

Reliable Multicast in the STOW RTI Prototype

97S-SIW-119

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March 6, 1997

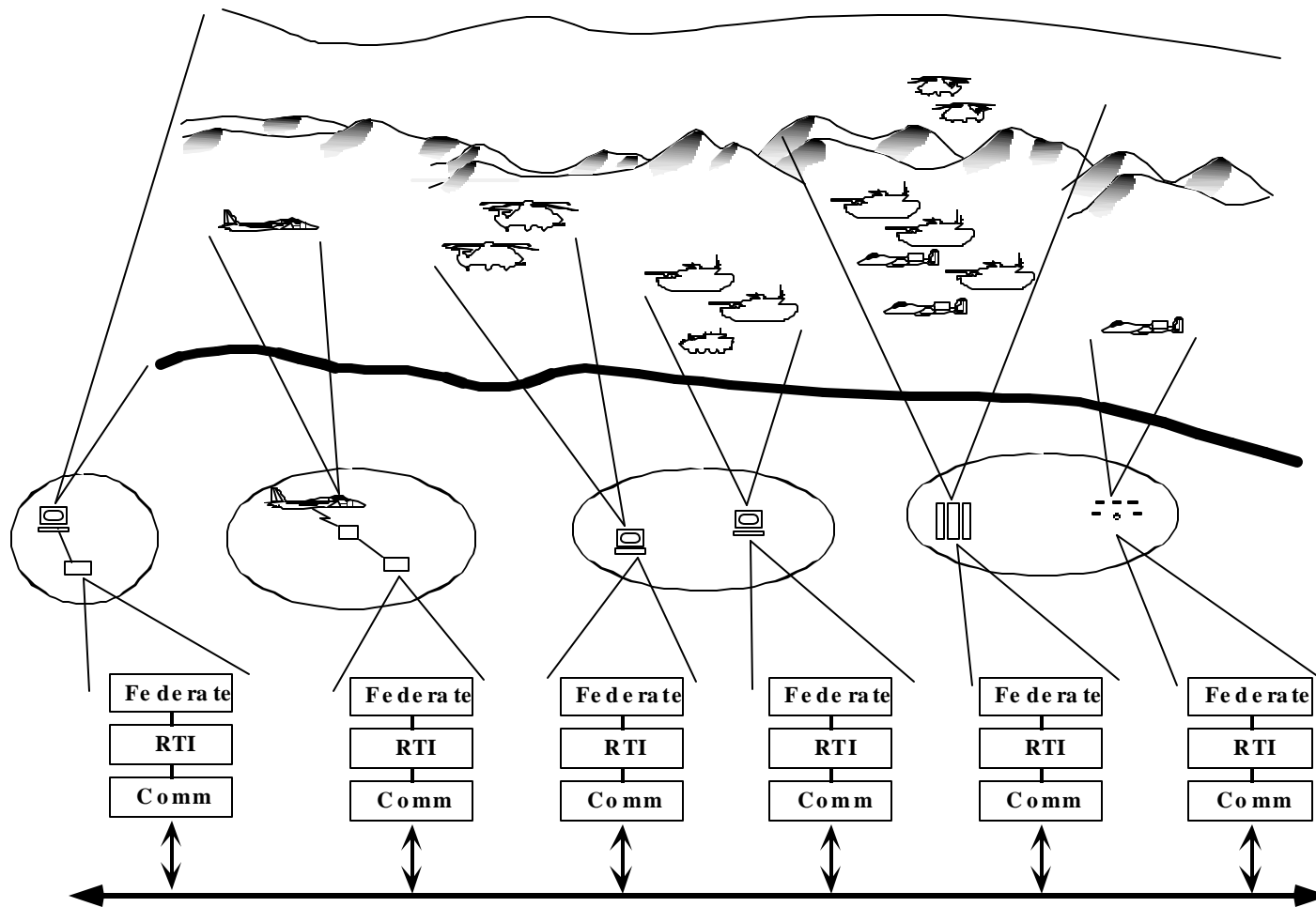


Outline

- **Introduction**
- **Message Transport Services**
- **Reliable Multicast**
- **Discovery Service**
- **Emulation of Reliable Multicast in RTI-s**
- **Performance Measurements**
- **Summary**



Federation using the HLA / RTI



RTI-s Sponsors

- **Defense Modeling and Simulation Office (DMSO)**
 - Part of larger DoD 1.0 RTI development effort
 - Initial implementation of Data Distribution Management Services
 - Support initial use of the HLA in a large scale, real-time system
- **DARPA**
 - **Synthetic Theater of War (STOW) program**
 - » STOW is an Advanced Concept Technology Demonstration (ACTD)
 - » Customer is Atlantic Command (ACOM)
 - » An HLA based simulation system

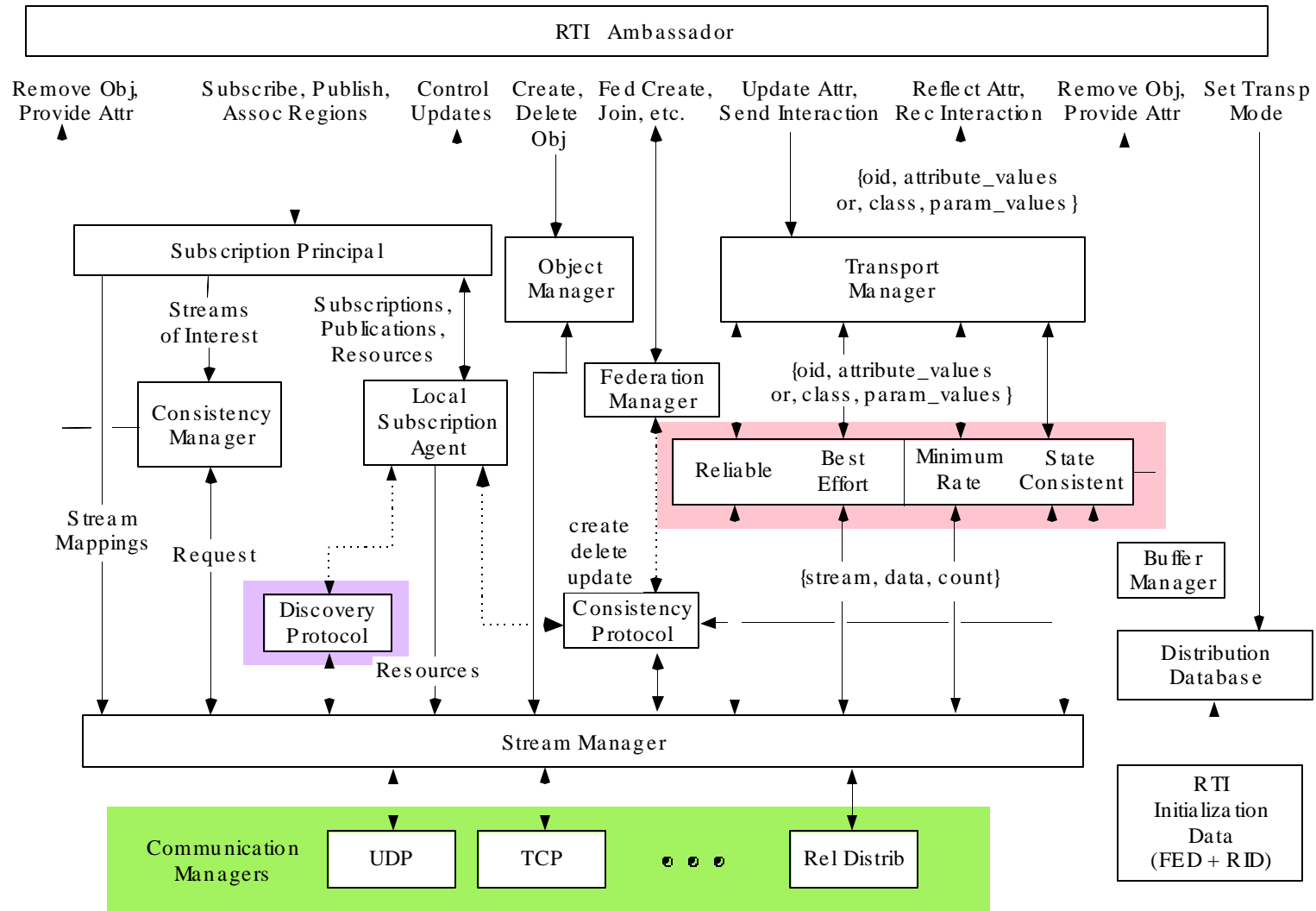


RTI-s Development

- **STOW Requirements (RTI perspective)**
 - ~ 25 Federate classes on 350-450 host computers
 - 10 – 20 sites (LANs connected via a WAN)
 - 10,000 objects (scaleable to 100,000)
- **MIT Lincoln Laboratory is developing the prototype RTI-s for use by STOW**
 - Full RTI functionality except for Time and Ownership Management
 - Focus on real-time performance and very large exercise scalability
 - » Low latency, High throughput, Low bandwidth overhead
 - Early availability of RTI (15 Oct 96)



RTI-s Block Diagram



Message Transport Services

- **Best Effort**
 - Based on UDP Multicast
 - » Permits scaling to large exercises
 - No mechanism for reliability or message ordering
- **Minimum Rate**
 - Comparable to DIS Transport mechanism
- **State Consistent**
 - Ensures delivery of the *latest* attribute value
 - No guarantee of intermediate message delivery
- **Reliable**
 - Guaranteed delivery of messages
 - Messages delivered in order



Reliable Multicast

- **Reliable Multicast Protocols**
 - RAMP, RMP, SOM (MTP-2)
 - Based on UDP to support multicast
 - Some provide reliability based on NACKs
 - May be optimized for single sender (one-to-many)
 - Some are optimized for a fixed set of senders and receivers
- **Emulation of Reliable Multicast in RTI-s**
 - Dynamic message routing based on streams
 - Reliability provided by use of TCP protocol
 - Does not consume UDP multicast groups
 - Multicast emulated via use of hierarchical topology of Reliable Distributors (exploders)

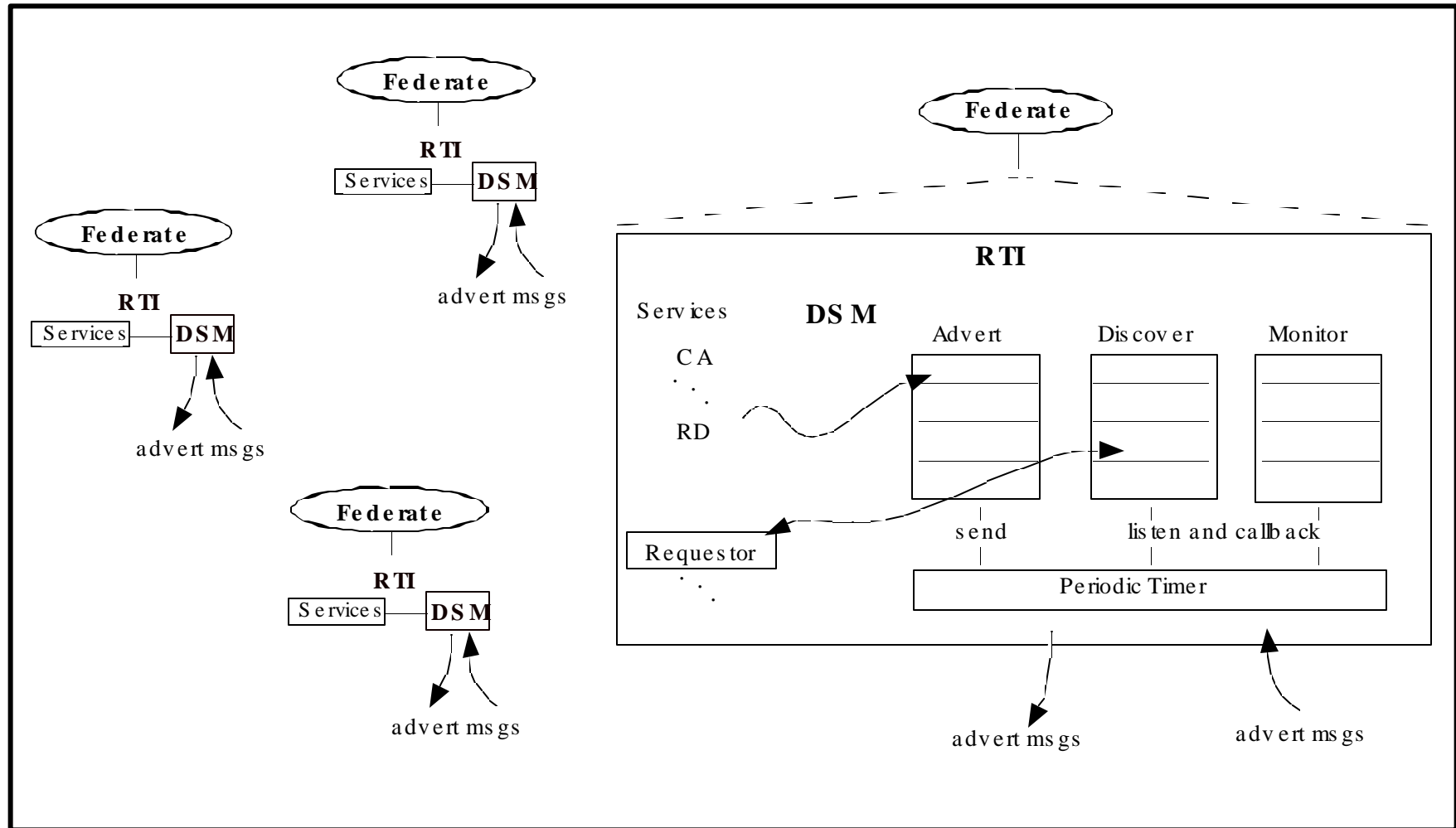


Discovery Services

- **General purpose mechanism to facilitate contact between distributed service providers and clients**
 - Predates similar capability in CORBA
 - Supports multiple providers of same service type
- **Provider advertises its service**
 - Service type
 - Qualifier: discoverer can screen for desired value
 - Invariant data: constant provider info (eg. socket addr)
 - Variant data: time-varying provider status info
- **Client discovers available providers**
 - Only receives advertisements from appropriate providers
 - Initiates connection with provider based on information in advertisement (eg. Invariant data)
- **Clients may monitor status of providers**
 - Fault detection
 - Load balancing



Discovery Service Manager (DSM)

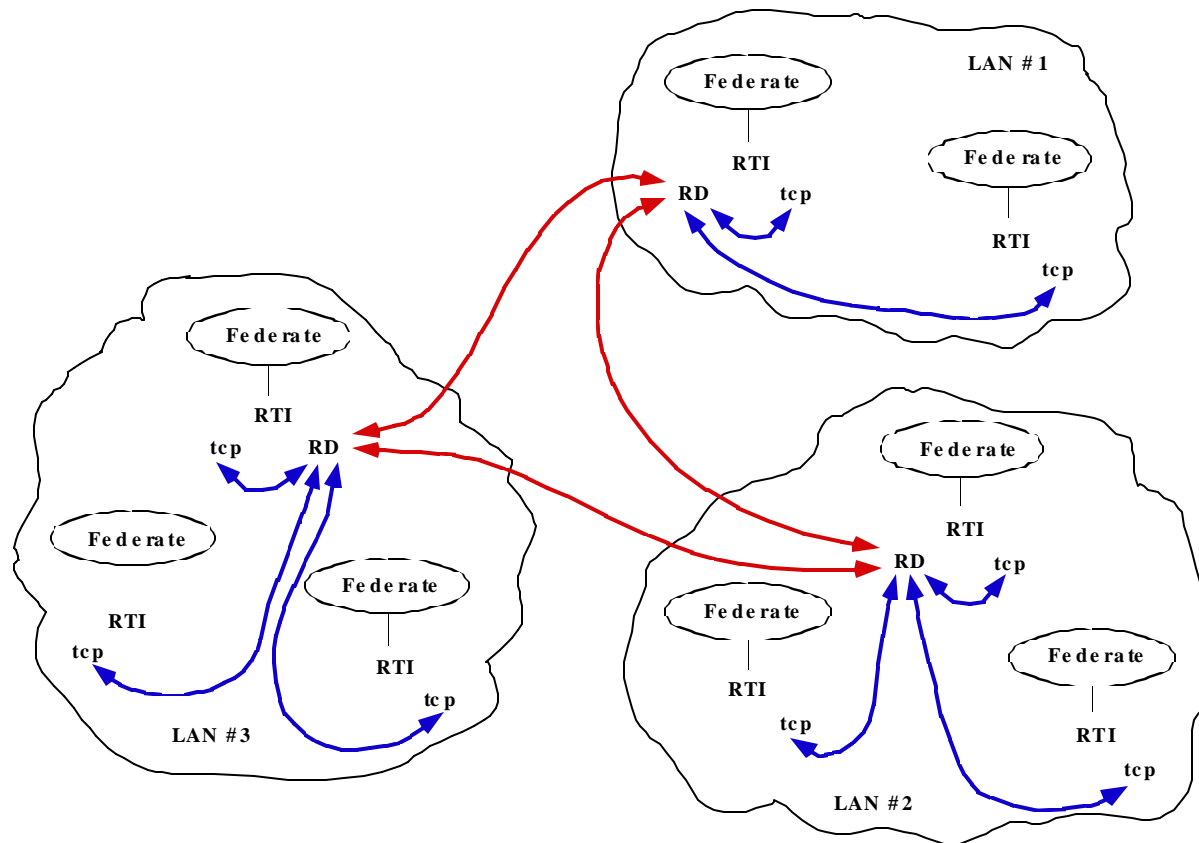


Implementation of Reliable Multicast in RTI-s

- **Based on TCP point-to-point connections**
- **Reliable Distributor services a number of clients that wish to send and / or receive reliable message traffic**
- **Clients connect to appropriate Reliable Distributor using information provided by the Discovery Service**



Sample Network Topology for Reliable Servers / Clients



- **STOW is using fully connected mesh**
 - Could configure Server connections as a-cyclic tree



Features of RTI-s Reliable Multicast

- **Robust**
 - **Outgoing message queue (accommodates bursty traffic)**
 - **Re-establishing connectivity (fault tolerance)**
- **Provides atomic message delivery within a stream based protocol (TCP)**
 - **Framing of received messages**
 - **Reassembly of fragmented messages**
 - **Fragmentation of large outgoing messages**
- **Configurable Server hierarchy**
 - **Auto-configuration for small Federation Execution, or in a small scale testing environment**
 - **Configurable server / client topology for larger Federations that span LANs and WANs**
 - **Stand-alone or integrated servers**



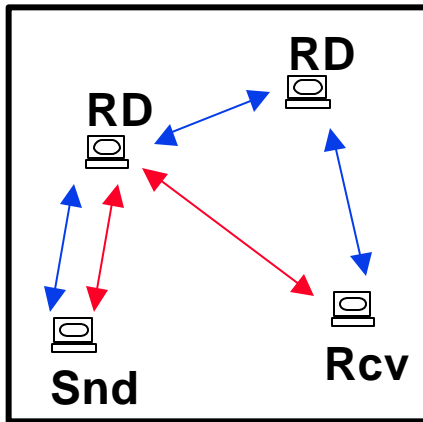
Performance Measurements

- **Latency**
 - Limits the ultimate responsiveness of a system
 - Defined as elapsed time between invocation of the *updateAttributeValues* in one Federate, and the corresponding invocation of the *reflectAttributeValues* method in the second Federate
- **Throughput**
 - Defined as the number of transactions per second that can be processed by a system on a sustained basis



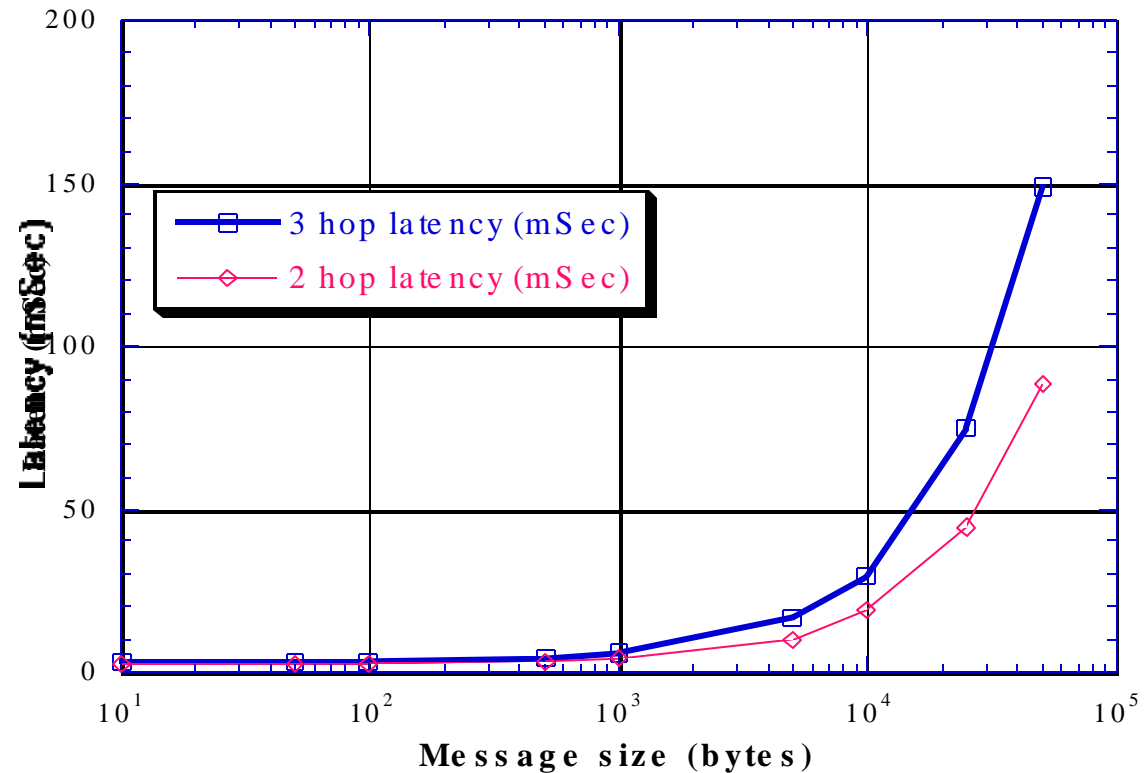
Latency Performance

Reliable Transport Service in RTI-s



3 Sun Ultra 1/140's and 1 SGI Onyx, using 10Mbps Ethernet

Time: Snd updates, Rcv reflects, Rcv updates, Snd reflects; divide result by 2



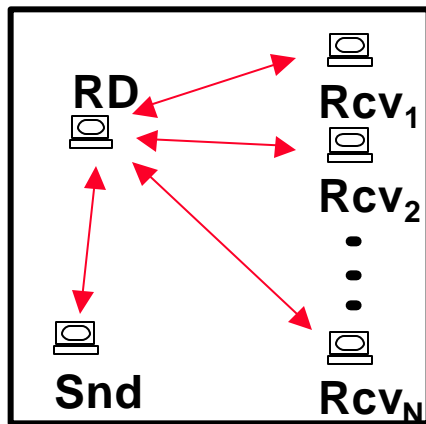
- Dominated by Ethernet bit rate



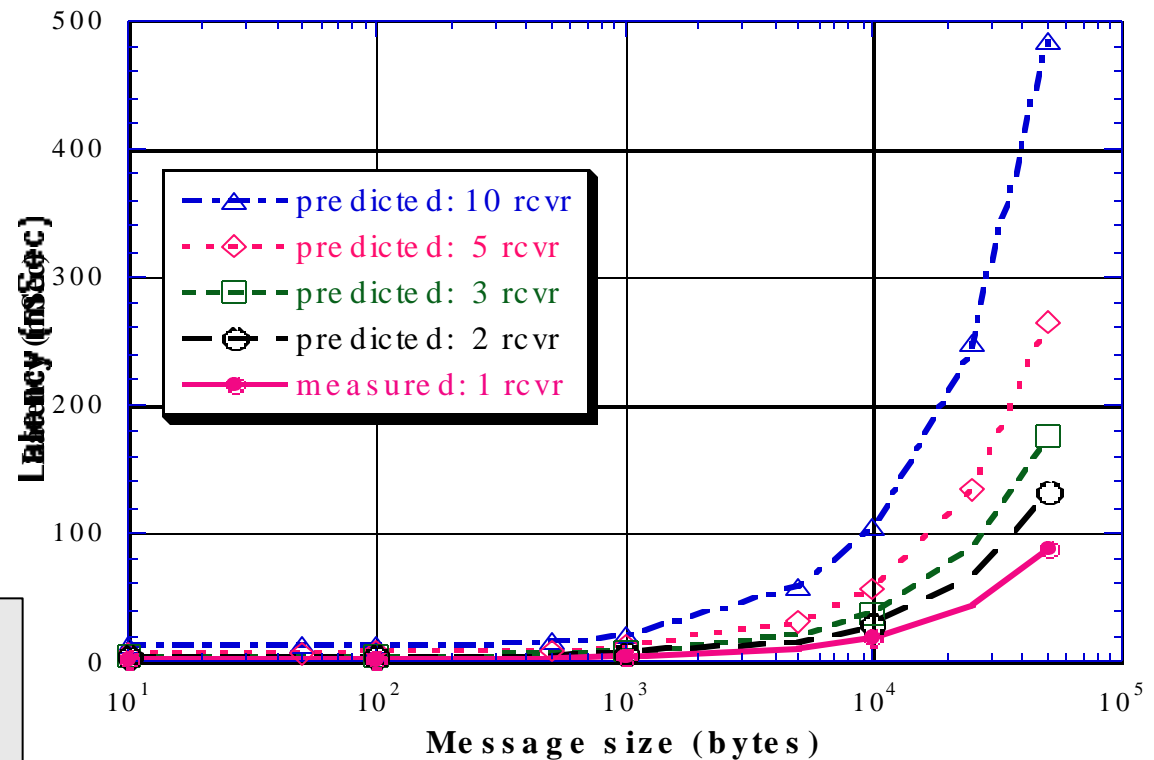
Latency Performance

with Receiver "Fan Out"

Reliable Transport Service in RTI-s

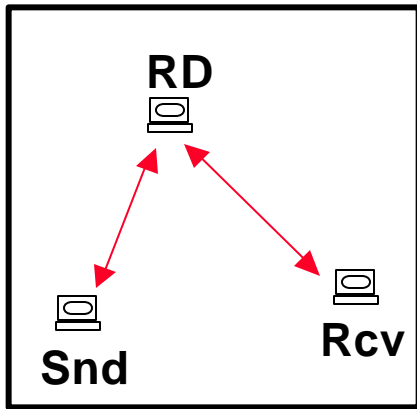


Predicted Latency for Nth Receiver:
 $L_{R_N} = L_{R_1} / 2 + (N * L_{R_1} / 2)$



Throughput Performance

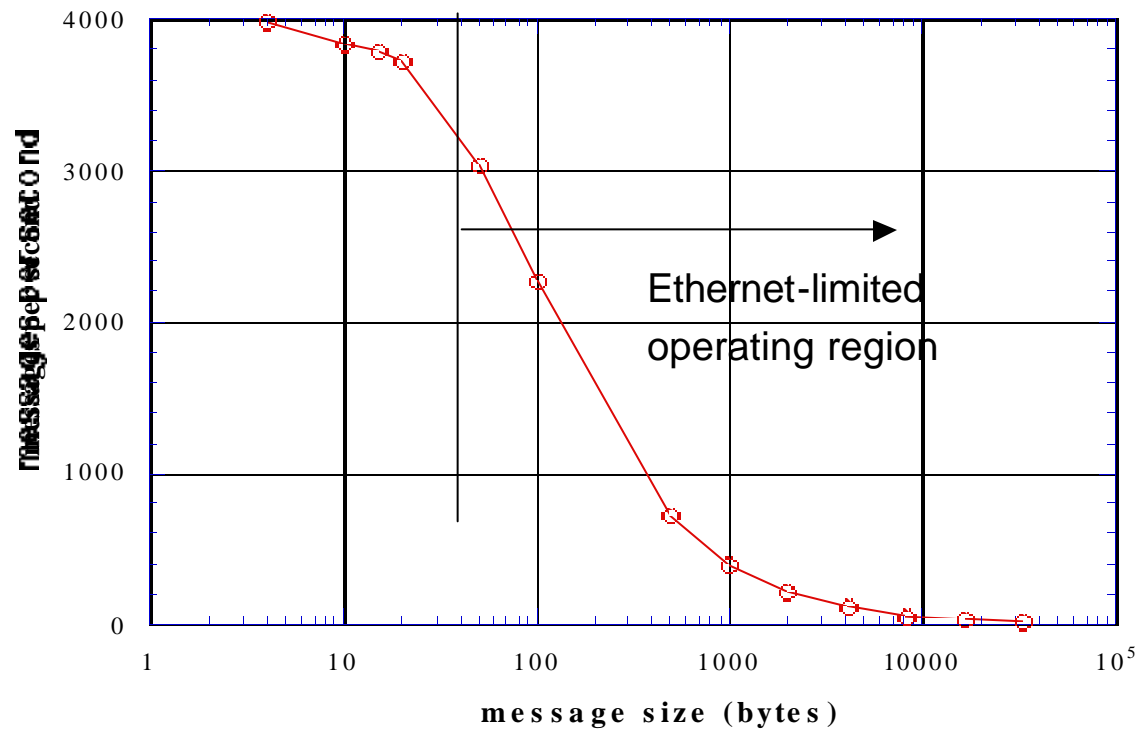
Reliable Transport Service in RTI-s



3 Sun Ultra 1/140's, using
10Mbps Ethernet

Snd updates, Rcv reflects

Rates are sustained, with
no packet loss



Future Work

- **Continue evaluation of Reliable multicast performance in the context of STOW**
- **Deliver rti-s/C to STOW, 24 March 97**
- **Merge rti-s with RTI 1.0 to create RTI 1.1**
- **Re-visit evaluation of available reliable multicast protocols**



Summary

- **Reliable Message Transport Service in RTI-s emulates reliable multicast protocol**
 - Based on TCP point-to-point connections
 - Reliable Distributors service clients and interconnect with other RDs
 - Provides adequate performance for STOW
- **Discovery Service provides mechanism for Service providers to find each other, and for clients to find servers**
 - Provides connection information
 - Allows monitoring of providers status

