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Services, Complexity, and the Internet: What Direction?

QoS/CoS in Backbone Networks?



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QoS/CoS Deployment

- Drivers:
 - Application requirements
 - VoIP, Video, PBX, etc.
 - Economical
 - Revenue/Margin per service
- Concerns:
 - Scalability
 - Could the network keep per session state?
 - Manageability
 - E.g. troubleshooting

Edge vs. Core

- Assumptions:
 - Core is congestion free
 - Unless failures...
 - Edge could be congested
 - E.g. Access links
- QoS/CoS at the Edge has a purpose:
 - Enable Loss/Delay/Jitter sensitive apps.
- But why in Core?

Backbone/Core Network

- QoS provided by overprovisioning:
 - High link speeds
 - High utilization without queuing
- But, failures do happen...
- All traffic in one class:
 - Protection/resilience need to be based on the traffic/service with the *highest requirements*
- Isolation of traffic: *Availability*

Backbone/Core Network

- Example
 - Traffic: 20% VoIP, 80% Internet
 - 50% upgrade rule
- Without CoS:
 - VoIP Traffic is protected for single link failure
- With CoS (2 class DiffServ):
 - VoIP Traffic is protected for multiple link failures (up to 5?)

CoS: DiffServ

- Only deploy what you need:
 - Are there applications for each class?
 - Can you distinguish between classes?
- Example:
 - Class 1: VoIP, Strict Priority Queue (EF)
 - Class 2: Internet (BE)

What about complexity?

- Queuing functionality is available in all core routers these days
 - And it works
- Differentiation mechanisms are unused most of the time
- Marking at the edge of the network
- No interaction, layering or protocols
- Take care of buffer allocation

QoS/CoS in Backbone Networks

- Yes, if needed to increase/guarantee availability for certain traffic
- But:
 - Only aggregate traffic (CoS)
 - Limited amount of classes (max. 3/4)
 - No complex marking policies
- More extensive differentiation and policies on the edge only