

# MENTER: Dynamic Traffic Engineering for MPLS Networks

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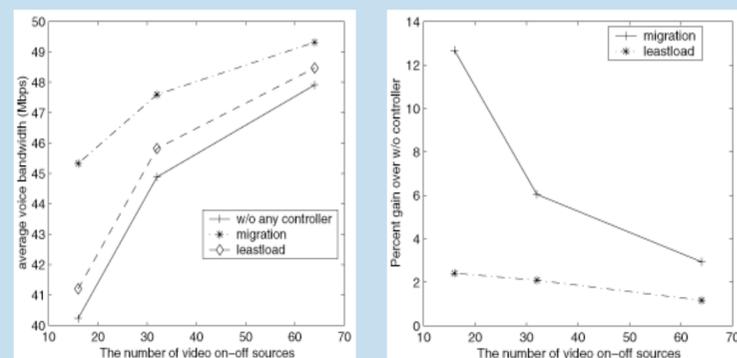
## Project Overview

- MENTER overall goals:
  - Integrate traffic engineering and network management
  - Monitor and modify network-level properties at fine timescales
- MENTER reduces the feedback loop between monitoring and control
  - Traditional approaches: Minutes or hours
  - MENTER: seconds or milliseconds
- Use fine-grained monitoring and control to increase overall utilization without degrading quality of service

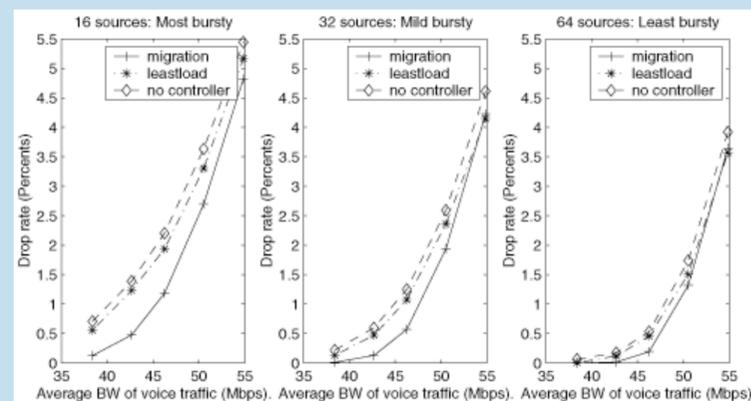
## Simulation Traffic Models

- Voice traffic
  - 64 kbps CBR with Poisson call arrivals
  - Exponential call durations
- Video traffic
  - Aggregation of on-off sources, each with exponential on-off times
  - Burstiness varied by fixing b/w and varying the no. of on off sources

## Simulation Results



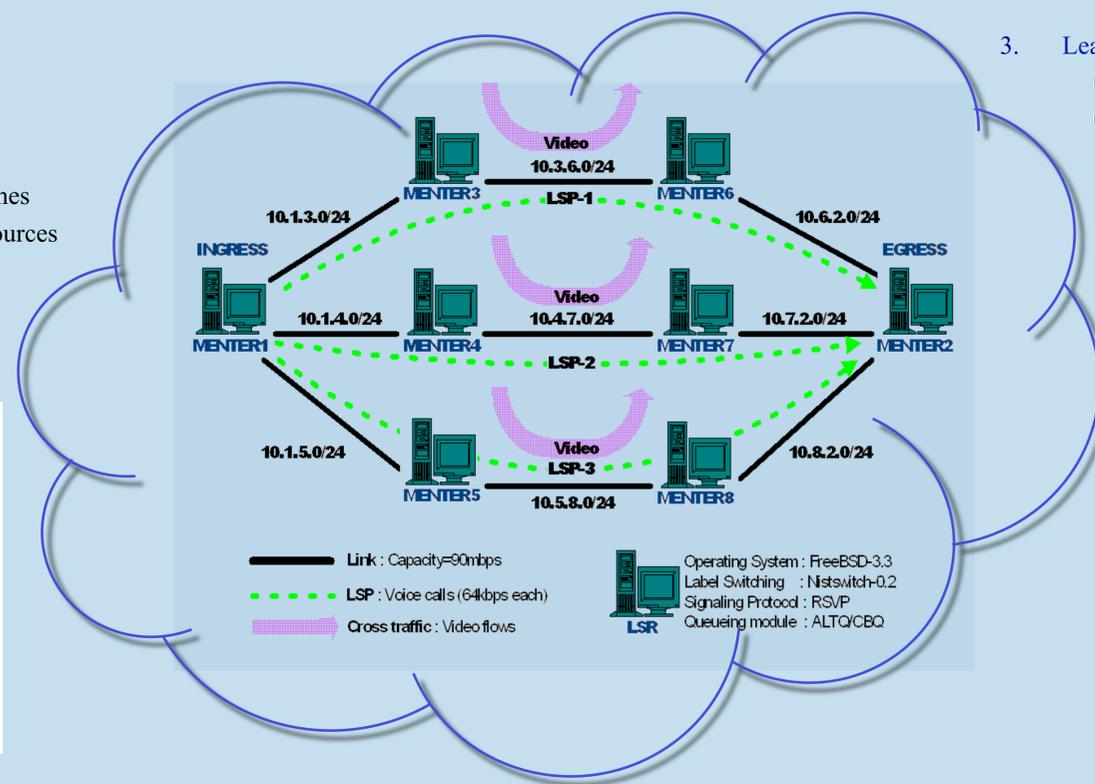
Max voice BW to get 1% drop rate requirement      Relative bandwidth gain over no controller



The drop rate at different voice load

## MPLS Overview

- Set of protocols for imposing virtual circuit-switched paradigm over IP on a flow-aggregate basis
  - Circuits are called Label Switched Paths (LSPs)
  - LSPs carry multiple flows
  - Analogous to virtual paths in ATM
- Incurs the traditional circuit-set up and admission control costs
  - Label Switching Routers (LSRs) keep per-LSP state
- End-to-end path for a flow through MPLS domain is *fixed*
  - Allows service provisioning
  - Enables real Quality of Service guarantees



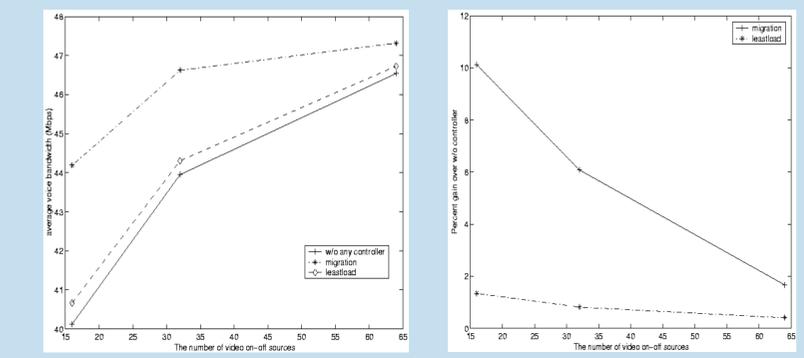
## Conclusions

- Simulation : Up to 13% more voice traffic in the network with Migration, under 1% drop rate requirement.
- Test-bed: Up to 10.2% more voice traffic in the network with Migration, under 1.5% drop rate requirement .
- Performance of Migration controller is better than Leastload controller and no controller at every voice load.

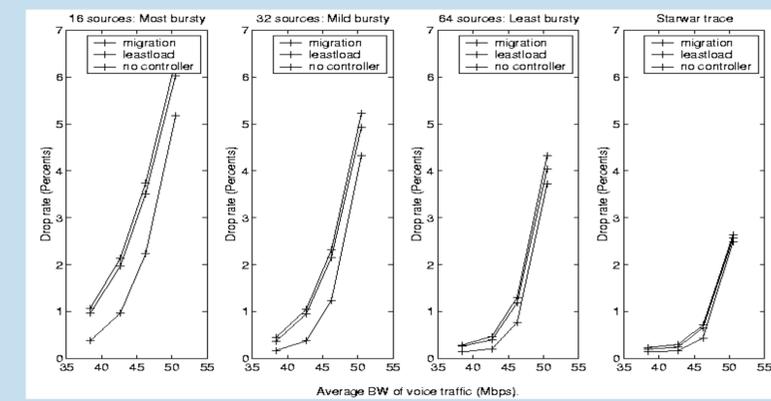
## Controller Algorithms

1. No Controller/Offline Optimization Only
  - New voice calls assigned to LSPs using statistical splitting with probability 1/3.
2. Migration Controller
  - Use the offline optimization in (1).
  - Include an online centralized controller :
    - ❖ In each controller time-slot, get the link  $l$  with maximum utilization that is over the threshold  $\Gamma\%$ .
    - ❖ If  $l$  exists, then discover the set  $\zeta$  of LSPs using it.
    - ❖ Find alternative LSPs for each  $\rho \in \zeta$ .
    - ❖ For each  $\rho \in \zeta$ , calculate
 
$$S(\rho) = \sum [\text{available bw} - \text{safety factor } (\delta\%)] \text{ of its alternative LSPs.}$$
    - ❖ Choose  $\mu \in \zeta$ , that maximizes  $S(\mu)$ . The Ingress migrates from  $\mu$  to its alternative LSPs proportional to their [available bw -  $\delta\%$ ] values.
3. Least Load Controller:
  - LSP utilization continuously monitored and used by the controller.
  - New voice calls assigned to least-loaded LSP.

## Testbed Results



Max voice BW to get 1.5% drop rate requirement      Relative bandwidth gain over no controller



The drop rate at different voice load