

# Some sources of Latency and Jitter

16-05-2013

IEEE 802.3 Interim Meeting – Victoria

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## Structure of this Presentation

Short Recap of Shapers

Overview of names for different Traffic

Sources of Latency and Jitter

What TSN considers / optimized

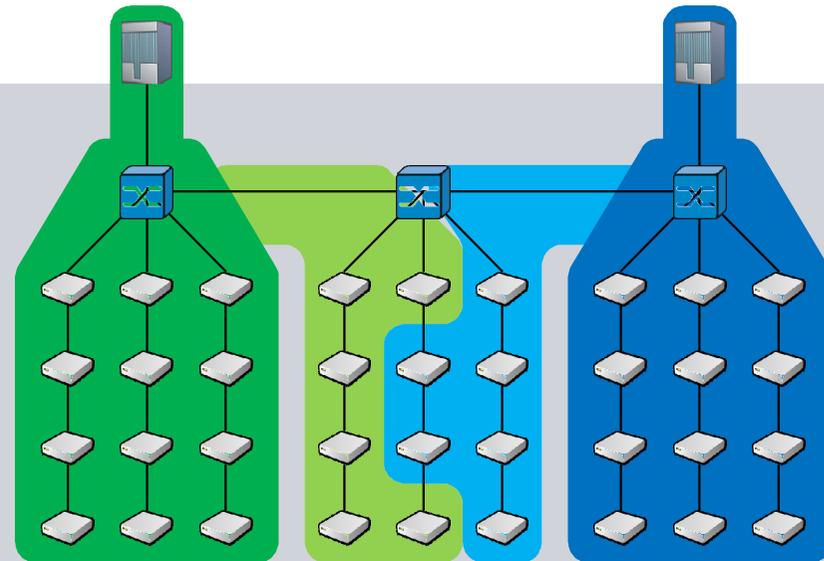
Ways in AVB and TSN to influence latency

Jitter and the effects for the different Shapers

Conclusion

## Short Recap of Shapers

- **CBS (Credit based Shaper)**
- **TAS (Time aware shaper)**
  - optimal/shortest latency (under optimal conditions)
  - Calculation effort (huge in complex topologies)
- **BLS (Burst limiting shaper)**
  - with scheduled Talker ~same performance (with Preemption, Scheduling optional)
  - Good performance for “legacy” traffic
- **BLS with forced Delay**
  - Preemption Jitter-free optimization
- **PS (Peristaltic Shaper)**
  - Proven **guaranteed** maximum latency

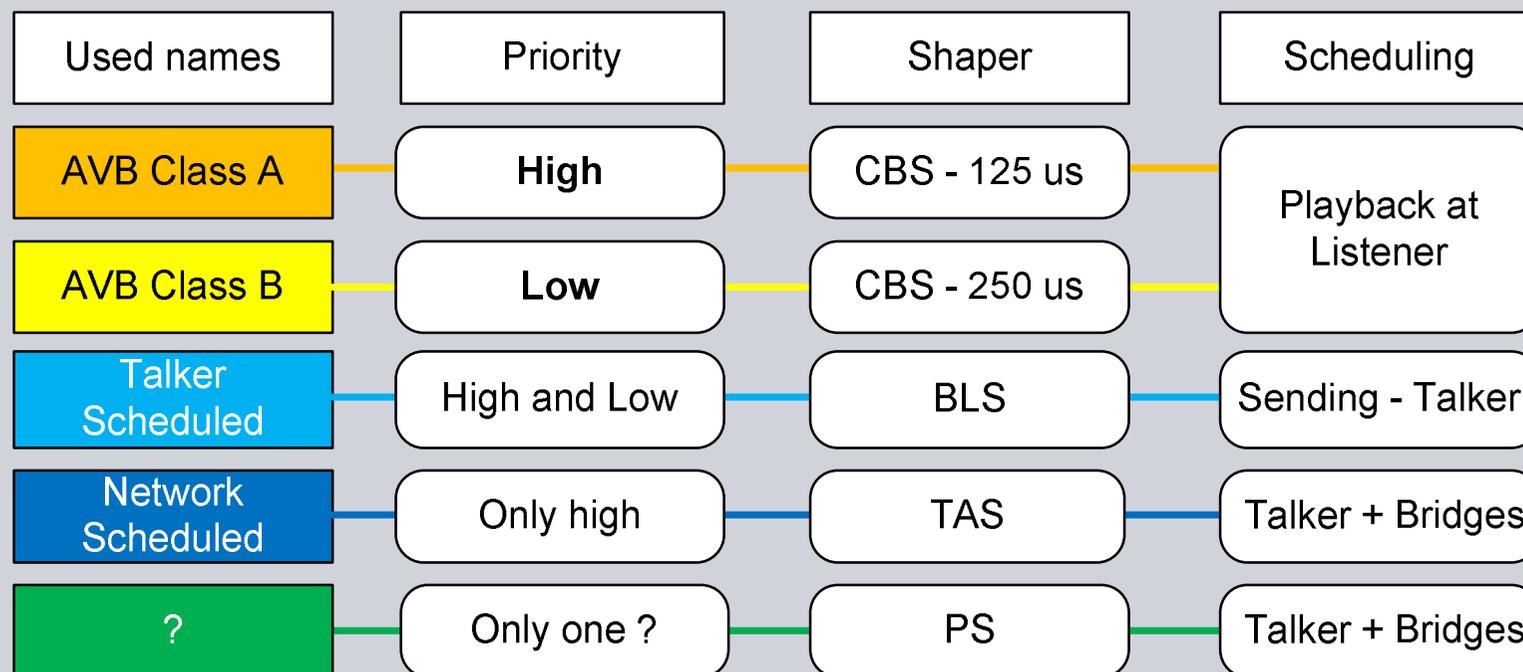


## Overview of names for different Traffic

### AVB Gen 1 with CBS and two different traffic classes

- Class A for high Priority - Class B for lower Priority

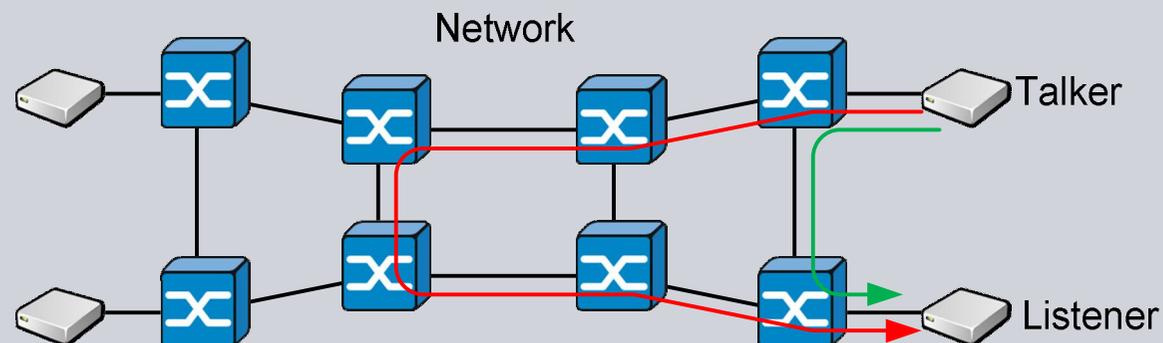
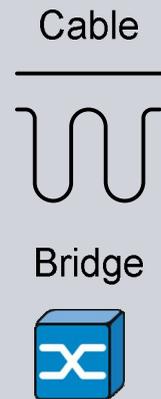
### TSN with more Shapers and with more Scheduling options



## Sources of Latency

### Latency can be caused by

- the cable
- the bridge
- the path (combination of cables and bridges)



# Bridge Latency

Latency inside a bridge can be caused by:

- PHY
- MAC
- Internal Forwarding (Ingres -> Egress Port)
- Transmission status (Port is currently used)
- Data in Queues (same or higher priority)
- Shaper / Scheduler
- ...

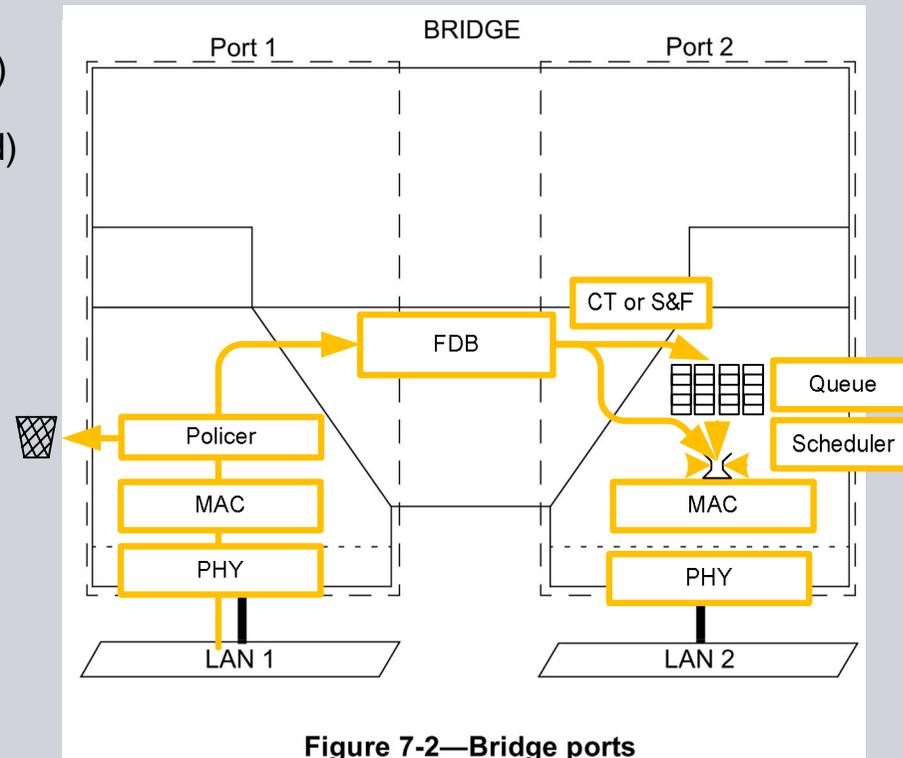


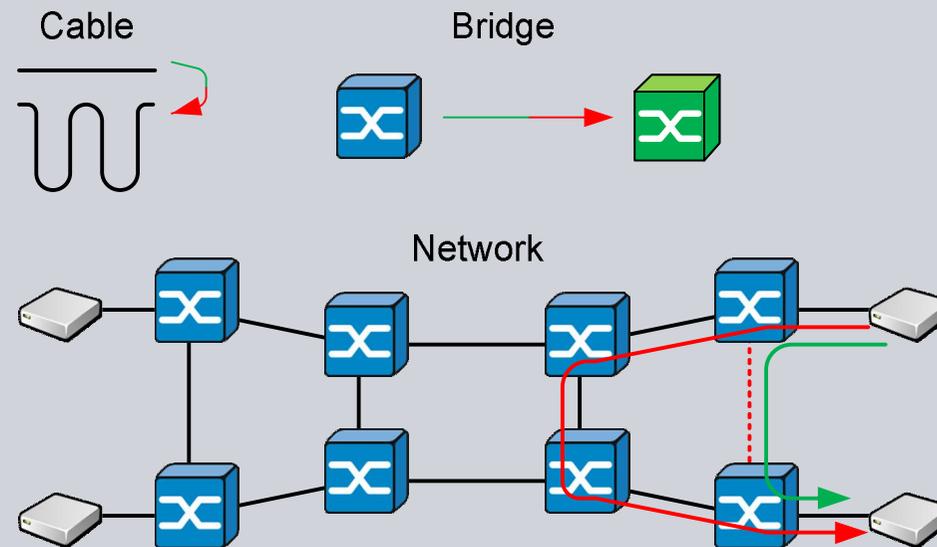
Figure 7-2—Bridge ports

Source: IEEE 802.1D Media Access Control (MAC) Bridges – Figure 7-2 – Bridge ports

## Variation of the Delay

Failure / Repair:

- changed cable length
- changed HW / topology
- changed forwarding path
- ...



## Jitter (1)

### **Jitter is the variation of latency**

Normal operation:

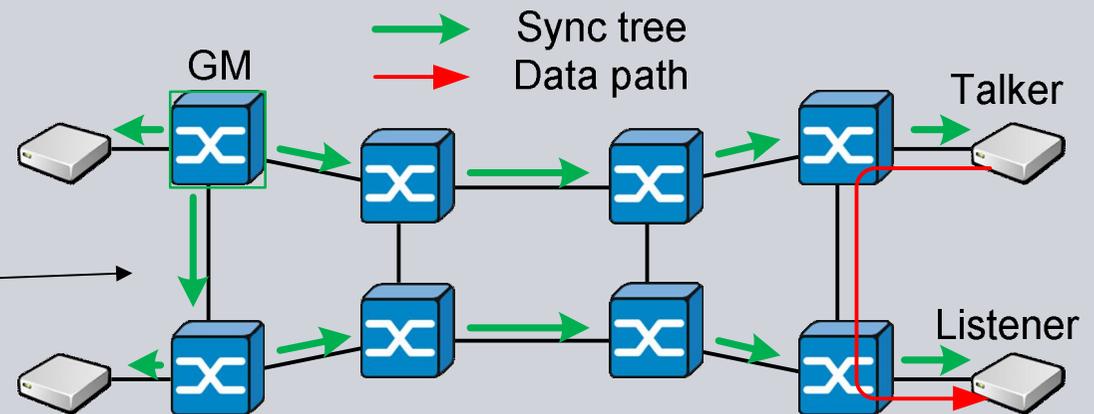
- PHY <-> MAC (two HW parts)
- Shaper / Scheduler
- **influence of other traffic**
  - Same Queue (Inter-class)
  - Other Queue (different class)
- Usage of CT or S&F
- ...

## Jitter (2)

### Jitter is the variation of latency

Caused by “non-ideal” reality

- Synchronization accuracy
  - Resolution of timestamps
  - Sync tree not data path
- Shaper
  - CBS -> history dependent
  - TAS -> scheduling must consider jitter
  - PS -> guaranteed maximum latency - 1 phase jitter
  - BLS -> preemption causes jitter
  - BLS + forced delay ( $t_{\text{MaxPreemption}}$ ) -> “no” jitter (delay > max. Jitter)



▪ ...

<http://www.ieee802.org/1/files/public/docs2013/new-tsn-specht-talker-scheduled-traffic-support-20130318.pdf>

# TSN ways to guarantee low Latency

## TSN mechanism

- separated TSN Queues
  - Internal Queue reordering vs. multiple queues
- resource reservation
- different shapers
- Fragmentation
  - shorter blocking from “legacy” frames
- Routing
  - Shortest paths for low latency
- ...

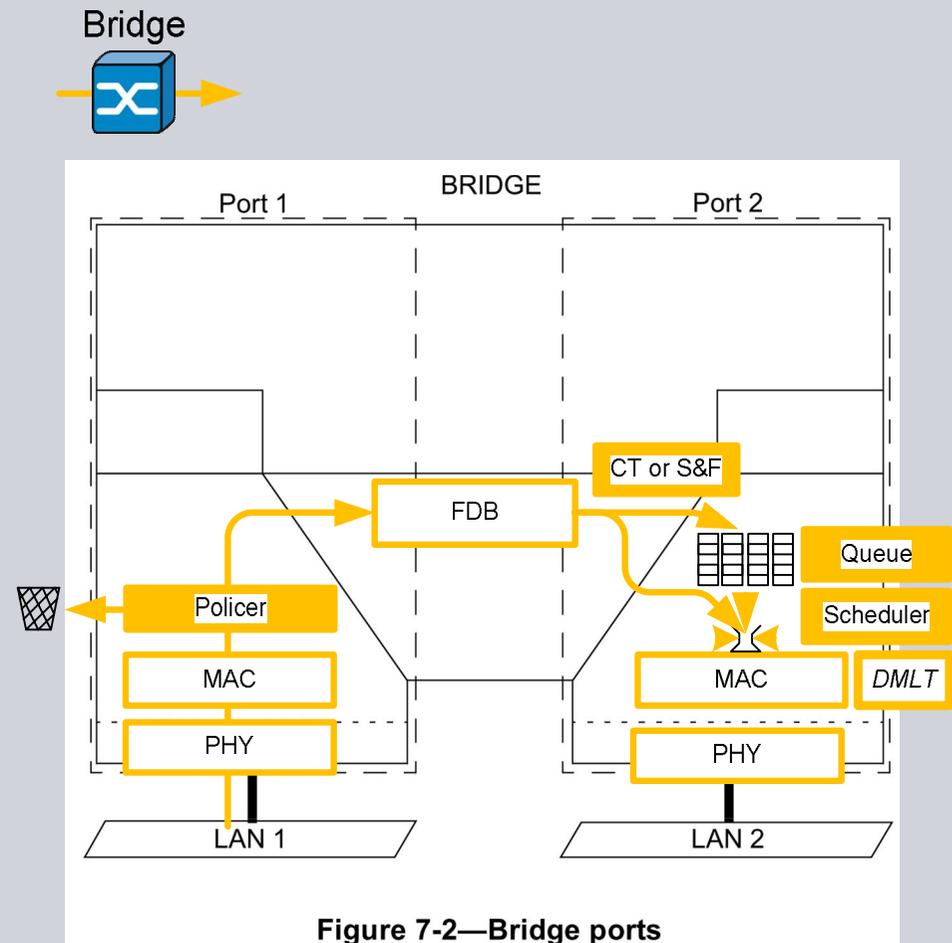
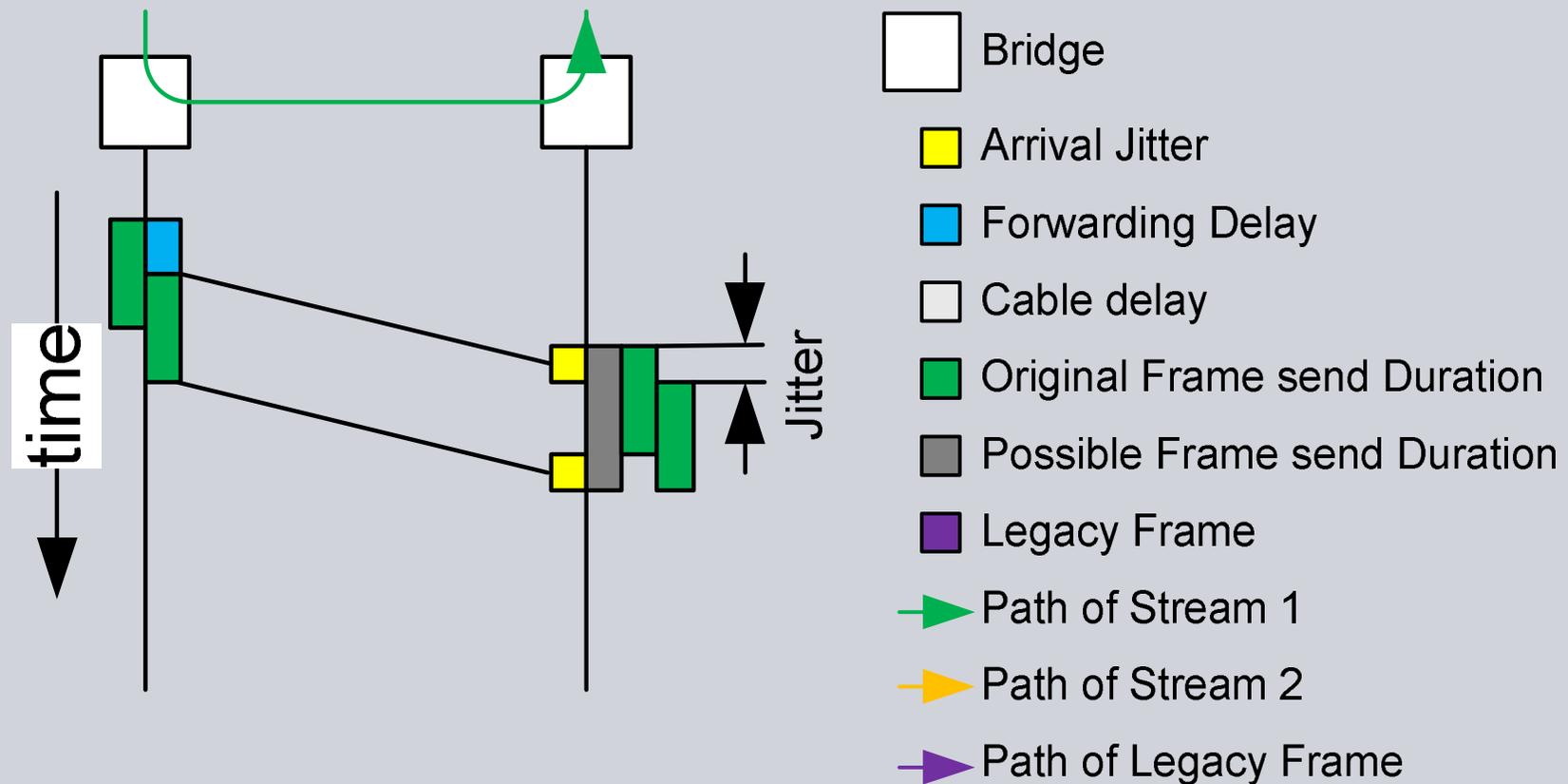


Figure 7-2—Bridge ports

# Explanation for the following Drawings

Example for frame transmission



Use-Cases covered in the following Drawings

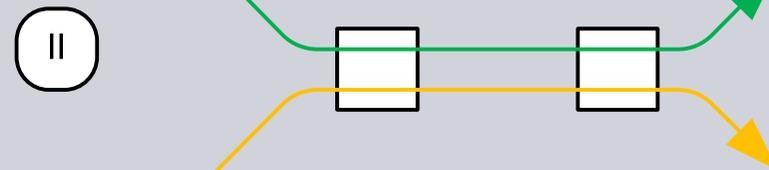
Normal Operation

- No interference

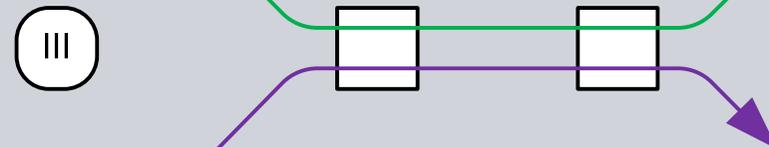


Inter-Class Interference

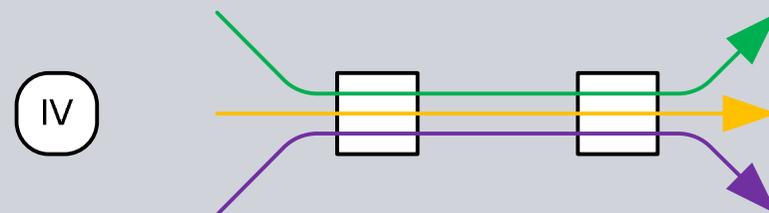
- two streams with same priority



Legacy Interference



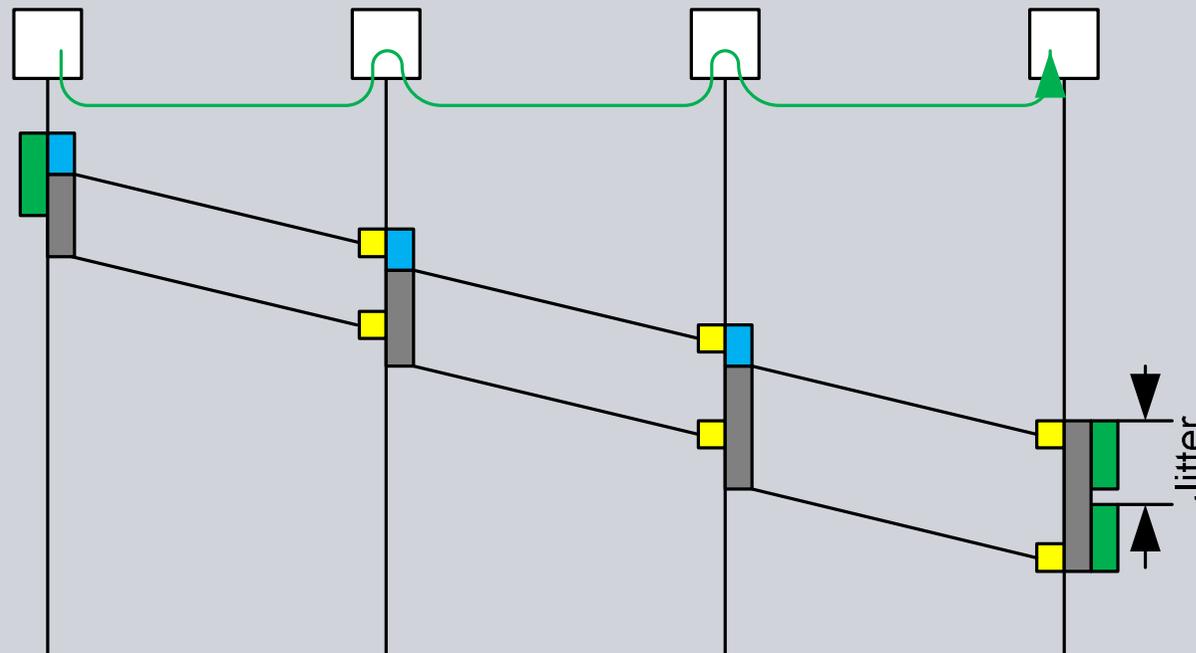
Legacy and Inter-Class Interference



## Jitter and the effects for TAS (I)

Normal Operation: All Jitter must be consider in the scheduling

Assumption: Cut through

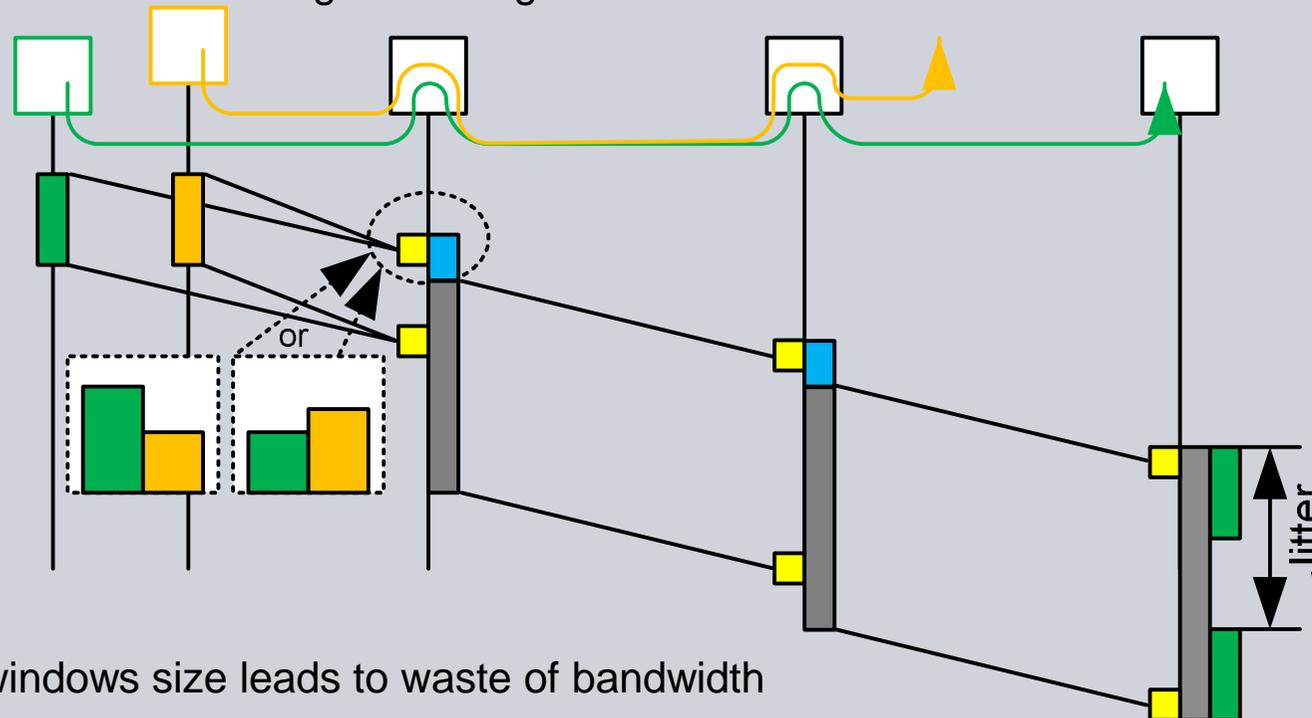


- Reserved TAS traffic window can't be used from other traffic
  - Highest priority for TAS + only one class / priority possible  
no interfering from lower priority

## Jitter and the effects for TAS (II,III, IV)

Inter-class interference: Both Streams have the same priority (1 and 2)

- Transmission order of Streams is important
- Jitter can lead to miss-ordering and a larger window size

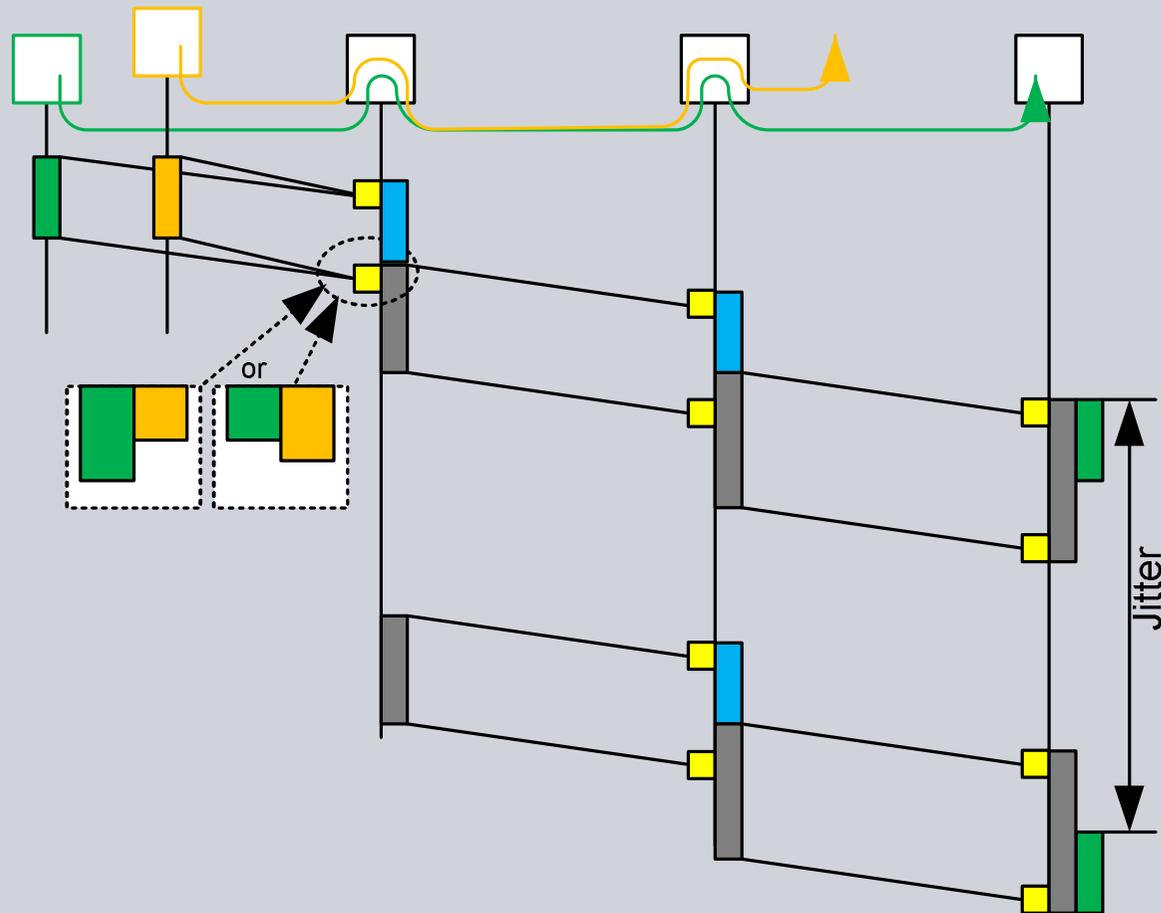


A larger TAS windows size leads to waste of bandwidth

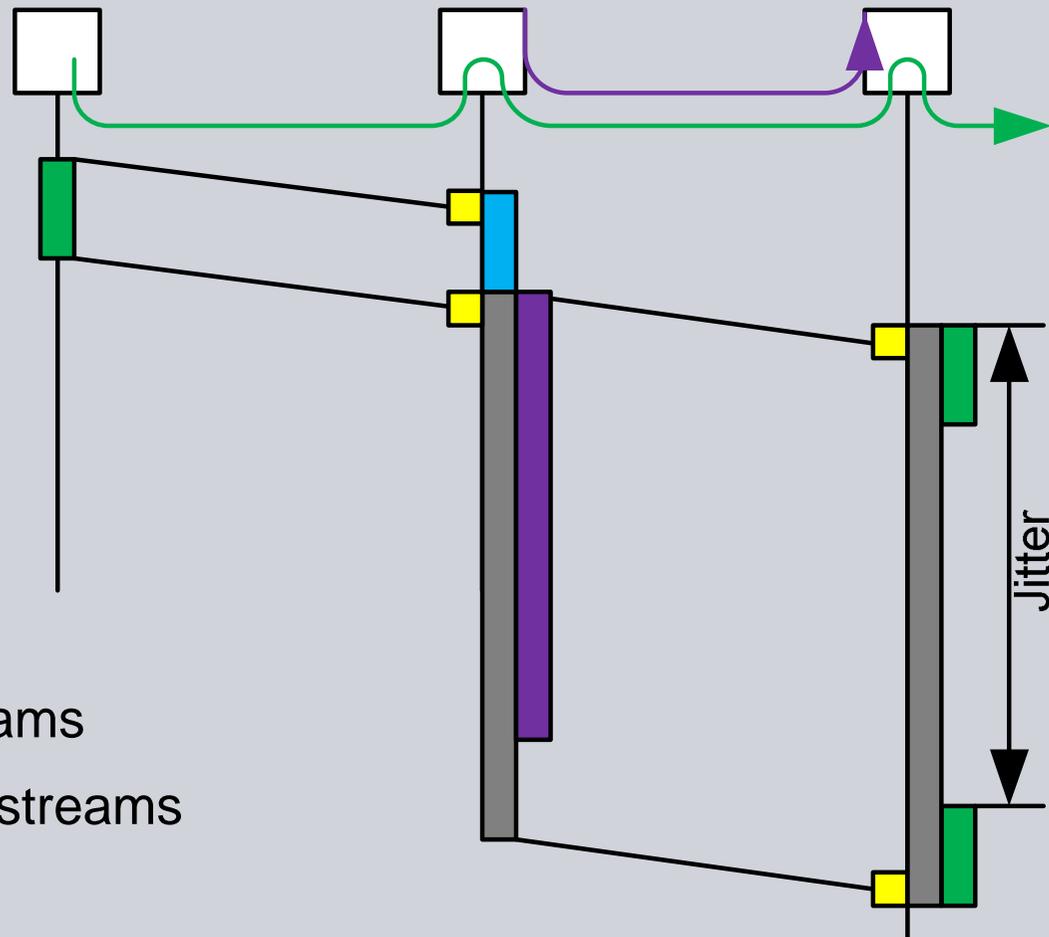
Legacy Frames during the TAS window not possible

## Jitter and the effects for CBS (II)

Inter-class interference leads to an additional delay



## Jitter and the effects for CBS (III)

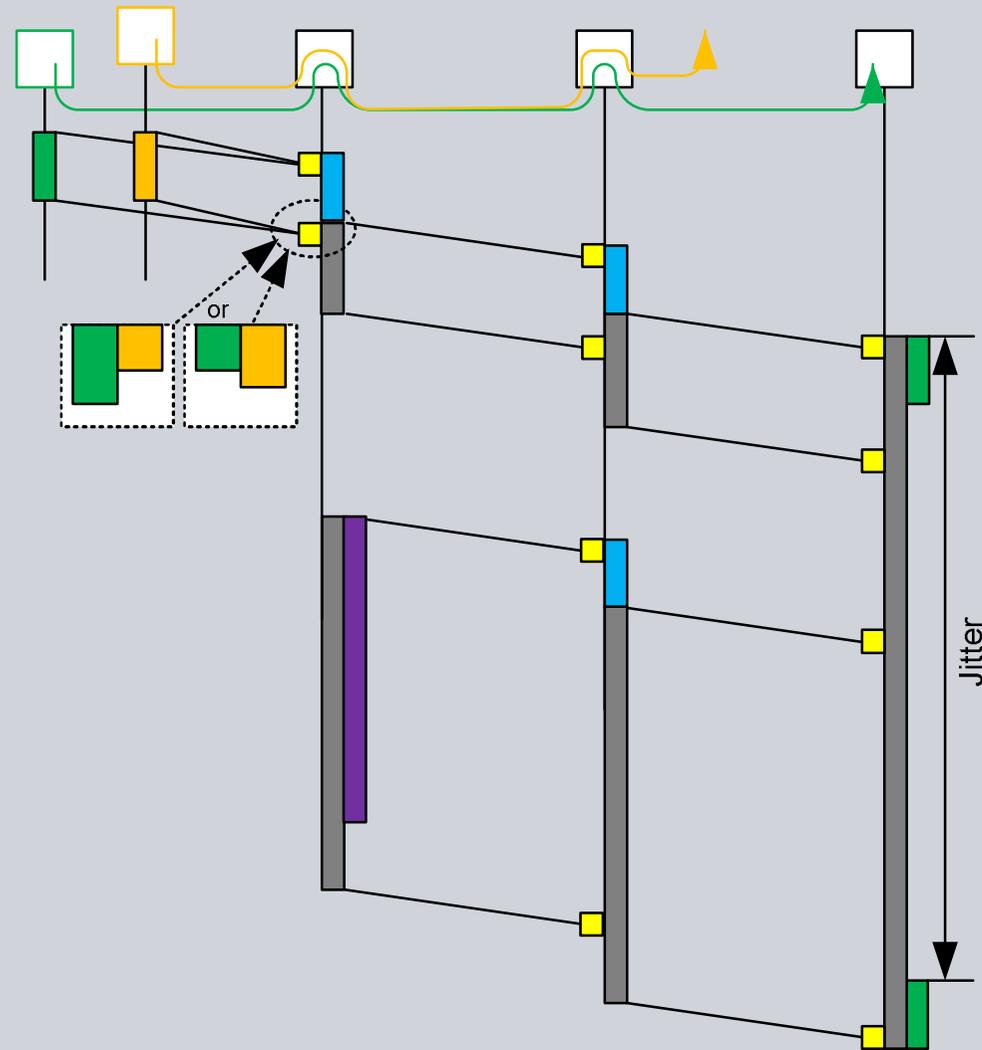


No reserved time for streams

- legacy frames interfere streams

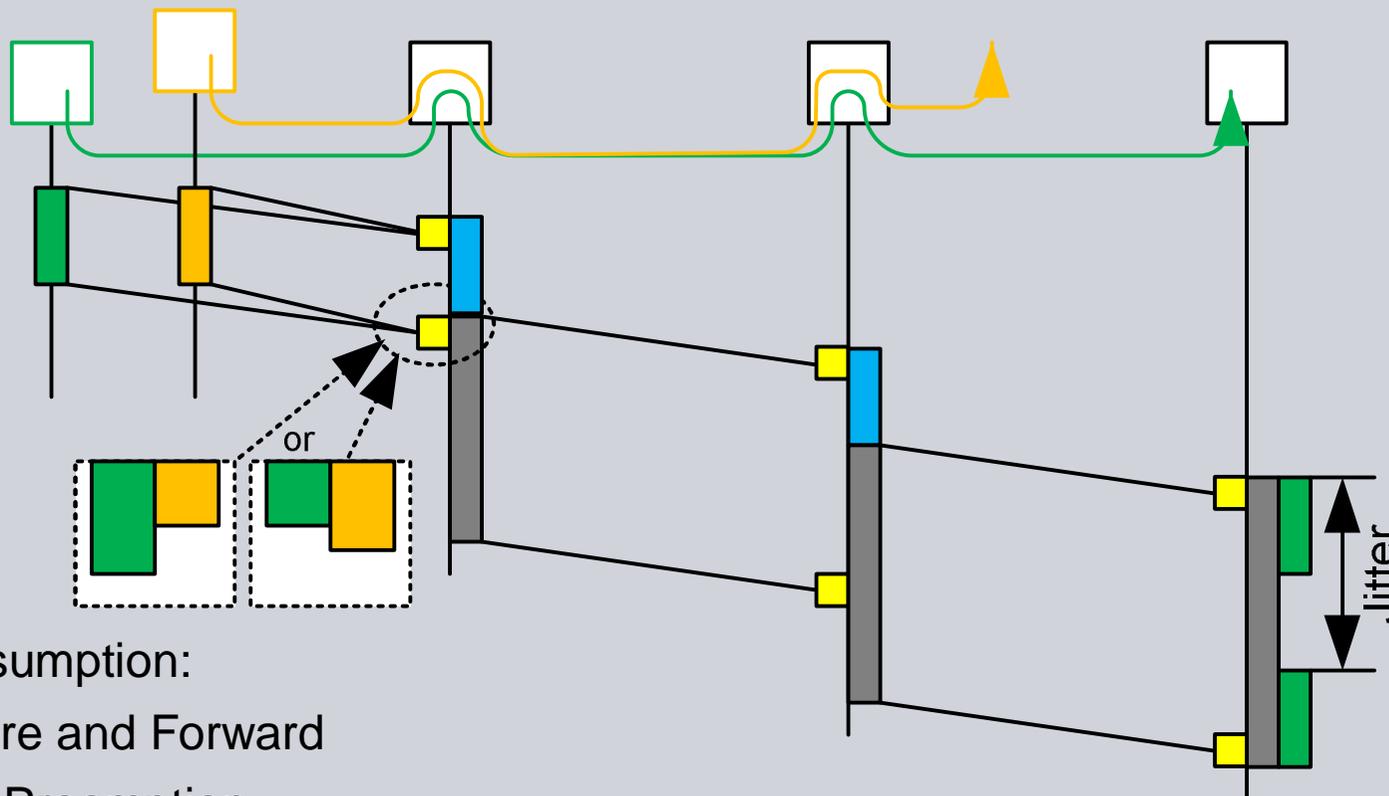
# Jitter and the effects for CBS (IV)

Interfering legacy frame and in-class interference



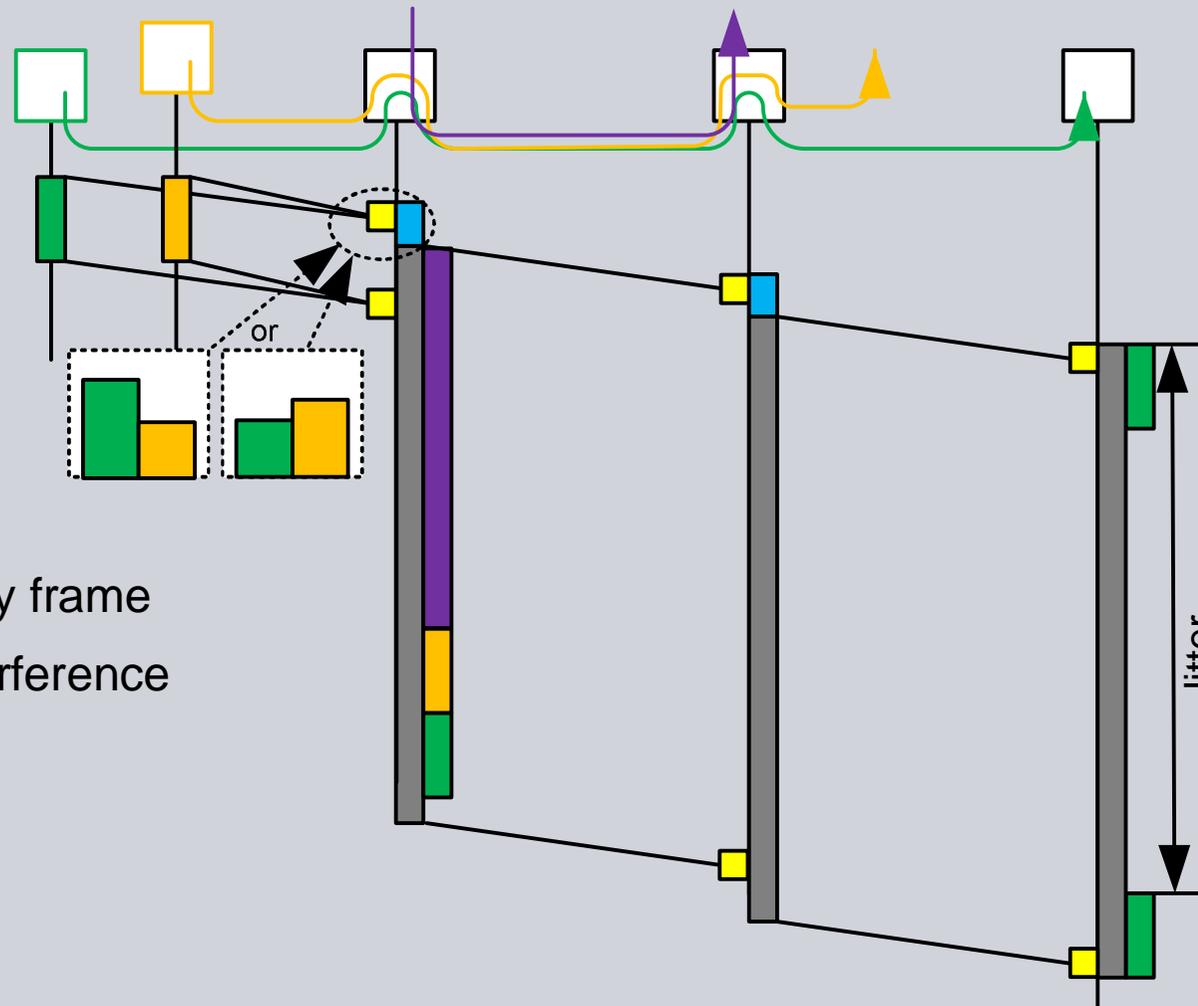
## Jitter and the effects for BLS (II)

Inter-class interference can lead to a change in the transmission order



Assumption:  
Store and Forward  
No Preemption

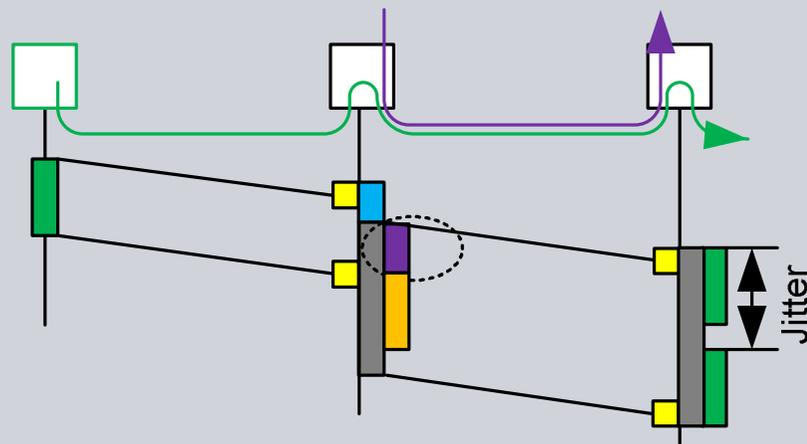
# Jitter and the effects for BLS (IV)



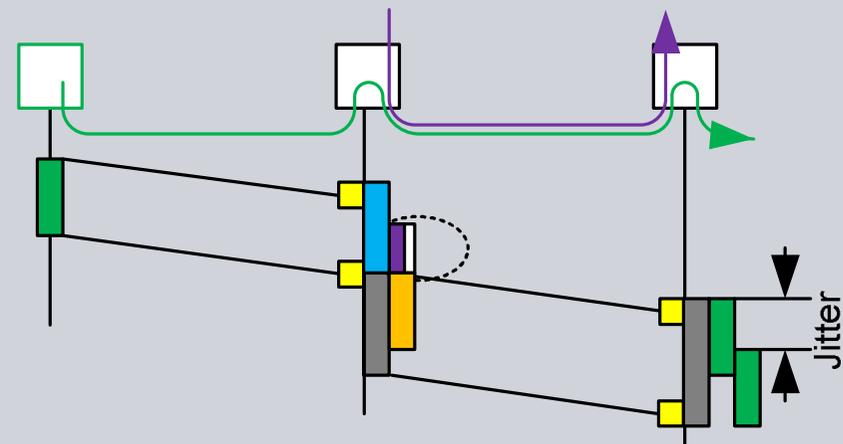
Interfering legacy frame  
and in-class interference

# BLS with fragmentation and forced delay (III)

Fragmentation to reduce the jitter effect of legacy frames



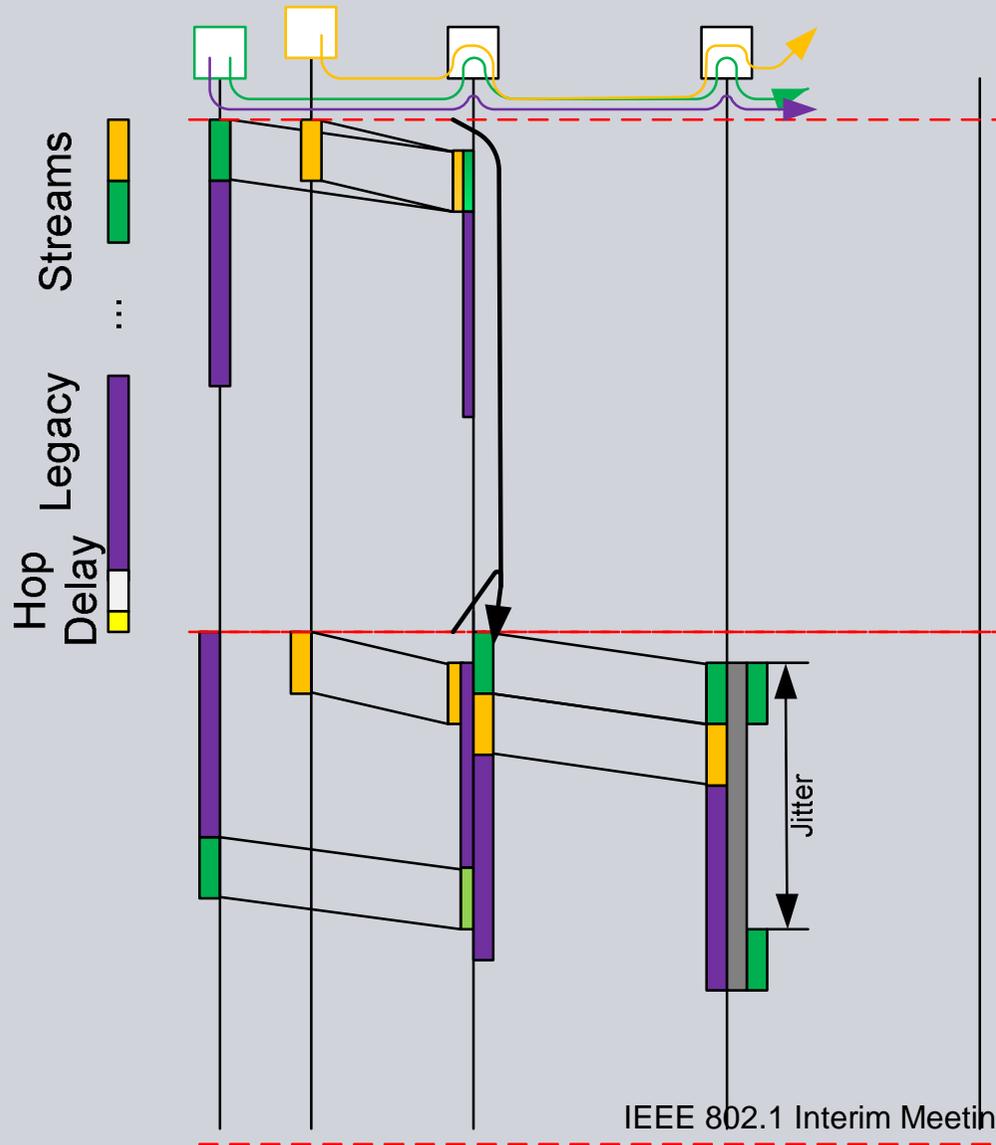
Forced delay to eliminate the jitter effect of fragmentation



# Jitter and the effects for PS

Fixed delay for every hop:

- streams
- max. legacy frame
- Jitter



## Conclusion

	Shaper	TAS	BLS	CBS	PS
I Latency		<b>optimal</b>	Low	medium	<b>High - guaranteed maximum</b>
Jitter		Must be considered from scheduling	Synchronisation	<b>Synchronisation + Shaper</b>	Max. 1 phase
Scheduling		<b>needed</b>	<b>Can shorter delay ~TAS performance</b>	Can ensure transmission order	phase synchronisation
II Legacy interference		Not possible during TAS window	Increases the delay		Doesn't matter
IV In-class interference		Prevented by scheduling			
III Fragmentation Improvement		Only for lower priority traffic	Can lower the effect of legacy traffic		x

Latency



**SIEMENS**

**Thank you for your attention!**



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