# Congestion Isolation Backwards Implicit Notification

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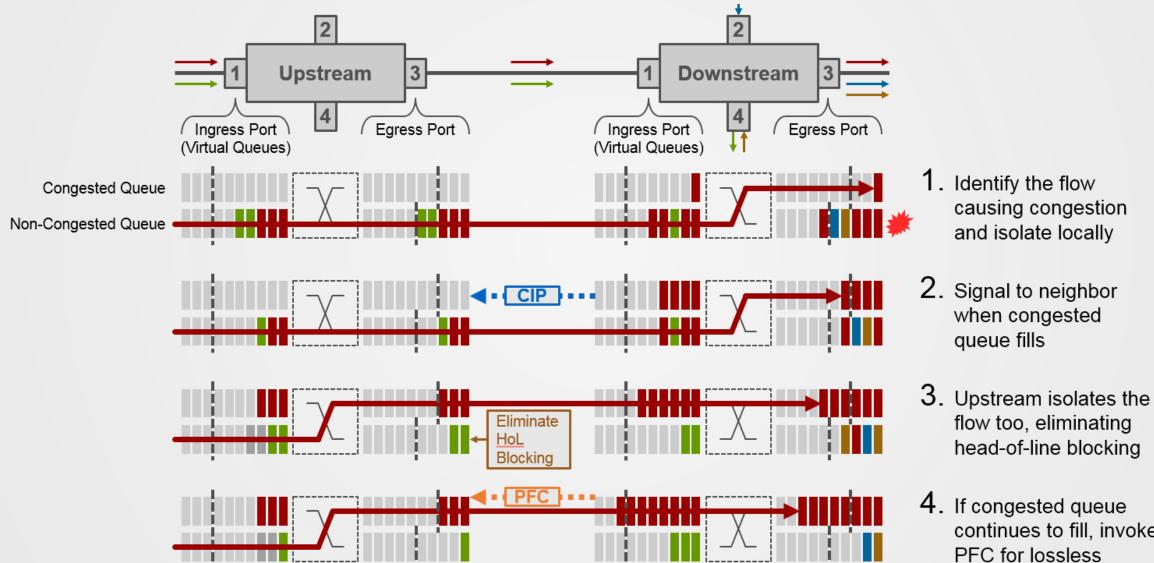


# **The Need for Congestion Isolation**

- As stated, some of the modern network require lossless operation in order to get the best performance for the applications
- The industry recognize situations were congestion may spread across multiple networking devices
  - As part of the architecture done in IEEE to enable these deployments
- As part of the mitigation, congestion isolation was proposed
  - This is in addition to some other technologies, such as congestion control algorithms etc.
- We believe this technology is needed in order to lower the effect of potential congestion spreading within such networks
- We get supportive feedback from operators to the statement above



# **Current Suggestion of the Solution**





causing congestion and isolate locally

flow too, eliminating head-of-line blocking

continues to fill, invoke

# **Problem Statement**

We would like to suggest that CIP may add too much complexity to the solution

- This includes, but not limited, to
  - Proprietary definitions of the flows
  - Proprietary implementations of hash functions
  - Potential race events, which may impact the implementation or the architecture



# **Suggested Solution – Implicit Backwards Notifications**

We would like to suggest Implicit Backwards Notifications, I.e. PFC

- Assume two ingress buffers have been reserved in the downstream switch, as seen in previous slide
- Once downstream switch implemented congestion isolation, it's default ingress buffer may still get over its threshold
- In this case, "Congestion" occurs in the upstream switch, which in tern implement congestion isolation
- Once the upstream switch recognize the big flows, it isoate them and apply new priority to them
  - This, in turn, will result in freeing the ingress buffer of the downstream switch, while using the second ingress buffer for the isolated flows
- The end result of the above technology seems to converge to the same network state as with CIP
  - One may argue about convergence time. This is indeed depends on implementation...



# **Thank You**



