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RSVP Protocol Used in Real Time Application Networks

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Abstract: RSVP is a receiver oriented reservation protocol being an Internet standard approved by Internet Engineering Task Force [IETF]. The goal of the Resource Reservation Protocol (RSVP) is to establish Quality of Service information within routers and host computers of the Internet. High speed networks support use of dedicated resources through Resource Reservation Protocol (RSVP). With RSVP, the network resources are reserved and released there by providing a mechanism to achieve a good quality of service (QoS). This requests to reserve a path are transmitted in the network b/w the data senders and receivers. This paper provides an analysis of the RSVP protocol used in peer-to-peer networks where each system works simultaneously as client and server. This experimentation for Audio and video conferencing application in various scenarios implemented in OPNET software. This RSVP protocol reduces the packet end-to-end delay.

Keywords: - RSVP, QoS, OPNET.

I. INTRODUCTION

Resource Reservation Protocol (RSVP) is a receiver oriented resource reservation setup protocol designed for Integrated Services Internet. RSVP has a number of attributes that make it be adopted as an Internet standard approved by Internet Engineering Task Force (IETF) [1]. These attributes include scalability, robustness, flexibility, dynamic group membership, and stability for multi cast sessions, support for heterogeneous receivers, and varieties of reservation styles. However, the RSVP designed for fixed network has been facing a great challenge due to the participation of mobile hosts.

An inter network[2] is a collection of individual networks, connected by intermediate networking devices, that functions as a single large network. Internetworking refers to the industry, products, and procedures that meet the challenge of creating and administering internetworks. Fig:1 illustrates some different kinds of network technologies that can be interconnected by routers and other networking devices to create an internetwork. Implementing a functional internetwork is no simple task.

In this paper, we perform a comparative analysis of the working of RSVP protocol in conjunction with multimedia applications including audio and video conferencing. We use a peer-to-peer based network in which each system acts as a client

and a server. The reservation messages are generated by the hosts and depending upon the flow of data, some of the requests are accepted. Consequent to the reservation of network bandwidth, the network performance of the considered application improves. For the analysis of RSVP protocol, we use the metrics of the RSVP control traffic generated and the packet end-to-end delay. Our simulation has been performed using the OPNET IT Guru Academic Edition v 9.1 (OPNET, 2011).

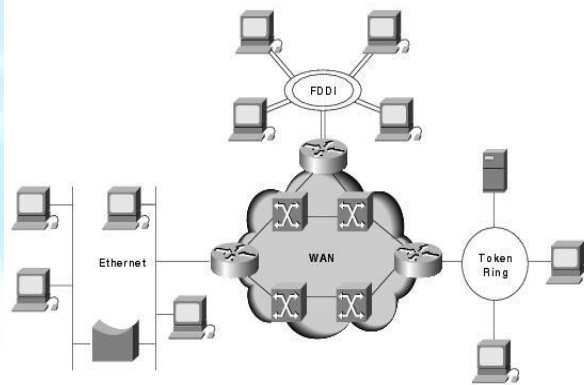


Figure 1: Internetwork using different Network Technologies

Using RSVP, the request to reserve the resources is generated by a host in the form of a message and sent to another receiver host that in turn responds with another message. When

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a router receives the message, it may decide to reserve the resources and communicate to other routers in order to effectively handle the packets. The reservation of the resources such as communication bandwidth for a data flow ensures efficient delivery of data for that particular data flow thereby improving the performance of the running application.

II. RESOURCE RESERVATION PROTOCOL OVERVIEW

The Resource Reservation Protocol (RSVP) is a Transport Layer protocol designed to reserve resources across a network for an integrated services Internet. RSVP operates over an IPv4 or IPv6 Internet Layer and provides receiver initiated setup of resource reservations for multicast or unicast data flows with scaling and robustness. It does not transport application data but is similar to a control protocol, like Internet Control Message Protocol (ICMP) or Internet Group Management Protocol (IGMP). RSVP is described in RFC 2205. RSVP can be used by either hosts or routers to request or deliver specific levels of quality of service (QoS) for application data streams or flows. RSVP defines how applications place reservations and how they can relinquish the reserved resources once the need for them has ended.

RSVP reservation requests are defined in terms of a filter specification (filter spec) and a flow specification (flow spec) [3]. A filter spec is used to identify the data flow that is to receive the QoS specified in a flow specification. A flow spec defines the desired QoS in terms of a service class, which comprises a Reservation Specification (RSpec), and a Traffic Specification (TSpec). A RSpec defines the reservation characteristics (i.e. the desired QoS) of the flow, for example, the service rate the application requests. A TSpec defines the traffic characteristics of the flow, for example, the peak data rate. RSVP uses several messages in order to create, maintain and release state information for a session between one or more senders and one or more receivers as shown in Figure 2.

Path Setup: In RSVP, reservation requests travel from receivers to the senders. Thus they flow in the opposite direction to the user data flow for which such reservations are being requested. Path messages are used by the sender to set up a route to be followed by the reservation requests.

Path Error: A node that detects an error in a Path message, generates and sends a PathErr message upstream towards the sender that created the error.

Path Release: RSVP tear down messages are intended to speed up the removal of path and reservation state information from the nodes.

Reservation Setup: Resv messages carry reservation requests (e.g. for bandwidth and buffers) used to set up reservation state information in the nodes of the route established by the path set-up message. They travel upstream from the receiver(s) to the sender [4].

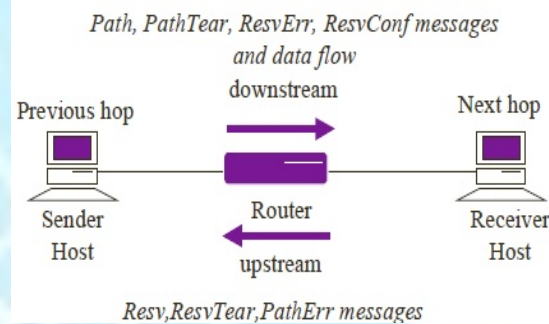


Figure: 2 RSVP messages.

Reservation Refresh: A reservation refresh is the result of either a reservation state refresh timeout or a receiver request to modify the reservation. Like path states, reservation states need to be refreshed.

Reservation Release: ResvTear messages travel from the receiver(s) to the sender and remove any reservation state information associated with the receiver's data flow.

Reservation Error: If a node detects an error in a Resv message, it sends a ResvErr message downstream to the receiver that generated the failed Resv message. Processing ResvErr messages does not result in the removal of any reservation state.

Reservation Confirmation: Optionally, a receiver may ask for confirmation of its reservation. A ResvConf message is used to notify the receiver that the reservation request was successful. In the simplest case, a ResvConf message is generated by the sender.

Design goals of RSVP are [5]

- Accommodate heterogeneous receivers.
- Adapt to changing multicast group membership.
- Allow receivers to switch channels.

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- Adapt to changes in the underlying multicast and unicast routes.
- Exploit resource needs different applications in order to use network resources efficiently.
- Make the design modular to accommodate heterogeneous underlying technologies.
- Control protocol overhead so that it doesn't grow linearly (or worse) with the number of participants.

Types of Real Time Applications

Real-time communication, which generally means audio and/or video, may be divided into playback applications and interactive applications. For interactive applications, the end-to-end delay is significant, e.g. for internet phone it should rather not exceed 0.3s[6][7]. For playback application, where the communication is only in one direction, delay as such is not critical, but jitter may be[8] classifies real-time applications into rigid and adaptive applications. Rigid applications have a fixed playback point. Adaptive applications move the playback point so that the signal is replayed as soon as possible while the data loss rate is acceptable. Thus, adaptive playback applications work well on moderately loaded datagram networks. The bandwidth requirement may not be fixed, but some "rate-adaptive" playback applications may change their coding scheme according to network service available.

Quality of Service means providing consistent, predictable data delivery service during periods of congestion. Some of the characteristics that qualify a Quality of Service are:

- Minimizing delivery delay.
- Minimizing delay variations.
- Providing consistent data throughput capacity.

III. PRESENT WORK

The objective of this experimentation is to do the Resource ReSerVation protocol (RSVP) as a part of Integrated Services approach to providing Quality of Service (QoS) to individual applications or flows.

Two approaches have been developed to provide a range of QoS. These are Integrated Service and Differentiated Services. The RSVP follows the Integrated Service approach, where QoS

is provided to individual applications or flows. The differentiated Services approach provides QoS to large classes of data or aggregated traffic.

Before doing of RSVP protocol, first we have to do Queuing network of tat application.

Queuing schemes [9] provide predictable network service by providing dedicated Band width, controlled jitter, and latency and improved packet loss characteristics. Each of following schemes require customized configuration of output interface queues. Queuing schemes are

- First In First Out(FIFO)
- Priority Queuing (PQ)
- Custom Queuing(CQ)
- Weighted Fair Queuing(WFQ)

In this application we have used only Weighted Fair Queuing (WFQ). These Queuing model diagram of RSVP is shown Fig 3.

In order to evaluate the performance of the RSVP protocol, we used two different logical scenarios in OPNET IT Guru Academic Edition Software. Both the scenarios contain hosts (workstations) together with routers using the Open Shortest Path First (OSPF) (IETF, 1998-b) routing protocol. The two applications considered for experimentation are audio and video conferencing with single application running at a time in a physical scenario. Each physical scenario is further duplicated to represent scenario with and without RSVP based communication.

Router1 and Router2 are the nodes which presents the two branches of organizations. Here in this scenario, users of these two branches are communication each other. Those users are provided with VOIP,FTP and VEDIO applications. Router1 contains three users and Router2 contains two users along with one server. This server uses to save the data and this can be used by both router1 users and router2 users for storing the data. Here data travelling along the network is also stored in this FTP server temporarily still the data reaches the destination, so this will be helpful when there is data loss during the transformation and the nodes can be retrieve plays main role in configuration process and providing the application and maintaining the quality of the network.

Following the network layer of scenario2. In this scenario we have to add another two hosts or work stations, these are VOIP_RSVP server caller, VOIP_RSVP server called.

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These VOIP_RSVP server caller is connecting with west router and same as VOIP_RSVP server called is connected with the east router.

The voice application uses the G.711 transmission between peers, whereas the video conferencing application transmits 10 frames per second with each frame containing 128*120 pixels. We use the shared explicit mode of reservation style that allows multiple senders to share the same reservation. The flow specification is set to 50,000 bytes/sec and buffer size is 10,000 bytes, whereas 75% is allowed as the resolvable

bandwidth at each router and host. As shown in Fig. 3, the (logical) scenario 1 contains two hosts, both of them are workstations acting as peers since they transmit and receive data simultaneously. The hosts are connected using a core network of routers. These routers are of type ethernet4_slip8_gtwy_adv and are inter-connected following the mesh topology.

As shown in Fig. 4, the (logical) scenario 2 contains hosts, all of them are workstations acting as peers. In contrast to scenario 1.

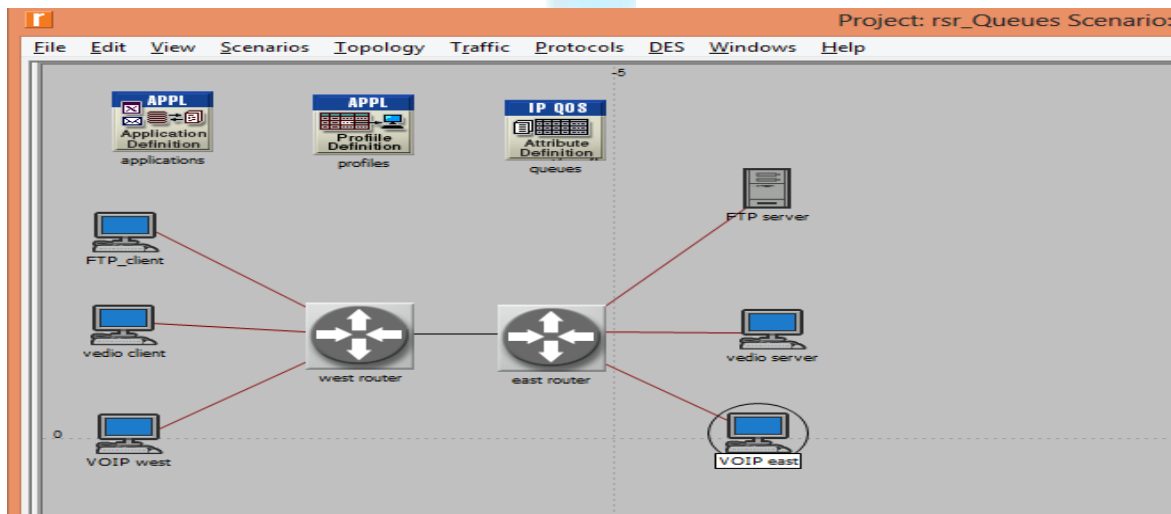


Figure: 3 Queuing model network scenario 1

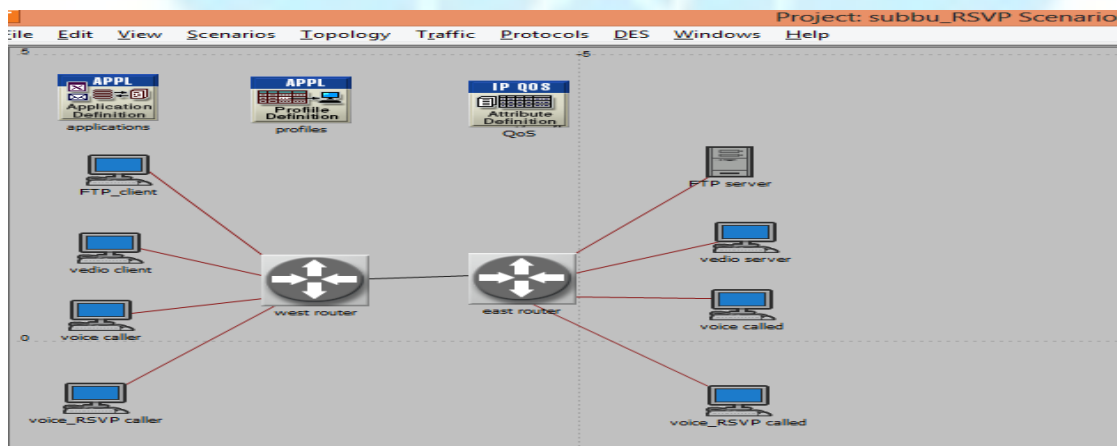


Figure: 4 RSVP model network scenario 2

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IV. SIMULATION AND RESULTS

Following are the graphs of traffic received and sent in the both scenario 1 and scenario 2. These two traffics must be same for any network to be more efficient. See the Fig:5 for Queuing results are video conferencing traffic received(bytes/sec), voice packet delay variation, and voice

packet end to end delay (sec). Packet Delay Variation is the variance among end-to-end delays for voice packets received by this node.

Packet End-to-End Delay for a voice packet is measured from the time it is created to the time it is received. And Fig 6 and 7 are the voice packet end to end delay of RSVP and voice packet delay variation.

Figure: 5 Queuing model of RSVP i.e voice packet delay, voice packet end to end delay.

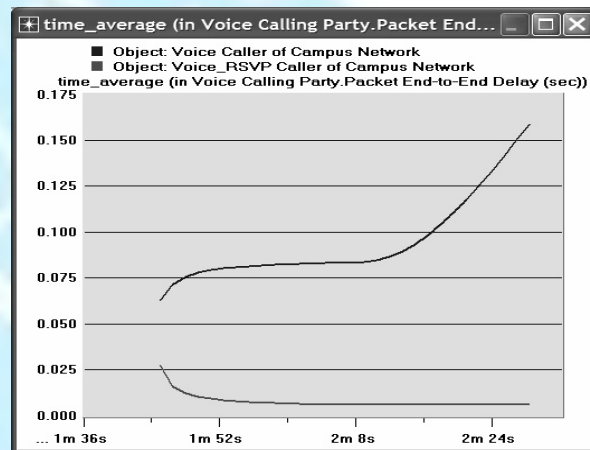
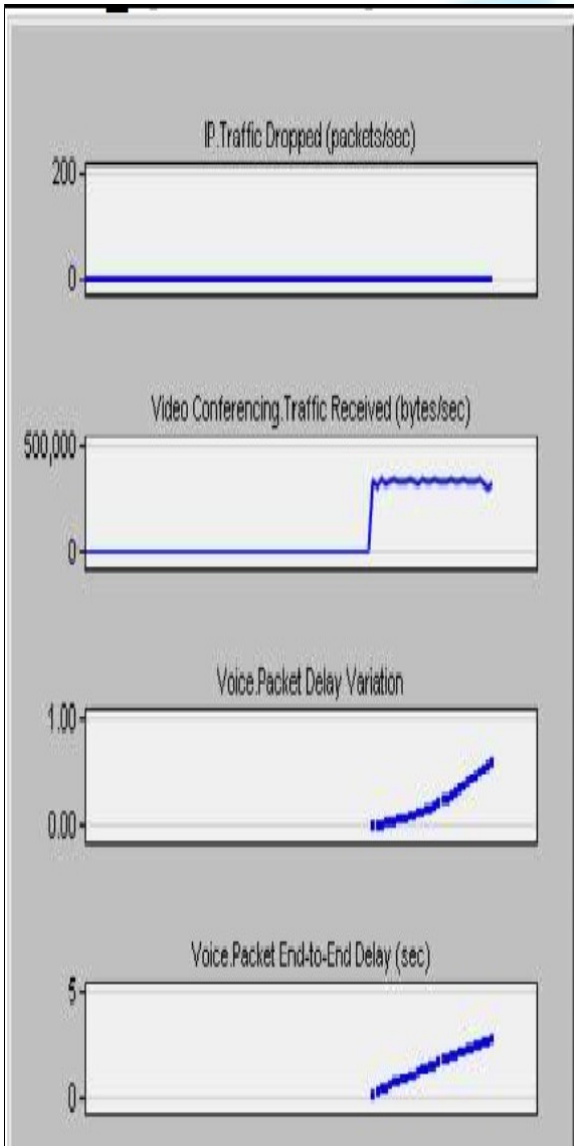


Figure:6 Time average in voice calling party, packet end to end delay of RSVP

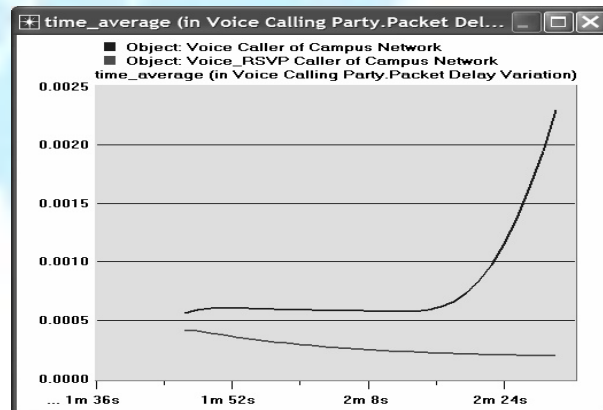


Figure: 7 voice packet delay variation

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V. CONCLUSION

This paper presents a performance analysis of the RSVP protocol. We simulate two logical scenarios while incorporating the voice and the video applications. The scenarios differ in the number of hosts among which the communication takes place. We use the peer-to-peer model for network communication. The RSVP protocol is evaluated in terms of the metrics of the control traffic sent and the packet end-to-end delay.

Both for the voice application and video application, a large number of RSVP control traffic is sent only if the amount of data being transmitted conforms to the flow specification given for RSVP. For scenarios with small number of hosts, a large amount of data meets the requirement, thereby generating a large amount of RSVP control traffic. RSVP therefore reserves the resources and allows dedicated communication. Consequently, the communication performance improves as the packet end-to-end delay decreases. In contrast, for scenarios with large amount of data, the RSVP protocol is unable to perform well and the delay increases for voice application.

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