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QoS VoQ Switch Abstraction Interface

Change Proposal

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| --- | --- |
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| **Authors** | **DELL** |
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# List of Changes

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| --- | --- | --- | --- |
| Version | Changes | Name | Date |
| Initial Version | QoS extension to support VoQ (Virutal Output Queue) | Ravikumar Sivasankar | 27 July 2016 |
| 0.2 | Corrected the typo. | Ravikumar Sivasankar | 05 Aug 2016 |
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# Overview

Definition and Acronyms

|  |  |
| --- | --- |
| VoQ | Virtual Output Queue |
| HOL | Head of Line |
|  |  |

## Introduction

### Unicast VOQ

Unicast Virtual Output Queues (VOQ) are Unicast Ingress Queues assigned to each output port in the system. The output port refers to the global system port in the multi-npu (multi chassis) system.

In a non VoQ system, common problem that occurs is Head-Of-Line (HOL) blocking.

In following diagram, consider that Ingress Port P1 transmits traffic to Egress Port P3 and P4.



If Egress Port P3 is congested, then it sends back pressure indication to the Ingress Port P1. As a result, the traffic from Ingress Port P1 destined to Egress Port P4 cannot be sent until the congestion at P3 clears.

Virtual Output Queues eliminates the HOL Blocking as explained below.



Consider the same scenario where the Ingress Port P1 transmits traffic to Egress Port P3 and P4.

If Egress Port P3 is congested, then it will not affect the traffic from P1 destined to Egress Port P4, since the traffic will be queued in the VOQs dedicated to the Port P4.

### Multicast VOQ

Multicast VOQ queues are Ingress Multicast queues. These queues can be either global or per destination Switch based, depending upon the NPU capabilities.

If it is destination Switch based, then each Switch will maintain a set of Multicast queues for each destination Switch.

If it is not destination Switch based, then each Switch will maintain a set of Multicast queues globally.

# Specification

The changes are highlighted in blue.

## Changes to saiqueue.h

/\*\*

\* @brief Enum defining Queue types.

\*/

typedef enum \_sai\_queue\_type\_t

{

/\*\* H/w Queue for all types of traffic \*/

SAI\_QUEUE\_TYPE\_ALL = 0x00000000,

/\*\* H/w Egress Unicast Queue \*/

SAI\_QUEUE\_TYPE\_UNICAST = 0x00000001,

/\*\* H/w Multicast Egress (Broadcast, Unknown unicast, Multicast) Queue \*/

SAI\_QUEUE\_TYPE\_MULTICAST = 0x00000002,

/\*\* H/w Virtual Output Queue (VoQ). This queue is ingress unicast queue \*/

SAI\_QUEUE\_TYPE\_UNICAST\_VOQ = 0x00000003,

/\*\* H/w Ingress Multicast Queue. \*/

SAI\_QUEUE\_TYPE\_MULTICAST\_VOQ = 0x00000004,

/\* -- \*/

/\* Custom range base value \*/

SAI\_QUEUE\_TYPE\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_queue\_type\_t;

typedef enum \_sai\_queue\_attr\_t

{

/\*\* READ-ONLY \*/

/\*\* Queue type [sai\_queue\_type\_t]

\* (CREATE\_ONLY|MANDATORY\_ON\_CREATE|KEY) \*/

SAI\_QUEUE\_ATTR\_TYPE = 0x00000000,

/\* Queue index [sai\_uint8\_t]

\* (CREATE\_ONLY|MANDATORY\_ON\_CREATE|KEY) \*/

SAI\_QUEUE\_ATTR\_INDEX,

/\* Queue attachment point [sai\_object\_id\_t].

\* (CREATE\_ONLY|MANDATORY\_ON\_CREATE|KEY)

\* The object the Queue is attached to. It should be one of

\* Physical port object id, Switch object id or Null object id.

\* If Queue Type is sai port\_object (only Physical ports) for

\* SAI\_QUEUE\_TYPE\_UNICAST, SAI\_QUEUE\_TYPE\_MULTICAST and SAI\_QUEUE\_TYPE\_UNICAST\_VOQ,

\* then it is Physical Port object id.

\* If Queue Type is SAI\_QUEUE\_TYPE\_INGRESS\_VOQ,

\* then it is Switch object id or Null object.

\* If it is a Null object id, then the Queue does not require attachment point. \*/

SAI\_QUEUE\_ATTR\_ATTACHMENT\_ID,

/\* READ-WRITE \*/

…

/\* -- \*/

/\* Custom range base value \*/

SAI\_QUEUE\_ATTR\_CUSTOM\_RANGE\_BASE = 0x10000000

} sai\_queue\_attr\_t;

## Changes to saiqosmaps.h

/\*\*

\* @brief Enum defining qos map types.

\*/

typedef enum \_sai\_qos\_map\_type\_t

{

…

/\*\* Qos Map to set traffic class to Unicast VOQ \*/

SAI\_QOS\_MAP\_TC\_TO\_UNICAST\_VOQ = 0x0000000e,

/\*\* Qos Map to set traffic class to Multicast VOQ \*/

SAI\_QOS\_MAP\_TC\_TO\_MULTICAST\_VOQ = 0x0000000f,

…

} sai\_qos\_map\_type\_t;

# Configuration Example

TBD