

Description of Scenario Leading to Sync Receipt Timeout in 802.1AS Due to Loss of a Single Follow_Up Message

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Acknowledgement

- The author would like acknowledge Rune Haugom [1] for having pointed out this issue and providing the example described in this presentation, and also providing the figure used in slides 6 and 7

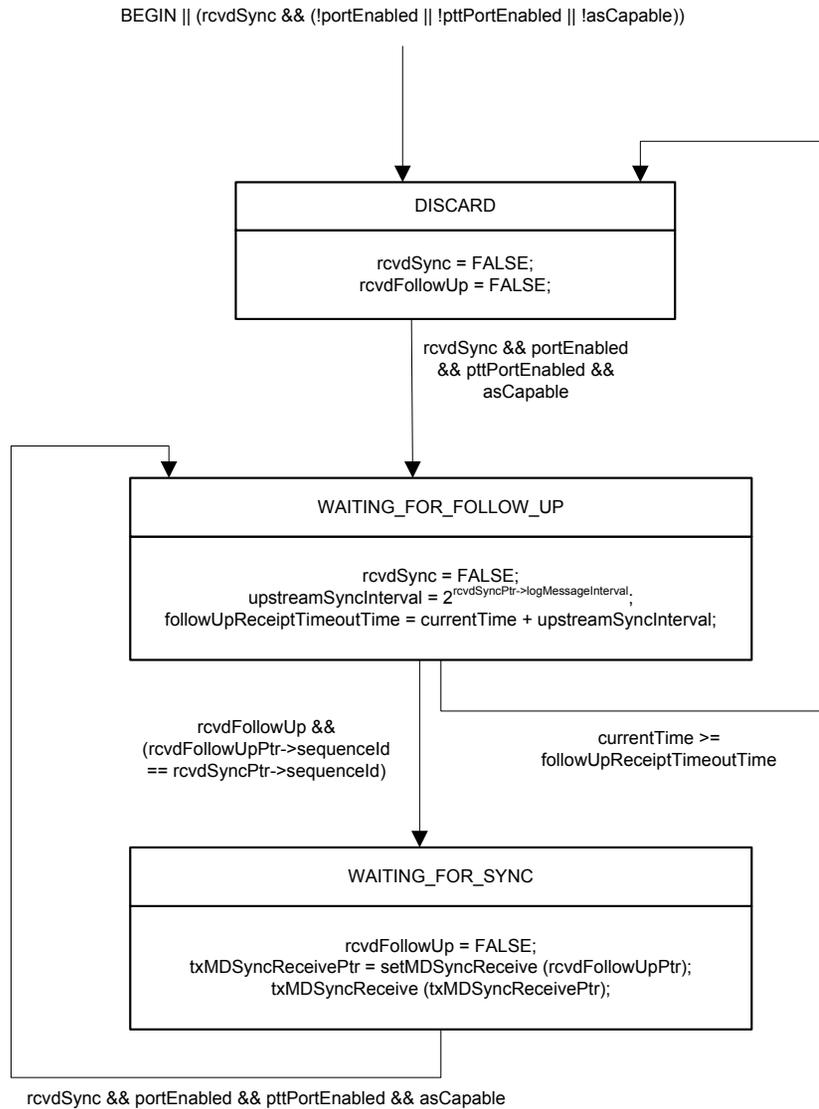
Introduction - 1

- This presentation describes a scenario (first described in [1]) in which loss of a single Follow_Up message can lead to sync receipt timeout
 - The scenario occurs when a Follow_Up message is lost after a Sync message that has arrived slightly late, the next Sync message is slightly early, and the Sync message after that is slightly late
 - By late and early, we mean relative to the nominal times implied by the specified mean Sync interval
 - The behavior results from the behavior of the MDSyncReceiveSM state machine (Figure 11-6 of 802.1AS)
- It was asked in [1] whether the behavior was intended in 802.1AS
- The scenario was discussed in the June 19, 2013 TSN call

Introduction - 2

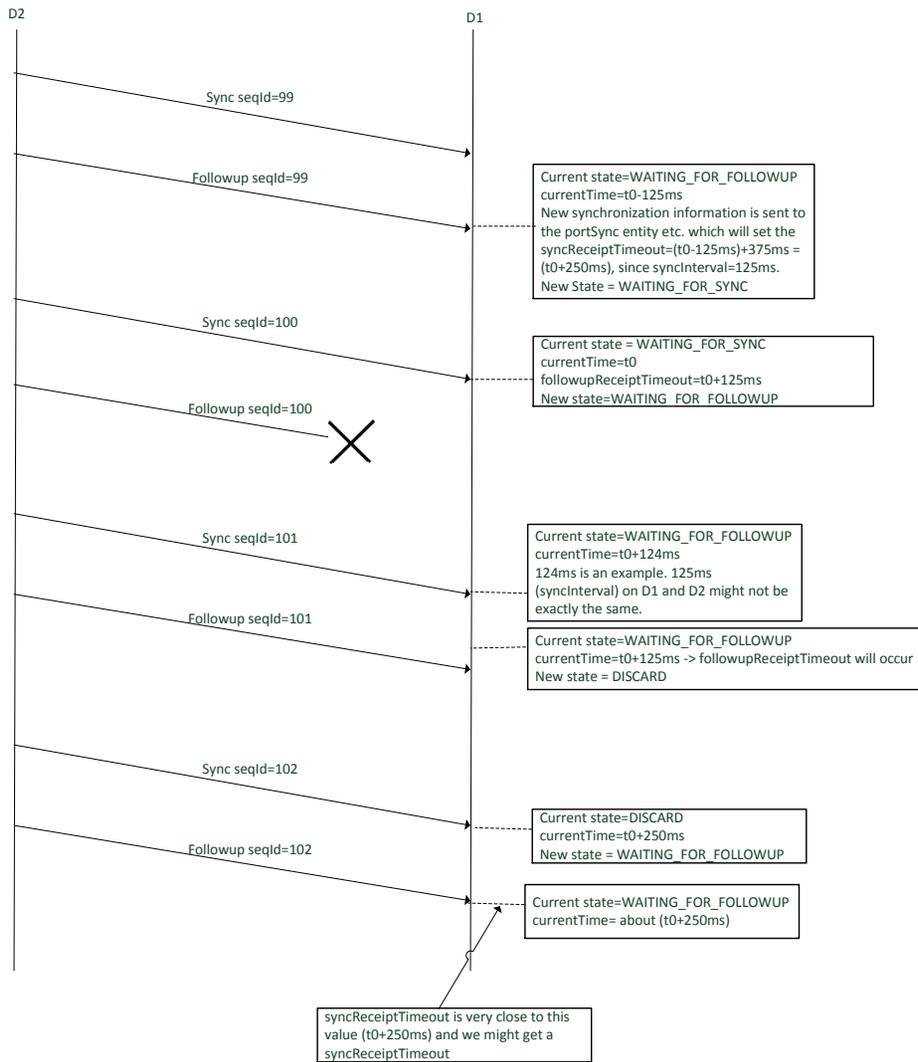
- It was the opinion in the call that the behavior was not intended, and that a fix is needed in 802.1AS to prevent it
 - An initial suggestion was made in the call for a simple fix to the MDSyncReceiveSM state machine
- It was decided in the call that the item should be entered in the 802.1 maintenance database
 - A maintenance request on this was submitted by the editor
- It was also decided in the call that the issue would be further discussed in the July, 2013 TSN meeting
 - The present contribution was prepared for this

MDSyncReceiveSM State Machine



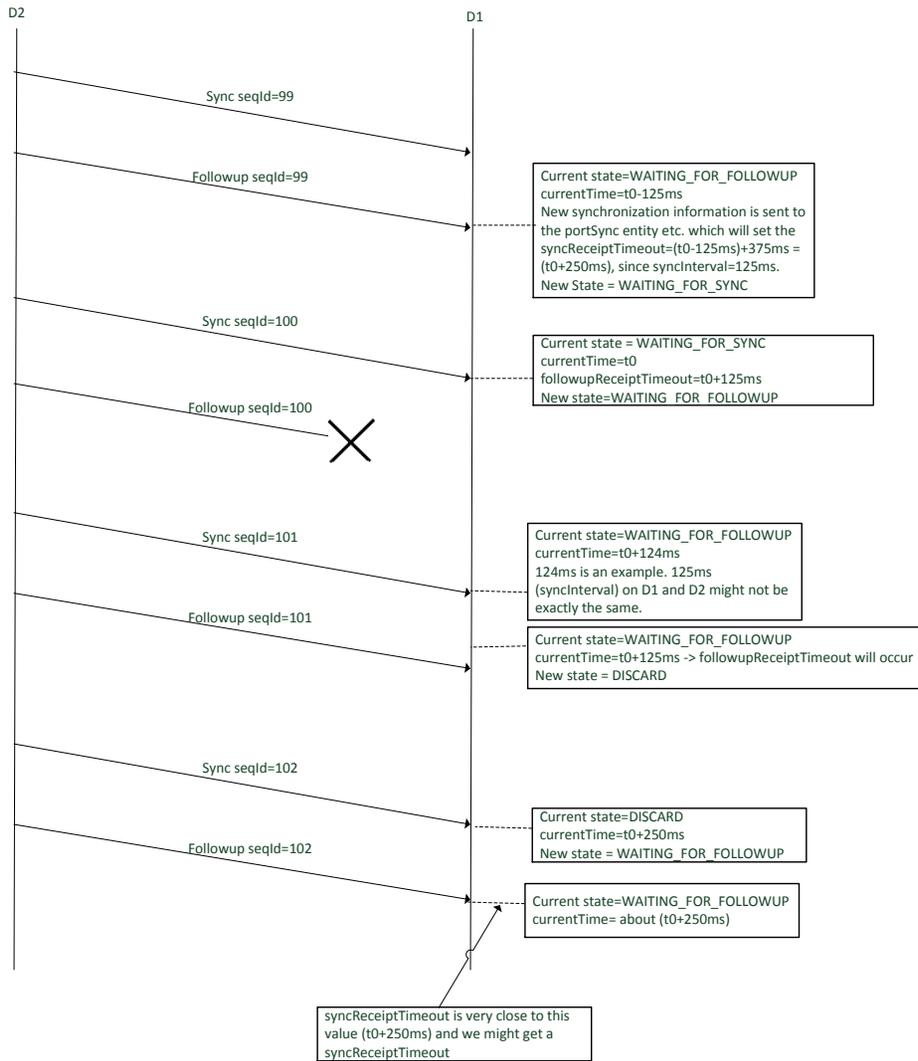
Reproduced from Figure 11-6/802.1AS

Scenario leading to sync receipt timeout - 1



- ❑ Sync interval = 125 ms
- ❑ Sync receipt timeout = 3 sync intervals
- ❑ Sync message 99 arrives; go to state WAITING_FOR_FOLLOWUP
- ❑ Follow_Up message 99 arrives at time t0-125 ms; go to state WAITING_FOR_SYNC
 - Information is sent to PortSync entity, and PortSyncSyncReceiveSM sets syncReceiptTimeoutTime to currentTime+375 ms = t0+250 ms
- ❑ Sync message 100 arrives at time t0 (slightly late since it is more than 125 ms later than previous Sync); go to state WAITING_FOR_FOLLOWUP
 - followUpReceiptTimeoutTime set to t0+125 ms by MDSyncReceiveSM
- ❑ Follow_Up message 100 is lost
- ❑ Sync message 101 arrives at time t0+124 ms, i.e., slightly early
 - It is ignored, because MDSyncReceiveSM is still waiting for Follow_Up

Scenario leading to sync receipt timeout - 2



- ❑ At time t_0+125 ms, followUpReceiptTimeout occurs; go to state DISCARD
- ❑ Follow_Up message 101 arrives, and is ignored because Sync message 101 was not processed
- ❑ Sync message 102 arrives at time t_0+250 ms; go to state WAITING_FOR_FOLLOWUP
 - followUpReceiptTimeoutTime set to t_0+375 ms by MDSyncReceiveSM
- ❑ Follow_Up message 102 will arrive between t_0+250 ms and t_0+375 ms
 - However, syncReceiptTimeoutTime is set to t_0+250 ms
- ❑ Therefore, sync receipt timeout occurs at time t_0+250 ms
 - Sync receipt timeout has occurred, even though only one Follow_Up message has been lost

Scenario leading to sync receipt timeout - 3

❑ Sync receipt timeout occurred due to the loss of a single Follow_Up message because

- a) After initial Follow_Up message was lost, the MDSyncReceiveSM continued to wait for the Follow_Up, for the remainder of the interval until followUpReceiptTimeoutTime
- b) Since the Follow_Up receipt timeout interval is equal to the Sync interval, this meant that the state machine waited until the next Sync interval
- c) Unfortunately, the next Sync arrived slightly early; it was ignored because the state machine does not process the next Sync until it is finished processing the current Sync (or has declared the current Sync or Follow_Up lost)
 - It was decided early in the development of 802.1AS not to require processing of multiple outstanding Follow_Up messages (for multiple Sync messages), to avoid complexity; this behavior is desired

Scenario leading to sync receipt timeout - 4

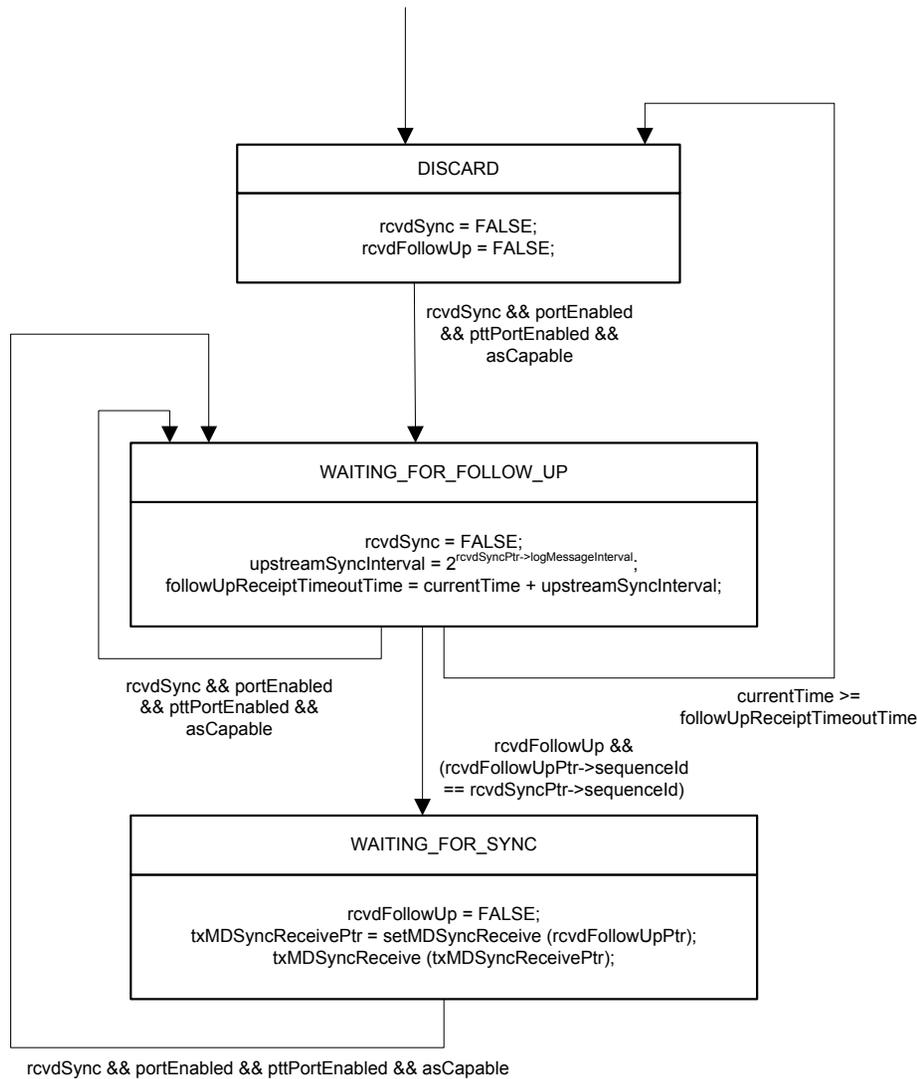
- c) Note that the timeout timers are based on the mean Sync interval, which is configured; there is no allowance for variability
 - This is as desired; timeouts occur when a timer is exceeded

Possible Fix - 1

- It was suggested in the June 19, 2013 TSN call that a simple fix would be to declare a Follow_Up message lost if it has not arrived by the time the next Sync message arrives
- This is reasonable, because a sender sends Follow_Up corresponding to the most recent Sync message it has sent before sending the next Sync message
 - This is implied by the MDSyncSendSM state machine (see Figure 11-7/802.1AS-2011)
 - The order of the frames will not change on the link between the sender and receiver, which means that Follow_Up corresponding to a Sync message should arrive before the next Sync message
- This fix can easily be incorporated
 - See next slide for the revised MDSyncReceiveSM State Machine

Possible Fix - 2

BEGIN || (rcvdSync && (!portEnabled || !pttPortEnabled || !asCapable))



- ❑ Add a branch out of the WAITING_FOR_FOLLOW_UP state back to itself, with the condition `rcvdSync && portEnabled && pttPortEnabled && asCapable`
- ❑ If a new Sync message is received before either Follow_Up for the current Sync is received or followUpReceiptTimeoutTime is reached, the WAITING_FOR_FOLLOW_UP state is reentered and the followUpReceiptTimeoutTime is reset

Additional Point

- Aside from the issue discussed in this presentation, the current state machine is in error with respect to its current behavior
 - If the state machine is in the WAITING_FOR_FOLLOW_UP state and a new Sync is received before the FOLLOW_UP corresponding to the current Sync, then
 - rcvdSync will be set to TRUE
 - rcvdSyncPtr will now point to the new Sync that is received
 - If the Follow_Up corresponding to the current Sync is now received, the test `rcvdFollowUpPtr->sequenceid == rcvdSyncPtr->sequenceid` will fail because `rcvdSyncPtr` points to the new Sync while `rcvdFollowUpPtr` points to the Follow_Up corresponding to the old Sync
 - To achieve the desired old behavior (i.e., keep waiting for the Follow_Up, even if a new Sync arrives first), `rcvdSyncPtr` should have been saved, and the saved value used in the test on `sequenceid`
 - In any case, the changes on the previous slide make this problem for the current state machine no longer relevant

Conclusion

- ❑ The revised MDSyncReceiveSM State Machine on slide 11 achieves the behavior suggested in the June 19, 2013 TSN call, and fixes the issue described here
- ❑ If this is acceptable to the TSN TG, this change can be inserted into the first 802.1ASbt draft

References

[1] Emails from Rune Haugom of May 31, 2013 and June 5, 2013