

## Burst Testing

Emerging high-speed protocols in mobility and access networks, combined with quality-of-service demands from business customers for services such as cloud computing, place increased performance demands on metro Ethernet networks. Specifically, these networks need to tolerate increasingly bursty transmission control protocol (TCP) traffic while maintaining high performance for real-time applications like voice and video. In the past, verifying Ethernet network key performance indicators (KPI) such as throughput, frame loss, latency, and packet jitter has been sufficient to validate network configuration and performance. Presently, and especially with the emergence of LTE/4G and virtualized computing, using only these metrics will not provide enough test coverage to ensure a high-quality customer experience in the presence of bursty traffic. Best practices for Ethernet service activation need to include tests to verify explicitly network configuration and robustness in the presence of bursty traffic both at the Ethernet level and at the transmission-convergence (TC) layer.

An integrated burst-testing methodology offers carriers a solution for guaranteeing network configuration and performance in both mobility backhaul and business-services applications. Because poor performance can occur due to a wide variety of potential misconfigurations of different kinds of network equipment, optimal service-activation test methodologies will include tests to expose problems at both the Ethernet and TCP layers of the network. An integrated approach to burst testing will uncover the misconfiguration of policing settings and inadequate buffer sizes that are common problems at demarcation points on the network edge. It will also uncover incorrect buffer sizes at aggregation points deeper in the network. This application note will describe how TCP creates bursty traffic, how Ethernet networks accommodate these data bursts, and how an integrated burst test methodology with simple pass/fail results can expose and help fix the problems that lead to a bad customer experience.

### Why Test Burst

Traditional Ethernet service-activation test methodologies such as RFC 2544 focus on testing with constant bit rate traffic. Constant bit rate testing is an important step in testing Ethernet services because it can measure throughput, frame loss, latency, and packet jitter while the network is operating in steady state for a given rate of test traffic. While testing with constant bit-rate traffic can validate important KPIs, it does not validate how well the network will perform when transporting the expected traffic patterns which will likely consist of a mix of constant bit-rate voice and video traffic and bursty data traffic. Ensuring that this bursty data traffic can pass through the network without frame loss and without impacting other services are the two goals of burst testing.

*Traffic in real networks is bursty due to the nature of TCP (75 percent of all Internet traffic).*

*New mobility standards and cloud-computing applications make problems with traffic bursts even more detrimental to the user experience.*

*Traditional assurance standards (RFC 2544 and Y.1564) have overlooked burst testing or label it as an option.*

*Testing with only constant bit-rate traffic does not validate buffer and policer configuration.*

*JDSU offers a truly integrated approach to burst testing.*

*Committed burst size tests to identify misconfigurations in policing and buffer sizes.*

*TCP TrueSpeed™ tests to validate service performance and eliminate finger pointing.*

## Wireless Backhaul

Wireless backhaul networks provide an interesting case study in the negative impacts of failing to test network reliability to bursty traffic. Figure 1 shows a simplified view of a wireless backhaul network where a wireless provider is contracting with a backhaul provider to transport their Ethernet traffic from a cell site to the location of their mobile telephone switching office (MTSO). In this example, data packets using TCP/IP will be sent from wireless devices to a base transceiver station (BTS) using a wireless protocol such as universal mobile telecommunications system (UMTS) or long term evolution (LTE). The packets will then be transported to the wireless provider's MTSO over an Ethernet network.

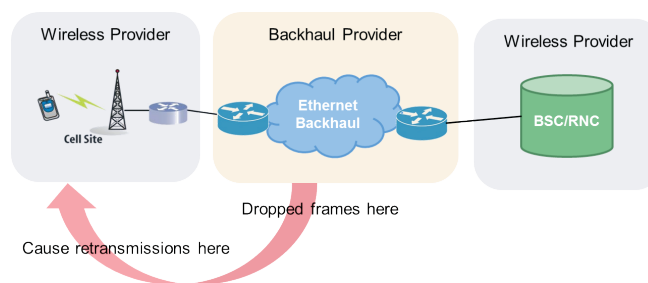


Figure 1. Mobility backhaul network

As Figure 1 illustrates, any Ethernet frames carrying TCP traffic that are dropped in the Ethernet backhaul network will cause retransmissions over the wireless protocol. This occurs because, as a reliable protocol, TCP will retransmit datagrams that do not successfully traverse the network to ensure that all of the data requested will eventually arrive. In mobile networks, this causes additional stress on wireless spectrum, which can be the most congested part of the network. Wireless retransmissions not only lead to lower data throughput for individual users, but also degrades performance for all customers using the shared wireless spectrum.

One of the biggest advantages of fourth-generation wireless protocols like LTE is the ability to support increased data-throughput rates. With higher throughput rates, data traffic becomes increasingly bursty because each datagram transfer can occur at a higher max rate and in a shorter period of time. This effect is then compounded by adding bursts from other users on the wireless network to create the traffic pattern that will be sent to the Ethernet backhaul network. If the Ethernet switches and routers are not configured properly to accommodate these bursts of traffic, the performance degradation will be even more noticeable to users who have become accustomed to higher-rate data services on their mobile devices. To ensure optimal performance for their wireless customers and reduce customer churn, mobile operators and their Ethernet backhaul partners should adopt a comprehensive burst-testing methodology.

### Cloud Computing

The emergence of cloud computing, with virtualized computing and storage resources accessible to business customers via a metro Ethernet network interface, offers service providers massive new revenue opportunities. However, it also presents new operational challenges. Figure 2 illustrates a simplified network diagram where a business customer has two office locations connected to each other and to the public Internet via a service provider’s metro Ethernet network. In addition, each office location has access to virtualized computing and storage resources located at either a service provider or third-party data center. In this scenario, the customer might use the cloud to provide additional computing capacity at peak times, increased service availability and reliability, or data backup for disaster recovery. Regardless of the application, the data sent to and from the virtual computing and storage resources will use TCP as the transport layer protocol, which will generate more bursty data traffic in the network.

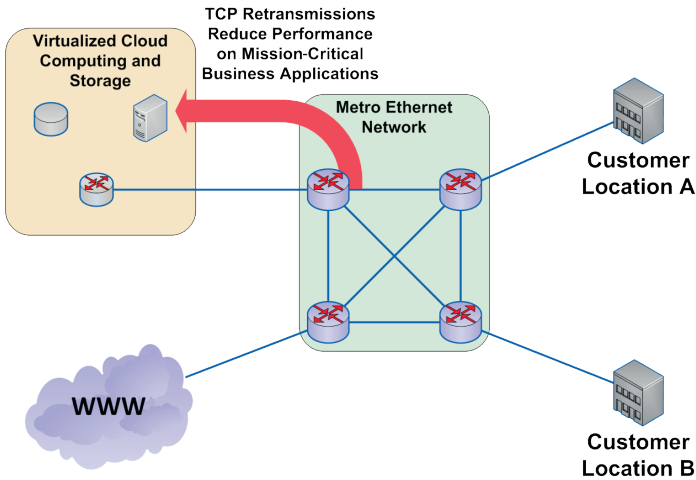


Figure 2. Business services with the cloud

As illustrated in Figure 2, retransmissions in cloud-computing applications will slow data transfer speeds and reduce performance for the business applications which are running in the virtual environment. To make matters even worse, because the customer is charged based on usage, reduced application efficiency introduced by network problems translates directly into a higher cost for the customer.

### TCP Traffic — Bursty by Nature

As illustrated in Figure 3, common applications can be classified by the type of traffic that they produce—either bursty traffic or constant bit rate traffic. Real-time applications such as voice and video tend to produce traffic that has a constant bit rate because the audio or video signals that need to be transported across the network are generally constant bit rate signals themselves. When transported across an IP network, real-time voice and video traffic typically utilize user datagram protocol (UDP) because reduced latency is of great importance and the application layer can account for some level of lost or out-of-order datagrams. Long delays and retransmissions cause noticeable performance degradation for the user.

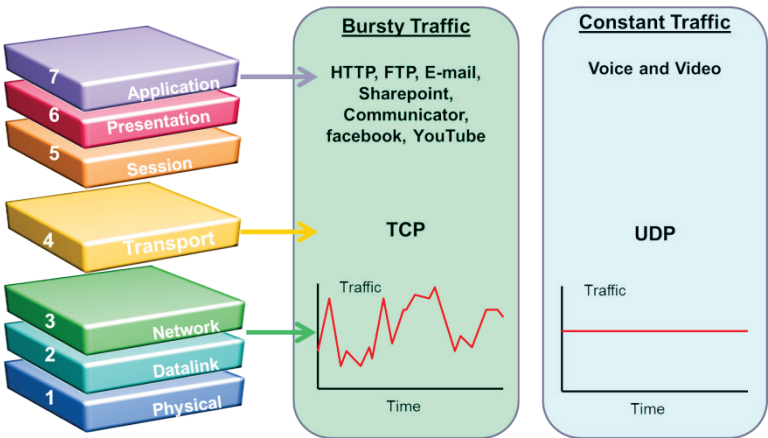


Figure 3. TCP vs. UDP

By contrast, applications that primarily transfer data, such as HTTP, FTP, and e-mail, require high reliability, meaning that all segments transmitted across a network appear in order and without lost segments. These data-centric applications rely on TCP because it was designed to provide these features. To provide reliable data transfer at the highest speeds possible, TCP uses a variety of algorithms to maximize throughput while avoiding data loss. If a loss is detected, TCP will retransmit the lost data segment, but also will potentially change the rate at which it sends additional data. The result is a protocol that guarantees reliable transfer, but does so by creating burst traffic as illustrated in Figure 3.

## Bandwidth Profiles — Committed Information Rate (CIR) and Committed Burst Size (CBS)

Metro Ethernet networks employ sophisticated bandwidth profiles for each Ethernet virtual connection (EVC) so that both the user and the service provider agree which traffic conforms to their service level agreement (SLA) and which does not. To account for the bursty nature of data traffic, Ethernet bandwidth profiles define both a CIR and a CBS among other attributes<sup>1</sup>. The CIR defines the average rate in bits-per-second of Ethernet service frames that the network will accept and deliver while meeting agreed-upon service performance objectives<sup>2</sup>. If all network traffic traversed at constant bit rates, defining just a CIR would be sufficient to characterize the bandwidth profile. However, as illustrated in the previous section, data traffic transported via TCP tends to be bursty in nature. Along with a CIR, a bandwidth profile must also include a CBS, which is the maximum number of bytes available for burst at any rate up to and including the line rate while remaining CIR-conformant. For example, if the physical port is 1 Gbps, and the CIR is 100 Mbps, TCP will burst at 1 Gbps. Ethernet network equipment should be tested with line rate bursts because it should be able to handle a specific amount of burst in short time periods above the CIR.

*It is important to note that TCP will try to transmit bursts of data at the physical line rate and not at the contracted CIR.*

Figure 4 illustrates a common implementation for bandwidth profile enforcement known as the token bucket algorithm. This application note will focus on the “committed” or “C” bucket, which is used to determine CIR-conformant service frames. Conceptually, the C bucket is initially filled with CBS “tokens” where each token can be used to admit one byte of Ethernet service frame traffic into the network as CIR-conformant. When a new service frame enters the network, the length of the service frame in bytes is checked against the number of tokens remaining in the C bucket. If enough tokens are present, the service frame will be admitted to the network as CIR-conformant and the number of tokens left in the bucket will decrease by the number of bytes in the service frame. If there are not enough tokens present, the service frame is not CIR-conformant but may still be admitted to the network depending on the excess information rate (EIR) and excess burst size (EBS) attributes of the bandwidth profile. As illustrated in the diagram below, new tokens are added to the C bucket at a rate of CIR/8 times-per-second. Conceptually, the CBS is the size of the bucket, the CIR is that rate at which the bucket is filled with tokens, and the rate at which CIR-conformant service frames are admitted to the network (the token usage rate) is the drain rate.

1. The other bandwidth profile attributes defined in MEF 10.2—EIR, EBS, coupling flag (CF), and color mode (CM)—are outside the scope of this application note.  
2. Common performance objectives are maximum frame loss, latency, and packet jitter.

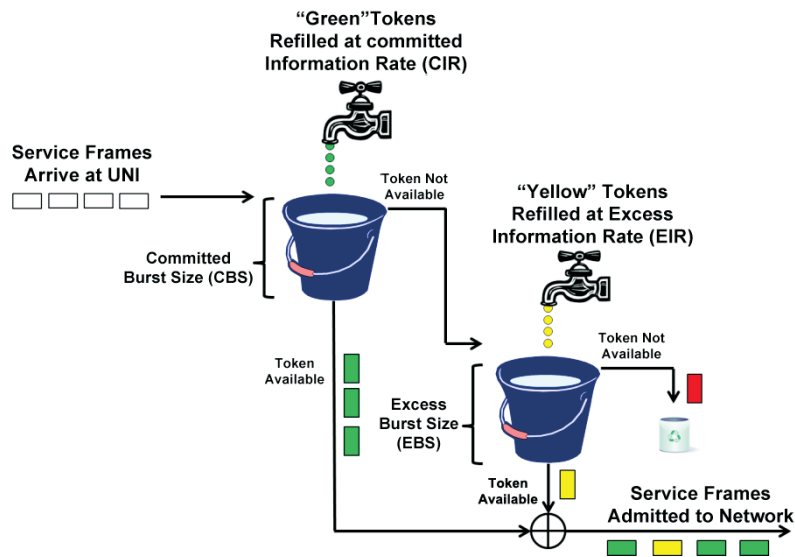


Figure 4. Token bucket algorithm

The following examples will further illustrate the significance of CIR and CBS for a service that has a UNI line rate of 1 G, a CIR of 40 Mbps, and a CBS of 64 KB.

**Example 1**

A user sends a 64 KB burst of service frames at line rate, which takes approximately 0.512 ms, then the user stops transmitting for 12.3 ms before beginning another 64 KB burst. In this case, all of the service frames will be marked as CIR-conformant and admitted to the network. Initially, the C bucket was filled with 64 KB of tokens. As service frames arrived, 64 KB of tokens were depleted, but during the burst tokens were refilled at a rate of 5 MBps, leaving 2.56 KB at the end of the burst. During the subsequent idle period of 12.3 ms, the token bucket would have refilled to the initial level of 64 KB. So, a user can send a 64 KB burst of service frames at any rate up to and including the line rate every 12.8 ms and guarantee that every service frame will be CIR-conformant with a significant margin.



Figure 5. Example 1

3.  $(64 \text{ KB} * 8 \text{ bit/B}) / 1 \text{ G} = 0.512 \text{ ms}$  — for simplicity, calculations disregard Layer 1 overhead, which is approximately accurate assuming large frame sizes.

### Example 2

A user sends a 135 KB burst of service frames at line rate, then stops transmitting for 25.92 ms before beginning another 135 KB burst. In this case, approximately 69 KB<sup>5</sup> of the service frames will be admitted to the network as CIR-conformant while the rest of the service frames will be marked as non-CIR-conformant and may or may not be dropped depending on EIR and EBS settings. Initially the C bucket contained 64 KB of tokens, which began to be depleted as the burst frames arrived. During the burst, which lasted 1.08 ms, the C bucket refilled with 5.4 KB of tokens. The 135 KB of burst frames is greater than the 69.4 KB of tokens available in the C bucket so some frames will be marked as non-CIR-conformant. After being completely depleted during the burst, the C bucket will completely refill during the idle period so that it will be able to accommodate approximately 69.4 KB of the subsequent burst as CIR conformant with the remainder non-CIR-conformant.

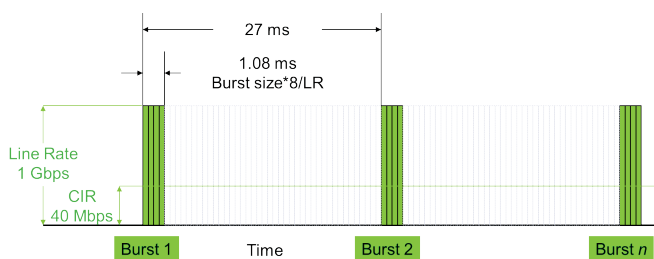


Figure 6. Example 2

## Testing Correct CBS Configuration

JDSU has implemented a CBS test methodology in both SAMComplete™ Y.1546 and enhanced RFC 2544 automated service activation workflows. The following demonstrations will illustrate how these tests can be run using two T-BERD®/MTS-6000A test sets equipped with Multi Service Application Modules (MSAM) in a network setup with a Cisco ME-3400 Metro Ethernet Switch and a delay element used to simulate a wide area network (WAN) environment. As shown in Figure 7, the ME-3400 1 Gbps Ethernet interfaces will be configured for a 40 Mbps CIR and a 64 KB CBS to match the configuration of the theoretical examples described above. The switch will be configured to drop any received frames that are non-CIR-conformant.

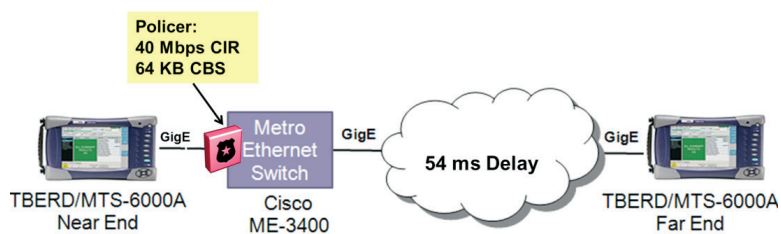


Figure 7. Test network diagram

4.  $640B + (12.672 \text{ ms} * 40 \text{ Mbps} / 8 \text{ bit/B}) = 64 \text{ KB}$   
 5. The exact amount will depend on frame size

In this test setup, the T-BERD/MTS-6000A labeled *Near End* will initiate a CBS test while the T-BERD/MTS-6000A labeled *Far End* will be automatically configured by the near-end device to loopback the test frames.

Using the test network described above, the following tests will illustrate CBS testing from two different perspectives. The first test will show how a wireless operator who has contracted with an Ethernet backhaul provider for backhaul service will ensure that 64 KB bursts of service frames will traverse the backhaul network without any packet loss. The second test will show how an Ethernet service provider who has specific CIR and CBS values specified for an Ethernet service can verify that the policing settings are, in fact, correctly configured. These two tests will run as a part of the enhanced RFC 2544 test application. Note that a user can also run similar CBS tests as part of the Y.1564 SAMComplete application, which would be desirable for network interfaces supporting multiple classes of service.

**Test 1 — Testing with a 64 KB Burst**

In the Enhanced RFC 2544 application, the Select Tests setup screen lets a user select which tests to run. The screen in Figure 8 shows that the user wants to run throughput and burst tests.

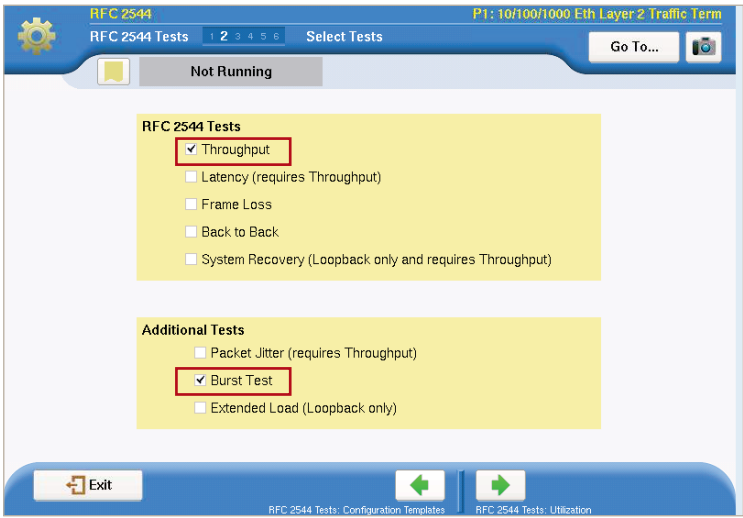


Figure 8. Test 1 – Select Tests setup screen



The Utilization setup screen shown in Figure 9 lets a user configure both the bandwidth units and the maximum bandwidth, which have been configured for 40 Mbps for Layer 2, conforming to the CIR.



Figure 9. Test 1 – Utilization setup screen

The Frame Lengths setup screen shown in Figure 10 lets a user configure each frame length to be used for both Throughput and CBS tests. This screen shows that frame lengths of 64 to 1518 bytes have been selected.



Figure 10. Test 1 – Frame Lengths setup screen

The Burst Test setup screen in Figure 11 lets a user configure both the burst test type to run as well as the CBS value. This example shows that the Committed Burst Size test type has been selected and the CBS value is set to 64 KB.

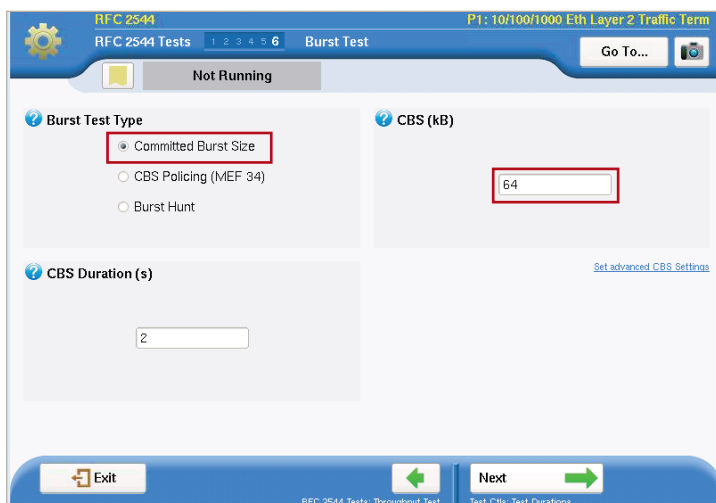


Figure 11. Test 1 – Burst Test setup screen

This test first checks network throughput using constant bit rate traffic at the specified CIR to validate proper network configuration. Figure 12 shows that based on this configuration setup, the test measured throughput for various frame lengths from 64 bytes to 1518 bytes and the test passed for all packet lengths, indicating that it was correctly configured. Note that the Layer 2 throughput measured 40 Mbps for all frame lengths and that the required Layer 1 throughput is higher for smaller frame lengths than for larger ones due to the fixed Ethernet overhead size.

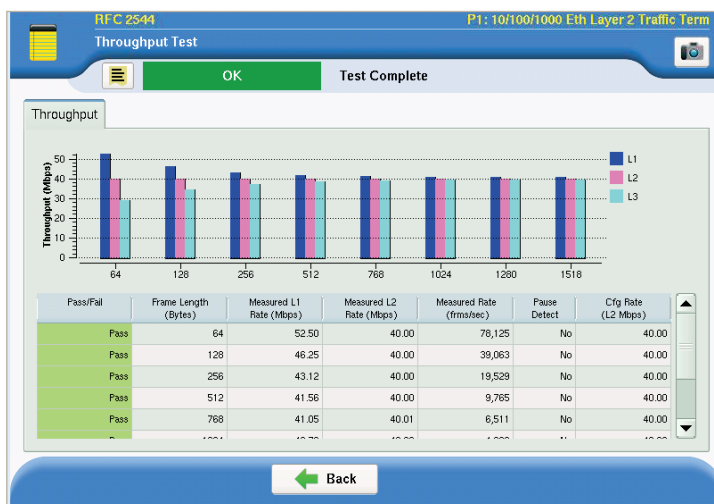


Figure 12. Test 1 – Throughput Test results

The Burst Test results screen shown in Figure 13 displays the parameters used in the CBS test and the results for each selected frame size. Note that the transmitted burst size for each frame length is exactly 64 KB for frame lengths that divide evenly into 64 KB and is as close to 64 KB as possible for those that do not divide evenly into 64 KB. The average received burst size indicates the size of the bursts received from the network (with the far-end T-BERD/MTS-6000A in loopback). For each packet length, the average number of bytes received matches the number transmitted with zero frame loss; therefore, the test passed, as the Pass/Fail column indicates.

Pass/Fail	Frame Length (Bytes)	CIR (L2 Mbps)	Cfg Burst Size (kB)	Tx Burst Size (kB)	Average Rx Burst Size (kB)	Frames Sent	Frames Received	Lost Frames	Pause Detect
Pass	64	40.0	64	64	64.000	156,000	156,000	0	No
Pass	128	40.0	64	64	64.000	78,000	78,000	0	No
Pass	256	40.0	64	64	64.000	39,000	39,000	0	No
Pass	512	40.0	64	64	64.000	19,500	19,500	0	No
Pass	768	40.0	64	63.744	63.744	12,948	12,948	0	No
Pass	1024	40.0	64	63.488	63.488	9,734	9,734	0	No
Pass	1280	40.0	64	64	64.000	7,800	7,800	0	No
Pass	1518	40.0	64	63.756	63.756	6,552	6,552	0	No

Figure 13. Test 1 – Burst (CBS) Test results

**Test 2 – Testing the Policer**

The CBS Policing test, shown in Figure 14, verifies that the ME-3400 policer is correctly marking service frames as either conforming or not conforming to the CIR by transmitting bursts of frames similar to those in Example 2. Policing tests are helpful for Ethernet backhaul carriers or Ethernet business services providers to ensure that policer settings are configured correctly to prevent customers from using more bandwidth than should be allowed. This policing test transmits bursts of frames that are significantly larger than the CIR and CBS settings will accommodate (taking token bucket refill into account) to induce the policer to admit some frames into the network and drop others. The test then estimates the CBS based on the number of frames that successfully traverse the network and compares that to the configured CBS to generate a pass/fail result for the test.

For policing tests, the CIR and frame lengths are configured the same as in the previous test. In the Burst Test setup screen, the Burst Test Type is changed to CBS Policing while the CBS is still set to 64 KB. By default the tolerances for declaring a passing CBS are ±2 percent, which can be changed using the advanced settings.

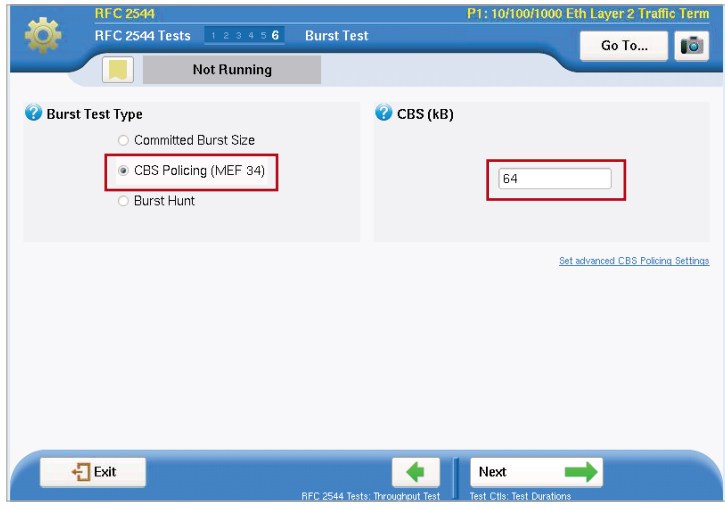


Figure 14. Test 2 – Burst Test setup screen

The Burst Test results screen, shown in Figure 15, now shows results from the burst policing tests, which mirrors Example 2. The Tx burst policing size is set to transmit bursts of approximately 135 KB for each frame size. The average Rx burst size shows the average number of service frame bytes that successfully traversed the network. For each frame size, approximately 69 KB of frames successfully traversed the network, matching the expectation from Example 2, which indicates that the policer is marking some of the frames as not CIR-conformant and drops them. The estimated CBS approximates the actual CBS value that is configured in the network element. In all cases, this value is close (within  $\pm 2\%$ ) to the expected 64 KB value, indicating that the policer is configured correctly and shows all frame sizes as passing the test. Note that the fixed Ethernet overhead size, the fact that only whole frames can be dropped, and the actual policer implementation (accuracy and resolution) cause slight differences in the estimated CBS value for each frame size.



Figure 15. Test 2 – Burst Test results

## Testing Performance with Bursty TCP

The throughput and CBS test results described in the previous section validate that a network has been correctly configured for a 40 Mbps CIR and a 64 KB CBS. These tests, which are performed at the Ethernet layer (Layer 2), do not necessarily validate the performance that a user will experience when transferring data using TCP (Layer 4) because the CBS tests and policer tests do not exactly mirror the burst nature of TCP transfers. These tests are only meant to validate the correct configuration of CBS. Something else is needed to validate user application performance.

Even though a CBS test passes, it does not necessarily mean that customer application throughput will be good and provide a high quality of experience. A proper Ethernet service verification test has two key components—verifying network misconfigurations or provisioning issues and verifying service performance or quality of experience. It is not enough to know that the network can handle 64 KB burst. Is the 64 KB burst size sufficient to provide 100 percent quality application throughput? This is why JDSU recommends a two-pronged approach to testing burst—using the CBS test to find buffer configuration problems and using RFC 6349 TrueSpeed to verify customer quality of experience.

For a full discussion of RFC 6349 and the JDSU TrueSpeed test, see the JDSU RFC 6349 Testing with *TrueSpeed* application note.

### TrueSpeed Performance Test 1

The TCP performance test will use the same network setup described previously. In the setup screen for the TrueSpeed test, shown in Figure 16, the CIR is configured to 40 Mbps as before, the TCP port is set to 10004, the test pass threshold is set to 99 percent, the test time is set to 240 seconds, the MTU has been set to 1500 to match the network settings, and the IP TOS is configured to 000000 on both test sets.

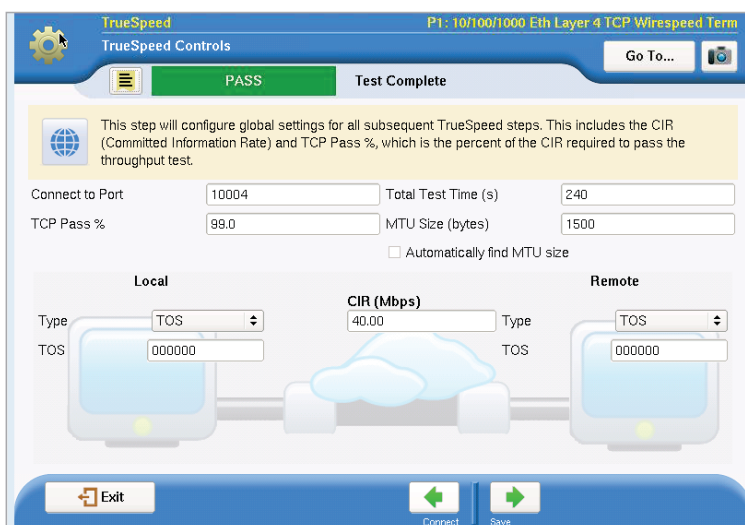


Figure 16. Truespeed setup

To calculate the bandwidth delay product, the TrueSpeed test measures the round trip time (RTT) through the network. In this case (as seen in Figure 17), the RTT of slightly more than 54 ms indicates that the vast majority of the delay in the network is caused by the 54 ms delay element with only minimal delay introduced in the switch or the far-end T-BERD/MTS-6000A.

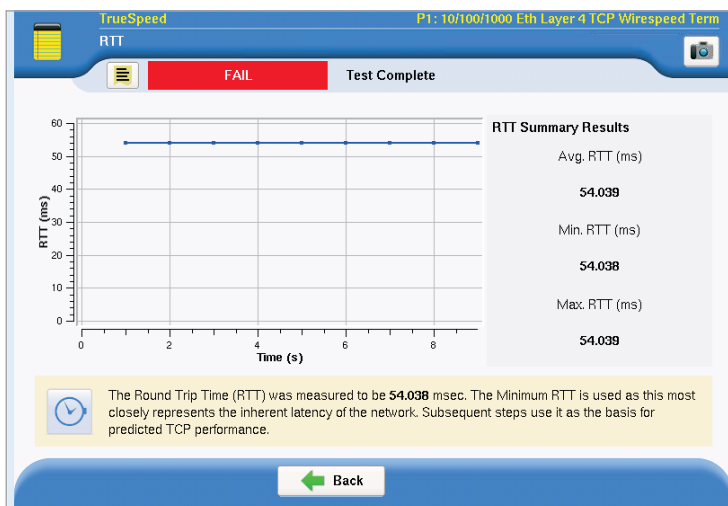


Figure 17. RTT results

The *Walk the Window* test measures the TCP throughput for 1, 2, 3, and 4 TCP connections with a 64 KB window size, which is a standard TCP window size for many operating systems. In this case, each TCP connection would ideally provide approximately 10 Mbps of throughput. Figure 18 illustrates measured performance relative to ideal performance for each number of connections used. In all four cases, measured performance falls short of ideal.

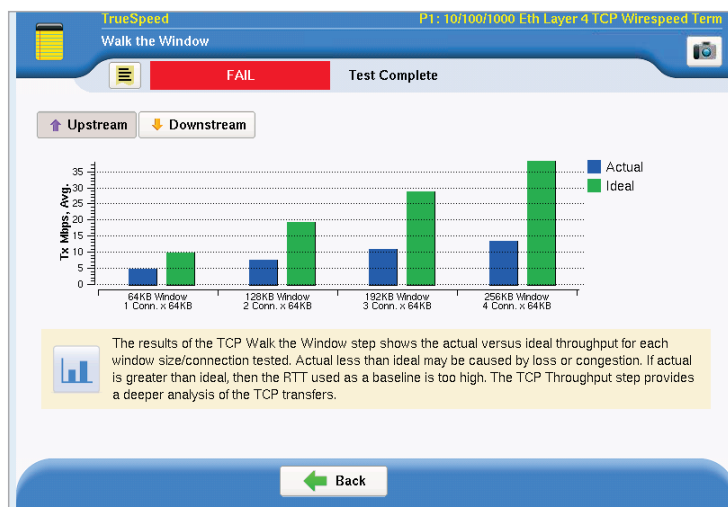


Figure 18. Failing Walk-the-Window results

In the TCP throughput test, shown in Figure 19, the test set attempts to achieve full CIR throughput with four TCP connections each using a 64 KB window size. Again, the results indicate that performance is significantly worse than ideal—reaching only 13.5 Mbps when the ideal expected should be 38 Mbps. The TCP efficiency metric indicates that TCP retransmissions occurred during the test, which is likely the main contributor to poor performance. In contrast, the buffer delay metric indicates that average RTT differed from the baseline only slightly.

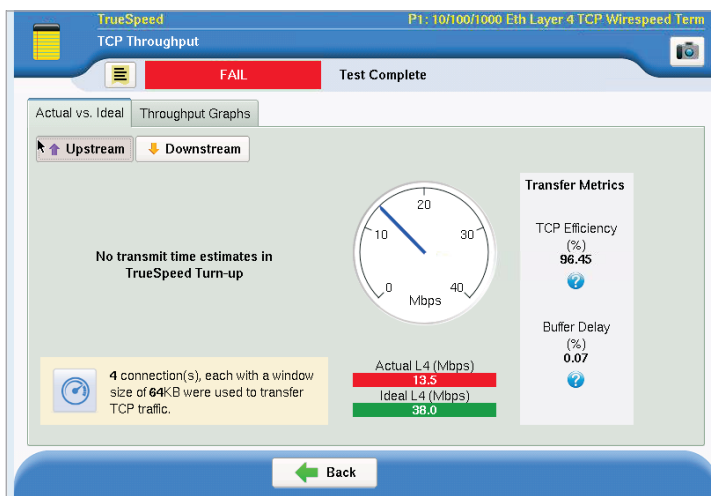


Figure 19. Failing throughput results

The throughput graphs show the actual TCP throughput achieved over time plotted against TCP retransmissions and the measured RTT. These graphs illustrate that TCP retransmissions account for the majority of performance loss, as the red line on the left in Figure 20 indicates significant TCP retransmissions over the course of the test. The green line on the right graph indicates that the RTT remained constant near the baseline throughout the test.

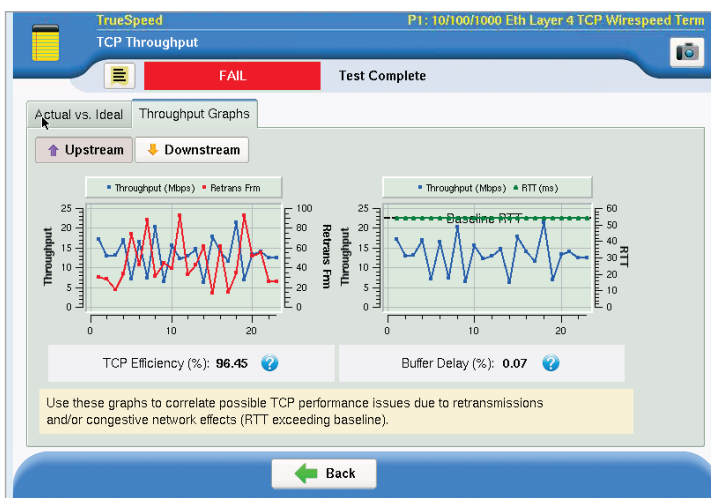


Figure 20. Failing throughput graphs results

The test failed because of TCP bursts that were larger than 64 KB. These bursts exceeded the CBS, causing the switch to mark some frames as non-CIR-conformant and hence failing to admit them to the network by dropping them.

### TrueSpeed Performance Test 2

One potential solution is to increase the size of the CBS configured on the Ethernet switch while keeping all other network parameters the same. For this test, as Figure 21 shows, the CBS setting on the ME-3400 is increased to 275 KB and the TrueSpeed test is performed again with identical settings.

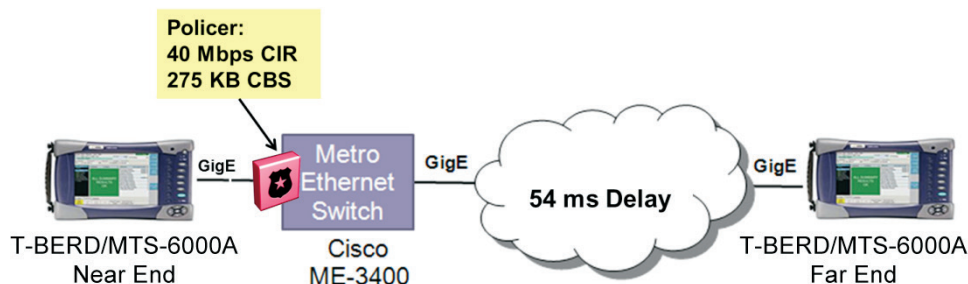


Figure 21. Network setup — 275 KB CBS

As Figure 22 shows, the RTT remained approximately 54 ms as expected.

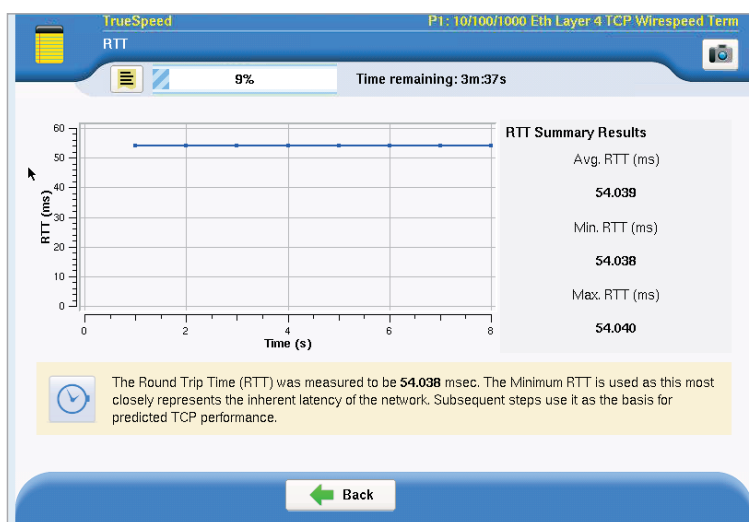


Figure 22. RTT results



The *Walk the Window* test showed very good performance for 1, 2, 3, and 4 connections using a 64 KB window size, as Figure 23 illustrates.

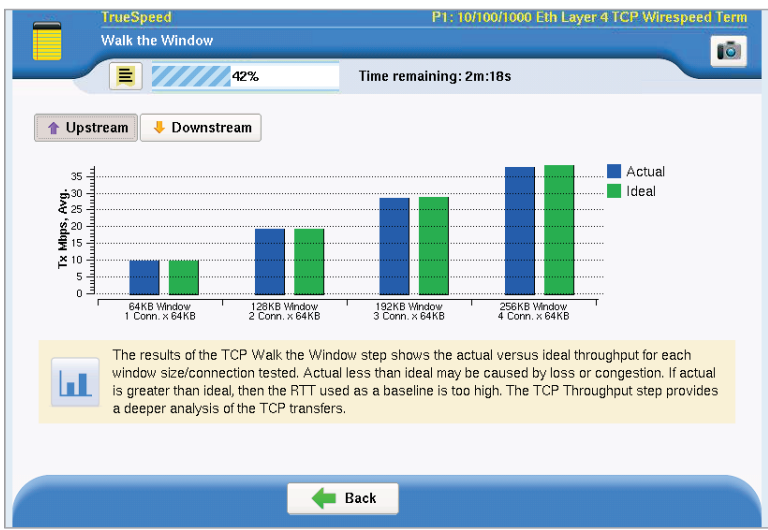


Figure 23. Passing Walk-the-Window results

Figure 24 shows that the TCP throughput tests passed, achieving greater than 99 percent of ideal TCP throughput and 100 percent TCP efficiency.

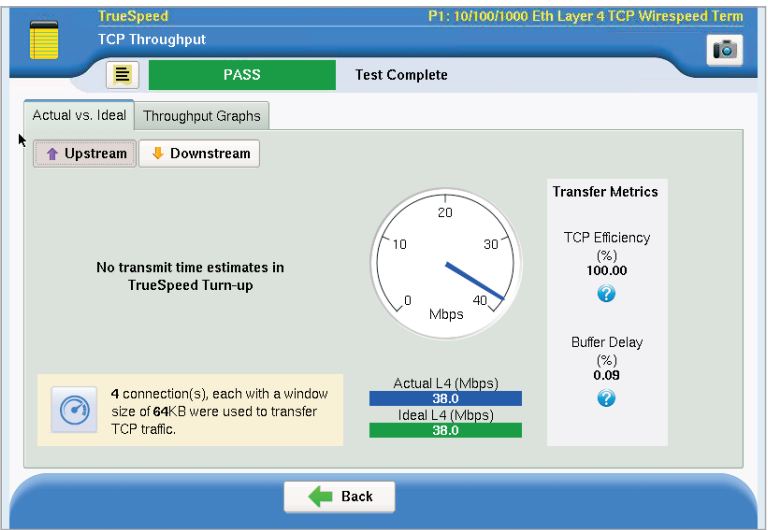


Figure 24. Passing throughput results

Finally, the throughput graphs in Figure 25 indicate no retransmissions throughout the course of the test and minimal variation of the RTT.

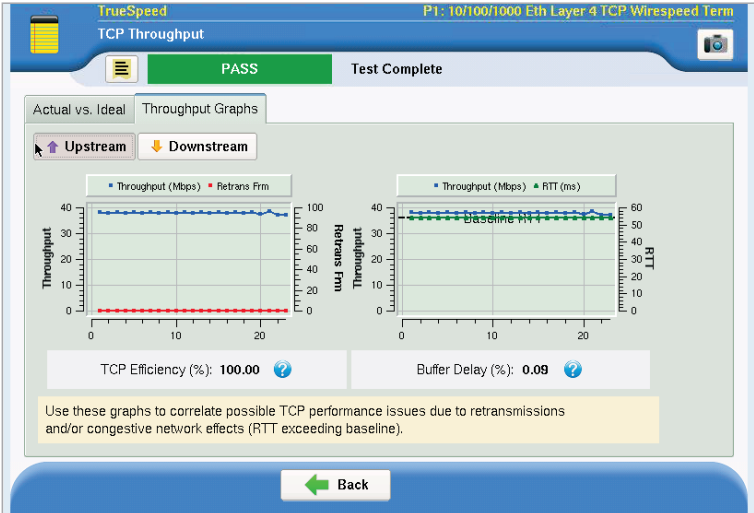


Figure 25. Passing throughput graphs

The passing result in this TrueSpeed performance test indicates that increasing the CBS on the Ethernet switch allows the customer to achieve full TCP throughput. Please note that there are other potential solutions, such as applying traffic shaping at the customer premises, that are not considered by this application note. In any case, after making a change to CBS or CIR settings in a network element, JDSU recommends first performing Throughput, CBS, and Policer tests (as described above) to ensure proper configuration of the new settings before running the TrueSpeed performance test. This step was omitted from this application note for brevity.

## Conclusion

As Ethernet services continue to offer users higher bandwidths for mobile, business, and consumer applications, the bursty nature of TCP traffic poses a significant threat to seriously degrade the user experience. To ensure the highest-quality services for their users, network operators need to test both the configuration of their networks with a CBS test as part of their RFC 2544 or Y.1564 service activation test as well as the performance of the network with a TrueSpeed TCP performance test, as illustrated in Figure 26. The combination of these two tests will guarantee that services meet customer expectations, reduce trouble calls, and lower customer churn.

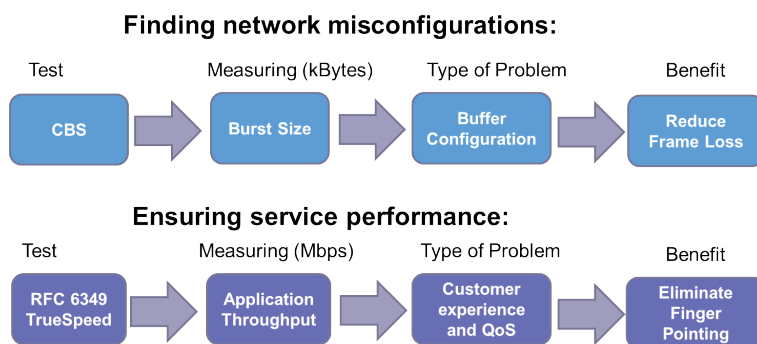


Figure 26. Integrated burst testing methodology

The CBS test and the TrueSpeed test described in this application note are integrated into the RFC 2544 and Y.1564 automated workflows on the T-BERD/MTS-5800 and the T-BERD/MTS-6000A and -8000 MSAM, shown here in Figure 27.



Figure 27. The T-BERD/MTS product family

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