



Packet Packing and *mTBEB* Simulation Results

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Overview



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- **Packet Packing Overview¹**
 - **Simulation Results**
 - ***m*TBEB (Scaled Backoff¹) Simulation Results**
 - **Observations**

1. Reference *Carrier Extension Issues*, by Stephen Haddock presented 5/21/96

Overview



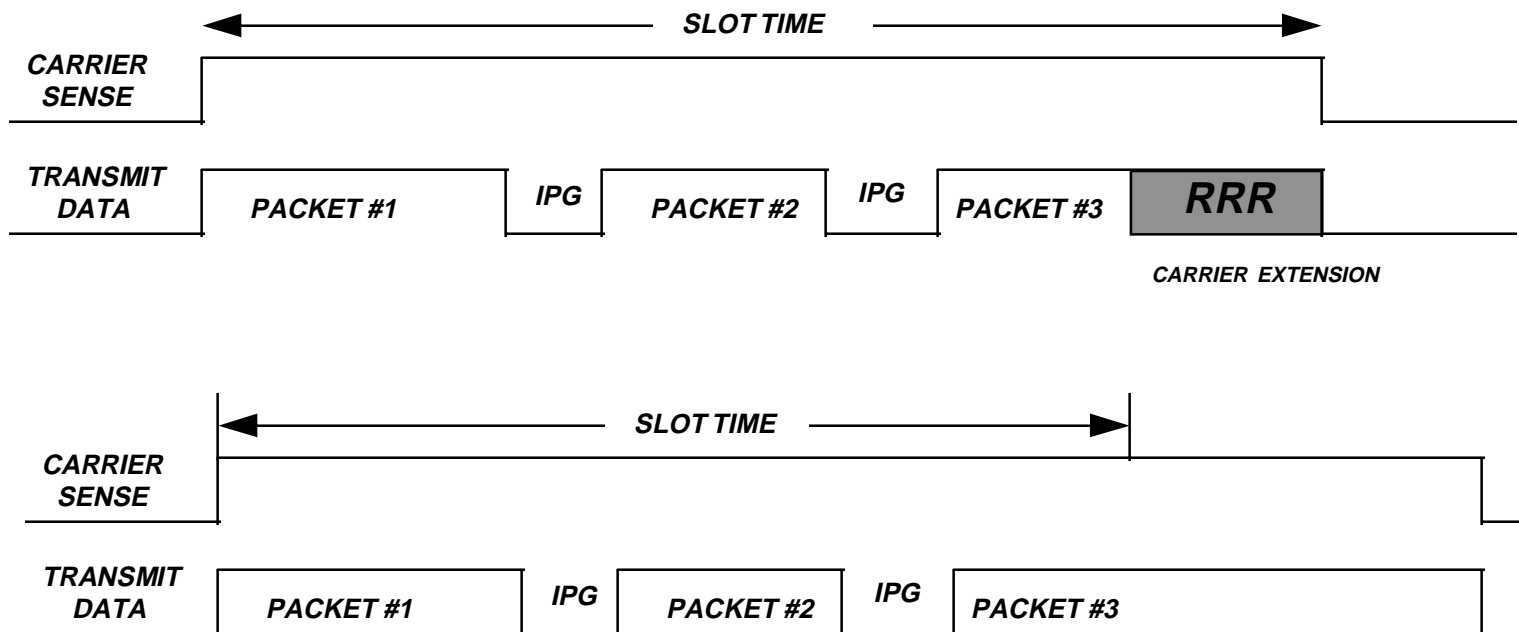
- **Carrier Extension “wastes” up to 448 bytes for small packets**
 - **Propose sending multiple packets in slot time if possible**
 - **Current encoding proposal allows carrier extension (R character) indications**
 - **All packets sent in a slot time are retransmitted by transmitter (and dropped by a receiver) if collision occurs**
- ⇒ **Allows implementation of carrier extension & packet packing within current framework**

Overview



- **Station transmits first packet**
- **Station transmits subsequent packets inserting IPG spacing until last packet transmission exceeds slot time**
- **If there are no packets in the transmit queue and slot time is not complete, extend carrier as before**

Packet Packing Timing



Simulation Environment



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- **1000 Mbps Network**
 - **15 stations**
 - **512 byte slot times**
 - **200m network diameter**
 - **Packet size distributions**
 - **All 64 bytes**
 - **All 1518 bytes**
 - **Workgroup average**

Simulation Results



15 Stations, 100% offered load, Total Network Throughput

<i>Packet Size</i>	<i>Reference</i>	<i>Packet Packing</i>
<i>64 bytes</i>	<i>90.68 Mbps</i>	<i>339.84 Mbps</i>
<i>1500 bytes</i>	<i>853.20 Mbps</i>	<i>853.20 Mbps</i>
<i>Workgroup Distribution¹</i>	<i>562.19 Mbps</i>	<i>740.80 Mbps</i>

1. Distribution data collected by Howard Frazier that averaged workgroup traffic across 10Mbps and 100Mbps networks

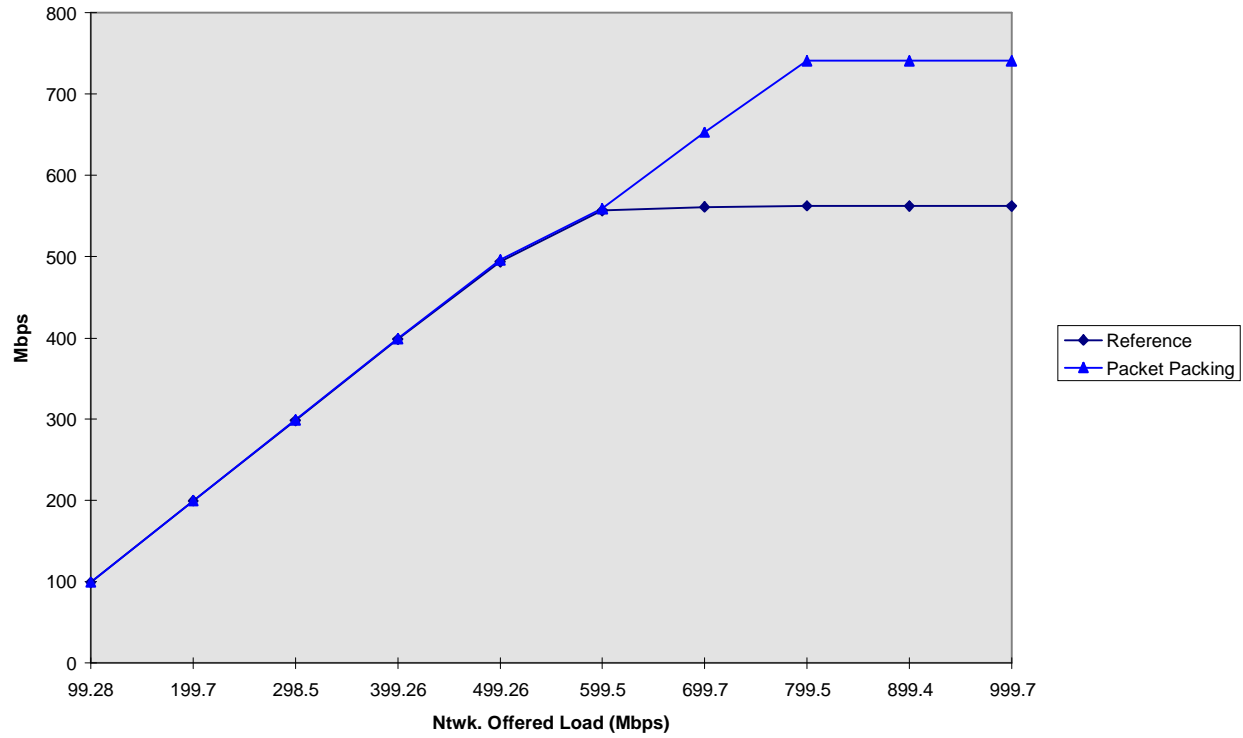
Observations



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- **Packet packing offers a significant performance boost for worst-case (64 bytes) at all network offered loads**
 - **For workgroup-type distributions, improvement occurs only at high offered loads**
 - **Packet packing has no effect on data throughput for large packet sizes**
 - **Packet Packing increases capture effect minimally**
 - **Maximum of 5 (for 64 byte packets)**
 - **Packet packing requires possible retransmission of several packets, not just one.**



Network Throughput Vs. Offered Load (1000 Mbps)
(15 stations, Packet Size Distribution - WorkGroup Average)



*m*TBEB Description



- Due to the increase in slot time (512 bits -> 512 bytes), decreasing the backoff time may mitigate capture effect
- Backoff time is the number of slot intervals r , where:

$$0 \leq r < 2^k ; k = \min (n, 10)$$

- Change to:

$$0 \leq r < 2^k ; k = \min (n, 7)$$

Modified TBEB Observations



- **Decreasing n to 7 worsens all measures of performance with respect to $n = 10$ at 1000 Mbps except capture effect and access latency**
- **Capture effect is reduced due to the fact that stations contend more aggressively**
 - **Backoff occurs over a fewer number of bins (128 vs. 1024)**
 - **For similar conditions (100% offered load, etc., maximum consecutive packets transmitted is 10% of TBEB)**

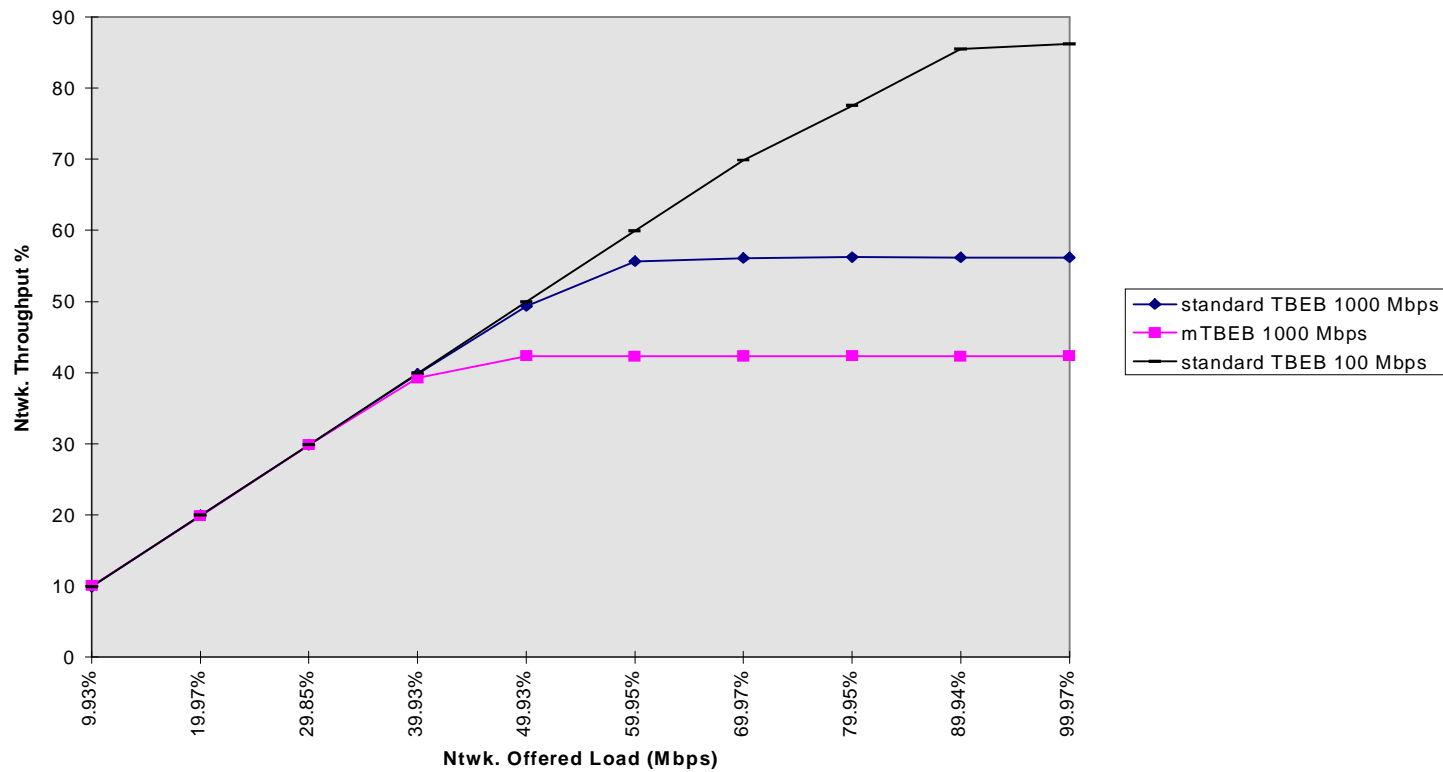
Modified TBEB Observations



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- **As n increases, capture effect is expected to worsen.**
 - **Inverse relationship between throughput and capture effect as n varies**

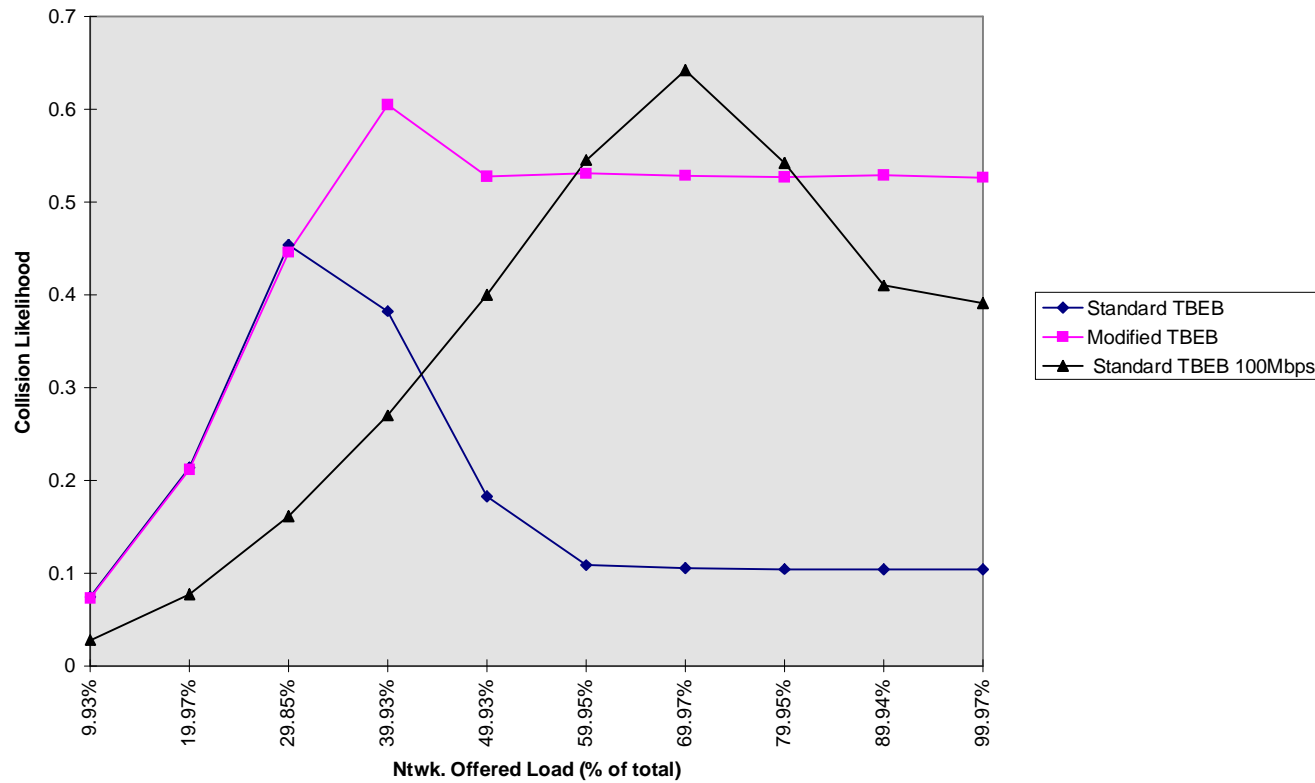


**Normalised Network Throughput for 100Mbps, Standard TBEB & Modified TBEB (1000 Mbps)
(15 stations, Packet Size Distribution - WorkGroup Average)**



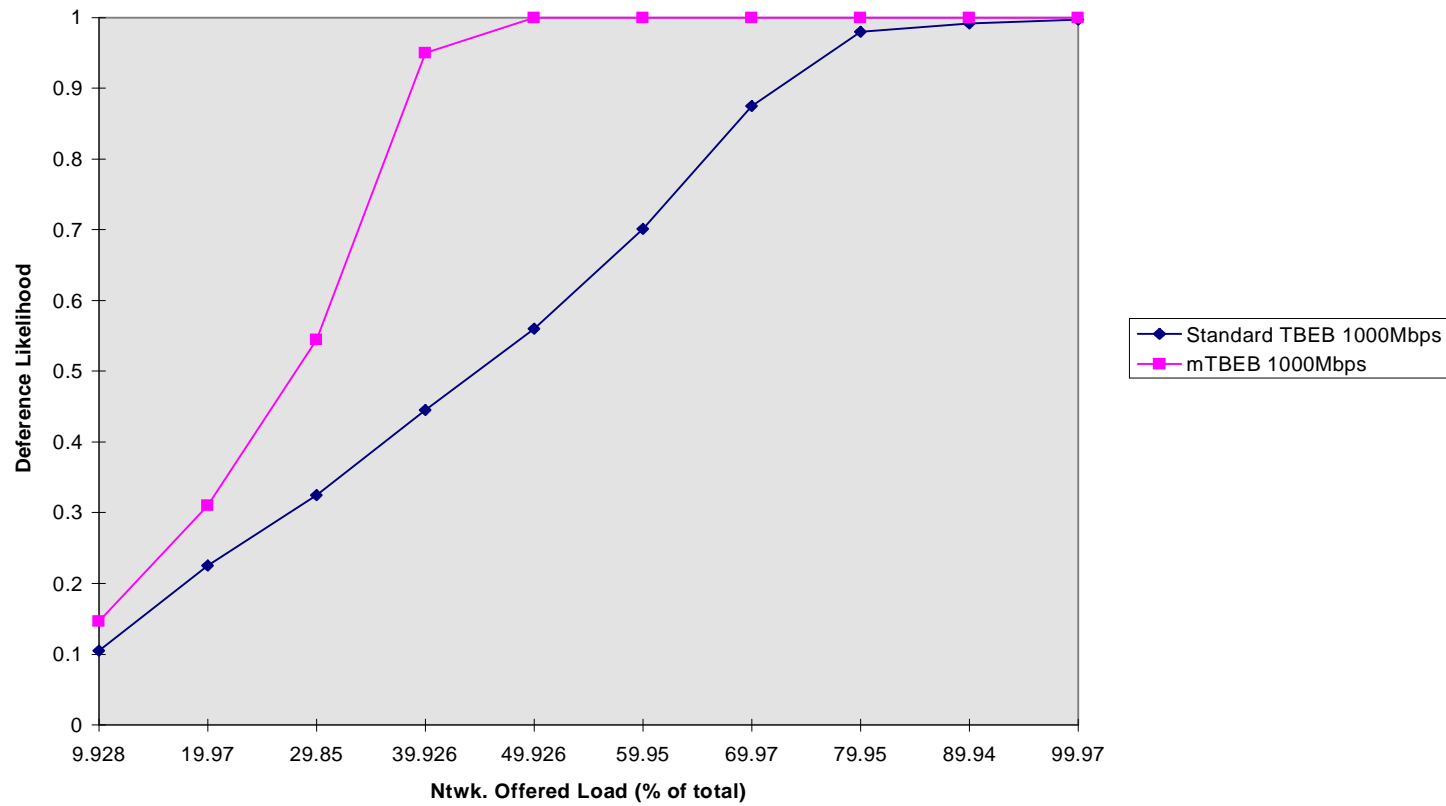


**Normalised Collision Likelihood 100Mbps, Standard TBEB & Modified TBEB (1000 Mbps)
(15 stations, Packet Size Distribution - WorkGroup Average)**





Standard TBEB & Modified TBEB (1000 Mbps)
(15 stations, Packet Size Distribution - WorkGroup Average)





**Number of Packet Discards/sec for Standard TBEB & Modified TBEB (1000 Mbps)
(15 stations, Packet Size Distribution - WorkGroup Average)**

