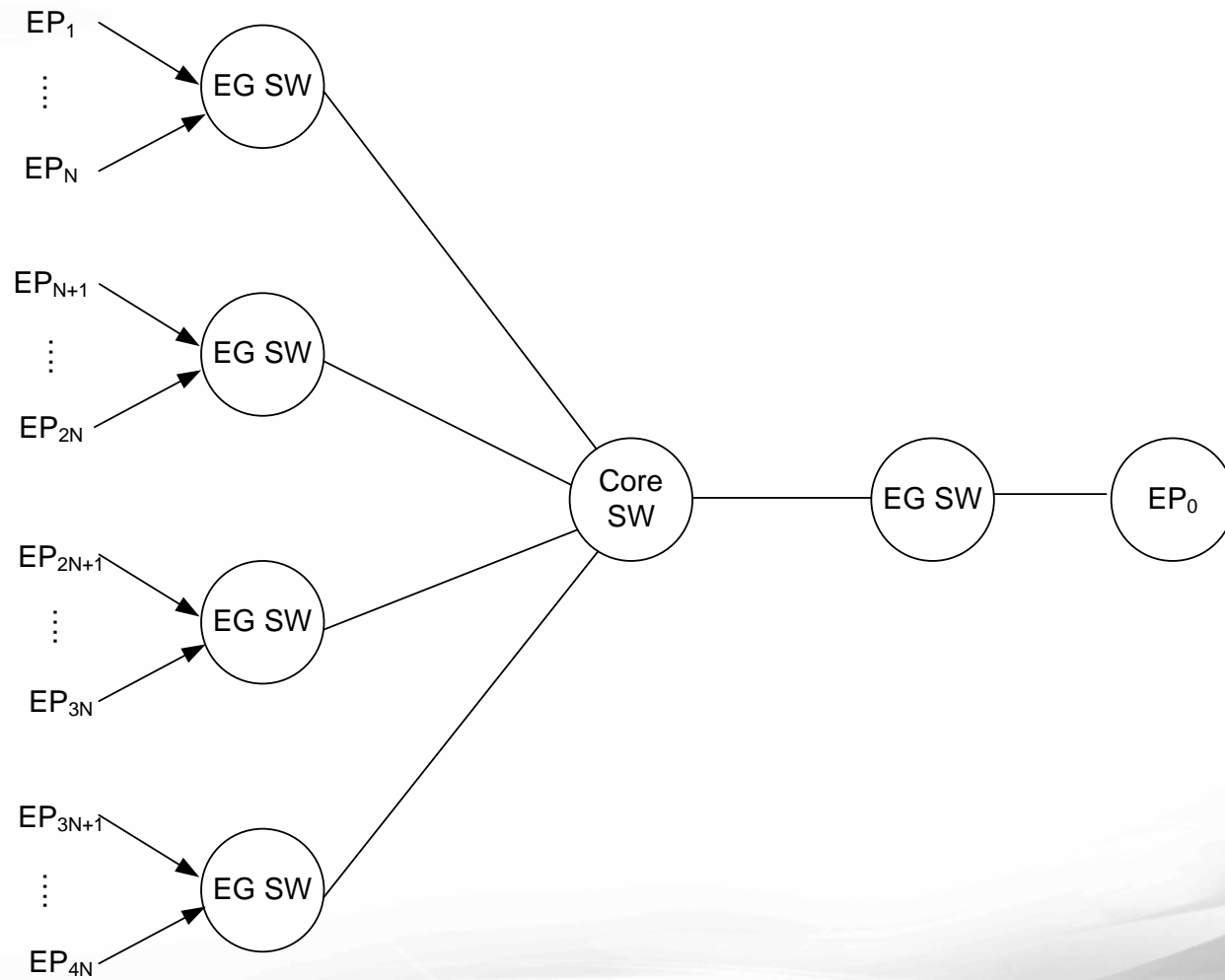




# BCN Simulation Results 100 Flows Scenario

November 2, 2006

# Topology



# Topology & Workload

- Short Range, High-Speed Datacenter-like Network
  - Link Capacity = 10 Gbps
  - Egress Port Buffer Size = 150 KB
  - Switch Latency = 1 us
  - Link Length = 100 m (.5 us propagation delay)
  - Endpoint response time = 1 us
- Traffic Load
  - Traffic Type: 100% UDP (or Raw Ethernet) Traffic
  - Frame Size Distribution: Fixed length (1500 bytes) frames
  - Arrival Distribution: Bernoulli temporal distribution
  - Offered Load/Endpoint = 2%
  - $N=25$ , Destination Distribution:  $EP_1 - EP_{100}$  send to  $EP_0$
- Simulation Time
  - Each source starts at 5ms, and simulation stops at 200ms

# BCN Parameters

- Qeq
  - 16 (1500-byte frames)
  - 375 \* 64 byte pages
- Frame Sampling
  - Frames are sampled on average 150 KB received to the egress queue
- $W = 2$
- $G_i = 12.42$ 
  - Computed as  $(\text{Linerate}/10) * [1/((1+2*W)*Q\_eq)]$
  - $G_i = 5.3 \times 10^{-1} * (1500/64) = 12.42$
- Maximum rate decrease
  - 0.5, computed as  $1/2 * [1/((1+2*W)*Q\_eq)]$
  - 0.95, computed as  $0.95 * [1/((1+2*W)*Q\_eq)]$
- $R_u = 1 \text{ Mbps}$

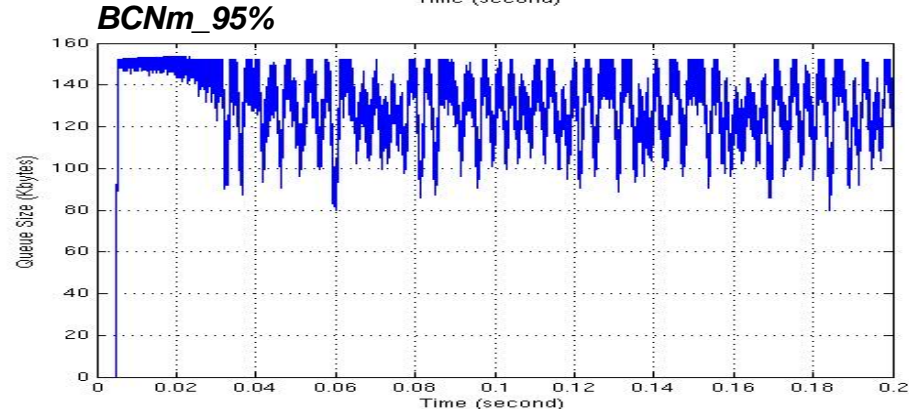
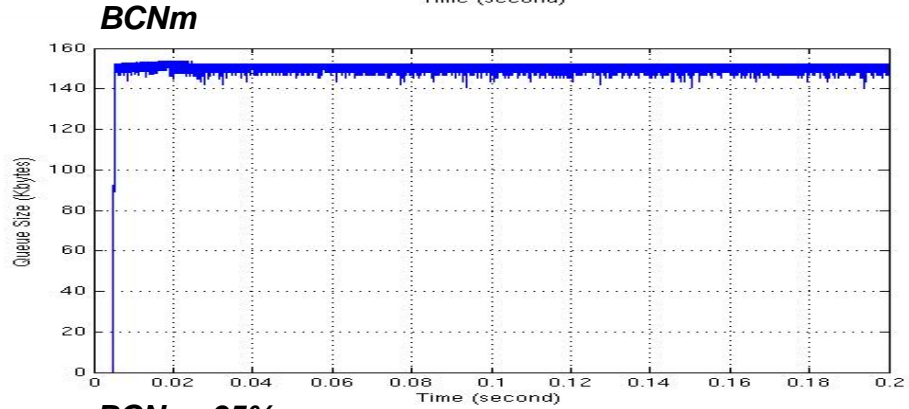
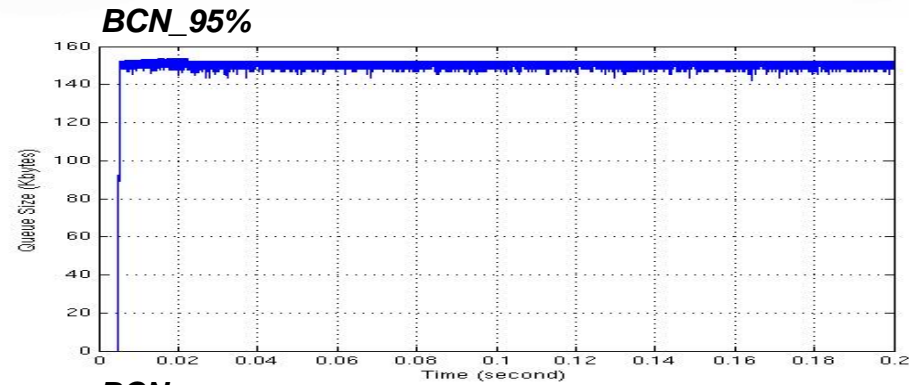
# BCN(0,0), BCN(MAX), Drift

## BCN(0,0) (from Cisco)

- Current rate  $R$  is set to 0
- Random timer  $[0, T_{max}]$ : when timer expires, current rate  $R$  set to  $R_{min}$
- Each time  $T_{max}$  doubled and  $R_{min}$  halved (exponential backoff)
- Settings:
  - $Q_{sc} = 112.5 \text{ KB}$  (75% buffer)
  - $T_{max} = 100\mu\text{s}$
  - $R_{min} = 1 \text{ Gbps}$  (10% max rate)
- BCN(MAX):
  - Instead of BCN(0,0) when  $Q > Q_{sc}$ , send BCN(MAX) to decrease the rate by maximum amount
- Drift:
  - At fixed time intervals  $T_i$ , the current rate is incremented by a unit
  - Never stop drift except timeout in BCN(0,0)
  - Drift = 1 Mbps every 100us

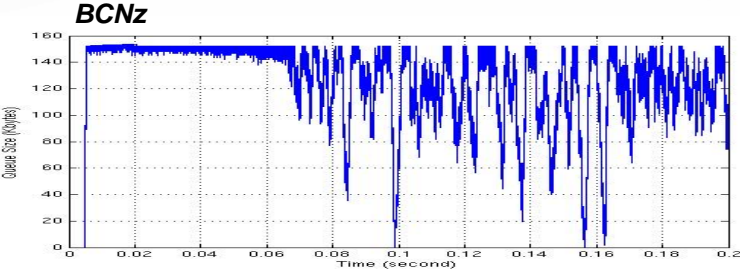
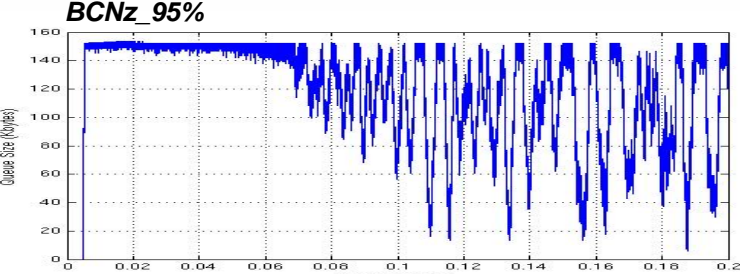
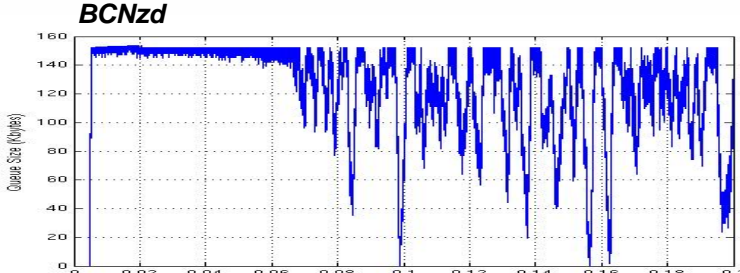
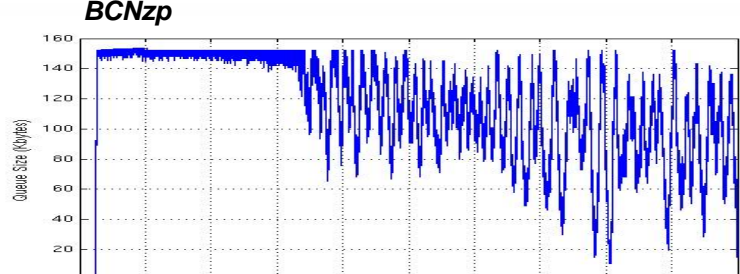
# Non-BCN(0,0) Variants : CS Queue (150K Sampling)

Severe Congestion Behavior	Max Rate Decrease Percentage	BCN Variant	CS Packet Loss
None	95%	BCN_95%	162947
BCN(MAX)	50%	BCNm	137099
BCN(MAX)	95%	BCNm_95%	12363

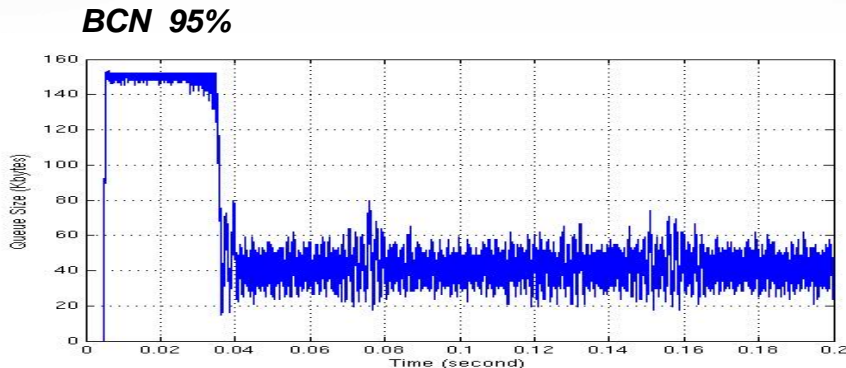
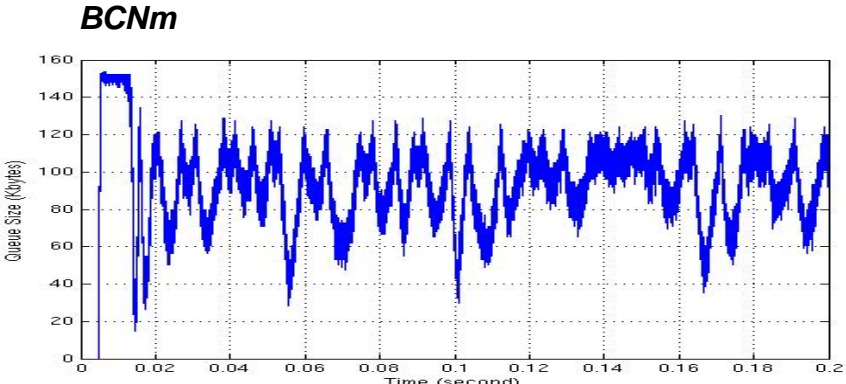
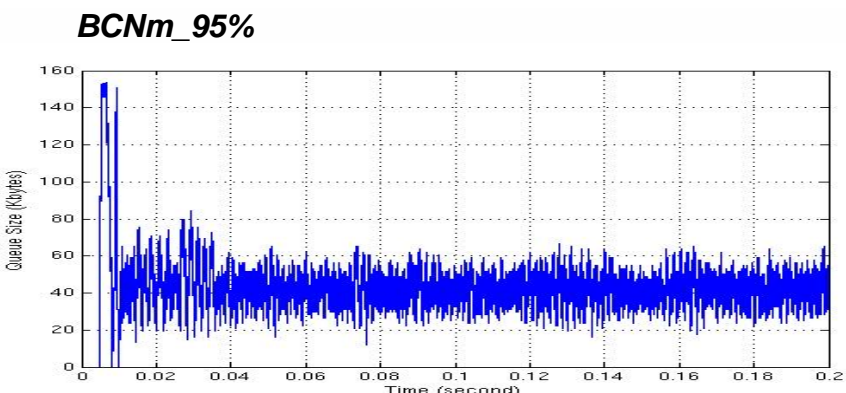




# BCN(0,0) Variants : CS Queue (150K Sampling)

<b>Max Rate Decrease Percentage</b>	<b>Reset Behavior</b>		<b>CS Packet Loss</b>
50%	Always	 <p><b>BCNz</b></p> <p>Queue Size (bytes) vs Time (second)</p>	39093
95%	Always	 <p><b>BCNz_95%</b></p> <p>Queue Size (bytes) vs Time (second)</p>	37863
50%	At least 1 ms after timeout	 <p><b>BCNzd</b></p> <p>Queue Size (bytes) vs Time (second)</p>	39185
50%	Never	 <p><b>BCNzp</b></p> <p>Queue Size (bytes) vs Time (second)</p>	37194

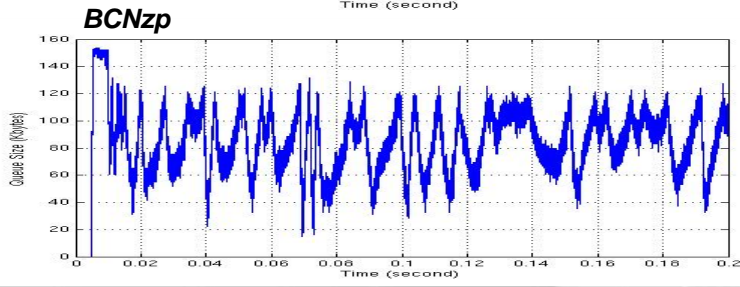
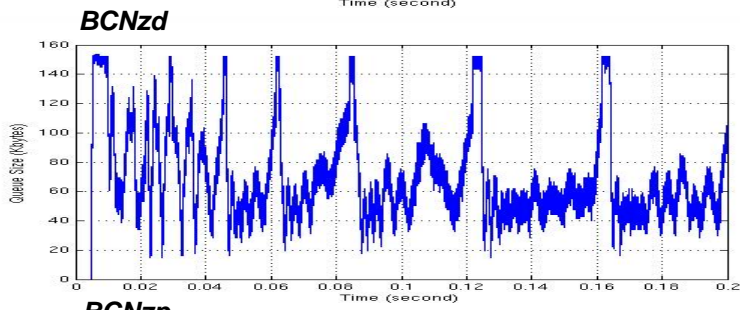
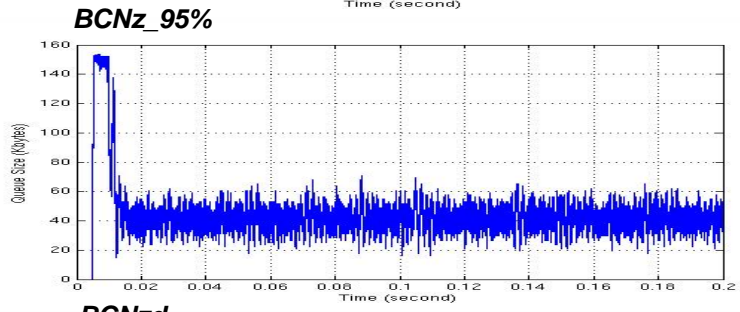
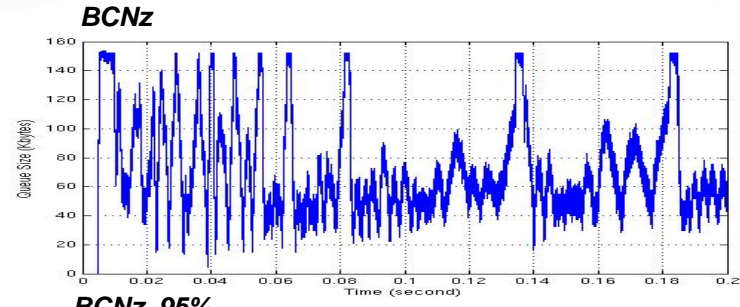
# Non-BCN(0,0) Variants : CS Queue (25K Sampling)

Severe Congestion Behavior	Max Rate Decrease Percentage	BCN Variant	CS Packet Loss
None	95%	 <p><b>BCN 95%</b></p> <p>The graph shows a queue size that starts at approximately 150 bytes, remains constant until about 0.035 seconds, then drops sharply to around 40 bytes and exhibits high-frequency oscillations between 20 and 80 bytes for the remainder of the 0.2-second interval.</p>	19657
BCN(MAX)	50%	 <p><b>BCNm</b></p> <p>The graph shows a queue size that starts at approximately 150 bytes, drops to about 100 bytes by 0.01 seconds, and then continues to oscillate rapidly between approximately 40 and 130 bytes throughout the 0.2-second interval.</p>	5071
BCN(MAX)	95%	 <p><b>BCNm_95%</b></p> <p>The graph shows a queue size that starts at approximately 150 bytes, drops to about 100 bytes by 0.01 seconds, and then continues to oscillate rapidly between approximately 20 and 60 bytes throughout the 0.2-second interval.</p>	851



# BCN(0,0) Variants : CS Queue (25K Sampling)

<b>Max Rate Decrease Percentage</b>	<b>Reset Behavior</b>	<b>CS Packet Loss</b>
50%	Always	6052
95%	Always	2571
50%	At least 1 ms after timeout	4647
50%	Never	2725



# Observations

- Current parameters perform poorly for large numbers of flows even if individual rates are small.
  - Loop latency for an RP increases with increasing number of flows
  - Decreasing sampling rate improves performance
  - Other parameter and behavior changes help too
- Trade-offs
  - Some changes may reduce throughput (over control of flow rate) for small number of flows.
  - Some changes produce more BCN traffic.
- Further work:
  - Identify parameters and behaviors that work well for large numbers of flows
  - Verify impact on behavior with small numbers of flows