

# QoS

Some packets are more equal than others.

# Why should we care?

- Realtime vs. Bulk
  - Telnet vs. SMTP
  - SSH vs. HTTP
  - VOIP vs. BitTorrent

Okay, we want it. Let's  
legislate it!

Umm, no.

# QoS scripts

- Wondershaper
  - The granddaddy. Still works great but room for improvement.
- qos-re
  - Great QoS script for OpenWRT
- qorset

# Fine, show us how to do it ourselves.

- Tools of the Trade
  - Linux
  - iproute2
  - iptables
  - understanding of queues

# Queues

The internet is a series of tubes.



TUBES

The Internet is not something you just dump something on.  
It's not a big truck. It's a series of tubes.

Cue funny audio clip with hidden wisdom. He was right, sort of. You certainly can think of every link as a tube, and if you want, every queue can be a tube too.

# Oh no, you're not going to ramble on about theory are you?

- Queues: the good, the bad, and the ugly.
  - good: your packets get there
  - bad: introduces latency
  - ugly: throughput sells



# Queueing Disciplines

- SFQ—Stochastic Fair Queueing
- TBF—Token Bucket Filter
- HTB—Hierarchical Token Bucket

# HTB

- The tree
- Enqueue from the root
- Dequeue from the root
- Sharing

# Filters

- “How do I classify this packet?”
- tc provides many filters
  - tos
  - based on iptables MARK
- Any filter you can dream up you can do with iptables

Alright Already!  
Let's see the code!

# QoS Classes

- Expedited
- Interactive
- Best Effort
- Bulk
- The Dregs of the Internet

hard realtime, soft realtime, normal, “just get it there eventually”, “if you have room”  
These aren't canonical, but I think they're a good set.

# Links

- <http://hans.fugal.net/qos>—this presentation
- <http://lartc.org/>—Linux Advanced Routing & Traffic Control HOWTO
- <http://luxik.cdi.cz/~devik/qos/htb/>
- <http://17-filter.sourceforge.net/>