

# Meeting the AVB Gen2 Latency Requirements

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**November 2011**  
**Atlanta, GA**

# Automotive and Industrial Latency Requirements

Copied from the assumptions document [1]:

- Automotive:
  - 100  $\mu\text{s}$  w/5 FE hops
  - 128 bytes payload
  - max 7 hops
  
- Industrial:
  - $< 3 \mu\text{s}$  / hop (Interfering Frames (includes other same PCP frames) + Bridge Latency (not including Store Forward Latency))
  - max 64 hops (daisy chain)

[1] <http://www.ieee802.org/1/files/public/docs2011/avb-dolsen-gen2-assumptions-0911-v6.pdf>

# Implications of the Industrial Latency Requirements (1)

$$\text{Latency} = t_{\text{Device}} + t_{\text{InterferingNonUI}} + t_{\text{InterferingUI}} + t_{\text{UI}}$$



Industrial Goal:

$$t_{\text{Device}} + t_{\text{InterferingNonUI}} + t_{\text{InterferingUI}} < 3 \mu\text{s}$$

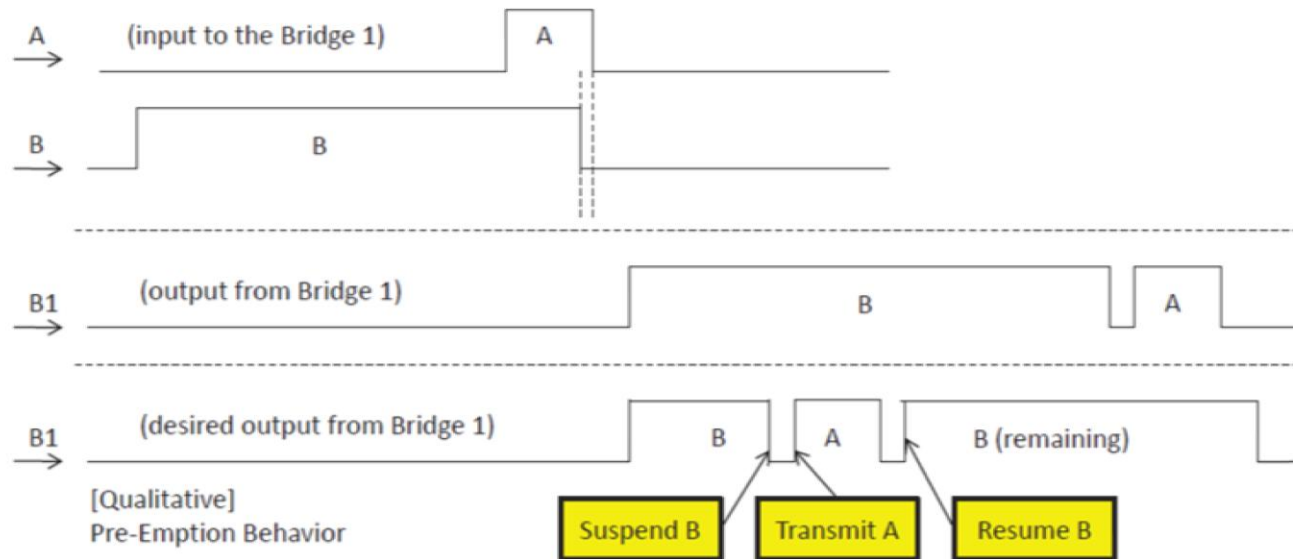


$$t_{\text{Device}} = 1.024 \mu\text{s}$$

$$\Rightarrow t_{\text{InterferingNonUI}} + t_{\text{InterferingUI}} < 1.976 \mu\text{s}$$

$$\Rightarrow \text{InterferingNonUI} + \text{InterferingUI} < 247 \text{ bytes}$$

# A Generic Preemption Solution



- There are few other solutions to "head of line blocking" delay behind a max frame length packet.
- A generic solution is to suspend the max frame length ("B" in this example) packet, transmit urgent frame, and resume previous. Note: Other completion options besides resume-previous is retransmit B entirely, or always fragment B (regardless of existence of A) are not desirable).

## Pre-emption as Defined for Automotive

- ▶ **Lower Priority Frames can be Pre-empted but each Framelet down the wire must be a good Frame**
  - Pre-emption to occur on a Link-by-Link basis
  - Re-constructed Frame must be 100% as it was before pre-emption
  - Each Framelet will have a good CRC
  - Each Framelet must be at least 64 bytes in size
  - Pre-empt on Modulo boundaries (easier for the receiver) – assume 64 bytes for now – is that 64 bytes on the wire or 64 bytes of the re-constructed Frame (which would be more on the wire due to the 'Tag')?
  - Pre-emptable Frames will need extra Tag bytes added



## Implications of the Industrial Latency Requirements (2)

$\text{InterferingNonUI} + \text{InterferingUI} < 247 \text{ bytes}$

Assuming preemption with a minimum framelet length of 128 bytes

⇒  $\text{InterferingNonUI} = 128 \text{ byte}$  (payload incl. pre-emption overhead)

⇒ 150 bytes frame

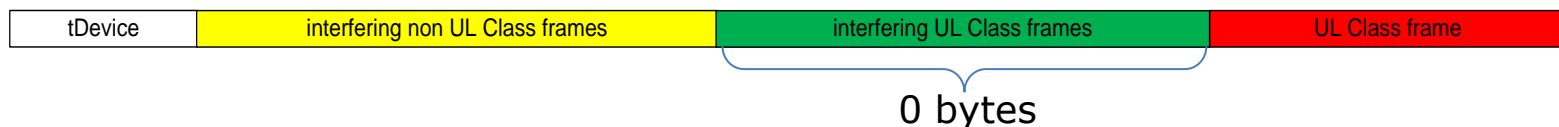
⇒ 158 bytes packet

⇒ 170 bytes packet and IPG

⇒  $\text{InterferingUI} = 77 \text{ bytes}$

(minimum size packet + IPG = 84 bytes)

⇒ **It has to be guaranteed that UL class frames do not interfere with other UL class frames**



# Implications of the Automotive Latency Requirements

$$\text{Latency} = t_{\text{Device}} + t_{\text{InterferingNonUI}} + t_{\text{InterferingUI}} + t_{\text{UI}}$$



Automotive Goal:

$$t_{\text{Device}} + t_{\text{InterferingNonUI}} + t_{\text{InterferingUI}} + t_{\text{UI}} < 20 \mu\text{s} \text{ (5 FE Hops)}$$



$$t_{\text{Device}} = 5.12 \mu\text{s}$$

$$t_{\text{UI}} = 12.64 \mu\text{s} \text{ (158 bytes)}$$

$$\Rightarrow t_{\text{InterferingNonUI}} + t_{\text{InterferingUIFrames}} = 2.24 \mu\text{s}$$

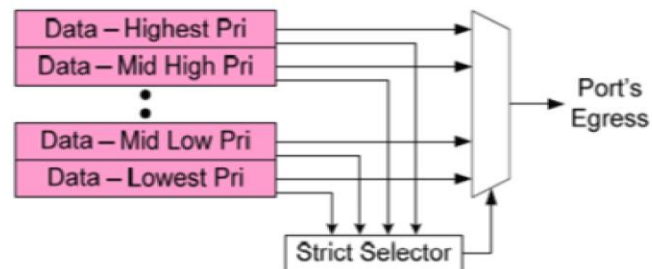
$$\Rightarrow \text{InterferingNonUI} + \text{InterferingUI} = 28 \text{ bytes}$$

⇒ 28 bytes are not enough to send a minimum size frame

⇒ **Pre-emption alone is not enough to achieve this goal**

## Typical Egress Queues

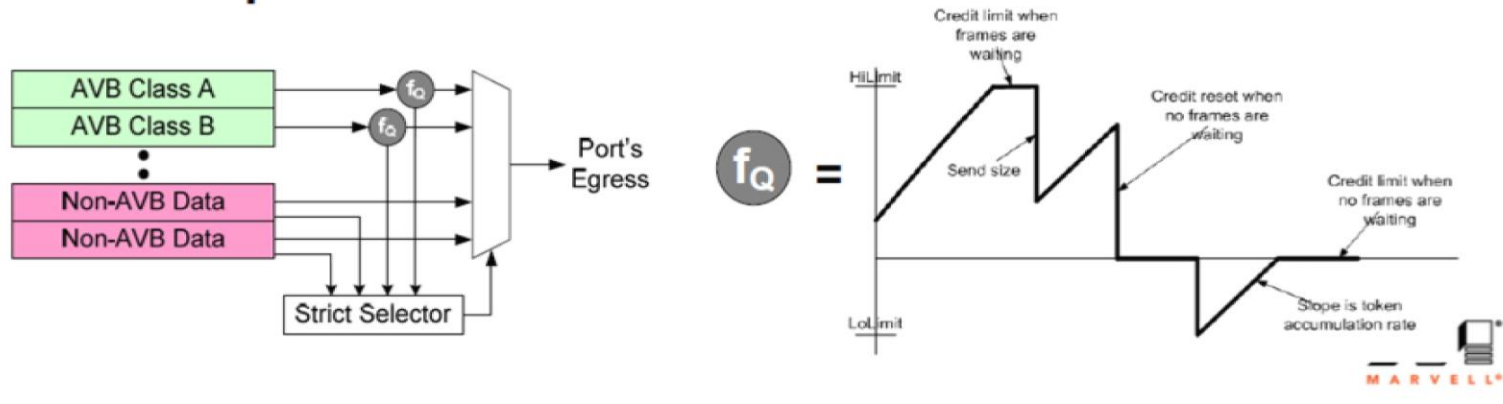
- ▶ **IEEE Standards before AVB Standardized two Possible Shapers**
  - Strict (as shown)
    - Transmit all Highest Pri frames until the queue is empty
    - Then transmit the next highest priority queue until it is empty, etc.
  - Or, Proprietary
- ▶ **Strict gets a Signal that a Queue has Data or not and the highest Queue with Data is selected**





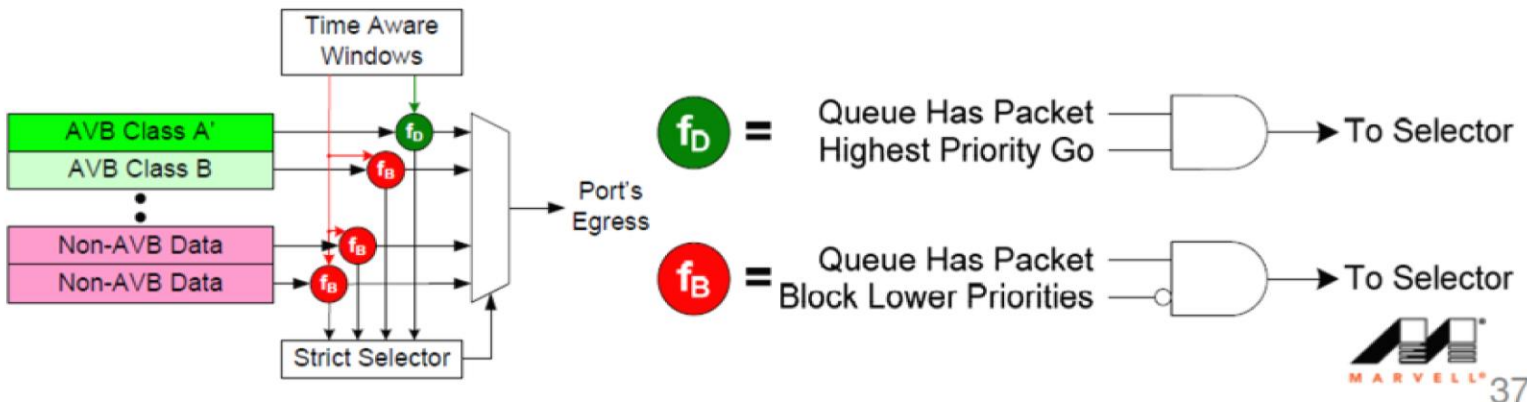
## What AVB's Qav Added

- ▶ IEEE 802.1 Qav added a 3<sup>rd</sup> Standardized Shaper
- ▶ The AVB Queues are Typically the top two Queues with a Strict Scheduler
- ▶ The AVB Queues add Qav Shapers that Selectively prevents the Strict Selector from 'seeing' Frames that are in the AVB queues.
- ▶ This spreads out Bursts of AVB data most of the time

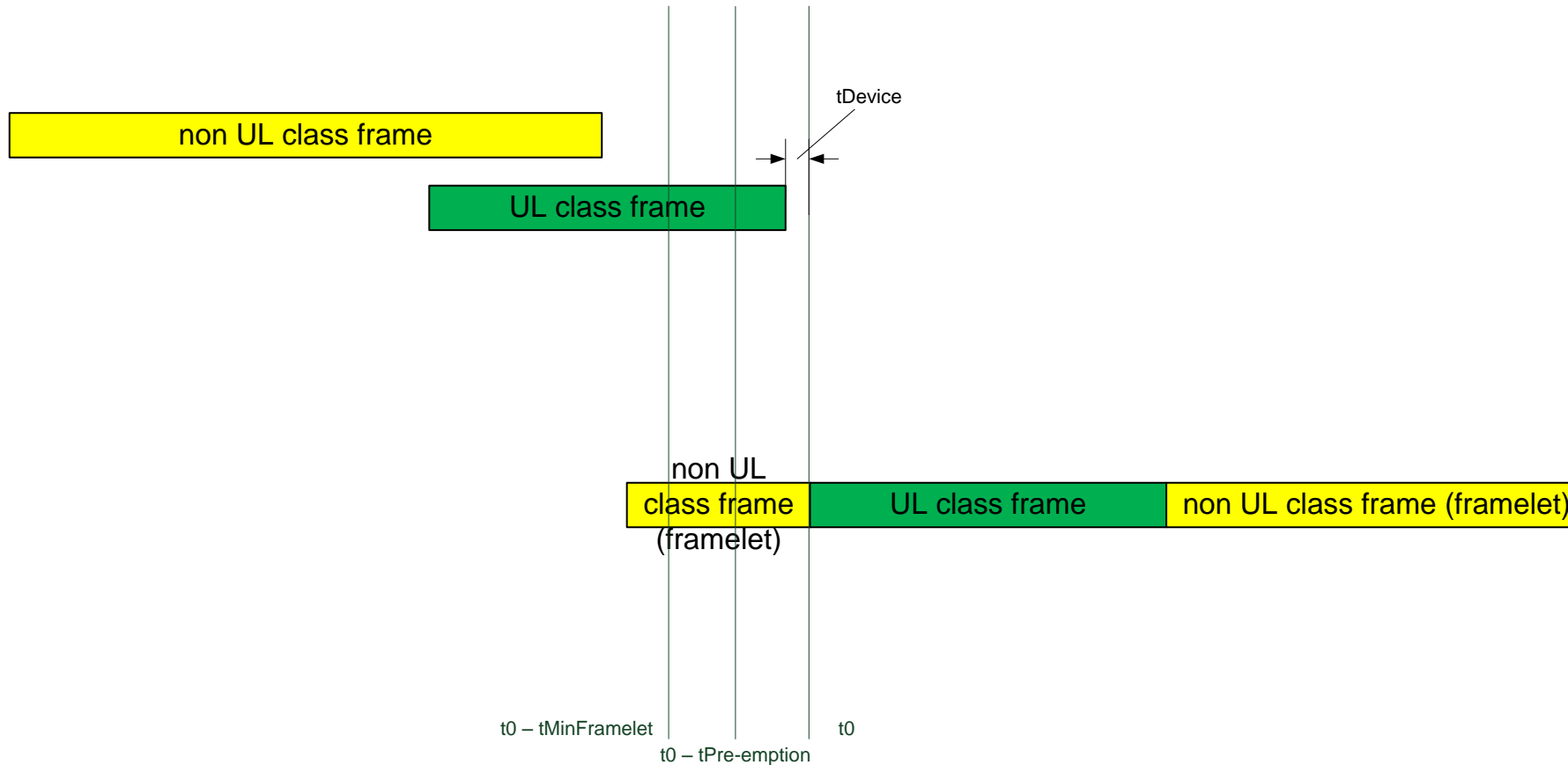


## Time Aware Blocking Shapers - TABS

- ▶ **Time Aware Blocking Shapers are quite simple**
  - Just an AND gate as shown below
- ▶ **They Can work in Parallel with the Qav Shapers**
- ▶ **Most of the Logic is generating the Time Aware Windows**
  - One signal is the De-Blocking signal or 'Highest Priority Goes'
  - The other is an Inverted Blocking signal or 'Lower Priorities OK'



# Combining Pre-emption with TABS



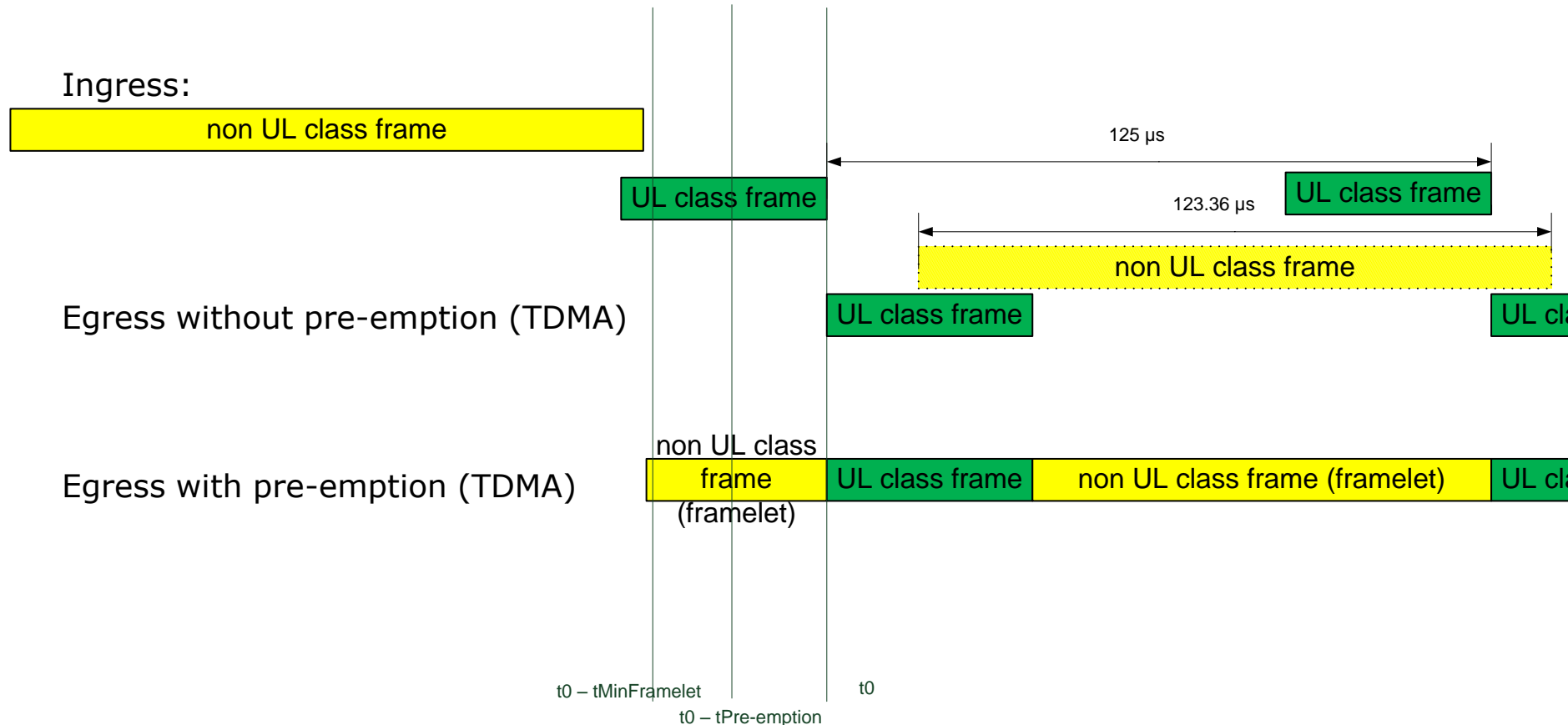
$t_0$ : UL class frame is ready to be transmitted and UL class queue is de-blocked

$t_0 - t_{MinFramelet}$ : Egress port is blocked for non UL class frames

$t_0 - t_{Pre-emption}$ : Pre-emption mechanism is activated  
( $t_0 - t_{MinFramelet} = t_0 - t_{Pre-emption}$  ?)

# Advantages of Pre-emption with TABS

- For Fast Ethernet Networks



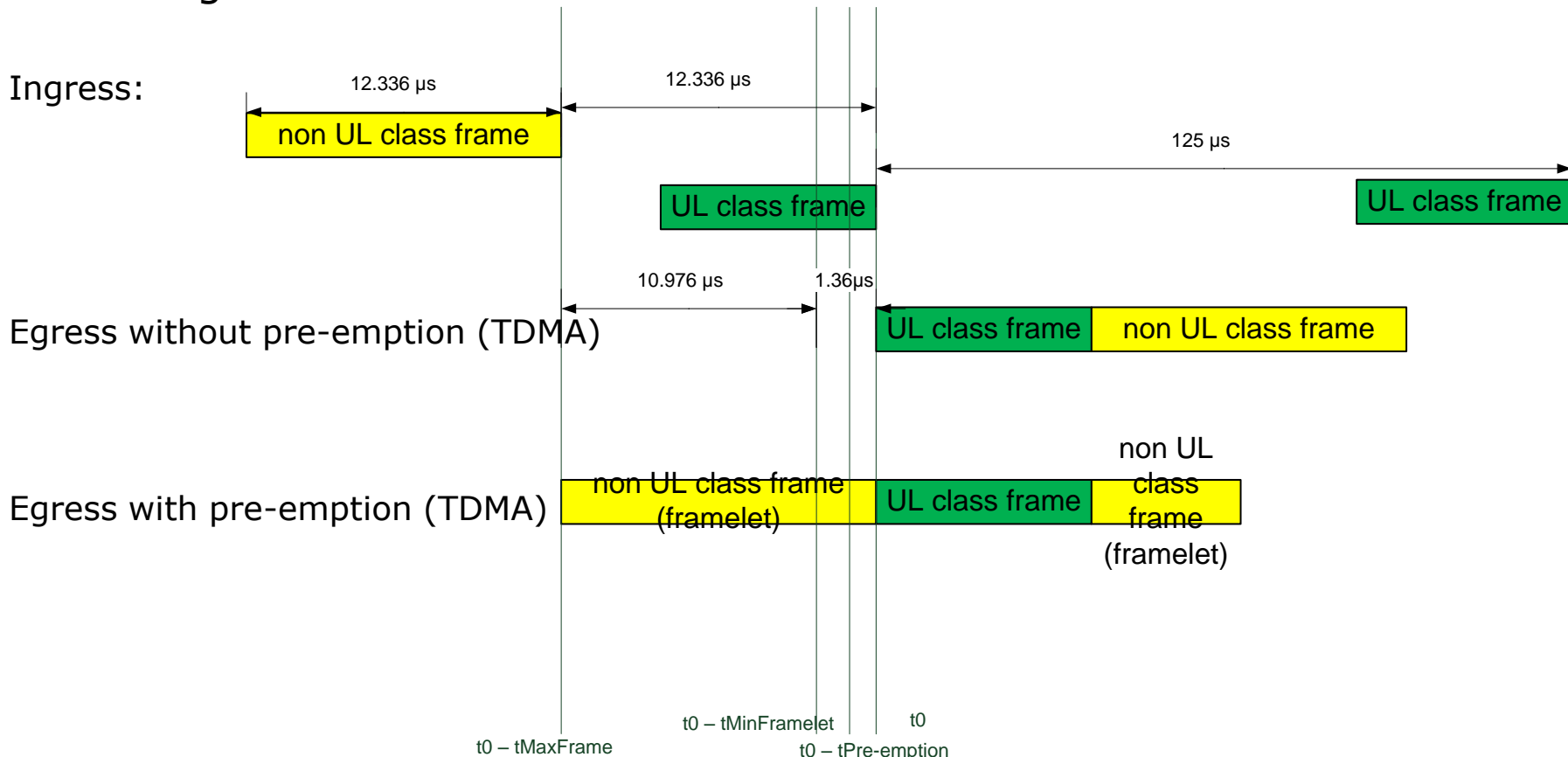
$t_0$ : UL class frame is ready to be transmitted and UL class queue is de-blocked

$t_0 - t_{\text{MinFramelet}}$ : Egress port is blocked for non UL class frames

$t_0 - t_{\text{Pre-emption}}$ : Pre-emption mechanism is activated

# Advantages of Pre-emption with TABS

- For Gigabit Ethernet Networks



$t_0$ : UL class frame is ready to be transmitted and UL class queue is de-blocked

$t_0 - t_{MinFramelet}$ : Egress port is blocked for non UL class frames

$t_0 - t_{Pre-emption}$ : Pre-emption mechanism is activated

# Resulting Latency

## ■ Automotive:

- Max latency =  $100 \mu$  / 5 hops
- Latency(TDMA + Pre-emption) =  $t_{\text{Device}} + t_{\text{UI}} = 5.12 \mu\text{s} + 12.64 \mu\text{s}$
- Latency(TDMA + Pre-emption) =  $17.76 \mu\text{s}$
- =>  $88.8 \mu\text{s}$  / 5 hops

## ■ Industrial:

- $< 3 \mu\text{s}$  / hop (Interfering Frames (includes other same PCP frames) + Bridge Latency (not including Store Forward Latency))
- Latency(TDMA + Pre-emption) =  $t_{\text{Device}} = 1.024 \mu\text{s}$

## TDMA with Pre-Emption

- TDMA with pre-emption in bridges and end stations would guarantee the automotive and industrial latency requirements
- TDMA with pre-emption would allow Fast Ethernet networks with small transmission periods
- Pre-emption would increase the bandwidth utilization for Fast Ethernet and Gigabit Ethernet networks with TDMA
- Pre-emption would allow lower latency even in non engineered networks
- Pre-emption in combination with AVB Gen1 would decrease the AVB Gen 1 latency

## 1 Hop Bridge Latency #'s w/300 byte AVB Frame

- ▶ AVB FE – Qav shaper w/1522 interfering = 249.640 uSec
- ▶ Gen 2 FE – No Shaper w/1522 interfering = 147.360 uSec
- ▶ Gen 2 FE – Preemption w/Max Stream @300 = 46.080 uSec
- ▶ Gen 2 FE – Time Aware Shaper w/Max Stream @300 = 34.240 uSec
- ▶ Gen 2 FE – Time Aware Cut Through w/Max Stream @300 = 15.360 uSec
  
- ▶ AVB GE – Qav shaper w/1522 interfering = 137.460 uSec
- ▶ Gen 2 GE – No Shaper w/1522 interfering = 14.736 uSec
- ▶ Gen 2 GE – Preemption w/Max Stream @300 = 4.608 uSec
- ▶ Gen 2 GE – Time Aware Shaper w/Max Stream @300 = 3.424 uSec
- ▶ Gen 2 GE – Time Aware Cut Through w/Max Stream @300 = 1.536 uSec





**Thank You**