

QoS

QUALITY OF SERVICE

**INTRODUCTION TO QUALITY OF SERVICE
CONCEPTS AND PROTOCOLS**

**Peter R. Egli
INDIGOO.COM**

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1. Quality of Service in IP networks

- QoS aims at prioritization of critical traffic over non-critical traffic (e.g. giving RTP=voice higher priority than email/HTTP or guaranteeing a certain maximum end-to-end delay).
- The internet is „best-effort“ service (fire and forget). Packets may be dropped by routers in case of congestion or be unduly delayed (which is bad for real-time applications).
- QoS is not widely implemented and available today (only limited applications, e.g. in LANs or on leased lines). Real-time applications (VoIP, Video over IP) work reasonably well since there is sufficient bandwidth available. But during peak hours (office hours) the quality of real-time applications may be impaired by increased packet loss and delay.

Important QoS technologies / protocols:

1. 802.1p/Q (layer 2 QoS)
2. DiffServ: TOS Type of Service field in IP header (layer 3 QoS)
3. IntServ: RSVP for bandwidth allocation (layer 3 QoS)
4. MPLS: QoS in the backbone (layer „2.5“ QoS)
5. Active Queue Management

2. QoS at layer 2: Virtual LAN (VLAN) IEEE 802.1p/Q tagging (1/3)

VLAN is an extension to classical Ethernet adding the following functions:

- a. Partitioning of a LAN into separated domains (usage of 12-bit 802.1Q VLAN ID).
- b. Priority field (3-bit 802.1p p-tag) for QoS.

These 2 fields are separate functions.

802.1p p-tag:

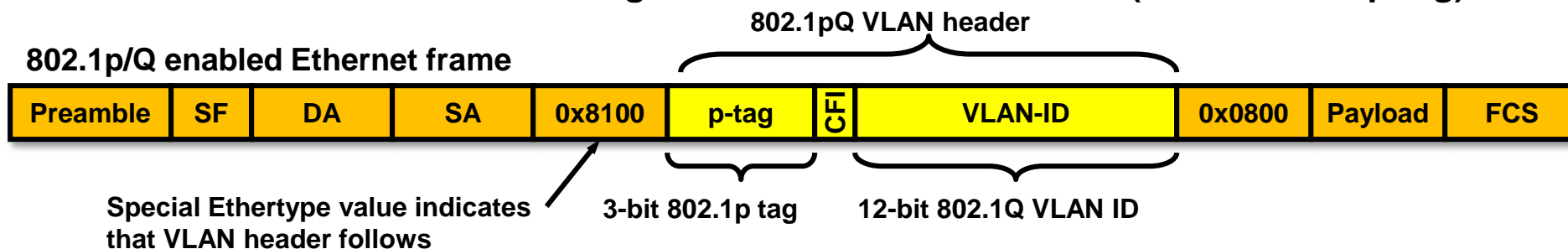
The 3-bit p-tag allows VLAN switches to prioritize certain Ethernet frames over others (QoS at layer 2). The administrator assigns priorities at layer 2 (802.1p) and the VLAN switches according to these priorities.

802.1Q VLAN-ID:

The 12-bit VLAN ID allows creating virtual (logical) LANs on the same physical LAN. This allows enhanced security (place sensitive traffic in specific VLAN) and creation of different broadcast domains (1 VLAN = 1 broadcast domain). A specific VLAN behaves like a physical Ethernet segment. An IP router is needed for routing packets between different VLANs.

VLAN tagged header:

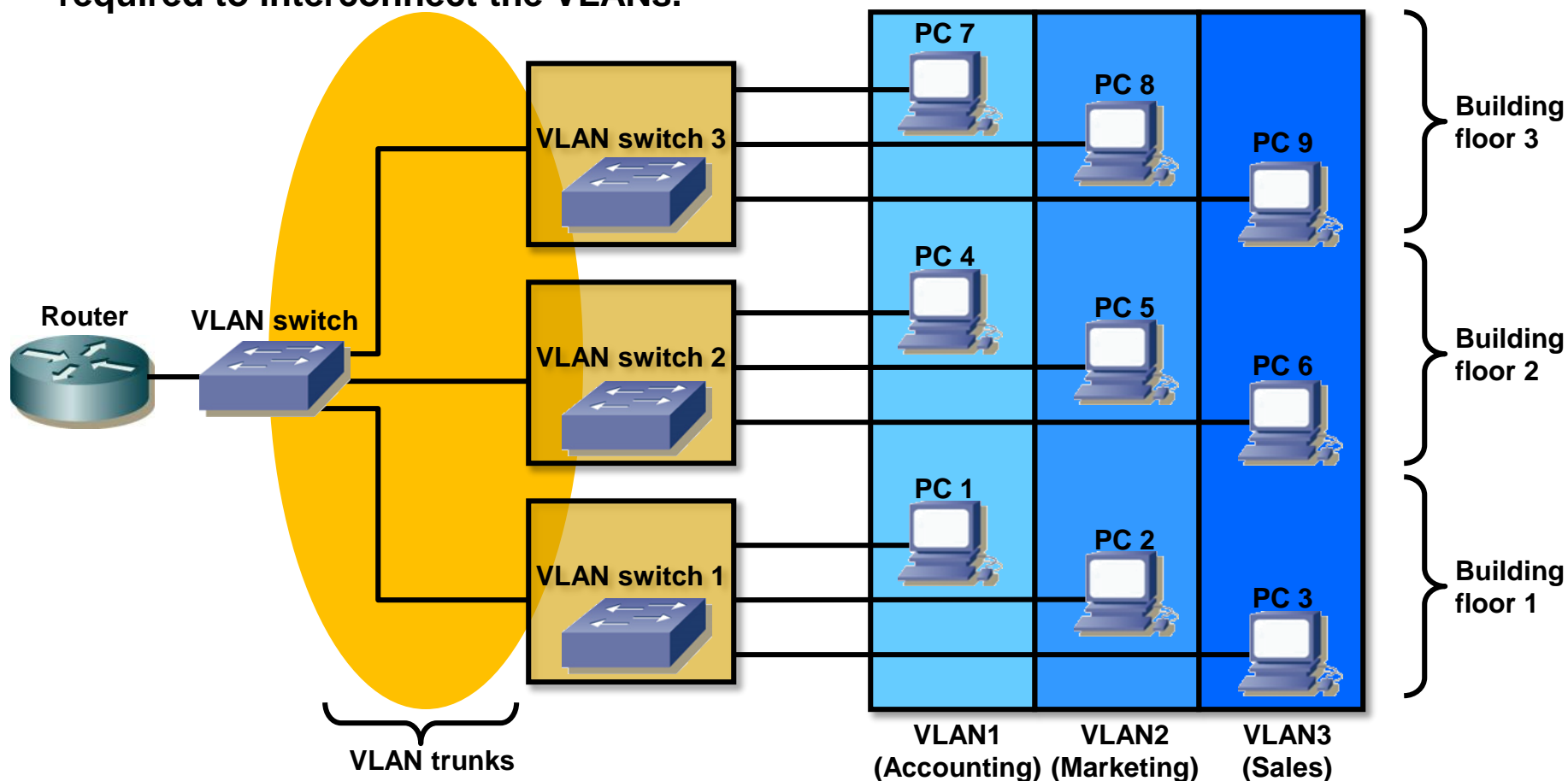
The traditional Ethernet header is augmented with a VLAN header (VLAN ID and p-tag).



2. QoS at layer 2: Virtual LAN (VLAN) IEEE 802.1p/Q tagging (2/3)

VLAN application scenario:

Hosts on different floors can be assigned to the same VLAN (e.g. Marketing VLAN). Traffic within a specific VLAN is confined to VLAN members. Other VLANs do not „see“ this traffic (a separate STP Spanning Tree Protocol instance is running per VLAN). A standard IP router is required to interconnect the VLANs.



2. QoS at layer 2: Virtual LAN (VLAN) IEEE 802.1p/Q tagging (3/3)

VLAN Membership:

Hosts can be assigned to VLANs based on different strategies.

VLAN 1 is the default VLAN available on all switch ports. It is used for management traffic (control plane traffic).

A. Static membership defined per port:

All traffic on a specific VLAN switch port is assigned to a specific VLAN, e.g. traffic on switch port 14 is assigned to VLAN 76.

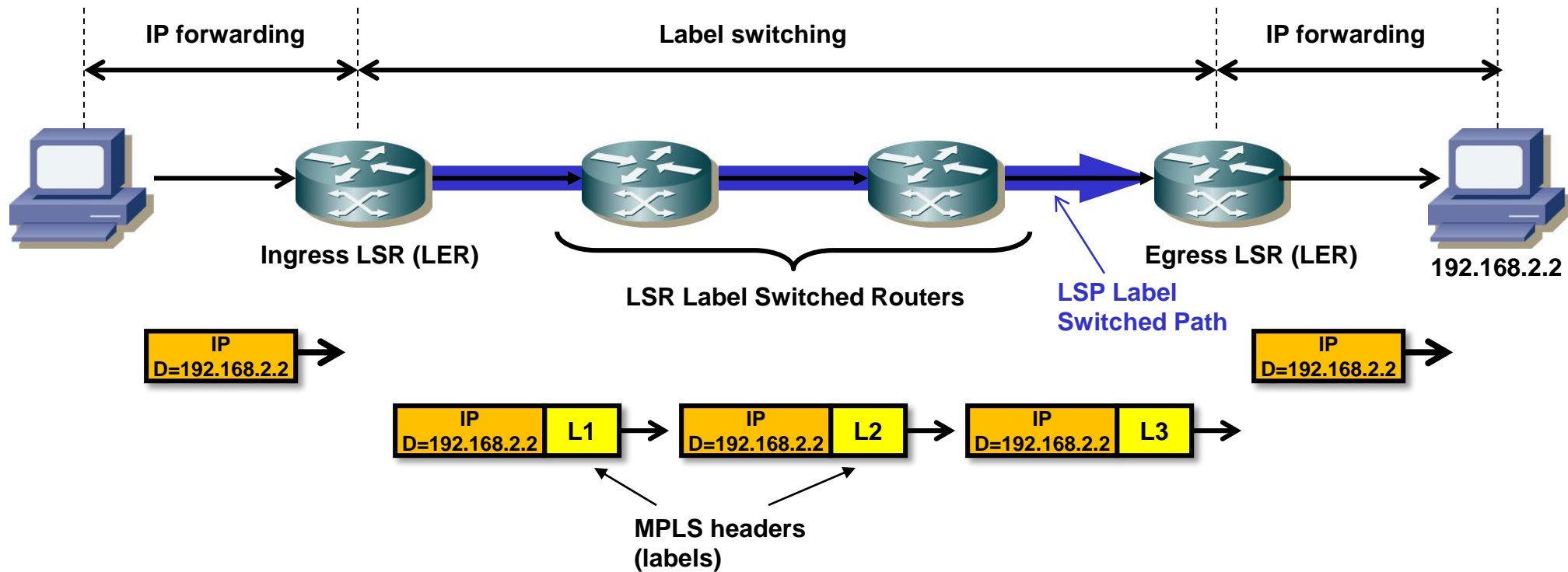
B. Dynamic membership:

Membership to a specific VLAN is based on other attributes like:

- a. Per MAC address (specific MAC addresses are assigned to specific VLAN).
- b. Per protocol (specific application protocols are assigned to specific VLAN).
- c. Per layer 3 (IP) address (IP address range to VLAN assignment).
- d. Per multicast address (IP multicast address to VLAN assignment).
- e. Combinations of a. – d.

3. QoS at layer 2.5: MPLS MultiProtocol Label Switching

- MPLS switches IP traffic flows on layer 2 thus improving network performance (more throughput).
- MPLS combines IP routing (addressing) and fast forwarding of traffic (layer 2 switching).
- MPLS LSPs (Label Switched Paths) can be assigned certain QoS (like ATM PVCs).

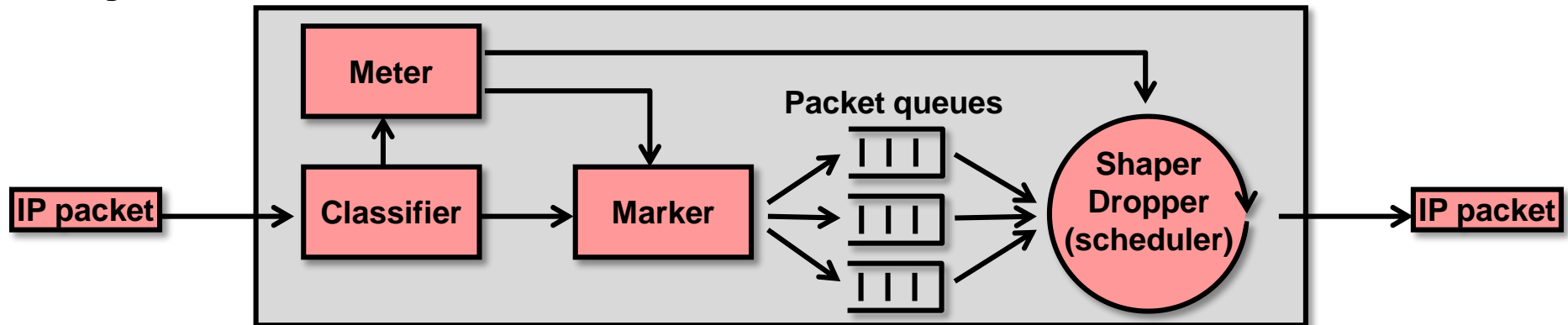


4. QoS at layer 3: TOS Type Of Service = DiffServ Differentiated Services (1/3)

DiffServ contains 2 main components:

1. Classification/prioritization of packets in forwarding path based on DSCP IP header field.
 2. Policy and allocation of priorities along the transmission path.
- Each router supporting DSCP needs to be configured accordingly (priorities).
 - The routers along a path (source to destination) do not store state about the flow (e.g. number of packets already transmitted etc.). Instead the routers apply a policy on each packet individually.

General logical architecture of a router:



Classifier: Classifies packet into an internal class. For intermediate routers, the classifier may be missing (packet already classified by AS ingress router).

Meter: Measures the temporal properties of the packet stream selected by the classifier and instructs the marker and shaper/scheduler to treat a specific packet accordingly (e.g. drop a packet that is out-of-profile, i.e. the stream already used 100% of the available bandwidth).

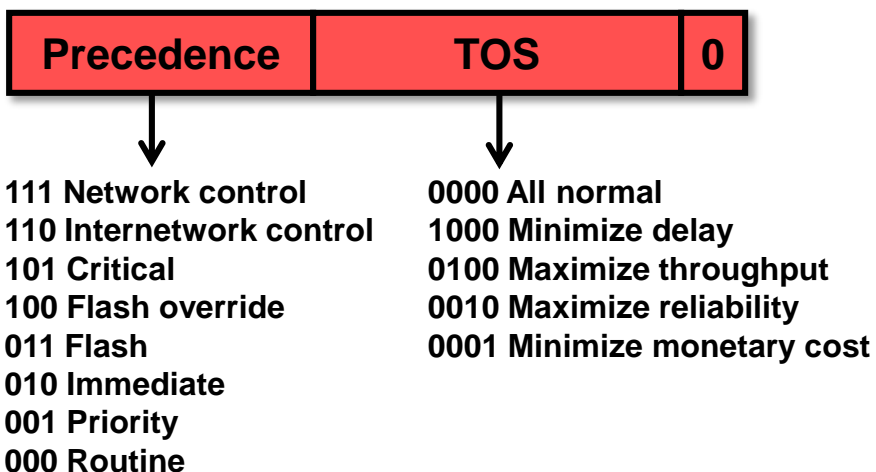
Marker: Marks packets according to the class defined by the classifier.

Shaper / scheduler: Extracts packets from queues according to a local policy and sends the packet.

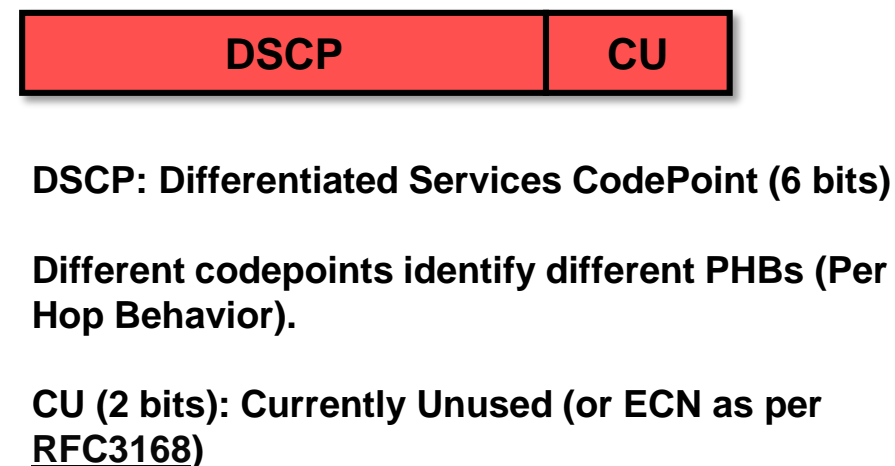
4. QoS at layer 3: TOS Type Of Service = DiffServ Differentiated Services (2/3)

- TOS field was too inflexible and redesigned to a single field named DSCP.
- DSCP contains a number that indicates the PHB to be applied to the IP packet.

TOS as per RFC1122 / RFC1349 (obsolete):



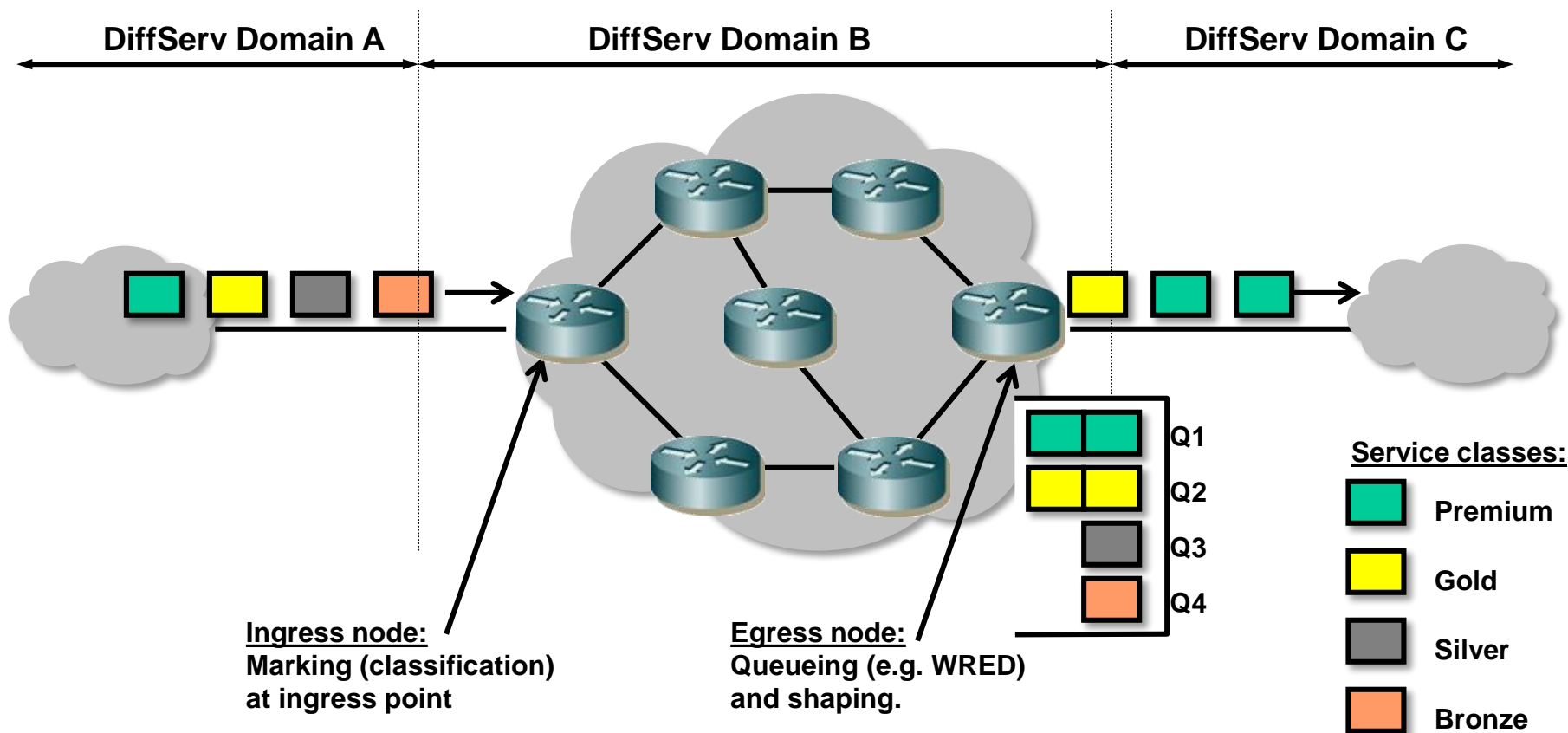
DSCP as per RFC2474 (new definition):



Version	IHL	TOS / DSCP	Total length		
Identification			DF	MF	Fragment offset
TTL		Protocol		Header checksum	
IP source address					
IP destination address					
Optional IP options					

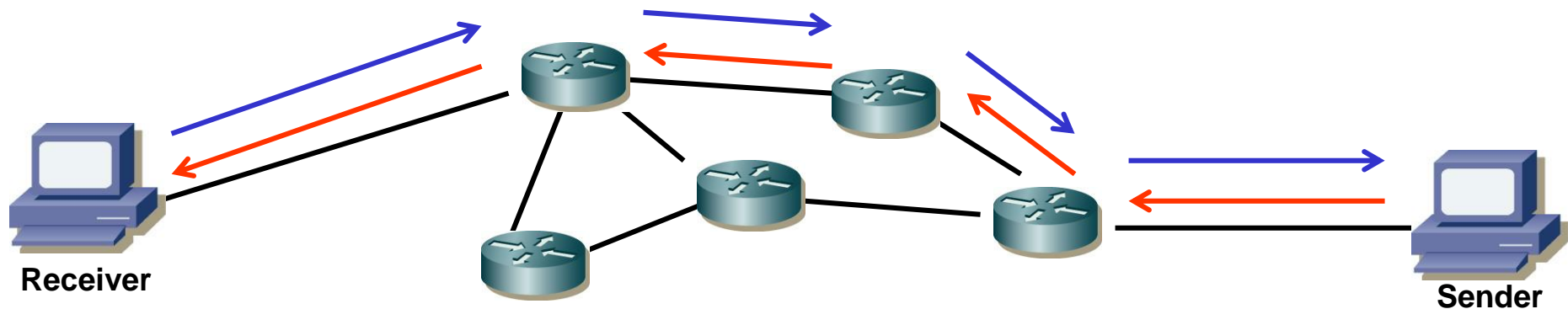
4. QoS at layer 3: TOS Type Of Service = DiffServ Differentiated Services (3/3)

- Packets are classified (and DSCP field marked) at the ingress into a domain (e.g. AS Autonomous System).
- Intermediate routers in domain B prioritize packets according to the DSCP field in IP header.
- Domain B egress router shapes and schedules packets.



5. QoS at layer 3: RSVP (IntServ Integrated Services)

- RSVP (Resource ReSerVation Protocol) is an end-to-end protocol for bandwidth and latency requirements allocation and reservation.
- The Network must support RSVP in all hops; it is however possible to traverse non-RSVP enabled networks (with reduced QoS guarantees).
- The Network must enforce (police) misbehavior (prioritize packets over others).
- RSVP does not scale well since every hop needs to support a state table for each specific packet flow.
- RSVP does not (yet) allow changing routes to achieve optimum QoS rather than optimum path. RSVP uses standard IP routing protocols for deciding where to allocate resources.
- Since RSVP uses receiver-based allocation (as opposed to sender-based allocation) multicast can be easily supported (reservations flow towards the root of the multicast tree).



- ← RSVP PATH message (stores path to receiver which then allocates resources along the path).
- RSVP RESV (reservation) message reserves bandwidth etc. along the path.

6. Queueing strategies (1/2)

1. FIFO - First In First Out:

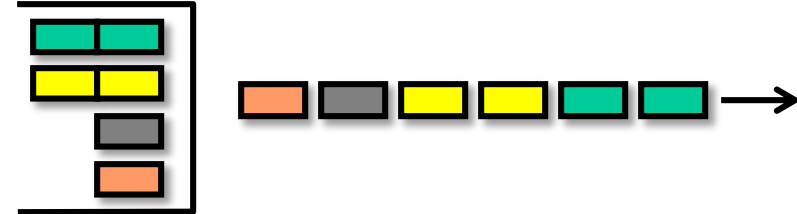
No classes, no priority. Packets are sent

in the same order as they are received. This poses a problem with bursty data applications (e.g. FTP) where long trains of packets may clog the queue and thus impair real-time traffic (VoIP).



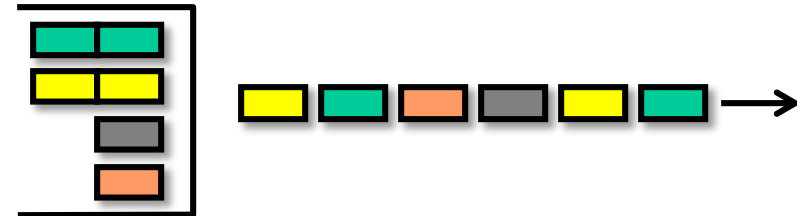
2. Priority queueing PQ (SP – Strict Priority Queue):

Packets of one class are transmitted before any packet of all lower priority classes.



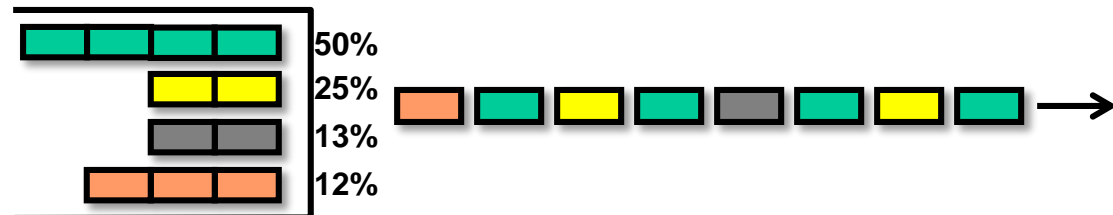
3. Round Robin RR:

Bandwidth is equally divided and assigned to each competing service class.



4. Class Based queueing CB:

Same as RR, but the class queues have unequal weights to give certain classes more bandwidth. Also called Weighted Round Robin (WRR).

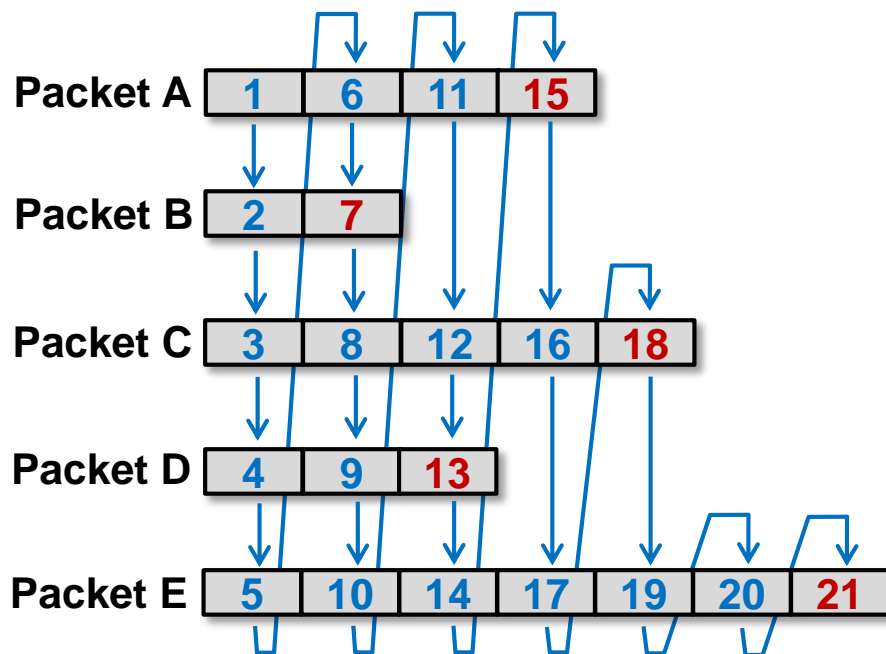


6. Queueing strategies (2/2)

5. Weighted Fair Queueing (WFQ):

WFQ overcomes the limitations of RR queueing (hosts sending larger packets get more bandwidth). WFQ does byte-by-byte RR, ascertains the (virtual) tick when the packet is finished (sent) and then sorts the packets in that order. This gives higher precedence for small packets that often belong to control connections. WFQ improves the sharing of output lines among multiple contenders by giving each contender a (possibly weighted) fair share of the line.

Byte-based RR for packets:



Finishing time & packet transmission order:

4
1
5
2
6

7. Active Queue Management – AQM (1/7)

Active Queue Management is the intelligent drop of packets in Internet routers (congestion control mechanism).

When queues become full, packets must be dropped (discarded).

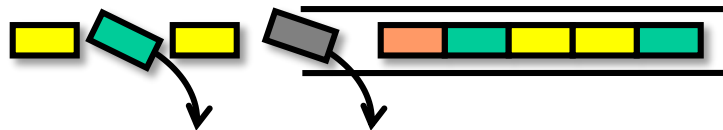
AQM algorithms try to drop packets with the goal of alleviating the buffer congestion as quickly as possible.

A. Random Early Detection - RED / Weighted RED (WRED):

As opposed to classical active queue management algorithms which drop packets when the average buffer is full, RED (RFC2309) defines a probabilistic packet drop algorithm.

If the buffer fill level exceeds a threshold, a router implementing RED randomly discards incoming packets before the buffer becomes full.

Randomly discarding packets can improve performance (if packets belong to TCP connections, TCP senders will cut down sending thus alleviating buffer congestion).



7. Active Queue Management – AQM (2/7)

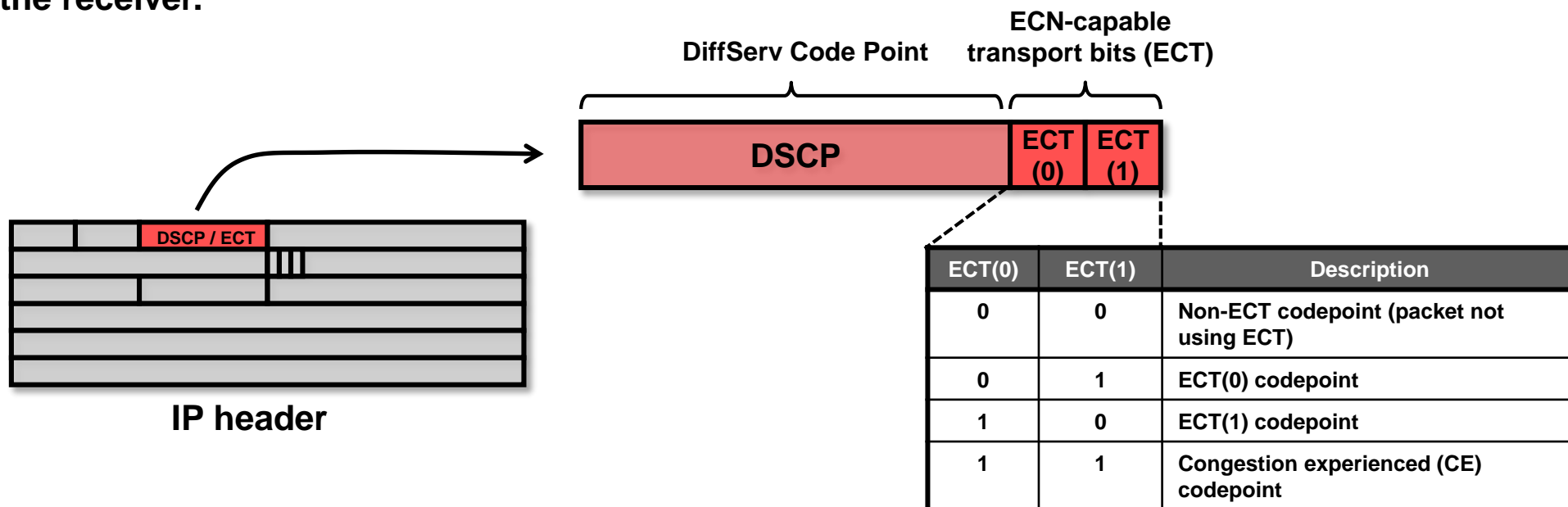
B. Explicit Congestion Notification – ECN (1/5):

ECN (RFC3168) tries to inform a sender of an impending packet drop in a router so that the sender can throttle transmission rate to alleviate the problem before packet drop occurs.

ECN combines IP and transport layer (e.g. TCP) functionality by using bits in the IP header and TCP header. Support for other transport protocols may be added in the future.

IP header:

ECN uses 2 bits of the DSCP field in the IP header to signal congestion information to the receiver.

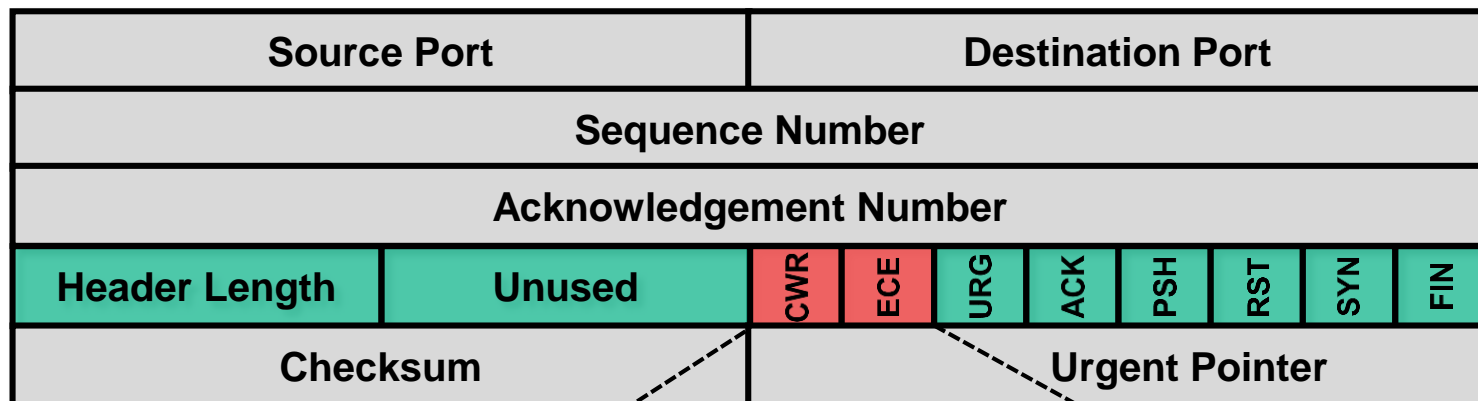


7. Active Queue Management – AQM (3/7)

B. Explicit Congestion Notification – ECN (2/5):

TCP header:

ECN defines 2 additional flags (bits) in the TCP header which are used to signal congestion between TCP-endpoints.



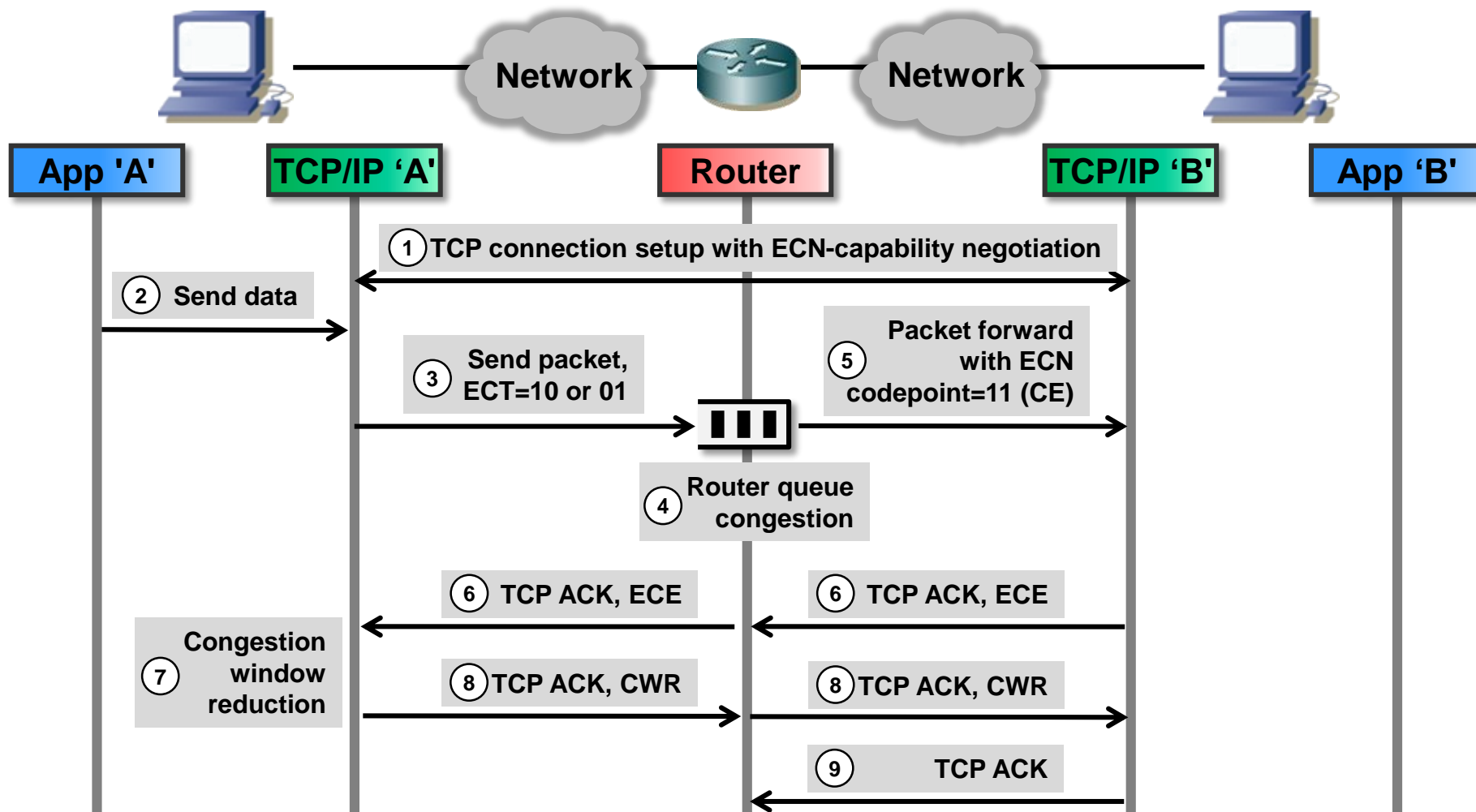
TCP header

TCP Flag	Description
CWR	Congestion Window Reduced flag. Informs the TCP receiver that the sender has reduced the congestion window.
ECE	ECN-Echo flag. The TCP receiver informs the TCP sender of the reception of a an IP packet that experienced congestion (ECN codepoint = CE).

7. Active Queue Management – AQM (4/7)

B. Explicit Congestion Notification – ECN (3/5):

Typical ECN signaling scenario:



7. Active Queue Management – AQM (5/7)

B. Explicit Congestion Notification – ECN (4/5):

Step by step explanation of a *ECN* scenario:

1. TCP connection setup:

During TCP connection setup (3-way handshake), both TCP endpoints signal their willingness and ability to use ECN.

TCP 'A' sends a first segment with SYN, ECE, CWR flags set.

TCP 'B' responds with a segment with SYN, ACK, ECE flags set (CWR is not set). The TCP connection is now ECN-enabled.

2. Application 'A' send data:

Application 'A' sends data over the socket interface.

3. IP packet with ECT codepoint:

Because the TCP connection is ECN-enabled, the IP layer of host 'A' sends packets with an ECT codepoint (either ECT=10 or ECT=01). This signals to routers along the transmission path that these packets belong to an ECN-enabled flow.

4.&5. Congestion in intermediate router:

A router in the transmission path experiences congestion (packet drop is imminent). The router reads the ECT-codepoint (01 or 11) and determines that the packet belongs to an ECN-enabled connection. Instead of dropping the packet, the router sets the ECT codepoint to 11 (Congestion Experienced) and forwards the packet towards the receiver.

7. Active Queue Management – AQM (6/7)

B. Explicit Congestion Notification – ECN (5/5):

Step by step explanation of a *ECN* scenario:

6. TCP ‘B’ signals congestion back to sender:

TCP ‘B’ receives the congestion indication and signals it back to the TCP ‘A’ by setting the ECE flag in the TCP header in an acknowledgement segment.

7. TCP ‘A’ reduction of congestion window:

TCP ‘A’ receives the ECE flag and reacts as if packet loss occurred by reducing the congestion window size and throttling the transmission rate (see [RFC2581](#) for TCP congestion control). If multiple TCP flows through the congested router react this way, the congestion is likely to disappear.

8. TCP ‘A’ signaling reduction of congestion window:

TCP ‘A’ signals the reduction of the congestion window to TCP ‘B’ by sending TCP segments with the CWR flag set.

9. TCP ‘B’ clear ECE flag:

The reception of the CWR flag signals to TCP ‘B’ that the sender has reduced the congestion window size and thus reacted accordingly to the congestion situation.

TCP ‘B’ now clears the ECE flag in TCP segments until the next IP packet with an ECT codepoint is received.

7. Active Queue Management – AQM (7/7)

C. CoDel (Controlled Delay):

- **Problem with TCP:**
 - Congestion control uses packet drops as congestion indication and to find a suitable transmission rate.
 - Large buffers in routers introduce delay but prevent packet drops.
 - Sender TCP does not receive packet drop indication (fast retransmit) thus not reducing transmission rate.
 - This in turn further fills the buffers in routers (bufferbloat).
- CoDel tries preventing bufferbloat by limiting average packet delay in buffers (< 5ms).
- If packet delay increases above 5ms, the packet is dropped thus signaling congestion to TCP.

- **CoDel advantages over RED/WRED:**
 - + Parameter-less, no parameters to be set administratively.
 - + Relatively simple implementation compared to RED/WRED.
 - + Independent of round-trip-delay, link rate and other factors.