



Modelling of Packet Loss in an Asynchronous Packet Switch using PEPA

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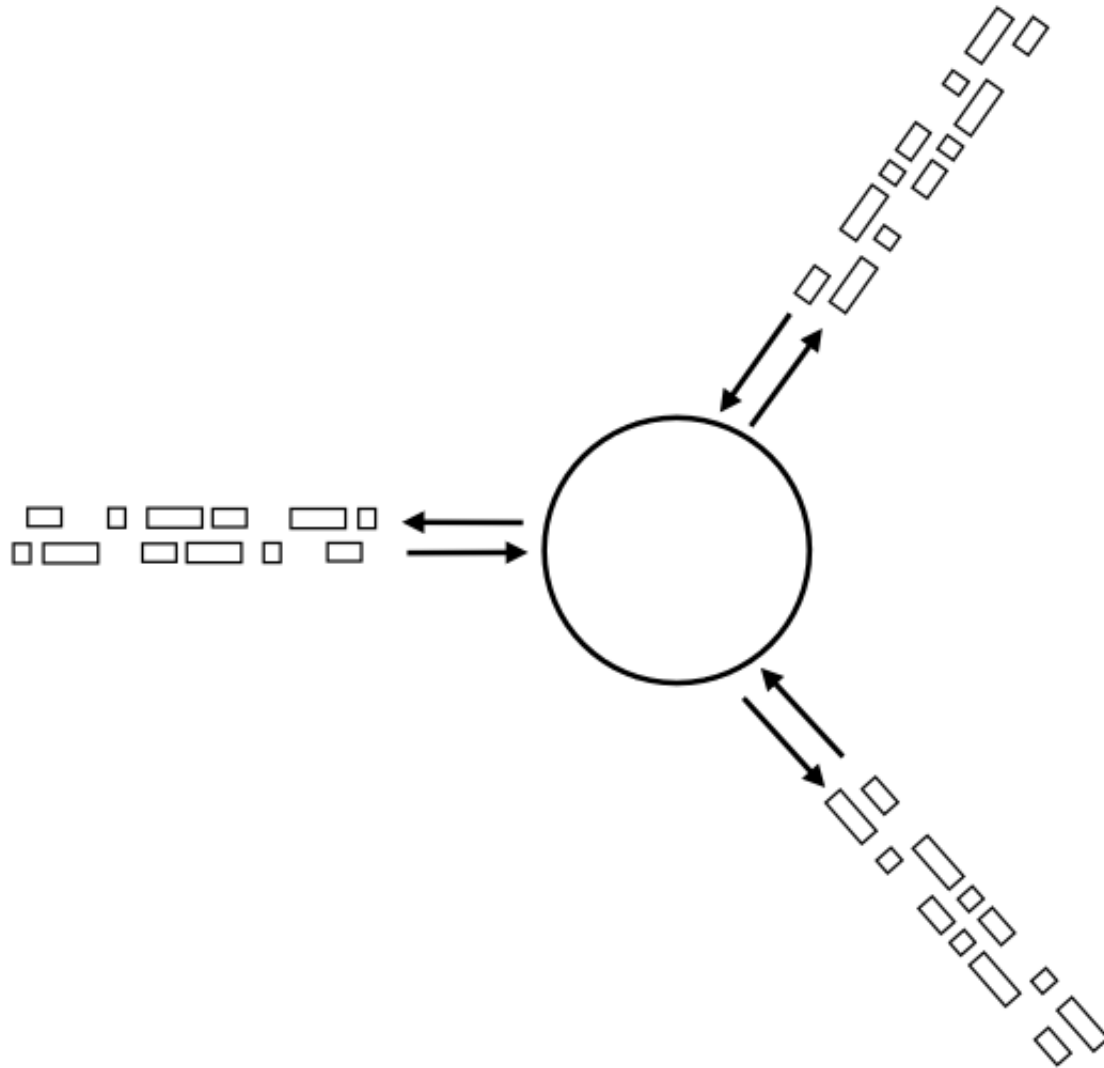


Overview

- Asynchronous Packet Switch
- Building the PEPA Model
- Some Results
- Conclusion



Asynchronous Packet Switch (1)





Asynchronous Packet Switch (2)

Basic Functionality

- Switches data packets between ports
- Contention occurs when two or more packets want to occupy the same destination port
- Buffering is used to resolve contention



Asynchronous Packet Switch (3)

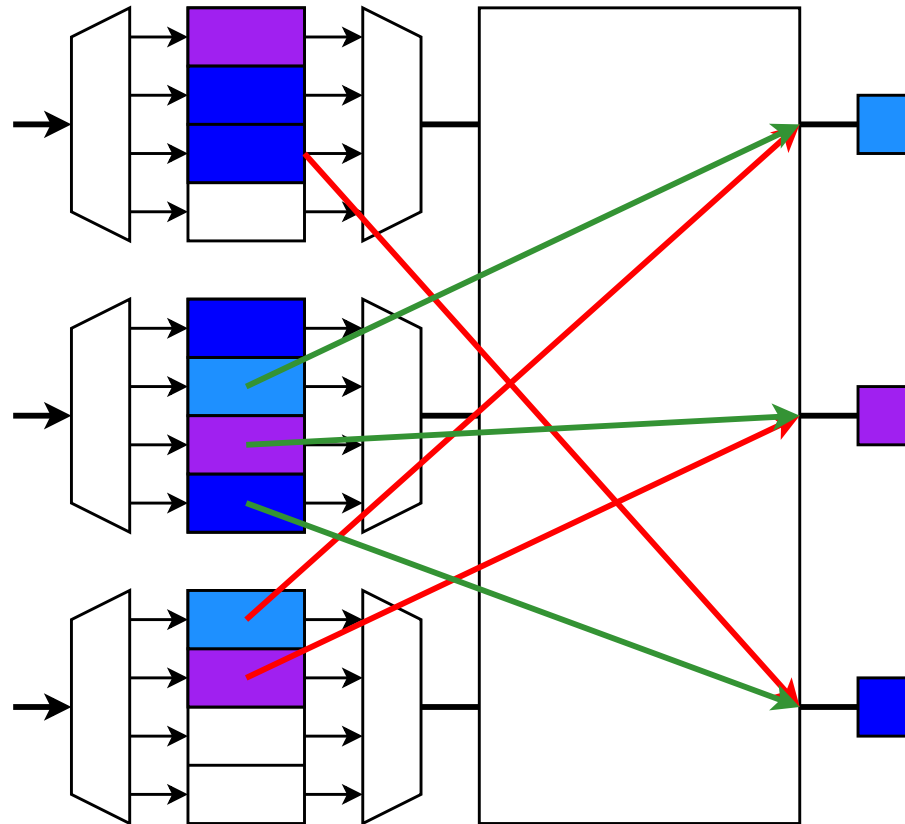
Properties

- Store-and-forward: packet is stored in buffer cell, then forwarded
- Packet must have left buffer cell completely before another packet can occupy the same cell
- Simultaneous egress from buffers is possible (transparent)
- Switch fabric is a black box



Asynchronous Packet Switch (4)

Schematic





Asynchronous Packet Switch (5)

Steady-State Packet Loss

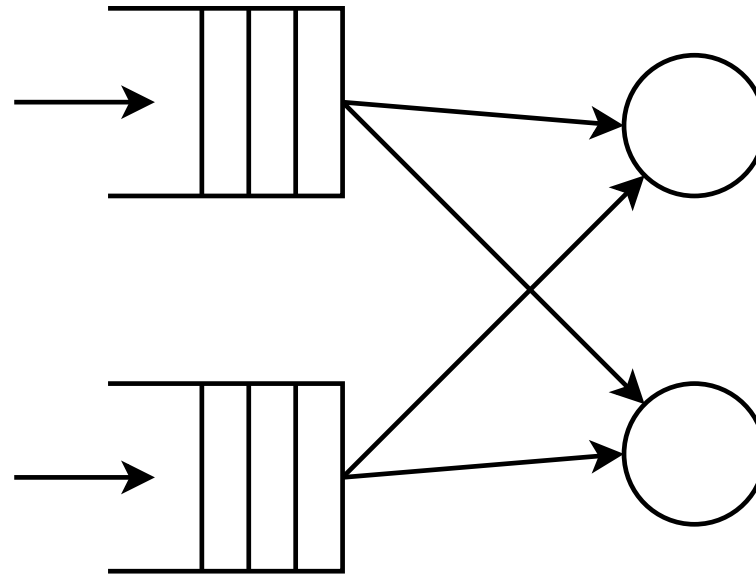
- Important performance measure for packet switch
- Depends on load and buffer depth,
- But also on traffic distribution and switch architecture.
- PEPA is useful to analyse the former, for the latter a DES is required.



Asynchronous Packet Switch (6)

Queue Model for Packet Switch

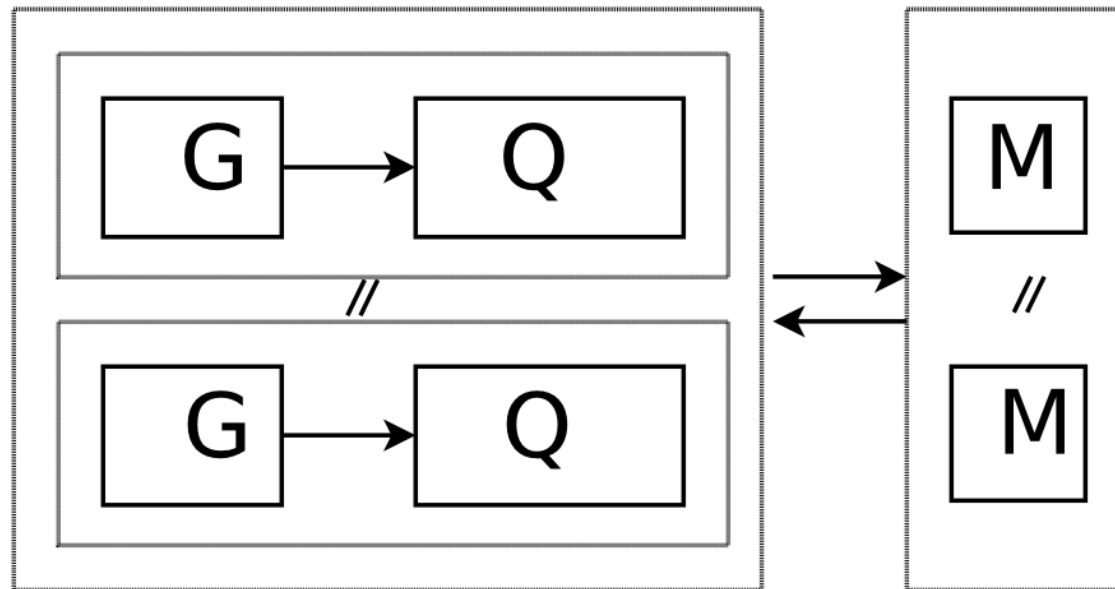
The switch can be modelled as a system of c interacting $M/M/c/N$ queues:





The PEPA Model for the Switch

Organisation of the PEPA Model



G: traffic generator; Q: buffer queue; M: output multiplexer

//: components in parallel (empty interaction)

→: direction of active/passive interaction



Building the Model - Traffic generator

Two-state traffic generator

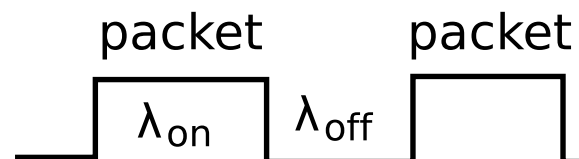
- Models packet traffic for packets with variable length and inter-arrival time

- We use following definitions:

τ_{on}, τ_{off} : time period during which the source is *on* resp. *off*.

$\lambda_{on} = 1/\tau_{on}, \lambda_{off} = 1/\tau_{off}$: the corresponding rates

- Model: $G = (off, \lambda_{off}).(on, \lambda_{on}).G$





Building the Model - Buffer system (1)

Buffer System Model: Definitions and Notations

- Define the **base state** Q_i as the set of states in which i out of N buffers are occupied
- Let j be the number of packets entering the buffer, k the number of packet leaving the buffer.
- We introduce following notation:

$$Q_i^{+j -k}, i \in \{0, \dots, N\}; j \in \{0, 1\}; k \in \{0, \dots, c\}$$

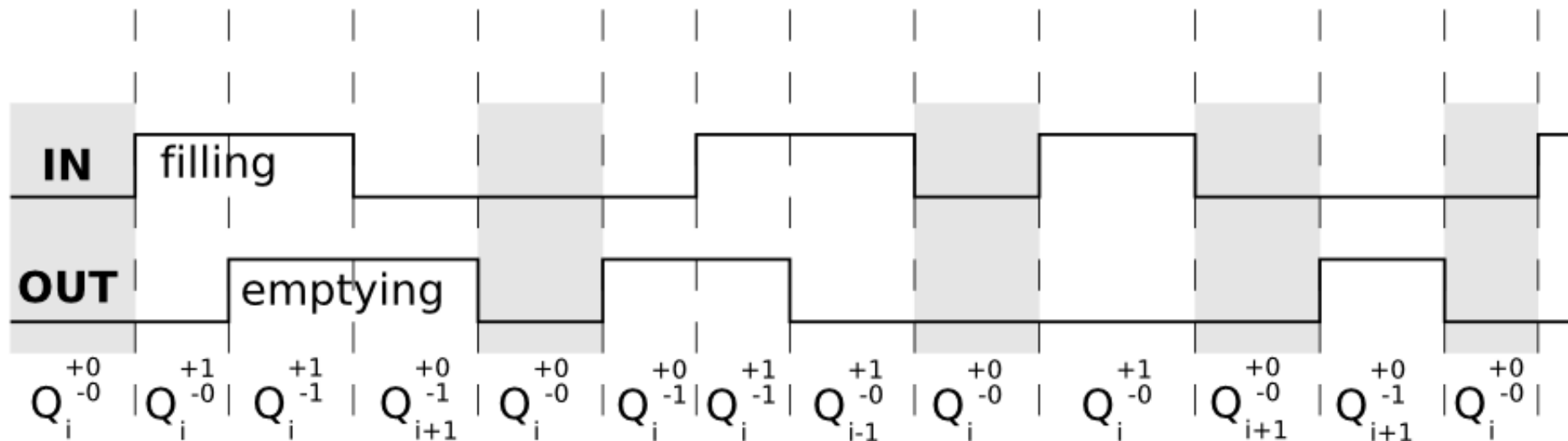
- Read as: "The queue Q has i filled buffers, j packets are arriving and k are leaving"



Building the Model - Buffer system (2)

Analysis of states and transitions for a single M/M/c/N queue

- Example for M/M/1/N queue





Building the Model - Buffer system (3)

Actions and Rates

- State transitions are caused by the arrival of a packet or the arrival of a signal telling a packet to leave.
- Presence/absence of a packet at the ingress/egress port is modelled by the actions $\{on, off\}_{\{in, out\}}$ with corresponding rates $\lambda_{\{on, off\}, \{in, out\}}$
- Buffer filling rate $\lambda_{on, in}$: models the packet length, and therefore $\lambda_{on, in} \equiv \lambda_{on, out}$.
- Signalling rate $\lambda_{off, out}$: models the delay between the the egress port becoming free and the packet starting to leave the buffer.



Building the Model - Buffer system (4)

Model for single egress ($c = 1$):

$$Q_i^{+0} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{+1} + (off_{out}, \lambda_{off,out}) \cdot Q_i^{+0}$$

$$Q_i^{+1} = (on_{in}, \lambda_{on,in}) \cdot Q_{i+1}^{+0} + (off_{out}, \lambda_{off,out}) \cdot Q_i^{+1}$$

$$Q_i^{-1} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{-1} + (on_{out}, \lambda_{on,out}) \cdot Q_{i-1}^{-0}$$

$$Q_i^{-1} = (on_{in}, \lambda_{on,in}) \cdot Q_{i+1}^{-1} + (on_{out}, \lambda_{on,out}) \cdot Q_{i-1}^{-0}$$



Building the Model - Buffer system (5)

Introducing Drop States

- We are interested in the **packet loss in steady state**.
- We calculate this as **sum of the probabilities** of being in a state where the packet is being dropped.
- To do so, we must introduce “**drop states**”.
- The full state ($i = N$) leads to a **drop state** on arrival of a packet:

$$Q_N^{+0} = (off_{in}, \lambda_{off,in}) \cdot Q_{N,d}^{+1} + (off_{out}, \lambda_{off,out}) \cdot Q_N^{-1}$$

$$Q_N^{-1} = (off_{in}, \lambda_{off,in}) \cdot Q_{N,d}^{-1} + (on_{out}, \lambda_{on,out}) \cdot Q_{N-1}^{+0}$$



Building the Model - Buffer system (5)

- All base states ($0 < i \leq N$) gain 2 drop states: while the packet is being dropped, a packet can start/stop leaving the buffer, leading to a lower base state.

$$Q_{i,d}^{+1,-0} = (on_{in}, \lambda_{on,in}) \cdot Q_i^{+0,-0} + (off_{out}, \lambda_{off,out}) \cdot Q_{i,d}^{+1,-1}$$

$$Q_{i,d}^{+1,-1} = (on_{in}, \lambda_{on,in}) \cdot Q_i^{+0,-1} + (on_{out}, \lambda_{on,out}) \cdot Q_{i-1,d}^{+1,-0}$$



Building the Model - Buffer system (6)

Multiple Egress Model:

- Let $m = \min(N, c)$ and $\lambda_{\{on,off\},out,k} = k \cdot \lambda_{\{on,off\},out}$.
- The previous equations change to ($0 < i < N, 0 < k < m$):

$$Q_i^{+0,-k} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{+1,-k} + (on_{out}, \lambda_{on,out,k}) \cdot Q_{i-1}^{+0,-(k-1)} \\ + (off_{out}, \lambda_{off,out,m-k}) \cdot Q_i^{+0,-(k+1)}$$

$$Q_i^{+1,-k} = (off_{in}, \lambda_{off,in}) \cdot Q_{i+1}^{+0,-k} + (on_{out}, \lambda_{on,out,k}) \cdot Q_{i-1}^{+1,-(k-1)} \\ + (off_{out}, \lambda_{off,out,m-k}) \cdot Q_i^{+1,-(k+1)}$$



Building the Model - Buffer system (7)

Multiple Egress Drop States

- For $0 < i \leq N, 0 < k < m$

$$Q_{i,d}^{+1,-k} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{+0,-k} + (on_{out}, \lambda_{on,out,k}) \cdot Q_{i-1,d}^{+1,-(k-1)} \\ + (off_{out}, \lambda_{off,out,m-k}) \cdot Q_{i,d}^{+1,-(k+1)}$$

- For $0 < i \leq N, k = 0$

$$Q_{i,d}^{+1,-0} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{+0,-0} + (off_{out}, \lambda_{off,out,m-k}) \cdot Q_{i,d}^{+1,-1}$$

- For $0 < i \leq N, k = m$

$$Q_{i,d}^{+1,-m} = (off_{in}, \lambda_{off,in}) \cdot Q_i^{+0,-m} + (on_{out}, \lambda_{on,out,k}) \cdot Q_{i-1,d}^{+1,-(m-1)}$$



Building the Model - Complete Switch

Modelling Interacting Queues

- To combine C of the above queues Q_c with c outputs into a switch, we first introduce a multiplexer M :

$$M = (on_{out}, \top) \cdot (off_{out}, \lambda_{off,out}) \cdot M$$

- The final switch consists of C cooperations of G and Q_c in parallel, cooperating with c multiplexers in parallel

$$S_c = G \underset{on_{in}, off_{in}}{\boxtimes} Q_c$$
$$Switch = (S_c \parallel \dots \parallel S_c) \underset{on_{out}, off_{out}}{\boxtimes} (M \parallel \dots \parallel M)$$



Using the PEPA Model

Toolchain for this work

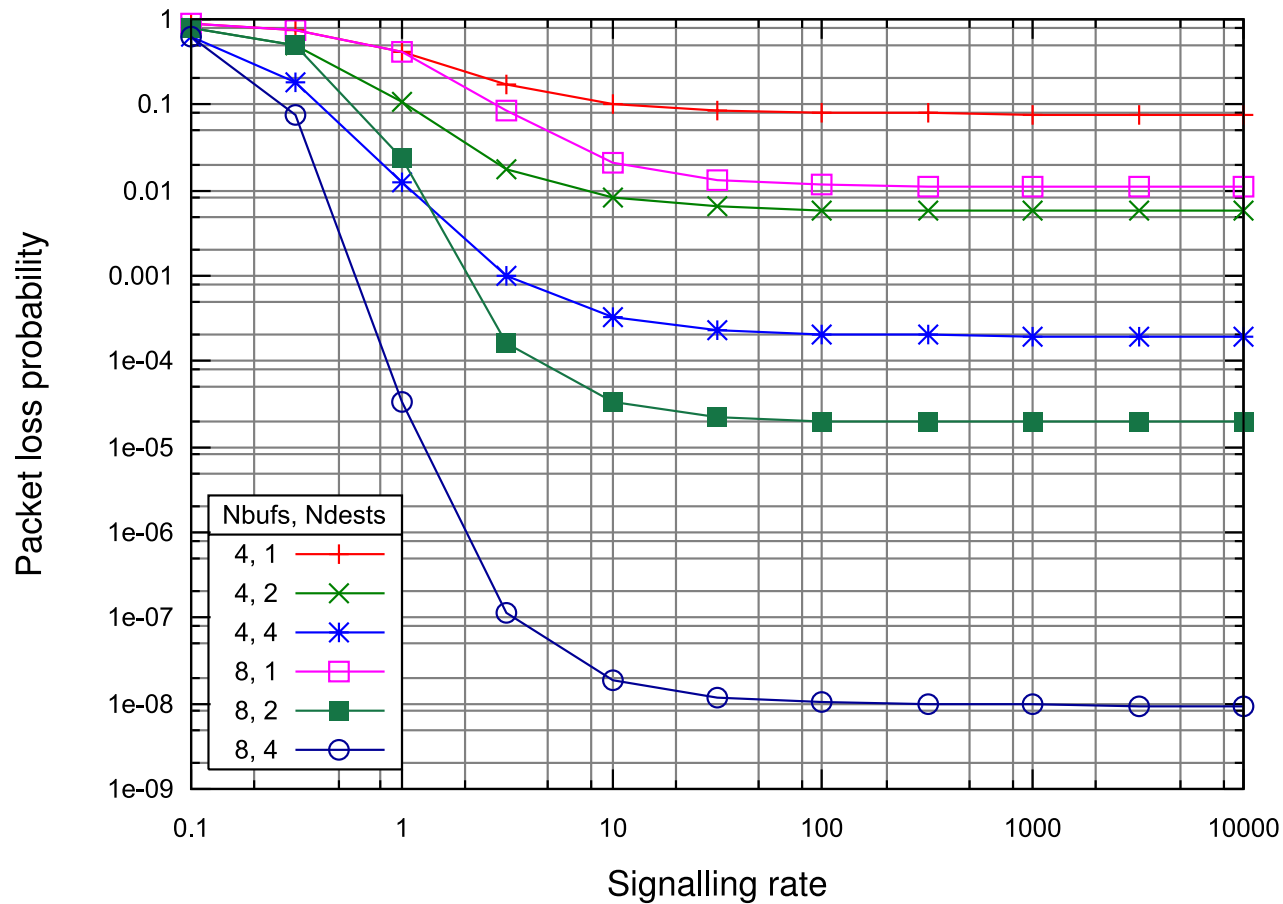
- PEPA Workbench to calculate the TRM
- MatLab to calculate the steady-state solution
- A Perl script to drive the simulation:
 - generate the input file for the PEPA Workbench & run
 - generate a MatLab file & run
 - calculate the packet loss probability from the steady-state
- The Simulation::Automate Perl package to automate the DOE



Some Results (1)

Influence of the Signalling Delay ($\frac{1}{\lambda_{off,out}}$)

M/M/c/N queue analysis with PEPA Workbench:
influence of signalling rate

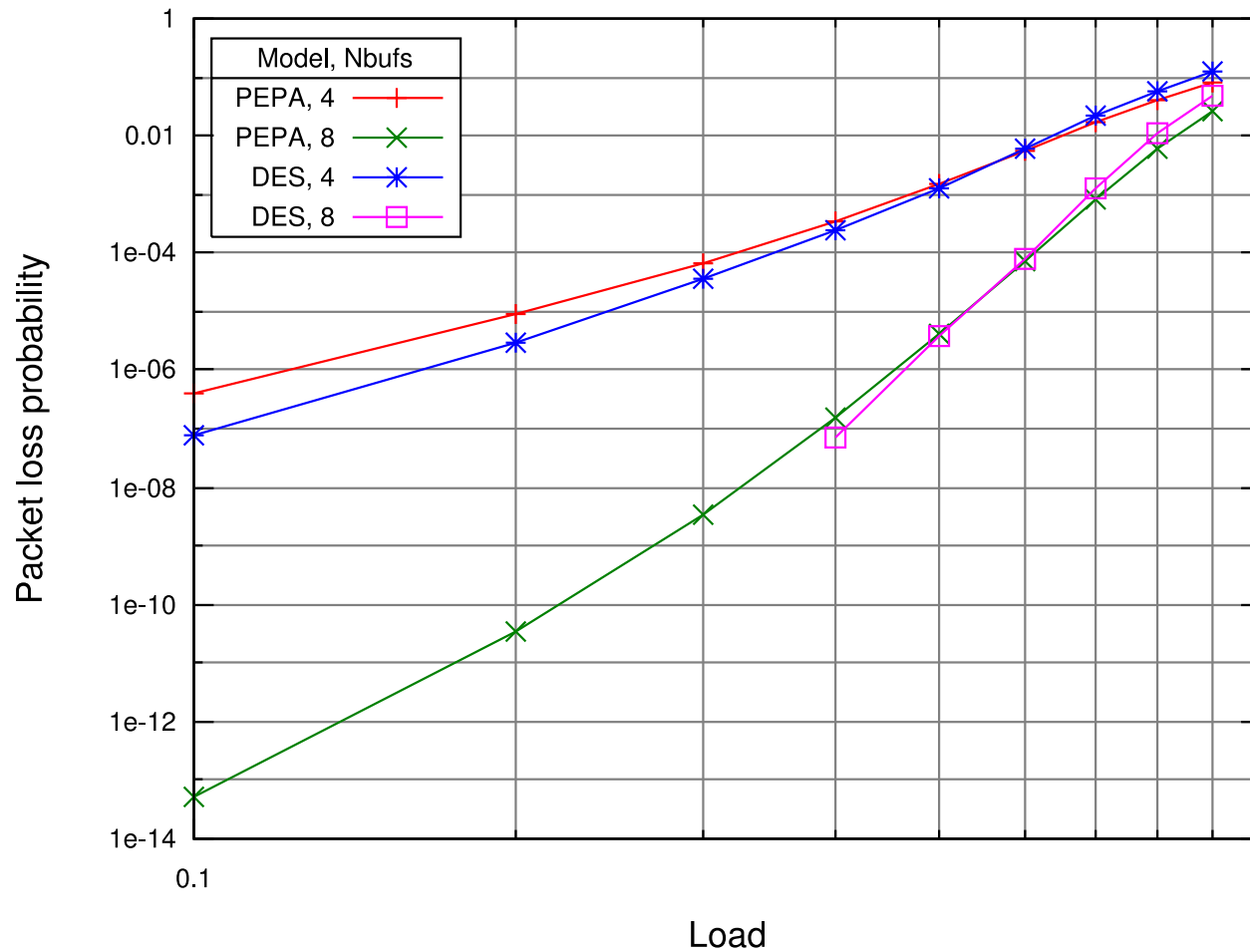




Some Results (2)

Comparison with Discrete Event Simulator

Packet loss for 2x2 switch: PEPA Workbench+MatLab vs DES

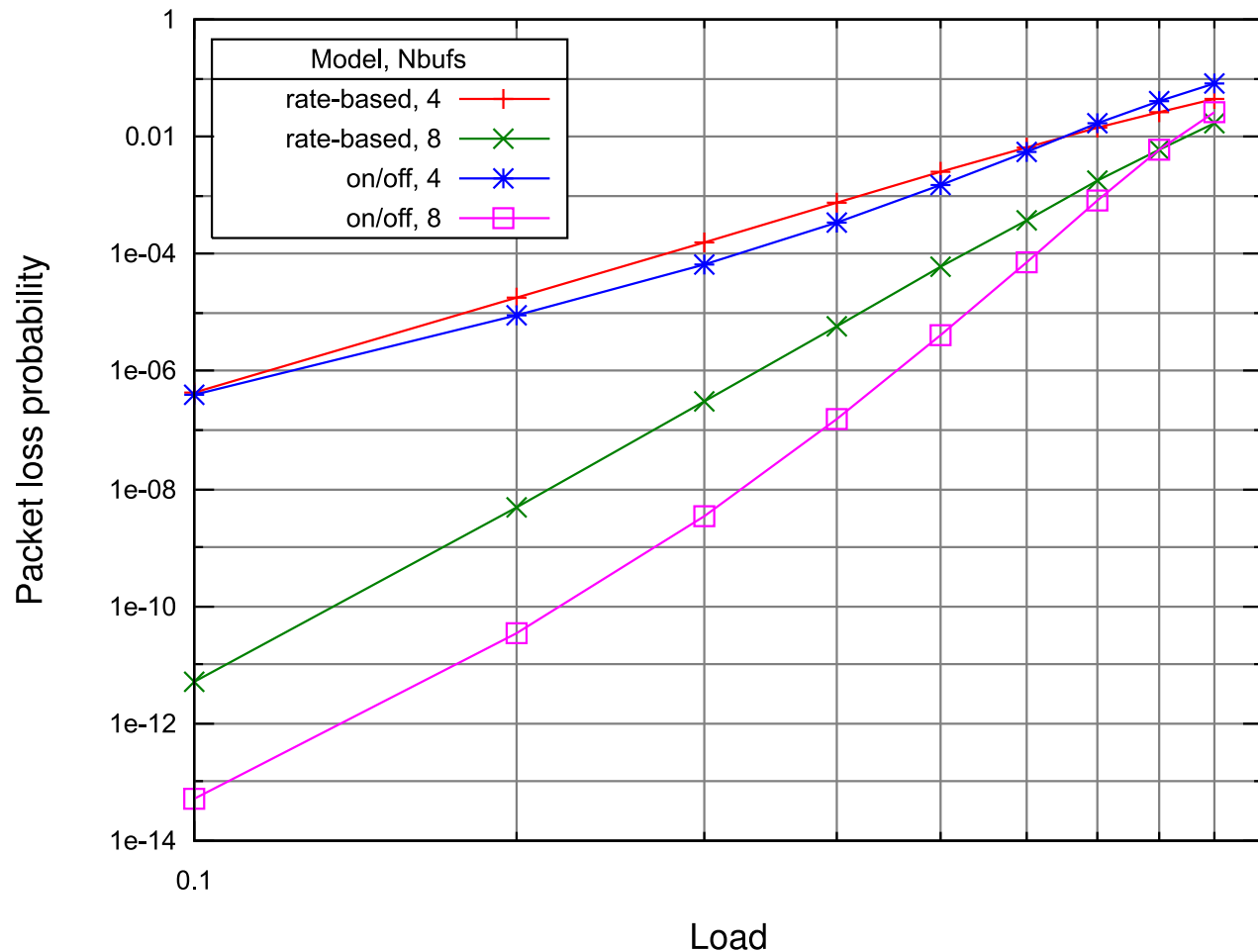




Some Results (3)

Comparison with Rate-based Model

PEPA models for 2x2 switch: on/off vs rate-based





Conclusion

- A methodology for analytical modelling of steady-state packet loss in an asynchronous packet switch
- For asynchronous buffered switches, the state space is very large
- Building a PEPA model with explicit states is non-trivial



Appendix: Rate-based Model (1)

Rate-Based PEPA Model

- Define a traffic generator generating packets at rate λ :

$$G = (in, \lambda).G$$

- And a multiplexer taking in packets at rate μ , defined as $\frac{\lambda}{\rho}$, with ρ the load:

$$M = (out, \mu).M$$



Appendix: Rate-based Model (2)

- The queue model is:

$$Q_0 = (in, \lambda).Q_1$$

$$Q_i = (in, \top).Q_{i+1} + (out, \mu).Q_{i-1} \quad , 0 < i < N$$

$$Q_N = (in, \top).Q_{Nd} + (out, \mu).Q_{N-1}$$

$$Q_{Nd} = (in, \top).Q_{Nd} + (out, \mu).Q_{N-1}$$