

Server-based Traffic Scheduling in Ethernet Switches

Rui Santos, rsantos@ua.pt

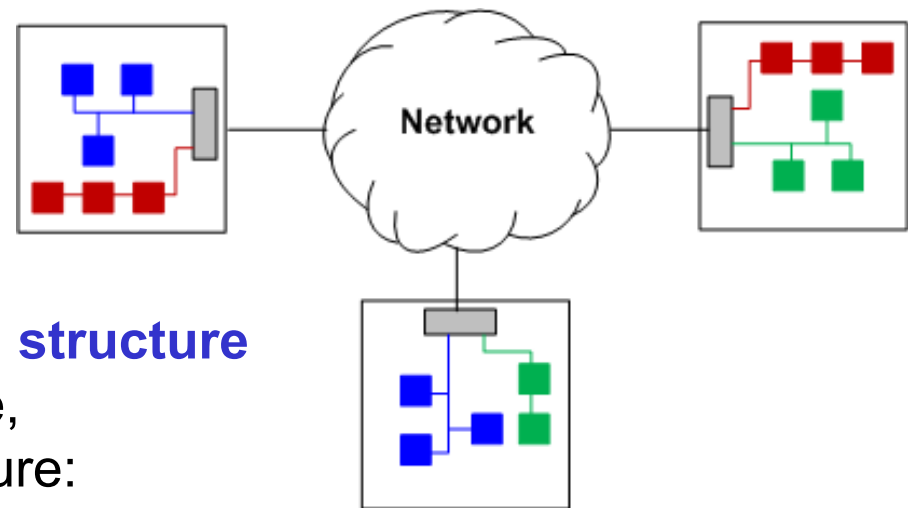


Outline

- Motivation
- Server-based traffic scheduling
 - Implementation architectures
 - Online schedulability analysis algorithm
 - Application in FTT-enabled Ethernet Switch
- Conclusions

Motivation

- **Component-oriented design techniques** are increasingly used in the development of Networked Embedded Systems (NES), as a strategy to:
 - Handle the increasing system complexity
 - Allow efficient resource sharing
- From the application of these techniques results a **compositional structure** of subsystems. Its distributed nature, require a communication infrastructure:
 - Flexible, adaptable and deterministic
 - Able to mirror the composability



Motivation

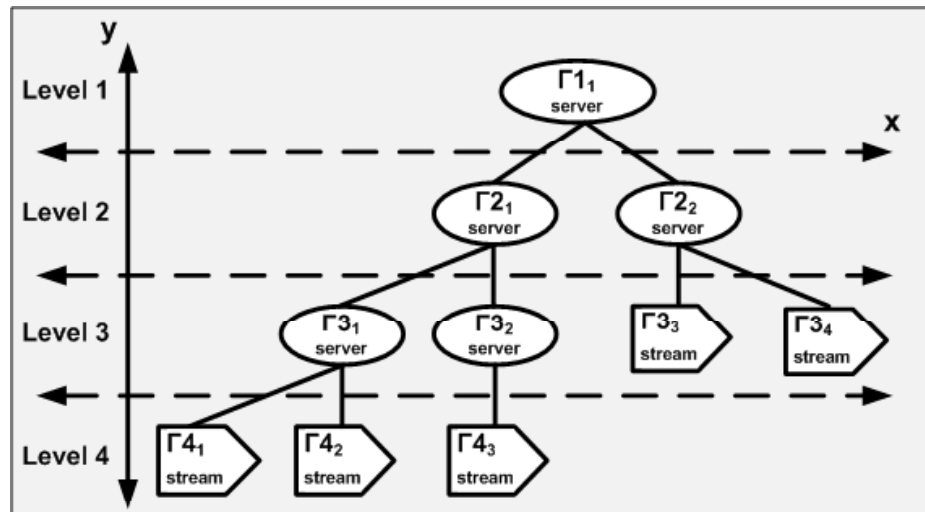
- **Switched Ethernet** and derivative protocols are becoming important technologies in NES due to the:
 - High bandwidth, low cost, hardware availability,...
 - Real-time Ethernet (RTE) protocols provide QoS guarantees
- But, in general these **Real-Time Ethernet** protocols use **static** approaches for the real-time traffic and they have difficulties to support:
 - Heterogeneous nodes, information and requirements
 - Dynamic environments
 - Joining/departing stream and nodes
 - Hierarchical composition of real-time channels

Motivation

- Summing up:
 - The lack of efficient support to hierarchical composition in most of RTE protocols prevents its use in complex NES with component-oriented design techniques or otherwise, it limits the use of these component-oriented techniques in NES.

Solution

- We propose a **flexible multi-level hierarchical server-based scheduling framework** for switched Ethernet that allows:
 - To divide, subdivide and so on the network bandwidth in a hierarchical way, creating virtual channels
 - Composability in the time domain
 - Real-time guarantees and differentiated QoS (using admission control)
 - Reconfiguration and adaptation of channels for varying flows
 - Assures temporal isolation among channels

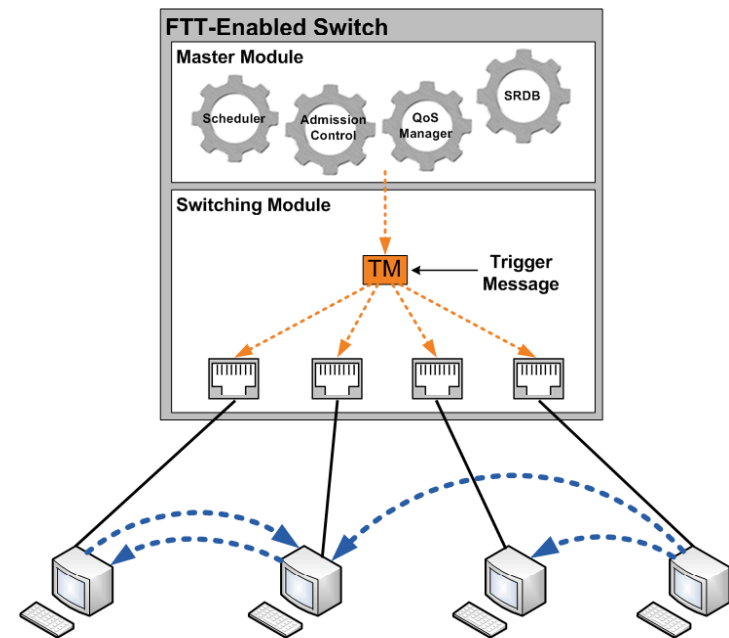


Architectures

Servers Implementation

- We have been presented and discuss two different **server implementation** options for the FTT-enabled Ethernet switch:

- in **software**
 - Servers scheduled within in the Master Module
- in **hardware**
 - Server scheduling in the Switching Module



- These options are compared in terms of **flexibility** and **responsiveness**

Comparison

■ Servers implemented in software – Master Module



■ Higher flexibility

- Arbitrary number and type of servers (servers are SW entities)
- Scheduling complexity can be large



■ The server latency is relatively large and depends on the EC duration

■ Server implemented in Hardware – Switching Module



■ Higher reactivity



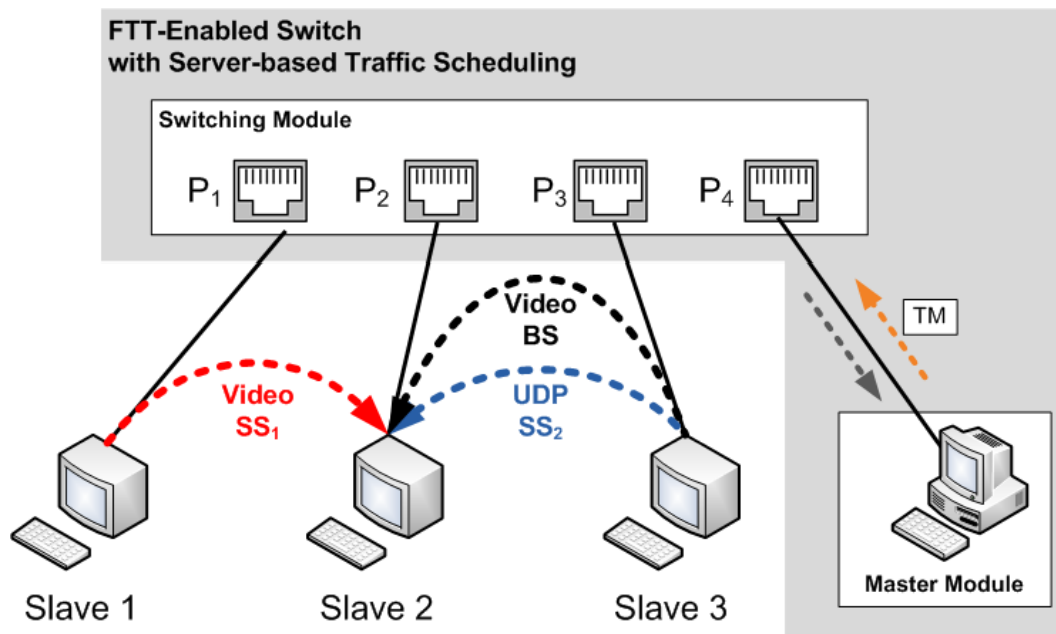
■ Lower flexibility



■ Complex server scheduling methods can require a significant amount of hardware resources

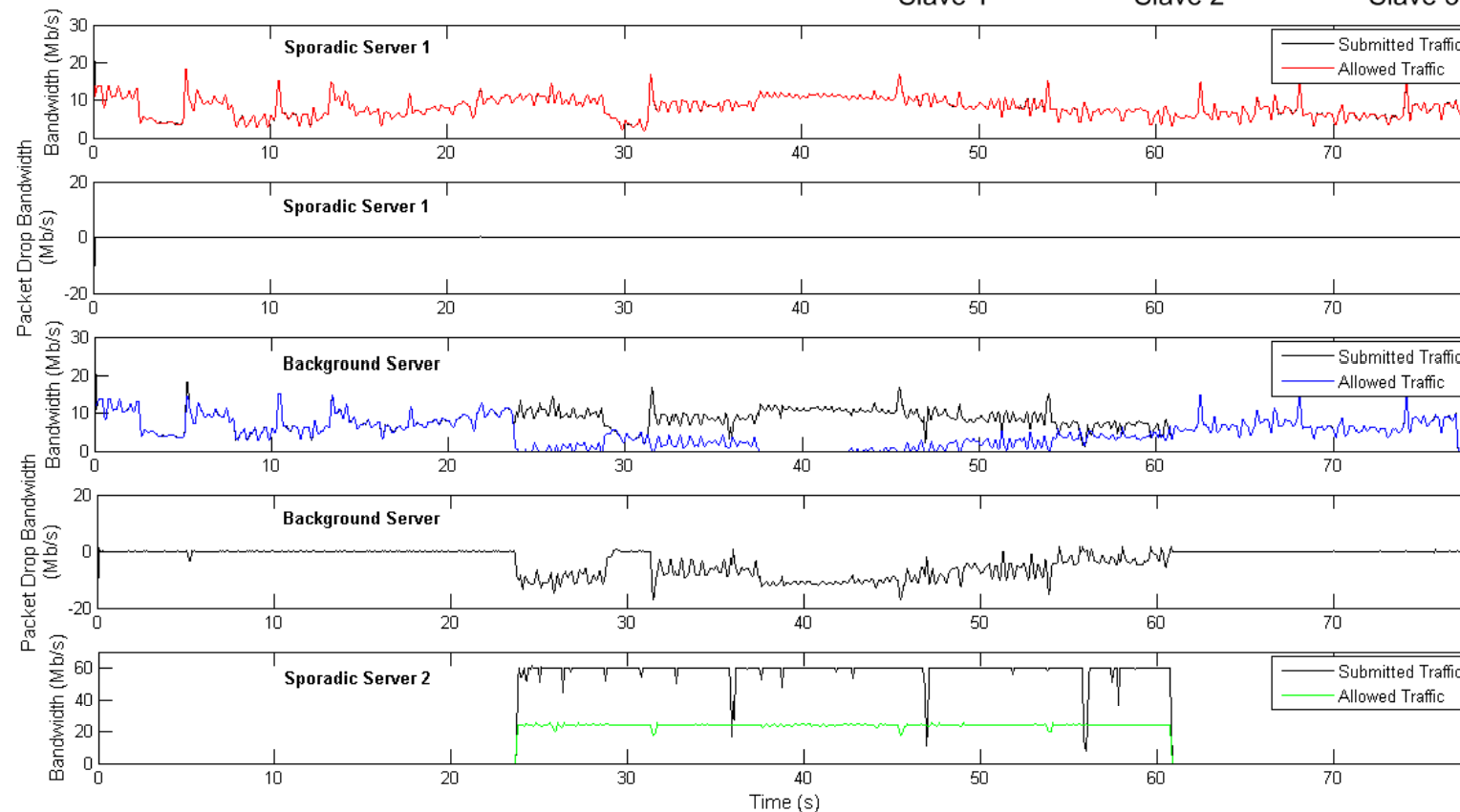
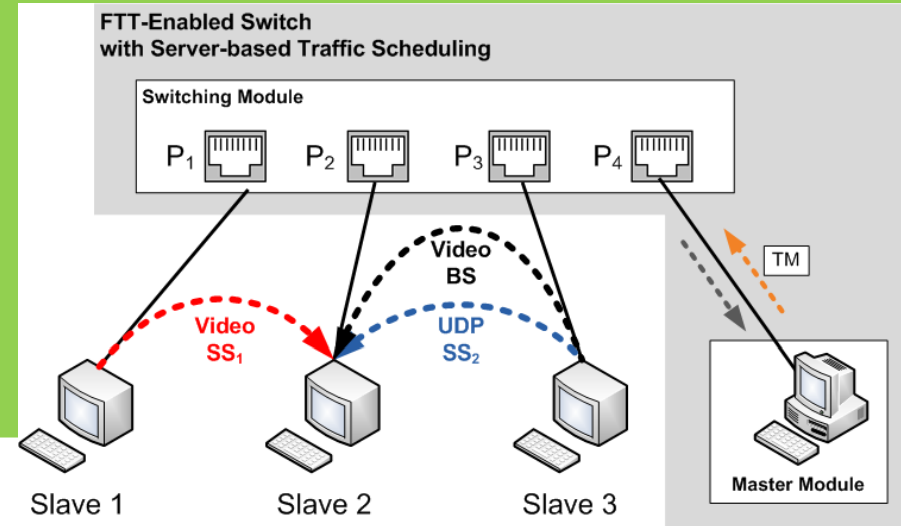
Experimental Validation (correctness of the servers)

- Elementary Cycle = 1ms; Asynchronous Window = 42%
- SS1, SS2 – sporadic servers with $C=3200B$ and $T=1ms$
- BS – background server uses the remaining bandwidth

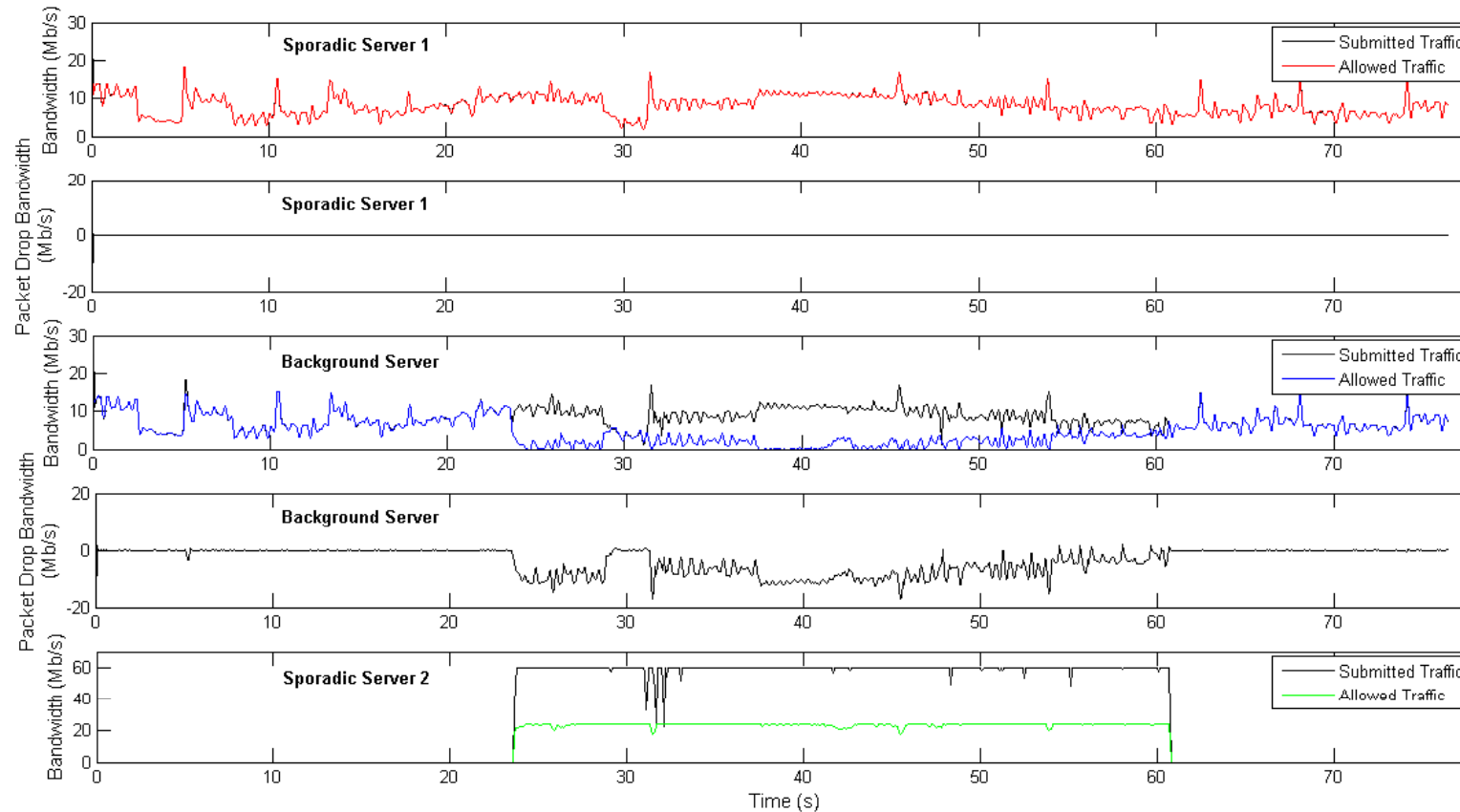
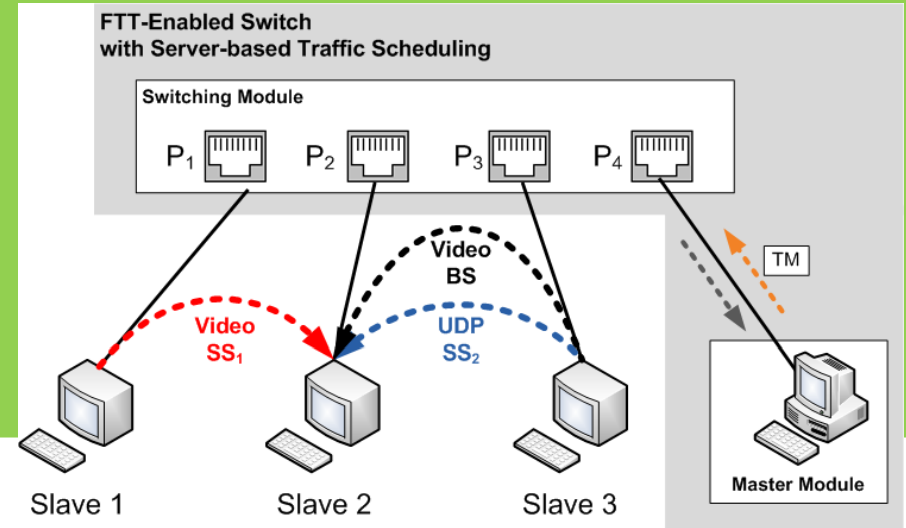


- Video sent by SS1 and BS
 - Peak load = 21.9Mbps
- UDP traffic by SS2
 - Average load = 99.9 Mbps

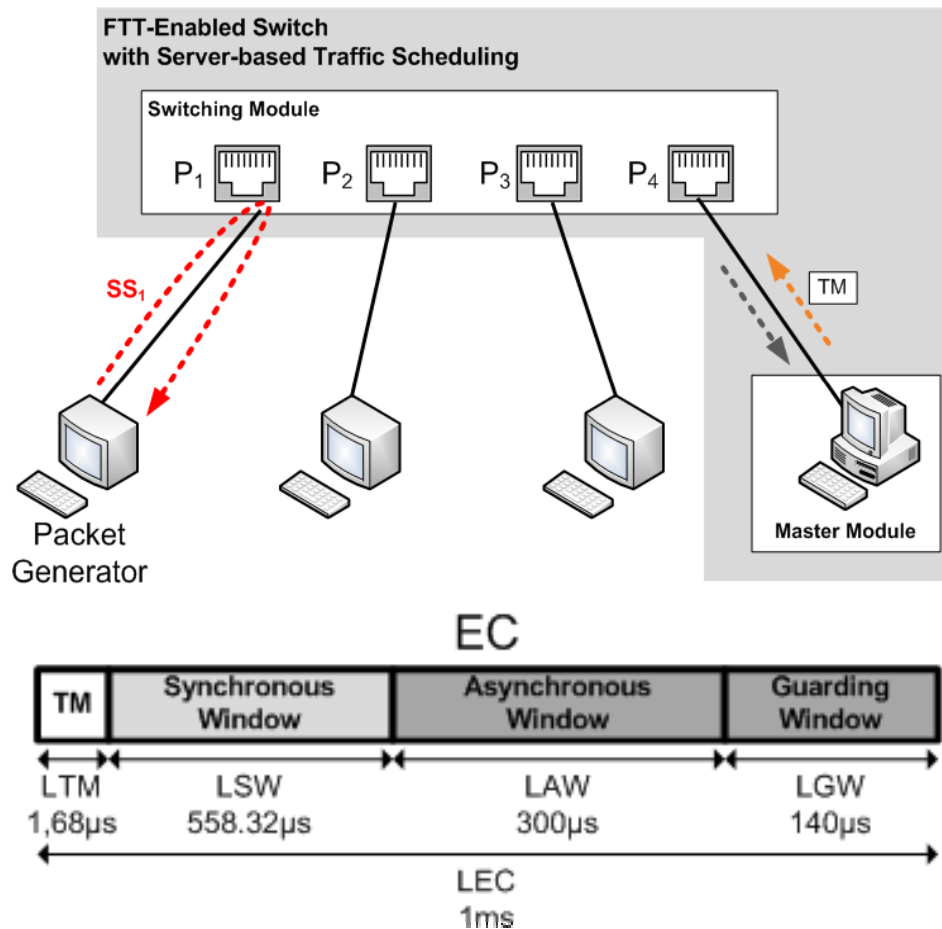
Experimental Results (correctness of the servers- software implementation)



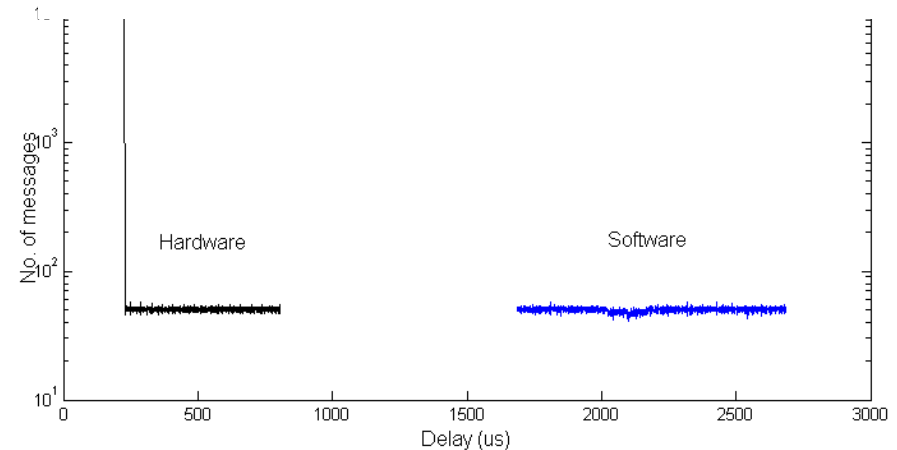
Experimental Results (correctness of the servers- hardware implementation)



Experimental Results (assess the reactivity)



- Packets period = $1 \text{ EC} + \text{delta}$
 - To rotate the phase with respect to the EC
- **Round trip delay** measured at the generator node
 - Results match estimates



Online Schedulability Analysis

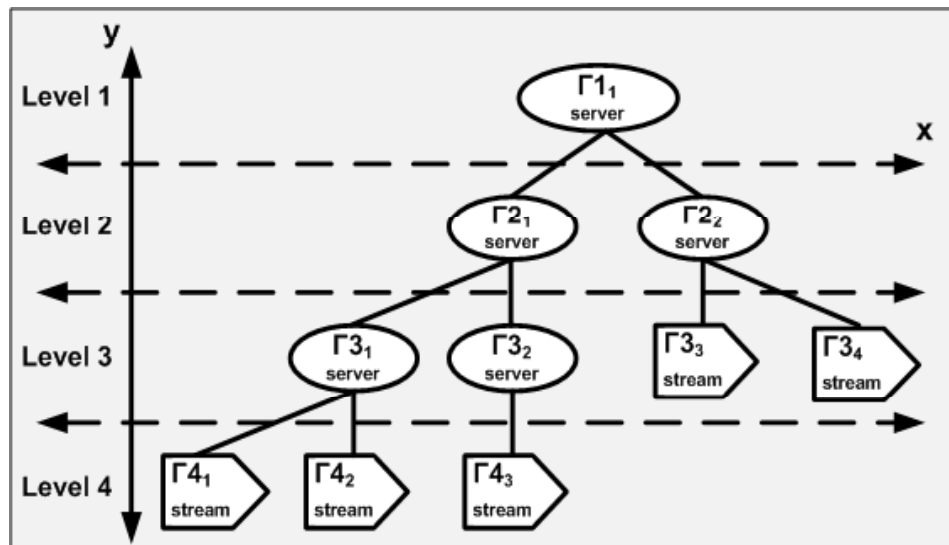
Model Definition

- Servers:

$$Srv_{y_x} = (C_{y_x}, T_{y_x}, Mmax_{y_x}, Mmin_{y_x}, P_{y_x}, RT_{y_x})$$

- Streams:

$$AS_{y_x} = (C_{y_x}, Tmit_{y_x}, Mmax_{y_x}, Mmin_{y_x}, P_{y_x}, RT_{y_x})$$



C_{y_x} - Maximum transmission time

$Mmax_{y_x}$ - Transmission time - largest packet

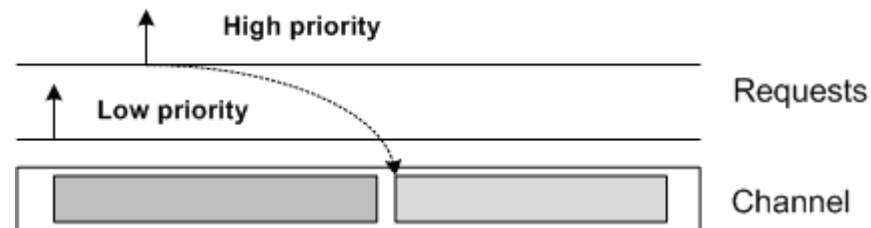
$Mmin_{y_x}$ - Transmission time - smallest packet

P_{y_x} - Parent component (server)

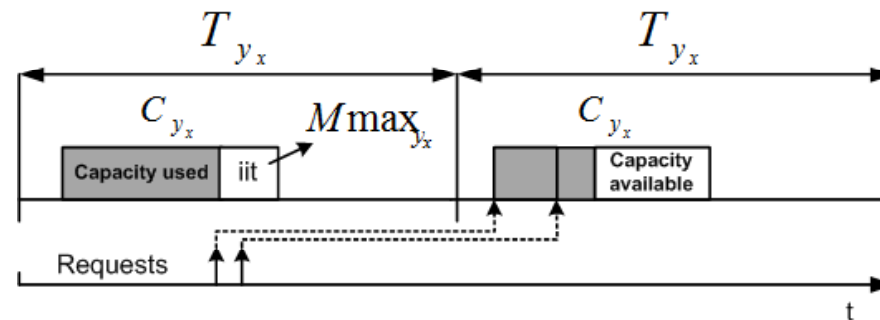
RT_{y_x} - Response time of each component

Model Definition

- The application of this model to a switched Ethernet (FTT) architecture has to assume some restrictions:
 - The preemption of packets that are in transmission process is not allowed



- Overruns are not allowed in a server component, in order to guarantee strict temporal isolation among servers. Therefore idle time (iit) is inserted in the end of each server

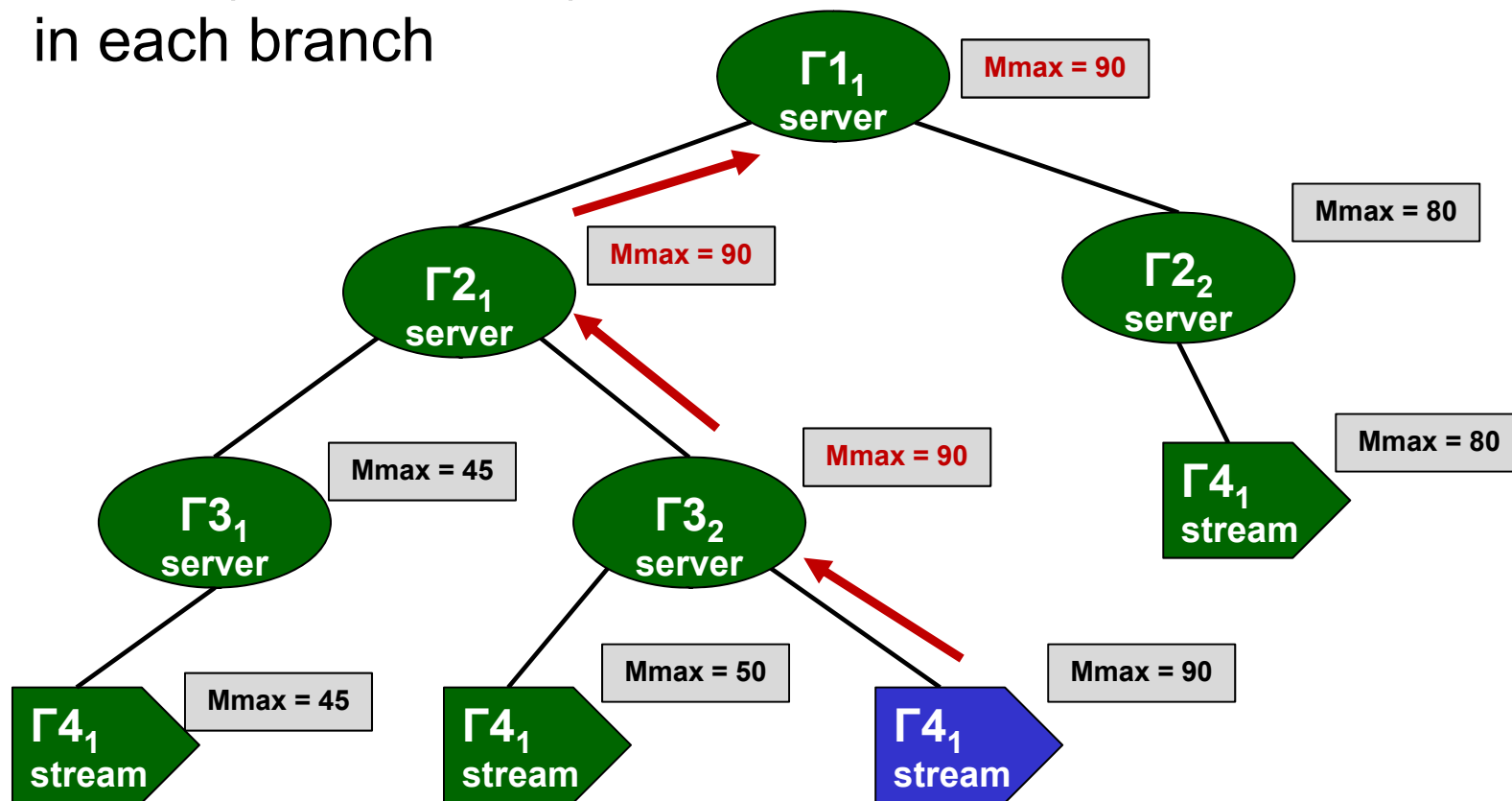


Schedulability Analysis Algorithm

- The **schedulability analysis algorithm** is used to guarantee that online changes in the hierarchy do not affect the real-time guarantees of running streams.
- The proposed schedulability analysis is based on **response time** of the messages inside the servers and it is performed in two phases:
 - **First phase** – verifies the impact of the requested change in the maximum iit in each branch
 - **Second phase** – verifies the schedulability analysis of each component from the top to the bottom of the hierarchy

Schedulability Analysis Algorithm (first phase)

- From the bottom to the top, this phase aims to find the M_{max} (maximum iit) and M_{min} packet transmission time in each branch



Schedulability Analysis Algorithm (second phase)

- From the top to the bottom, this phase verifies the schedulability of each component and consequently the schedulability of all system
 - For that, a schedulability analysis under FPS is used

$$\forall \Gamma_{y_x} \exists t : 0 < t \leq T_{y_x}, rbf_{y_x}(t) \leq sbf_{P_{y_x}}(t)$$

$$RT_{y_x} = \text{shortest } t^* : rbf_{y_x}(t^*) = sbf_{P_{y_x}}(t^*)$$

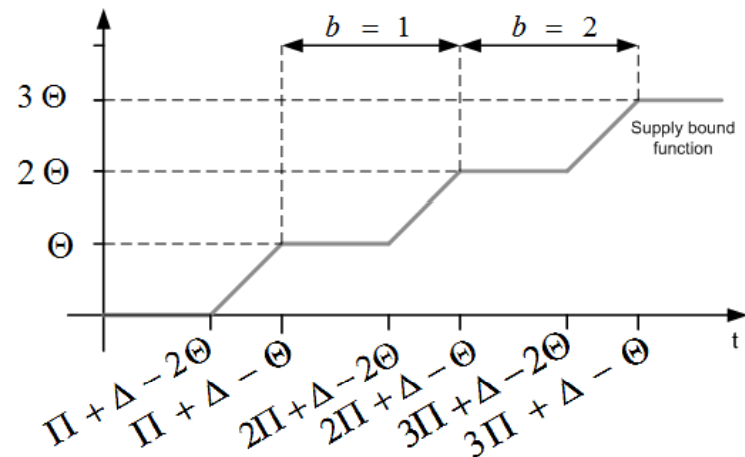
- ***rbf(t)*** quantifies the maximum load submitted to the parent component P
- ***sbf(t)*** computes the minimum bandwidth supply provided by the parent component to its children

Schedulability Analysis Algorithm (second phase)

- Supply Bound Function
 - Used the *Explicit Deadline Periodic (EDP)* resource model [A. Easwaran et al, RTSS 2007] that generalizes the periodic resource model for compositional analysis of HSFs
 - Π – Period - **(period of the server component)**
 - Θ – Units of the resource - **(capacity of the server component - Mmax)**
 - Δ - Time units during, which the resource units are available - **(response time of the parent server component)**

$$sbf_{\Gamma_{y_x}} = \begin{cases} b\Theta_{y_x} + \max\{0, t - a - b\Pi_{y_x}\}, & t \geq \Delta_{y_x} - \Theta_{y_x} \\ 0, & \text{otherwise} \end{cases}$$

$$a = \Pi_{y_x} + \Delta_{y_x} - 2\Theta_{y_x} \text{ and } b = \left\lfloor \frac{t - (\Delta_{y_x} - \Theta_{y_x})}{\Pi_{y_x}} \right\rfloor$$



Schedulability Analysis Algorithm (second phase)

- Requested Bound Function

$$rbf_{y_x}(t) = C_{y_x} + IH_{y_x}(t) + IL_{y_x}$$

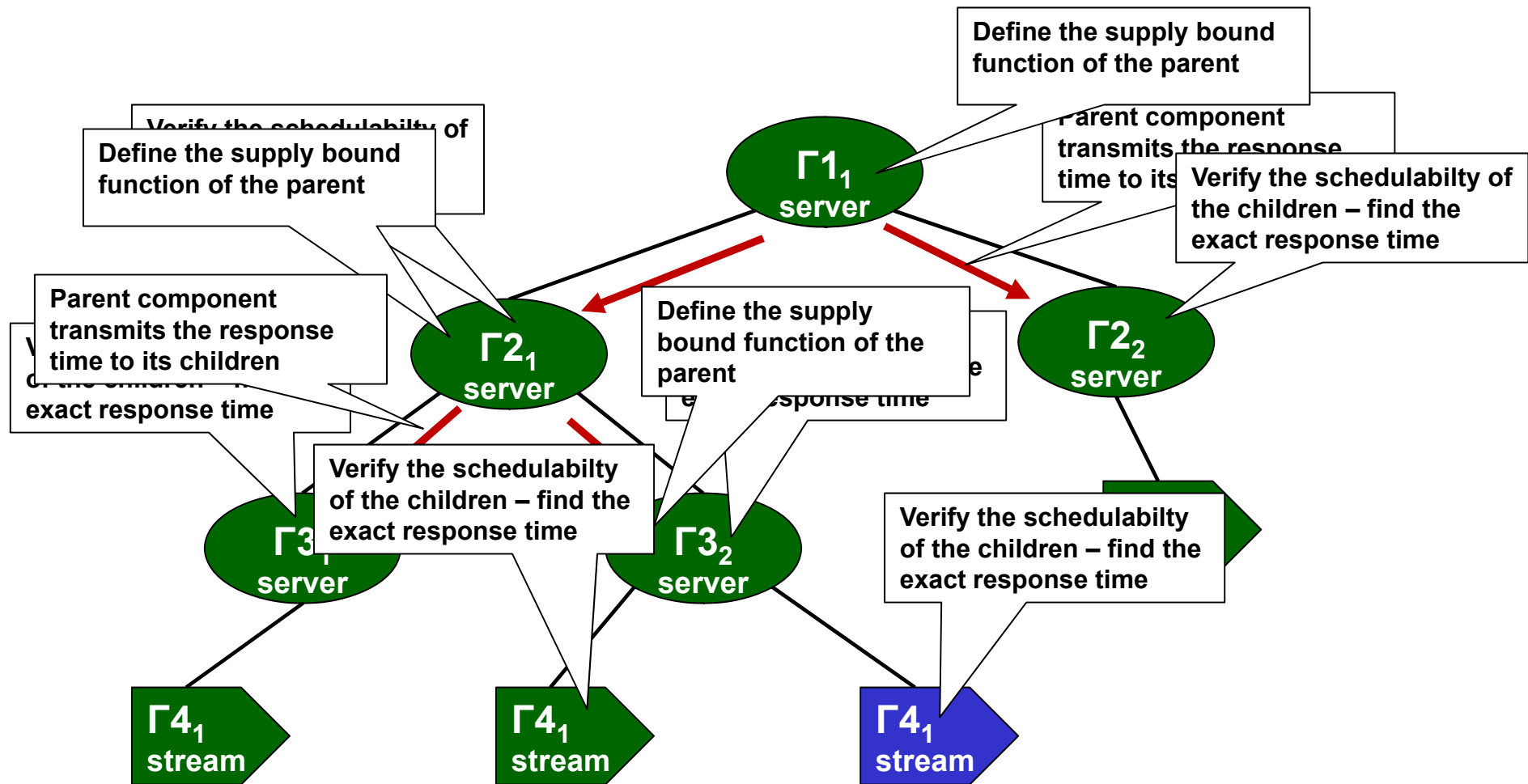
$$IH_{y_x}(t) = \sum_{\Gamma_{y_j} \in hp_{y_x}} \left\lceil \frac{t}{T_{y_j}} \right\rceil \times C_{y_j}$$

Interference from the components with higher priority in the same level and branch

$$IL_{y_x} = \max_{\Gamma_{y_j} \in lp_{y_x}} M \max_{y_j}$$

Blocking from components with lower priority in same level and branch

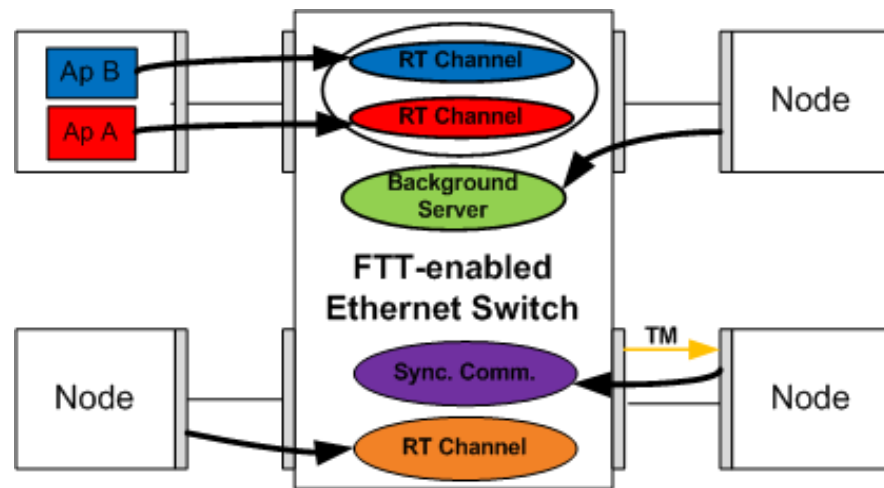
Schedulability Analysis Algorithm (second phase)



Application

Application in FTT-enabled Ethernet Switch

- The integration with the FTT-enabled Ethernet switch allows:
 - Efficient management of the asynchronous window
 - Highly configurable RT channels (different BW and latency)
 - RT channels can be allocated to nodes or applications inside the nodes
 - RT channels can be created by third party nodes
 - All ports have a background server by default



Conclusions and Future Work

- **Component-based design** is a powerful design paradigm to address the growing complexity of embedded applications and networks
- We are addressing the **multi-level hierarchical server scheduling** within Ethernet switches, namely FTT-enabled Ethernet switch
- A **schedulability analysis** that allows verifying whether a given composition of server is schedulable have been developed.
- As future work we propose to evaluate, test and compare this approach with others similar

Thank You