

PLCA DATA-RATE FAIRNESS

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Supporters

Problem Statement

- Current PLCA proposal provides frame-rate fairness but not data-rate fairness
 - **Example:** Assuming two nodes (A, B)
 - Frame sizes of **64 byte (A)** and **1522 byte (B)**
 - Achieved data rates are ~ **A 4%, B: 96%**
- Nodes which send a lot of small (control) frames are **penalized** significantly



- Is this 4% vs 96% data-rate fairness what all applications require?

Fairness in PLCA

Round-robin scheduling guarantees fairness

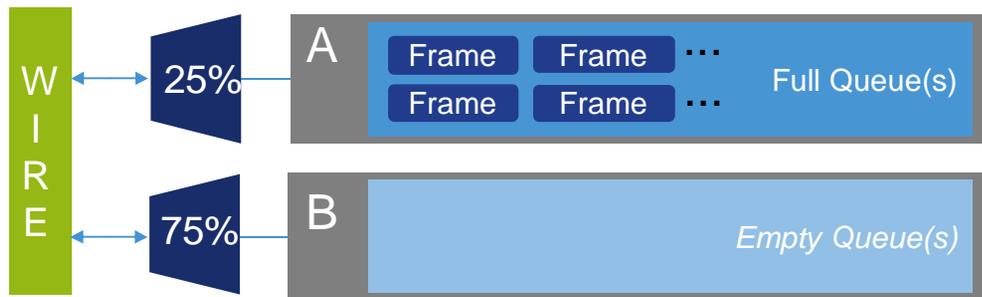
— Collision detection mechanism

- Avoids physical collisions on the media (throughput)
- Guarantees latency $< \text{NUM_PHY} * \text{MAX PKT LENGTH}$ (fairness)
- Transparent to upper layers

- PLCA provides **bounded latency** due to round-robin scheme
- But bounded latency is **not** data-rate fairness
- PLCA is **starvation free** (assuming bounded MTU - Maximum Transmission Unit)
 - In any bus *exactly one* cycle a slot is guaranteed
- PLCA does not guarantee fair **rate** share

Rate-Limit Shaping is not a Solution

- Shaping (Qav, Leaky-Bucket,...) can address this issue
- But: each node is shaping the traffic in isolation
→ link capacity is not shared
- For example: Two nodes A (25% load), B (75% load)

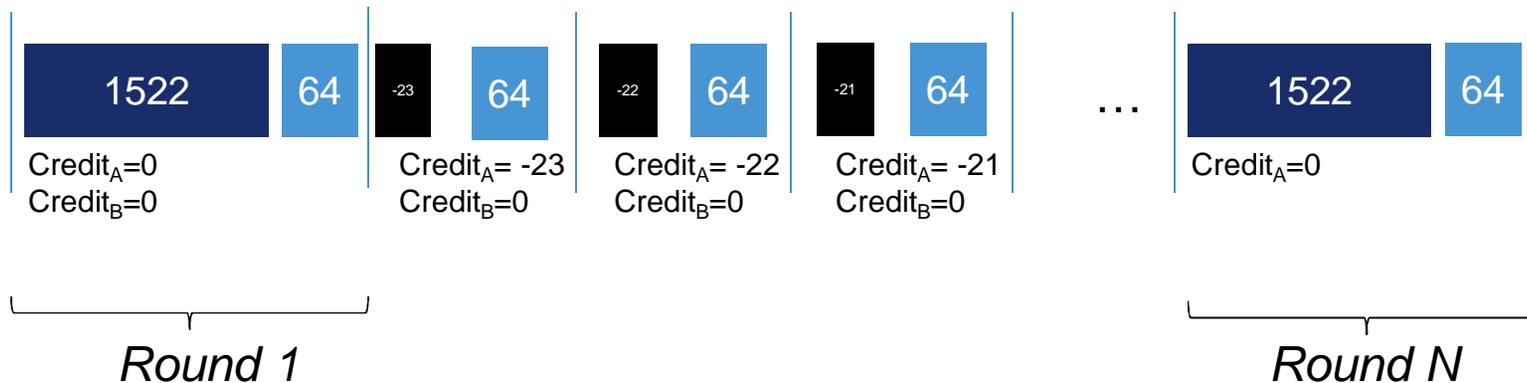


*Observation: Node A is limited to 25% link capacity, but node B has no data
→ 75% link capacity is wasted*

In a contention-free scenario node A should be able to get full link *capacity*

Credit-Based, Round-Robin Fairness - Mechanism

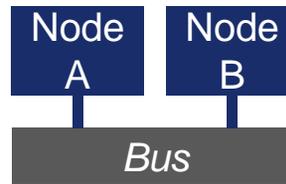
- PLCA „as is“ plus a credit counter per node
- TX of frame consumes credit (*here 1 credit per 64 byte as example*).
- Each Time slot replenishes credit (*here 1 credit per round as example*)
- Each node keeps track of other nodes credit
- Example:



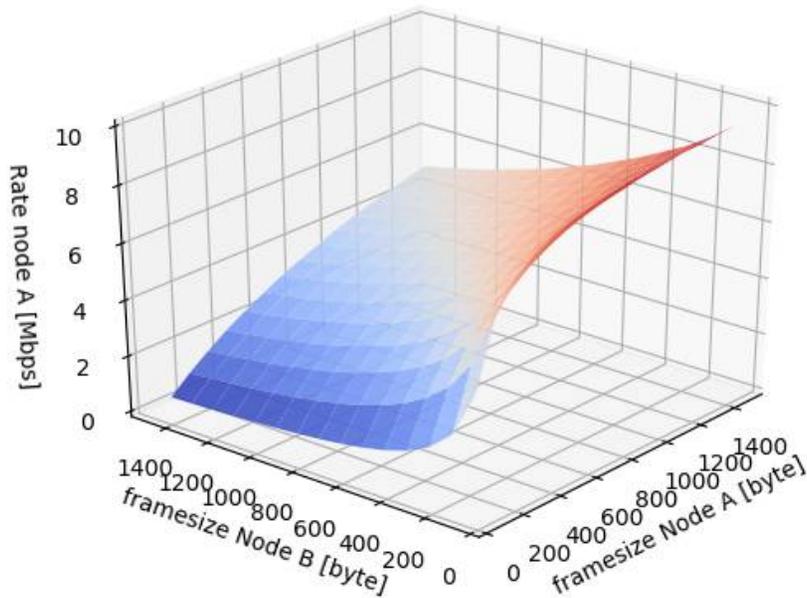
Note: Here, 1 credit = 64 bytes

Credit-Based, Round-Robin Fairness - Results

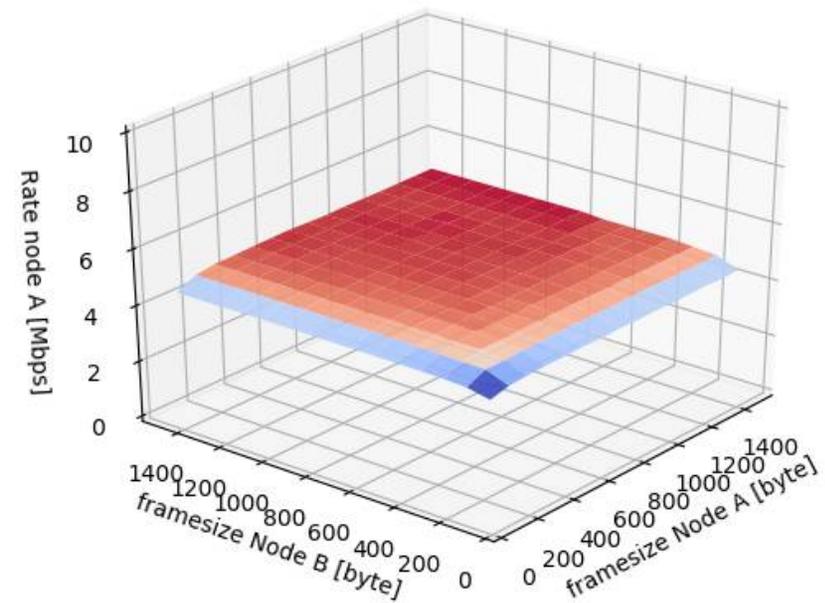
Example: Two node simulation
Each node transmits as much as possible
All frame size combinations are evaluated



Baseline PLCA



Credit-Based Fairness

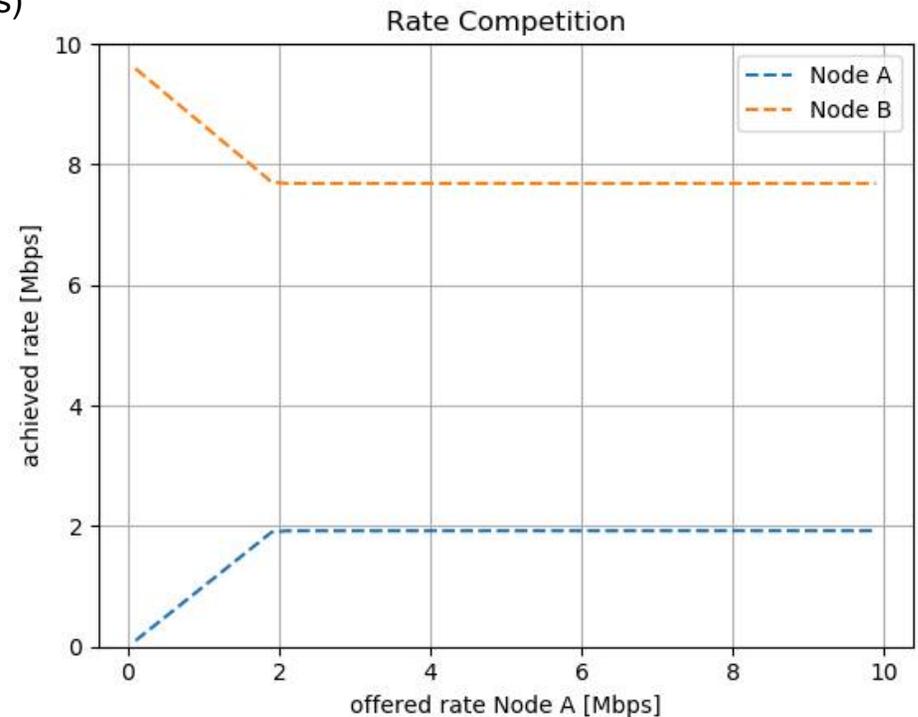
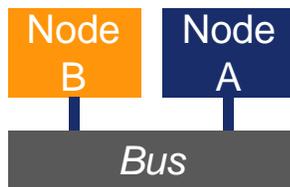


Competing Load – Frames/Sec Fairness (Baseline PLCA)

Experiment:

Offered load Node B: fixed 10Mbps (512 byte frames)

Offered load Node A: variable rate (128 byte frames)

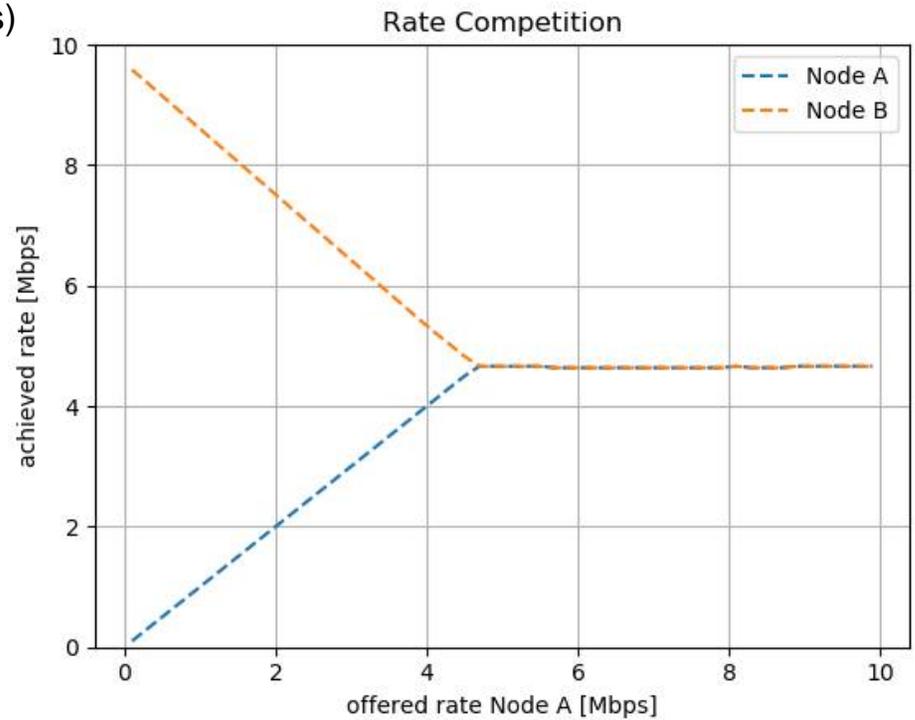
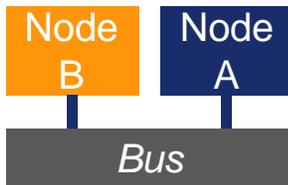


Competing Load – Bits/Sec Fairness (Credit-Based Fairness)

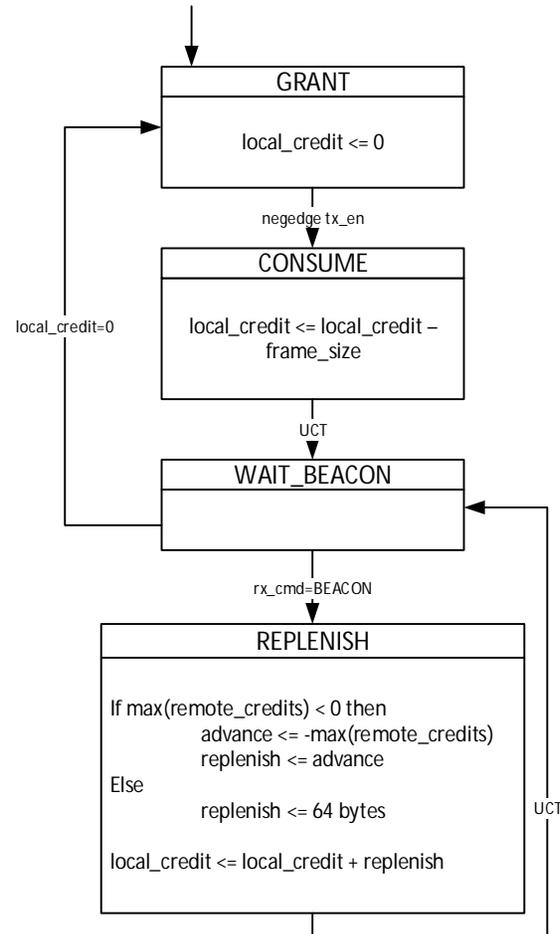
Experiment:

Offered load Node B: fixed 10Mbps (512 byte frames)

Offered load Node A: variable rate (128 byte frames)



Credit-Based, Round-Robin Fairness – State Machine



Conclusion

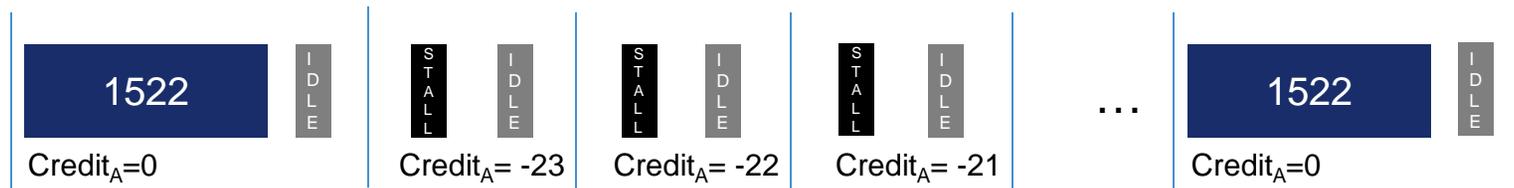
- Data-rate fairness is achievable with PLCA with the addition of:
 - Credit counters
 - Credit state machine
- Data-rate fairness can be extended to generate selectable data-rate fairness (i.e. one node can be configured to get a higher data-rate than the others)
 - This is QoS on a node-by-node basis
- What is needed is needed QoS on a frame-by-frame basis (as discussed in 802.3cg)
- In order to get QoS on a frame-by-frame basis, what needs to be understood first is QoS on a node-by-node basis
 - More work needs to be done to get QoS on a frame-by-frame basis
- Recommendation: Data-rate fairness should be added as an option to PLCA

Credit-Based, Round-Robin Fairness - Algorithm

- *Parameters and variables:*
 - *replenish_quota (global): credit [bits] replenished each round*
 - $credit_i$ (per node): Credit level of node i in bits
- **Transmission**
 - Node is only allowed to send if it's credit level is greater or equal to zero
 - $credit_i \geq 0 \rightarrow$ grant
 - Credit is consumed after transmission
 - $credit_i := credit_i - framesize$ [bits]
- **Replenishment**
 - At the beginning of each round \rightarrow credit is replenished with fixed budget (e.g. $64 \cdot 8$ bit)
 - $credit_i := credit_i + replenish_quota$
- **Idle Saturation**
 - If a node has an empty queue and no pending transmissions, credit saturated at zero
 - $level(queue) == 0 \ \&\& \ credit \geq 0 \rightarrow credit_i := 0$
- **Advancement**
 - If *no* node is transmitting in a round and some nodes j are stalled, the credit is advanced to guarantee progress in the next round
 - $credit_i := credit_i - \max_{\{for \text{ all stalled nodes } j\}}(credit_j)$ *Note: credits are negative if stalled, hence max operator*
- **Notes/Observations**
 - Credit level is positively saturated at $+MaxFramesize$
 - Credit level is negatively saturated at $-MaxFramesize$
 - There is at most one round with no progress

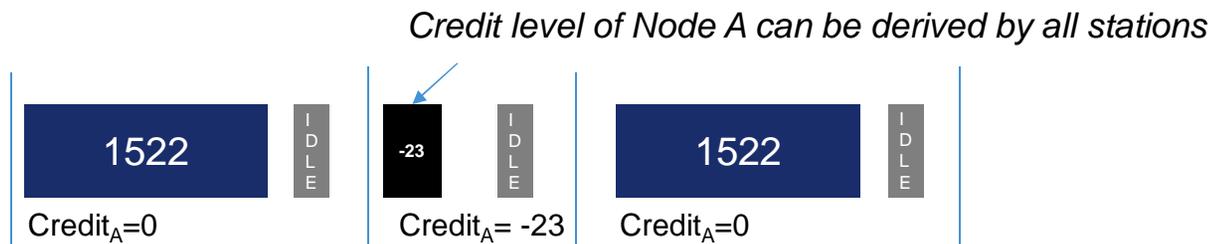
Credit-Based, Round-Robin Fairness - Corner Cases

- One node transmits, others idle (no advancement)
- Example:



Credit-Based, Round-Robin Fairness - Corner Cases

- Efficiency improvement: nodes have a common view on credit levels
- This effectively deactivates shaping in case only one station uses the medium
- Example:

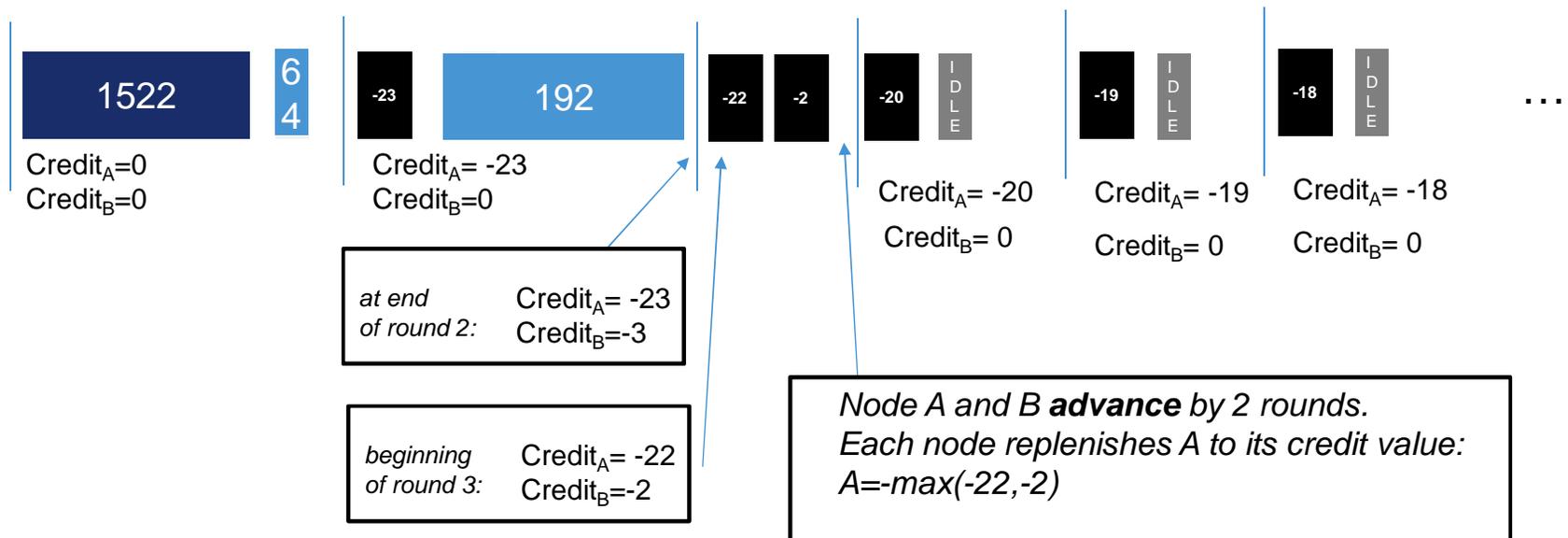


Stall Round

*Node A **advances** credit to 0, as no other node claims a slot*

Credit-Based, Round-Robin Fairness - Corner Cases

- Advanced example:



Note: Here, 1 credit = 64 bytes



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