



Performance Analysis

Metrics, Analysis, and Examples

Performance Metrics and Analysis

- Metrics
 - Traditional and extensions
 - Sources of delay
 - Optimizing communication systems
 - Measuring systems
- Basic queueing theory
 - Distributions and processes
 - Single, memoryless queues



Performance Metrics

- Traditional metrics
 - End-to-end latency/RTT
 - Measures time delay
 - Across all layers of network
 - Often abbreviated to “latency” (even for RTT)
 - Bandwidth/throughput
 - Measures data sent per unit time
 - Across all layers of network



[Performance Metrics]

- Sources of delay
 - Latency: three main components
 - Transmission delay at sender
 - Propagation delay in network
 - Queueing delay in routers
 - Overhead: also three main components
 - Data copy between buffers (e.g., into kernel memory)
 - Protocol (TCP, IP, etc.) processing
 - Write description of frame to memory
 - Note that overhead has fixed and per-byte costs



[Performance Metrics]

- Optimizing communication systems
 - Optimize the common case
 - Send/receive usually more important than connection setup/teardown
 - TCP header changes little between segments
 - Often only a few connections at end hosts
 - Minimize context switches
 - Minimize copying of data



Performance Metrics

- Optimizing communication systems
 - General rule of thumb
 - Most (80-90%) messages are short
 - Most data (80-90%) travel in long messages
 - Focus on bottlenecks
 - Reduce overhead to improve short message performance
 - Reduce number of copies to improve long message performance
 - Thus, CPU speed is often more important than network speed



[Performance Metrics]

- Optimizing communication systems
 - Maximize network utilization
 - Use large packets when possible
 - Fill delay-bandwidth pipe
 - Avoid timeouts
 - Set timers conservatively
 - Use “smarter” receiver (e.g., with selective ACK’ s)
 - Avoid congestion rather than recovering from it



Performance Metrics

- Measuring communication systems
 - Latency
 - Measure RTT for 0-byte (or 1-byte) messages
 - Also report variability
 - Bandwidth
 - Measure RTT for range of long messages
 - Divide by number of bytes sent
 - Report as graph or as value in asymptotic limit
 - Overhead
 - Time multiple N-byte message send operations
 - Be careful of flow control and aggregation



Modeling and Analysis

- Problem
 - The inputs to a system (i.e., number of packets and their arrival times) and the exact resource requirements of these packets cannot be predetermined in advance exactly
- But, we can probabilistically characterize these quantities
 - On average, 100 packets arrive per second
 - On average, packets are 500KB
- So, given a probabilistic characterization of these quantities
 - Can we draw some intelligent conclusions about the performance of the system



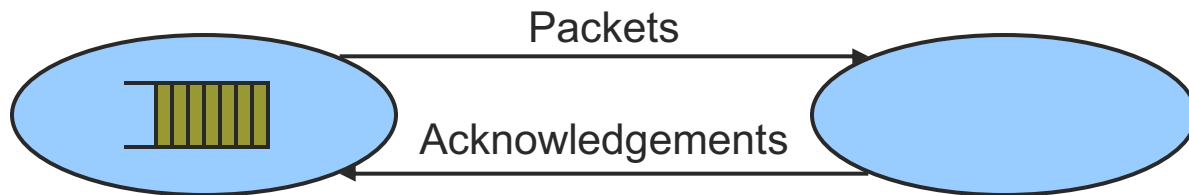
[Delay]

- Link delay consists of four components
 - Processing delay
 - From when the packet is correctly received to when it is put on the queue
 - Queueing delay
 - From when the packet is put on the queue to when it is ready to transmit
 - Transmission delay
 - From when the first bit is transmitted to when the last bit is transmitted
 - Propagation delay
 - From when the last bit is transmitted to when the last bit is received



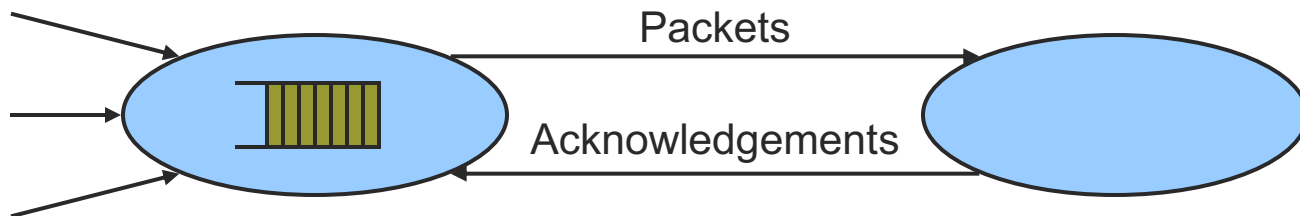
Delay Models

- Consider a data link using stop-and-wait ARQ
 - What is the throughput?
 - Given
 - MSS = packet payload size
 - C = raw link data rate
 - RTT = round trip time (for one bit)
 - p = probability a packet is successful



[Delay Models]

- Calculate the maximum throughput for stop-and-wait
 - $Max\ throughput = packetlength / (RTT + (packetlength / C))$
 - Could also multiply by $(payload / packetlength)$ and $p = probability\ of\ correct\ reception$
- But what about the delay incurred?
 - There may be multiple bursty data sources



[Basic Queueing Theory]

- Elementary notions
 - Things arrive at a queue according to some probability distribution
 - Things leave a queue according to a second probability distribution
 - Averaged over time
 - Things arriving and things leaving must be equal
 - Or the queue length will grow without bound
 - Convenient to express probability distributions as average rates



Little's Law

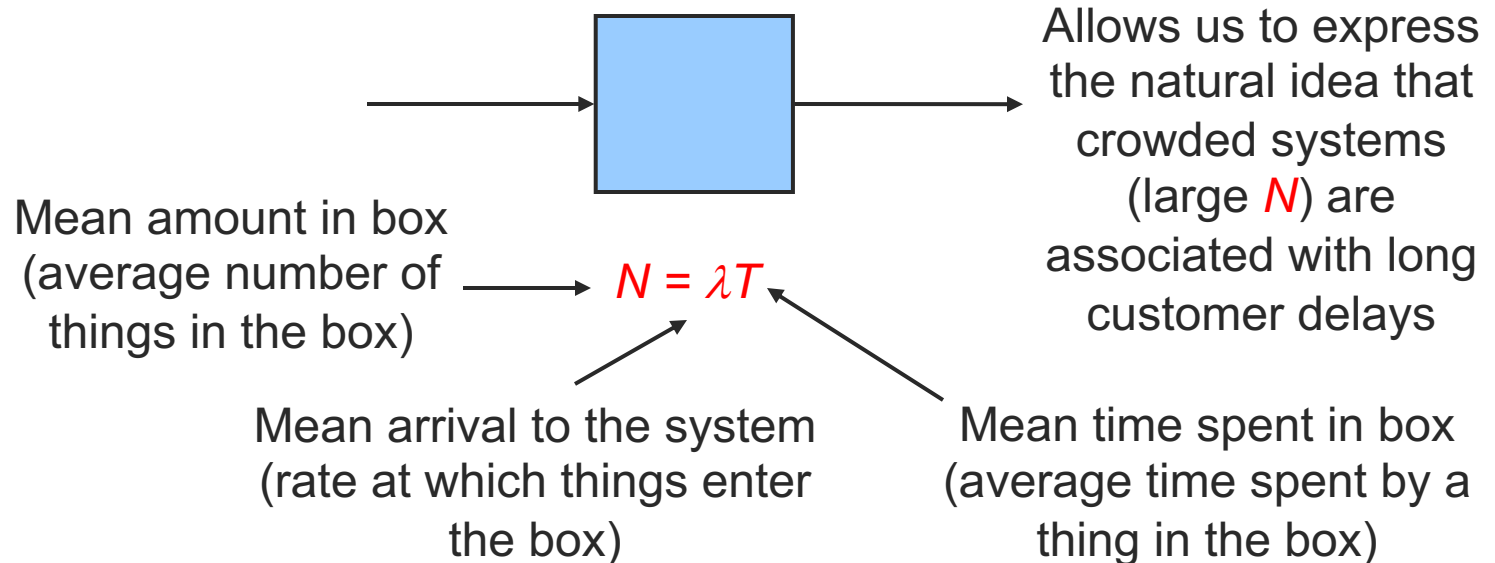
■ Goal

- Estimate relevant values
 - Average number of customers in the system
 - The number of customers either waiting in queue or receiving service
 - Average delay per customer
 - The time a customer spends waiting plus the service time
- In terms of known values
 - Customer arrival rate
 - The number of customers entering the system per unit time
 - Customer service rate
 - The number of customers the system serves per unit time

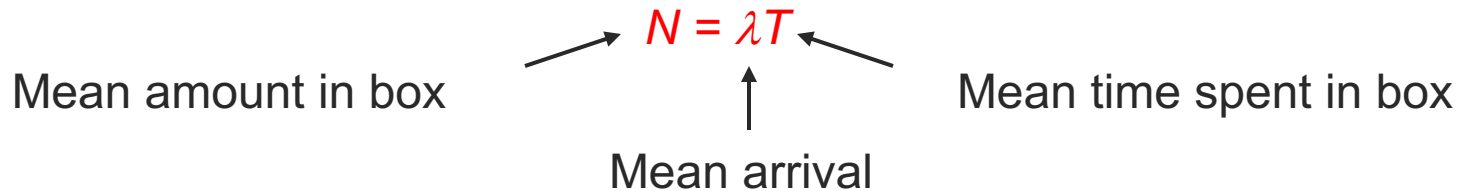


Little's Law

- For any box with something steady flowing through it



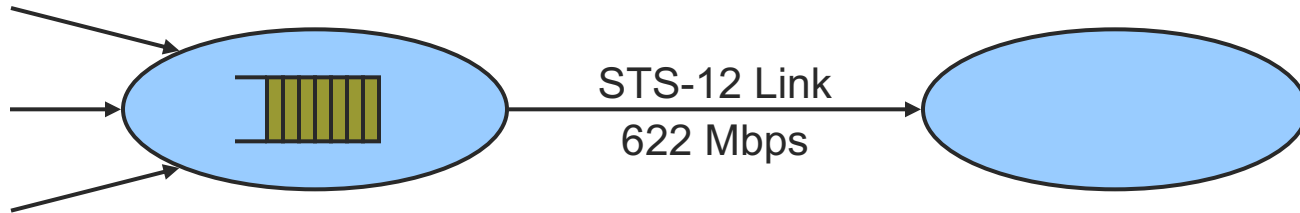
Little's Law



- Box
 - Include the people seated (i.e., being served)
 - Include the people waiting in line (i.e., in the queue)
- Let N = the number of people seated (say 150 seated + 50 in line)
- Let T = mean amount of time a person waits and then eats (say 90 min)
- Conclusion
 - Arrivals (and departures) = $200/90 = 2.22$ persons per minute



Little's Law



- Suppose data streams are multiplexed at an output link with speed 622 Mbps
- Question
 - If 200 50 B packets are queued on average, what is the average time in the system?
- Answer
 - $T = N/\lambda$
 - $T = 200 * 50 * 8 / 622M$
 - $T = 0.128$ ms



Little's Law

■ Variables

- N_t = number of customers in the system at time t
- A_t = number of customers who arrived in the system
- T_i = time spent in the system by the i^{th} customer
- λ_t = average arrival rate



Memoryless Distributions/ Poisson Arrivals

- Goal for easy analysis
 - Want processes (arrival, departure) to be independent of time
 - i.e., likelihood of arrival should depend neither on earlier nor on later arrivals
- In terms of probability distribution in time (defined for $t > 0$),

$$f(t) = \frac{f(t + \Delta t)}{\int_{\Delta t}^{\infty} f(t') dt'}$$

for all $\Delta t \geq 0$



Memoryless Distributions/ Poisson Arrivals

solution is:

$$f(t) = \lambda e^{-\lambda t}$$

what is λ ?

- it's the rate of events

- note that the average time until the next event is

$$\int_0^{\infty} f(t) t dt = \left[t e^{-\lambda t} \right]_0^{\infty} + \int_0^{\infty} e^{-\lambda t} dt$$

$$= \left[-\frac{1}{\lambda} e^{-\lambda t} \right]_0^{\infty}$$

$$= \frac{1}{\lambda}$$



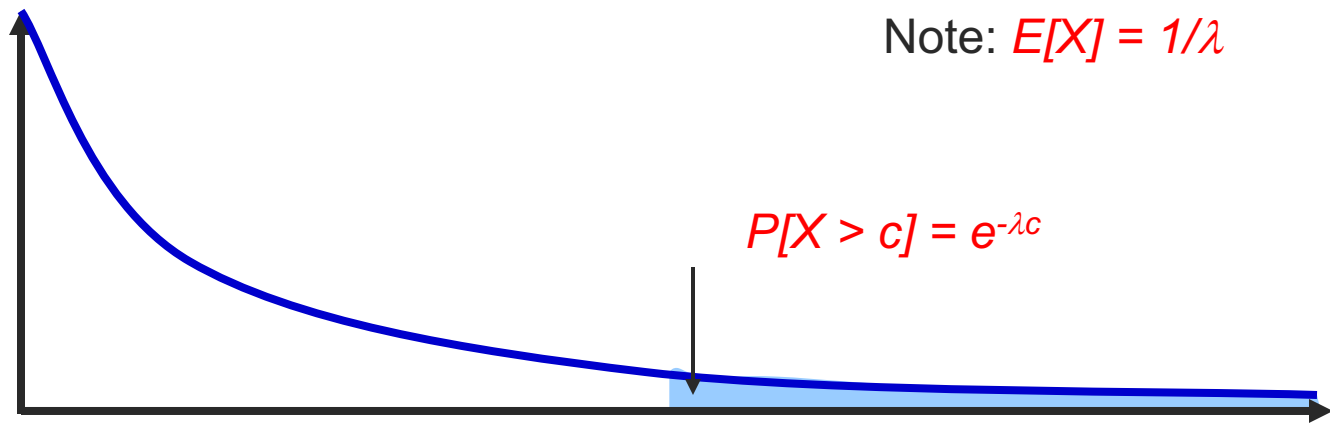
[Plan]

- Review exponential and Poisson probability distributions
- Discuss Poisson point processes and the M/M/1 queue model



Exponential Distribution

- A random variable X has an exponential distribution with parameter λ if it has a probability density function
 - $f(x) = \lambda e^{-\lambda x}$, for $x \geq 0$



Exponential Distribution

- Suppose a waiting time X is exponentially distributed with parameter $\lambda = 2/\text{sec}$
 - Mean wait time is $1/2$ sec
- What is
 - $P[X > 2]$?
 - $P[X > 6]$?
 - $P[X > 6 \mid X > 4]$?



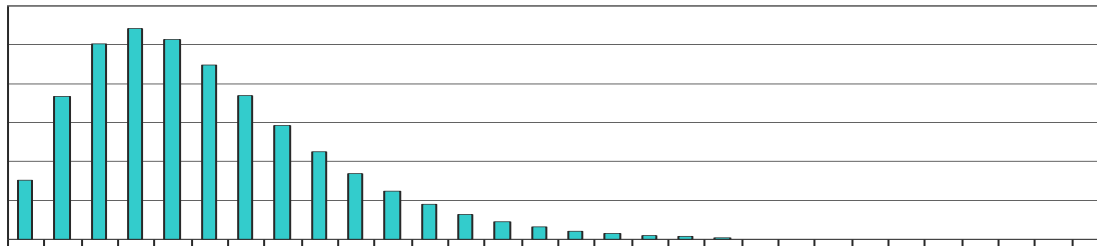
Exponential Distribution

- Remember: $\lambda = 2$
- $P[X > 2]$
 - $= e^{-2\lambda} = 0.183$
- $P[X > 6]$
 - $= e^{-6\lambda} = 6.14 \times 10^{-6}$
- $P[X > 6 | X > 4]$
 - $= P[X > 6, X > 4] / P[X > 4]$
 - $= P[X > 6] / P[X > 4]$
 - $= e^{-6\lambda} / e^{-4\lambda}$
 - $= e^{-2\lambda}$
 - $= 0.183!$
- Note: this demonstrates the memoryless property of exponential distributions



Poisson Distribution

- The random variable X has a Poisson distribution with mean λ , if for non-negative integers i :
 - $P[X = i] = (\lambda^i e^{-\lambda}) / i!$
- Facts
 - $E[X] = \lambda$
 - If there are many independent events,
 - The k^{th} of which has probability p_k (which is small) and
 - $\lambda =$ the sum of the p_k is moderate
 - Then the number of events that occur has approximately the Poisson distribution with mean λ



[Poisson Distribution]

■ Example

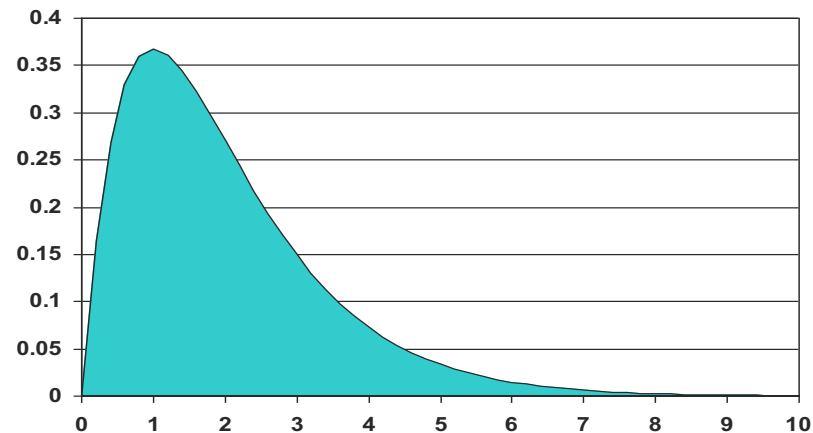
- Consider a CSMA/CD like scenario
- There are 20 stations, each of which transmits in a slot with probability 0.03. What is the probability that exactly one transmits?



[Poisson Distribution]

- Exact answer
 - $20 * (0.03) * (1 - 0.03)^{19} = 0.3364$
- Poisson approximation
 - Use $P[X = i] = (\lambda^i e^{-\lambda}) / i!$
 - With $i = 1$ and $\lambda = 20 * (0.03) = 0.6$
 - Approximate answer = $\lambda e^{-\lambda} = 0.3393$

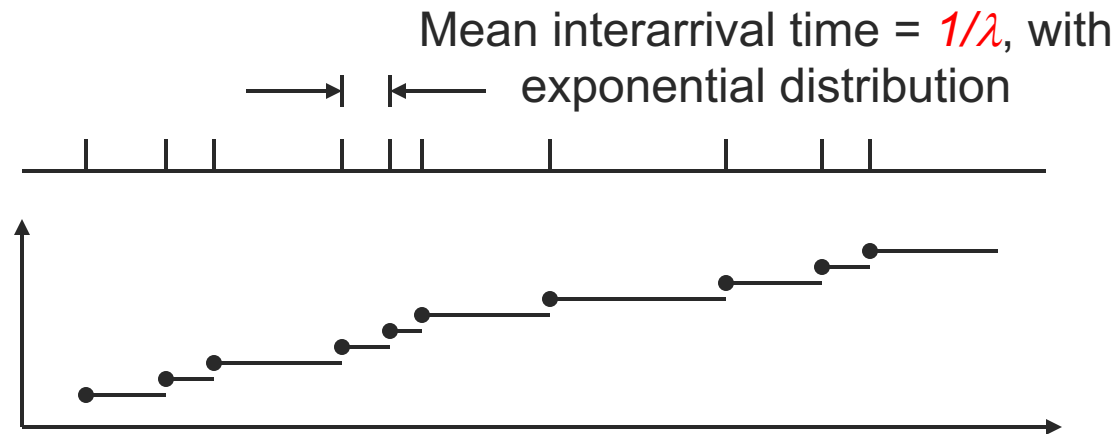
There are 20 stations, each of which transmits in a slot with probability 0.03. What is the probability that exactly one transmits?



Poisson Point Process

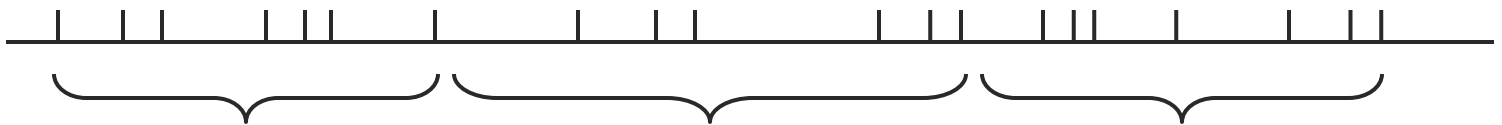
■ Definition

- A Poisson point process with parameter λ
 - A point process with interpoint times that are independent and exponentially distributed with parameter λ .



[Poisson Point Process]

- Equivalently
 - The number of points in disjoint intervals are independent, and the number of points in an interval of length t has a Poisson distribution with mean λt



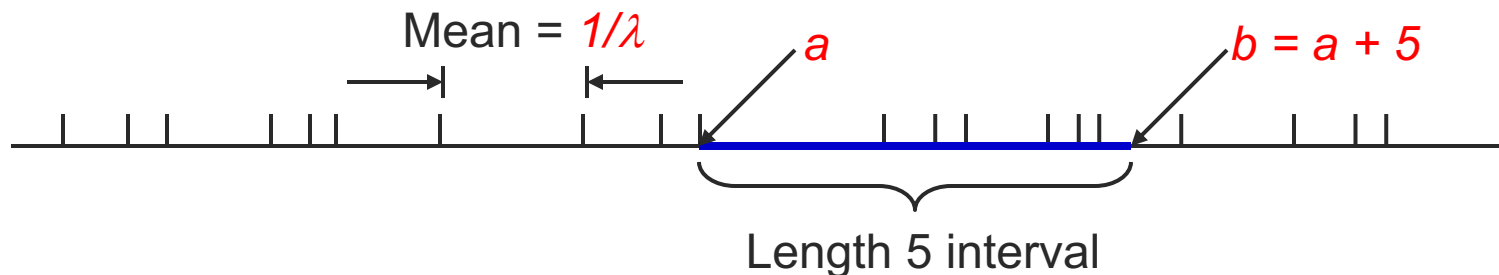
Shown are three disjoint intervals. For a Poisson point process, the number of points in each interval has a Poisson distribution.



[Poisson Point Process]

■ Exercise

- Given a Poisson point process with rate $\lambda = 0.4$, what is the probability of NO arrivals in an interval of length 5?

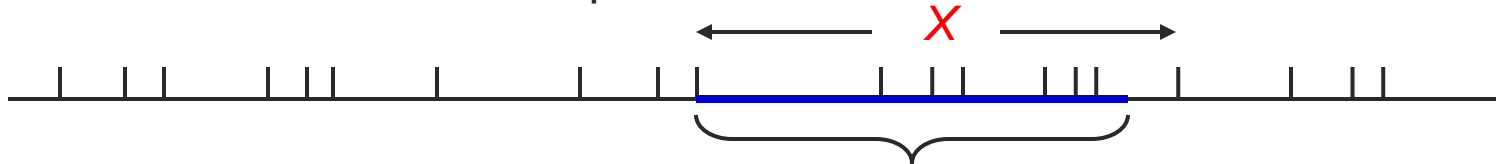


Try to answer two ways, using two equivalent descriptions of a Poisson process



[Poisson Point Process]

X = time from a until next point



N = number of points in interval

(Poisson with mean 5λ)

Given a Poisson point process with rate $\lambda = 0.4$, what is the probability of NO arrivals in an interval of length 5?

Solution 1: $P[X > 5] = e^{-5\lambda} = 0.1353$

Solution 2: $P[N = 0] = e^{-5\lambda} = 0.1353$

(remember: $P[N = i] = (5\lambda)^i * (e^{-5\lambda}) / i!$, for $i = 0$)



[Simple Queueing Systems]

- Classify by
 - “arrival pattern/service pattern/number of servers”
 - Interarrival time probability density function
 - The service time probability density function
 - The number of servers
 - The queueing system
 - The amount of buffer space in the queues
 - Assumptions
 - Infinite number of customers



[Simple Queueing Systems]

■ Terminology

- M = Markov (exponential probability density)
- D = deterministic (all have same value)
- G = general (arbitrary probability density)

■ Example

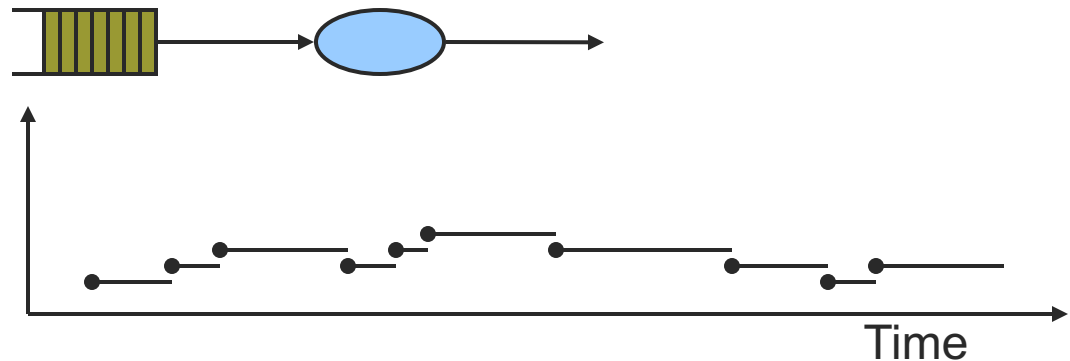
- M/D/4
 - Markov arrival process
 - Deterministic service times
 - 4 servers



[M/M/1 System]

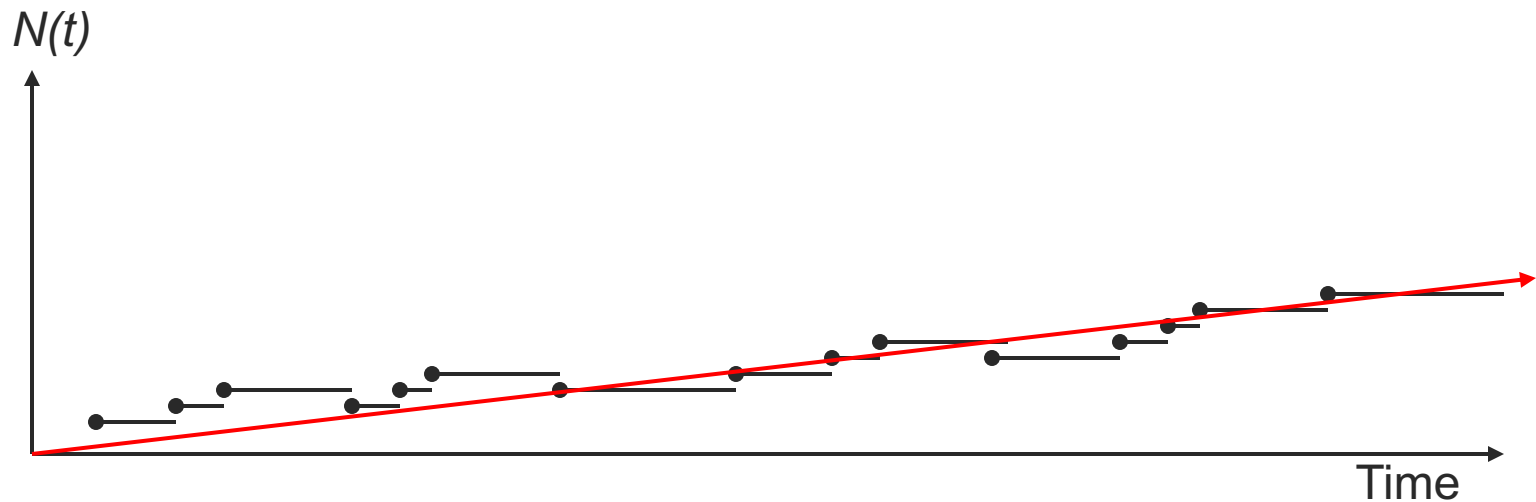
- Goal
 - Describe how the queue evolves over time as customers arrive and depart
- An M/M/1 system with arrival rate λ and departure rate μ has
 - Poisson arrival process, rate λ
 - Exponentially distributed service times, parameter μ
 - One server

N_t = number in system (system = queue + server)



[M/M/1 System]

- If the arrival rate λ is greater than the departure rate μ
 - N_t drifts up at rate $\lambda - \mu$



[M/M/1 System]

- On the other hand,
 - if $\lambda < \mu$, expect an equilibrium distribution.
- The state of the queue is completely described by the number of customers in the queue
 - Due to the memoryless property of exponential distributions, N is described by a single state transition diagram
 - N is a Markov process, meaning past and future are independent given present

States of the queue



[M/M/1 System]

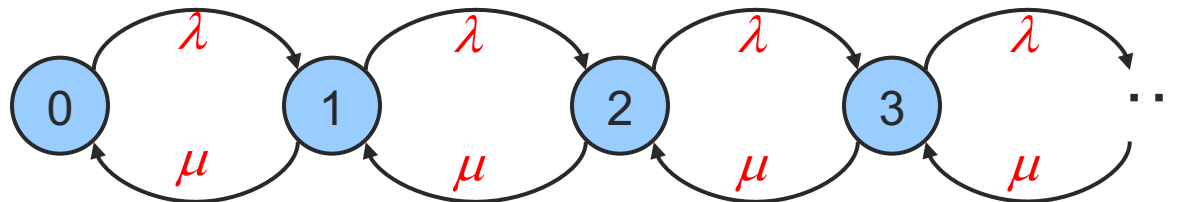
- N is a discrete random variable
 - p_k = probability that there are k customers in the queue
 - Equivalently,
 - p_k = probability that queue is in state k

States of the queue



[M/M/1 System]

- Goal
 - Find the steady state (long run) probabilities of the queue being in state i , $i = 0, 1, 2, 3, \dots$
- Transitions occur only when
 - A customer finishes service
 - A customer arrives
- Birth-death process
 - Transition from state i to state $i+1$ on arrival
 - Transition from state i to state $i-1$ on departure



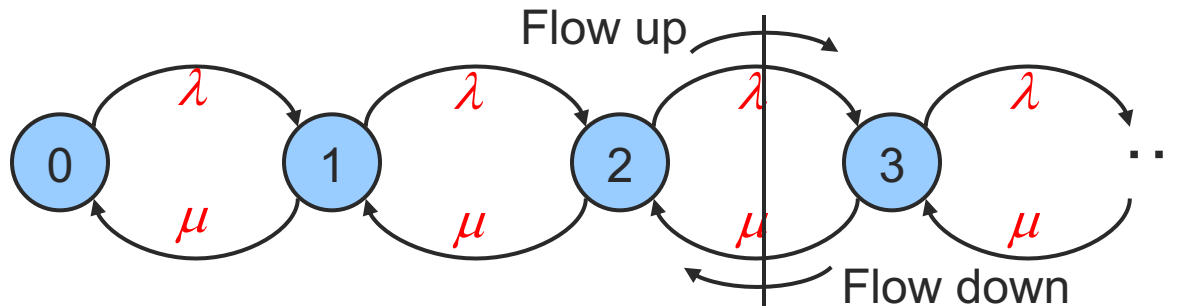
[M/M/1: Transition rates]

- If the queue is in state i with probability p_i
 - Then equivalently, the queue is in state i a fraction of p_i of the time
- The number of transitions/second out of state i onto state $i+1$ is given by
 - (fraction of time queue is in state i) * (arrival rate)
 - $p_i * \lambda$
- The number of transitions/second out of state i onto state $i-1$ is given by
 - (fraction of time queue is in state i) * (departure rate)
 - $p_i * \mu$



M/M/1: Steady State

- Claim
 - For the steady state to exist, # of transitions/sec from state i to state $i+1$ must equal # of transitions/sec from state $i+1$ to state i
- Result
 - Net flow across boundary between states must be zero
- Basic idea (not a real proof)
 - Otherwise, in the long run, the net flow of the system would always drift to the higher state with probability 1



[M/M/1 System]

- Given that we must balance flow across all boundaries,
 - $\lambda p_i = \mu p_{i+1}$ for all $i \geq 0$
- Balance Equations

$$\lambda p_0 = \mu p_1 \quad \Rightarrow \quad p_1 = (\lambda/\mu) p_0$$

$$\lambda p_1 = \mu p_2 \quad \Rightarrow \quad p_2 = (\lambda/\mu) p_1 \quad \Rightarrow \quad p_2 = (\lambda/\mu)^2 p_0$$

$$\lambda p_2 = \mu p_3 \quad \Rightarrow \quad p_3 = (\lambda/\mu) p_2 \quad \Rightarrow \quad p_3 = (\lambda/\mu)^3 p_0$$

...

...

...

$$\lambda p_i = \mu p_{i+1} \quad \Rightarrow \quad p_{i+1} = (\lambda/\mu) p_i \quad \Rightarrow \quad p_{i+1} = (\lambda/\mu)^{i+1} p_0$$



[M/M/1 System]

- Problem

- To solve the balance equations, we need one more equation:

- $\sum_{i=0}^{\infty} p_i = 1$

- Thus

- $p_k = (\lambda/\mu)^k p_0$ (1)

- $\sum_{i=0}^{\infty} p_i = 1$ (2)

- Plugging 1 into 2, we get

- $\sum_{i=0}^{\infty} p_0 * (\lambda/\mu)^i = 1$

- Result (for $\lambda < \mu$)

- $p_0 = 1 / (\sum (\lambda/\mu)^i) = \dots = 1 - \lambda/\mu$

- $p_k = (\lambda/\mu)^k * (1 - \lambda/\mu)$



[M/M/1 System]

- So What?

- We now know the probability that there are 0, 1, 2, 3, ... customers in the queue (p_i)

- Define N_{avg}

- = average # of customers in queue
- = expected value of the # of customers in the queue

- N_{avg}

- = $\sum_{\text{all possible \# of cust}} i * P[i \text{ customers}]$
- = $\sum_{i=0}^{\infty} i * p_i = \sum_{i=0}^{\infty} (1 - \lambda/\mu) * (\lambda/\mu)^i * i$
- = $(\lambda/\mu)/(1 - \lambda/\mu)$



[M/M/1 System]

- Define Q_{avg}
 - = average # of customers in waiting area of the queue
- Q_{avg}
 - = \sum all possible # of cust in waiting area $i * P[i \text{ customers in waiting area}]$
 - = $\sum_{i=0}^{\infty} i * P[i+1 \text{ customers in queue}]$
 - = $\sum_{i=0}^{\infty} (1 - \lambda/\mu) * (\lambda/\mu)^{i+1} * i$
 - = $(\lambda/\mu)/(1 - \lambda/\mu) - \lambda/\mu$
 - = $N_{avg} - \lambda/\mu$



[M/M/1 System - Utilization]

■ Utilization

- The fraction of time the server is busy
- = $P[\text{server is busy}]$
- = $1 - P[\text{server is NOT busy}]$
- = $1 - P[\text{zero customers in queue}]$
- = $1 - p_0$
- = $1 - (1 - \lambda/\mu)$
- = λ/μ

■ Since utilization cannot be greater than 1,

- Utilization = $\min(1.0, \lambda/\mu)$



[M/M/1 System - Utilization]

■ Utilization example

- Packets arrive for transmission at an average (Poisson) rate of 0.1 packets/sec
- Each packet requires 2 seconds to transmit on average (exponentially distributed)
- *What are N_{avg} , Q_{avg} and ρ ?*



[M/M/1 System - Utilization]

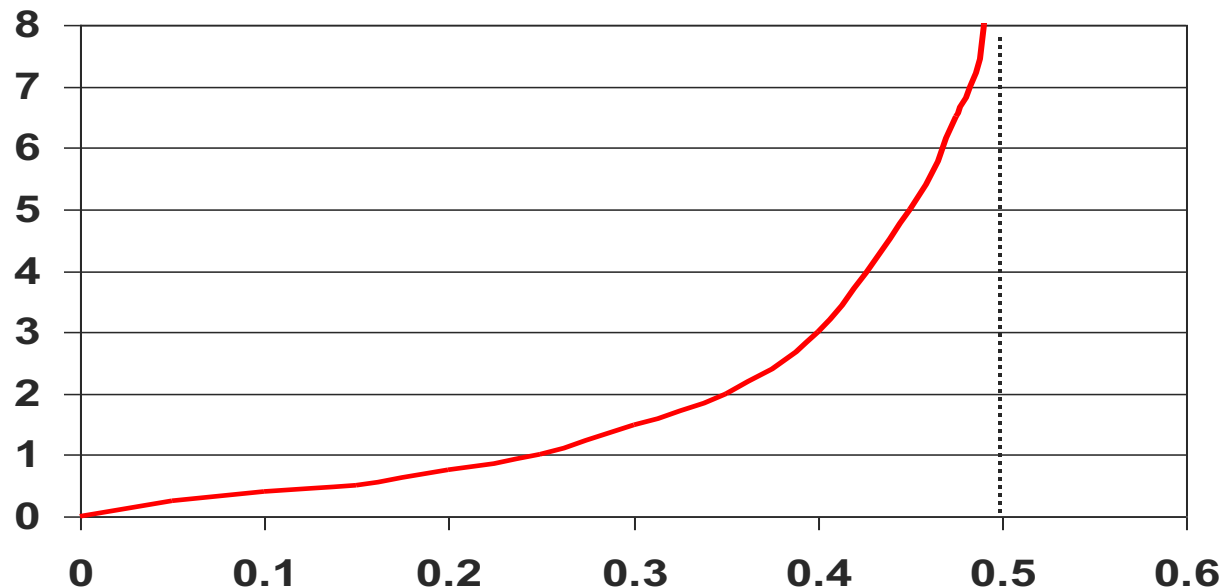
■ Utilization example

- Packets arrive for transmission at an average (Poisson) rate of 0.1 packets/sec
- Each packet requires 2 seconds to transmit on average (exponentially distributed)
- $N_{avg} = (\lambda/\mu)/(1 - \lambda/\mu) = 0.1*2/(1 - 0.1*2) = 0.25$
- $Q_{avg} = N_{avg} - \lambda/\mu = 0.25 - 0.1*2 = 0.05$
- $\rho = \lambda/\mu = 0.2$



[M/M/1 System - Utilization]

- Intuitively, as the number of packets arriving per second (λ) increases, the number of packets in the queue should increase



[M/M/1 System - Utilization]

- Normalized Traffic Parameter (ρ)
 - Note that N_{avg} and Q_{avg} only depend on the ratio λ/μ
 - Define ρ
 - = (avg arrival rate * avg service time)
 - = $\lambda * 1/\mu = \lambda/\mu$
 - Intuitively, if we scale both arrival rate and service time by a constant factor, N_{avg} and Q_{avg} should remain the same
 - Note
 - If $\lambda > \mu$ (i.e. $\lambda/\mu > 1$), then more packets are arriving per second than can be serviced
 - Thus, N_{avg} and Q_{avg} are unbounded when $\rho \geq 1$!

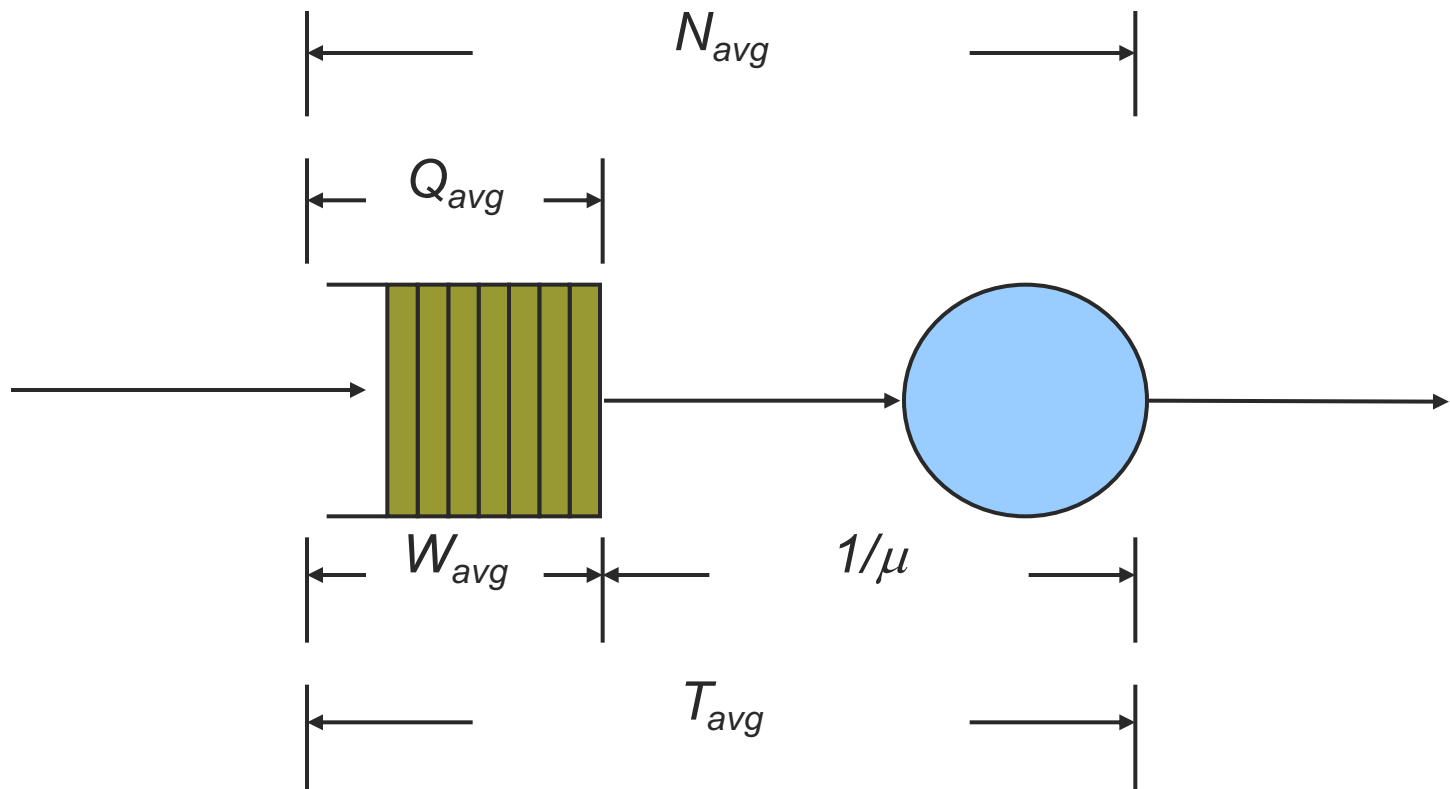


[M/M/1 System – Time Delays]

- Given $\{p_0, p_1, p_2, \dots\}$, we can derive N_{avg} and Q_{avg}
- We may also want to know the following
 - T_{avg} = average time from when a packet arrives until it completes transmission
 - W_{avg} = average time from when a packet arrives until it starts transmission



[M/M/1 System – Time Delays]



[M/M/1 System – Little's Law]

- Now we can use Little's Law to relate N_{avg} and Q_{avg} to T_{avg} and W_{avg}
 - $N_{avg} = \lambda T_{avg} \quad \Rightarrow \quad T_{avg} = N_{avg} / \lambda$
 - $Q_{avg} = \lambda W_{avg} \quad \Rightarrow \quad W_{avg} = Q_{avg} / \lambda$
 - Also note: $W_{avg} + 1/\mu = T_{avg}$



[M/M/1 System]

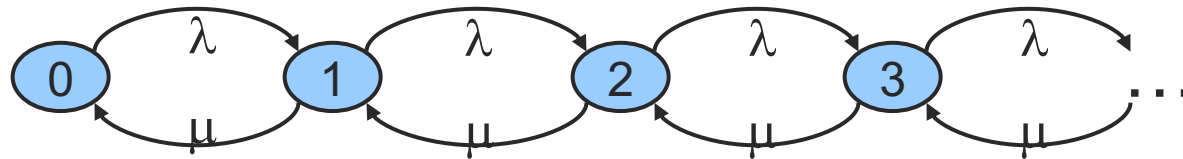
- Packets arrive with the following parameters
 - $\lambda = 2$ packets per second
 - $1/\mu = 1/4$ sec per packets
 - $\rho = 0.5$
- Utilization = $\rho = \lambda/\mu = 2/4 = 0.5$
- $N_{avg} = \rho/(1 - \rho) = 0.5/1-0.5 = 1$ packet
 - $\Rightarrow T_{avg} = N_{avg}/\lambda = 1/2 = 0.5$ sec
- $Q_{avg} = N_{avg} - \rho = 1 - 0.5 = 0.5$
 - $\Rightarrow W_{avg} = Q_{avg}/\lambda = 0.5/2 = 0.25$ sec



M/M/1 System - Summary



1. Draw state diagram



2. Write down balance equations

flow “up” = flow “down”

3. Solve balance equations using

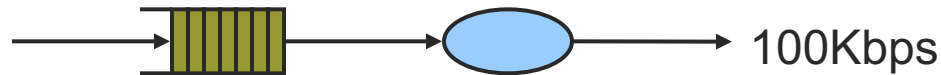
$$\sum_{i=0}^{\infty} p_i = 1 \text{ for } \{p_0, p_1, p_2, \dots\}$$

4. Compute N_{avg} and Q_{avg} from $\{p_i\}$

5. Compute T_{avg} and W_{avg} using Little’s Theorem



M/M/1 System - Example



- Packets arrive on an output link according to a Poisson process
 - The mean total data rate is 80Kbps (including headers)
 - The mean packet length is 1500
 - The link speed is 100Kbps
- Questions
 - What assumptions can we make to fit this situation to the M/M/1 model?
 - Under these assumptions, what is the mean time needed for queueing and transmission of a packet?



[M/M/1 System - Example]

- Answer Part 1:
 - “Customers”
 - Packets
 - “Server”
 - The transmitter
 - Service times
 - The transmission times
 - Packets sizes
 - Variable lengths, with a exponential distribution
 - Packet lengths are independent of each other and independent of arrival time



M/M/1 System - Example

■ Remember

- The mean total data rate is 80Kbps
- The mean packet length is 1500
- The link speed is 100Kbps

■ Answer Part 2: Find λ , μ and T

- Need to convert from bit rates to packet rates
 - $\lambda = 80\text{Kbps}/12\text{Kb} = 6.66$ packets/sec
 - $\mu = 100\text{ Kbps}/12\text{Kb} = 8.33$ packets/sec
- So, $T =$ mean time for queueing and transmission
 - $T = 1/(\mu - \lambda) = 1/1.67 = 0.6$ sec



[M/M/1 System - Example]

■ Also

- The mean transmission time is
 - $1/\mu = 0.12$ sec,
- So the mean time spent in queue is
 - $W = T - 1/\mu = 0.6 - 0.12 = 0.48$ sec
- The mean number of packets is
 - $N = \rho/(1 - \rho) = 0.8/(1 - 0.8) = 4$ packets



[M/M/1 System in Practice]

- The assumptions we made are often not realistic
- We still get the correct qualitative behavior
- Simple formulas for predictive delay are useful for provisioning resources in a network and setting controls
- Real traffic seems to have bursty behavior on multiple time scales
 - This is not true for Poisson processes

