

RTPS THROUGHPUT TEST

DOCUMENT INFORMATION				
Name	eProsima – RTPS Throughput Test			
Product	Documentation			
Author	Gonzalo Rodríguez Canosa			
Distribution	R 0.5.0			
Document Version	1			
Date	10-Aug-2014			
Status	Draft			
Contact	gonzalorodriguez@eprosima.com			
Document Code				

eProsima

Proyectos y Sistemas de Mantenimiento SL

Ronda del poniente 2 – 1ºG 28760 Tres Cantos Madrid

Tel: + 34 91 804 34 48

<u>info@eProsima.com</u> – <u>www.eProsima.com</u>

Trademarks

eProsima is a trademark of *Proyectos y Sistemas de Mantenimiento SL*. All other trademarks used in this document are the property of their respective owners.

License

eProsima RTPS is licensed under the terms described in the EPROSIMARTPS_LIBRARY_LICENSE.txt file included in this distribution.

Technical Support

• Phone: +34 91 804 34 48

• Email: <u>Support@eProsima.com</u>

Revision history

Date	Author	Description		
10 Aug 2014	Gonzalo Rodríguez	First version of the document		

Contents

1.	Introduction	1
	1.1. Purpose	
	1.2. Business Context	
	1.3. Scope	
	1.4. Intended Audience	
	1.5. Reference Material	1
	1.6. Document organization	1
)	Test Protocol	2

Figure List

Table List

1 Introduction

1.1 Throughput

In communication networks the throughput is usually defined as the rate of successful message delivery over a communication channel. The throughput is usually expressed in bytes per second. There are different methods to measure the throughput of a communication network. The most common ones are to send a large file (or multiple smaller ones) and measure the time that takes to transmit it to another point of the network. Then the amount of data is divided by the time it took to send it.

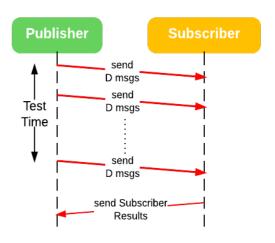
In the case of a RTPS communication, the throughput can be measured sending groups of messages in a certain amount of time and the obtaining the combined size of the transmitted data. However, to obtain the maximum throughput value different message demands (the number of continuous messages send) must be tried in order to find the best value; i.e., one that maximize the available send pipe in the publisher without overflowing the receive queue in the subscriber (producing packet losses).

The test developed to obtain the throughput values for the eProsima RTPS library follows these steps:

- 1. for msg_size = {16,32,...,8192}
 - 1. for demand = {500,750,850,1000,1250,1400,1500,1600,1750,2000}
 - 1. iterations = 0;
 - 2. Time t1=now()
 - 3. while(t2-t1<Test_Time)
 - 1. write demand messages
 - 2. Time t2 = now()
 - 3. iterations++;
 - 4. wait 50 ms
 - 4. total_time = t2-t1-iterations*50ms
 - 5. throughput=demand*msg_size*iterations/total_time

For each message size and each demand the test tries to send the maximum number of messages in the test time (which is provided as an argument). In order to avoid blocking the read or write pipes a small wait of 50ms is introduced after the publisher sends a block of messages (the number depends on the demand).

The results obtained are the throughput both at the publisher and at the receiver, as shown in following sections.



2 Throughput Test

The throughput test distributed with this release of eProsima RTPS is develop to be able to determine the maximum throughput value for different messages data size, both in the subscriber and in the publisher side.

2.1 Source Files

The Latency test distributed with this release of eProsima RTPS consist of the following source files:

- ThroughputTypes.cpp/.h: Serialization and deserialization method of the two data types used in the test: LatencyType (a sample number and an array of bytes) and ThroughputCommandType (a specific data used by the endpoints to communication the beginning of the test).
- ThroughputPublisher.cpp/.h: This class contains the publisher side of the application. Two DDS publishers and subscribers are created (a pair for the latency data communication and a pair for the commands). This class is also in charge of saving the times and calculating the time statistics.
- ThroughputSubscriber.cpp/.h: This class contains the subscriber side of the application. As in the publisher side two pairs of publisher/subscriber are created to perform the test.
- main_ThroughputTest.cpp: This is the main file of the application that creates a ThroughputPublisher or a ThroughputSubscriber depending on the command line options.

2.2 Building the test

A current version of eProsima RTPS library needs to be installed and compiled to be able to build and execute the test.

2.2.1 Unix

The test is provided with a Makefile that should allow the user the compilation in any Unix-based machine, just executing *make* in the home directory of the test. Two executable files are generated: ThroughputTest and ThroughputTestd, one for the release and one for the debug version of the test. To obtain reliable results the release version should be used. **Boost 1.53** needs to be installed on the system.

2.2.2 Windows

The test is provided with a Visual Studio 2010 project, shared with other use tests provided with the release. The test compiles without problem generating two executable files: ThroughputTest.exe and ThroughputTestd.exe, again the release and debug version. In case the user would want to generate its own project it must be noted that, along with **boost 1.53** libraries, the following dependencies are also needed: **Shlwapi.lib** and **Iphlpapi.lib**.

2.3 Test operation

The same application file is used in either side of the test (publisher or subscriber). The behavior of the test will depend on the command line arguments provided to the application.

2.3.1 Command line options

Two arguments can be passed to the application:

- 1. "publisher or subscriber": The first argument indicates the application whether is going to be acting as the publisher side or the subscriber side in this test.
- 2. The second argument is different depending on the type of endpoint the application is meant to be:
 - 1. Publisher: number of seconds the publisher should send messages for each demand. For optimal results this time needs to be large enough to allow the test to send sufficient messages. In out tests good results are obtained with times larger that 5 seconds.
 - 2. The subscriber doesn't need any additional arguments.

2.3.2 Command line examples

The following table present two example of command line options for two different test.

One to one test	Command
Publisher:	ThroughputTest publisher 5
Subscriber:	ThroughputTest subscriber

2.4 Test Results

The throughput results are measured both in the publisher and in the subscriber side. However, for simplicity they are only provided in the publisher side. The subscriber transmits its results to the publisher after each test is finished. An example of the provided results can be observed below:

[TES	T][PUBLISHER][][SUBSCRIBER]	
[Bytes,	Demand][Sent	Samples, Send	Time(us),	MBits/sec][Rec	Samples,Lost	Samples, Rec	Time(us),	MBits/sec]
[-	,-][,	,] [,	,	,]
	16,	500,	152500,	5011845,	3.895,	152500,	0,	5019968,	3.888
	16,	750,	194250,	5014519,	4.958,	194079,	171,	5028145,	4.941
	16,	850,	206550,	5003913,	5.284,	206550,	0,	5018143,	5.269
	16,	1000,	223000,	5005011,	5.703,	223000,	0,	5019052,	5.687
	16,	1250,	256250,	5015956,	6.539,	256250,	0,	5028885,	6.522
	16,	1400,	260400,	5007107,	6.657,	260400,	0,	5020571,	6.639
	16,	1500,	258000,	5012665,	6.588,	258000,	0,	5025132,	6.572
	16,	1600,	270400,	5018617,	6.897,	270293,	107,	5031175,	6.877
	16,	1750,	278250,	5013824,	7.104,	278250,	0,	5026076,	7.086
	16,	2000,	284000,	5031777,	7.224,	283886,	114,	5043818,	7.204
	32,	500,	158000,	5006978,	8.078,	158000,	0,	5021297,	8.055
	32,	750,	198750,	5013067,	10.149,	196947,	1803,	5027527,	10.028
	32,	850,	199750,	5014290,	10.198,	198869,	881,	5027873,	10.126