A Statistical Bandwith Sharing Perspective on Buffer Sizing

Jordan Augé (joint work with James Roberts in Orange Labs)

December 4th, 2008, LIP6, Paris



Buffer sizing issue

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- But these assumptions are unrealistic

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- The number of flows in progress is a random value
- The flow peak rate is an essential characteristic and determines a typical traffic mix
 - ▶ Most flows have a peak rate much less than the link rate
 - A small number of flows have a high peak rate and dynamically share link bandwidth

Link utilization regimes



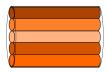
a transparent regime

the sum of the peak rates of the flows is less than capacity with high probability



Link utilization regimes





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an elastic regime

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a intermediate elastic regime

the majority of flows are peak rate limited but share the bandwidth with flows using all the residual bandwidth

Buffer sizing in the transparent regime



• Packets arrivals are locally Poisson



Buffer sizing in the transparent regime



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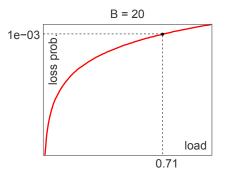
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- Most of the time, only 1 or 2 flows : BDP necessary for standard TCP
- normalized expected flow throughput is a convenient performance indicator

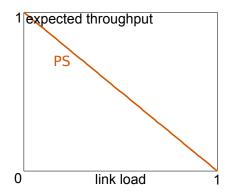
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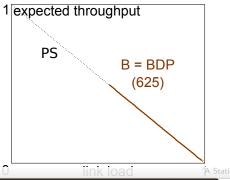
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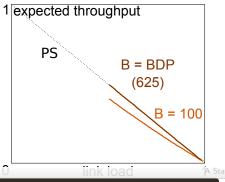


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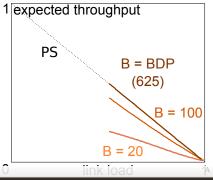


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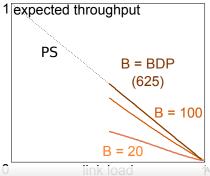


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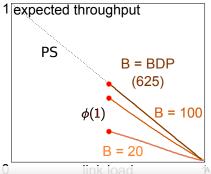


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- performance decreases with higher background load or higher link capacity

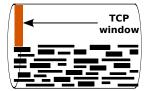
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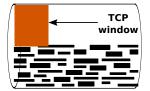
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- linear decrease of throughput conditioned by $\phi(1)$



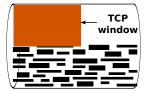
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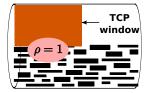
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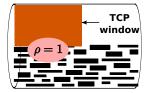


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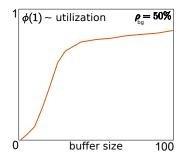


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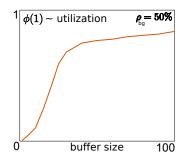


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- Large buffers are necessary to avoid the impact of the background traffic



• fixed background load

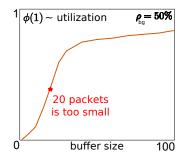




- fixed background load
- Two behaviors for $\phi(1)$ according to buffer size
 - ▶ for small buffer sizes, low values of φ(1)

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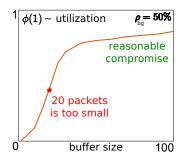
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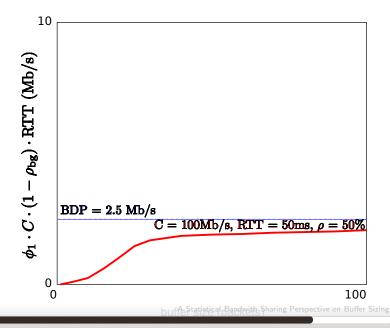
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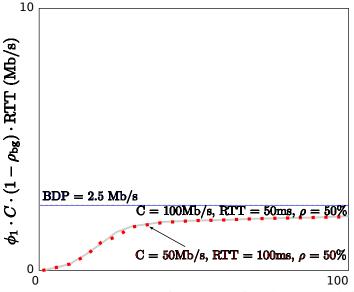


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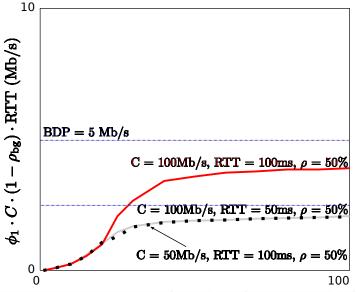
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- for higher buffer sizes, φ(1) tend to 100%, reached for the BDP
- buffers should be sized to avoid the low utilization zone

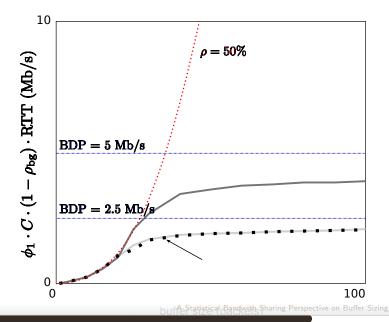




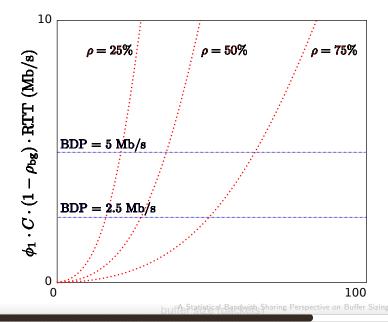
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Empirical buffer sizing (2/2)



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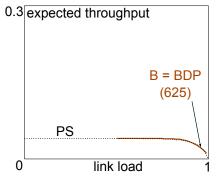
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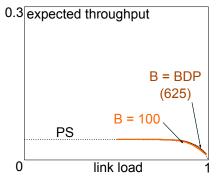


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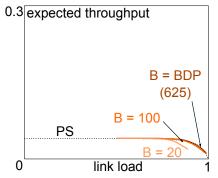


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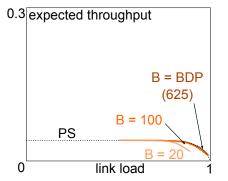


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• Small buffers are sufficient up to high loads

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Thanks ! Questions are welcome. Contact : Jordan Augé <jordan.auge@free.fr>

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