MikroTik RouterOS Workshop
QoS Best Practice

Prague

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Questions and Answers

- Q: Is it possible to prioritize traffic by type for every single client while having strict per-user limitations on the same router?

- A: Yes!

- Q: What will I need to achieve that?

- A: You will need:
  1)Packet Flow Diagram 2)HTB (queue tree), 3)Mangle, 4)PCQ, 5)Address List
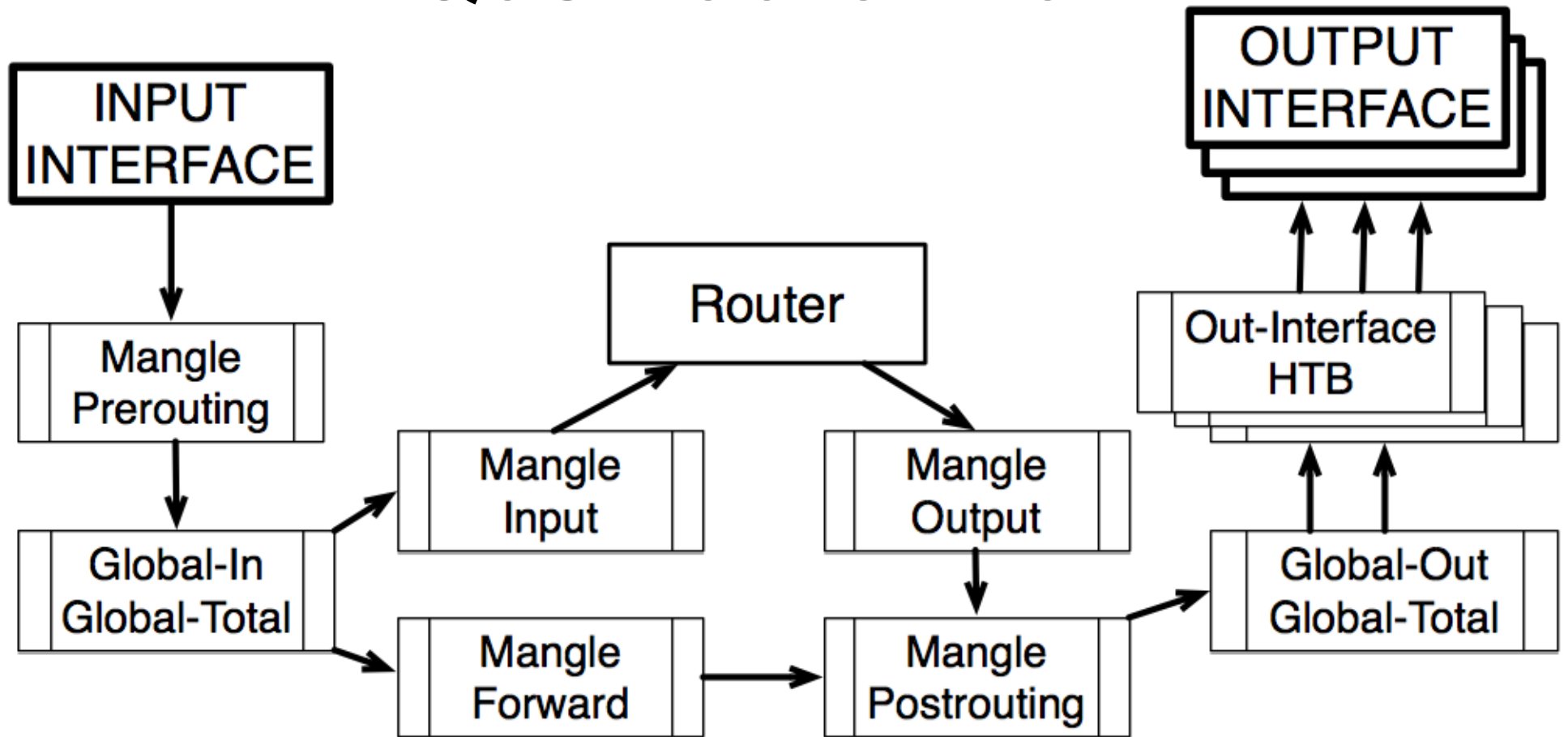
Mangle

- The mangle facility allows you to mark IP packets with special marks.

- These marks are used by other router facilities like routing and bandwidth management to identify the packets.

- Additionally, the mangle facility is used to modify some fields in the IP header, like TOS (DSCP) and TTL fields.

Hierarchical Token Bucket

- All bandwidth management implementation in RouterOS is based on Hierarchical Token Bucket (HTB)

- HTB allows you to create hierarchical queue structure and determine relations between queues

- RouterOS supports 3 virtual HTBs (global-in, global-total, global-out) and one more just before every output interface

QoS Packet Flow

- This diagram is created from RouterOS Packet Flow diagram.
 http://wiki.mikrotik.com/wiki/Packet_Flow

Double QoS

- It is possible to mark and shape traffic twice in the same router:
    - *Mangle chain Prerouting* – for first marking
    - *Global-in HTB* – for first shaping
    - *Mangle chain Forward* or *Postrouting* for second marking
    - *Global-out* or *Out-interface HTB* for second marking
- Double QoS is only possible with Queue Tree

Why not Simple Queues?

- Simple queues are ordered - similar to firewall rules

  - In order to get to 999th queue packet will have to be checked for match to all 998 previous queues

- Each simple queue **might** stand for 3 separate queues:

  - One in Global-in ("direct" part)

  - One in Global-out ("reverse" part)

  - One in Global-total ("total" part)

Simple Queues and Mangle
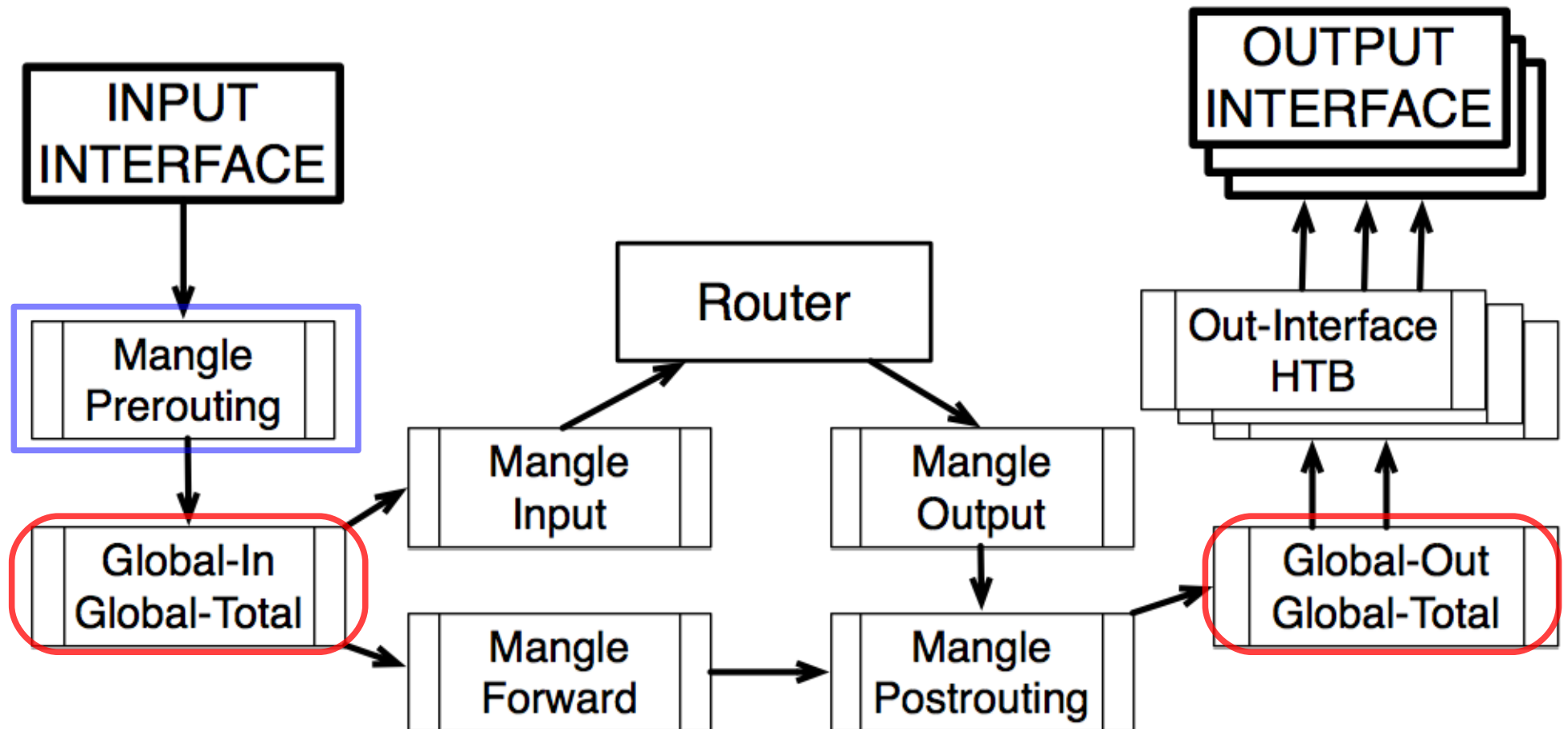
Queue Tree

- Tree queue is one directional only and can be placed in any of the available HTBs

- Queue Tree queues don't have any order – all traffic is processed simultaneously

- All child queues must have packet marks from "/ip firewall mangle" facility assigned to them

- If placed in the same HTB, Simple queue will take all the traffic away from the Queue Tree queue

Global-Out or Interface HTB?

There are two fundamental differences

- In case of SRC-NAT (masquerade) Global-Out will be aware of private client addresses, but Interface HTB will not – Interface HTB is after SRC-NAT

- Each Interface HTB only receives traffic that will be leaving through a particular interface – there is no need for to separate upload and download in mangle

Conclusions

- We will use mangle and queue tree:
  - Mark traffic by traffic type in mangle chain Prerouting
  - Prioritize and limit traffic by type in Global-in HTB
  - Re-Mark traffic by clients in mangle chain Forward
  - Limit traffic per client in Interface HTB

- <u>It is necessary to keep the amount of mangle rules and queues to a minimum to increase the performance of this configuration.</u>

Client Limitation

T3/E3 line

~40 Mbps
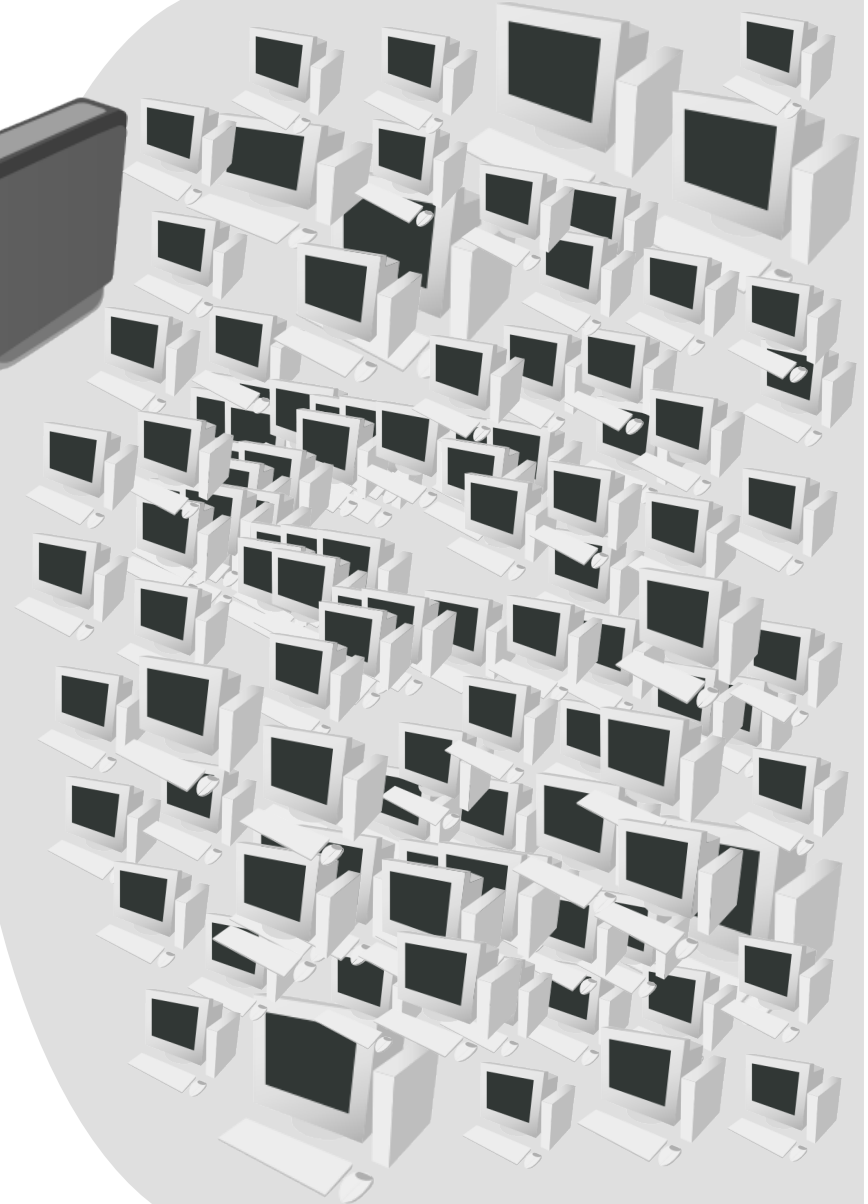
•You have more than 400 clients and 3 different connection types:
- Business (4Mbps/1Mbps) connection
- Standard (750kbps/250kbps) connection
- Basic (375kbps/125kbps) connection

PCQ

- Per Connection Queue is a queue type capable of dividing traffic into sub-streams based on selected classifiers

- Each sub-stream will then go through FIFO queue with queue size specified by "pcq-limit" option and maximal rate specified by "pcq-rate" option

New Queue Type

Type Name: queue1

Kind: pcq

Rate: 0

Limit: 50

Total Limit: 2000

Classifier

☐ Src. Address   ☑ Dst. Address
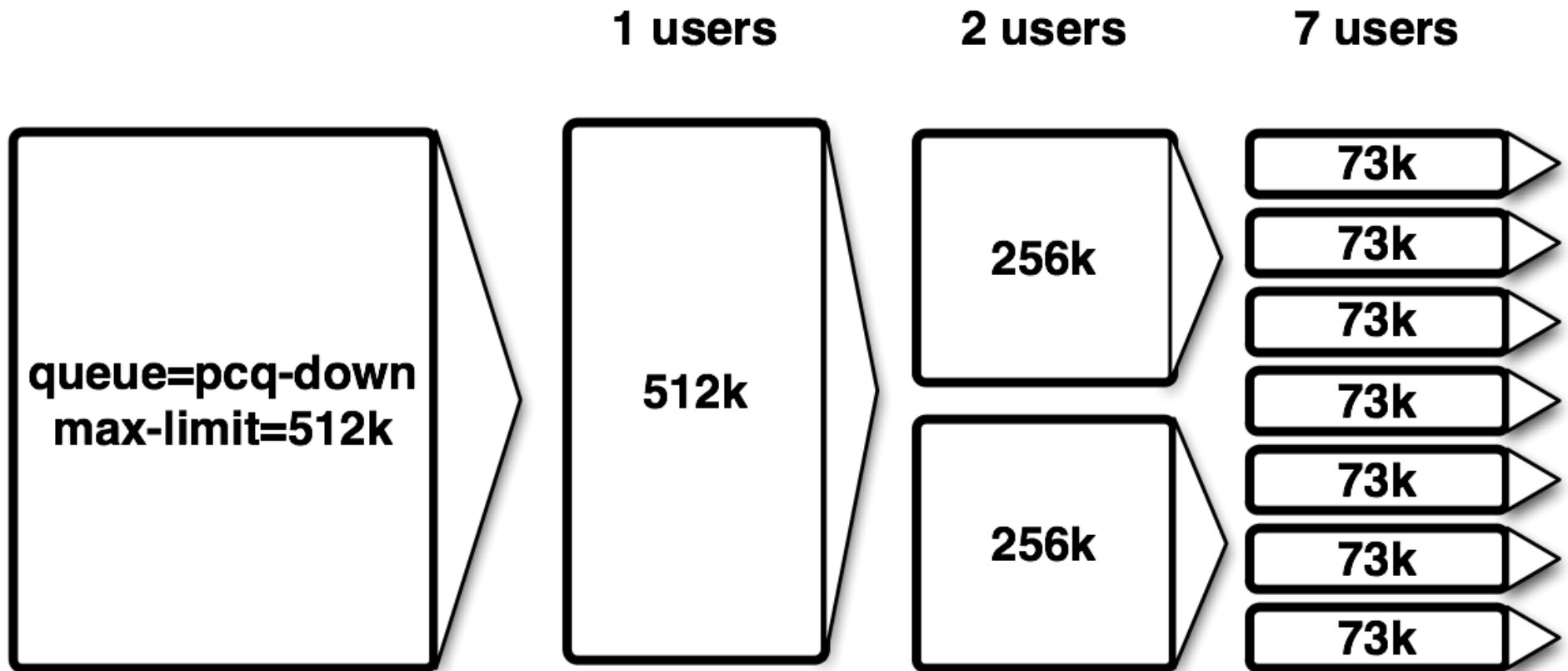☐ Src. Port   ☐ Dst. Port

OK   Cancel   Apply   Copy   Remove

PCQ
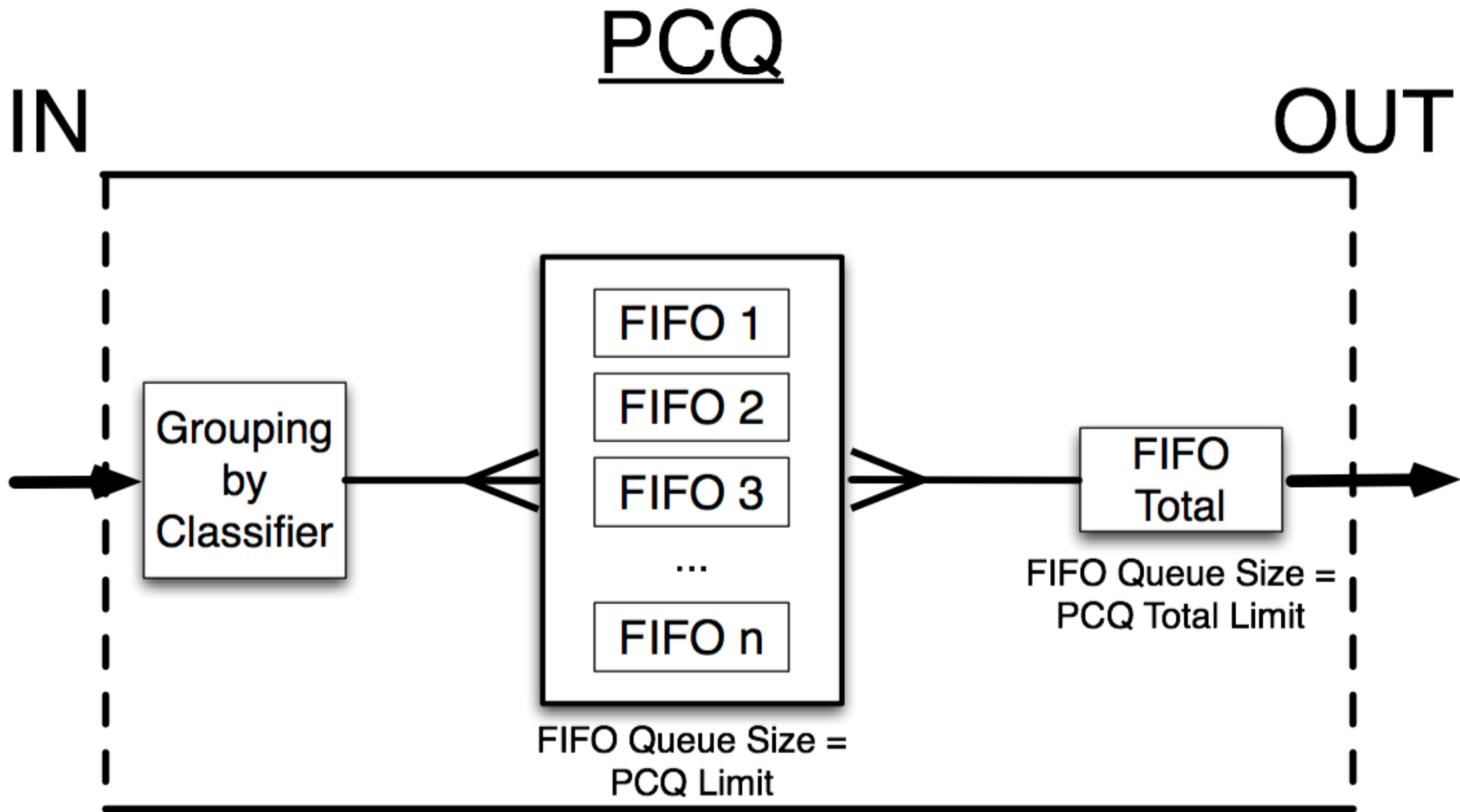
PCQ Part 2

- In order to ensure that each PCQ sub-stream represents one particular client we need to create 2 different PCQ types:

    - PCQ_upload – source address as classifier
    - PCQ_download - destination address as classifier

- PCQ will distribute available traffic equally between sub-queues until the pcq-rate is reached (if it is specified)

pcq-rate=128000

2 users   **4 users**   **7 users**

queue=pcq-down
max-limit=512k

128k | 128k | 73k
128k | 128k | 73k
  | 128k | 73k
  | 128k | 73k
  | | 73k
  | | 73k
  | | 73k

pcq-rate=0

1 users **2 users** **7 users**

```
queue=pcq-down
max-limit=512k
```

512k

256k

256k

73k
73k
73k
73k
73k
73k
73k

PCQ Types – Winbox View

Address Lists

- Address lists was introduced to assign multiple IP addresses/ranges to the same firewall rule, in this way reducing the total number of firewall rules and increasing router performance

- Address lists can be created:

  - Manually

  - Automatically from PPP profile – just specify address-list option and as soon as the client connects it will be added to the proper address list

  - Automatically from RADIUS – attribute "Mikrotik:19"

Address Lists

Where?

Packet Marking

- Use "connection-mark" action to classify all connections based on client address list

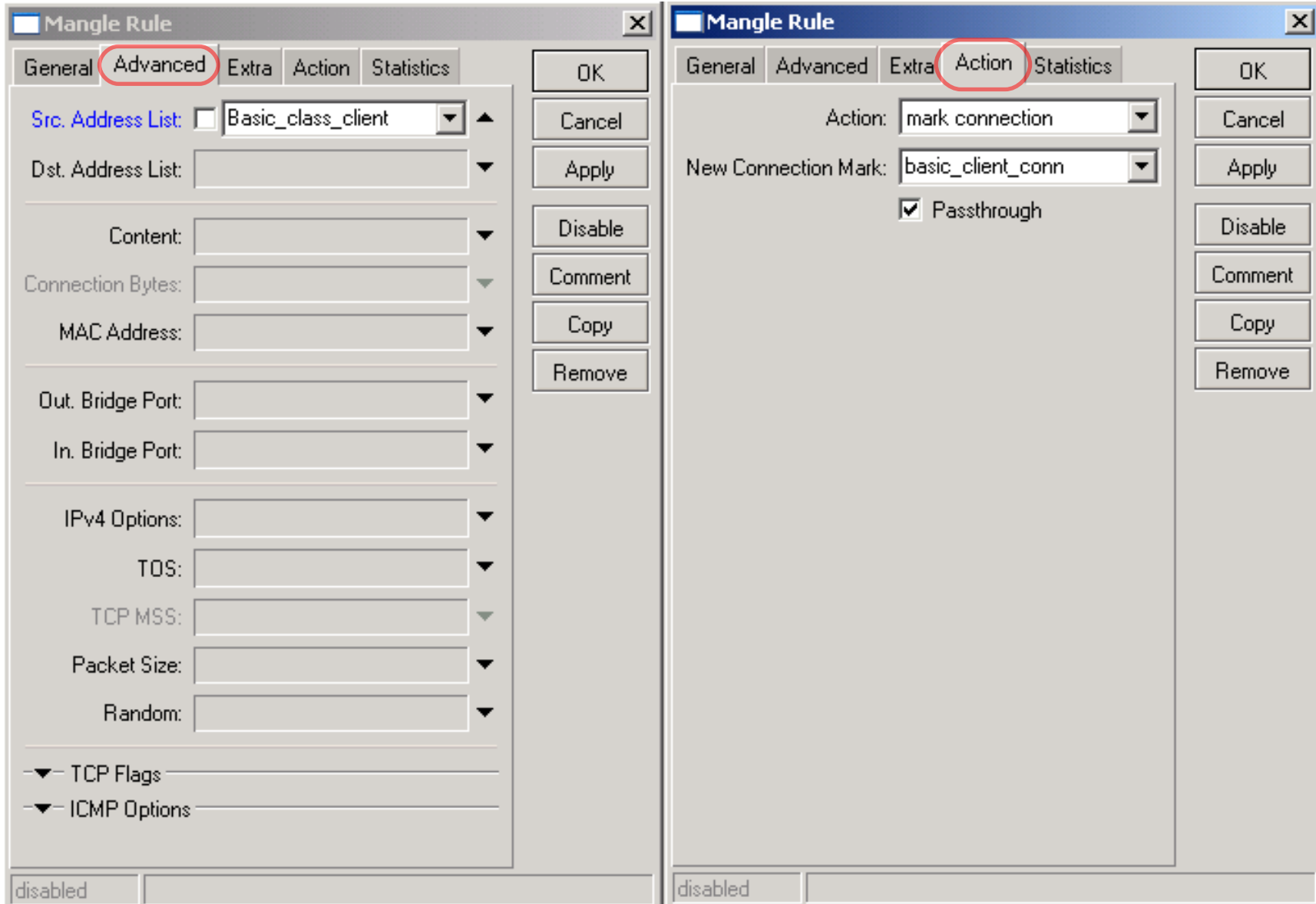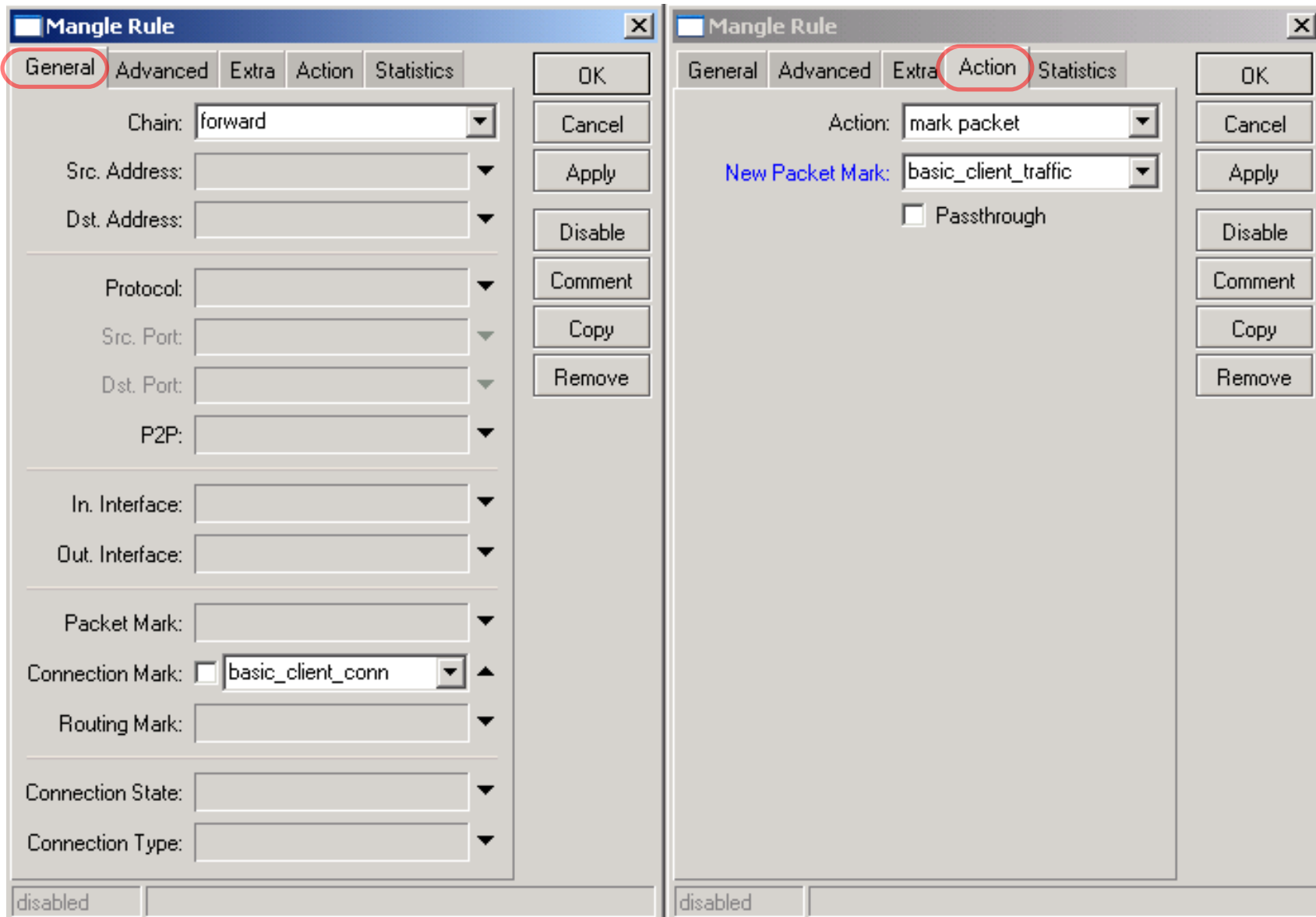- Use "packet-mark" action to classify all traffic based on connection marks

- Questions to think about:
  - What speed should be available for Business client if downloading from basic client?
  - Do you still have unmarked traffic?

Connection-mark rule

Packet-mark rule

Working Mangle- Winbox view

#	Action	Chain	::||||||	New Packet Mark	New Connection Mark	Bytes	Packets	
;;; mark basic client traffic								
	mark connection	forward			basic_client_conn	9893.1 MiB	18 599 504	
	mark packet	forward		basic_client_traffic		22575.4 MiB	35 292 323	
;;; mark standard client traffic								
	mark connection	forward			standard_client_conn	825.4 MiB	2 747 515	
	mark packet	forward		standard_client_traffic		6396.7 MiB	7 248 925	
;;; mark bussiness client traffic								
	mark connection	forward			business_client_conn	190.2 MiB	912 903	
	mark packet	forward		business_client_traffic		1324.9 MiB	1 929 206	
;;; Check for unmarked traffic								
	log	forward				2062.0 KiB	9 014	

Firewall

Filter Rules | NAT | Mangle | Service Ports | Connections | Address Lists

Reset Counters | Reset All Counters | forward

Working Mangle- Export view

```
/ ip firewall mangle
add chain=forward src-address-list=Basic_class_client action=mark-connection \
    new-connection-mark=basic_client_conn passthrough=yes comment="mark basic \
    client traffic" disabled=no
add chain=forward connection-mark=basic_client_conn action=mark-packet \
    new-packet-mark=basic_client_traffic passthrough=no comment="" disabled=no
add chain=forward src-address-list=Standard_class_client \
    action=mark-connection new-connection-mark=standard_client_conn \
    passthrough=yes comment="mark standard client traffic" disabled=no
add chain=forward connection-mark=standard_client_conn action=mark-packet \
    new-packet-mark=standard_client_traffic passthrough=no comment="" \
    disabled=no
add chain=forward src-address-list=Business_class_client \
    action=mark-connection new-connection-mark=business_client_conn \
    passthrough=yes comment="mark bussiness client traffic" disabled=no
add chain=forward connection-mark=business_client_conn action=mark-packet \
    new-packet-mark=business_client_traffic passthrough=no comment="" \
    disabled=no
add chain=forward action=log log-prefix="" comment="Check for unmarked \
    traffic" disabled=no
```

Queue Tree – Winbox View

Queue List

| Simple Queues | Interface Queues | Queue Tree | Queue Types |

[+] [−] [✓] [✗] 00 Reset Counters 00 Reset All Counters

Name	Parent	Packet Mark	Limit At	Max Limit
Total_download	local_ether1		0	0
basic_client_download	Total_download	basic_client_traffic	0	0
business_client_download	Total_download	business_client_traffic	0	0
standard_client_download	Total_download	standard_client_traffic	0	0
Total_upload	public_ether3		0	0
basic_client_upload	Total_upload	basic_client_traffic	0	0
business_client_upload	Total_upload	business_client_traffic	0	0
standard_client_upload	Total_upload	standard_client_traffic	0	0

0 B queued   0 packets queued

Queue Tree – Export View

```
/ queue tree
add name="Total_download" parent=local_ether1 packet-mark="" limit-at=0 \
    queue=default priority=1 max-limit=0 burst-limit=0 burst-threshold=0 \
    burst-time=0s disabled=no
add name="basic_client_download" parent=Total_download \
    packet-mark=basic_client_traffic limit-at=0 queue=PCQ_down_375k priority=8 \
    max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s disabled=no
add name="standard_client_download" parent=Total_download \
    packet-mark=standard_client_traffic limit-at=0 queue=PCQ_down_750k \
    priority=4 max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s \
    disabled=no
add name="business_client_download" parent=Total_download \
    packet-mark=business_client_traffic limit-at=0 queue=default priority=1 \
    max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s disabled=no
add name="Total_upload" parent=public_ether3 packet-mark="" limit-at=0 \
    queue=default priority=8 max-limit=0 burst-limit=0 burst-threshold=0 \
    burst-time=0s disabled=no
add name="basic_client_upload" parent=Total_upload \
    packet-mark=basic_client_traffic limit-at=0 queue=PCQ_up_125k priority=8 \
    max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s disabled=no
add name="standard_client_upload" parent=Total_upload \
    packet-mark=standard_client_traffic limit-at=0 queue=PCQ_up_250k \
    priority=4 max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s \
    disabled=no
add name="business_client_upload" parent=Total_upload \
    packet-mark=business_client_traffic limit-at=0 queue=PCQ_up_1M priority=1 \
    max-limit=0 burst-limit=0 burst-threshold=0 burst-time=0s disabled=no
```

PCQ Queue Size
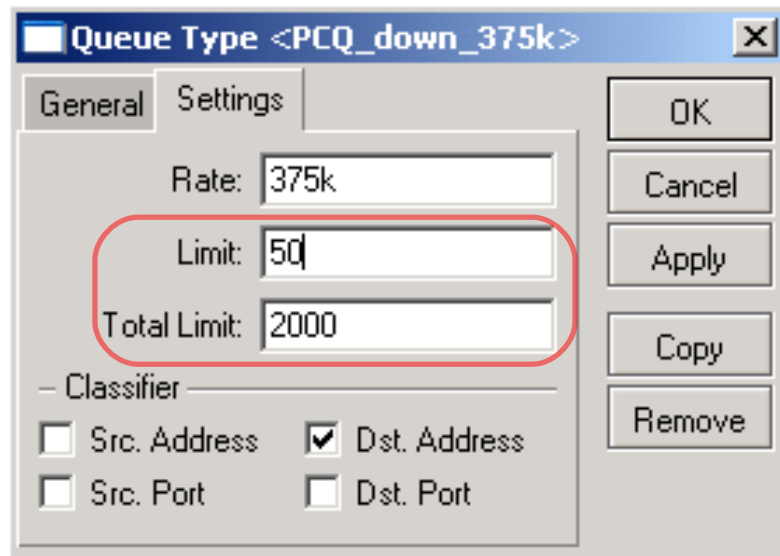
Total_limit = X can take up to
X*(2000 bytes + 200 bytes) of RAM

2000 bytes – buffer for 1 packet
200 bytes – service data for 1 packet

total_limit = 2000 =< 4,2MB RAM
total_limit = 5000 =< 10,5MB RAM

- It can take only 40 users to fill the queue

(because total_limit/limit = 2000/50 = 40)

- It is necessary to increase "total_limit" and/or decrease the "limit" value

- There should be at least 10-20 packet places in queue available per user
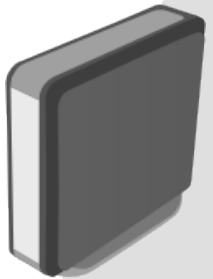
Queue Size
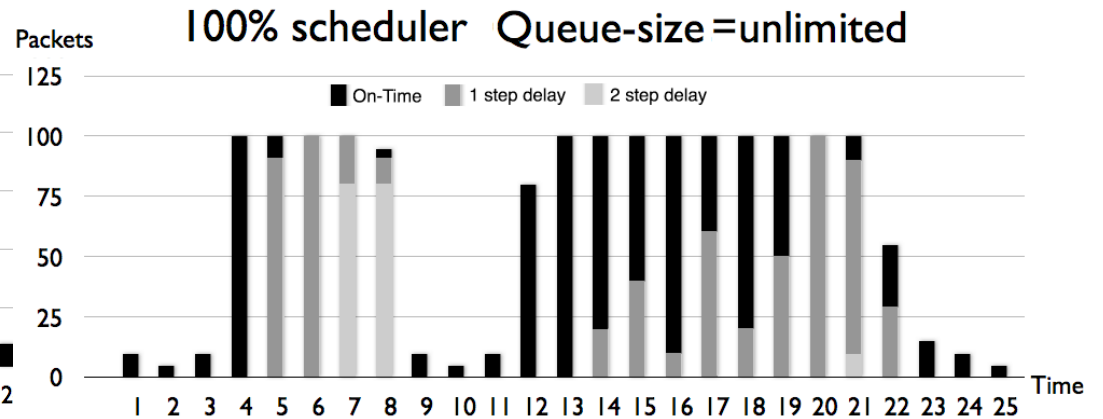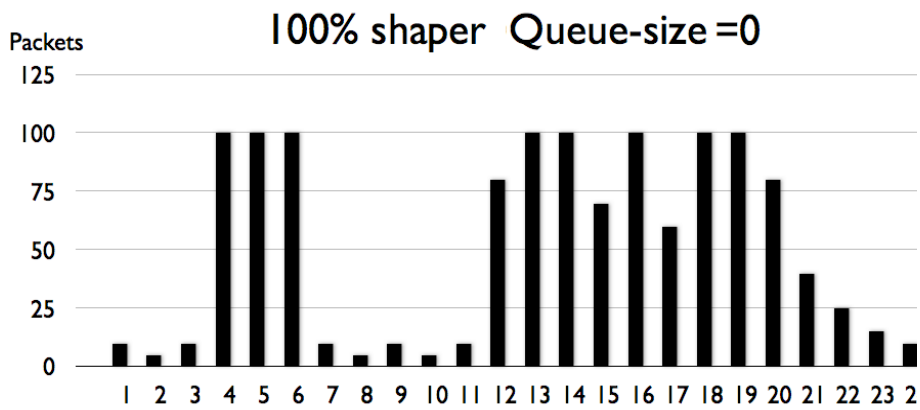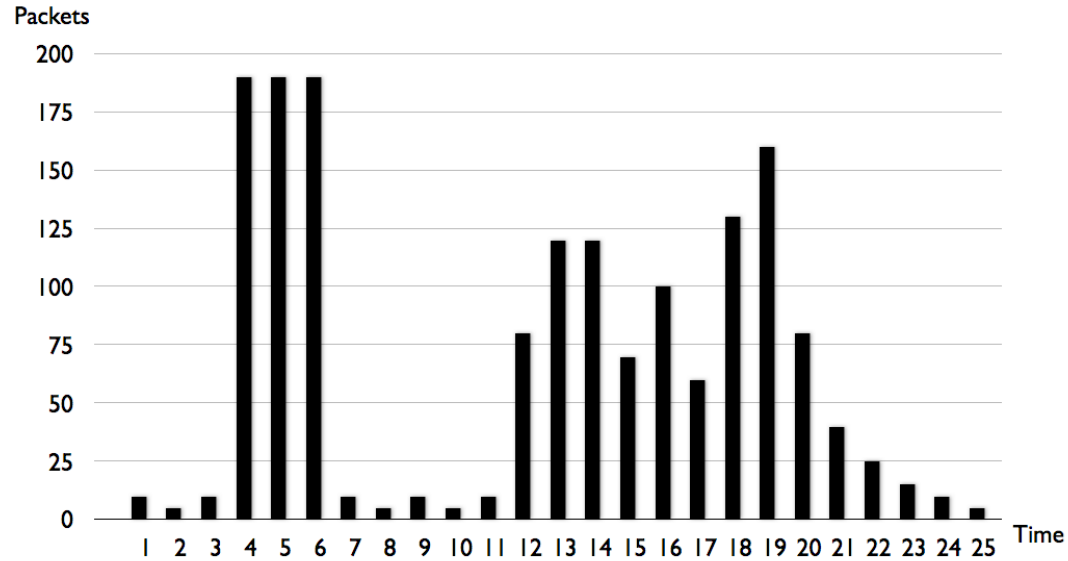
PCQ Adjustments

- There are ~340 Basic class clients so:

  - pcq_limit = 40
  - pcq_total_limit = 7000 (~20*340) (~15MB)

- There are ~40 Standard class clients so:

  - pcq_limit = 30
  - pcq_total_limit = 1000 (~20*40) (~2MB)

- There are ~20 Business class clients so:

  - pcq_limit = 20 (!!!)
  - pcq_total_limit = 500 (~20*20) (~1MB)

Traffic Prioritization

T3/E3 line
~40 Mbps
~5Mbps abroad

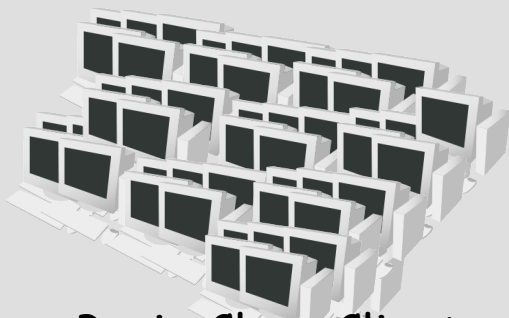**Business Class Clients**

You have problems with on-line communications (video, audio, VOIP, games)

Basic Class Clients

Task:
Prioritize the traffic

Standard Class Clients

Prioritization Plan
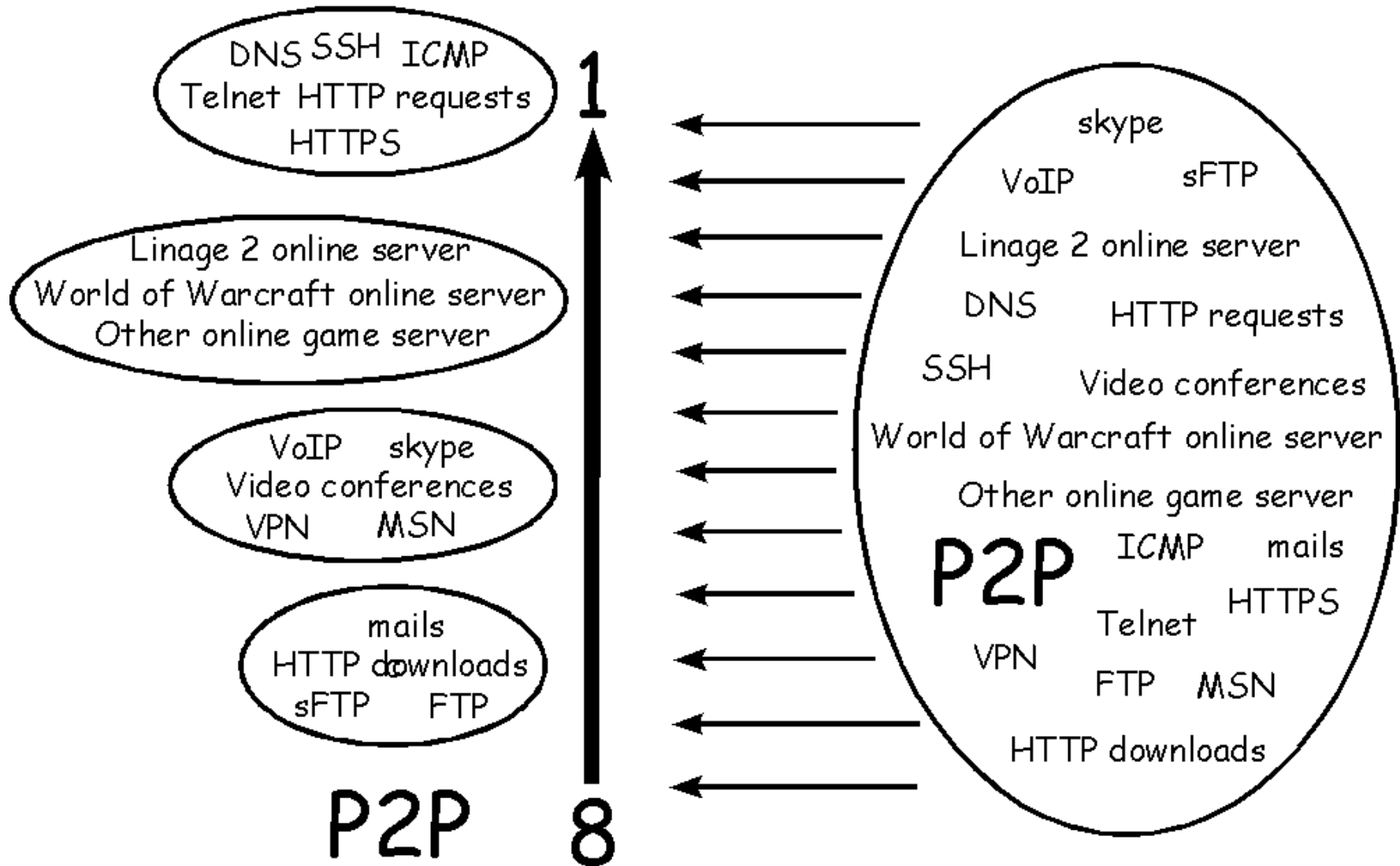
Where?
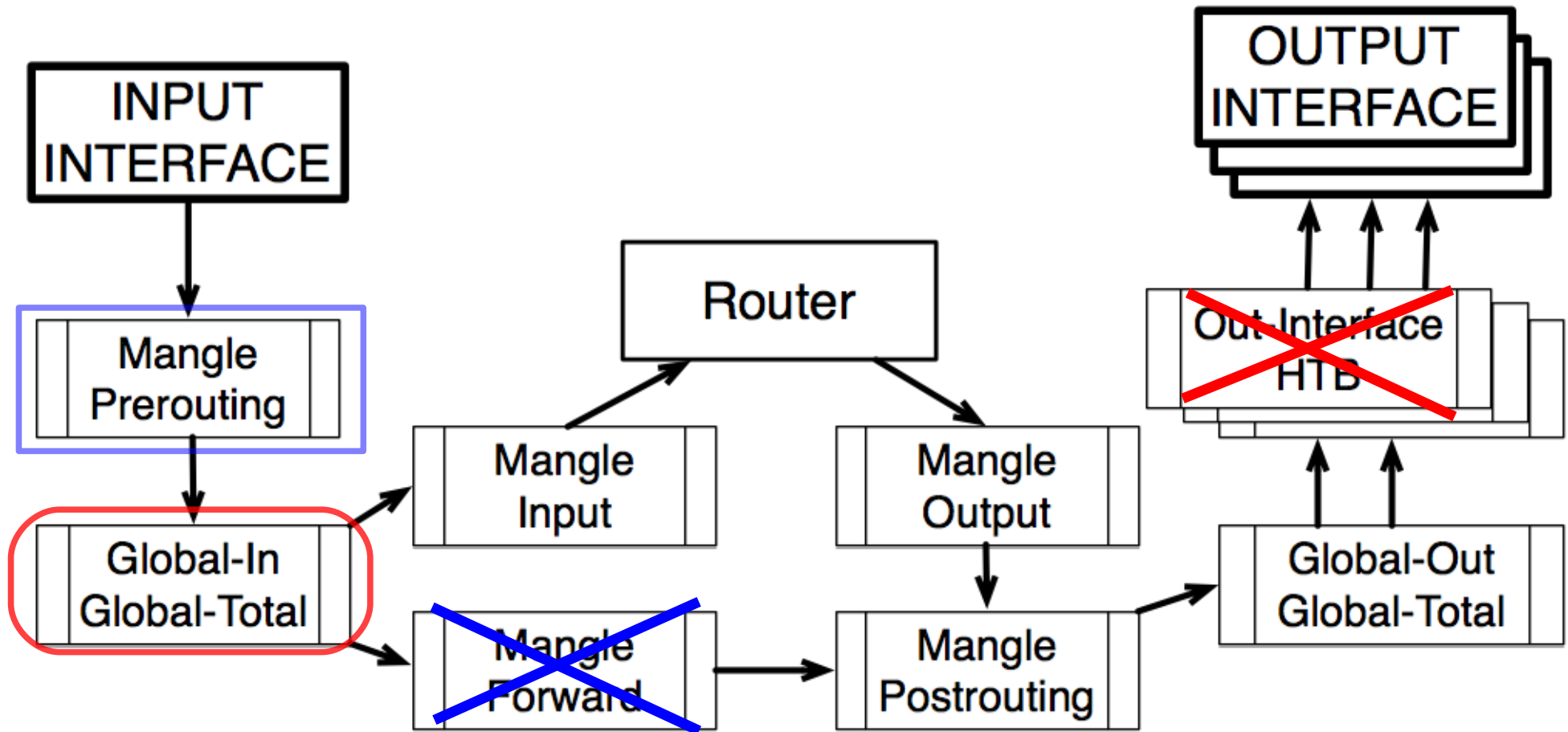
How?

Group	Service	Protocol	Dst-Port	Other conditions
P2P_services	P2P			p2p=all-p2p
Download_services	Mails	TCP	110	
		TCP	995	
		TCP	143	
		TCP	993	
		TCP	25	
	HTTP downloads	TCP	80	Connection-bytes=500000-0
	FTP	TCP	20	
		TCP	21	
	SFTP	TCP	22	Packet-size=1400-1500
Ensign_services	DNS	TCP	53	
		UDP	53	
	ICMP	ICMP	-	
	HTTPS	TCP	443	
	Telnet	TCP	23	
	SSH	TCP	22	Packet-size=0-1400
	HTTP requests	TCP	80	Connection-bytes=0-500000
User_requests	Online game servers			Dst-address-list=user_requests
Communication_services	VoIP			
	Skype			
	Video conferences			
	VPN			
	MSN			

Priorities

- Create packet marks in the mangle chain "Prerouting" for traffic prioritization in the global-in queue
  - Ensign_services (Priority=1)
  - User_requests (Priority=3)
  - Communication_services (Priority=5)
  - Download_services (Priority=7)
  - P2P_services (Priority=8)