#### ECE 671 – Lecture 6

Network Systems and Throughput Preservation

# Network systems

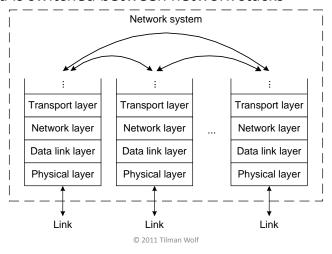
• What does a network system do?

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#### Network systems

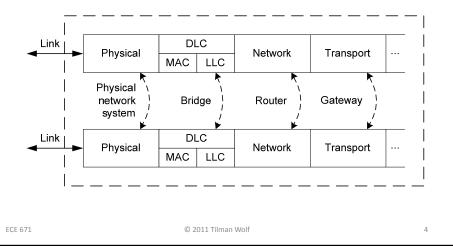
Data is switched between network stacks

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## Classification of network systems

• Network system differ by level of protocol processing



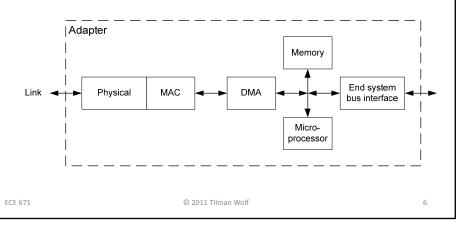
## Design of network systems

• How would you design/implement a network system?

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## Example network system: NIC

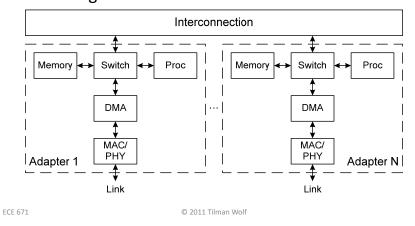
- Network interface card / adapter connects to link
- Block diagram:



## Example network system: switch

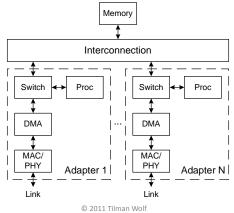
- Switch connects multiple links
- Block diagram:

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### Example network system: switch

- System may differ by system architecture
- Example: share memory vs. distributed memory



## Requirements for network systems

• What criteria matter for network systems?

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## Application requirements

• Different applications have different requirements:

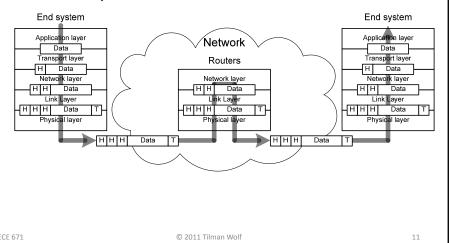
	Throughput	Delay	Jitter	Packet loss
Internet browsing	Low	Large	Insensitive	Unacceptable
Scientific data archiving	High	Medium	Indifferent	Unacceptable
Telephony	Low	Minimal	Sensitive	Low
Internet TV	High	Minimal	Sensitive	Low
First-person shooter game	Low	Minimal	Very sensitive	Unacceptable
Real-time surgery	High	Minimal	Very sensitive	Unacceptable
Delay-tolerant networking	Low	Large	Insensitive	Acceptable

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#### Overhead and bottlenecks

Where are potential overheads and bottlenecks?



#### Throughput preservation

- Throughput performance
  - Ensure network system can handle link rates at all points
- Delay/jitter
  - Ensure network system processes traffic quickly
- Packet loss
  - Ensure sufficient buffer space and fast processing
- Most network system design focus on bandwidth

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#### Packet rate vs. data rate

- Data rate states total number of bits per second
- Each packet requires specific processing
  - Packet rate sometimes more meaningful
- What is the packet rate for a 10Gbps link?
  - Distinguish small packets and large packets

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### System design for throughput

- What are the differences between these systems?
  - How do they affect throughput preservation?

