



UNIVERSITY OF PISA

Advanced Network Architectures and Wireless Systems

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QoS Project

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Introduction

The goal of this project is to design and implement the system in Figure 1 using GNS3. Three networks are interconnected through a core network of 5 routers (R1, R2, R3, R4, R5). Each network contains either Client nodes (A1, A2, C1) or Server nodes (B1, B2). Clients send data to servers considering the flow characteristics shown in Table 1.

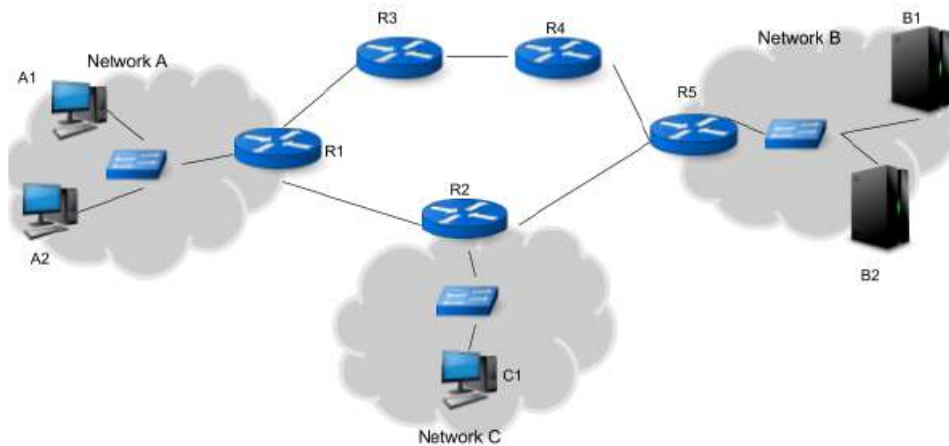


Figure 1: Network Scenario

Source	Destination	Priority	Bandwidth
A1	B1	High	0.9 Mbps
A2	B2	Low	1.2 Mbps
C1	B1	High	0.9 Mbps

Table 1: Characteristics of Data Flow

The whole network must be configured ensuring that:

- Each flow conforms to the characteristics of Table 1, for high-priority flows, the excess traffic is downgraded to low priority; for low-priority flows, the excess traffic is dropped.
- Each high-priority flow is granted at worst 60% of the bandwidth for the link it traverses in the core network.

To test the project, we just need to:

- Open GNS3
- Load **t3.gns3** file
- Click the *start* button
- Wait until all the interface LEDs are green

And the network will be ready for use.

Design

The network, built using GNS3, is shown in Figure 2.

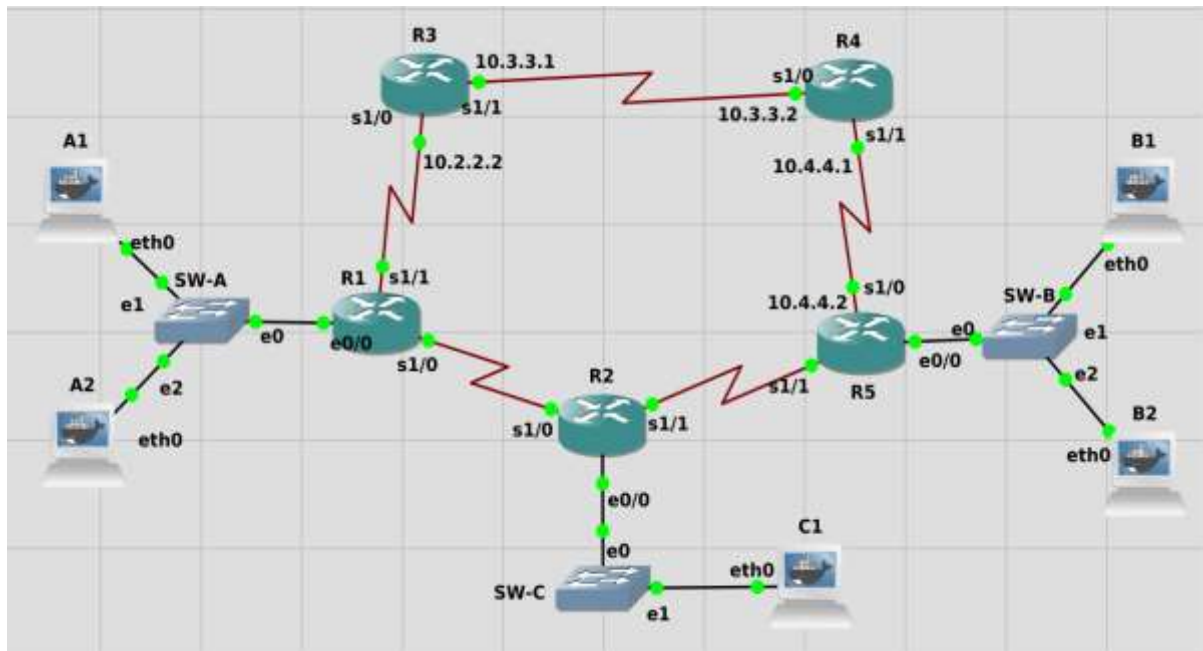


Figure 2: Network with GNS3

All the network interfaces have been configured using a static addressing plan, communications between all hosts belonging to the network take place using OSPF routing protocol.

The whole network can be seen as a unique Autonomous System with a single area with area ID = 1.

Implementation

Classification

An access-list has been defined for each data flow, in particular on router R1 have been defined the access lists for the flow from A1 to B1 and from A2 to B2, while on router R2 the access list for the flow from C1 to B1.

Data flows with high priority (A1-B1 and C1-B1) have been associated with the class-map **HIGH** and the one with low priority has been associated to class-map **LOW**.

Data flows with high priority have also been associated with another class-map used to guarantee them at worst 60% of the bandwidth for the link they traverse in the core network.

Marking

To mark traffic entering the network we decided to use the following DSCP values:

- EF (Expedited Forwarding): to mark high priority flows.
- AF33 (Assured Forwarding): to mark low priority flows.

In order to improve system performances, the marking phase has been carried out only on the ingress routers R1 and R2.

To verify the correctness of the marking phase, we inspected, using Wireshark, that packets belonging to high priority flows were labelled with the DSCP value **EF** and the ones belonging to low priority flows were labelled with the DSCP value **AF33**.

No.	Time	Source	Destination	Protocol	Length	Info
16	11.861301	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=4/1024, ttl=63
17	12.361110	10.2.2.1	224.0.0.2	LDP	66	Hello Message
18	12.863821	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=5/1280, ttl=63
19	13.865556	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=6/1536, ttl=63
20	14.866617	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=7/1792, ttl=63
21	15.133298	10.2.2.2	224.0.0.2	LDP	66	Hello Message
22	15.733448	N/A	N/A	CDP	343	Device ID: R1 Port ID: Serial1/1
23	15.871109	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=8/2048, ttl=63
24	16.872605	192.168.1.2	192.168.101.2	ICMP	92	Echo (ping) request id=0x0626, seq=9/2304, ttl=63

▶ Frame 19: 92 bytes on wire (736 bits), 92 bytes captured (736 bits) on interface 0
▶ Cisco HDLC
▶ MultiProtocol Label Switching Header, Label: 25, Exp: 5, S: 1, TTL: 63
▶ Internet Protocol Version 4, Src: 192.168.1.2, Dst: 192.168.101.2
0100 = Version: 4
.... 0101 = Header Length: 20 bytes (5)
▶ Differentiated Services Field: 0xb8 (DSCP: EF PHB, ECN: Not-ECT)
Total Length: 84
Identification: 0xf992 (63890)
▶ Flags: 0x02 (Don't Fragment)
Fragment offset: 0

Figure 3: High priority packets marked with EF

No.	Time	Source	Destination	Protocol	Length	Info
11	6.000513	192.168.101.3	192.168.1.3	ICMP	88	Echo (ping) reply id=0x0623, seq=2/512, ttl=62 (request in)
12	6.999646	192.168.1.3	192.168.101.3	ICMP	88	Echo (ping) request id=0x0623, seq=3/768, ttl=63 (reply in)
13	7.005308	192.168.101.3	192.168.1.3	ICMP	88	Echo (ping) reply id=0x0623, seq=3/768, ttl=62 (request in)
14	7.168438	10.1.1.1	224.0.0.2	LDP	66	Hello Message
15	7.990720	192.168.1.3	192.168.101.3	ICMP	88	Echo (ping) request id=0x0623, seq=4/1024, ttl=63 (reply in)
16	8.004344	192.168.101.3	192.168.1.3	ICMP	88	Echo (ping) reply id=0x0623, seq=4/1024, ttl=62 (request in)
17	8.996501	192.168.1.3	192.168.101.3	ICMP	88	Echo (ping) request id=0x0623, seq=5/1280, ttl=63 (reply in)
18	9.011314	192.168.101.3	192.168.1.3	ICMP	88	Echo (ping) reply id=0x0623, seq=5/1280, ttl=62 (request in)
19	9.998632	192.168.1.3	192.168.101.3	ICMP	88	Echo (ping) request id=0x0623, seq=6/1536, ttl=63 (reply in)


```

* Frame 15: 88 bytes on wire (704 bits), 88 bytes captured (704 bits) on interface 0
* Cisco HDLC
* Internet Protocol Version 4, Src: 192.168.1.3, Dst: 192.168.101.3
  0100 .... = Version: 4
  .... 0101 = Header Length: 20 bytes (5)
  * Differentiated Services Field: 0x7B (DSCP: AF33, ECN: Not-ECT)
    Total Length: 84
    Identification: 0x34af (13487)
  * Flags: 0x02 (Don't Fragment)
    Fragment offset: 0
    Time to live: 63

```

Figure 4: Low priority packets marked with AF33

Policing

To meet the excess traffic requirements, we adopted CAR into the ingress routers of the network.

The high priority traffic is limited to 0.9 Mbps and the excess packets will be downgraded to low priority by setting their DSCP value to 30 (corresponding to AF33) with the action:

```
exceed-action set-dscp-transmit
```

To test it we generated a data traffic of 1 Mbps from host A1 to server B1 by using the **iperf** command.

root@A1: ~	R1
<pre> Trying 127.0.0.1... Connected to 127.0.0.1. Escape character is '^]'. A1 console is now available... Press RETURN to get started. root@A1:~# iperf -u -c 192.168.101.2 -b 1M Client connecting to 192.168.101.2, UDP port 5001 Sending 1470 byte datagrams UDP buffer size: 208 KByte (default) [3] local 192.168.1.2 port 41795 connected with 192.168.101.2 port 5001 [ID] Interval Transfer Bandwidth [3] 0.0-10.0 sec 1.19 MBytes 999 Mbits/sec [3] Sent 852 datagrams [3] Server Report: [3] 0.0-10.0 sec 1.19 MBytes 1.00 Mbits/sec 2.243 ms 3/ 852 (0.35%) root@A1:~# </pre>	<pre> last packet: 550ms ago, current burst: 4184 bytes last cleared 00:00:54 ago, conformed 164933 bps, exceeded 27890 bps matches: access-group 3 params: 1200000 bps, 6000 limit, 6000 extended limit conformed 0 packets, 0 bytes; action: transmit exceeded 0 packets, 0 bytes; action: drop last packet: 6490ms ago, current burst: 0 bytes last cleared 00:00:54 ago, conformed 0 bps, exceeded 0 bps R1#show interfaces Ethernet0/0 rate Ethernet0/0 input matches: access-group 2 params: 886000 bps, 4500 limit, 4500 extended limit conformed 1938 packets, 1126642 bytes; action: transmit exceeded 145 packets, 190516 bytes; action: set-dscp-transmit 30 last packet: 1236ms ago, current burst: 4184 bytes last cleared 00:00:55 ago, conformed 162712 bps, exceeded 27514 bps matches: access-group 3 params: 1200000 bps, 6000 limit, 6000 extended limit conformed 0 packets, 0 bytes; action: transmit exceeded 0 packets, 0 bytes; action: drop last packet: 65253ms ago, current burst: 0 bytes last cleared 00:00:55 ago, conformed 0 bps, exceeded 0 bps R1# </pre>

Figure 5: High priority excess traffic

The same reasoning can be done with low priority traffic which exceeds 1.2 Mbps. In this case the packets will be dropped by the ingress router R1.

To test it we generated a data traffic of 2 Mbps from host A2 to server B2 by using the **iperf** command.

```

root@A2: ~
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
A2 console is now available.... Press RETURN to get started.
root@A2:~# iperf -u -c 192.168.101.3 -b 2M

Client connecting to 192.168.101.3, UDP port 5001
Sending 1470 byte datagrams
UDP buffer size: 208 KByte (default)

[ 3] local 192.168.1.3 port 57956 connected with 192.168.101.3 port 5001
[ 10] Interval Transfer Bandwidth
[ 3] 0.0-10.0 sec 2.39 MBytes 2.00 Mbits/sec
[ 3] Sent 1702 datagrams
[ 3] Server Report:
[ 3] 0.0-10.3 sec 1.40 MBytes 1.14 Mbits/sec 2.460 ms 705/ 1702 (41%)
root@A2:~#

R1
*Apr 1 13:06:46.449: XLINEPROTO-5-UPDOWN: Line protocol on Interface Serial1/0,
changed state to up
*Apr 1 13:06:46.483: XOSPF-5-ADJCHG: Process 100, Nbr 192.168.64.1 on Serial1/0
from LOADING to FULL, Loading Done
R1#
*Apr 1 13:06:53.586: XLDP-5-NEIGHG: LDP Neighbor 192.168.64.1:0 (1) is UP
R1#
R1#
R1#show interfaces Ethernet0/0 rate
Ethernet0/0
Input
  matches: access-group 2
  params: 896000 bps, 4500 limit, 4500 extended limit
  conformed 1558 packets, 1126642 bytes; action: transmit
  exceeded 145 packets, 190616 bytes; action: set-dscp-transmit 30
  last packet: 317942ms ago, current burst: 4184 bytes
  last cleared 00:06:12 ago, conformed 24226 bps, exceeded 4096 bps
  matches: access-group 3
  params: 1200000 bps, 6000 limit, 6000 extended limit
  conformed 998 packets, 1508976 bytes; action: transmit
  exceeded 706 packets, 1067472 bytes; action: drop
  last packet: 1823ms ago, current burst: 0 bytes
  last cleared 00:06:12 ago, conformed 32447 bps, exceeded 22953 bps
R1#

```

Figure 6: Low priority excess traffic

MPLS-Tunneling

We have to consider that, since we used OSPF protocol, the default path for all data traffic will be the shortest one, hence both data flows from A1 and A2 will pass through router R2.

We can notice that the following data flows will traverse the link that connects routers R2 and R5:

- From A1 to B1
- From C1 to B1
- From A2 to B2

Since the first two must have granted, at worst, 60% of the bandwidth, we need a different path in which traffic from A1 to B1 will flow.

Hence, we will build an explicit tunnel from R1 to R5, through R3 and R4, in which will flow only the traffic from A1 to B1. We can see it in Figure 7.

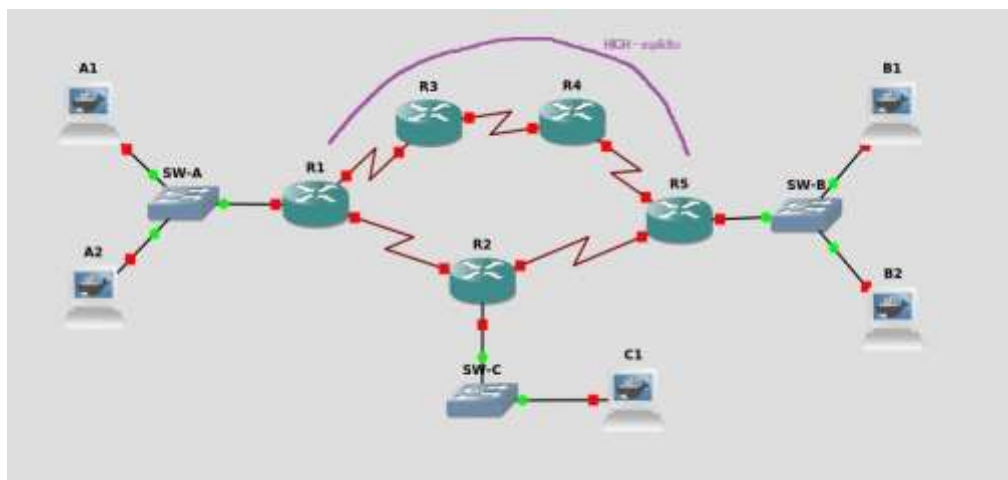


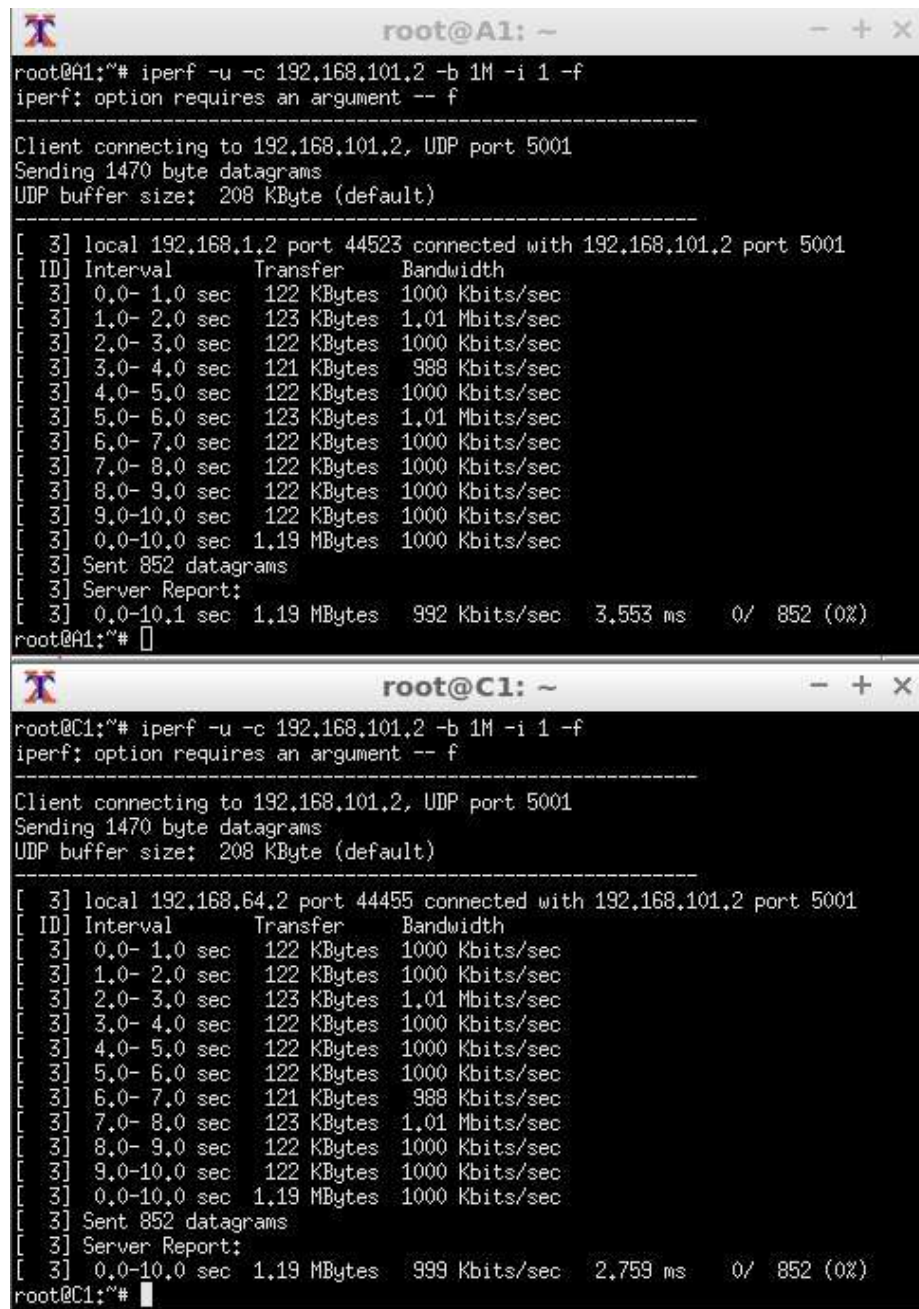
Figure 7: Explicit tunnel from R1 to R5

Testing

To test the correctness of our project we ran two tests.

Test 1

In the first one we generated 1 Mbps of traffic from A1 to B1 and 1 Mbps of traffic from C1 to B1.



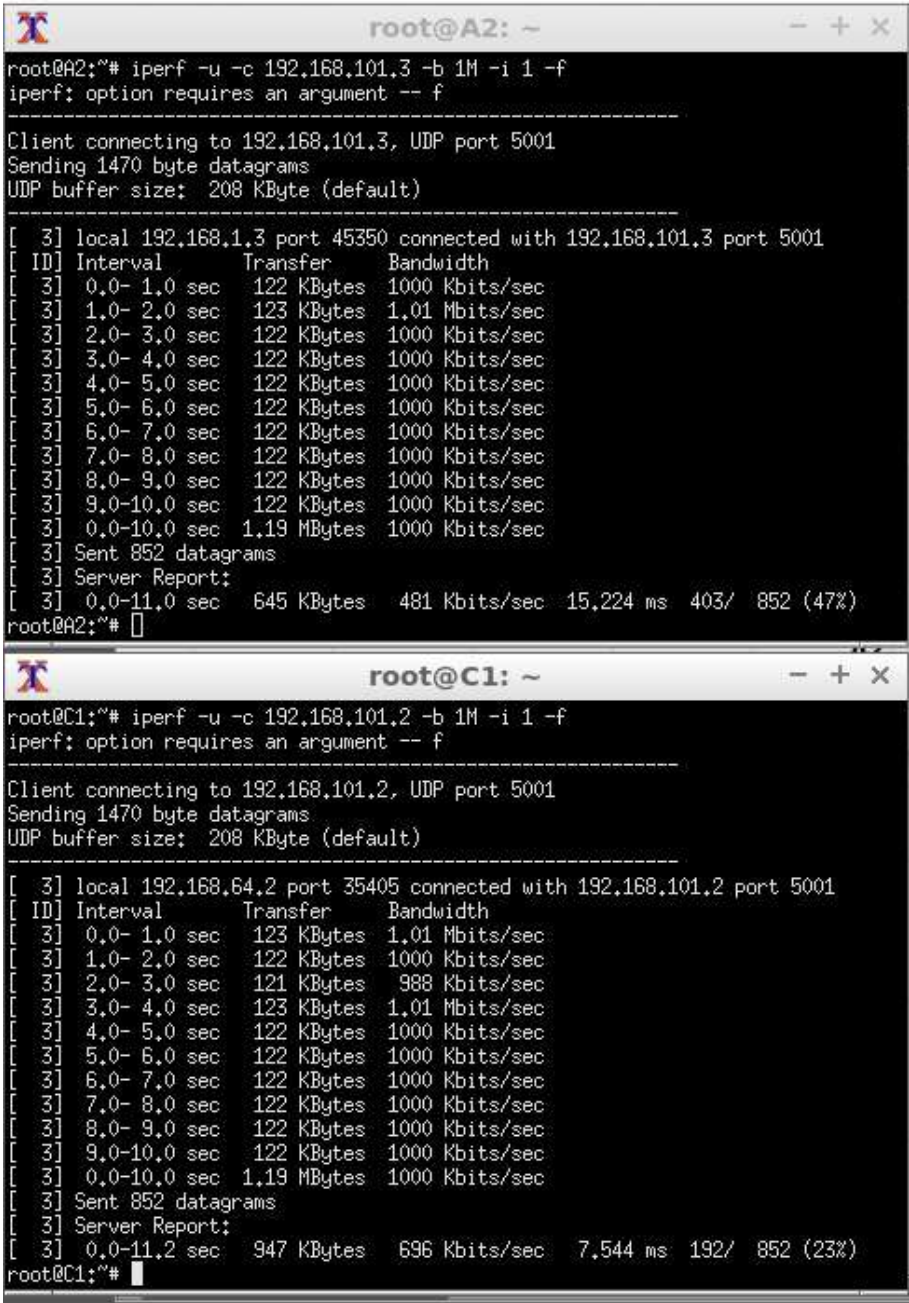
```
root@A1: ~  
root@A1:~# iperf -u -c 192.168.101.2 -b 1M -i 1 -f  
iperf: option requires an argument -- f  
-----  
Client connecting to 192.168.101.2, UDP port 5001  
Sending 1470 byte datagrams  
UDP buffer size: 208 KByte (default)  
-----  
[ 3] local 192.168.1.2 port 44523 connected with 192.168.101.2 port 5001  
[ ID] Interval      Transfer    Bandwidth  
[ 3] 0.0- 1.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 1.0- 2.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 2.0- 3.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 3.0- 4.0 sec   121 KBytes   988 Kbits/sec  
[ 3] 4.0- 5.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 5.0- 6.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 6.0- 7.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 7.0- 8.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 8.0- 9.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 9.0-10.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 0.0-10.0 sec   1.19 MBytes 1000 Kbits/sec  
[ 3] Sent 852 datagrams  
[ 3] Server Report:  
[ 3] 0.0-10.1 sec  1.19 MBytes  992 Kbits/sec  3.553 ms  0/ 852 (0%)  
root@A1:~#  
  
root@C1: ~  
root@C1:~# iperf -u -c 192.168.101.2 -b 1M -i 1 -f  
iperf: option requires an argument -- f  
-----  
Client connecting to 192.168.101.2, UDP port 5001  
Sending 1470 byte datagrams  
UDP buffer size: 208 KByte (default)  
-----  
[ 3] local 192.168.64.2 port 44455 connected with 192.168.101.2 port 5001  
[ ID] Interval      Transfer    Bandwidth  
[ 3] 0.0- 1.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 1.0- 2.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 2.0- 3.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 3.0- 4.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 4.0- 5.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 5.0- 6.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 6.0- 7.0 sec   121 KBytes   988 Kbits/sec  
[ 3] 7.0- 8.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 8.0- 9.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 9.0-10.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 0.0-10.0 sec   1.19 MBytes 1000 Kbits/sec  
[ 3] Sent 852 datagrams  
[ 3] Server Report:  
[ 3] 0.0-10.0 sec  1.19 MBytes  999 Kbits/sec  2.759 ms  0/ 852 (0%)  
root@C1:~#
```

Figure 8: Test 1

As expected, since data flows follow different paths in both hosts A1 and C1 we do not have packet loss.

Test 2

In this case we generated 1 Mbps of traffic from A2 to B2 and 1 Mbps of traffic from C1 to B1.



```
root@A2:~  
root@A2:~# iperf -u -c 192.168.101.3 -b 1M -i 1 -f  
iperf: option requires an argument -- f  
-----  
Client connecting to 192.168.101.3, UDP port 5001  
Sending 1470 byte datagrams  
UDP buffer size: 208 KByte (default)  
-----  
[ 3] local 192.168.1.3 port 45350 connected with 192.168.101.3 port 5001  
[ ID] Interval      Transfer    Bandwidth  
[ 3] 0.0- 1.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 1.0- 2.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 2.0- 3.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 3.0- 4.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 4.0- 5.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 5.0- 6.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 6.0- 7.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 7.0- 8.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 8.0- 9.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 9.0-10.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 0.0-10.0 sec   1.19 MBytes 1000 Kbits/sec  
[ 3] Sent 852 datagrams  
[ 3] Server Report:  
[ 3] 0.0-11.0 sec   645 KBytes  481 Kbits/sec 15.224 ms 403/ 852 (47%)  
root@A2:~#  
  
root@C1:~  
root@C1:~# iperf -u -c 192.168.101.2 -b 1M -i 1 -f  
iperf: option requires an argument -- f  
-----  
Client connecting to 192.168.101.2, UDP port 5001  
Sending 1470 byte datagrams  
UDP buffer size: 208 KByte (default)  
-----  
[ 3] local 192.168.64.2 port 35405 connected with 192.168.101.2 port 5001  
[ ID] Interval      Transfer    Bandwidth  
[ 3] 0.0- 1.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 1.0- 2.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 2.0- 3.0 sec   121 KBytes  988 Kbits/sec  
[ 3] 3.0- 4.0 sec   123 KBytes  1.01 Mbits/sec  
[ 3] 4.0- 5.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 5.0- 6.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 6.0- 7.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 7.0- 8.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 8.0- 9.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 9.0-10.0 sec   122 KBytes  1000 Kbits/sec  
[ 3] 0.0-10.0 sec   1.19 MBytes 1000 Kbits/sec  
[ 3] Sent 852 datagrams  
[ 3] Server Report:  
[ 3] 0.0-11.2 sec   947 KBytes  696 Kbits/sec 7.544 ms 192/ 852 (23%)  
root@C1:~#
```

Figure 8: Test 2

As shown in Figure 8, in this case, there will be a packet drop on both hosts since they traverse simultaneously the link that connects R2 and R5; in particular, the percentage of drop packets in C1 is 23% which satisfies the requirements.