

Performance And Execution Time Evaluation For Multicast Routing Algorithms

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Abstract: In this paper, an evaluation of the network routing algorithms is made. Problems that arise in routing are treated, each presented in different scenarios in order to obtain a result in comparing different topologies. The comparison analysis is pursuing obtaining a result over the performance of the network. In order to measure performance, the costs of a network and the delays are aimed. After that, the topology effect is presented. In matter of performance, topology and blocking problems are strongly related. So an analysis of the blocking probability is also presented. As conclusions, solutions for the presented scenarios and also for other important scenarios are given. In all these algorithms the time problem was not yet consider until now, so the average execution time is finally analyzed.

Keywords: routing algorithm, evaluation, traffic, topology, cost, delay, capacity, load, execution time.

1. INTRODUCTION

The majority of concerns in evaluating routing algorithms' performance are concentrated over the cost and/or delay of a single route in a network with low traffic. In real networks, multimedia sessions are generated, routed, transmitted in the network for a certain period of time and then terminated so the fundamental measure for performance in this case is the probability that the session will get blocked (that is the probability that the routing algorithm will not have resources to accept the session). This measure cannot be deducted only from cost and delay, but also from the blocking point of view. That is why, evaluations for different existing routing algorithms in dynamic traffic conditions will be presented and compared from the blocking point of view.

Another very important factor in the evaluation process is the network's topology. Routing algorithms should be evaluated on a large number of network topologies. In the ideal case, the topologies used in evaluation should correspond to the needed networks. Because the examples space is limited, randomly generated topologies are usually used, taking care that these topologies should have the same properties as the already existing networks. As a result of this evaluation, some observations will be presented about using the considered routing algorithms. Also, observations regarding the best manner to update the network's traffic capacity are made.

The algorithms evaluated in this paper are:

1. Existing algorithms. Can be categorized in:

- Shortest path algorithms: can be used with labels expressing either the delays or the costs of the

connections. Here, we will note with SP/delay the shortest path algorithm using as labels the delays for the connections, and with SP/cost the costs of the connections.

- Minimum cost algorithms: for the evaluation, the heuristic KMB modified for oriented graphs will be used and denoted by KMB.
2. Optimal multicast routing algorithm: this one uses as parameters the relative size of costs and delays for multicast. For the evaluation, the following combinations are used:
- Minimum cost, noted with optimal/cost
 - Minimum cost, with delay on the second plan, will be noted with optimal/cost/delay.

Minimum delay, with the cost on the second plan; will be noted with optimal/delay/cost.

2. EVALUATION CONTEXT

When evaluating the algorithm, results from other researchers where used as inputs. So, we will first present the others' result as the entry point in our research. After that, we will present the evaluation made in the research of this paper.

2.1 Others' results: our entry point

Many authors have treated the case of single multicast in a low traffic network. In these cases the performance measures have been the costs and the multicast delays (Doyle and DeHaven, 2001; Minoli and Minoli, 2001).

A comparison was made between delay based algorithms and minimum cost algorithms with the given conditions

that the costs of the connection and the delay time have the same weight. The comparison was based on numerically evaluating the costs, the delays and the execution times for a single flow, on a low traffic network. For this evaluation, test network was used, but also randomly generated topologies for different complexity degrees.

The main conclusions in these cases were:

1. Generally, the algorithms that reduce the costs have an execution time with one unit more than the delay reduction algorithms.
2. Differences for costs and delays between the evaluated algorithms are about 30-40%.
3. Results for test network and the randomly generated topologies of the same dimension are the same (Huitema, 2000).

In other studies of this problem, an algorithm was proposed for randomly generating networks that resemble with the actual ones. The main idea in the algorithm is that in the actual networks, the connections are between the nearer nodes more than between the distanced nodes. To generate these topologies, first the nodes are distributed randomly on a rectangular grid. Here, for each pair of nodes (u,v), a connection is introduced, with the probability :

$$P(\{u, v\}) = \beta \exp \left[\frac{-d(u, v)}{L\alpha} \right] \quad (1)$$

where α and β are in $\{0, 1\}$, $d(u, v)$ is the Euclidian distance between u and v, and L is the maximum distance between two nodes. β controls the degree of the grid while α controls the “short” connections density referenced to the “long” connections (Duran and Visser, 1995; Marathe et al., 1992; Pasquale et al., 1998).

As a conclusion, Table 1 gathers the existing algorithms evaluated, but only heuristically.

Table 1. Already existing routing algorithms

	Unicast	Multicast
Unique flow	Shortest path algorithm	Shortest path algorithm Minimum cost algorithm
Multiple flow	Simplex	n.a.

2.2 Overview of our evaluation

In the context for the evaluation the following were taken into consideration:

- Traffic conditions,
- Network’s parameters.

In this section both these conditions will be described.

2.2.1 Traffic conditions

There is considered that all multicasts in a session are arriving and leaving in the same time.

The arrivals sessions are building a Poisson process, with λ rate, and the duration in time for the session is distributed exponentially, with a μ rate (Siegel, 1999; Stallings, 2000; Tanenbaum, 1996).

We presume that the sources and the destinations are distributed in a uniform manner in the network and that the set of destinations is fixed for session duration (for example, no destination is neither joining nor leaving the multicast during the session). In some cases, it is also considered the session routing problem with a single multicast in a low traffic network; this would correspond to a very small load λ/μ .

There are taken into consideration the following session types:

- *Single multicast sessions*: Each session is composed by only one multicast, with a number of destinations randomly selected, uniformly from the interval 1 to n_{\max} ; n_{\max} value is selected accordingly with the number of nodes in the evaluated network.
- *Video conference sessions*: Each session has P multicasts and corresponds to one videoconference with P participants. P is randomly selected between 2 and 4.

It is considered that all flows in a session need the same traffic capacity; the exact value depends on the evaluation’s scenario taken into consideration.

It is also presumed that the blocked sessions are lost, and the main performance measure is the network’s blocking probability.

Given the traffic characteristics, it is defined the network’s capacity for a certain blocking probability, being the load (λ/μ) for which this blocking probability was achieved.

2.2.2 Network’s parameters

The network model is characterized by the following parameters:

Size: number of nodes (N) and connections (K) in the network

Topology: the model of interconnections between the nodes and connections.

All considered connections in this paper are composed of full-duplex connections.

Connection’s parameters: The cost, delays and connections capacities.

For this evaluation it is presumed that all the connections have the equal capacity so that all capacities can be considered equal to 1. More than that, all connections’ costs are also set to 1; so, the multicast’s cost is proportionally with its own usage of the network.

For the networks topology there are used:

- Topologies extracted from existent networks
- Randomly generated topologies

For the randomly generated topologies, the nodes are randomly distributed on a rectangle, and the connections’ delays are set to the Cartesian distance between the limit

points of the connection. For this evaluation, there are considered the nodes placed on a rectangle on which sides the delays are of 15 ms respectively 10 ms. More than that, we are only analyzing randomly generated topologies that are closely connected.

There are considered the following randomly generated topologies:

- *Completely randomly generated topologies*: the nodes are randomly interconnected.
- *Randomly generated topologies, short connections*: In the “actual” networks, connections seem to exist more between nearer nodes than between distant nodes. In the case of this topology, the connections can realize the connecting of neared nodes.
- *Double connection topologies*: there must be at least two flows for each pair of nodes. The existent networks are usually double connected.

3. EVALUATING THE NETWORK

3.1 Evaluating cost and delays for unique multicast

In this paragraph, there will be evaluated the cost and the delays for different algorithms in a single multicast session, routed in an low traffic network. This environment was realized in the majority of formal studies in the domain.

There will be presented only one scenario and the evaluation will be made in order to compare the results for cost/delay of the optimal routing multicast algorithm.

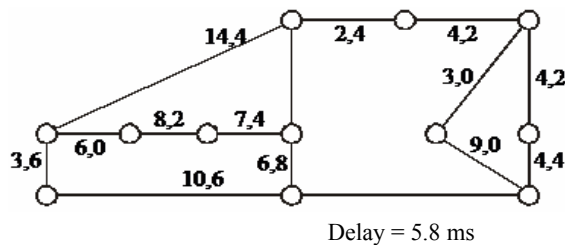


Fig. 1. The backbone used in the evaluation

The network for which this evaluation was made is presented in Fig. 1 and represents a simplified version of the network backbone. The numbers associated with the connections represent the delays for propagating the signals through the connection, given in milliseconds. The connections' costs are set to 1, which makes the multicast's cost equal with the network's traffic usage capacity.

It will be observed, as it was expected, that the value of the cost obtained using KMB algorithm is very close to the optimal one. The costs for the paths calculated by algorithms that reduce delay are with 0.5 to 1 node bigger than the optimal, and the difference is amplified as the destinations' number is increasing.

In the next figure, Fig. 2, there is represented the medium cost given in traversed nodes for a single multicast, as a

function of the number of destinations, for different multicast routing algorithms.

In Fig.3, it is represented the delay as a function of destinations number in the same scenario. It is observed that when there are compared more solutions, a small benefit in the cost of minimum cost appears compared to the minimum delay.

For example, for a multicast with 9 destinations, the cost difference between the shortest path and the KMB algorithms is for about 1 node, for a total cost of 9 nodes, or 11%, while the delay difference is of 9 ms for a total delay of 23 ms that is a 39%.

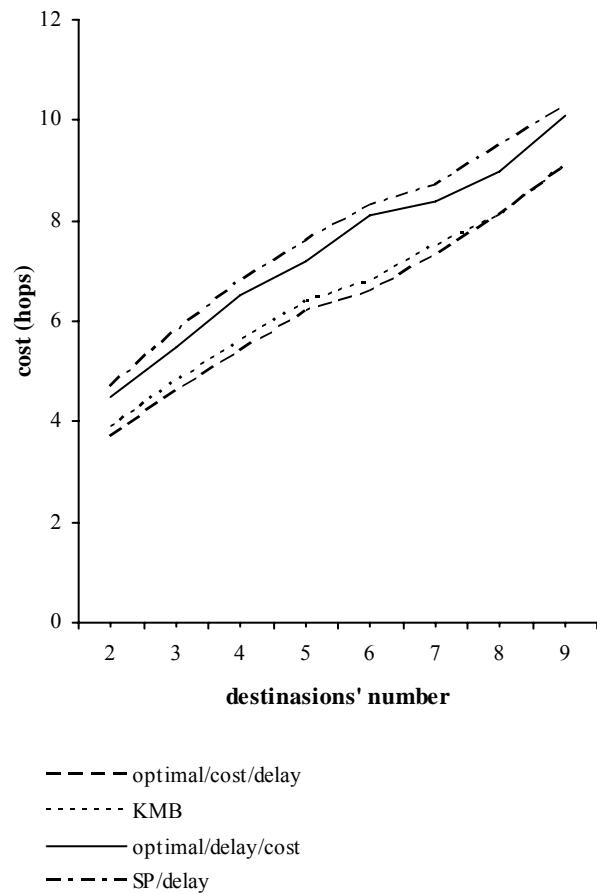


Fig. 2. Unique multicast session. The cost of the multicast flow related to the number of destinations, 100 paths / point

It has to be noted the fact that the cost/delay results cannot be used directly to predict the network's performance in a dynamic environment, where the sessions compete to obtain resources.

Generally, the reduced cost is a desired property, because the paths with lower costs will use less network resources and reduce the probability that a following session will be blocked, with the price of a bigger delay.

In addition, it is necessary to make a numerical estimation of the routing algorithms in these environments, by determining the blocking probability of a session and the network's capacity.

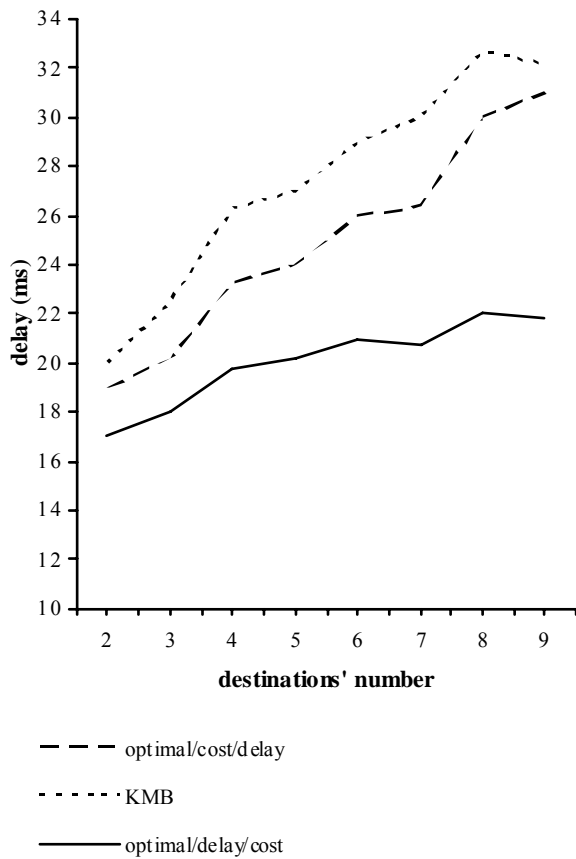


Fig. 3. Multicast flow delay as a function of destinations number, 100 paths / point

3.2 Other scenarios

In this paragraph there are investigated other variations of the reference case, as the videoconference sessions, non-unitary cost and other capacity distributions for traffic.

Videoconference sessions

There are taken into considerations the multiple multicast sessions (videoconference). A videoconference session with P members is composed of P multicasts, from each of the members to the other $P-1$ members.

The traffic capacity was fixed at 10% of the connection capacity. The types of used networks are: 12 nodes, 15 connections; 6 nodes, 8 connections; 6 nodes, 12 connections.

The first observation, valid in all scenarios, is that between all the algorithms there is only a small difference for the blocking probability, although the cost based algorithms have a small advantage.

This is due to the fact that a session is blocked if one of its components is blocked; in this way, the blocking probability is a harder constraint for the performance for the multicast sessions, but in unicast. More than that, because in the evaluated cases, the multicast number in a session is small and each multicast needs only a small part of the connection traffic capacity, the problem can be decomposed in the majority of cases (for example,

between the routes in a session there are no couplings) and there should be only a small difference between the optimal solution (that takes into consideration all the multicasts simultaneous in the same time when it computes the routes) and the solution found by heuristic (that consider each multicast alone).

To mark out is the fact that, if the traffic capacity of the multicast is significant, the above presented are nor valid anymore, because the difference between the optimal and heuristic algorithms becomes notable. For example, in the case of the optimal/cost/delay algorithm, the blocking probability for $\lambda/\mu = 10$ is approximately 5% for conferences with 2 participants, while for conferences with 4 participants it reaches 22%.

Non-unitary costs

In this paragraph, the effect of the non-unitary costs is investigated.

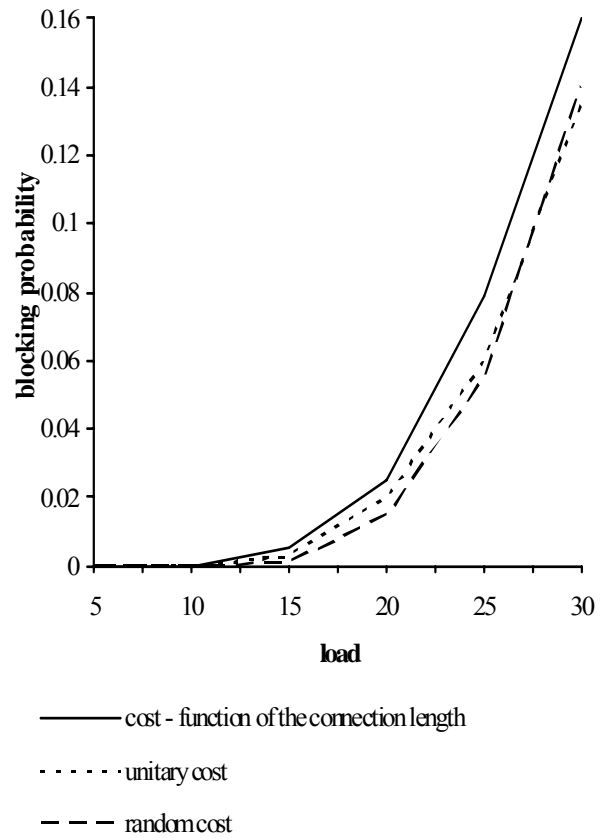


Fig. 4. Non-unitary costs, 25000 routes/point

The simulation is repeated for the following 3 scenarios:

- Connections' unitary cost;
- Randomly generated connections, uniformly between 0 and 1;
- Connections' costs set at the connections' lengths (for example, same values as the connections' delays)

The results are presented in Fig. 4 for the optimal/cost algorithm. The graphic indicates the fact that when costs are set to 1, the blocking probability is lower than in the

case when costs are set proportionally with the connections' lengths. The reason is that when the cost are equal, reducing the cost means reducing a part of the network's resources used to route the multicast, and that would lead to a lower blocking probability.

Either way, as the Fig. 4 indicates, this effect is relatively small, using random costs, uniformly distributed, leading naturally to the same results as in the case of unitary costs.

3.3 Execution time for algorithm

In this paragraph, there are characterized the average execution time for the algorithms as a function of the network's size.

The algorithms are implemented in a DEC 3000/150 station in C program and compiled with the highest optimization level that is available.

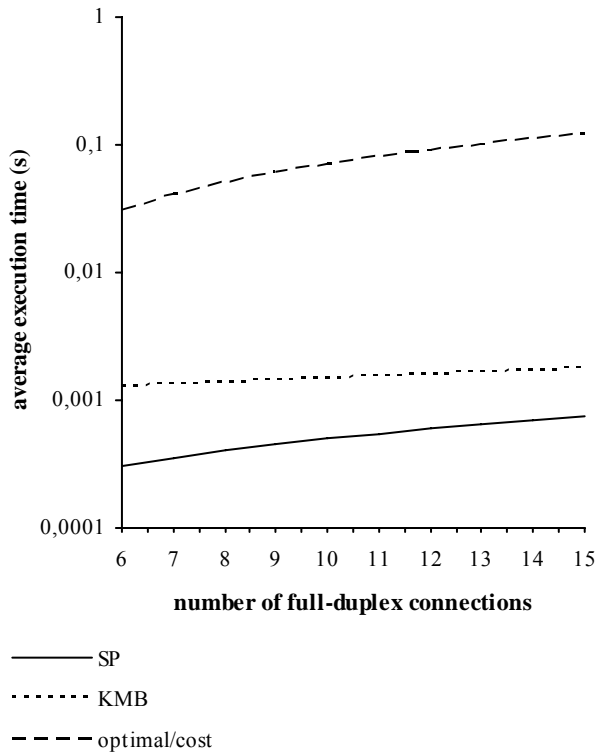


Fig. 5. Execution time for networks with 6 nodes. 15000 routes/point

Fig. 5 presents the average execution time for each algorithm, for unicast sessions, in a 6 nodes network, with a destination number randomly chosen between 1 and 4.

The Fig. 5 also shows the fact that the execution time for the optimal algorithm is with 1 or 2 size orders higher than for heuristic algorithms; the difference gets even higher proportionally with the network's size.

Fig. 6 shows the execution time only for heuristic algorithms, for unicast sessions in 50 nodes networks,

where the number of destinations for each multicast is randomly chosen between 1 and 10.

The figure indicates also the fact that the ratio between the execution time for KMB algorithms and shortest paths algorithms is mandatory a constant; this is an expected result. As the KMB algorithm corresponds directly with the execution time of the shortest path performed several times.

A final observation over the execution times: in the optimal routing algorithm it is observed that, the execution time for successful sessions (sessions where there is at least one solution for the routing problem, given the degree of network's usage) is much smaller than the execution time when there are no solution. In other words, if there is a solution of the routing problem, then the optimal routing algorithm will find it much faster in the majority of the cases, else it will take much longer to determine that there is no solution.

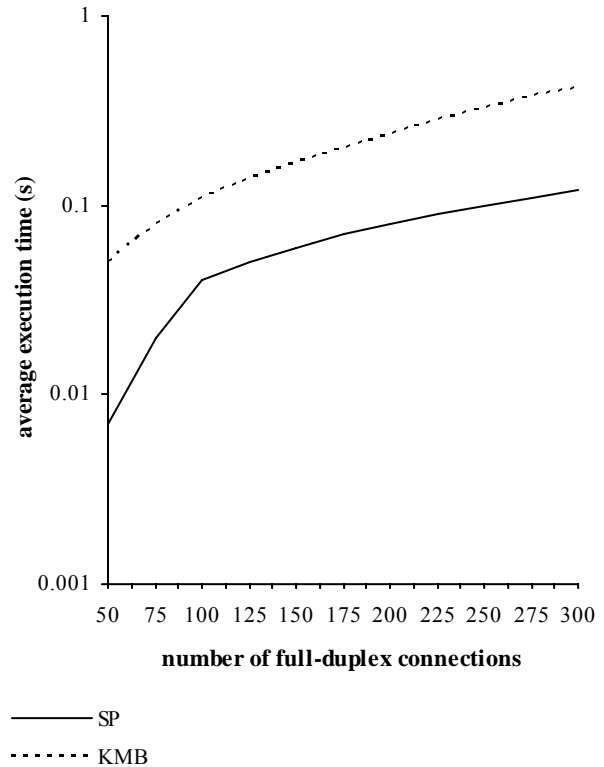


Fig. 6. Execution time for networks with 50 nodes, 15000 routes/point

This is not the case of heuristic algorithms: they need the time to route a successful session and the same time to drop or declare a session as blocked; actually, a multicast sessions that is blocked should need less time for processing, because not all the routes are computed.

The difference between the execution time can be used to accelerate the optimal routing algorithm to impose a limit time in finding the solution; in the case that there is no real solution when the limit time is reached, then the

problem is declared unsolvable. Such an algorithm is no more considered as optimal, because there is always a possibility not to find a solution or to offer a suboptimal solution. The evaluation of the algorithm was made with a DEC 3000/150 workstation, using randomly chosen topologies with session of 4-5 multicasts, with 2-5 destinations.

The results are presented in Fig. 7 where area for the real solutions that could be skipped because of the execution time limit is drawn.

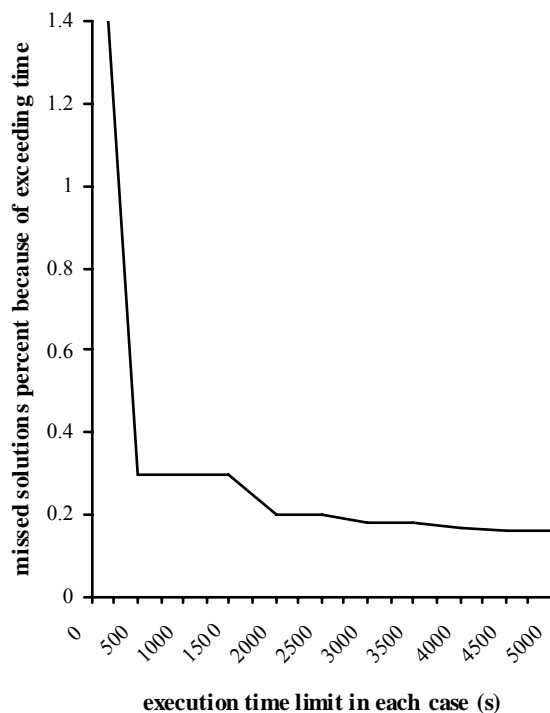


Fig. 7. The effect given by adding a limit execution time for the optimal algorithm

The figure corresponds to the real sessions 2,346 and indicates a reasonable limit of 500 seconds; higher limits would lead to diminishing of the result. With a 500 seconds limit, more than 0.2 % of the real results are lost.

4. CONCLUSIONS

The main conclusion of this paper is that the algorithms based on cost produce, generally, lower blocking probability than the delay based algorithms, with the drawback of higher delays.

The network capacity (defined as the load (λ/μ) for an imposed blocking probability) can be 1.2 or 2.0 times bigger when cost based algorithms are used. In any case, the traditional minimum cost algorithms cannot cope with the delay constraints.

It has been proved that in the real network and traffic conditions, the paths found with heuristic algorithms are close to the optimal. The only exception appears when there are delay constraints. In this case, the best obtained performance is realized by the optimal algorithm.

The conclusions of this paper can be resumed as follows:

- For the networks with single connection, choosing the routing algorithm realizes a small difference in performance. It can be used even the simplest routing algorithm (for example the shortest path algorithm). This type of network topology should be avoided in designing a network, because of safety lacking and of the low level of performance.
 - Minimum cost algorithms are proper for scenarios that require low blocking probability and the delay constraints are not a problem. An example could be a campus type network, where the connections' delays are reduced and each path will satisfy the delay constraint.
 - In another scenario, where delay constraints are important (like a WAN environment), the options are:
 - Use the shortest path algorithm with the maximum blocking probability drawback;
 - Use the optimal routing algorithm. This is possible in few cases to model big size networks.
- A study field could be discovering a new efficient algorithm with a minimum cost that is capable of satisfying a delay constraint. The study realized by Kompella represents a step in this direction, but the algorithm is applicable only for networks with bidirectional connections, and is not applicable in real life.
- Ideally (in matter of traffic to actualize a network in a multicast is to add a connection and to make it as a mesh, reducing the path's length instead of growing the traffic capacity of the already existing connections. This is valid also for unicasts.

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