

# **97-0858R1: Factors Affecting Multiplexing Gain for VBR Voice**

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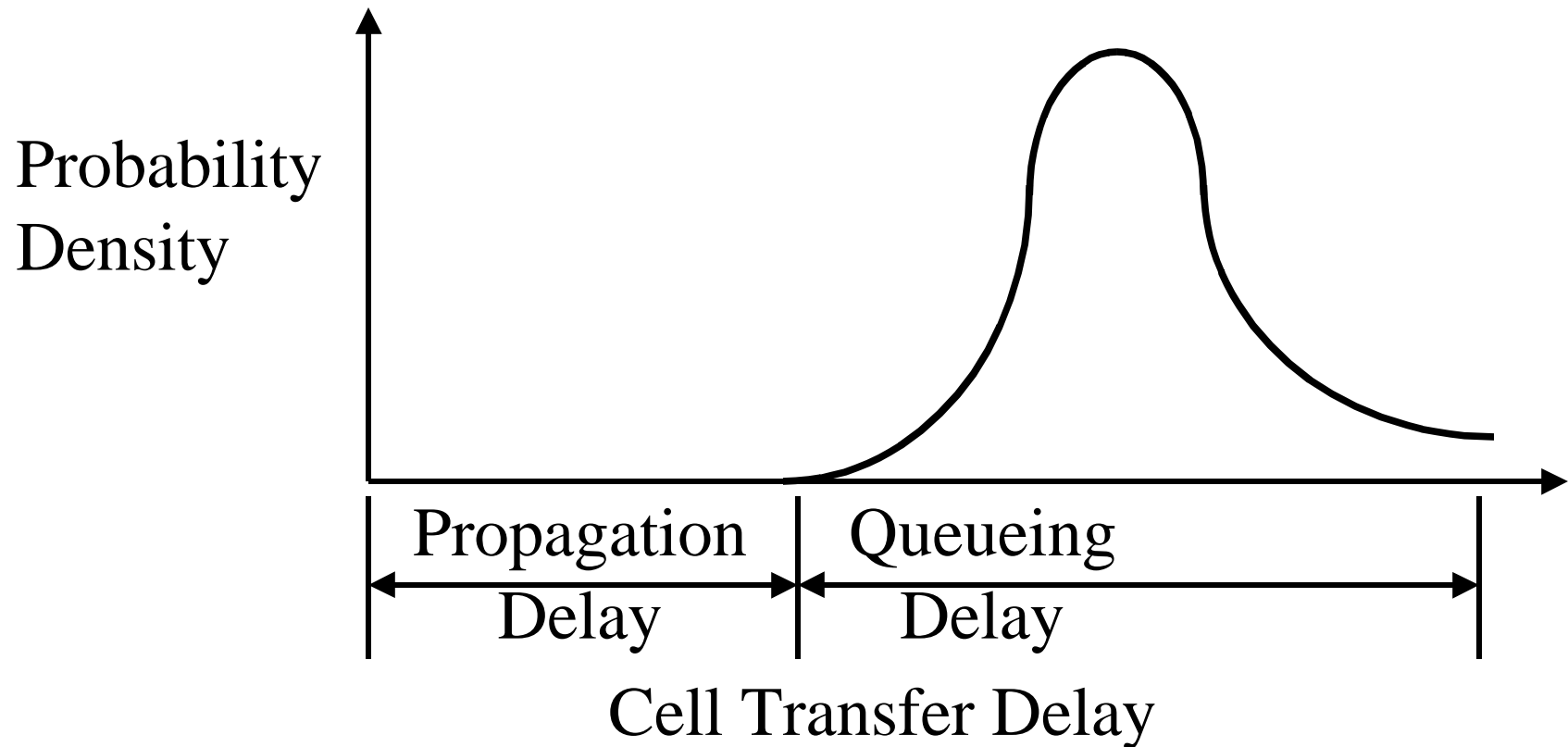


- ❑ Summarize previous study
- ❑ Analyze effect of:
  - ❑ End to end delay threshold
  - ❑ Activity Factor
  - ❑ On and Off time duration
  - ❑ Link Capacity
  - ❑ Acceptable CLR
  - ❑ Compression

# Conclusion of the Previous Study [97-0608]

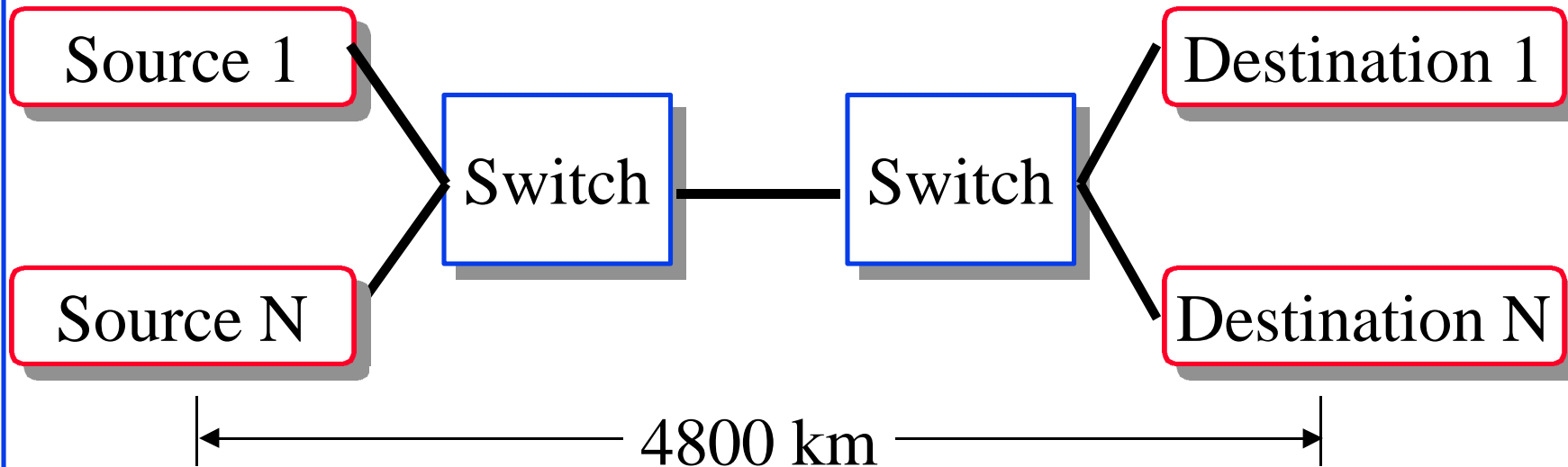
- ❑ Overbooking VBR voice causes queueing and performance becomes unacceptable.
- ❑ Instead of overbooking, it is better to fill the left-over bandwidth by ABR or UBR.
- ❑ Small buffering (1 or 2 cells per connection) is ok. Larger buffering makes delay unacceptable.
- ❑ Its really the maxCTD that determines the buffering at the destination. CDV is not important.

# CDV



- For VBR voice, we need to specify Max CTD

# *N*-Source Configuration



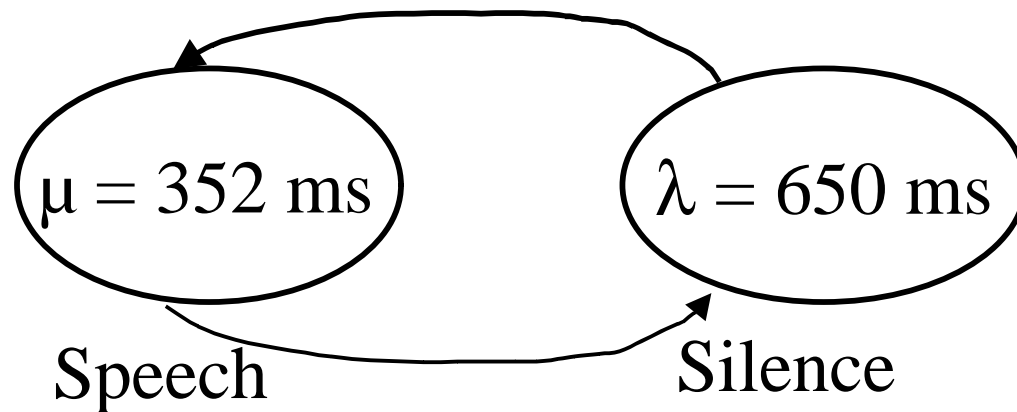
- ❑ Links between Switches = 1.544 Mbps (T1).
- ❑ *N* multiplexed 64-kbps VBR voice sources  
Silence suppression  $\Rightarrow$  VBR
- ❑ Per-VC Queuing at the Switch

# Simulation configuration

- Propagation delay : 24 ms
- Avg packetization delays: 6 ms + 6 ms (PCM)
- Assuming 5 switches on a typical path,  
delay variation allowed at each switch  
 $= (100 - 24 - 6 - 6)/5 = 12.8$  ms
- For single switch bottleneck case,  
End-to-end delay  $= 12.8 + 24 = 36.8$  ms
- We used end-to-end network delay bound of 30 ms  
and 40 ms

# Source Model

- ❑ 2-State Markov Model [Brady69]
- ❑ On-off times for silence and speech
- ❑ Exponential distribution for speech and silence state.
- ❑ Speech activity = 35.1%



# Performance Metric

- ❑ Degradation in Voice Quality (DVQ) = Ratio of cells lost or delayed to total number of cells sent across.
- ❑ Cells lost or delayed = Cells dropped by switches + Cells arriving late



# Parameters

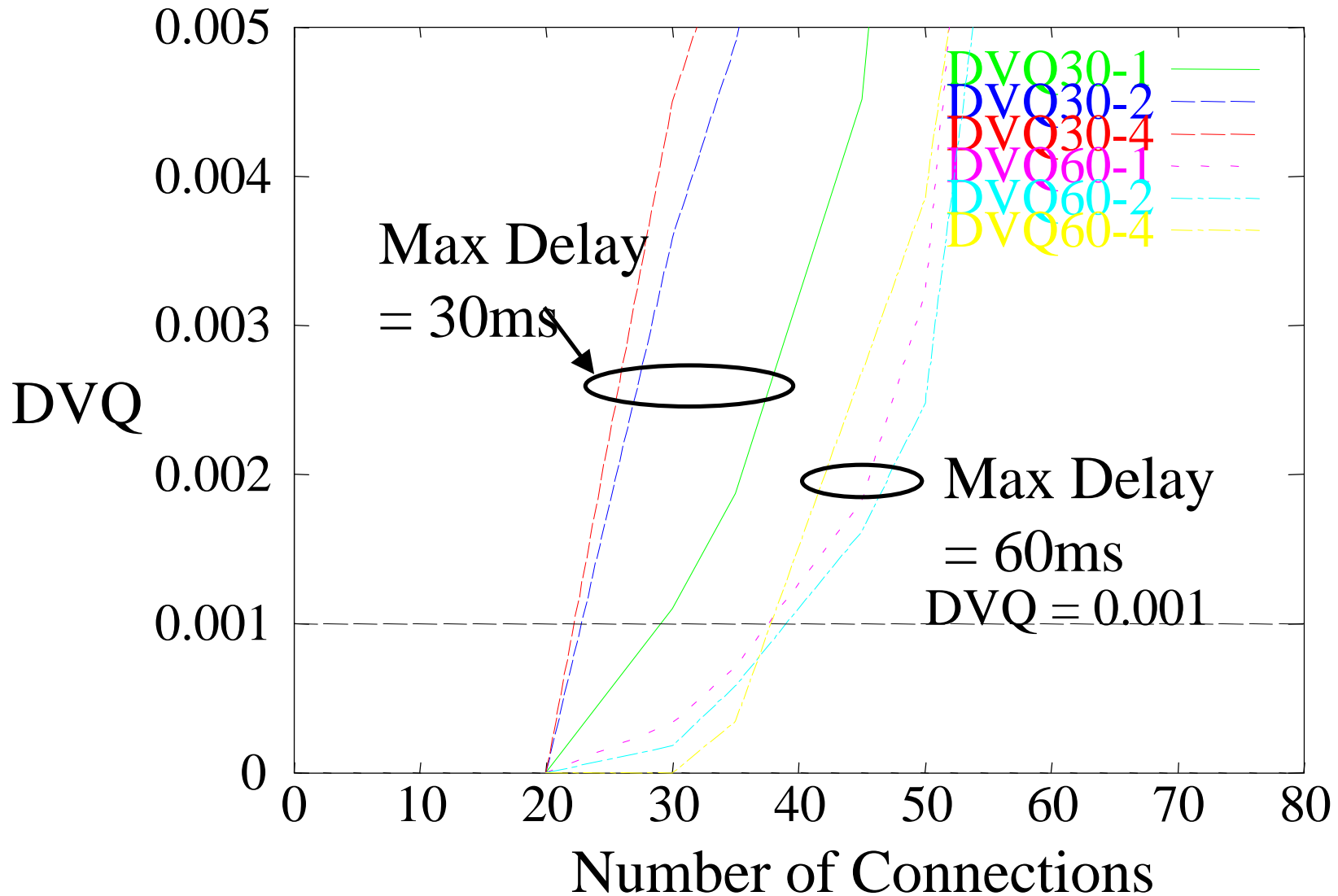
- ❑ Allowed end-to-end delay = 30 ms
- ❑ Allowed degradation =  $10^{-3}$
- ❑ Switch Buffers = 1 buffer/VC
- ❑ Average speech duration = 352 ms
- ❑ Average silence interval = 650 ms  
⇒ Activity Factor =  $352/(352+650) = 0.35$
- ❑ Link speed = 1.54 Mbps
- ❑ Voice rate = 64 kbps

In this contribution we study sensitivity to each of the above parameters.

# Delay Thresholds and Buffers

- Given 1 buffer per VC, the delay cannot exceed a certain amount  
⇒ Delay thresholds and buffering at switches are related (The factors interact)
- Conducted a  $2 \times 3$  Full factorial experiment:  
Max allowable network delay = 30 ms or 60 ms  
Buffers per VC = 1, 2, or 4 cells
- **Conclusion:** Increasing the allowable delay or buffers increases the allowable multiplexing gain

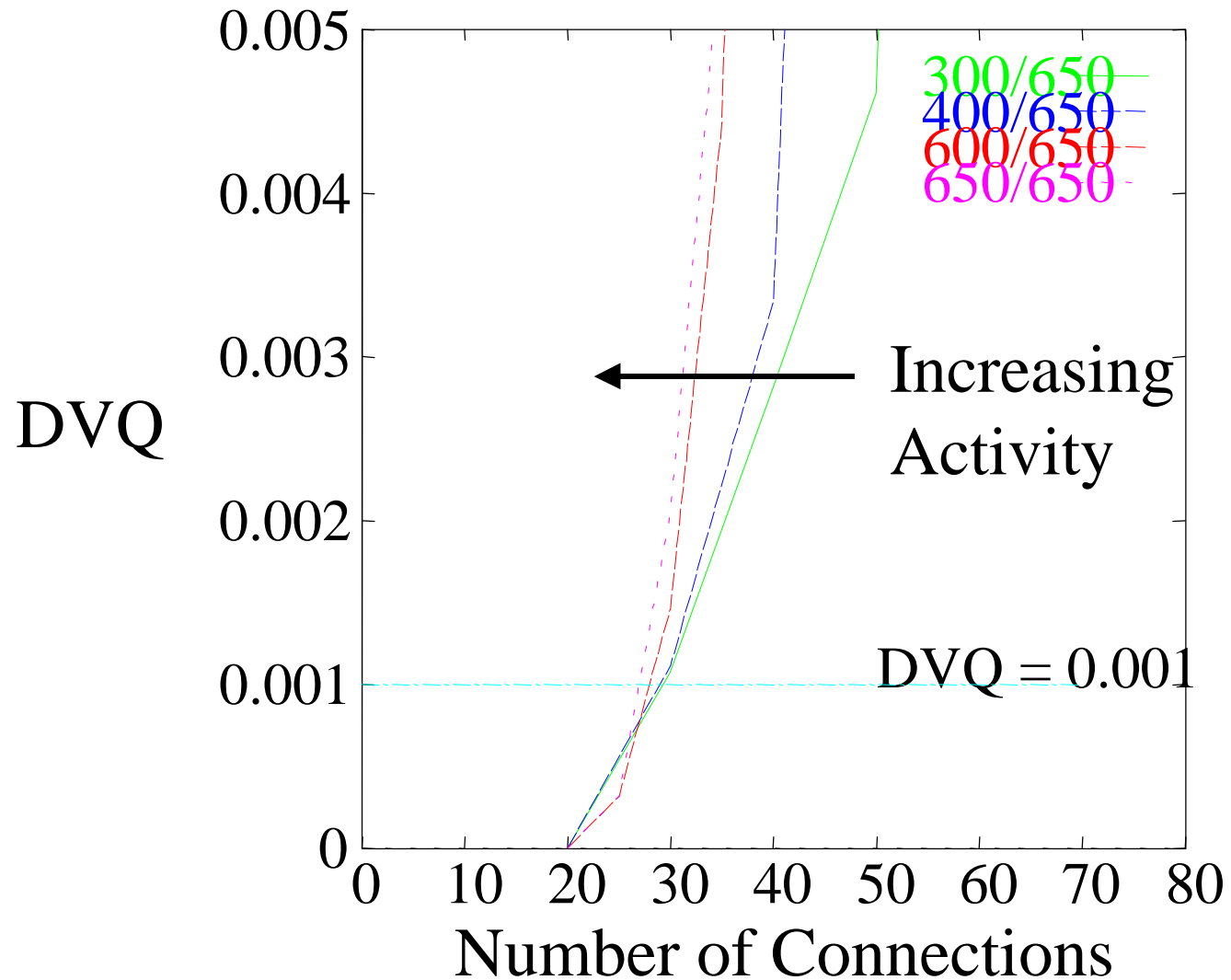
# Delay Thresholds and Buffers



# Activity Factor

- ❑ Activity Factor =  $\text{Speech} / (\text{Speech} + \text{silence})$
- ❑ In the previous study:  
Activity factor =  $352 / (352 + 650) = 0.35$
- ❑ In this analysis:
  - ❑ Silence Interval = 650 ms
  - ❑ Speech duration = 300, 400, 600, 650 ms
- ❑ **Conclusion:**
  - Increase in the activity factor  $\Rightarrow$  Increase in load
  - $\Rightarrow$  Increases the CLR and DVQ
  - $\Rightarrow$  Decreases overall multiplexing gain

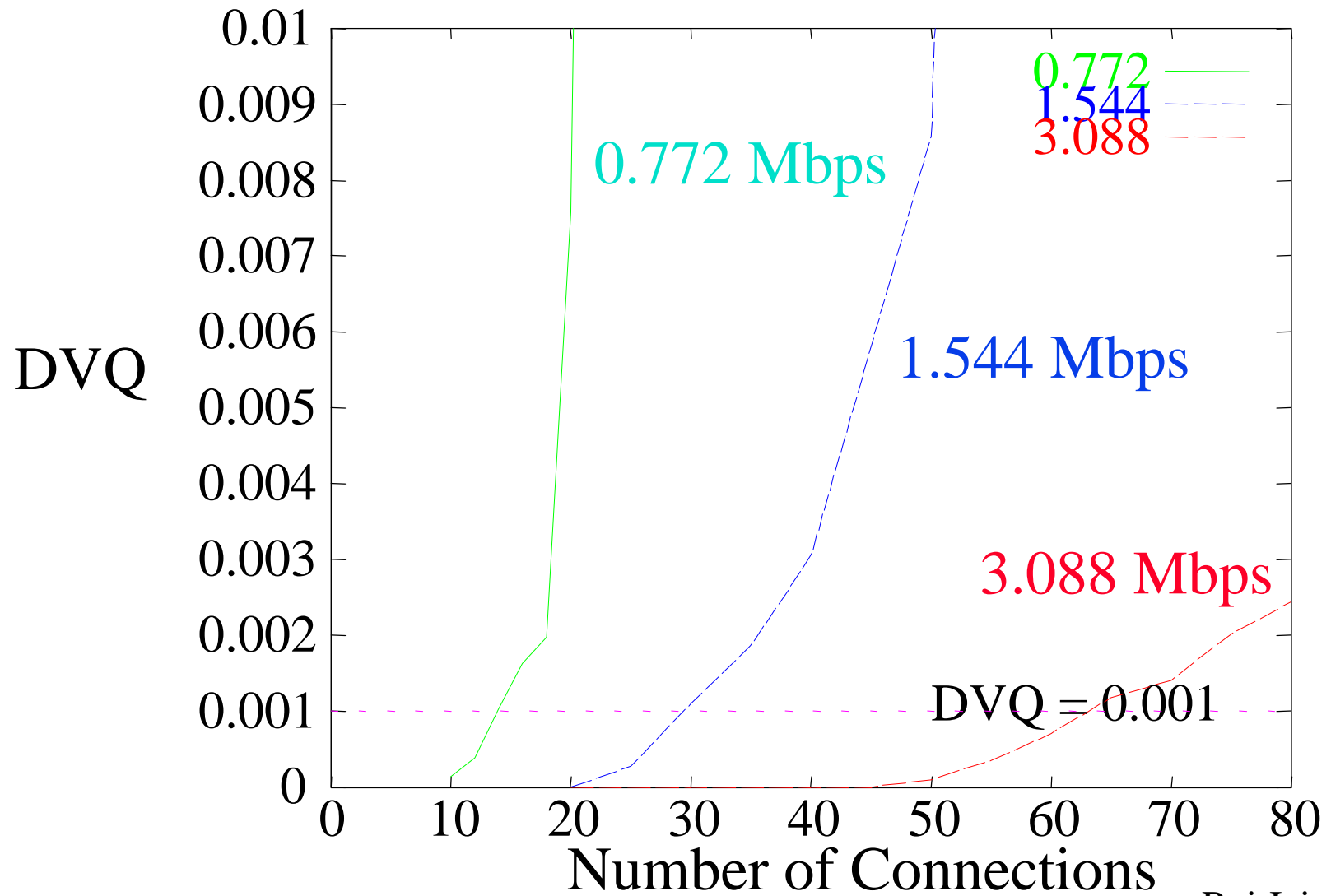
# Activity Factor



# Link Speed

- ❑ Parameter Values: 1.544 Mbps (default)  
Tried 0.772, 1.544, and 3.088 Mbps
- ❑ Conclusion:
  - ❑ A larger pipe can buffer more source variations
  - ❑ The CLR and DVQ drop with a larger overall bandwidth  
⇒ Increases the overall multiplexing gain

# Link Speed

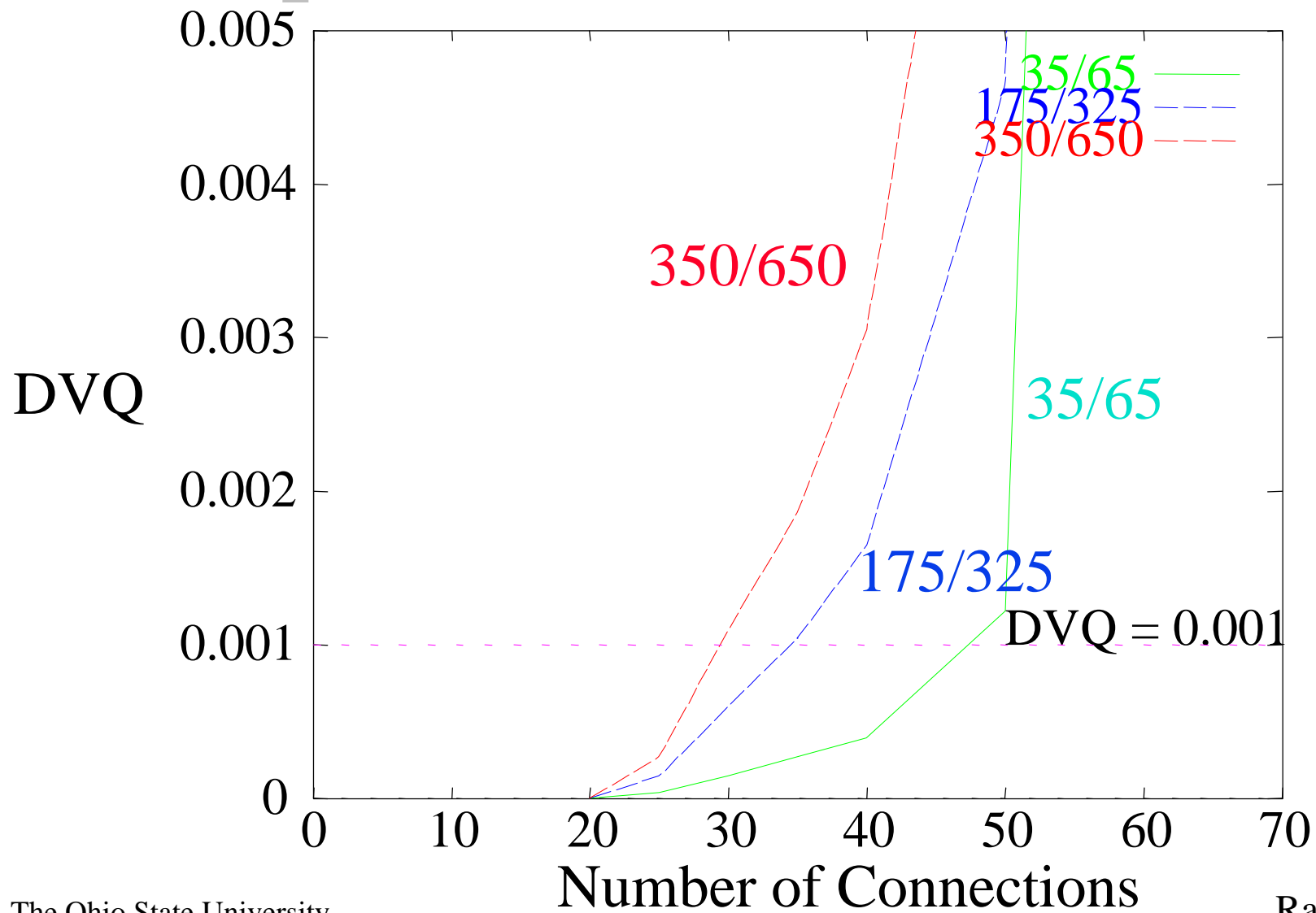


# Speech/Silence Durations

- ❑ Goal: Increase speech bursts and silence intervals while keeping activity factor constant
- ❑ Parameter Values: 352/650 ms (default), Tried 35/65, 175/325, 350/650
- ❑ Conclusions: Longer speech burst
  - ⇒ More burstiness
  - ⇒ More cell loss
  - ⇒ Larger DVQ
  - ⇒ Lower multiplexing gain
- ❑ Fluid approximation gives incorrect results



# Speech/Silence Durations



# Compression

- ❑ Higher compression ratio
  - ⇒ Less bandwidth required per source
  - Also, more packetization delay
  - Also, acceptable cell loss ratio may be lower
- ❑ Parameter Values: 64 kbps (default)
  - Tried 16 kbps, 32 kbps
- ❑ Conclusion: Compression does increase the multiplexing gain (assuming that the same CLR is acceptable)

# Summary



- ❑ Multiplexing gain improves with
  - ❑ Increasing the link speed
  - ❑ Decreasing voice rate (compression)
  - ❑ Decreasing speech interval
- ❑ For the same activity factor, the duration of speech has a significant impact on multiplexing gain.  
⇒ Fluid approximation does not give correct results.