# **BCN Simulation Environment**

**CN-SIM Ad-Hoc Team** 

## **CN Simulation Ad-Hoc Team**

Subbarao	Arumilli		
Hugh	Barrass		
Davide	Bergamasco		
Greg	Chesson		
Uri	Cummings		
Uri	Elzur		
Tanmay	Gupta		
Raj	Jain		
Benny	Koren		
Bruce	Kwan		
Gopi	Sirineni		
John	Terry		
Pat	Thaler		
Manoj	Wadekar		
Jeff	Wise		

2

#### What needs to be agreed

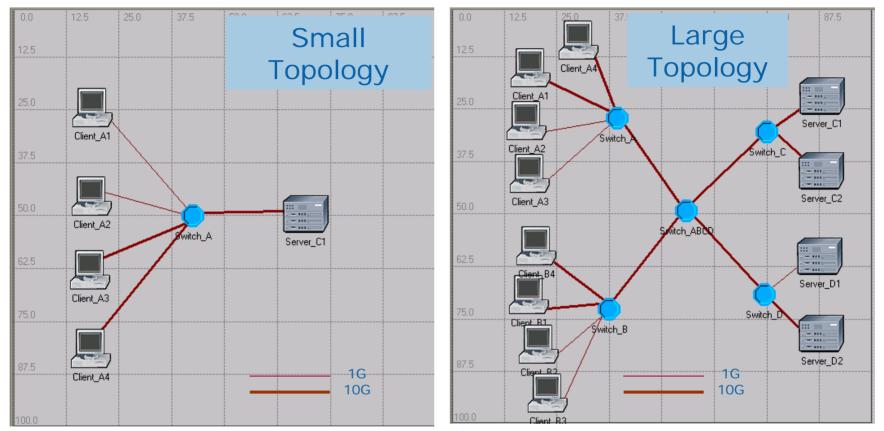
- Network Topologies/Scenarios
  - End Stations, Switches, Hops, Link Lengths (delay) etc.
- Simulation Workloads
  - Transport Layers
  - Application abstraction: Packet Size, distribution etc., Traffic Mix
  - Granularity of flows, number of flows etc.
- Measurement Metrics
  - Throughput (where application, congested link etc.)
  - Latency (where application, L2 etc.), Latency Jitter?
  - Buffer Utilization?
  - Fairness factor?
- CN Protocol
  - Davide's September Presentation AND
  - FAQ document to clarify details

#### What does not need to be agreed

- Simulation Tools/Methodology
- Switch or end station implementation details (? If required, how much be disclosed?)
- ??

## **Simulation Framework Proposal**

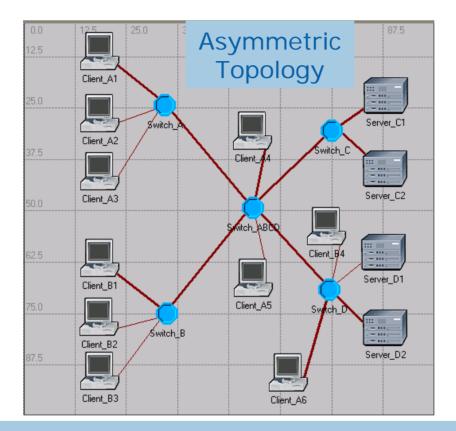
## **Topologies**



Mix of 10 GbE and 1 GbE links to create extreme congestionLess than 100m link lengths

6

### **Topologies** ...contd



Adding clients to intermediate, congested switchesProvides different "distance from congestion" for sources

7

### Workloads – Application Characterization

#### 1. File Transfer Workload

- Large bursts of packets
- Data in large bursts, typically 64 Kbyte and rising
- a. File Transfer Workload (Read)
- b. File Transfer Workload (Write)
- c. File Transfer Workload (Mix)
  - 50% Read, 50% Write

#### 2. Database Access

- Mix of large and small traffic
- Double peak : 256B and large packets
- a. Database Access (Read)
- b. Database Access (Write)
- c. Database Access (Mix)
  - 50% Read, 50% Write

## **Workloads Transport Details**

- Transport Layers
  - TCP and UDP
- Traffic Mix
  - 80% TCP and 20% UDP
  - All traffic with same 802.1p priority
- Granularity of flows, number of flows etc.
  - Each client initiates 10 TCP connections and 1 UDP connection to each server
  - All flows are persistent long-lived flows

### **Simulation Scenarios**

	File Transfer – Read	File Transfer - Write	File Transfer – Mixed	Database – Read	Database – Write	Database – Mixed
Small	S-FT-R	S-FT-W	S-FT-M	S-D-R	S-D-W	S-D-M
Topology						
Large	L-FT-R	L-FT-W	L-FT-M	L-D-R	L-D-W	L-D-M
Topology						
Asymmetric	A-FT-R	A-FT-W	A-FT-M	A-D-R	A-D-W	A-D-M
Topology						

#### **Metrics**

- Throughput
  - Granularity
    - Application level throughput (workload dependent)
    - Aggregate link throughput
    - Per flow throughput
  - Measured at
    - Most Congested Bottleneck link
    - Uncongested link
  - Fairness across flows contributing to congestion
    - Fairness definition required (i.e. Max-Min Fairness)
    - Jain's fairness index may be used to characterize CN protocol capabilities
- Latency
  - Mean, Min, Max, Variance

## Metrics (contd..)

- Buffer Utilization
  - Measured at congestion detection point
  - Measure in units of bytes (not packets)
  - Mean, Max, Variance
- Packet Drop Probability (included from 6/2006 slide set)
  - Number of packets dropped in switching interconnect due to congestion
  - However, depends on buffer resources available in switching interconnect
- Time to Fairness
  - Time required to achieve a specific fairness goal following the introduction of a persistent congestion event.
  - Requires definition of target goal for fairness