

RPR MAC Delay Metric and SRP Phase One Simulation

Donghui Xie

Cisco Systems

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Agenda

- Delay performance criteria quote from Harmen
- Delay apple to apple measurement
- RPR MAC performance reference model
- SRP simulation
- Summary
- Appendix



Delay Performance Criteria

- "Queueing delay: Time between the arrival of an end
 of packet at the MAC transmit buffer and the instant that this
 packet becomes the head-of-the-line packet in the transmit
 buffer. This delay is mainly caused by the node's own traffic."
- "Medium access delay: Time required for a head-of-the-line packet in the MAC transmit buffer to gain access to the medium. This delay is only caused by the medium competition and the fairness mechanism, not by the node's own traffic. This delay does not include the packet transmission time."



Delay Performance Criteria

- "Receive buffer delay: Time between the arrival of a begin-ofpacket at the MAC receive buffer and the instant that this packet is completely delivered to the next protocol layer."
- "Ring end-to-end delay: Time required for a packet to travel from a source to a destination node on the same ring. It consists of the packet transmission delay, all transit node delays, and the propagation delay from source to destination."
- "MAC end-to-end delay: Time between the arrival of an end of packet at the MAC transmit buffer of the source node and the time that this packet is completely delivered to the next protocol layer of the destination node on the same ring."



Apple to Apple for Delay Measurement

- All delays matter in MAC performance
- Eliminate ambiguous measuring points
- MAC end-to-end delay has it all
 - Ingress queuing delay and egress receive buffer delay:

Same ingress and egress buffer size

Same ingress queuing policy

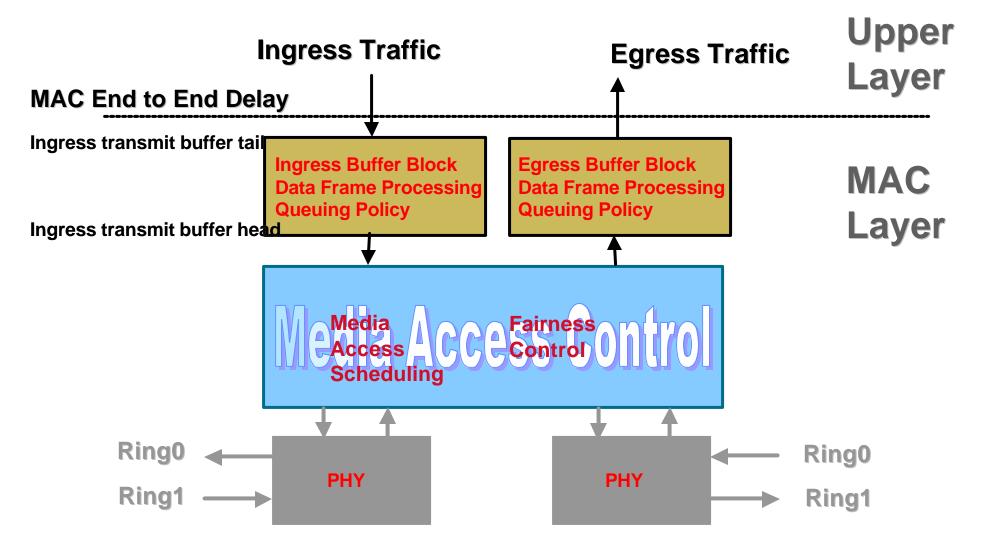
Same egress queuing policy

Same RPR packet header size

- Media access delay
 - Same delay measurement point for HOL packet in ingress buffer
- Ring end-to-end delay
 - Same propagation delay
- Factor out upper layer processor or switching fabric delay impact
 - Assume sufficient higher upper layer processing rate than ring bandwidth

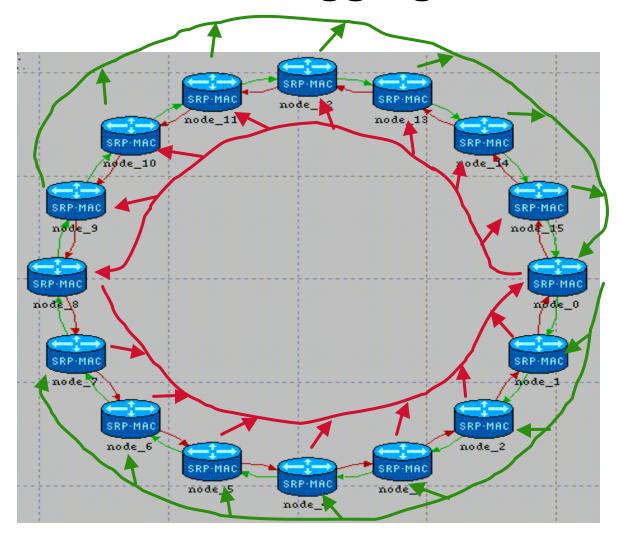


RPR MAC Performance Reference Model





SRP Simulation Hub Aggregation



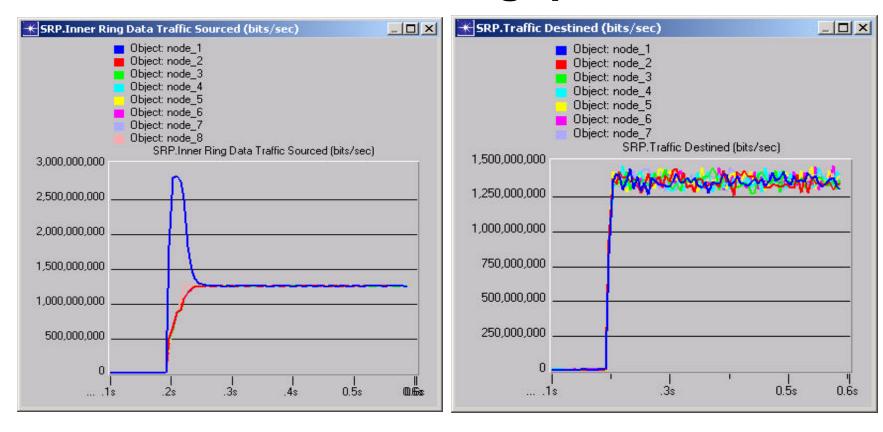


Simulation Configuration

- Traffic Profile
 - Access traffic goes to Hub node in the shortest path
 - Access traffic rate: 150% ~ 200% x 10Gbps / 7, exponential
 - Hub node distributes traffic randomly to access nodes
 - Hub distribution traffic rate: 110% x 20Gbps, exponential
 - Packet size: 60% 64 bytes, 20% 512 bytes and 20% 1518 bytes
- SRP Configuration
 - Low priority transmit buffer: 256KB
 - Low priority transit buffer: 1MB
 - Low threshold: 8K ~ 32K
 - Decay interval: 128KB time

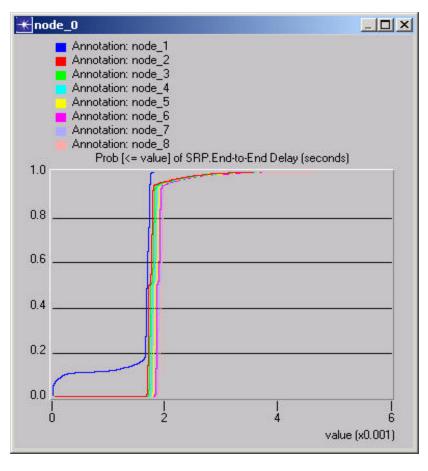


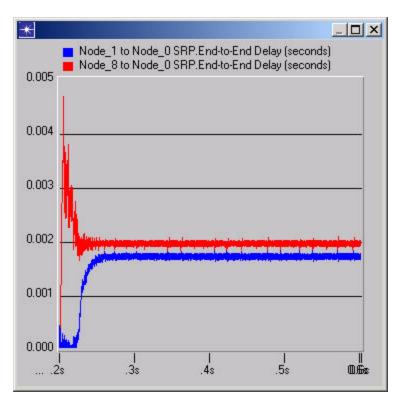
100Km Ring Access and Distribution Traffic Throughput



Fair access rate for all nodes

100Km Ring MAC End-to-End Delay and Jitter

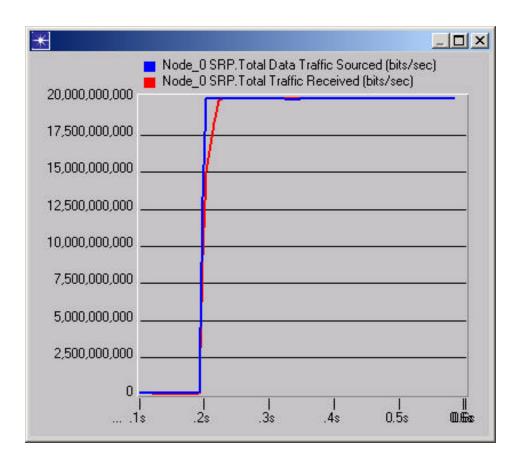




- MAC end2end delay = transmit queue delay + media access delay + ring end2end delay + receiver queue delay
- Consistent and fair delay and jitter performance for all nodes



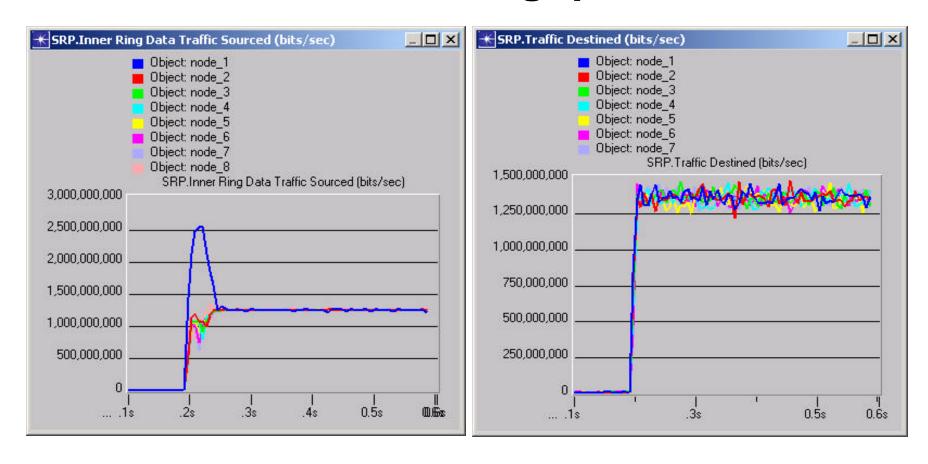
100Km Ring Full BW Utilization



• Full linerate transmission on both inner ring and outer ring

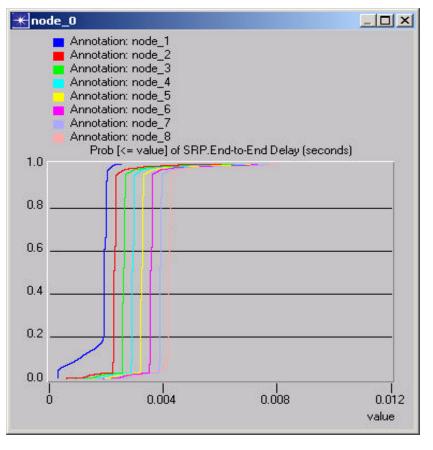


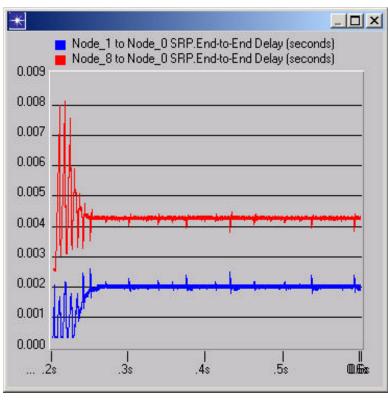
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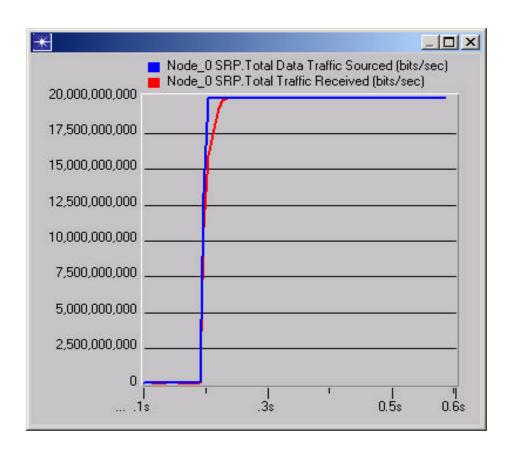




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1000Km Ring Full BW Utilization



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Summary

- Use MAC end-to-end delay as RPR delay performance metric
- Identify where and how the delay is measured in your RPR MAC architecture
- SRP provides
 - excellent fairness for all access notes
 - full bandwidth utilization
 - fair and bounded end-to-end delay and jitter for all
 - excellent scalability for different ring sizes



Appendix

- 100Km Ring
 - Fair access and distribution rate
- 1000Km Ring
 - Fair access and distribution rate

100Km Ring Fair Access and Distribution Rate

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1000Km Ring Fair Access and Distribution Rate

