Latency Measurement Using Lossy Difference Aggregator

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***Abstract*— An increasing number of datacenter network applications, including automated trading and high-performance computing, have stringent end-to-end latency requirements where even microsecond variations may be intolerable. Latterly we use two techniques called the SNMP and Net Flow but it is not efficient Detecting and localizing latency-related problems at router and switch levels is an important task to network operators as latency-critical applications in a data center network become popular. The resulting fine-grained measurement demands cannot be met effectively by existing technologies, such as SNMP, NetFlow, or active probing. Instrumenting routers with a hash-based primitive has been proposed that called as Lossy Difference Aggregator (LDA) to measure latencies down to tens of microseconds even in the presence of packet loss. Because LDA does not modify or encapsulate the packet, it can be deployed incrementally without changes along the forwarding path.**

***Keywords*— Lossy Difference Aggregator (LDA), Network applications, SNMP.**

I. INTRODUCTION

An increasing number of datacenter-based applications require end-to-end latencies on the order of milliseconds or even microseconds. When we send a packet from source to destination by using different routes and routers it will reach the destination. So there is a great chance for the packet loss because of congestion or traffic. Here we propose a new technique in which the router stores all the information send by the source. The source sends the packet towards the router. The router stores the alias data send by the source and is send towards the destination. Also we implement a Lossy Difference Aggregator (LDA) which is used to measure the latency in between sending and receiving the packet.

So we propose a new system called Lossy Difference Aggregator (LDA) which is used for calculating the latency or delay in between sending and receiving the packet. And also the routers that store all the information’s send by the source. The router receives all data and is send towards the destination. It is the information’s send by the source. The router receives all data and is send towards the destination. It is responsibility of the router to successfully deliver the packet. When the packet reaches the destination the router receives that message with in no time. I f a packet is lost, it is also known by the router and the router resend the packet. The source can know it from the receiver. Because the source and destination can have access to the packet. The source can know it from the receiver. Because the source and destination can have access to the routers.

II. EXISTING SYSTEM

Current routers typically support two distinct accounting mechanisms: SNMP and Net Flow. Operators of latency-critical networks are forced to use external monitoring mechanisms in order to collect a sufficient number of samples to compute accurate estimates. The simplest technique is to send end-to-end probes across the network. Latency estimates computed in this fashion, however, can be grossly inaccurate in practice. Unfortunately, placing hardware monitors between every pair of input and output ports is cost-prohibitive in many instances.

A. Drawbacks Of Existing System:

- SNMP and NetFlow are not up to the task.
- SNMP provides only cumulative counters that, while useful to estimate load, cannot provide latency estimates.
- NetFlow, on the other hand, samples and timestamps a subset of all received packets; calculating latency requires coordinating samples at multiple routers (e.g., trajectory sampling).
- In NetFlow, Samples and their timestamps have to be communicated to a measurement processor that subtracts the sent timestamp from the receive timestamp of each successfully delivered packet in order to estimate the average, a procedure with fundamentally high space complexity.
- High NetFlow sampling rates significantly impact routers’ forwarding performance and are frequently incompatible with operational throughput demands.

III. PROPOSED SYSTEM

Lossy Difference Aggregator (LDA), fine-grain latency and loss measurement that can be cheaply incorporated within routers. LDA accurately measures loss and delay over short timescales while providing strong bounds on its estimates, enabling operators to detect short-term deviations from long-term means within arbitrary confidence levels. Active probing requires 50–60 times as much bandwidth to deliver similar levels of accuracy. Operators can use a classifier to configure an LDA to measure the delay of particular traffic classes to differing levels of precision, independent of others.

1. Features Of LDA:

•**Fine-granularity measurement**: LDA accurately measures loss and delay over short timescales while providing strong bounds on its estimates, enabling operators to detect short-term deviations from long-term means within arbitrary confidence levels. Active probing requires50–60 times as much bandwidth to deliver similar levels of accuracy.

• **Low overhead**: Our suggested 40-Gb/s LDA implementation uses less than 1% of a standard networking ASIC and 72 kb of control traffic per second.

• **Customizability**: Operators can use a classifier to configure an LDA to measure the delay of particular traffic classes to differing levels of precision, independent of others.

A. Advantages Of Proposed System:

- A low-overhead mechanism
- Fine-granularity measurement

2. MPLANE ARCHITECTURE:

We first discuss the latency measurement requirements in different domains

Requirements

An application's latency requirements depend greatly on its intended deployment scenario. In the datacentre environment, back-end storage-area networks are among the most demanding applications, and Fiber Channel has emerged to deliver similar latencies between CPUs and remote disks, replacing the traditional I/O bus. Automated trading applications have even more stringent requirements, as delays larger than 100 s can lead to arbitrage opportunities that can be leveraged to produce large financial gains. Additionally, high-performance computing applications have also begun to place increased demands on datacenter networks. Infiniband, the defacto interconnect, offers latencies of 1 s or less across an individual switch and 10 s end to end. While obsessing over a few microseconds may seem excessive to an Internet user, modern CPUs can "waste" thousands of instructions waiting for a response delayed by a microsecond.

Metrics: Each of these domains clearly needs the ability to measure the average latency and loss on paths, links,or even link segments. However, in addition, the standard deviation of delay is important because it not only provides an indication of jitter, but further allows the calculation of confidence bounds on individual packet delays. For example, one might wish to ensure that, say, 98% of packets do not exceed a specified delay. (The maximum per-packet delay would be even better, but we show below that it is impossible to calculate efficiently.)

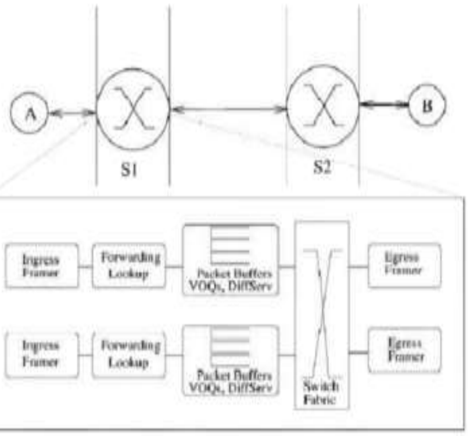

Fig: path decomposed into measured segments

3. Key Idea: Segmented Measurement

The majority of operators today employ active measurement techniques that inject synthetic probe traffic into their network to measure loss and latency on an end-to-end basis. While these tools are based on sound statistical foundations, active measurement approaches are inherently intrusive and can incur substantial bandwidth overhead when tuned to collect accurate fine-grained measurements, as we demonstrate later.

Rather than conduct end-to-end measurements and then attempt to use tomography or inference techniques to isolate the latency of individual segments, we propose to instrument each segment of the network with our new measurement primitive. Thus, in our model, every end-to-end path can be broken up into what we call measurement segments.

4. SEGMENT MEASUREMENT USING LDA:

We focus on a single measurement segment between a sender and a receiver. We assume that the segment provides first-in–first-out (FIFO) packet delivery. While the sender and receiver could be, in general, arbitrary measurement points, it is difficult to guarantee FIFO packet delivery across two routers. Thus, in this paper, we focus on segments such as an ingress–egress interface pair of a router where packet ordering is typically guaranteed.

In such a case, we assume that measurement is conducted after the sequencing points so that the FIFO assumption is still valid.

We further assume that the segment endpoints are tightly time synchronized (to within a few microseconds). Microsecond synchronization is easily maintained within a router today and exists within a number of newer commercial routers. These routers use separate hardware buses for time synchronization that directly connect the various synchronization points within a router such as the input and output ports; **these buses** measurement points, it is difficult to guarantee FIFO packet delivery across two routers. Thus, in this paper, we focus on segments such as an ingress–egress interface pair of a router where packet ordering is typically guaranteed. In practice, packets are commonly load-balanced across router interfaces, but since TCP interacts poorly with reordering, packets are typically re-sequenced before sending out on the egress interface. In such a case, we assume that measurement is conducted after the resequencing points so that the FIFO assumption is still valid.

Microsecond synchronization is also possible across single links using proposed standards such as IEEE 1588. Router vendors such as Cisco have already begun to incorporate this standard into their next-generation switches. If the clocks at sender and receiver differ by , then all latency estimates will have an additive error of as well.

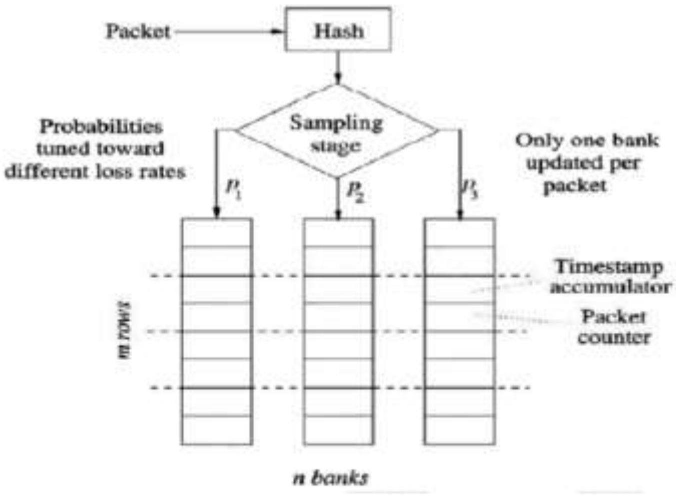

Fig: LDA with N banks and m rows

IV. CONCLUSIONS

Measurement tools are badly needed to determine fine-grain latencies and losses that can affect application SLAs in data center environments. Existing scalable approaches such as LDA designed for switch-level measurements works poorly for end-to-end measurements in the presence of packet reordering which actually happens in IP networks. Furthermore, we adapt the classic approach to L2-norm estimation in a single stream to also calculate the standard deviation of delay. Loss estimation, of course, falls out trivially from these data structures. We emphasize that our mechanism complements—but does not replace—end-to-end probes. Customers will continue to use end-to-end probes to monitor the end-to-end performance of their applications. Furthermore, it is unlikely that LDA will be deployed at all links along many paths in the near future. However, LDA probes can proactively discover latency issues, especially at very fine scales, that a network manager can then address. Moreover, if an end-to-end probe detects routers along the path to better localize the problem.

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