

Guidelines for
DiffServ to IEEE 802.11 Mapping

draft-szigeti-tsvwg-ieee-802-11-00

(Formerly: draft-szigeti-tsvwg-ieee-802-11e-01)

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Problem Statement

- traffic is increasingly sourced-from and destined-to wireless endpoints
- Quality of Service is not aligned between these networks by default
 - two independent standards bodies provide QoS guidance on these networks
- the purpose of this draft is to reconcile QoS recommendations
 - so as to optimize IP DSCP and 802.11 UP interconnect QoS

Summary of Comments / Changes

Part 1 of 8

Comments:

- Multiple objections to recommendation that Bulk Data SHOULD be mapped to UP 2 (AC_BK)

Sources:

7/15—C. Jennings

7/15—R. Geib

7/22—TSVWG93-6.4

Action: Changed Section 4.2.6:

- Bulk Data MAY be mapped to UP 0 (AC_BE) or
- Bulk Data MAY be mapped to UP 2 (AC_BK)
- The mapping chosen will depends on business-requirements and administrative preference

Summary of Comments / Changes

Part 2 of 8

Comment:

- Explicitly mention that devices should be able to override these new/default recommendations

Source:

7/15—C. Jennings

Action: Added a new section (Section 3):

- “Having made the assumptions and recommendations above, it bears mentioning while the mappings presented in this document are RECOMMENDED to replace the current common default practices ... these mapping recommendations are not expected to fit every last deployment model, and as such may be overridden by network administrators, as needed.”

Summary of Comments / Changes

Part 3 of 8

Comment:

- Request to add details of new IEEE mechanism for exchanging DSCP \leftrightarrow UP mapping information between wireless access points and wireless endpoint devices

Source:

7/22—TSVWG93-6.4

Action: Added a new section (Section 6.3):

- Introduced and overviewed IEEE 802.11u QoS Map Set function
- Also provided recommendations on how this function could be utilized in line with the recommendations made in Section 4.3 of this draft

Summary of Comments / Changes

Part 4 of 8

Comment:

- Request to research and add guidance on how gaming traffic is to be treated (assuming such is not considered Scavenger)

Source:

7/22—TSVWG93-6.4

Action: Added guidance on gaming to Section 4.2.3

- “Specifically, the Real-Time Interactive traffic class is RECOMMENDED for applications that require low loss and jitter and very low delay for variable rate inelastic traffic sources. Such applications may include inelastic video-conferencing applications, but may also include gaming applications (as pointed out in [[RFC4594](#)] Sections [2.1](#) through [2.3](#), and [Section 4.4](#)). “

Summary of Comments / Changes

Part 5 of 8

Comment:

- Requests to move 802.11 overview to the back (as an appendix)

Sources:

7/15—C. Jennings

7/15—R. Geib

7/22—TSVWG93-6.4

Action: Moved 802.11 overview to the back as an Appendix (Section 6)

Summary of Comments / Changes

Part 6 of 8

Comment:

- Recommended changes in wording

Action: Made miscellaneous changes in wording throughout the draft, per suggestions and recommendations

Sources:

7/13—K. Carlberg

7/15—C. Jennings

7/15—R. Geib

10/11—Nits Tool

Summary of Comments

Part 7 of 8

Comment:

- Disputes on RFC 4594 recommendations

Action: Deferred to RFC 4594-bis discussions

- This draft does not seek to propose new QoS recommendations, but to reconcile existing IETF and IEEE QoS recommendations already made
- As such, it is dependent on RFC 4594 (as well as IEEE 802.11)
- Any changes that need to be made to RFC 4594 should be discussed as RFC 4594-bis proposals
 - And any changes implemented from such an initiative will have a 'trickle-down' effect to this draft, due to its dependency on RFC 4594

Sources:

7/15—C. Jennings

7/15—R. Geib

7/22—TSVWG93-6.4

Summary of Comments

Part 8 of 8

Comment:

- Request to add a mapping of DSCP to 802.1p

Sources:

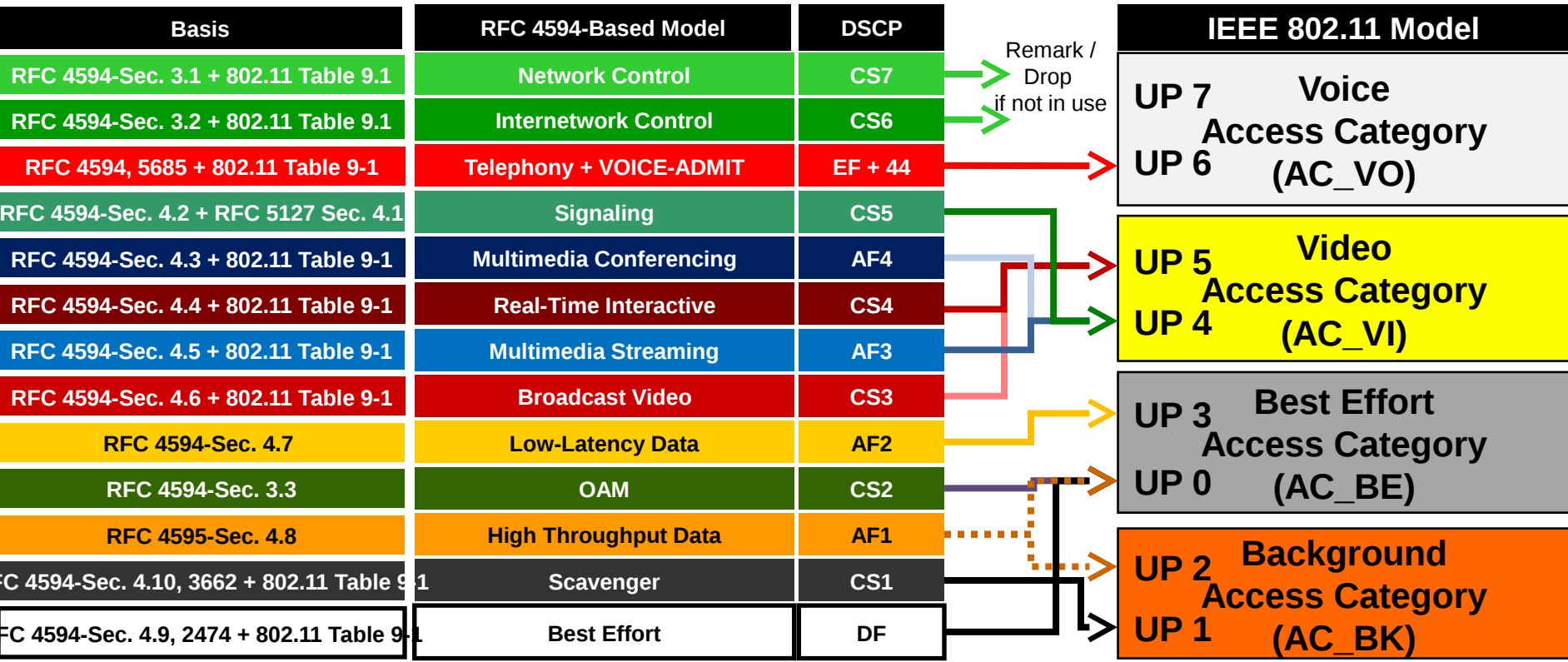
8/17—K. Carlberg

Action: Out-of-scope for this draft; perhaps a new draft is needed?

- This draft's scope is limited to DSCP and 802.11
- Possibly another draft would be better suited to address DSCP-to-802.1p mapping?
 - QoS mechanisms are significantly different

Downstream DSCP-to-UP Mapping Model

Proposal

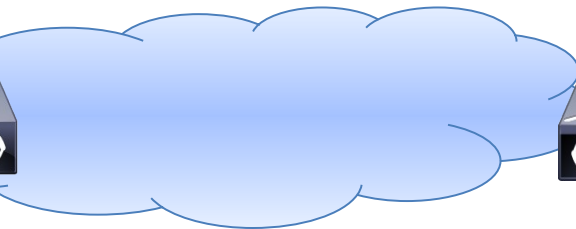


Upstream Model:

DSCP Trust



AP



WLC



802.11 Frame

CAPWAP Packet

IP Packet

DSCP

UP

DSCP

DSCP

DSCP



6-Bit DSCP



6-Bit DSCP

Inner DSCP is directly copied to Outer (e.g. CAPWAP) DSCP

Next Steps

- Request adoption of this as a Working Group draft
- Request to take that draft to Working Group Last Call

Appendix A: WLAN QoS Considerations and Implementation Models

Why Consider Wireless QoS?

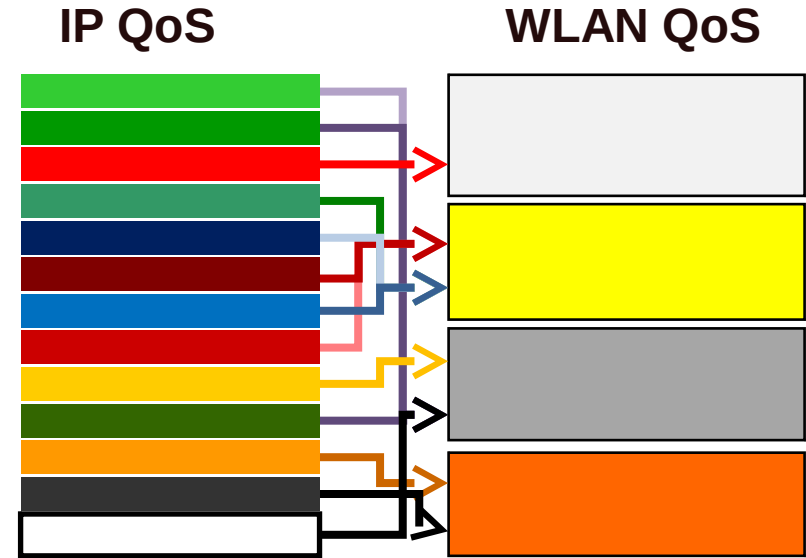
- QoS is like a chain
 - It's only as strong as the weakest link
- the WLAN is one of the weakest links in enterprise QoS designs for three primary reasons:
 - 1) Typical downshift in speed
 - 2) Shift from full-duplex to half-duplex media
 - 3) Shift from a dedicated media to a shared media
- WLAN QoS policies control **both** jitter and packet loss



Wireless QoS-Specific

Limitations

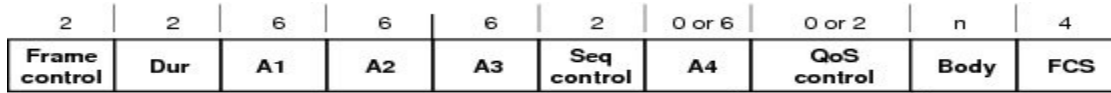
- No EF PHB
- No AF PHB
- Non-deterministic media access
- Only 4 levels of service



WLAN QoS Improvements Quantified

Application	Original Metric	Improved Metric	Percentage Improvement
Voice	15 ms max jitter	5 ms max jitter	300%
	3.92 MOS (Cellular Quality)	4.2 MOS (Toll Quality)	
Video	9 fps	14 fps	55%
	Visual MOS: Good	Visual MOS: Excellent	
Transactional Data	14 ms latency	2 ms latency	700%

IEEE 802.11 User Priority (UP)



3 Bit Field allows for UP values 0-7

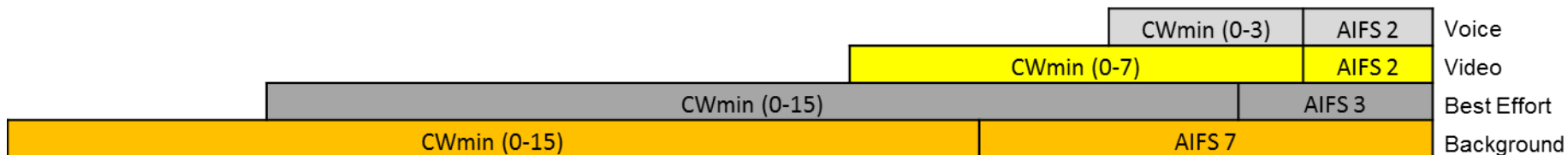
IEEE 802.11 UP Values and Access Categories (AC)

IEEE 802.11 UP Value	IEEE 802.11 Access Category	Wireless Multimedia (WMM) Designation
7	AC_VO	Voice
6		
5	AC_VI	Video
4		
3	AC_BE	Best Effort
0		
2	AC_BK	Background
1		

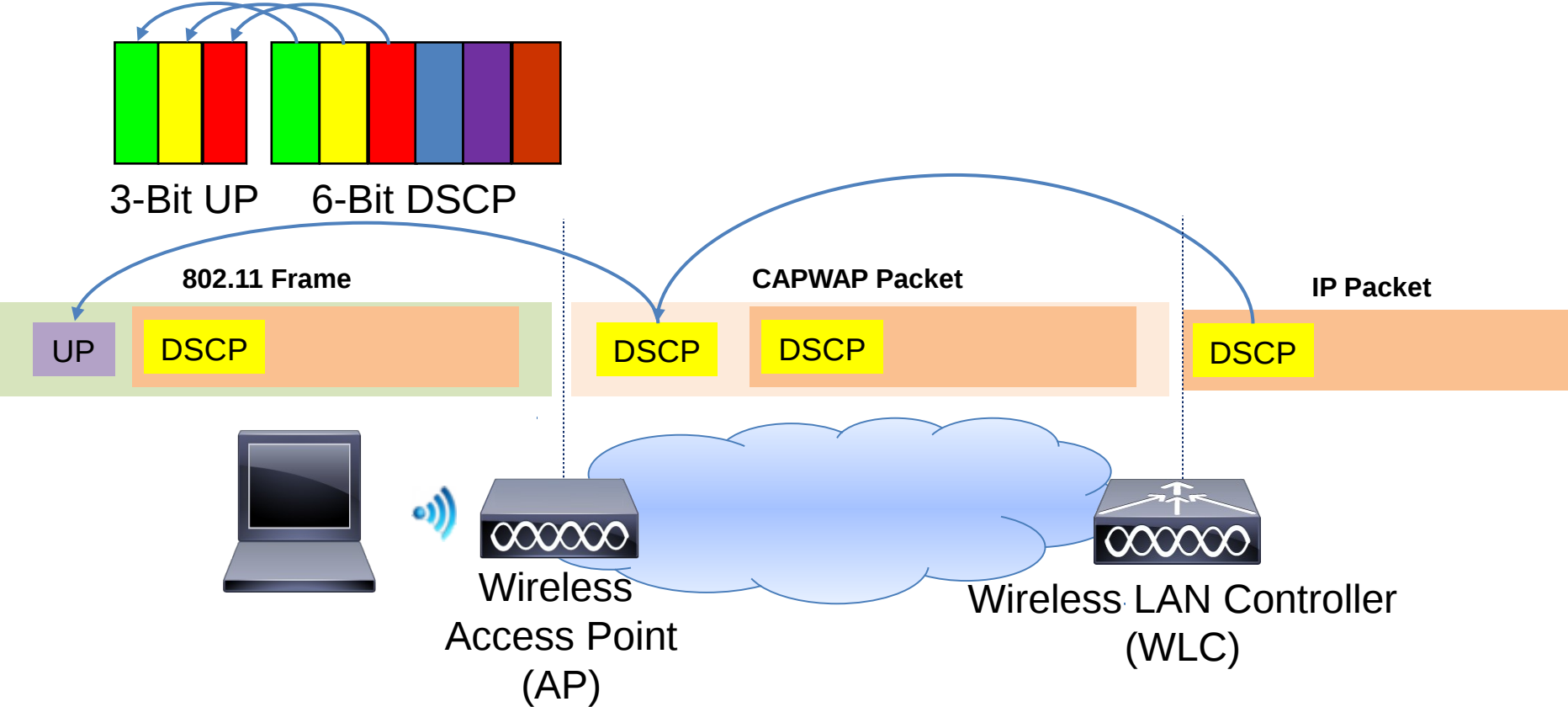
IEEE 802.11 Arbitration Inter-Frame Space (AIFS) & Contention Windows (CW)

- due to the nature of wireless as a shared media, a Congestion Avoidance algorithm (CSMA/CA) must be utilized
- wireless senders have to wait a **fixed amount of time** (the AIFS)
- wireless senders also have to wait a **random amount of time** (bounded by the Contention Window)
- AIFS and Contention Window timers vary by Access Category

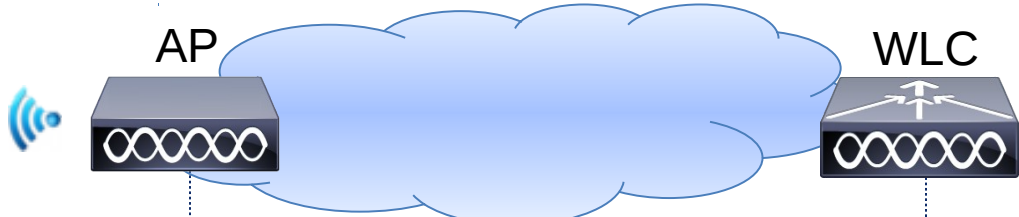
Category	(Slot Times)	Access Category	(Slot Times)	(Slot Times)
Voice	2	Voice	3	7
Video	2	Video	7	15
Best Effort	3	Best-Effort	15	1023
Background	7	Background	15	1023



Downstream DSCP-to-UP Default Mapping



Upstream UP-to-DSCP Default Mapping



802.11 Frame

CAPWAP Packet

IP Packet

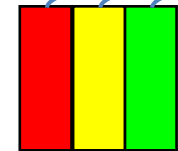
DSCP

UP

DSCP

DSCP

DSCP



3-Bit UP



6-Bit DSCP

Last 3 Bits are zeroed-out

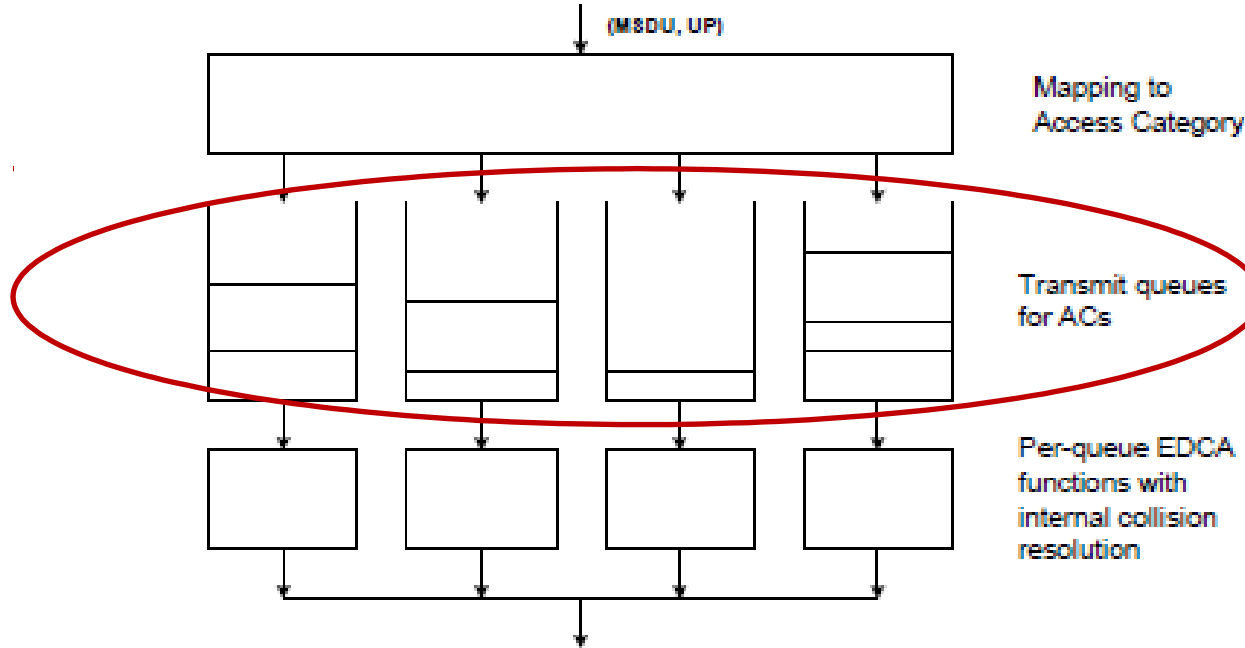
First 3 Bits are copied

Default DSCP-to-UP Mapping Conflict Example

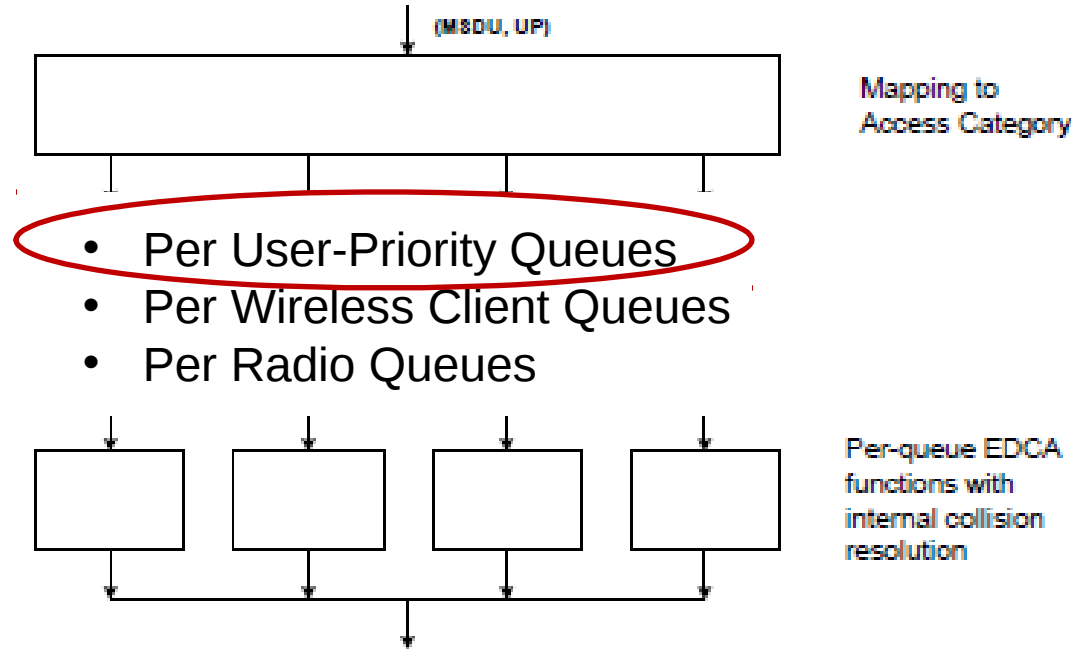
DSCP	802.11 User Priority	802.11 Access Category
56-63	7	Voice (AC_VO)
48-55	6	
40-47	5	Video (AC_VI)
32-39	4	
24-31	3	Best Effort (AC_BE)
0-7	0	
16-23	2	Background (AC_BK)
8-15	1	

IETF PHB for VoIP: EF → 46 → 5

IEEE 802.11 Reference Implementation Model



802.11 Practical Implementation Models



Appendix B: Related Mapping Models

802.11 Example Enterprise
 DSCP to UP/AC mapping

- These is an “example” mapping—not a “recommended” mapping per se
- Inconsistent interpretation of RFC 4594
- Inconsistent interpretation of 802.11
- Misleading to use 802.1d UP (vs. 802.11e UP)

Application Class	Per-hop behavior (PHB)	IEEE 802.1d User Priority	Access Category
Network Control	CS6	7	AC_VO
Telephony	EF	6	AC_VO
RT Interactive	CS4	6	AC_VO
Multimedia Conference	AF4x	5	AC_VI
Signaling	CS5	5	AC_VI
Broadcast Video	CS3	4	AC_VI
Multimedia Stream	AF3x	4	AC_VI
Low Latency Data	AF2x	3	AC_BE
High Throughput Data	AF1x	2	AC_BE
OAM	CS2	2	AC_BE
Standard	DF	0	AC_BE
Low Priority/Background	CS1	1	AC_BK

IEEE 802.11 UP to DSCP Range
Mapping Example

- These are examples;
not recommendations
- Several examples
inconsistent with RFC
4594-expressed intent

UP Range	DSCP Low	DSCP High
UP 0 Range	0	DF
UP 1 Range	1	CS1
UP 2 Range	10	AF1-CS2
UP 3 Range	17	AF2
UP 4 Range	24	CS3-AF3
UP 5 Range	32	CS4-AF4-CS5
UP 6 Range	41	EF
UP 7 Range	48	CS6-CS7

Notable PHB Inclusions

DiffServ Interconnection Classes & Practice

- Proposes a simplified model for interconnecting SPs
- “Draws heavily” on RFC 5127
- Is intended for MPLS, but “is applicable to other technologies”
- This approach “is not intended for use *within* the interconnected (or other) networks”
- DSCPs may be remarked at the interconnection

