

# **PWE3 Congestion Considerations**

draft-ietf-pwe3-congcons

(temporarily expired)

Yaakov (J) Stein

David Black

Bob Briscoe

# Reminder: What this draft says ...

We present two distinct cases:

- 1) *elastic* PWs carrying congestion responsive traffic  
e.g., Ethernet PWs carrying mostly TCP traffic
- 2) *inelastic* PWs that can not respond to congestion  
e.g., TDM PWs (structure-agnostic or structure-aware)

Analysis shows that:

- 1) elastic PWs are automatically TCP-friendly  
and do not require any additional mechanisms
- 2) inelastic PWs are *often* TCP-friendly  
and frequently do not require any additional mechanisms

The old draft (pdf version) presented 20 full-color graphs depicting TCP-friendly areas in delay-PLR “phase space”

# New work

We decided to depict the TCP compatibility in a new way more understandable to the transport community

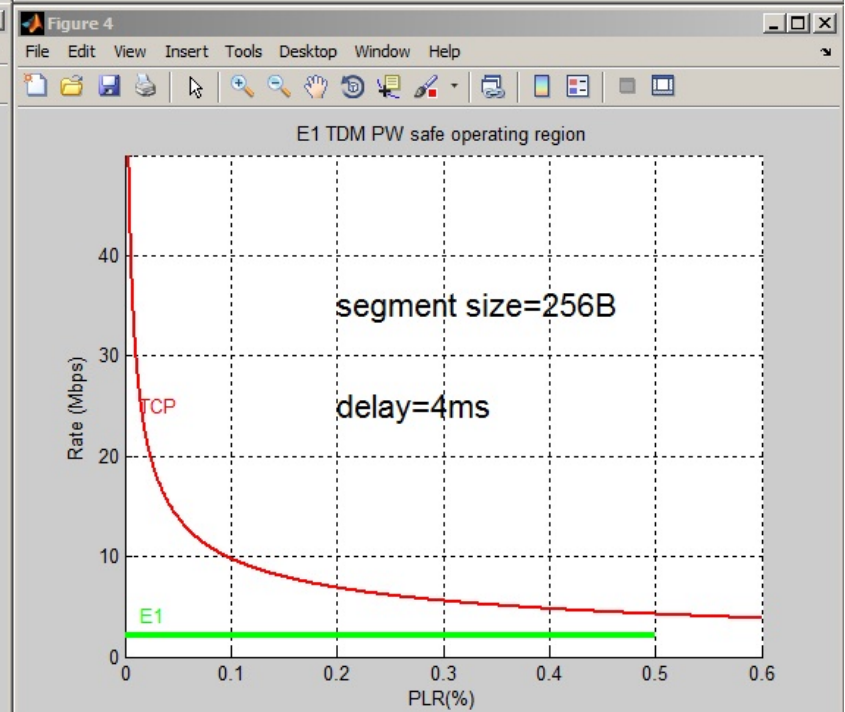
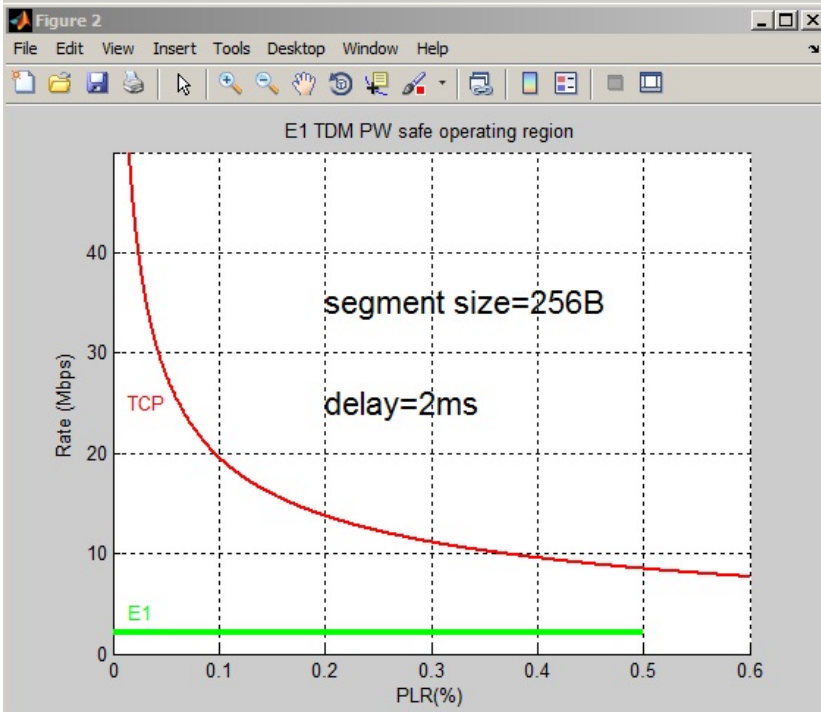
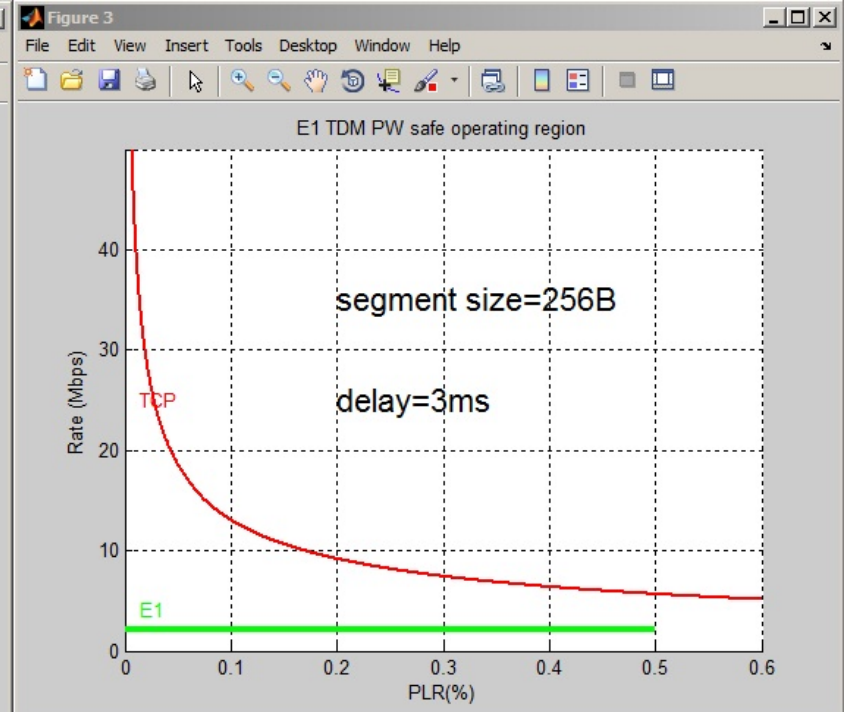
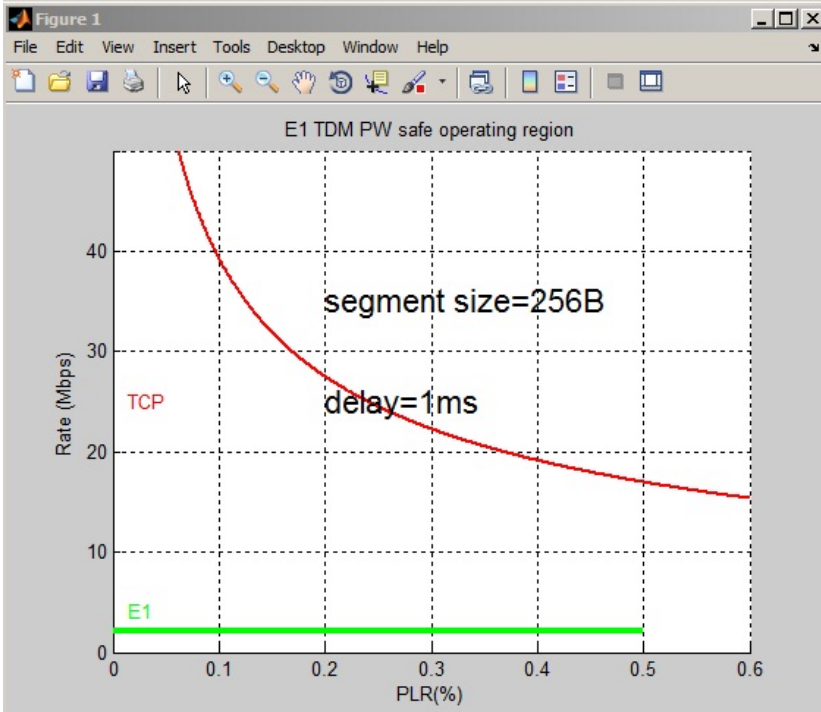
The new graphs depict rate vs. packet loss rate PLR given delay (or RTT) and packet size  $S$

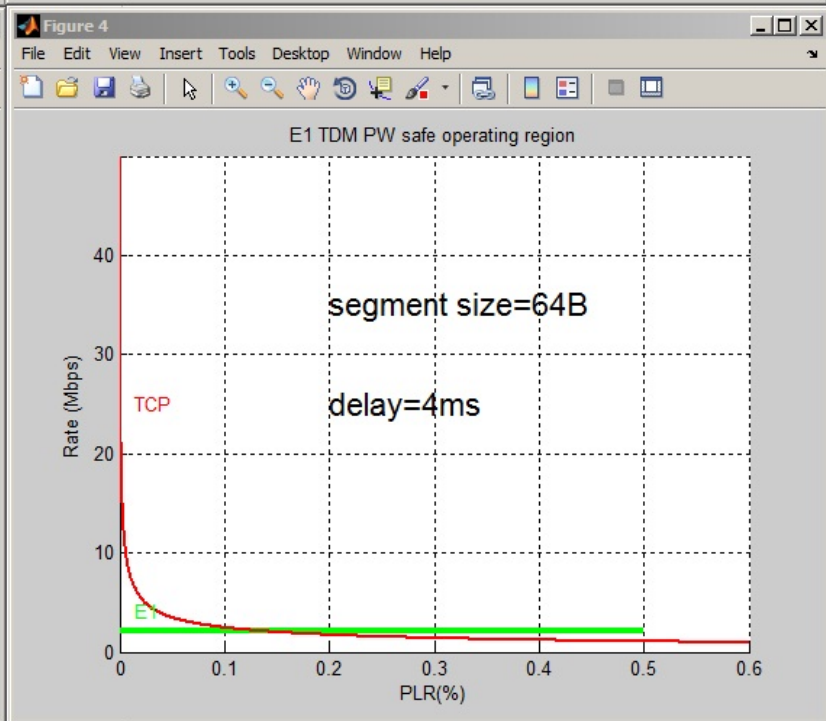
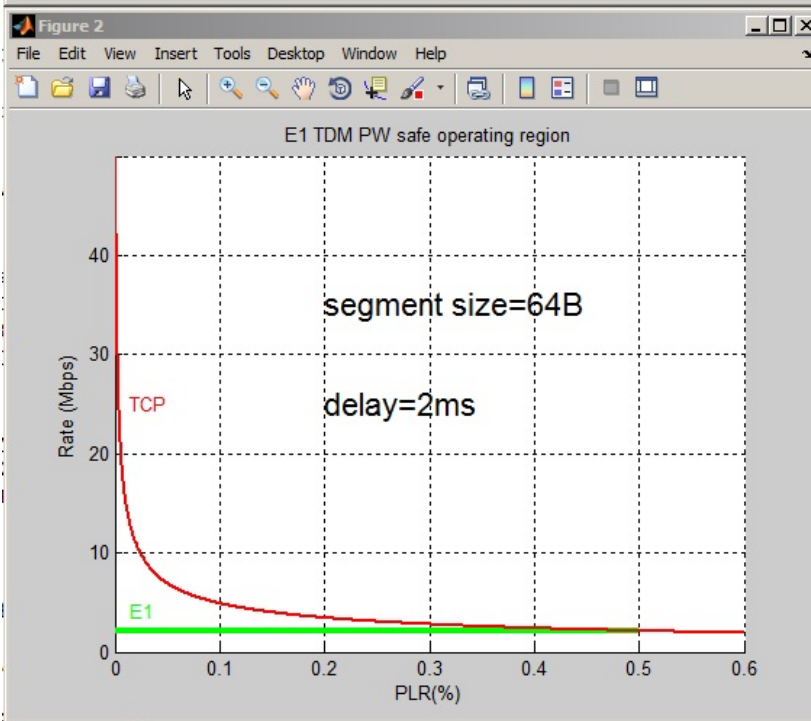
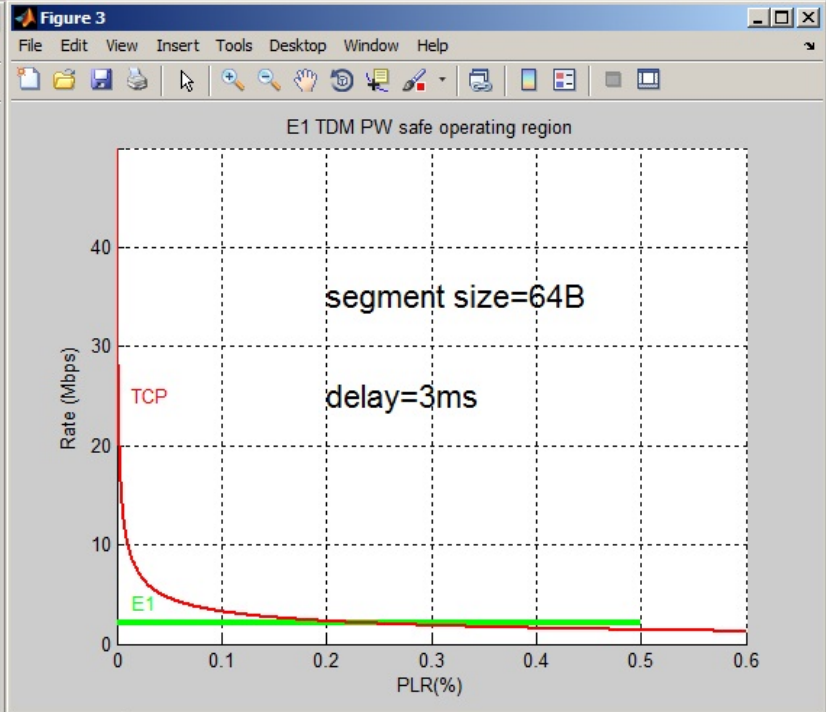
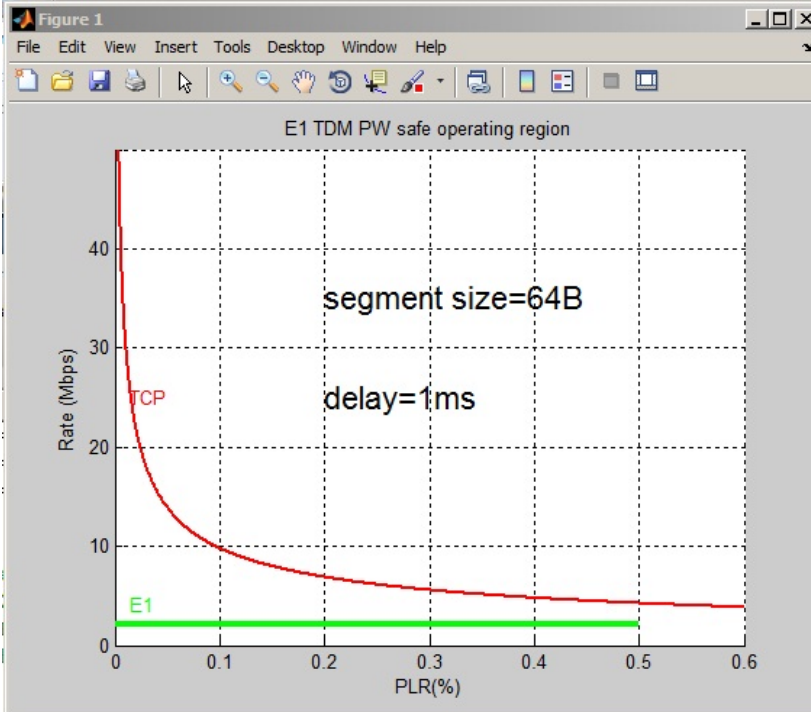
It is well known that the TCP rate is given by  $S / (RTT f(PLR))$  while the TDM PW maintains a constant bit rate independent of delay and PLR

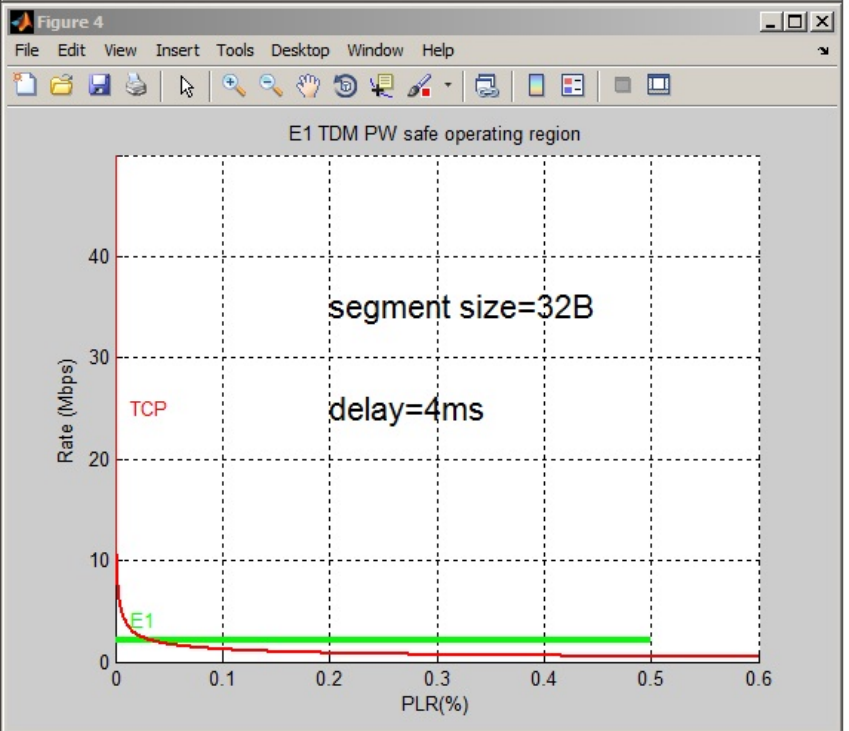
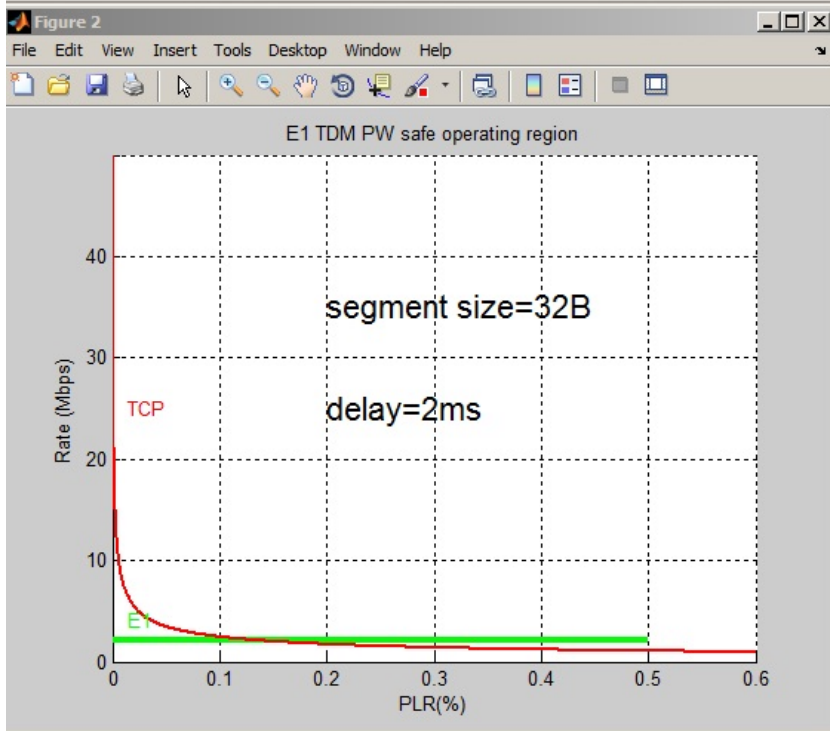
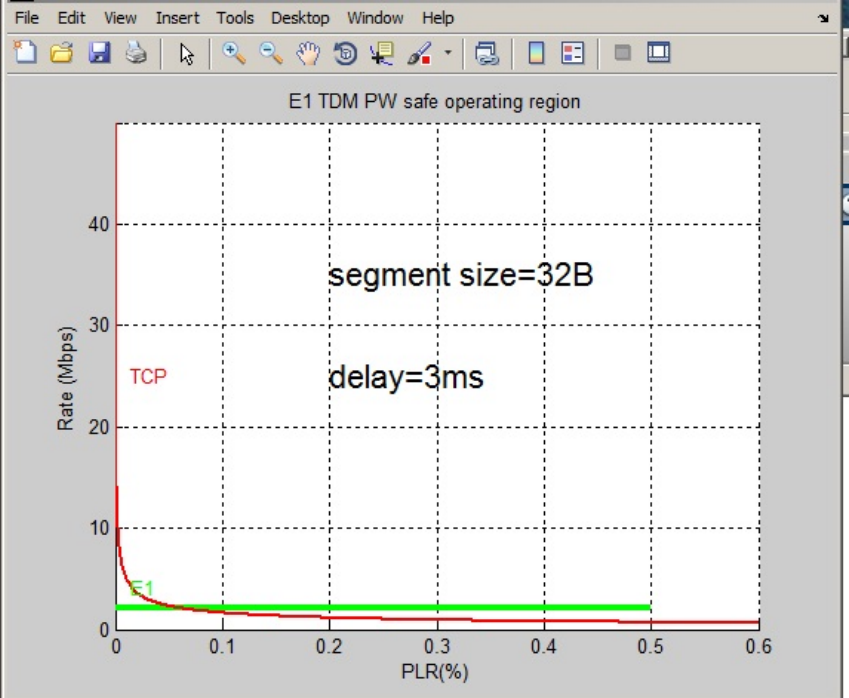
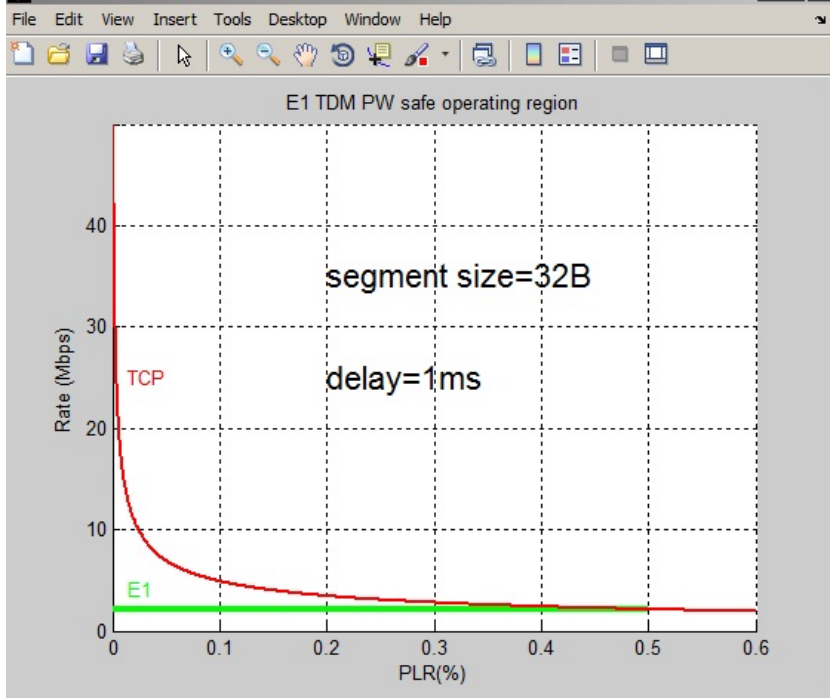
Thus we can depict the TDM constant rate on the same axes as the TCP rate

And observe if the TDM rate is significantly above that of TCP

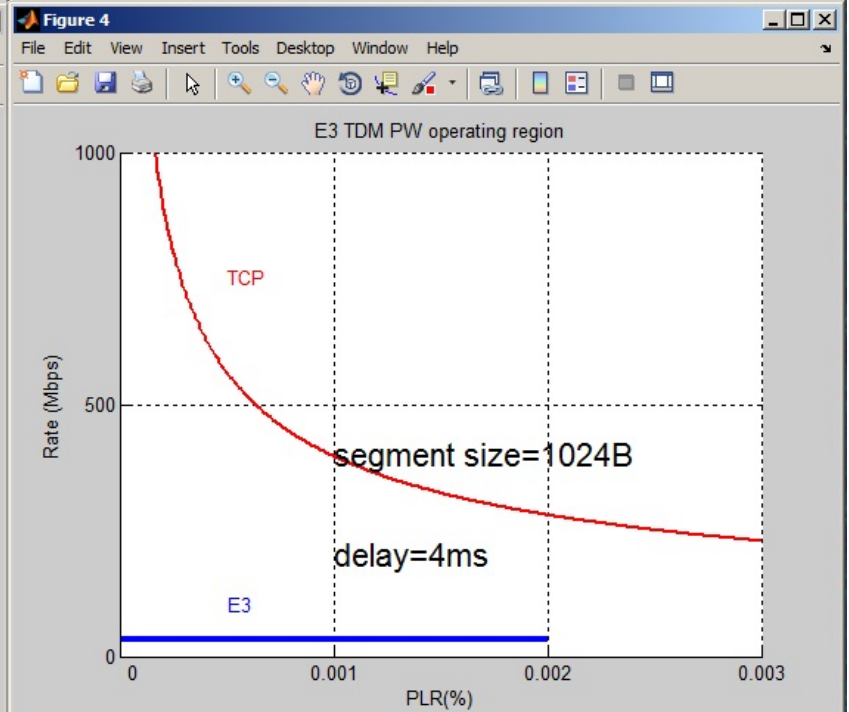
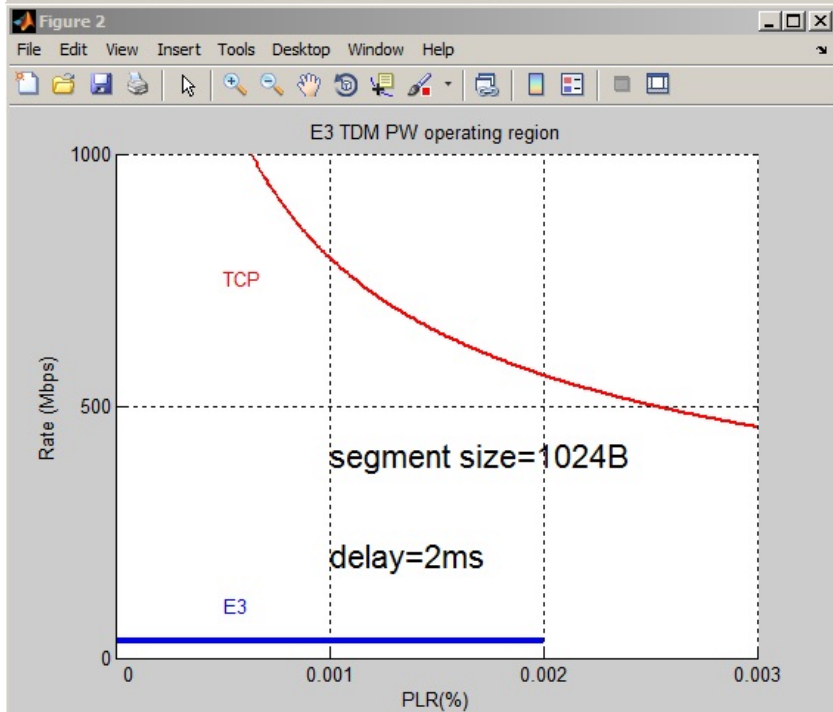
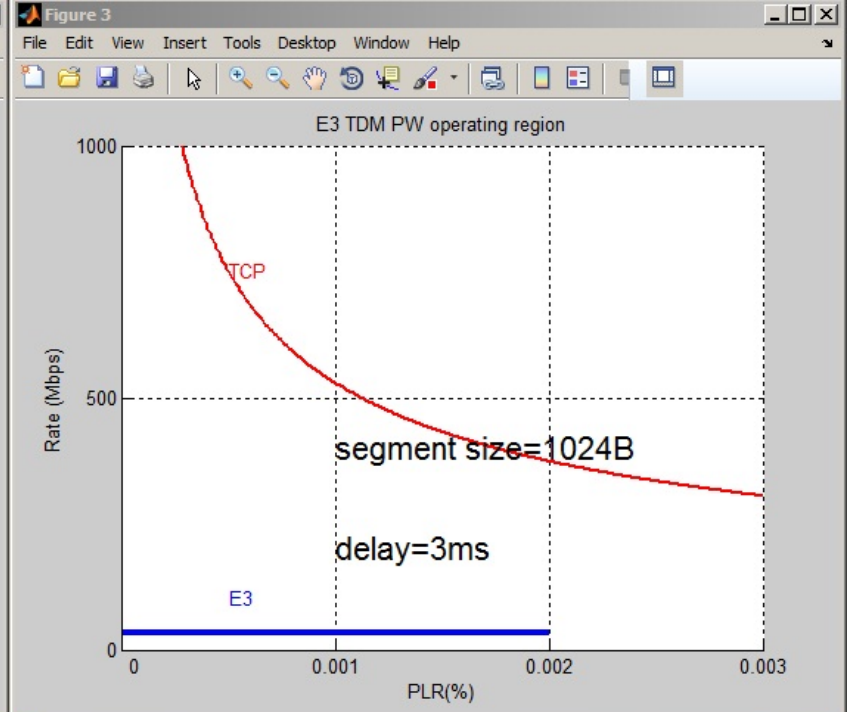
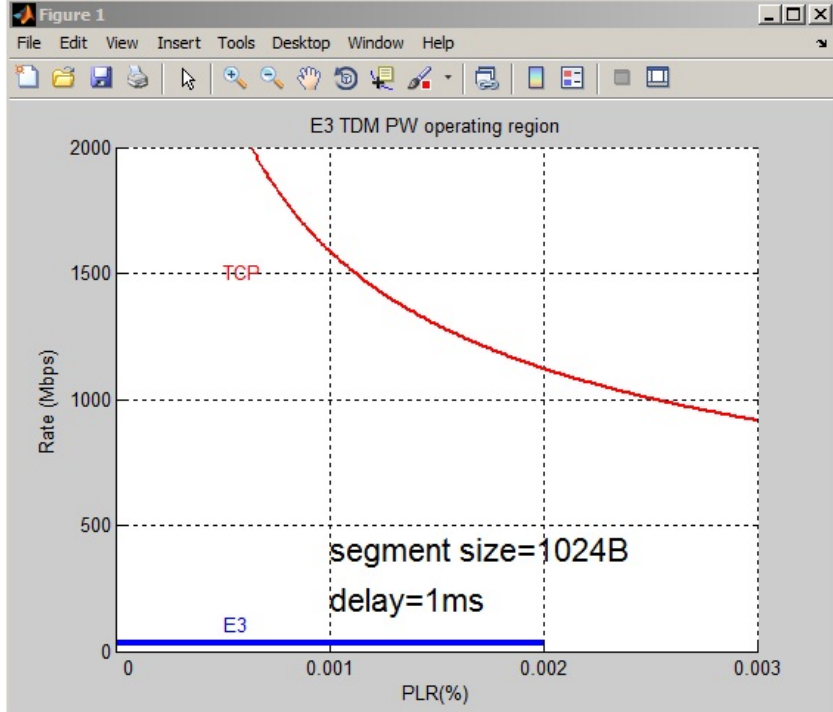
The graphs are worst-case “apples to apples”, that is they assume that the TCP traffic uses the TDM packet size rather than using the largest segment size it could

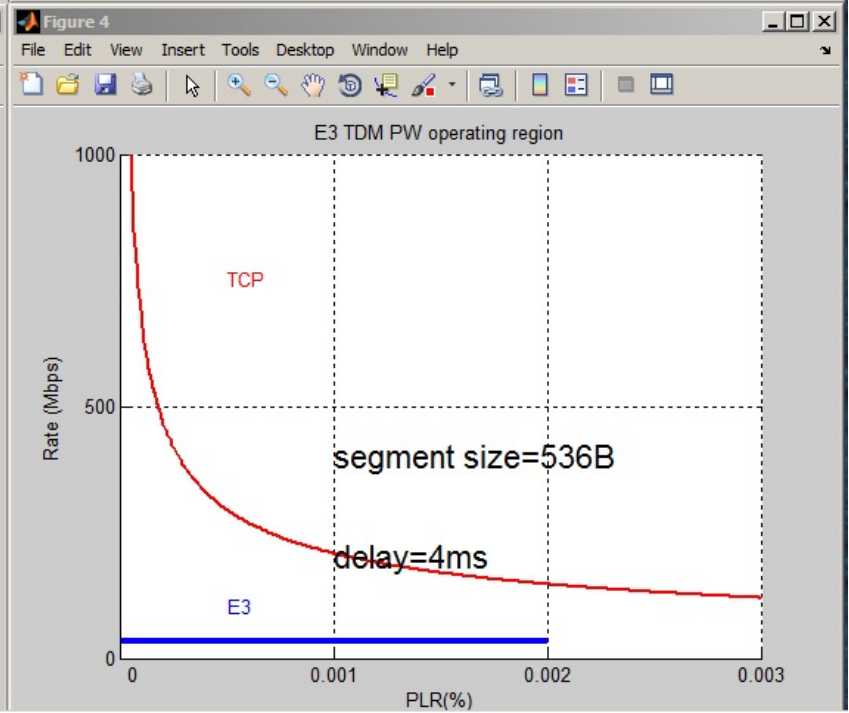
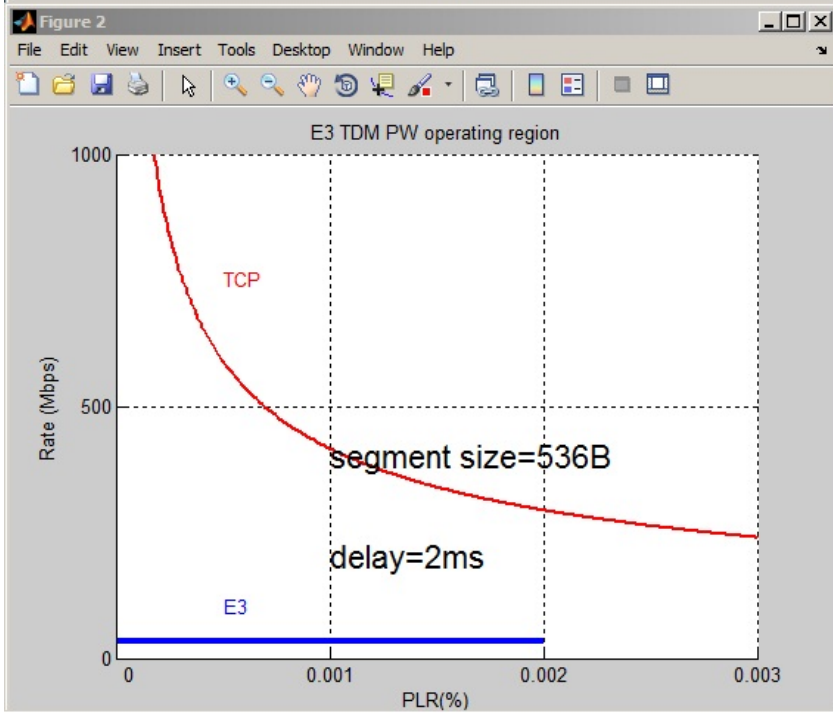
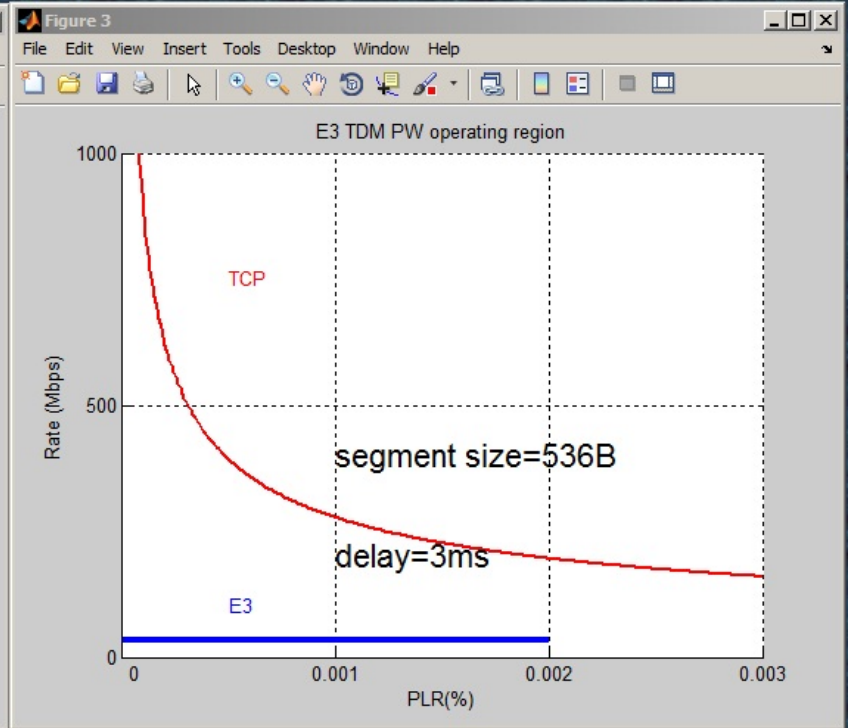
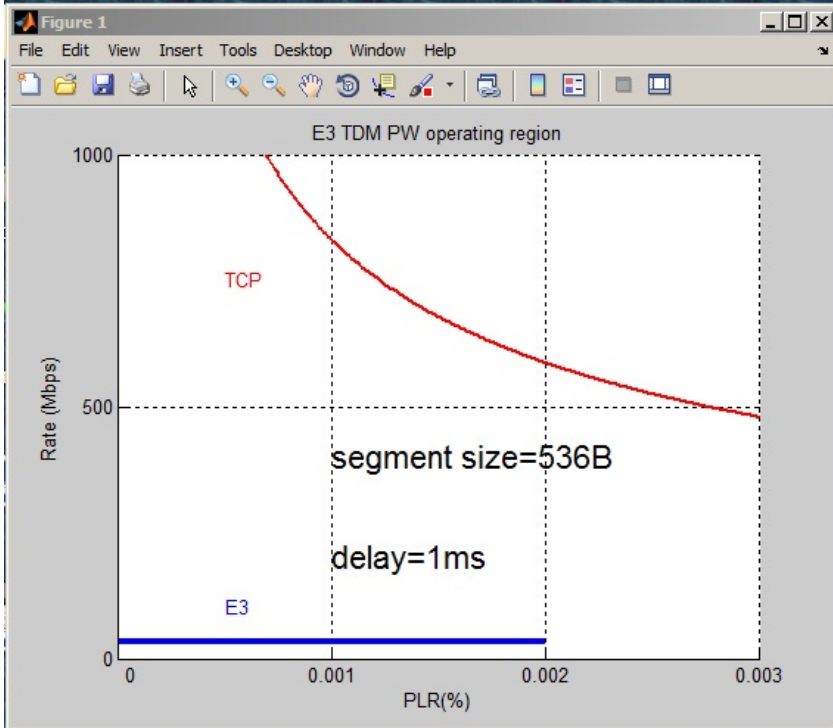














# Technical Comments

The E1 payload sizes were chosen to be 32B, 64B, and 256B corresponding to 1, 2, and 4 frames per packet

The E3 payload sizes were 1024B (the SAToP must support value) and 536B (the TCP must-support value)

The E1 graphs extend to  $PLR = \frac{1}{2}\%$  and the E3 graphs to 0.002% compatible with achieving valid TDM service according to G.826

The delay values of 1, 2, 3, and 4 ms correspond to 1-way on-the-wire propagation latency

# Results

We see that in almost all cases

a TDM PW consumes less data-rate than TCP would  
under the same conditions

The exceptions being E1 with

small frames sizes and  
long on-the-wire delay

and even then the difference is negligible

Covering all the cases of the previous draft with this new method  
will consume even more space !

Once we decide which graphs to include

and finish some rewording

we will respin the draft and request a WG LC