

CS4700/CS5700
Fundamentals of Computer Networks

Lecture 18: Quality of Service

Slides used with permissions from Edward W. Knightly,
T. S. Eugene Ng, Ion Stoica, Hui Zhang

What Can a Basic Router do to Packets?

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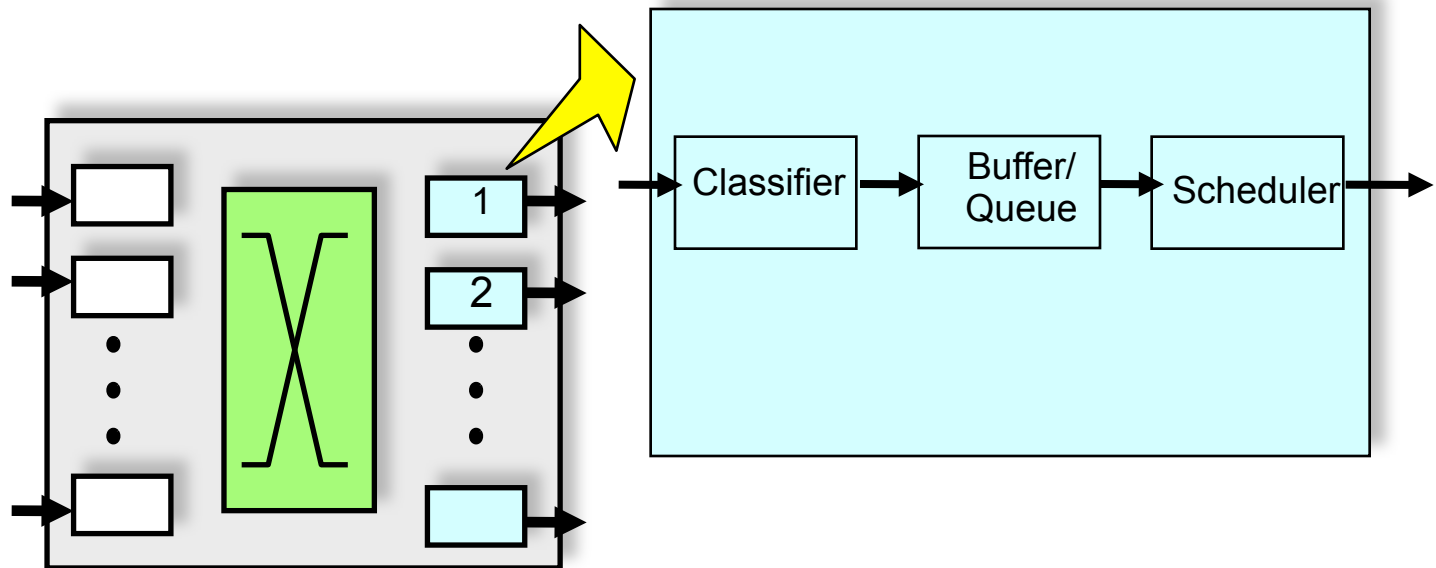
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- Send it...
- Delay it...
- Drop it...
- How they are done impacts Quality of Service
 - Best effort? Guaranteed delay? Guaranteed throughput?
- Many variations in policies with different behavior
- Rich body of research work to understand them
- Limited Internet deployment
 - Many practical deployment barriers since Internet was best-effort to begin with, adding new stuff is hard
 - Some people just don't believe in the need for QoS! Not enough universal support

Router Architecture Assumptions

- Assumes inputs just forward packets to outputs
 - Switch core is N times faster than links in a NxN switch
 - No contention at input, no head-of-line blocking
- Resource contention occurs only at the output interfaces
- Output interface has classifier, buffer/queue, scheduler components



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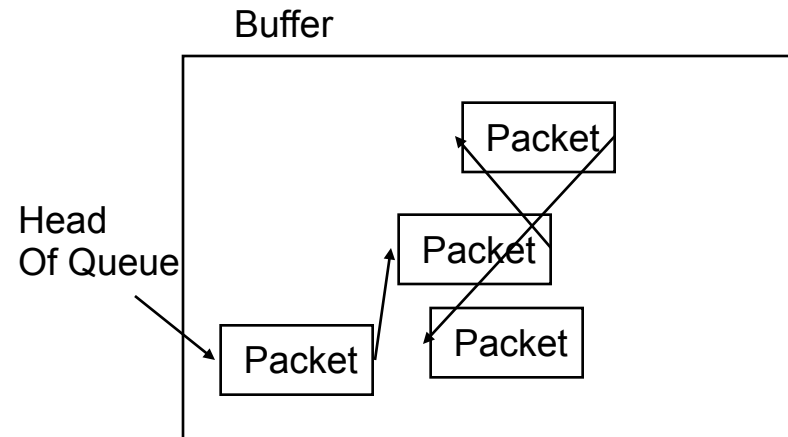
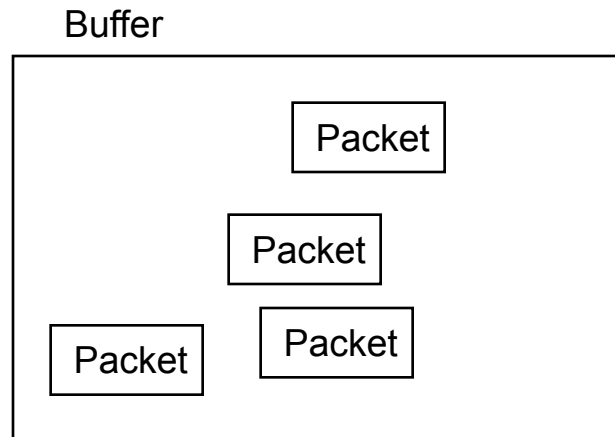
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- Note: In ATM or MPLS, the classifier can become just a label demultiplexer

Buffer/Queue

- Buffer: memory where packets can be stored temporarily
- Queue: using buffers to store packets in an ordered sequence
 - E.g. First-in-First-Out (FIFO) queue



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- Can drop all excess packets
 - Resulting in terrible performance
- Or can hold excess packets in buffer/queue
 - Resulting in some delay, but better performance
- Still have to drop packets when buffer is full
 - For a FIFO queue, “drop tail” or “drop head” are common policies
 - i.e. drop last packet to arrive vs drop first packet in queue to make room
- A chance to be smart: Transmission of packets held in buffer/queue can be *scheduled*
 - Which stored packet goes out next? Which is more “important”?
 - Impacts quality of service

Scheduler

Scheduler

- Decides how the output link capacity is shared by flows
 - Which packet from which flow gets to go out next?

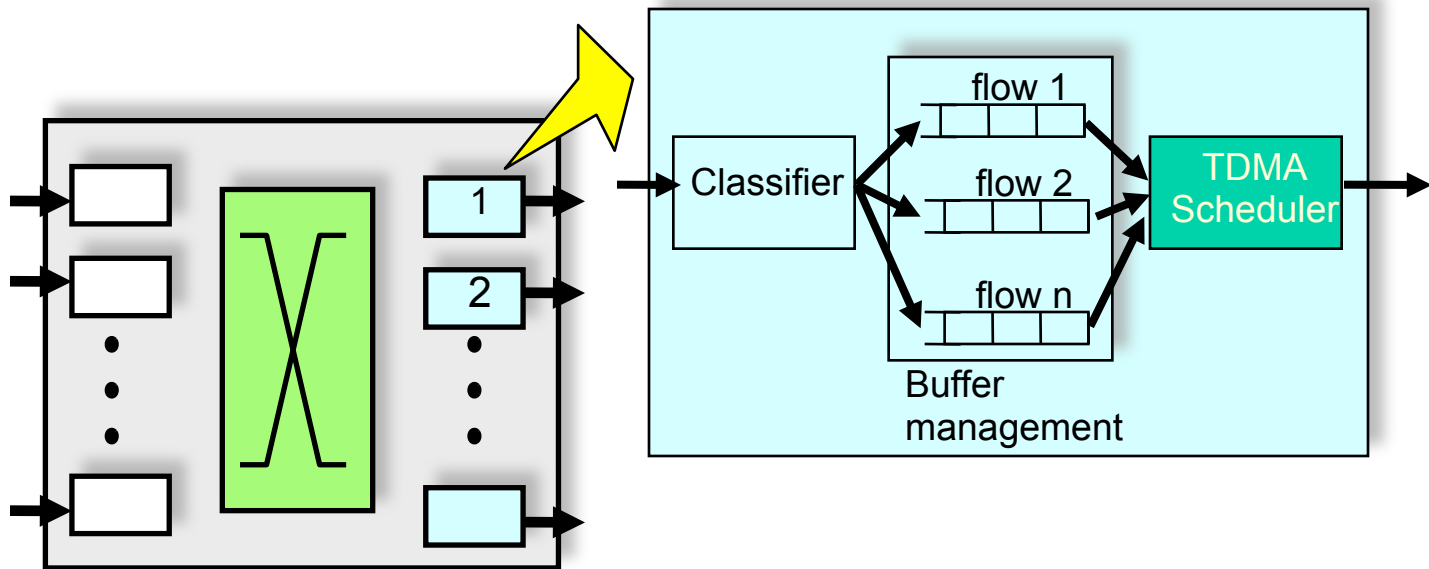
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- E.g. TDMA schedule
 - Queue packets according to flows
 - Need classifier and multiple FIFO queues
 - Divide transmission times into slots, one slot per flow
 - Transmit a packet from a flow during its time slot

TDMA Example



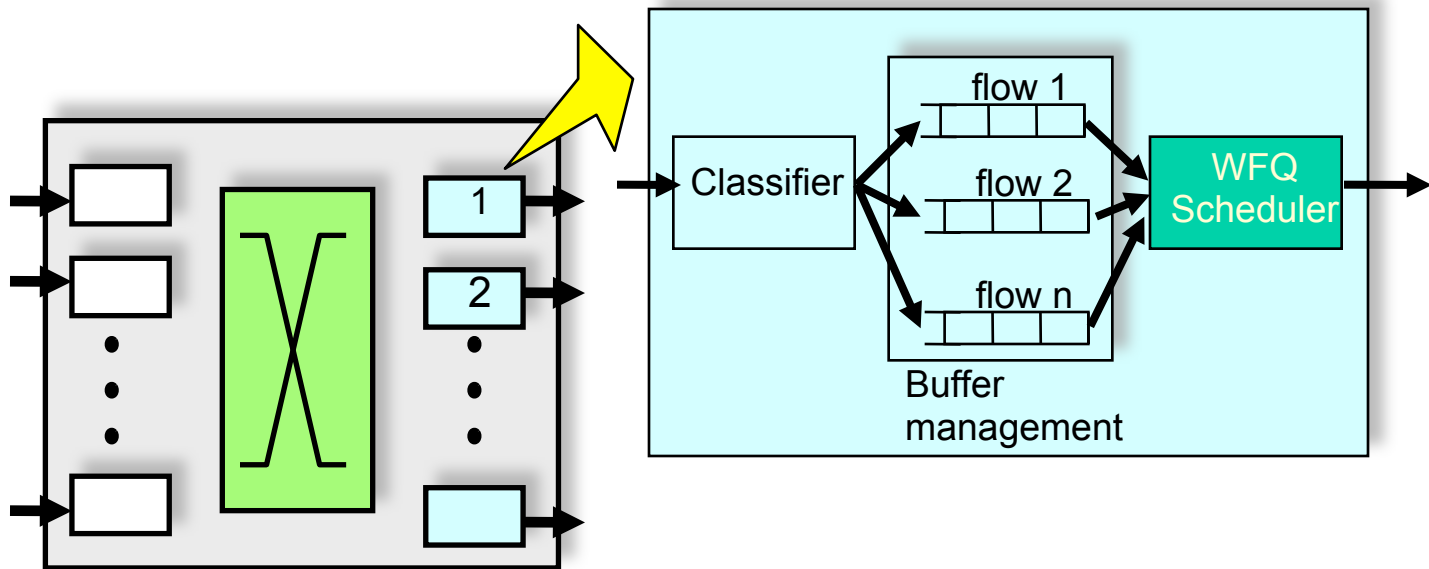
Internet Today

- FIFO queues are used at most routers
- No classifier, no scheduler, best-effort
- Sophisticated mechanisms tend to be more common near the “edge” of the network
 - E.g. At campus routers
 - Use classifier to pick out Kazaa packets
 - Use scheduler to limit bandwidth consumed by Kazaa traffic

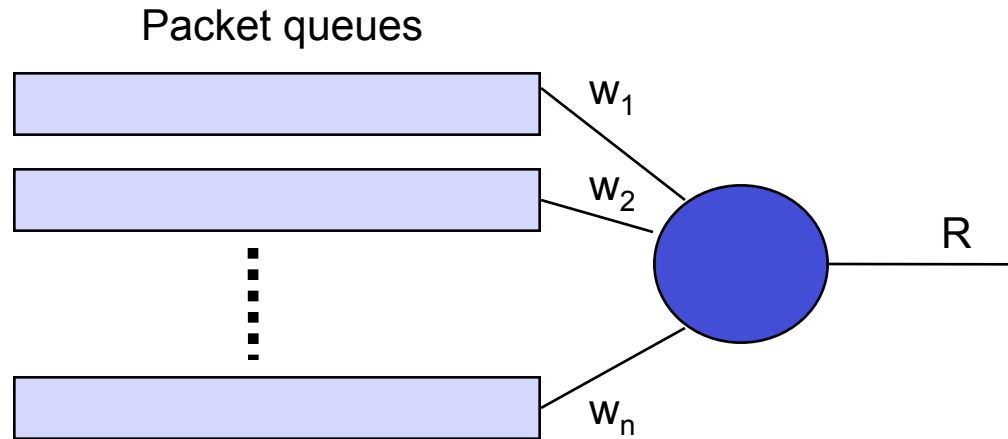
Achieving QoS in Statistical Multiplexing Network

- We want guaranteed QoS
- But we don't want the inefficiency of TDMA
 - Unused time slots are “wasted”
- Want to statistically share un-reserved capacity or reserved but unused capacity
- One solution: Weighted Fair Queuing (WFQ)
 - Guarantees a flow receives at least its allocated bit rate

WFQ Architecture



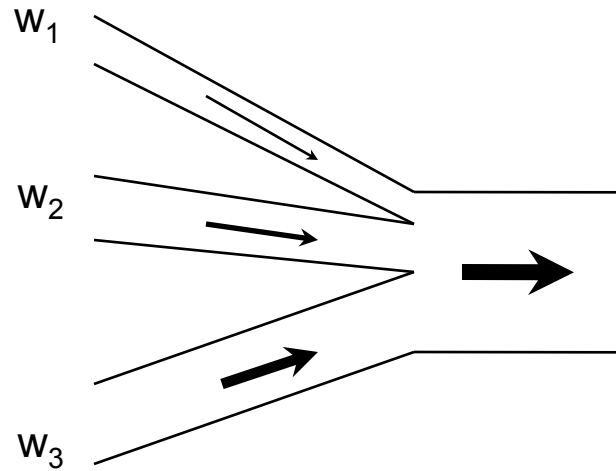
What is Weighted Fair Queueing?



- Each flow i given a weight (importance) w_i
- WFQ guarantees a minimum service rate to flow i
 - $r_i = R * w_i / (w_1 + w_2 + \dots + w_n)$
 - Implies isolation among flows (one cannot mess up another)

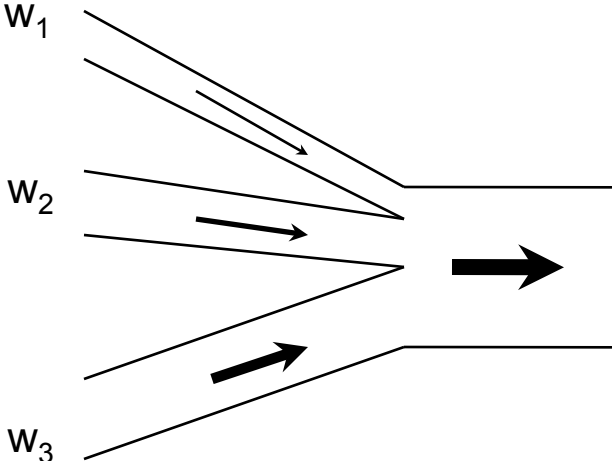
What is the Intuition? Fluid Flow

water pipes

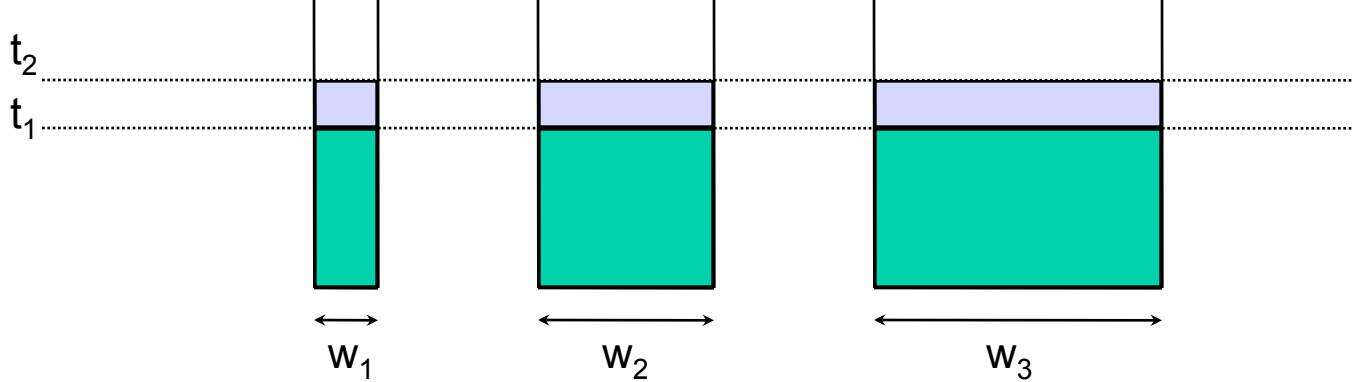


What is the Intuition? Fluid Flow

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water buckets



Fluid Flow System

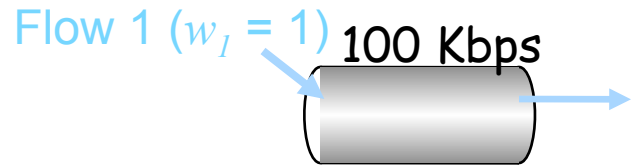
- If flows can be served one bit at a time
- WFQ can be implemented using bit-by-bit weighted round robin
 - During each round from each flow that has data to send, send a number of bits equal to the flow's weight

Fluid Flow System: Example 1

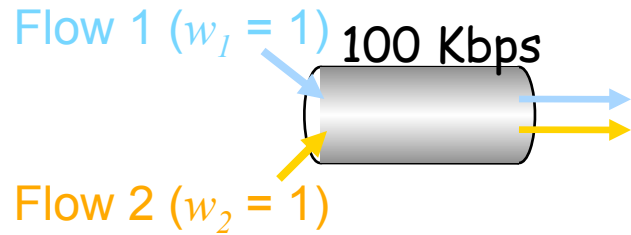
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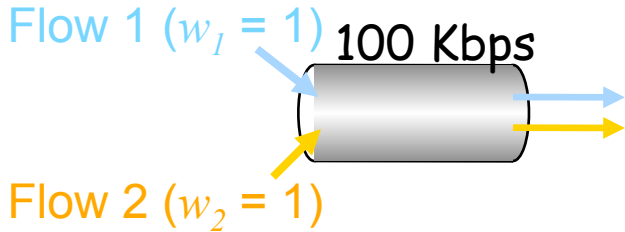
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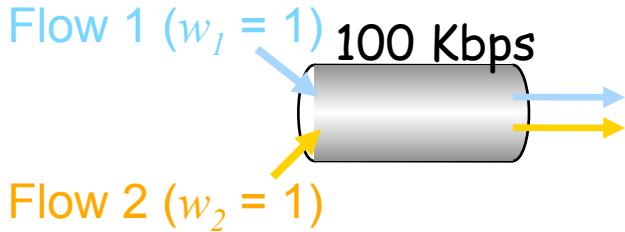


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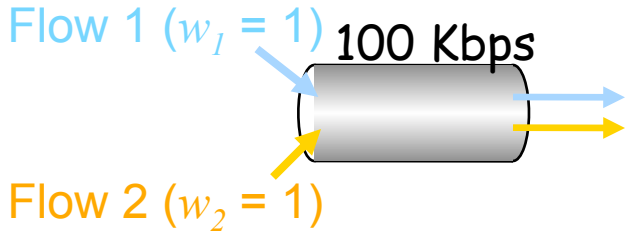
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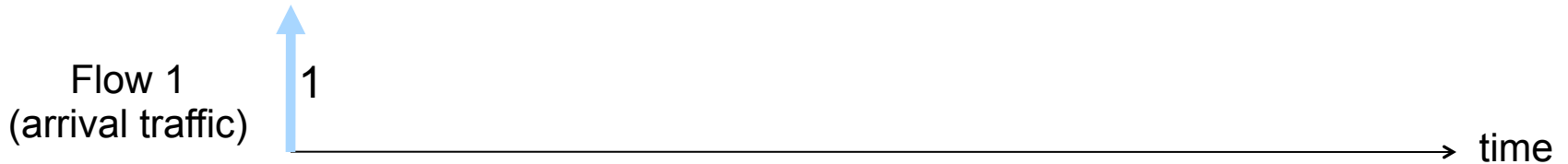
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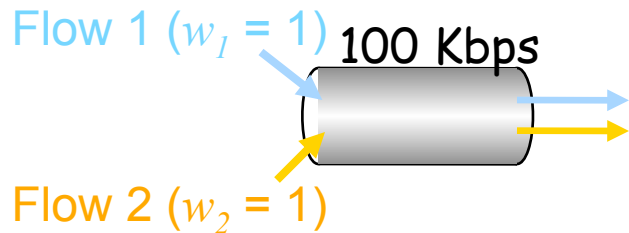
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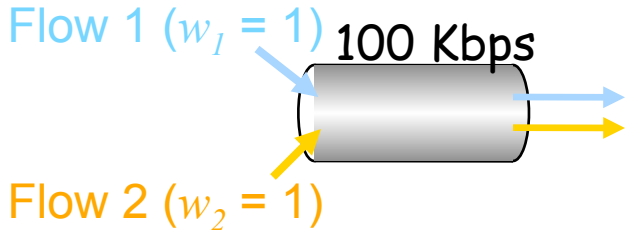
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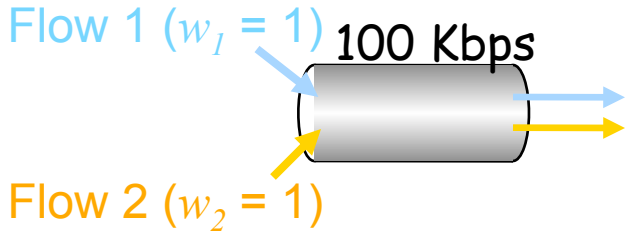
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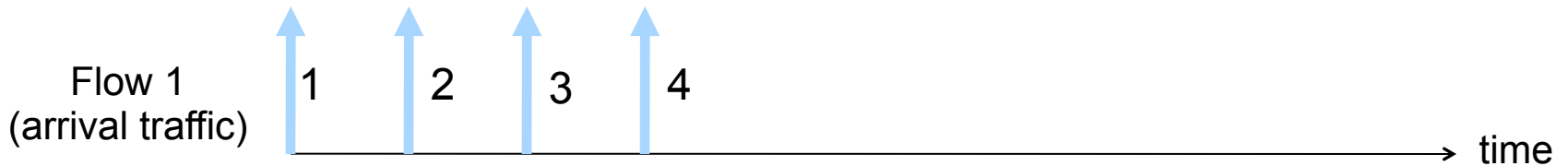
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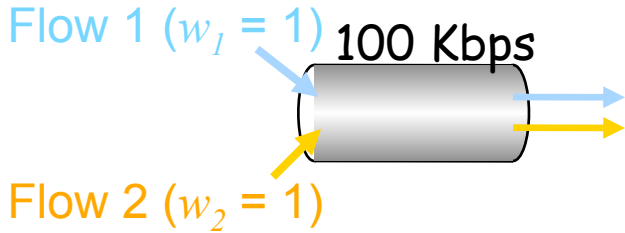
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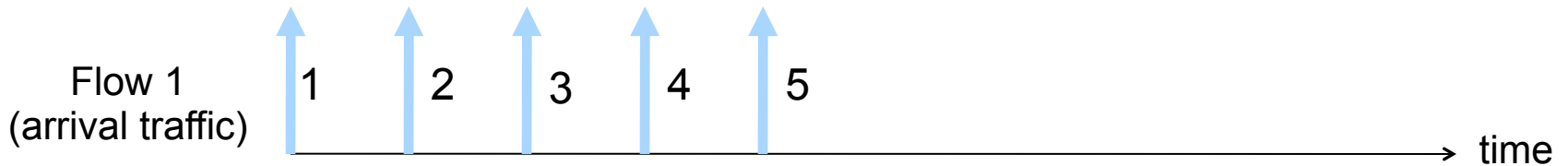
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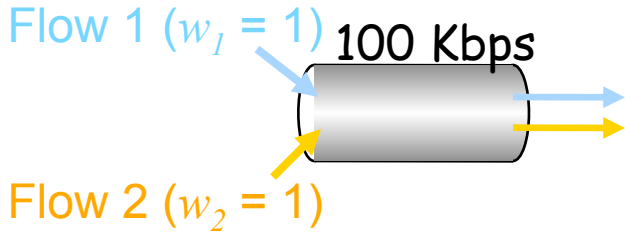
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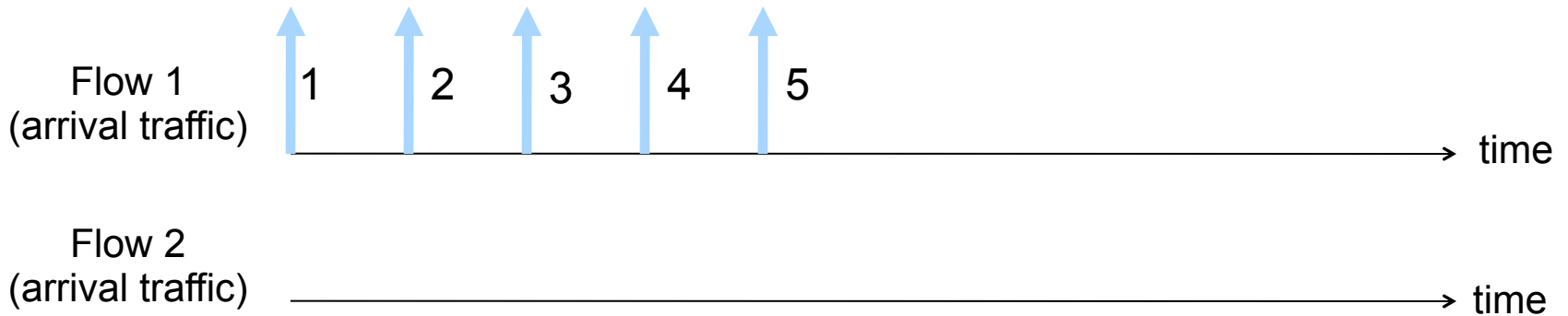
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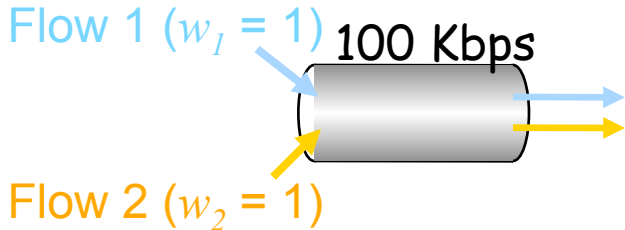
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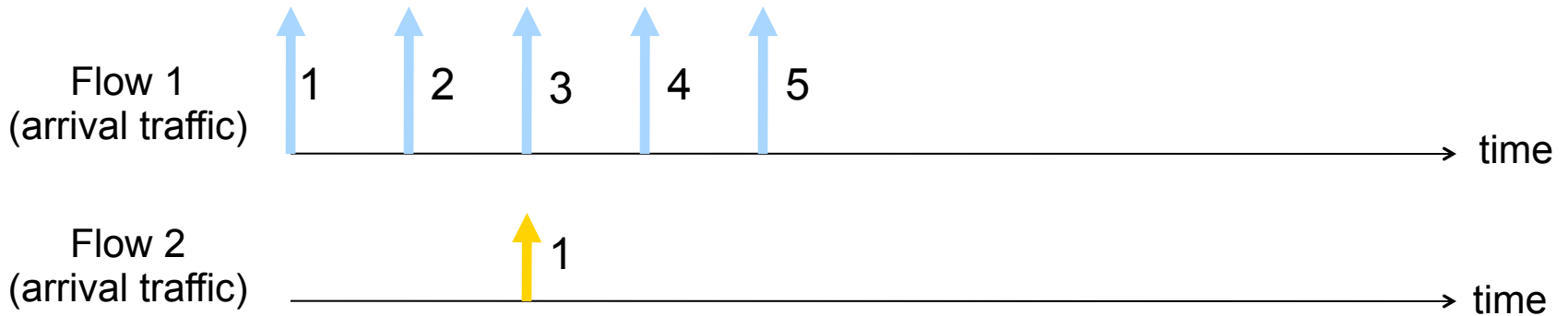
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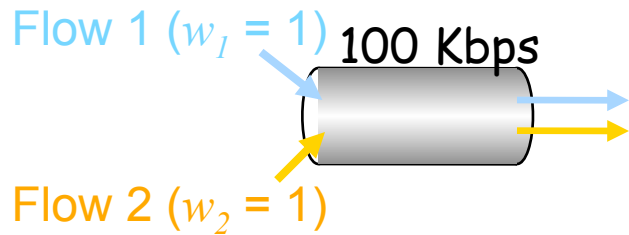
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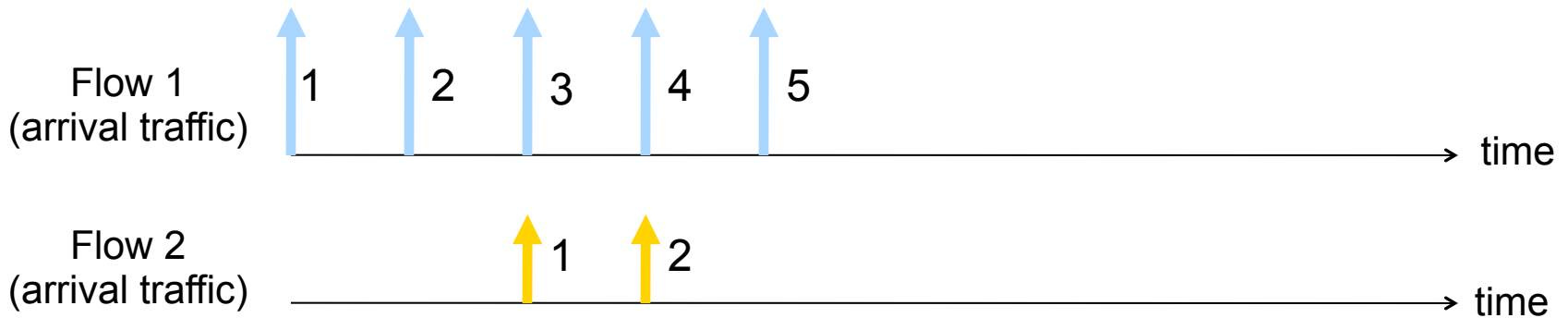
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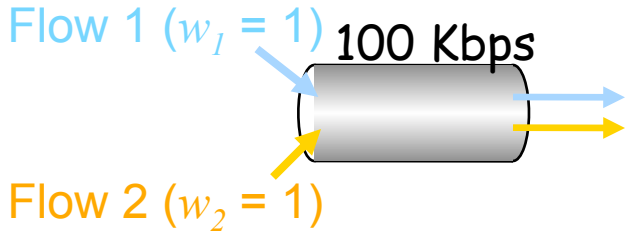
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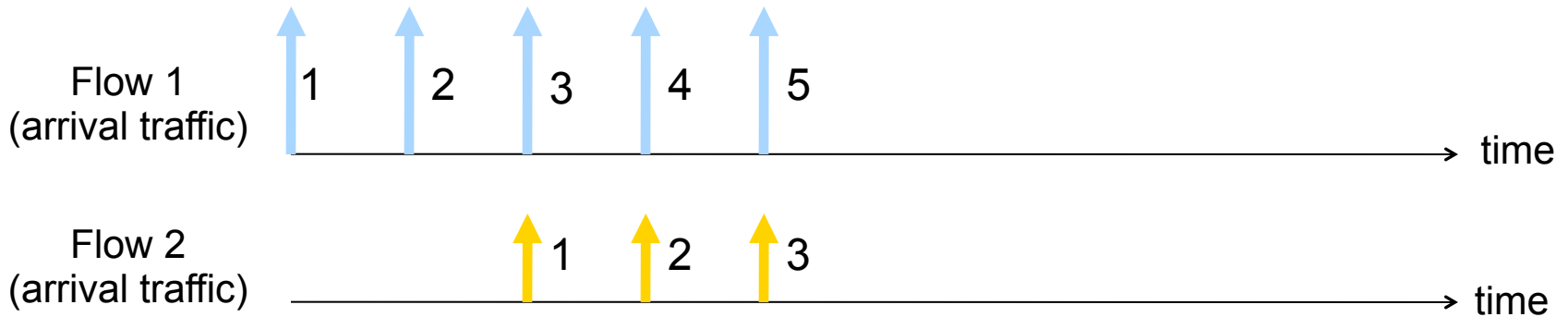
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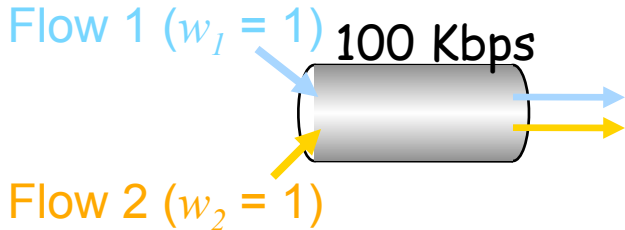
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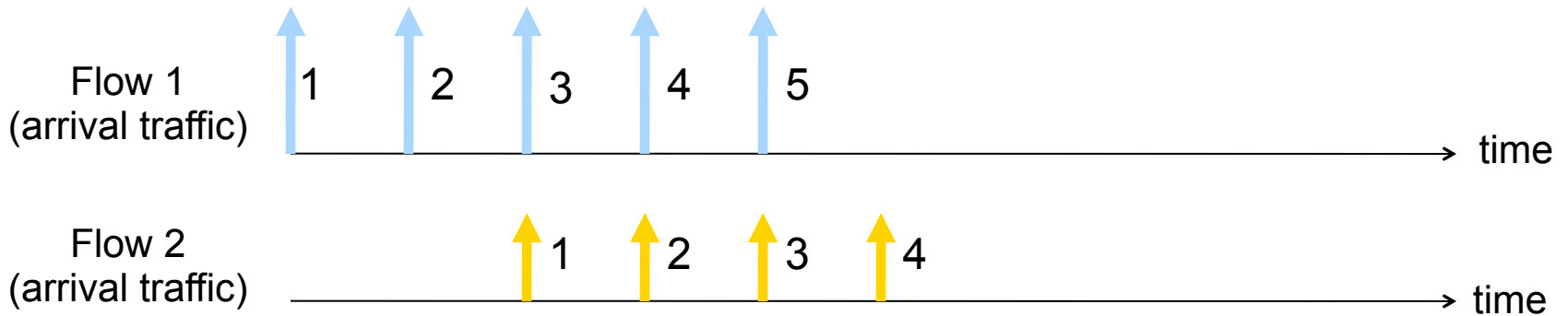
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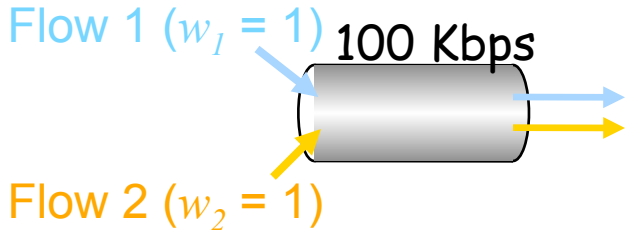
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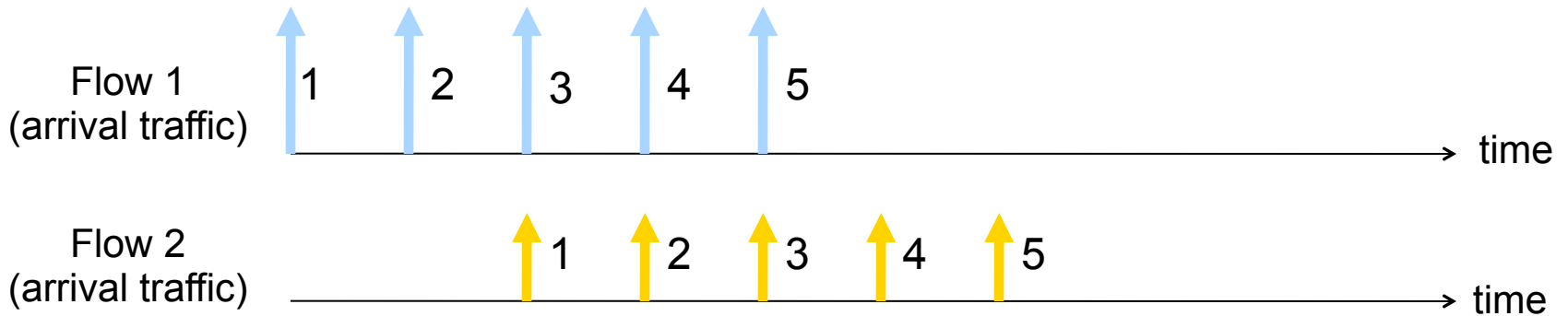
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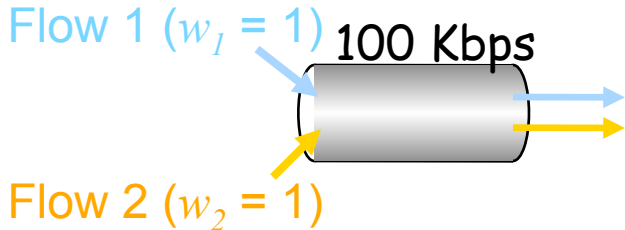
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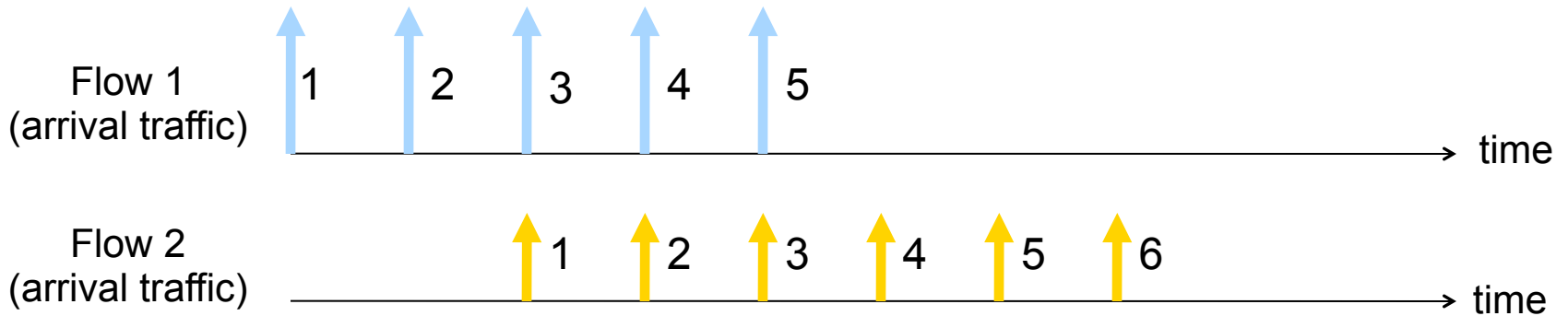
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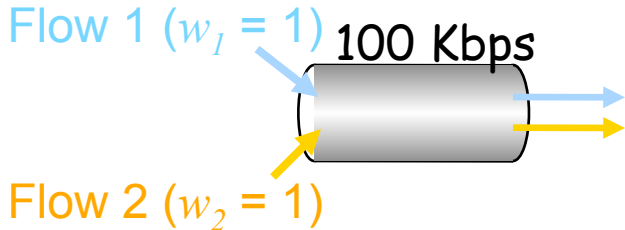
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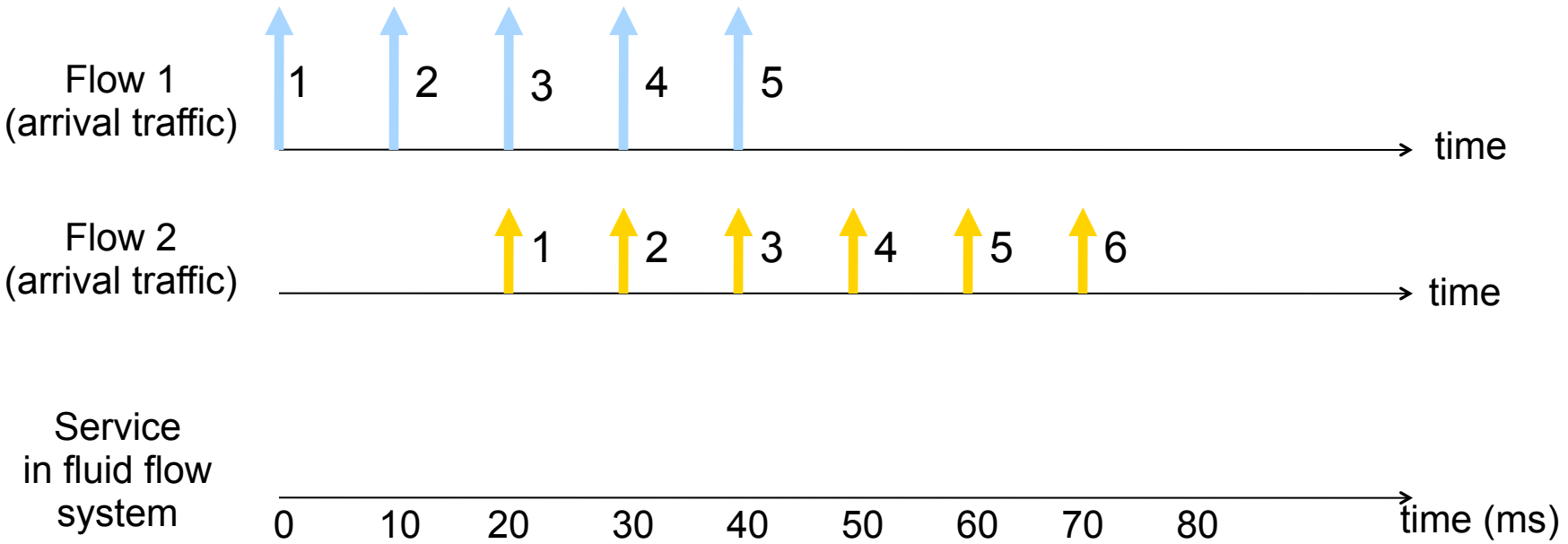
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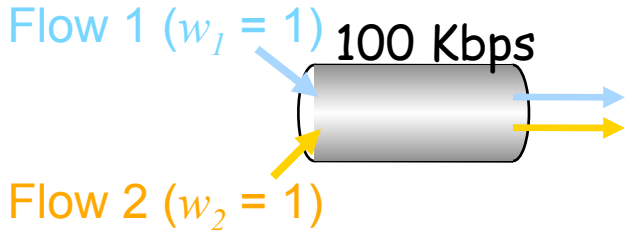
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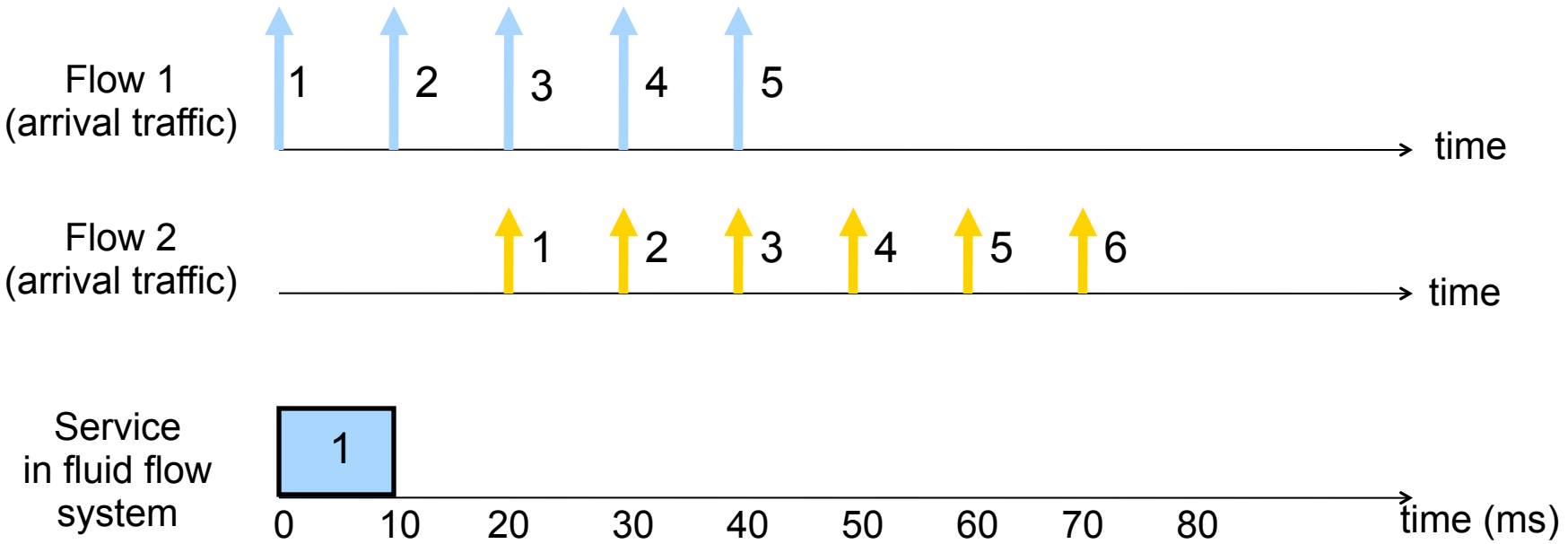
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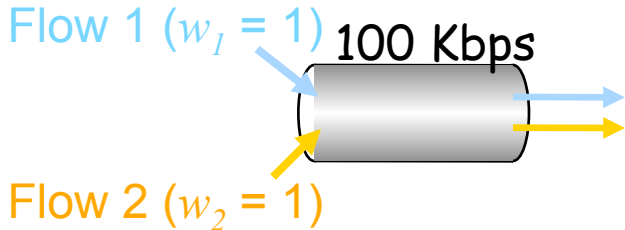
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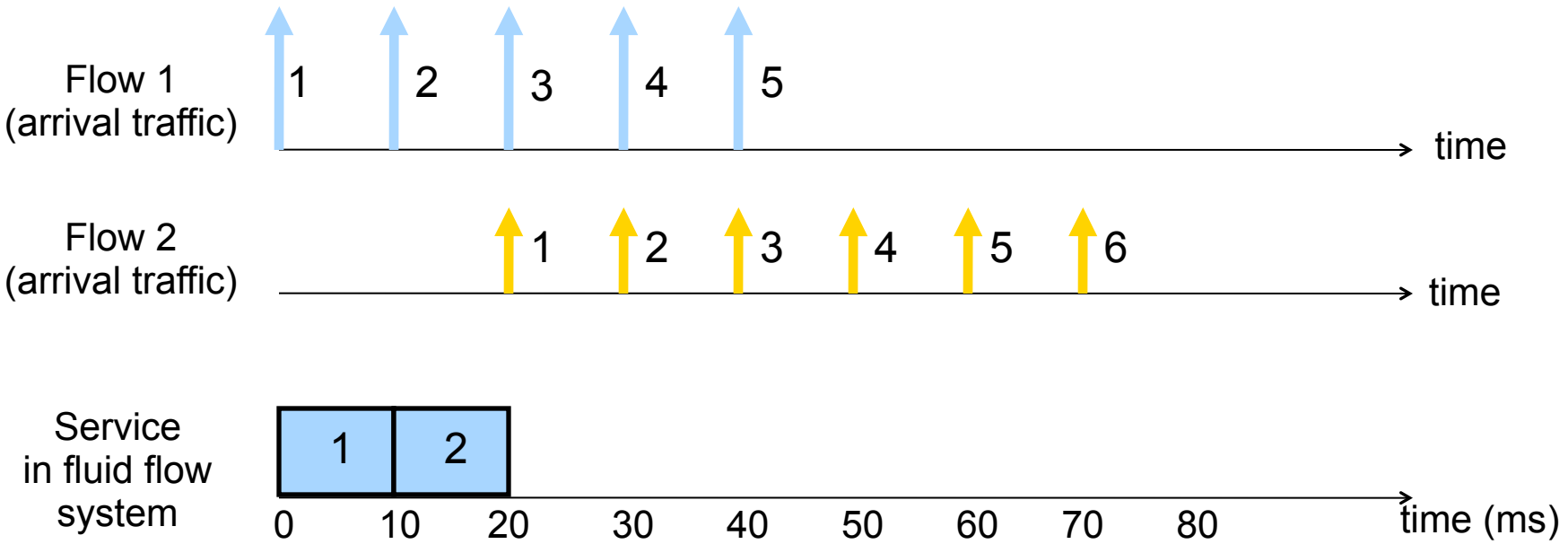
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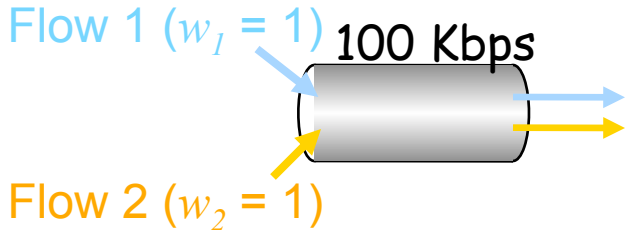
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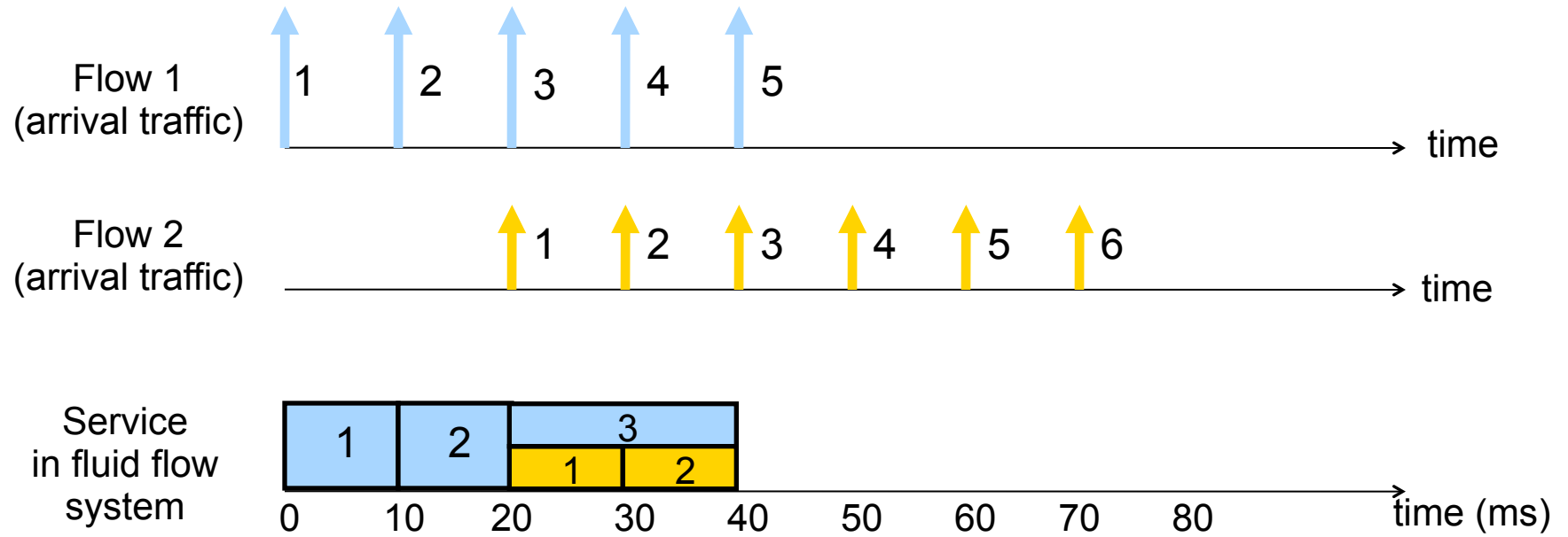
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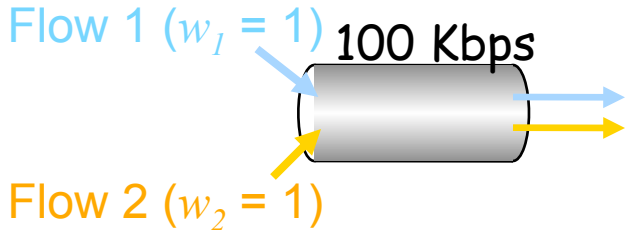
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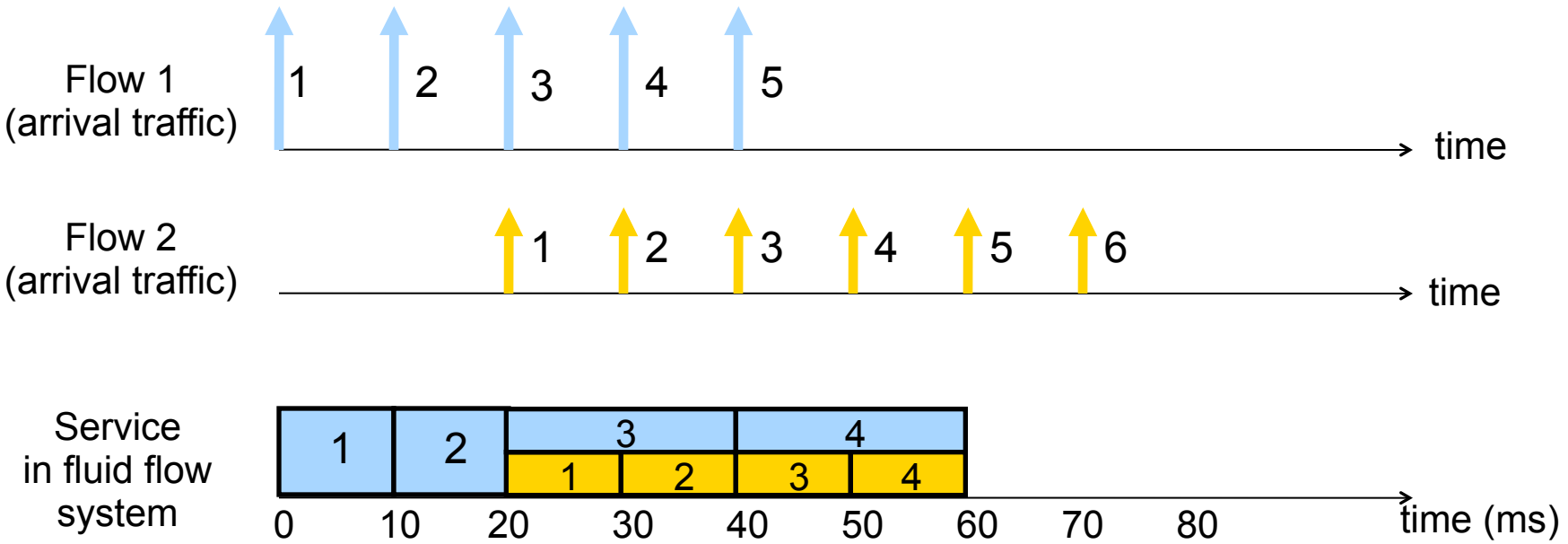
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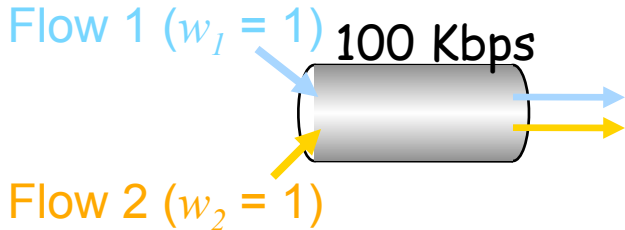
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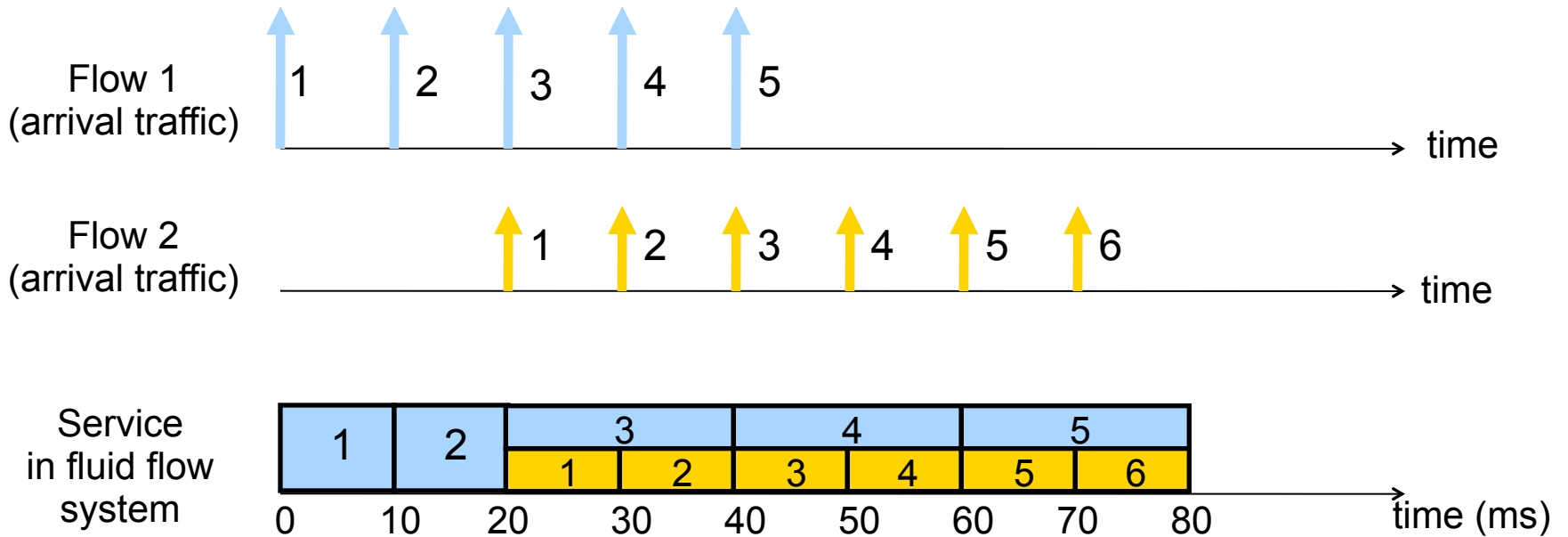
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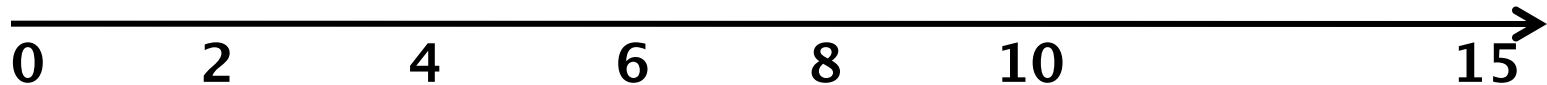
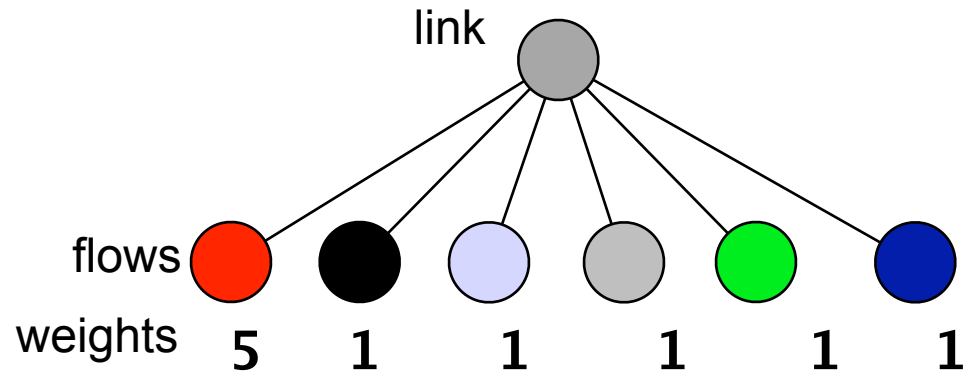


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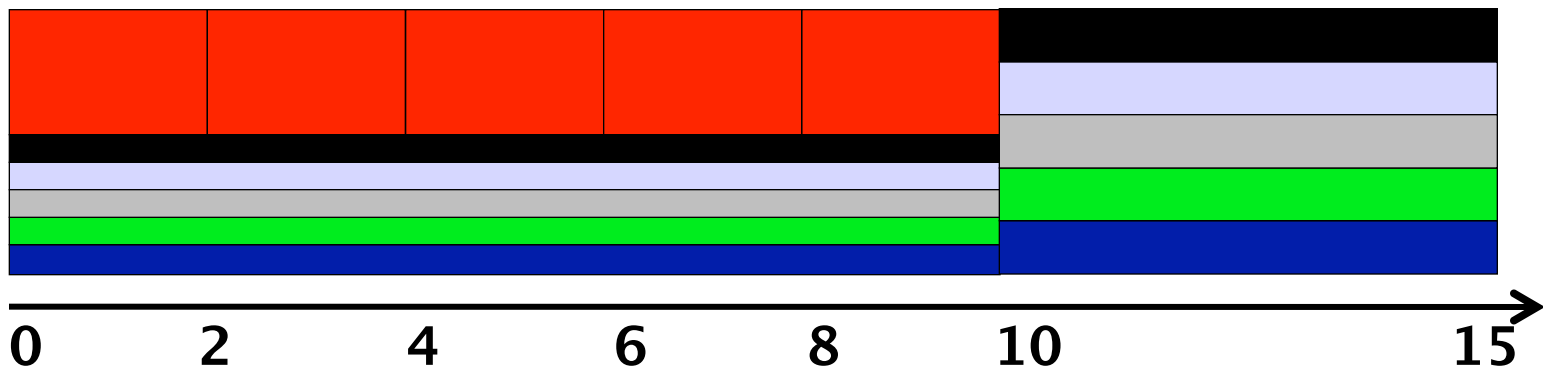
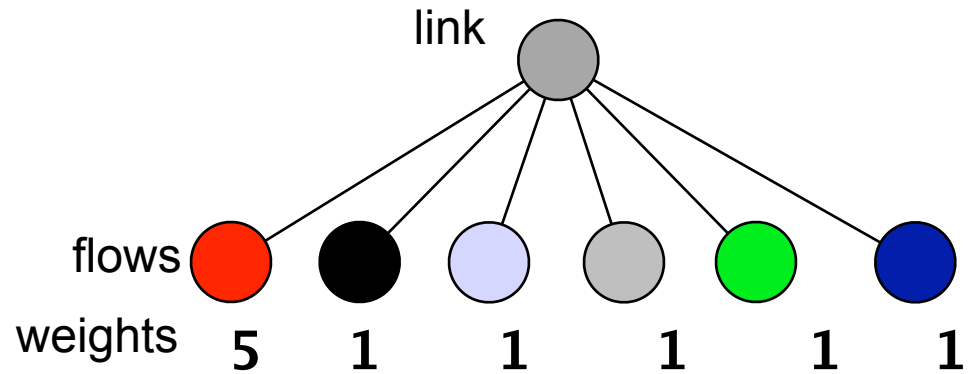
Fluid Flow System: Example 2

- Red flow has packets backlogged between time 0 and 10
 - Backlogged flow \rightarrow flow's queue not empty
- Other flows have packets continuously backlogged
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Implementation in Packet System

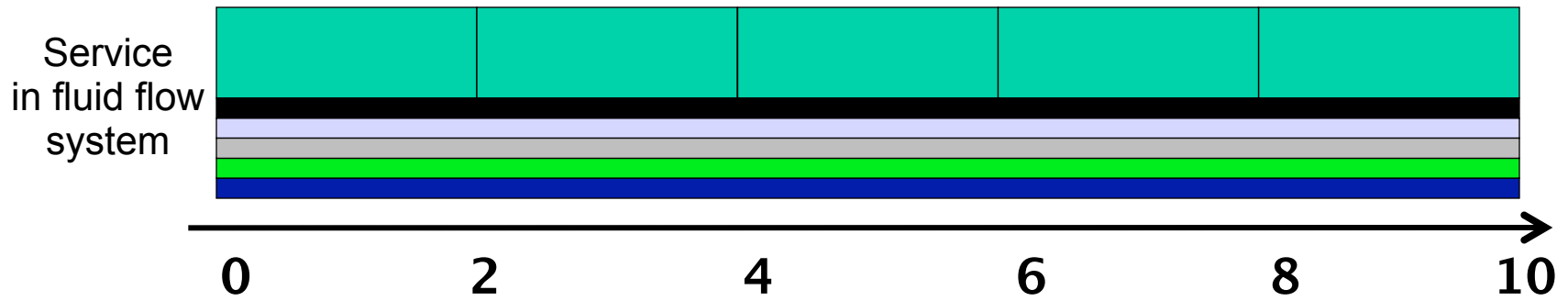
Implementation in Packet System

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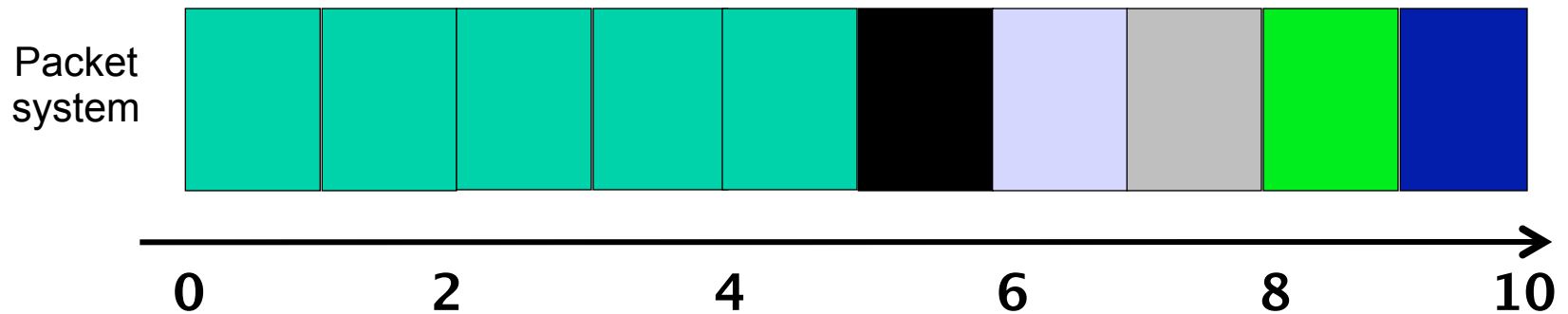
Implementation in Packet System

- Packet (Real) system: packet transmission cannot be preempted. Why?
- Solution: serve packets in the order in which they would have finished being transmitted in the fluid flow system

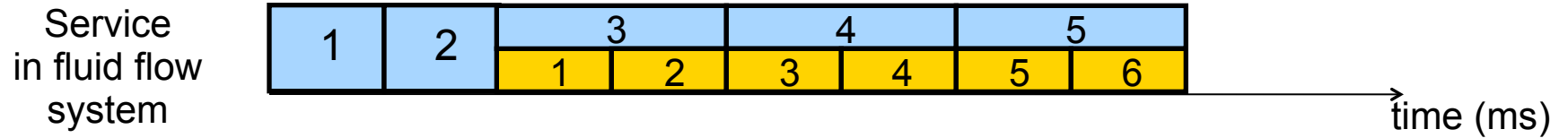
Packet System: Example 1



- Select the first packet that finishes in the fluid flow system



Packet System: Example 2

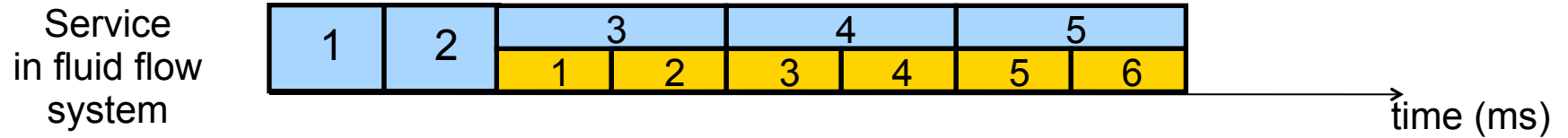


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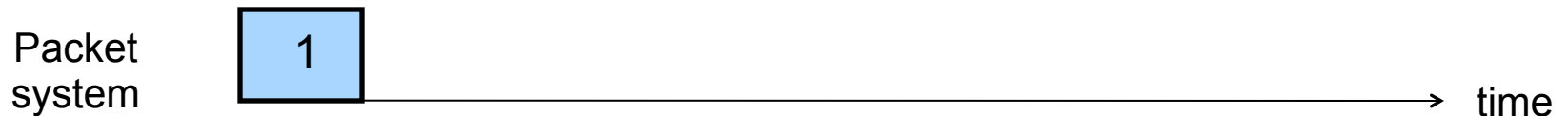
Packet system

time

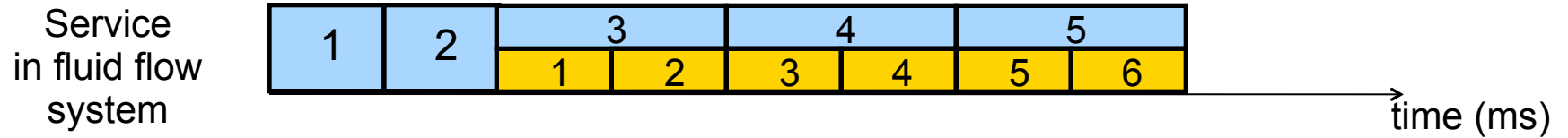
Packet System: Example 2



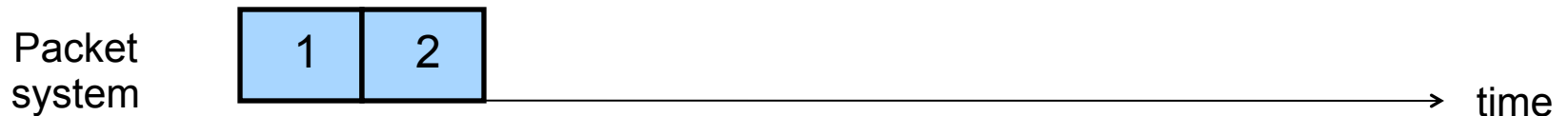
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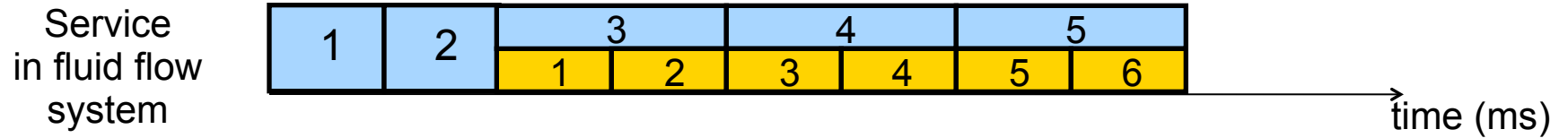
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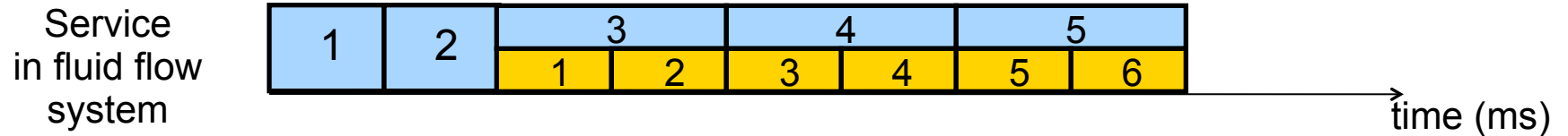
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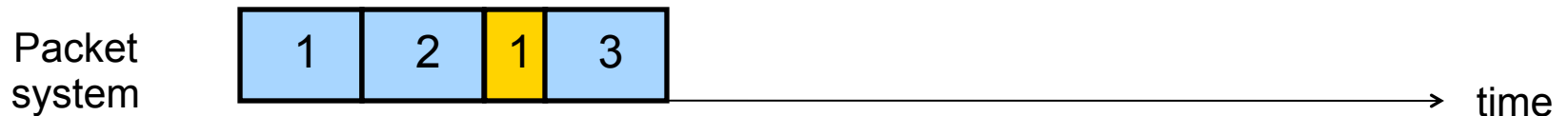
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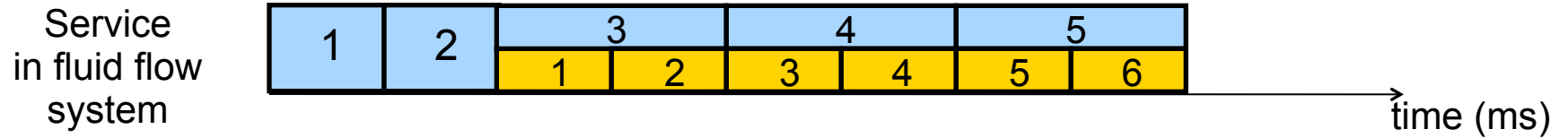
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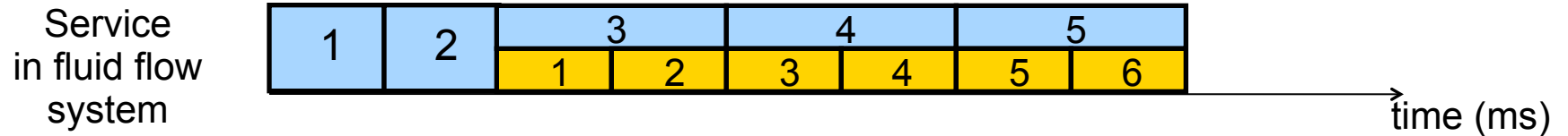
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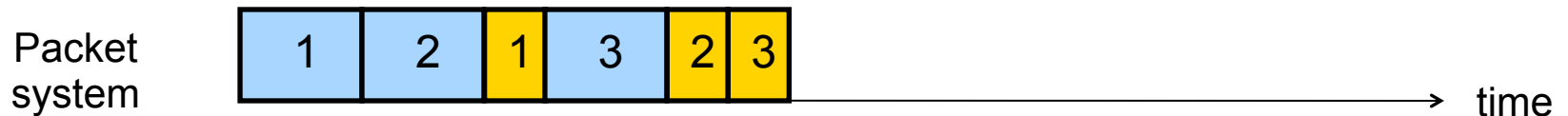
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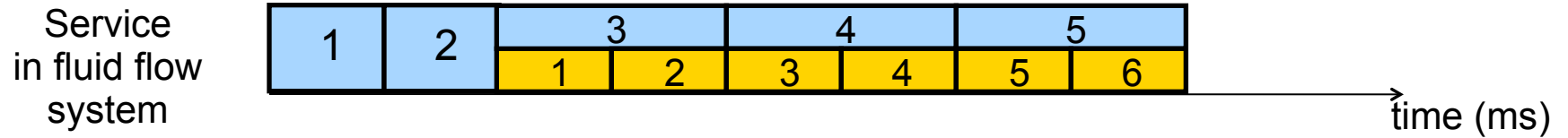
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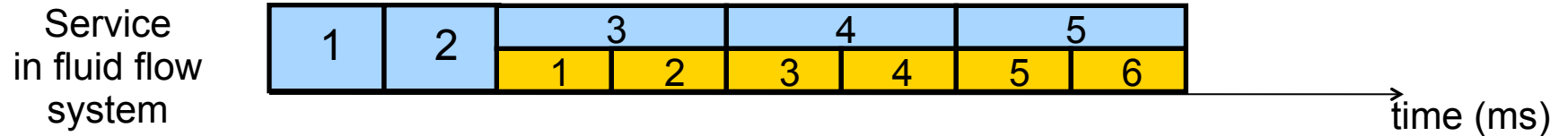
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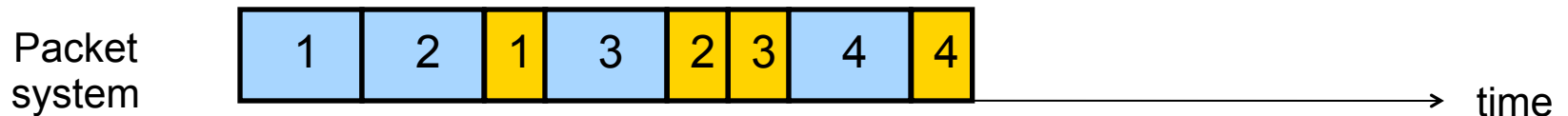
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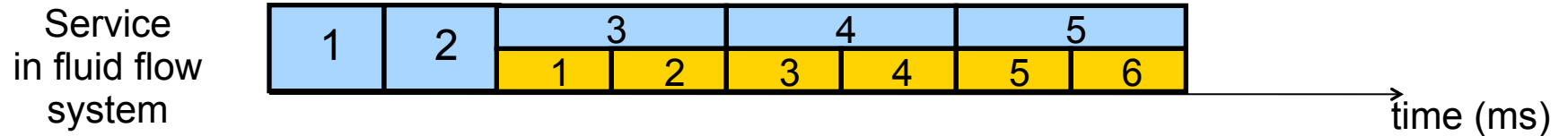
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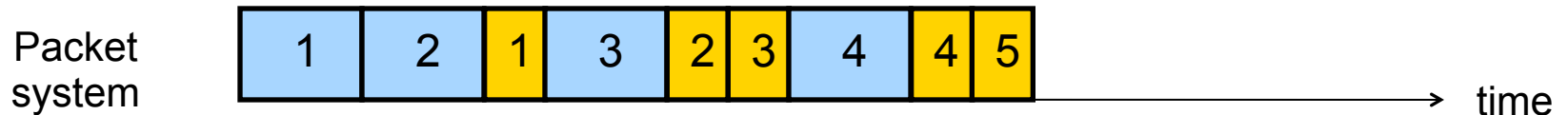
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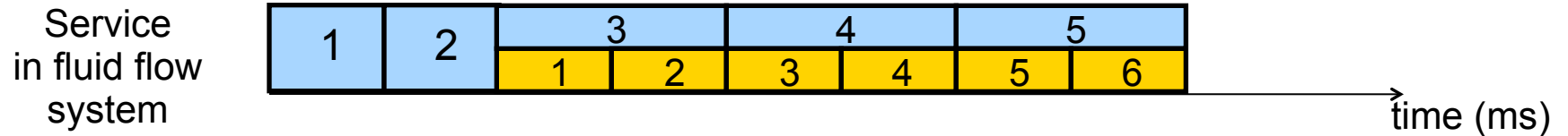
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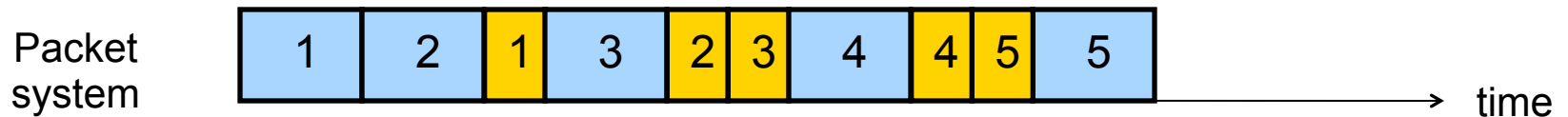
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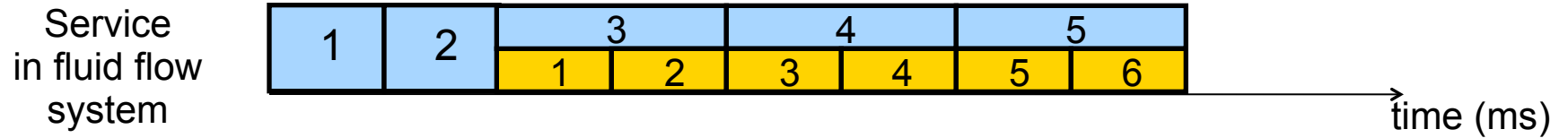
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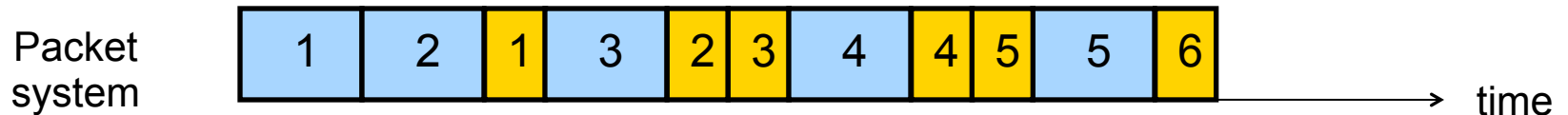
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- ... but the finish time may change as new packets arrive!
- Need to update the finish times of all packets that are in service in the fluid flow system when a new packet arrives
 - But this is very expensive; a high speed router may need to handle hundred of thousands of flows!

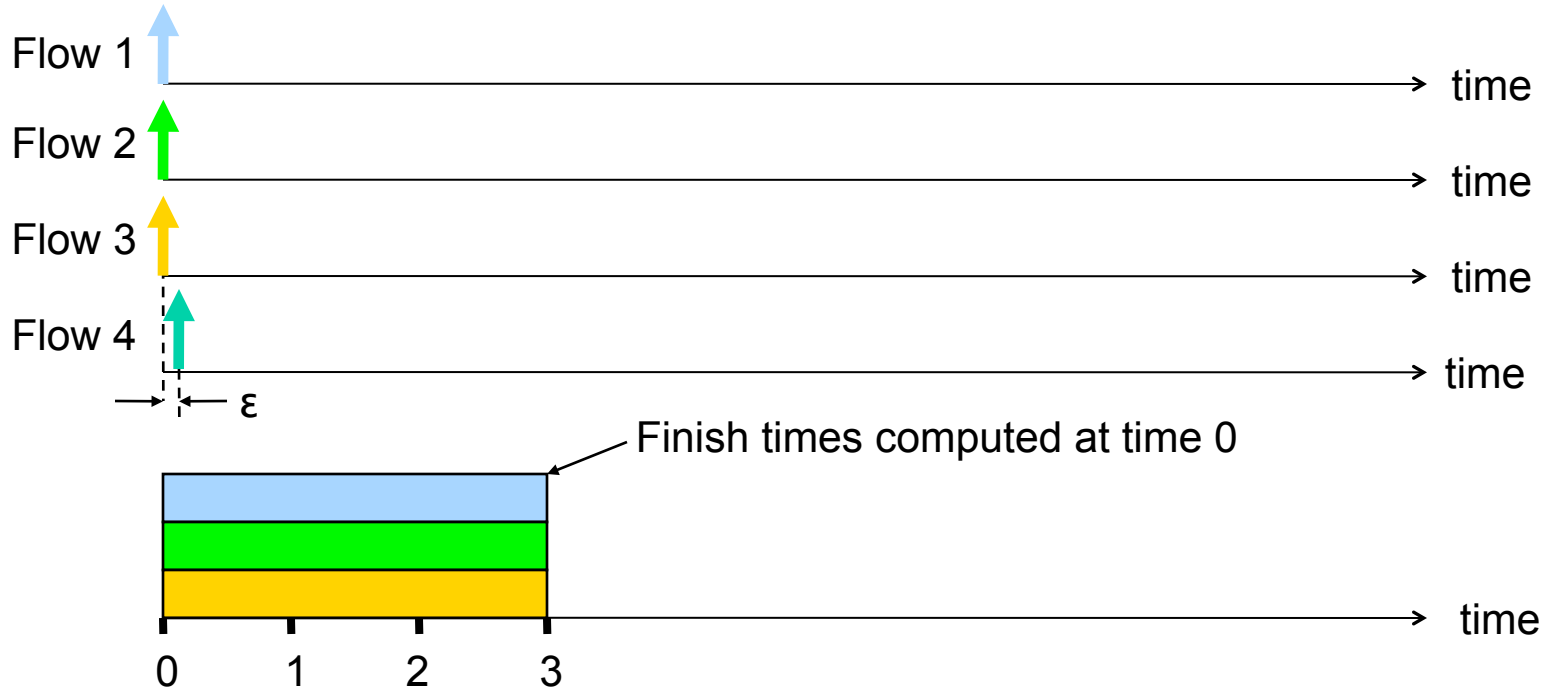
Example

- Four flows, each with weight 1



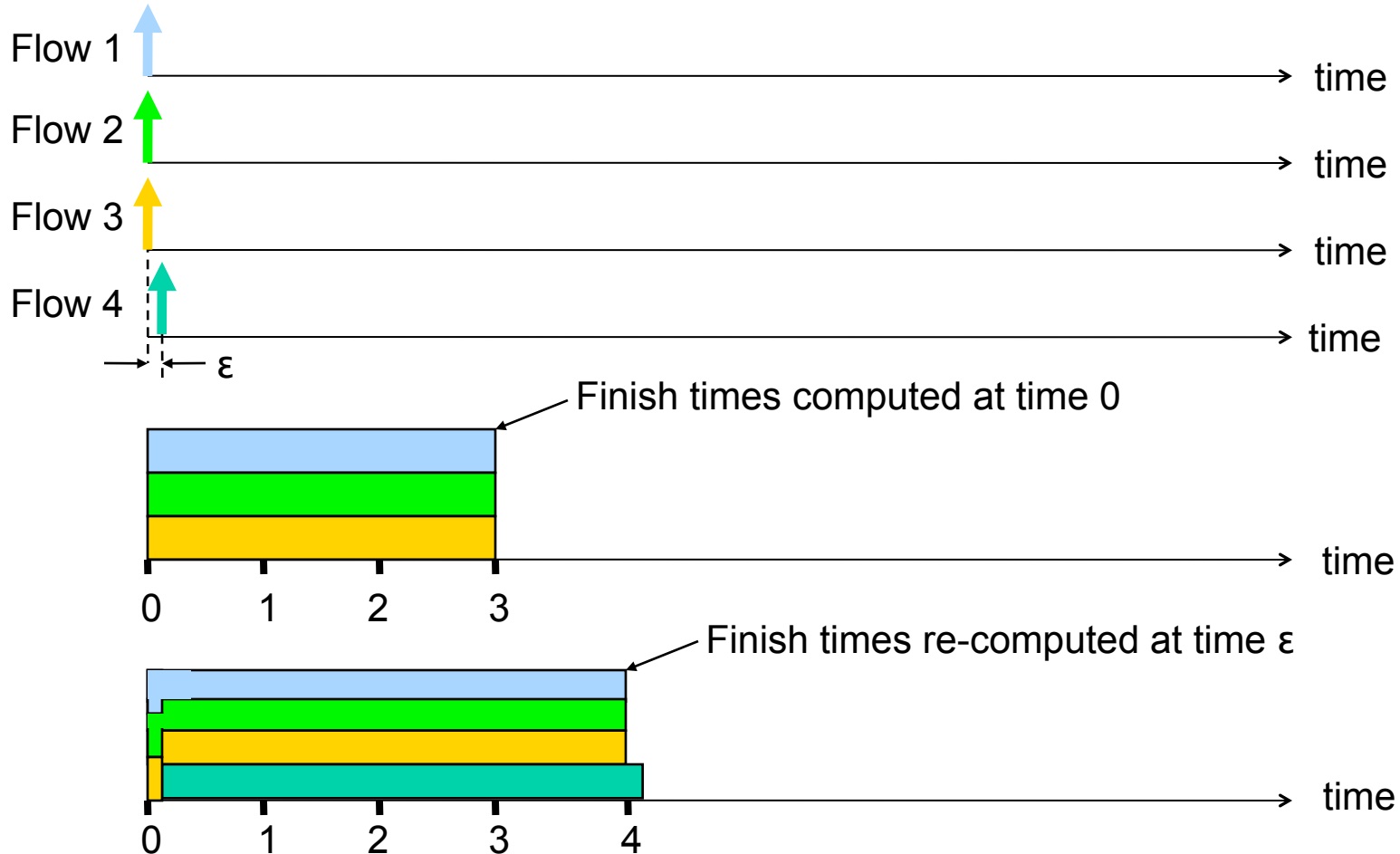
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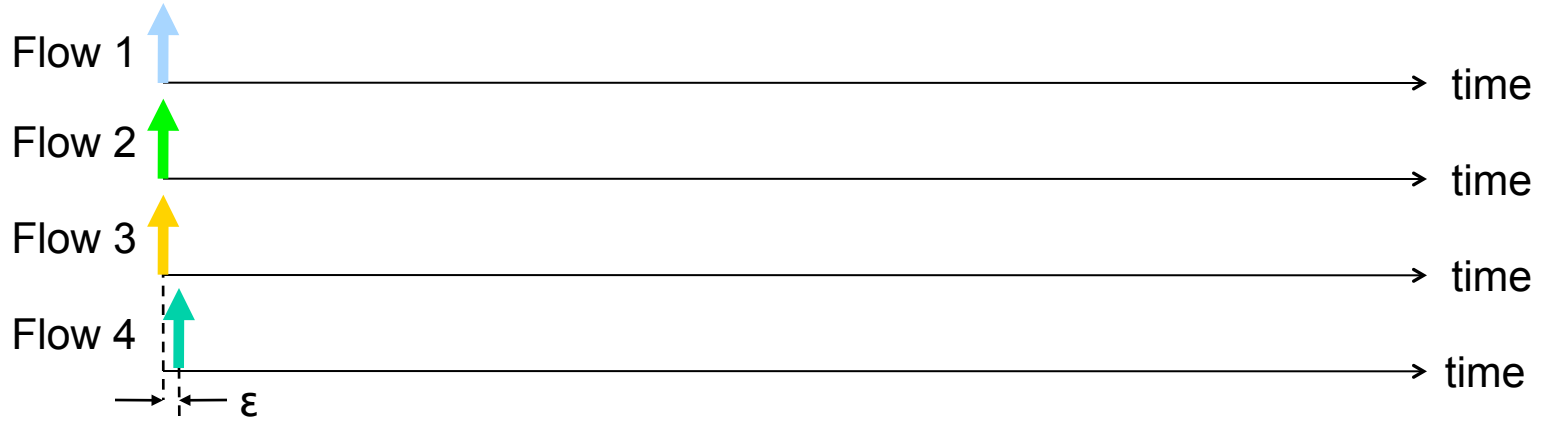
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 - Virtual finishing time doesn't change when a packet arrives
- System virtual time $V(t)$ – index of the round in the bit-by-bit round robin scheme

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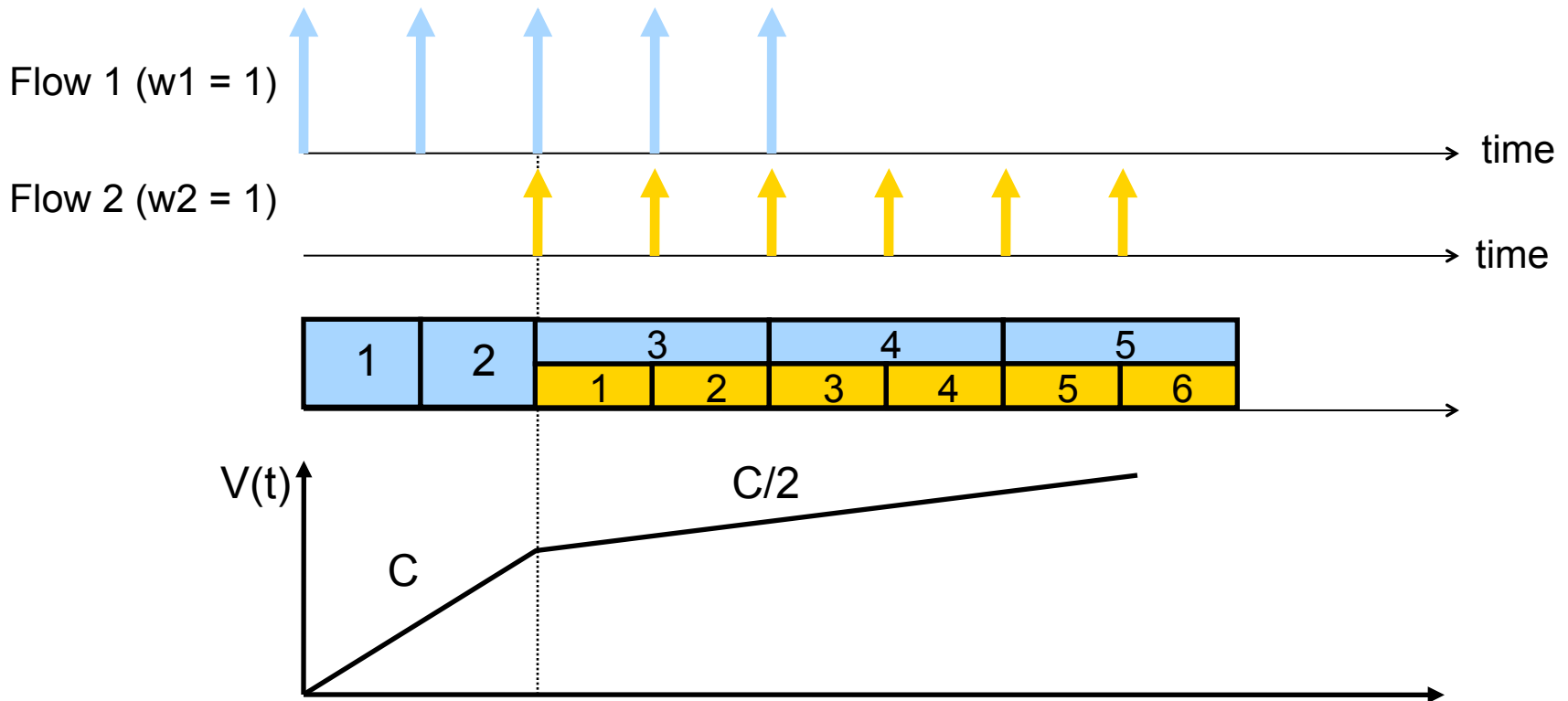
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- But the virtual finish time of packet F1,2,3 remains 1000
- Finishing order is preserved

System Virtual Time (Round #): $V(t)$

- $V(t)$ increases inversely proportionally to the sum of the weights of the backlogged flows



Fair Queueing Implementation

- Define

- F_i^k virtual finishing time of packet k of flow i
- a_i^k arrival time of packet k of flow i
- L_i^k length of packet k of flow i
- w_i – weight of flow i

- The finishing time of packet $k+1$ of flow i is

$$F_i^{k+1} = \max(V(a_i^{k+1}), F_i^k) + L_i^{k+1}/w_i$$

- Smallest finishing time first scheduling policy

Properties of WFQ

- Guarantee that any packet is transmitted within *packet_length/link_capacity* of its transmission time in the fluid flow system
 - Can be used to provide guaranteed services
- Achieve fair allocation
 - Can be used to protect well-behaved flows against malicious flows