# **Chapter 1 Introduction in Performance Modeling**

#### Performance Evaluation of the Internet of Things (IoT)

Module Course: Performance Evaluation of Distributed Systems

Prof. Tobias Hoßfeld, Summer Semester 2022



# **Disclaimer and Copyright Notice**

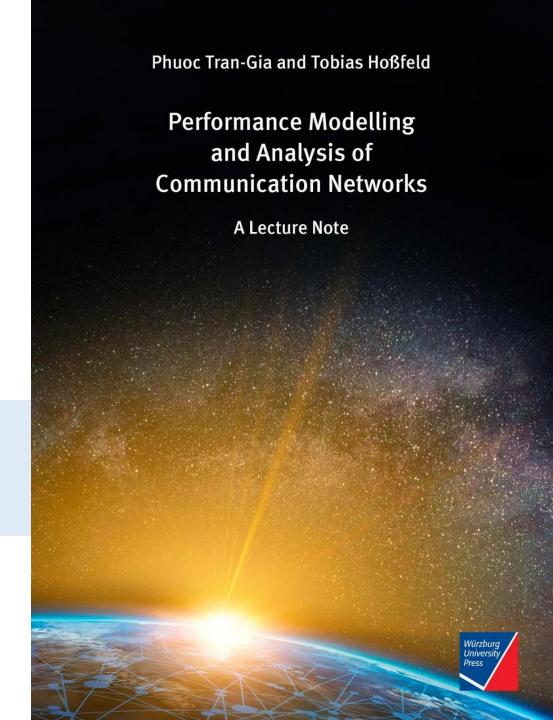
Lecture slides, figures, and scripts are based on the open access text book "Performance Modeling and Analysis of Communication Networks". The book and scripts are licensed under the Creative Commons License Attribution-ShareAlike 4.0 International (CC BY-SA 4.0). If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

# The book must be cited and the disclaimer attached when using lectures slides or scripts.

Tran-Gia, P. & Hossfeld, T. (2021).
Performance Modeling and Analysis of Communication
Networks - A Lecture Note. Würzburg University Press.
https://doi.org/10.25972/WUP-978-3-95826-153-2

Website to download book, exercises, slides and scripts: <a href="https://modeling.systems/">https://modeling.systems/</a>





### **Chapter 1**

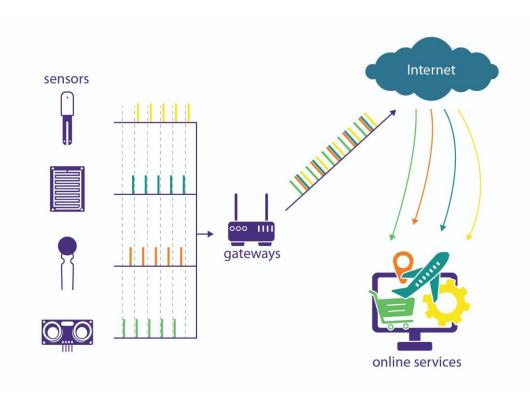
#### 1 Introduction in Performance Modeling

- 1.1 Modeling Concept and Levels of Abstraction
- 1.2 Notation for Single-Stage Queueing Models
  - 1.2.1 Kendall's Notation
  - 1.2.2 Extended Kendall's Notation: A/B/n/S/m/D
- 1.3 Modeling Examples
  - 1.3.1 Handshaking Protocol
  - 1.3.2 Network Dimensioning in Mobile Networks
  - 1.3.3 Software Defined Networking and Switch Table Occupancy
  - 1.3.4 Video Streaming Applications and QoE
  - 1.3.5 Resource Sharing in Cloud Computing
  - 1.3.6 Internet of Things and Smart City Applications
  - 1.3.7 Overload Control in Communication Systems



#### **Example: Internet of Things (IoT)**

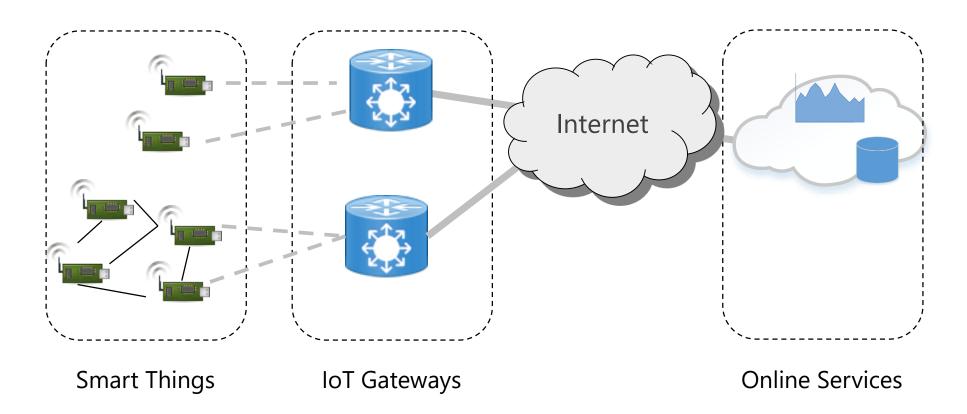
- Some relevant questions
  - How can an IoT system with millions of sensors be modeled? What is the scalability of such a system?
  - How many gateways are needed in a smart city to ensure good quality of service?
  - How can server capacity be dimensioned in a cloud? How many servers or VMs are required?
  - How well does channel access mechanism work for technologies such as nB-IoT or LoRaWAN? What is the probability of a successful data transfer? What is the energy efficiency of the channel access?
- Models from queuing theory applied to IoT systems





#### **IoT System**

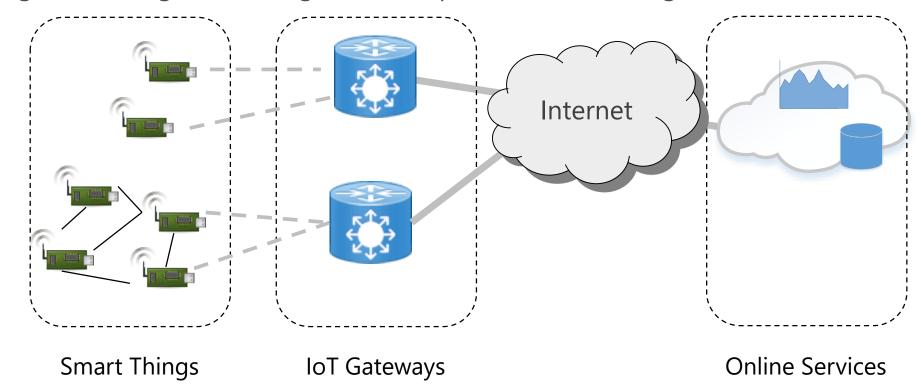
- Things networked using Internet technologies
  - may be resource constrained (energy consumption, RAM, ROM)
  - may have to sent a couple of bytes only





### **IoT Gateway**

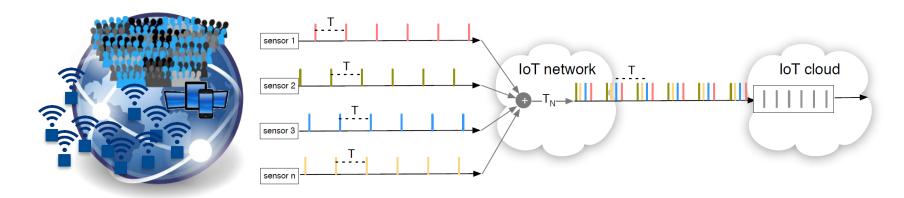
- ▶ Bridges the communication gap between IoT devices and the cloud, e.g. translating protocols, adding security features, etc.
- ► May offer local processing, filtering, caching, storage solutions
- May control smart things
- ► Advantages: lowering costs, mitigate risks, operation and management

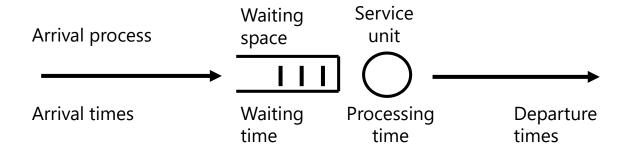




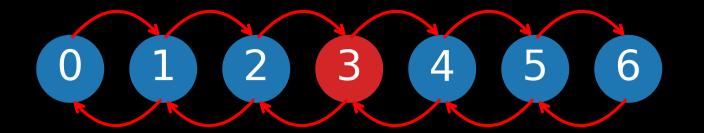
#### **Example: IoT Cloud**

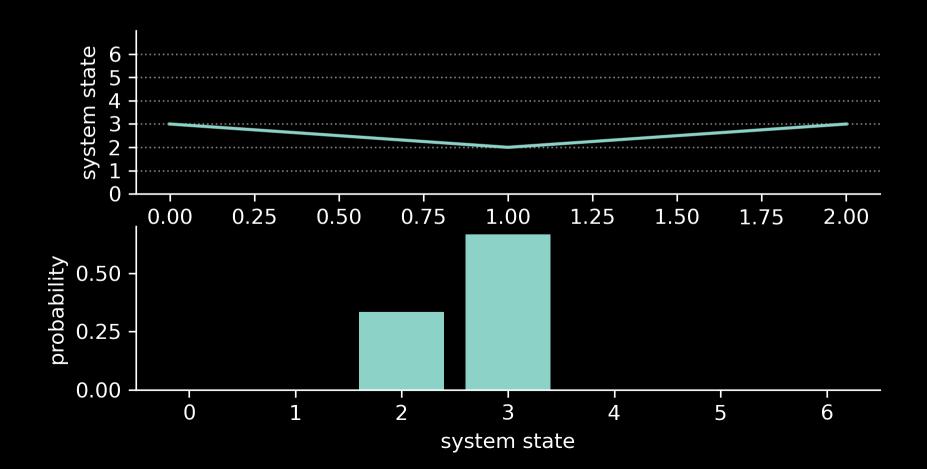
► How to dimension an IoT cloud load balancer? How much traffic from IoT sensors can be handled such that average waiting time is below a treshold? What is the required processing power?



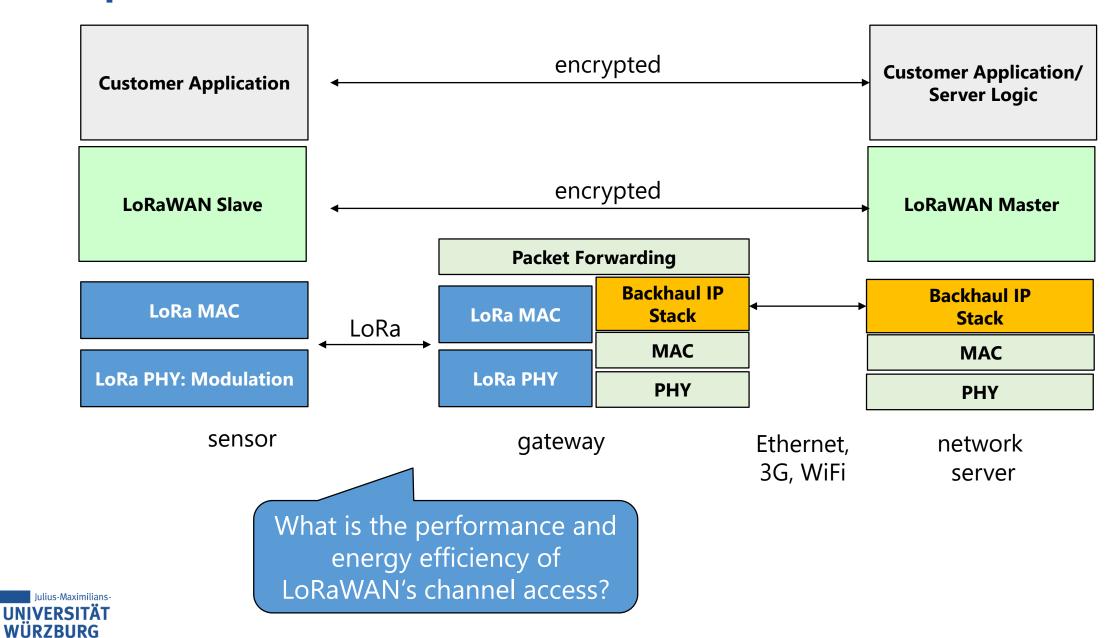








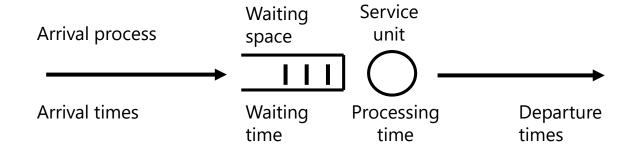
#### **Example: LoRaWAN**





# **Example: LoRaWAN (f.)**

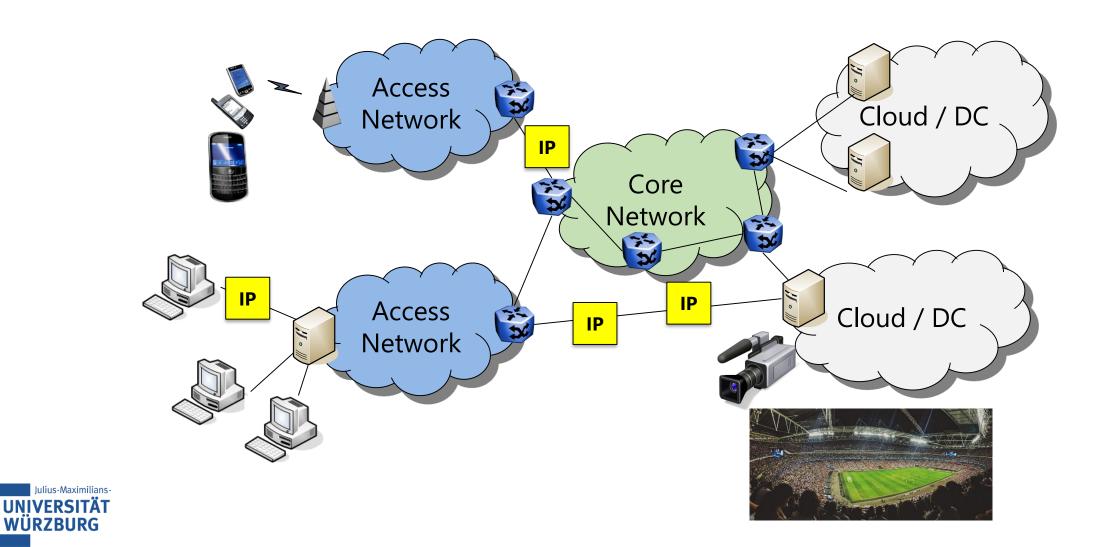
▶ What are the system components?





### **Example: Video Streaming**

▶ What is the Quality of Experience of HTTP-based video streaming?



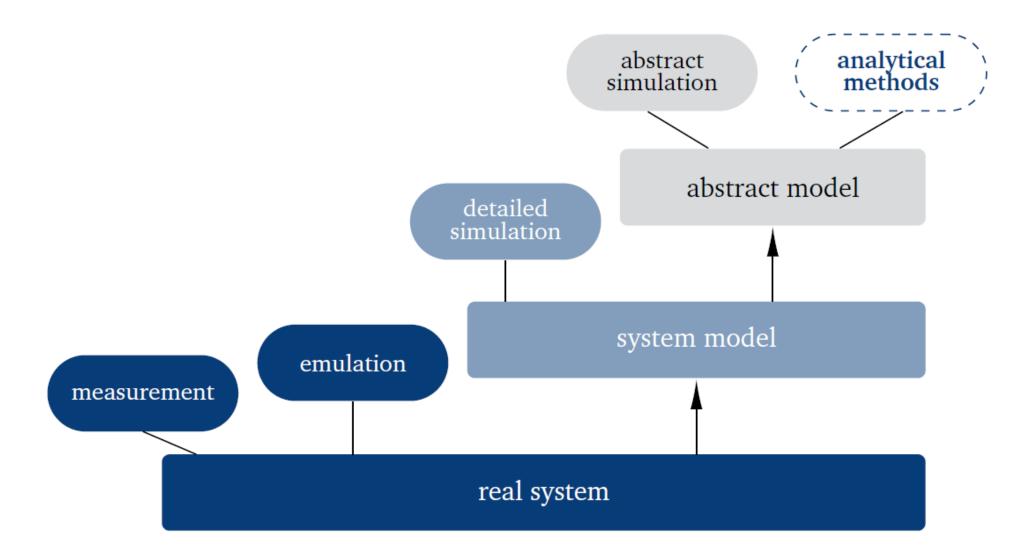
# **MODELING CONCEPTS**

Level of abstraction





# **Abstraction Layering of Performance Analysis Techniques**

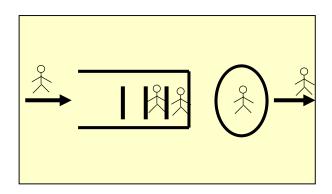


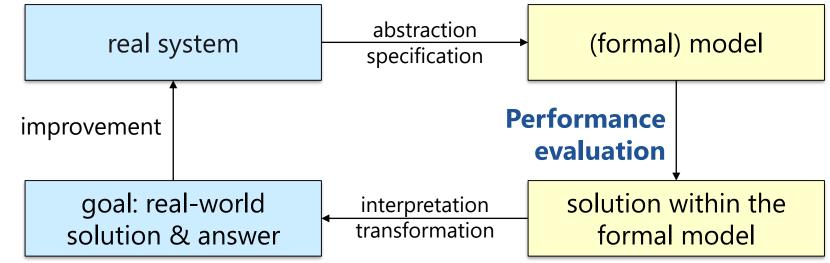


# **Modeling**

#### **Real-world problems & questions**









# KENDALL'S NOTATION

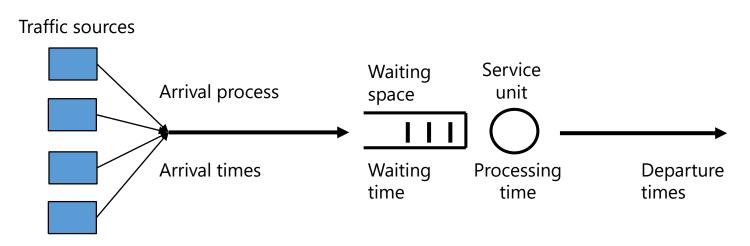
Single-stage queueing systems





# **Single-Stage Queueing Models**

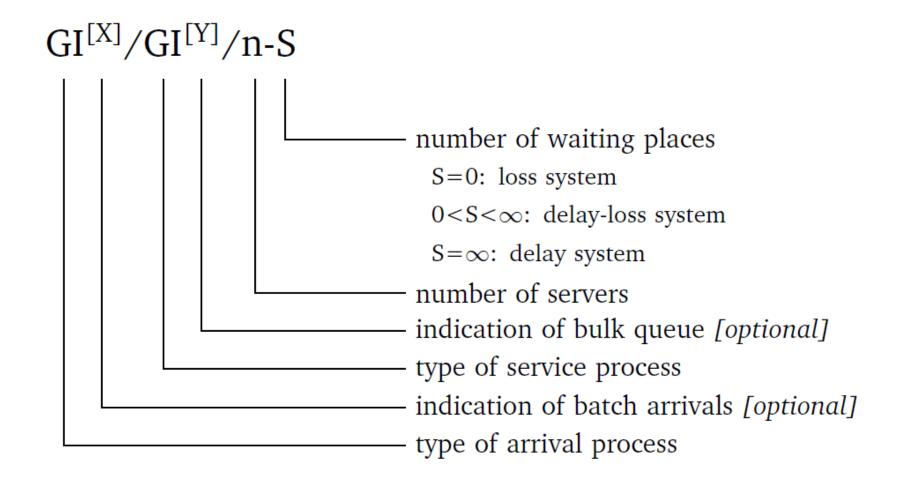
- ➤ **Single-stage:** Jobs or customers arrive at the queue, get processed, and leave the system.
- Queueing model requires the definition of the following components:
  - **Traffic sources** and associated random **arrival processes** describing the time between arrivals of jobs in the system.
  - Service units (or servers) and associated random variables for the duration of service processes.
  - Queues and associated waiting room capacity and operating disciplines.





#### **Kendall's Notation**

Single-stage queueing models can be described using Kendall's notation





#### **Extended Kendall's Notation**

# A/B/n/S/m/D

- A arrival process: interarrival times (IAT); e.g. M for Poisson process
- B service process: processing times; e.g. D for deterministic service times
- n number of servers or service units; e.g. n = 1 for single server system
- S capacity of waiting queue; e.g. loss system S=0; e.g. delay system  $S=\infty$
- m size of customer population; default  $m = \infty$
- D service discipline, e.g. FIFO (First In First Out), PS (Processor Sharing)



#### **Remark: Extended Kendall's Notation**

- Compact notation A/B/n-S
  - specifies A, B, n, S,
  - assumes  $m = \infty$  and D = FIFO.
  - Extended notation is then A/B/n/S/∞/FIFO.
- **Extended notation**: Some textbooks use the total capacity of the system S + n instead of the capacity S of the waiting queue only: A/B/n/S/m/D
- ► Clarification: We refer to the capacity of the waiting queue and use A/B/n/S/m/D or the short notation A/B/n-S.
- Example:
  - The system with total capacity S+n is written as A/B/n/n+S/m/D.
  - The loss system A/B/n implies A/B/n-0 or A/B/n/0/∞/FIFO.
  - The delay system A/B/n implies A/B/n- $\infty$  or A/B/n/ $\infty$ / $\infty$ /FIFO.





#### **Notation for Arrival and Service Processes**

- ▶ GI General independent
  - Arrival processes with renewal properties
  - Arrival or service process can be described with a random variable
  - Realizations of these random variables are statistically independent of one another
- ▶ D Deterministic
- M − Markov
  - Corresponding random variable follows an exponential distribution
  - A M arrival process is a Poisson Process
- ightharpoonup E<sub>k</sub> Erlang-k distribution
- $\rightarrow$  H<sub>k</sub> Hyperexponential distribution (k-th order)



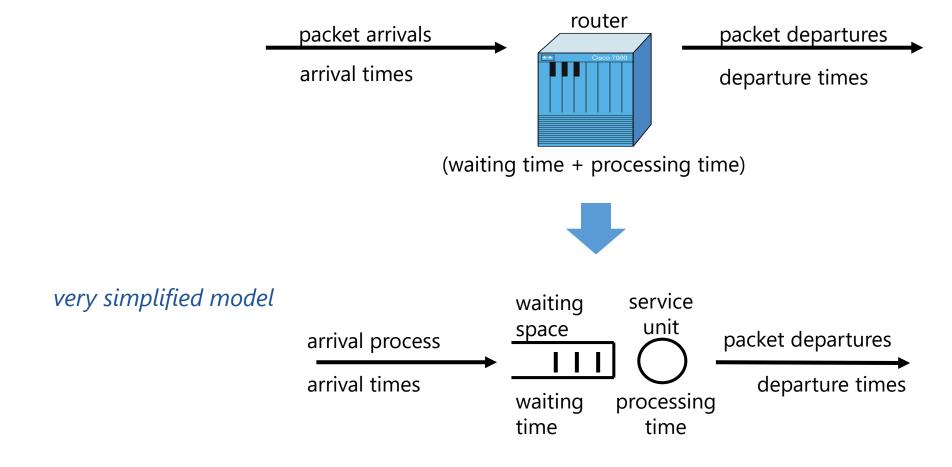


# Modeling Example: Router



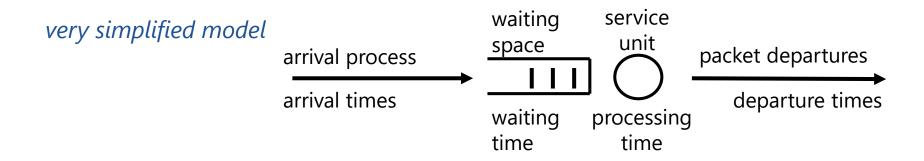


#### **Router Model**



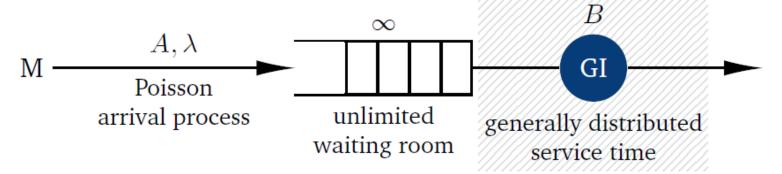


### **Router Model (f.)**





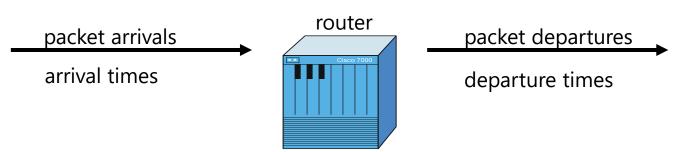
Example: M/GI/1 delay system





#### **Performance Characteristics**

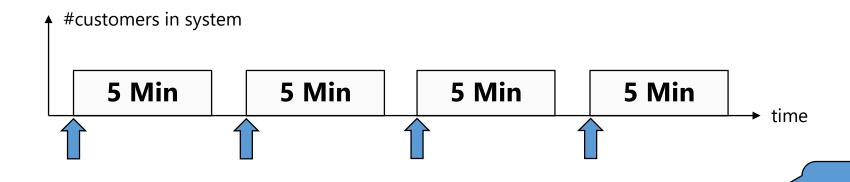
- Limiting resources
  - processing speed of router
- Performance measures
  - queue length
  - throughput: #packets per time
  - sojourn / response time = waiting + processing time
  - utilization: fraction of time the router is busy (or idle)
- Goal of model
  - impact of router speed on buffer size (queue length), throughput and utilization
- Queueing model
  - M/GI/1-∞ delay system



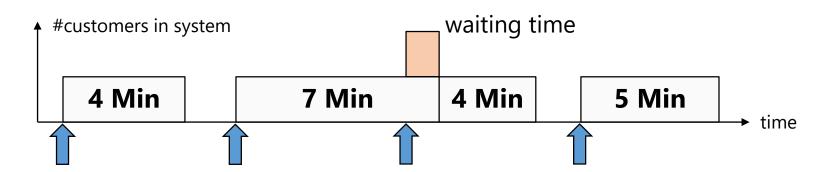
(waiting time + processing time)

# **Different Delay Systems**

Periodic arrivals, identical service times, one server



Periodic arrivals, random service times, one server







Kendall's

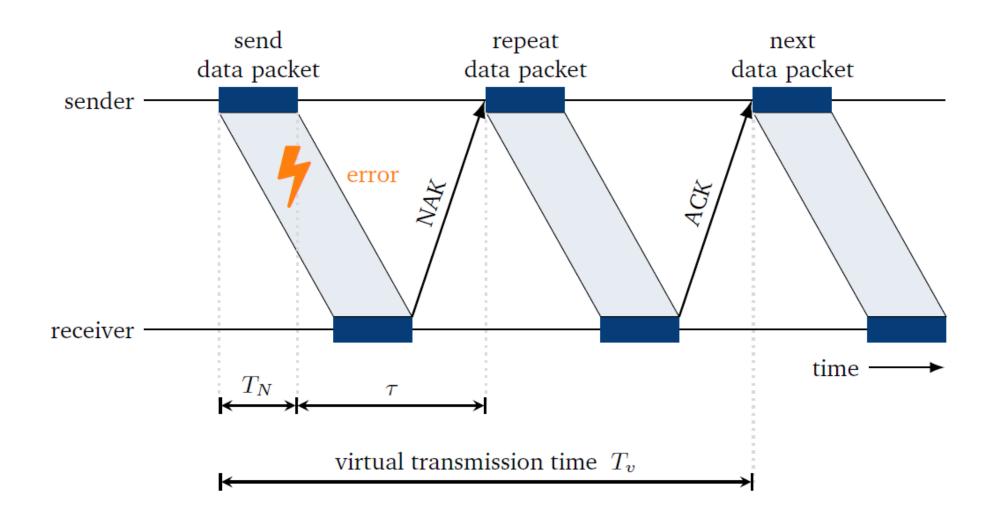
notation?

# Modeling Example: Handshaking Protocol



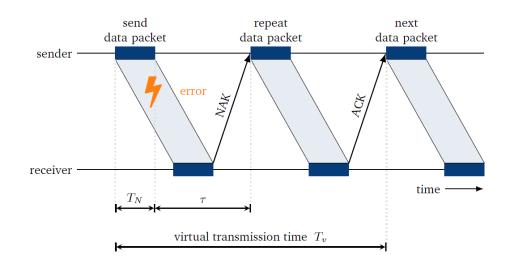


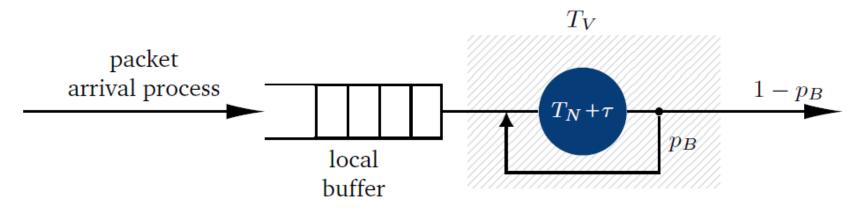
# **Handshaking Protocol Illustration**





# **Traffic Model of the Handshaking Protocol**

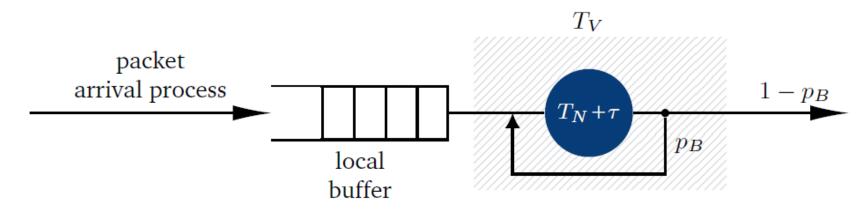




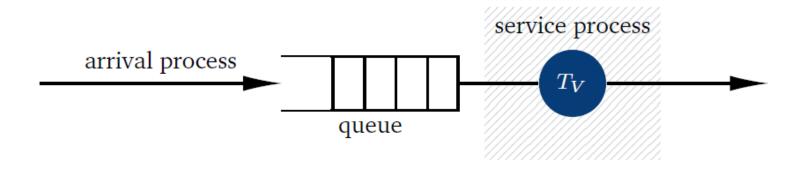
(a) Model of the handshaking protocol.



# **Traffic Model of the Handshaking Protocol (f.)**



(a) Model of the handshaking protocol.



(b) Queueing model or traffic model.



#### **Handshaking Protocol: Virtual Transmission Time**

- Assume the following parameters
  - constant packet transmission time  $T_N$
  - constant singal propagation delay  $\tau$  from sender to receiver and back
  - packet error probability  $p_B$  for any packet
- ▶ What is the virtual transmission time?



#### **Handshaking Protocol Summary**

#### Limiting resources

 processing of packets in the system, i.e., sending of packets over the error prone communication channel

#### Performance measures

- response time of the system (waiting time and virtual transmission time)
- throughput per packet

#### Goal of model

impact of packet error probability on performance measures

#### Queueing model

GI/GI/1-∞ delay system



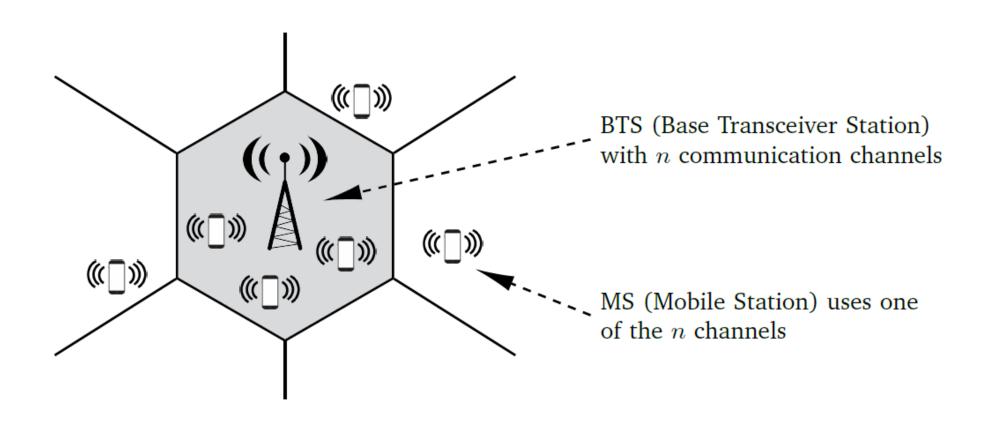
# Modeling Example: Network Dimensioning in Mobile Networks





#### **Network Dimensioning in Mobile Networks**

What is the arrival process? What is the service process?







#### **Summary: Network Dimensioning in Mobile Networks**

#### Limiting resources

number of communication channels in the mobile cell

#### Performance measures

blocking probability of customers' calls

#### ▶ Goal of model

 dimensioning of the number of required communication channels such that the blocking probability is below a QoS threshold for given parameters

#### Queueing model

M/GI/n-0 loss system

# Modeling Example: IoT Load Balancer





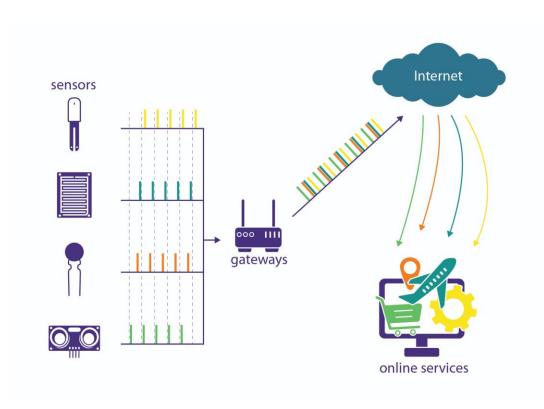
#### **Superposition of Arrival Processes**

- Kendall's notation is extended for the superposition of two or more input streams
- ▶ E.g. two arrival streams, e.g. from sensor 1 and sensor 2 with interarrival times  $A_1$  and  $A_2$

$$A_1+A_2/B/n-S$$

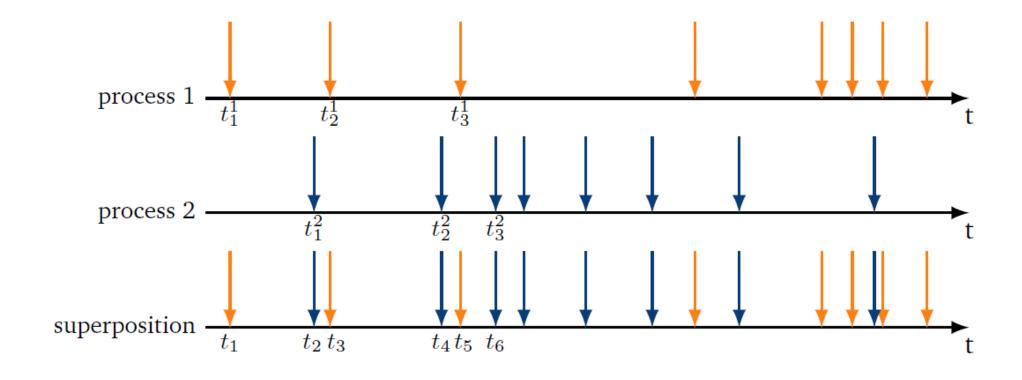
► For *k* independent arrival flows which are described by the same random variable A for the interarrival times

$$k \cdot A/B/n-S$$





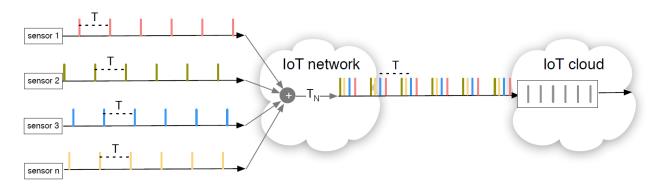
# **Illustration of Superposition of Arrival Processes**





# **Example: IoT**

- Sensors periodically send messages
- ▶ Deterministic processing time of (small) messages from the sensors
- $\triangleright$  Large number n of sensors



- ► How to model the IoT Load Balancer? Kendall's notation?
  - For single sensor n = 1?
  - For n = 2?
  - For large n?



#### **Summary: Network Dimensioning in Mobile Networks**

#### Limiting resources

IoT cloud load balancer

#### Performance measures

waiting time or response time of IoT data packets at the load balancer

#### Goal of model

- dimensioning of the required processing power of the load balancer to keep the
- mean waiting time below a predefined QoS threshold;
- comparison of exact nD/D/1 model with the approximating M/D/1 queue

#### Queueing model

nD/1/1 and M/D/1 delay system

