

Urgency Based Scheduler – Status Update

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Contents

About

- This slide set results of joint work in progress of Siemens and University of Duisburg-Essen to:
 - Define one shaper proposal for both, automotive and industrial control use-cases
 - Enhance the proposal to become part of 802.1

This slide set

- Recap & Background
- Technical Update/Work in Progress
- Discussion Appreciated:
 - Implementation Complexity
 - Standardization in 802.1
 - Other topics?



RECAP & BACKGROUND



15.05.2014

IEEE Interim Meeting, May 2014, Norfolk



General Background Information for Industrial Automation Applications

Within industrial we have to differentiate two Systems:

- **Closed Systems**

Typical used for “Closed-Loop-Applications” like motion control systems

- **One** network for one application – this application is fixed
- Fix topology – adapted to application
- *Guaranteed QoS & guaranteed low latency by*
 - Highly optimized scheduling
 - Harmonized transmission period
 - Coordinated windows

➤ *Computed in a “manager” device to meet high performance requirements*

- **Open Systems**

Typical used for “Control-Applications” like assembly lines

- **Multiple** applications share one network
- *Topology can change when applications are added , changed or removed at runtime*
- *Multiple transmission periods*
- *Guaranteed QoS & guaranteed low latency*

➤ *Requires hot network reconfiguration of a flexible traffic class*

➤ *Undesired side effects on already established control-data-traffic must avoided*

One industrial network can also consist of „Closed“ and „Open Systems“



Industrial Applications/ Transmission Modes

Typical existing applications/transmission modes for control-data

- **Event based transmission of control-data-streams**
(knowledge about max rate)
 - **Periodical transmission of control-data-streams**
(Talkers are not synchronized)
 - **Scheduled transmission of control-data-streams**
(Talkers are synchronized)
 - **Scheduled and coordinated transmission of control-data-streams**
(Talkers are synchronized)
 - **Seamless failover for high reliability**
(Redundant transmission and receiving of control-data-streams)
- A time sensitive network for industrial automation has to support the typical application modes



Automotive Applications and Networks

Broad range of streams sharing one network

- Several stream types: Periodic, event- based, rate constrained (AV), ...
- Varying, application dependent, End-to-End latency requirements
- Some streams with safety requirements: 802.1CB, policing, ...

Small low speed topologies

- Rather one hundred end stations than thousands (or even more)
- Low link speeds (typical 100Mbit/s)
- Topology design driven by requirements on safety, economic wiring, physics, etc. – not only high throughput

Need

- Best achievable mapping of streams, their characteristics and requirements ...
 - low resource blocking (e.g. less over-reservation)
 - high utilization of wires



Automotive Network Engineering

Network Engineering

- Networks are completely scheduled before series production
- Involves multiple parties:
 - Different OEM divisions
 - Component suppliers delivering “building blocks” (e.g. brake- or steering-systems) comprising single end stations or partial networks
 - ...
- Needs coordination between those parties during development

Need

- Small and simple interfaces between parties
- Low scheduling/network configuration dependencies across applications
- Avoid multiple “scheduling iterations”



Shaper Proposals

Presented in 802.1TSN

- UBS
 - Shaper proposal, primary for Automotive Systems
 - Univ. Duisburg-Essen, General Motors
- BLS
 - Shaper proposal, primary for Industrial Control Systems
 - Siemens

Goals of both proposals

- Support broad range of streams
- Guaranteed QoS guarantees & guaranteed latency
- Low planning/scheduling effort

Assumptions

- Merging both to an enhanced UBS variant fulfills Automotive and Industrial needs
- Better scalability from an implementer's perspective without loosing scalability from a user's perspective needs to be addressed

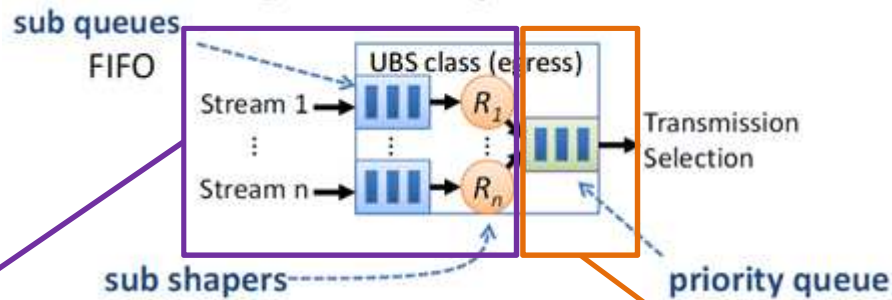
Uncertain

- ***What else is needed from the TSN group's perspective to progress further with the proposal?***

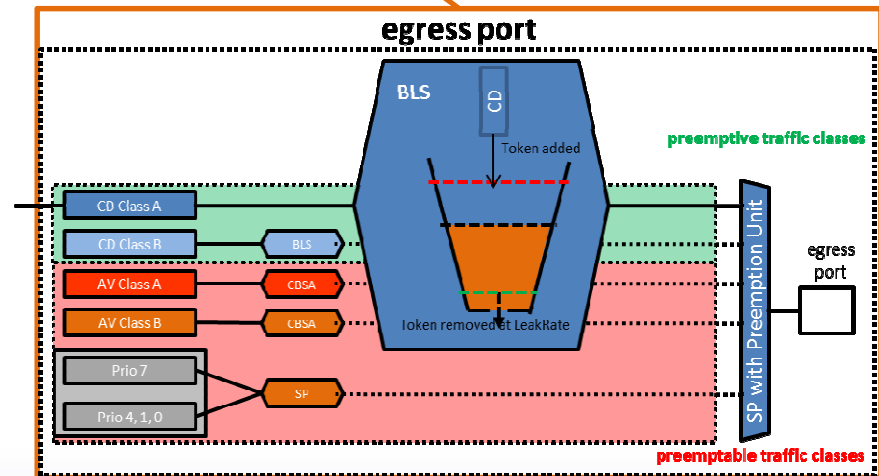
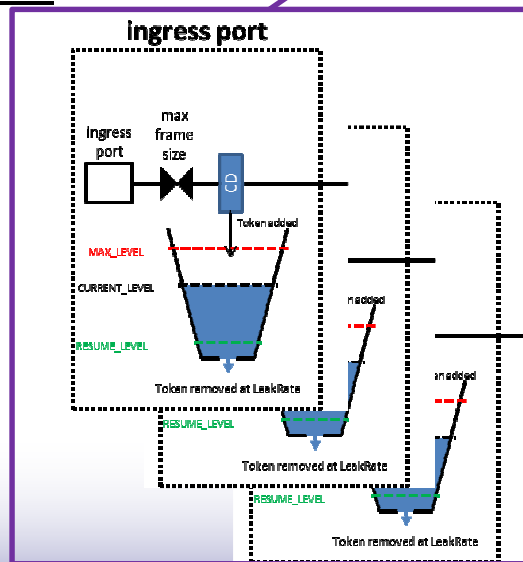


UBS & BLS Proposals (As presented in 802.1TSN)

UBS:



BLS:



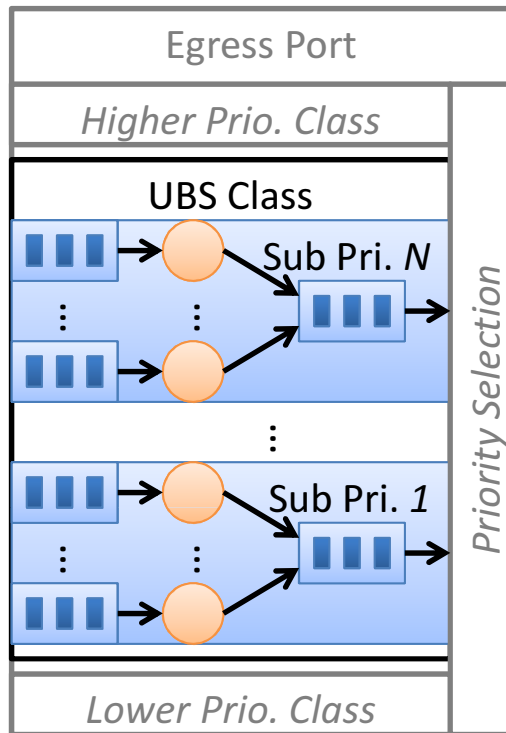
TECHNICAL UPDATE




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Changes/Updates



 : FIFO Queue

 : Sub Shaper,
Token Bucket Algorithm

1. Decouple Sub Priorities from Sub Shapers

- Goals:
 - Get rid of non-FIFO queue operation
 - Allow less Sub Priorities than Sub Shapers
- ... discussed on next slides ...*

2. Replace Leaky Bucket with Token Bucket Algorithm

- Goals:
 - Maximize stream aggregation without undesired side effects (e.g. worsened latency)
 - Minimize the number of Sub Shapers
- Assumption:
 - Nearly equal implementation complexity of both algorithms (Leaky Bucket and Token Bucket)

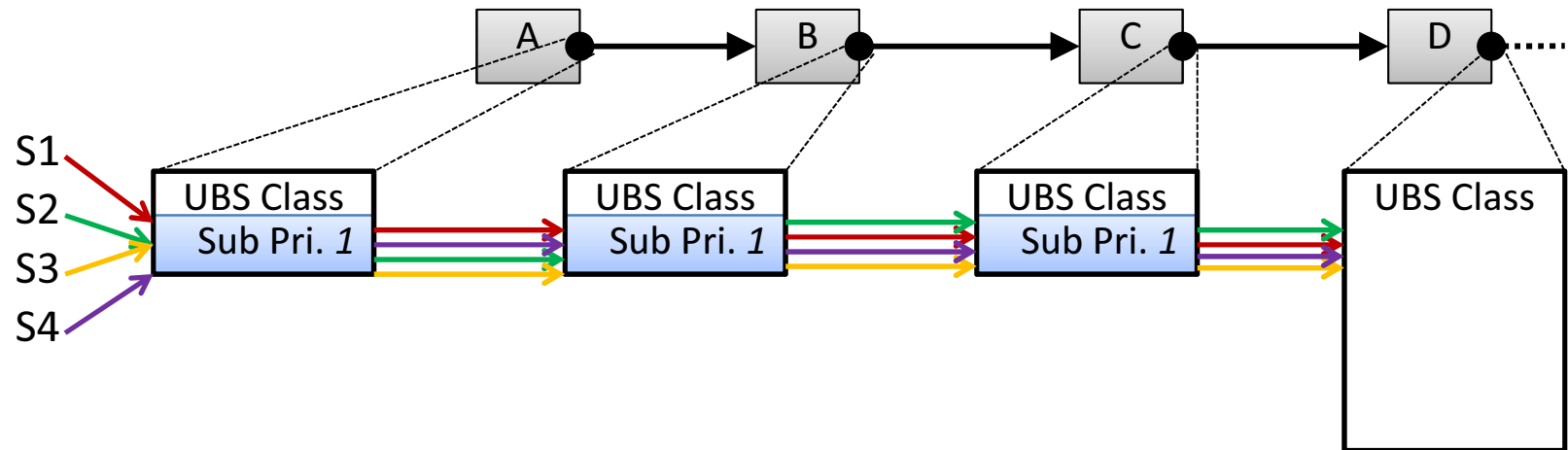
... ongoing analysis ...



One sub priority – No Latency Mapping

Example

- 4 equal streams (max. rate, max. frame length) with different latency requirements
- 3 Hops (from device A to device D)



(No-)Mapping with one sub priority

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	1.57 ms
S2	1.33 ms	1.57 ms
S3	1.66 ms	1.57 ms
S4	2.33 ms	1.57 ms

No Latency Requirement Mapping Possible

- Per stream per hop latency defined by per port utilization
- “Equalizes” stream latency

Other Parameters:

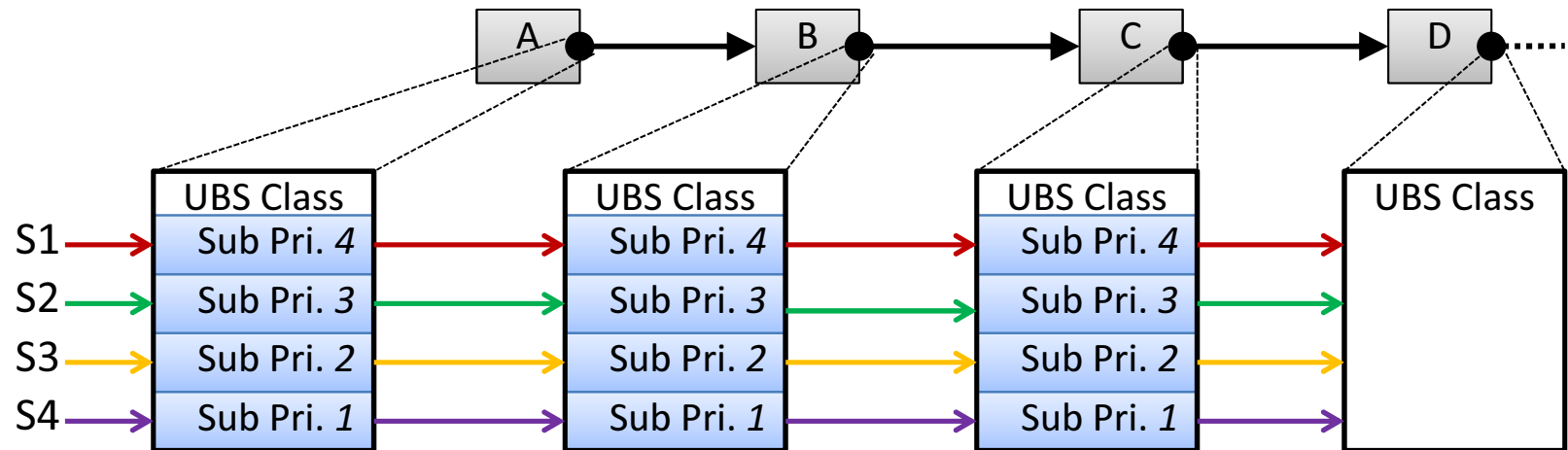
No Higher Traffic Class; Lower Traffic Class Max. Frame= 1544 Byte; Max. Frame of all Streams = 1000 Bit; Rate of all Streams = 10MBit/s; Link Speed = 100MBit/s; Store & Forward Operation
 Latency math found in <http://www.ieee802.org/1/files/public/docs2013/new-tsn-specht-ubs-perfchar-1113-v1.pdf>



Latency Mapping: Many Sub Priorities

Example

- 4 equal streams (max. rate, max. frame length) with different latency requirements
- 3 Hops (from device A to device D)



Mapping with 4 sub priorities (“many”)

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	0.67 ms
S2	1.33 ms	1.05 ms
S3	1.66 ms	1.51 ms
S4	2.33 ms	2.11 ms

Latency Mapping by Sub Priorities

- Many sub priorities → fine grained latency requirement mapping

Other Parameters:

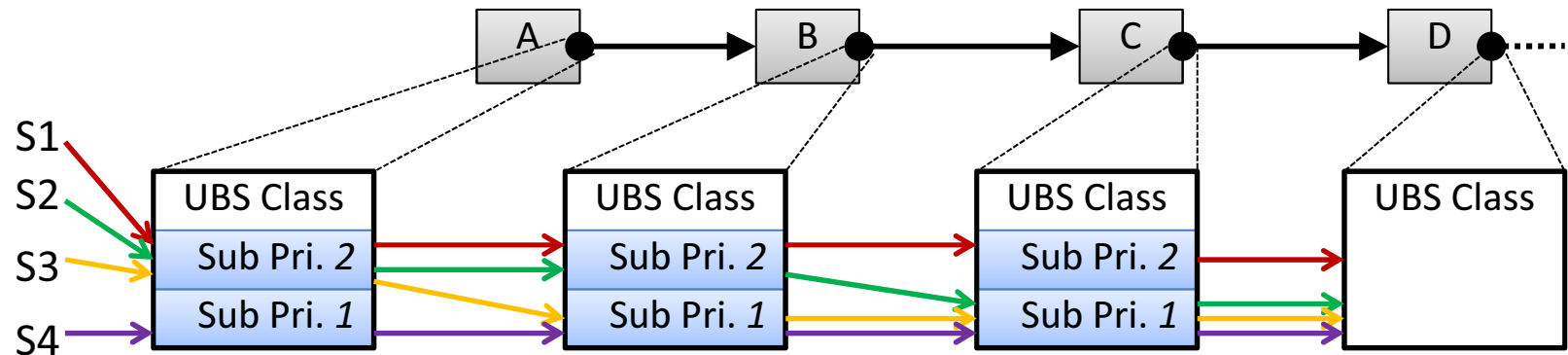
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Nearly the same: Few Sub Priorities

Example

- 4 equal streams (max. rate, max. frame length) with different latency requirements
- 3 Hops (from device A to device D)



Mapping with 4 sub priorities (“many”)

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	0.67 ms
S2	1.33 ms	1.05 ms
S3	1.66 ms	1.51 ms
S4	2.33 ms	2.11 ms

Mapping with 2 sub priorities (“few”)

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	0.97 ms
S2	1.33 ms	1.32 ms
S3	1.66 ms	1.62 ms
S4	2.33 ms	1.91 ms

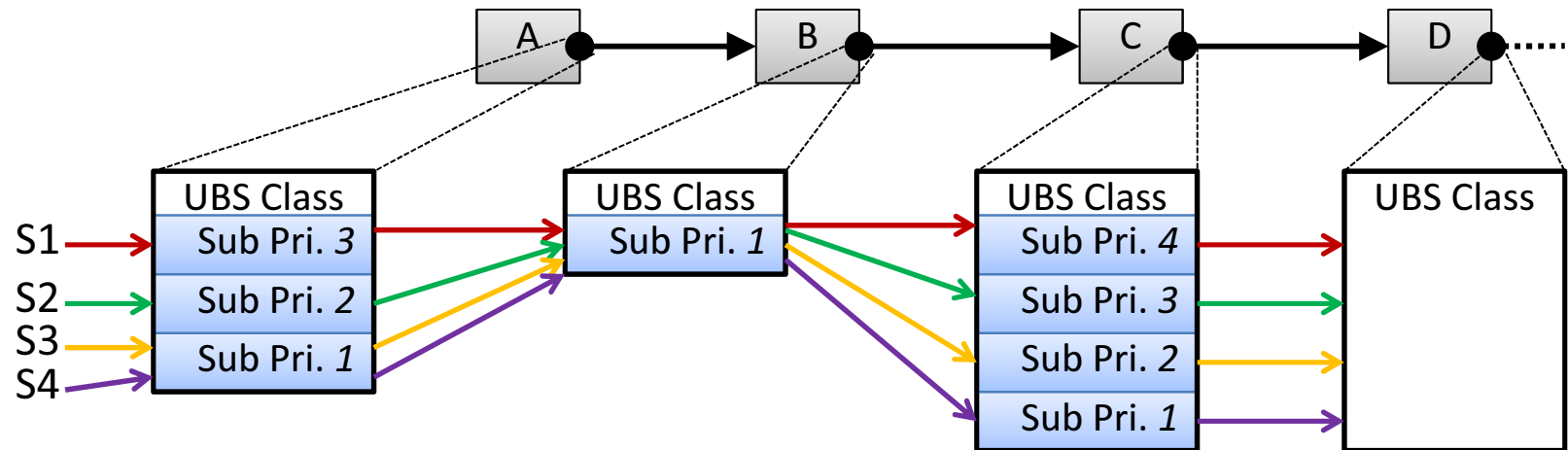
Other Parameters:

No Higher Traffic Class; Lower Traffic Class Max. Frame= 1544 Byte; Max. Frame of all Streams = 1000 Bit; Rate of all Streams = 10MBit/s; Link Speed = 100MBit/s; Store & Forward Operation
 Latency math found in <http://www.ieee802.org/1/files/public/docs2013/new-tsn-specht-ubs-perfchar-1113-v1.pdf>

Nearly the same: “mixed” Network

Example

- 4 equal streams (max. rate, max. frame length) with different latency requirements
- 3 Hops (from device A to device D)



Mapping with 4 sub priorities (“many”)

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	0.67 ms
S2	1.33 ms	1.05 ms
S3	1.66 ms	1.51 ms
S4	2.33 ms	2.11 ms

Mapping with varying sub priorities (“mixed”)

Stream	Latency Req.	Max. Latency (calc.)
S1	1 ms	0.97 ms
S2	1.33 ms	1.22 ms
S3	1.66 ms	1.66 ms
S4	2.33 ms	1.85 ms

Other Parameters:

No Higher Traffic Class; Lower Traffic Class Max. Frame= 1544 Byte; Max. Frame of all Streams = 1000 Bit; Rate of all Streams = 10MBit/s; Link Speed = 100MBit/s; Store & Forward Operation

Latency math found in <http://www.ieee802.org/1/files/public/docs2013/new-tsn-specht-ubs-perfchar-1113-v1.pdf>



Conclusions (1)

Latency Requirement Mapping requires sub priorities, BUT:

- Few sub priorities can “emulate” more along multiple hops
→ That’s Ok – Good mapping is more important on long paths than on short paths
- Mixed networks possible, i.e. limitations of bridges with one sub priority can be compensated by bridges with more sub priorities
- Limits of few sub priorities would only be reached in case of “aggressive” (close to the limits) latency requirements of all streams

Mapping with 4 sub priorities (“many”)

Stream	Latency Req.	Max. Latency (calc.)	Aggressive Latency Req.
S1	1 ms	0.67 ms	0.67 ms
S2	1.33 ms	1.05 ms	1.05 ms
S3	1.66 ms	1.51 ms	1.51 ms
S4	2.33 ms	2.11 ms	2.11 ms

→ Expected to be rather unlikely in real systems

Conclusions (2)

Number of Sub Priorities

- Limitations like number of classes in AVB-Gen1 seem to be reasonable, e.g.:
 - One sub priority mandatory
 - Two sub priorities recommended (explicit or implicit stated)
 - More sub priorities possible
- Exact number could be managed by profiles

Sub Priorities vs. Traffic Classes

- Latency mapping requires independent per port priority configuration, e.g.
 - One stream can belong to ...
 - two different sub priorities at ...
 - two different egress ports of a bridge
 - Multiple UBS classes without internal sub priorities wouldn't be flexible enough for this requirement, doing this via PCP encoding/decoding (as currently specified) is not possible
- **Per port sub priority association could be located in the filtering database “close” to port maps**



Thank you for your Attention!

Questions, Opinions, Ideas?

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