

Performance Evaluation of Quality-of-Service Routing with Inaccurate Link-State Information

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Routing in Integrated Services Networks

- Support the migration of voice, data, and multimedia services to an integrated backbone network
- Quality-of-service routing considers the call's traffic spec and performance requirements in path selection
 - Satisfy the QoS requirements of each call
 - Optimize usage of network resources
- QoS routing consumes bandwidth, CPU, and memory
 - Exchange recent information about link load
 - Compute suitable route for each incoming call

How does the link-state update policy affect this **performance** vs. **overhead** trade-off in large networks?

Outline

- Source-directed link-state routing
- Topology and traffic models
- Simulation results of sensitivity study
 - Periodic link-state updates
 - Triggered link-state updates
 - Interactions with network topology
- Conclusions and ongoing work
 - Proposed new routing and signalling policies
 - Extensions to simulation model

Performance Evaluation of QoS Routing

Source-directed link-state routing

- Source computes route based on topology database
- Link-state updates sent periodically or triggered by significant change
- Path selection based on call traffic parameters and available link capacity

Tunable parameters affecting network overheads

- Frequency of link-state update propagation
- Path-selection algorithm and link-cost parameters
- Size of network (number of nodes and links)
- Frequency of route computation (ongoing work)

⇒ sensitivity study of performance vs. overheads

Call Routing and Signalling Model

Route and signal a connection with bandwidth b :

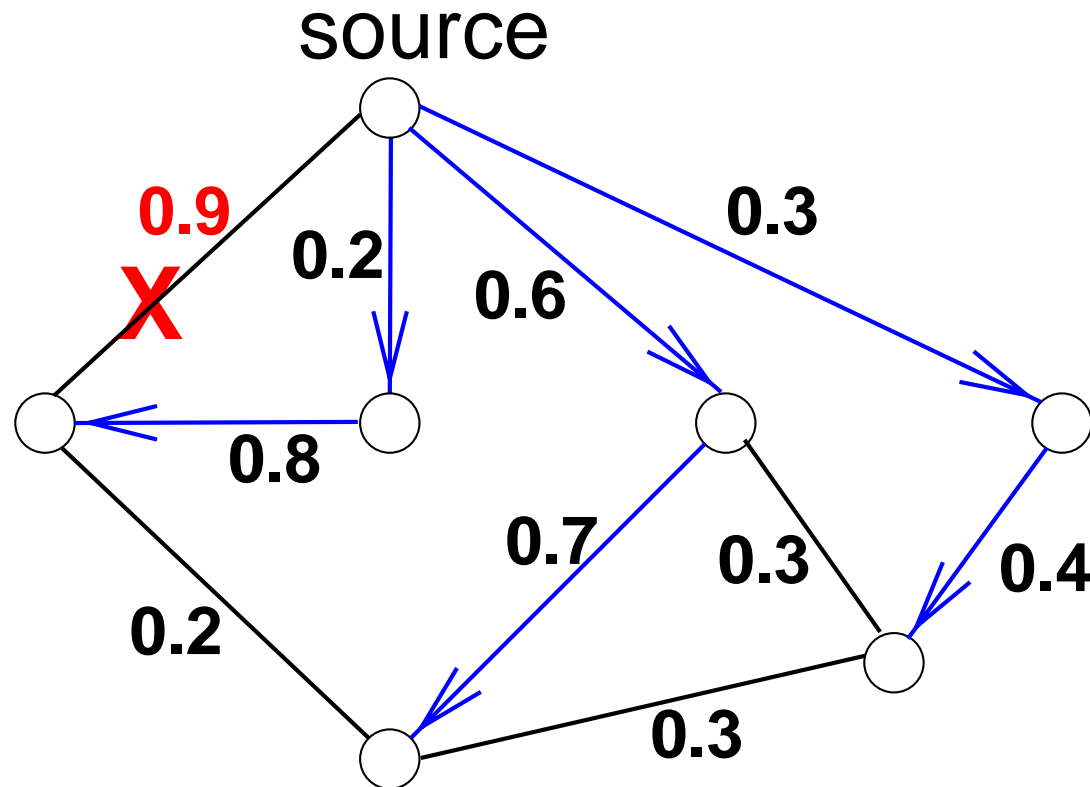
- Source computes a route to the destination node:

1. Prune infeasible links ($util(l) + b > 1$)
2. Compute shortest paths to destination node
3. Choose shortest path with lowest cost $\sum_l util(l)$
 \Rightarrow cheapest, shortest, feasible path

- Call signalling across each link in the path:

1. Test admissability ($util(l) + b \leq 1$)
2. Reserve bandwidth ($util(l) = util(l) + b$)
 \Rightarrow admission control and resource reservation

Routing Failure vs. Set-Up Failure

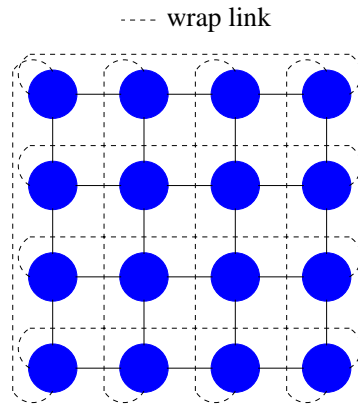


Routing failure: source cannot compute a feasible path

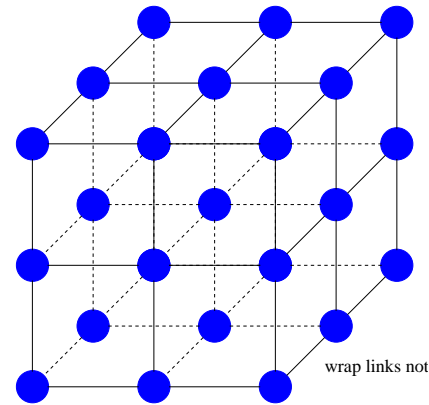
Set-up failure: path cannot reserve the resources

Backbone Topology Model

Homogeneous backbone topology (k -ary n -cube)



4-ary 2-cube



3-ary 3-cube

- Systematic study of network growth (# nodes, # links, #routes, node degree)
- Analytic expressions to validate simulation and predict performance in simple scenarios
- $N = k^n$, $L = 2nk^n$, degree = $2n$, diam = $\lfloor k/2 \rfloor n$

Synthetic Traffic Model

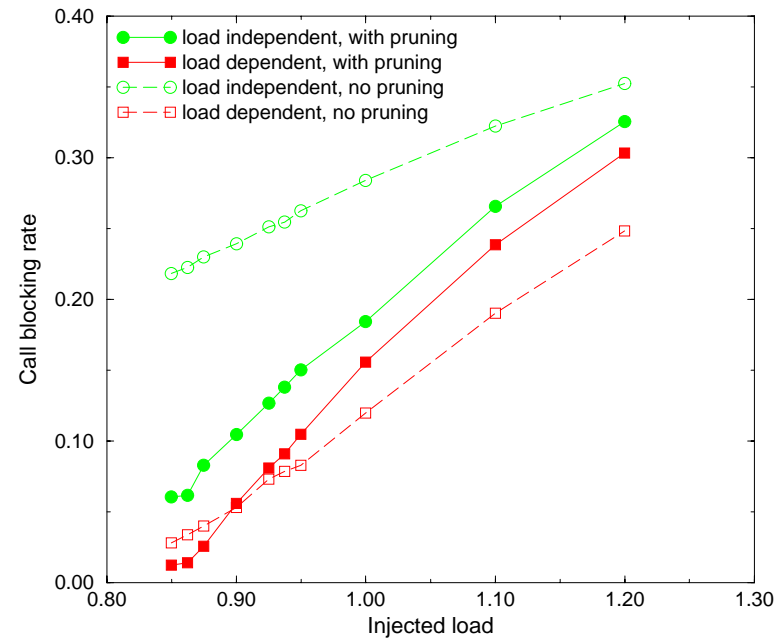
Standard homogeneous traffic models

- Characterize basic performance trends
- Understand effects of stochastic traffic variations
- Avoid potential bias against static routing
- Focus on QoS routing in a well-provisioned backbone

Traffic parameters

- Exponential call interarrivals, $1/\lambda \sim \exp(1/\bar{\lambda})$
- Exponential call holding times, $\ell \sim \exp(\bar{\ell})$
- Uniform bandwidth requests, $b \sim U[\bar{b} - s/2, \bar{b} + s/2]$
- Source-destination pairs uniformly distributed

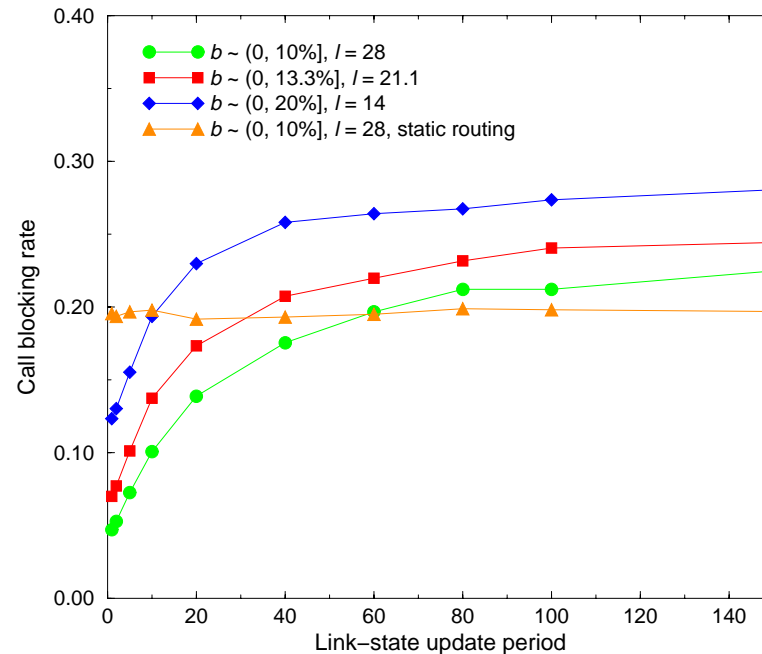
Call Blocking vs. Offered Load



125 nodes, $b_{req} = 5\%$, fixed holding time ℓ , instant updates

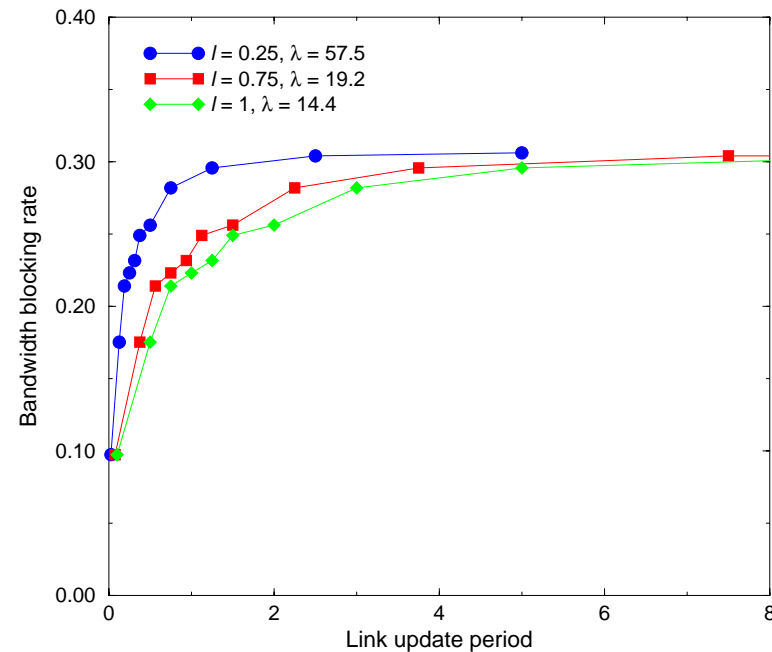
- Load-dependent routing reduces call blocking
- Pruning results in some non-minimal routes
- Non-minimal routes help at low load, hurt in overload

Staleness Due to Periodic Updates



- 125 nodes, 85% offered load, arrival rate $\lambda = 1$
- More difficult to admit high bandwidth calls
 - Low blocking requires very low update period x
 - Static routing performs better under large periods

Holding Times and Periodic Updates



125 nodes, 87% offered load, $b = 10\%$

- Longer holding times permit use of higher periods
- Separate resources for short- and long-lived flows
- Detect long-lived flows and assign to QoS routes

Triggered Link-State Updates

$$bwchange = \frac{|avail_{old} - avail_{new}|}{avail_{old}}$$

Initial link occupancy 90%



Call arrival, occupancy 95%
avail. bandwidth change 50%



Call arrival, occupancy 100%
avail. bandwidth change 100%



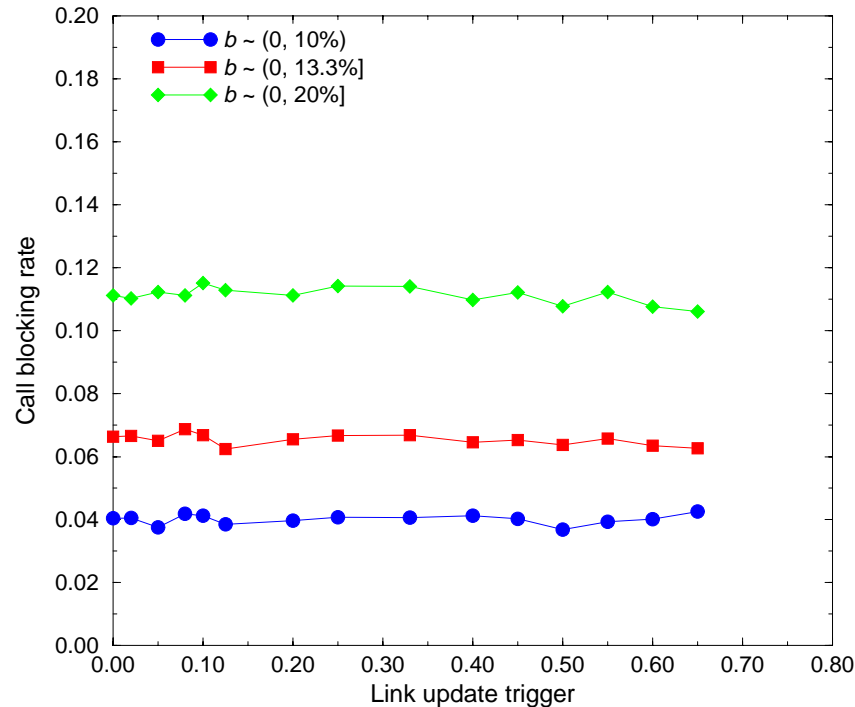
Call terminates, occupancy 95%
avail. bandwidth change ∞



Call terminates, occupancy 90%
avail. bandwidth change 100%



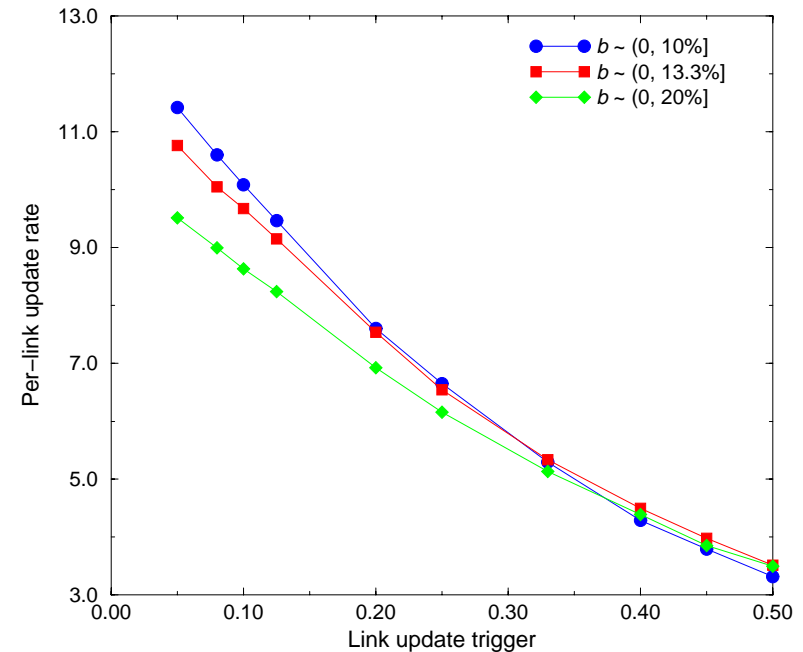
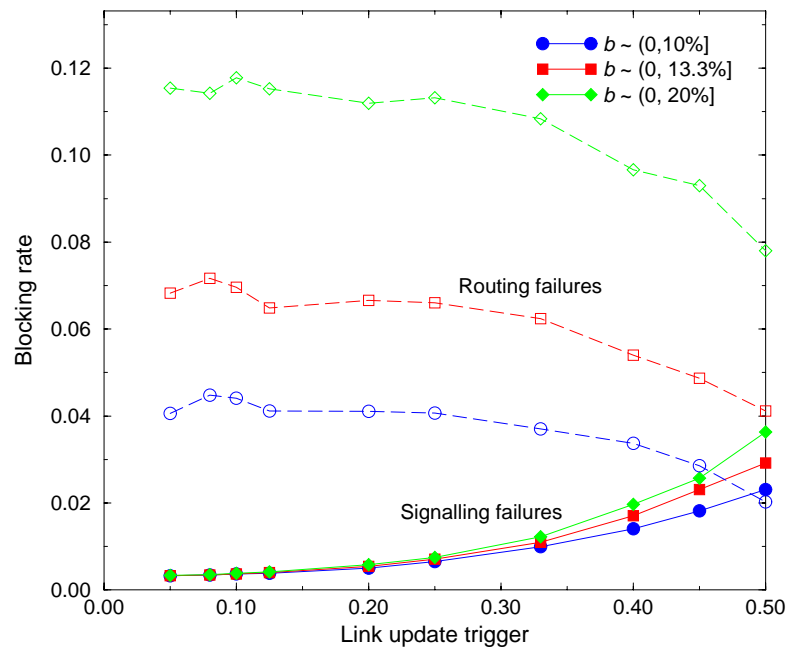
Blocking Insensitivity to Triggers



125 nodes, 85% offered load, fixed call arrival rate

- Update state when avail. bandwidth changes by $x\%$
- Link-state staleness does *not* increase call blocking
- Trigger is activated when accuracy is most critical

Set-up Failures vs. Update Overheads



125 nodes, 85% offered load, fixed call arrival rate

- Coarse triggers also decrease link update rate
- Coarse triggers increase set-up failures
- Infeasible links look feasible and vice versa

Infeasible link that looks feasible

- Chosen route cannot support the call on “best” route
- Staleness causes call blocking during set-up
- Accurate information would have pruned this link
- Accurate info would probably result in routing failure

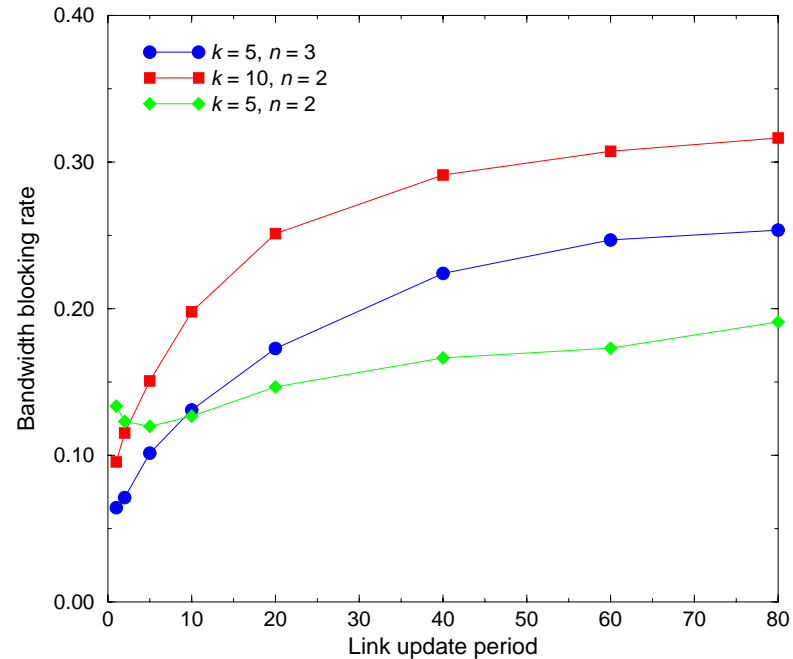
⇒ turns **routing** failure into a **set-up** failure

Feasible link that looks infeasible

- Stale information causes inadvertent pruning of link
- Excessive pruning can lead to a routing failure
- Unlikely due to frequent triggers for high-load links
- Unlikely in a topology with multiple short routes

⇒ no significant impact on **routing** failures

Interaction of Staleness with Topology



$b = 5\%$, 85% offered load, fixed call arrival rate

- Routing failures dominate at lower periods, set-up failures increase with longer periods
- Richer topology helps at low period due to large number of routes, but less helpful under large period

Conclusions and Ongoing Work

Routing and signalling under stale information

- Applying QoS routing only to long-lived calls
- Modest back-off before rerouting blocked calls
- Controlled sequencing through alternate routes
- Precomputed routes with on-demand pruning

Experiments with different network configurations

- Realistic traffic models (telephony, internet)
- Representative backbone topologies (edge-core)
- Range of link cost functions (exponential, discretized)

⇒ efficient link-state routing by controlling processor,
bandwidth, and memory resources