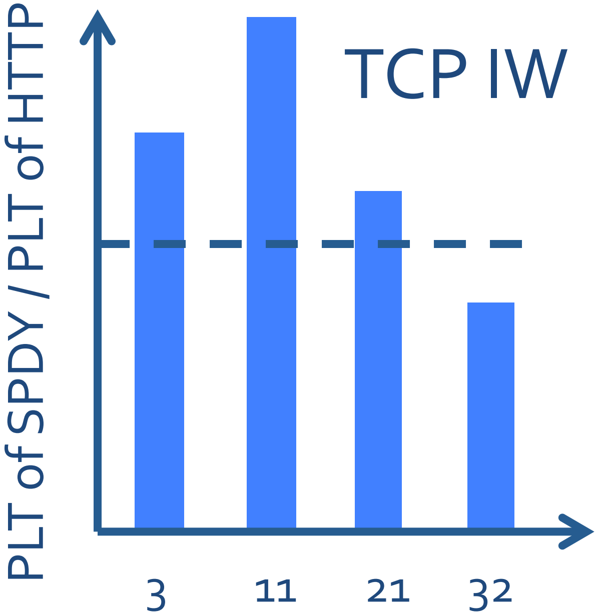
loss

IW

Identify dominant factors

obj size loss # obj more important than RTT BW IW





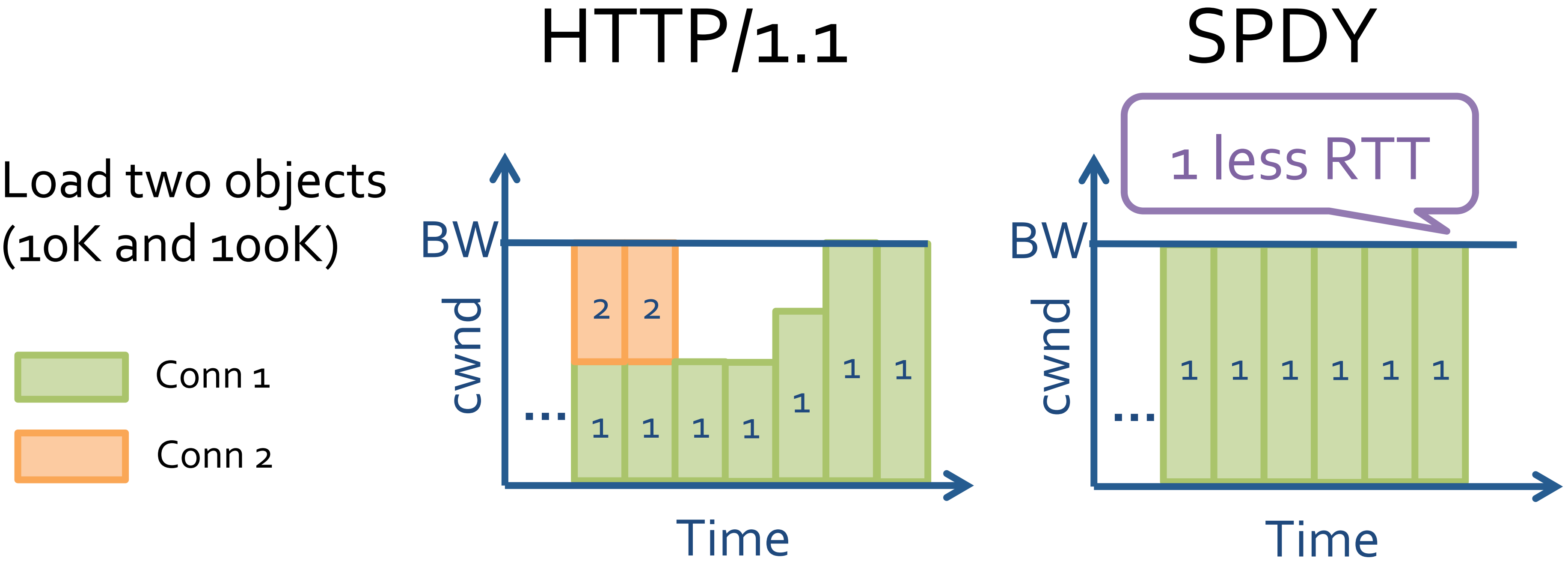
RTT: 200ms
BW: 10Mbps
Loss: 0
IW: 3
obj size: 10KB
# obj: 8

# obj shows a trend

IW doesn't show a trend

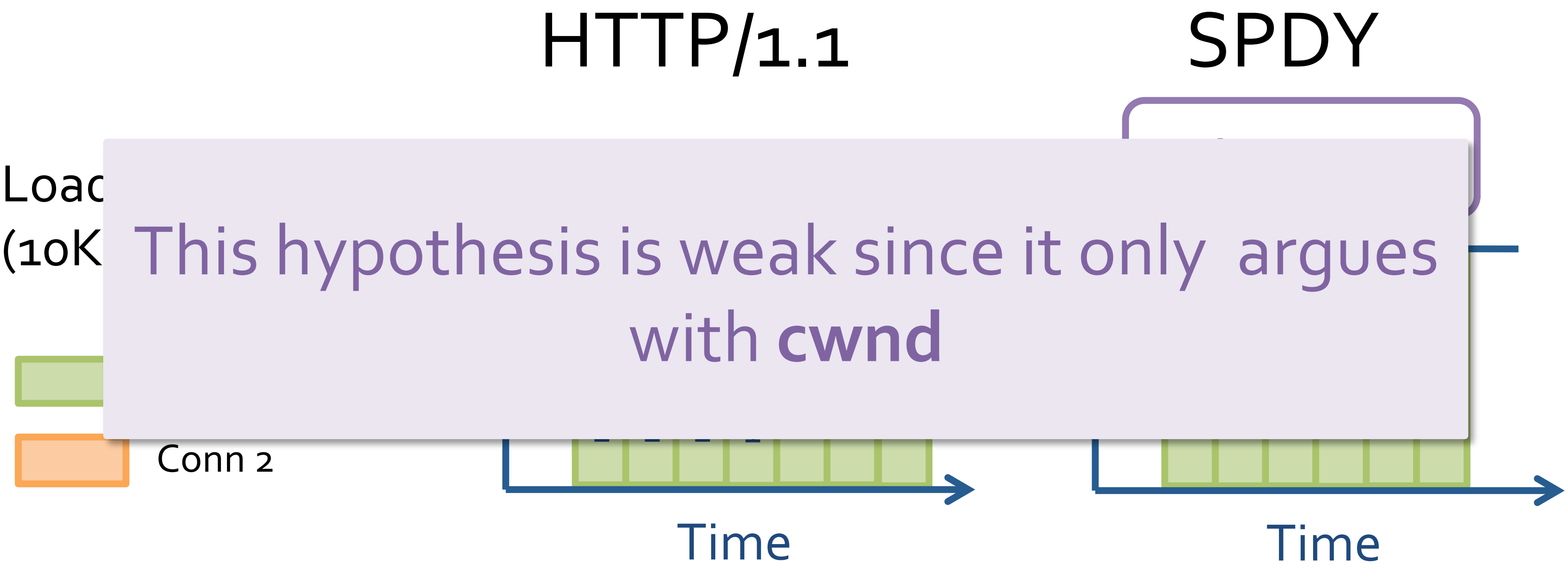
Does SPDY help stragglers?

Load two objects (10K and 100K)



- In our experiments, we find that SPDY helps little for stragglers.

Does SPDY help stragglers?



This hypothesis is weak since it only argues with **cwnd**

- In our experiments, we find that SPDY helps little for stragglers.

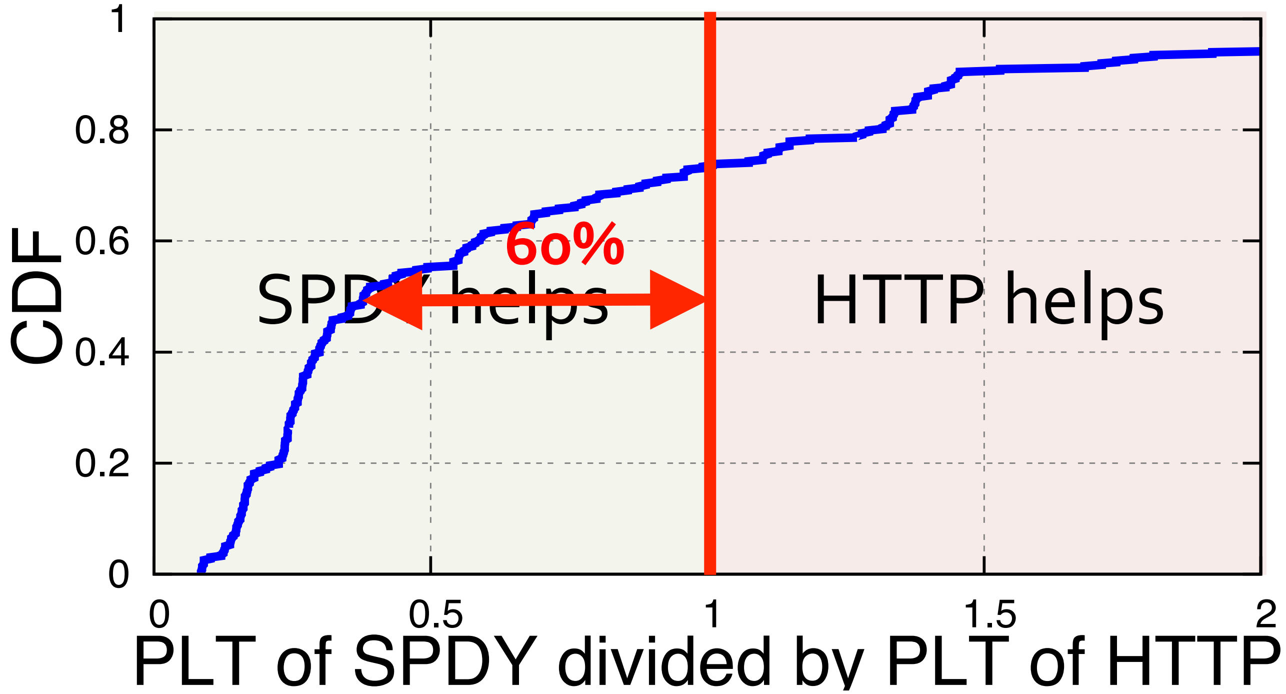
Outline

- Understanding SPDY's performance with
  - Synthetic objects
  - **Real objects**
  - Real pages

Synthetic objects → Real objects

	Factors	Range
Network parameters	RTT	20ms, 100ms, 200ms
	Bandwidth	1Mbps, 10Mbps
	Loss rate	0, .5%, 1%, 2%
TCP settings	TCP IW	3, 10, 21, 32
Web objects	Web obj. size	Top 200 Alexa pages
	# of objects	

Make HTTP requests



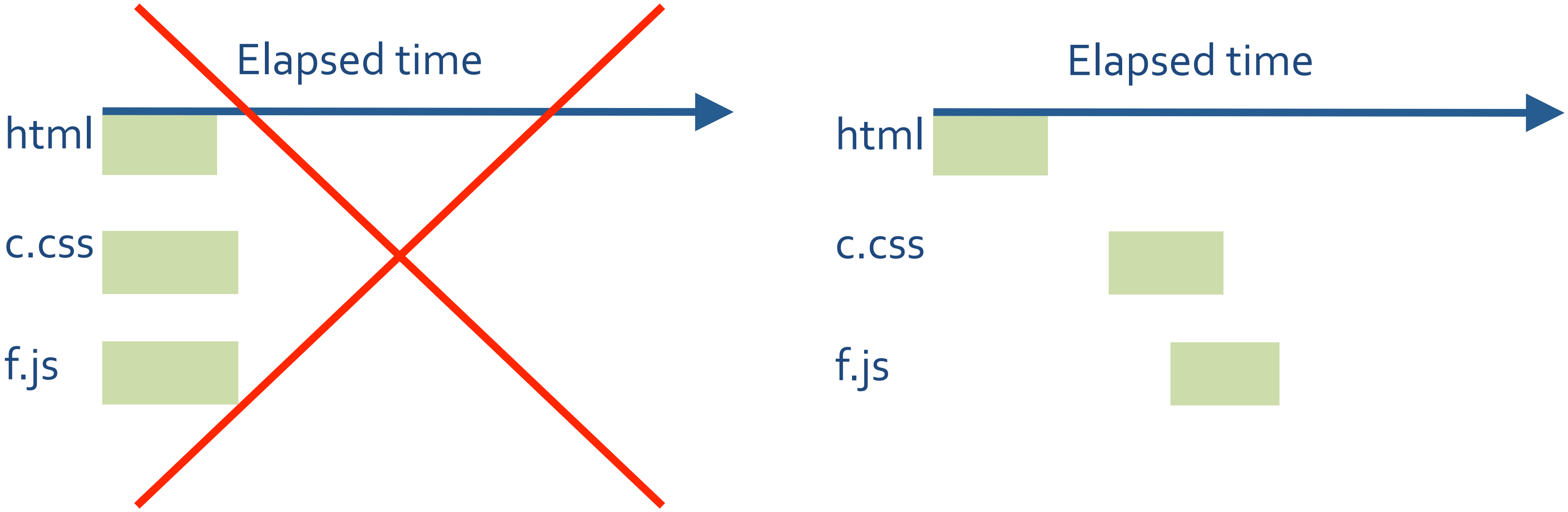
SPDY helps 60% in the median case because it largely reduces retransmissions

Outline

- Understanding SPDY's performance with
  - Synthetic objects
  - Real objects
  - **Real pages**

Browser effects

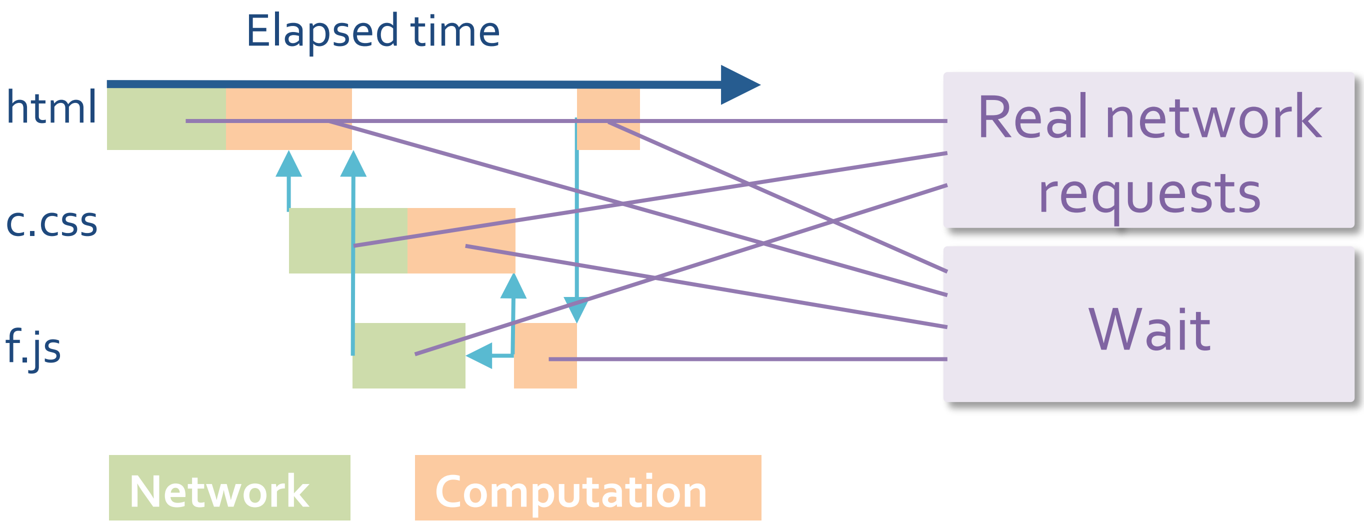
Browser effects



Assumption that objects are fetched at the same time does not hold.

Epload captures browser effects

- Recorder: capture the dependency graph
- Replayer: make network requests while simulating the computation portions



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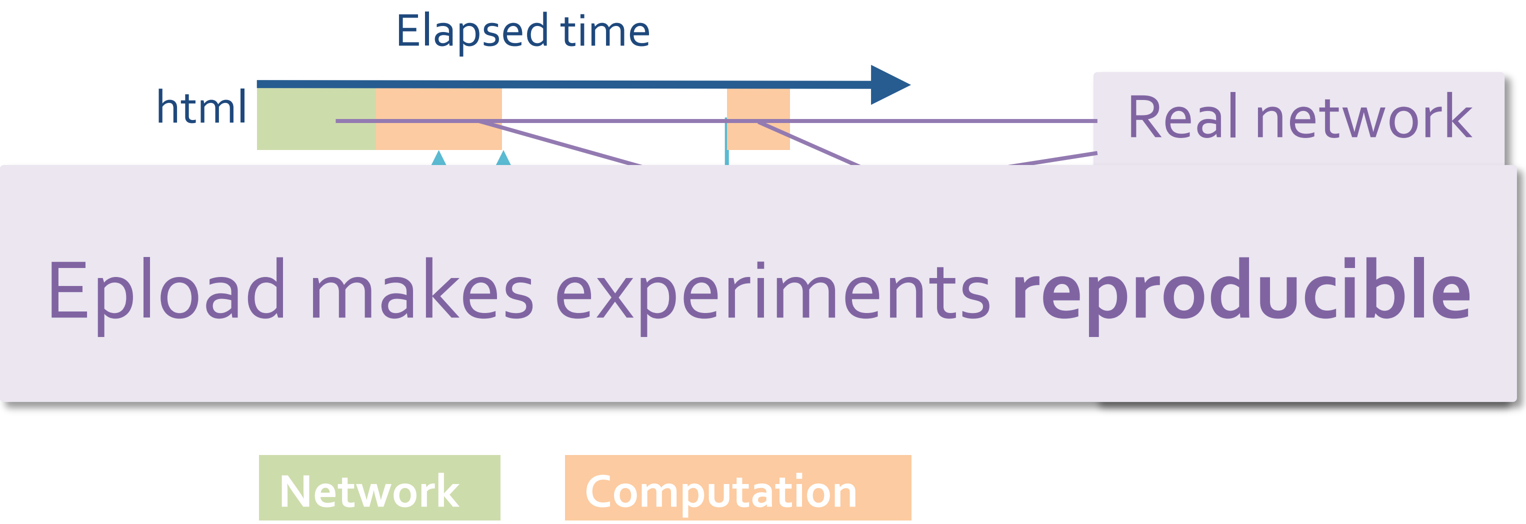
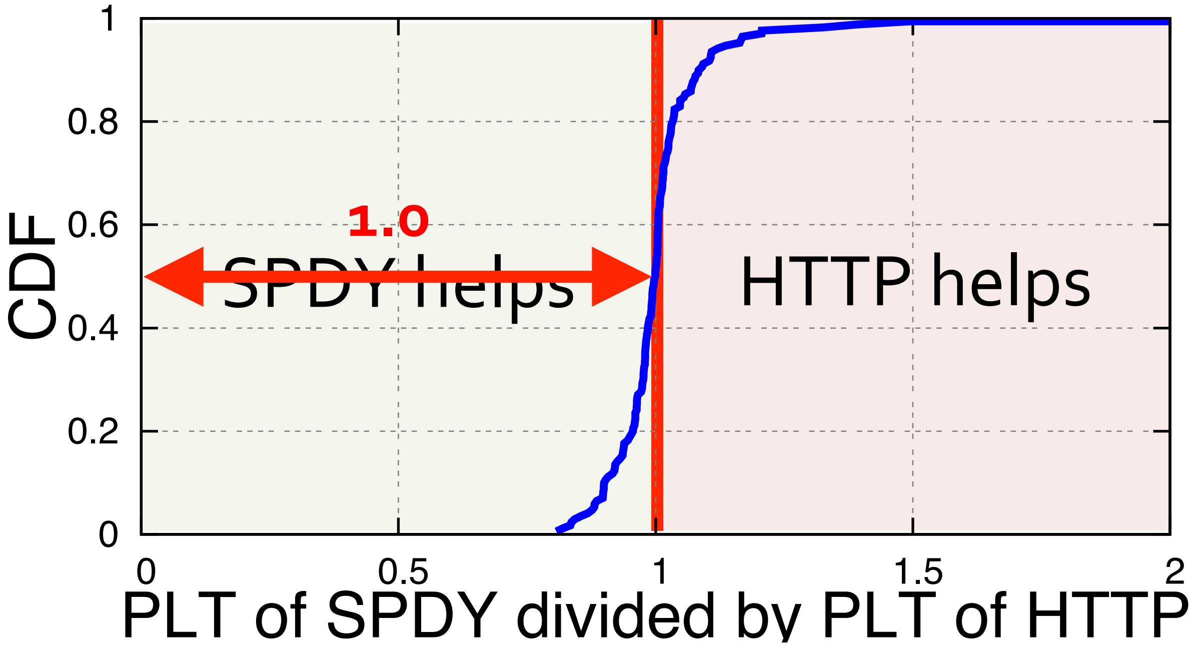


Epload makes experiments **reproducible**

Real objects → Real pages

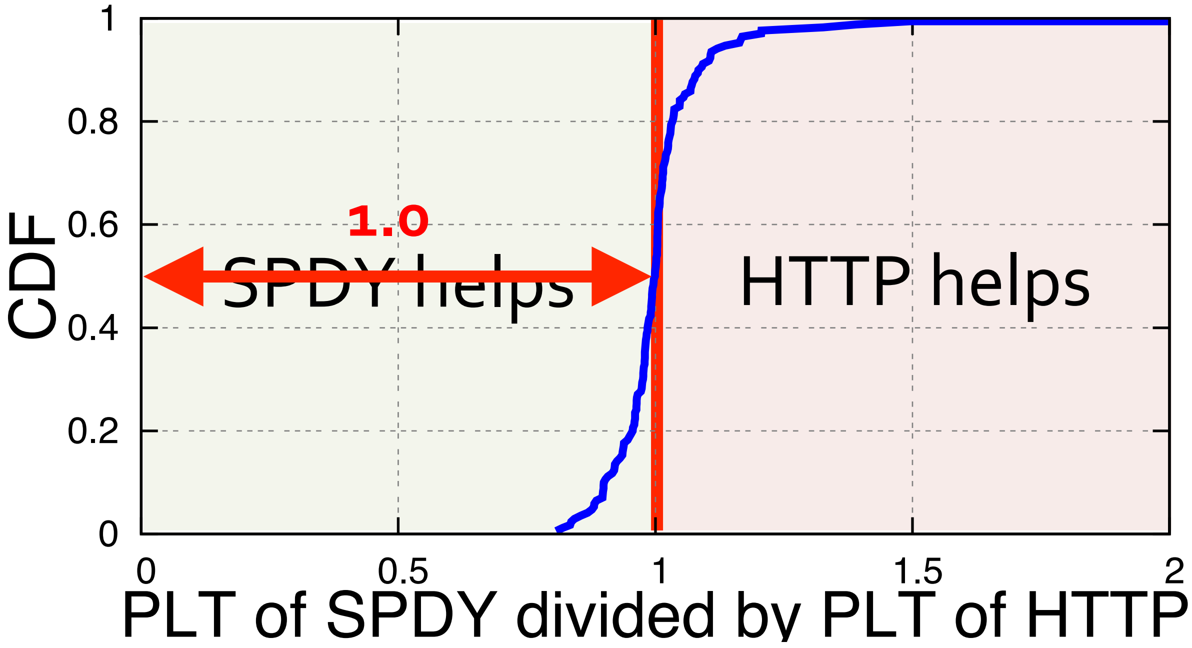
	Factors	Range
Network parameters	RTT	20ms, 100ms, 200ms
	Bandwidth	1Mbps, 10Mbps
	Loss rate	0, .5%, 1%, 2%
TCP settings	TCP IW	3, 10, 21, 32
Web objects	Web obj. size	Top 200 Alexa pages
	# of objects	

Emulate page loads with **Epload**



SPDY helps marginally because

- Computation and dependencies increase PLT of both SPDY and HTTP
- Throttled object fetches result in fewer retransmissions in HTTP



RTT=20ms
Bandwidth=10Mbps

Dependencies and computation in real page loads reduce the impact of SPDY.

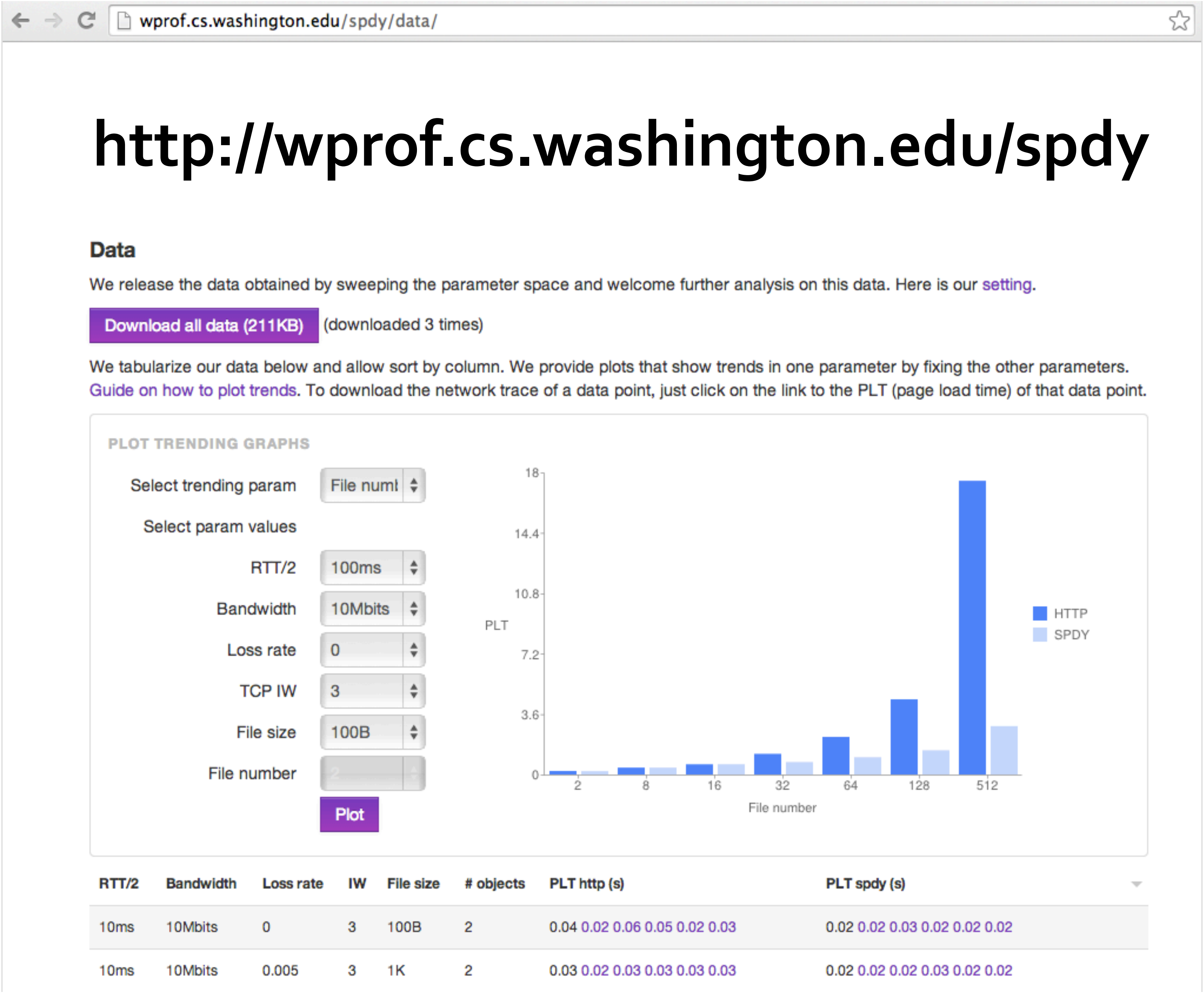
Other experiments in the paper

- Using Server Push
  - Experimented with new policy
  - Saves **10%** - **30%** latency like mod_spdy but pushes **80%** less data
- With SSL/TLS
  - Tested SPDY and HTTP over SSL/TLS
  - Larger latencies but same conclusions

Conclusions

- We experimented with SPDY page loads over a large parameter space
- Most performance impact of SPDY over HTTP comes from its single TCP connection
- Browser computation and dependencies in real pages reduce the impact of SPDY
- To improve further, we need to restructure the page load process

http://wprof.cs.washington.edu/spdy



Data

We release the data obtained by sweeping the parameter space and welcome further analysis on this data. Here is our setting.

(downloaded 3 times)

We tabularize our data below and allow sort by column. We provide plots that show trends in one parameter by fixing the other parameters. Guide on how to plot trends. To download the network trace of a data point, just click on the link to the PLT (page load time) of that data point.

PLOT TRENDING GRAPHS

Select trending param: File numl

Select param values

RTT/2: 100ms

Bandwidth: 10Mbits

Loss rate: 0

TCP IW: 3

File size: 100B

File number: 2

RTT/2	Bandwidth	Loss rate	IW	File size	# objects	PLT http (s)	PLT spdy (s)
10ms	10Mbits	0	3	100B	2	0.04 0.02 0.06 0.05 0.02 0.03	0.02 0.02 0.03 0.02 0.02 0.02
10ms	10Mbits	0.005	3	1K	2	0.03 0.02 0.03 0.03 0.03 0.03	0.02 0.02 0.02 0.03 0.02 0.02