



Traffic priority - IEEE 802.1p

Mario Baldi

Politecnico di Torino
mario.baldi[at]polito.it
staff.polito.it/mario.baldi

Pietro Nicoletti

Studio Reti
piero[at]studioreti.it
www.studioreti.it

Based on chapter 8 of:

M. Baldi, P. Nicoletti, "Switched LAN", McGraw-Hill, 2002, ISBN 88-386-3426-2



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Non blocking Switching fabric + speedup: is that all?

No, if you want guarantee quality of service!

- Elimination of output interface contention doesn't eliminate transmission contention
 - It's not possible to send more than a frame at a time
 - One frame is transmitted, the other ones are stored
- The resulting service
 - Depends on contention's frame number
 - Depends on *instantaneous* traffic profile
- Interface speedup doesn't solve the general problem
 - Receiving speed get higher too !!!!



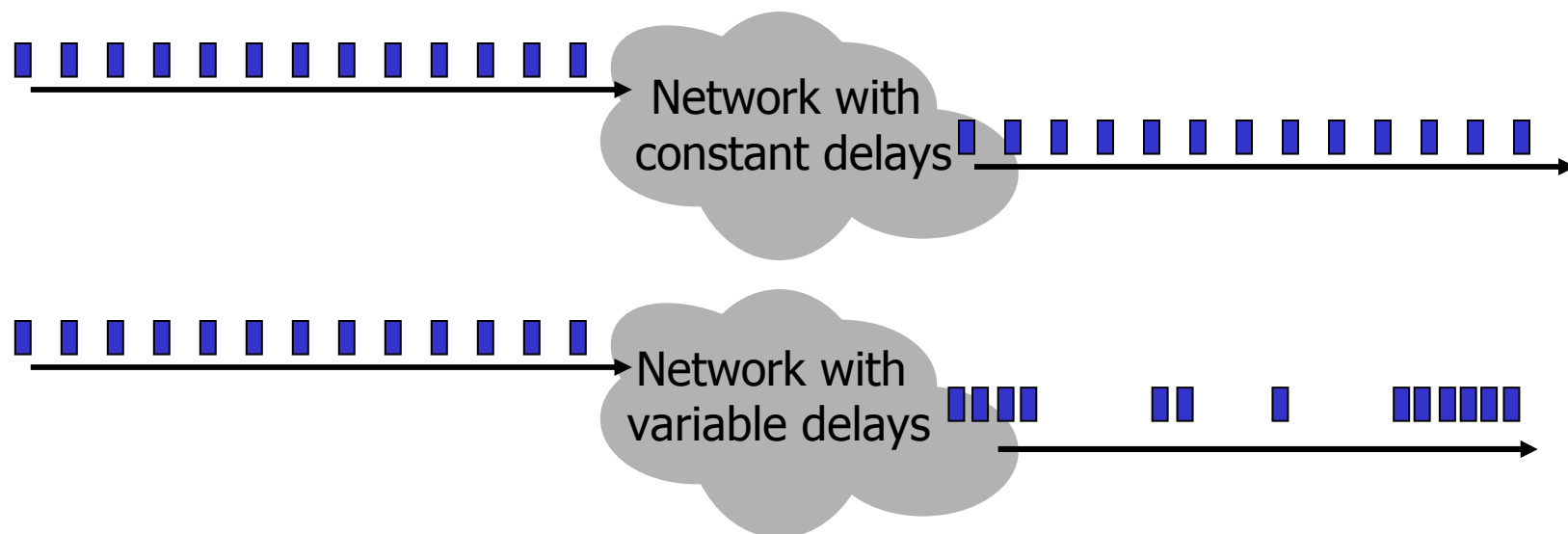
Consequences and their remedies

- Frame discarding
 - Large buffers reduce the problem
- Variable delay
 - Differentiated queueing and scheduling algorithm
 - Select the next packet in the buffer in optimal way(?)
 - Sophisticated algorithms offer better control over delay
 - Normally we don't want complicated layer 2 switches
 - Limitation on number of frame contention (admission control)
 - Normally it's not used in layer 2 switch

Real-time application

Receiving timings influence their behaviour

- Voice, telephony, music, video, videoconferency
- More and more used on LAN and WAN
- Source signal is sampled at regular intervals
- To have good quality samples must be played with the same regularity





Delay control

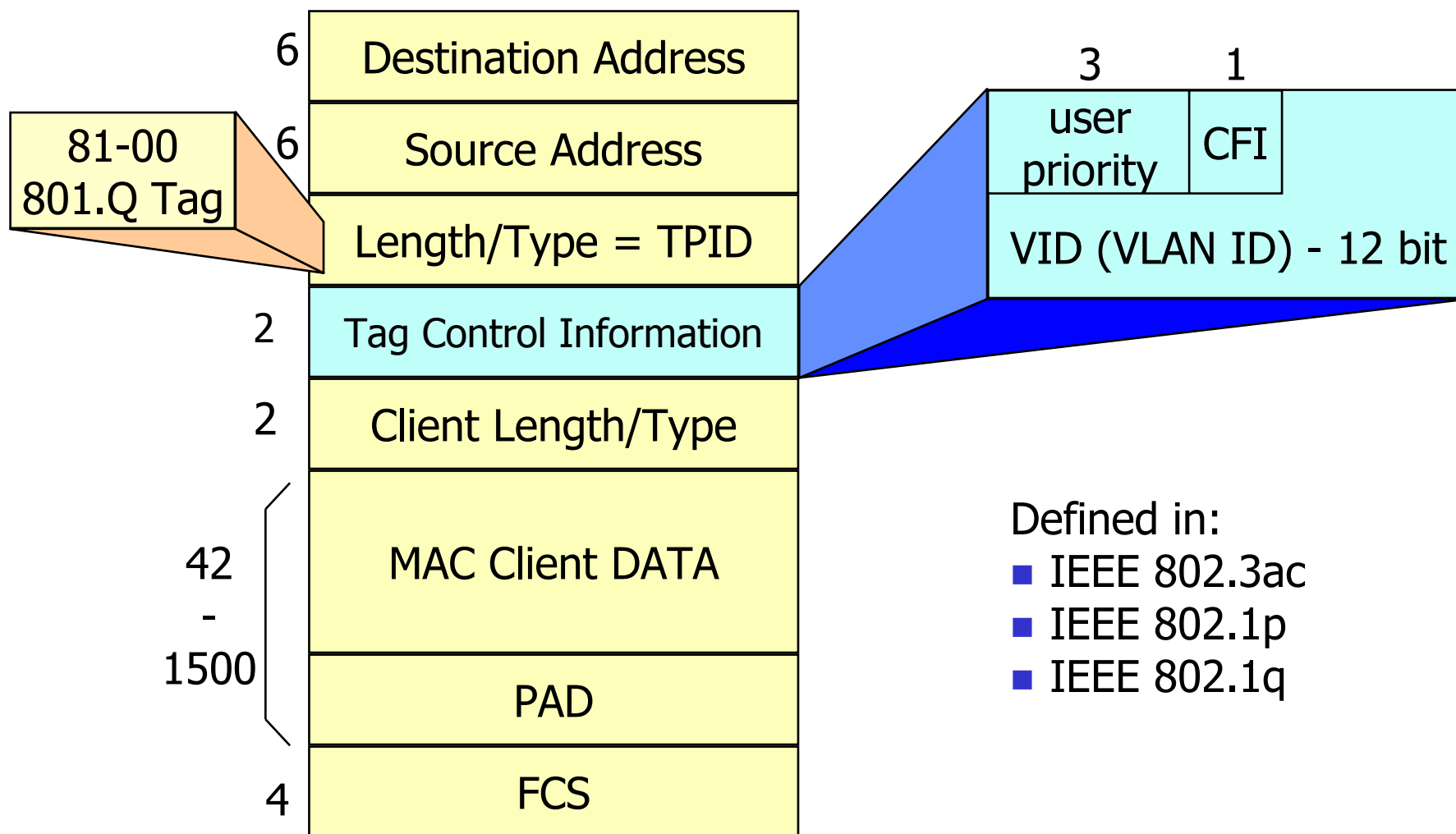
- Replay buffer
 - At destination
 - Doesn't need changes on network equipments
 - Can be implemented in the application
 - Delay increase: not suitable for interactive application
- Queue advanced management
 - Solve the problem at his heart
 - Differentiated queues
 - Sophisticated scheduling algorithm
 - Traffic control
 - Network engineering
 - Traffic engineering
 - Resource booking (admission control)



IEEE 802.1p standard

- 8 priority level
- It doesn't mean levels are hierarchical relationship
 - Even if word *priority* is used
- A tag in the packet records the priority level
 - Encoded on 3 bit
- Logical split queues for different services
 - At last 2
 - At most 8

Tag coding: IEEE 802.1p e 802.1q



- Defined in:
- IEEE 802.3ac
 - IEEE 802.1p
 - IEEE 802.1q



Priority assignment

- Tag insertion in the packet
- Sender's network card
 - Insert tag
 - Switching interface must be trunk in order to accept packets with tag
- Switching interface can assign priority to packets
 - Normally the interface to which the sender is connected



Priority/traffic association proposed

User Priority	Initials	Kind of traffic
0 (default)	BE	Best Effort
1	BK	Background
2	--	not defined
3	EE	Excellent Effort
4	CL	Controlled Load
5	VI	“Video,” < 100 ms latency and jitter
6	VO	“Voice,” < 10 ms latency and jitter
7	NC	Network Control

IEEE 802.1p recommended aggregation

Code No.	Kind of traffic							
1	BE							
2	BE				VO			
3	BE				CL		VO	
4	BK	BE			CL		VO	
5	BK	BE			CL	VI	VO	
6	BK	BE	EE	CL	VI	VO		
7	BK	BE	EE	CL	VI	VO	NC	
8	BK	----	BE	EE	CL	VI	VO	NC



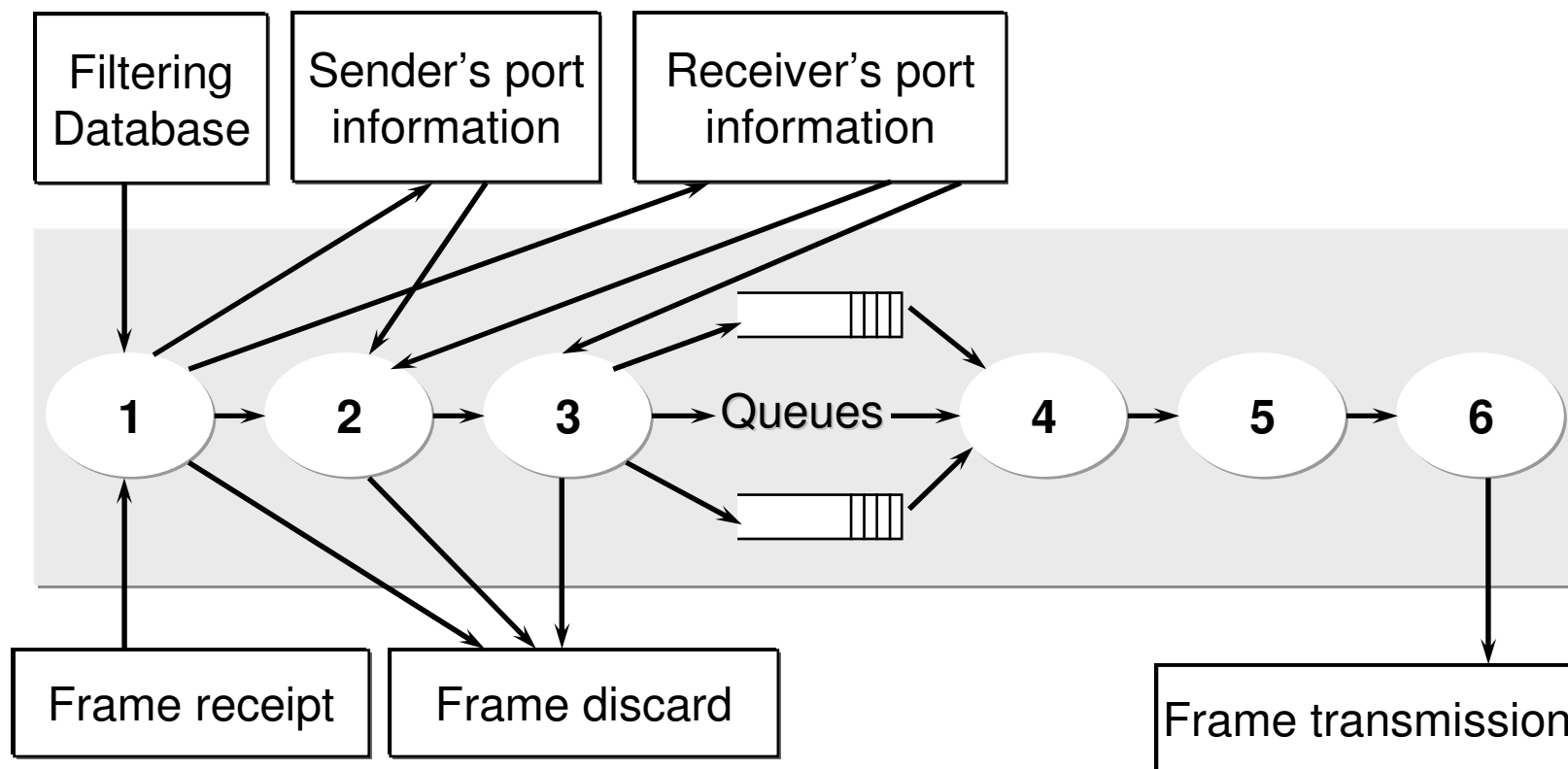
Scheduling

- IEEE 802.1p recommends *fixed priority* as traffic/queue association
- Possibility to use variable priority scheduling algorithms
 - Round robin, weighted round robin, weighted fair queuing
- Different range equipments can offer different algorithms

Configuration commands let to

- Assign priority value (user priority) to queue
- Set the scheduling algorithm

IEEE 802.1p switch functional architecture



- 1 Filtering Frames**
- 2 Enforcing topology restriction (STP)**
- 3 Queueing Frames**

- 4 Selecting frames for transmission**
- 5 Mapping priority**
- 6 Recalculating FCS**