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Case Study: Check the Performance Evaluation of AQM Algorithms for PGM and SRM Based Group Communication in DVMRP Multicasting Network

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Abstract— In internet when packets are sent over the network, they need to be managed so that we can avoid congestion on the network using queue management approach which maintains a set of queues, one per interface, that hold packets scheduled to go out on that interface. Historically, such queues use a drop-tail discipline: a packet is put onto the queue if the queue is shorter than its maximum size (measured in packets or in bytes), and dropped otherwise. Active queue disciplines drop or mark packets before the queue is full. Typically, they operate by maintaining one or more drop/mark probabilities, and probabilistically dropping or marking packets even when the queue is short. While queue management schemes are still being developed, research on congestion avoidance has come a long way to serve the bandwidth requirement of the networks. Because of considerable lack on the evaluation research work, there is no consensus on the choice of the queue management algorithms over these networks. Evaluation of queue management schemes such as RED, RIO, SFB, SRR and BLUE are presented for high speed networks.

Keywords— Congestion Control, SRR, RED, RIO, BLUE, SFB, SRM, PGM.

I. INTRODUCTION

AQM (Active Queue Management) techniques are used to improve the performance of network to transfer less congestion or congestion free data from sender to receiver. The basic idea behind an Active Queue Management algorithm is to convey congestion notification early to end points so they can reduce their transmission rates before queue overflow and packet loss occur [1].Research in this area was inspired by the proposal of RED algorithm in 1993[2]. These schemes are called *active* because they drop packets implicitly if the queue exceeds its limit or dynamically by sending congestion signal to sources [3]. This is in contrast to Drop-Tail queuing algorithm which is passive: packets are dropped if and only if, the queue is full [4]. On the basis of Drop probability many algorithms have been developed. Design goals of the various schemes, a wide range of network scenarios and performance metrics have been used to evaluate and compare AQM schemes. The challenge is to evaluate the various schemes proposed in a consistent and unbiased fashion. In this paper five AQM schemes are selected for detailed evaluation. The evaluation is carried out using a specially developed framework which uses the NS2 simulator [5]. A consistent evaluation of schemes using the chosen performance metrics facilitates an unbiased comparison which highlights their similarities and differences. The simulation results show better performances on packet loss rate, delay and throughput. Multicasting is a widely used service in today's computer networking system; it is mostly used in Streaming media, Internet television, video conferencing and net meeting etc. Routers involved in multicasting packets need a better management over stacking system of packets to be multicast [6].The paper is organized as follows. Section 2 describes system topology, multicasting, DVMRP and the descriptions of the different queue management algorithms like SRR, RED, RIO, SFB, and BLUE. Section 3 describes the simulation results of all queue algorithms. Section 4 summarizes the dynamic queue algorithm and reports other approaches.

II. SYSTEM DESCRIPTION

Topology:

A network of thirteen nodes is created with two senders and eight receivers. PGM and UDP are used as Transport layer protocols. PGM uses constant bit rate (CBR) traffic and UDP uses Pareto traffic. There are two sources i.e. senders; Node 1 and Node 2 in the network. Node 5, 6, 7, 8, 9, 10, 11 and 12 are the receiver nodes in the group communication. Node 5, 6, 9 and 10 are PGM receivers and node 7, 8, 11 and 12 are UDP receivers. Bandwidth is 1.544Mbps between node (3 – 4), 1 Mbps between node (2 – 3) and node (1 – 3), and all other links have a bandwidth of 2Mbps. The delay of link between nodes (3 – 4) is 20ms and 10ms for all the other links. Node 1 and node 2 starts transmission at 0.4s and 0.0s respectively; receiver nodes 5, 6, 9 and 10 will be effective at 0.5s, 0.9s, 0.0s, and 2.0s respectively; node 7, 8, 11 and 12 will be effective at 0.3s, 0.5s, 1.0s, and 0.0s respectively.

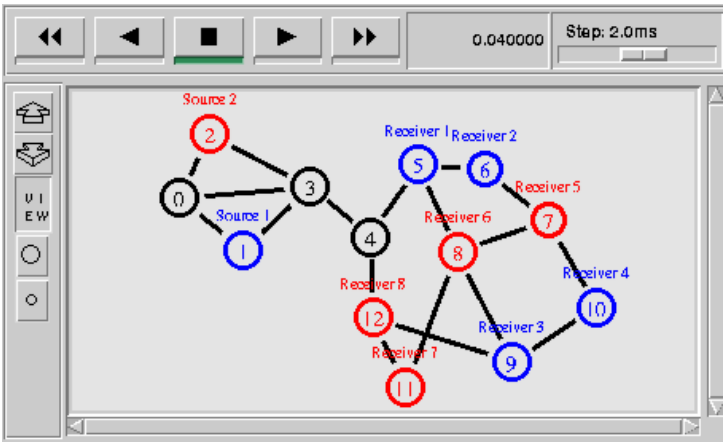

Figure 1. Topology Design

```
#Topology
$ns duplex-link
$n0 $n1 2Mb 10ms DropTail
$ns duplex-link $n0 $n2 2Mb 10ms DropTail
$ns duplex-link $n0 $n3 2Mb 10ms DropTail
$ns duplex-link $n3 $n1 1Mb 10ms DropTail
$ns duplex-link $n3 $n2 1Mb 10ms DropTail
$ns duplex-link $n3 $n4 1.544Mb 20ms Blue
$ns duplex-link $n4 $n5 2Mb 10ms DropTail
$ns duplex-link $n5 $n6 2Mb 10ms DropTail
$ns duplex-link $n5 $n8 2Mb 10ms DropTail
$ns duplex-link $n6 $n7 2Mb 10ms DropTail
$ns duplex-link $n7 $n8 2Mb 10ms DropTail
$ns duplex-link $n7 $n10 2Mb 10ms DropTail
$ns duplex-link $n8 $n9 2Mb 10ms DropTail
$ns duplex-link $n9 $n10 2Mb 10ms DropTail
$ns duplex-link $n11 $n8 2Mb 10ms DropTail
$ns duplex-link $n11 $n12 2Mb 10ms DropTail
$ns duplex-link $n12 $n9 2Mb 10ms DropTail
$ns duplex-link $n12 $n4 2Mb 10ms DropTail

# Group Events
$ns at 0.5 "$n5 join-group $pgm1 $group1"
$ns at 0.9 "$n6 join-group $pgm2 $group1"
$ns at 2.0 "$n10 join-group $pgm3 $group1"
$ns at 9.0 "$n5 leave-group $pgm1 $group1"
$ns at 8.7 "$n6 leave-group $pgm2 $group1"
$ns at 9.5 "$n10 leave-group $pgm3 $group1"
$ns at 9.6 "$n9 leave-group $pgmsink0 $group1"
$ns at 0.3 "$n7 join-group $udp1 $group2"
$ns at 0.5 "$n8 join-group $udp2 $group2"
$ns at 1.0 "$n11 join-group $udp3 $group2"
$ns at 8.0 "$n7 leave-group $udp1 $group2"
$ns at 8.0 "$n8 leave-group $udp2 $group2"
$ns at 9.5 "$n11 leave-group $udp3 $group2"
$ns at 0.0 "$n12 join-group $udpsink0 $group2"
$ns at 9.7 "$n12 leave-group $udpsink0 $group2"
```

Node 5, 6 and 10 will leave the group communication at 9.0s, 8.7s and 9.5s respectively whereas node 9 stays active throughout the communication period as PGM receiver. Node 7, 8 and 11 will leave the group communication at 8.0s, 8.0s and 9.5s respectively but node 12 stays active throughout the communication period as UDP receiver. Data rate for both senders is 832Kb. Queuing technique used on all the link except (3 – 4) is Drop Tail. The network is simulated for 10s.

DVMRP (Distance Vector Multicast Routing Protocol)

The DVMRP constructs source -based multicast trees using the Reverse- Path Multicast (RPM) algorithm [5]. DVMRP maintains parent-child relationships among nodes to reduce the number of links over which data packets are broadcast [6]. The method of enabling centralised multicast routing in a simulation is:


```
DM set CacheMissMode dvmrp
set mproto DM # all nodes will contain multicast protocol agents;
set mrthandle [$ns mrtproto $mproto]
set group1 [Node allocaddr]
set group2 [Node allocaddr]
```

PGM (Pragmetic Genreal Multicast)

Pragmatic General Multicast (PGM) [9] is a reliable multicast transport protocol for applications that require multicast data delivery from a single source to multiple receivers. PGM runs over a best effort datagram service, such as IP multicast. PGM guarantees that a receiver in the group either receives all data packets from transmissions and repairs, or is able to detect (rare) unrecoverable data packet loss. It obtains scalability via hierarchy, forward error correction, NAK (negative acknowledgement) elimination, and NAK suppression. PGM uses a hybrid scheme including suppression, NAK elimination, constrained forwarding, and FEC to achieve scalability. Hierarchy is constructed using PGM-capable network elements (NEs), typically routers enhanced to support PGM in addition to IP multicast.

```
#PGM agent set pgm0 [new Agent/PGM/Sender]
$pgm0 set dst_addr_ $group1
$ns attach-agent $n1 $pgm0
```

SRM (Scalable Reliable Multicast)

Scalable Reliable Multicast [7] protocol which solves the buffer management problem, by distributing the required packets between the repair node and some selected receives which already received these packets. This distribution decreases the number of packets saved in the buffer of the repair node, the- reby solves the congestion problem and increases the network throughput, the suggested method reduces the overhead in repair node by easing the burden of retransmit lost packets among the selective receivers, thereby increases the number of receivers that can be served by the repair node, which increas- es the scalability.

```
# SRM Agent
set srm0 [new Agent/SRM]
$srm0 set dst_addr_ $group1
$srm0 set fid_ 1
$ns attach-agent $n1 $srm0
# Create a CBR traffic source
set cbr0 [new Application/Traffic/CBR]
$cbr0 attach-agent $srm0
$cbr0 set fid_ 1
set packetSize 210
$cbr0 set packetSize_ $packetSize
$cbr0 set burst_time_ 500ms
$cbr0 set idle_time_ 500ms
$cbr0 set rate_ 832kb
$srm0 set tg_ $cbr0
$srm0 set app_fid_ 0
$srm0 set packetSize_ $packetSize
```

QUEUE MANAGEMENT ALGORITHMS

In this section, we focus on RED, RIO, BLUE, SFB and SRR, and briefly explain them in each of the sub section. The main idea of this work is to compare these typical dynamic queuing algorithms instead of exhaustively reviewing the existing ones. This will be used in performance comparison.

RED:

The RED algorithm [9] detects congestion and measures the traffic load level in the queue using the average queue size *avg*. This is calculated using an exponentially weighted moving average filter and can be expressed as *avg* ¨ (1 – *wq*) ◊ *avg* + *wq* ◊ *q*,

Where *wq* is filter weight. When the average queue size is smaller than a minimum threshold *minth*, no packets are dropped. When the average queue size exceeds the minimum threshold, the router randomly drops arriving packets with a given drop probability. If the average queue size is larger than a maximum threshold *maxth*, all arriving packets are dropped. It is shown in [10] that the average queue length *avg* increases with the number of active connections *N* (actually proportional to *N*2/3) in the system until *maxth* is reached when all incoming packets are dropped. We also observe that there is always an *N* where *maxth* will be exceeded. Since most existing routers operate with limited amounts of buffering, *maxth* is small and can easily be exceeded even with small *N*.

RIO:

The RIO algorithm [11] allows two traffic classes within the same queue to be treated differently by applying a drop preference to one of the classes. RIO is an extension of RED, "RED with In and Out". For OUT packets, as long as the

average queue size is below minth_out no packets are dropped. If the average queue size exceeds this, arriving packets are dropped with a probability that increases linearly from 0 to maxp_out. If the average queue size exceeds maxth_out, all OUT packets are dropped. For IN packets, the average queue size is based on the number of IN packets present in the queue and the parameters are set differently in orders to start dropping OUTs well before any INs are discarded. If we choose proper parameters for IN and OUT, Traffic can be controlled before the queue reaches to the point that any IN traffic is dropped.

BLUE:

BLUE [12] is an active queue management algorithm to manage congestion control by packet loss and link utilization instead of queue occupancy. BLUE maintains a single probability, *Pm*, to mark (or drop) packets. If the queue is continually dropping packets due to buffer overflow, BLUE increases *Pm*, thus increasing the rate at which it sends back congestion notification or dropping packets. Conversely, if the queue becomes empty or if the link is idle, BLUE decreases its marking probability. This effectively allows BLUE to "learn" the correct rate it needs to send back congestion notification or dropping packets. The typical parameters of BLUE are *d1*, *d2*, and *freeze_time*. Based on those parameters the basic blue algorithms can be summarized as following:

```
Upon link idle event:                    Upon packet loss event:
if ((now-                                if ((now–
last_update)>freeze_time)                last_updatte)>freeze_time)
    Pm = Pm-d2;                              Pm = Pm+d1;
Last_update = now;                       last_update = now;
```

Figure 2: BLUE Algorithm

SFB:

Based on BLUE, *Stochastic Fair Blue* (SFB) [13] is a FIFO queuing algorithm that identifies and rate-limits non-responsive flows based on accounting mechanisms similar to those used with BLUE. SFB maintains accounting bins. The bins are organized in *L* levels with *N* bins in each level. In addition, SFB maintains *L* independent hash functions, each associated with one level of the accounting bins. Each hash function maps a flow into one of the accounting bins in that level. The accounting bins are used to keep track of queue occupancy statistics of packets belonging to a particular bin. As a packet arrives at the queue, it is hashed into one of the *N* bins in each of the *L* levels. If the number of packets mapped to a bin goes above a certain threshold (i.e., the size of the bin), the packet dropping probability *Pm* for that bin is increased. If the number of packets in that bin drops to zero, *Pm* is decreased. The observation is that a non-responsive flow quickly drives *Pm* to 1 in all of the *L* bins it is hashed into. Responsive flows may share one or two bins with non-responsive flows, however, unless the number of non-responsive flows is extremely large compared to the number of bins, a responsive flow is likely to be hashed into at least one bin that is not polluted with non-responsive flows and thus has a normal value. The decision to mark a packet is based on *Pmin* the minimum *Pm* value of all bins to which the flow is mapped into. If *Pmin* is 1, the packet is identified as belonging to a non-responsive flow and is then rate-limited.

```
B[l][n]: L × N array of bins(L levels, N bins per level)
Enque()
        Calculate hash function values h0,h1,…,hL-1;
    Update bins at each level
    For i =0 to L-1
            If(B[i][hi].QLen> bin_size)
                    B[i][hi].Pm += delta;
        Drop packet;
      Else if (B[i][hi].Qlen ==0)
                    B[i][hi].Pm - = delta;
     Pmin = min(B[0][h0].Pm…B[L][hL].Pm);
        If(Pmin==1)
                Ratelimit();
        Else
                Mark/drop with probability Pmin;
```

Figure 3: SFB Algorithm

The typical parameters of SFB algorithm are *QLen*, *Bin_Size*, *d1*, *d2*, *freeze_time*, *N*, *L*, *Boxtime*, *Hinterval*. *Bin_Size* is the buffer space of each bin. *Qlen* is the actual queue length of each bin. For each bin, *d1*, *d2* and *freeze_time* have the same meaning as that in BLUE. Besides, *N* and *L* are related to the size of the accounting bins, for the bins are organized in *L* levels with *N* bins in each level. *Boxtime* is used by penalty box of SFB as a time interval used to control how much bandwidth those non-responsive flows could take from bottleneck links. *Hinterval* is the time interval used to change hashing functions in our implementation for the double buffered moving hashing.

SRR:

Smoothed Round Robin, or SRR, is a work-conserving packet scheduling algorithm that attempts to provide maximum fairness while maintaining only O(1) time complexity [14].

In SRR two novel data structures, the weightmatrix (WM) and the weight spread sequence (WSS) are used to mitigate the problems of packet burstiness and fairness associated to ordinary RR-based schedulers with large number of sessions. The WM stores the bitwise weight representation associated to each backlogged session while the WSS provides the sequence order of sessions to service. For each x in the WSS visit the xth column of WM in a top-to-bottom manner and service the session containing the element 1. At the termination of WSS, repeat the servicing procedure by beginning with the first element of WSS. This gives SRR its O(1) time complexity [15].

III. RESULTS AND DISCUSSION

The bottle neck link (3 – 4) is configured with one of the five queuing protocols discussed above each time. There are three parameters used for comparison; Throughput, Drop of Packets and End to End Delay.

Throughput:

Figure 4 show the throughput graph for Pareto traffic of link (3 – 4). SRR provides average maximum throughput of 804.216Kb/s whereas maximum throughput in case of SRR queuing technique is 833.28Kb/s. RED queuing algorithm provides minimum average throughput of 725.592K/s. 813.12Kb/s is the maximum throughput value in case of Blue algorithm, 750.96Kb/s in case of RED and 833.28Kb/s in case of RIO, and 823.2Kb/s in SFB queuing algorithm. We can analyze from that all the algorithms initially start with lesser throughput of about 420Kb/s. The required throughput is 832Kb/s which can be closely achieved by SRR queuing algorithm.

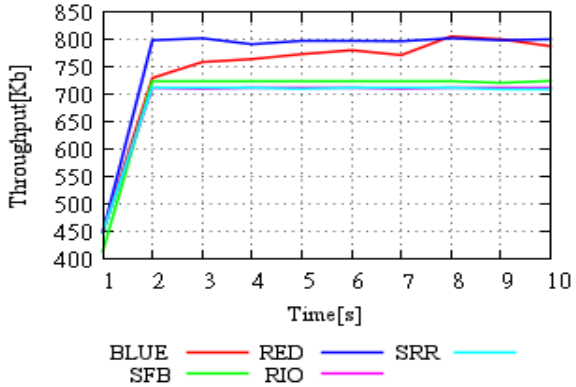

Figure 4: Throughput of bottleneck link (3–4) for Pareto Traffic(PGM)

Figure 5 show the throughput graph for Pareto traffic of link (3 – 4). SFB provides average maximum throughput of 800.016Kb/s whereas maximum throughput in case of SFB queuing technique is 833.28Kb/s. RED queuing algorithm provides minimum average throughput of 744.408K/s. 809.76Kb/s is the maximum throughput value in case of Blue algorithm, 833.28Kb/s in case of RIO and 833.28Kb/s in case of SRR, 776.16Kb/s in RED queuing algorithm. We can analyze from that all the algorithms initially start with lesser throughput of about 495Kb/s. The required throughput is 832Kb/s which can be closely achieved by SFB queuing algorithm.

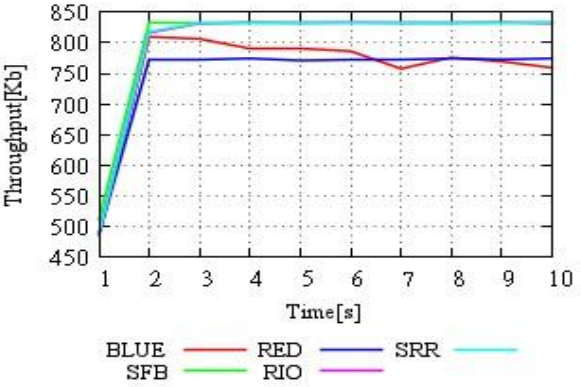

Fig. 5. Throughput of bottleneck link (3–4) for Pareto Traffic(SRM)

IV. CONCLUSION

We have compared the performance of BLUE, RED, RIO, SFB and SRR with a standard parameter setting such as bandwidth for source to receiver link is 1.544 Mb/s. Performance metric is Throughput.

RED provides maximum throughput for Pareto traffic above all other AQM techniques in case of DVMRP multicast network for PGM and SRM.[16][17]

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