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ICNP 2002

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Tutorial C

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Information and Communication Networks

Internet Traffic Characteristics, Performance and Models

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Outline

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Why Bother?

- Support for QoS will require some knowledge about traffic
- non-bottleneck links
 - traffic not to be influenced by the link being dimensioned
 - use traffic patterns occurring on the link if capacity $\rightarrow \infty$
 - dimension to the rate needed to have given small impact on traffic
- bottleneck dimensioning
 - consider TCP behavior
 - dimension to offer a certain rate to every active connection or subscriber
- blocking considerations
 - if access control is performed, the blocking probability is also an important parameter
- Evaluation of user perceived quality of service
 - SLA validation and advertising

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Dimensioning

- Dimensioning targets
 - optimum tuning of link capacities in a network
 - exploitation of economy of scale
 - Service Level Agreements
- Problem: growth
 - exponential growth (factor 1.5 to 10 p.a.)
 - all network nodes exchanged every 1 to 3 years
- Problem: traffic forecast
 - new applications introduced "over night"
 - very dynamic private market (entertainment!)
- Problem: heterogeneous network
 - new network properties cannot be introduced by central "prescription"
 - Who guarantees assured QoS?
 - Who pays for QoS assurance?

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Traffic Engineering vs. Traffic Management

Section 1
Introduction

Why Bother?

Dimensioning

Internet

- The IETF term “Traffic Engineering” (e.g. in MPLS) corresponds to traditional “Traffic Management”
- Traffic Engineering (trad.)
 - network planning
 - traffic forecast
 - link and node dimensioning
 - capacity planning
- Traffic Engineering (IETF) / Traffic Management (trad.)
 - managing dynamic traffic load
 - route adaptation
 - capacity management
 ⇒ a network management task

different definitions!

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Internet Layers Example: E-Mail

Section 1
Introduction

Why Bother?

Dimensioning

Internet

- SMTP connection realised using TCP/IP
- only connectionless packet switching used in WAN
- subnetwork links between IP routers can be connection oriented or connectionless

Traffic determined by applications, protocols, configuration and users

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THE Internet?

Section 1
Introduction

Why Bother?

Dimensioning

Internet

The Internet versus other IP Networks

- The Internet
 - publicly accessible network
 - worldwide connectivity
 - looks different to different users
 - multiple worldwide ISPs
 - no single backbone
 - connectivity is changing
- Other IP networks
 - company networks, Intranets
 - local area networks
 - special purpose networks
 - VoIP, telephony signalling (future)
 - network management
 - measurement networks

Traffic modeling is important in both cases!

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Section 1
Introduction

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Dimensioning

Internet

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
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Internet Measurement

Section 2 Measurement
Measurement
Distributions
Power Tails

Places

```

graph LR
    Client[Client] --- AN1((Access Network))
    AN1 --- CN((Core Network))
    CN --- AN2((Access Network))
    AN2 --- Server[Server]
  
```

core does not always see duplex traffic

Methods

- Packet trace evaluated offline
- Online pre-processed packet trace
- Access Logging (e.g. in proxies)
- Cyclic reading of counter values
- (ping) delay and bandwidth tests
- application layer tests

passive

active

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Internet Measurement Data Collection

Section 2 Measurement
Measurement
Distributions
Power Tails

- Packet trace
- Flow trace: one record per
 - TCP connection
 - other flow levels
- Pre-processed data
 - average values
 - Wavelet coefficient sets

Access Log

- one or two record(s) per dial-in session

Active Measurements

- Measure delay, loss, bandwidth, application performance between two points

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Internet Measurement Some Tools

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Measurement
Distributions
Power Tails

- Packet Trace Tools
 - tcpdump (Paxson)
 - Ethereal, argus, etc
- Flow detecting / higher layer tracing tools
 - OC3mon (Apisdorf/Claffy/Thompson) + CoralReef
 - NeTraMet (Brownlee)
 - BLT (Feldmann)
 - tcpanaly (Paxson)
- Active test tools
 - visit NIMI at <http://www.ncne.nlanr.net/nimi/>
- Network management tools
 - use SNMP to retrieve counter values from network elements
 - RMON probes
 - specialized measurement boxes

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Traces used here

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Measurement
Distributions
Power Tails

- Packet traces (acquired close to users)
 - Trace A: ADSL Uni Münster, May–Dec. 1998
 - Trace B: Modem/ISDN Fünfeisenland, Mar. 1999
 - Trace C: Auckland IV, one week during Feb. 2001

	Trace A	Trace B	Trace C
Packets	60 M	43 M	219 M
SMTP connections	2.1 k	3.4 k	335 k
SMTP mails	2.1 k	4.3 k	324 k
POP3 connections	34 k	31 k	88 k
POP3 mails	5 k	12.8 k	5.2 k
IMAP connections	–	–	6.3 k
IMAP mails	–	–	7.5 k

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Trace Evaluation

- timestamp, IP and TCP headers only
- no application level data

timestamp	pkt size	prot	source IP addr.	destination IP addr.	source port	dest port	TCP flags
17:05:20.848707	80	udp	154.232.114.71	128.176.0.12	1033	53	
17:05:20.852981	290	udp	128.176.0.12	154.232.114.71	53	1033	
17:05:20.876821	60	tcp	154.232.114.71	128.176.188.76	1034	25	.S...
17:05:20.880071	60	tcp	128.176.188.76	154.232.114.71	25	1034	AS...
17:05:20.894943	60	tcp	154.232.114.71	128.176.188.76	1034	25	A...
17:05:21.069365	60	tcp	128.176.188.76	154.232.114.71	1530	113	.S...
17:05:21.085330	60	tcp	154.232.114.71	128.176.188.76	113	1530	A..R.
17:05:21.090537	140	tcp	128.176.188.76	154.232.114.71	25	1034	A...P
17:05:21.106804	76	tcp	154.232.114.71	128.176.188.76	1034	25	A...P
17:05:21.109469	248	tcp	128.176.188.76	154.232.114.71	25	1034	A...P
17:05:21.128375	90	tcp	154.232.114.71	128.176.188.76	1034	25	A...P
17:05:21.273811	60	tcp	128.176.188.76	154.232.114.71	25	1034	A...P
17:05:22.342421	97	tcp	128.176.188.76	154.232.114.71	25	1034	A...P

- trace replayed into pseudo protocol state machines
- latency distributions etc measured

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Probability Distributions

Random Variable X

- described by the probability to take certain values
- discrete random variables
 - $X = x$
 - examples:
 - number of downloads per session
 - number of active users
- continuous random variables
 - $X \in [x, x+dx]$
 - examples:
 - session duration
 - packet interarrival time

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Discrete Distributions

- Probability Distribution, Probability Mass Function
 - $p_X(x) = P\{X = x\}$
- (Cumulative) Distribution Function
 - $F_X(x) = P\{X \leq x\}$
- Complementary (Cumulative) Distribution Function
 - $C_X(x) = P\{X > x\} = 1 - F_X(x)$

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Continuous Distributions

- (Cumulative) Distribution Function
 - $F_X(x) = P\{X \leq x\}$
- Complementary (Cumulative) Distribution Function
 - $C_X(x) = P\{X > x\} = 1 - F_X(x)$
- Probability Density Function
 - $f_X(x) = \frac{d}{dx} P\{X \leq x\}$

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Most results will be given as Complementary Distribution Functions

- Complementary (cumulative) distribution function

$$F_X^C(x) = P\{X > x\} = 1 - P\{X \leq x\}$$
- Example: negative exponential distribution, $x_0 = E[X]$

$$F_{\text{exp}}^C(x) = e^{-x/x_0}$$

Logarithmic scaling!

$P\{X > E[X]\} = 0.368$

$P\{X > 10E[X]\} = 4.5 \cdot 10^{-5}$

$P\{X > 100E[X]\} = 4 \cdot 10^{-44}$

$P\{X > 4.61E[X]\} \approx 0.01$

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Probability Distributions Examples

- Same mean = 10
- Coefficient of variation $c_v=3$ (except for exponential distribution)
 - Exponential: $\lambda=0.1$
 - Hyperexponential: $p_1=0.947; \lambda_1=0.189; p_2=0.053; \lambda_2=0.0106$
 - Lognormal: $\sigma^2=2.3; \mu=1.15$
 - Pareto: $x_0=5.132; \alpha=2.054$

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Distribution Fitting Methods

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 Measurement
 Measurement
 Distributions
 Power Tails

- 1st step: select appropriate distribution
 - either optically
 - or from hypotheses / knowledge about underlying processes
- Moment Fitting
 - Estimate mean and variance
 - set distribution parameters
- Optical / Distribution Fitting
 - minimize difference (e.g. MSE) between measured and analytical distribution
- Maximum Likelihood Method
 - maximize Likelihood for getting the observed samples X_1, \dots, X_n
$$L(\lambda_1, \lambda_2, \dots, \lambda_k) = \prod_{i=1}^n f_{\lambda_1, \lambda_2, \dots, \lambda_k}(X_i)$$

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Distribution Fitting Tests

Section 2
 Measurement
 Measurement
 Distributions
 Power Tails

- χ^2 Test
 - divide observed and expected distribution into k classes
 - ≥ 10 observations per class
 - determine
$$\chi^2 = \sum_{i=1}^k \frac{(f_{oi} - f_{ei})^2}{f_{ei}}$$
 - check probability of rejection using χ^2 table
 - Test ignores tails
 - Test tries to evaluate "Do values come exactly from this distribution?"
- Optical Tests: e.g. Q-Q plot
 - For $p \in [0, 1]$, x_o is plotted versus x_e in a double log plot,
 - $x_o: P\{X_o > x_o\} = p$ (observed)
 - $x_e: P\{X_e > x_e\} = p$ (expected)
 - distributions can be compared over a wide range of values

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Power Tails

Section 2
Measurement
Distributions
Power Tails

- The complementary distribution function $C(x)=P\{X>x\}$ decays like

$$C(x) \sim x^{-\alpha} \cdot L(x)$$
 for a slowly varying $L(x)$ as $x \rightarrow \infty$

Alpha	Distribution	Mean	Variance
≤ 0	Invalid	–	–
$\in (0,1)$	Valid	∞	∞
$\in (1,2)$	Valid	Finite	∞
> 2	Valid	Finite	Finite

- very large values of X occur with a much higher probability than expected from “usual” distributions

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Power Tails (2)

Section 2
Measurement
Distributions
Power Tails

Complementary Distribution Function

Item Size in Bytes

$P\{X > x\} \sim x^{-\alpha}$

$\alpha = 1$ infinite expectation infinite variance

$\alpha = 2$ finite expectation infinite variance

„Heavy Tail“

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Power Tails Example

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Measurement
Distributions
Power Tails

- Negative exponential distribution

$$C_X(x) = P\{X > x\} = e^{-\lambda x}, \quad x \geq 0$$
- Pareto distribution

$$C_X(x) = P\{X > x\} = (x_0/x)^\alpha, \quad x \geq x_0$$
- Common mean value = 10

Distribution Type	Neg. Exp.	Pareto	Pareto
Parameters	$\lambda=0.1$	$\alpha=4; x_0=7.5$	$\alpha=1.5, x_0=3.3$
$P\{X>10\}$	0.37	0.32	0.07
$P\{X>100\}$	5e-5	3e-5	6e-3
$P\{X>1000\}$	4e-44	3e-9	2e-4

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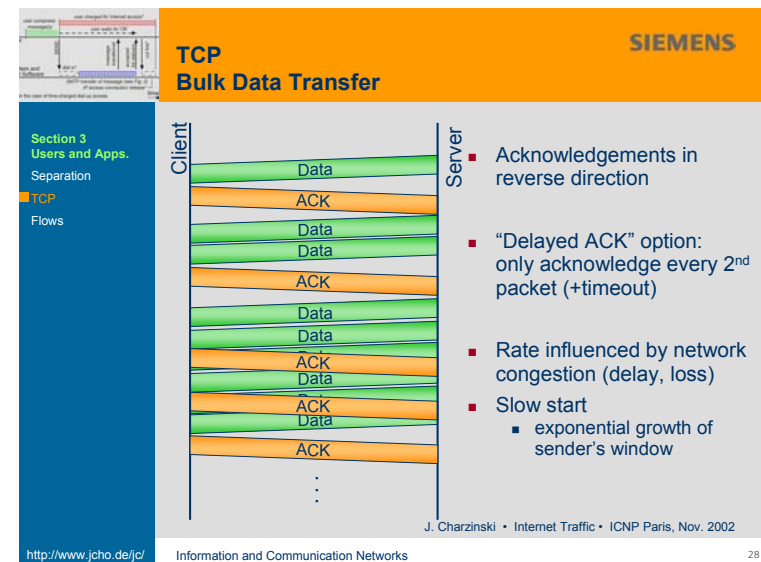
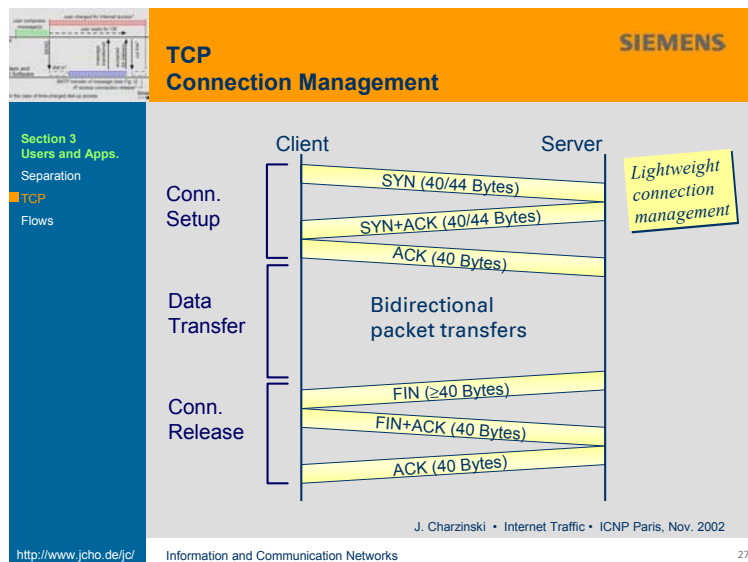
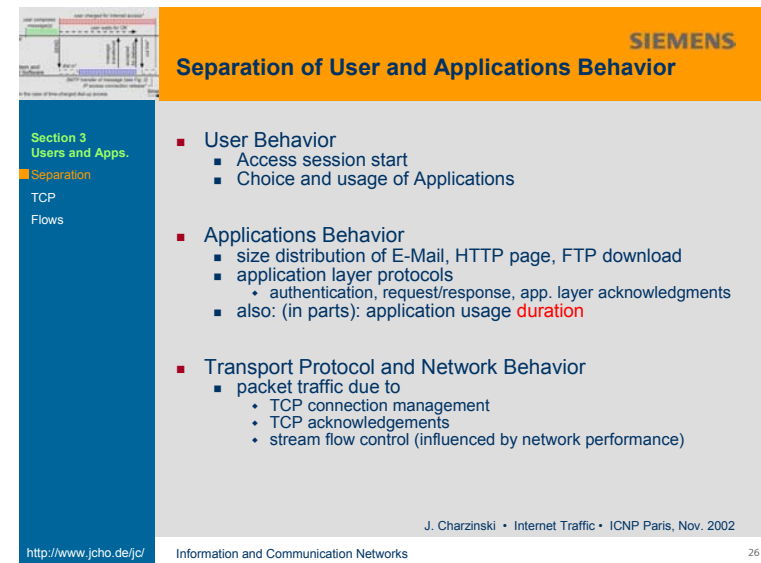
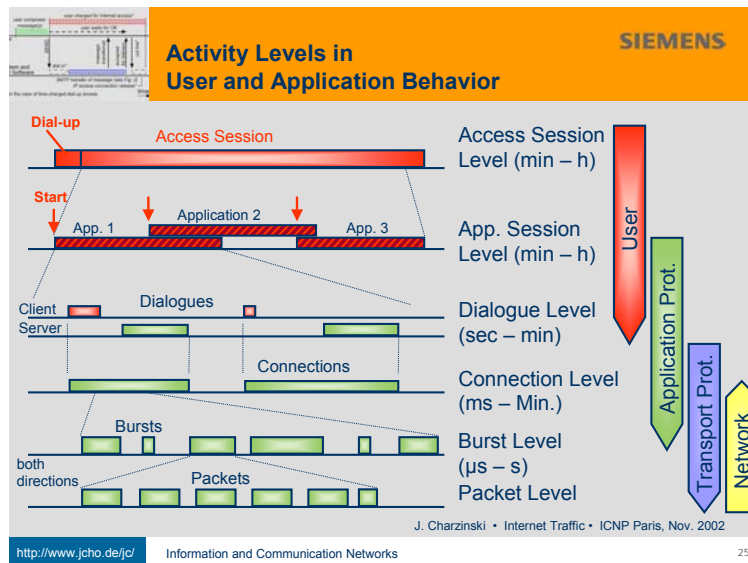
Outline

Section 2
Measurement
Distributions
Power Tails

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
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Flow Definitions Traffic Aggregation Relations

- Port to Port (P2P)
 - single TCP connection or UDP relation
 - fixed IP addr., TOS, protocol and port numbers at both ends
- Host to Host (H2H)
 - same pair of IP addresses
- Network to Network (N2N)
 - same pair of network addresses
- Source Host (SH)
- Source Network (SN)
- Destination Host (DH)
- Destination Network (DN)
- others (e.g. application specific, bidirectional)
 - single HTTP item
 - HTTP download activity in reaction to user click
 - all Client traffic (CL)

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Measurement Flow Definitions etc

- P2P Flow (TCP connection)
- H2H Flow (one server)
- CL Flow (one client session)
- Activity
- Element

TCP Conn.	HTTP GET	Load	Server 1
Wait	Item		Server 2

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Outline

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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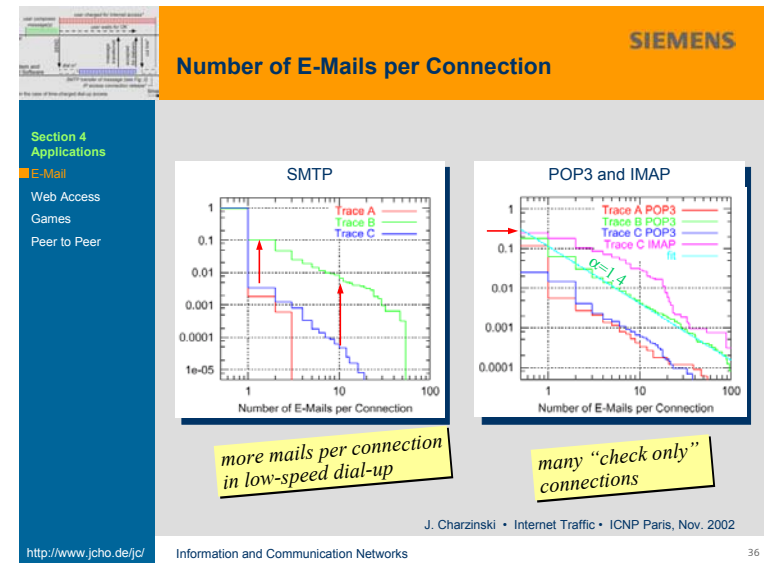
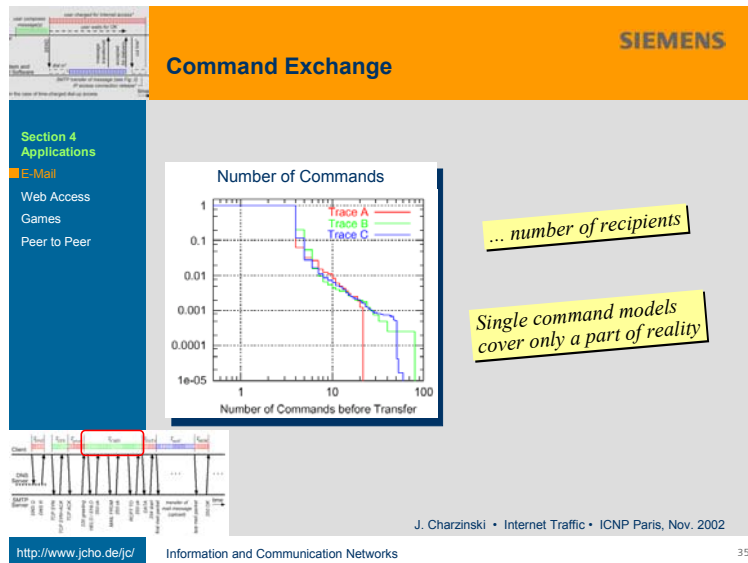
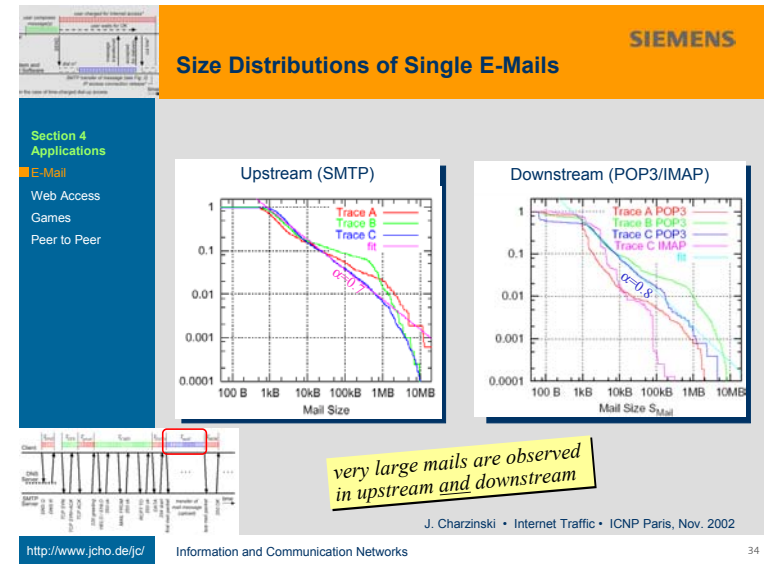
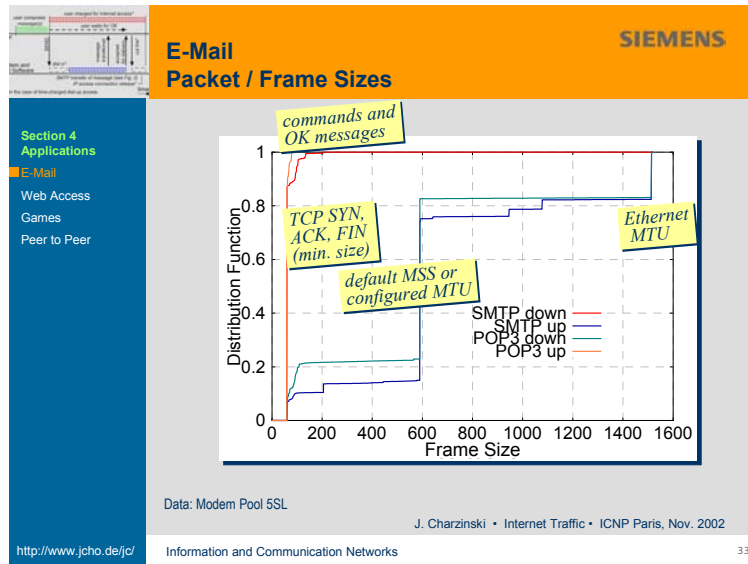
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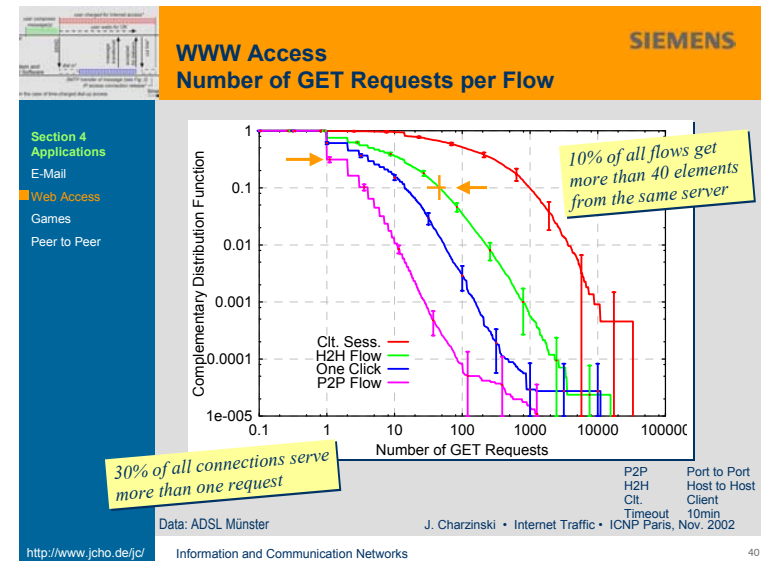
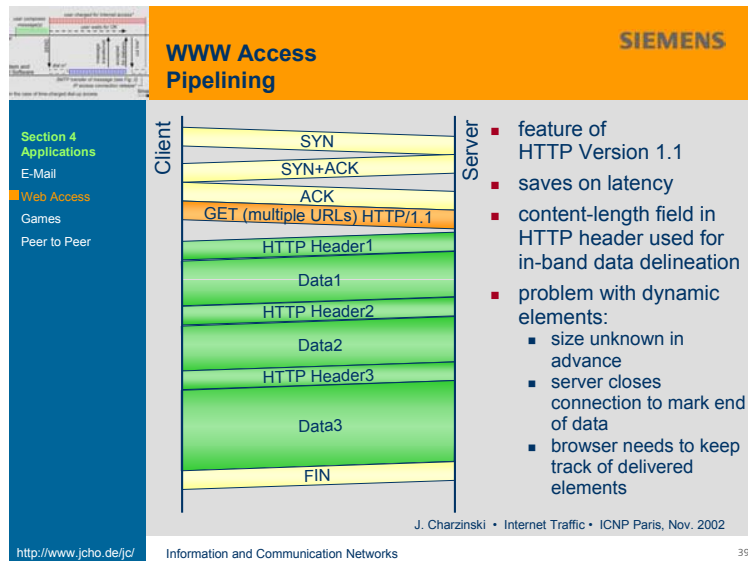
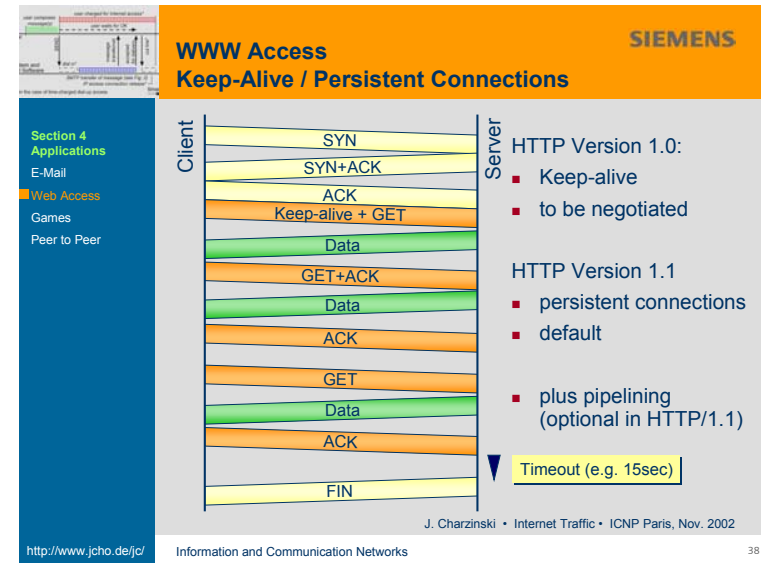
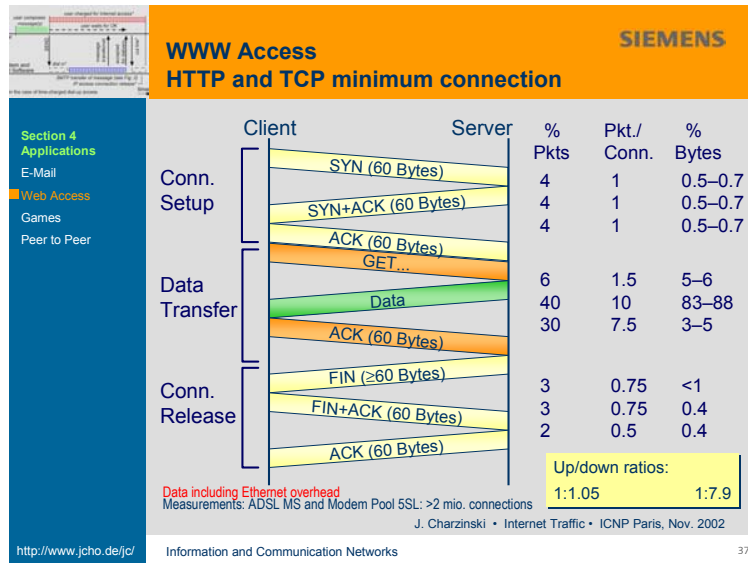
E-Mail The SMTP Protocol

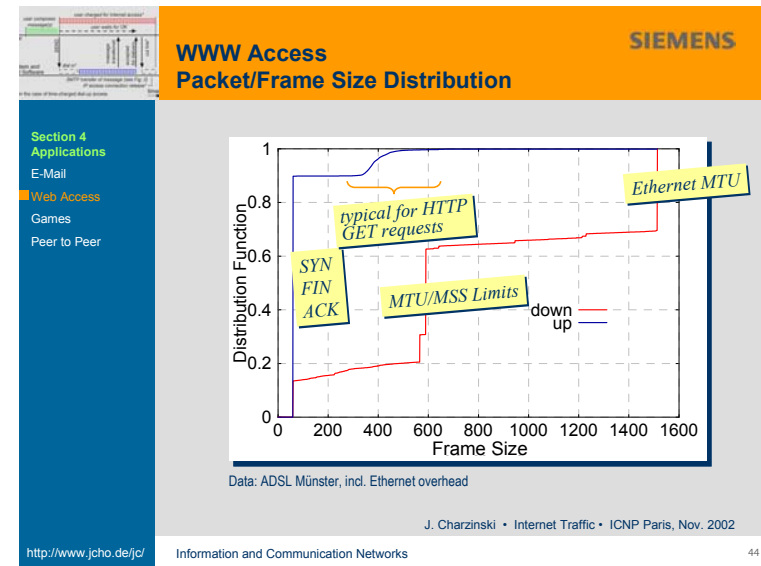
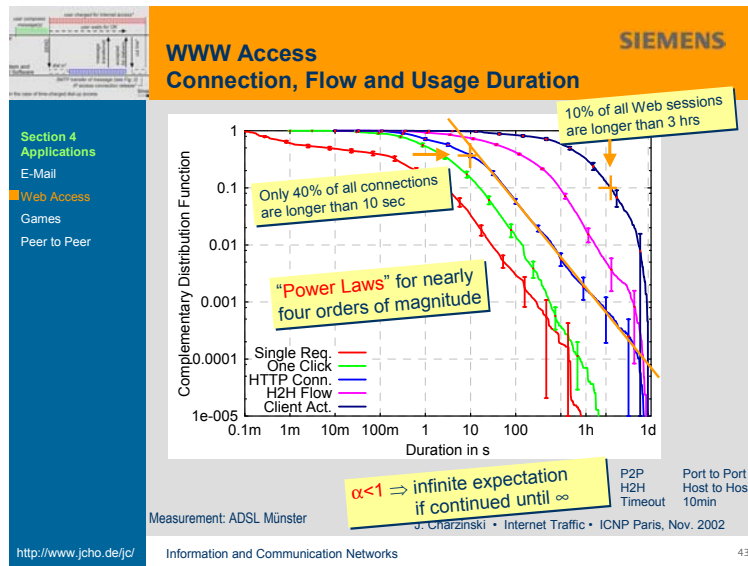
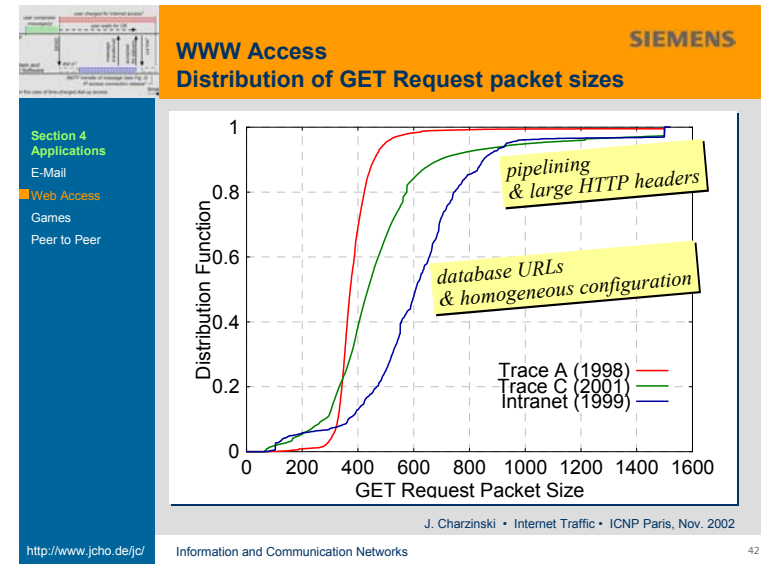
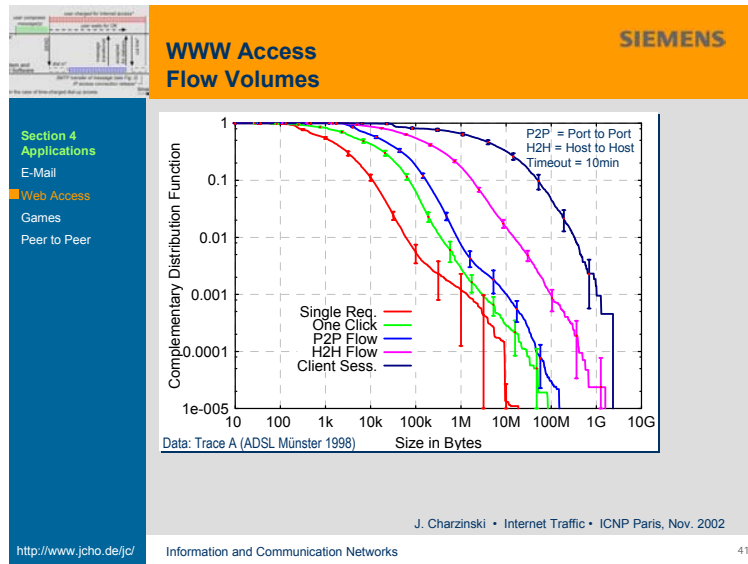
- high degree of serialized command exchanges

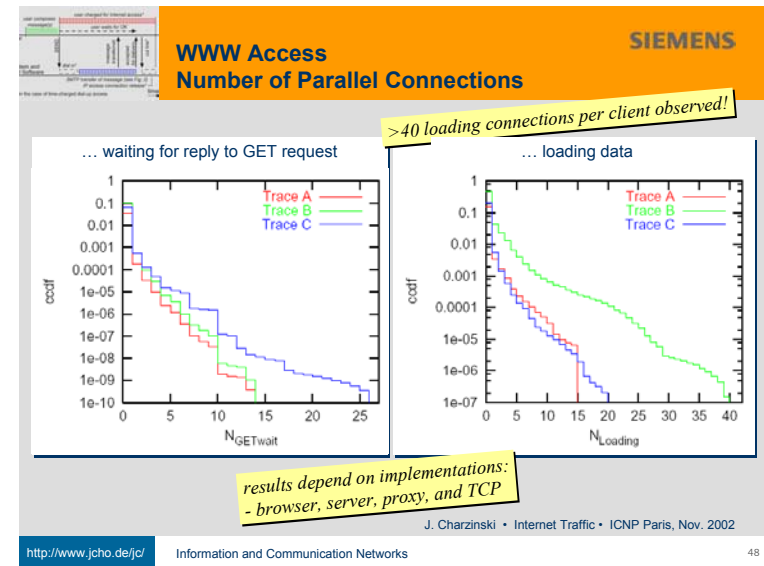
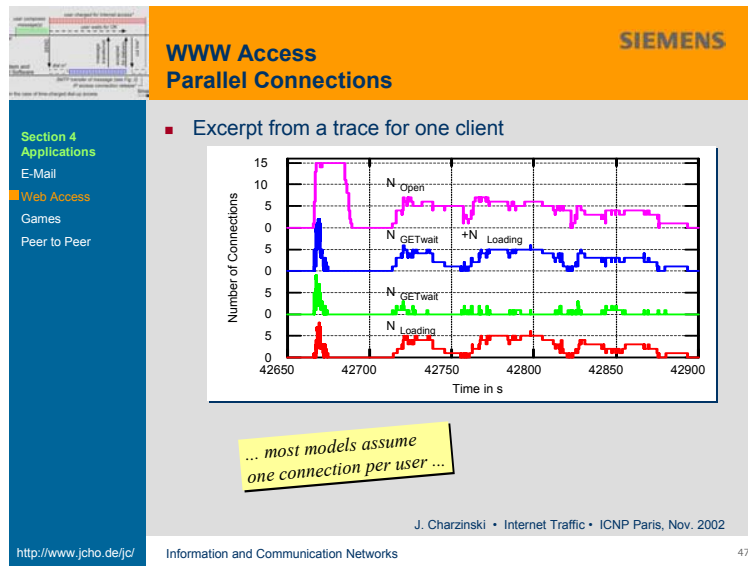
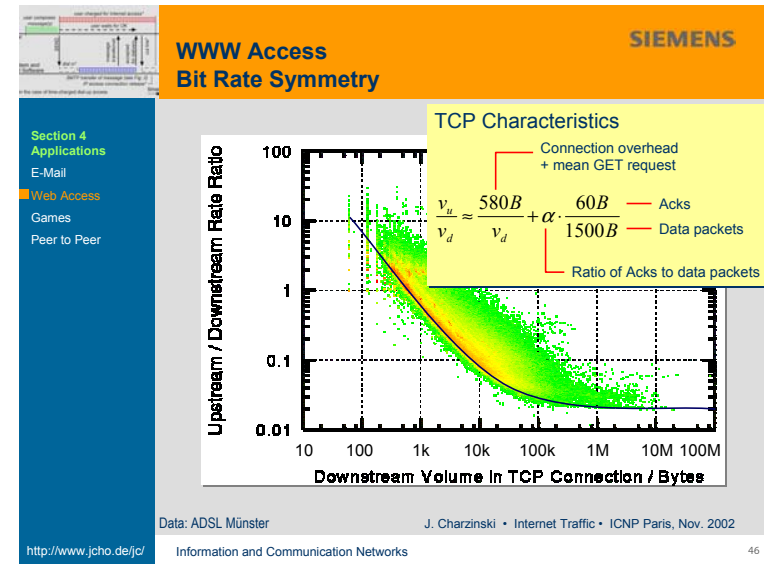
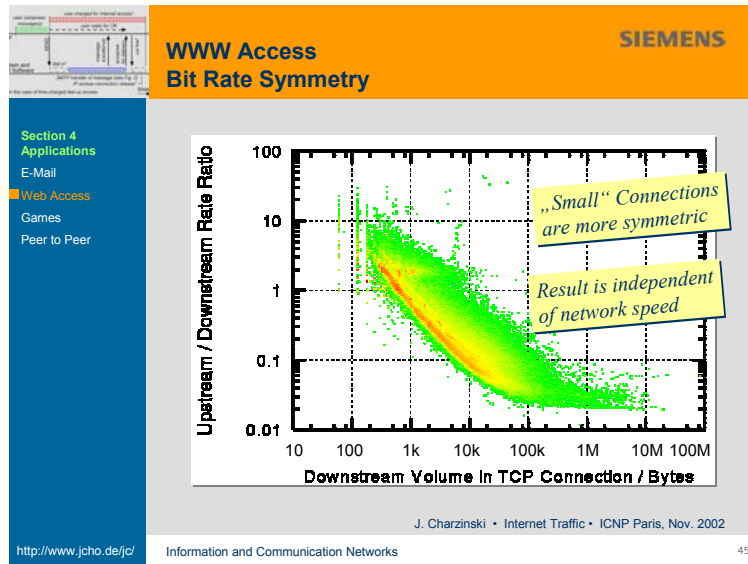
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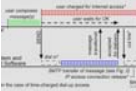
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Online Games

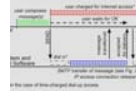


Section 4 Applications
E-Mail
Web Access
Games
Peer to Peer


- different concepts
 - complete download of executable game (e.g. Java applet)
 - user plays against server
 - direct interaction between multiple users
- different games and players
 - periodic state updates vs. transmission of state changes
 - action vs. thinking games
 - activity patterns of individual users ("hunt" vs. "wait")
- interactive games: UDP traffic
 - extreme delay requirements (few ms)
 - high background load (small packets at high rate)
 - additional traffic peaks
 - often very long usage (many hours)
 - mixed distributions of packet interarrival time and packet length

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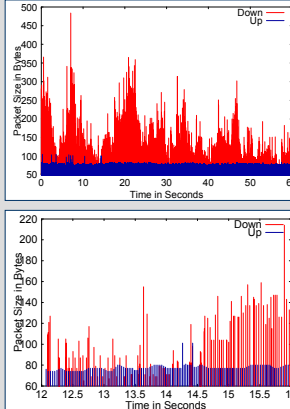


Online Games Example



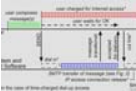
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E-Mail
Web Access
Games
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- Data measured in ADSL field trial on 29.Aug. 1998
- 00:00 until 01:45
- upstream
 - 20kbit/s rather constant rate
 - 30–35 packets per second
- downstream
 - 30–40kbit/s variable
 - 30–35 packets per second
 - packet size and bit rate peaks




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Peer to Peer Applications



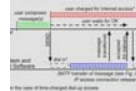
Section 4 Applications
E-Mail
Web Access
Games
Peer to Peer

- examples: napster, gnutella
- distributed architecture for exchanging (large) files
 - directory queries and content exchanged between different hosts
- topology is highly dynamic
 - low IP and application layer uptimes
 - only 20% of hosts are online more than 93% of the time
- new traffic characteristics
 - LOTS of control traffic
 - long lasting sessions (20% longer than 3 hours)
 - large files (typical MP3 file is around 4MB, video even larger)
- usage depends heavily on network restrictions
 - more than 50% of total traffic in unrestricted environments
 - often blocked by firewalls and/or local administration policies


[Saroiu, Gummadi, Gribble (MMCN2002)]

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51



Outline



Section 4 Applications
E-Mail
Web Access
Games
Peer to Peer

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
- ▶ 5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Power Tails

Section 5
Self-Similarity

Power Tails

Self-Similarity

Observations from application behavior:

- high variance distributions
 - number of bytes per element
 - number of elements per transfer (Web page, HTTP connection, E-Mail connection)
- duration distributions are “more power tailed” than size distributions
- most tail coefficients in the “infinite variance” range
 - measurement results are all finite but often unreliable

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Long-Range Dependence and Self-Similarity

Section 5
Self-Similarity

Power Tails

Self-Similarity

- Relative variance does not decrease as fast as expected
 - on time scale aggregation
 - still usual reduction on ensemble aggregation (multiple sources)
- “fractal” or “self-similar” characteristics
 - mean bit rates over time
 - mean packet rates over time
- due to heavy-tailed distributions of ON phases
 - causing long-range dependence

High File Size Variance

→

Long-Range Dependence

→

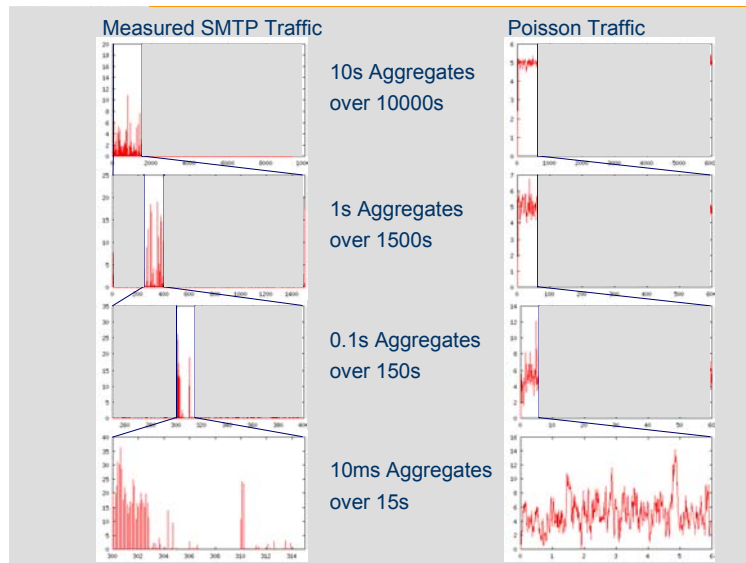
Self-Similarity

- Limits
 - packet level time resolution
 - instationarity

-> check time dependence of traffic parameters

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Self-Similarity Different Views

Section 5
Self-Similarity

Power Tails

Self-Similarity

- Dependence of variance on aggregation time
 - Hurst Parameter H

$$Y_t^m = \frac{1}{m} \sum_{s=m(t-1)+1}^{mt} X_s \longrightarrow VAR(Y_t^m) \sim m^{-2(1-H)}$$

- Long-Range Dependence
 - autocorrelation function decays with $k^{2(H-1)}$
 - Hyperbolic instead of exponential decay of autocorrelation

$$\rho(k) = Cov(X_t, X_{t+k}) \sim k^{2(H-1)} \quad k \rightarrow \infty$$

- Spectral Density
 - pole at zero

$$f(\lambda) = \frac{\sigma^2}{2\pi} \sum_{k=-\infty}^{\infty} \rho(k) e^{ik\lambda} \sim \lambda^{1-2H} \quad \lambda \rightarrow 0; \quad \lambda \in [-\pi, \pi]$$

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Self-Similarity Estimating the Hurst Parameter

Section 5
Self-Similarity
Power Tails
Self-Similarity

- Variance-Time Analysis
 - plot variance of aggregate versus aggregation time
 - simple, easy to understand
 - also gives second (variance) parameter
 - slightly unreliable
- R/S Analysis
 - classical approach for unknown mean and variance
 - plot rescaled adjusted range versus interval length
- Periodogram Analysis
 - shows increase of spectral density at zero
- Abry-Veitch Estimator
 - using wavelet theory
 - independent of stationarity
 - determines H and variance parameter from regression of Wavelet coefficients

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Variance-Time Plot Example

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Self-Similarity
Power Tails
Self-Similarity

- Mean Bit Rate in Aggregation Time Intervals m
- proportional to $m^{-(1-H)}$

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Influences on Self-Similarity

Section 5
Self-Similarity
Power Tails
Self-Similarity

- File size distribution
 - main cause
 - Heavy tail creates self-similarity
- Idle time distribution
 - also relevant, further increases H in certain cases
- Mixing traffic flows with different H
 - resulting H is somewhat interpolated
- Network Topology
 - no significant influence
- Protocol Stack
 - TCP (congestion and error control) modulates H
- Network performance decreases smoothly with increasing H
 - queue lengths are more sensitive

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Multifractal Scaling

Section 5
Self-Similarity
Power Tails
Self-Similarity

- Different scaling behavior observed on different time scales
- Scaling is not described exactly by monofractal law and one (Hurst) parameter
- Different causes on different time scales
 - Application Layer (file size distribution, connection arrivals)
 - TCP layer (flow&error control, timers, round trip time)
 - Media access

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Wavelet Analysis

Section 5
Self-Similarity
Power Tails
Self-Similarity

- works roughly like a fourier analysis, but
 - on frequency and time scale
 - on logarithmic scales
- captures different scaling behavior on different time scales
- captures instationarity
- main applications
 - study and identify instationarity
 - study scaling properties
 - determine Hurst Parameter
- applicable to pattern recognition problems
 - Classify e.g. link load patterns as „good“ or „bad“ state [Huang, Feldmann, Willinger IMW2001]

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Outline

Section 5
Self-Similarity
Power Tails
Self-Similarity

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
- ▶ 6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Dialup Behaviour Daily Traffic Curves

Section 6
Users

Data: 5SL, Uni Stuttgart, ADSL Münster: 15min values

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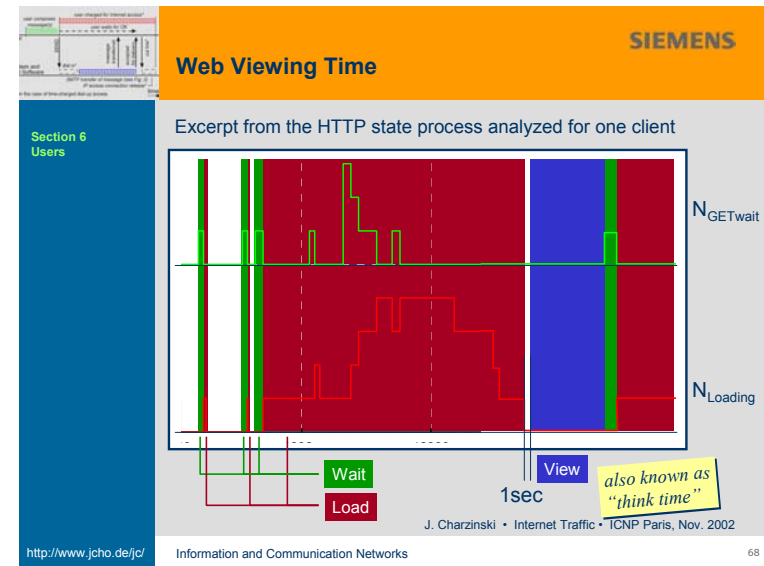
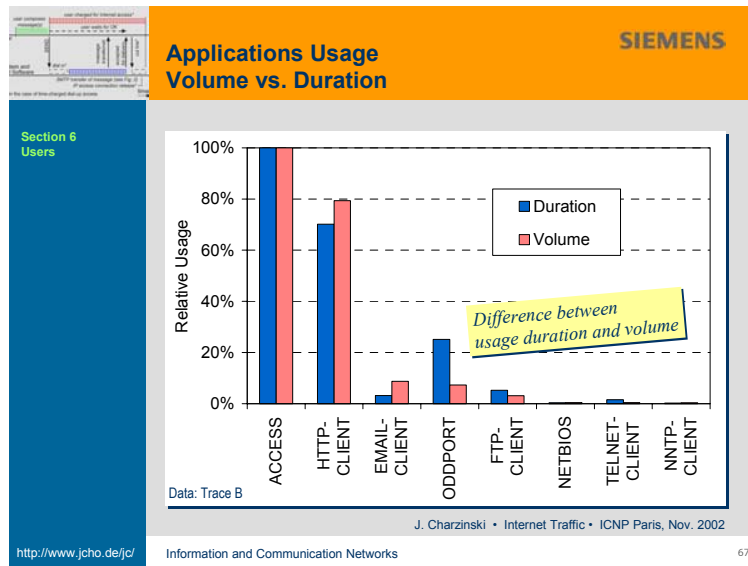
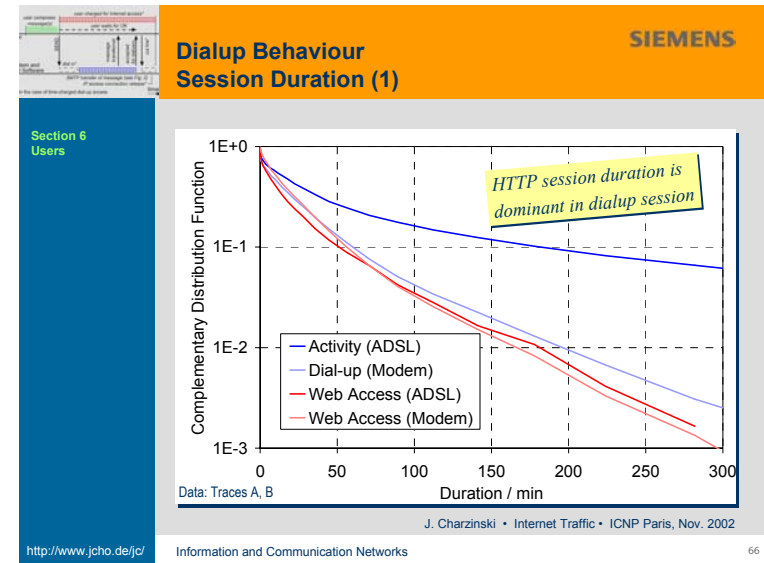
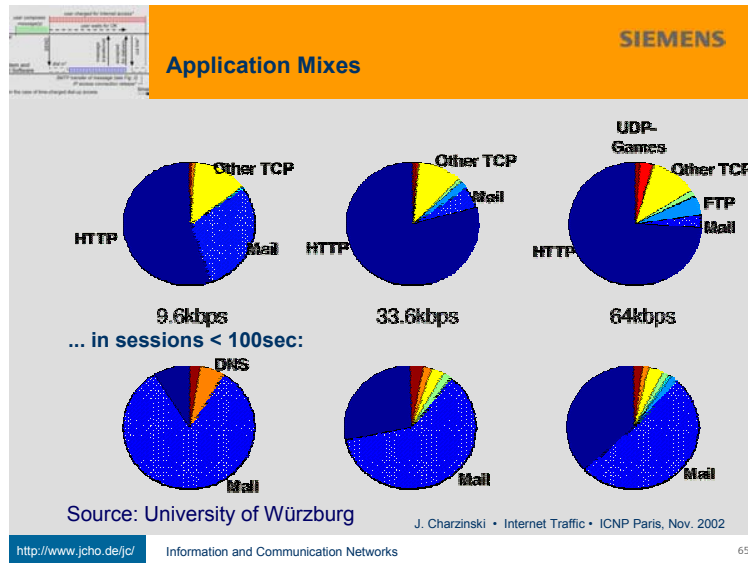
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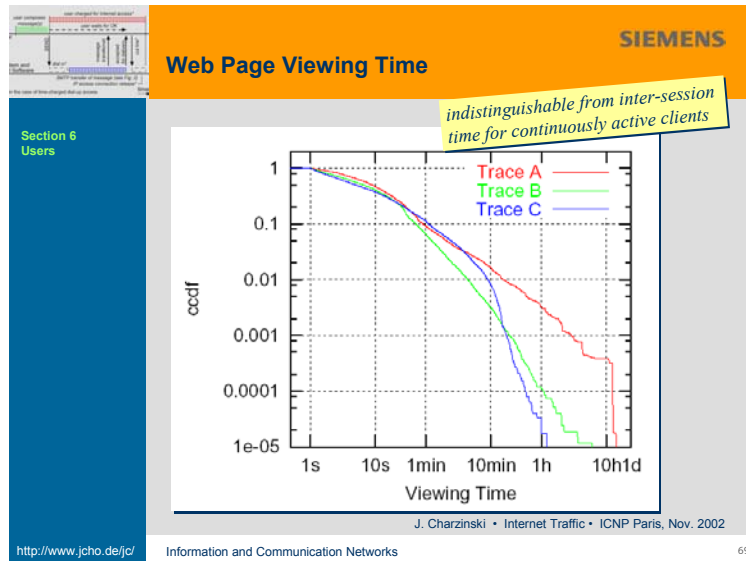
Achieved Dialup Access Speeds

Source: University of Würzburg, 1999

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Outline

Section 7
Backbone

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
- ▶ 7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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- ### Traffic Mixes
- Section 7
Backbone
- In addition to local traffic:
- Domain Name System (DNS)
 - Network News (nntp)
 - Routing Protocols
 - Network Management

 - CAIDA (www.caida.org) March 2000 (5 min @22:07)
 - 30% HTTP
 - 25% FTP data
 - 13% other TCP
 - 6% Napster
 - 6% Squid Web Cache
 - 5% SMTP
 - 5% Liquid Audio
 - and many more ...
- peer-to-peer has drastically increased*
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- ### Periodic Changes and Symmetry
- Section 7
Backbone
- Daily patterns
 - less activity during early morning (2:00–7:00)
 - prime time during the day (10:00–18:00) or evening (depends on ISP)

 - Weekly patterns
 - less activity on Saturday / Sunday

 - Asymmetry on international links varies during the day
 - determined by client/server relations
 - mostly export of documents from U.S.
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Network Characteristics

Section 7 Backbone

Paxson's Measurements show

- Internet connections are mostly
 - "busy" (relatively high packet loss rate of 4–20%) or
 - "quiescent" (no packet loss)
- Consecutive packets mostly take the same path
 - reverse path may be different

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Network Characteristics Delay Distributions

Section 7 Backbone

Complementary Distribution Function

Ping Round Trip Delay in ms

local
same town
same region
trans-Atlantic

Mean Delay increases with distance

Delay Variance increases with distance

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Outline

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Reminder DNS-HTTP-TCP

Client Servers

DNS Lookup (if needed)

Conn. Setup

Data Transfer

Delay

Delay and Rate

In addition:

- persistent connections
- parallel connections
- Request pipelining

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Web Delay Components

Section 8 Performance
Web Access
E-Mail

- DNS latency
 - server reaction time
 - retries due to packet loss
 - retries due to false domain name extensions
- Network delay
 - propagation delay
 - processing delay (routing)
 - queuing delay (limited link bandwidth)
- Server reaction times
 - Connection establishment (socket creation, answer to SYN packet)
 - answer to GET request
 - database lookup and page construction time for dynamic pages

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Web Delay Components (2)

Section 8 Performance
Web Access
E-Mail

- Client reaction times
 - reaction to DNS answer
 - reaction to connection set-up (SYN+ACK)
- Content transmission time determined by bottleneck bandwidth
- Others
 - HTTP redirections
 - protocol mismatches (GET causing RST)

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Web Delay Components Mean shares during DNS-SYN-GET (for first item)

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Web Access
E-Mail

Habib/Abrams 2000
Cache Miss

Charzinski 2001
Trace A: ADSL

DNS Lookup only for 11% of all TCP connections

Cache Hit

Trace B: Modem/ISDN

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Web Delay Components Delay distributions for DNS / SYN / GET (one item)

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Web Access
E-Mail

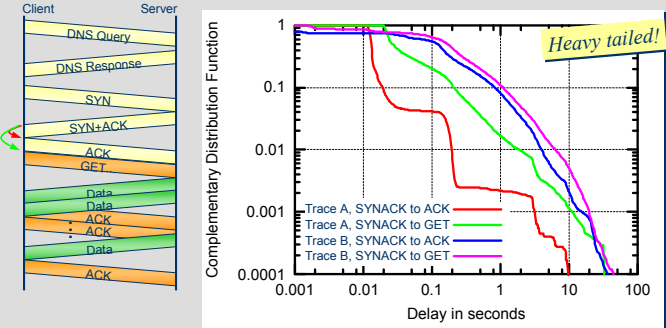
Delay tails independent of access speed!

Data: ADSL Münster 1998 (Trace A) J. Charzinski • Internet Traffic • ICNP Paris, Nov. 2002

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Client Response Times



- 10% of clients needed longer than 200ms (1s) to send GET request
 - main reason: parallel connection handling

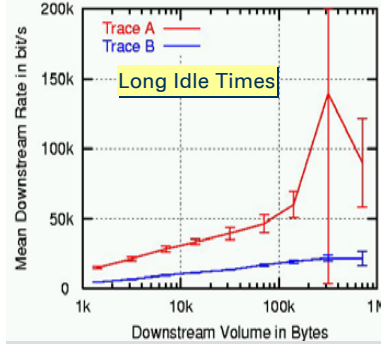
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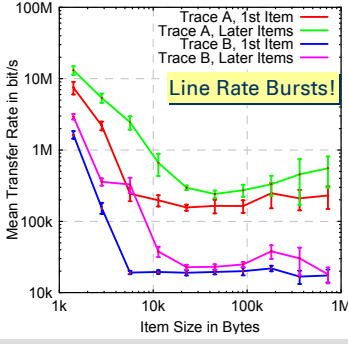
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TCP and HTTP Keep-alive Connections Mean rates versus volume class

Per HTTP/TCP Connection (P2P Flow)



Per Item (Response to one GET Request)



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Web Performance General Observations

Section 8
Performance
Web Access
E-Mail

- DNS lookups can take significant time
- Connection establishment
 - routes and servers show "cold" and "warm" states
- small files:
 - most delay between GET request and start of transfer
 - server load is critical
- large files:
 - most delay during transmission
 - network load is critical (timeouts, fast retransmits)
- All delays show heavy-tailed distributions (!)
- High throughput needs good OS scheduling and I/O performance
 - on both sides

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Protocol and Architecture Options

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Performance
Web Access
E-Mail

- Caching
 - validation time can be significant [Krishnamurthy/Wills]
 - does not help with dynamic content
- Persistent connections (HTTP/1.0 or HTTP/1.1)
 - can reduce network load
 - bad if server memory is a bottleneck [Barford/Crovella]
- Request pipelining
 - reduces influence of round-trip times to GET more items
 - problem with servers closing connections (unclear client/server interaction) [Krishnamurthy/Wills]
- Browser/Proxy options [Cohen/Kaplan]
 - pre-resolving
 - pre-connecting
 - pre-warming (dummy HTTP HEAD)

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E-Mail Performance

Section 8
Performance

Web Access

E-Mail

* in the case of time-charged dial-up access

- users limit their online time
- mail client blocks computer
- users wait for "mail sent successfully"

E-Mail transfer is an interactive service at the user side!

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The SMTP Protocol

Section 8
Performance

Web Access

E-Mail

- high degree of serialized command exchanges

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SMTP Single E-Mails

Section 8
Performance

Web Access

E-Mail

complementary cumulative distribution functions of ...

very long command exchanges and transfer times are observed

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SMTP Server Latencies

Section 8
Performance

Web Access

E-Mail

complementary cumulative distribution functions of latencies...

IDENT bug causes unnecessary delay

risk of protocol timeouts

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Outline

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Model Types

The diagram illustrates the relationship between model types and activity levels. On the right, a vertical stack of boxes represents the model hierarchy: User Model (red), Application Model (green), Transport Protocol Model (blue), and Network Model (yellow). On the left, activity levels are shown as horizontal bars: Access Session (red), Application (red with hatching), Dialogue (green), Connection (green), Burst (green), and Packet (green). Arrows indicate the flow of traffic from the User Model down to the Network Model. A 'Dial-up' event is marked at the start of the Access Session. Applications (App. 1, App. 2, App. 3) are shown as hatched bars within the Application level. Dialogues are shown as green bars within the Dialogue level. Connections are shown as green bars within the Connection level. Bursts are shown as green bars within the Burst level. Packets are shown as green bars within the Packet level, with 'both directions' indicated.

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Model Types (2)

- Different models for different levels
 - Layer 3 traffic models to drive lower layer simulations
 - user/application models to drive TCP simulations
 - session level models to drive loss simulations
- User and application models
- Single user / backbone traffic models
- Network models
 - e.g. for TCP behaviour
- Multilevel models
 - e.g. for HTTP users or HTTP traffic

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Input Traffic on Different Activity Levels Access Session Traffic

The diagram shows a 'Dial-up' event at the start of an 'Access Session', represented by a red bar.

- Holding time
- Arrival rate (single / multiple subscribers)
- Daily traffic variations
- Tradeoff between holding time and arrival rate
 - important e.g. in ISDN or AO/DI access with extremely short connection set-up times
- Influence of tariffs

Models

- M/G/n-0 -> Erlang-B formula
- GI/G/n-0

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Input Traffic on Different Activity Levels **SIEMENS**
Application Session Traffic

Section 9 Models
 Model Types
 Single-Level Models
 Multi-Level Models
 Validation
 Dimensioning
 TCP Models

Within an Access Session:

Application Sessions

- Holding time
- Application usage share
 - correlated with access session holding time!
- HTTP: holding time corresponds to dial-up session h.t.
- Application preferences change over the years
 - e-mail -> Web access -> audio streaming
 - video, games, 3D chat, ...
- Applications evolve over the years
 - lynx, Mosaic, Netscape, Internet Explorer
 - animated GIFs, Frames, Java, Javascript, ...

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Input Traffic on Different Activity Levels **SIEMENS**
Dialogues, TCP Connections, Bursts

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 Model Types
 Single-Level Models
 Multi-Level Models
 Validation
 Dimensioning
 TCP Models

Within an HTTP Application Session:

Client
Server

Dialogues
TCP Connections
Bursts

- User actions
- Element size distributions
- number of elements per user request
- connection duration distribution
- parallel connections
- Feedback from Network
- TCP: Interaction with other users' connections
- Bursts within one connection also due to
 - download of multiple elements
 - database look-up in server
 - TCP flow control

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Input Traffic on Different Activity Levels **SIEMENS**
Dialogues, TCP Connections, Bursts (2)

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 Model Types
 Single-Level Models
 Multi-Level Models
 Validation
 Dimensioning
 TCP Models

- Connection interarrival times
 - Weibull distribution
 - timer driven
- TCP's flow control adapts to available bit rate
 - Limit measured from packet loss (or excessive RTD)
 - When is a link "correctly dimensioned"?
 - Packet traffic traces cannot be re-used in another scenario
 - Packet loss is an unsuitable QoS criterion
 - "fun factor" dimensioning
- Models
 - M/G/R-PS, ON/OFF Fluid Flow
 - Markov models for TCP behaviour
 - FBM Fluid Flow

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Input Traffic on Different Activity Levels **SIEMENS**
Packet Traffic

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 Model Types
 Single-Level Models
 Multi-Level Models
 Validation
 Dimensioning
 TCP Models

Within a Burst:

Packets (Client-Server and Server-Client)

- Packet Size Distribution
- Packet Interarrival Time
- Correlations
- Upstream/Downstream Correlations due to TCP
 - Media Access Control issues
 - Time Division Duplex issues

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Multilevel Models
Shuang Deng, ICC'96

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Model Types
Single-Level Models
Multi-Level Models
Validation
Dimensioning
TCP Models

- ON-OFF model
- Single HTTP user
- Upstream or downstream traffic
- Burst Level

Duration n of ON period

- Weibull

Duration s of OFF period

- Pareto (infinite mean)

Interarrival time r

- approx. Weibull

Unclear: infinite mean OFF time

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Multilevel Models
Bruce Mah, Infocom'97

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Model Types
Single-Level Models
Multi-Level Models
Validation
Dimensioning
TCP Models

- Session and Burst Level
- Single HTTP user
- Upstream and downstream traffic

Request Length

- bimodal

Reply Length

- Pareto, $\alpha \approx 1.04-1.14$

Number of files per doc.

Think Time

Number of documents per server

Server Selection

- Zipf's Law

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Multilevel Models
Färber 2002

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Section 9 Models
Model Types
Single-Level Models
Multi-Level Models
Validation
Dimensioning
TCP Models

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Multilevel Models
Parameters


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Model Types
Single-Level Models
Multi-Level Models
Validation
Dimensioning
TCP Models

- Many parameters but easy to understand
- How to determine parameters?
 - Often difficult to extract even from packet trace measurements
- Parameters depend on other constraints
 - network speed
 - computer (client / server) speed
 - delays
 - tariffs
- Contrast: Multi-fractal models
 - canonical set of parameters (per time scale octave)
 - measurement based
 - with little physical meaning

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Traffic Model Validation


Section 9
Models

- Model Types
- Single-Level Models
- Multi-Level Models
- Validation
- Dimensioning
- TCP Models

- Equivalence of generated traffic: Check statistics
 - size / interarrival time distributions
 - correlation structure
- Validation within system/network model of interest: Check model against measured trace in simulation
 - same queue length / delay statistics or
 - same loss probability
- don't just
 - generate optically equivalent traffic
 - postulate user behaviour

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Link Dimensioning


Section 9
Models

- Model Types
- Single-Level Models
- Multi-Level Models
- Validation
- Dimensioning
- TCP Models

- Bufferless models
 - burst scale approximation
 - assumption: enough buffer for packet scale multiplexing
 - no burst buffering capability
- Buffer models
 - take burst scale buffering into account
 - inefficient with long-range dependent traffic
- unelastic models
 - take traffic as inevitable
 - compute loss probability (and packet delay)
- elastic models
 - include TCP's flow control
 - compute total delay e.g. for transfer of a given file

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Worst-Case (low loss) models Rate Envelope Multiplexing (REM)

Section 9
Models


- Model Types
- Single-Level Models
- Multi-Level Models
- Validation
- Dimensioning
- TCP Models

- Make sure that the considered link is not a bottleneck
 - make the loss rate on this link low enough
 - -> TCP will not be influenced by this link
 - use bufferless burst scale model to make sure small packet scale buffers will suffice
- Example: ON-OFF Rate Envelope Multiplexing
 - n ON/OFF sources with ON probability β and rate r_{ON}

$$p_{loss} = \sum_{i=\lceil C_L / r_{ON} \rceil}^n \binom{n}{i} \beta^i (1-\beta)^{n-i} \frac{i r_{ON} - C_L}{\rho C_L}$$

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Norros' Fractional Brownian Motion Model

Section 9
Models

- Model Types
- Single-Level Models
- Multi-Level Models
- Validation
- Dimensioning
- TCP Models

- Input traffic is FBM with drift

$$A_t = mt + \sqrt{ma}Z_t$$
 - mean rate m , Hurst parameter H , variance coefficient a
- Captures long-range dependence
 - buffer can be dimensioned including LRD effects
 - several approximations reduce accuracy of results
 - rate dimensioning results do not differ significantly from approaches that take the variance into account but ignore LRD

$$C = m + (H^H (1-H)^{1-H} \sqrt{-2 \ln \epsilon})^{\frac{1}{H}} a^{\frac{1}{2H}} x^{\frac{H-1}{H}} m^{\frac{1}{2H}}$$

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M/G/r-PS Processor Sharing Model

Section 9
Models

Model Types

Single-Level Models

Multi-Level Models

Validation

Dimensioning

TCP Models

- Input traffic
 - Poisson arrivals of fluid ON/OFF traffic streams
 - arrival rate λ , maximum ON rate r_{ON}
 - generally distributed (e.g. heavy-tailed) ON volume
- TCP flow control modeled by Processor Sharing discipline
 - simple approximation for TCP behaviour on a single link
 - result: (time) mean of delay factor f_R

$$f_R = 1 + \frac{1}{r(1-\rho)} \frac{(r\rho)^{r_g}}{r_g!} \frac{r_g!}{(1-\rho) \sum_{i=0}^{r_g-1} \frac{(r\rho)^i}{i!} + \frac{(r\rho)^{r_g}}{r_g!}}$$

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105

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Multiplexing Gain

Section 9
Models

Model Types

Single-Level Models

Multi-Level Models

Validation

Dimensioning

TCP Models

- In order to achieve the same level of QoS, less resources are needed when traffic is aggregated.
 - Packet (cell) level: "Multiplexing Gain"
 - Connection (call) level: "Economy of Scale"
- gain can be achieved as long as there is **variance** in the traffic
 - Self-similar traffic also shows multiplexing gain
 - Self-similar traffic still shows multiplexing gain at high aggregation levels
- ensemble vs. time scale aggregation
 - time scale aggregation described by Hurst parameter
 - (quite) normal behavior for ensemble aggregation [Cleveland et al, Sigmetrics 2001]

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Multiplexing Gain Example

Section 9
Models

Model Types

Single-Level Models

Multi-Level Models

Validation

Dimensioning

TCP Models

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107

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TCP Models

Section 9
Models

Model Types

Single-Level Models

Multi-Level Models

Validation

Dimensioning

TCP Models

- Analytical models include relevant system states
 - basic idea: get stochastic distribution of system state occupancy and derive other measures (e.g. throughput) from that
 - Extensions into network models to be solved iteratively
- CWND
 - congestion window
 - sender can send CWND segments until acknowledgement is needed
- Threshold
 - CWND value at which exponential increase ("slow start") is replaced by linear increase ("congestion avoidance")
- Often additional assumptions
 - greedy source
 - fresh connection
 - independent packet losses
- There are different TCP versions around!

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TCP Models Main Result

Section 9
Models
Model Types
Single-Level Models
Multi-Level Models
Validation
Dimensioning
TCP Models

- Steady state bandwidth [Padhye, Firoiu, Towsley, Kurose 1998]

$$B \sim \frac{1}{RTT} \cdot \sqrt{\frac{3}{2 \cdot b \cdot p}}$$

B achievable throughput
 RTT round trip time
 p packet loss probability (low)
 b number of acknowledged packets per ACK received

- fast decrease for higher packet loss rates
- lower throughput for long round trip times

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Outline

1. Introduction
2. Measurement and Distributions
3. User and Application Behavior
4. Application Behavior Characteristics
5. Self-Similarity
6. User Behavior Characteristics
7. Backbone Measurements
8. Performance
9. Models
10. Implications for Simulation

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Steady State and Confidence

Section 10
Simulation

Effects of long-range dependent traffic

- steady state reached slowly
 - stochastic generators (input processes!)
 - observed system state (e.g. queue length)
- High variability at steady state
 - high probability of "swamping" observation
- Standard deviation of batch means decreases slowly
 - To reduce batch means standard deviation by a factor of 10: simulate factor of $10^{1/(1-H)}$ longer
 - H=0.5: factor 100 longer
 - H=0.9: factor 10 000 000 longer!

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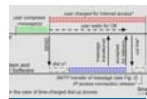
Infinite Expectations

Section 10
Simulation

- ... can never be simulated ☺
- M/G/1 has infinite expected waiting time if the "G" has infinite variance
 - Mean Waiting Time $E[W] = E[S] \frac{\rho(1+c_s^2)}{2(1-\rho)}$
 - Residual Lifetime $E[R] = \frac{c_x^2 + 1}{2} E[X]$
- model carefully
 - consider packets instead of bursts or
 - for TCP, use M/G/r-PS or M/D/1-PS instead of M/G/1
- limit distributions
 - check validity of assumption (e.g. do simulation results change *infinite variance* \Rightarrow *infinite confidence intervals*)
 - introduce corresponding mechanisms into networks (e.g. limit on e-mail sizes)

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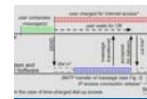
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Input Parameters

Section 10 Simulation

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- Don not use the Normal (Gaussian) distribution
 - Finite probability for $X < 0$
 - Use input parameters that have a meaning
 - and make sure the corresponding random variables have finite mean
 - TCP traces are generally invalid
 - if simulation includes TCP model -> use file sizes
 - if simulation does not include TCP -> only binary result possible
 - YES: the simulated network does not disturb TCP
 - NO: the simulated network disturbs TCP and results will be fundamentally different
 - The “mean packet size” is generally uninteresting
 - Packet sizes have multimodal distributions
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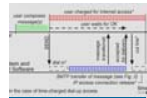
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Deterministic Scenarios

Section 10 Simulation

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- Be careful not to simulate trivial scenarios ad infinitum
 - Ensemble statistics vs. single source statistics
 - Applications:
 - Voice over IP on packet level
 - other constant rate sources
 - Solutions
 - in simple models: identify period and change phase cyclically
 - use phase changing generators
 - use frequency shifted generators
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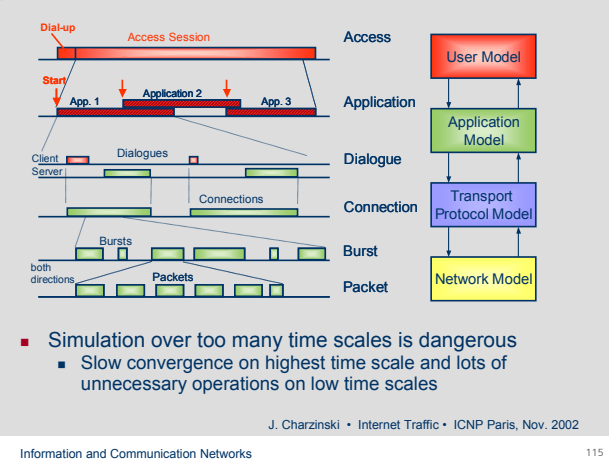


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Time Scales

Section 10 Simulation

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Internet growth and traffic figures

As statistics for Internet growth and Internet traffic have a very short life, we mostly give URLs here. URLs themselves often also have a relatively short life, but they still live somewhat longer than the data they point to.

www.nw.com or <http://www.isc.org/dsview.cgi?domainsurvey/index.html>

<http://nis.nsf.net/statistics/nsfnet/>

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