

# Frame Relay Congestion Control

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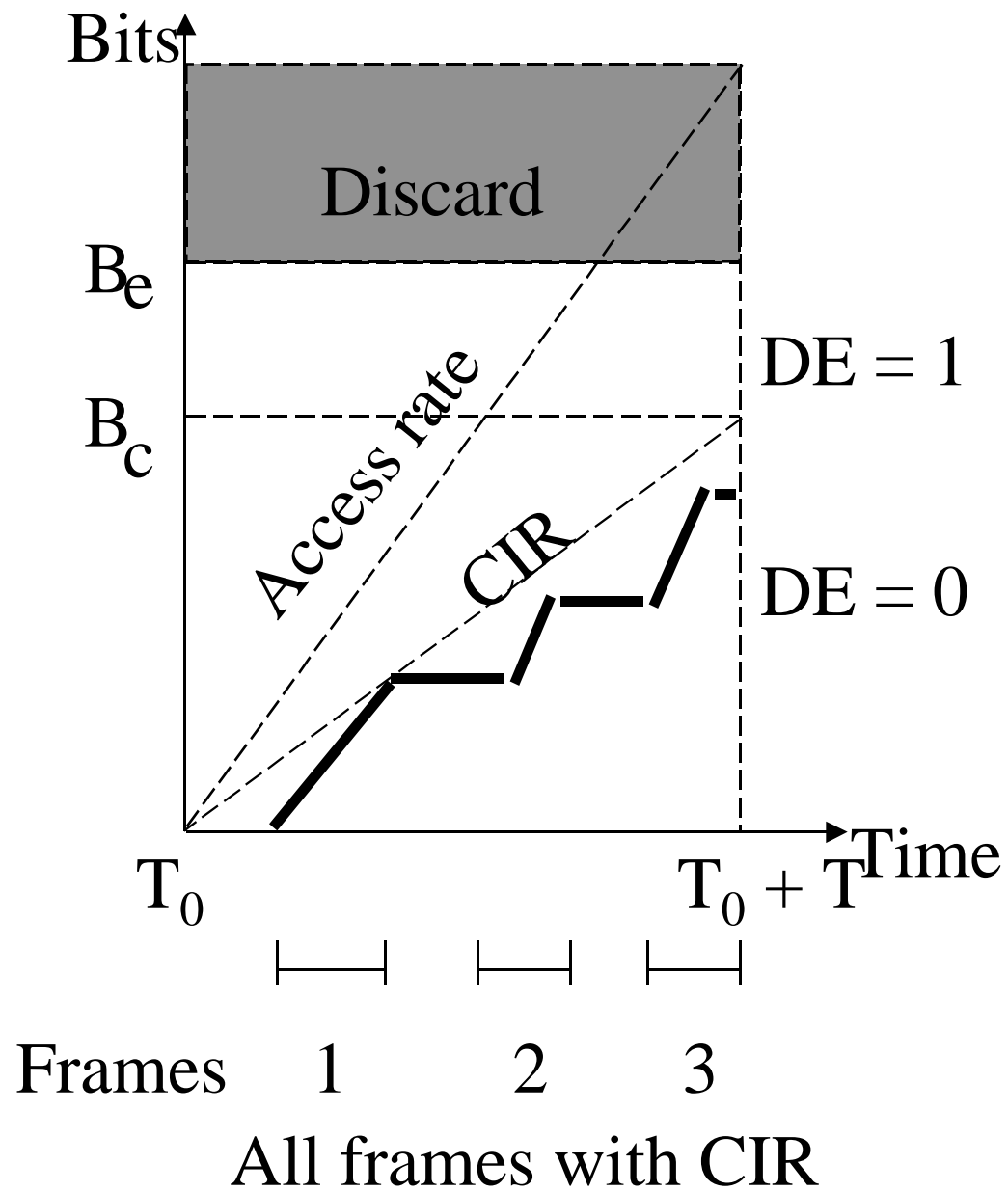
- ❑ Congestion avoidance vs recovery
- ❑ Discard control
- ❑ Explicit forward/backward congestion notification
- ❑ Implicit notification

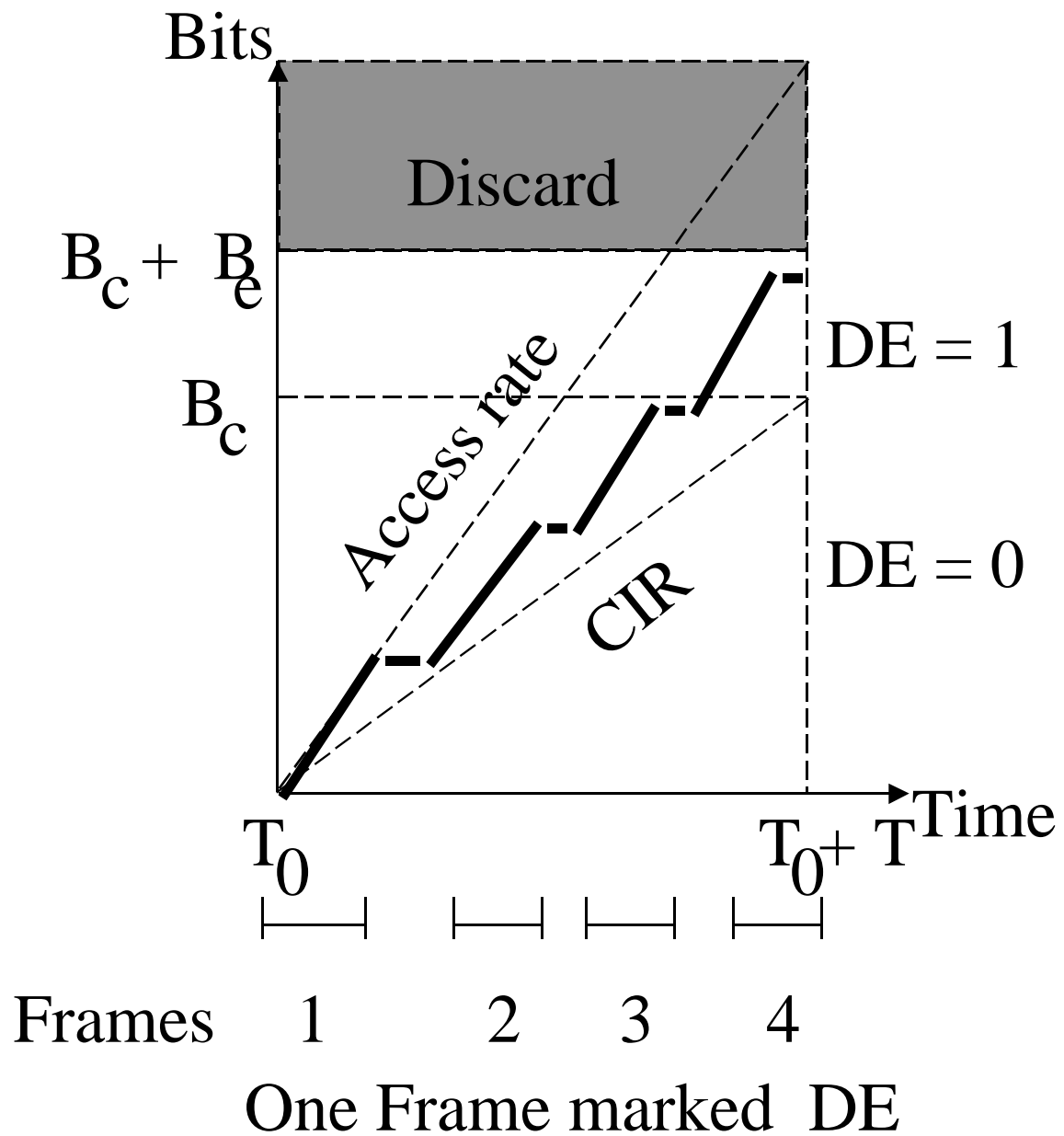
# Frame Relay Congestion Techniques

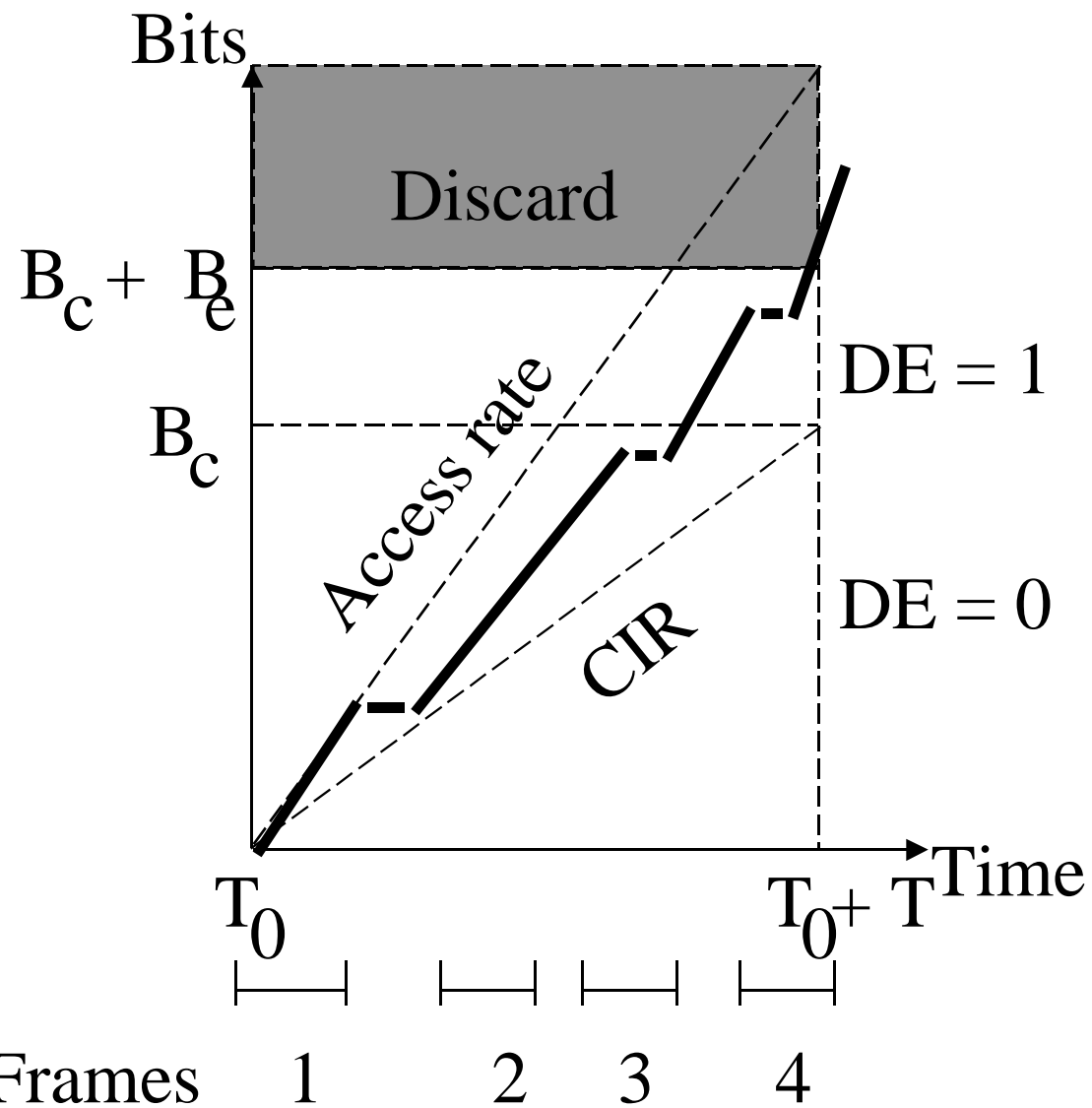
- ❑ Discard Control (DE Bit)
- ❑ Backward Explicit Congestion Notification
- ❑ Forward Explicit Congestion Notification
- ❑ Implicit congestion notification (sequence numbers in higher layer PDUs)

# Discard Control

- ❑ Committed Information Rate (CIR)
- ❑ Committed Burst Size ( $B_c$ ):  
Over measurement interval  $T$   
 $T = B_c / \text{CIR}$
- ❑ Excess Burst Size ( $B_e$ )
- ❑ Between  $B_c$  and  $B_e \Rightarrow$  Mark DE bit
- ❑ Over  $B_e \Rightarrow$  Discard

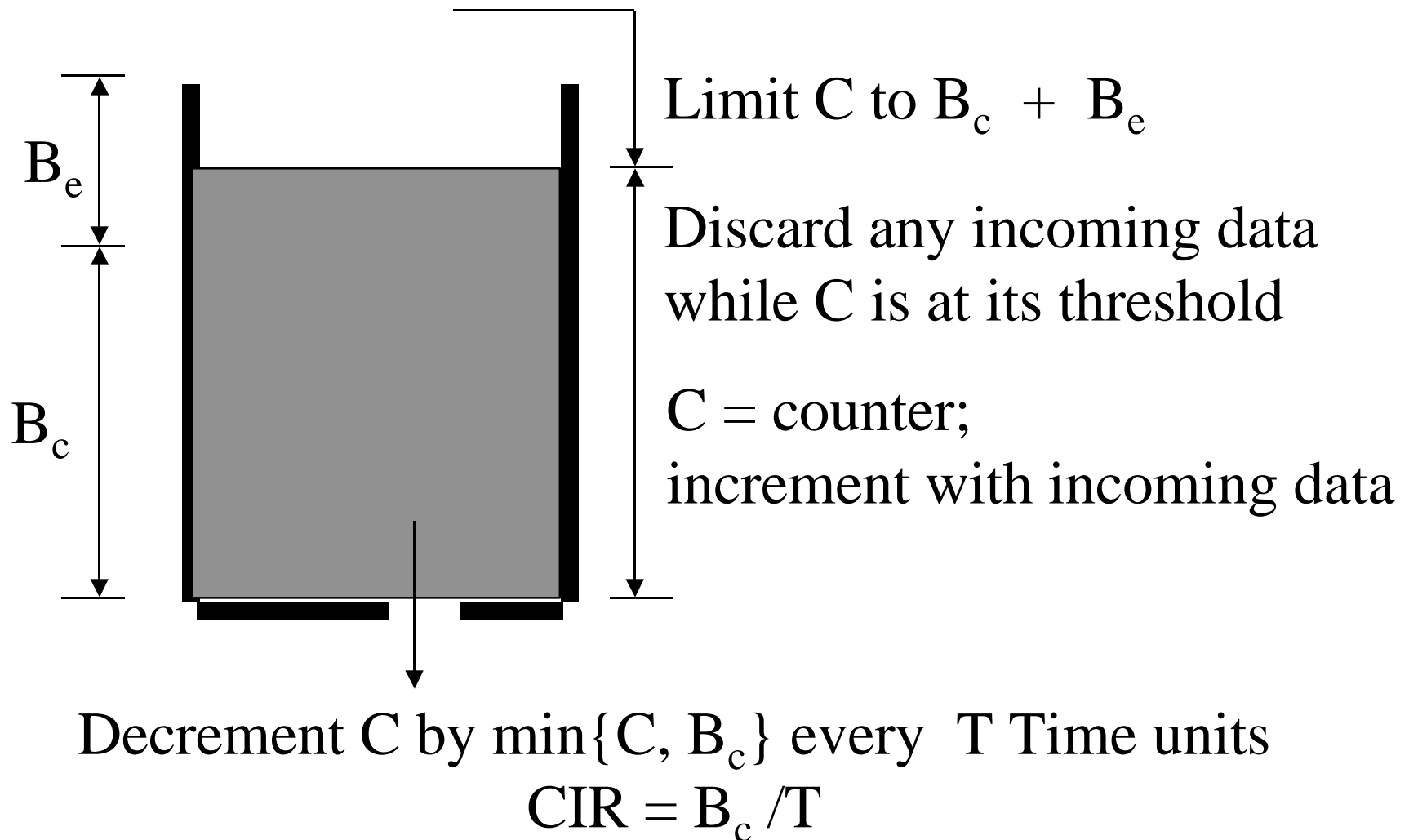






One Frame marked DE; one frame discarded

# Leaky Bucket Algorithm





# FECN

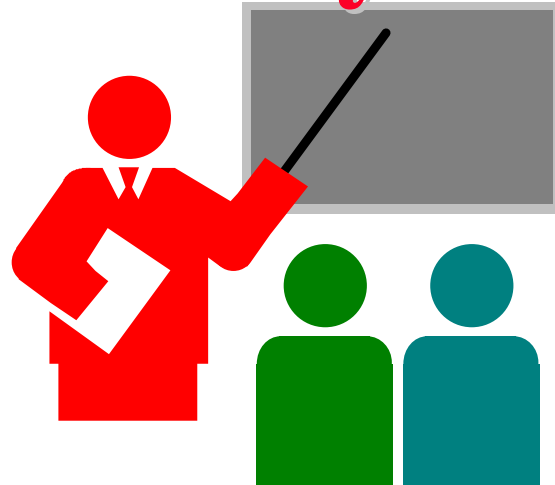


- ❑ Forward Explicit Congestion Notification
- ❑ Source sets FECN = 0
- ❑ Networks set FECN if avg  $Q > 1$
- ❑ Dest tells source to inc/dec the rate (or window)
- ❑ Start with  $R = \text{CIR}$  (or  $W=1$ )
- ❑ If more than 50% bits set  
⇒ decrease to  $0.875 \times R$  (or  $0.875W$ )
- ❑ If less than 50% bits set  
⇒ increase to  $1.0625 \times R$  (or  $\min\{W+1, W_{\max}\}$ )
- ❑ If idle for a long time, reset  $R = \text{CIR}$  (or  $W=1$ )

# Implicit Congestion Control

- ❑ Decrease window on frame loss
- ❑ Increase window slowly
- ❑ Decrease by 1, Decrease to  $W_{min}$ , Decrease by a factor  $\alpha$
- ❑ Increase by 1 after  $N$  frames
- ❑ Increase by 1 after  $W$  frames

# Summary



- ❑ Discard strategy: Leaky bucket
- ❑ Forward explicit congestion notification
- ❑ Backward Explicit congestion notification
- ❑ Implicit congestion control

# Homework

- Read chapter 12 of Stallings' book