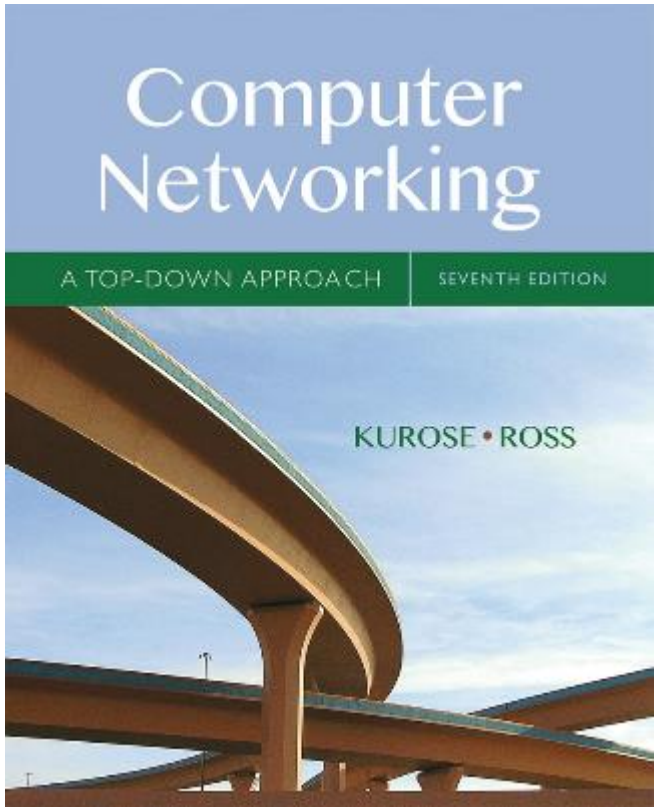
شبکه های کامپیوتری ۲

جلسه ۱۵ فصل ۹

Network Support for Multimedia

دانشگاه صنعتی اصفهان
دانشکده مهندسی برق و کامپیوتر

Chapter 9 Multimedia Networking



Computer Networking: A Top Down Approach

7th edition
Jim Kurose, Keith Ross
Pearson/Addison Wesley
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Thanks and enjoy! JFK/KWR

Multimedia networking: outline

9.1 multimedia networking applications

9.2 streaming *stored* video

9.3 voice-over-IP

9.4 protocols for *real-time* conversational applications

9.5 network support for multimedia

Network support for multimedia

Approach	Granularity	Guarantee	Mechanisms	Complex	Deployed?
Making best of best effort service	All traffic treated equally	None or soft	No network support (all at application)	low	everywhere
Differentiated service	Traffic "class"	None of soft	Packet market, scheduling, policing.	med	some
Per-connection QoS	Per-connection flow	Soft or hard after flow admitted	Packet market, scheduling, policing, call admission	high	little to none

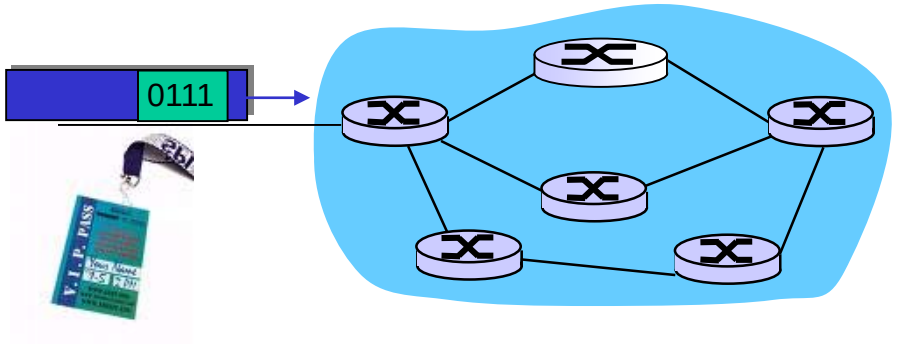
Dimensioning best effort networks

- *approach:* deploy enough link capacity so that congestion doesn't occur, multimedia traffic flows without delay or loss
  - low complexity of network mechanisms (use current "best effort" network)
  - high bandwidth costs
- challenges:
  - *network dimensioning:* how much bandwidth is "enough?"
  - *estimating network traffic demand:* needed to determine how much bandwidth is "enough" (for that much traffic)

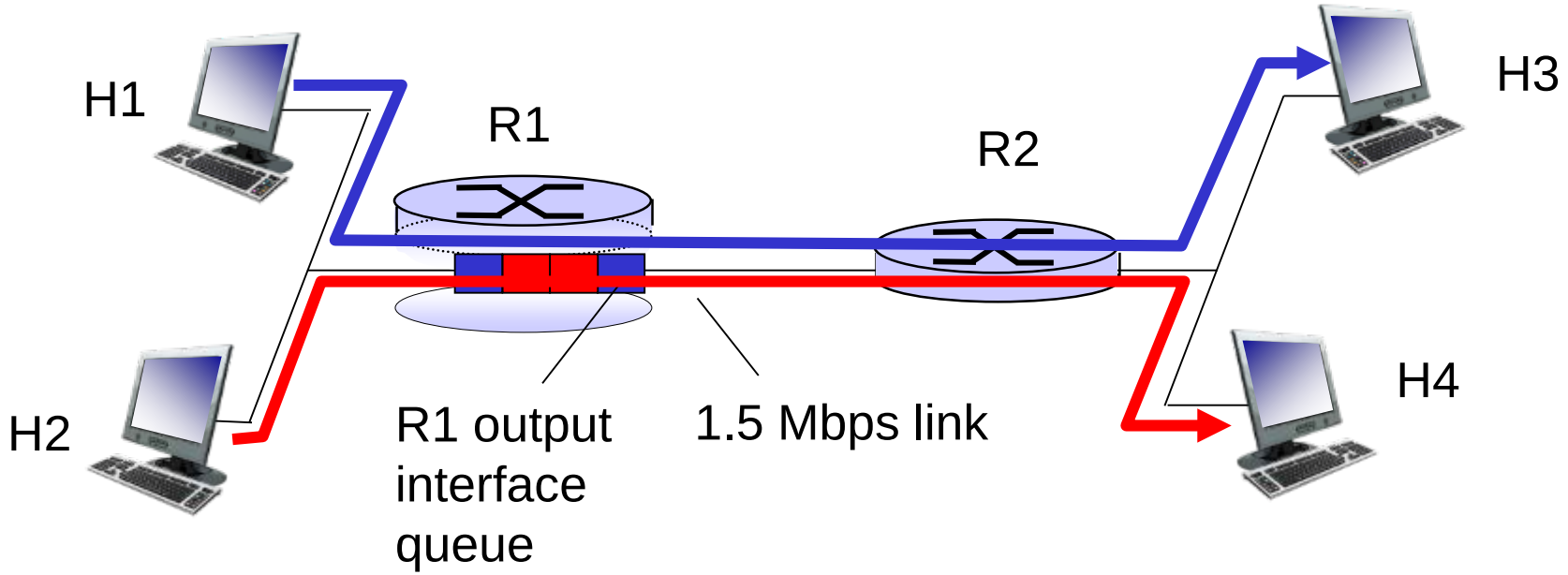
Providing multiple classes of service

- thus far: making the best of best effort service
  - one-size fits all service model
- alternative: multiple classes of service
  - partition traffic into classes
  - network treats different classes of traffic differently (analogy: VIP service versus regular service)

- granularity: differential service among multiple classes, not among individual connections
- history: ToS bits

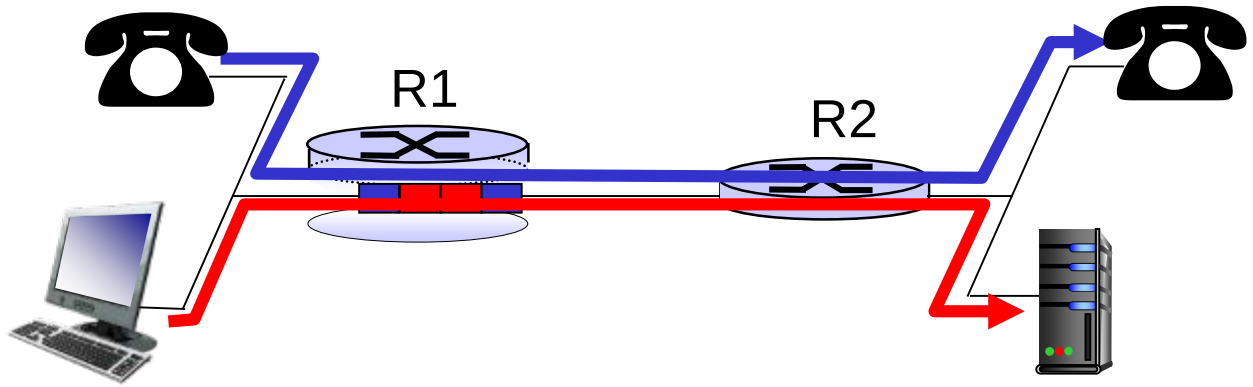


Multiple classes of service: scenario



Scenario 1: mixed HTTP and VoIP

- example: 1Mbps VoIP, HTTP share 1.5 Mbps link.
  - HTTP bursts can congest router, cause audio loss
  - want to give priority to audio over HTTP

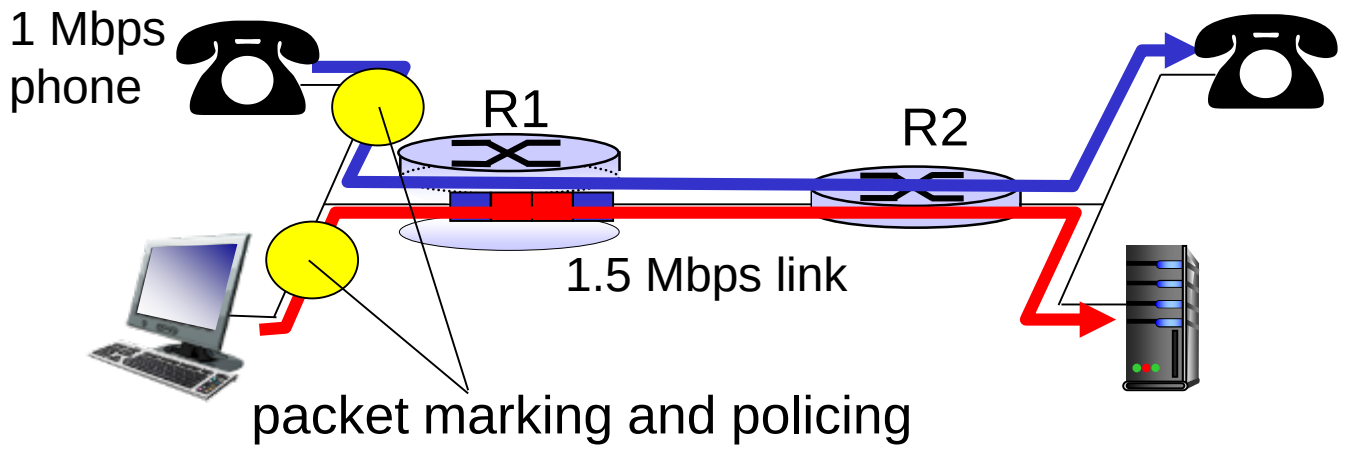


Principle 1

packet marking needed for router to distinguish between different classes; and new router policy to treat packets accordingly

Principles for QOS guarantees (more)

- what if applications misbehave (VoIP sends higher than declared rate)
  - policing: force source adherence to bandwidth allocations
- *marking*, *policing* at network edge

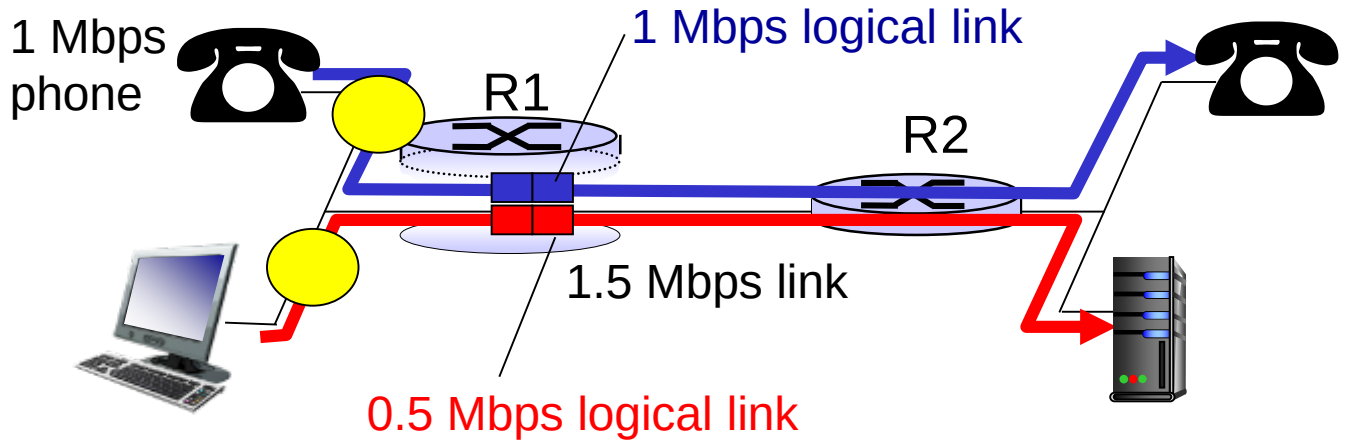


Principle 2

provide protection (isolation) for one class from others

Principles for QOS guarantees (more)

- allocating *fixed* (non-sharable) bandwidth to flow: *inefficient* use of bandwidth if flows doesn't use its allocation



Principle 3

while providing isolation, it is desirable to use resources as efficiently as possible