



CS120: Computer Networks

Lecture 20. QoS

Zhice Yang

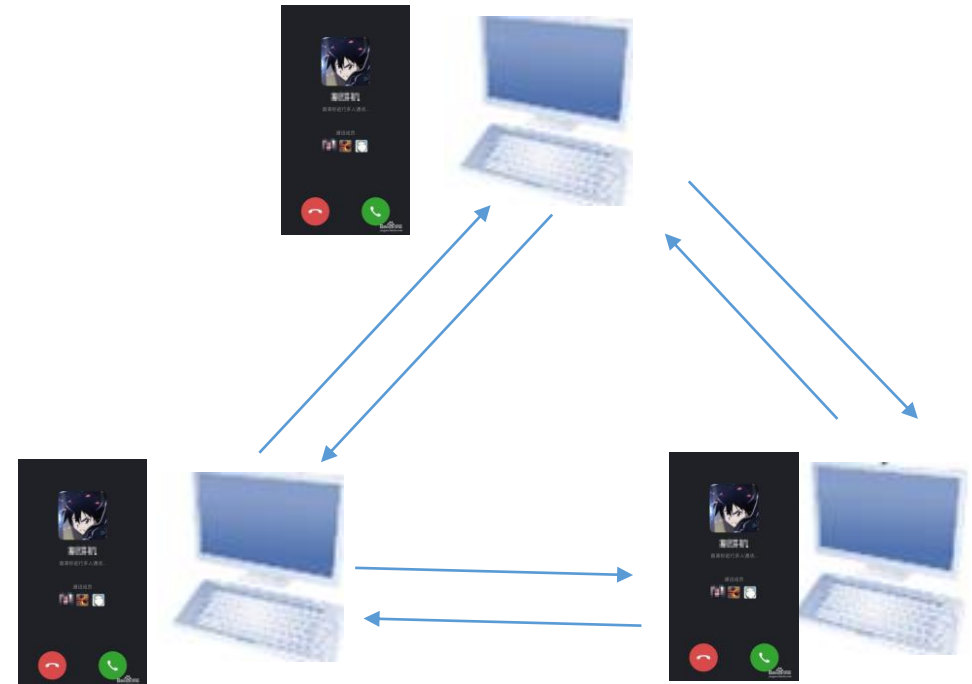
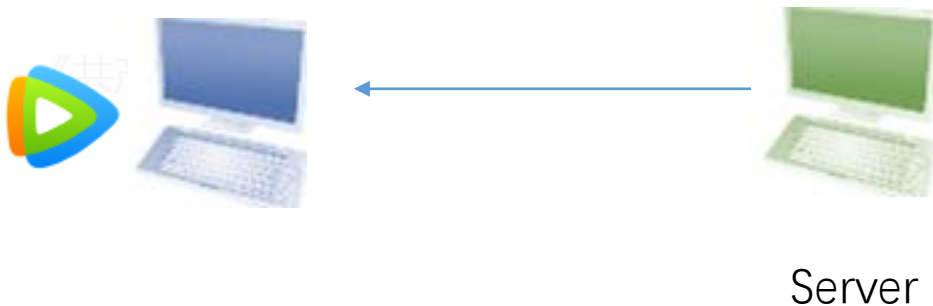
Congestion Control

- Queuing
- Connection Control Methods
 - Congestion Control
 - Congestion Avoidance

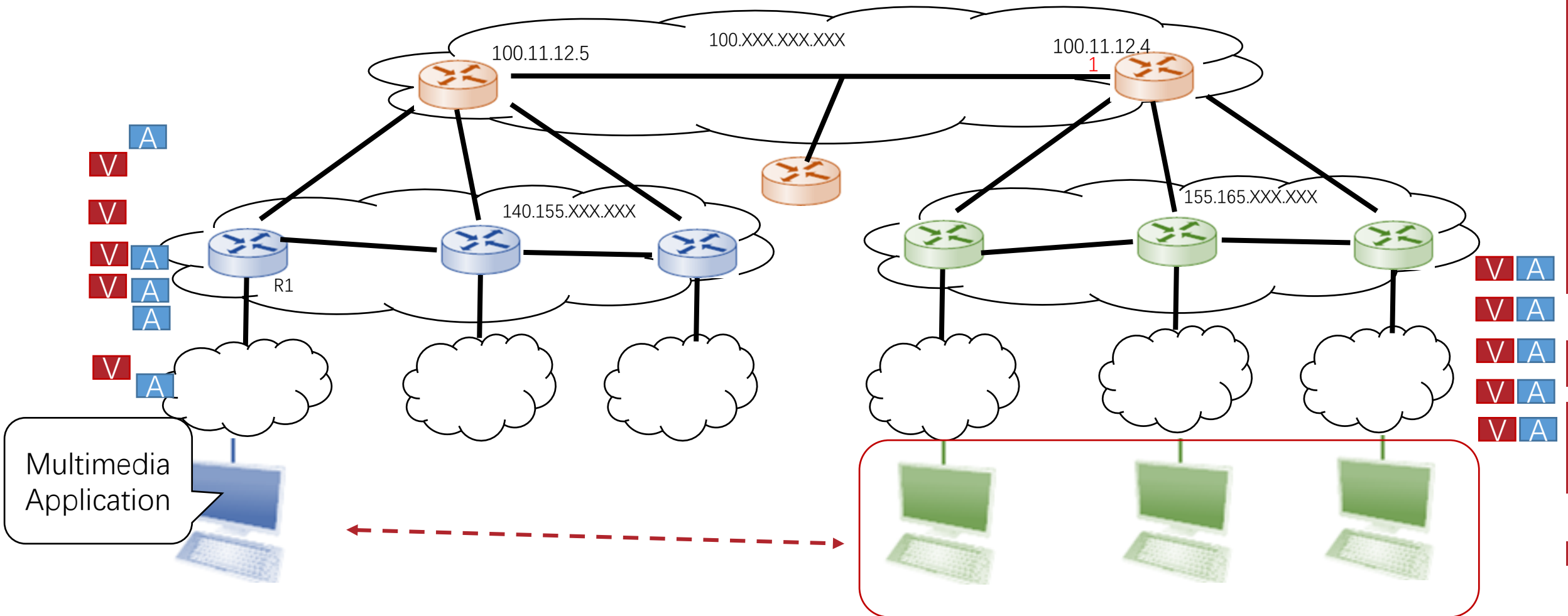
➤ QoS

Realtime Application

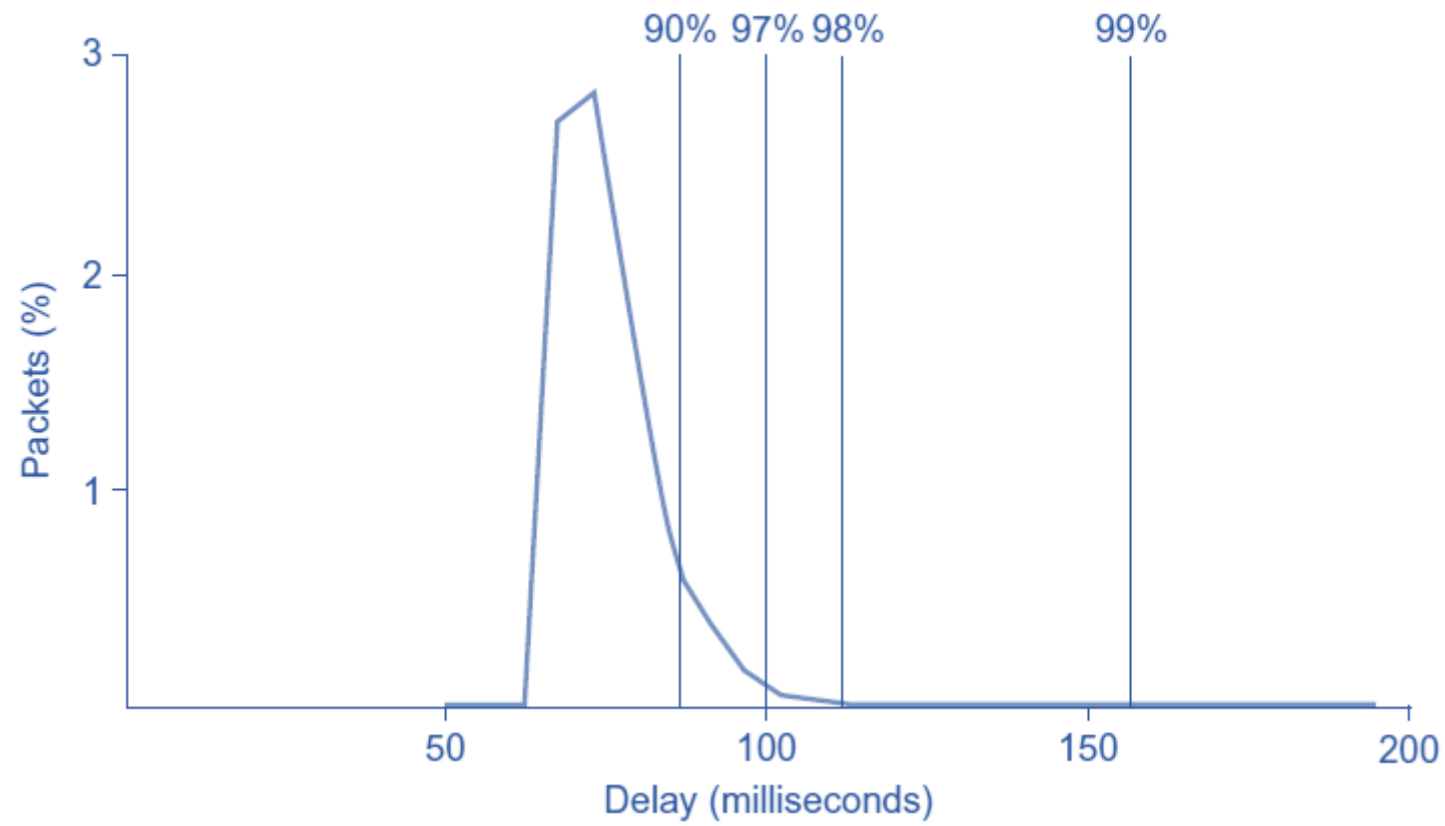
- Target: Multimedia Application
 - Applications involve video, audio, and data.
 - Two Classes:
 - Streaming application
 - TV broadcast, music broadcast
 - Interactive application
 - VoIP



Realtime Application

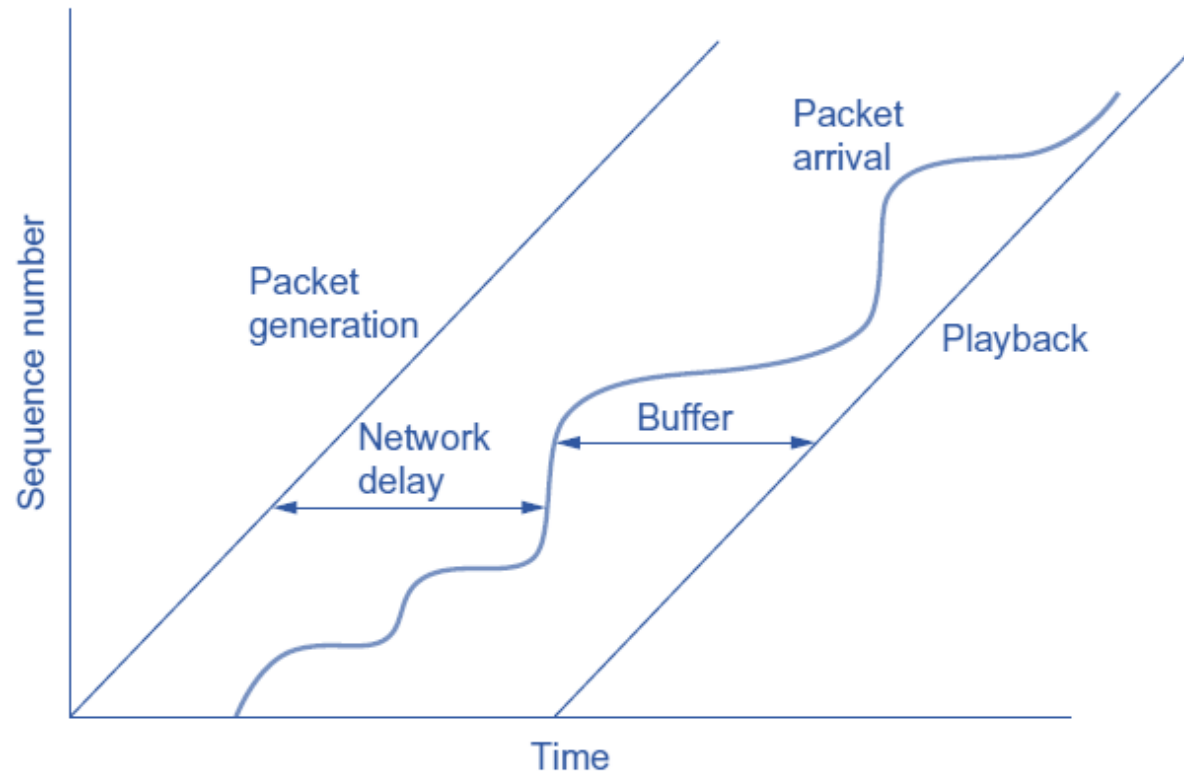


Delay Profile



Destination Playback Buffer

- Buffer can be used to handle delay variance



Destination Playback Buffer

- Buffer does not eliminate delay



Realtime Applications

Quality of Service (QoS)

- Objective: to provide different service (network quality) to different applications
- Service Model
 - Best effort
 - Integrated Services (IntServ)
 - QoS supports every individual applications/flows
 - Differentiated Services (DiffServ)
 - QoS supports multiple/two classes of data or aggregated traffic

Integrated Services (IntServ)

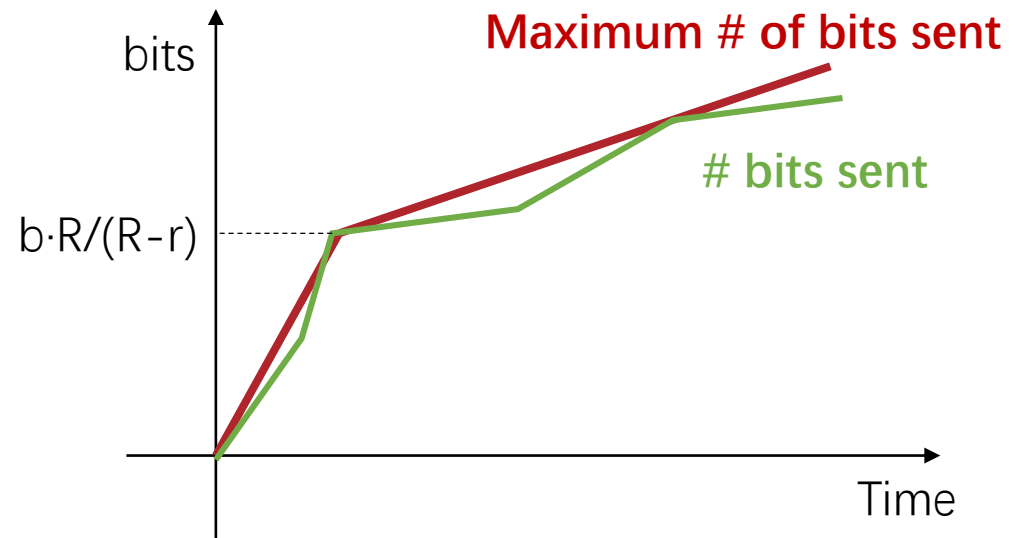
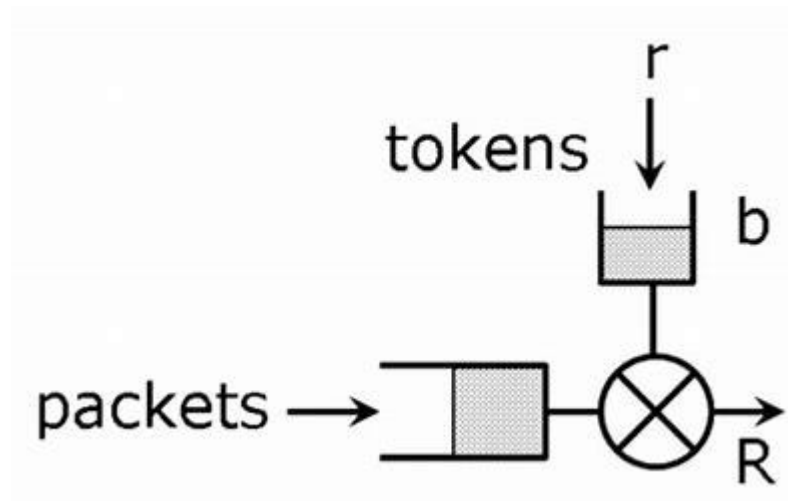
- Flow Specification
 - What is the flow
 - What we want to guarantee for the flow
- Admission Control
 - How network decides if it can accept the flow spec
- Resource Reservation Protocol
 - How service request gets from host to network
- Packet Classification and Scheduling
 - How routers deliver service

Flow Specification

- Specify the maximum bit rate
 - Maximum bit rate may be much higher than average
 - Reserving for the worst case is wasteful
- Specify the average bit rate
 - Network will not be able to carry bursty traffic
- Specify the burstiness of the traffic
 - Specify both the average rate and the burst size

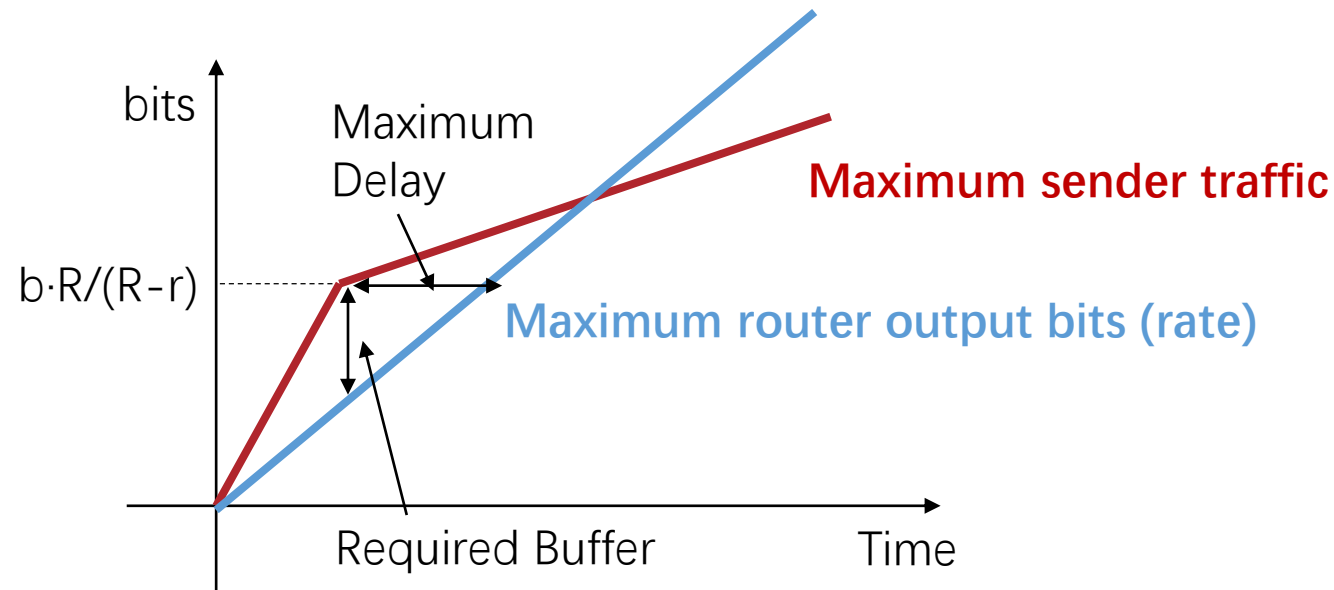
Specify Burstiness: Token Bucket

- Parameters:
 - r : average rate, i.e., rate at which tokens fill the bucket
 - b : bucket depth (limits size of burst)
 - R : maximum link capacity or peak rate

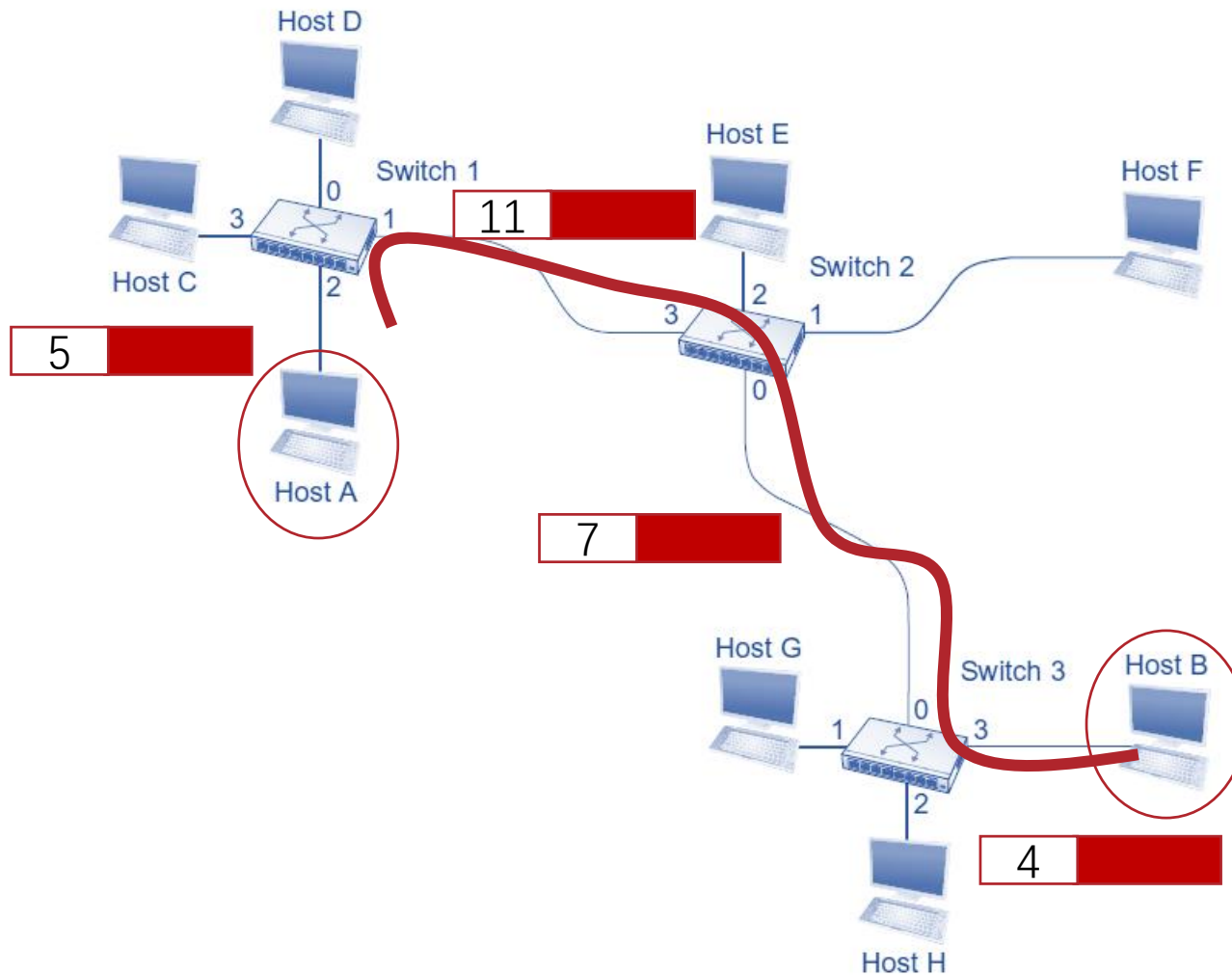


Specify Burstiness: Token Bucket

- Host
 - Specify token bucket to describe its traffic
- Router
 - Allocate buffer and bandwidth to guarantee delay



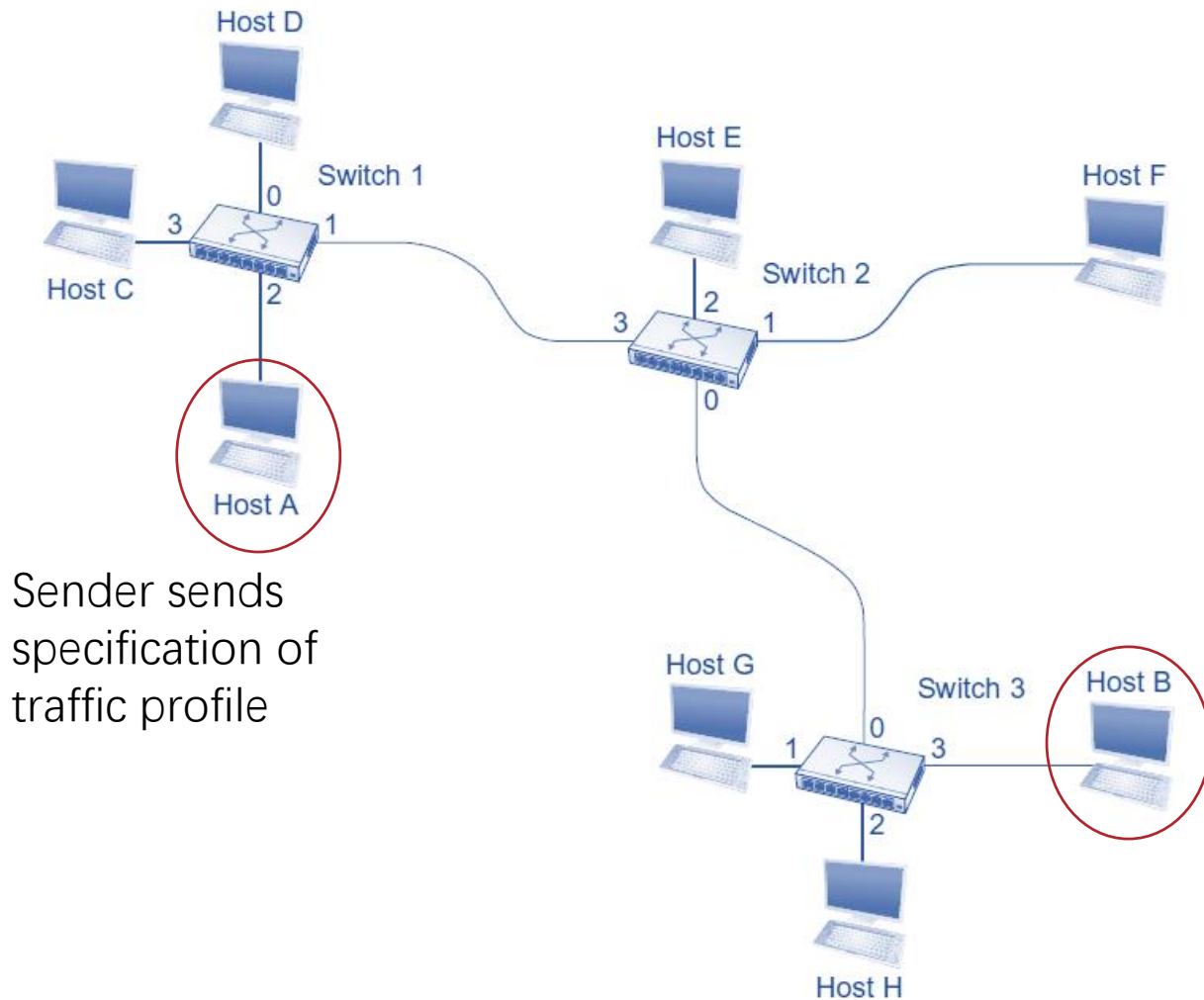
Virtual Circuit



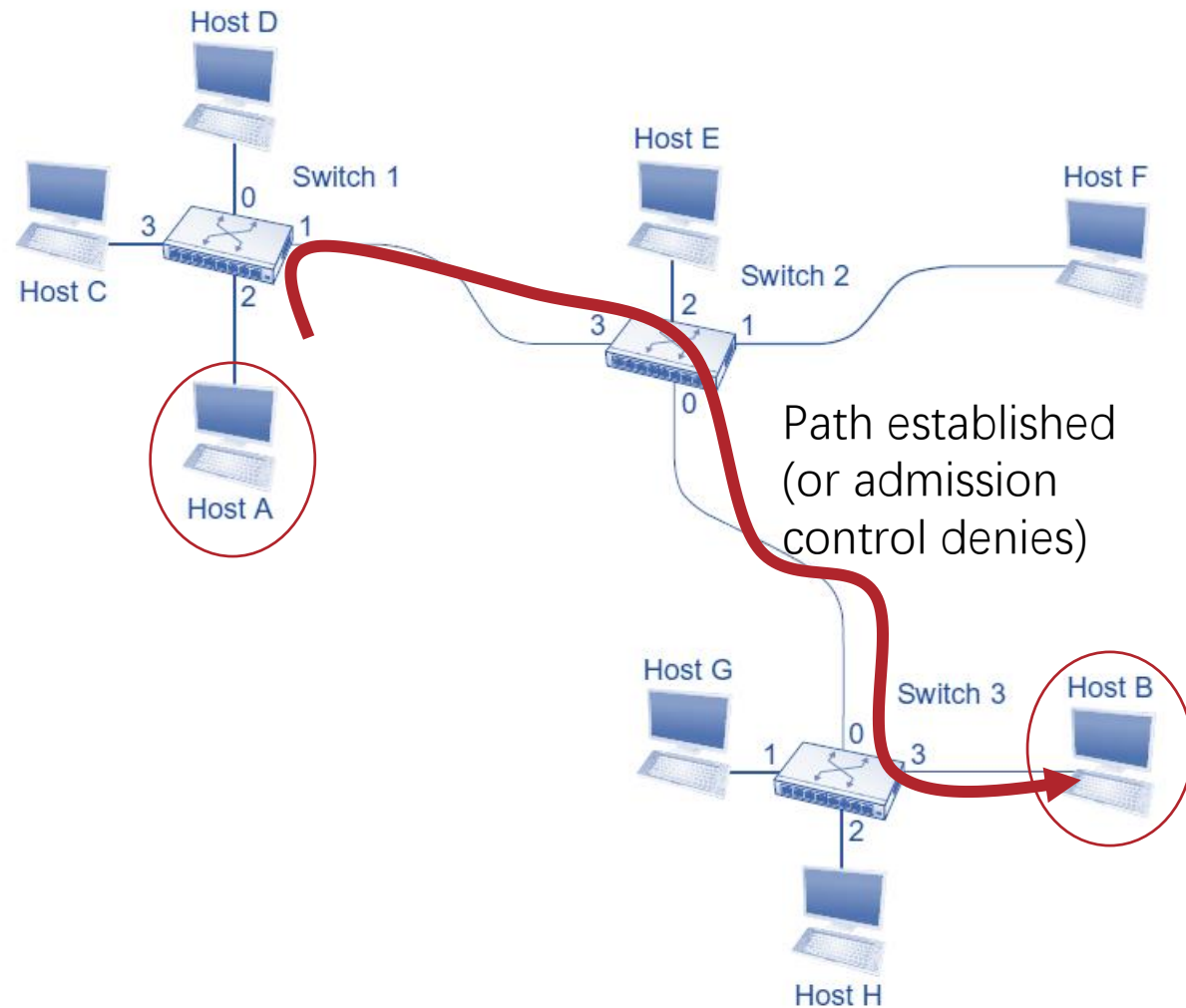
Virtual Circuit Table

Switch1			
Incoming Interface	Incoming VCI	Outgoing Interface	Incoming VCI
2	5	1	11
Switch2			
Incoming Interface	Incoming VCI	Outgoing Interface	Incoming VCI
3	11	0	7
Switch3			
Incoming Interface	Incoming VCI	Outgoing Interface	Incoming VCI
0	7	3	4

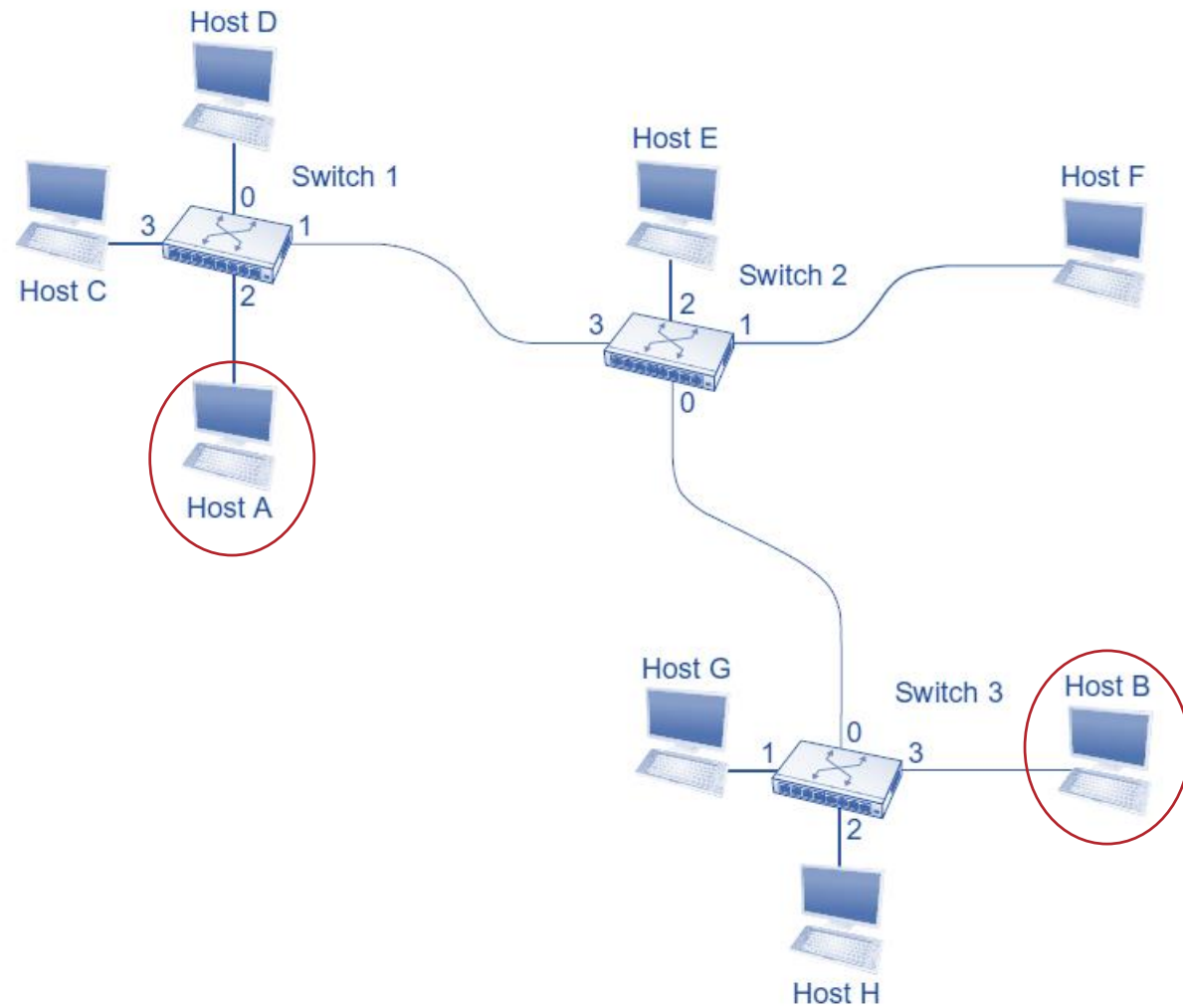
Resource Reservation Protocol



Resource Reservation Protocol

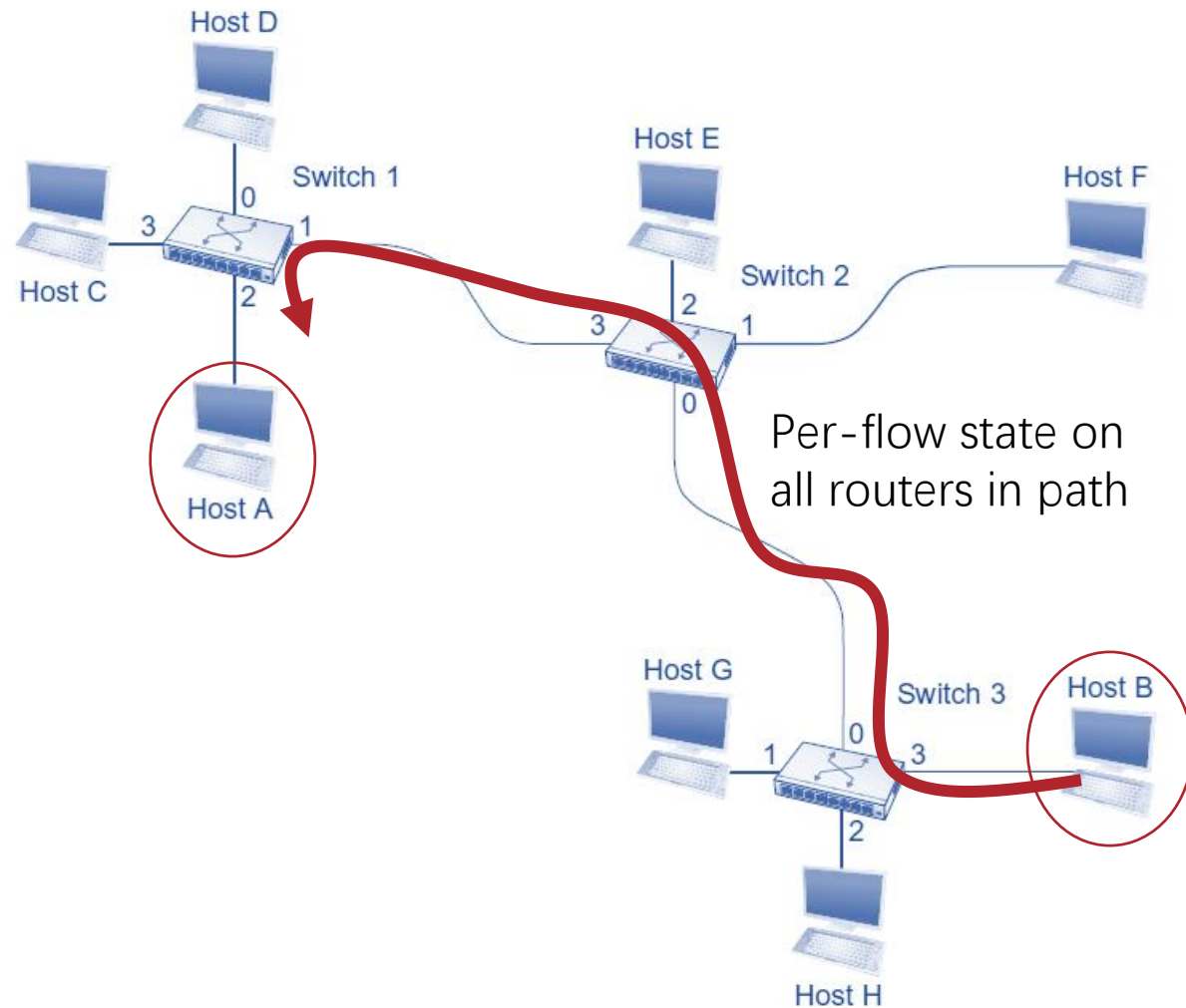


Resource Reservation Protocol

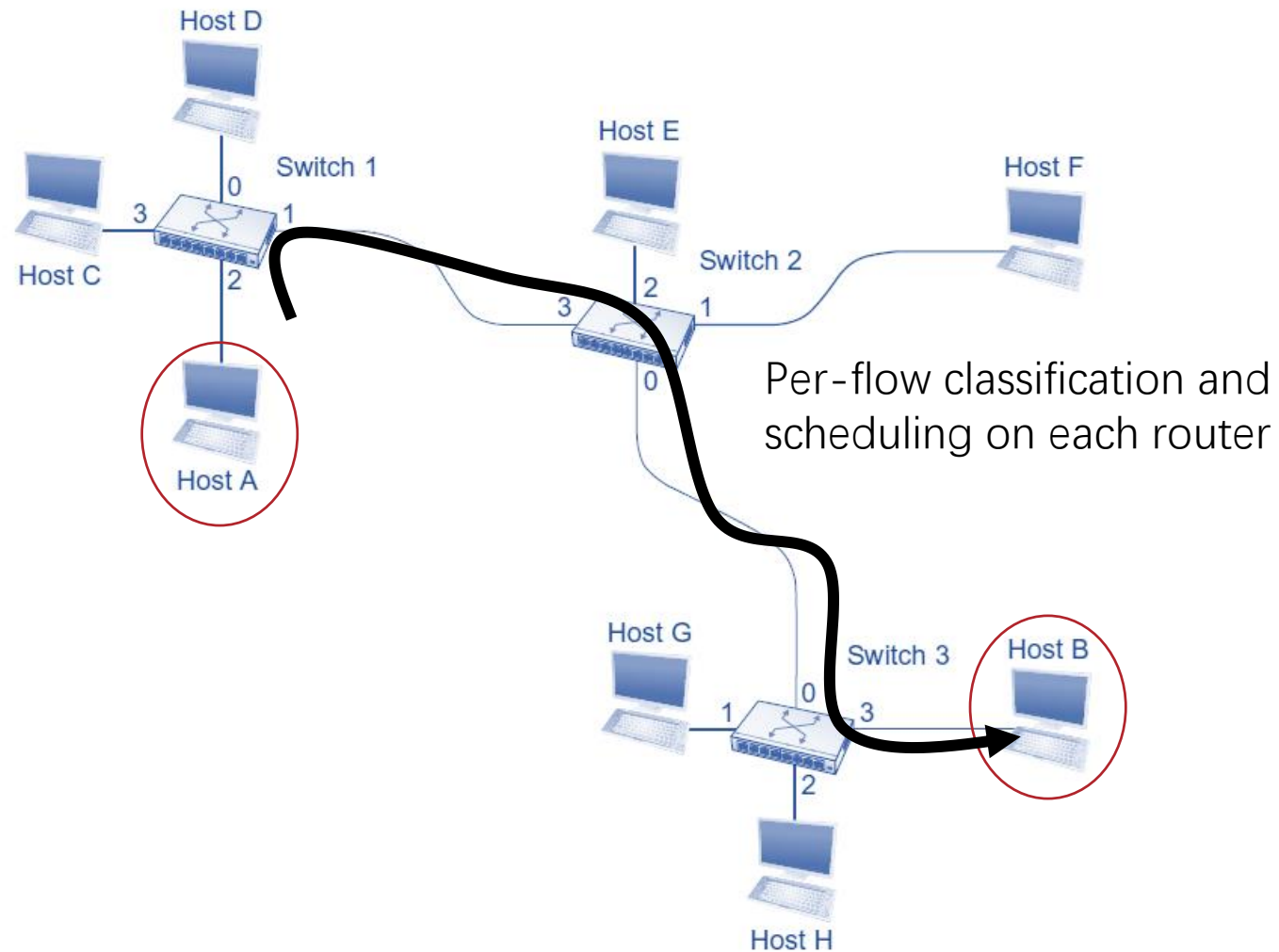


The receiver signals reservation request

Resource Reservation Protocol



Resource Reservation Protocol

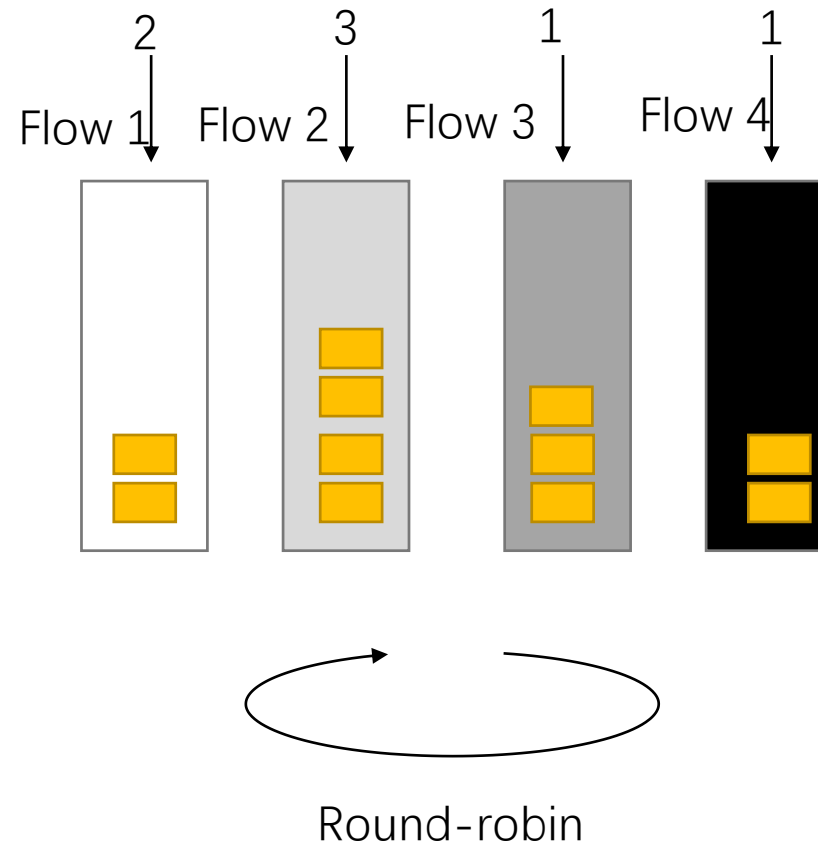


Packet Classification

- Classify Packets into Flows according to
 - Source Address
 - Destination Address
 - Protocol Number
 - Source Port
 - Destination Port

Packet Scheduling

- Implementation Dependent
 - e.g., Fair Queue



Scalability Issues

- Specify service for every flow is not scalable in Internet
 - Routers must keep the state of every passing flow

Quality of Service (QoS)

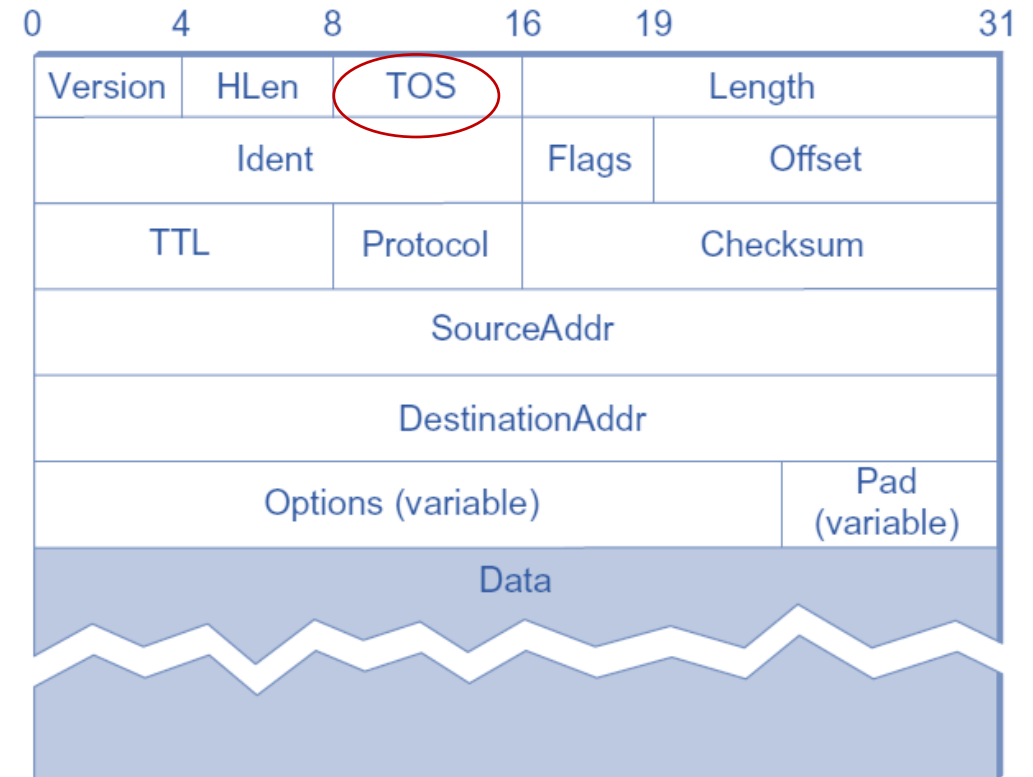
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- Service Model
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Differentiated Services (DiffServ)

- Problem with IntServ: scalability
 - Maintain per-flow state
 - Per-flow classification
- DiffServ Approach
 - Segregate packets into a small number of (two) classes
 - Premium
 - Other
 - Class of certain packet (state) is kept in packet header
 - ToS

Per Hop Behavior

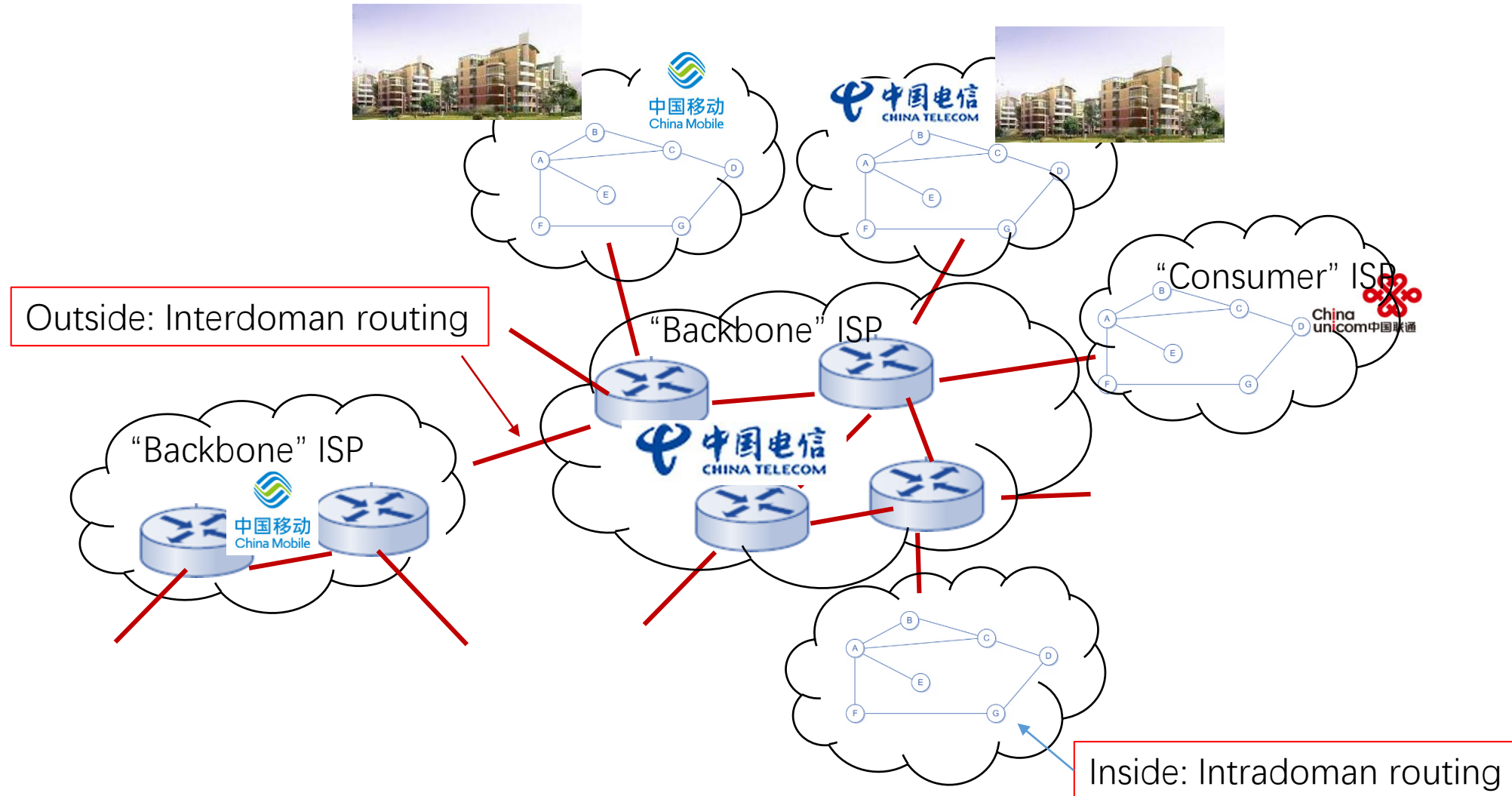
- Reuse ToS Field
 - 0-5bit: Differentiated Service Field
 - 6-7bit: Explicit Congestion Notification
- DS field encodes Per-Hop Behavior (PHB)
 - Expedited Forwarding (all packets receive minimal delay & loss)
 - Assured Forwarding (packets marked with low/high drop probabilities)



Set Packet Class

- Edge Routers
 - Set Differentiated Service Code Point (DSCP) in IP header
 - Maybe because the user paid the ISP
- Core Routers
 - Implement Per Hop Behavior (PHB)
 - According to DSCP (some bits in ToS Field) of packets

The Real Internet: Network of Network



Commonly used DSCP values

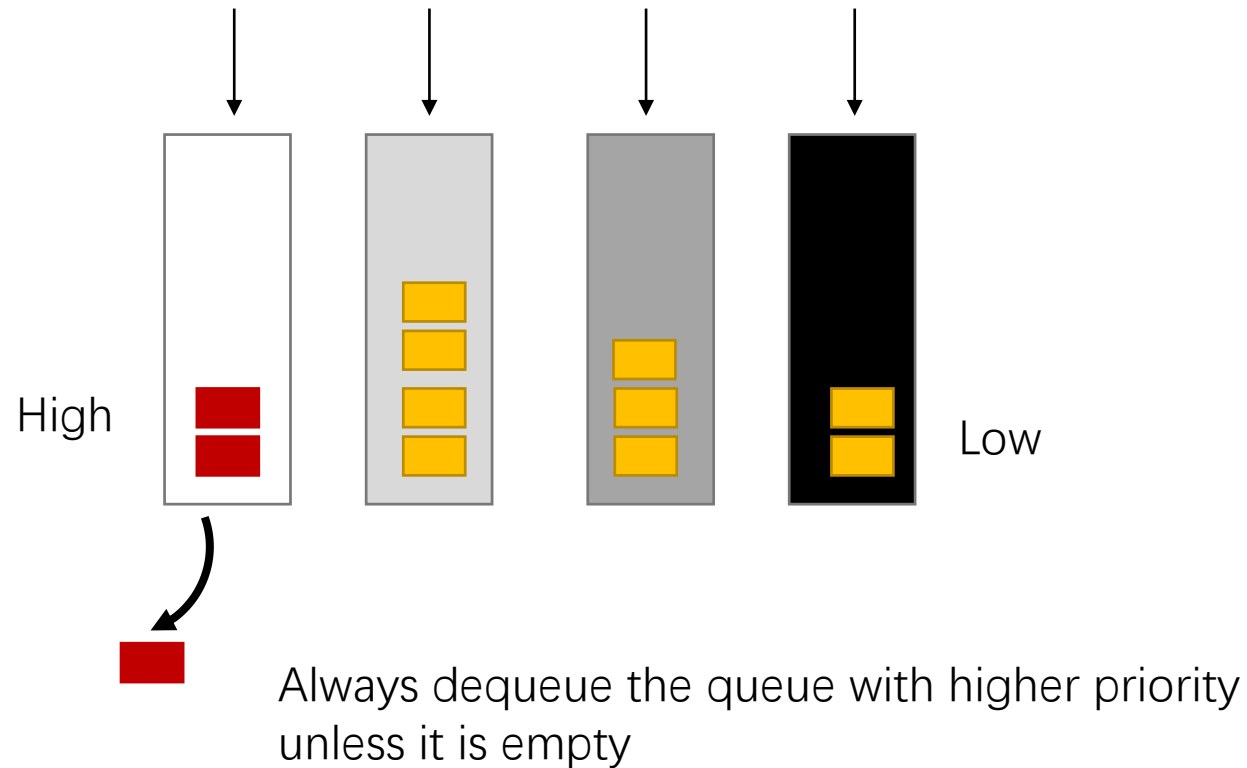
DSCP value	Hex value	Decimal value	Meaning	Drop probability	Equivalent IP precedence value
101 110	0x2e	46	Expedited forwarding (EF)	N/A	101 Critical
000 000	0x00	0	Best effort	N/A	000 - Routine
001 010	0x0a	10	AF11	Low	001 - Priority
001 100	0x0c	12	AF12	Medium	001 - Priority
001 110	0x0e	14	AF13	High	001 - Priority
010 010	0x12	18	AF21	Low	010 - Immediate
010 100	0x14	20	AF22	Medium	010 - Immediate
010 110	0x16	22	AF23	High	010 - Immediate
011 010	0x1a	26	AF31	Low	011 - Flash
011 100	0x1c	28	AF32	Medium	011 - Flash
011 110	0x1e	30	AF33	High	011 - Flash
100 010	0x22	34	AF41	Low	100 - Flash override
100 100	0x24	36	AF42	Medium	100 - Flash override
100 110	0x26	38	AF43	High	100 - Flash override

Implementation of PHB

- Expedited Forwarding (EF) PHB
 - Highest Priority
- Assured Forwarding (AF) PHB
 - Different levels of priorities, drop probabilities, bandwidth, etc.

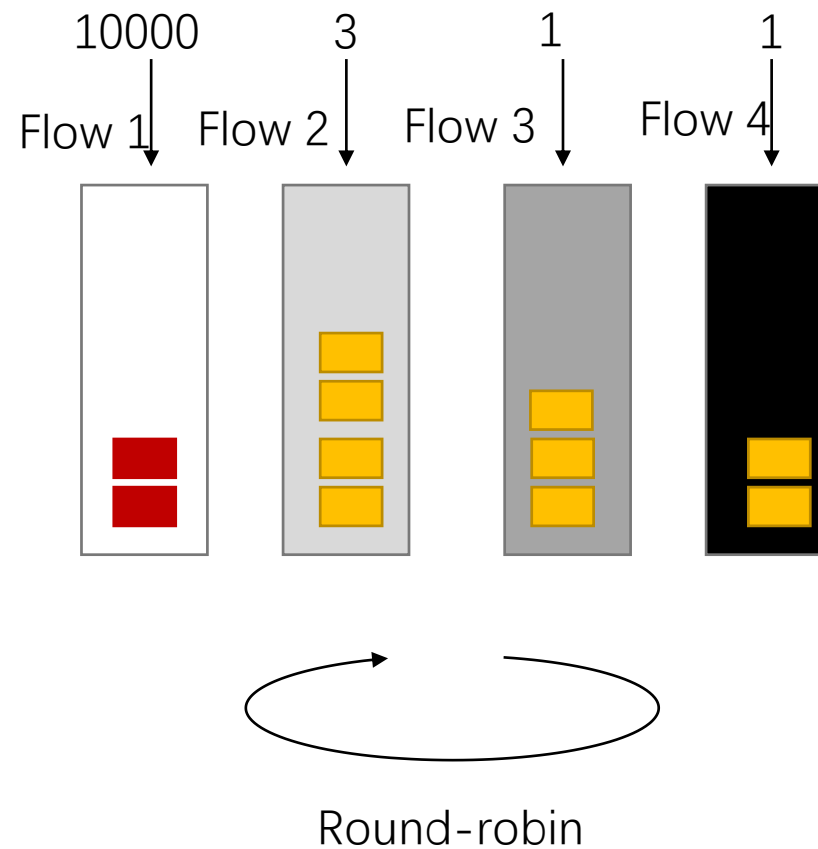
Implementation of EF

- First-In-First-Out (FIFO) with Priority



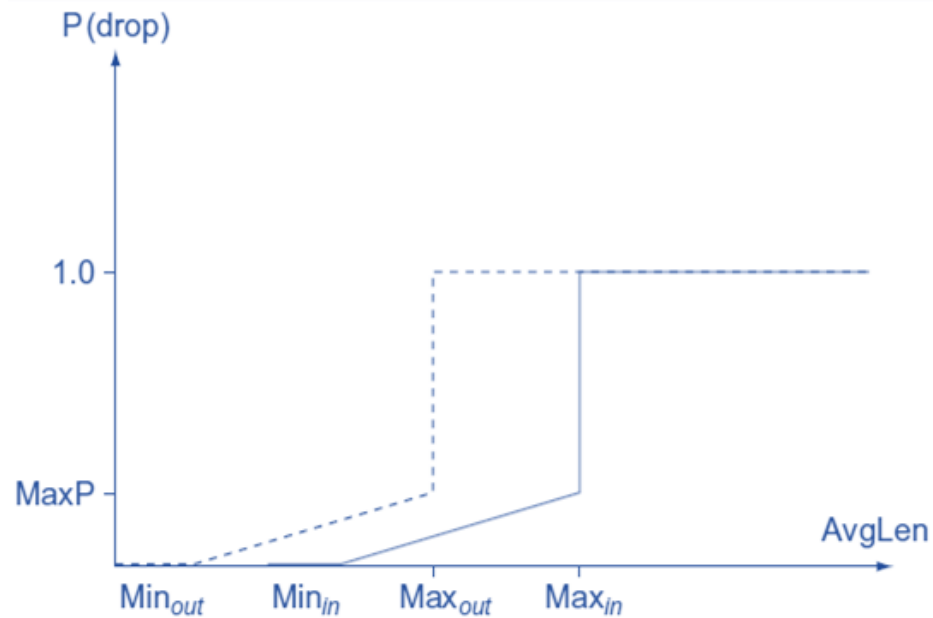
Implementation of EF

- Weighted Fair Queuing (FQ)



Implementation of AF

- RED with In and Out (RIO)



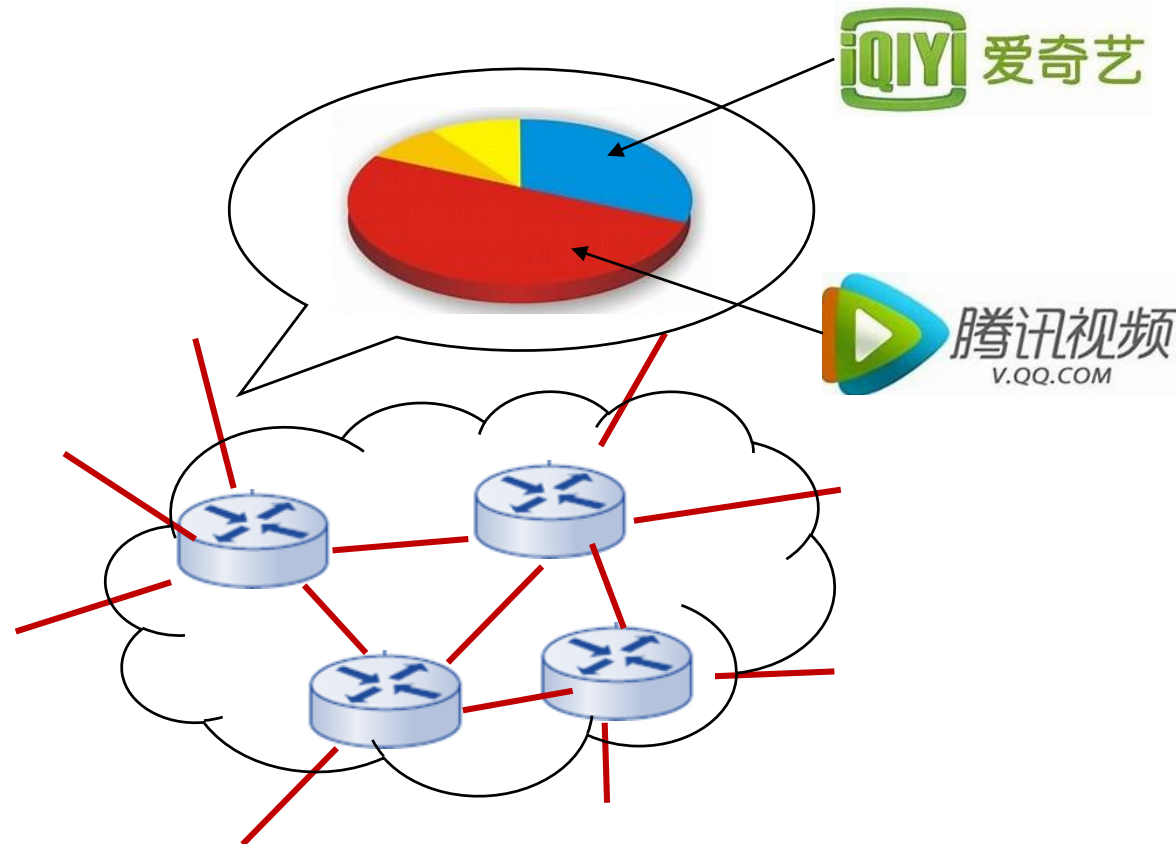
月基本费		258元	188元
包含	国内流量	1GB	
	国内通话	800分钟	
	本地流量	本地流量无限量权益 (用满40GB后限速)	

QoS Deployment

- End-to-end QoS across multiple providers/domains is not available today
 - Complexity
 - Routers, Polices, etc.
 - Not so demanding...
 - Current network resource is affluent for VoIP etc.
 - Remaining problem: QoS under wireless conditions

Network Neutrality

- Network Neutrality
 - ISPs supply non-discriminated IP connectivity



Network Neutrality

- Opposite Counterpoint
 - ISPs only allows you to access their (often value-added) services



Reference

- Textbook 6.5