

# **The General Switch Management Protocol GSMP 2.0**

*Peter Newman*

*February 1998*

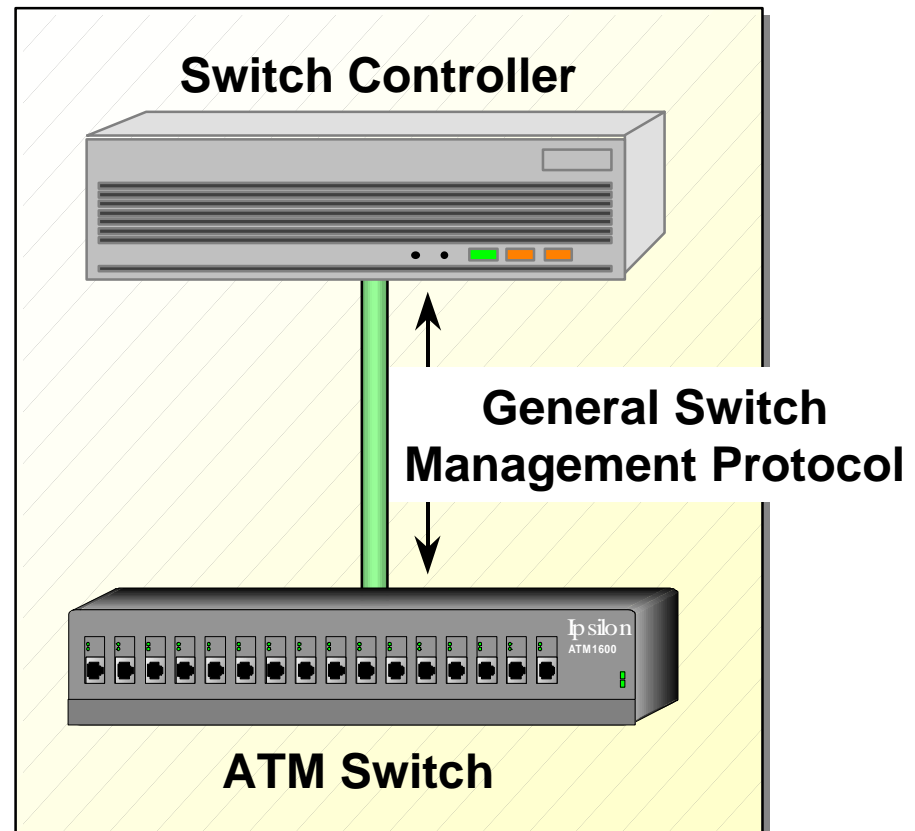
<http://www.ipsilon.com/~pn/gsmp/>

# *General Switch Management Protocol v1.1*

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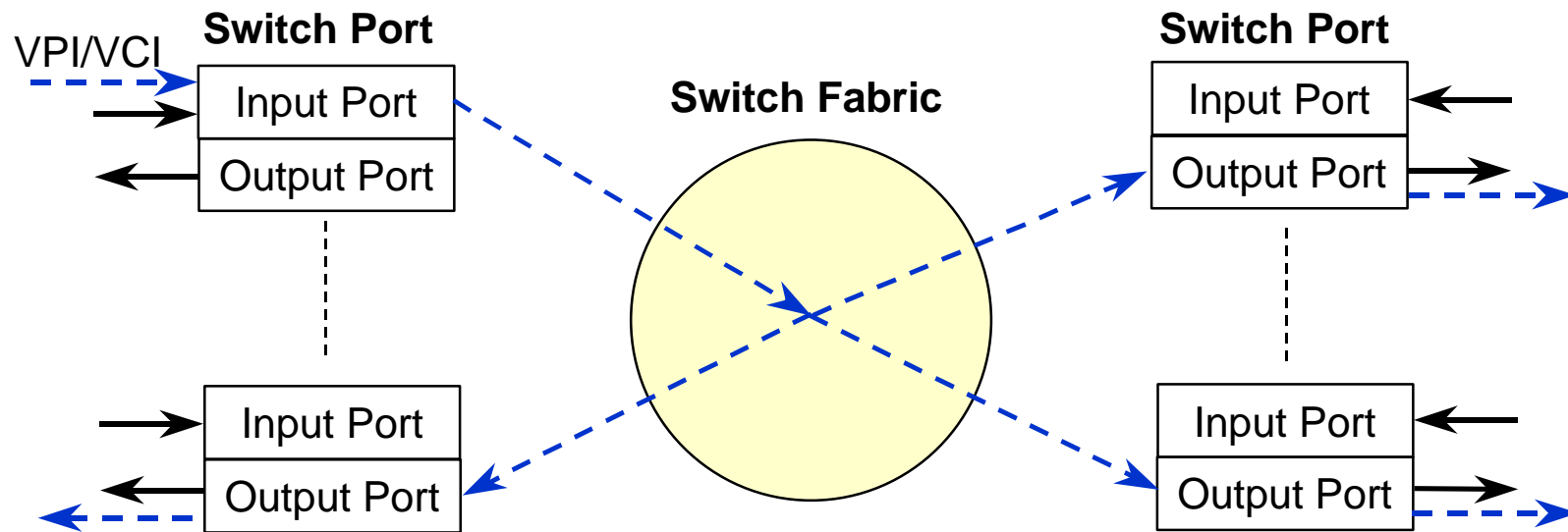
## **GSMP (RFC 1987)**

- **Simple protocol that provides call setup, tear-down, & call status**
- **As close to switch hardware as possible**
- **Capable of controlling all (reasonable) ATM switch designs**
- **Separates control software and switch hardware**
- **Less than 2,000 lines of code**



# *Abstract Switch Model*

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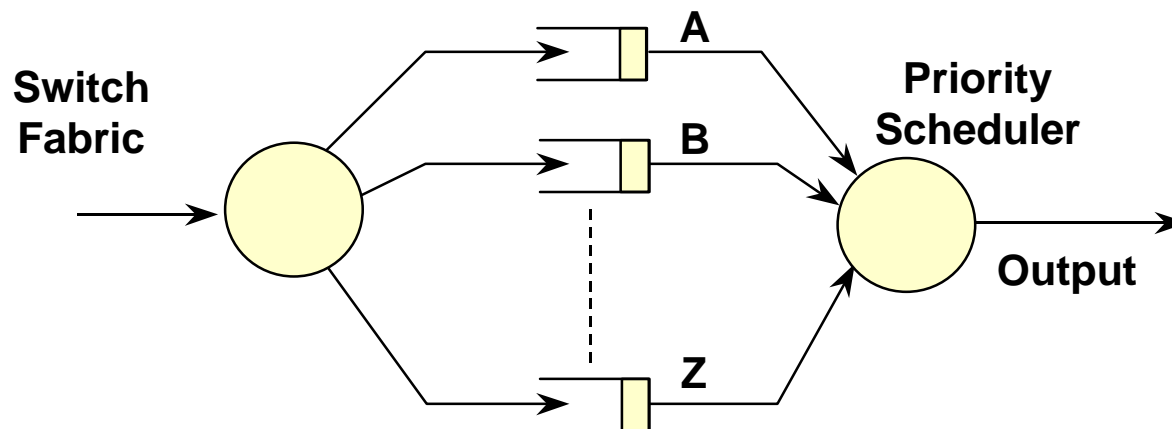


- *VPIs and VCIs are unidirectional*
- *VPI/VCI translation in Input Port*
- *VPI/VCI translation in Output Port for multicast*
- *Virtual connection identified by Input Port and VPI/VCI*
- *Internal and external loopback in switch port*

# *Abstract Switch Model*

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## Output Port



- *Assumes per-class FIFO queueing with priority scheduling.*
- *Switch declares number of priority queues at initialization*

# *GSMP: Features*

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- *Master-Slave, Request-Response Protocol*
  - *Controller (master) issues requests.*
  - *ATM switch issues positive or negative response when operation complete.*
  - *Positive response may be suppressed, for checking (bit-rot protection).*
  - *All messages are AAL-5 LLC/SNAP encapsulated.*
  - *Most frequent messages (connection management) are single-cell AAL-5 packets.*
  - *Adjacency protocol to synchronize state across the control link, to discover the identity of the peer entity, and to detect when it changes.*
  - *Event messages for switch to inform controller of asynchronous events.*
  - *Supports simple network management.*  
*For full service network management use SNMP.*

# *GSMP: General*

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## ■ *Port Numbers*

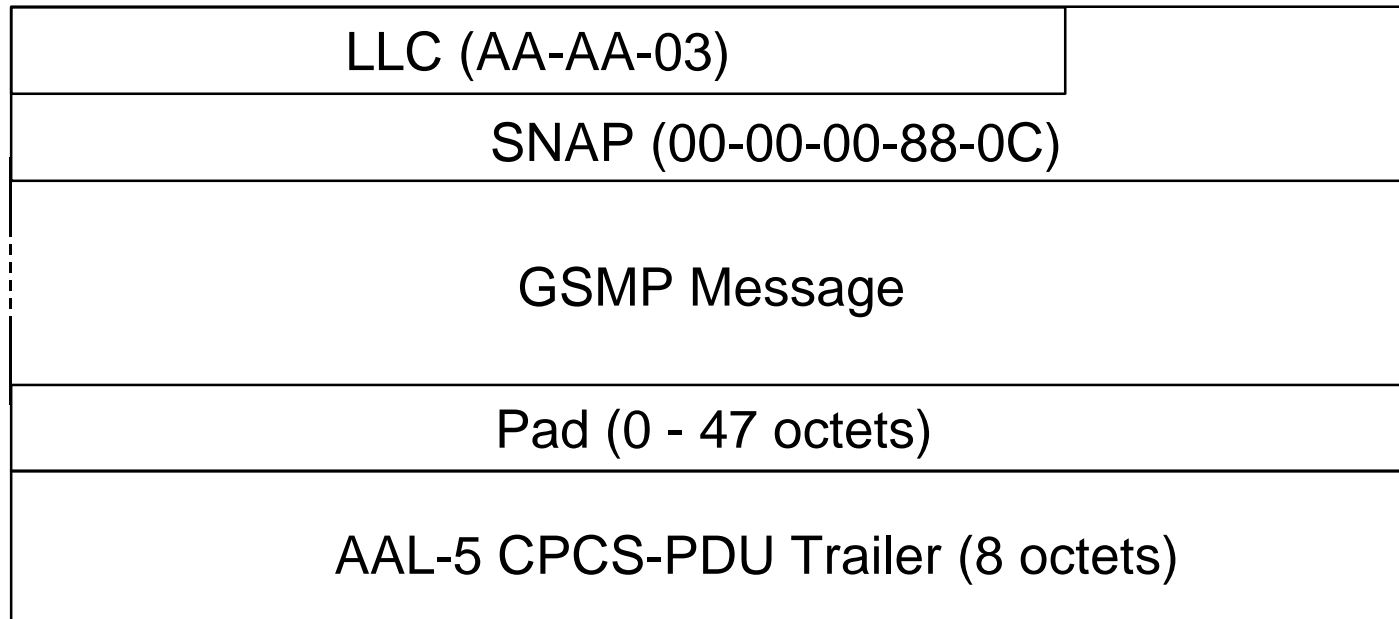
- *32-bit opaque integers.*
- *Port in the same location always has the same Port Number.*
- *May be structured by the switch manufacturer (e.g. Slot, Shelf, Port) but structure opaque to GSMP.*
- *Structure may be discovered by reference to database for purposes of network management.*

## ■ *Port Session Number*

- *32-bit random number that changes when the port becomes available or the line comes up.*
- *Must use current Port Session Number to change state in a port.*
- *Ensures controller detects link failure and keeps state synchronized across link.*
- *Protects against out-of-date messages.*

# *GSMP Encapsulation*

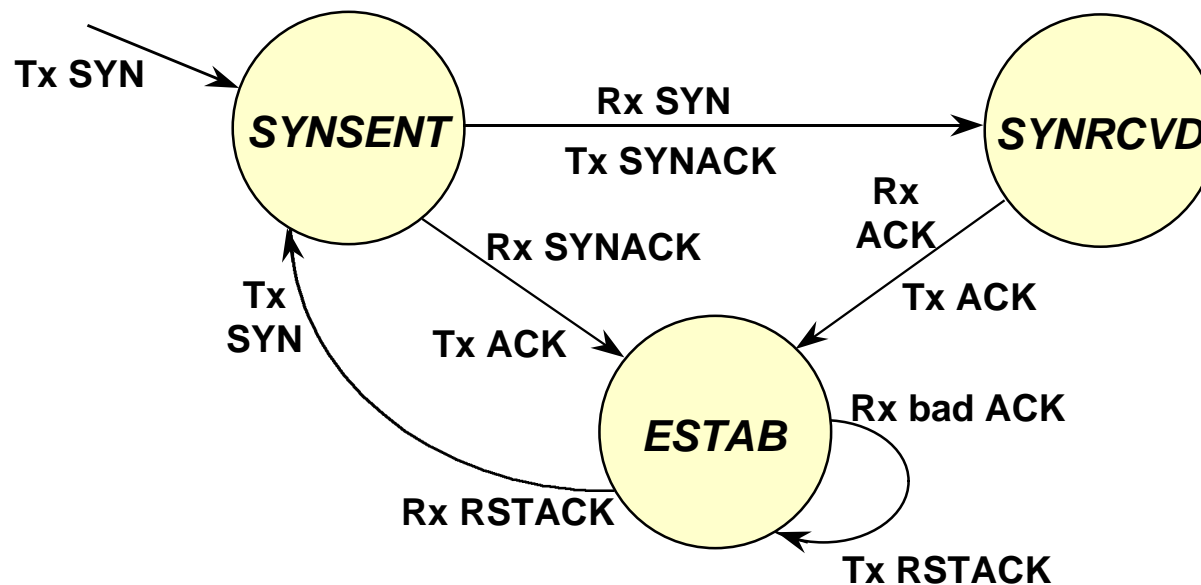
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- *Ethertype for GSMP: 880C.*
- *Maximum transmission unit: 1500 bytes.*
- *Control connection: VPI=0, VCI=15.*

# Adjacency Protocol

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- *Synchronizes state across the control link, discovers the identity of the remote entity, and detects when it changes.*
- *Periodically sends its identity (Name, Port Number, Instance Number) and identity of remote entity across control link.*
- *No other GSMP messages may be sent or received until Adjacency Protocol has reached ESTAB state.*



# *GSMP Message Format*

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Version	Message Type	Result	Code
Transaction Identifier			
Message Body			

## ■ *Message Types*

- *Configuration, Connection Management, Port Management, Statistics, and Events.*

## ■ *Result*

- *Request: AckAll, NoSuccessAck.*
- *Response: Success, Failure.*

## ■ *Transaction Identifier*

- *To associate response with request.*

# *Configuration Messages*

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- *Switch informs controller about its configuration.*
- *Switch Configuration*
  - *Name, Rank, and Serial Number*
  - *Switch Name -- 48-bit MAC address, OUI identifies manufacturer*
  - *Switch Type -- manufacturer's product identifier*
- *Port Configuration*
  - *Port Session Number*
  - *VPI/VCI Ranges*
  - *Port Type -- Sonet, SDH, DS-3, etc. (IANAifTYPE MIB from RFC 1573)*
  - *Cell Rate -- in cells/s*
  - *Number of FIFO priority queues in output port*
  - *Port Status -- Available, Unavailable, Loopback*
  - *Line Status -- Up, Down, Test*

# *Connection Management*

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## ■ *Parameters*

- *Port Session Number of Input Port*
- *Input Port VPI/VCI*
- *Output Port VPI/VCI*
- *Priority*

## ■ *Messages*

- *Add Branch, Move Branch*
- *Delete Branch, Delete Tree, Delete All*
- *Verify Tree*

## ■ *No distinction between unicast and multicast*

- *First Add Branch creates unicast connection.*
- *Second Add Branch makes connection multicast.*

## ■ *All messages single cell except Move Branch*

# *Port Management*

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## ■ *Parameters*

- *Port Number, Port Session Number*
- *Event Sequence Number, Event Flags*
- *Loopback Duration*

## ■ *Functions*

- *Bring Up:*
  - *All connections deleted*
  - *New Port Session Number*
  - *Port becomes Available*
- *Take Down: Port becomes Unavailable*
- *Loopback: External, Internal, Both*
- *Reset Input Port: Re-initialize port hardware*
- *Reset Event Flags: Flow control for Event Messages*

# *Statistics Messages*

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- *VC Activity Detection*
  - *Garbage collection for inactive VCs*
- *Per Port and Per VC Statistics*
  - *Input and Output Cell Counts*
  - *Input and Output Frame Counts*
  - *Input and Output Cell Discard Counts*
  - *Input and Output Frame Discard Counts*
  - *Input HEC Error Count*
  - *Input Invalid VPI/VCI Count*
- *Network Management*
  - *If that's not enough use SNMP*

# *Event Messages*

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## ■ *Parameters*

- *Port Number, Port Session Number*
- *Event Sequence Number, VPI/VCI*

## ■ *Events*

- *Port Up: Carrier detected; New Port Session Number*
- *Port Down: Carrier detect lost*
- *Invalid VPI/VCI: Black hole prevention*
- *New Port: Hot-swap, switch discovers new port*
- *Dead Port: Hot-swap, existing port disappears*

## ■ *Event Sequence Number incremented each time event occurs.*

## ■ *Flow Control: One message per event type until acknowledged by Port Management Message*

# *Not Supported in Version 1.1 (RFC 1987)*

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- *Virtual Path Switching*
- *UPC (policing) Parameters*
- *Per-VC or per-class queueing and weighted scheduling*
- *Enable/disable per VC functionality, e.g:*
  - *Selective discard*
  - *Early Packet Discard*

# *GSMP 2.0 Enhancements*

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- *Quality of service messages.*
- *Virtual Path switching.*
- *Message to extract all connection state from a switch port.*
- *Message to reconfigure VPI and VCI ranges on a switch port.*
- *Message to delete a list of connections.*
- *More specific error message definitions.*
- *Window flow control to avoid overflow to receive buffer.*
- *Definition of loss of adjacency.*
- *Enhancement of adjacency protocol.*
- *Specification of set of mandatory messages.*
- *Extension to multi-access link, Ethernet encapsulation.*
- *Version negotiation.*

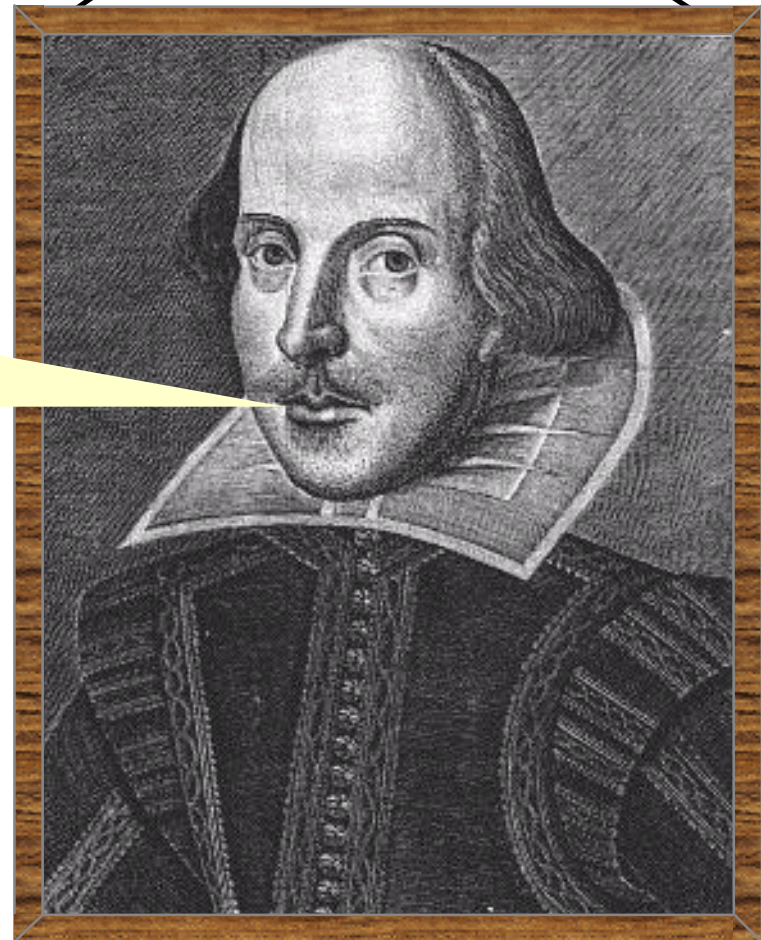


# Quality of Service Enhancements...

*The quality of service is constrained,  
It droppeth as a gentle brick  
from heaven  
Upon the hardware beneath...*

**“Quality of service does not  
generate additional bandwidth”**

*Lixia Zhang*



# *Why Class-Based Queueing?*

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## ■ Aggregation

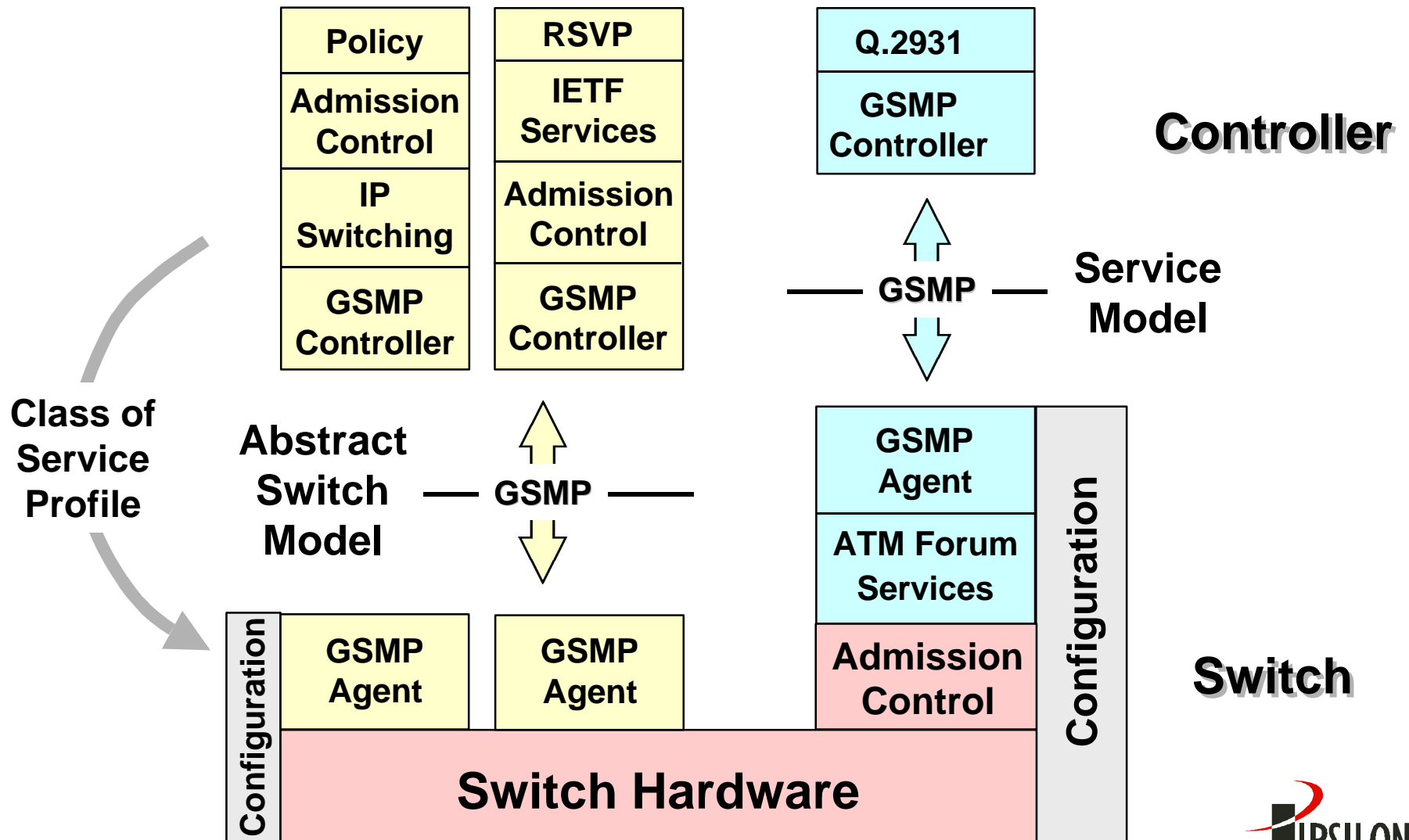
- Do you want to allocate resources to every call (flow)?
- Do you want to allocate resources to every customer?
- Answer:
  - It depends on who you are
  - It depends on what you want to do

■ Aggregation allows a network operator to allocate resources to a class so that multiple calls (flows) share those resources.

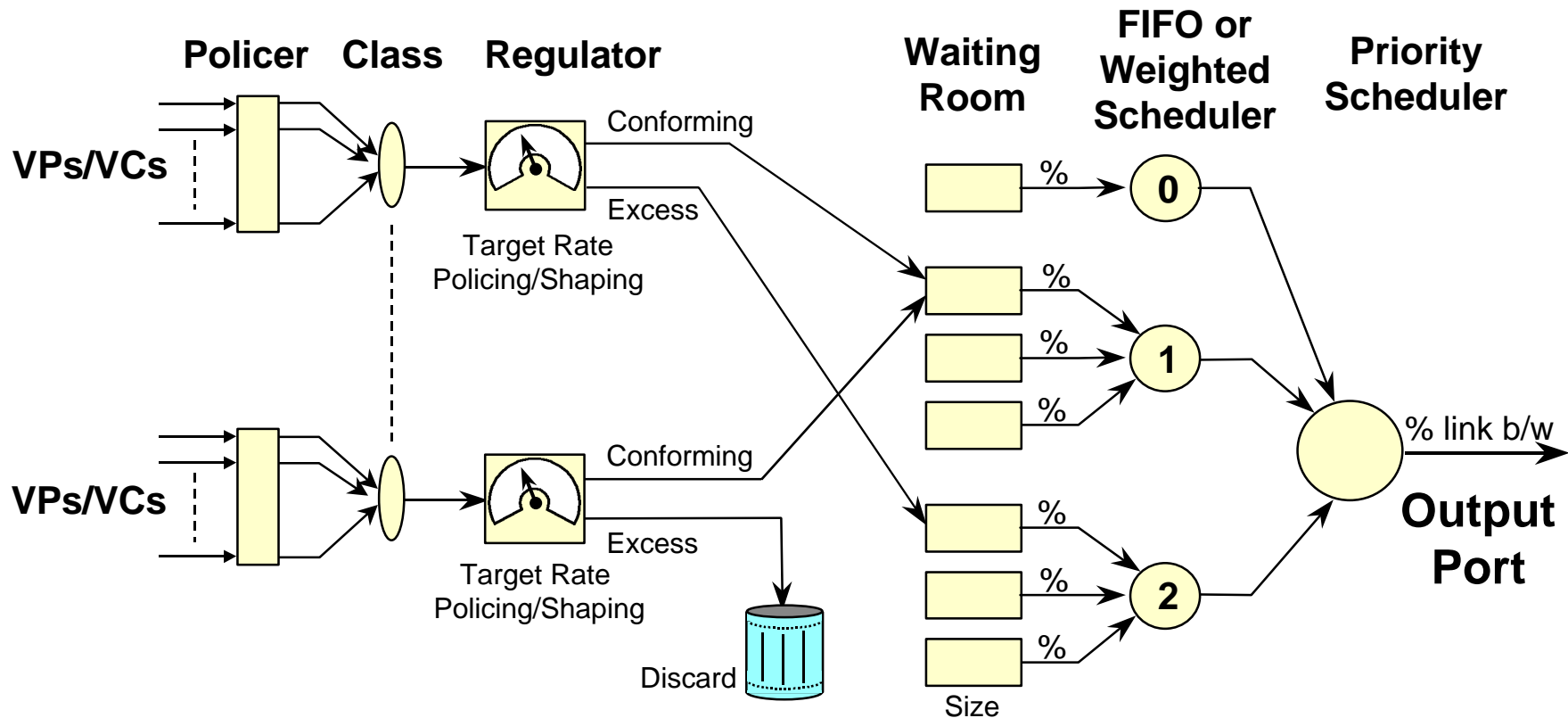
## ■ Alternative:

- Each call allocated its own resources
- Examples:
  - ATM Forum traffic management
  - Weighted fair queueing (classic)

# Architectural Model for GSMP with QoS



# GSMP-QoS: Abstract Switch Model



- FIFO ordering of packets within a class must be preserved
- Regulator can offer policing function, shaping function, or none
- Waiting room selects class for next service opportunity and applies discard function when congested

# *QoS Configuration Message*

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- Switch describes its QoS capabilities in terms of abstract switch model:
  - *Number of priority levels in priority scheduler*
  - *Capability for weighted sharing within a priority level*
  - *Capability for weighted sharing within a waiting room*
  - *Capability to merge multiple classes within a waiting room*
  - *Regulator:*
    - Capable of policing*
    - Capable of shaping for all priority levels*
    - Capable of shaping for highest priority level only*
    - Location: Input, output, centralized*
  - *Excess capability for policer:*
    - Tagging*
    - Discard*
    - Differentiated scheduling*
  - *Excess capability for shaper:*
    - Tagging*
    - Differentiated scheduling*
  - *Maximum number of classes (zero: no support for aggregation)*
  - *Special capabilities:*
    - Frame-based scheduling*
    - Packet discard, Discard threshold*

# *Scheduler Establishment*

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- QoS classes established dynamically
- First establish scheduler (not necessary if default values acceptable)
- Scheduler Establishment
  - *Scheduler identifier*      *0–255: default priorities*  
*FFFF: reserved*
  - *Priority level*
  - *Weight*    *'0': no weighted sharing*
  - *Discard threshold (in cells)*
  - *Enable frame-based scheduling*
  - *Enable packet discard*
  - *Enable internal weighted scheduling*

# *Dynamic Class Establishment*

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## ■ Class establishment:

- *Class Identifier*
- *Regulator:* *policing/shaping/none*
- *Peak Rate*
- *Max Burst Length*
- *Conforming traffic:* *Scheduler Id*
- *Excess traffic:* *Scheduler Id*  
*'FFFF': discard excess traffic*
- *Tagging*
- *Class Weight*

# *Commercial GSMP 1.1 Implementations*

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- *Digital GigaSwitch/ATM*
- *GDC Apex*
- *NEC Atomis*
- *Hitachi*
- *Cabletron ZX 250*
- *IBM 8260*
- *US Robotics Stinger 5*
- *ATML Virata*

 ***Your Switch Here***

Draft Specification of GSMP 2.0: <http://www.ipsilon.com/~pn/gsmpp>

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