



Agenda

- **Networking Trends**
- **QoS Demystified**
- **QoS in Campus: Justifications**
- **QoS Model and Techniques**
- **Implementing QoS**
- **Summary**
- **Q & A**

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Networking Trends

Evolution



Bridges to first generation routers

Early 1980s



Multiprotocol router
Dynamic routing protocols

Mid 1980s



Multicast, switching, scaling, DHCP

1990s

Single network for delay sensitive
(voice), high bandwidth (video),
standard data (e-mail) and mission-
critical data (ERP)

Mid 1990s–2000

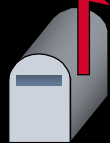
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Voice, Data, Video Communications



Voice

You Have Mail



E-Mail



Internal Web



Video



Mission Critical

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What Is Mission Critical?

- ERP applications
- SNA applications
- Selected physical ports
- Selected hosts/clients

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Enterprise Resource Planning (ERP) Networked Applications

- Order entry
- Finance
- Manufacturing
- Human Resources
- Supply chain management
- Sales force automation

ORACLE

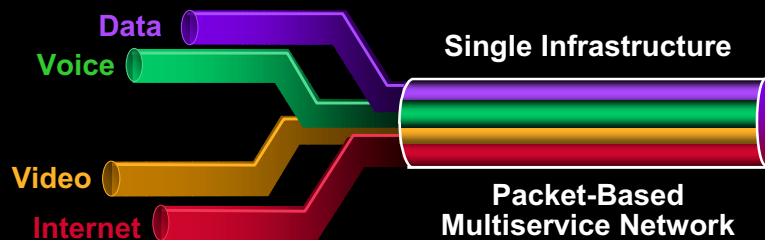
SAP

PEOPLE
Soft

Baan

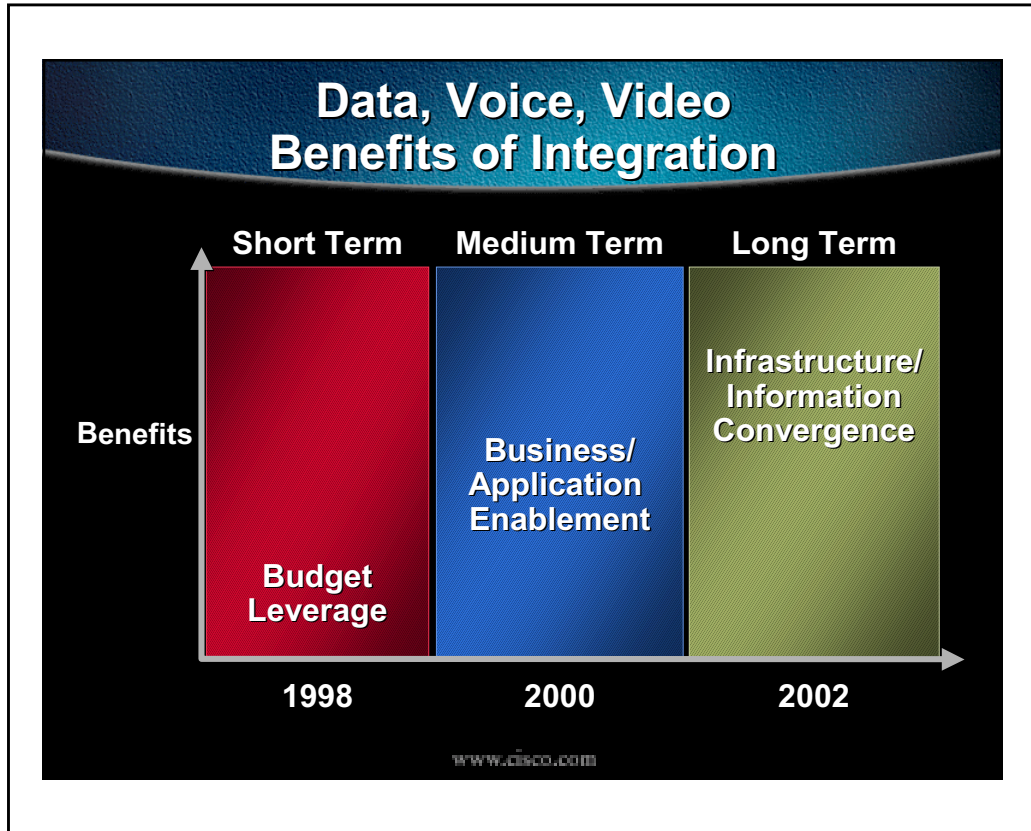
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Trend—Integrated Multiservice Network: Data, Voice, Video



- Integration of data, voice, and video services into a single packet-based infrastructure using IP
- Both in enterprise and public service provider networks infrastructure

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QoS—What Is It ?

- A traditional network is best-effort
- All traffic get the same service, i.e., the forwarding behavior by a network device is FIFO
- QoS prioritizes traffic into different service levels and provides preferential, forwarding treatment to some data traffic at the expense of lower-priority traffic
- QoS = preferential treatment

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QoS—Why Is It Needed? Motivation for QoS Is Manifold

- Integrated networks carry different traffic types from a variety of business-enabling applications
- Business drivers and policies dictate preferential treatment for some type of traffic over other(s)
- Convergence of voice and data networks force us to consider servicing two different types of traffic on a single wire

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Different Requirements

Data

- Bursty
- Greedy
- Loss Sensitive
- Delay Insensitive
- TCP Retransmits

Voice

- Smooth
- Benign
- Loss Insensitive
- Delay Sensitive
- UDP Best Effort

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QoS Components

Bandwidth

Loss

Delay

Delay Variation (Jitter)

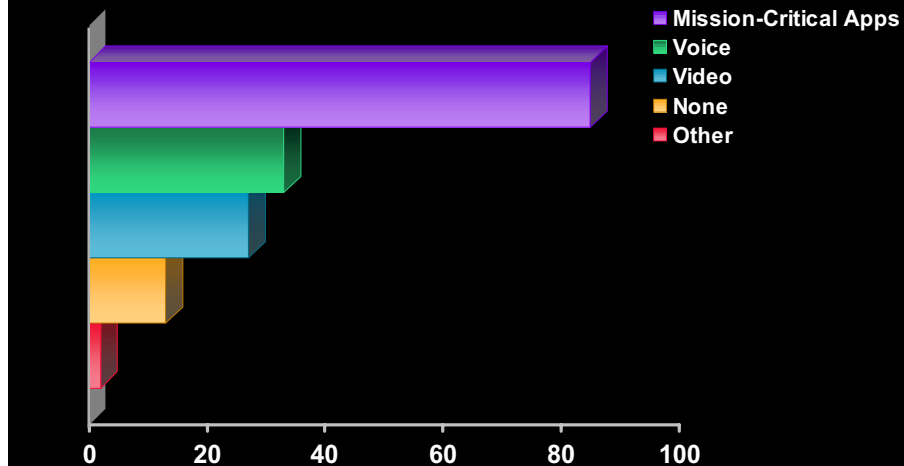
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Not All Traffic Is Created Equal

	Voice	Video	Data (Best-Effort)	Mission-Critical Data
Bandwidth	Low to Moderate	Moderate to High	Moderate to High	Low to Moderate
Random Drop Sensitivity	Low	Low	High	Moderate to High
Delay Sensitivity	High	High	Low	Moderate to High
Jitter Sensitivity	High	High	Low	Low to Moderate

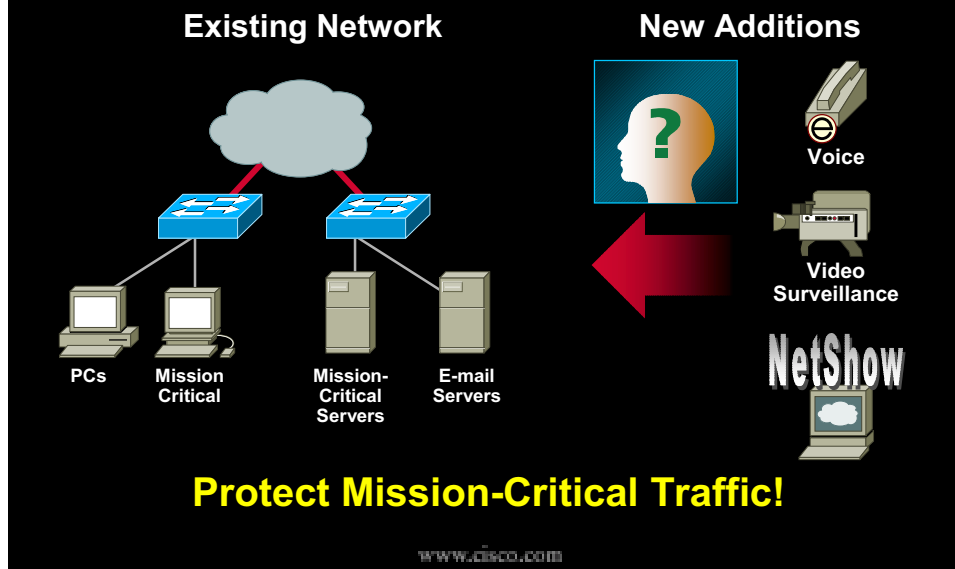
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What Is Driving the Need for Preferential Treatment in Networks?

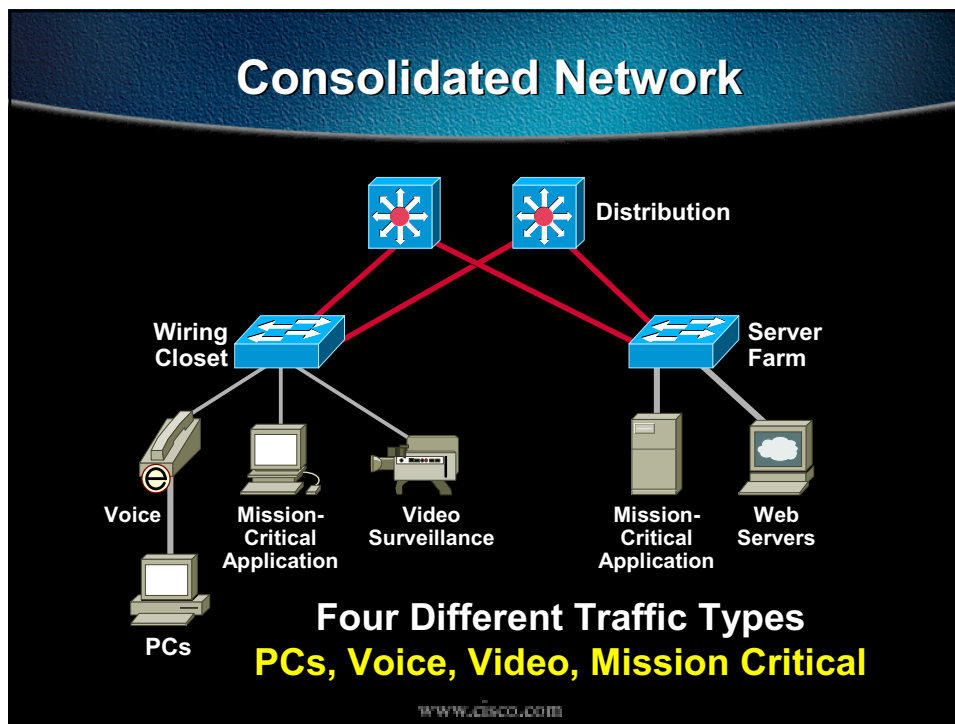


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Example: Evolving Campus Network



Consolidated Network



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QoS in Campus Networks?

“

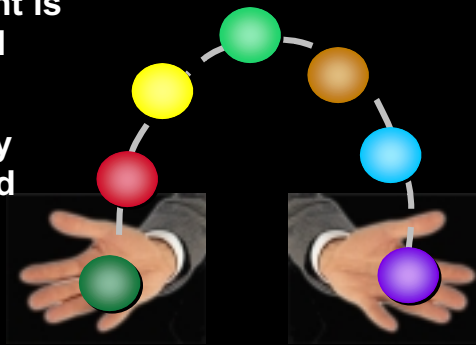
**Why Not Just Increase
the Link Speed?
Throw More Bandwidth
at the Problem!**

”

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Maybe You Can, Maybe You Can't

- QoS in the campus is primarily about buffer management
- Buffer management is required to control delay or drops
- TCP will eventually retransmit dropped packets
- Do you care about delay or drops?



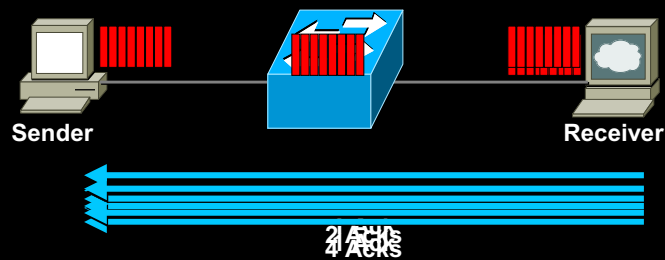
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Buffers Fill for Various Reasons

- Rate mismatch (1000M to 10M Ethernet)
- Many to one (multiple interfaces talking to the same interface all with the same rate)
- Aggregation points

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TCP Traffic Behavior



Buffers are available at sender and receiver.
Media is a buffer of sorts as well because of RTT

Because of Almost Zero RTT in LAN,
Switch Has to Buffer the TCP Window

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TCP Traffic Behavior

Example: Transmission of a 13 Segment Window

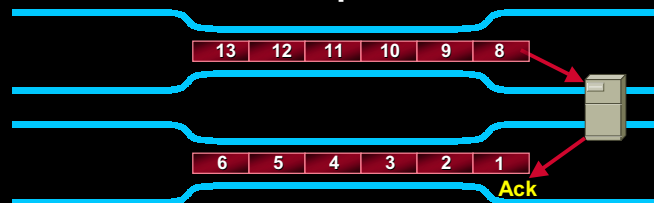


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TCP Traffic Behavior

Window Perfectly Matched with RTT

Example: Link holds 12 IP segments worth of data which is equal to TCP window

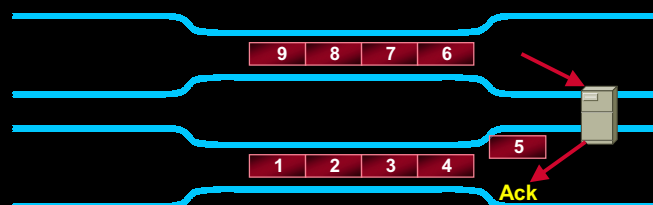


Next window is transmitted upon the receipt of Segment 1 acknowledgement

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TCP Traffic Behavior

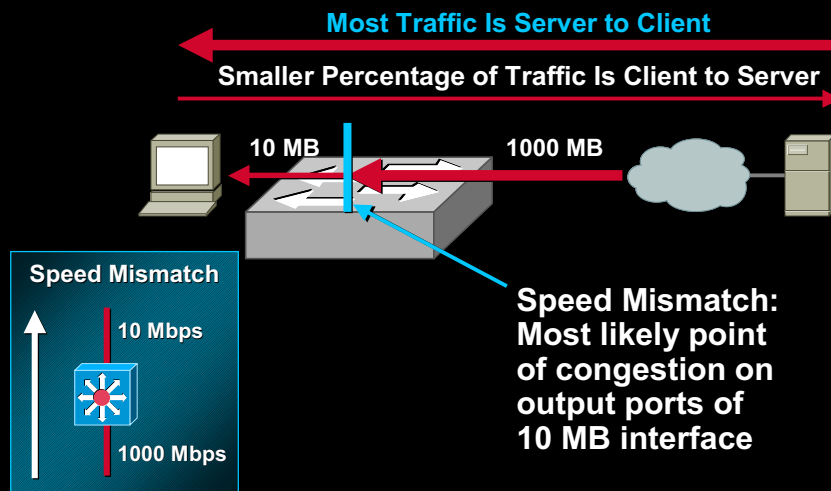
Window Not Perfectly Matched



Link Buffers, Less Than the TCP Window Which Causes Transmit Buffer to Fill

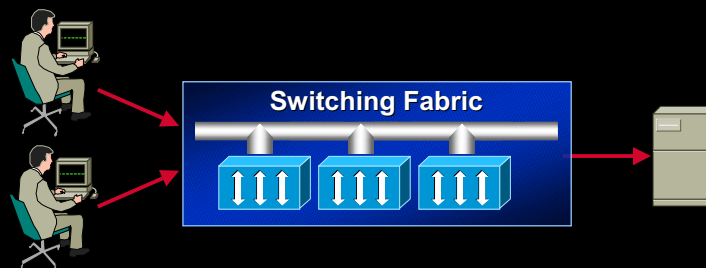
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Buffer Congestion Speed Mismatch



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Buffer Congestion Many to One

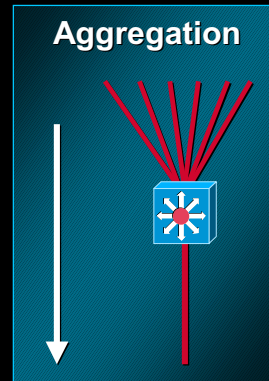


- Required when multiple ports are contending for the same port

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Buffer Congestion Aggregation Point

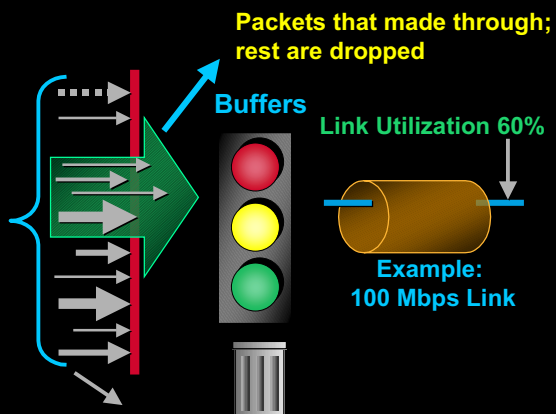
- Links oversubscribed
- Buffers full (clue: packets dropped)
- Buffering reduces loss but delay-sensitive application could be negatively impacted



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Result

Even though the average link utilization is below 100%, buffers can still fill up



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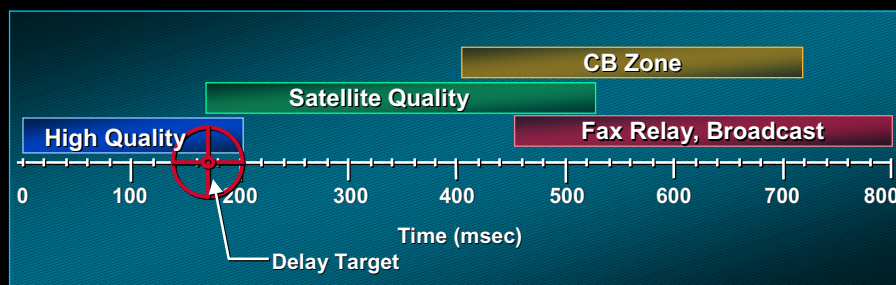
What Happens When Multiple Packets Are Dropped Within the Same Window?

- Window size is reduced exponentially since it is halved for each failed ACK
- TCP window may be reduced to the minimum
- Transmitter of the sender tends to lock-up

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Voice Delay Budget: **150 ms**

Cumulative Transmission Path Delay

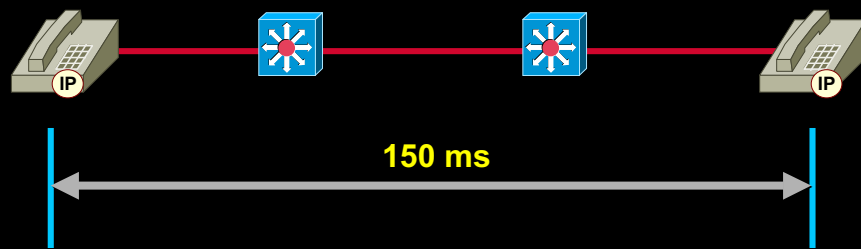


ITU G.114 Recommendation ≤ 150 msec 1-Way Delay

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Buffer Management

Delay in Campus Network



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Conclusions

- Buffers can congest in LANs
- QoS required when there is congestion in buffers
- Buffer Management can help reduce loss
- Buffering reduces loss but delay sensitive application could be negatively impacted

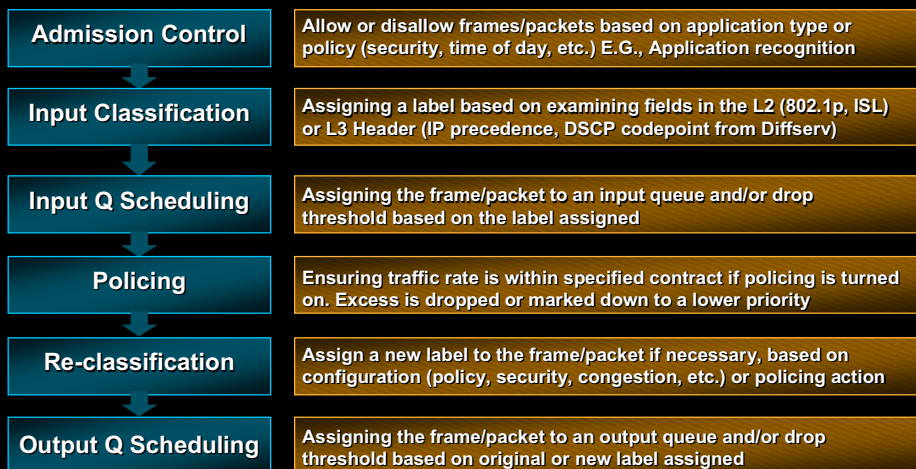
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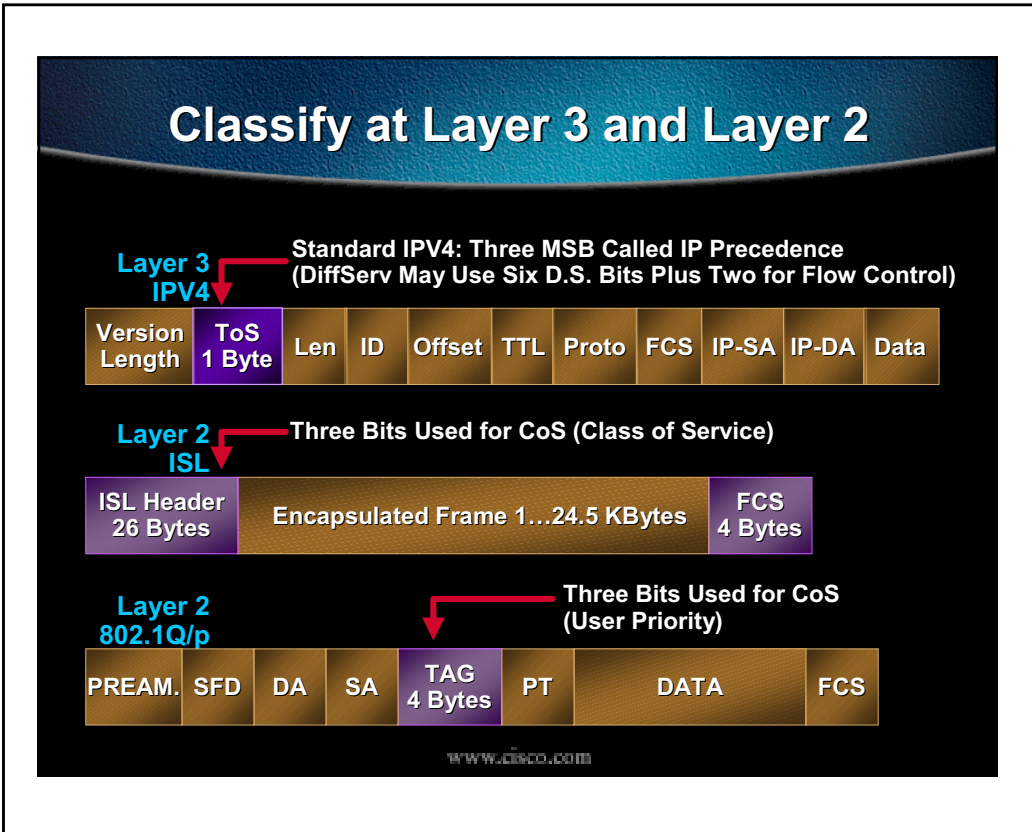
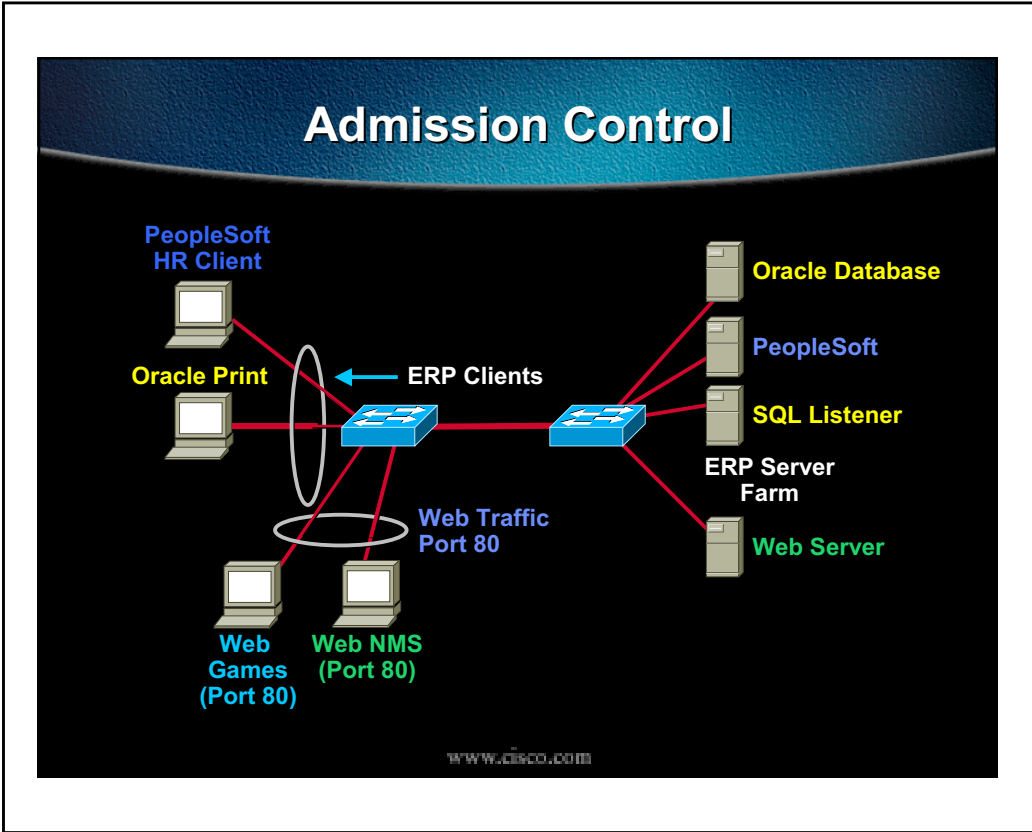
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QoS Operational Model



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Input Classification

- Priority can be **based on ToS** in a packet
- Priority could also be determined by the **3-bit user-priority field in the ISL/.1Q header**

This field is commonly called Class of Service (CoS)

- Value of **zero is for best effort** and **seven is for the highest priority traffic**

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CoS Assignment

- **Untagged packets**, i.e., packets without an ISL/.1Q tag such as those on an access port are **assigned an initial label** by the ingress port
- **Tagged packets** can **carry a CoS** assigned by say an end-station

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Trusted vs. Untrusted

- Cisco's QoS model assumes that the **CoS carried in a packet may or may not be trusted** by the network device
- For example, **some servers maybe reliable** enough to correctly tag the packets
- End stations like user **PCs can mostly not be trusted** to tag a packet's priority correctly

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CoS for Untrusted Ports

- “Incorrect Tag” means tag in a way **different from** what the **administrative policy** specifies
- Network Administrators can **designate which ports can be “trusted”** to tag packets correctly
- On untrusted ports, the ingress port assigns a **default CoS** to all packets—tagged or not

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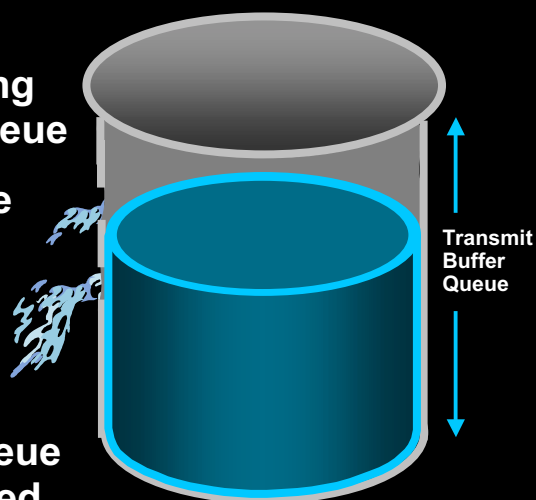
CoS Assignment (Cont.)

- On **trusted ports**, ingress port **assigns CoS** only to **untagged packets**
- CoS assigned by an ingress port is independent of the VLAN, i.e., on an **untrusted trunking port**, packets of **all VLANs** get tagged by the **same CoS**

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Random Early Detection (RED)

- RED reduces long term average queue
- Packet drops are randomized throughout queue depth
- Drop rate is increased as queue depth is increased



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Random Early Detection Benefits

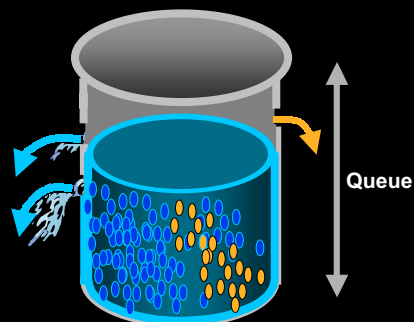
- Average delay reduced
- Reduced TCP slow start conditions
- Reduced global synchronization
- Reduces negative bias towards light users

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Weighted RED

- WRED addresses:

In the event packets need to be dropped, what class of packets should be dropped?



Packets classified as Blue start dropping at a 50% queue depth. drop rate is increased as queue depth is increased

Packets classified As Gold are dropped At 90% queue depth

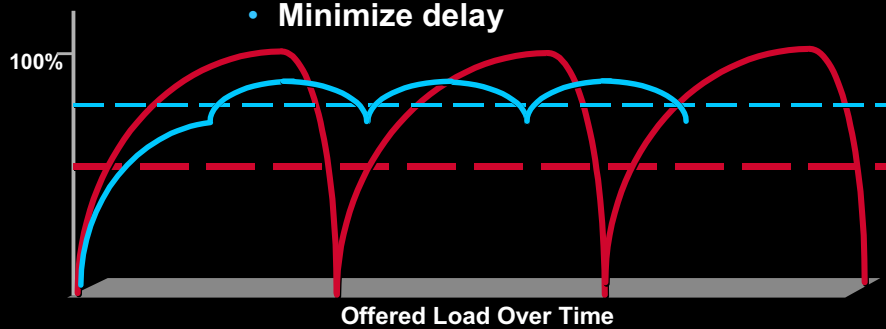
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RED for Congestion Avoidance

Uncontrolled Congestion

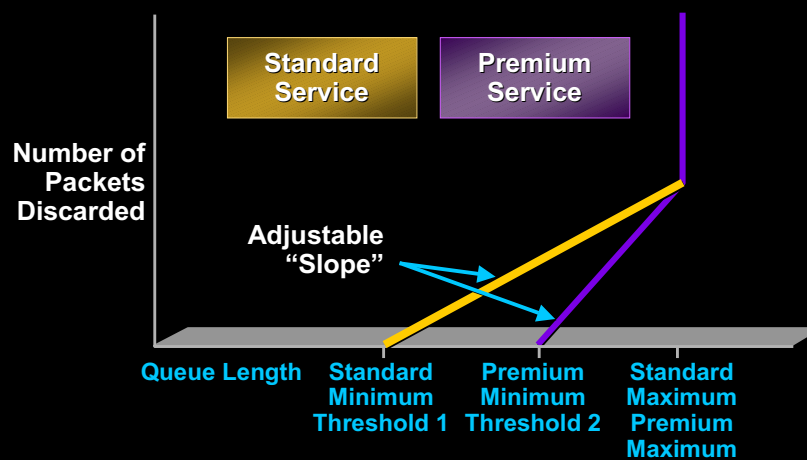
Managed Congestion

- Maximize goodput
- Accommodate burstiness
- Minimize delay



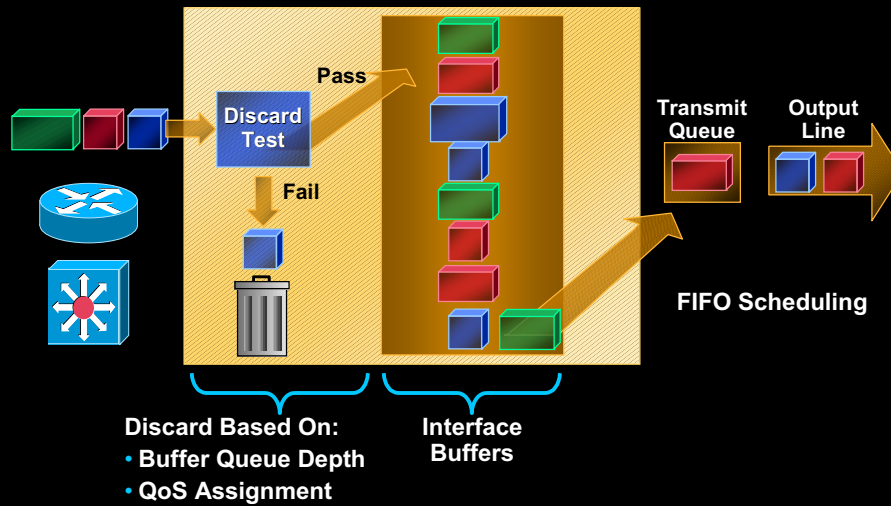
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WRED Congestion Avoidance— Two Drop Thresholds



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Weighted Random Early Detection (WRED)

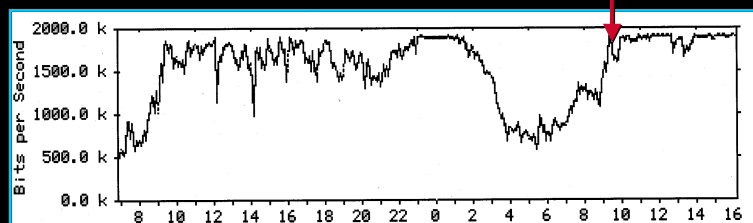


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Link Management: Increased Link Utilization

Data from a Burst E1 (2.0 Mbps)
Courtesy of Sean Doran

RED was turned on Friday at 10:00 am;
Link utilization goes up to near 100%



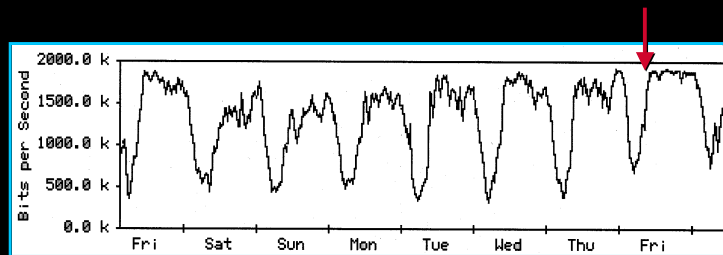
← Thursday → | ← Friday →

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Link Management (Cont.)

Link Utilization Went from about 1700 kbps to 2.0 Mbps

Average TCP window size is higher;
Multiple packets from same window are not dropped



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Other Benefits of RED

- Beyond the higher link utilization other benefits that are not graphically shown include:

Small users are not negatively biased

Fewer retransmissions because there are fewer restarts

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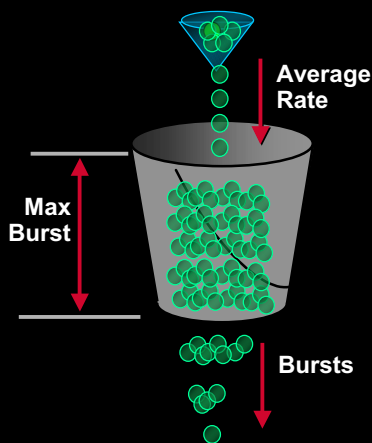
Policing Action

- Device (switch/router) has a **contract** with the Network, e.g., only allow **3M of HTTP** traffic
- Rest is **discarded** (e.g., Token Bucket) or **marked down** from the current value
- A **new label** is assigned based on the configuration

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Token Bucket for Policing

- Start with a bucket full of tokens
- Tokens can be removed at a bursty rate
- Tokens are replaced at a specified constant rate



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Re-Classification

- **CoS can also be assigned by the Layer 2 forwarding engine**

The user can configure mac addresses to be associated with a CoS

When packets arrive destined to such a mac address, their **CoS is re-assigned** to the value specified

- **Assignment of CoS via dest-mac overrides trust and port-based CoS assignment**

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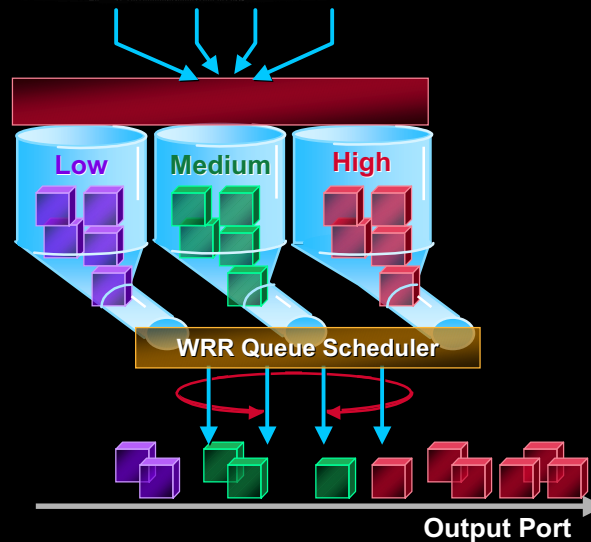
Output Scheduling

- On output, there are **multiple queues**, some high priority and some low priority
- **Strict priority** servicing of the queue **would cause starvation** of low priority traffic in the presence of high priority traffic
- However, **delay requirements** of high priority traffic must also be respected

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Output Scheduling—WRR

Weighted
Round
Robin Used
to Schedule
Between
Queues



Weighted Round Robin

- The **Network Administrator specifies weights** associated with each of the queues
The weight ranges from 1–255
- Link is **shared in the proportion** specified by the weights

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Example with Dual Queues

Two Queues with Four Drop Thresholds

Service	Drop Priority	
	Delay Insensitive	Delay Sensitive
Mission Critical	7	6
Premium Best Effort	5	4
Regular Best Effort	3	2
Discard Eligible	1	0

Delay Priority

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QoS-Enabled Switching

Wiring Closet (Access Layer)

QoS Ingress

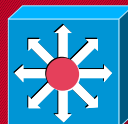
Admission Control
Classification
Policing



Backbone (Distribution Layer)

QoS Core

Congestion Avoidance
Congestion Management
Scheduling



WAN Edge (Core Layer)

QoS WAN Edge

Congestion Avoidance
Congestion Management
Policing, Shaping,
Fragmentation,
Header Compression



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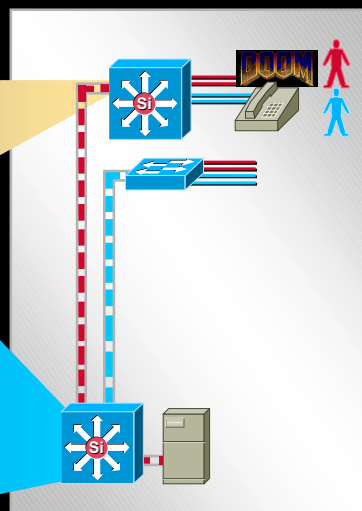
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Example 1: Prioritization of IP Telephony

Set Telephony = High
TOS = 7
Set Game = Low
TOS = 2

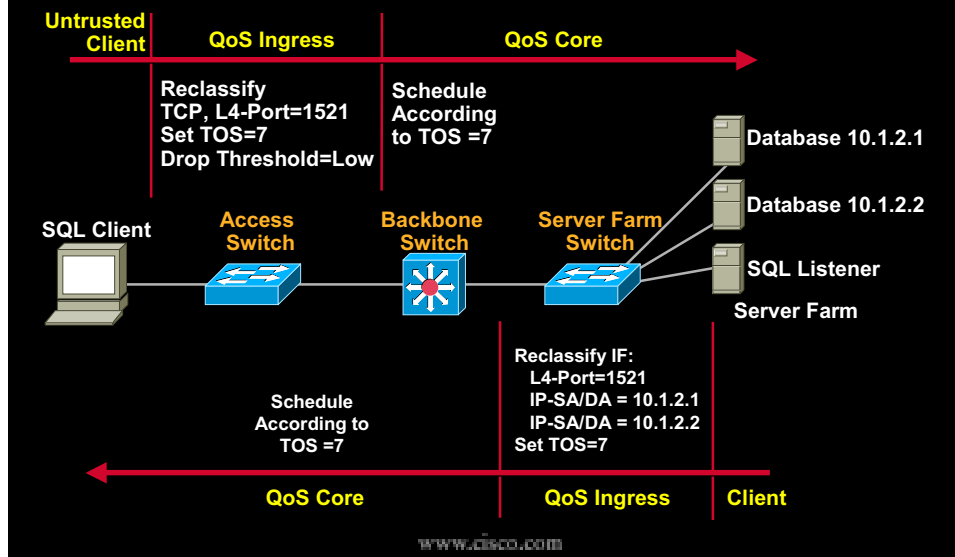
For TOS = 7
Threshold = 4
High Priority Queue
(70% Transmit Ratio,
Low Delay)

For TOS = 2
Threshold = 2
Low Priority Queue
(30% Transmit Ratio,
High Delay)



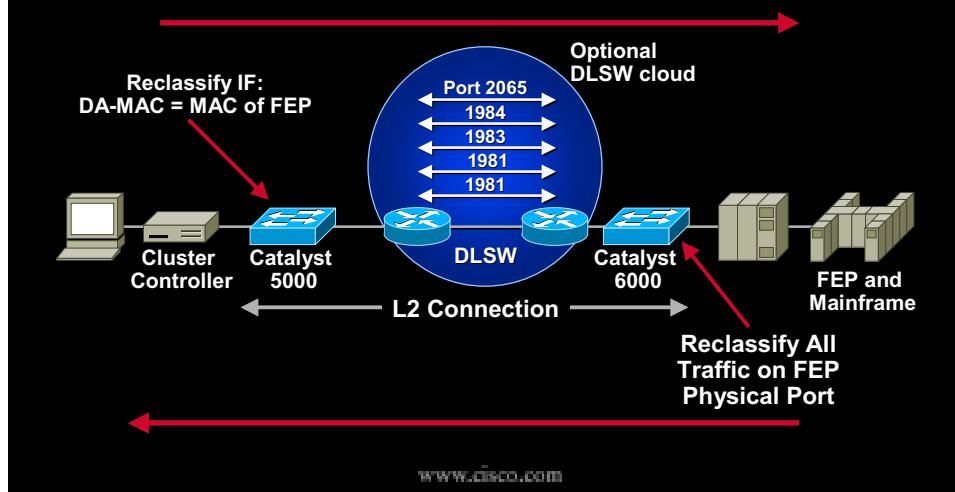
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Example 2: ERP Application



Example 3: SNA Traffic

L2 ISL or 802.1p Class of Service Reclassification



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Conclusions

- **QoS in campus is:**
 - Meaningful
 - Important
 - Needed
- **Campus (LAN) QoS requirements are emerging**
- **Prerequisite to D/V/V deployment, is the need to prioritize mission-critical applications**

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