

# Using Redundant Data Paths and Clock Domains in Ethernet TSN

## for Mission-Critical Network Reliability

Presented by:

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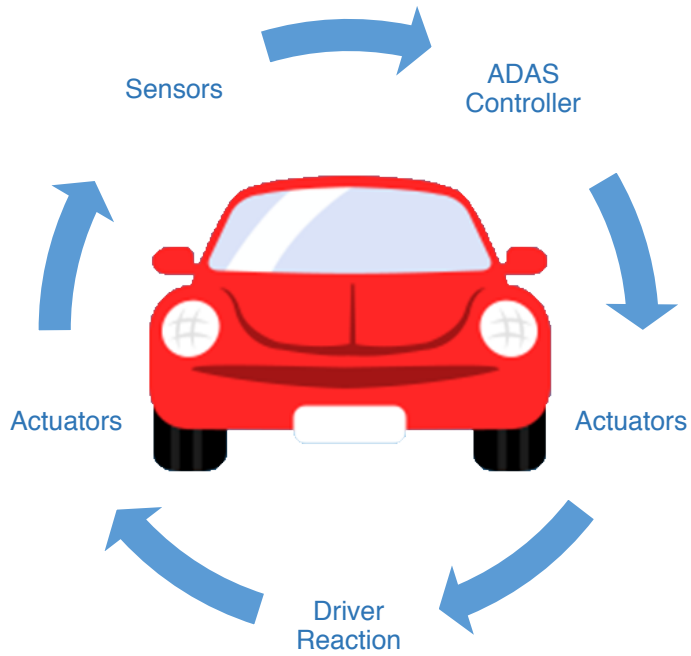
Anoop Balakrishnan, Excelfore Corp.

Shiro Ninomiya, Excelfore Corp.





# Mission-Critical Automotive Networking



Everything Working Together

Network Failure



Enhanced Safety

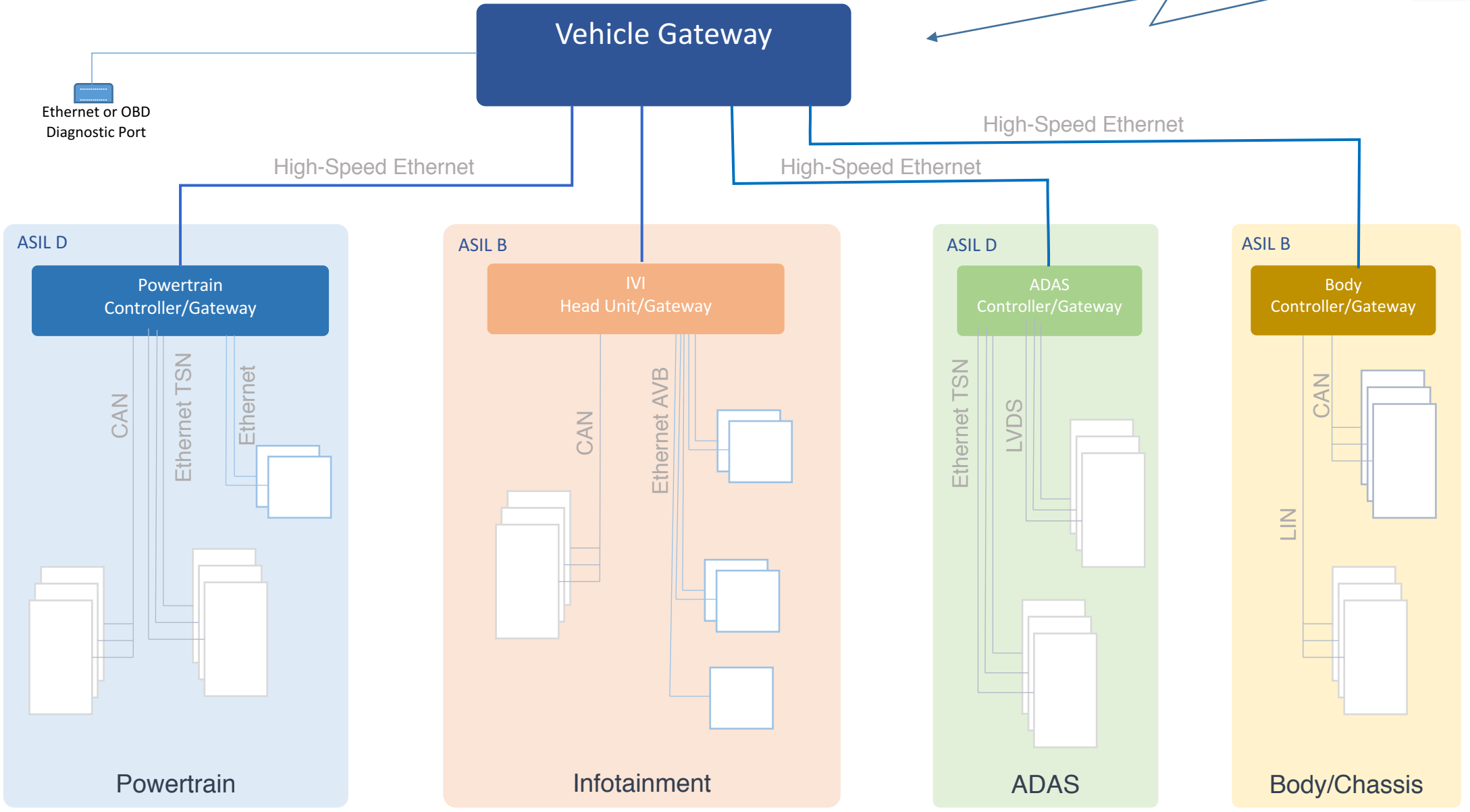
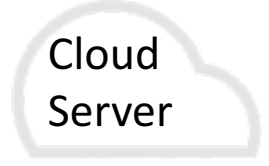


Problems!



# Representative Approach to Next-Gen Vehicle Network

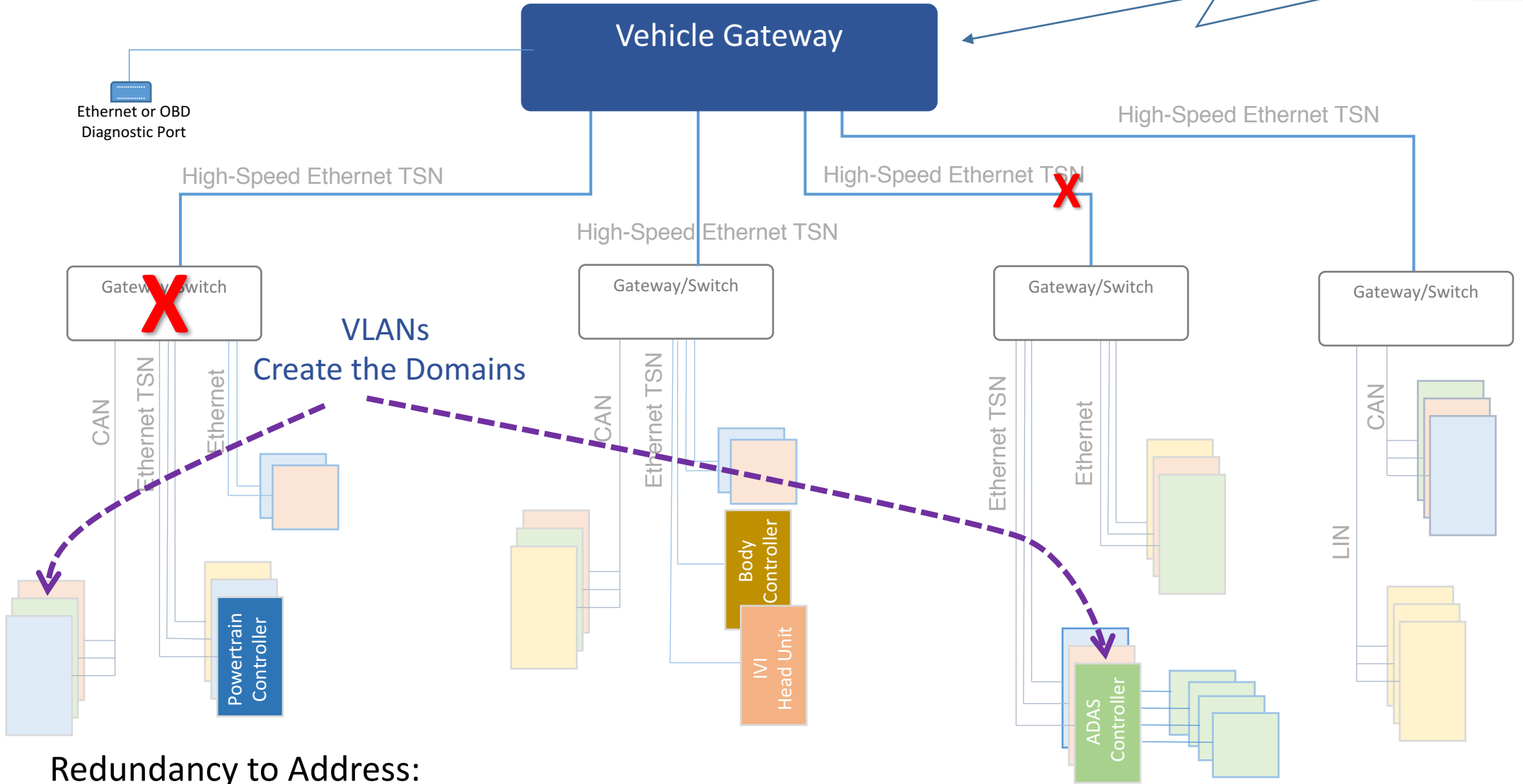
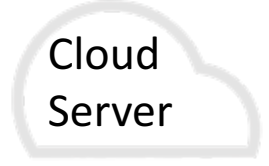
(Physical Domains / No Redundancy)





# Ethernet-Centric Next-Gen Vehicle Network

(Logical Domains / No Redundancy)



## Redundancy to Address:

- Failure of a Network Link
- Failure of a Device on the Network

# Mission-Critical Network Redundancy

## Key Software Concepts for Redundancy in TSN Networking:

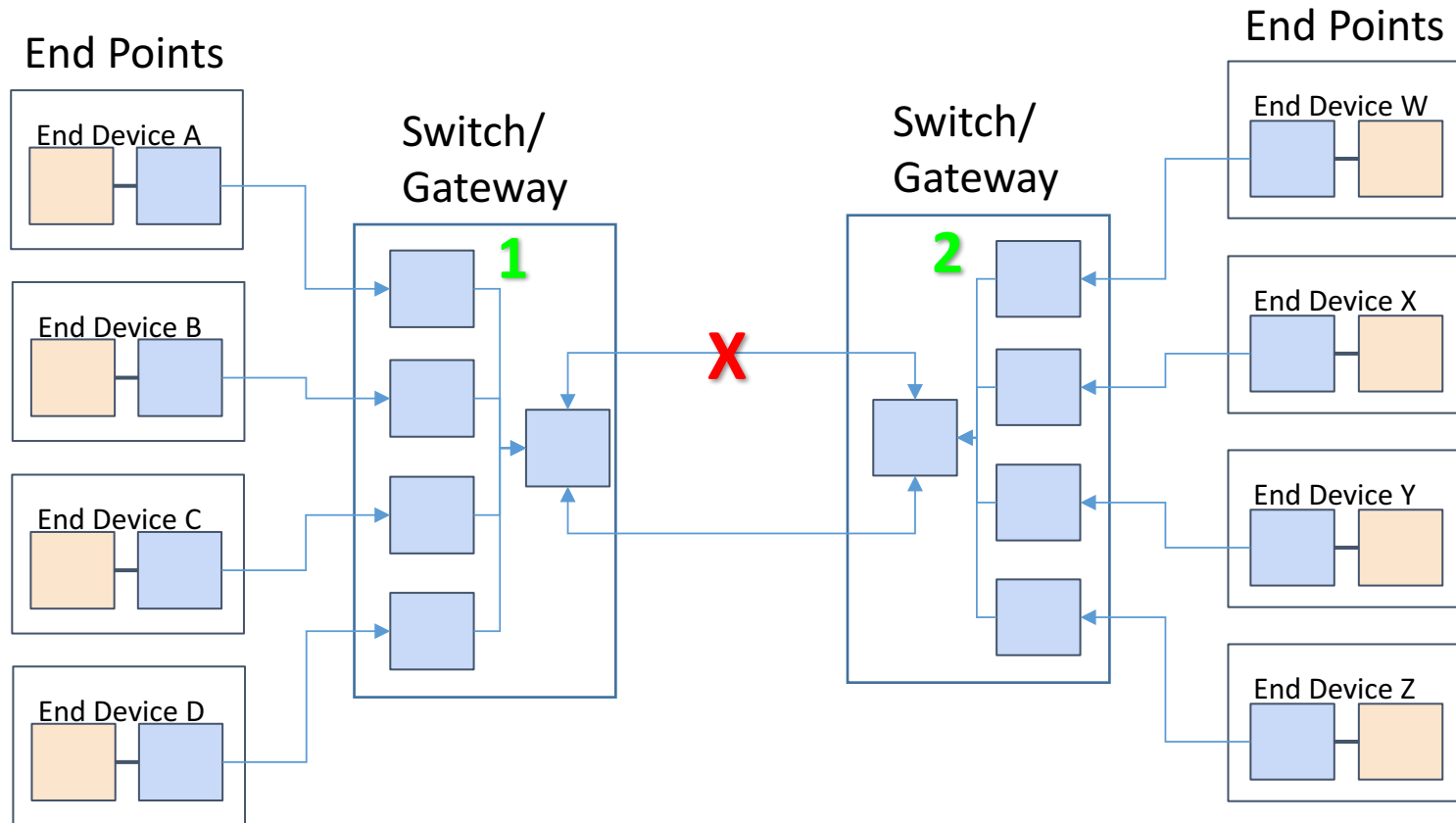
- A. Redundant Data Paths – IEEE802.1CB
- B. Timing and Synchronization – IEEE802.1AS / 802.1BA
- C. Redundant Clock Domains – IEEE802.1ASrev

## Three Levels of Hardware Redundancy:

1. Redundant Links Between Network Gateway/Switches
2. Daisy Chaining End Devices to a Network Gateway/Switch
3. Daisy Chaining End Devices to Redundant Network Gateway/Switches



# Redundant Links Between Switches



## Positive Attributes:

- Protection from Failure of Network Link on Highspeed Backbone
- Maximum of 2 Switch Hops Retains TSN Guaranteed Latency (< 2ms on 100Mbps Ethernet)

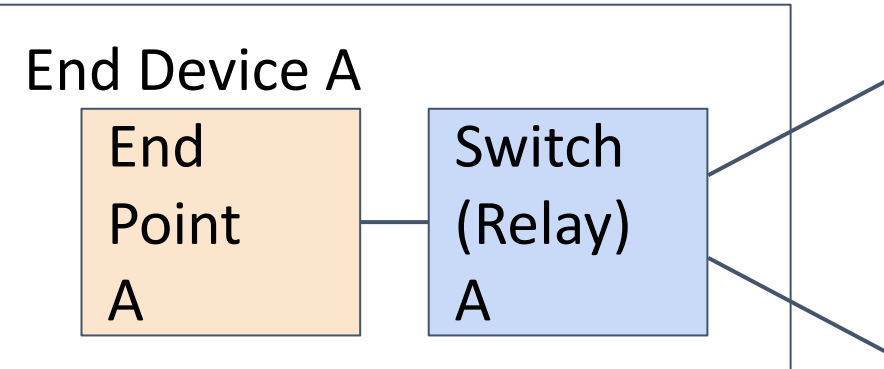
## Shortcomings:

- No Protection from Failure of Network Link to End Devices
- No Protection from Gateway/Switch Device Failure

# Dual Ethernet Nodes: Key Hardware Feature

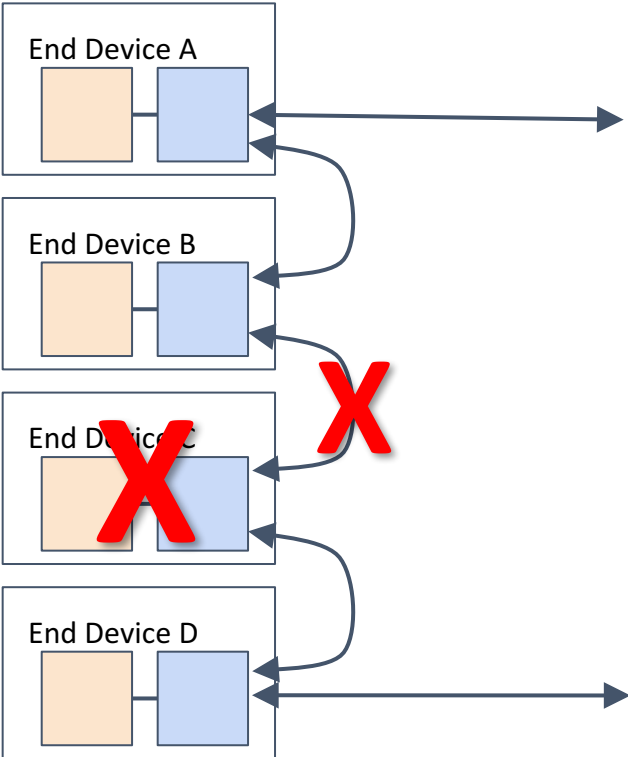
- Limitation of Single Node End Points
  - Redundant Paths only at Switch Nodes, not at End Points
    - Frame Replication at the Switch
    - No Frame Replication at End Point
- Enhanced Redundancy with Dual Node End Points
  - End Points can Replicate Frames from a Talker
  - Daisy Chaining of End Points Improves Redundancy
  - Daisy Chaining of End Point Improves Utilization of Switch Ports
  - Automotive Processors Support Dual Ethernet Nodes:
    - NXP i.MX6 Family
    - TI Jacinto J6 Family

# ✓ Daisy Chaining Dual Node End Devices



End Device with 2 Ports May have a 3 Port Switch:

- 2 External Ports
- 1 Internal Port

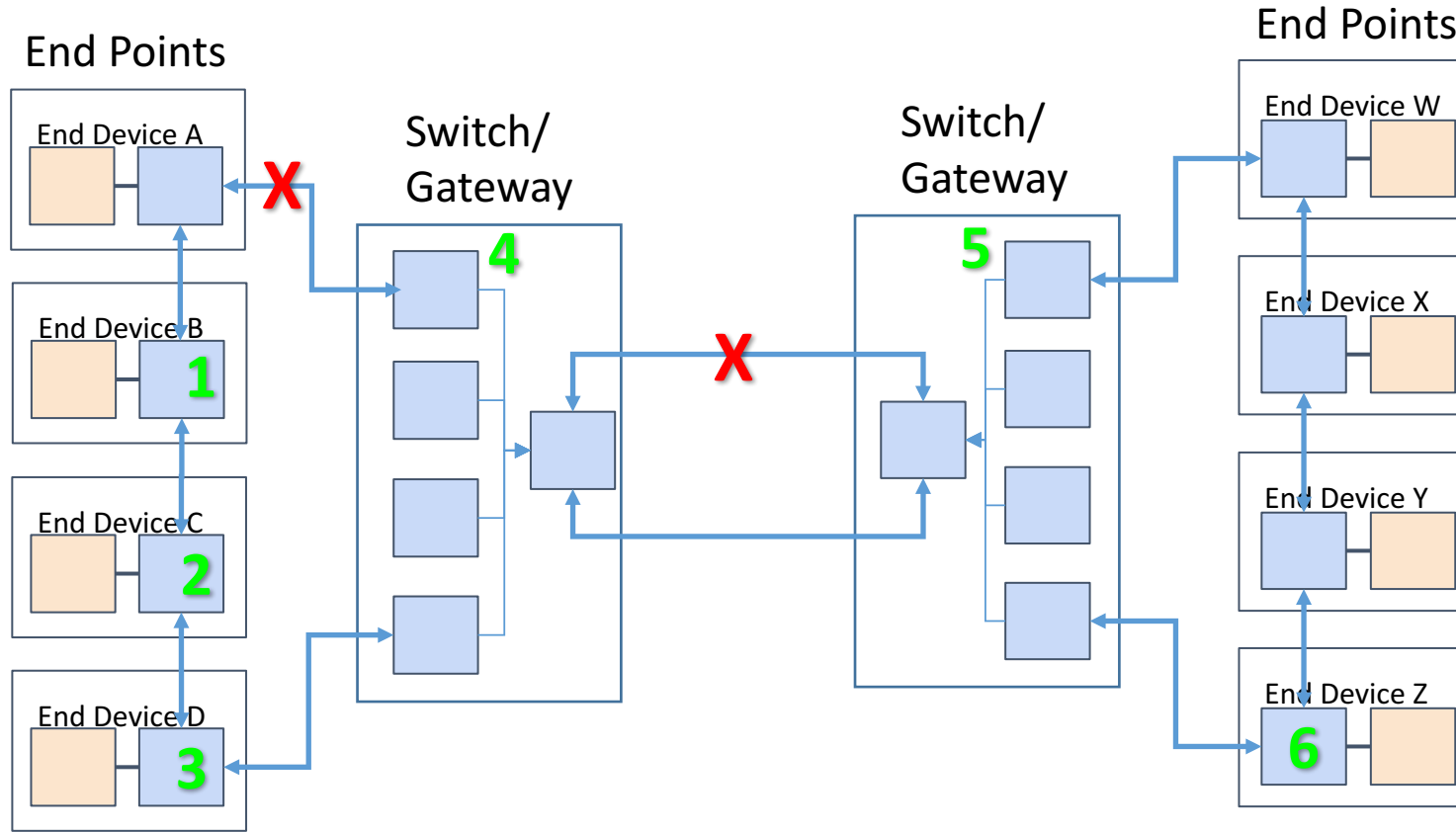


One Link Failure Does not Disconnect Devices  
One Device Failure Does Not Disconnect Other Devices  
Careful Analysis of Switch Hops Required to Ensure Guaranteed Latency





# Redundant Links between Switches / Dual Node End Points



3 Hops from End Point to Backbone

2 Hops in the Backbone

1 Hop from Backbone to End Point

## Positive Attributes:

- Protection from Failure of Any One Network Link
- Network is Still Protected from Edge Device Failure
- Better Node Utilization at the Switch
- Maximum of 6 Switch Hops (3 + 2 + 1 -or- 1 + 2 + 3)  
Retains TSN Guaranteed Latency with Any One Failure

## Shortcomings:

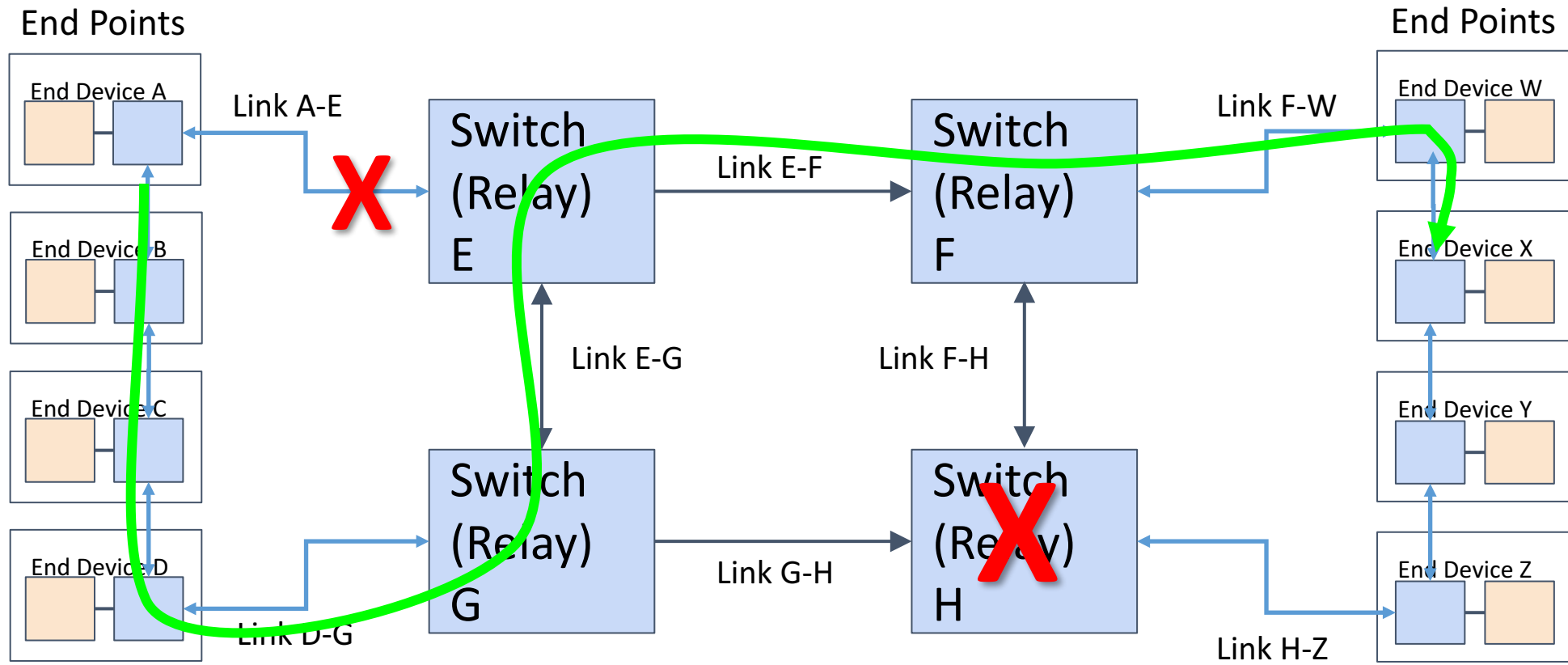
- No Protection from Gateway/Switch Device Failure



# Redundancy Impact

- Hardware Costs
  - End Points Need Two External Ethernet Nodes
- Software Performance (higher impact with higher payloads, utilization doubles)
  - Overhead of Replication on the End Point
    - All packets = processing doubled
    - If overhead for packet transmission = 10%, with replication = 20%
  - Overhead of Replication on the Switch (Utilization is Doubled)
    - Depends how many packets need to be replicated to the various ports
    - Also impacted is how many deletions are happening
- Network Bandwidth
  - Aggregates Bandwidth Load of Daisy-Chained End Points
  - Overall Network Traffic on Some Links May Increase by Multiple (discussed later)
- Daisy Chaining Mitigates the Port Utilization at the Switch
- End Points with Single Nodes Can Not Daisy Chain
  - May be Appropriate for Non Mission-Critical Tasks

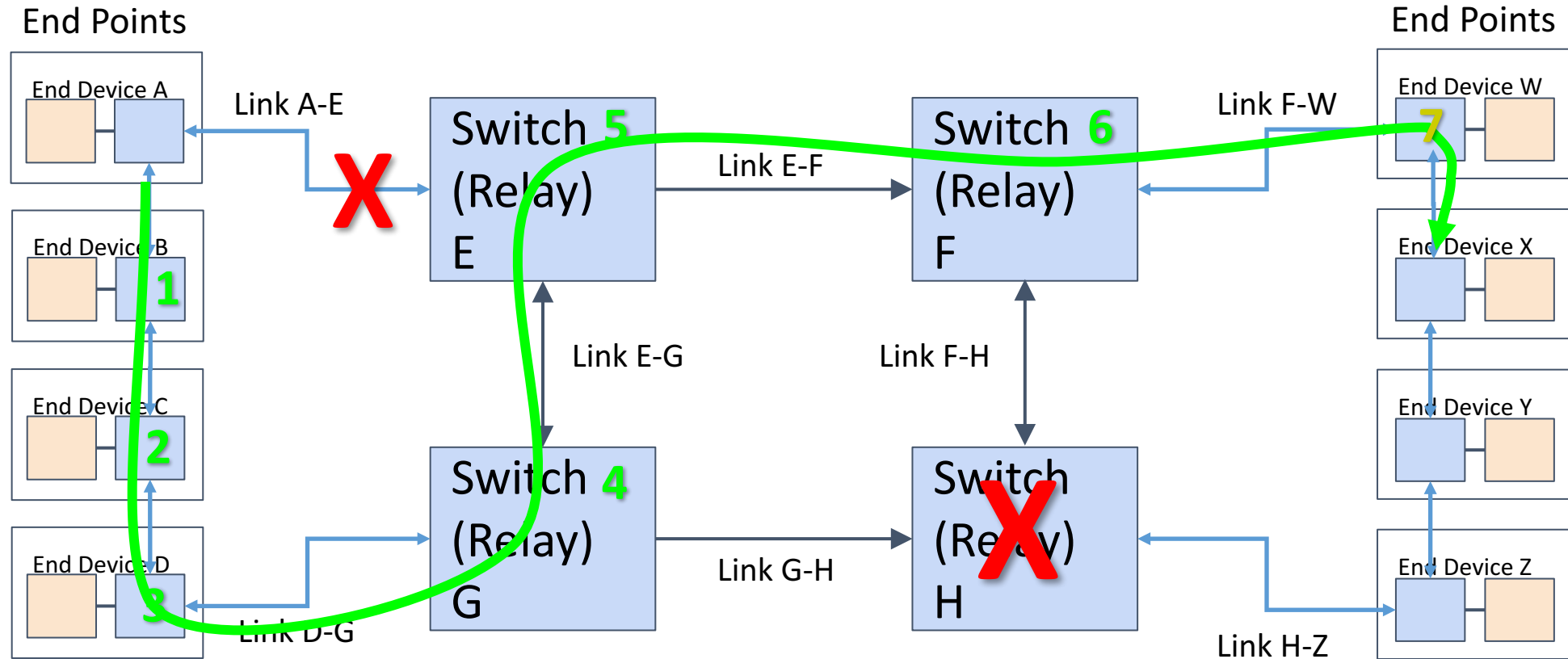
# ✓ Full Redundancy in End-to-End Network Connections



Loss of Any Single Network Link, or Any Network Switch, is Recoverable  
Loss of Any End Point Does Not Affect Connectivity of Other End Points



# Control Latency: Analyze the Number of Hops



3 Hops from End Point to Backbone

3 Hops in the Backbone

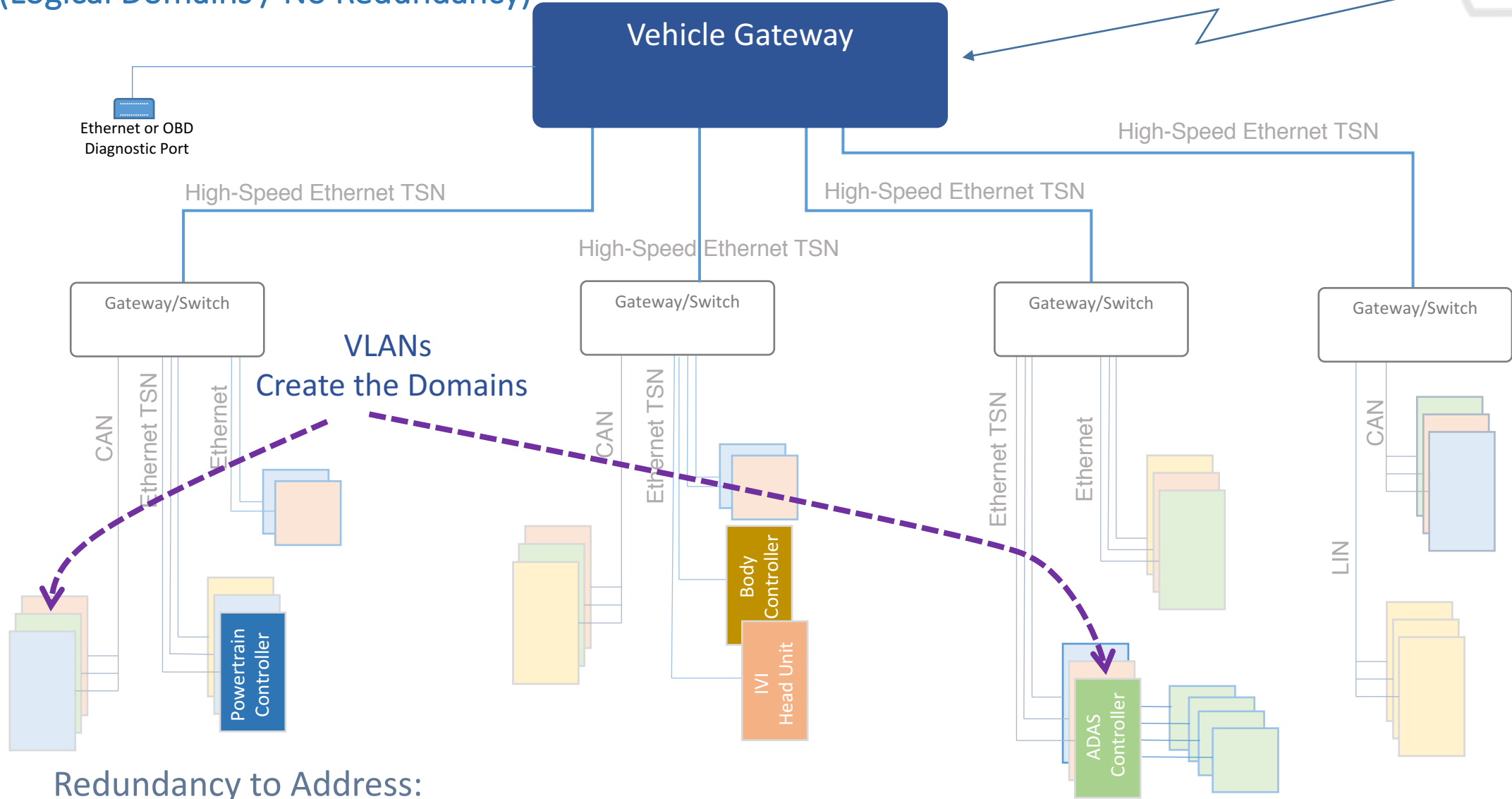
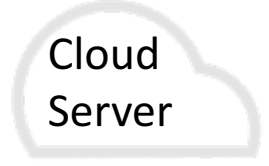
1 Hop from Backbone to End Point

2ms End-to-End Latency Guaranteed on 100Mbit Network -  
For Any One Failure **No More than 7 Switch Hops**



# Reminder: Ethernet-Centric Next-Gen Vehicle Network

(Logical Domains / No Redundancy)



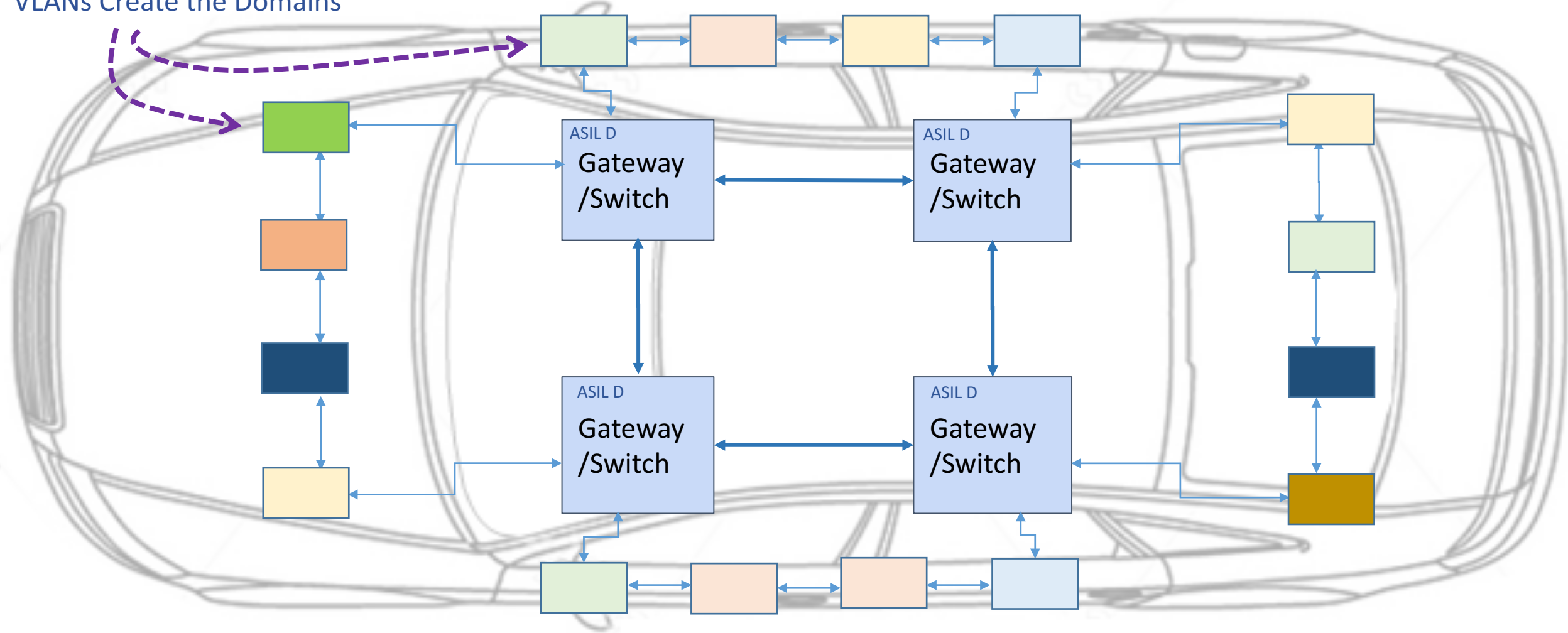
Redundancy to Address:

Failure of a Network Link

Failure of a Device on the Network

# ✓ Full Redundancy in End-to-End Network Connections

VLANs Create the Domains



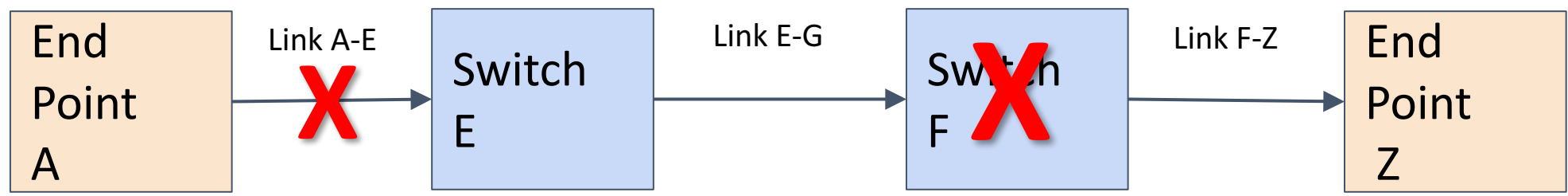
- Loss of Any Single Network Link, or Any Network Switch, is Recoverable
- Loss of Any Single Network Link or Switch Preserves Guaranteed Latency
- Loss of Any End Point Does Not Affect Connectivity or Latency of Other End Points



# Software Implications of Redundant Network Paths

Frame Replication and Elimination for Reliability  
IEEE 802.1CB

# ✓ Simple End-to-End Network Connections (No Redundancy)



- Link A-E
- Link E-F
- Link F-Z
- Switch E
- Switch F

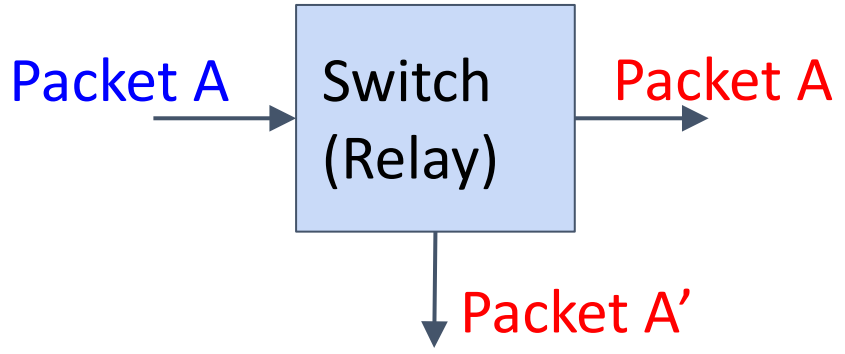
Failure in Any One Makes the Connection Fail





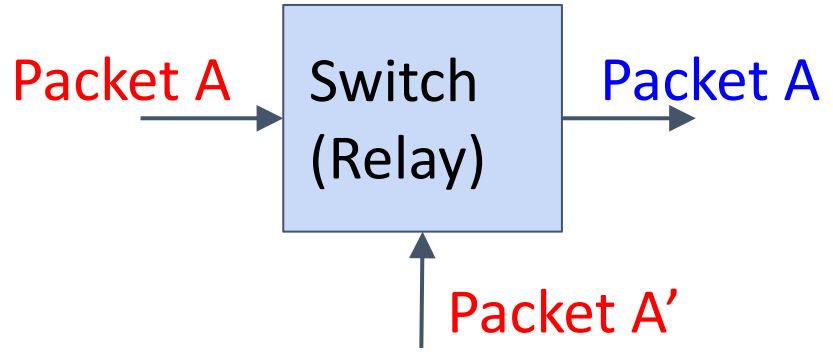
# FRER

(Frame Replication and Elimination for Reliability)



## Replication

1x Incoming "Packet A"  
"Packet A" is Replicated  
2x "Packet A" Sent Out



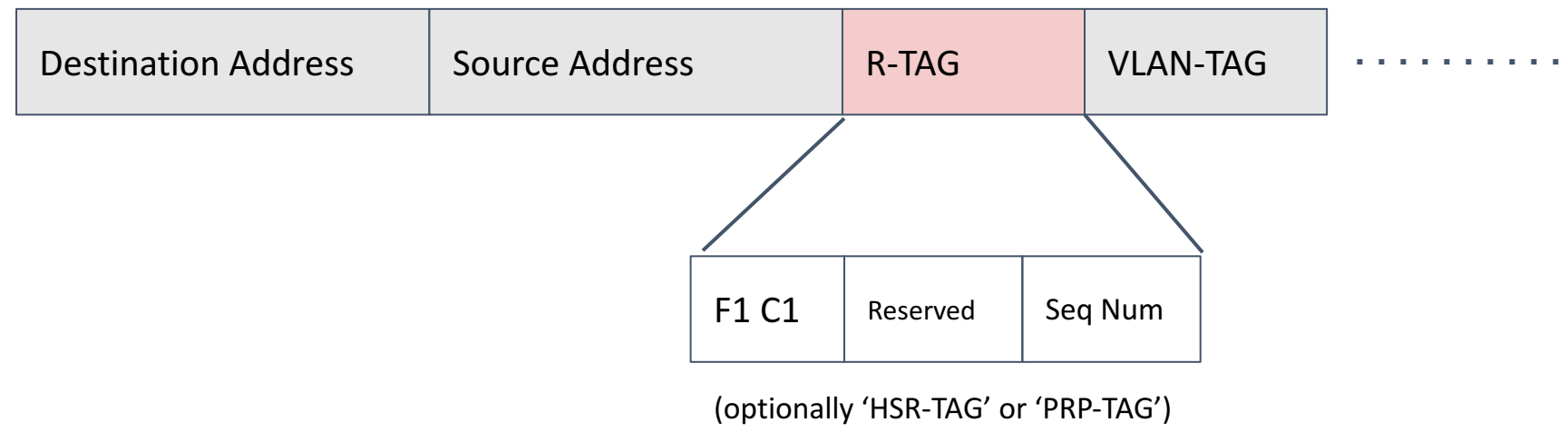
## Elimination

2x Incoming "Packet A"  
1x "Packet A" is Eliminated  
1x "Packet A" Sent Out



# Identifying "Packet A"

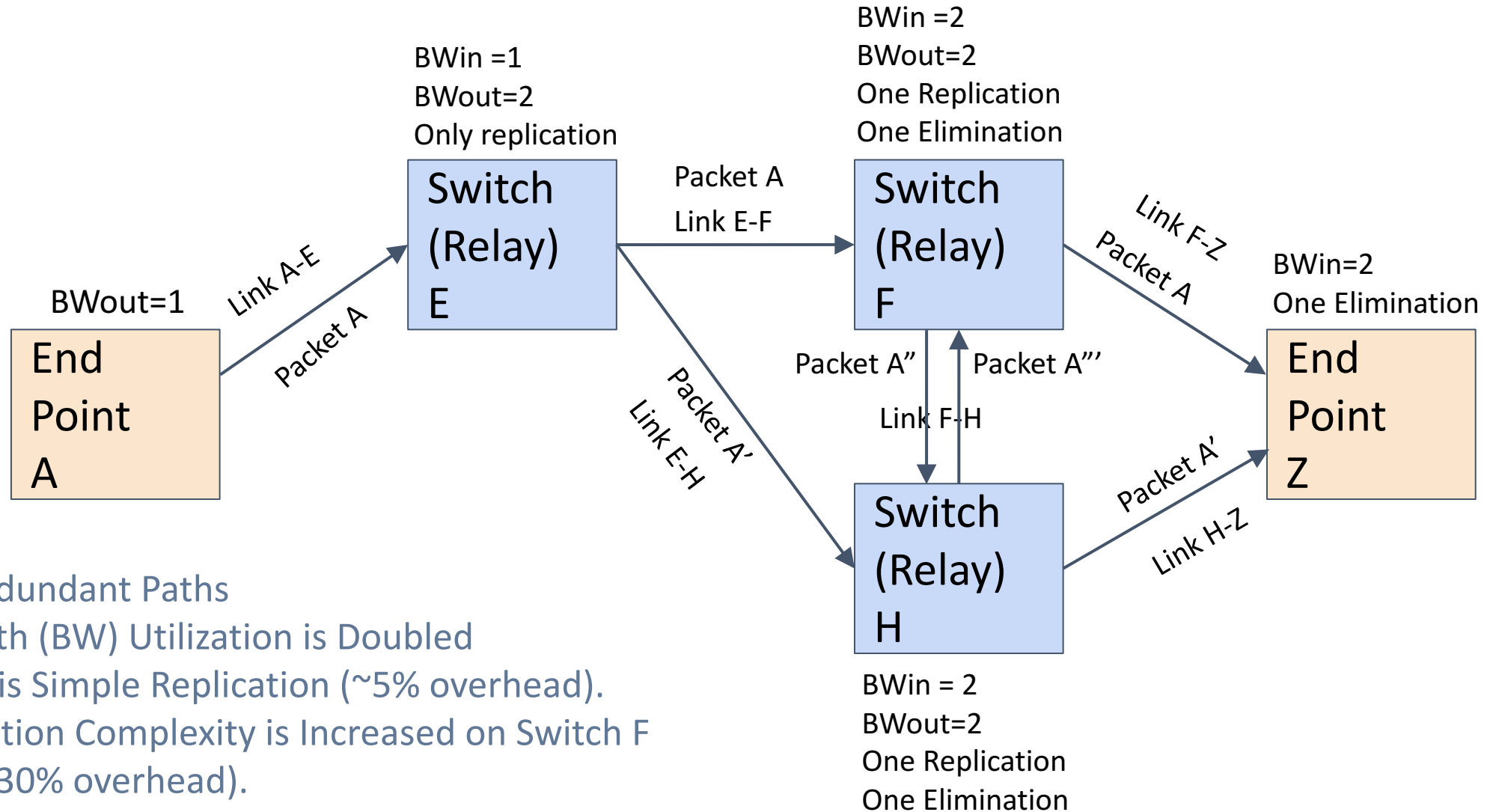
## Ethernet Header



- Destination Address + Source Address + Vlan ID + Seq. Number can Identify the Packet
- This Packet Identification is Sufficient for Replication and Elimination by Relay System (Switch)



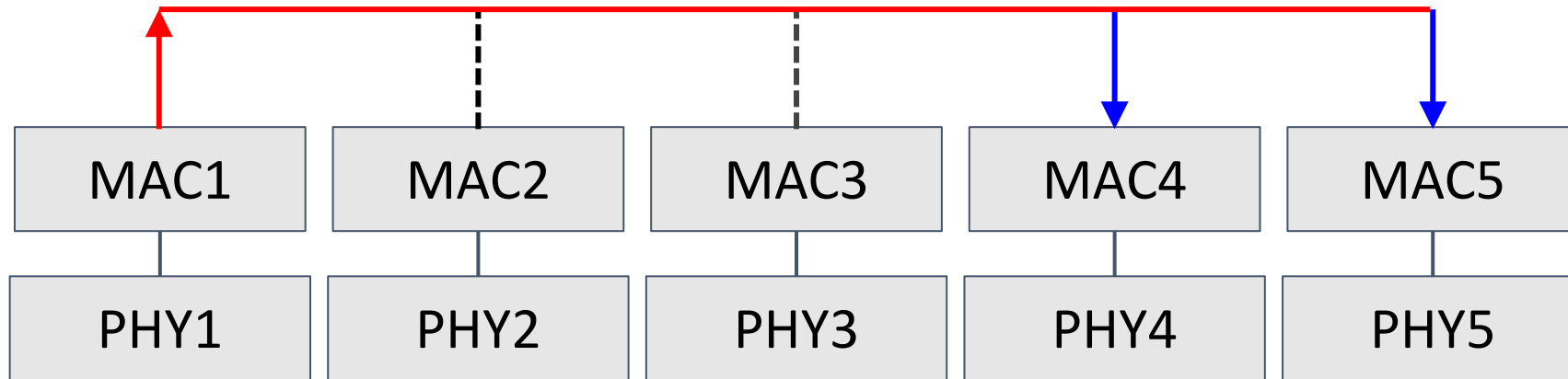
# Frame Elimination and Replication Explained



1. Many Redundant Paths
2. Bandwidth (BW) Utilization is Doubled
3. Switch E is Simple Replication (~5% overhead).
4. Computation Complexity is Increased on Switch F and H (~30% overhead).



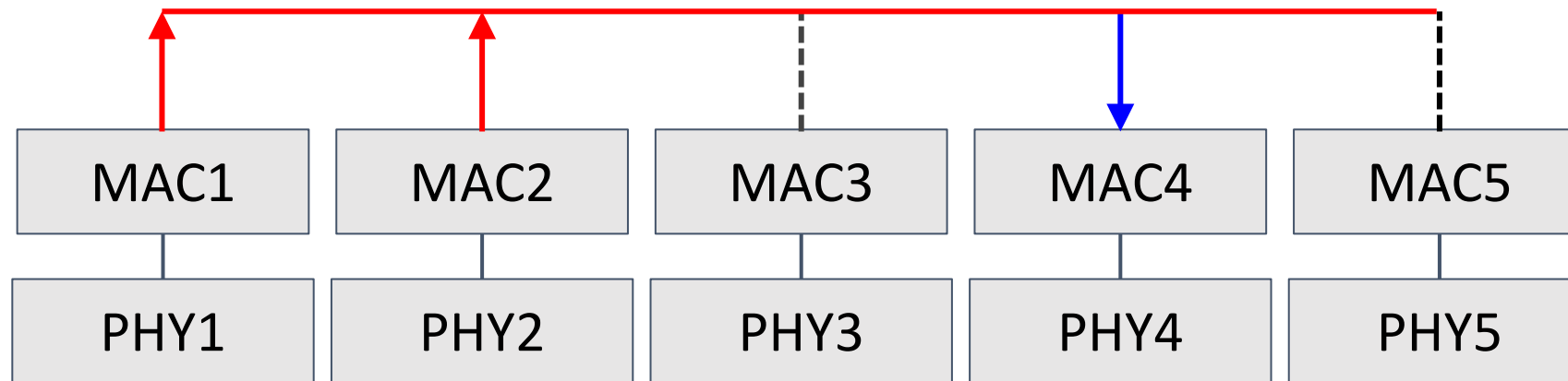
# Software Implementation (Replication)



- Check R-TAG in the Incoming Packets from MAC1  
If not Exit, then Insert R-TAG
- Keep Track in the Internal Table for PACKET ID
- Replicate and Send to Requested Ports (MAC4, MAC5)



# Software Implementation (Elimination)



- Check R-TAG in the Incoming Packets from MAC1 and MAC2
- Keep Track in the Internal Table for PACKET ID
- Eliminate Replicated Packets and Send to Requested Ports (MAC4)  
If MAC4 does not Request R-TAG, Remove It

# Design Implication for Replication/Elimination

- Software Solution  
Layer 2 Software can Implement this Logic – Requires ID Check on Each Packet  
This Impacts Latency from Additional Processing  
Processor Utilization May Exceed Capacity Under Heavy Traffic (~40Mbits/Second of Video Data)
- Suggested Hardware Acceleration  
R-Tag Insertion or Elimination  
PACKET ID Look-Up Table (e.g. MAC Addr, VLANID, Sequence No.)

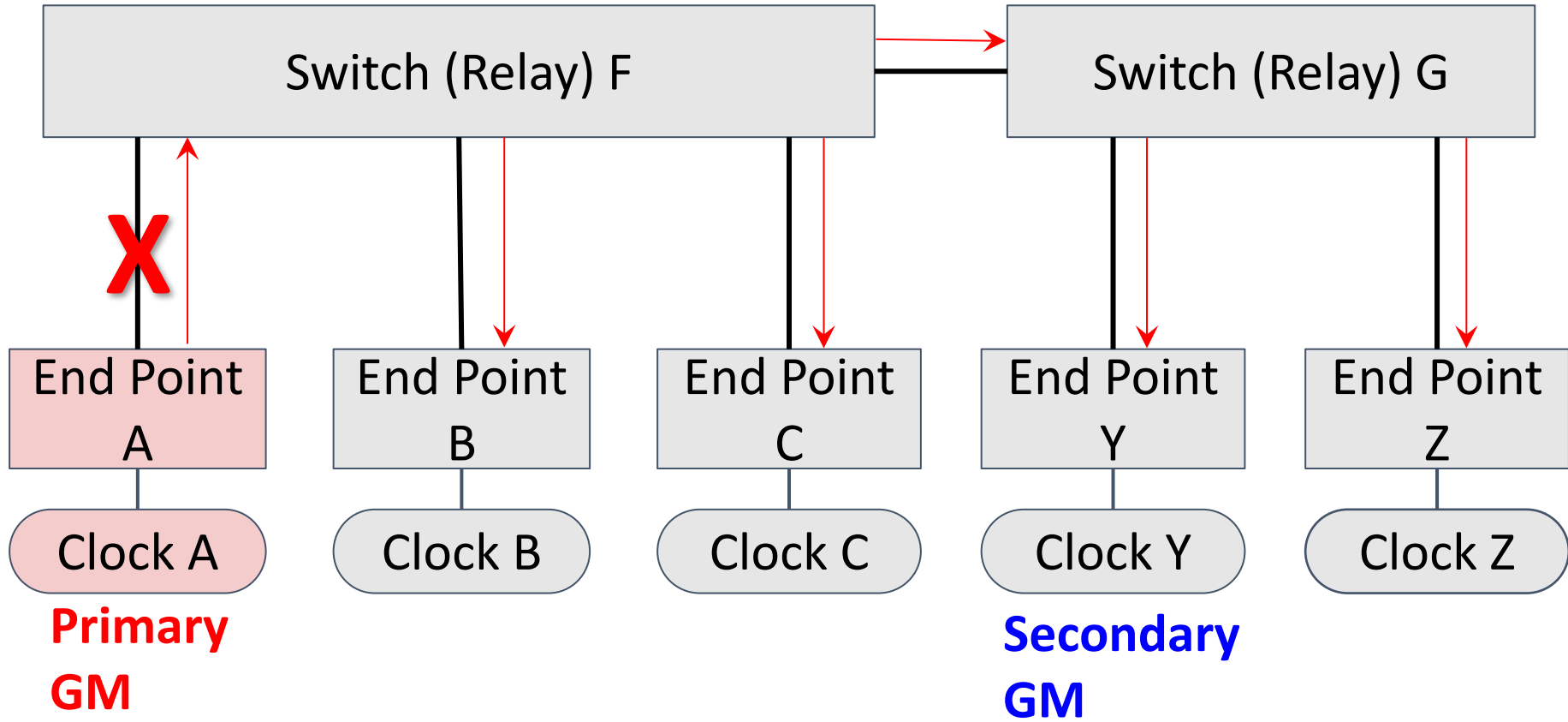


# Redundancy of GrandMaster Clock

No Disruption of Network Devices by GM Failure  
IEEE 802.1AS-Rev



# Current Diagram for Clock Sync





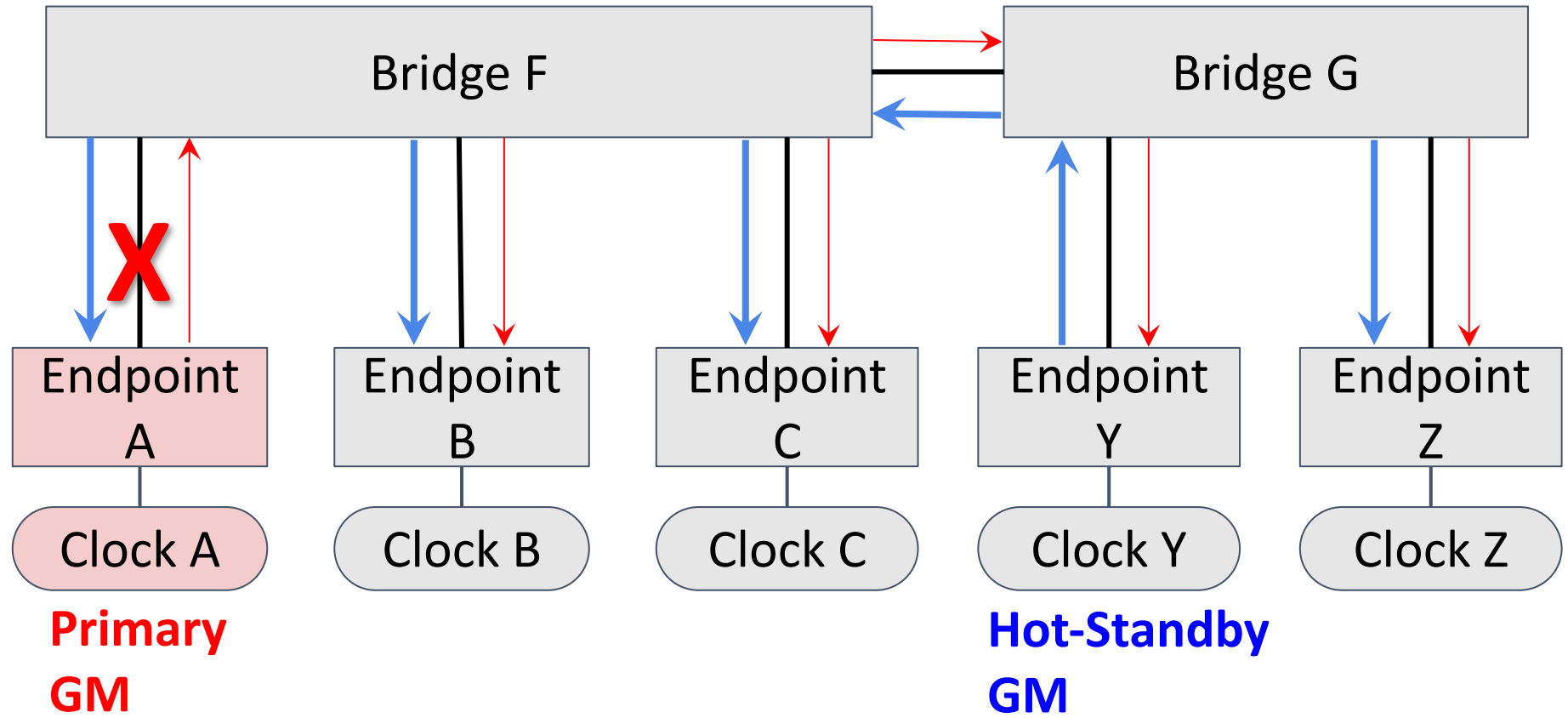


# Current Procedure for Clock Sync Implementation

- End Point A Fails  
GM Clock (Clock A) is Lost on the Network
- Network Starts BMCA (IEEE1588 Best Master Clock Algorithm)  
Chooses One of among Clock B to Clock Z as New GM Clock
- Clock Y Becomes New GM Clock
- Switching GM from Clock A to Clock Y  
Procedure Requires Multiple Seconds  
All Devices Lose Synchronization During Procedure



# Diagram for Redundant GM Clock Sync Implementation



# Procedure for Redundant GM Clock Sync Implementation

- Primary GM is Clock A  
Secondary GM is Clock Y
- Two Domains of 802.1AS Clock are Running Separately
- Normal Circumstance:  
GM in the Secondary Domain is Not Operational
- Upon Failure of Primary GM:  
Network Seamlessly Switches to Secondary GM
- No Devices Lose their System Synchronization

Note:

Management of Multiple Domains of PTP Messages is Currently Being Defined in 802.1AS-rev

# Implementation of Redundant GM (Updating the gPTP Kernel)

## Following Functions Must Be in Updated gPTP:

- Handling of Multiple Domains of SYNC Messages  
Our Example is Two Domains – *Could be More*
- Manage Clocks of Multiple Domains  
Keep Track of Primary GM and Secondary Stand-by GM  
Secondary GM Must Be Synchronized to the Primary GM  
(Required for Seamless Switching)
- If Primary GM Fails Each gPTP End Device Switches to Secondary GM  
No Impact from Clock Discontinuity on Any gPTP End Device  
Switching from Primary GM to Secondary GM is Seamless



# Replacement of Malfunctioning GM – a Proposal

(Updating the gPTP Kernel)

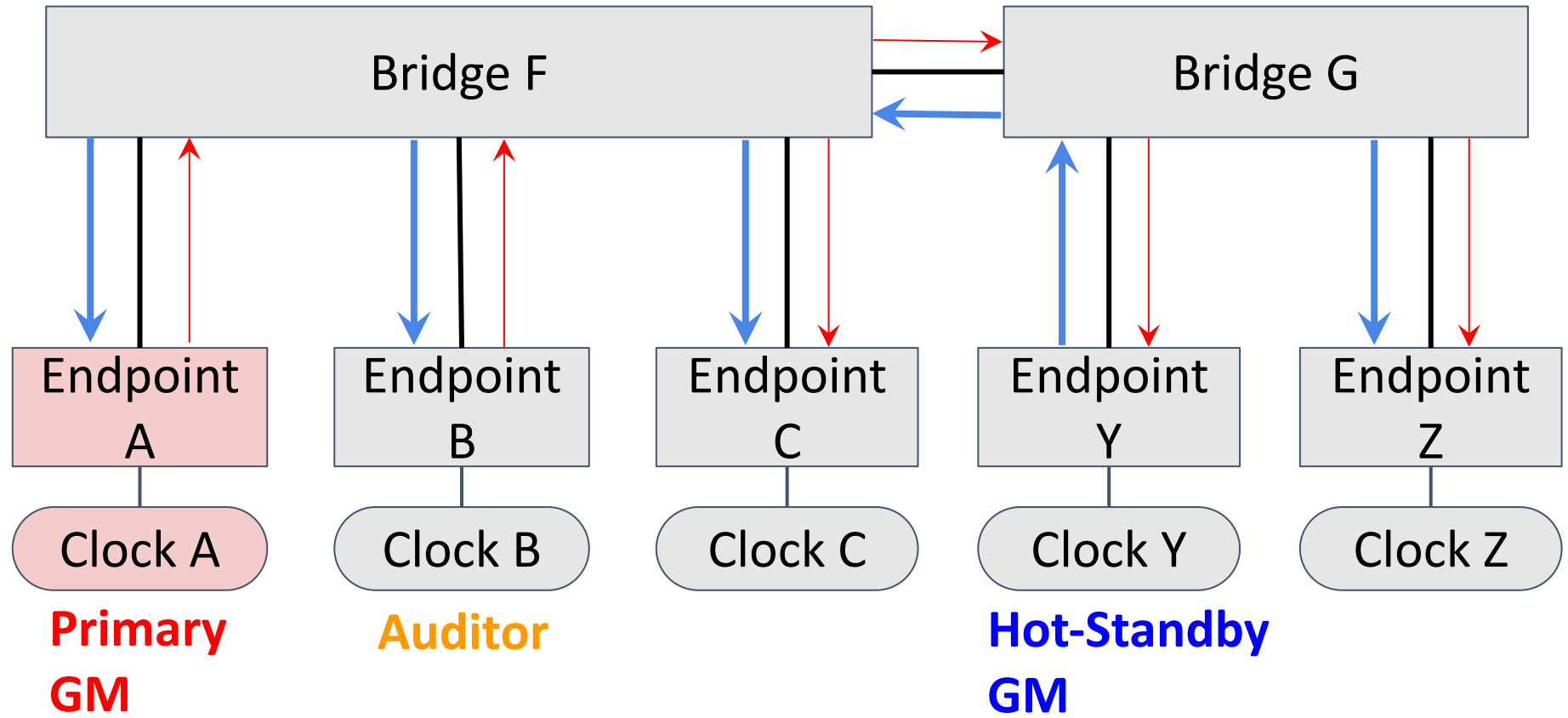
## Case of a Malfunctioning GM

(Clock is degraded, but not lost)

- Two GMs Inadequate for Redundant Clock Domains with Hot Standby
  - Which GM is Correct in a Dispute?
- Requires Third GM to Audit Clock Behavior
- Implementation of the Auditor GM
  - One GM Contests That Other GM is Malfunctioning
  - Auditor Checks Status of Both GMs
  - Auditor Renders Decision and Notifies All GMs
  - Auditor Sends Malfunction Notification to GM
    - It surrenders and ceases to be GM



# Diagram for Redundant GM Clock Sync Implementation





# Performance Impact of GM Clock Redundancy

- Network Traffic
  - Additional ~1% Overhead in Redundant Sync Messages at 40Mbits/second
- Software Solution on Each gPTP Node
  - GMAC Software Complexity will Increase
    - Each PHY/GMAC Receives 2x the Number of Sync Messages
    - Validate and Process the Secondary Sync Messages
    - Input Processing Requires More Performance in PHY/GMAC
- Suggested Hardware Acceleration
  - Detection of Clock Domain ID
  - Keeping Track of Separate Sync Messages and Time Stamps



# 802.1AS Rev Spec vs. Implementation

- Standard Only Warrants How Hot-Plug GM Setup Envisaged
  - How to manage multiple different domains of PTP messages still under definition
- Detection of Malfunctioning GM is Not Part of the Standard
  - Left to Individual Implementation
  - Minimum: Third GM for Monitoring
    - Monitoring and Regular Review
    - Implications for Startup Time
    - Added Cost to Implement
    - Input Processing Requires More Performance in PHY/GMAC
- Cost Implication for Third GM
  - Complexity Left to System / Network Implementer





# Summary of Opportunities for Hardware Acceleration

## For Frame Replication and Elimination for Reliability:

- R-Tag Insertion or Elimination
- PACKET ID Look-Up Table (e.g. MAC Addr, VLANID, Sequence No.)

## For Redundancy of GrandMaster Clock:

- Detection of Clock Domain ID
- Keeping Track of Separate Sync Messages and Time Stamps



# Summary and Conclusion

- Automotive Networking Must Address Mission Critical Requirements
- Ethernet TSN Has Structures for Redundant Links to Mission Critical End Device
- Redundant Data Paths Ensure Mission Critical Network Links
- Careful Analysis of Network Hops Ensures Guaranteed Latency
- Redundant Clock Domains Could Ensure Seamless Continuity of Mission Critical Network Operation