

# Feedback Output Queuing

A Novel Architecture for  
Efficient Switching Systems

**Victor Firoiu**

Performance Engineering Center / Advanced Technology  
Nortel Networks

August 21, 2002

**NORTEL**  
NETWORKS

## Outline

- Motivation
- FOQ architecture
- Performance
- Conclusion

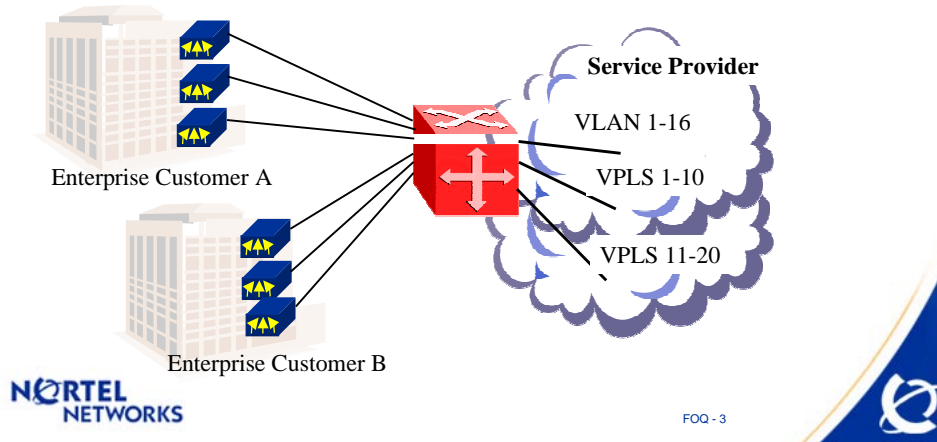
**NORTEL**  
NETWORKS

FOQ - 2



## Motivation: Application Addressed

Edge router providing services to Enterprise customers



## Motivation: Switch Requirements

- **Port speeds: 10Mb/s to 10Gb/s**
- **Port count: 32x10G, 320x1G, etc**
- **QoS guarantees: similar to DiffServ**
  - Premium service: zero loss, minimal delay and delay variation
  - Tiered service: min bw guarantee (CIR), overdraft allowed (PIR) (similar to Frame Relay)
- **Fine-grained QoS: multiple flows per port**
  - Per-flow guarantee (VLAN, VPLS)
  - Multiple guarantees for each Enterprise customer
  - Potentially many flows per port (100s..1000s)

## Motivation: Current architectures

### Architectures to provide fine-grained QoS

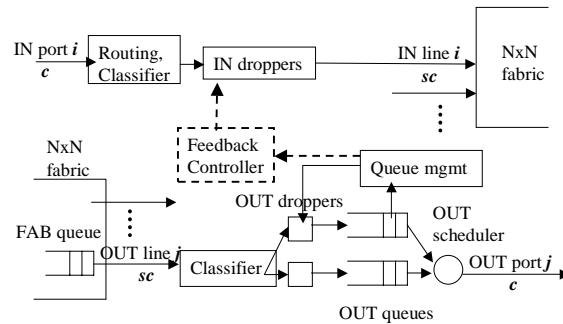
- **Emulation of OQ with CIOQ, VOQ and Matching**  
[Stoica,Zhang'98, Chuang et al.'99, Charny et al.'98]
  - Matching:  $O(N^2)$  at each cell time,  $N$ =total number of ports
  - Or matching  $O(N)$ , space  $O(P)$ , time  $O(\log P)$ ,  $P$ =total no pkts in system
  - QoS guarantees highly accurate:  $O(\text{pkt transmission time}) < 1\mu\text{s}$
  - High complexity and cost of implementation
- **Envelope switching [Kar et al'00]**
  - Packets grouped in envelopes
  - Matching  $O(N^2)$  at each envelope time
  - Lower accuracy, lower computational complexity
  - Complex 3-level scheduler, complex envelope management
- **All require policed inputs, no support for CIR/PIR tiered service**

## Ideas

- **Accuracy of QoS guarantees needed by applications  $\ll$  provided by current architectures**
  - E.g.: 1-10ms for VoIP  $\gg$  packet transmission time (1 $\mu$ s or smaller)
- **No need to spend fabric resources to forward packets that get dropped at output**
- **Average congestion is likely to be “low” (<20%)**
  - Typical TCP loss rates below 10%

## FOQ Switch Architecture

- **Switch:** output buffered, small external speedup
- **Fabric:** internal speedup=N; minimal QoS support
- **Per-flow OUT queues**



NORTEL NETWORKS

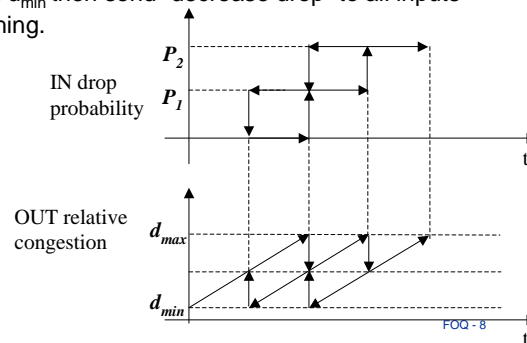
FOQ - 7

## The Gear-box control algorithm

- Goal: keep fabric uncongested, no drops in fabric
- Define for each queue:  $RelCong(T) = 1 - OutBytes(T)/InBytes(T)$
- Observe: if  $RelCong < 1/s$  for all queues, then fabric is not congested ( $s$ =fabric speedup)

Gearbox Algorithm:

- At each OUT queue, compute **relative congestion** over time  $T$
- If  $RelCong > d_{max}$  then send "increase drop" to all inputs
- If  $RelCong < d_{min}$  then send "decrease drop" to all inputs
- Else, do nothing.



NORTEL NETWORKS

FOQ - 8

## Performance: CBR Traffic

- **Description of experiment**

- 16x10Gb/s switch
- Fabric: memory 5MB, external speedup=1.28
- Out queues: 2MB, Drop-tail
- FOQ sampling rate  $T=1\text{ms}$
- $d_{\min}=0.02$ ,  $d_{\max}=0.17$

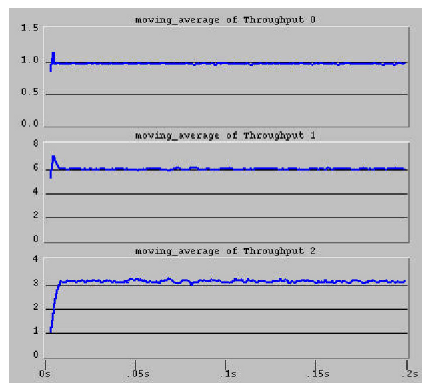
- **QoS goals**

- Offered Load:  $F_0=0.952\text{Gb/s}$ ,  $F_1, F_2=9.52\text{Gb/s}$ , converging to 10G port
- $F_0$ : Premium service,  $F_1>7.75\text{Gb/s}$ ,  $F_2>1.3\text{Gb/s}$  (6:1 ratio)  
Similar to Network World test of 2001

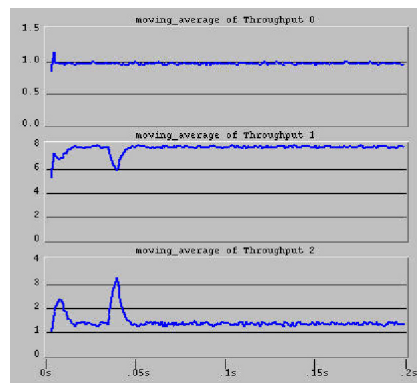


## Performance: CBR Results

### Throughput without FOQ

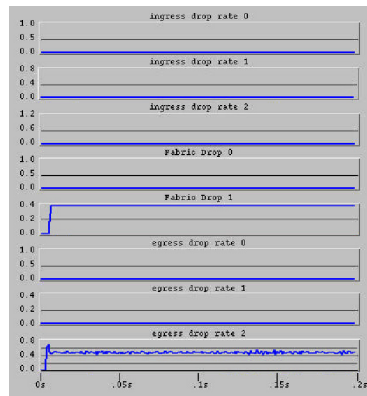


### with FOQ

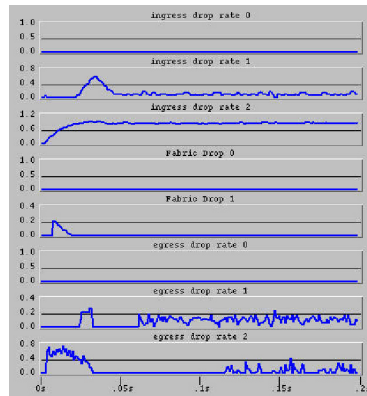


## Performance: CBR Results

Drop rates without FOQ



with FOQ



NORTEL  
NETWORKS

FOQ - 11



## Performance: TCP traffic

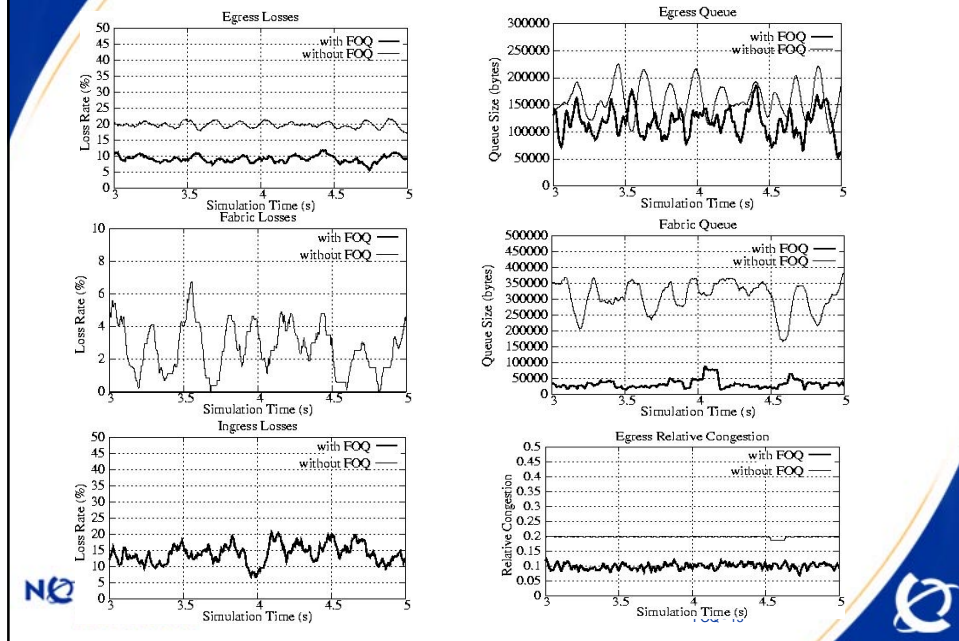
- **Description of experiments**
  - 10Gb/s port
  - 45000 TCP micro-flows (Reno), one QoS flow (class)
  - 20ms propagation delay each way
  - Internal speedup  $s=1.25$
  - Feedback interval  $T=1\text{ms}$
  - $d_{\min}=0.02$ ,  $d_{\max}=0.17$
  - Fabric buffer 400KB
  - Output buffer 320KB, running RED with  $\text{min\_th}=80\text{KB}$ ,  $\text{max\_th}=240\text{KB}$ ,  $\text{max\_P}=0.4$ ,  $w_q=0.003$ .
- **FOQ goal: no fabric drops, all QoS at ingress and egress queue**

NORTEL  
NETWORKS

FOQ - 12



## Performance: TCP results



## Complexity

- **Computational complexity**  
 $O(MN)$ ,  $N$ =ports,  $M$ =flows per port  
 At each time interval  $T$  (typically 1ms)
- **Feedback communication bandwidth**  
 $B = MNF/T$ ,  $F$ =bits per feedback indication  
 Example:  $B=64\text{Mb/s}$  over entire system for  $M=1000$ ,  $N=32$ ,  $F=2$ ,  
 $T=1\text{ms}$ .

## Conclusion

- **Simple architecture**
- **Low complexity, low implementation cost**
- **Can adapt to any traffic condition, no need for strict policing**
- **Provides fine-grained QoS guarantees**
- **Provides tiered service (CIR/PIR)**
- **Accuracy of QoS guarantees sufficient for any known QoS application**



## Acknowledgements

- **Coauthors**  
Xiaohui Zhang, Emre Gunduzhan
- **Collaboration**  
Eric Haversat, Tom Holtey  
Nicolas Cristin, Univ. of Virginia, student intern

