

The background features a vibrant, abstract design with a color gradient from dark blue on the left to bright yellow and white on the right. The design consists of overlapping, wavy horizontal bands and a series of radiating lines that create a sense of motion and energy, resembling a stylized sunburst or a dynamic wave pattern.

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Let's go

#CiscoLiveAPJC



The bridge to possible

Cisco 8000 Forwarding and QoS Deep Dive

Shinya Horiuchi, Technical Leader
BRKSPG-2208

CISCO *Live!*

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Cisco Webex App

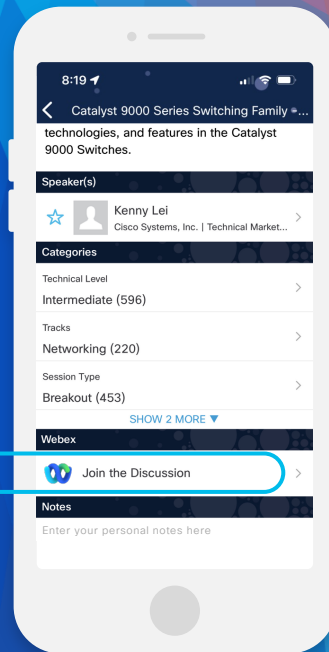
Questions?

Use Cisco Webex App to chat with the speaker after the session

How

- 1 Find this session in the Cisco Live Mobile App
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Webex spaces will be moderated by the speaker until December 22, 2023.

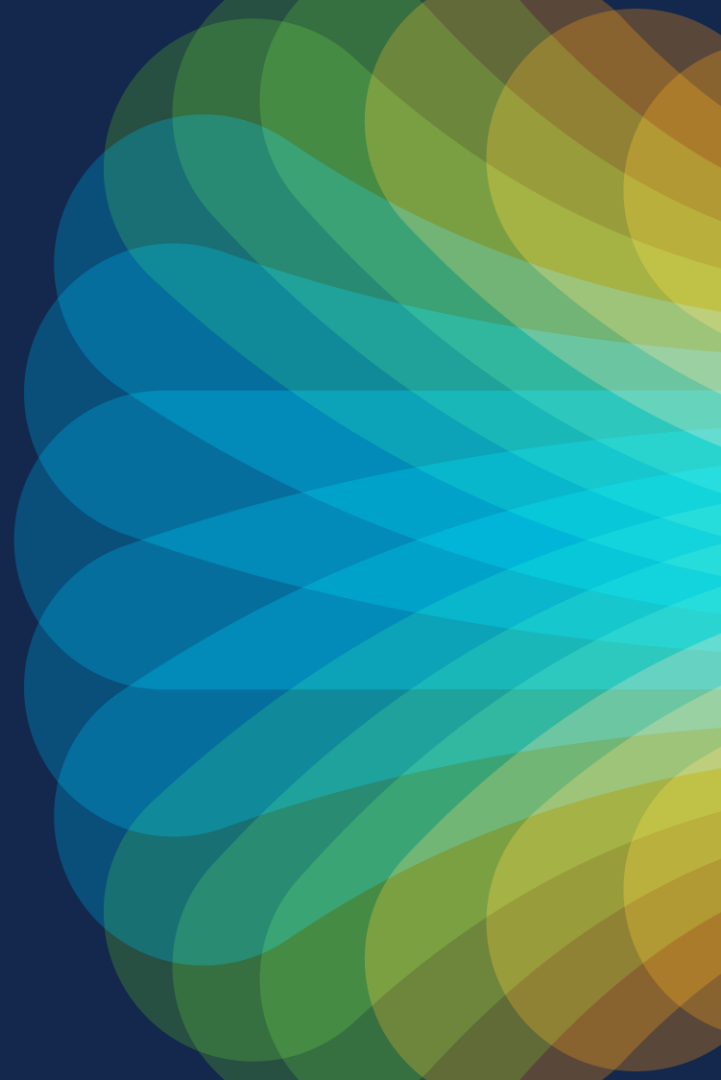


<https://ciscolive.ciscoevents.com/ciscolivebot/#BRKSPG-2208>

Agenda

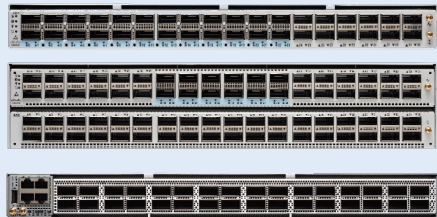
- System Architecture
 - VOQ
 - Packet Memory & Flow
 - NPU Building Block
- Forwarding Resources
- ECMP/Label optimization
- VOQ Scale & Counter Bank
- QOS Config model
- Scheduling & Queueing
 - RED & Dual Queue Limit
- Policer
- Bundle/MPLS QOS
- QOS Trouble shooting CLI

System Architecture

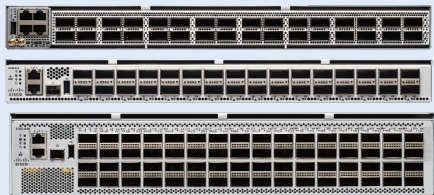
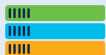


Cisco 8000 Series Product Line

8200



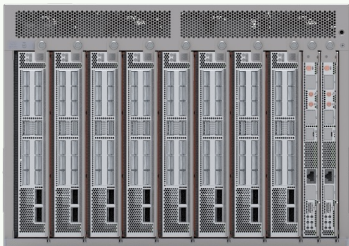
8100



Fixed



8600

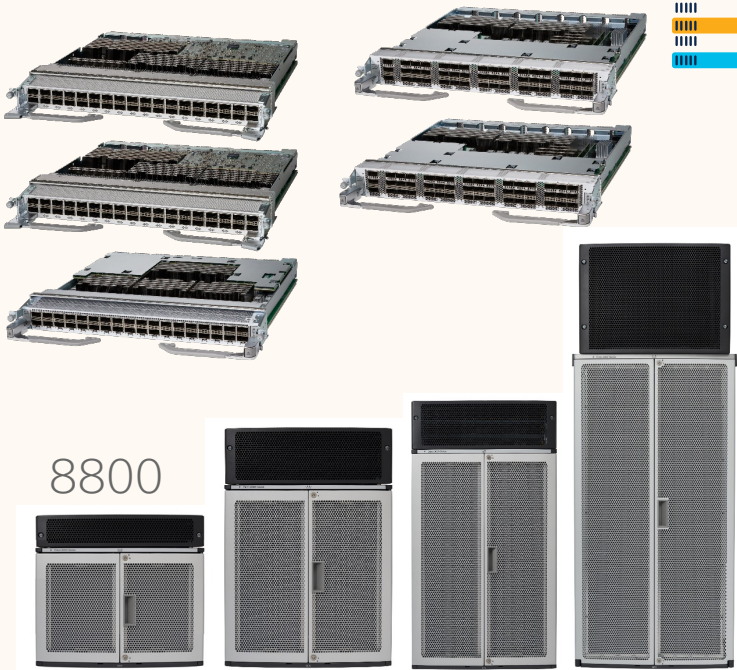


Centralized Modular



Distributed Modular

8800

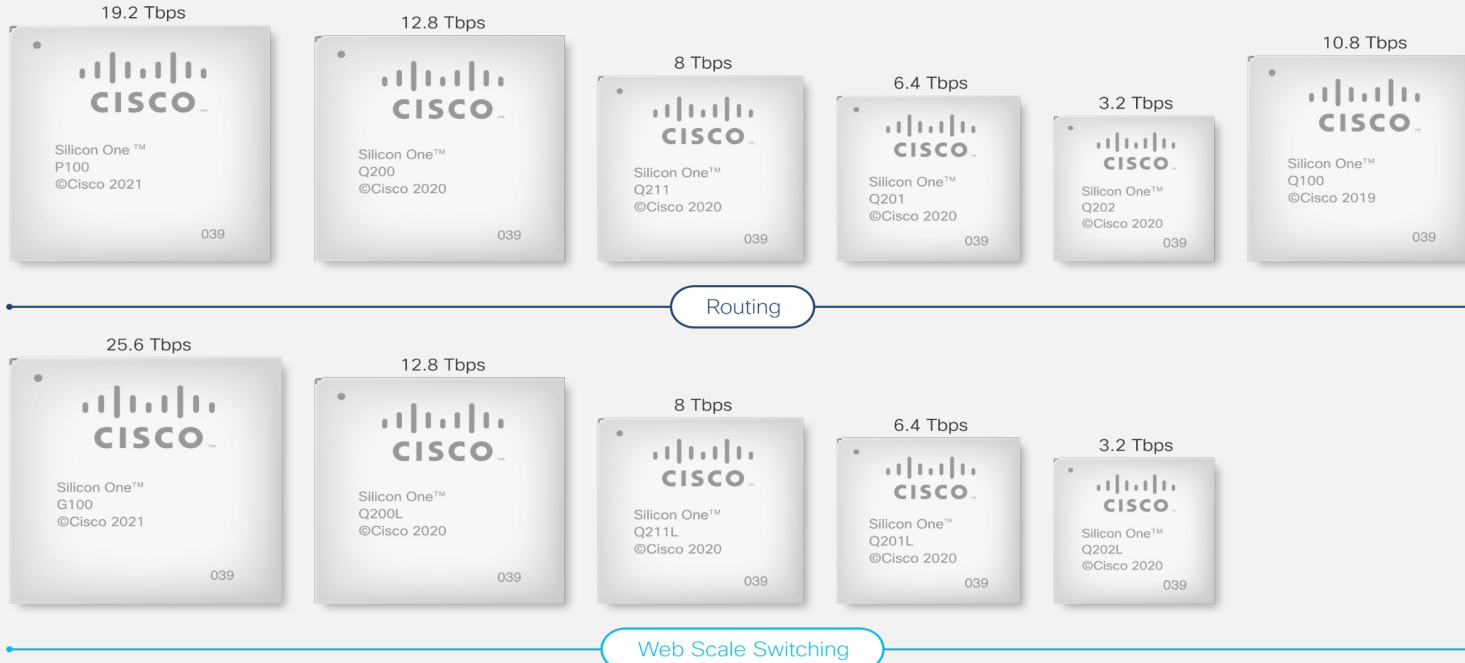
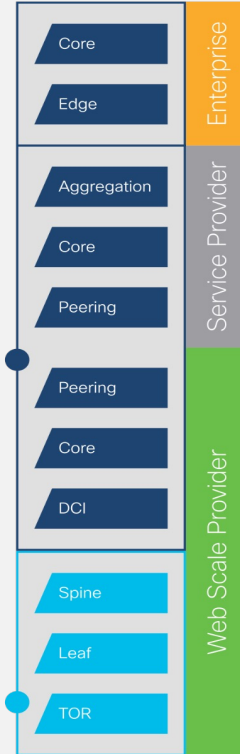


Linecards



Cisco Silicon One

One Architecture, SDK and P4 Forwarding Code



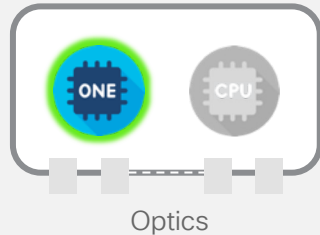
3 System Designs with One ASIC Architecture

-  Router-on-Chip mode
-  Linecard mode
-  Fabric mode



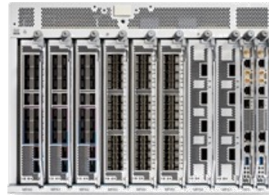
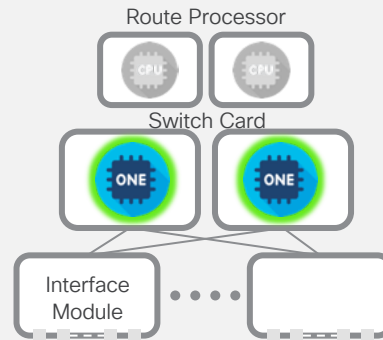
Fixed System

Cisco 8100/8200



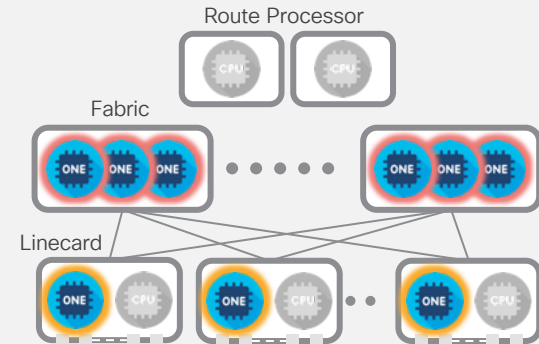
Centralized System

Cisco 8600



Modular System

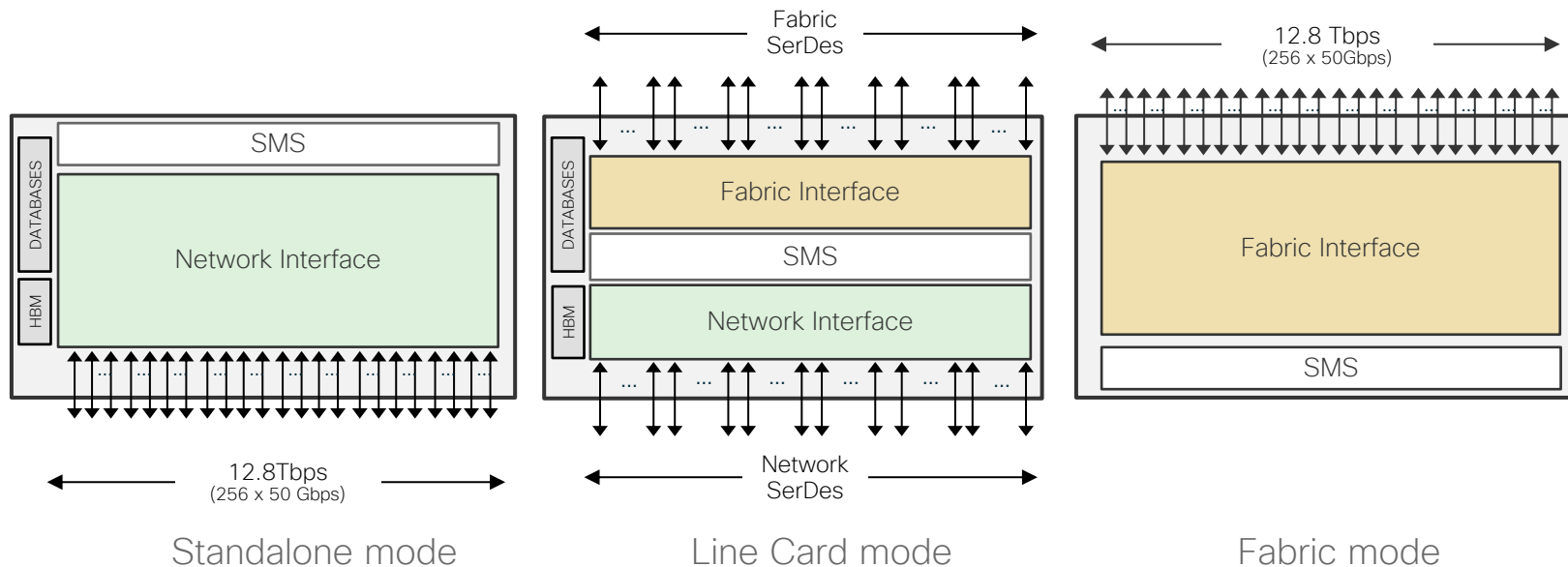
Cisco 8800



Cisco Silicon One Q200

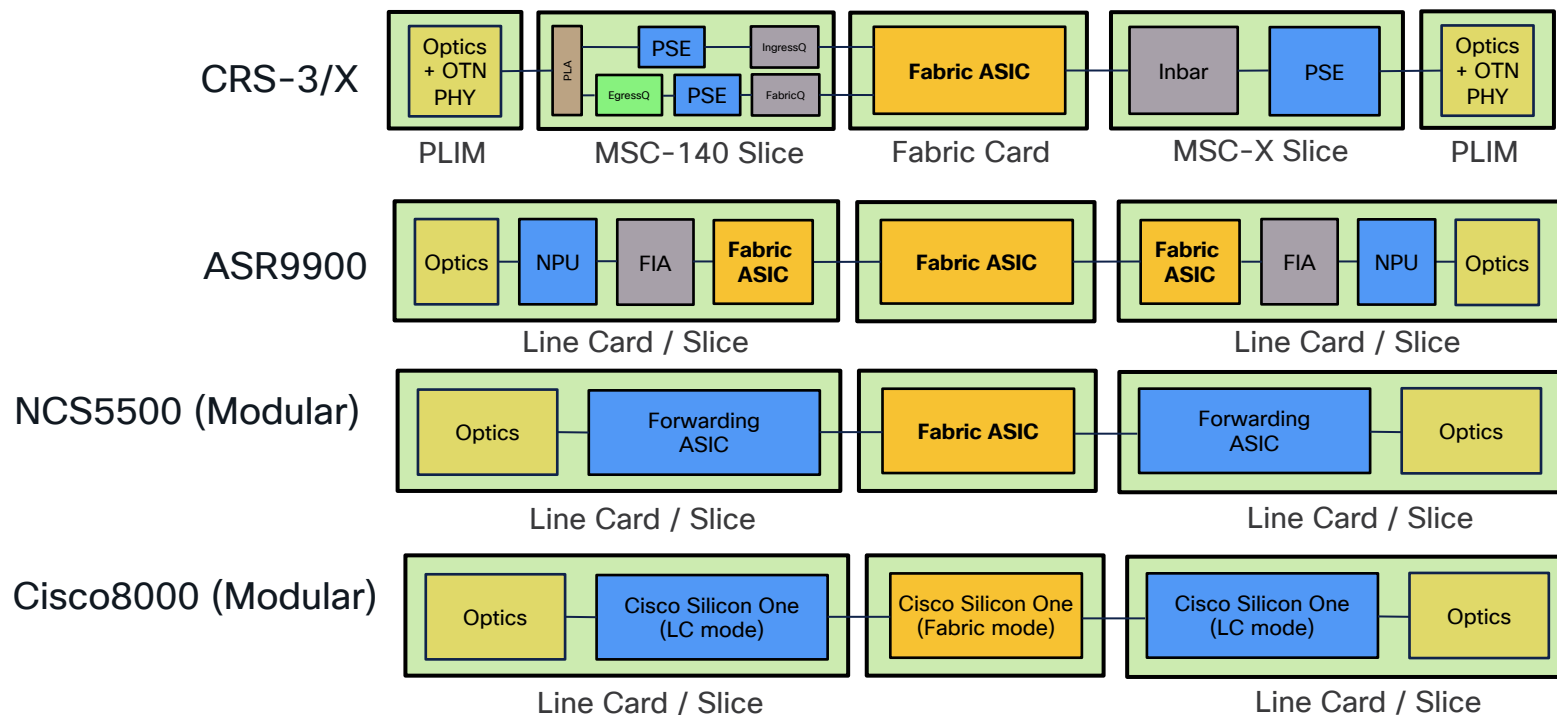
Modes of Operation

- Cisco Silicon One ASIC works with 3 modes
 - As NPU on fixed chassis
 - As NPU + fabric interface on line card module
 - As fabric ASIC on fabric card



Simplification is Key

- Fewer Components: Cost Optimization and Lower Power Consumption



Common ASIC Elements

- Variable number of slices 

2 Interface Groups (IFGs) per slice

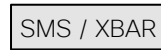
- Separate Rx and Tx components

Packet Processors, Schedulers



- Shared Memory Switch (SMS)

Connects slices via common buffers



- Internal SRAMs and TCAM



- Multi-rate SerDes down to 10G

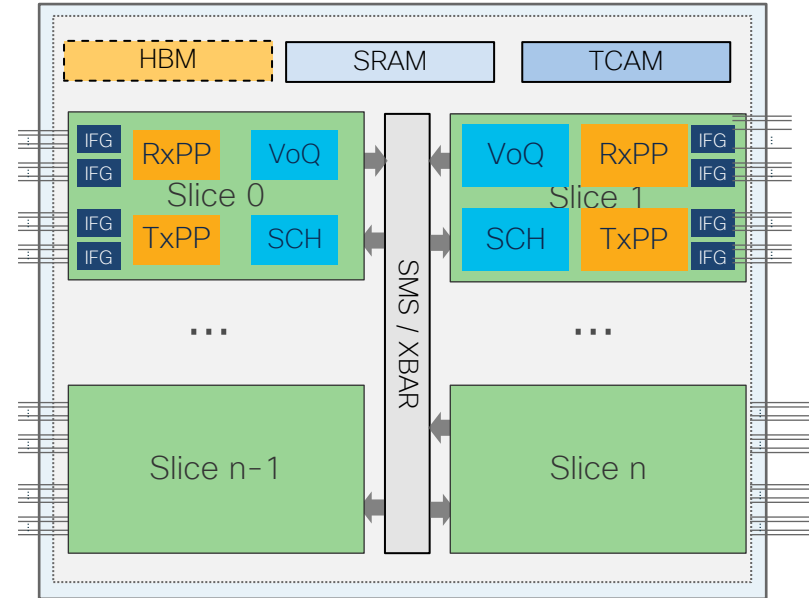
- Different P4 flavors based on usage

Line card, fabric, or fixed

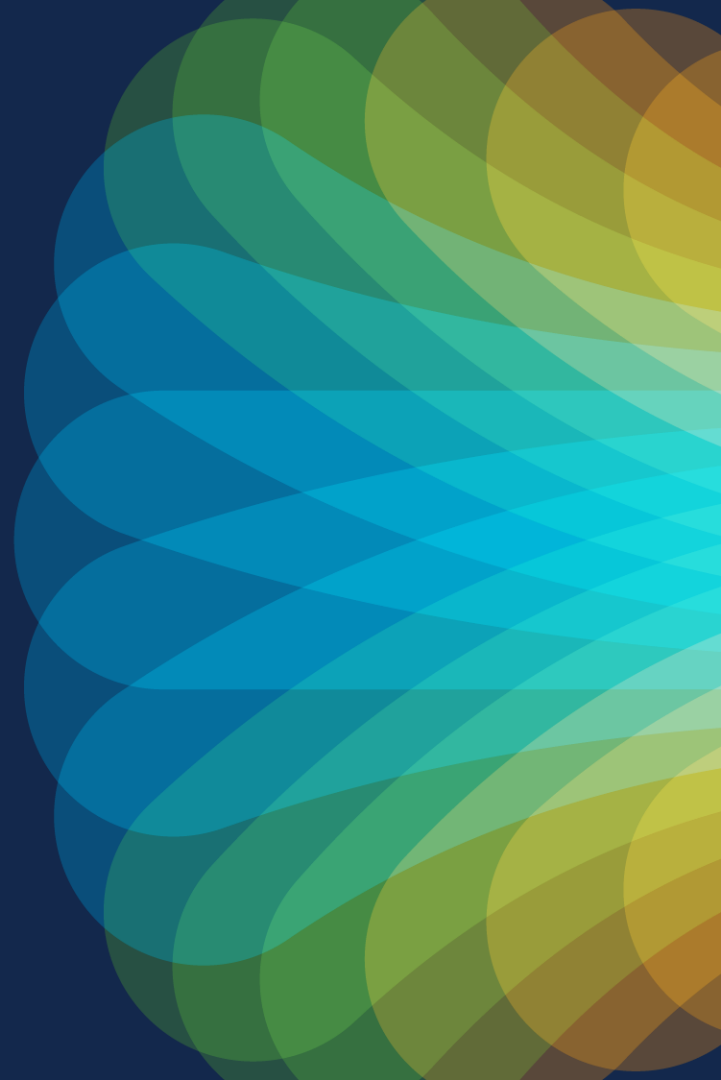
- HBM memory is optional 

Buffer expansion

FIB expansion

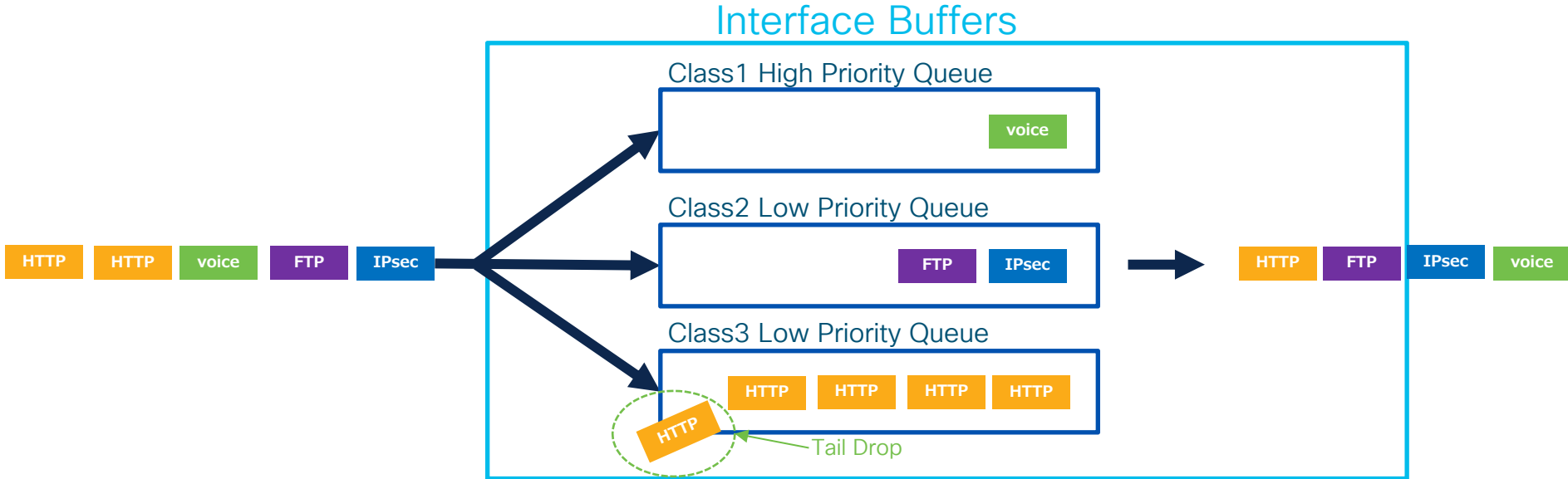


VOQ



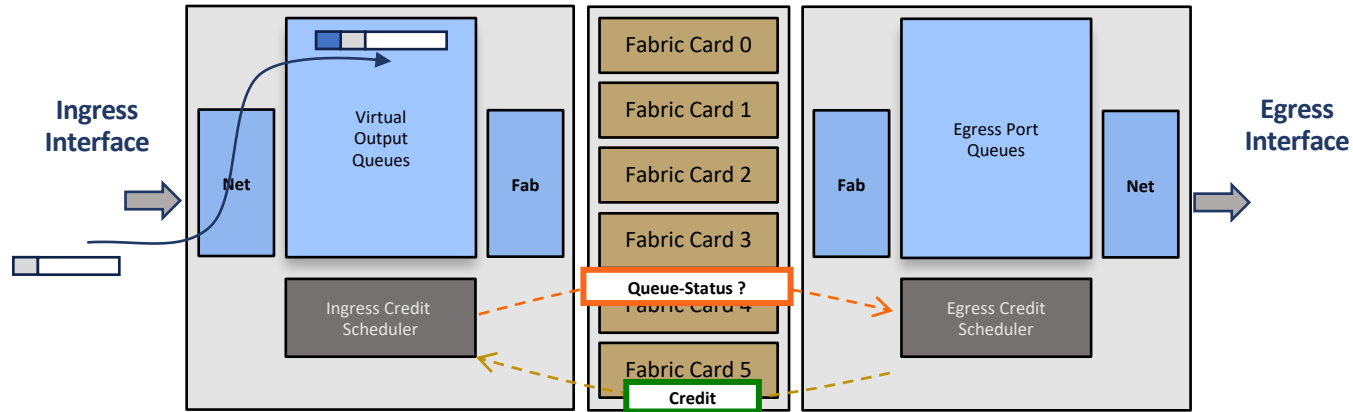
What is queueing?

- Queueing is designed to accommodate temporary congestion.
- The packets in the queue are stored in the buffer (memory) until bandwidth becomes available.



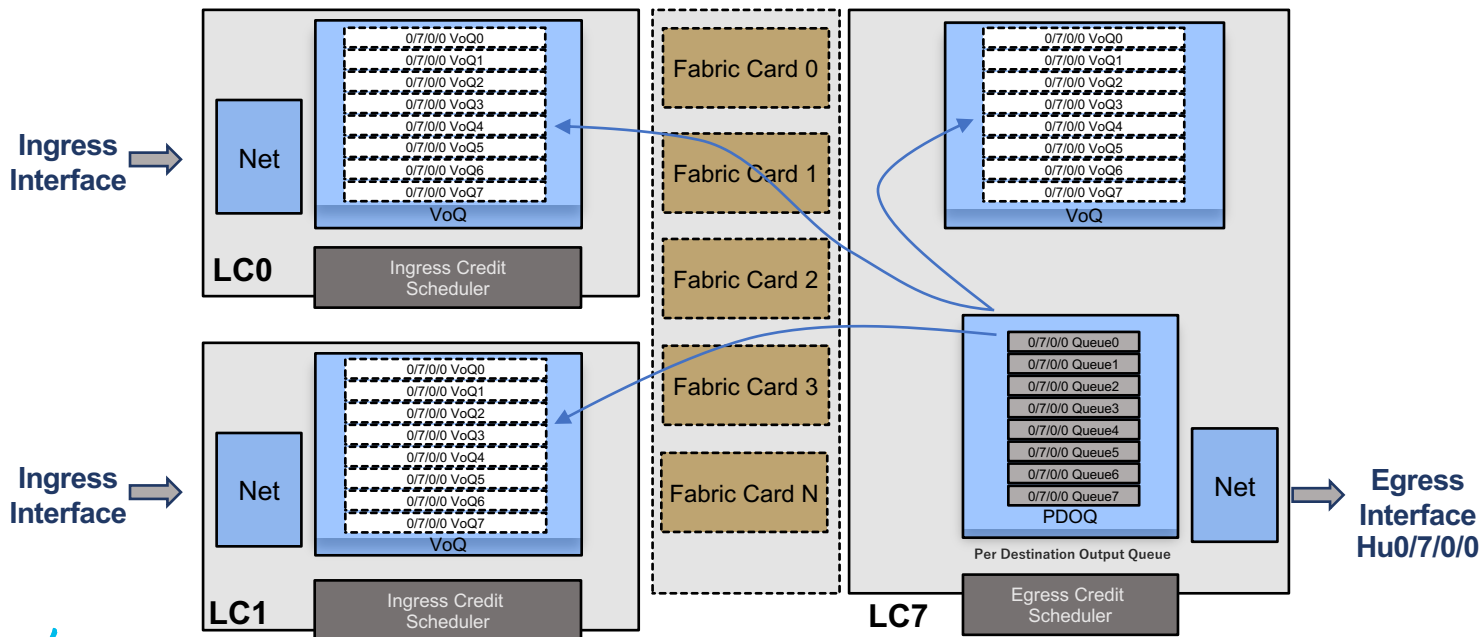
What is VOQs(Virtual Output Queue)?

- Cisco 8000 uses an ingress queueing/VOQ architecture, where queues exist on each ingress line card that represent an output destination in the system
- Packets are queued to each VOQ at ingress, and arbitrated across the fabric using a credit grant/request system
- If credit granted, the packets are placed into very shallow output queues that live on the egress line cards.

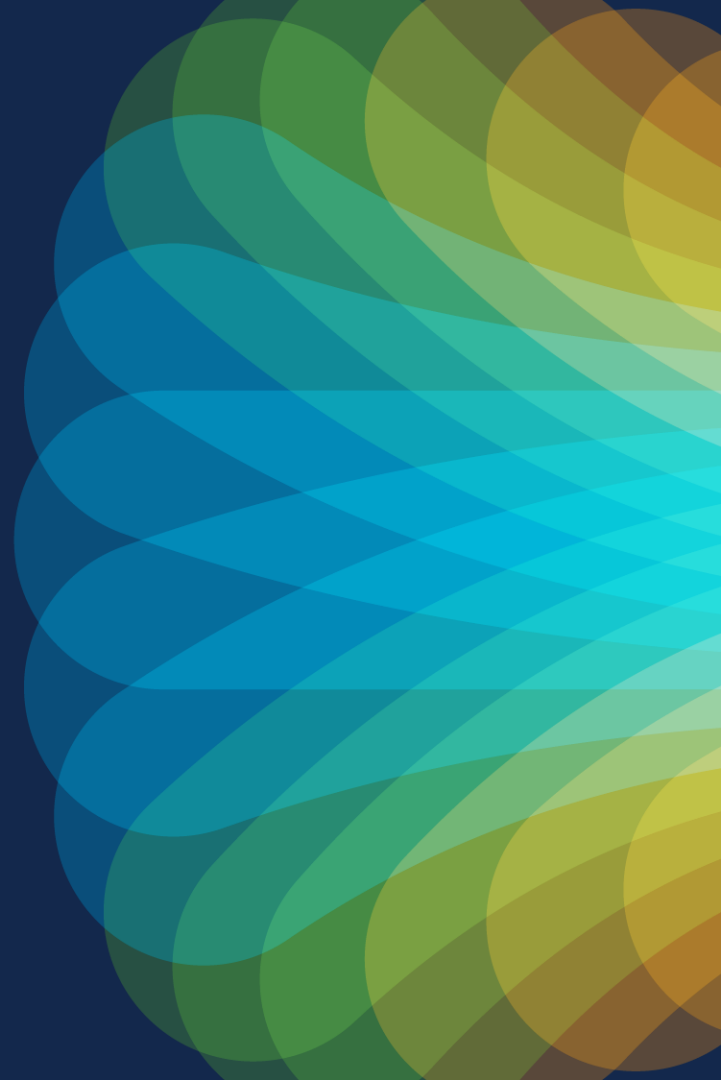


What is VOQs? - contd

- System has 8 output queues(OQs) per physical port
- System replicates set of 8 VOQs for all physical ports in bootup on all Rx slices
 - VOQs represents the OQs at ingress. There's 1:1 mapping between VOQs and OQs.
 - Typically, the traffic-class to VoQ mapping is 1:1.

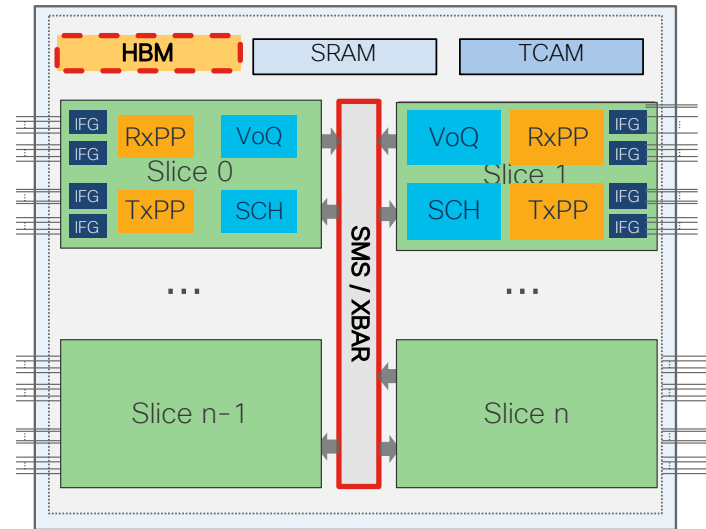


Packet Memory & Packet Flow



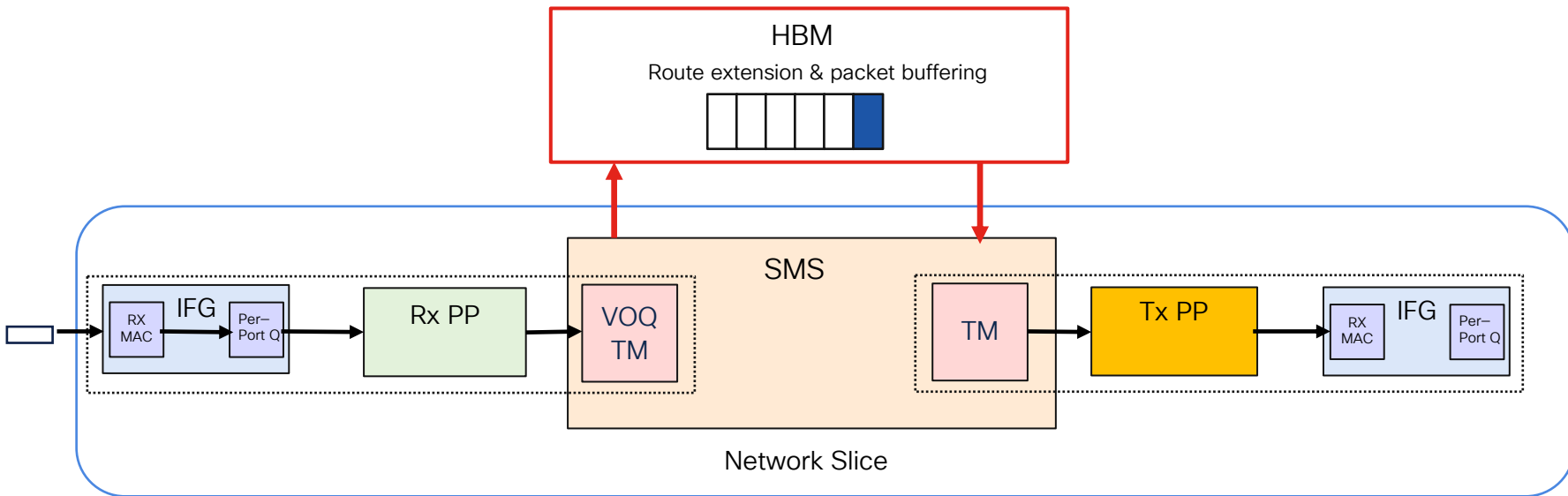
Packet Memory

- SMS (Shared Memory System): On-die memory
 - Primary packet memory
 - Fully shared memory
 - Each buffer block can hold 384byte
- HBM (High Bandwidth Memory): Off-die memory
 - 8GB per NPU
 - Secondary packet memory
 - capacity: 1 M buffers [1 buffer=8kbyte]
 - HBM storage is shared between LPM (prefixes storage) and QOS deep buffering
 - HBM buffer block can store a maximum of 16 packets



VoQ Congestion Operation

Congestion

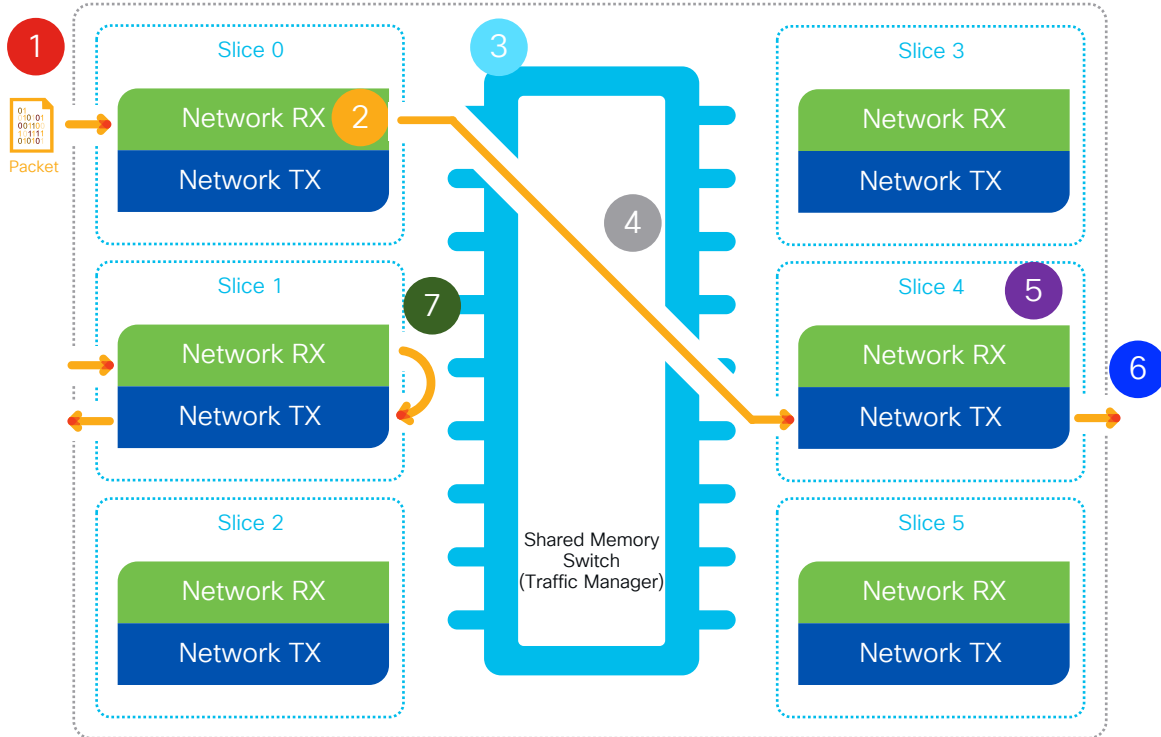


- When the egress port is experiencing congestion, VOQ starts building up in SMS
- VOQs get evicted once the congestion/latency in VOQ increases beyond a certain limit
- VOQs get moved back to the SMS once congestion eases

Standalone

All slices are network facing

- 1 Packets arrive on the input slice of the receive device.
- 2 The NPU performs the packet lookup, feature checks, and identifies the destination for the packet.
- 3 The ingress NPU enqueues the packet on the corresponding VoQ for the {destination, traffic class}
- 4 When credits are available for the destination VoQ, the packet is switched across the SMS to the destination (egress) slice.
- 5 On the egress slice, the transmit direction lookups and feature checks are performed.
- 6 The final encapsulations are added to the packet and it's transmitted from the TX NPU out the physical interface
- 7 All packets are switched through the same SMS regardless of whether they are bound for the same NPU slice or a different NPU slice.

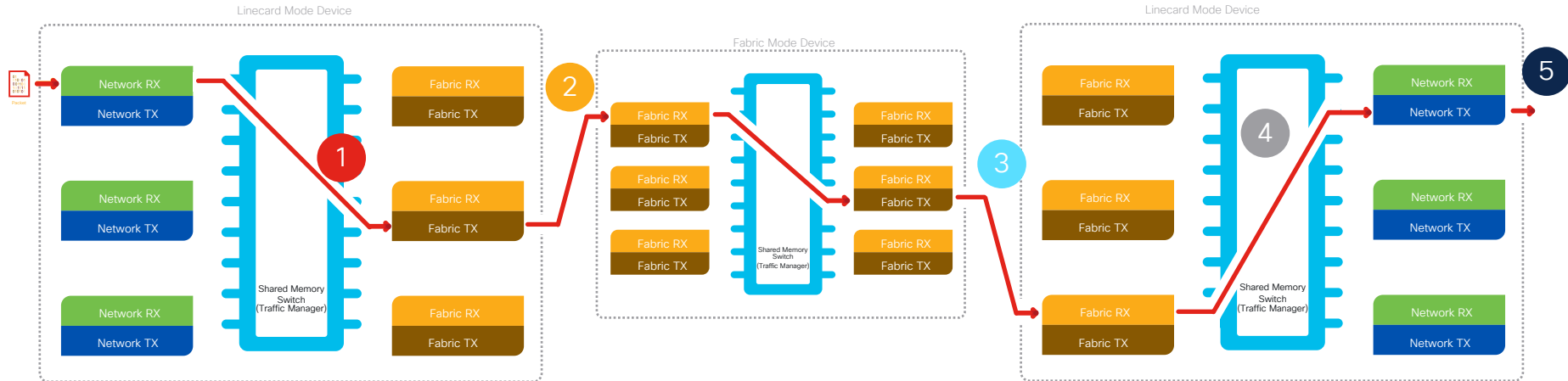


Linecard Mode

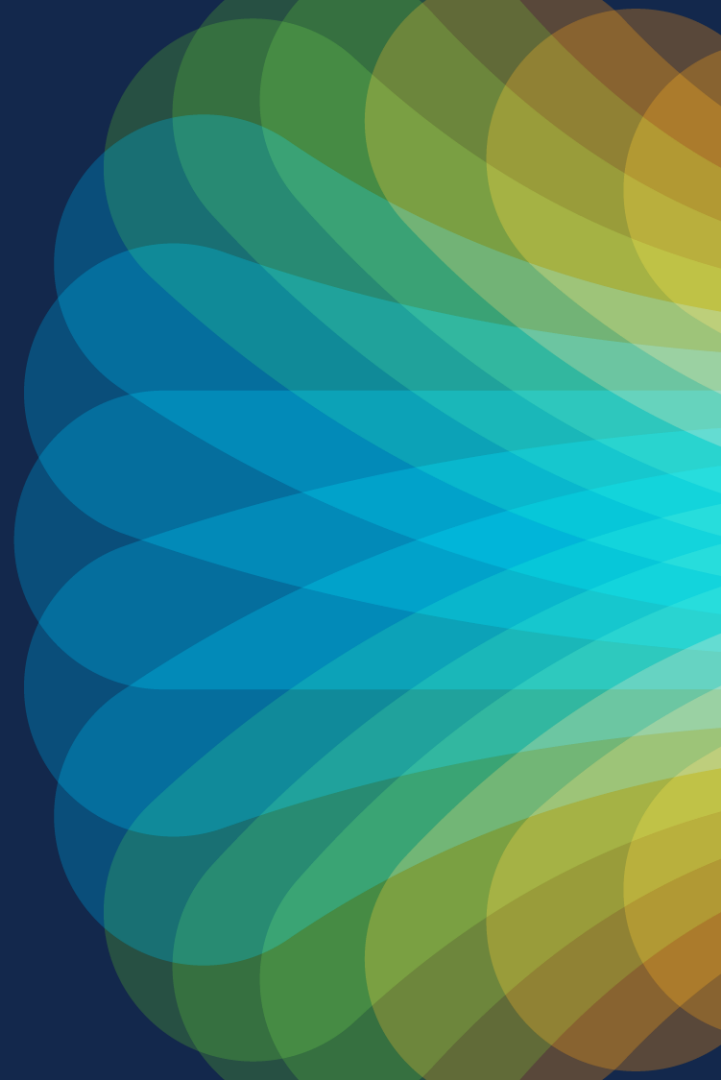
Some slices network facing and some fabric facing

In the system with multiple LCs, the packet processing on RX/TX NPU is basically same. Packets are assigned on the ingress NPU to a VoQ that represents the destination {interface, traffic class}, and credits are still allocated by the TM scheduler in the same manner.

- 1 Packets are dequeued from the VOQ on the ingress NPU, switched across the local SMS onto a slice that operates in fabric mode.
- 2 Packets are switched to fabric devices (exist physically on the dedicated fabric cards).
- 3 Packets are switched to the correct destination NPU based on the address that is encoded in the internal fabric header.
- 4 Packets are received by the fabric facing slice of the transmit side NPU and switched to the slice of the output interface.
- 5 Output lookups/features/encapsulation are done in the transmit NPU slice, and the packet is transmitted to the output interface.

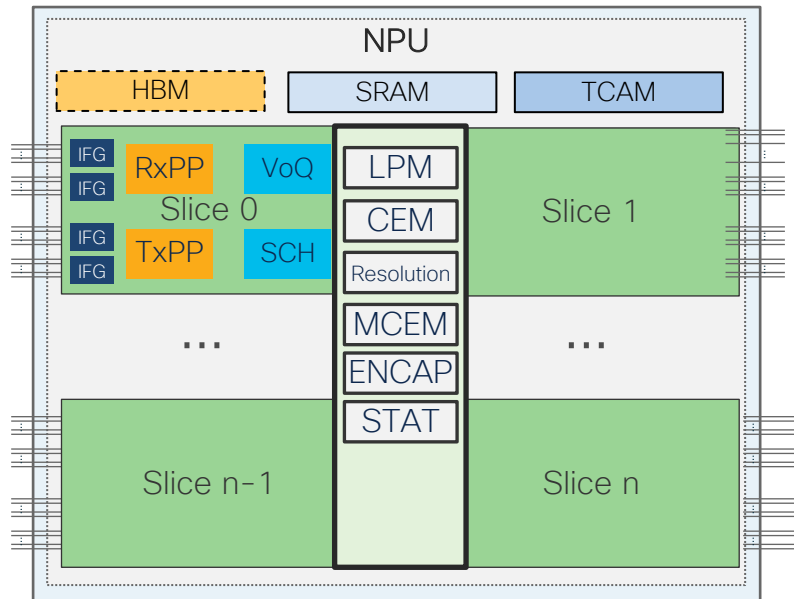


Forwarding Resources



Silicon One Memories

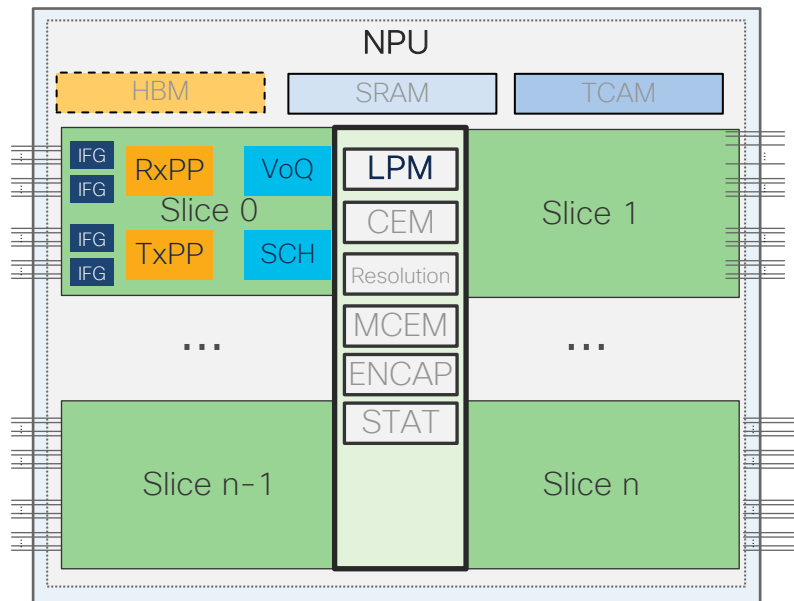
- SRAM, TCAM can be used as information memory
- On-die databases used for
 - Route tables: prefixes/ next-hop/ load-balancing
 - Classification / filters
 - Encapsulation DBs
 - Statistics
 - ACLs
- HW resources must be stored in the memory



LPM/CEM/TCAM/HBM

Mapping applications to memories

- LPM (Longest Prefix Match):
 - IPv4: All prefixes (local, connected, /32)
 - IPv6: All prefixes (except /128)
 - Hybrid ACL 1st look-up
- LPM is built from a combination of TCAM, SRAM, and optional HBM

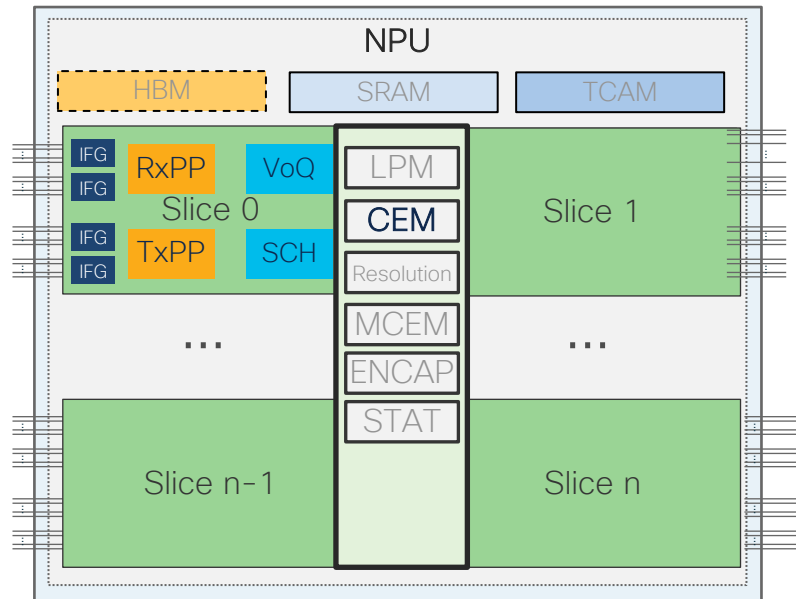


LPM/CEM/TCAM/HBM

Mapping applications to memories

- Central EM (Exact Match):

Forwarding information	Details
IPv6	All /128 (/127 & /126 based on configuration)
MPLS local labels	SR/LDP, TE Headend, TE Mid-point
Multicast(v4, v6)	(*,G)/32, (S,G)/64, (*,G)/128, (S,G)/256,
IPv4 Multicast	(*,G)/m (m<32)
IPv6 Multicast	(*,G)/m (m<128)
Hybrid ACL 1st look-up	
LPTS 2nd lookup	
Bridge MAC addresses	



LPM/CEM/TCAM/HBM

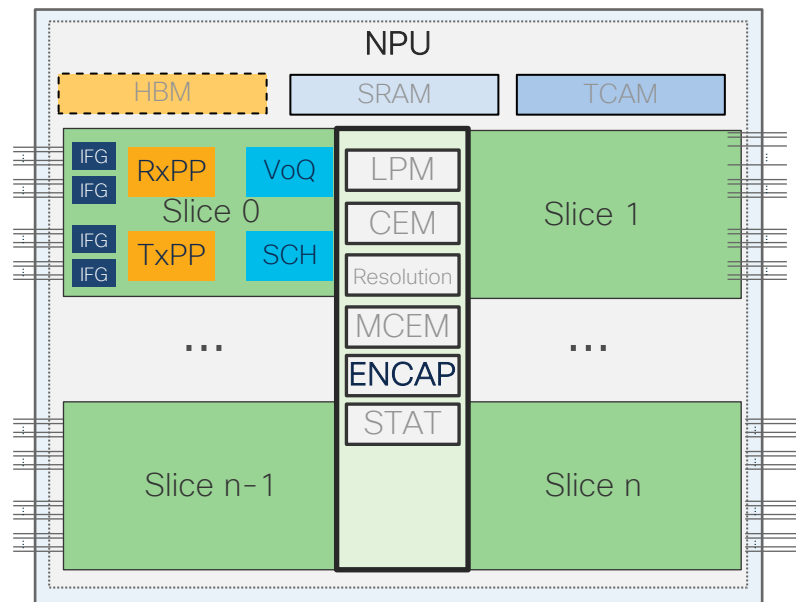
Mapping applications to memories

- Egress Large Encap EM (Exact Match):

Remote label: MPLS LDP/SR, L3VPN, L2VPN, 6PE VPN, MPLS TE Tunnel, BGP-LU, and SR-TE

- Egress Small Encap EM (Exact Match):

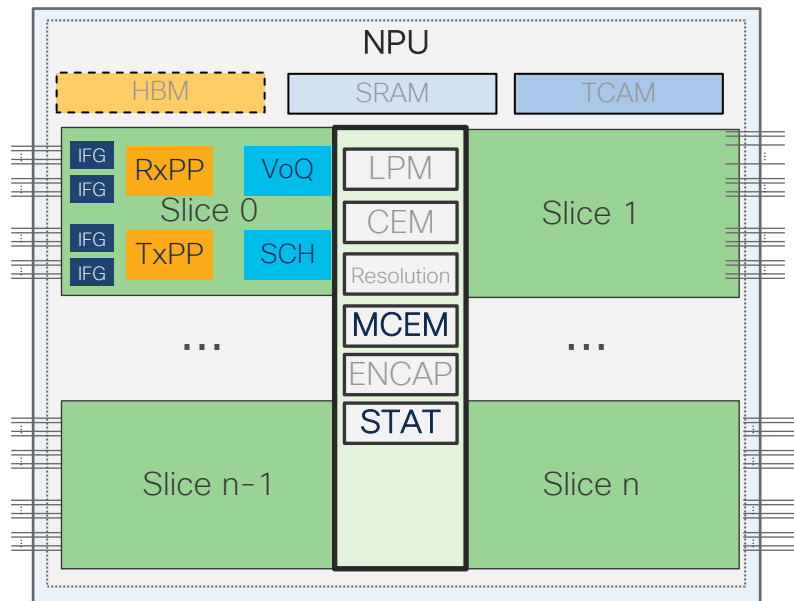
Transport label for BGP LU, LDP over TE Tunnel, SR over SR-TE, SR-TE(High scale: If gt 2 stacks), and SRv6 encap



LPM/CEM/TCAM/HBM

Mapping applications to memories

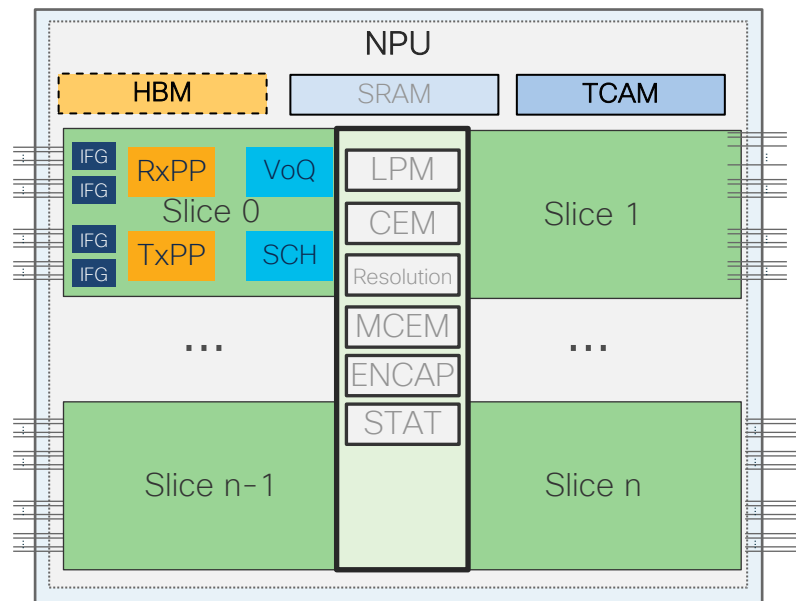
- Multicast EM (MC-EMDB):
List of OLEs, Multicast route stats, and L2VPN Bridge L2 interface
- Stats:
Used to store all counters(Forwarding, VoQ, Multicast stats, QoS, Meter)



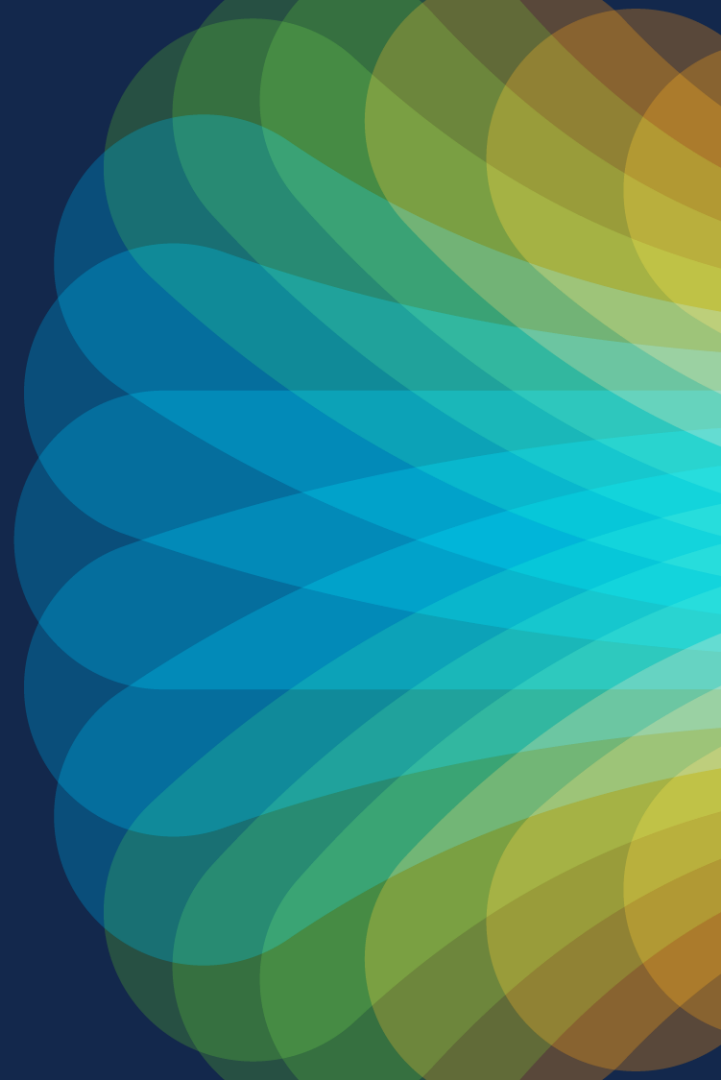
LPM/CEM/TCAM/HBM

Mapping applications to memories

- HBM(High Bandwidth Memory):
 - Deep packet buffer,
 - L2 LPM Prefix as FIB Expansion
- TCAM:
 - Packet classification(Security ACL, QoS ACL, BGP-Flowspec, LPTS),
 - Hybrid ACL



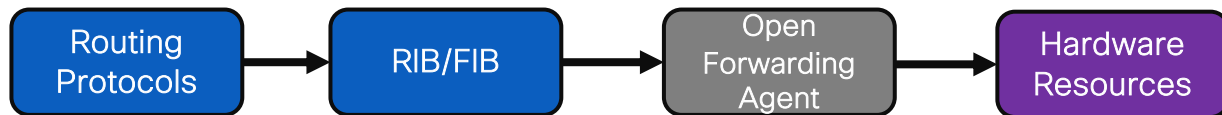
Monitoring Resources



Monitoring Memory Resources

Thresholds Yellow / Red

- Hardware programming is done through an abstraction layer: OFA



- Each database is using two thresholds: Yellow at 80% and Red at 95%(default)

```
RP/0/RP0/CPU0:C8818#show controllers npu resources lpm_tcam location 0/0/CPU0
HW Resource Information
```

```
  Name                : lpm_tcam
  Asic Type            : Q200
```

```
NPU-0
```

```
  OOR Summary
```

```
    Estimated Max Entries : 100
    Red Threshold         : 95 %
    Yellow Threshold      : 80 %
    OOR State             : Green
```

```
### once each thresholds are crossed, syslog warnings are generated
```

```
RP/0/RP0/CPU0:Mar 11 14:50:41 : npu_drvr[388]: %PLATFORM-OFA-4-OOR_YELLOW : NPU 0, Table npu, Resource lpm_tcam
RP/0/RP0/CPU0:Mar 11 15:02:12 : npu_drvr[388]: %PLATFORM-OFA-5-OOR_GREEN : NPU 0, Table npu, Resource lpm_tcam
```

Monitoring Memory Resources

Forwarding Table Resources accounting supported

```
RP/0/RP0/CPU0:C8818#show controllers npu resources ?
```

all	all hardware resources		
centralem	central_em	●	For Exact Match Resource
counterbank	counter_bank	●	For Counter Resource
dipindex	dip_index		
egressacltcam	egress_acl_tcam		
egressl3dlp	egress_l3_dlp		
egresslargeencap	egress_large_encap	●	Egress Large Encapsulation
egresssmallencap	egress_small_encap	●	Egress Small Encapsulation
ingressacltcam	ingress_acl_tcam		
ipv6compressedlips	Multicast IPv6 Source Addresses		
l2serviceport	L2 Forwarding interface	●	L2 interface related Resource
l3acport	L3 Forwarding interface	●	L3 interface related Resource
lpmtcam	lpm_tcam	●	Longest Prefix Match Resource
lptsmeters	lpts_meters	●	LPTS meters Resource
mcemdb	Multicast Replication and Route Statistics	●	Multicast OLE Resource
myipv4tbl	myipv4tbl	●	GRE decap resource
nativefecentry	native_fec_entry		
protectiongroup	protection_group		
sipidxtbl	sipidxtbl	●	GRE encap/decap resource
stage1lbgroup	stage1_lb_group	●	Recursive ECMP group resource
stage1lbmember	stage1_lb_member	●	Recursive ECMP members resource
stage2lbgroup	stage2_lb_group	●	Non-recursive ECMP group resource
stage2lbmember	stage2_lb_member	●	Non-recursive ECMP members resource
stage2protectionmonitor	stage2_protection_monitor		
tunneltermination	tunnel_termination		
tunneltermination1	tunnel_termination_1	●	GRE Tunnels resource
v4lpts	v4_lpts	●	V4 LPTS TCAM Resource
v6lpts	v6_lpts	●	V6 LPTS TCAM Resource

Monitoring Memory Resources

OOB: show controller npu stats trap counters

- HW resource issue often result in lookup miss for each resource
- Errors like label lookup miss, route lookup miss, adjacency lookup miss etc. are counted by trap counters.
 - Trap counter is stats for punted packets
- show controllers np descriptions to check the meaning of each stats

```
RP/0/RP0/CPU0:C8818#show controllers npu stats traps-all instance all location 0/0/CPU0 | in MISS
```

ETHERNET_SMAC_MISS(D*)	0	44	LC_CPU	232	1586	0	67	145	IFG	64	0	0
ETHERNET_MC_SNOOP_LOOKUP_MISS(D*)	0	46	LC_CPU	232	1586	0	67	145	IFG	64	0	0
MPLS_TE_MIDPOINT_LDP_LABELS_MISS(D*)	0	88	LC_CPU	232	1586	0	67	145	IFG	64	0	0
MPLS_ILM_VRF_LABEL_MISS(D*)	0	89	LC_CPU	232	1586	0	67	145	IFG	64	0	0
MPLS_MISSING_FWD_LABEL_AFTER_POP(D*)	0	92	LC_CPU	232	1586	0	67	145	IFG	64	0	0

```
RP/0/RP0/CPU0:C8818#show controllers np descriptions location 0/0/CPU0 | inc MISS
```

44	ETHERNET_SMAC_MISS	Yes	Ethernet Ingress	SMAC of bridged packet is not found in MAC table.
46	ETHERNET_MC_SNOOP_LOOKUP_MISS	Yes	Ethernet Ingress	IGMP snooping lookup miss.
88	MPLS_TE_MIDPOINT_LDP_LABELS_MISS	Yes	MPLS Egress	on egress failed to resolve the midpoint Traffic-Engineering or LDP (Label Distribution Protocol) label(s) in encapsulation data-base.
89	MPLS_ILM_VRF_LABEL_MISS	Yes	MPLS Ingress	Label lookup in VRF fails on a CsC (Carrier Supporting Carrier) interface., miss in EM database..
92	MPLS_MISSING_FWD_LABEL_AFTER_POP	Yes	MPLS	Cannot pop and forward when forward label is missing, terminated label is BOS

Monitoring Memory Resources

OOB: show controller npu stats trap counters

- show captured packet to check the content of dropped packet in trap counter

```
RP/0/RP0/CPU0:C8818#show controllers npu stats traps-all instance all location 0/1/CPU0
```

Trap Type	NPU ID	Trap ID	Punt Dest	Punt VoQ	Punt VLAN	Punt TC	Configured Rate (pps)	Hardware Rate (pps)	Policer Level	Avg-Pkt Size	Packets Accepted	Packets Dropped
L3_ROUTE_LOOKUP_FAILED	0	129	LC_CPU	233	1538	1	67	145	IFG	64	9293	14198635134

```
RP/0/RP0/CPU0:C8818#show captured packets traps 129 location 0/1/CPU0
```

Captured packets are also saved in /harddisk:/nputrap_pcap_traps_129_loc_IC1.txt

***** Packet 1 (len 124) *****

Captured at: 2023-09-12 15:53:35.900

DMAC: 00:00:5E:00:53:01

SMAC: 00:00:5E:00:53:FA

IPv4 header

Internet Header length:20

TOS:0x20

Total length:68

Fragment [ID:0 Is-frag:0 Do-not-frag:0 More-Frags:0 Offset:0]

TTL:64

Protocol:6 (TCP)

Checksum:0x5482

Source: 192.0.2.17

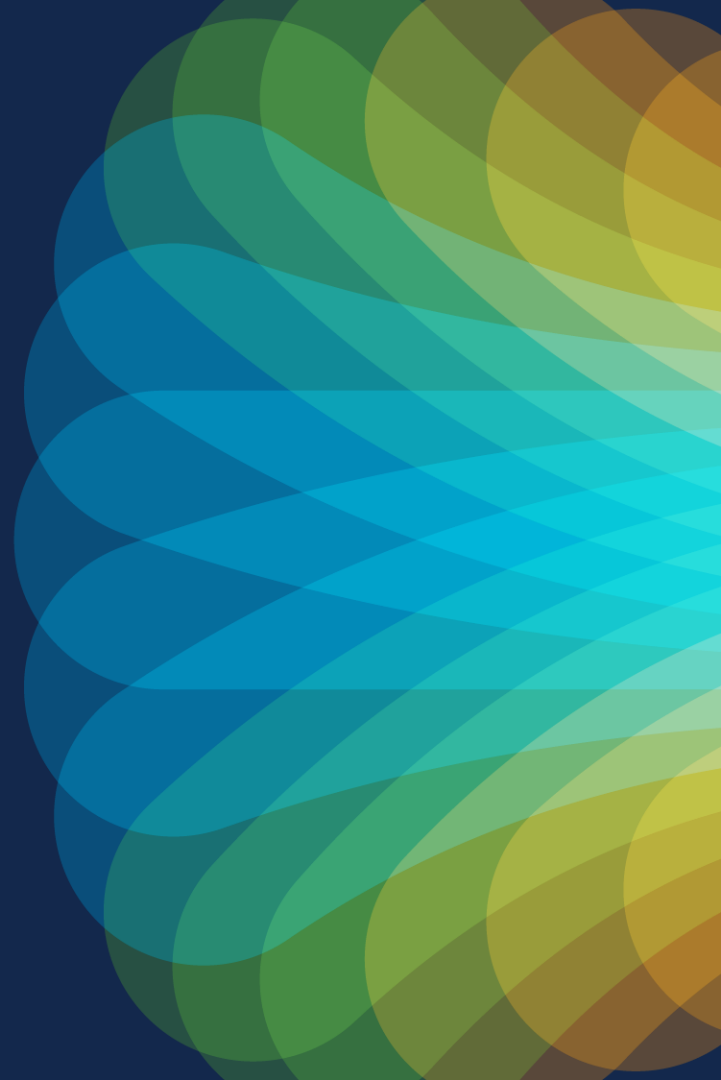
Destination: 198.51.100.1

TCP header

- snip -

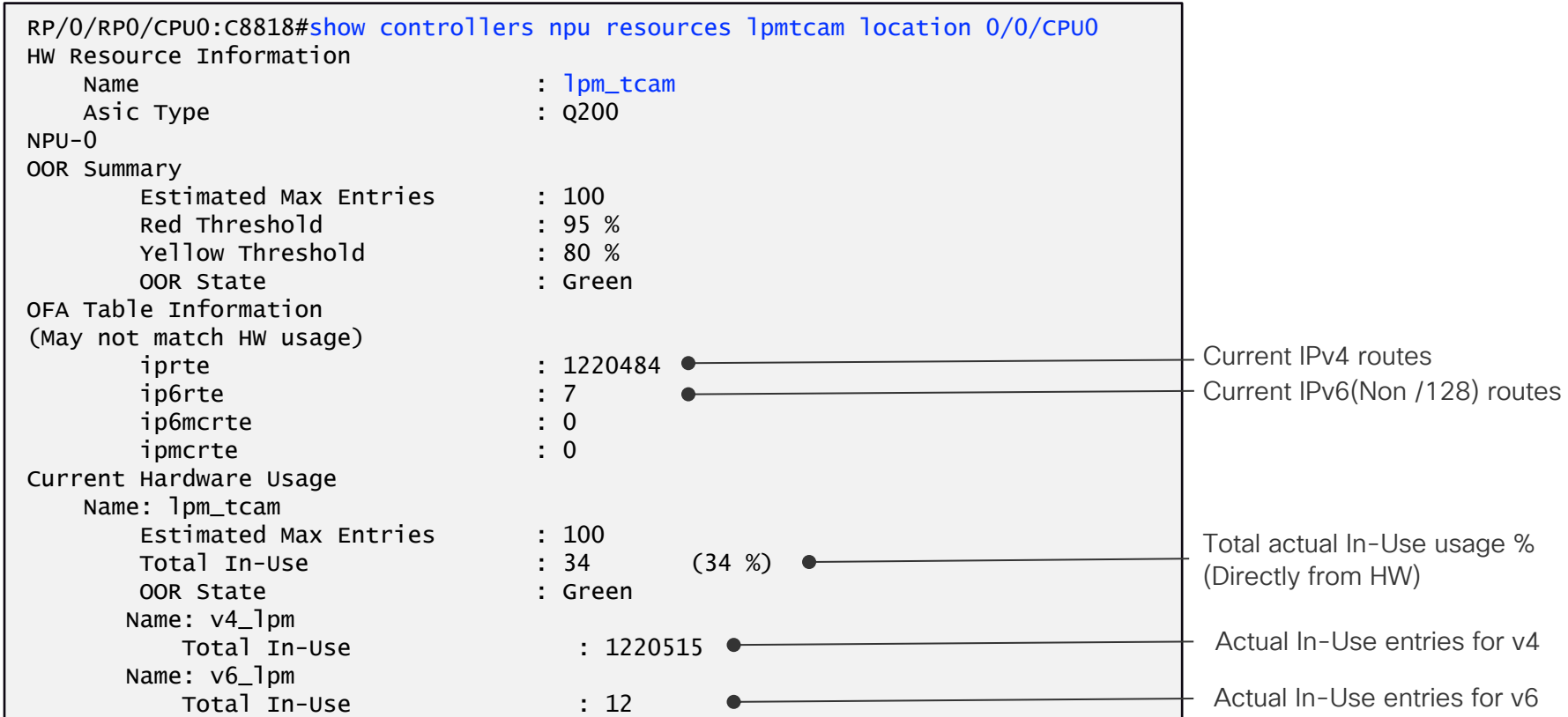
Monitoring
Resources:

LPM/CEM/Adjacency



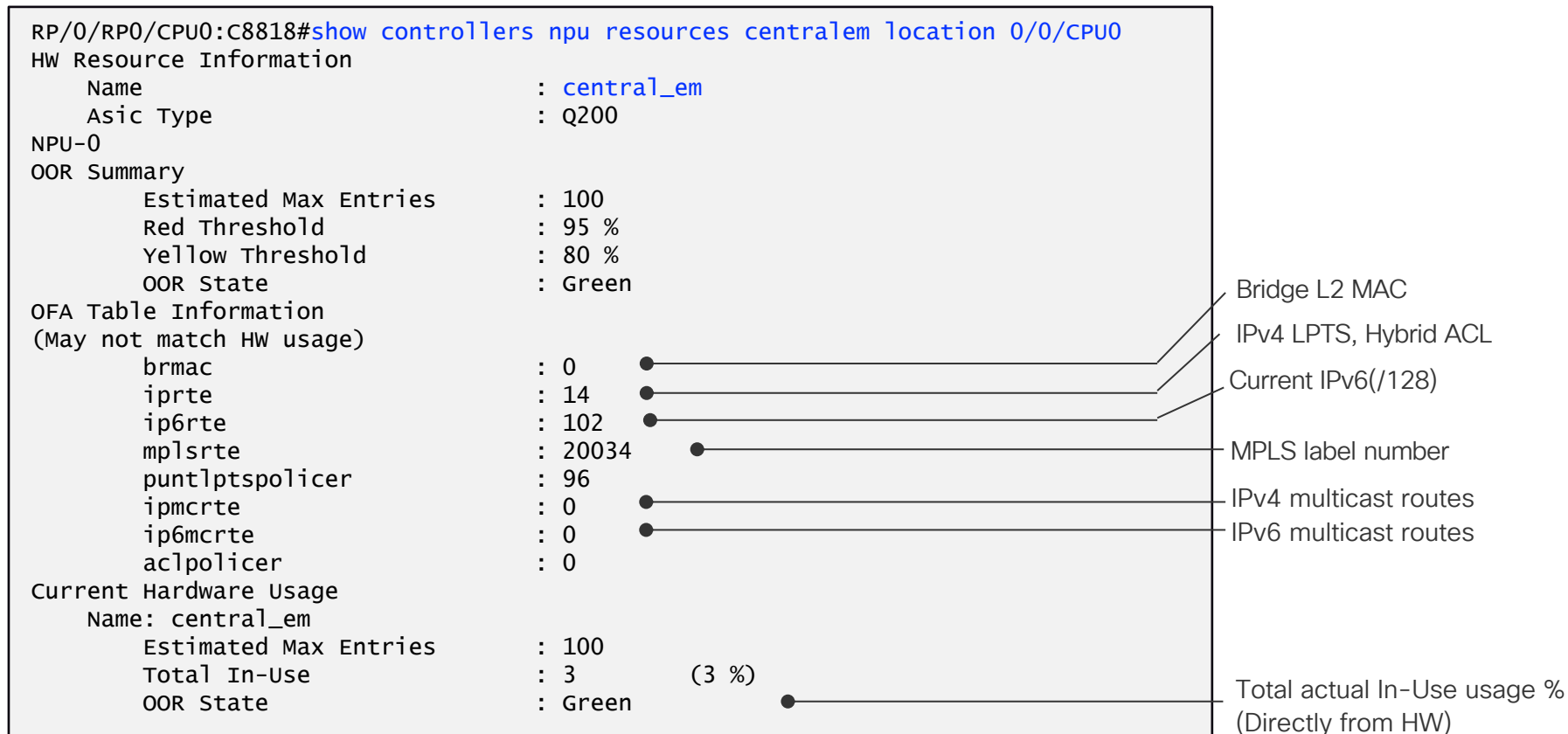
Monitoring Memory Resources

Forwarding Table resources: LPM(Longest Prefix Match)



Monitoring Memory Resources

Forwarding Table resources: CEM(Central Exact Match)



Monitoring Memory Resources

Adjacency(ARP/NDP)

- The encap resource allocation controlled by Global Resource IDs (GRID)
- Adjacency resource can be monitored from show grid command.
- Below is OOR example and GRID Bank Full message will be seen

```
RP/0/RP0/CPU0:8201#show grid pool 2 bank 0
```

```
Bank Ptr                : 0x308d075ae0
```

```
Bank ID                 : 0
```

```
Pool                   : GLIF (id 2)
```

```
Bank Start              : 2
```

```
Bank End                : 4095
```

```
Max Bank Size           : 4094
```

```
Max Resource Pages      : 128
```

```
Available resource IDs  : 0 (0.000% free)
```

```
Bank statistics:                Success          Error          (since last clear)
```

```
Resource IDs reserved          12057          2128757          12057          2128757
```

```
Resource IDs returned           7963              0              7963              0
```

```
Client                      : fib
```

```
Resource IDs reserved          12057          2128757          12057          2128757
```

```
Resource IDs returned           7963              0              7963              0
```

```
current usage                : 4094
```

```
RP/0/RP0/CPU0:Nov  6 07:21:34.087 UTC: grid_svr[127]: %L2-GRID-4-BANK_FULL : GRID POOL:GLIF(2), BANK 0 FULL. Max size 4091, Curr RIDs 4091.
```

```
RP/0/RP0/CPU0:Nov  6 07:21:34.087 UTC: grid_svr[127]: %L2-GRID-4-BANK_MAX_CLIENT : GRID POOL:2,BANK 0 FULL. Max Clt dpa_fib_cl, RIDs 4091.
```

```
LC/0/0/CPU0:Nov  6 07:21:34.087 UTC: fib_mgr[206]: %ROUTING-FIB-3-PLATF_UPD_FAIL : FIB platform update failed:
```

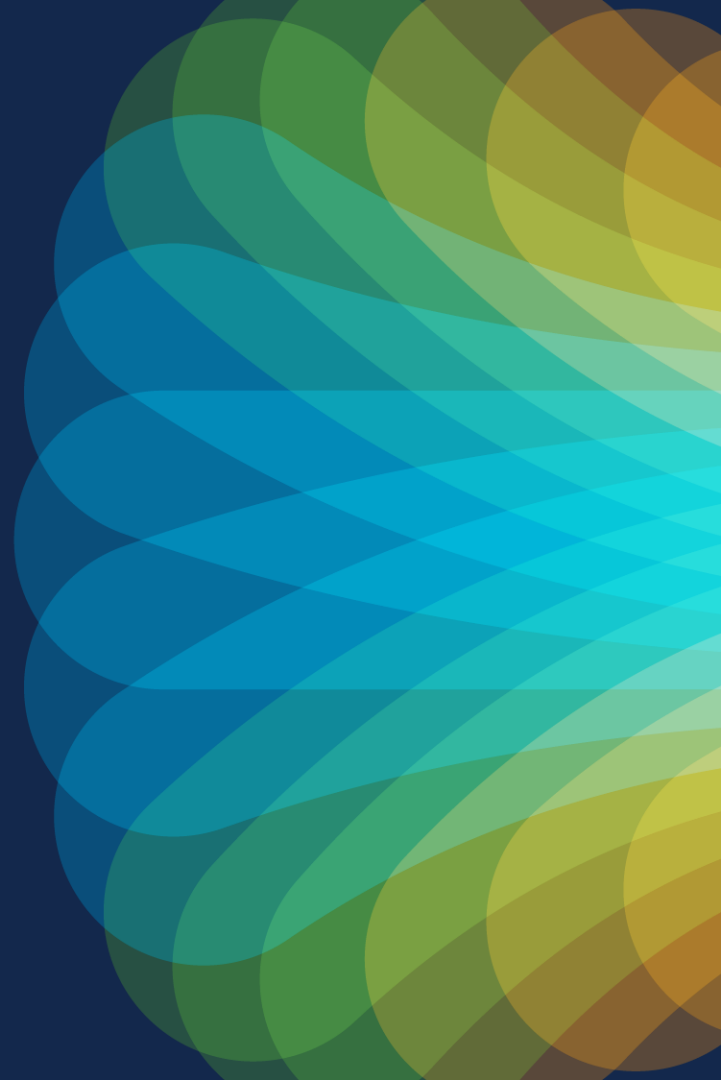
```
Obj=FIB_DATA_TYPE_NHINFO[ptr=0x309b5128c0,refc=0,flags=0x8000008] Action=CREATE Proto=ipv4. Cerr='RID' detected the 'warning' condition
```

```
'GRID': Invalid argument : fib_mgr : (PID=5713) : -Traceback= 560471085b90 560471091bd8 5604710893a4 560471089668 5604711efe6f
```

```
7f59a2e4708b 7f59a3142fe9 7f59a314cf38 5604710048ab
```

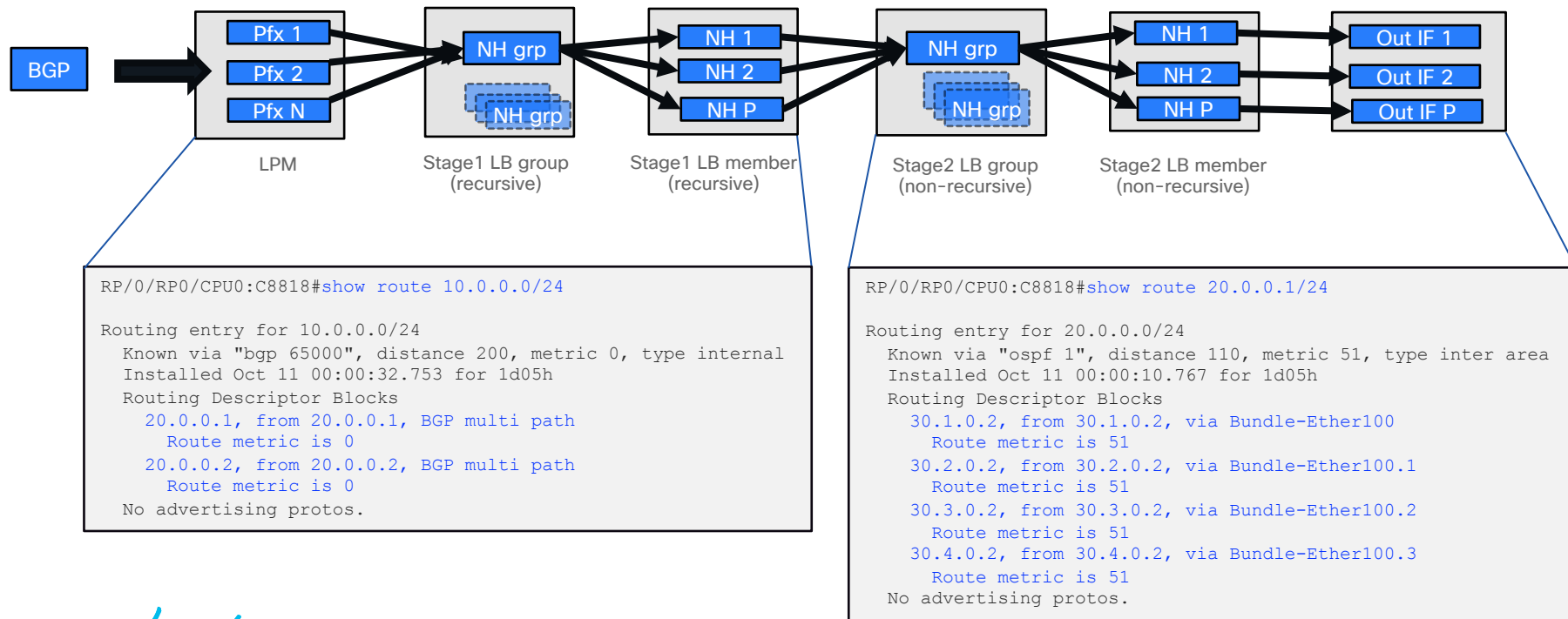
Monitoring
Resources:

ECMP Group and
Member



ECMP Group and Member

- ECMP is equal cost multi path. Formed by 2 or more next-hops for same destination with same cost.
- With ECMP, additional information needed to be managed on what interfaces are in same ECMP group



Monitoring Memory Resources

Forwarding Table resources: stage1_lb_group

```
RP/0/RP0/CPU0:C8818#show controllers npu resources stage1lbgroup
location 0/0/CPU0
```

HW Resource Information

```
Name           : stage1_lb_group
Asic Type      : Q200
```

NPU-0

OOR Summary

```
Estimated Max Entries : 16384
Red Threshold         : 95 %
Yellow Threshold      : 80 %
OOR State             : Green
```

OFA Table Information

(May not match HW usage)

```
nhgroup         : 205
```

Current Hardware Usage

```
Name: stage1_lb_group
Estimated Max Entries : 16384
Total In-Use          : 7      (0 %)
OOR State             : Green
```

Total Max entries of Recursive ECMP Group

Actual In-Use of Recursive ECMP Group

- stage1_lb_group is recursive ecmp group to next hop resolution mainly related to BGP path
- ECMP with unique set of nexthops will consume 1 stage1_group entries.

Monitoring Memory Resources

Forwarding Table resources: stage1_lb_member

```
RP/0/RP0/CPU0:C8818#show controllers npu resourc stage1lbmember
location 0/0/CPU0
```

HW Resource Information

Name : stage1_lb_member
Asic Type : Q200

NPU-0

OOB Summary

Estimated Max Entries : 196640 ●
Red Threshold : 95 %
Yellow Threshold : 80 %
OOB State : Green

Total Max entries of Recursive ECMP Members

OFA Table Information

(May not match HW usage)

nhgroup : 213

Current Hardware Usage

Name: stage1_lb_member
Estimated Max Entries : 196640
Total In-Use : 10239 (5 %) ●
OOB State : Green

Actual In-Use of Recursive ECMP Members

- stage1_lb_member is recursive ecmp member to next hop resolution mainly related to BGP path
- In stage1_lb_group entries, if 1 prefix has 4 equal cost path/next-hop, 4 stage1_lb_member entries is consumed
- Q200: stage1_lb_member includes stage0. It means both lb members & prefix objects is included as well.
 - Hence the big difference on scale number between Q100(16k) and Q200(192k)

Monitoring Memory Resources

Forwarding Table resources: stage2_lb_group

```
RP/0/RP0/CPU0:C8818#show controllers npu resourc stage2lbgrou
location 0/0/CPU0
```

HW Resource Information

Name : stage2_lb_group
Asic Type : Q200

NPU-0

OOB Summary

Estimated Max Entries : 16384
Red Threshold : 95 %
Yellow Threshold : 80 %
OOB State : Green

OFA Table Information

(May not match HW usage)

nhgroup : 470

Current Hardware Usage

Name: stage2_lb_group
Estimated Max Entries : 16384
Total In-Use : 24 (0 %)
OOB State : Green

Total Max entries of ECMP Group

Actual In-Use of Non-recursive ECMP Group

- stage2_lb_group is non-recursive ecmp group to next hop resolution mainly related to IGP path

Monitoring Memory Resources

Forwarding Table resources: stage2_lb_member

```
RP/0/RP0/CPU0:C8818#show controllers npu resources stage2lbmember
```

```
location 0/0/CPU0
```

```
HW Resource Information
```

```
  Name : stage2_lb_member
```

```
  Asic Type : Q200
```

```
NPU-0
```

```
OOR Summary
```

```
  Estimated Max Entries : 32800 ●
```

```
  Red Threshold : 95 %
```

```
  Yellow Threshold : 80 %
```

```
  OOR State : Green
```

```
OFA Table Information
```

```
(May not match HW usage)
```

```
  nhgroup : 540
```

```
Current Hardware Usage
```

```
  Name: stage2_lb_member
```

```
  Estimated Max Entries : 32800
```

```
  Total In-Use : 52 (0 %) ●
```

```
  OOR State : Green
```

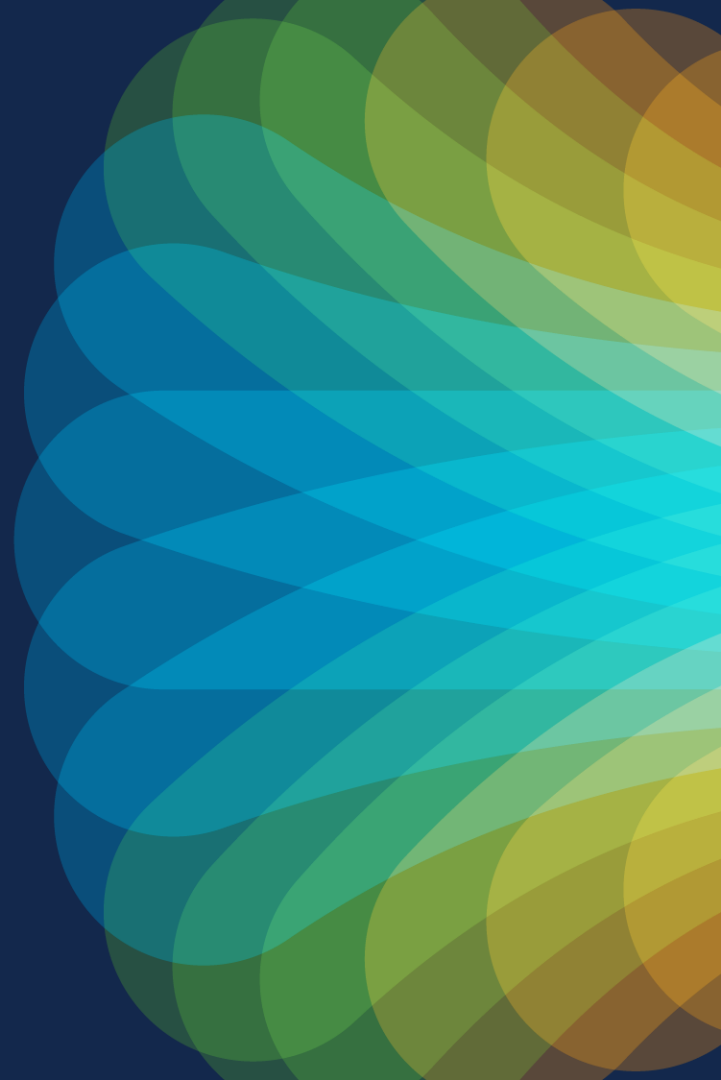
Total Max entries of ECMP Members

Actual In-Use of Non-recursive ECMP Members

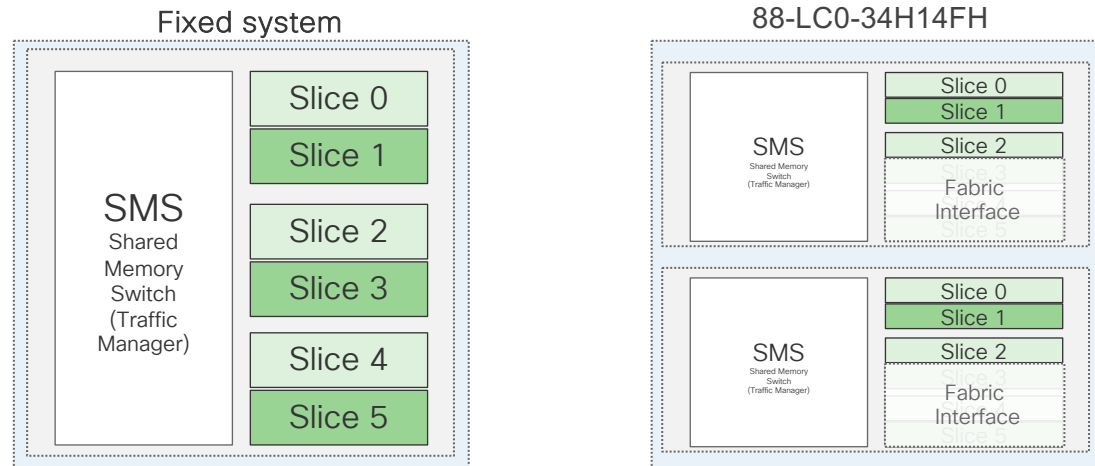
- stage2_lb_member is non-recursive ecmp member to next hop resolution mainly related to IGP path
- In stage2_lb_group entries, if 1 prefix has 4 equal cost path/next-hop, 4 stage2_lb_member entries is consumed

Monitoring
Resources:

MPLS labels



Slices & Slice-Pair



	Fixed	Modular
# of NPU	1/system	2/Line Card
# of Slices/NPU	6(Network I/F)/NPU	3(Network I/F) + 3(Fabric I/F)/NPU
# of Slice Pair/NPU	3/NPU	1.5/NPU
# of Slice Pair/LC	3/System	1.5 x 2/LC

Verify NPU/VOQ/Slice/IFG for a given interface

```
RP/0/RP0/CPU0:C8818#show controllers npu voq-usage interface all instance all location 0/0/CPU0
```

```
-----  
Node ID: 0/0/CPU0  
Intf      Intf      NPU  slice  IFG  Sys  VOQ  Flow  VOQ  Port  
name      handle  #    #    #   Port base base port speed  
          (hex)                type  
-----  
- snip -  
FH0/0/0/11 168      0    0    0   48  1496      0 local 400G  
FH0/0/0/13 170      1    2    1   56  1560      0 local 400G  
FH0/0/0/14 178      1    2    0   60  1568      0 local 400G  
FH0/0/0/15 180      1    2    0   64  1576      0 local 400G  
FH0/0/0/16 188      1    1    1   68  1584      0 local 400G
```

- If interface belongs to slice # 0,1 then its slice-pair 0
- If interface belongs to slice # 2,3 then its slice-pair 1
- If interface belongs to slice # 4,5 then its slice-pair 2
- Fixed systems has 3 slice-pairs with 6 n/w slices & Distributed systems will have 2 slice-pairs with 3 n/w slices (2 n/w slices belong to 1 slice-pair + 1 n/w slice belongs to another 1 slice-pair.)

Monitoring Memory Resources

Forwarding Table resources: Egress Large Encap

```
RP/0/RP0/CPU0:C8818#show controllers npu resources egresslargeencap location 0/1/CPU0
```

HW Resource Information

Name : egress_large_encap
Asic Type : Q200

NPU-0

OOB Summary

Estimated Max Entries : 131136 ●
Red Threshold : 95 %
Yellow Threshold : 80 %
OOB State : Green

32k per slice-pair(Q100)
64K per slice-pair(Q200)

OFA Table Information

(May not match HW usage)

l2if : 0
pweport : 0
iptnlencap : 0
lspnh : 98954 ●
spansession : 0 ●
puntpolicer : 149 ●

MPLS labels
ERSPAN session
PUNT policer

Monitoring Memory Resources

Forwarding Table resources: Egress Large Encap

Continued

Current Hardware Usage

Name: egress_large_encap

Estimated Max Entries : 131136

Total In-Use : 10371 (7 %)

OOD State : Green

Total-in-use for all slice-pairs combined

Overall OOR state logically combined from all slice-pairs

Slice-pair0 OOR state

Name: slice_pair_0

Total In-Use : 10191

OOD State : Green

Name: slice_pair_1

Total In-Use : 180

OOD State : Green

- Large encapsulation table is mainly used to lookup for MPLS out label(MPLS LDP/SR, L3VPN, 6VPE, MPLS TE, BGP-LU)
- In this example, Hu0/1/0/10 is Out IF for LDP forwarding. Hu 0/1/0/10 belongs to NPU0 and slice-pair0.

Monitoring Memory Resources

Forwarding Table resources: Egress Small Encap

```
RP/0/RP0/CPU0:Cisco8800#sh controllers npu resources egresssmallencap location 0/2/CPU0
```

HW Resource Information

Name : egress_small_encap
Asic Type : Q200

NPU-0

OOR Summary

Estimated Max Entries : 65600
Red Threshold : 95 %
Yellow Threshold : 80 %
OOR State : Green

32K per Slice-pair
64K per NPU

OFA Table Information

(May not match HW usage)

l2macstatic : 0
lspnh : 1
redirectvrf : 0

Transport Label for
BGP LU

Continued

- Small encapsulation table is used for Transport Label for BGP LU, LDP over TE Tunnel, SR over SR-TE, SR-TE and SRv6
- Shared with L2 Mac Static table and Redirect VRF for 6PE VPNs

Monitoring Memory Resources

Forwarding Table resources: Egress Small Encap

Continued

Current Hardware Usage

Name: egress_small_encap

Estimated Max Entries : 65600

Total In-Use : 3 (0 %) ●

OOR State : Green ●

Total-in-use for all
slice-pairs combined

Overall OOR state
logically combined from
all slice-pairs

Name: slice_pair_0

Total In-Use : 2

OOR State : Green

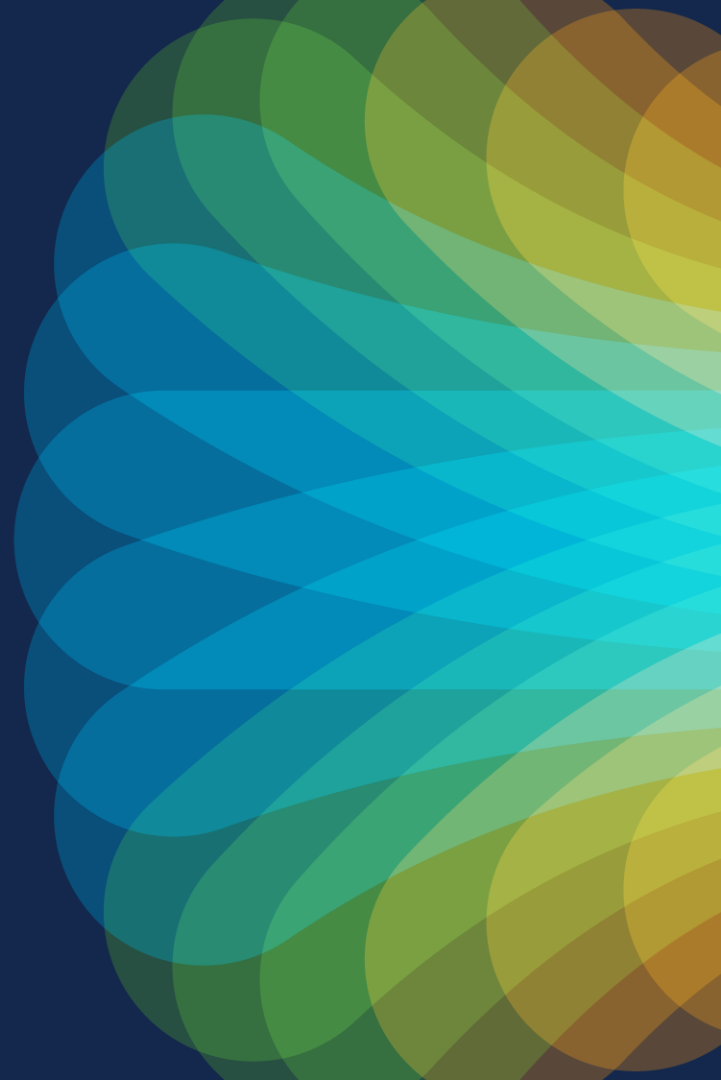
Name: slice_pair_1

Total In-Use : 1

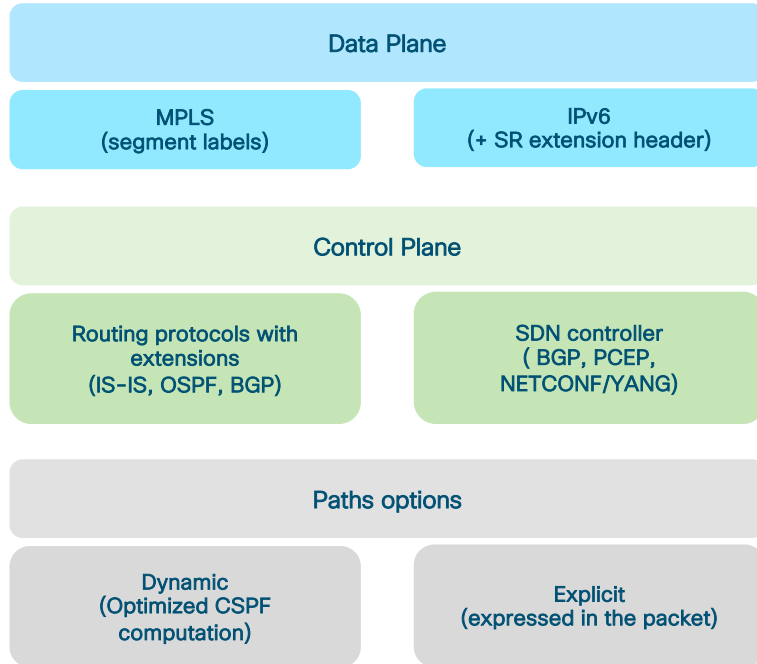
OOR State : Green

Monitoring Resources:

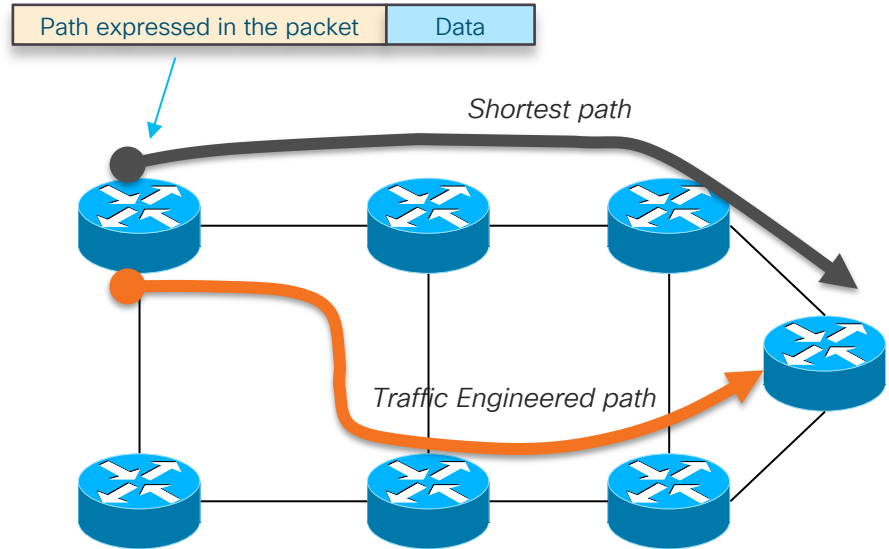
SRv6



Segment Routing

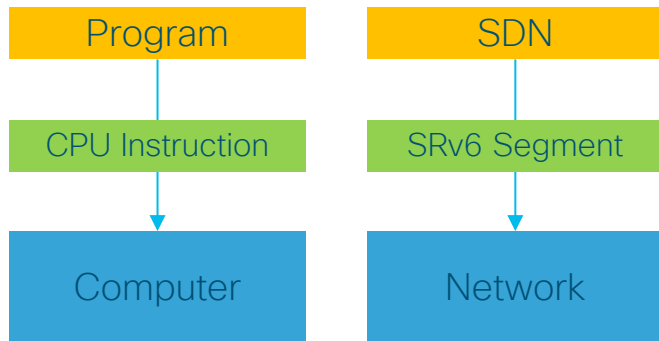


- Source Routing paradigm
- Stateless IP fabric



SRv6 on Cisco8000

Network as a Computer



Feature	Release introduced
SRv6 Traffic Engineering	IOS-XR 7.10.1
SRv6 Traffic Accounting	IOS-XR 7.10.1
SRv6 Services: L3 EVPN	IOS-XR 7.9.1
SRv6 Services: Services with Remote SIDs from W-LIB	IOS-XR 7.9.1
L3 EVPN/SRv6 and L3VPN/MPLS Interworking Gateway	IOS-XR 7.9.1
L3 EVPN/SRv6 and L3 EVPN/MPLS Interworking Gateway	IOS-XR 7.9.1
SRv6 Services: IPv4 L3VPN	IOS-XR 7.8.1
SRv6 Services: IPv6 L3VPN	IOS-XR 7.8.1

- SRv6 is supported on Q200-based line cards and fixed-port routers but not on Q100
- Related scale numbers:
 - Max-SIDs : 24K
 - Max Locators : 16
 - Number of uSID blocks : 256 [00-ff]

Monitoring Memory Resources

Forwarding Table resources: tunnel_termination

```
RP/0/RP0/CPU0:C8818#show controllers npu resources tunneltermination location 0/0/CPU0
```

HW Resource Information

Name : tunnel_termination

Asic Type : Q200

NPU-0

OOB Summary

Estimated Max Entries : 4128

Red Threshold : 95 %

Yellow Threshold : 80 %

OOB State : Green

Current Hardware Usage

Name: tunnel_termination

Estimated Max Entries : 4128

Total In-Use : 271 (6 %)

OOB State : Green

Name: slice_0

Total In-Use : 271

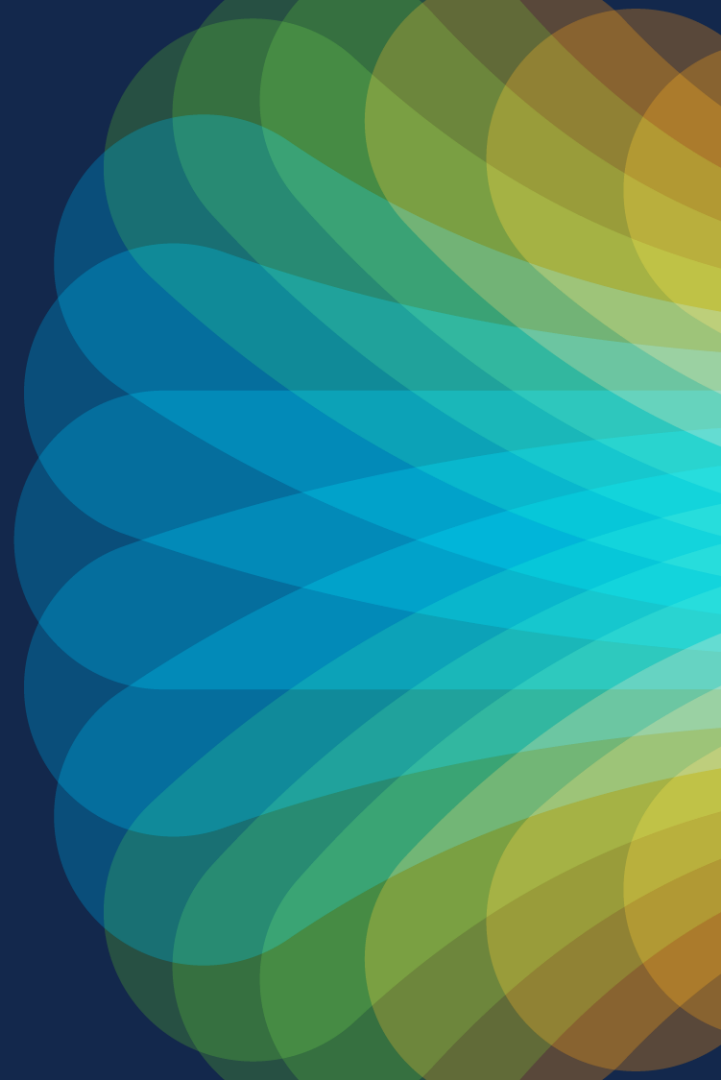
OOB State : Green

4k per NPU

Shared between
GRE/IPinIP/SRv6

- SRv6 forwarding is closely related to pure IPv6 forwarding, and HW resource is basically same
 - LPM for IPv6 prefix, Small Encap for SRv6 encap
- Tunnel_termination is also unique HW resource to manage SRv6 function
 - End.DT4/DT6 SID (F1 & uSID /64) consume 1 tunnel_termination entry

ECMP/Encap Optimization



ECMP resource: Cisco8000 vs NCS5500

- Forwarding resource for ECMP need careful consideration and testing as it's usually sparse resource
- NCS5500 with Jericho/Jericho+ NPU has 4K resource(32k for Jericho2) as encap id for ECMP (ECMP FEC)
 - It's per-path resource for each unique prefix for MPLS
 - E.g. 1 prefix with 2 paths consumes 2 resource
 - SR FIB optimizations in-place but some caveats
- Cisco8000 has more resource. Q100 has 8K, Q200 has 16k
 - Furthermore, it's per-prefix resource. 1 prefix with 2 paths consumes 1 resource

Optimization for ECMP resource

- IGP (ISIS) level, we can restrict the number of ECMP with knob “maximum-paths 1”
 - maximum-path 1 can pick different next-hops randomly for every prefix for LB perspective
 - Think about if the ECMP is really needed
- IP labeled / MPLS LSP ECMP / BGP LU, L3 VPN multipath is common abusers for ECMP resource
 - Use LDP filters to reduces the local label allocation only to the remote PE loopbacks
 - Use allocate-label to restrict label allocation only to important prefixes for BGP LU
 - Use per-vrf label allocation on all the remote PE nodes.
- Prefer Bundles to ECMP when it's possible

```
RP/0/RP0/CPU0:8201(config)#mpls ldp address-family
ipv4 label local allocate for ?
WORD          IP access-list
host-routes   Allocate label for host routes only
```

```
RP/0/RP0/CPU0:8201(config-bgp-af)#allocate-label ?
all           Allocate labels for all prefixes
route-policy  Use a route policy to select prefixes for label allocation

RP/0/RP0/CPU0:8201(config-bgp-af)#label mode ?
per-ce        Set per CE label mode
per-vrf       Set per VRF label mode
route-policy  Use a route policy to select prefixes for label allocation
mode
```

Optimization for Encap resource

LDP / SR (Segment Routing)

- LDP programs 2 types of labels
 - **Local** label which every LDP enabled node allocates for all prefixes in routing table
 - These labels are stored in CEM table
 - **Remote** label which is received from remote peer node
 - These labels are stored in large encap table
- A prefix can have multiple out labels (remote labels) based on multiple paths/nexthop
 - So Large encap is constructed by prefix & associated path/nexthop
 - Ex:- A prefix with 5 ecmp paths will have 5 remote labels and HW program 5 encap entries
- Encap get programmed in the corresponding slice-pair based on the exit interface which is pointing the nexthop
- If the path is over bundle interface with members on all slice-pairs then same encap entry get programmed on all slice-pairs
- For SR, egress encap programming is same as LDP

Optimization for Encap resource

Best Practice: Prefixes Filtering

- One way to limit number of MPLS labels is... to limit the number of prefixes

- For IGP

ISIS: advertise passive-only

OSPF: prefix-suppression

- For BGP

Should a given PE have full view of tens of thousands PEs spread across multiple continents or states?

Sometimes yes, sometimes no.

Allocate BGP communities, filter BGP routes, to install only what's relevant

- Prefer Bundles to ECMP

When possible (some operators prefer independent L3 links to facilitate isolation or for TE)

Bundles are more efficient - single encap entry is used for multiple members of the same bundle

Optimization for Encap resource

Best Practice: LDP/BGP MPLS Label Allocation

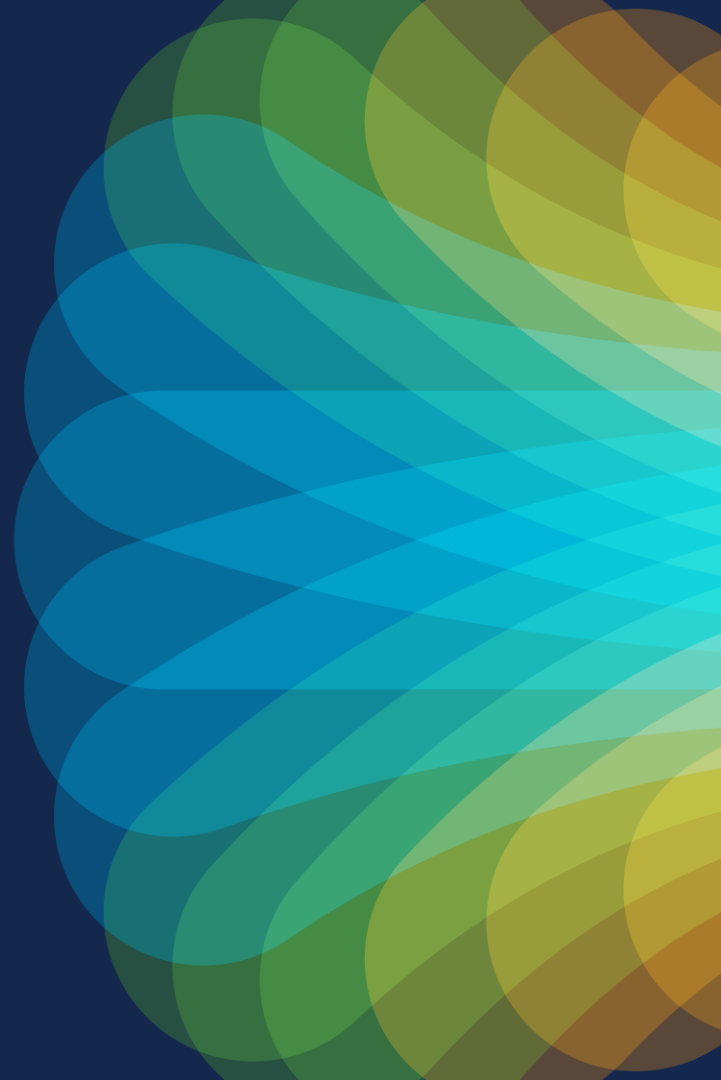
- By default, LDP will allocate a label for every single prefixes
Most of time, only loopacks are required as typically LDP is for MPLS forwarding within local NW.
Best practice is to control label allocation scheme
- LDP Label advertisement can be controlled by label local advertise config.

```
RP/0/RP0/CPU0:8818(config-ldp-af)#label local advertise ?
disable          Disable label advertisement to all peers for all prefixes
explicit-null    Configure explicit-null advertisement
for              Prefix centric outbound label filtering
interface        Advertise interface host address
to               Peer centric outbound label filtering
```

- BGP label allocation can be controlled by allocate-label config.

```
RP/0/RP0/CPU0:8818(config-bgp-af)#allocate-label ?
all              Allocate labels for all prefixes
route-policy     Use a route policy to select prefixes for label allocation
```

VOQ Scale & Counter Bank



VOQ scale

- VOQ scale can be checked with “show controllers npu voq-usage resource-manager” command.
- 8 VOQ get consumed per interface with 8 VOQ mode (default)

```
RP/0/RP0/CPU0:C8818#show controllers npu voq-usage resource-manager instance all location 0/0/CPU0
```

```
-----  
Node ID: 0/0/CPU0
```

IFG	VOQS USED	VOQS FREE
-----	--------------	--------------

```
-----  
NPU 0:
```

IFG00	16	48
-------	----	----

adding egress queueing policy to Hu0/0/0/10.1 (Hug0/0/0/10 belongs to NPU0/IFG0)

```
RP/0/RP0/CPU0:C8818#show controllers npu voq-usage resource-manager instance all location 0/0/CPU0
```

```
-----  
Node ID: 0/0/CPU0
```

IFG	VOQS USED	VOQS FREE
-----	--------------	--------------

```
-----  
NPU 0:
```

IFG00	24	40
-------	----	----

4 VOQ mode

- 4xVOQ mode mainly introduced to meet the requirements of higher scale with less queues
- Configure “hw-module profile qos voq-mode 4/8” is used to change between 8xvoq & 4xvoq modes.
 - system reload is required to get the mode effective
- Up to 4 priority level can be configured
- VOQ scaling will also depend on free counters available in counter bank. 4 VOQ mode also reduce the counter usage

VOQ usage in 8 VOQ mode		

Node ID: 0/0/CPU0		
IFG	VOQS USED	VOQS FREE

NPU 0:		
IFG00	16	48
IFG01	16	48
IFG02	16	48
IFG03	16	48
IFG04	16	48
IFG05	16	48
NPU 1:		
IFG00	16	48
IFG01	16	48
IFG02	16	48
IFG03	16	48
IFG04	16	48
IFG05	16	48
- snip -		

VOQ usage in 4 VOQ mode		

Node ID: 0/0/CPU0		
IFG	VOQS USED	VOQS FREE

NPU 0:		
IFG00	8	56
IFG01	8	56
IFG02	8	56
IFG03	8	56
IFG04	8	56
IFG05	8	56
NPU 1:		
IFG00	8	56
IFG01	8	56
IFG02	8	56
IFG03	8	56
IFG04	8	56
IFG05	8	56
- snip -		

TC/VOQ mapping in 4xVOQ mode

Traffic-Class	VoQ offset	OQ	Priority
7	7	7	P1
6	6	6	P2
5	5	5	Normal
4	0	0	Normal
3			
2			
1			
0			

Monitoring Memory Resources

Forwarding Table resources: counter_bank

```
RP/0/RP0/CPU0:C8818#show controllers npu resources counterbank location 0/0/CPU0
```

HW Resource Information

Name : counter_bank
Asic Type : Q200

NPU-0

OOB Summary

Estimated Max Entries : 108 ●
Red Threshold : 95 %
Yellow Threshold : 80 %
OOB State : Green

Max 96 Bank for
Forwarding(8K)
, 12 Banks for Meter/QoS(6K)

Current Hardware Usage

Name: counter_bank
Estimated Max Entries : 108
Total In-Use : 54 ●
OOB State : Green

Actual In-Use counter banks

Monitoring Memory Resources

Forwarding Table resources: counter_bank

- Used counters per user and bank

```
RP/0/RP0/CPU0:C8818#show controllers npu debugshell 0 "script /pkg/bin/print_internal_state.py counter_banks"
location 0/0/CPU0
```

```
Logical bank 5, Slice: 1, Num slices: 1, Allowed Users: ['VOQ'], Direction: INGRESS
```

Physical bank Id	Slice/Ifg	Total
50	1 /0	8192

Allocations:	Counter User	Used
	VOQ	912

```
- snip -
```

```
Logical bank 8, Slice: 4, Num slices: 2, Allowed Users: ['QOS', 'METER'], Direction: INGRESS
```

Physical bank Id	Slice/Ifg	Total
104	4 /0	6144

Allocations:	Counter User	Used
	QOS	0
	METER	1536

Monitoring Memory Resources

Forwarding Table resources: counter_bank

- 1 class in policy-map has 3 counters (matched, transmitted & dropped)

```
Class prec0
  Classification statistics      (packets/bytes)      (rate - kbps)
  Matched                      :                      0
  Transmitted                   :                      0
  Total Dropped                 :                      0
```

- 1 policy with 9 classes = 30 counters increased
(qos counters can only be allocated in class groups of 2, so we round up 9 to 10, hence 30 counters)

```
RP/0/RP0/CPU0:C8818#show controllers npu debugshell 0 "script /pkg/bin/print_internal_state.py counter_banks"
location 0/0/CPU0 | inc QOS
Logical bank 7, Slice: 0, Num slices: 2, Allowed Users: ['QOS', 'METER'], Direction: INGRESS
QOS 0

### configure 1 policy-map with 9 classes to Hu0/0/0/10.1

RP/0/RP0/CPU0:C8818#show controllers npu debugshell 0 "script /pkg/bin/print_internal_state.py counter_banks"
location 0/0/CPU0 | inc QOS
Logical bank 7, Slice: 0, Num slices: 2, Allowed Users: ['QOS', 'METER'], Direction: INGRESS
QOS 30
```

- 100 policies(attached to sub-interface on the same IFG/Slice) takes $100 * 30 = 3000$ counters.

VOQ stats sharing example

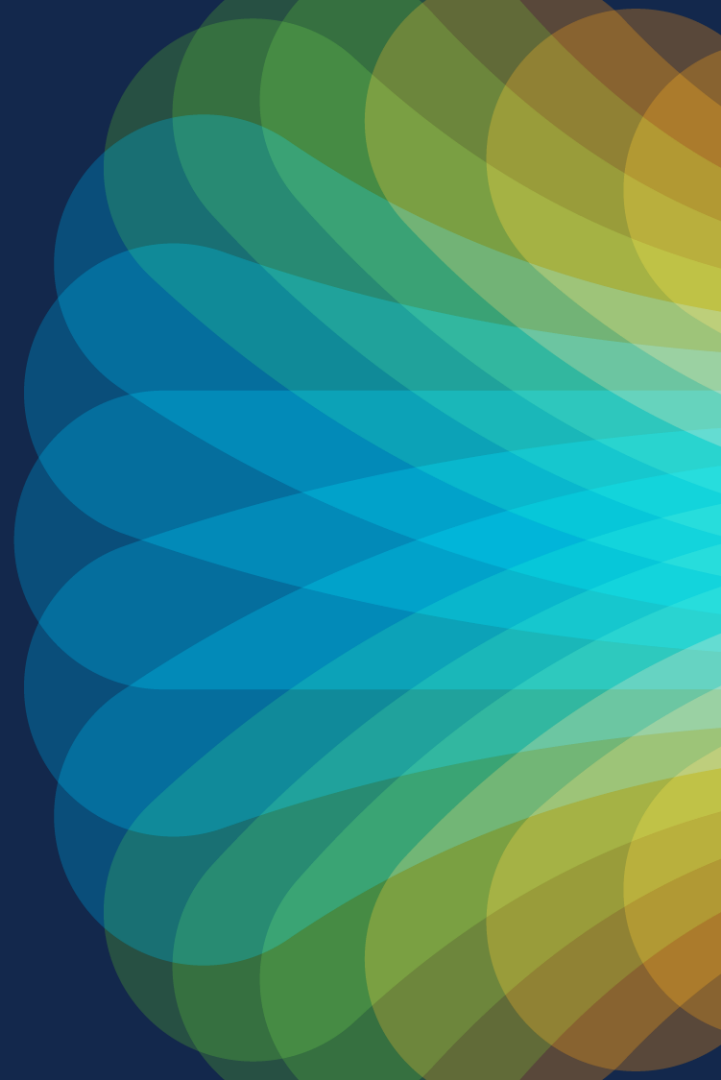
- VOQ stats sharing mode can be enabled to allocate more counters for the VOQs
- Configure “hw-module profile stats voqs-sharing-counters 1/2/4” to change system to different stats mode
 - 1 is default mode
 - System reload is needed to get the new profile applied
- In the below 2 sharing mode example, one consolidated stats entry for 2 VOQs

```
RP/0/RP0/CPU0:C8818#show controllers npu stats voq ingress interface all instance all location 0/1/CPU0
```

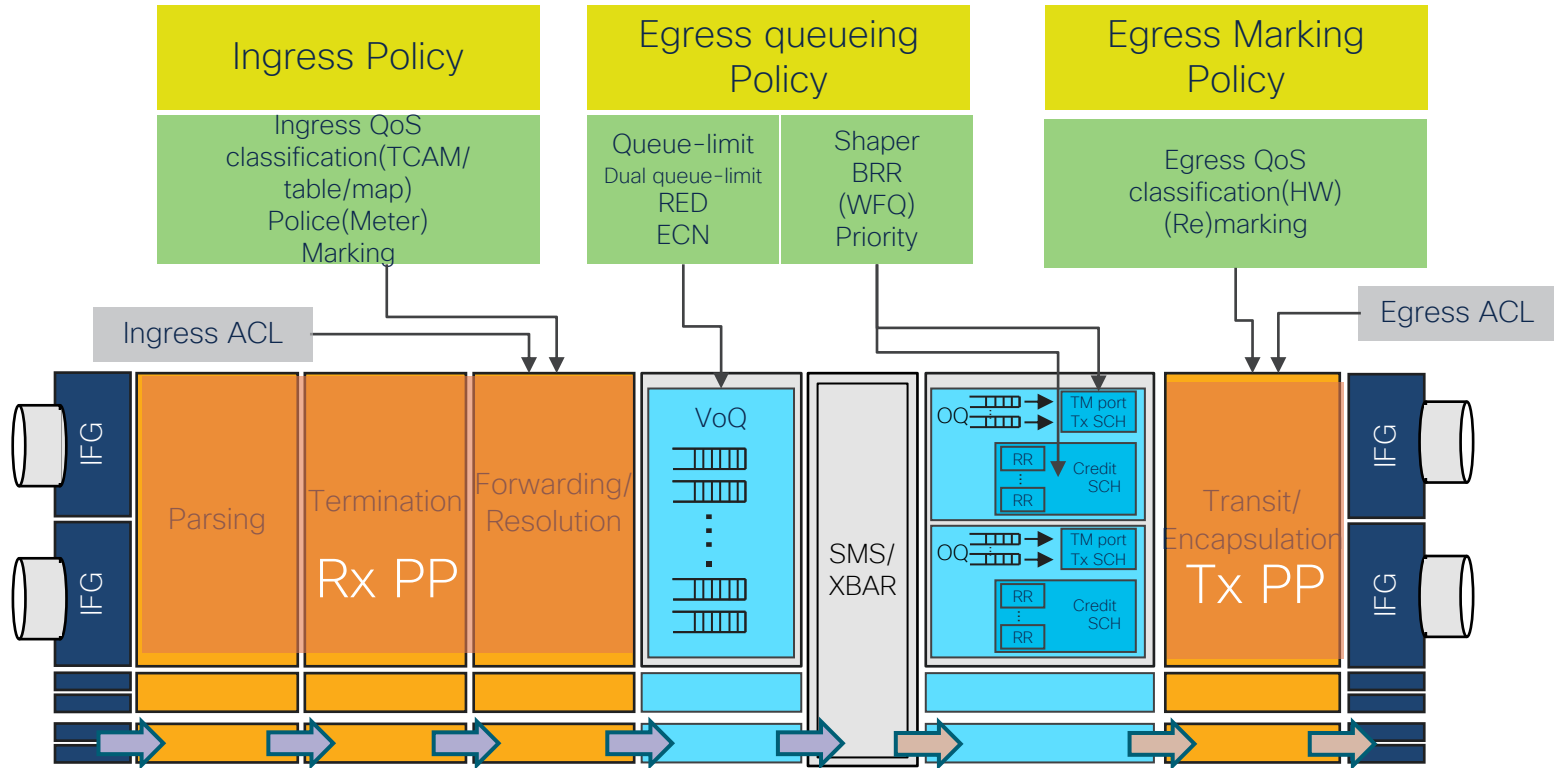
Interface Name	=	Te0/0/0/12		
Interface Handle	=	160		
Location	=	0/1/CPU0		
Asic Instance	=	0		
VOQ Base	=	1552		
Port Speed(kbps)	=	10000000		
Local Port	=	remote		
VOQ Mode	=	8		
Shared Counter Mode	=	2		
	ReceivedPkts	ReceivedBytes	DroppedPkts	DroppedBytes

TC_{0,1}	= 37600624	3233653664	2213717150	190379674900
TC_{2,3}	= 0	0	0	0
TC_{4,5}	= 0	0	0	0
TC_{6,7}	= 303902899	26135649314	854991851	73529299186

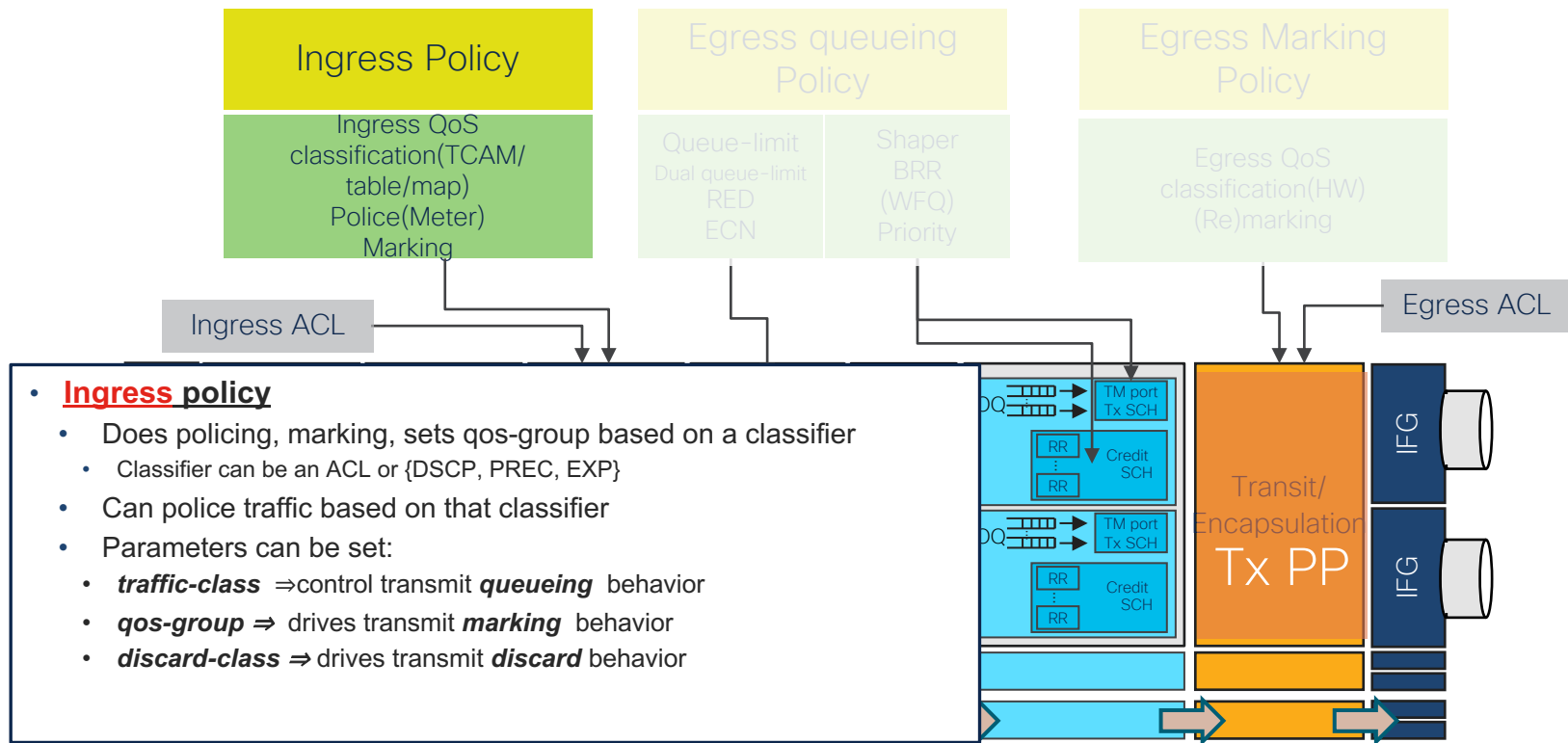
Config Model of QOS



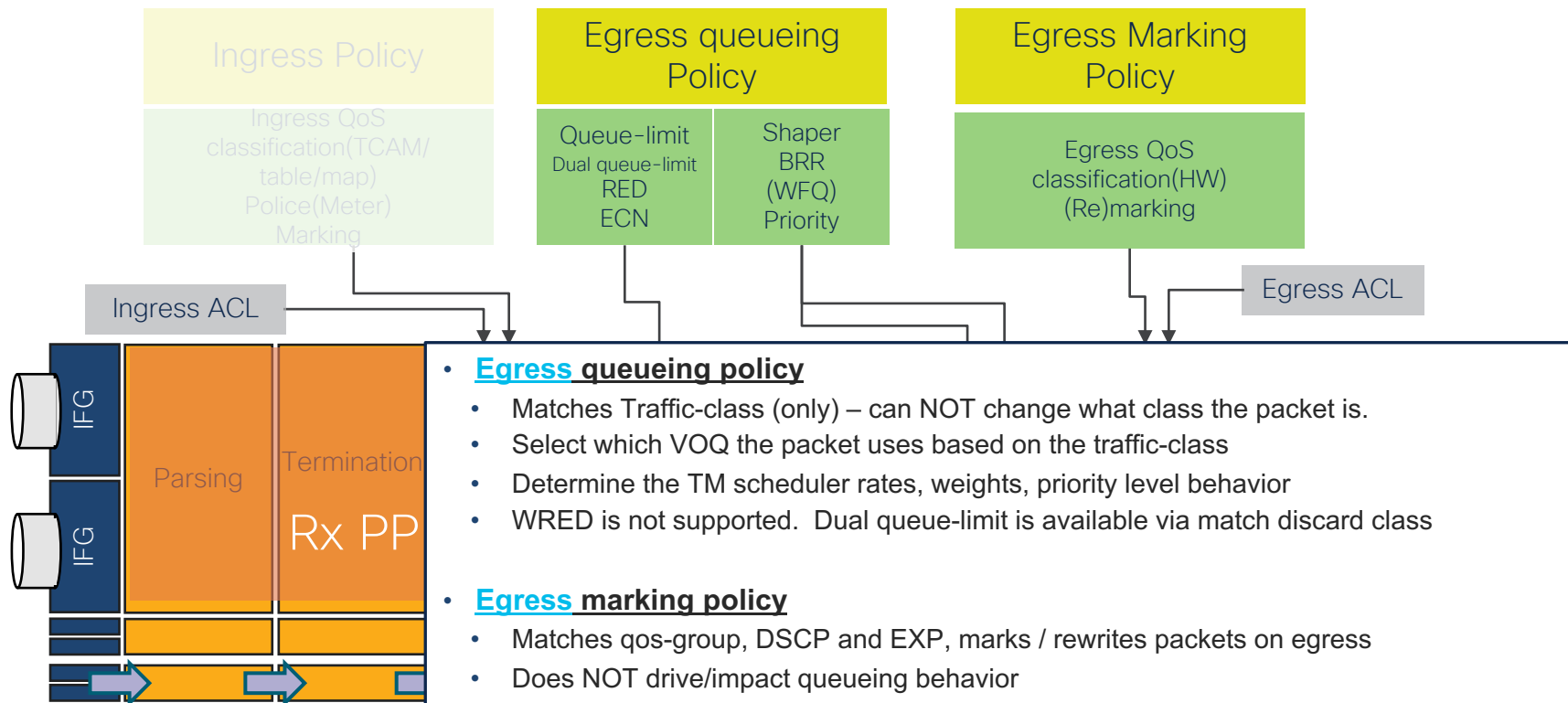
8000 QoS: 3 policy config model



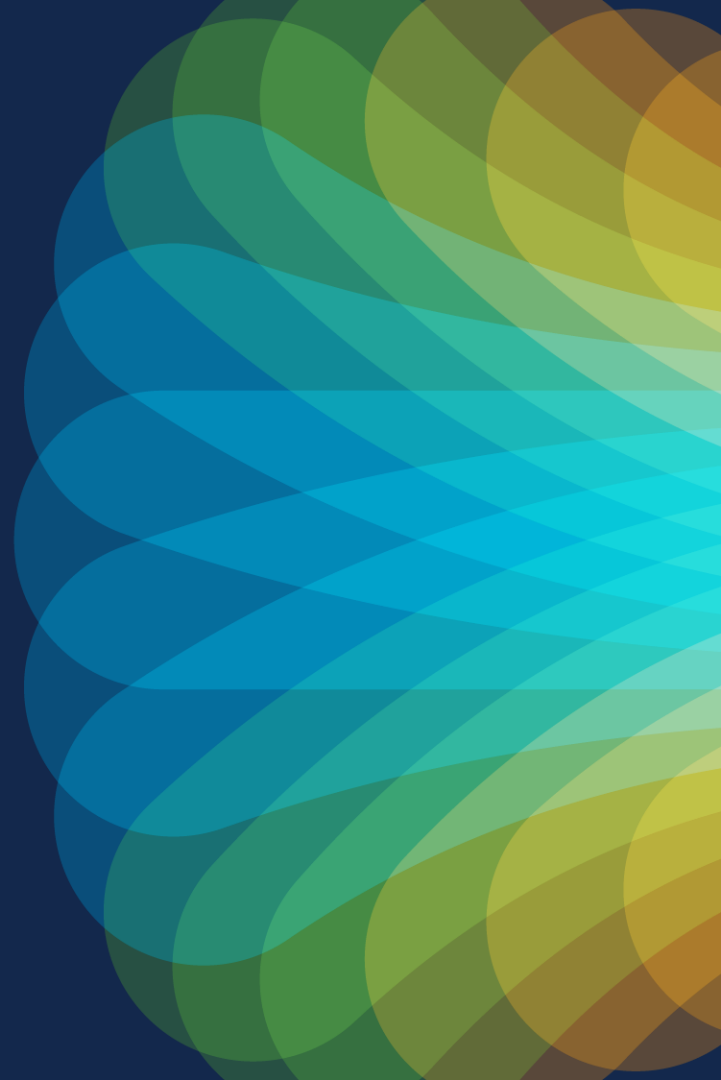
8000 QoS: 3 policy config model



8000 QoS: 3 policy config model

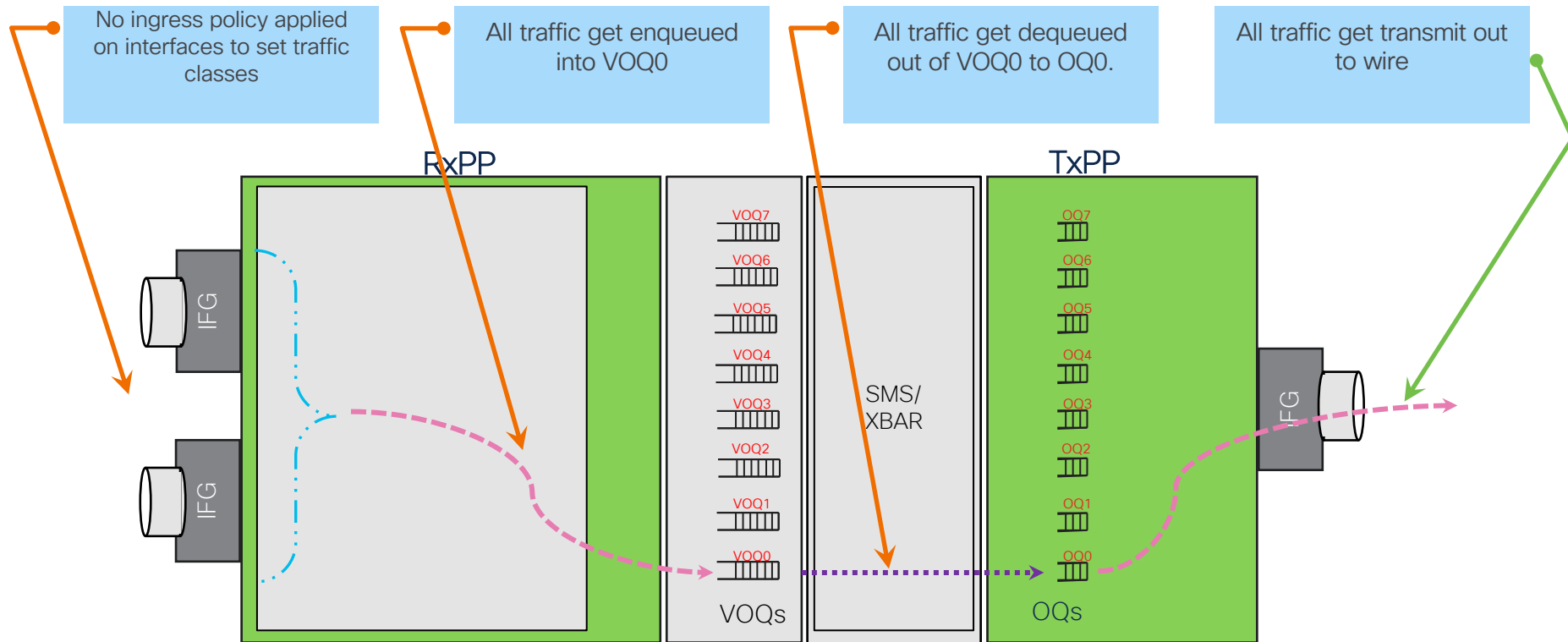


Scheduling & Queueing



Queueing behavior

Default



Queueing behavior

Traffic classes marked at ingress

Ingress policy applied on interfaces:

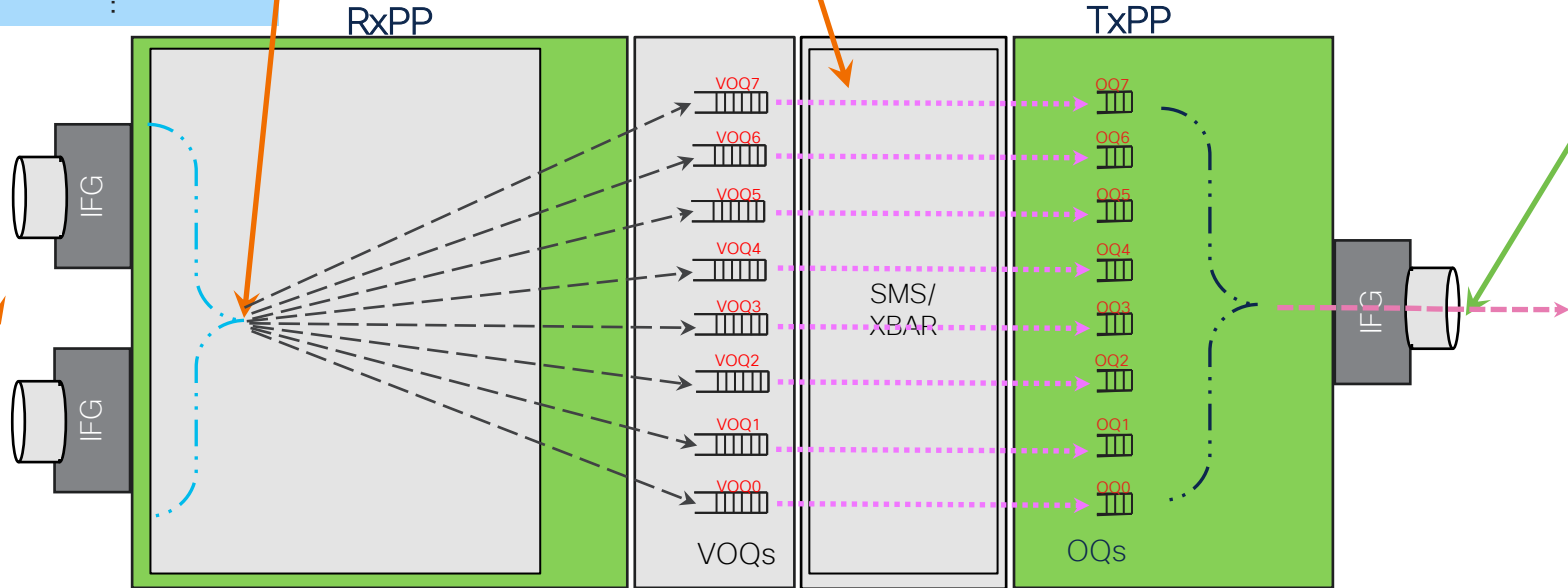
Ex:

```
class tc1
  set traffic-class 1
class tc2
  set traffic-class 2
...
```

TC0 - TC7 traffic get
enqueued into VOQ0 -
VOQ7 correspondingly
because TCs are marked
at ingress

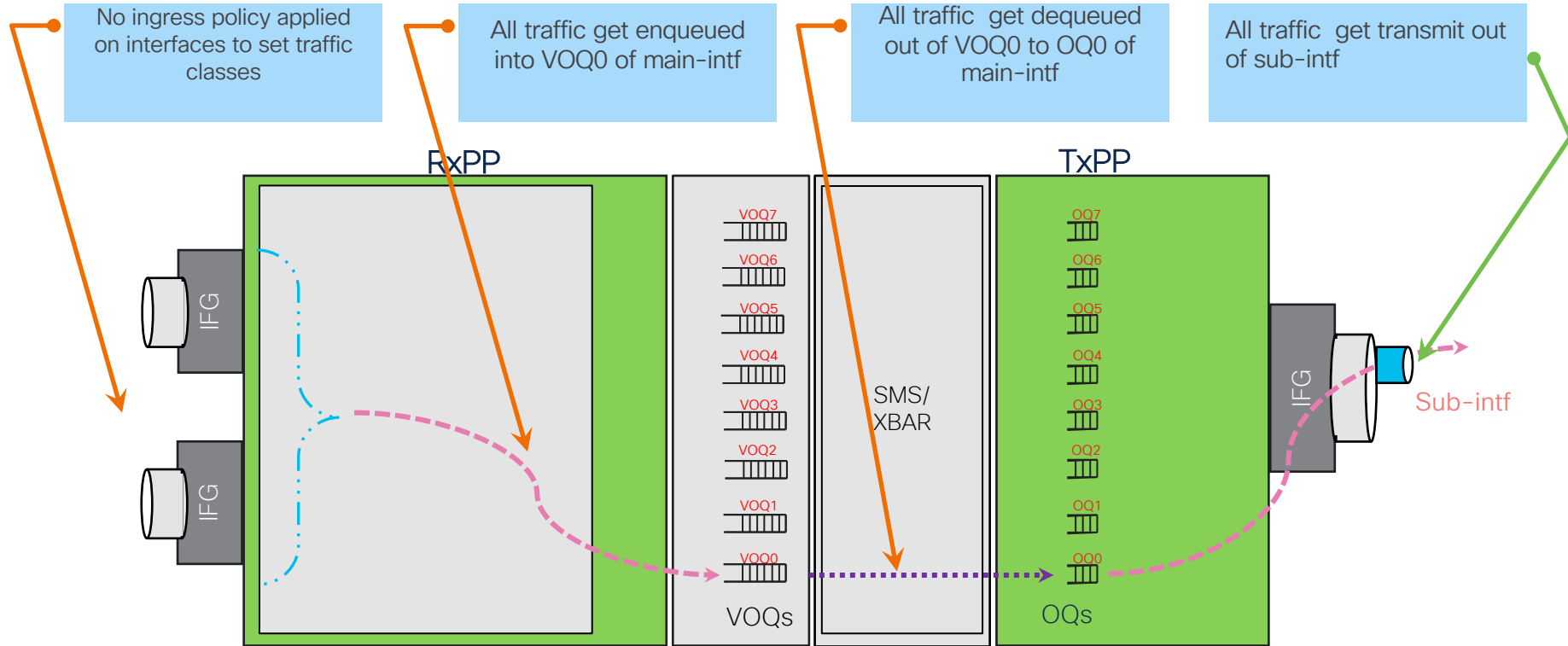
All traffic get dequeued out
of VOQ0 - VOQ7 to OQ0 -
OQ7 for transmitting out

All traffic get transmit out
to wire



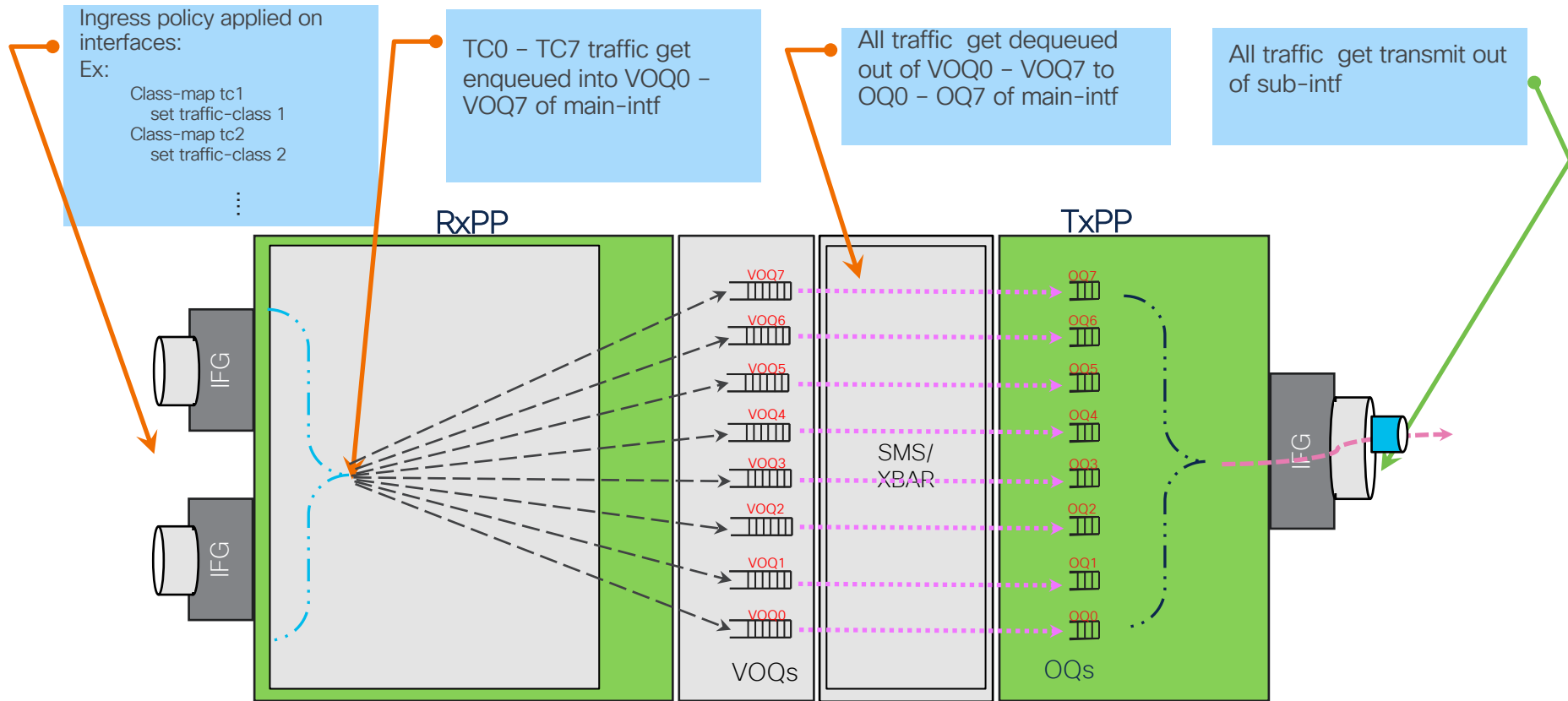
Sub Interface Queueing behavior

Default



Sub Interface Qing behavior

Traffic classes marked at ingress, no Qing policy applied on sub-intf



Sub Interface Qing behavior:

Traffic classes marked at ingress and Qing policy applied on sub-intf

Ingress policy applied on interfaces:

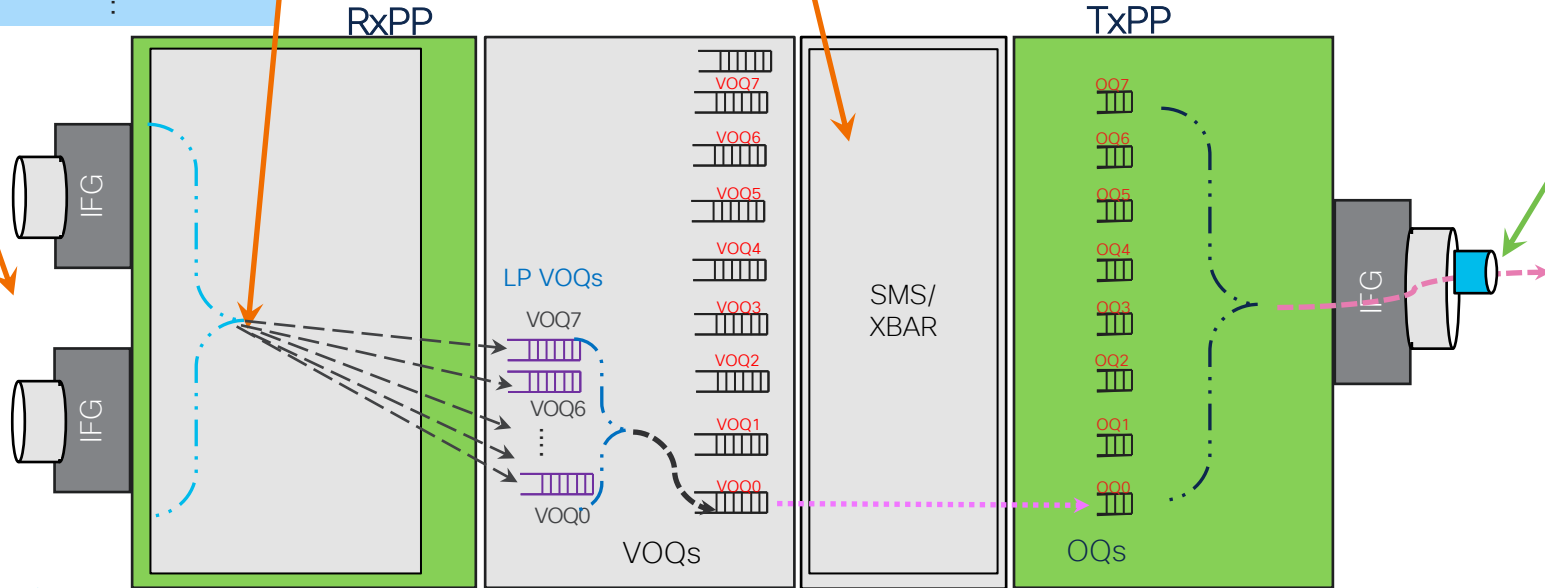
Ex:

```
Class-map tc1  
  set traffic-class 1  
Class-map tc1  
  set traffic-class 1  
...
```

TC0 - TC7 traffic get
enqueued into VOQ0 -
VOQ7 of sub-intf

All traffic get dequeued out
of VOQ0 - VOQ7 of sub-
intf to OQ0 of main-intf

All traffic get transmit out
of sub-intf



Priority

- Traffic-class 7 must be set as “priority level 1” in the policy
- Priority can’t be skipped in policy config
- Default priority profile (w/o egress policy) is P1(TC7), P2(TC6), PNs(TC0-TC5)
- System originated control plane traffic are marked as TC7 which are marked by system internally and can’t be changed manually

Default mapping without policy

Traffic-Class	VoQ offset	OQ	Priority
7	7	7	P1
6	6	6	P2
5	5	5	Normal
4	4	4	Normal
3	3	3	Normal
2	2	2	Normal
1	1	1	Normal
0	0	0	Normal

Bandwidth Remaining Ratio (BRR)

- BRR can't be configured in priority classes
- BRR give minimum guaranteed service rate for the classes
 - If we don't limit HP BW then LPs won't get any guaranteed service rate
- Each class can get higher than guaranteed service rate based on the congestion and over all BW consumption at that instant of time
- In right sample config and output,
 - TC7 has configured shaper as 10% of port BW (100G) -> 10Gbps
 - remaining BW of 90G is for other same priority classes and it is distributed as per the BRR value configured for each class
 - Config is omitted but total configured BRR value in the policy is 76
 - TC6 has shaper 10%, BRR 60%. Service rate = 10% of 100G-> 10Gbps
 - TC5 has BRR 4%: Service rate = $(4/76) \times 90G = 4.736842$ Gbps

```
# sample config
policy-map Egress-Policy
class traffic_out7
  priority level 1
  shape average percent 10
!
class traffic_out6
  queue-limit 10 mbytes
  bandwidth remaining ratio 60
  shape average percent 10
!
class traffic_out5
  queue-limit 600 ms
  bandwidth remaining ratio 4
(total configured BRR value in this policy is 76)
```

```
# output of show qos interface

Level1 Class (HP1) = traffic_out7
Egressq Queue ID = 3095 (HP1 queue)
Queue Max. BW. = 10000000 kbps (10 %)
Guaranteed service rate = 10000000 kbps
TailDrop Threshold = 7495680 bytes / 6 ms
(default)
WRED not configured for this class

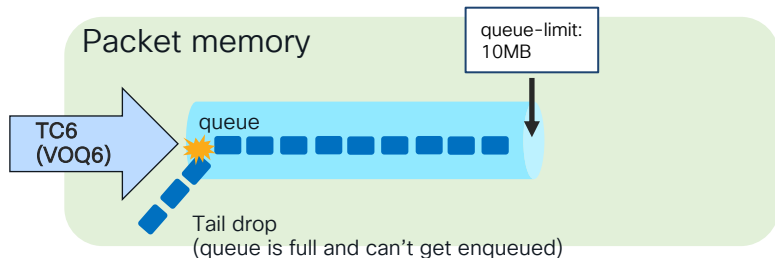
Level1 Class = traffic_out6
Egressq Queue ID = 3094 (LP queue)
Queue Max. BW. = 10000000 kbps (10 %)
Inverse Weight / Weight = 1 / (60)
Guaranteed service rate = 10000000 kbps
TailDrop Threshold = 9996288 bytes / 8 ms
(10 megabytes)
WRED not configured for this class

Level1 Class = traffic_out5
Egressq Queue ID = 3093 (LP queue)
Queue Max. BW. = no max (default)
Inverse Weight / Weight = 15 / (4)
Guaranteed service rate = 4736842 kbps
TailDrop Threshold = 355258368 bytes / 600
ms (600 ms)
WRED not configured for this class
```

Queue limit

- Default Queue limit is 6ms on C8K systems
 - For 100G ports the default queue limit will be 75MB
 - For 400G ports the default queue limit will be 300MB
- Supported queue limit configuration units are
 - **Bytes:** b, kb, mb
 - **Time:** ms, us
 - **Percentage:** % of maximum supported queue limit (390mb)
 - **# of Packets:** 256bytes/packet is considered to convert it to total bytes
- Supported queue limit range is 614400 byte (100 HBM block) – 390070272 byte (62k HBM block)

```
# output of show qos interface for 100G port with 10Gbps shaper
Level1 Class (HP1)           = traffic_out7
Egressq Queue ID             = 3095 (HP1 queue)
Queue Max. BW.               = 10000000 kbps (10 %)
Guaranteed service rate      = 10000000 kbps
TailDrop Threshold           = 7495680 bytes / 6 ms (default)
```



```
class TC6
  queue-limit 10 mbytes
  bandwidth remaining ratio 60
  shape average percent 10
```

Queue limit – contd

- Calculation example how queue limit is derived for each default, byte, packets, percent cases.
- Effective q-limit will be multiple of 6144 (block size).
- TC7 / Q-limit is default(6ms)
 - Q-limit in bytes = $(6\text{ms}/10\text{G})/8 = 7.5 \text{ Mbytes}$
 - Effective Q-limit = $(7.5\text{MB}/6144) \times 6144 = 7495680 \text{ bytes}$
- TC6 / Q-limit is 10MB
 - Q-limit in bytes = 10 Mbytes
 - Effective Q-limit = $(10\text{MB}/6144) \times 6144 = 9996288 \text{ bytes}$
- TC5 / Q-limit is 2500 packets
 - Q-limit in bytes = $256 \text{ byte} \times 2500 = 640 \text{ kbyte}$
 - Effective Q-limit = $(640\text{KB}/6144) \times 6144 = 638976 \text{ bytes}$
- TC4 / Q-limit is 5%
 - Q-limit in bytes = 5% of 390070272 (max supported) = 19503513 byte
 - Effective Q-limit = $(7.5\text{MB}/6144) \times 6144 = 7495680 \text{ bytes}$

```
# sample config

policy-map Egress-Policy-
queue-limit
  class traffic_out7
    priority level 1
    shape average percent 10
  !
  class traffic_out6
    queue-limit 10 mbytes
    bandwidth remaining ratio 60
    shape average percent 10
  !
  class traffic_out5
    queue-limit 2500 packets
    bandwidth remaining ratio 4
  !
  class traffic_out4
    queue-limit percent 5
    bandwidth remaining ratio 3
```

```
# output of show qos interface for 100G port

Level1 Class (HP1)          = traffic_out7
Egressq Queue ID            = 3095 (HP1 queue)
Queue Max. BW.              = 10000000 kbps (10 %)
Guaranteed service rate     = 10000000 kbps
TailDrop Threshold          = 7495680 bytes / 6 ms (default)

Level1 Class                 = traffic_out6
Egressq Queue ID            = 3094 (LP queue)
Queue Max. BW.              = 10000000 kbps (10 %)
Inverse Weight / Weight     = 1 / (60)
Guaranteed service rate     = 10000000 kbps
TailDrop Threshold          = 9996288 bytes / 8 ms (10
megabytes)

Level1 Class                 = traffic_out5
Egressq Queue ID            = 3093 (LP queue)
Queue Max. BW.              = no max (default)
Inverse Weight / Weight     = 15 / (4)
Guaranteed service rate     = 4736842 kbps
TailDrop Threshold          = 638976 bytes / 1 ms (2500
packets)

Level1 Class                 = traffic_out4
Egressq Queue ID            = 3092 (LP queue)
Queue Max. BW.              = no max (default)
Inverse Weight / Weight     = 20 / (3)
Guaranteed service rate     = 3552631 kbps
TailDrop Threshold          = 19501056 bytes / 44 ms (5 %)
```

QOS Resource

CGM profile

- VOQ CGM profile is one of the QOS resource for congestion management and definition of internal parameters at enqueueing in VOQ block
- Maximum of 32 VOQ CGM profiles are available **per system**
- VOQ CGM profile must be allocated/reserved at system bootup:
 - 4 profiles for internal use
 - 2 profiles for each unique interface speed (if system has 100G & 400G port, 4 profiles allocated)
- Remaining CGM profile are used for unique queue-limit and pair of min/max value of random-detect on a first come, first served basis.

QOS Resource

CGM profile

- This is an example of how to check available CGM profile and how many is allocated
- Internally allocated 4 profile is not shown in the "show dpa objects" output
 - This system has 100G and 400G port, so default allocation is 4 entries
 - By adding a policy with 4 unique queue-limit, 4 entries are allocated
- Commit is failed if the config exceed the profile limit

clean system with 100G and 400G ports

```
RP/0/RP0/CPU0:8201#show dpa objects tmrprofile object-count location 0/RP0/CPU0
Wed Sep 13 23:46:20.454 JST
Table [TMRATEPROFILE] has 4 entries in DB
Table [TMRATEPROFILE] had 4 as highest count @ Sun Aug 28 20:34:09 2022
```

attach Egress-Policy-subif to Hu0/0/0/3

```
RP/0/RP0/CPU0:8201#show dpa objects tmrprofile object-count location 0/RP0/CPU0
Thu Sep 14 00:03:16.653 JST
Table [TMRATEPROFILE] has 8 entries in DB
Table [TMRATEPROFILE] had 11 as highest count @ Wed Sep 13 23:57:32 2023
```

policy with 4 unique queue-limit

```
policy-map Egress-Policy-subif
class traffic_out7
priority level 1
queue-limit 3500 kbyte ①
!
class traffic_out6
queue-limit 3200 kbyte ②
bandwidth remaining ratio 60
!
class traffic_out5
queue-limit 3100 kbyte ③
bandwidth remaining ratio 4
!
class class-default
queue-limit 3000 kbyte ④
bandwidth remaining ratio 2
!
end-policy-map
```

RED & Dual Queue Limit

Random Early Detection (RED)

- Cisco 8000 platform only support one curve of Random Early Detection(RED) for flows in a single class-map.
- WRED is not supported, and Dual queue-limit is the alternate solution.
- RED is a dropping mechanism that randomly drops packets before a VoQ is full.
 - every packet would have the same probability of being dropped inside a single class no matter if the packet has differentiated marking.
 - RED will be more likely to drop an incoming packet than when the average queue length is longer.
- RED can't be configured in priority classes
- RED can be enabled on a queueing policy indicating the value of minimum and maximum thresholds defining the curve.
 - Thresholds can be defined in bytes (up to gbytes) or in time (us to ms range).

sample config

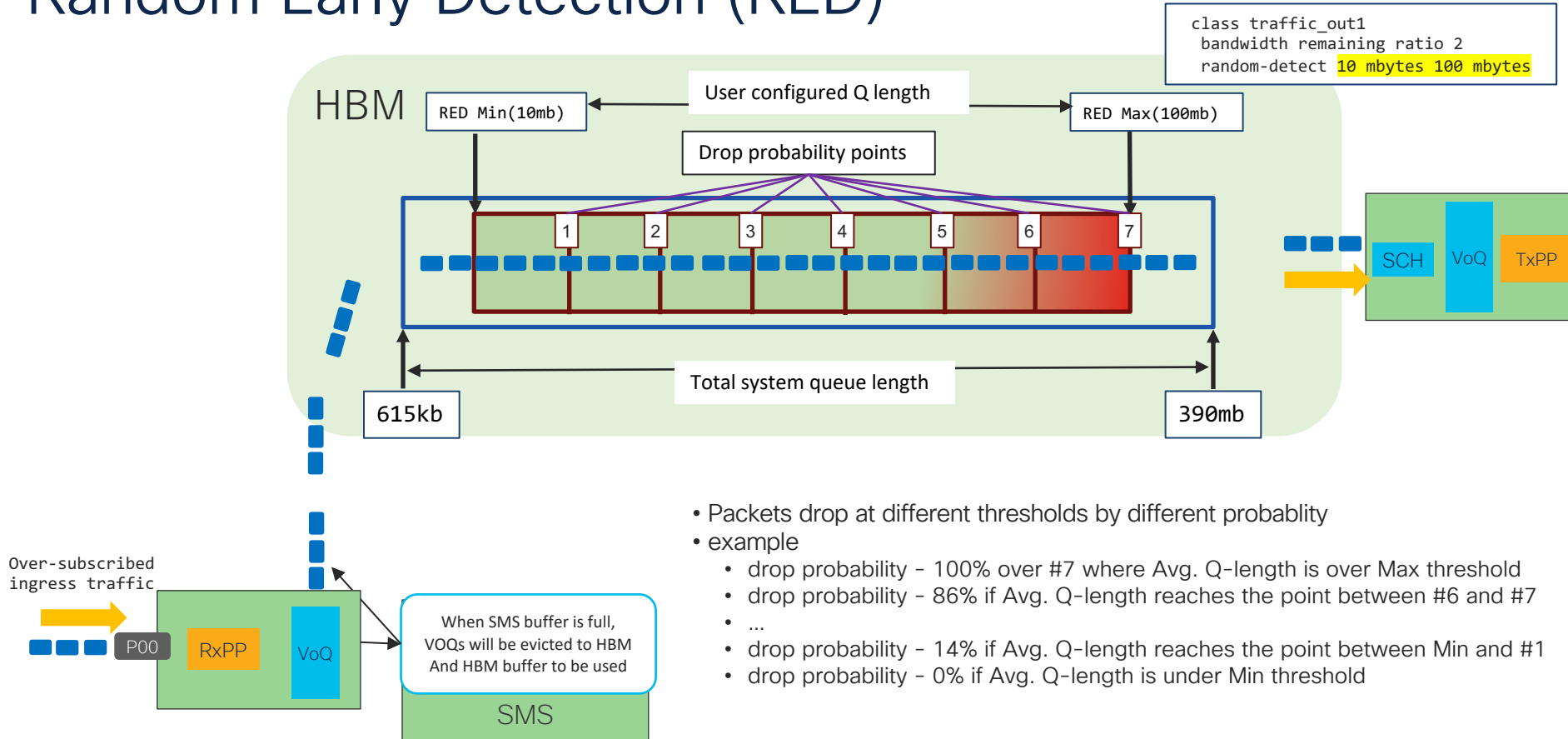
```
class traffic_out1
  bandwidth remaining ratio 2
  random-detect 10 mbytes 100 mbytes
```

sample output of show qos interface

```
Level1 Class                = traffic_out1
Egressq Queue ID            = 3089 (LP queue)
Queue Max. BW.              = no max (default)
Inverse Weight / Weight     = 30 / (2)
Guaranteed service rate     = 2368421 kbps
TailDrop Threshold          = 390070272 bytes / 1318 ms (default)

Default RED profile
WRED Min. Threshold         = 9996288 bytes (10 megabytes)
WRED Max. Threshold         = 99999744 bytes (100 megabytes)
```

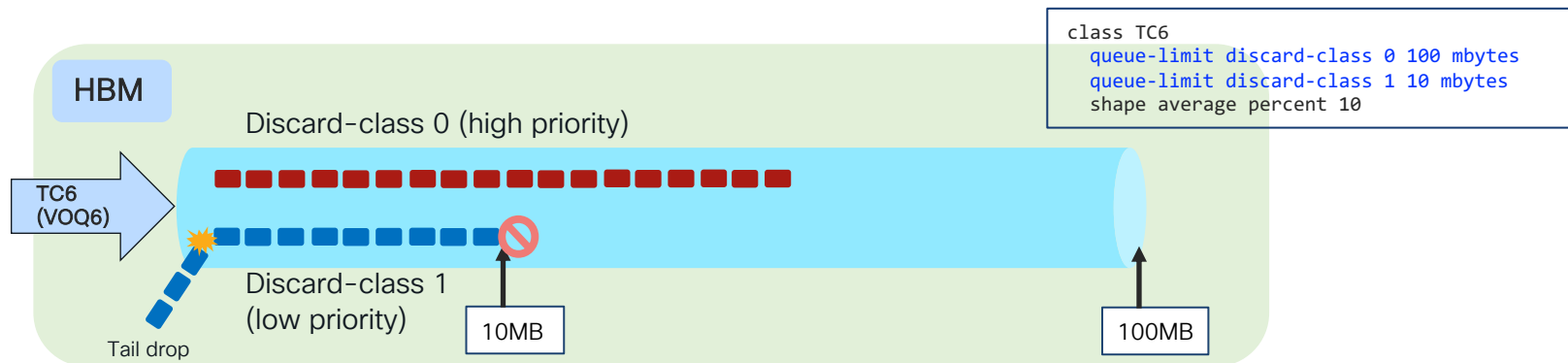
Random Early Detection (RED)



- Packets drop at different thresholds by different probability
- example
 - drop probability - 100% over #7 where Avg. Q-length is over Max threshold
 - drop probability - 86% if Avg. Q-length reaches the point between #6 and #7
 - ...
 - drop probability - 14% if Avg. Q-length reaches the point between Min and #1
 - drop probability - 0% if Avg. Q-length is under Min threshold

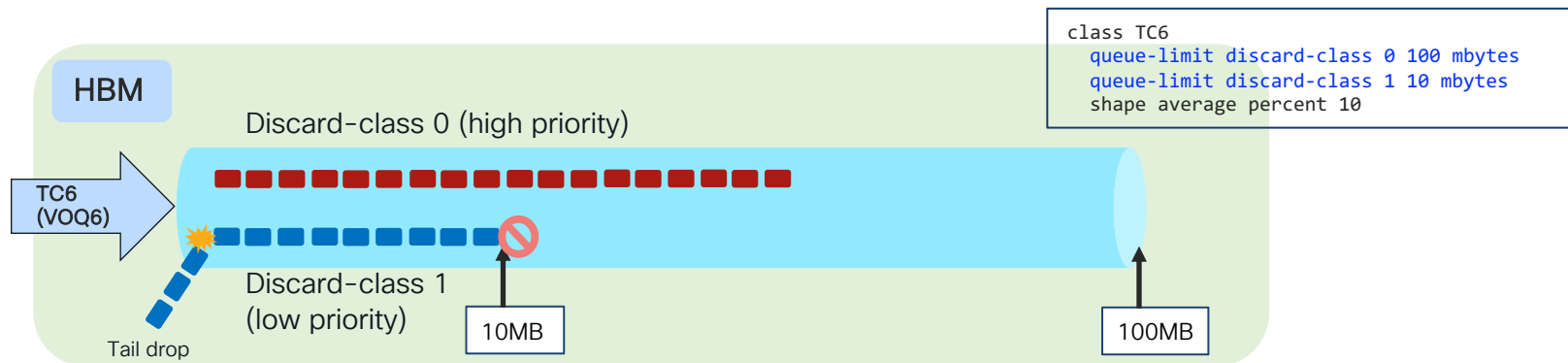
Dual Queue Limit (DQL)

- As an alternative to two-curve WRED (not supported in 8000 platform)
- Protects High Priority traffic from Low Priority traffic
- To configure DQL, 2 queue limits to be configured in one Traffic Class;
One queue-limit per discard-class(DC)
- Do not have any separate Drop counters for Discard class 0 and Discard class 1 packets



DQL – How it works

- Ingress policy classifies traffic and mark discard-class0(high priority) or discard-class1(low priority). Traffic class is same for both discard-class(DC).
- With congestion:
 - When queue length hits queue limit for DC1, then packets marked DC1 are no longer queued, and dropped
 - All bandwidth given to DC0 stream
- When queue length falls below DC1 queue-limit, DC1 packets start to enqueue and get serviced



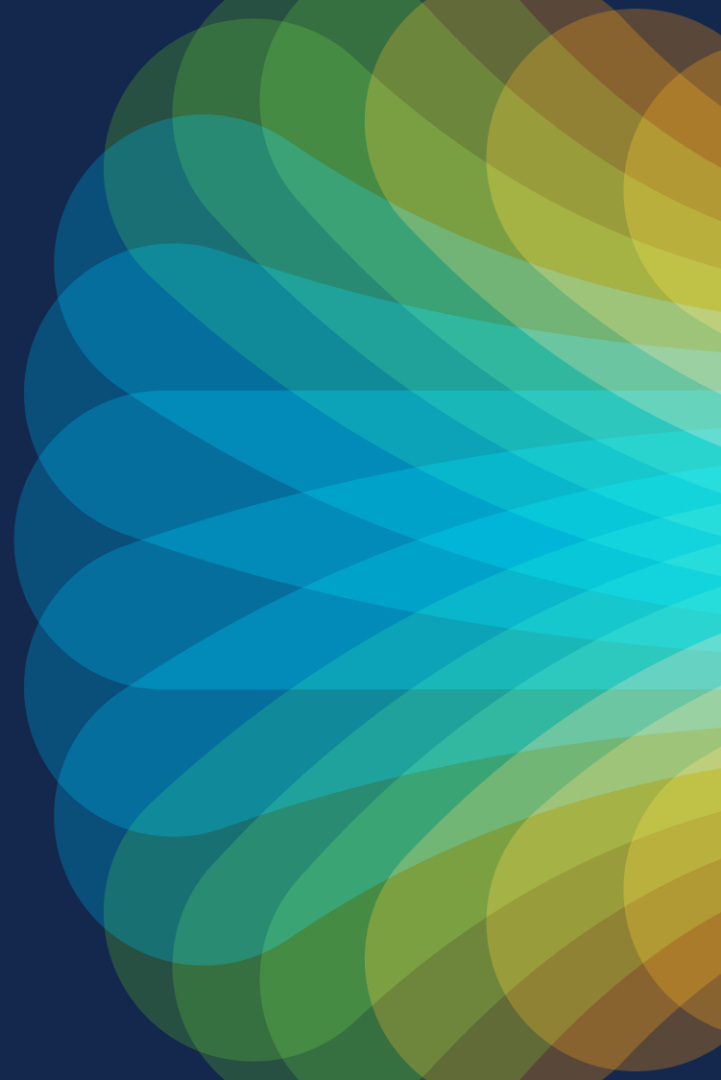
DQL configuration example

- Similar syntax, allowed units as 'queue-limit'
- Both queue-limit values for discard-class in class-map require same unit
 - mbytes and ms can't be mixed in same class
- Value of queue-limit for DC1 has to be less than DC0

```
policy-map DQL_egress
class traffic_out7
priority level 1
shape average percent 20
!
class traffic_out6
queue-limit discard-class 0 100 mbytes
queue-limit discard-class 1 10 mbytes
shape average percent 10
!
class traffic_out5
queue-limit discard-class 0 50 ms
queue-limit discard-class 1 30 ms
shape average percent 5
!
class class-default
!
end-policy-map
!
```

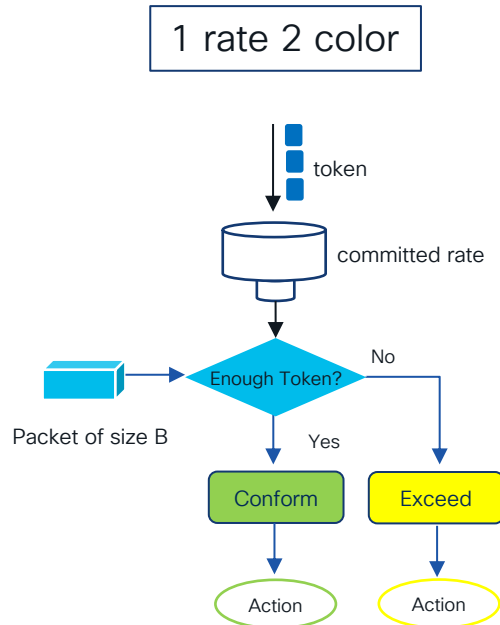
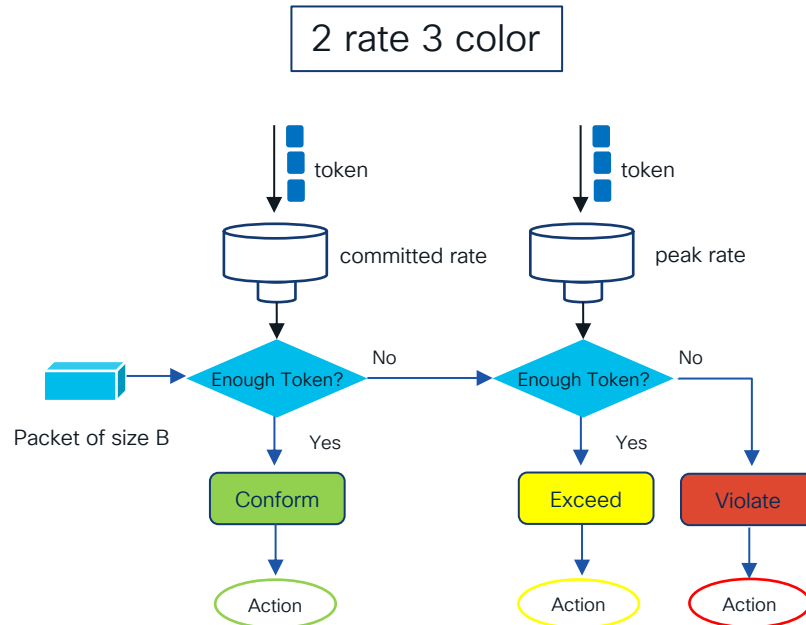
Level1 Class (HP1)	=	traffic_out7
Egressq Queue ID	=	3095 (HP1 queue)
Queue Max. BW.	=	20000000 kbps (20 %)
Guaranteed service rate	=	20000000 kbps
TailDrop Threshold	=	14997504 bytes / 6 ms (default)
WRED not configured for this class		
Level1 Class	=	traffic_out6
Egressq Queue ID	=	3094 (LP queue)
Queue Max. BW.	=	10000000 kbps (10 %)
Inverse Weight / Weight	=	2 / (BWR not configured)
Guaranteed service rate	=	10000000 kbps
Discard Class 1 Threshold	=	1474560 bytes / 1 ms (10 megabytes)
Discard Class 0 Threshold	=	75497472 bytes / 60 ms (100 megabytes)
WRED not configured for this class		
Level1 Class	=	traffic_out5
Egressq Queue ID	=	3093 (LP queue)
Queue Max. BW.	=	5000000 kbps (5 %)
Inverse Weight / Weight	=	2 / (BWR not configured)
Guaranteed service rate	=	5000000 kbps
Discard Class 1 Threshold	=	12582912 bytes / 20 ms (30 ms)
Discard Class 0 Threshold	=	25165824 bytes / 40 ms (50 ms)
WRED not configured for this class		

Policer



Policer – limit the bandwidth

- Single Rate Two Color Policer (1R2C) & Two Rate Three Color Policer (2R3C) is supported
 - 1R2C policer is enabled when user configures just one rate associated to a policer in the policy-map.
 - 2R3C policer is enabled when user specifies two rates (committed rate & peak-rate) to a policer in the policy-map.



Policer Config sample

- By default, if user does not specify any action, the default conform action is transmit and the default exceed & violate action(for 2R3C) is drop.
- Policer actions supported (Transmit/Drop/Set discard-class)

```
# sample config
class-map match-any 1R2C
  match mpls experimental topmost 5
  match precedence critical
end-class-map

class-map match-any 2R3C
  match mpls experimental topmost 4
  match precedence flash-override
end-class-map

policy-map policer
  class 1R2C
    police rate 500 mbps
  class 2R3C
    police rate 10 gbps peak-rate 20 gbps
  class class-default
```

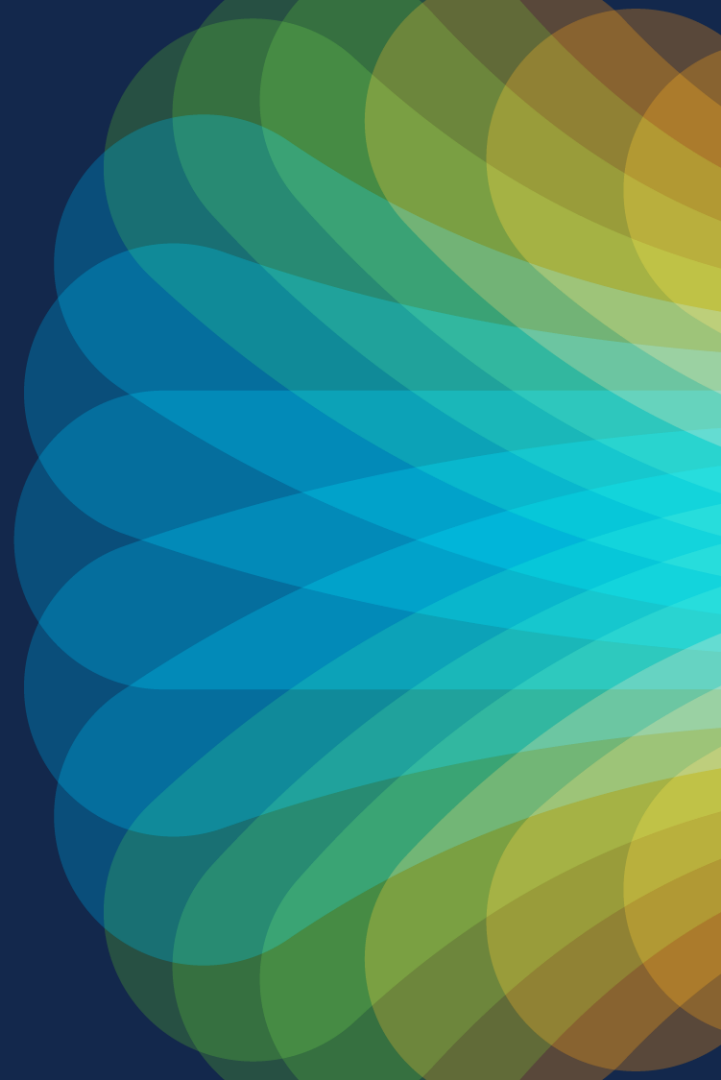
```
# sample output of show qos interface

Level1 Class                               = 1R2C
Policer committed rate                     = 500000 kbps (500 mbits/sec)
Policer conform burst                      = 10240 bytes (default)
Policer conform action                     = Just TX
Policer exceed action                      = DROP PKT

Level1 Class                               = 2R3C
Policer committed rate                     = 10000000 kbps (10 gbits/sec)
Policer peak rate                         = 20000000 kbps (20 gbits/sec)
Policer conform burst                     = 1024000 bytes (default)
Policer exceed burst                      = 2048000 bytes (default)
Policer conform action                     = Just TX
Policer exceed action                     = DROP PKT
Policer violate action                     = DROP PKT

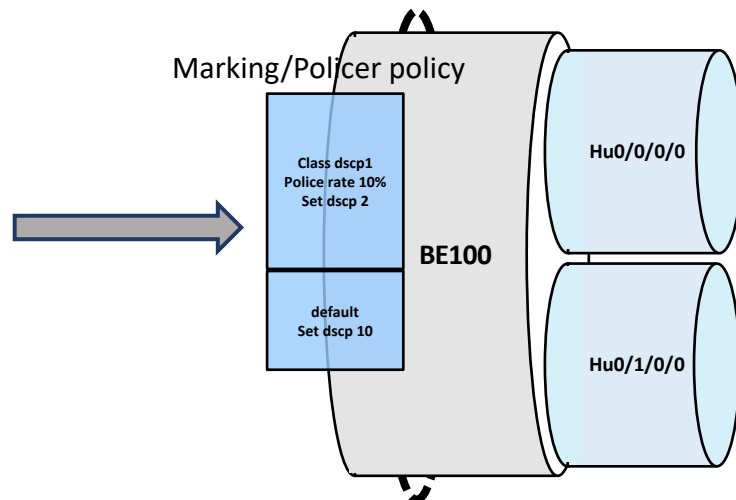
Level1 Class                               = class-default
Policer not configured for this class
```

Bundle QoS



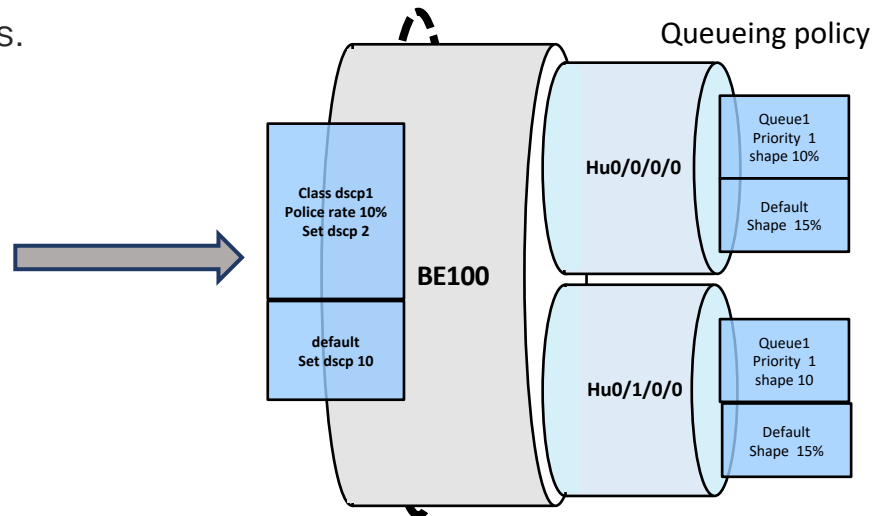
Classify/Marking on Bundle interface

- A classification, marking & policing policy can be applied on bundle main interface or bundle sub interface but not on both.
- Classification and Policer resources (policers) are allocated per bundle interface but not per bundle member interface.
 - Classification and policing policy stats are per bundle interface but not per member interface.
- Policer rates can be configured only in percent unit.

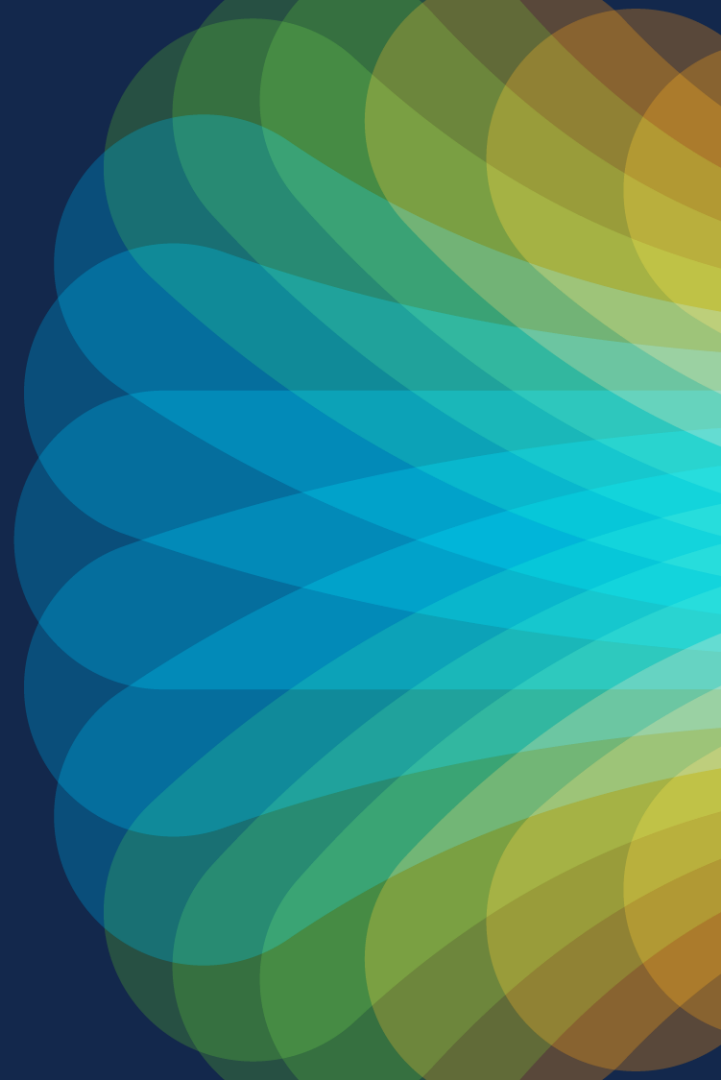


Queueing on Bundle interface

- A Queueing policy can be applied on bundle main interface or bundle sub interface but not on both.
- Queueing policy resources (voq's) are allocated per bundle member interface.
 - Queueing policy stats are per bundle interface and per member interface.
- Shaper rates can be configured only in percent units.

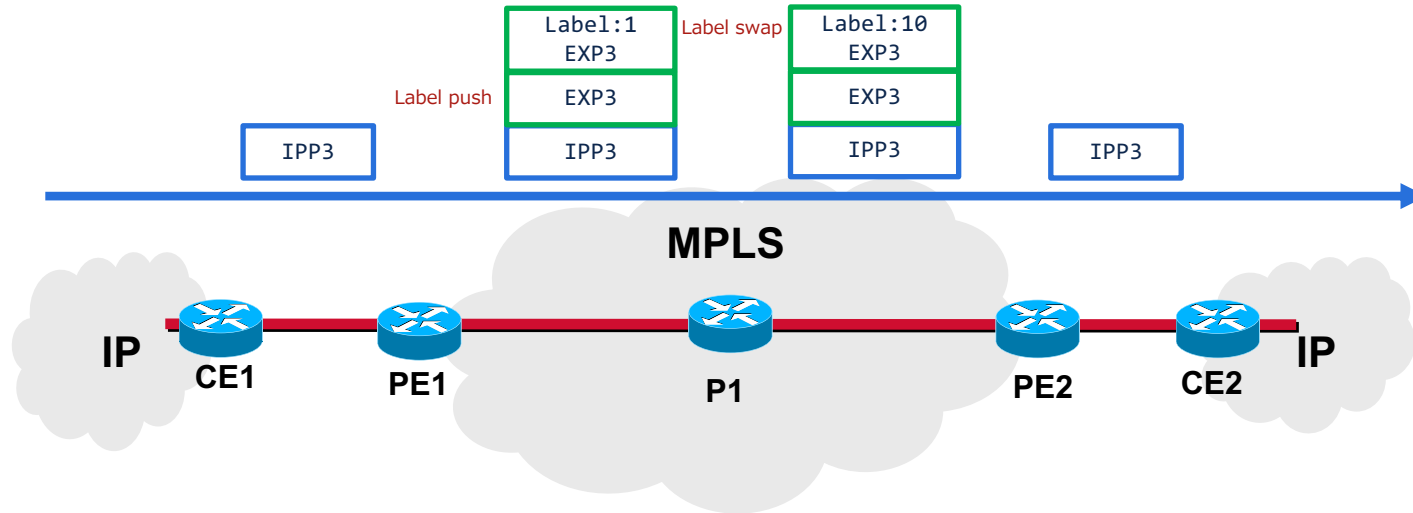


MPLS QOS



Default Diffserv behavior without any marking policy

- MPLS-EXP is derived from IP DSCP value while imposing label at the ingress PE node
 - It's same for pushing both single/multiple labels case
 - Outmost label's EXP is used for swap case on P-node

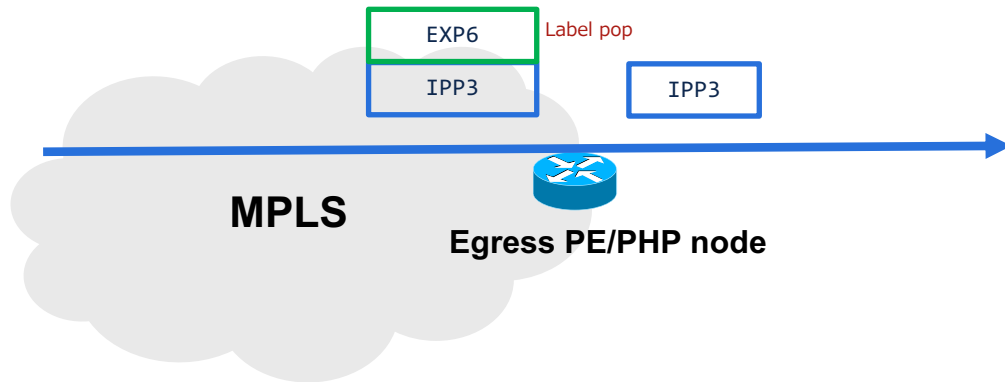


NOTE: if TCAM based (ACL) classification is applied at ingress on the ingress-PE then MPLS-EXP does not get derived from IP DSCP and it always get zero. So in such deployment its must to have MPLS-EXP marking present in either ingress or egress policy on that node.

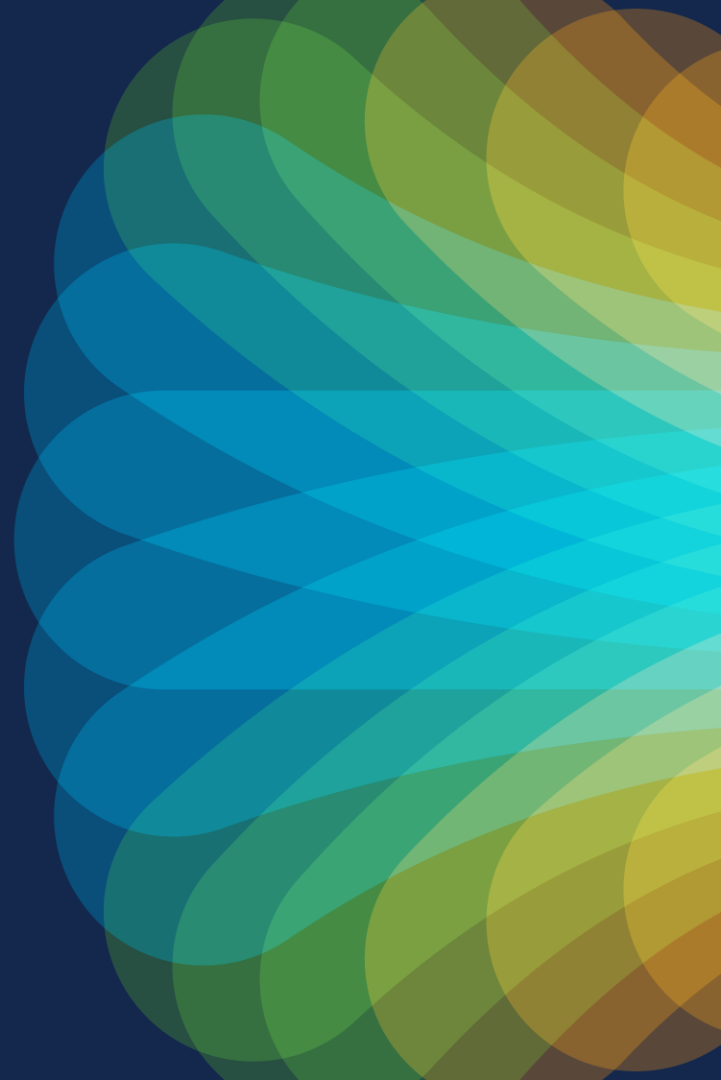
Default Diffserv behavior

without any marking policy

- Egress PE/PHP node does not copy EXP bits correspondingly to IP DSCP bits while popping labels



QOS Trouble Shooting CLI



Get a snapshot of QOS configuration

- “show policy-map targets” and its options can be used to get a quick snapshot of all policy-maps.
- You can find usage of a particular policy-map across interfaces without show run interface

```
RP/0/RP0/CPU0:C8818#show policy-map targets
1) Policymap: Egress-Policy-subif      Type: qos
   Targets (applied as main policy):
     HundredGigE0/0/0/5.1 output
     HundredGigE0/0/0/5.2 output
     HundredGigE0/0/0/5.3 output
     HundredGigE0/0/0/5.4 output
     HundredGigE0/0/0/5.5 output
     HundredGigE0/0/0/5.6 output
   Total targets: 6

   Targets (applied as child policy):
   Total targets: 0

2) Policymap: marking1_out            Type: qos
   Targets (applied as main policy):
     Bundle-Ether100 output
   Total targets: 1

   Targets (applied as child policy):
   Total targets: 0
```

Check mapping between IF and VOQ

- “show controllers npu voq-usage interface” to check the mappings
- You can find corresponding NPU/Slice/IFG/VOQ base of specific interface.
 - Same entry is created on other LC as “remote” for VOQ port type

```
RP/0/RP0/CPU0:C8818#show controllers npu voq-usage interface tenGigE 0/0/0/12 instance  
all location 0/0/CPU0
```

Node ID: 0/0/CPU0

Intf name	Intf handle (hex)	NPU #	Slice #	IFG #	Sys Port	VOQ base	Flow base	VOQ port type	Port speed
--------------	-------------------------	----------	------------	----------	-------------	-------------	--------------	---------------------	---------------

Te0/0/0/12	160	1	2	1	52	1552	0	local	10G
------------	-----	---	---	---	----	------	---	-------	-----

```
RP/0/RP0/CPU0:C8818#show controllers npu voq-usage interface tenGigE 0/0/0/12 instance  
all location 0/1/CPU0
```

Node ID: 0/1/CPU0

Intf name	Intf handle (hex)	NPU #	Slice #	IFG #	Sys Port	VOQ base	Flow base	VOQ port type	Port speed
--------------	-------------------------	----------	------------	----------	-------------	-------------	--------------	---------------------	---------------

Te0/0/0/12	160	1	2	1	52	1552	0	remote	10G
------------	-----	---	---	---	----	------	---	--------	-----

Typical QOS monitoring commands

- “show qos interfaces” to check service rate, VOQ base, and other QOS parameters

```
RP/0/RP0/CPU0:C8818#show qos interface tenGigE 0/0/0/12 out
NOTE:- Configured values are displayed within parentheses
Interface TenGigE0/0/0/12 ifh 0x160 -- output policy
NPU Id: 1
Total number of classes: 3
Interface Bandwidth: 10000000 kbps
Policy Name: TS_congestion
VOQ Base: 1552
Accounting Type: Layer1 (Include Layer 1 encapsulation and above)
VOQ Mode: 8
Shared Counter Mode: 1

-----
Level1 Class (HP1) = traffic_out7
Egressq Queue ID = 1559 (HP1 queue)
Queue Max. BW. = 9000000 kbps (90 %)
Guaranteed service rate = 9000000 kbps
TailDrop Threshold = 49999872 bytes / 44 ms (50 megabytes)
WRED not configured for this class

Level1 Class = traffic_out1
Egressq Queue ID = 1553 (LP queue)
Queue Max. BW. = 800000 kbps (8 %)
Inverse Weight / Weight = 63 / (BWR not configured)
Guaranteed service rate = 500000 kbps
TailDrop Threshold = 620544 bytes / 10 ms (10 ms)
WRED not configured for this class
```

Typical QOS monitoring commands

- “show policy-map interface” to check QOS stats

```
RP/0/RP0/CPU0:C8818#show policy-map interface tenGigE 0/0/0/12 output
```

```
TenGigE0/0/0/12 output: TS_congestion
```

```
Class traffic_out7
```

Classification statistics	(packets/bytes)	(rate - kbps)
Matched :	10617695830/4431612637967	10022122
Transmitted :	9245145010/3859802379379	8524105
Total Dropped :	1372550820/571810258588	1498017

```
Queueing statistics
```

Queue ID	: 1559
Taildropped(packets/bytes)	: 1372550820/571810258588

```
Class traffic_out1
```

Classification statistics	(packets/bytes)	(rate - kbps)
Matched :	8990589798/3752352492778	10022297
Transmitted :	475255557/198487540270	520055
Total Dropped :	8515334241/3553864952508	9502242

```
Queueing statistics
```

Queue ID	: 1553
Taildropped(packets/bytes)	: 8515334241/3553864952508

```
- snip -
```

Matched: stats for packet match this class
Transmitted: stats for packet transmitted
Total Dropped: stats for dropped packet by QOS

QOS stats monitoring

Egress congestion

- “show controllers npu stats voq” to check VOQ counters
- Egress congestion can happen
 - Flows from several ingress interfaces add up to more than the destination interface rate
 - Egress interface is shaped to a rate lower than the ingress traffic bound to it

```
RP/0/RP0/CPU0:C8818#show controllers npu stats voq base 1552 instance all location 0/1/CPU0
```

```
Location = 0/1/CPU0
```

```
Asic Instance = 0
```

```
VOQ Base = 1552
```

```
VOQ Mode = 8
```

```
Shared Counter Mode = 1
```

	ReceivedPkts	ReceivedBytes	DroppedPkts	DroppedBytes
TC_0 = 27979845	11675149996	511100178	213322506836	
TC_1 = 27980511	11675141804	511099467	213330425738	
TC_2 = 0	0	0	0	
TC_3 = 0	0	0	0	
TC_4 = 0	0	0	0	
TC_5 = 0	0	0	0	
TC_6 = 0	0	0	0	
TC_7 = 458651386	191355104168	80428636	33635443206	

QOS stats monitoring

Egress congestion

- “show drops all” to check overall drop counters including VOQ drops
 - ongoing option is useful to check the drops since last read

```
RP/0/RP0/CPU0:C8818#show drops all ongoing location 0/1/CPU0
```

```
-----  
MODULE voq_drops  
-----
```

```
VOQ Base           =          1552  
Interface Name      =      Te0/0/0/12  
Te0_0_0_12  
Asic Instance       =              0  
Local Port          =      remote  
Location            =      0/1/CPU0  
Interface Handle     =          160  
-----
```

```
TC_0 : 85182275
```

```
TC_1 : 85183007
```

```
TC_7 : 13412802
```

QOS stats monitoring

Egress congestion

- “show controller npu stats counters-all ” for overall NPU stats
 - detail option is available
 - Packets that cannot be enqueued will be tail dropped. And VOQ drops are expected.

```
RP/0/RP0/CPU0:C8818#show controller npu stats counters-all instance all location 0/1/CPU0
```

```
Tue Sep 12 08:50:16.778 UTC
```

```
Statistics Rack: 0, Slot: 1, Asic instance: 0
```

```
Counters update: Tue Sep 12 08:50:08 2023
```

```
Total number of blocks: 30
```

```
Per Block Statistics:
```

```
Slice 0 RX Summary counters:
```

IFG_RX 0 packets	:	405451435203	
IFG_RX 0 bytes	:	123696684538339	
IFGB_RX 0 port packets	:	1724304718	(ovf)
IFG_RX 1 packets	:	0	
IFG_RX 1 bytes	:	0	
PDVOQ drop packets	:	20529009665	
PDVOQ drop bytes	:	1233540489358	

QOS Troubleshooting

show tech-support

- show tech-support ofa
- show tech-support qos pi
- show tech-support qos platform
- show tech-support fabric
- show tech-support platform-fwd



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The background is a vibrant, abstract graphic featuring a rainbow color palette. On the left, there are horizontal, wavy bands of color transitioning from red at the top to blue at the bottom. On the right, a bright white light source emits a series of sharp, radiating lines in various shades of blue, green, and yellow, creating a sunburst or starburst effect. The overall composition is dynamic and colorful.

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