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ALBEDO Net.Storm

the Path to Excellence

NetStorm generates those perturbances typical of IP and Carrier Ethernet to test applications, devices and protocols that should be tolerant with packet delay, jitter, loss, duplication, reordering, error and bandwidth variations.

Testing has become an important topic during the IP convergence, because of the diversity of underlying technologies, and the adaptive behavior of applications. NetStorm facilitates the verification of new applications, services and nodes through emulation of the real nature of IP networks. NetStorm enables engineers to model and modify arbitrary performance dynamics including *packet delay, jitter, bandwidth limitations, congestion, packet loss, errors and duplication* on live IP packets.

There are increasing requirements of QoS guarantees from multiplay in public and private IP networks that may eventually provide paths in the inter-domain network with QoS attributes. Testing the behavior of applications, devices or services in such paths or isolating applications in a lab can be simplified with NetStorm that can shape and manage up to 16 independent flows of traffic with predefined QoS. The emulated test environment resembles actual traffic profile as observed on the real network.

WAN emulation

NetStorm is a tool for developers debugging new IP equipment, acceptance test laboratories, design and configuration of unified Ethernet/IP networks, QoS/QoE test, HDTV, IPTV, VoIP, Internet radio, Video Streaming, VPN data, High Speed Internet, Satellite and Undersea traffic applications. All of them that may suffer the network conditions found on the Internet and enterprise.

“Net.Storm is Network Emulator capable to manage full Gbit stream with an accuracy better than 1ms”

This tool is being used by big operators, acceptance labs and universities to test Multiplay applications including Critical Data Access, Internet, VoIP, IMS, and IPTV and the associated nodes such as routers, VoIP hand sets, VoIP PBXs, set-top boxes and VoD servers.



NETSTORM.en

The IP Dimension

Historically, the process followed to accept a device, test a protocol or troubleshoot an application has always been an important task. However, when the new solution is based on the IP protocol stack, then a formal verification of the solution becomes essential.

IP networks are now everywhere can be very diverse and are capable of carrying any type of traffic. However, IP connections can vary significantly in bandwidth, latency, error and loss rates, and often are asymmetric. Moreover, QoS dynamics can fluctuate widely because of the congestion in peak hours, failures and routing.

QoS demands

The demands that applications make of networks vary widely as well, often relying on near-real-time characteristics that differ fundamentally from the best-effort delivery typically provided by current networks. As a consequence, applications and protocols increasingly employ adaptive mechanisms to make more intelligent use of available network resources. However, these too present new testing challenges as the correct behaviour of adaptive STB's cannot be defined statically or often even in any simple deterministic fashion; and adaptive protocols at different levels or in different systems may interact poorly with each other in ways not easily detectable while testing in isolation.

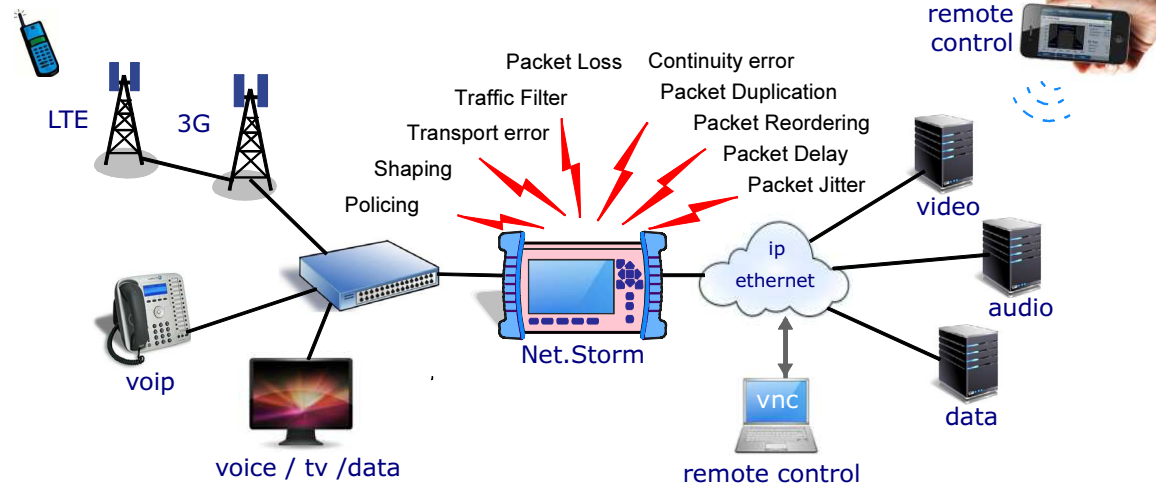
NetStorm

ALBEDO Telecom has designed Net.Storm to address this growing diversi-



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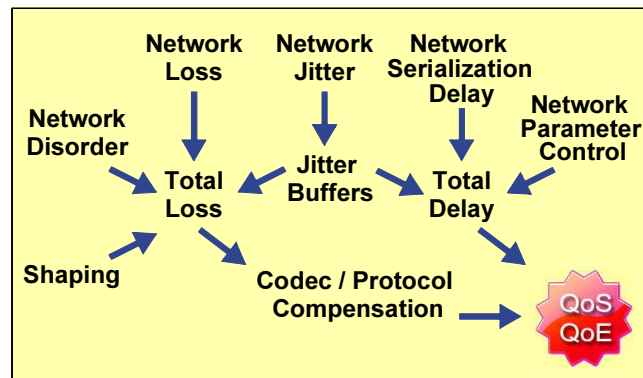
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ty of network hardware and software and to provide a controlled, reproducible environment for testing nodes, protocols and terminals used in the new IP applications. Net.Storm is a simple, fast, hardware

tained of actual WAN networks that have been detected as if live. The same conditions are able to be reproduce in order to observe the behaviour of applications such as VoIP, IPTV, VoD; nodes such us

gateways, routers or set top boxes; and protocols such as SIP, MEGACO, H.323; and critical links and access networks.



Key Features

The overall QoE depends not only on the packet loss or jitter time pattern but also on the content, the en-coding and de-jitter buffering

based Ethernet/IP network emulator that provides the ability to generate common network effects such as packet loss, duplication, delay, congestion, packet errors and bandwidth limitations.

It is designed to offer sufficient capabilities and performance to reproduce a wide range of network behaviours up to 1 Gbps rates with accuracy always better than 1 ms. Operating at the Ethernet layer, Net.Storm can emulate the critical end-to-end performance characteristics imposed by core routers and carrier switches and by any underlying network technology.

Hardware Performance

Net.Storm is inserted between two Ethernet segments in pass through mode while operating in bidirectional packet transfer mode. The emulation settings can be defined independently for 16 separate flows that can be filtered by several criteria including MAC, IP, TCP/UDP or User Mask.

The result is a realistic and 100% controlled simulation of those conditions ob-

strategies. With Net.Storm, all of these impairments and more can be generated to address reliable performance verification.

- High performance appropriate for TV head-end, Video servers or Massive VoIP calls.
- Configurable, either deterministic or random, time delays can be inserted in every filter
- FEC errors, IP checksum errors
- Users can place errors within IP protocols or edit the Ethernet/IP fields.
- Impairments ITU-T Y.1541.
- Detailed event log window with per flow viewing of the events.
- Disordering.

Net.Storm has the ability to replicate complex network dynamic by means of modifying Bandwidth and QoS parameters. Net.Storm is an invaluable tool for IP equipment manufacturers, R&D departments, Network Operators, ISP and Triple Play service providers that test and verify a wide variety of projects.

CUSTOMERS

- Manufacturers and Vendors
- IP Protocol developers
- Triple Play service providers
- R&D, Universities, Labs
- VoIP, IPTV, HSI designers
- Megaco, H.323, SIP testing
- Satellite communications
- Submarine links
- HD Television test

KEY FEATURES

- Hardware (FPGA) based
- Up to 15 user defined filters
- MAC, IP, TCP, UDP... filters
- Full Gigabit performance
- Hand-held battery operated
- Real traffic conditions
- Advanced traffic statistics
- CLI though SSH/Telnet

BENEFITS

- Carrier-class device
- Ideal for developers
- Verify 100% the stability of network nodes and terminals
- Check the tolerance of services to QoS degradation
- Assured Service and SLA
- Minimize investment risks
- Easy identification of degradation sources

Applications

The network convergence has produced a new generation of sophisticated devices and applications supported by Ethernet/IP networks. NetStorm facilitates a methodology to verify these solutions to quickly ship products or certify networks and applications making sure they are capable and tolerant enough to provide good Quality of Experience.

- **Network Design.** Verification and debugging of Ethernet and IP networks, in both telecom and enterprise.
- **IP Applications Design:** Including Internet access, Voice over IP, Fax over IP, Gaming, Streaming audio and video, IPTV, VoD, and real/time services.
- **Approval and Acceptance Tests:** Required to certify the behaviour of IP equipment including Phones, Fax, Gateways, Set-Top-Box, IMS core, Application servers, Gateways, ADSL/VDSL/FTTx routers, and PLCs.
- **Application Troubleshooting.** Audio and video streaming, IPTV, VoIP, network gaming, and many more.
- **QoS level verification** in Intranet or Internet environment to configure terminals, gateways and routers.
- **Laboratories.** Generation of controlled QoS on different flows defined by the user to emulate and repeat network impairments in the lab.
- **Emulation network conditions** found on the Internet and enterprise networks (LAN, MAN, WAN): latency, jitter, packet loss, packet reordering, bandwidth limitations, to test IP applications, services and products sensitive to various real conditions.
- **Protocol testing** used by Multiplay Application such as H.323, SIP, MPEG2, MPEG4, and VC1.

Universal Network Emulation

Designers and Developers of IP solutions and applications find Net.Storm will assist debug and test new features. Moreover, it facilitates the execution of Performance & Acceptance Tests, while evaluating the behaviour of IP equipment in real Enterprise or Metropolitan Networks. Engineers will be able to easily simulate exactly the same conditions found on the Internet, Corporate and Telecom networks, including Satellite and Submarine links with important delays and limited bandwidth.

Benefits

Net.Storm is an inexpensive hardware based tool, which can emulate numerous complex performance scenarios. To get a better emulation approach, up to 16 independent flows are tuneable with packet delay distributions, congestion, packet loss, bandwidth limitation and packet reordering / duplication.

Net.Storm can evaluate the stability of switches and routers under static or dynamic traffic load conditions over minutes, hours or days. Net.Storm is an intuitive, low cost architecture, which minimizes the risk of launching new products that could cause issues after installation and, as a result, will certainly improve your long term customer relations.

Minimize Risk

Characterize and troubleshoot functional performance and tolerance of new network functionality in the development lab and before deployment into the operational network to minimize your investment risks.

Evaluate key performance parameters such as per-flow QoS, fail-over time or Access Control List (ACL) filtering performance. Perform comparative analysis of devices or services with deterministic traffic during product development cycles or vendor comparisons.



Networking Features	
Protocol support	<ul style="list-style-type: none"> • 10, 100, 1000 Mbit/s Ethernet • IP, TCP/UDP, IEEE 802.3, IEEE 802.1Q support
Traffic Impairments	<ul style="list-style-type: none"> • Traffic impairments can be defined over max. 16 traffic flows • Independent criteria can be used over each branch • Actions: Packet loss, error, duplication, delay, reordering
Ethernet Filters	<ul style="list-style-type: none"> • Ethernet flow: MAC origin, destination, group of address based on defined masks • Ethernet type and selection mask • VLAN and selection mask • CoS and selection mask
IP Filters	<ul style="list-style-type: none"> • IP address origin, destination, and masks. • Traffic flow selection per transported protocol • Traffic flow selection based on DSCP with optional DSCP filters • Field contents at TCP/UDP layer port with optional port filters
Delay	<ul style="list-style-type: none"> • Uniform distribution: minimum delay (T_{min}) and maximum delay (T_{max}) • Shaping filter defined by transmission rate (r) and deep (T)
Jitter	<ul style="list-style-type: none"> • Predefined deterministic latency or random jitter using uniform and exponential distribution • Uniform distribution: minimum delay (T_{min}) and maximum delay (T_{max}) • Exponential distribution: minimum delay (T_{min}) and average delay (T_{avg})
Loss	<ul style="list-style-type: none"> • Traffic loss deterministic and random • Loss defined by time start / time duration, or first frame / number of frames • Deterministic loss: unique, burst, periodical burst • Random loss: constant and Gilbert-Elliott
Errors	<ul style="list-style-type: none"> • Traffic error deterministic and random • Deterministic errors defined by time start, or frame number • Random errors defined by probability
Duplication/Reordering	<ul style="list-style-type: none"> • Traffic duplication defined by deterministic and random events • Deterministic duplication defined by time or frame number • Random duplication defined by event probability
Results	<ul style="list-style-type: none"> • Minimum, average and max delay • Counters and statistics for packet loss, errors, duplications and reordering

Design	
Performance	<ul style="list-style-type: none"> • Jumbo frames support up to 17 kBytes • Full Duplex operation at 1 Gbit/s or 1,5 Mframes/s • Accuracy better than 10^{-6} secs. at 1 Gbit/s • Performance and accuracy 100% independent of the line bit rate
GUI	<ul style="list-style-type: none"> • Configuration and management on web browser • Configuration and management on CLI through SSH and Telnet • VNC remote control by Ethernet/IP and wi-fi
Interfaces	<ul style="list-style-type: none"> • 2xGigabit Ethernet interfaces electrical and optical (SFPs based) • Bidirectional operation through Ethernet supporting 10BASE-T, 100BASE-TX, 1000BASE-T, 1000BASE-SX and 1000BASE-LX • Management Fast Ethernet
Filters	Defined to identify flows of traffic by field contents at Ethernet, IP layers Agnostic filters defined by bits masks and application offset
Operating System	Linux operating system
Models	<ul style="list-style-type: none"> • Hand/held, battery operated, double optical port, double electrical ports, 10/100/1000 Gbit/s • Rack-mount by means of PCI-e card and platform adapted to application needs

Ergonomics	
Hand-held model	<ul style="list-style-type: none"> • Display 480 x 272 TFT full color screen • USB and Ethernet ports • Serial Port RS-232C • Rechargeable Batteries continuous working for 8 hours. Fast recharging time • AC Power Adapter Input: 100 ~ 240 V AC, 50/60 Hz, • Operating Temperature 0°C ~ 50° C Storage Temperature -20°C ~ 70°C Humidity 5% ~ 95% • Soft LEDS All events at a glance
Rack-Mount model	<ul style="list-style-type: none"> • Platform equipped with a Net.Storm in a PCI-e card • GUI in a PC Remotely Controlled • Size, USB, Ethernet, Serial and other ports depending on the model • Carrier features such as double power supply and Operation/Storage Temperatures
Card model	<ul style="list-style-type: none"> • Net.Storm in a PCI-e card • Programming API

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