

# The Evolution of Next-Generation Internet Services and Applications

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<http://www.cs.ucsb.edu/~almeroth/talks/CRA-SMF.ppt>

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# State of the Network

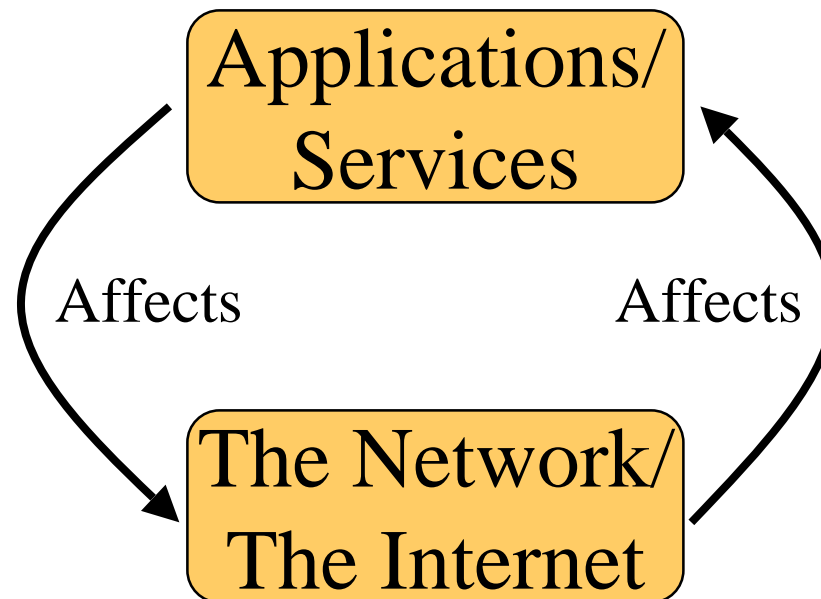
- The Internet mantra:

“Intelligence only at the edges”

“Best effort delivery (of IP packets)”

- But the needs have changed...

# Future of the Network: “In-the-Network” Services



# The Questions

- Background
  - What are some examples of these services?
  - Why are they so difficult to deploy?
- Focus on one of these services (focus of my research)
  - What does it do?
  - What are the technical issues?
  - What are the non-technical issues?
- The role of Internet2
  - What is Internet2 supposed to do?
  - What have they been able to do?

# Examples of “In-the-Network” Services

- Trying to add “intelligence” into the network:
  - Next Generation IP (IPv6)
  - Quality-of-Service (QoS)
  - One-to-many communication (multicast)
  - “Active” networks

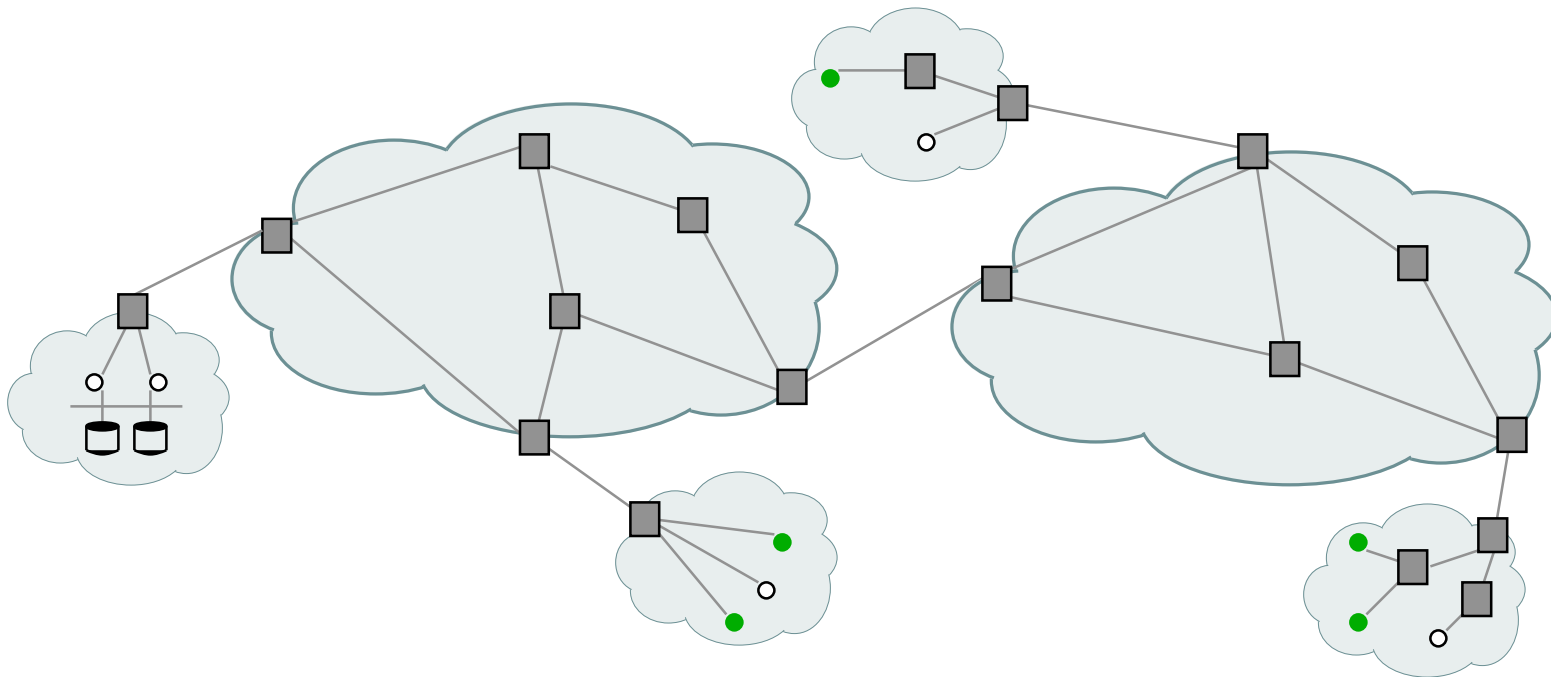
## Status of “In-the-Network” Services

Service	Result
IPv6	<ul style="list-style-type: none"><li>• For all of its benefits, very little traction</li><li>• Issue: deployment-for-all vs. need-for-few</li></ul>
QoS	<ul style="list-style-type: none"><li>• Lots of promise, but stalled each time</li><li>• Hard to solve “uniform definition” problem</li></ul>
Multicast	<ul style="list-style-type: none"><li>• Working hard to deploy</li><li>• A few technical issues &amp; some non-technical issues</li></ul>
Active	<ul style="list-style-type: none"><li>• Still a research issue—very interesting!</li><li>• Still <i>lots</i> of technical issues</li></ul>

# Adopted Replacement Technology

Service	The <u>Adopted</u> Solution
IPv6	Network Address Translation (NAT)
QoS	Over-Provisioning
Multicast	Content Delivery Networks (CDNs)
Active	Side-by-side Processing

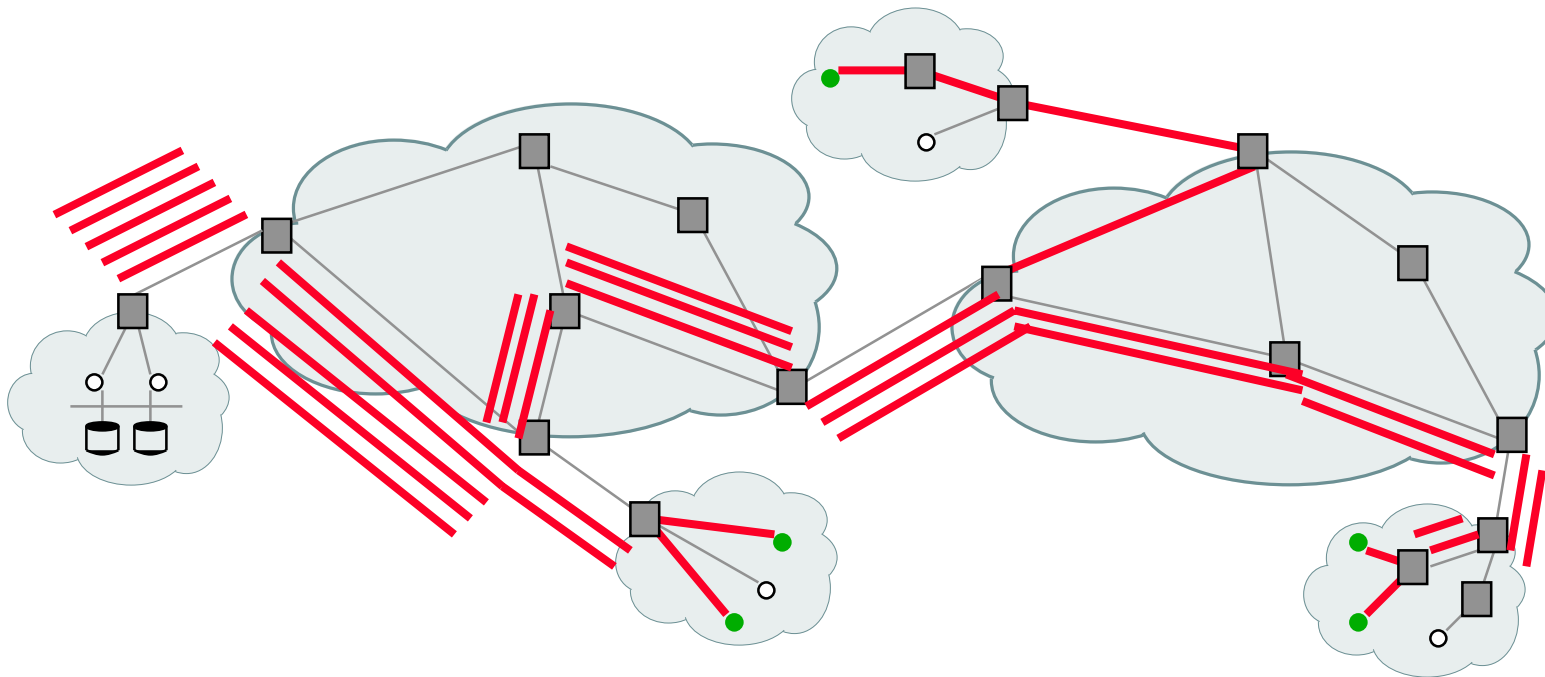
# My Favorite “In-the-Network” Service



- Multicast communication: one-to-many packet delivery

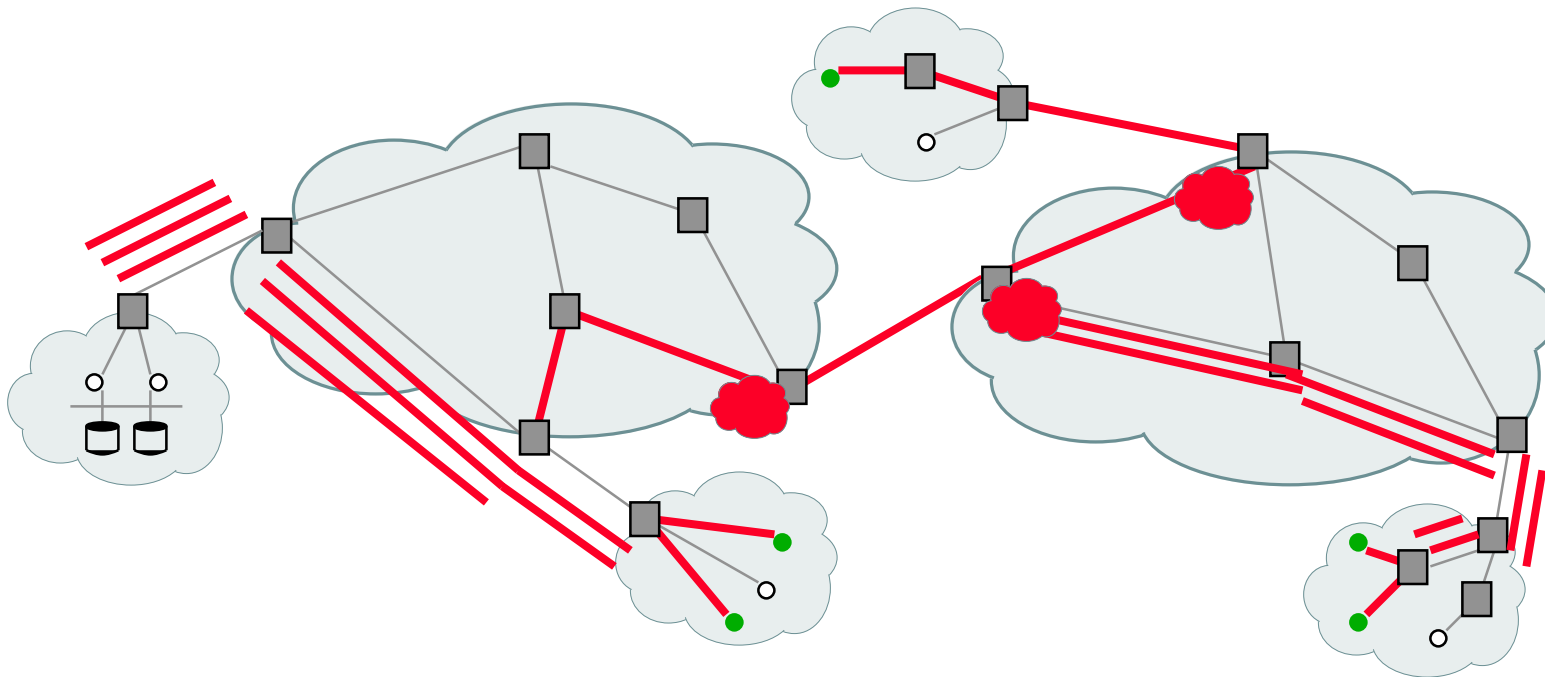


# Unicast Delivery



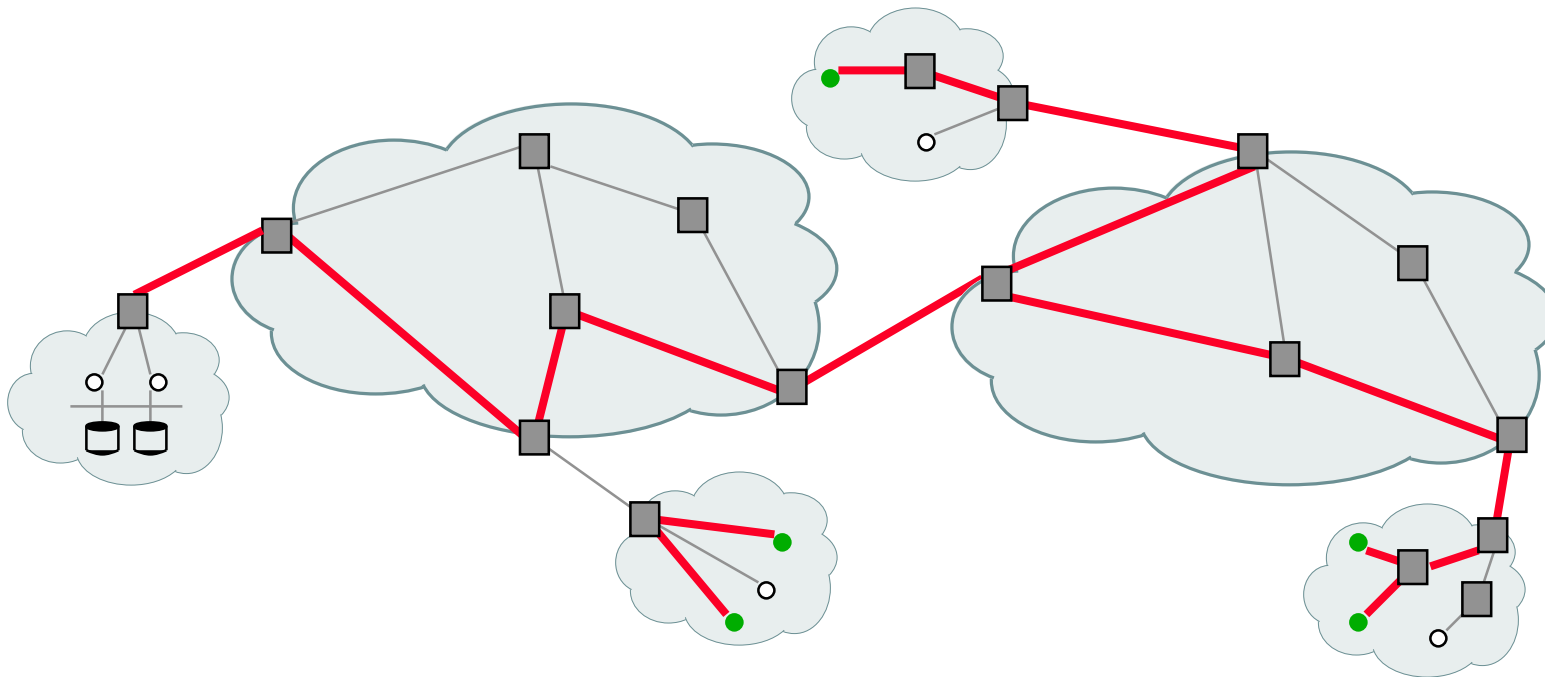
- Unicast communication: one-to-one packet delivery
  - Need to replicate each packet at the source

# Content Delivery Networks



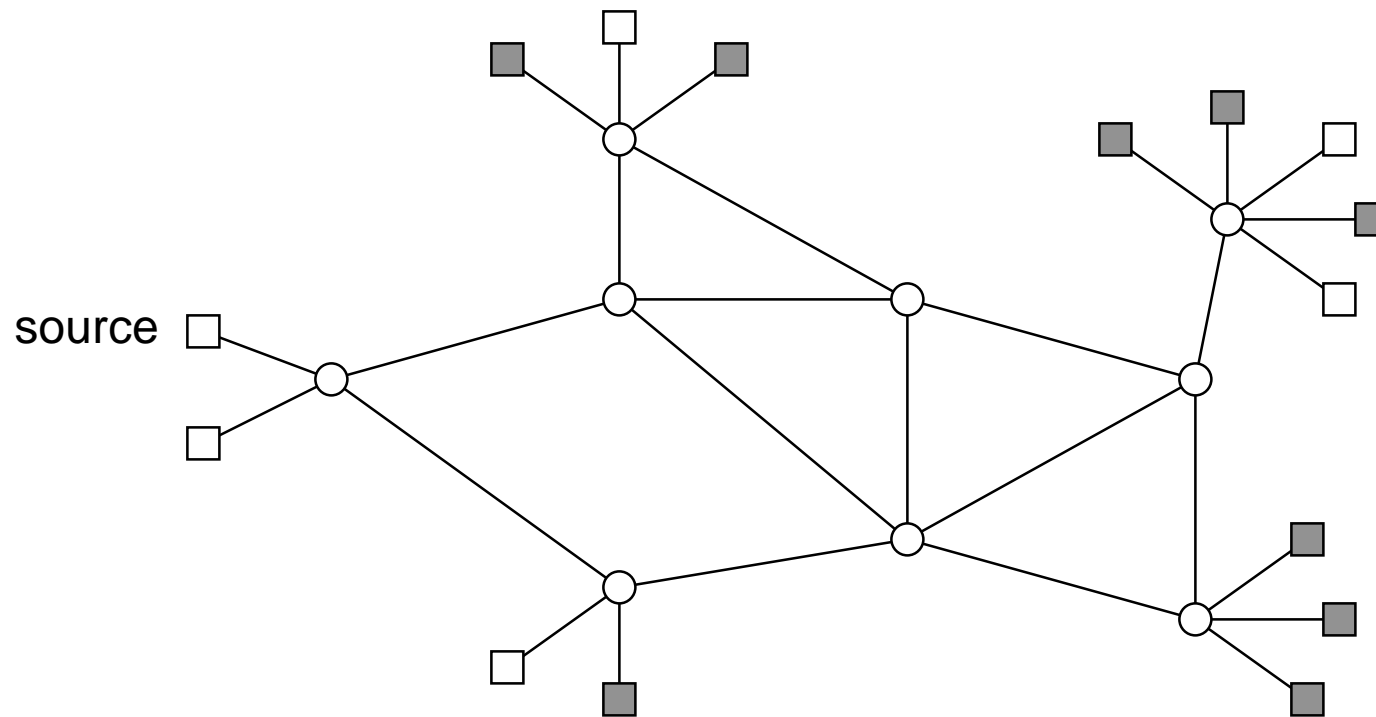
- CDNs can help, but only if they are in the right places

# Multicast Communication



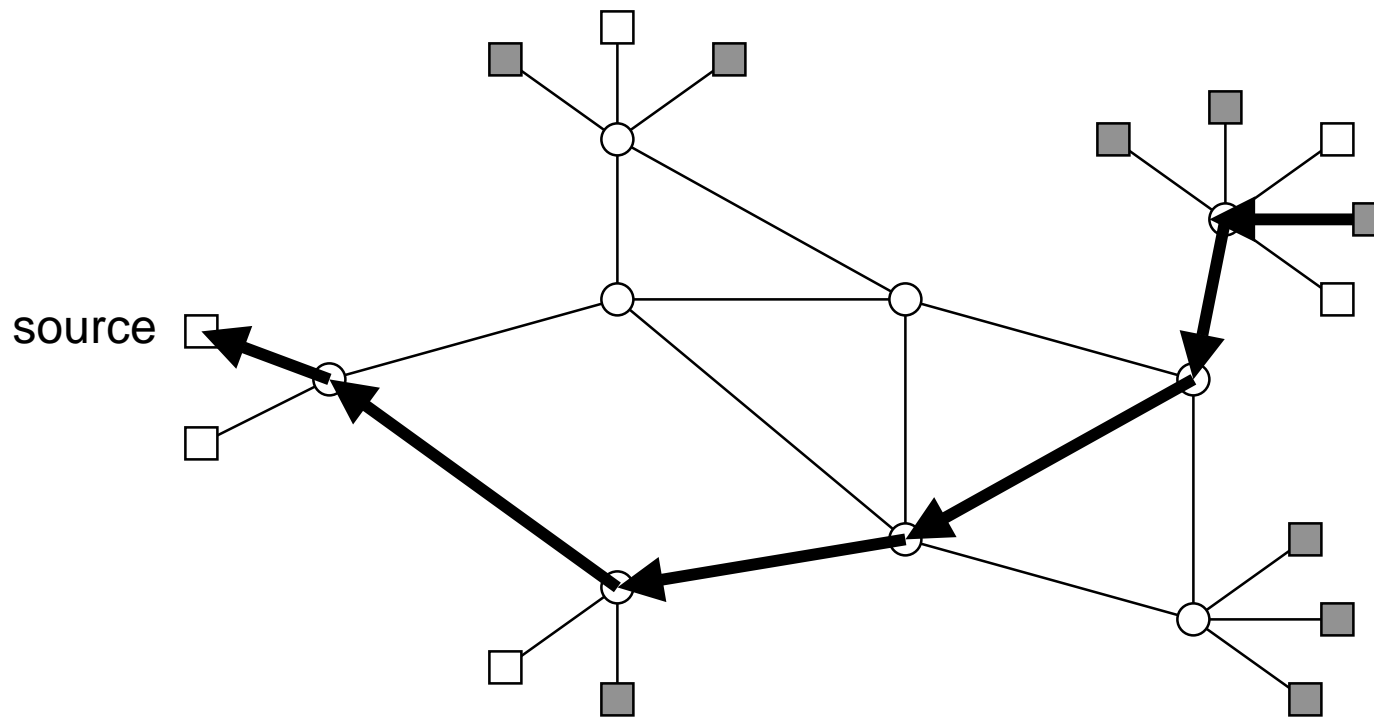
- Where CDNs are static branching points in a few places...
- Multicast has dynamic branching points everywhere

## Building the Multicast “Tree”



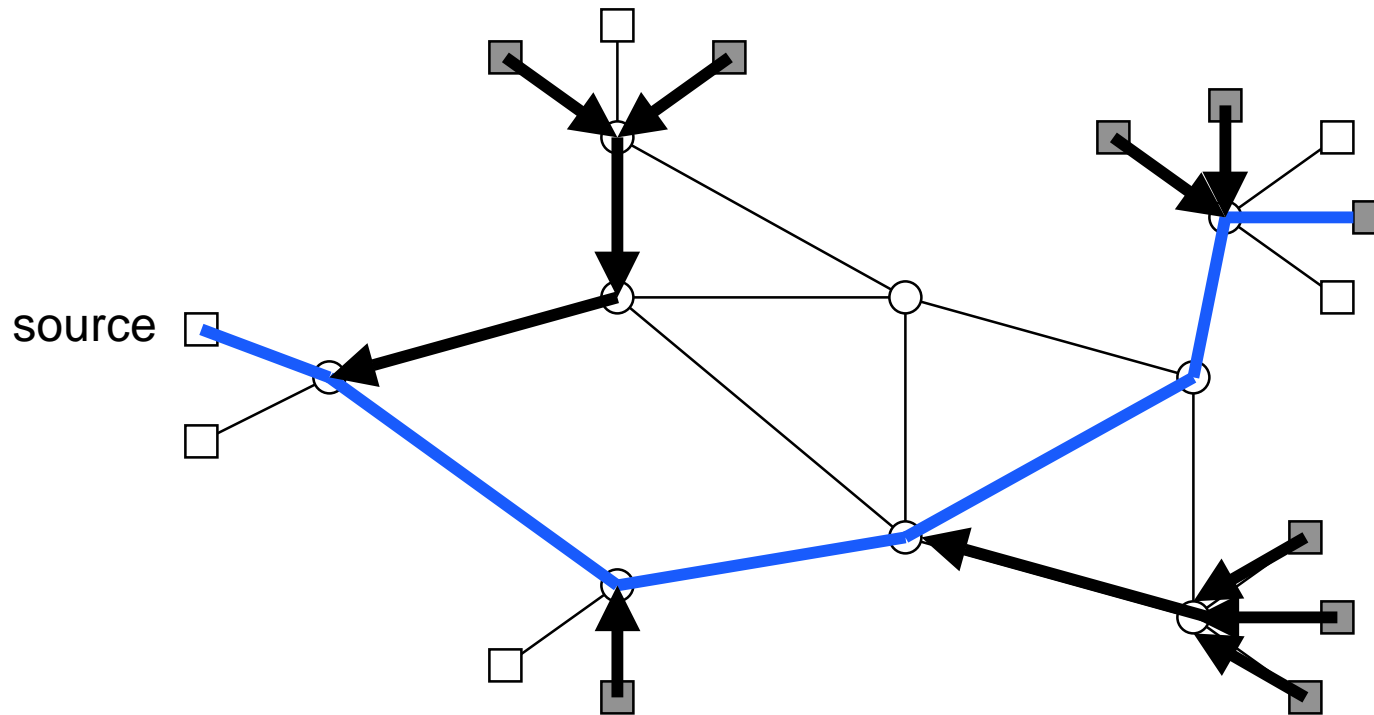
- Packets are distributed via a “tree”
  - No loops... no cycles
  - No more than one copy of each packet over a link

## Tree is Built via “Reverse Paths”



- Start from the receiver and build a path to the source
  - Routing is from the receiver to the source (reverse path)
  - Forwarding is in the source to receiver direction

## Adding Receivers to the Tree



- Other group members build a reverse path to an existing point on the tree



# What Were/Are the Technical Issues?

- How to build trees efficiently
  - Minimize complexity
  - Minimize router state and minimize message passing/processing
  - How to find the sources?
- How to connect domains together
- How to provide TCP-style services
  - Reliability
  - Congestion control



# What Are the Non-Technical Issues?

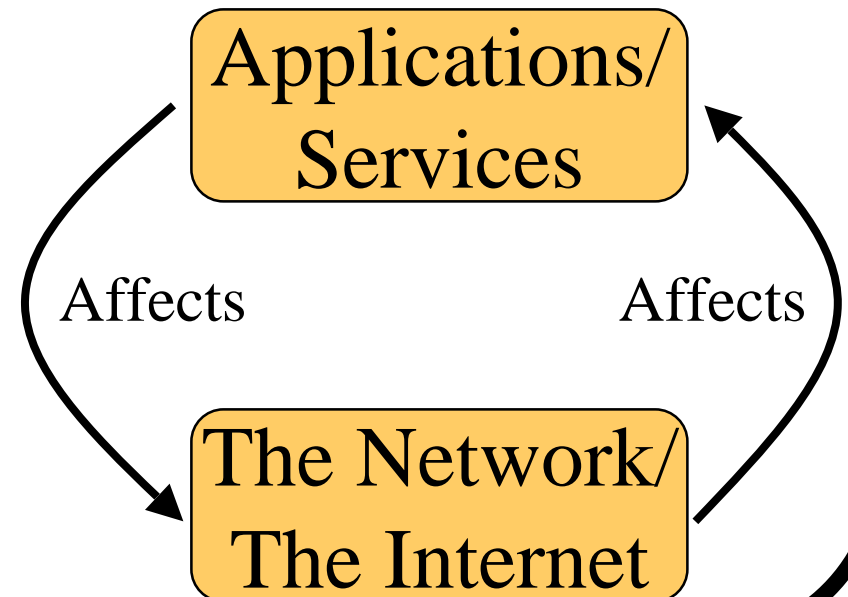
- Deployment requirements
  - Hardware/software updates
  - Pricing concerns
- Monitoring/Management challenges
  - No one really knows who the sources are
  - Packets go to multiple receivers
- Security issues
  - One-to-many is powerful
  - UDP is hard to predict and control

# Resync on the Questions

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# My Research

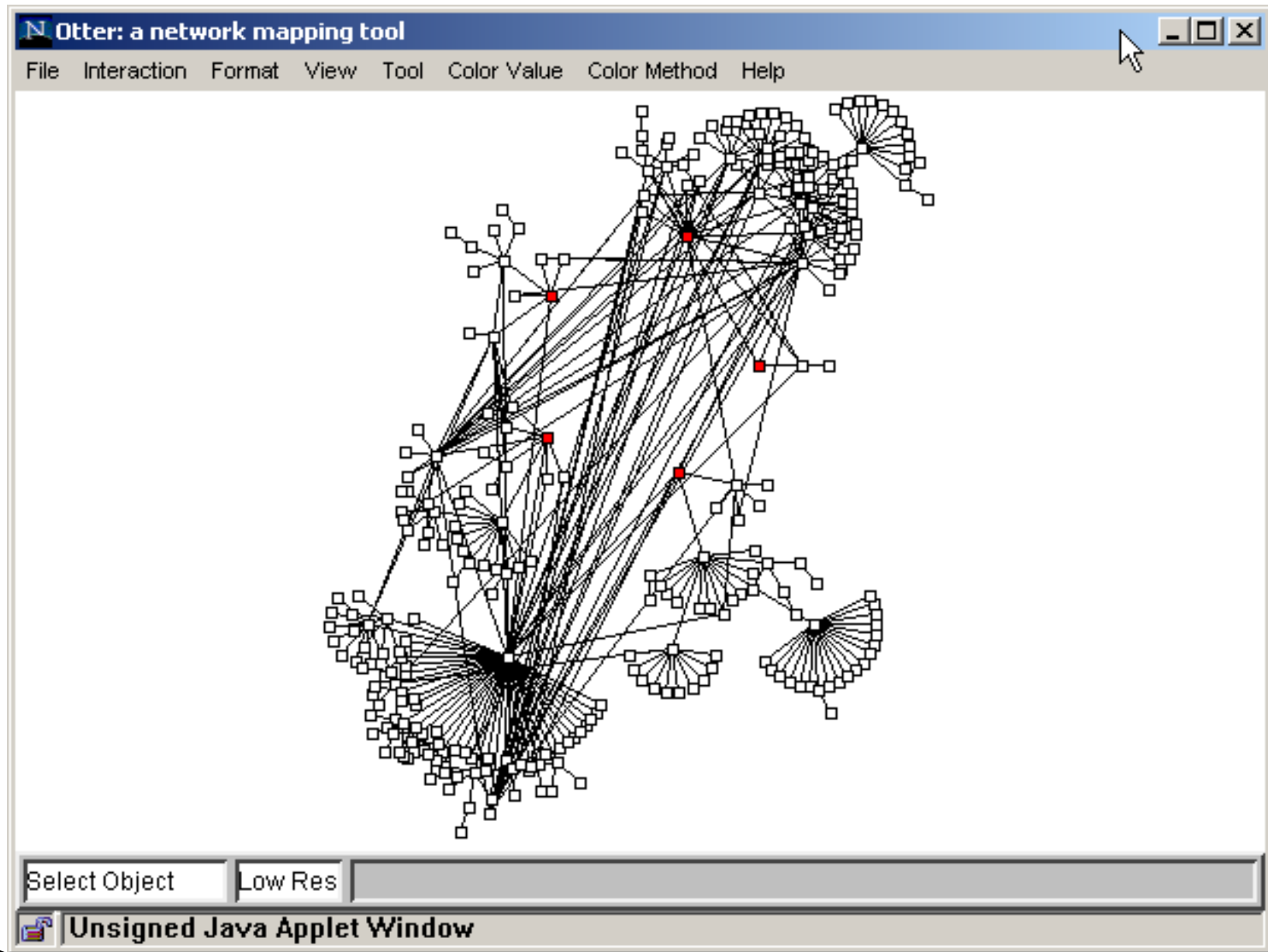
- New applications
  - (near) video-on-demand to jukebox-style delivery
  - other push-based content (loading caches & web content)
  - auctions, games, distance learning, etc
- Monitoring research
  - Monitor tree “health”
  - Visualize the topology
  - Track deployment
- Deployment efforts
  - Work with IETF and Internet2
  - Solve chicken-and-egg problems



# A Word About Deployment

- some commercial ISPs...
  - but typically service is not announced and is not supported
  - issues are beginning to be only political/financial (layers 8&9)
- still, there is multicast out there...
  - and many of the most successful apps are enterprise-based
- to track multicast deployment and stats...
  - see <http://imj.ucsb.edu/mantra/>
  - see <http://dast.nlanr.net/projects/beacon/>

# Latest Multicast Topology



# Hardware/Software Support for Multicast

- **network:** lots of vendors support multicast routing: Cisco & Juniper then Nortel, Foundry, Lucent, others, etc.
- **OSs/kernel:** **most** kernels support group mgt functions
- **applications:**
  - MBone tools (<http://www-mice.cs.ucl.ac.uk/multimedia/software/>)
  - IPTV, Real, MediaPlayer, etc.
  - Lots of others are imminent

# Multicast-Based Content

- **content:**

- UofO (<http://videolab.uoregon.edu/>)
- GRID (<http://www-fp.mcs.anl.gov/fl/accessgrid/>)
- ICAIR CSPAN (<http://cspan.icair.org/>)
- On-the-I (<http://www.on-the-i.com/>)
- Yahoo (<http://www.broadcast.com/broadband/>)
- NASA (<http://www.nasa.gov/ntv/ntvweb.html>)
- UCSB (<http://imj.gatech.edu/>)
- All the commodity traffic (sdr)

# A Word About Internet2

Internet2, led by over 180 universities working in partnership with industry and government, is developing and deploying advanced network applications and technologies.

- Internet2 Engineering Working Groups
  - IPv6
  - Measurement
  - Multicast
  - Quality of Service
  - Routing
  - Security
  - Topology

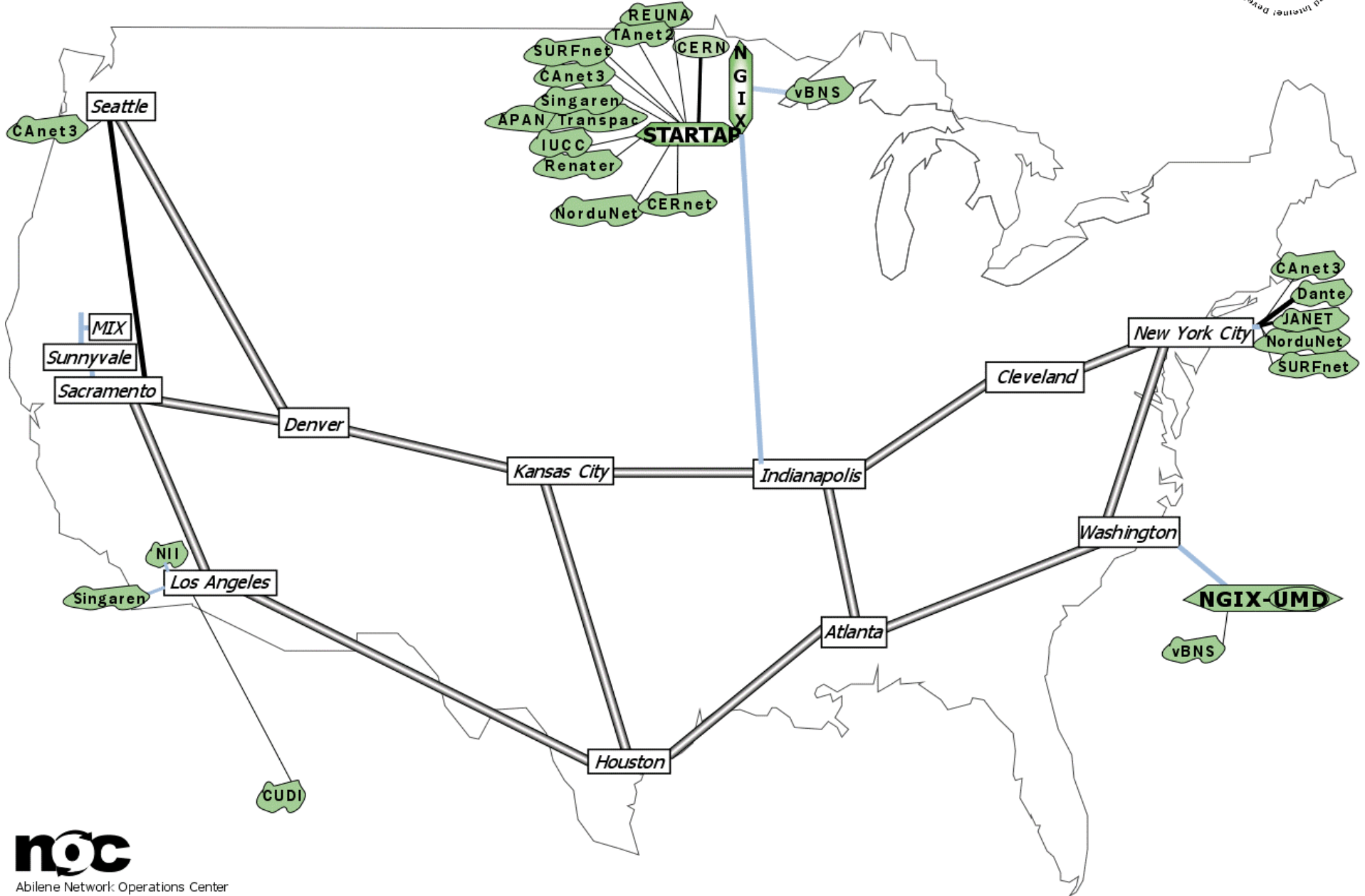


# The Internet2 (Abilene) Topology



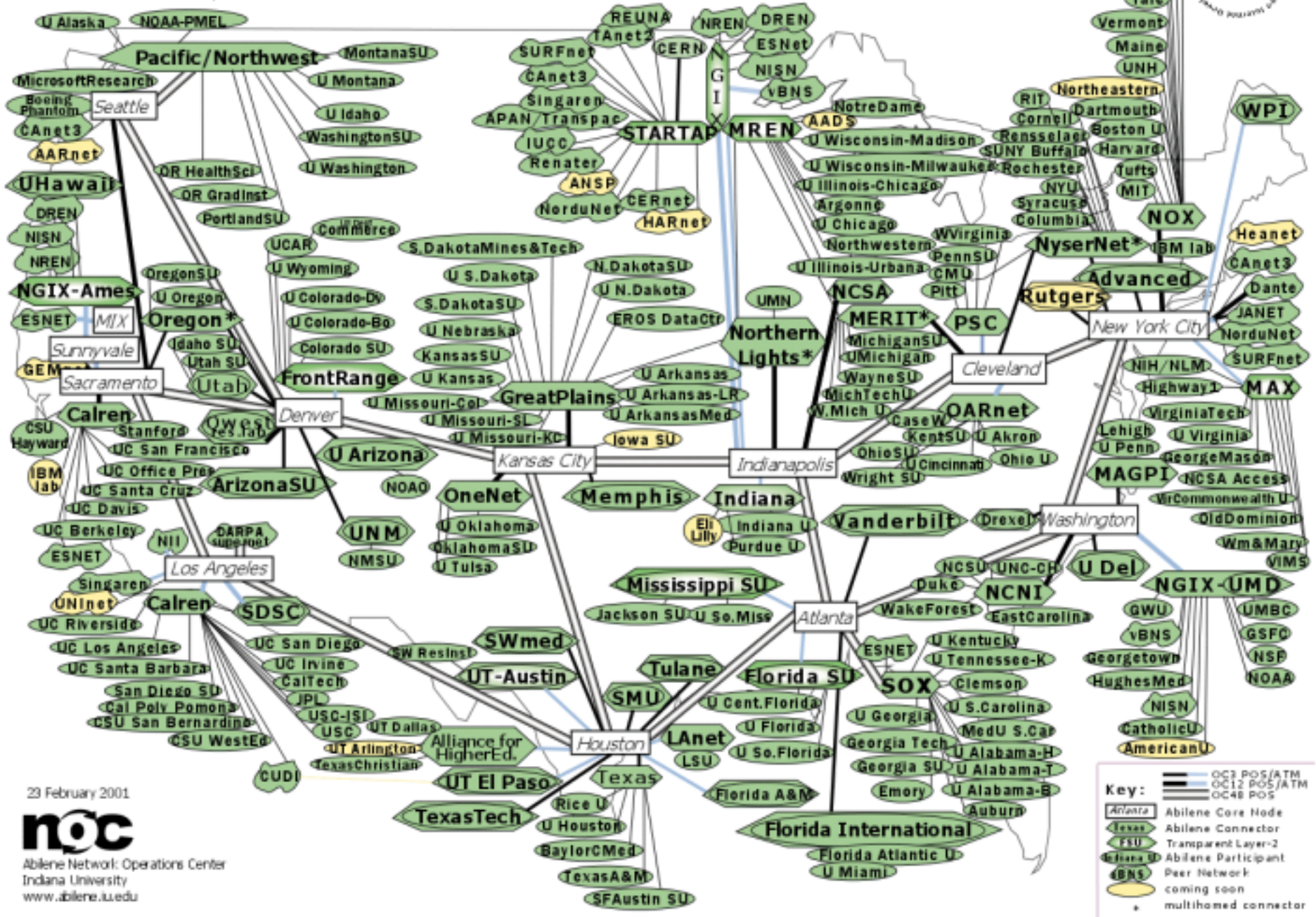
# The Abilene Network

## All International Peers



completed connections:  
 186 participants  
 47 connectors + 3 NGIXs + STAR TAP  
 34 connections to 20 peer networks

# The Abilene Network



**Key:**

- OC3 POS/ATM
- OC12 POS/ATM
- OC48 POS
- Atlanta Abilene Core Node
- Texas Abilene Connector
- FSU Transparent Layer-2
- Georgia SU Abilene Participant
- vBNS Peer Network
- coming soon coming soon
- + multihomed connector

23 February 2001



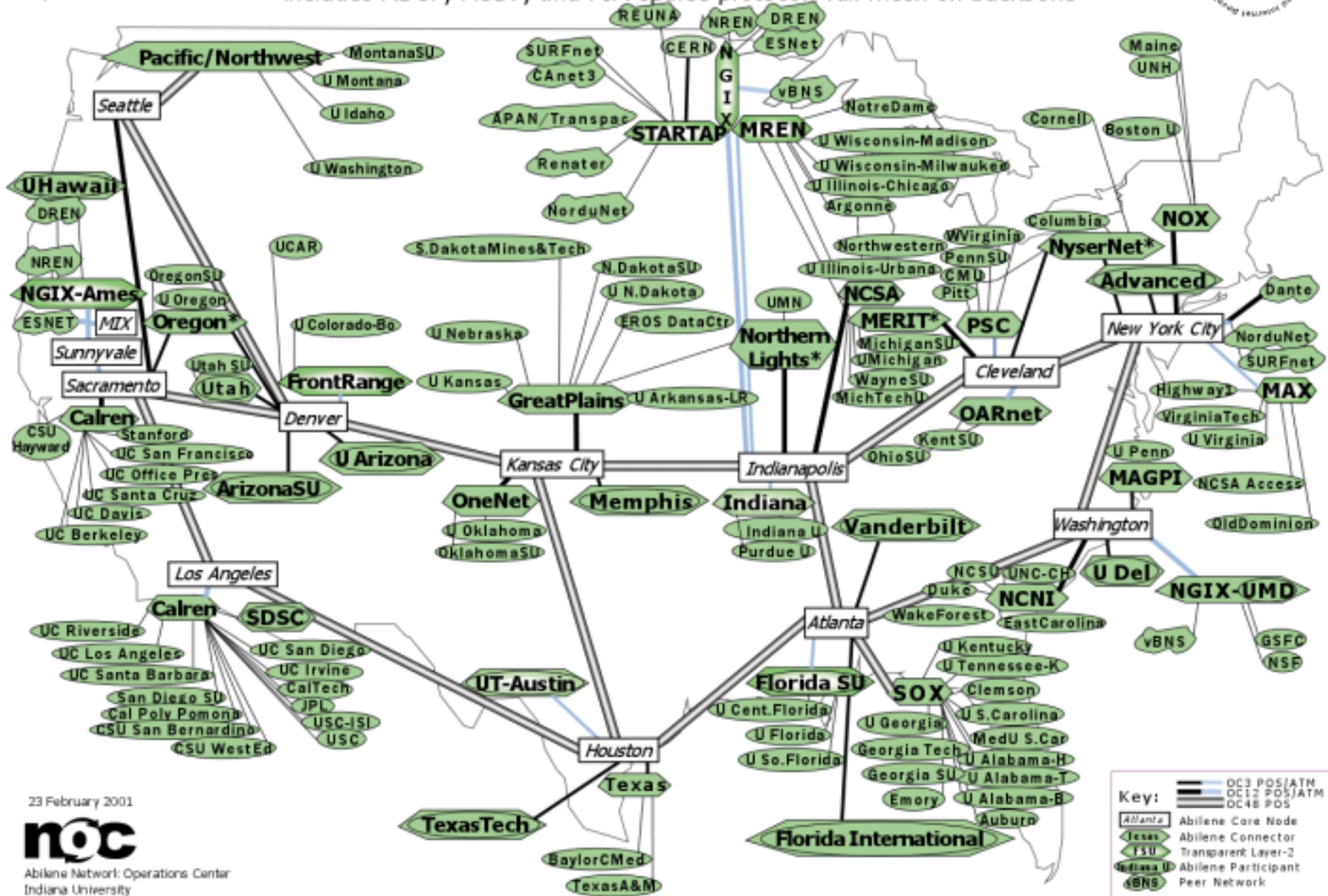
Abilene Network: Operations Center  
 Indiana University  
[www.abilene.iu.edu](http://www.abilene.iu.edu)

Multicast connections:  
 participants: 110  
 connectors: 35  
 peer networks: 11

# The Abilene Network

## Multicast deployment

includes MBGP, MSDP, and PIM-sparse protocols full-mesh on backbone



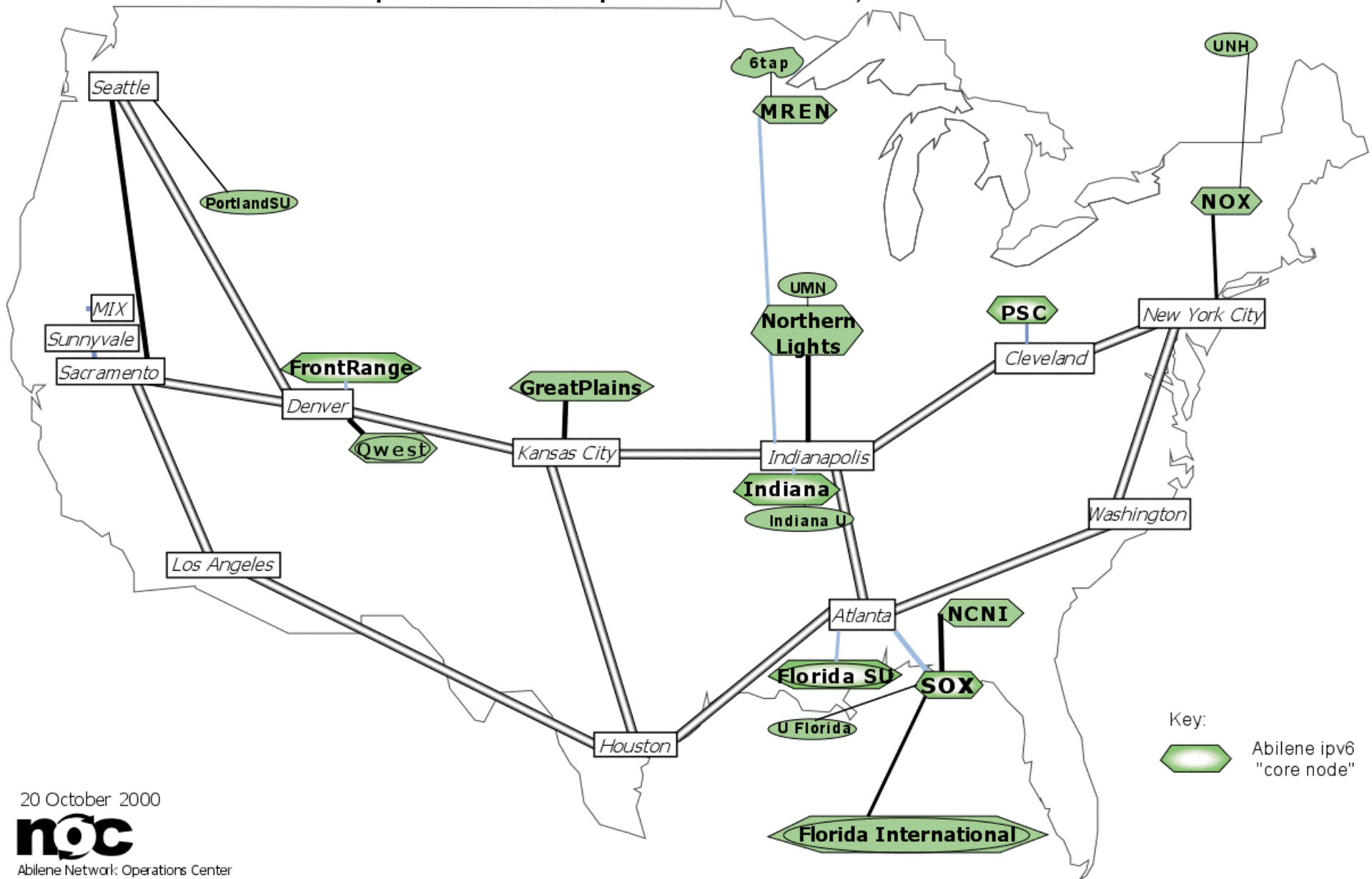
**Key:**

- OC3 POS/ATM
- OC12 POS/ATM
- OC48 POS
- Abilene Core Node
- Abilene Connector
- Transparent Layer-2
- Abilene Participant
- Peer Network
- multihomed connector

# The Abilene Network IPv6 deployment



Four Abilene ipv6 "core nodes" peer with each other, and other nodes with them



20 October 2000



Abilene Network Operations Center  
Indiana University  
[www.abilene.iu.edu/images/v6.pdf](http://www.abilene.iu.edu/images/v6.pdf)

# Questions... Answered(?)

<http://www.cs.ucsb.edu/~almeroth/talks/CRA-SMF.ppt>

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