

Analysis of TSN for Industrial Automation based on Network Calculus

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Purpose

- Share a paper from our team with the group
 - <<Analysis of TSN for Industrial Automation based on Network Calculus>>
 - Network calculus theory, industrial automation network modeling, and simulation results.
 - <https://ieeexplore.ieee.org/document/8869053>
- Discuss the idea of using network calculus to calculate the **worst-case latency bound** for industrial automation scenarios.
 - Vital for using asynchronous/non-time-based methods, e.g., SP with CBS or ATS.
 - What is the challenge? Where is the gap?

Network calculus theory

- Traffic characteristics / traffic constraints (TSpec in TSN) → arrival curve
 - Device's capability (bandwidth, queuing and shaping, reservation) → service curve
- The bound.

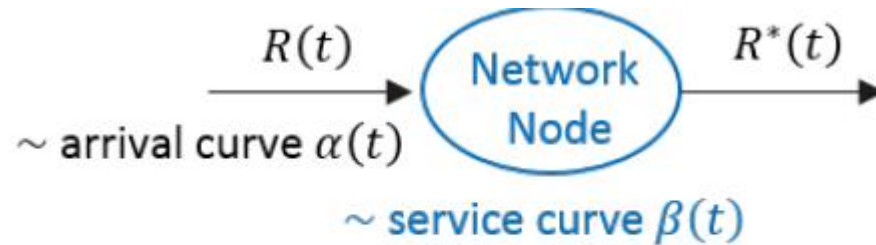


Fig. 3. Two-port network model of a TSN relay node

$$R(s+t) - R(s) \leq \alpha(t), \quad \forall s \geq 0, t \geq 0 \quad (1)$$

$$R^*(t) \geq R \otimes \beta(t) = \inf_s \{R(s) + \beta(t-s)\}, \quad \forall 0 \leq s \leq t \quad (2)$$

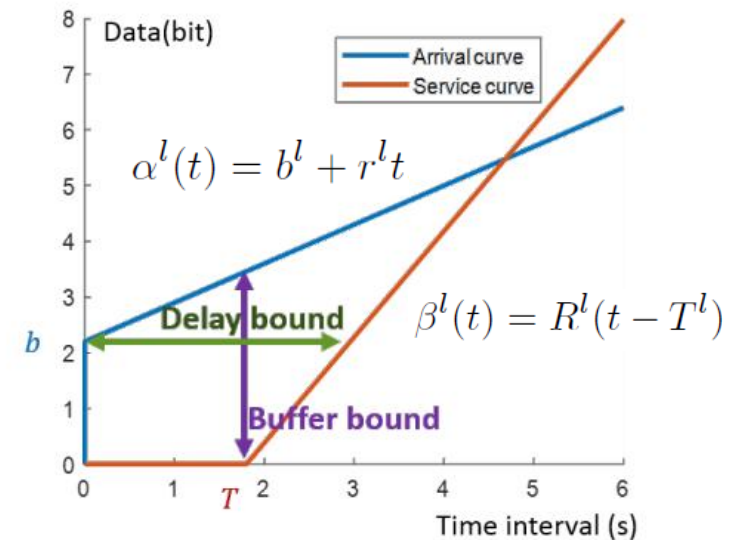
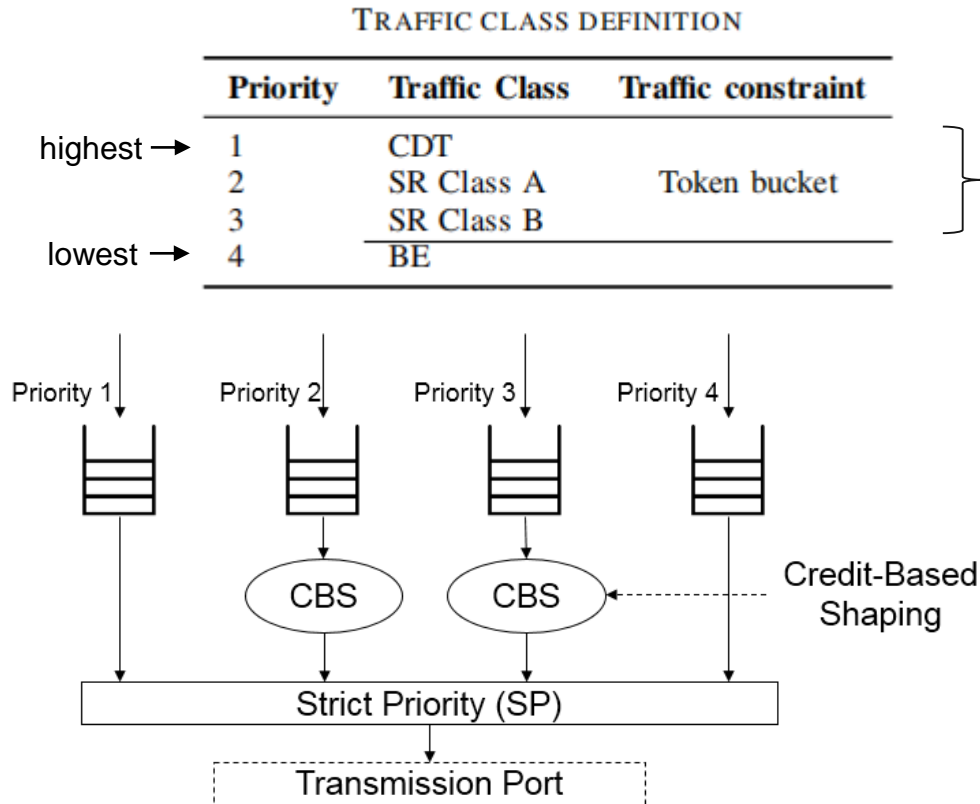


Fig. 4. Computation of backlog bound and delay bound.

Network calculus theory

CDT: Control Data Traffic

- The queuing and forwarding method: SP+CBS



$$\alpha^l(t) = b^l + r^l t$$

$$\beta^l(t) = R^l(t - T^l)$$

For CDT,

$$R^{CDT} = c$$

$$T^{CDT} = \frac{b_h - b_f + L^h}{c}$$

For SR Class A,

$$R^A = \frac{I^A(c - r_h)}{c}$$

$$T^A = \frac{L^A + b_h + \frac{r_h L^h}{c}}{c - r_h}$$

For SR Class B,

$$R^B = \frac{I^B(c - r_h)}{c}$$

$$T^B = \frac{L^{BE} + L^A + \frac{L^A I^A}{c - I^A} + b_h + \frac{r_h L^h}{c}}{c - r_h}$$

- One hop latency bound: $D_{i,j} = T^l + \frac{b^l - L_{\min,f}}{R^l} + \frac{L_{\min,f}}{c}$
- End-to-end latency bound: the sum of per-hop latency bound along the path.

Industrial automation network modeling

- Topology, flows, and shapers.

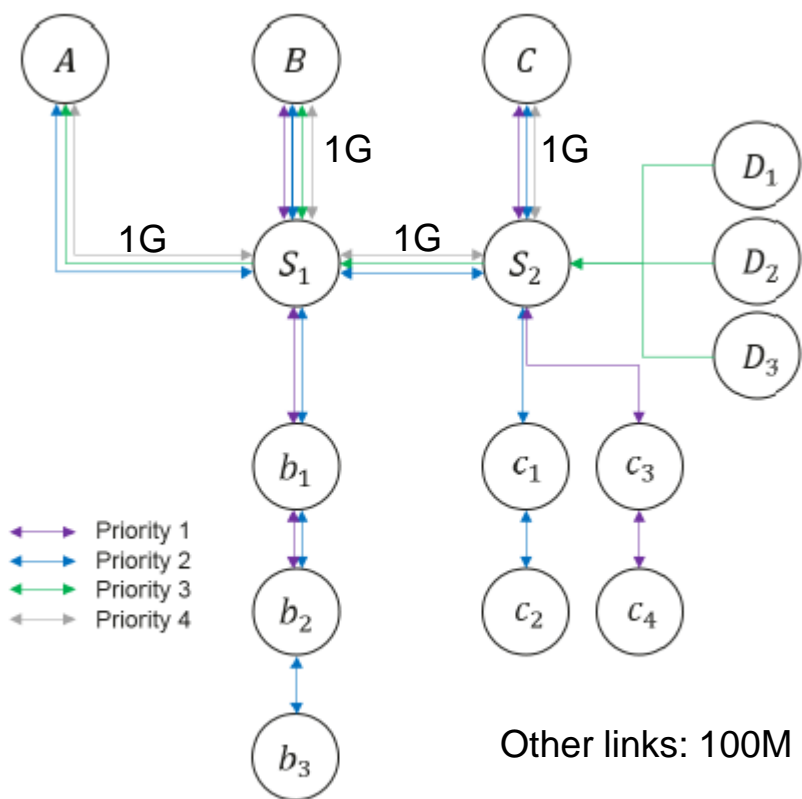


Fig. 5. Simulation topology

FLOW DESCRIPTION			
Flow path	Traffic Type	Forwarding	Priority
<p>p1: B, S₁, b₁</p> <p>p2: B, S₁, b₁, b₂</p> <p>p3: b₁, S₁, B</p> <p>p4: b₂, b₁, S₁, B</p> <p>p5: C, S₂, c₃</p> <p>p6: C, S₂, c₃, c₄</p> <p>p7: c₃, S₂, C</p> <p>p8: c₄, c₃, S₂, C</p>	Isochronous	CDT (SP)	1
<p>p9: B, 1, S₂, C</p> <p>p10: C, S₂, S₁, B</p> <p>p11: A, S₁, B</p> <p>p12: B, S₁, A</p> <p>p13: A, S₁, S₂, C</p> <p>p14: C, S₂, S₁, A</p> <p>p15: C, S₂, c₁</p> <p>p16: C, S₂, c₁, c₂</p> <p>p17: c₁, S₂, C</p> <p>p18: c₂, c₁, S₂, C</p> <p>p19: b₃, b₂, b₁, S₁, B</p> <p>p20: B, S₁, b₁, b₂, b₃</p>	Cyclic	SR Class A (CBS)	2
<p>p21: D₁, S₂, C</p> <p>p22: D₂, S₂, S₁, A</p> <p>p23: D₃, S₂, S₁, B</p>	A/V	SR Class B (CBS)	3
<p>p24: A, S₁, B</p> <p>p25: B, S₁, A</p> <p>p26: A, S₁, S₂, C</p> <p>p27: C, S₂, S₁, A</p>	BE	BE (SP)	4

Industrial automation network modeling

- Topology, flows, and shapers.

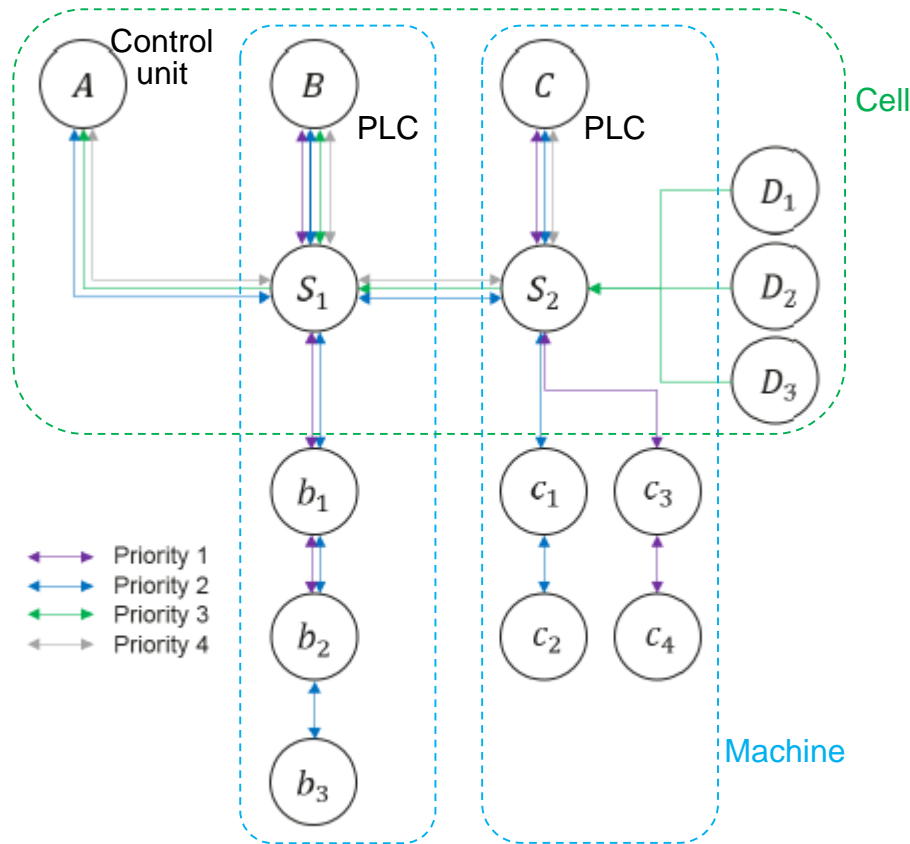
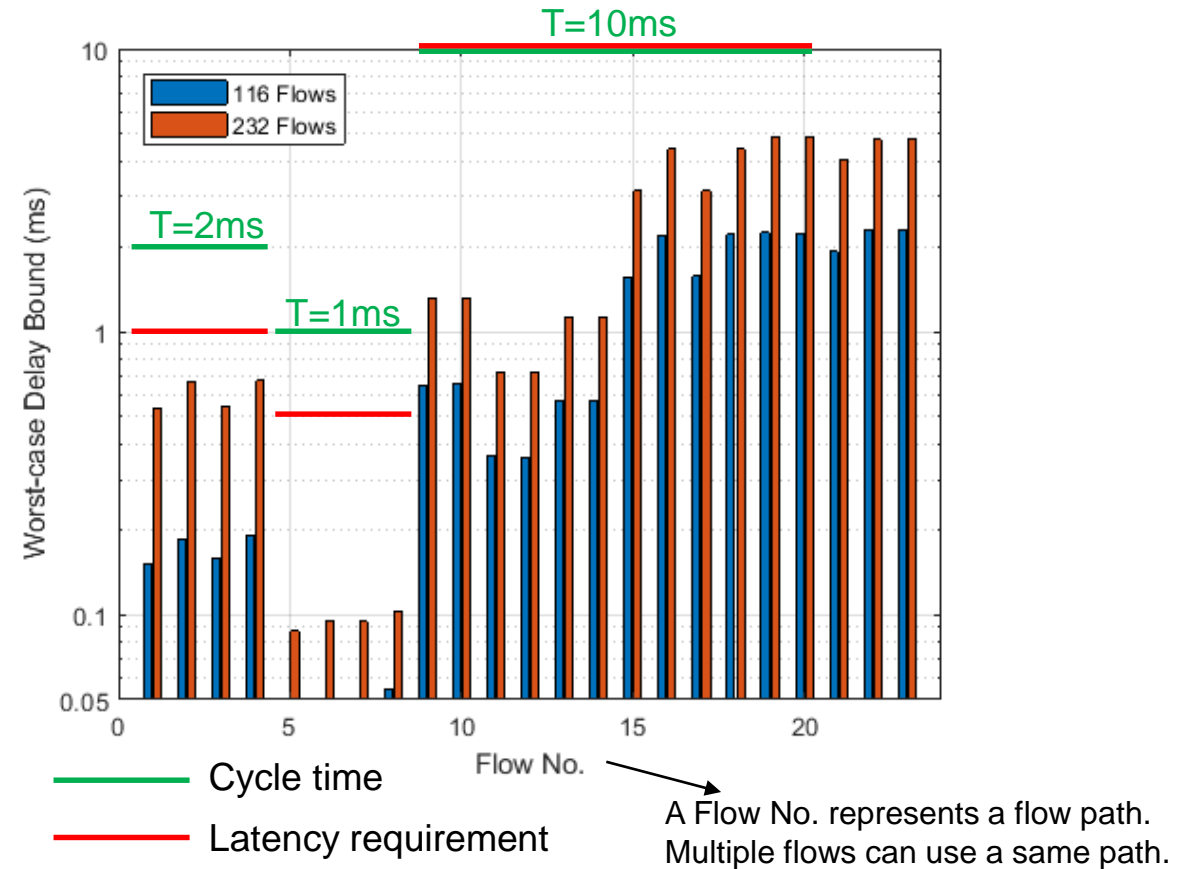


Fig. 5. Simulation topology

FLOW DESCRIPTION				
Flow path	Traffic Type	Forwarding	Priority	
p1: B, S1, b1 p2: B, S1, b1, b2 p3: b1, S1, B p4: b2, b1, S1, B p5: C, S2, c3 p6: C, S2, c3, c4 p7: c3, S2, C p8: c4, c3, S2, C	Isochronous	CDT (SP)	1	Lmax=0.8kb T=2ms (cycle time)
p9: B, 1, S2, C p10: C, S2, S1, B p11: A, S1, B p12: B, S1, A p13: A, S1, S2, C p14: C, S2, S1, A p15: C, S2, c1 p16: C, S2, c1, c2 p17: c1, S2, C p18: c2, c1, S2, C p19: b3, b2, b1, S1, B p20: B, S1, b1, b2, b3				Lmax=0.8kb T=1ms (cycle time)
p21: D1, S2, C p22: D2, S2, S1, A p23: D3, S2, S1, B				Lmax=0.8kb T=10ms
p24: A, S1, B p25: B, S1, A p26: A, S1, S2, C p27: C, S2, S1, A				Lmax=12kb r=1Mbps
				Lmax=12kb

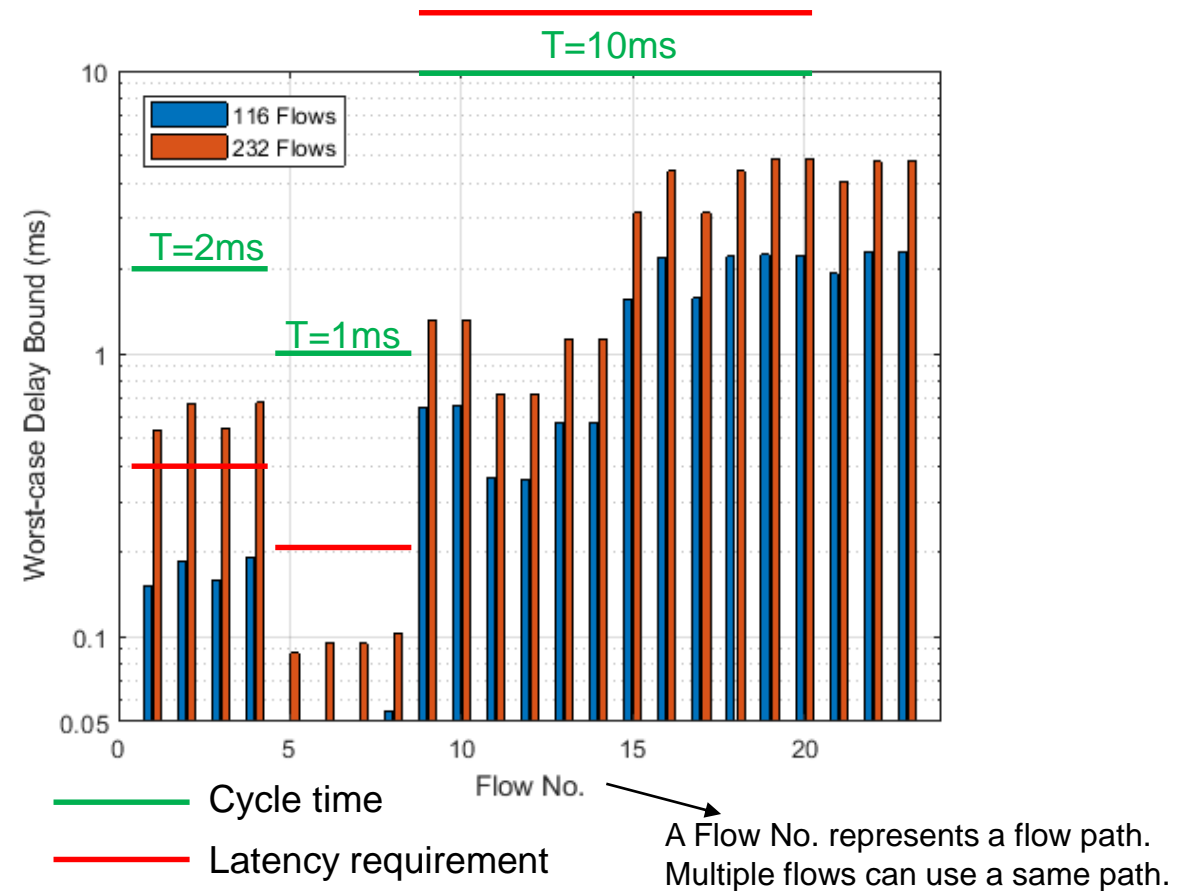
Simulation results

- The worst-case latency bound result with different bandwidth usage (i.e., different number of flows).
- Assuming that the latency requirement is $50\% \cdot T$ (cycle time) for all isochronous traffic, and is T for all cyclic traffic, then the result satisfies the requirement.
- Generally, the latency requirement could be tighter for isochronous cyclic real-time traffic and looser for cyclic real-time traffic.



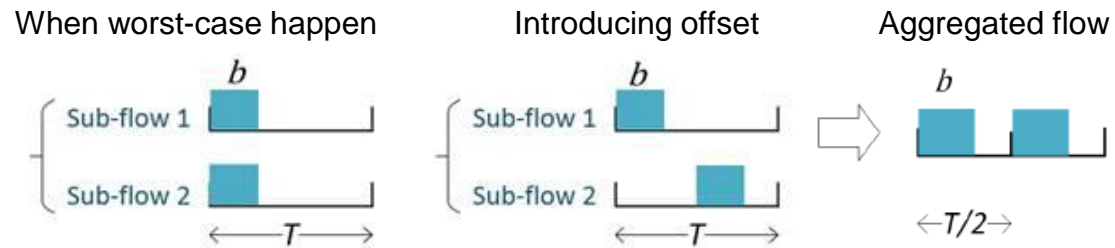
Simulation results

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- Assuming that the latency requirement is $50\% \cdot T$ (cycle time) for all isochronous traffic, and is T for all cyclic traffic, then the result satisfies the requirement.
- Generally, the latency requirement could be tighter for isochronous cyclic real-time traffic and looser for cyclic real-time traffic.
- If the latency requirement is $20\% \cdot T$ for isochronous traffic,,, oops!
- What if there are even more flows, or more hops, or...

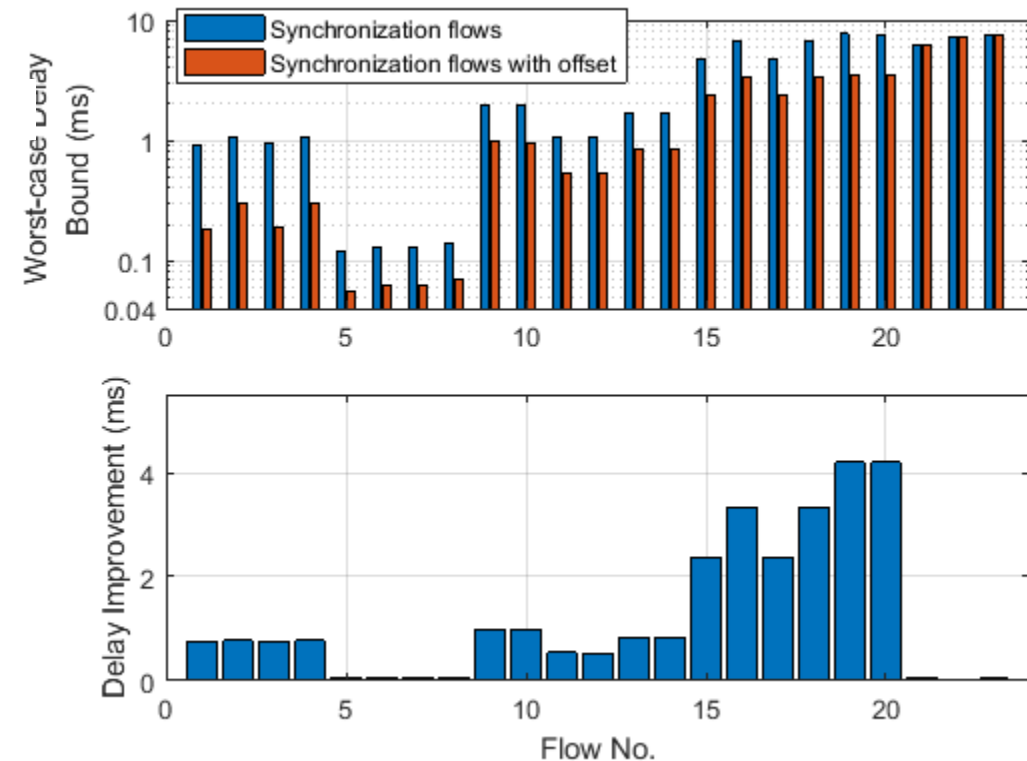


Simulation results

- Introducing offset to periodic traffic can get a better/tighter worst-case latency bound.



- To avoid the worst-case, control loops of tasks with identical cycle time can use different cycle time offset.



- Of course, there are many other ways to get a better/tighter worst-case latency bound.

Better: to make the actual worst-case latency less.

Tighter: to make the calculated worst-case latency bound closer to the actual worst-case latency (reduce pessimism).

Discussion

- As in real industrial automation scenarios, the number of flows and nodes can be much larger than the model used in this paper, will network calculus still be able to provide a useful result of latency bound?
 - How to improve the NC math to get a tighter bound while the calculating complexity is acceptable?
 - How is the performance of ATS, or CBS/ATS combines with TAS?
 - How to optimize the parameter configuration of shapers?
 - Are there any better ways to describe a flow besides “ $b+rt$ ”?
- Besides,
 - Any other thoughts and concerns about using network calculus to calculate the worst-case latency bound for industrial automation scenarios?
 - How to make the industrial automation network modeling closer to the real case?

Hope to get feedback from the group.

Thank you