Queue and Flow Control Architectures for Interconnection Switches

1. Basic Concepts and Queueing Architectures
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4. Flow and Congestion Control in Switching Fabrics

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1. Basic Concepts and Queueing Architectures

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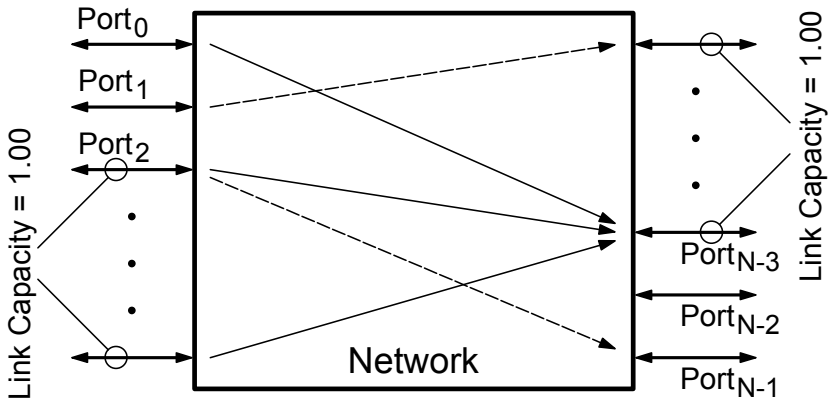
1.1 Problem Statement

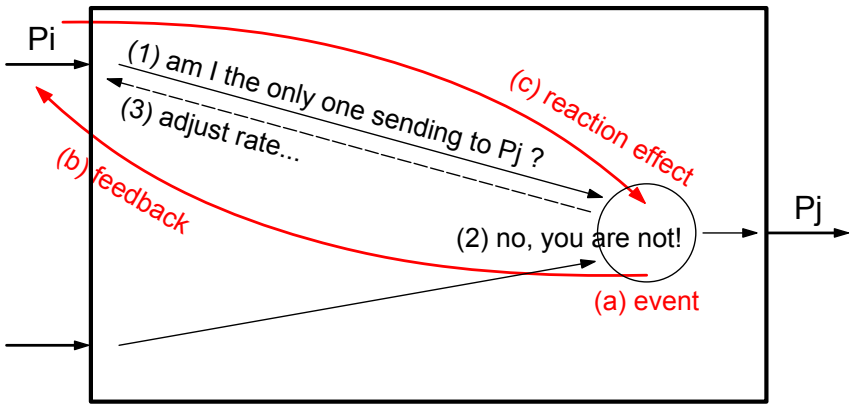
Scalable, Distributed, **Multi-party** Communication



Output Contention: $\sum$ incoming rates > outgoing link capacity

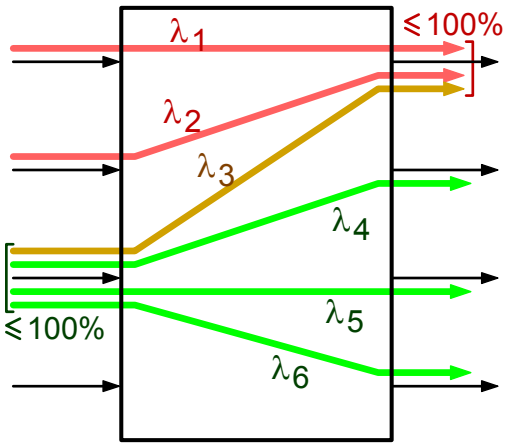
1.1 Problem Statement

Scalable, **Distributed**, Multi-party Communication



Reaction Effect Delay = Round-Trip Time (**RTT**)

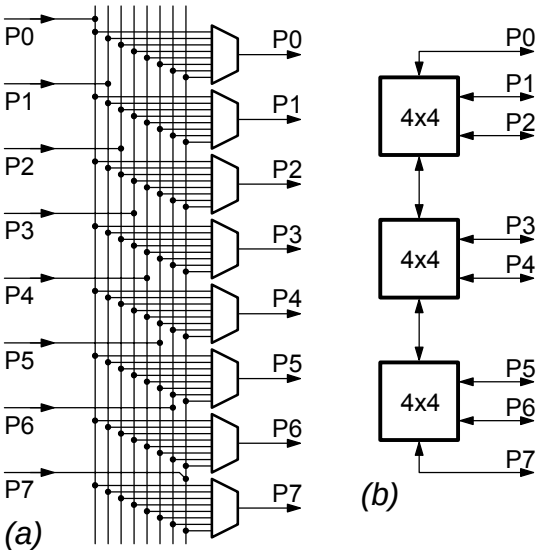
Example: Interdependent Constraints



- $\lambda_1 + \lambda_2 + \lambda_3 \leq 100\%$ (output contention) $\Rightarrow$ 33%+33%+33% ? (fairness)
- $\lambda_3 + \lambda_4 + \lambda_5 + \lambda_6 \leq 100\%$ (input rate limitation) $\Rightarrow$ 25%+25%+25%+25% ?
- λ_3=25% $\Rightarrow$ $\lambda_1+\lambda_2$=75% $\Rightarrow$ $\lambda_1=\lambda_2$=37.5% (max-min fairness) ?
- or λ_3=0, $\lambda_1=\lambda_2$=50%, $\lambda_4=\lambda_5=\lambda_6$=33.3% (maximum utilization) ?

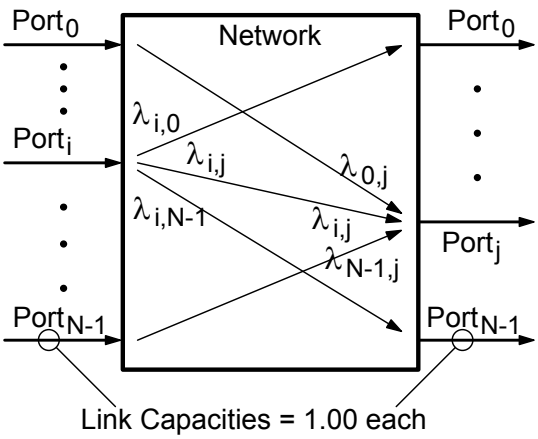
1.1 Problem Statement

Scalable, Distributed, Multi-party Communication



- *(a)* all-to-all connectivity costs $O(N^2)$
- *(b)* lower-cost scalability is feasible – with or without compromise on performance?

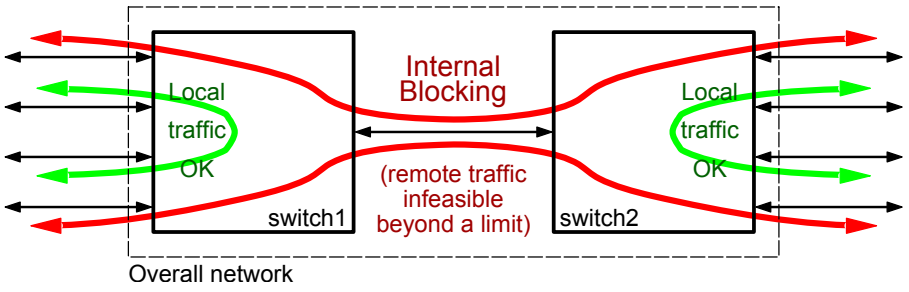
1.2 Basic Concepts & Terminology: Feasible Traffic



- Rates satisfying:
- $\forall i: \sum_j \lambda_{i,j} \leq 1$, i.e. do not violate input link capacities; and:
- $\forall j: \sum_i \lambda_{i,j} \leq 1$, i.e. do not violate output link capacities – do not create *"output contention"*.

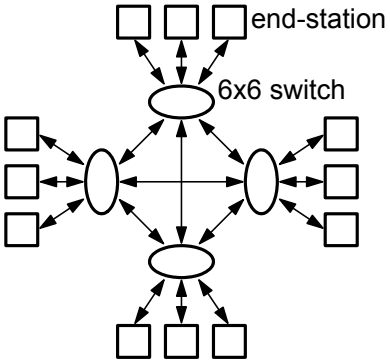
- Flow control & congestion management strive to determine and enforce feasible rates at the sources – not at all an easy problem…

1.2 Basic Concepts & Terminology: Internal Blocking



- Externally feasible traffic for overall network, but…
- Internally *not* feasible, due to internal link oversubscription.
- Int. blocking in a network is output contention in a subnetwork, but:
- Output contention is the customer's responsibility, while…
- Internal blocking is the network provider's responsibility.

Internal Blocking: a quiz and a preview of a key Result



- does this network have internal blocking?
- (a)… if each flow is always routed through a fixed path?
- (b)… if routing paths can adapt to traffic patterns?
- hint: consider the traffic crossing a 45° bisection ("bisectional throughput")

Key Result (see later): A $N \times N$ network made of $(N/2) \cdot \log_2 N$ or less 2×2 switch elements will *always* have internal blocking. The Benes network, using multipath routing, has $\approx N \cdot \log_2 N$ 2×2 switch elements and is internally non-blocking.

Dealing with **Contention** for Link Throughput

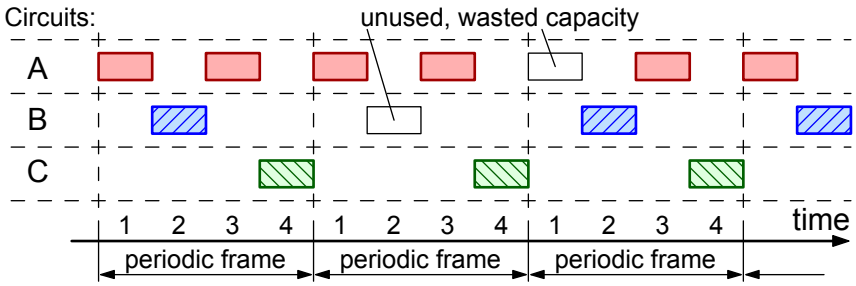
– *Option 1:* Ensure contention **never appears**
  - preschedule everything – fixed-rate traffic – *"circuit switching"*

– *Option 2:* Allow dynamicly varying rates – *"packet switching"*

– *2(a):* Dealing with **Short-term** contention
  ⇒ manageable volume of excess traffic ⇒ either:
  - *buffer* excess packets, temporarily, in memories, or:
  - *drop* excess packets – and possibly retransmit later
    – OK in some applications, and if we ensure it rarely happens, e.g. if it only happens on memory overflow, or w. massive overspeed

– *2(b):* Dealing with **Long-term** contention
  ⇒ unmanageable volume if excess traffic allowed to persist
  - either, beforehand, use *admission control*
    – increased latency before traffic allowed to start or change rate
  - or, after-the-fact, use *flow control – congestion management*
    – need large (RTT) buffer space(s) and multiple queues

1.2 Basic Concepts & Terminology: Circuit Switching

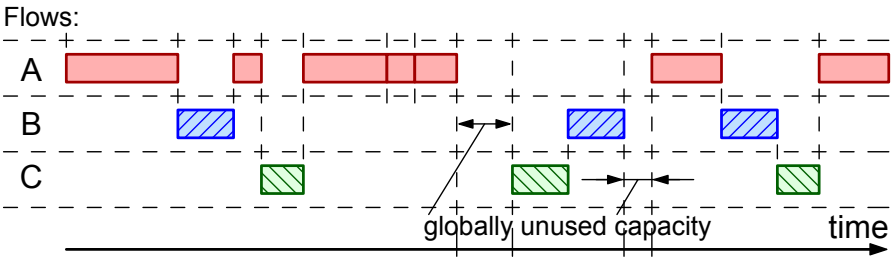


- Originates from telephonic circuits, digitized and time-multiplexed
- Fixed-rate, prescheduled at connection set-up time – like trains
- Data-only – no headers needed: time-slot position in frame implicitely provides circuit ID (flow ID) and routing information

\+ Simplicity: *static, off-line* routing decisions and contention resolution

\- Partitioned Capacity: throughput is statically partitioned among circuits: unused capacity in one circuit is wasted – cannot be used by other ckts

1.2 Basic Concepts & Terminology: Packet Switching

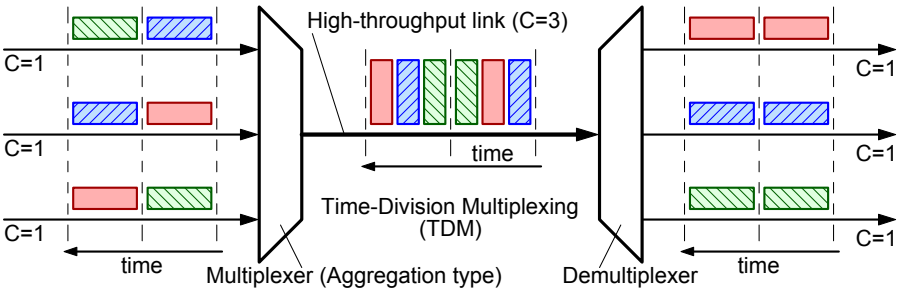


- Varying or unpredictable traffic – like automobiles
- Self-describing packets: header provides destination address

\+ Transmission capacity of link is dynamically shared among flows

\- Demanding: *dynamic, on-line, run-time* routing decisions and contention resolution

1.2 Basic Concepts & Terminology: Time Switching



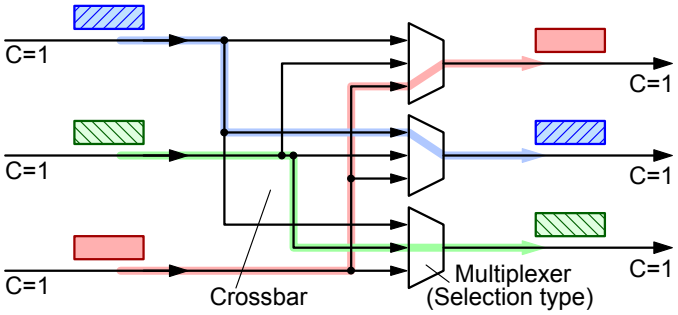
- All packets pass through a *single point* in space, at *different times*
- Similar to time-sharing – multiprogramming on a single processor
- Buses are in this category (distributed multiplexor, built w. tristate drivers)

\+ Economize on datapaths, wires, memories

\+ Easy to share aggregate capacity among competing flows

\- Non-scalable: infeasible beyond technology limit for aggregate capacity

1.2 Basic Concepts & Terminology: Space Switching

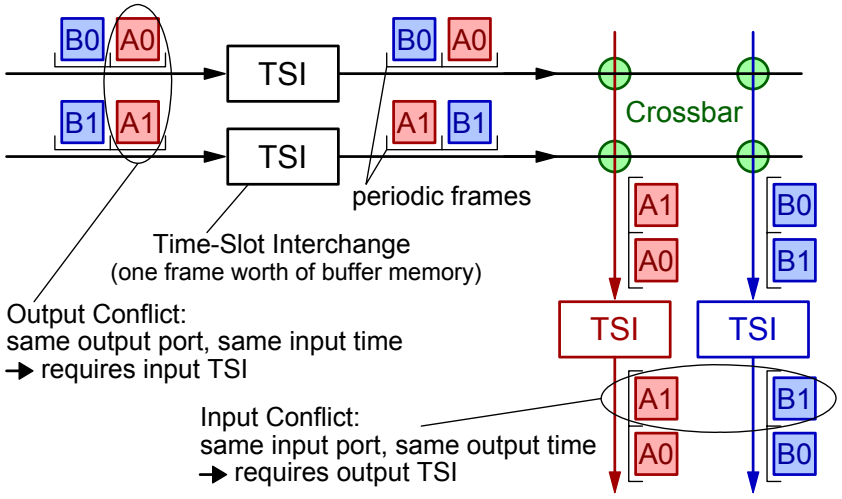


- Packets at a given time pass through *different paths in space*
- Similar to multiprocessing on parallel processors
- Crossbars are in this category (single-stage space switches)

\+ Scalable: use when aggregate throughput > upper limit of time switching

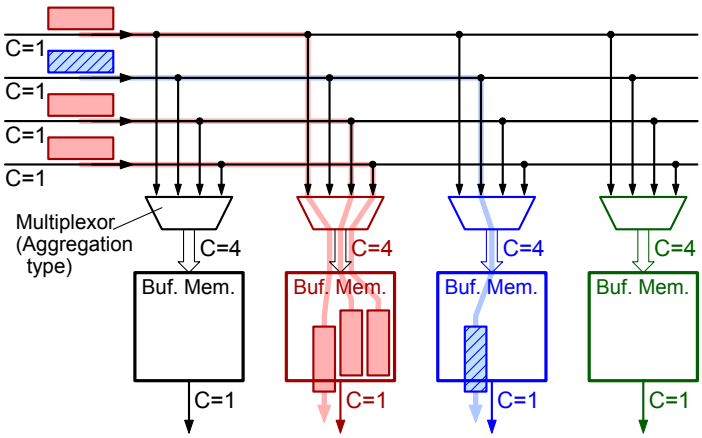
\- Partitioned memories, wires ⇒ harder to route, schedule, load balance

Combination Example: Time-Space-Time Circuit Switch



- Time switching (TSI's) needed to resolve output and input conflicts

Contention Resolution: **Buffer Memories**



- Memories are needed to temporarily buffer packets that cannot proceed due to (hopefully short-term) output contention

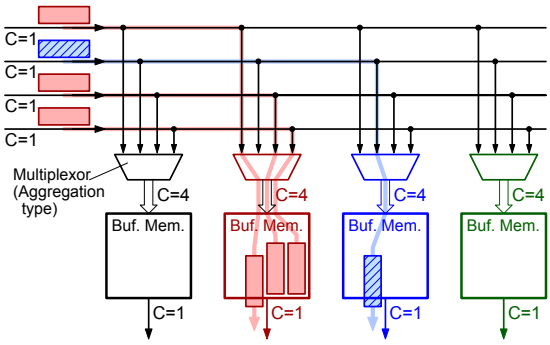
1.3 Queueing Architectures – family 1

Output Queueing – the "reference" architecture

- Packets are buffered in per-output memories, right next to their desired output

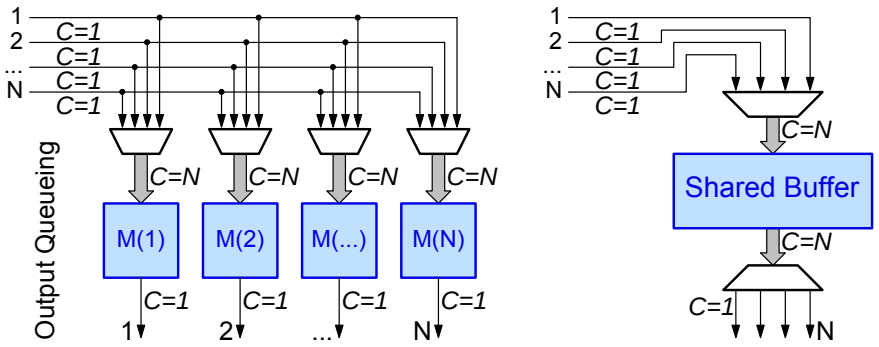
⇒ *"Work Conserving"* *Operation:* an output will never remain idle while even a single packet destined to it exists in some switch buffer memory ⇒

+ Minimum possible delay



+ Full (100%) utilization of outgoing link capacity
+ Adaptable to any quality-of-service (QoS) policy: organize queues and scheduler as desired within each per-output buffer; but…
- Wasteful in buffer-memory throughput – see shared buffer arch, below
- Partitioned buffer space is less efficient than shared – see below…

Shared Buffer – the "best" architecture (when feasible)

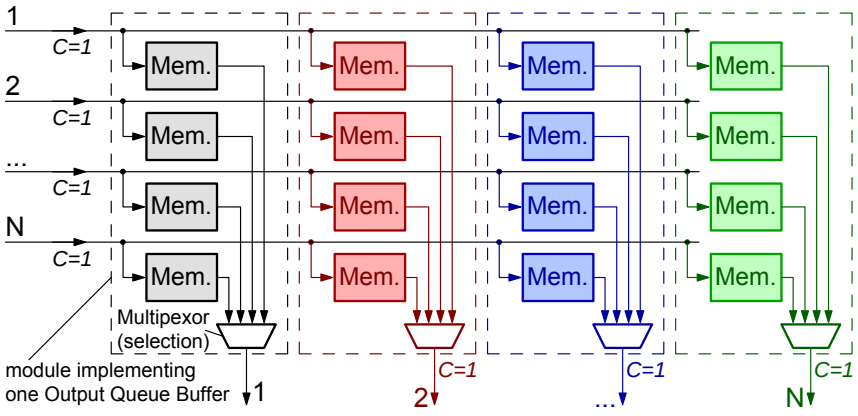


+ Aggregate memory throughput = $2 \cdot N$, versus $N \cdot (N+1) = N^2+N$ for Outp.Q
+ Same high performance & minimum delay as Outp.Q with proper data str.
+ Shared buffer space is more efficiently used than partitioned in Outp.Q'ng
- Non-scalable: requires building a buffer memory with throughput = $2 \cdot N$ (Outp.Q'ng is not scalable either: requires mem's of thruput $(N+1)$ each)

Memory Throughput determines Feasibility & Cost

- Is memory thruput arbitrarily scalable by increasing its width?
  - Not for memory widths exceeding the packet size!
  - Multi-packet-wide memories are in reality full-fledged switches
  - Example: Internet traffic consists of ~ 60% min-size packets, of size 40 Bytes (320 bits) each; assume mem. cycle time = 2 ns ⇒ peak memory thruput = 500 Maccesses/s = 500 Mpackets/s = 500 M × 320 bits/s = 160 Gbps; for 10 Gbps links, this allows the shared buffer arch. to scale only up to $2 \cdot N = 16$ ⇒ 8×8 switch
- On-chip memory: power consumption ~ throughput
  - e.g. 130 nm ⇒ ≈ 1.5 to 2 mW / Gbps (for small mem. blocks: consumption dominated by sense amp's; large blocks: by size)
- Off-chip memory: wire, pin, and chip count ~ throughput
  - RAM chip address and data throughput ≈ 500 to 800 Mbps/pin
  - pin & wire count determine pckg size, board area, power cons.

Crosspoint Queueing – *scalable but very costly impl. of OQ*

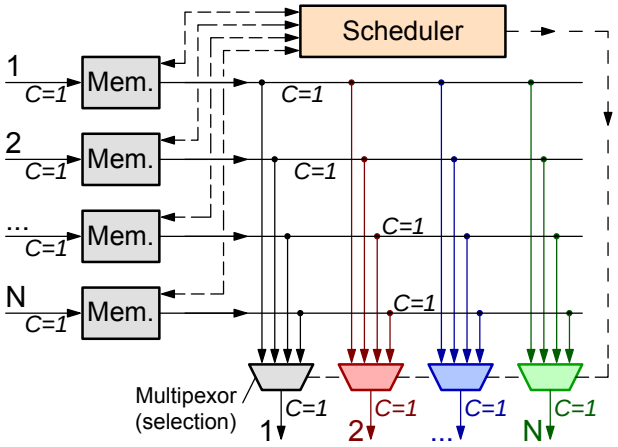


+ Same high performance & minimum delay as Output Q'ng or Shared Buf.
+ Scalable: each memory needs throughput of only 2, *independent of N*
- *Very* expensive: total memory thruput = $2 \cdot N^2$, versus $2 \cdot N$ for shared buf.
- *Highly* partitioned memory: very poor buffer space utilization

1.4 Queueing Architectures – family 2

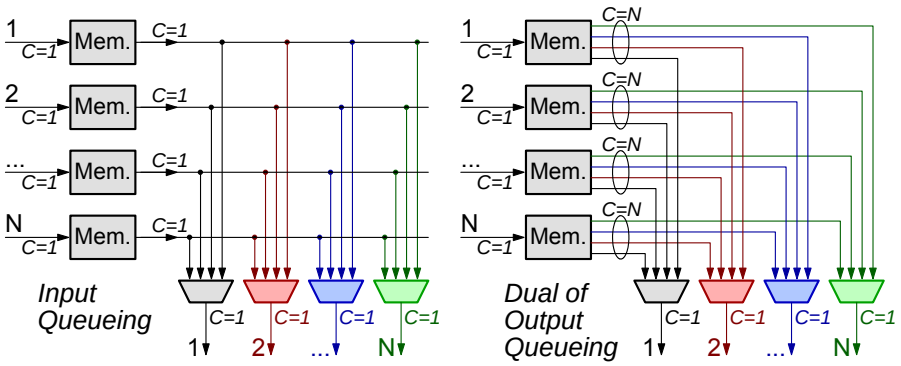
Input Queueing – the "practical" architecture

- Per-input buffer memories
+ Scalable: each memory needs throughput = 2 ⇒ feasible *independ. of N*
+ Low cost: total memory thruput = *2·N* – same as shared buffer



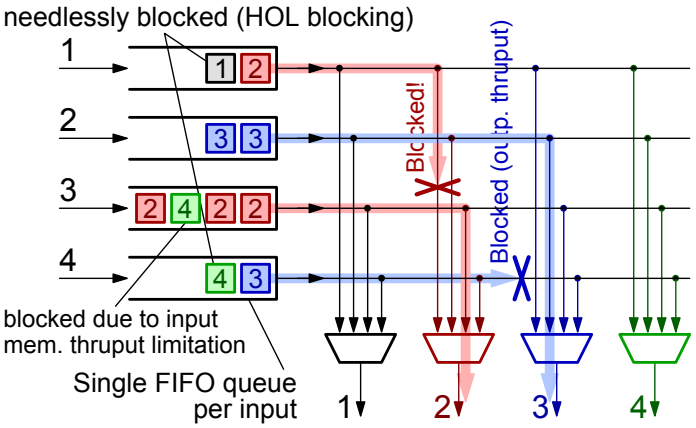
- Performance suffers a lot, unless *(i)* multiple queues per input, and *(ii)* sophisticated scheduler, and usually *(iii)* other modifications to be seen later (small crosspoint Q's, or internal speedup and OQ's)

Input Queueing is ***not*** the dual of Output Queueing



- **Asymmetry** between packet arrival and packet departure conflicts:
- Simultaneous **arrivals** may conflict with each other (packets destined to the same output), and the switch is *obliged to accept* them.
- Simultaneous **departures** are *scheduled by the switch* ⇒ can be made to *not* originate from the same input – albeit at potential performance cost.

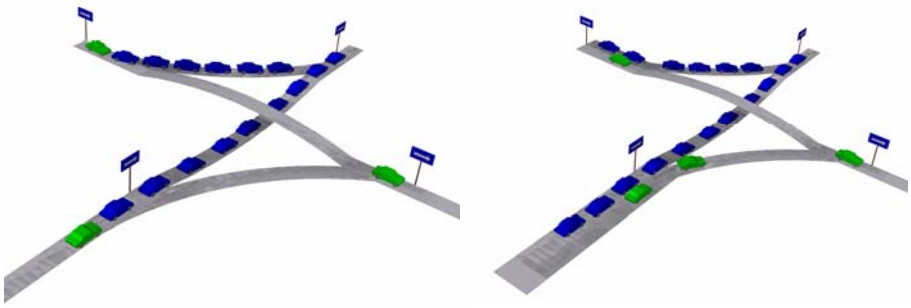
Head-of-Line (HOL) Blocking



- Whenever one First-in-First-Out (FIFO) queue feeds multiple destinations, beware of the danger of head-of-line (HOL) blocking

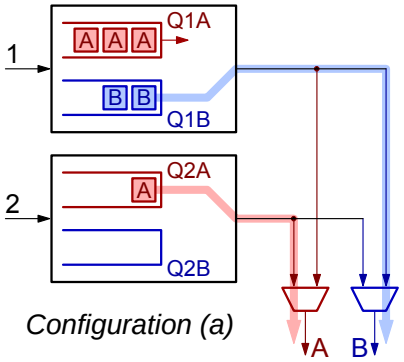
  (called HOL-blocking when bottleneck is the FIFO organization – *not* when other bottleneck, e.g. memory read throughput or output port throughput)

Multiple Lanes needed to resolve HOL blocking

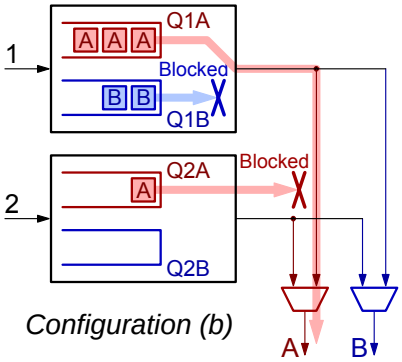


- As with cars in the road network, HOL blocking spreads the negative effects of congestion (blue cars) to other, unrelated traffic (green cars)
- Multiple “lanes” (queues, virtual circuits) (as many as the congested destinations???) can resolve this problem when properly architected (when packets heading to a common congestion point are prevented from occupying more than one lane) – how should we do this?...

Crossbar Scheduling with Multiple Queues is tricky



Configuration (a)



Configuration (b)

- Per-output queues at the inputs avoid HOL blocking – *(a):* even if Q1A cells are older, the younger Q1B cells can bypass them, since they reside in a separate Q and the scheduler can see them.
- Which of the two configurations should the scheduler choose?
- *(a)* for higher aggregate thruput?
- … but then, flow Q1A will starve!

Summary of Queueing Architectures – *N*×*N* switch

Archi-tecture	per-mem thruput	num.of mem's	tot.mem thruput	mem.sp utilizatn	Perfor-mance	Com-plexity	Con-clusions
Shared Buffer	$2{\cdot}N$	1	$2{\cdot}N$	best	best	multiple queues	best if feasible
Output Q'ing	$N{+}1$	N	$N^2{+}N$	medium	best	simple	refer'nc only
Crosspt Q'ing	2	N^2	$2{\cdot}N^2$	worst	best	simple	simple scalable
Inp.Q singleQ	2	N	$2{\cdot}N$	medium	worst	simple	simple, poor perf
Inp.Q multiQ	2	N	$2{\cdot}N$	medium	medium	multiQ's, schedul'r	textbook only
Variants (later)	2 to 4	$2{\cdot}N{+}{+}$	$4{\cdot}N$ to $8{\cdot}N{+}{+}$	medium	very good	multiQ's, schedul'r	practical scalable