Hierarchical Token Bucket

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- Evaluate, Design, Implement, Consult and Maintain
 - Network Engineer
 - IT Training
 - Data Center
 - Virtualization
 - Data Integrity



EngineerQustin



Agenda

•Queue Concepts

HTB Concepts

HTB Schematic

HTB Scenarios





Concepts

•Queue

Scheduling

Shaping

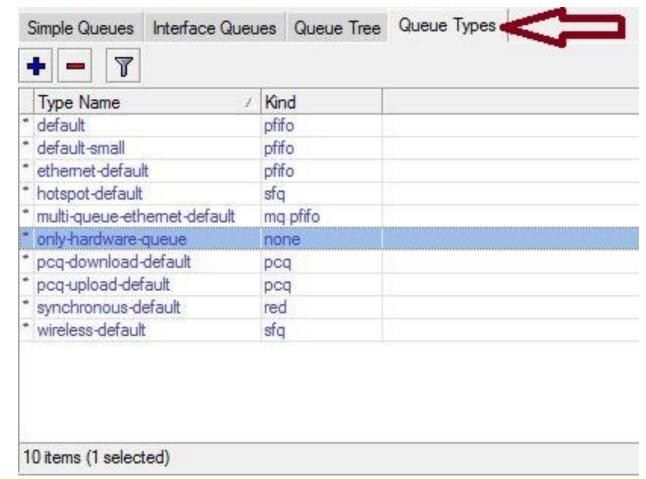




-FIFO -SFQ

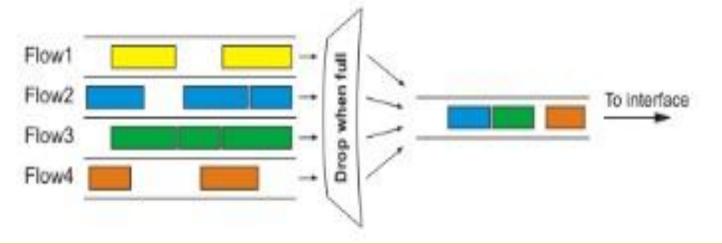
-RED -PCQ

Linux Term



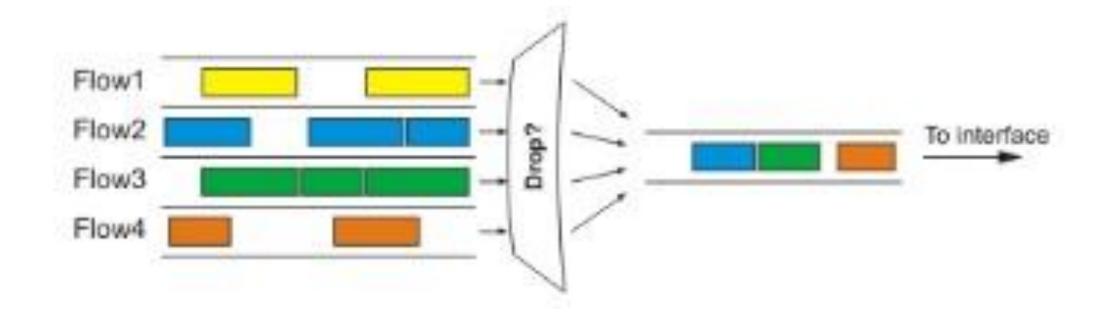


- •PFIFO Packets First-In First-Out
- •BFIFO Bytes First-In First-Out
- •MQ PFIFO PFIFO with multiple transmit queues



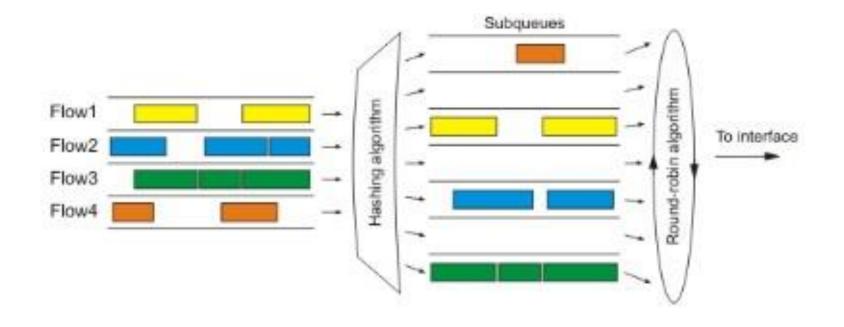


•RED - Random Early Detect



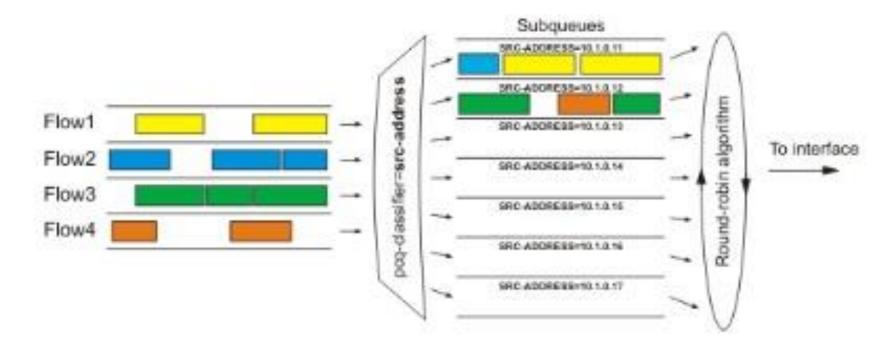


•SFQ - Stochastic Fairness Queuing





•PCQ - Per Connection Queue



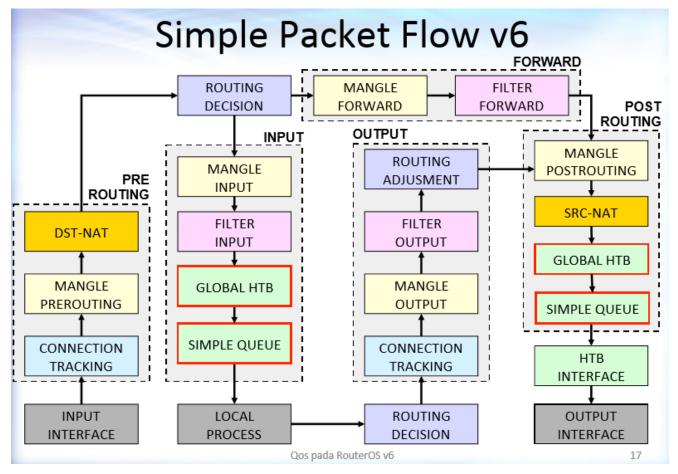


Why we need to Mangle?

Modify Header Field

➤ Mark The Packet

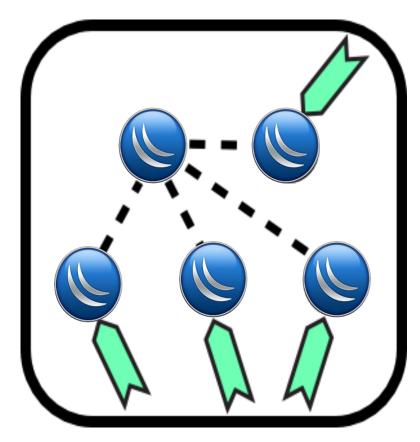
► Marked Packet Usage





HTB Schematic

- ✓ HTB Queue Type
 - > Inner Queue
 - Leaf Queue
- ✓ Level of HTB
- ✓ Inner Queue Responsibility



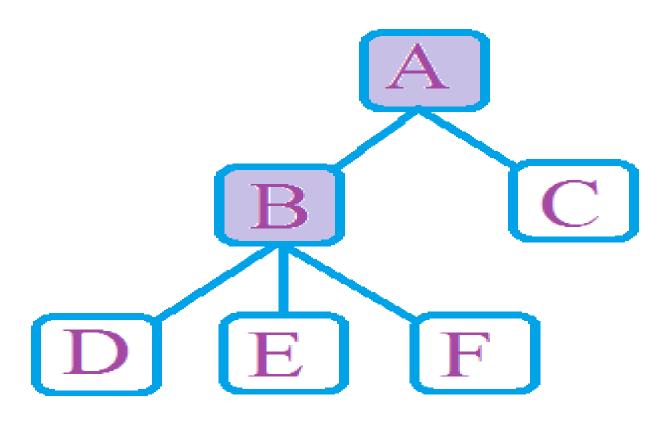


Inner Queue

➤ What's Inner Queue?

▶ Packet in Inner Queue

Priority in Inner Queue

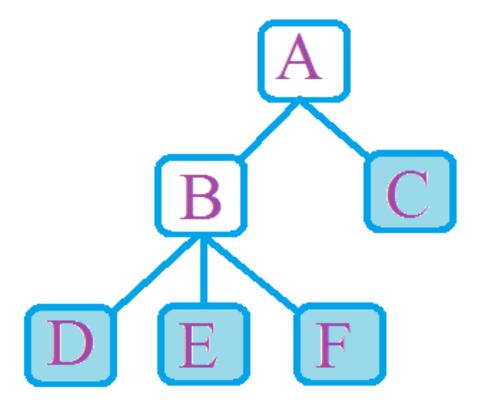




Leaf Queue

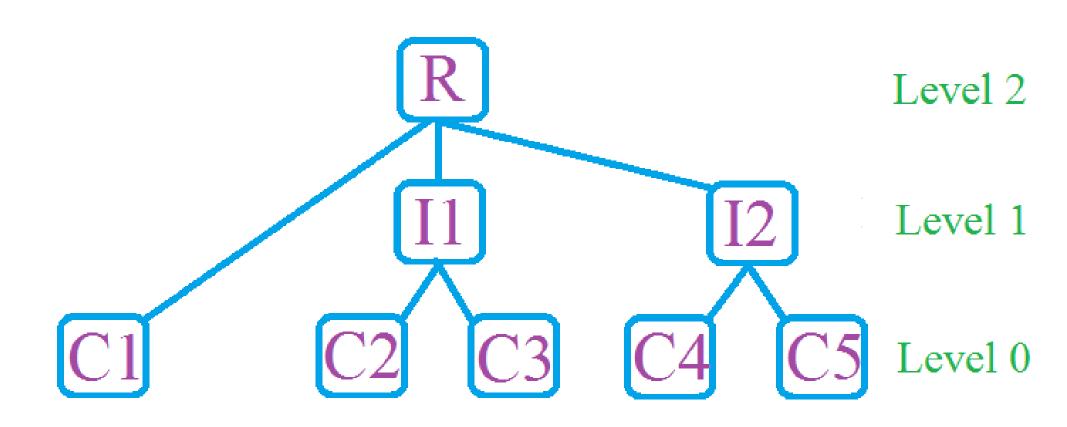
➤ Whats Leaf Queue?

➤ Where is located?





Level of HTB

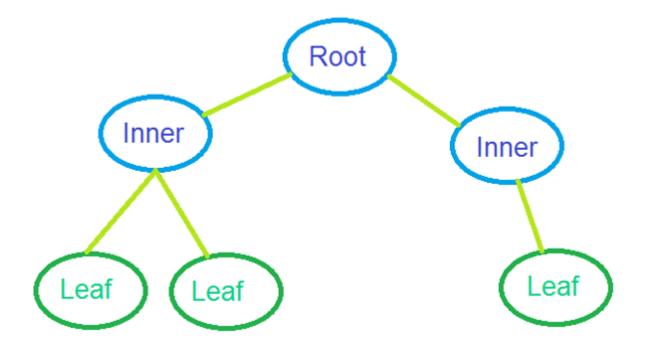




HTB Parent Responsibility

✓ Traffic Distribution

✓ Set Parent





HTB Terms

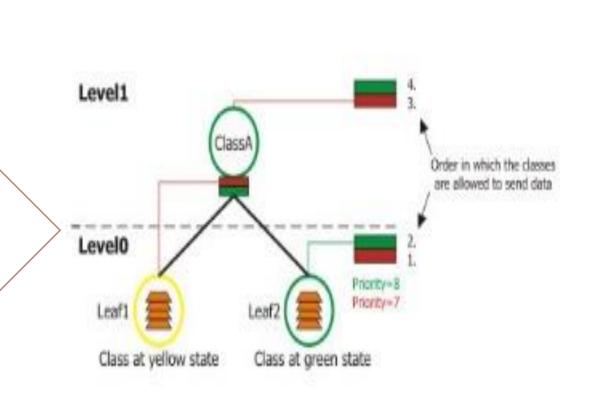
- **✓** CIR
 - **✓** Committed Information Rate
- **✓**MIR
 - ✓ Maximal Information Rate
- **✓** Burst
- **✓ Limitation Rule**
 - ✓Inner MIR >= Sum of Leaf CIR
 - ✓Inner MIR >= Each Leaf MIR





Priority - HTB Terms

When a Leaf Queue wants to send some traffic (as they are the only classes that hold packets), HTB checks its priority.





HTB or Queue State

- √green
- **✓Yellow**
- √red

Simple Queues Interface Queues Queue Tree Queue Types									
→ ✓ X ▼ Oo Reset Counters Oo Reset All Counters Find									
Name A	Parent	Packet Mark	Priority	Limit At (Max Limit	Avg. Rate	Queued Byte: ▼		
gueue-parent	ether3		1		5M	5.0 Mbps	0 B		
≘ -Q1	queue-parent	C1	1	512k	2M	1981.2 kbps	71.3 KiB		
≘ I1	queue-parent		8	2M	5M	2.0 Mbps	0 B		
≘ Q2	11	C2	8	512k	2M	999.9 kbps	72.7 KiB		
≘ Q3	11	C3	8	512k	2M	1000.0 kbps	72.8 KiB		
a 12	queue-parent		8		5M	1024.4 kbps	0 B		
≘ Q4	12	C4	2	512k	2M	512.2 kbps	72.7 KiB		
≘ Q5	12	C5	2	512k	2M	512.1 kbps	72.7 KiB		



Token

- The Token Bucket algorithm is based on an analogy to a bucket where tokens, represented in bytes, are added at a specific rate. The bucket itself has a specified capacity.
- If the bucket fills to capacity, newly arriving tokens are dropped



Bucket

➤ Bucket Size

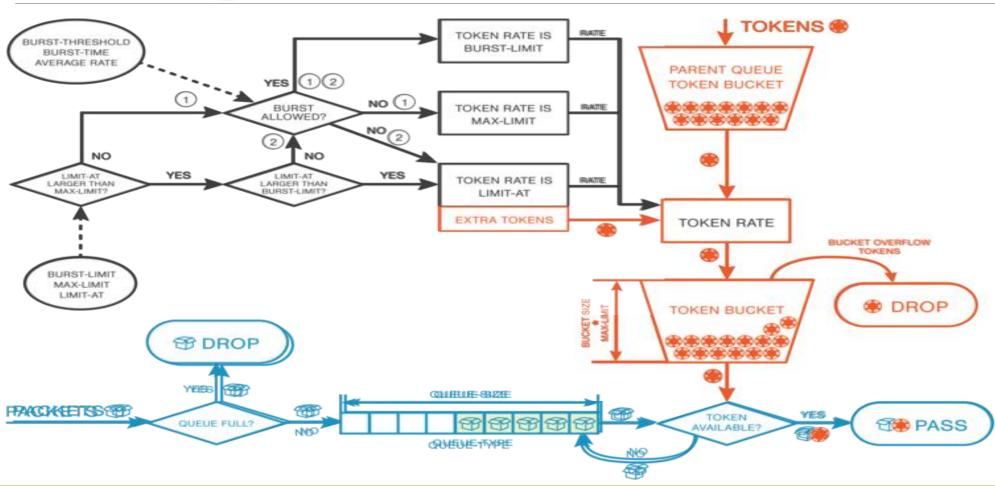


Bucket Capacity

Bucket Capacity = Bucket-Size*max-Limit(Burst-Limit If exist)



HTB Diagram

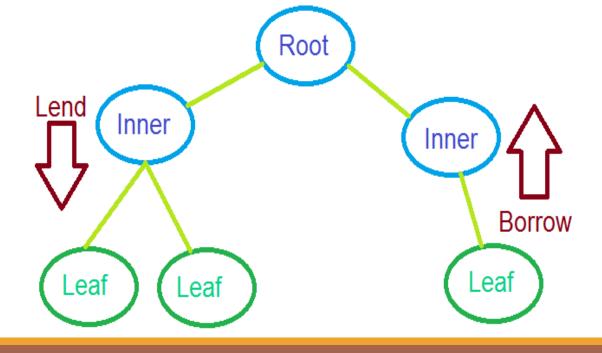


HTB Parent Responsibility

Lending-Barrowing



- √ The Inner Queues lend to their Leaf Queue
- √ The Leaf Queues Borrow from their Inner Queue
- √ Shaping only occurs in Leaf Queue
- ✓ Delay just will see in Leaf Queue





Leaf Queues Scope

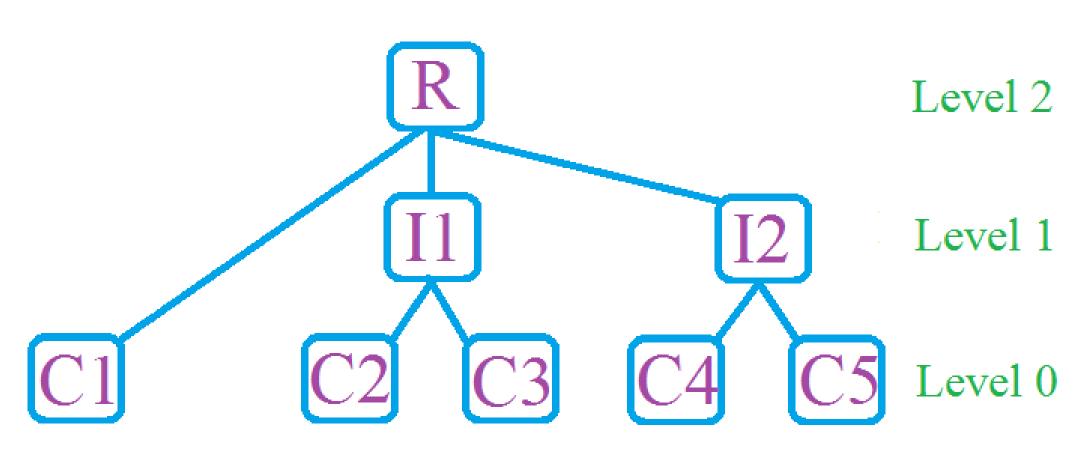


Inner Queues Scope

Inner Queue Situation	Speed <cir< th=""><th>CIR<speed<mir< th=""><th>MIR<speed< th=""></speed<></th></speed<mir<></th></cir<>	CIR <speed<mir< th=""><th>MIR<speed< th=""></speed<></th></speed<mir<>	MIR <speed< th=""></speed<>
Result	Lends Token to Leafs	If the Token be available, Dequeue Function wants to borrow Token from Inner And lend to Leafs	Nothing
			D

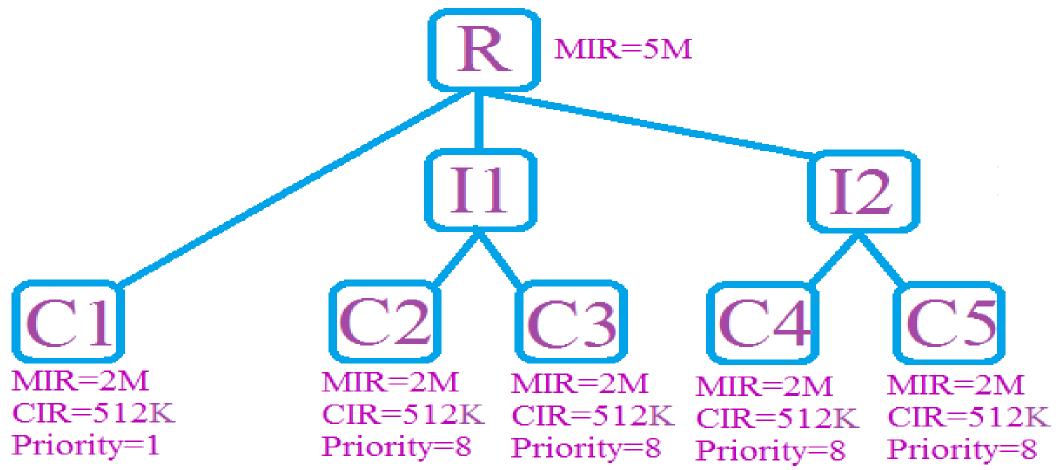








Scenario 1 (A Leaf with better Priority)





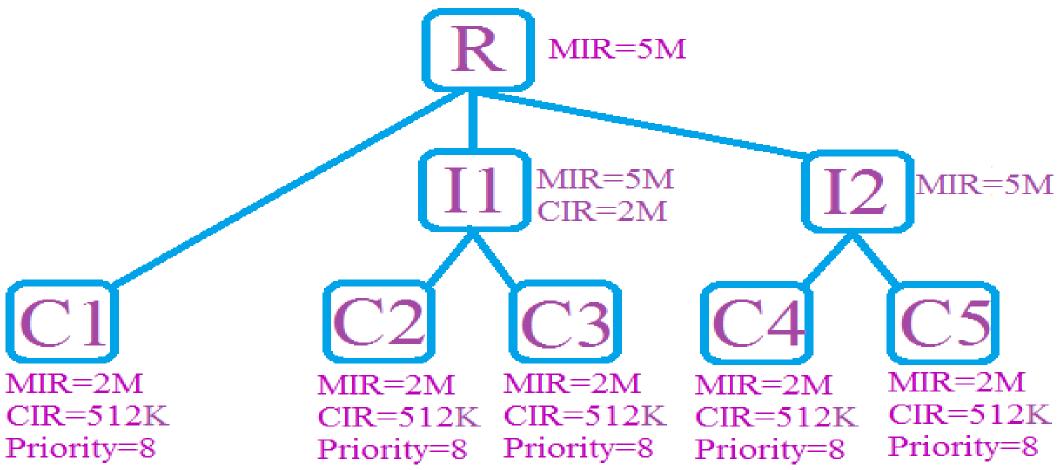
Scenario 1 (A Leaf with better Priority)

- ✓ C1 take the Max Limit
- ✓ Other Capacity Split to other Leaf

Simple Queues Interf	ace Queues C	Queue Tree (Queue Type	:s			
→ ✓ ∅ ∅ E Reset Counters Oo Reset All Counters Find							
Name A	Parent	Packet Mark	Priority	Limit At (Max Limit	Avg. Rate	Queued Byte: 🕶
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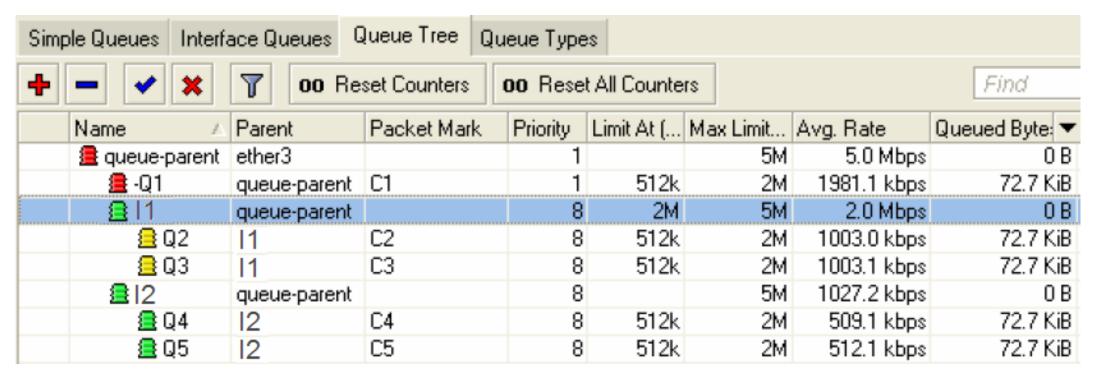
Scenario 2 (Inner with Limit At)





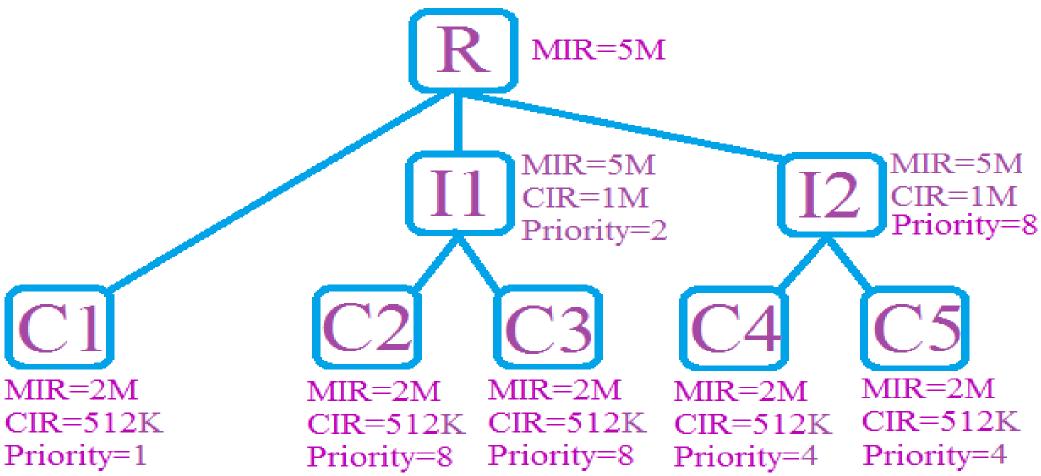
Scenario 2 (Inner with Limit At)

✓ Inners with Limit At can bring more capacity for their childeren



Scenario 3 (Inner with Priority) Common Mistake

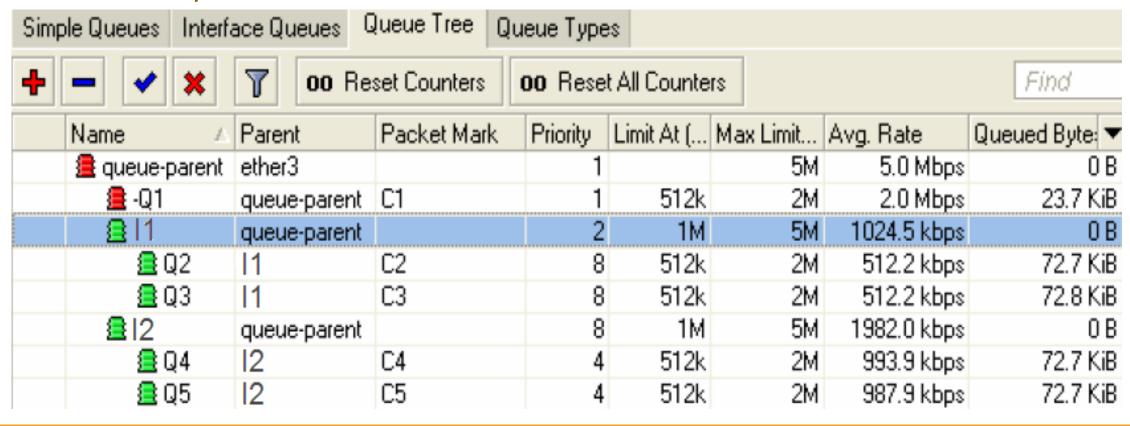




Scenario 3 (Inner with Priority) Common Mistake



✓ Priority on Inner will not Work



Resources

- Wiki. Mikrotik. Com
- Linux-IP.Net
- MUM.Mikrotik.Com





Thank You For Your Attention

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