

Example: Configuring Aggregate Scheduling of Queues for Residential Subscribers on Static IP Demux Interfaces

In this example, scheduling is configured for a residential subscriber. Each forwarding class represents a multiplay service (voice, video and data), and is equivalent to a queue.

An interface set of IP demux interfaces represents a DSLAM, and provides shaping of subscribers services to a DSLAM aggregate rate.

```
[edit]
interfaces {
  interface-set demux-set {
    interface demux0 {
      unit 0;
      unit 1;
    }
  }
  ge-2/0/1 {
    vlan-tagging;
    unit 1 {
      per-session-scheduler;
      vlan-id 1;
      demux-source inet;
      family inet {
        address 4.4.4.4/24;
      }
    }
  }
}
demux0 {
  unit 0 {
    demux-options {
      underlying-interface ge-2/0/1.1;
    }
    family inet {
      address 1.1.1.1/24;
      demux-source {
        1.1.1.0/24;
      }
    }
  }
  unit 1 {
    demux-options {
      underlying-interface ge-2/0/1.1;
    }
    family inet {
      address 1.1.2.1/24;
      demux-source {
        1.1.2.0/24;
      }
    }
  }
}
```

```

}
class-of-service {
  traffic-control-profiles {
    T1 {
      scheduler-map m1;
      shaping-rate 5m;
    }
    T2 {
      shaping-rate 60m;
    }
  }
  interfaces {
    interface-set demux-set {
      output-traffic-control-profile T2;
    }
    demux0 {
      unit 0 {
        output-traffic-control-profile T1;
      }
      unit 1 {
        output-traffic-control-profile T1;
      }
    }
  }
  scheduler-maps {
    m1 {
      forwarding-class best-effort scheduler s0;
      forwarding-class expedited-forwarding scheduler s1;
      forwarding-class assured-forwarding scheduler s2;
      forwarding-class network-control scheduler s3;
    }
  }
  schedulers {
    s0 {
      transmit-rate percent 10;
      buffer-size percent 10;
    }
    s1 {
      transmit-rate percent 20;
      buffer-size percent 20;
    }
    s2 {
      transmit-rate percent 30;
      buffer-size percent 30;
    }
    s3 {
      transmit-rate percent 40;
      buffer-size percent 40;
    }
  }
}

```