

Real World SRP Limitations

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Overview

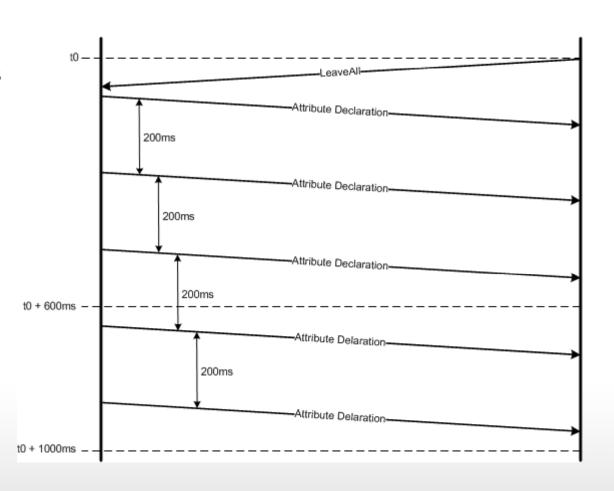


- SRP Reservations are severely limited when noncontiguous DA and StreamID's are used
- Due to defaults specified in MRP and the size of Talker Advertise's only a limited number of reservations can be maintained
- Talker Advertise's are likely to grow in size as features are added making this problem worse
- Unique items in the Talker Attributes used for Multipath will make packing attributes more difficult, again making this problem worse





- LeaveTime is defined as 600-1000 milliseconds
- JoinTime is defined as 200 milliseconds
- No way to discover the LeaveTime of an unmanaged bridge
- ■See IEEE Std. 802.1Q-2011 Table 10-7



Talker Advertise Limits



Talker Advertise with no packing

- Limit of 46 Talker Advertises per Packet
- Limit of 3 Packets before the 600ms LeaveTime
- Limit of 138 Talker Advertises with no packing

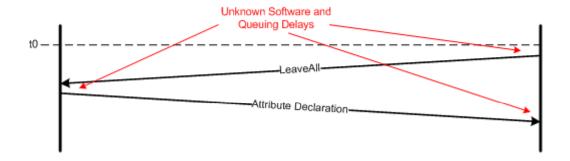
Talker Advertises propagate through the entire network

- No way to discover LeaveTime
- 600ms has to be assumed
- LeaveTime violations causes stream to be dropped
- Network limit of 138 reservations





 Depending on implementation it is possible for additional software and queuing delays to further reduce the LeaveTime



Possible Solutions



Increase LeaveTime

- It may be possible to increase the LeaveTime on managed bridges
- No way to change LeaveTime on unmanaged bridges
- No way to discover the LeaveTime value of your link partner
- Propagation time through the network becomes unreasonably long
- To enable 4000 reservations
 - LeaveTime > 17 seconds
 - LeaveAllTime > 2 * LeaveTime

Possible Solutions



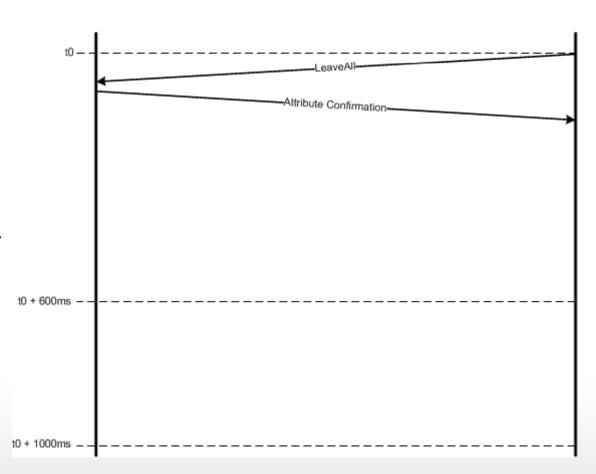
New LeaveAll Response mechanism

- Define a new attribute that confirms all attributes of a given type
 - A hash token should be included to verify data integrity
- Define a new LeaveAll mode that requires attribute retransmission
 - To be used in the case of a hash token mismatch.
- Pros:
 - Unlimited number of attributes can be supported
 - SRP traffic is greatly reduces
- Cons:
 - Possible race conditions between adding new attributes and calculating the hash token





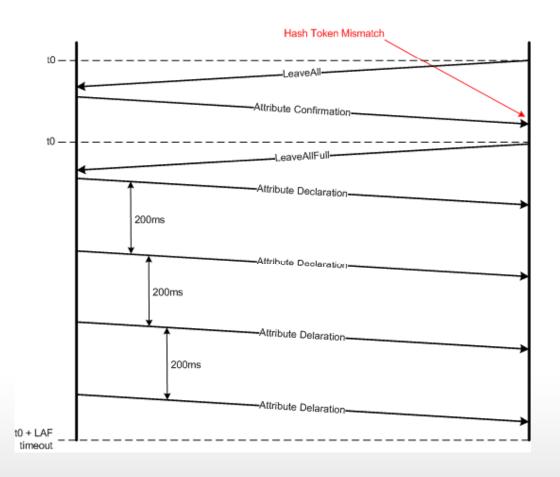
- Single packet is required to respond to LeaveAll
- No race to complete before 600ms timeout
- No need to extend the or be concerned with LeaveTime







- A hash token mismatch would trigger a full declaration of attributes
- Timeout for new LeaveAll may be different/longer than LeaveTime
- Could we have a dynamic timeout that is communicated in the request that is based on number of attributes?





WHERE SOUND MATTERS











