

ByteBlower Report

A PRODUCT BY Excentis

Scenario Info

Project	clt_demo
Author	Excentis
Scenario	latency_under_load
Scenario State	Finished
Scenario Start	1/17/17 4:00:46 PM CET
Scenario End	1/17/17 4:01:36 PM CET
GUI Version	2.5.6

Loss Legend

	Loss	<	0%
0%	<=	Loss	< 1.0%
1.0%	<=	Loss	< 2.0%
2.0%	<=	Loss	<= 100%

Throughput Legend

The Frame Blasting Layer 2 Speed includes:
-Frame (as displayed in the Frame View)

IPv4 ByteBlower Ports

Port	MAC Address	IPv4 Address	Default Gateway	Netmask	NAT	VLAN	MTU	Docked
sender	00:FF:31:00:00:00	10.8.1.125	10.8.1.1	255.255.255.0	No	No	1,500	byteblower-dev-1300-1.lab.byteblower.excentis.com - interface 1 - port 0
receiver	00:FF:31:00:00:01	10.8.1.122	10.8.1.1	255.255.255.0	No	No	1,500	byteblower-dev-1300-1.lab.byteblower.excentis.com - interface 2 - port 0

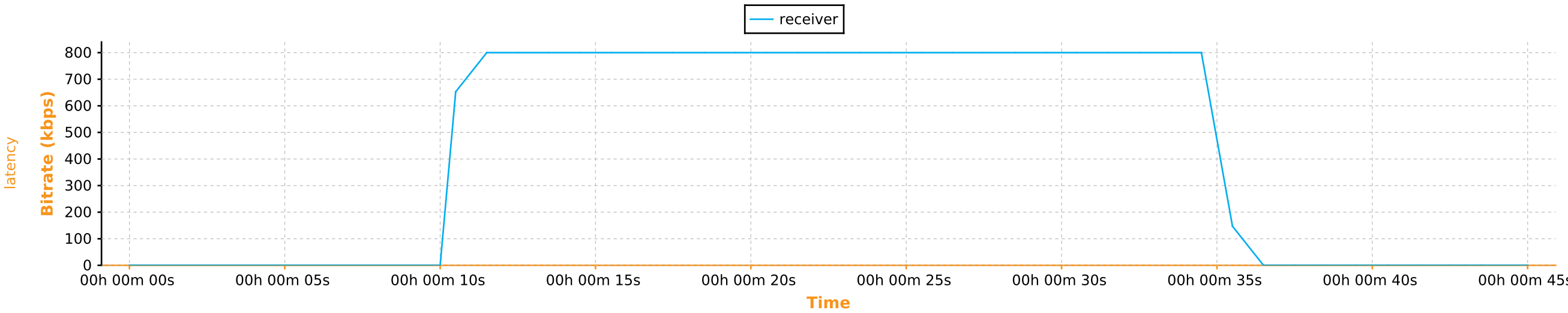
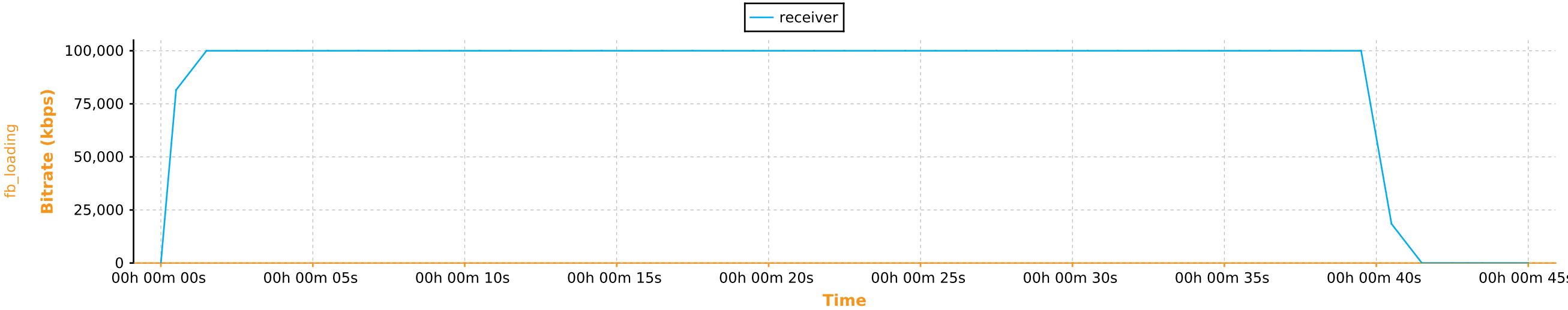
Frame Blasting Flows : Info

Flow	Flow Template	Flow Start	Rate (Frames/s)	Frame Size (Bytes)	Intended Load (kbps)	TOS/DSCP
fb_loading	FB_load	0s	12,207.0	1,024	100,000.00	0x00
latency	Latency_template	10s	1,000.0	100	800.00	0x00

Frame Blasting Flows : Throughput

Flow	Source	Destination	TX Frames	Rx Frames	Frame Loss	TX Bytes	RX Bytes	Byte Loss	Duration	Average Throughput (kbps)
fb_loading	sender	receiver	488,281	488,281	0.00%	499,999,744	499,999,744	0.00%	39s, 999ms, 883µs	100,000.24
latency	sender	receiver	25,000	25,000	0.00%	2,500,000	2,500,000	0.00%	24s, 999ms, 3µs	800.03

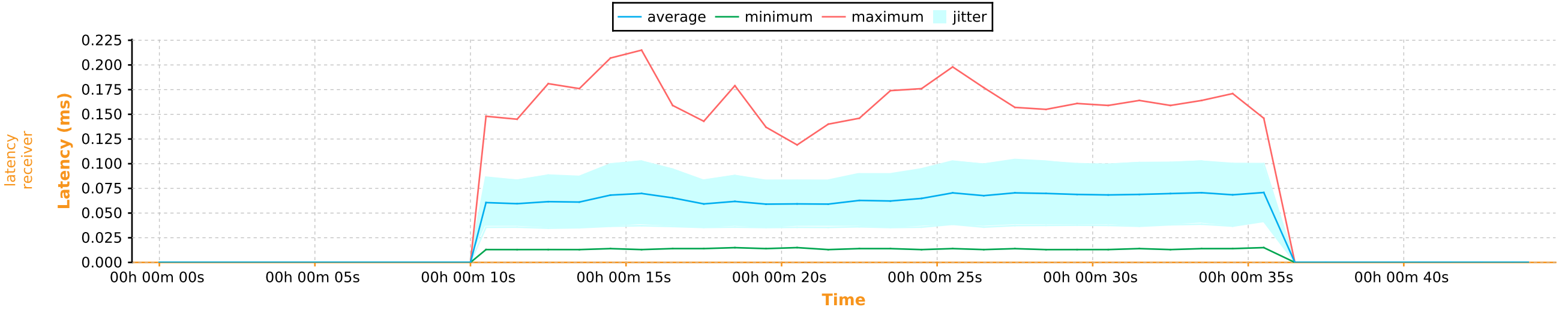
Frame Blasting Flows : Throughput Over Time



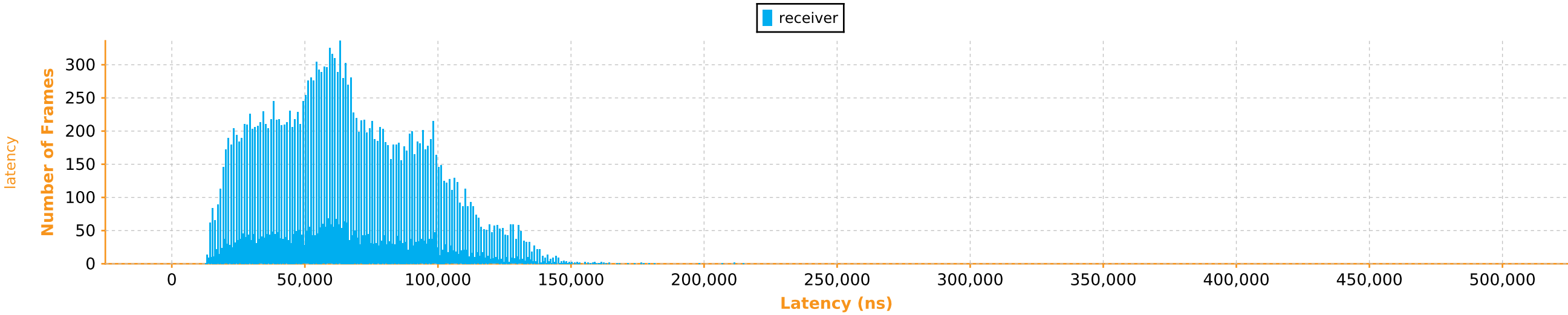
Frame Blasting Flows : Latency

Flow	Source	Destination	Min Latency (ms)	Avg Latency (ms)	Max Latency (ms)	Jitter (ms)
latency	sender	receiver	0.013	0.065	0.215	0.029

Frame Blasting Flows : Latency Over Time



Frame Blasting Flows : Latency Distributions



Info

Name	Timestamp	Info
latency	1/17/17 4:00:48 PM	IPv4 UDP Flow with Latency Measurement: automatic UDP checksum disabled. Due to a hardware limitation, UDP checksums of IPv4 packets in this latency flow were automatically set to zero (disabled) before timestamping. Click for more info.