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- Controllable sources (UDP)

the contracted capacity

Task

Sending rates

• Below

• At

capacities.

• Over

• See what is the outcome of the service expressed as recovered

- Investigate the operation of different metering and marking algorithms
- Source population (traffic mix):
 - Pure TCP (greedy FTP)
 - Pure UDP (CBR)
 - Mixed (2–4 UDP clients and 6–8 TCP clients)
- Contracts:
 - All clients equal contract
 - Some clients substantially higher contract
 - Some clients zero contract



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Policers

• TSW2CM:

- Time Sliding Window Meter with Two Color Marker
- Queue addPolicyEntry [Destination id] [Source id] TSW2CM Initial Codepoint CIR
- Packets are marked to lower precedence probabilistically when CIR is exceeded
- TSW3CM:
 - Time Sliding Window Meter with Three Color Marker
 - Queue addPolicyEntry [Destination id] [Source id] TSW3CM Initial Codepoint CIR PIR
 - Packets are marked to medium precedence probabilistically when CIR is exceeded
 - Packets are marked to low precedence probabilistically when PIR is exceeded



- Packets are marked to lower precedence when bucket is empty
- CIR = Token rate * Token size
- CBS = Size of the token bucket



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Policers

• srTCM:

- Single Rate Meter with Three Color Marker
- Queue addPolicyEntry [Destination id] [Source id] srTCM Initial Codepoint CIR CBS EBS
- Two token buckets in cascade
- Packets are marked to medium precedence when first bucket is empty but second is not
- Packets are marked to low precedence when both buckets are empty



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Policers

- trTCM:
 - Two Rate Meter with Three Color Marker
 - Queue addPolicyEntry [Destination id] [Source id] trTCM Initial Codepoint CIR CBS PIR PBS
 - Two token buckets in cascade
 - Packets are marked to medium precedence when first bucket is empty but second is not
 - Packets are marked to low precedence when both buckets are empty





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Forwarding

- Each packet with assigned codepoint need some forwarding action to be associated
- This is done by selecting queue and precedence based on the codepoint



