

Distributed Resource Reservation for RPR

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Background and purpose

Background

- Rings have limited hardware and interfaces
- This enables the fact that all nodes know all hardware and their states.
- This can be exploited to develop an efficient and decentralized signalling protocol

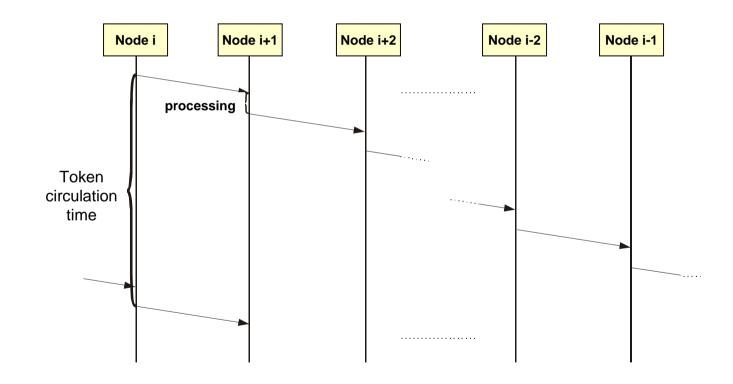
Purpose

- Distribution of information on
 - SLAs (Service Level Agreements)
 - Bandwidth required for real-time connections with constant bit rates
 - Bit rates of each transmission link on the ring

Introduction

Token access

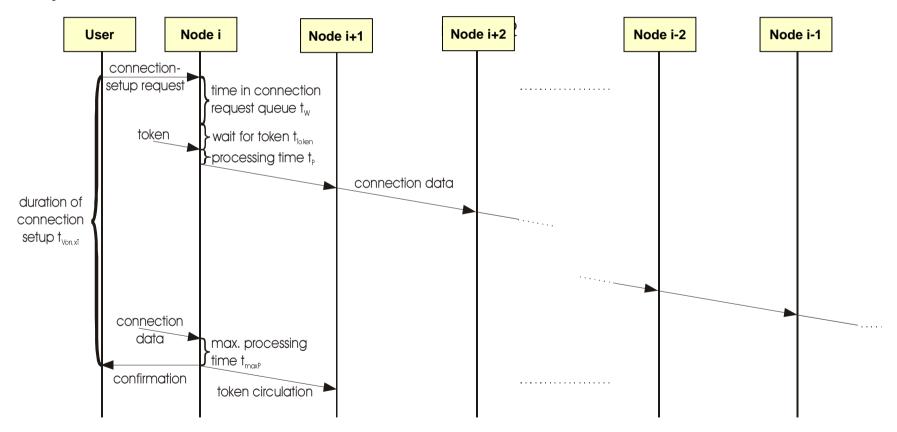
Use of a token protocol because of limited ring resources



1 token circulating on the ring

Connection setup

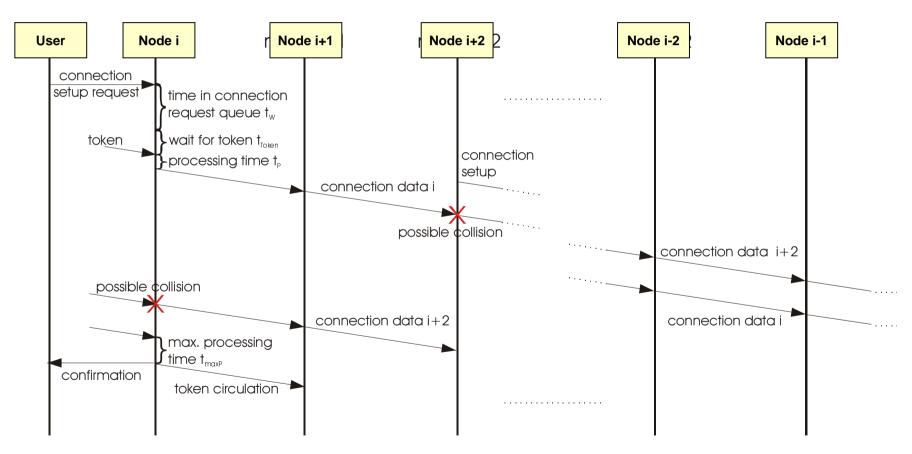
 If more than one token, one must wait for a critical time interval to detect possible collisions



Connection setup with more than one token

Connection setup

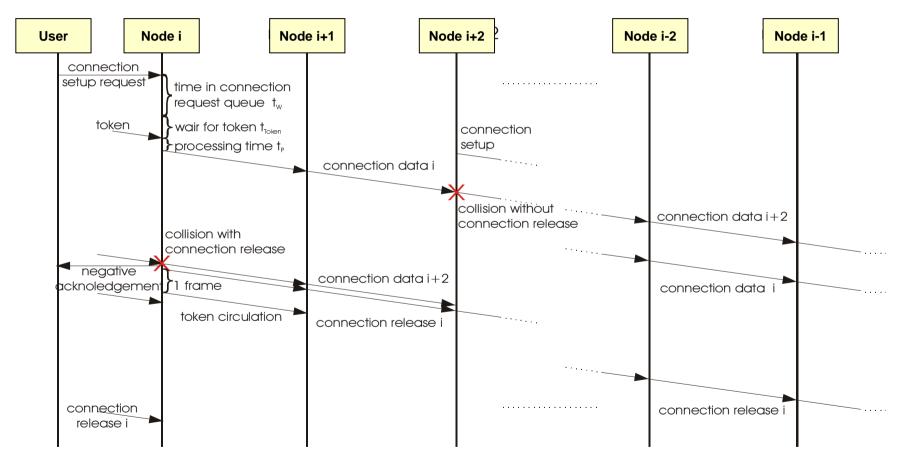
If some other node sets up a connection in parallel, a possible collision occurs



Connection setup with a possible collision

Connection setup

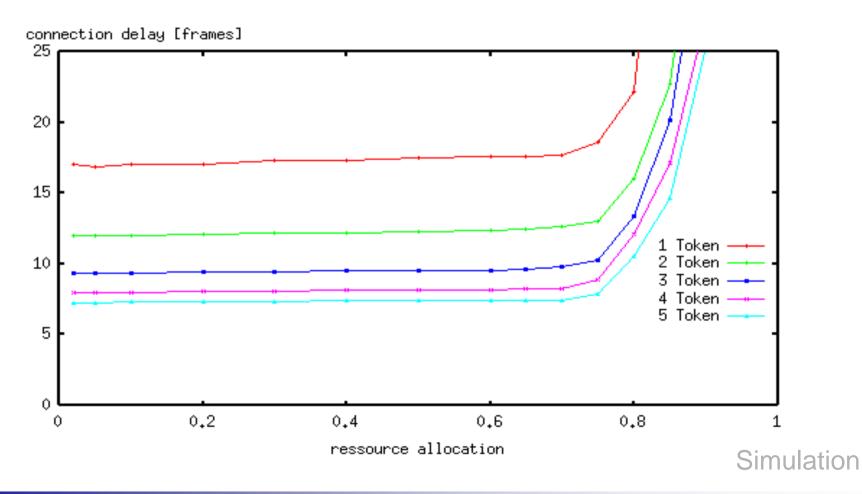
In case of a collision, set up connection again



Connection setup with collision

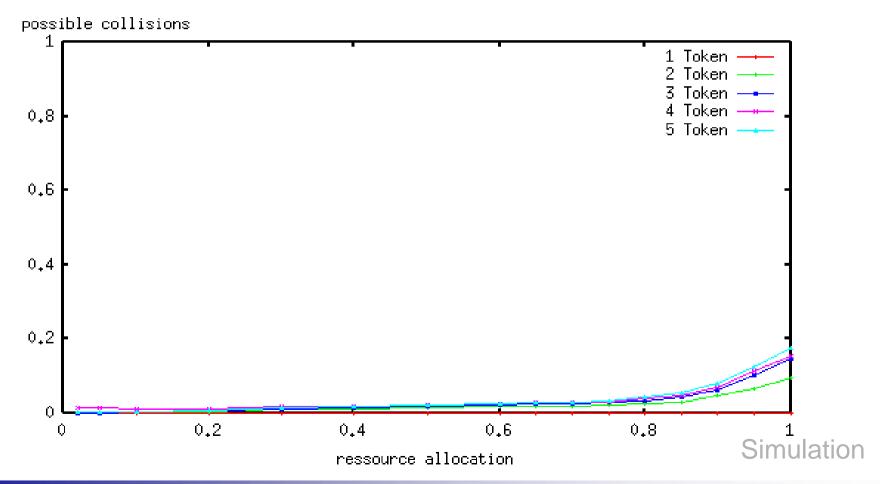
Delay of connection setup

 With a higher number of tokens the connection setup delay reduces because a token gets available earlier



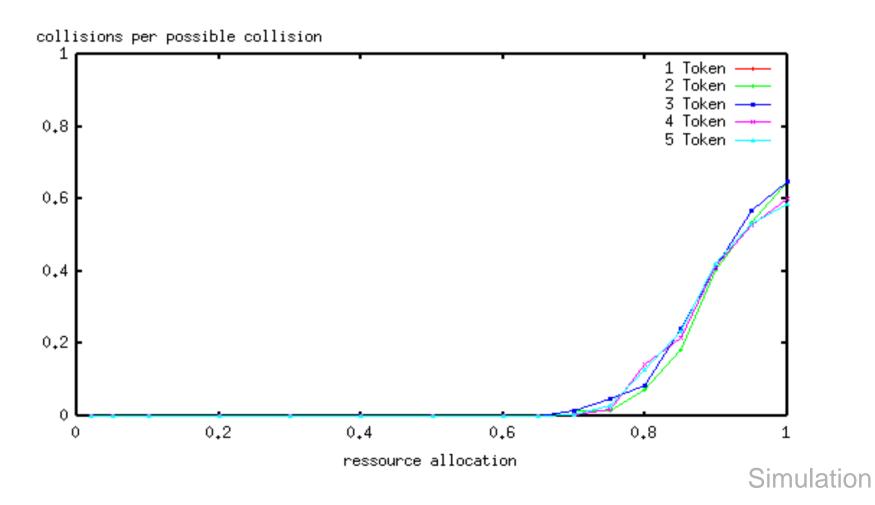
Portion of potential collisions

 The portion of possible collisions increases with higher resource allocation on the ring



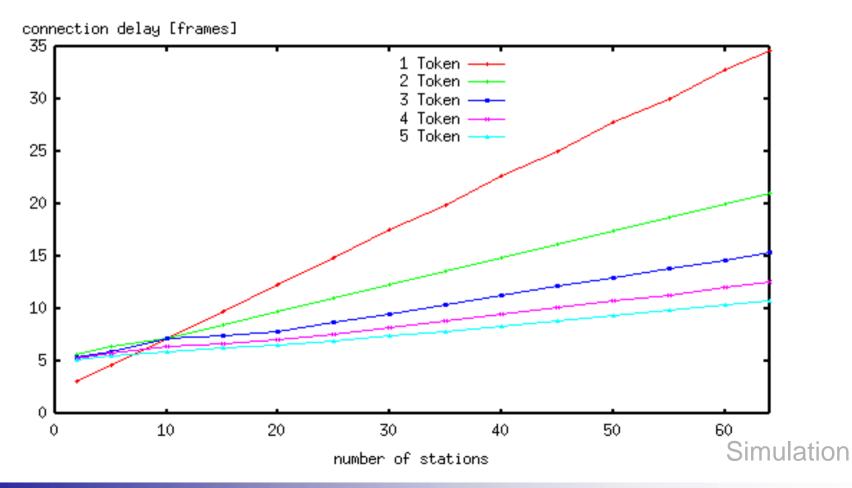
Portion of real collisions

Collisions only occur at high resource allocation on the ring



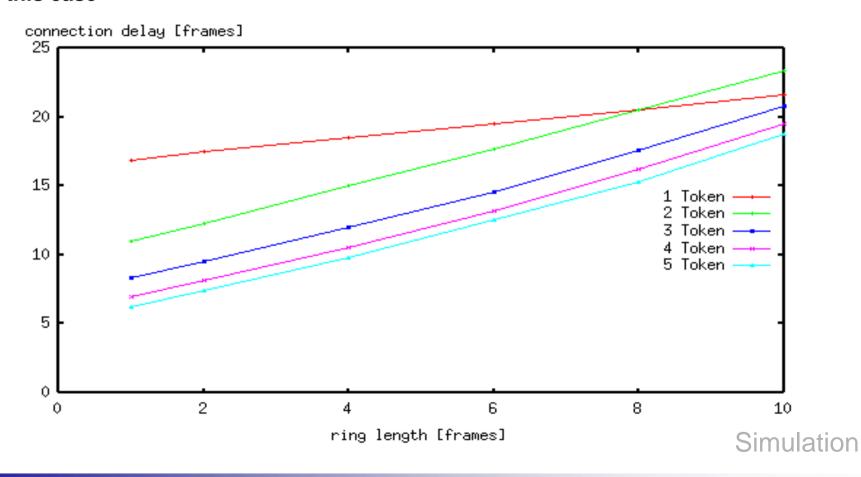
Varying the number of nodes

 With a higher number of nodes, the reduction in waiting time for a token has a higher effect



Varying the ring length

 The ring length has a double effect on the connection setup delay when using more than one token because of the critical time one has to wait in this case



High traffic dynamics

- At high traffic dynamics (many connection setups and releases) the advantages of the token signalling protocol becomes apparent
- Main advantage of the multiple tokens: parallel handling of connection requests

