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# **ERICA+: Extensions to the ERICA Switch Algorithm**

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- □ ERICA under VBR
- Scheduling of multiple classes
- **ERICA** with full utilization
  - **Given Seatures**
  - New Algorithm
  - Simulation Results

#### **Current Switch Algorithm: ERICA**

- $\square ERICA = \underline{E}xplicit \underline{R}ate \underline{I}ndication for \underline{C}ongestion \\ \underline{A}voidance$
- □ Monitor:
  - Overload = Input rate/Target Rate Fair Share= Available rate/# of active VCs
- □ This VC's Share = CCR/Overload
- ER = Max(Fair Share, This VC's Share) ER in Cell = Min(ER in Cell, ER)
- ER in Cell = Min{ER in Cell, Max(Available rate/# of active VCs, CCR/Overload) }
- Use BECN option when appropriate

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# **ERICA under VBR**

- With VBR, the available bandwidth (AB) changes dynamically.
- □ Need:
  - □ An algorithm for setting explicit rates as changes
  - □ A scheduling algorithm for multiple classes

#### **Innovation 1: Allocation**

- Monitor VBR usage
- □ ABR capacity = Target Rate VBR input rate
- Overload factor = ABR input rate/ABR capacity
- □ This VC's share = VC's CCR/overload factor
- □ Fair share = ABR capacity/Number of active ABR VCs
- $\square ER = Max \{ Fair share, This VC's share \}$
- □ NOTE:
  - □ ABR capacity = Target Util. × Link Rate VBR output rate and not
    - ABR capacity = Target Util.×(Link Rate VBR output rate)
    - $\Rightarrow$  Target utilization applies to total link load
  - □ VBR Output rate < Target utilization

- □ Allows any desired allocation:
  - $V_{frac}$  = Fraction reserved for VBR

$$A_{frac}$$
 = Fraction reserved for ABR

Guarantees non-starvation.

All classes can have a guaranteed minimum.

□ No capacity is wasted.

Capacity not used by one is used by the other class

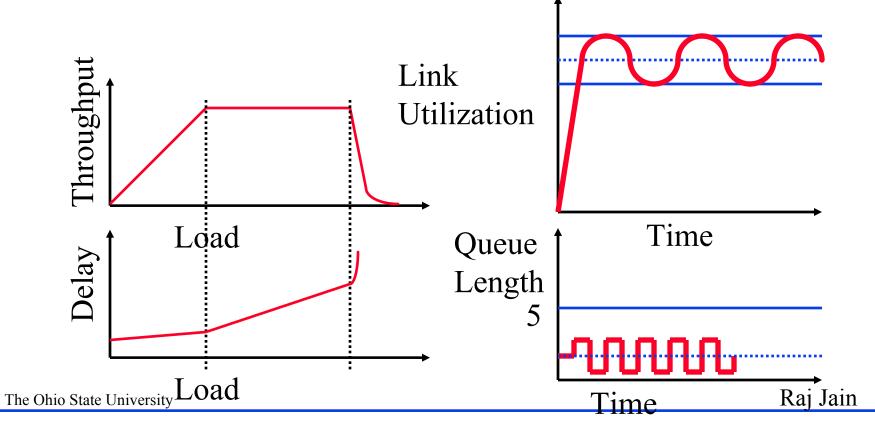
- □ Scheduling decision is made per cell or per group of cells
- □ Keep scores for both (or n) classes
- □ The class with higher score is serviced next
- Complete pseudo-code in the contribution

# **Scheduling Variables**

- A<sub>frac</sub> = Minimum Fraction desired for ABR
   V<sub>frac</sub> = Maximum Fraction desired for VBR
   (A<sub>frac</sub> ABR cells are transmitted for every V<sub>frac</sub> VBR cells)
   A<sub>credit</sub> = Current credit for ABR traffic
   V<sub>credit</sub> = Current credit for VBR traffic
   (In general, the traffic with higher credit is serviced next.)
- □  $A_{queue}$  = Number cells in the ABR queue  $V_{queue}$  = Number cells in the VBR queue
- □  $A_{count}$  = Number of ABR cells served  $V_{count}$  = Number of VBR cells served
- The complete pseudo-code is in the original contribution text.

# **Congestion Avoidance**

- □ High throughput, Low delay
- Small queues
- $\square$  Bounded oscillations  $\Rightarrow$  Good for Video traffic



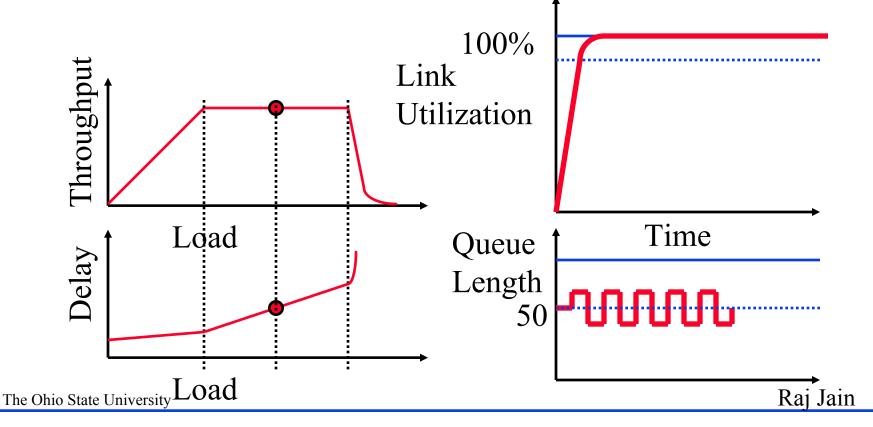
# Issues with Current Congestion Avoidance Schemes

- Link utilization is 90% or below
   May not be acceptable for high-cost WAN links.
- Queue length is close to 1.

Not good if bandwidth becomes available suddenly You can't use BECN to ask sources to increase Low rate sources may have long inter-RM cell times

#### **Features of the New Scheme**

- □ Allows operation at any point between the knee and the cliff
- □ The queue length can be set to any desired value.
- □ Allows utilization to be 100%



# **Features (Continued)**

- Compatible with current ATM Forum TM agreements
- □ No changes to source operation required
- No changes to destination operation required
- □ No changes to RM cell format required
- □ Follows all switch requirements

#### **Innovation 2**

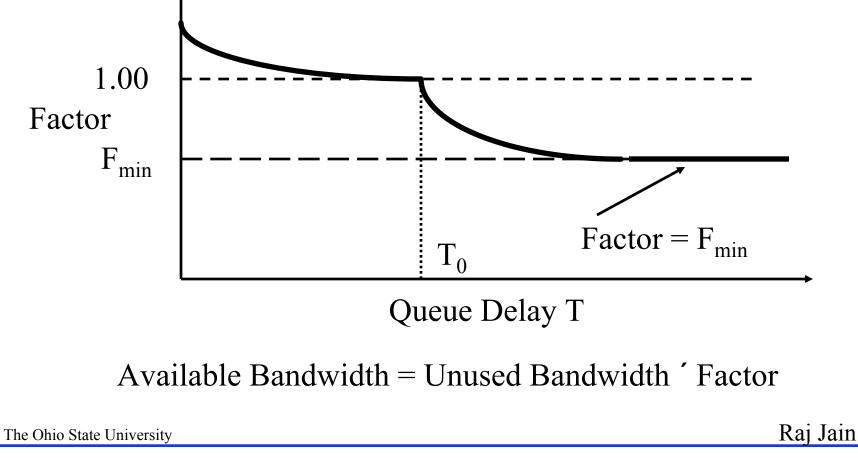
- □ Target utilization is dynamically changed.
- □ During steady state: Target utilization = 100%
- □ During overload the target may be low, e.g., 80%
- During underload the target may be high, e.g., 110%
- Available Bandwidth = fn(Unused bandwidth, Queue length, queue length goal)
- □ Unused bandwidth = Link Rate VBR output rate
- Rest is similar to ERICA

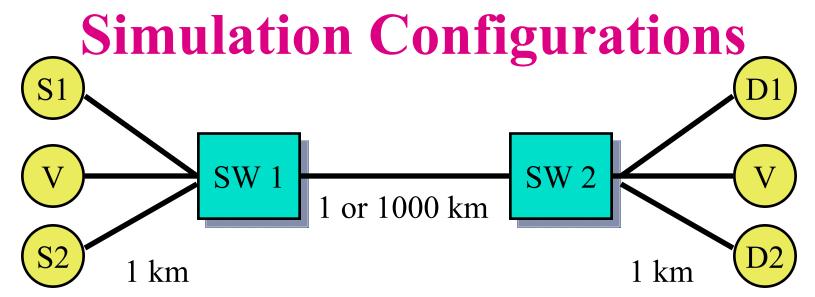
### **Innovation 3**

- Since available bandwidth (AB) varies dynamically, a queue of 30 may be too big when AB is 1 Mbps but too little when AB is 100 Mbps.
- Use queue delay instead of queue length Queue Delay = Queue length /Available bandwidth

#### **Innovation 4**

The function should be monotonically non-increasing and have a lower bound





- □ All links 155.52 Mbps
- One or Two ABR sources
- □ With/without VBR background traffic
- LAN or WAN
- □ The VBR source turns on/off

 $\Box$  Every 4 ms (LAN) starts at t = 2 ms

 $\Box$  Every 20 ms (WAN) starts at t = 12 ms

### **Simulation Parameters**

```
Source: Standard group #7
Nrm = 32
   AIRF = 1 \Rightarrow AIR = PCR/Nrm \Rightarrow ACR is not limited by AIR
   RDF = 512 cells
   {\text{TDFF, PNI}} = {1/8, 0} \Rightarrow \text{Rule 5 on}
   CIF = 512 (LAN), 8192(WAN)
                 \Rightarrow High ICR \Rightarrow Rule 5 not triggered
  RTT = 10 times the actual propagation delay
                 \Rightarrow High XRM \Rightarrow Rule 6 not triggered
   XDF = 1/2
□ Traffic: Unidirectional
  Switch:
```

```
Averaging interval = min\{30 \text{ cells}, 200 \mu s\}
```

### **Simulation Results**

- □ ERICA+ provides 100% utilization
- □ No overflow or underflow of queues
- □ ERICA+ converges fast
- Queue length stays at the desired value



- □ ERICA with VBR and a general scheduling algorithm
- □ ERICA+ provides 100% utilization
- □ Allows operation at any point between the knee and the cliff.
- □ 100% throughput with any desired queue length possible.
- Provides quick response to transients
- High starts possible in LAN environments