

Computer Networks Performance Metrics



Computer Networks
Term B10

Performance Metrics Outline

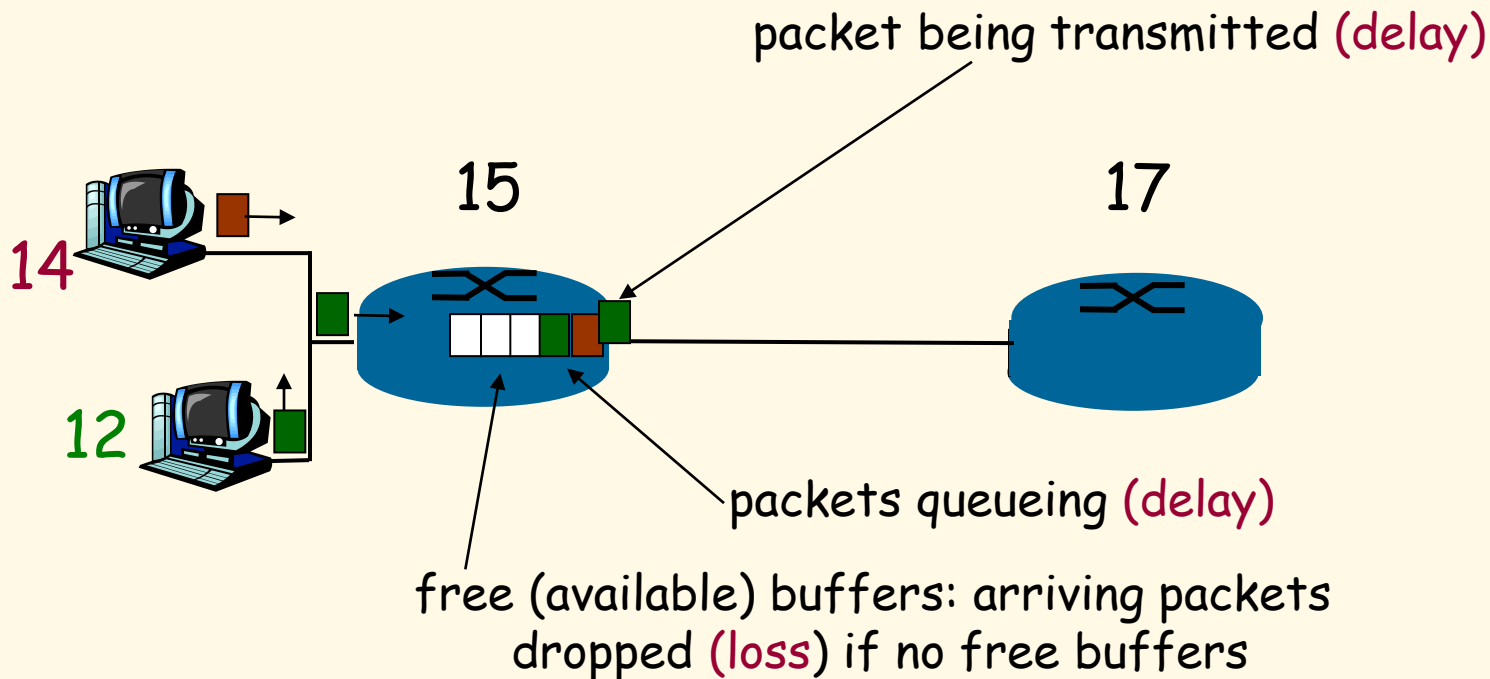
- Introduce Queueing Model
- Generic Performance Metrics
- Components of Hop and End-to-End Packet Delay
- Traceroute Tool
- Other Performance Measures
 - Packet Loss Rate

The diagram illustrates a network topology with a central cloud of nodes (1-17) and various external components. The cloud is divided into three regions: red (nodes 1, 14, 15, 17, 6), blue (nodes 3, 16, 15, 13, 8), and green (nodes 5, 17, 15, 9, 12). Node 15 is the central hub. Hosts are connected to specific nodes: Host M to 1, Host L to 3, Host J to 5, Host H to 6, Host G to 7, Host F to 8, and Host E to 9. An AP is connected to node 4 and has dashed connections to W1, W2, W3, and W4. A timeline at the top shows events T, X, Z, W, Y, and Host L.

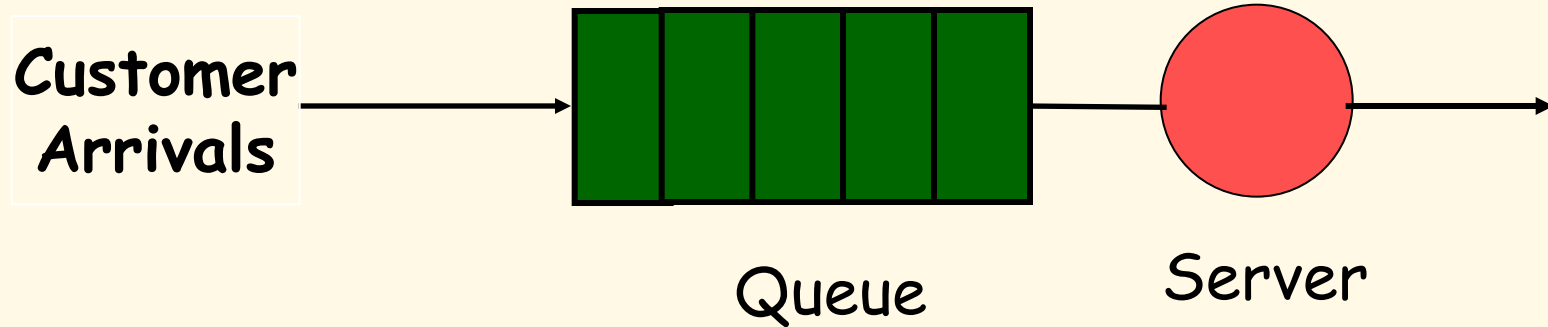
How do Loss and Delay occur?

packets *queue* in router buffers

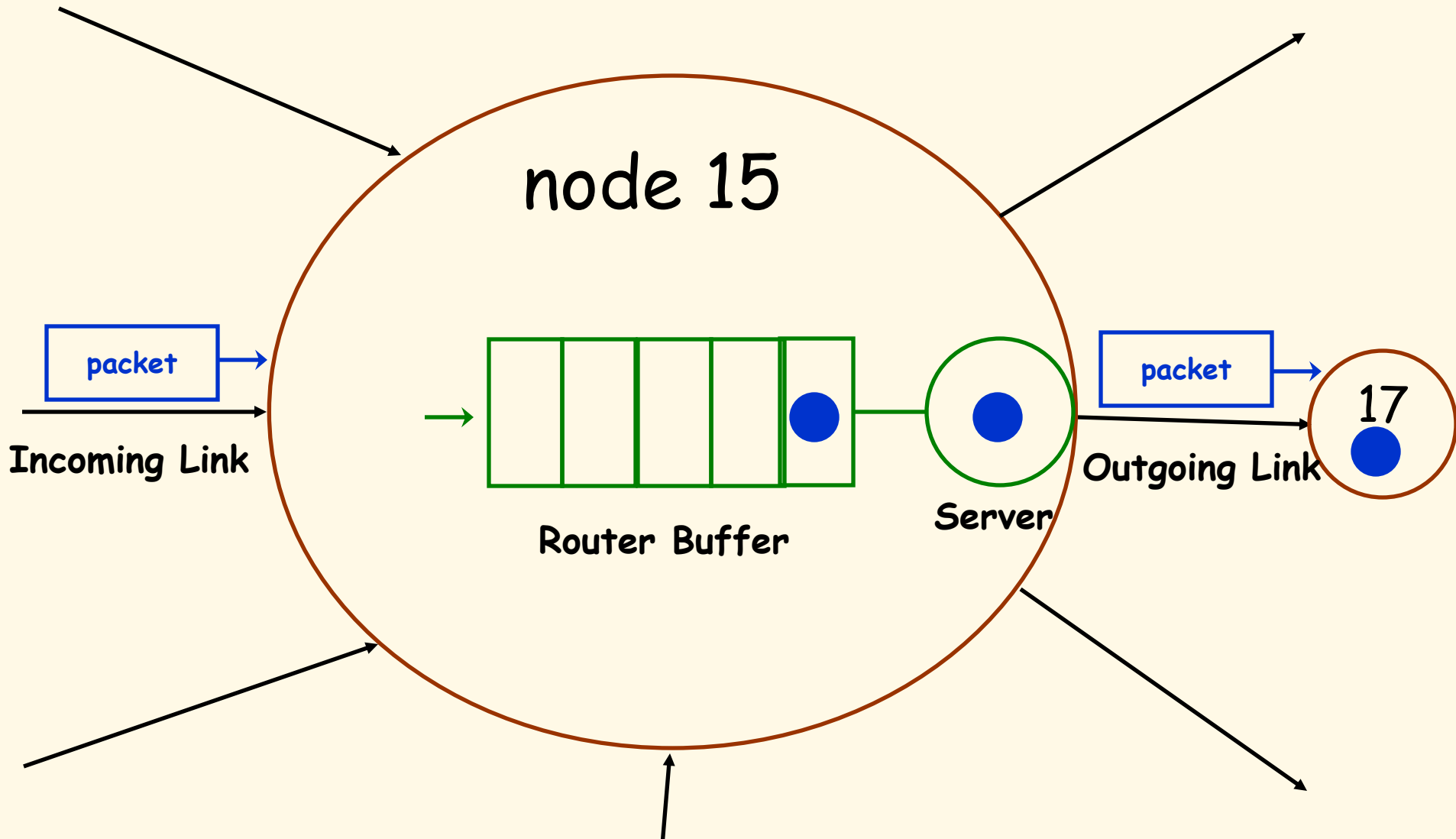
- when the sum of the arriving packets at the router exceeds the output link capacity.



Simple Queueing Model



Router Node



Generic Performance Metrics

Utilization ::

- the percentage of time a device is busy servicing a "customer".

Throughput ::

- the number of jobs processed by the "system" per unit time.

Response time ::

- the time required to receive a response to a request (round-trip time (RTT)).

Delay ::

- the time to traverse from one end to the other of a system.

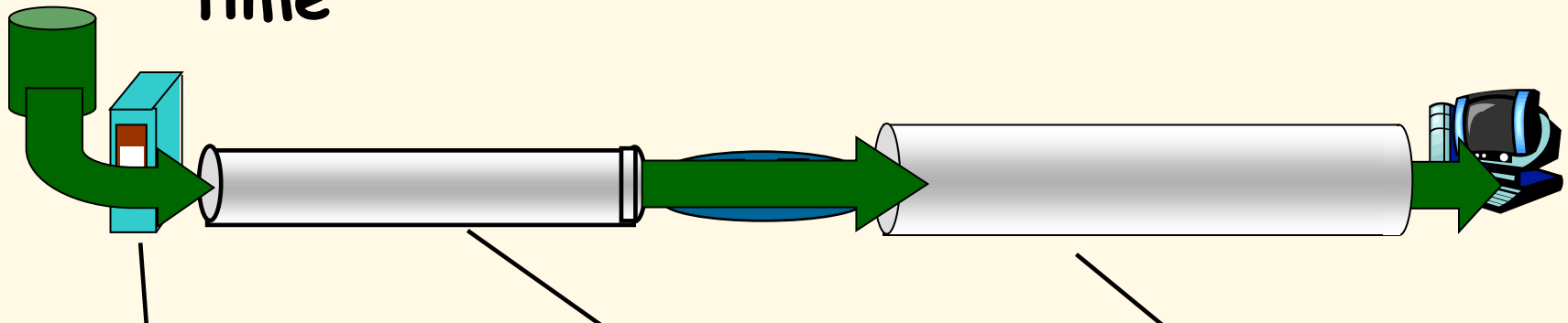
Network Performance Measures

- **Channel utilization**:: the average fraction of time a channel is busy
[e.g. $Util = 0.8$]
 - when overhead is taken into account (i.e., it is excluded from the **useful** bits sent), channel utilization is often referred to as **channel efficiency**.
- **Throughput**:: bits/sec. successfully sent
[e.g. $T_{put} = 10 \text{ Mbps}$]

Throughput

throughput:: rate (bits/time unit) at which bits transferred between sender/receiver

- *instantaneous*: rate at given point in time
- *average*: rate over longer period of time



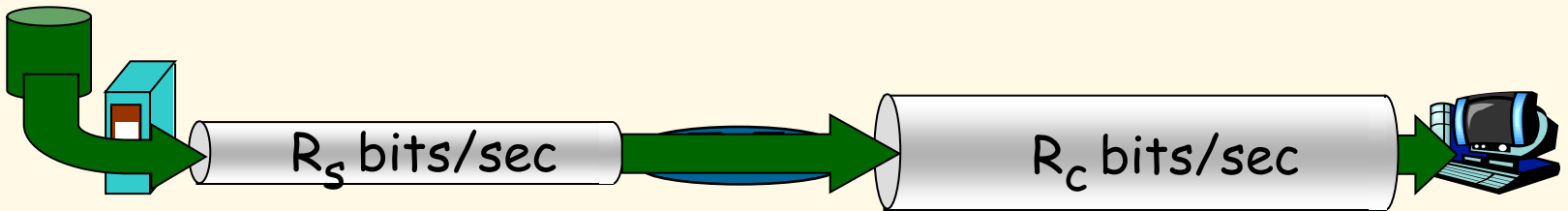
server sends bits
(fluid) into pipe

pipe that can carry
fluid at rate
 R_s bits/sec

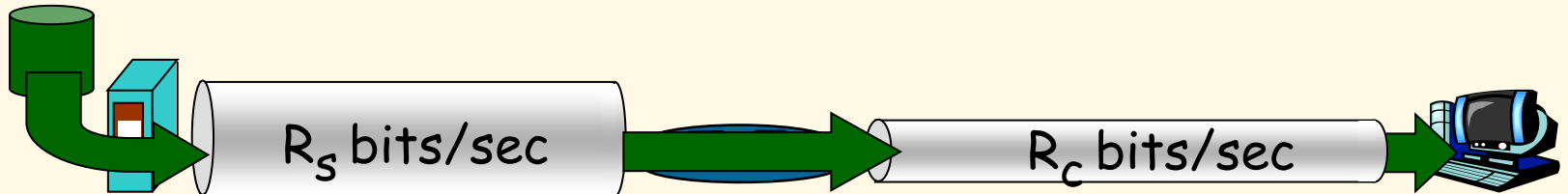
pipe that can carry
fluid at rate
 R_c bits/sec

Throughput (more)

$R_s < R_c$ What is average end-end throughput?



$R_s > R_c$ What is average end-end throughput?

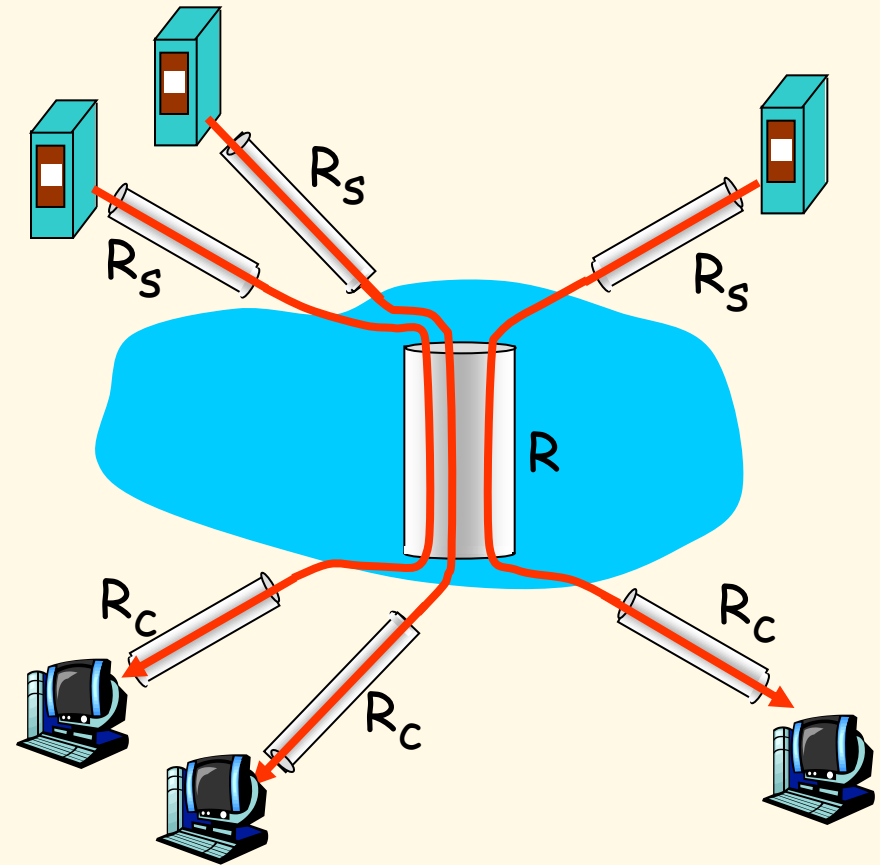


bottleneck link

link on end-end path that constrains end-end throughput

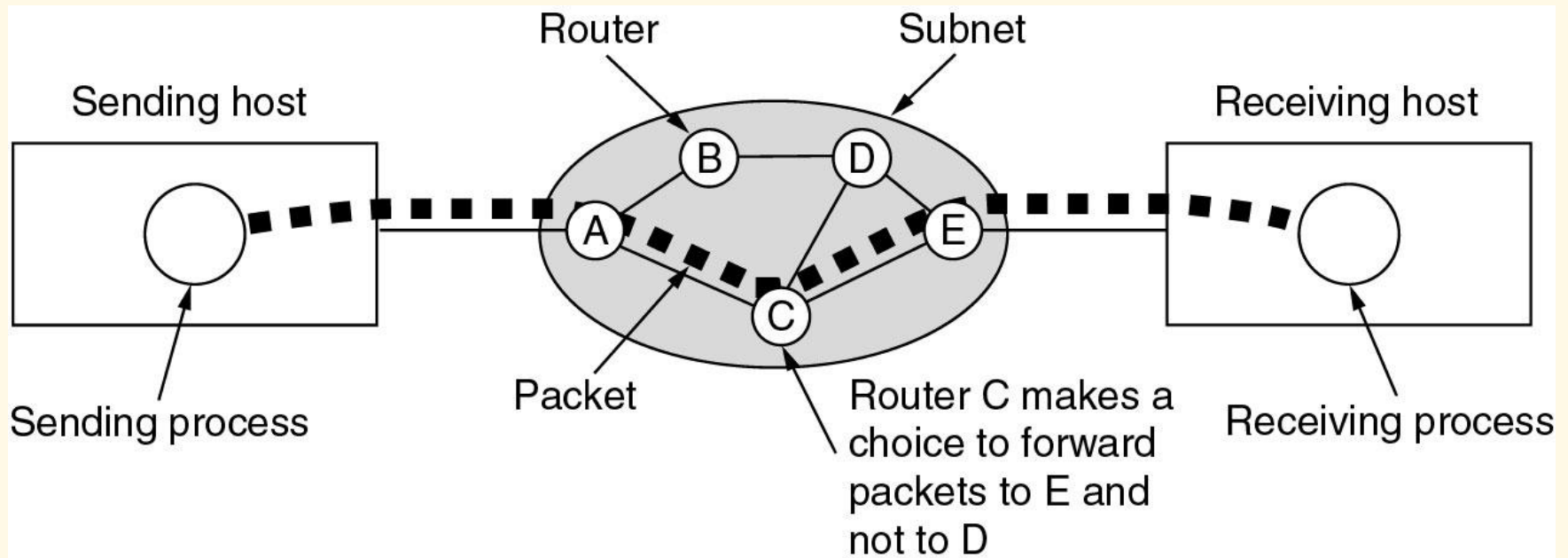
Throughput: Internet Scenario

- per-connection end-end throughput: $\min(R_c, R_s, R/10)$
- in practice: R_c or R_s is often the bottleneck
- The **last mile link** has capacity R_c .



10 connections (fairly) share backbone bottleneck link R bits/sec

End-to-End Packet Delay



End-to-end delay includes multiple hop link delays.

Tanenbaum

Hop Delay Components

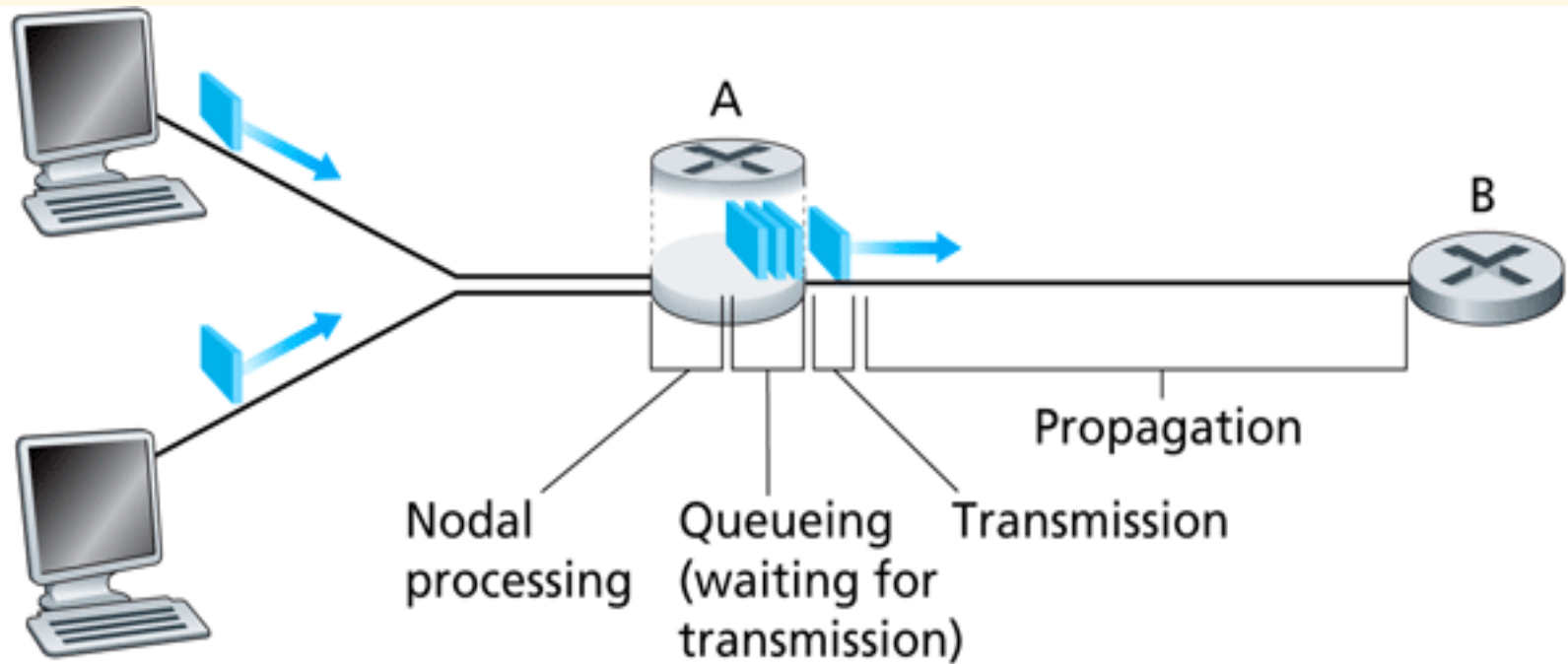


Figure 1.12 ♦ The nodal delay at router A

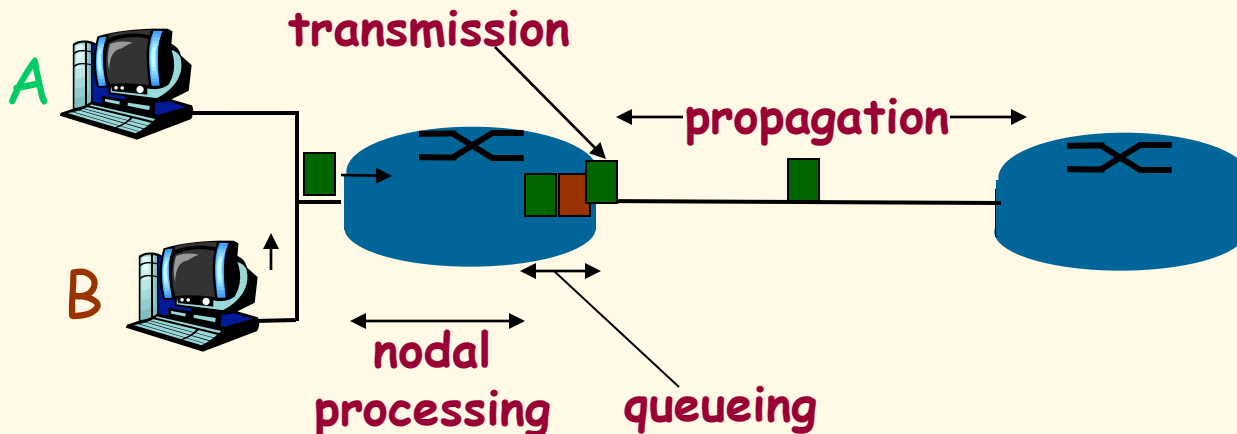
Four Sources of Packet Delay

1. processing at node:

- ❑ Checking for bit errors
- ❑ determine output link
- ❑ Moving packet from input queue to output queue
 - ❑ Table lookup time (see routing algorithms)

2. queueing delay

- ❑ time waiting at output link for transmission
- ❑ depends on congestion level of router



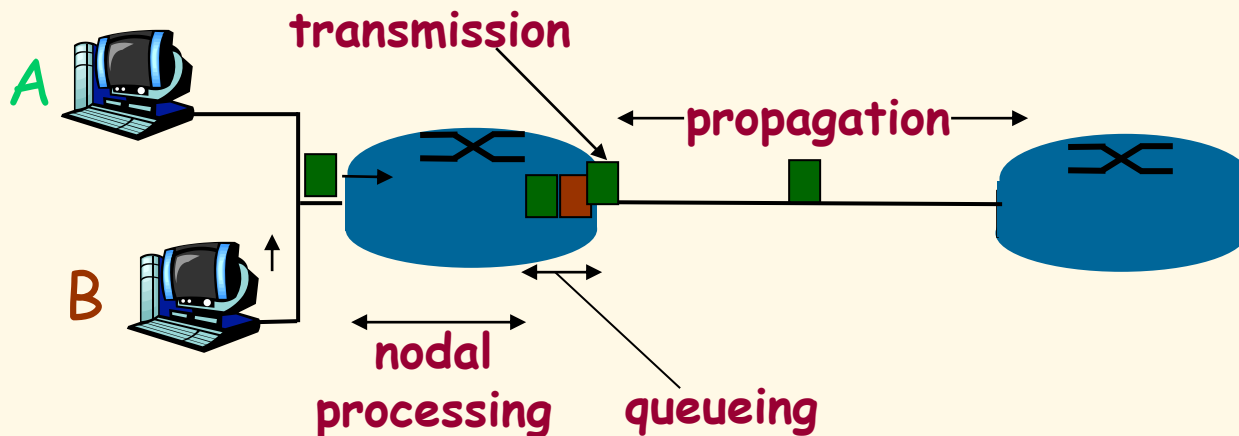
Delay in packet-switched networks

3. Transmission delay:

- R = link bandwidth (bps)
- L = packet length (bits)
- time to send bits into link
= L/R

4. Propagation delay:

- d = length of physical link
- s = propagation speed in medium ($\sim 2 \times 10^8$ m/sec)
- propagation delay = d/s



Note
*s and R are
very different
quantities!*

End-to-end Packet Delay

End-to-end packet delay :: the time to deliver a packet from source to destination Host (or node).

{Most often, we are interested in the packet delay within the *communications subnet*.} This delay is the sum of the delays on each subnet link traversed by the packet.

Each link delay consists of four components[B&G Bertsekas and Gallager]:

Link Packet Delay

1. The **processing delay [PROC]** between the time the packet is correctly received at the head node of the incoming link and the time the packet is assigned to an outgoing link queue for transmission.
2. The **queuing delay [QUEUE]** between the time the packet is assigned to a queue for transmission and the time it starts being transmitted. During this time, the packet waits while other packets in the transmission queue are transmitted.

Link Packet Delay

3. The **transmission delay [TRANS]** between the times that the first and last bits of the packet are transmitted.
4. The **propagation delay [PROP]** is between the time the last bit is transmitted at the head node of the link queue and the time the last bit is received at the next router. This is **proportional** to the physical distance between transmitter and receiver.

Nodal (Link) Delay

$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

- d_{proc} = processing delay
 - typically a few microsecs or less
- d_{queue} = queuing delay
 - depends on congestion
- d_{trans} = transmission delay
 - $= L/R$, significant for low-speed links
- d_{prop} = propagation delay
 - a few microsecs to hundreds of msecs

K & R

End-to-End Packet Delay

$$\text{Link packet delay} = \text{PROC} + \text{QD} + \text{TRANS} + \text{PROP}$$

end-to-end packet delay = sum of ALL link packet delays.

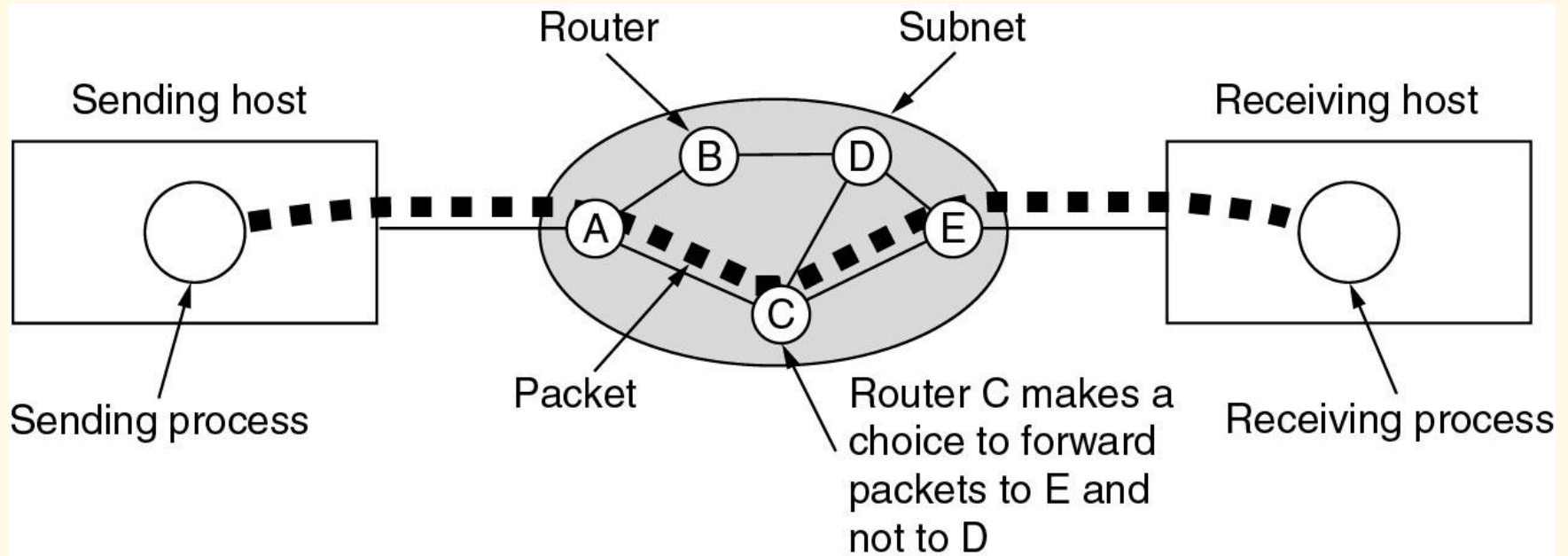
Be Careful !!

end-to-end can be defined either:

- from Host-to-Host
- or only from end-to-end nodes within the subnetwork.

B & G

End-to-End Packet Delay



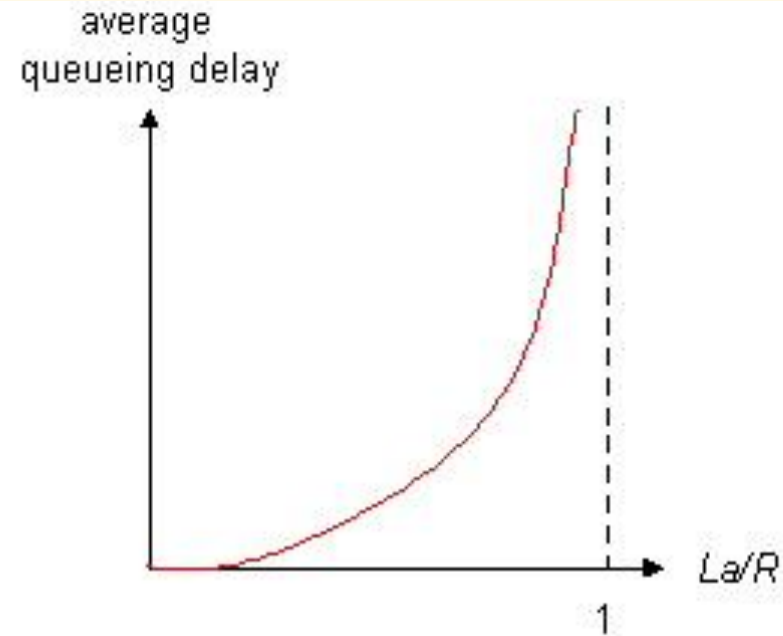
End-to-end delay includes multiple hop link delays.

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Queueing Delay (revisited)

- R =link bandwidth (bps)
- L =packet length (bits)
- a =average packet arrival rate

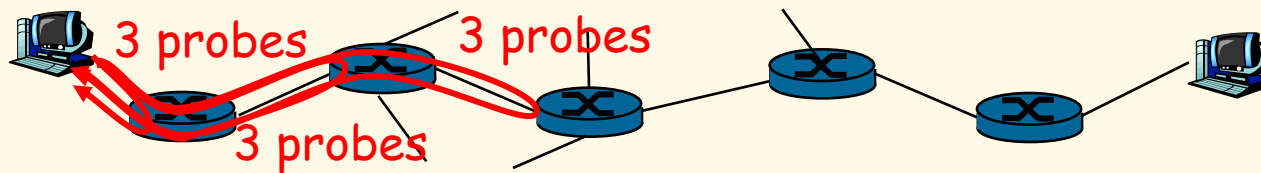
traffic intensity = $\lambda a / R$



- $\lambda a / R \sim 0$: average queueing delay small
- $\lambda a / R \rightarrow 1$: delays become large
- $\lambda a / R =$ or > 1 : more "work" arriving than can be serviced, average delay infinite!

"Real" Internet Delays and Routes


- What do "real" Internet delay & loss look like?
- Traceroute program: provides delay measurement from source to router along end-end Internet path towards destination. For all i :
 - sends three packets that will reach router i on path towards destination
 - router i will return packets to sender.
 - sender times interval between transmission and reply.



"Real" Internet delays and routes

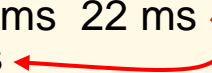
traceroute: gaia.cs.umass.edu to www.eurecom.fr

Three delay measurements from
gaia.cs.umass.edu to cs-gw.cs.umass.edu




1 cs-gw (128.119.240.254) 1 ms 1 ms 2 ms
2 border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145) 1 ms 1 ms 2 ms
3 cht-vbns.gw.umass.edu (128.119.3.130) 6 ms 5 ms 5 ms
4 jn1-at1-0-0-19.wor.vbns.net (204.147.132.129) 16 ms 11 ms 13 ms
5 jn1-so7-0-0-0.wae.vbns.net (204.147.136.136) 21 ms 18 ms 18 ms
6 abilene-vbns.abilene.ucaid.edu (198.32.11.9) 22 ms 18 ms 22 ms
7 nycm-wash.abilene.ucaid.edu (198.32.8.46) 22 ms 22 ms 22 ms
8 62.40.103.253 (62.40.103.253) 104 ms 109 ms 106 ms
9 de2-1.de1.de.geant.net (62.40.96.129) 109 ms 102 ms 104 ms
10 de.fr1.fr.geant.net (62.40.96.50) 113 ms 121 ms 114 ms
11 renater-gw.fr1.fr.geant.net (62.40.103.54) 112 ms 114 ms 112 ms
12 nio-n2.cssi.renater.fr (193.51.206.13) 111 ms 114 ms 116 ms
13 nice.cssi.renater.fr (195.220.98.102) 123 ms 125 ms 124 ms
14 r3t2-nice.cssi.renater.fr (195.220.98.110) 126 ms 126 ms 124 ms
15 eurecom-valbonne.r3t2.ft.net (193.48.50.54) 135 ms 128 ms 133 ms
16 194.214.211.25 (194.214.211.25) 126 ms 128 ms 126 ms
17 * * *
18 * * *
19 fantasia.eurecom.fr (193.55.113.142) 132 ms 128 ms 136 ms

trans-oceanic link



* means no response (probe lost, router not replying)



Network Performance Measures

- **Latency ::**
 - usually implies the **minimum** possible delay. Latency assumes no queueing and no contention encountered along the path.
- **Goodput ::**
 - *{measured at the receiver}* the rate in bits per second of useful traffic received. Goodput excludes duplicate packets and packets dropped along the path.
- **Fairness ::**
 - either **Jain's fairness** or **max-min fairness** are used to measure fair treatment among competing flows.
- **Quality of Service (QoS) ::**
 - a QoS measure accounts for importance of specific metric to one type of application [e.g. jitter and playable frame rate for streaming media].

Wireless Performance Metrics

WLANs and WSNs are concerned with packet loss and employ additional metrics:

Delivery ratio::

- the ratio of packets received to packets sent {excluding duplicates and retransmissions}.

Packet loss rate::

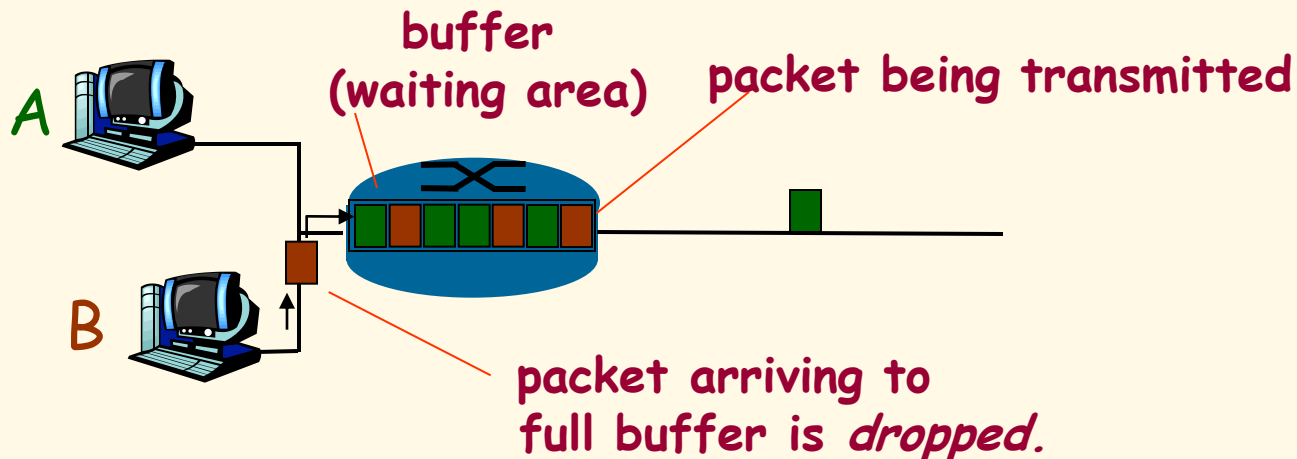
- the percentage of packets lost or dropped.

Link layer retransmission rates::

- the percentage of DL layer frames that are retransmitted.

Packet Loss

- queue (aka buffer) preceding link in buffer has finite capacity.
- packet arriving to full queue is dropped (aka lost) **[FIFO Drop Tail router]**.
- lost packet may be retransmitted by previous node, by source end system, or not at all.



Performance Metrics Summary

- The three most general performance measures are : **utilization, throughput and response time.**
- In computer networks, **end-to-end delay** is an important performance metric.
- Queuing models are used to analyze and estimate computer network performance.

Performance Metrics Summary

- Other useful metrics include: **latency**, **goodput**, **fairness** and QoS metrics such as **jitter** or **playable frame rate**.
- In wireless networks, **delivery ratio**, **packet loss rate** and **link layer retransmission rates** are valuable network measures.