Lecture 20: Buffering & Scheduling

CSE 123: Computer Networks
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Lecture 20 Overview

- Queues in routers & switches

- Buffer management and scheduling disciplines
  - RED
Quiz 2 Scores

Histogram

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Third Generation Routers

Switch Fabric

- Shared interconnect (frequently crossbar)
- Centralized scheduler
- Full forwarding table in line card
- Fixed cells

Line Card
- Buffers
- Forwarding Table
- MAC

CPU Card
- CPU
- Routing Table

Line Card
- Buffers
- Forwarding Table
- MAC

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Output queuing

- Output interfaces buffer packets

- Pro
  - Simple algorithms
  - Single congestion point

- Con
  - N inputs may send to the same output
  - Requires speedup of N
    » Switch fabric must be N times faster than input line rate
Input queuing

- Input interfaces buffer packets

- Pro
  - Single congestion point
  - Simple to design algorithms

- Con
  - Must implement flow control
  - Low utilization due to Head-of-Line (HoL) Blocking
Head-of-Line Blocking

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IQ + Virtual Output Queuing

- Input interfaces buffer packets in per-output virtual queues

- Pro
  - Solves blocking problem

- Con
  - More resources per port
  - Complex arbiter at switch
  - Still limited by input/output contention (scheduler)
Virtual Output Queues
Switch scheduling

- **Problem**
  - Match inputs and outputs
  - Resolve contentions, no packet drops
  - Maximize throughput
  - Do it in constant time…

- If traffic is uniformly distributed its easy
  - Lots of algorithms (approximate matching)

- Seminal result (Dai et al, 2000)
  - Maximal size matching + speedup of two guarantees 100% utilization for most traffic assumptions
Typical high-performance router

- IQ + VoQ + OQ
  - Speedup of 2
  - Central scheduler
  - Fixed-sized internal cells
- Pro
  - Can achieve utilization of 1
  - Can scale to > Tbps
- Con
  - Multiple congestion points
  - Complexity
Key Router Challenges

- **Buffer management**: which packet to drop when?
  - We only have finite-length queues
- **Scheduling**: which packet to transmit next?
Basic Buffer Management

- FIFO + drop-tail
  - Simplest choice
  - Used widely in the Internet

- FIFO (first-in-first-out)
  - Implies single class of traffic

- Drop-tail
  - Arriving packets get dropped when queue is full regardless of flow or importance

- Important distinction:
  - FIFO: scheduling discipline
  - Drop-tail: drop policy (a.k.a. buffer management)
FIFO/Drop-Tail Problems

- Leaves responsibility of congestion control completely to the edges (e.g., TCP)
- Does not separate between different flows
- No policing: send more packets → get more service
- Synchronization: end hosts react to same events
Active Queue Management

- Design active router queue management to aid congestion control

- Why?
  - Router has unified view of queuing behavior
  - Routers see actual queue occupancy (end hosts have difficulty distinguishing between queuing delay and propagation delay)
  - Routers can decide on transient congestion, based on workload
Design Objectives

- Keep throughput high and delay low
  - High power (throughput/delay)

- Accommodate bursts

- Queue size should reflect ability to accept bursts rather than steady-state queuing

- Improve TCP performance with minimal hardware changes in router
Random Early Detection

- Detect incipient congestion

- Assume hosts respond to lost packets

- Avoid window synchronization
  - Randomly mark packets

- Avoid bias against bursty traffic
RED Algorithm

- Maintain running average of queue length in router

- If $\text{avg} < \min_{\text{th}}$ do nothing
  - Low queuing, send packets through

- If $\text{avg} > \max_{\text{th}}$, drop packet
  - Protection from misbehaving sources

- Else drop/mark packet in a manner proportional to queue length
  - Notify sources of incipient congestion
  - Dropping vs Marking tradeoff (Explicit Congestion Notification)
For next time…

- Read Ch. 6.2 in P&D
- DISCUSSION ON ZOOM
- NO CLASS FRIDAY (University holiday)