

Current Trends in Internet Evolution and a Framework for Application Delivery



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These slides and audio/video recordings of this talk are available on-line at:

http://www.cse.wustl.edu/~jain/talks/ngi_ou.htm



1. Current trends in networking
2. Our research on next generation: open ADN
3. Software Defined Networks

Why to worry about Future Internet?



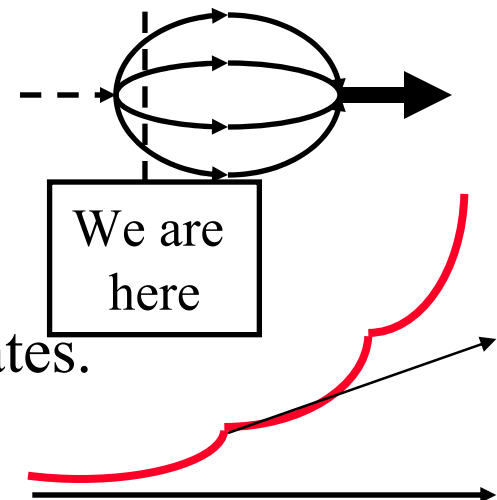
Billion dollar question!

2012: Where are we now?

- ❑ At the knee of Mobile Internet age (paradigm shift)
 - Computing (IBM 360) ⇒ Mini-computing (PDP11)
⇒ Personal Computing (Desktop, PC+MAC) ⇒ Laptops
⇒ Netbooks ⇒ Smart Phones + Tablets
- ❑ Most valued companies in the stock market are generally those that lead the paradigm shift
 - Automotive (General Motors) ⇒ Electrical (GE, Edison Electric) ⇒ Networking (Cisco + 3Com in 80's) ⇒ Internet (Netscape + Yahoo in 90's) ⇒ Mobile Internet (Apple +MS+ Google, 2010's)
- ❑ Note: Apple ≠ PC (MAC) company (mobile device company)
 - Google ≠ search engine (mobile device company)
- ❑ Also Social Networking (Facebook), Internet Retail (Amazon)

5 Future Predictors

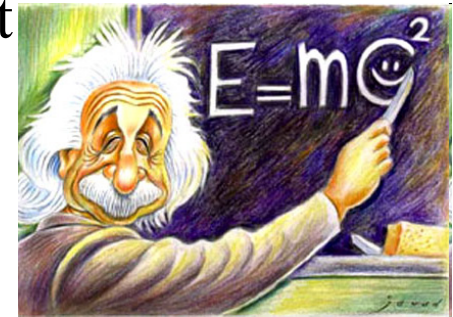
1. **Miniaturization:** Campus \Rightarrow Datacenter \Rightarrow Desktop \Rightarrow Laptop \Rightarrow Pocket \Rightarrow Multi-functional Pocket device
 2. **Mobility:** Static \Rightarrow Mobile (1 km/hr) \Rightarrow Mobile (100 km/hr) \Rightarrow Mobile (600 km/hr)
 3. **Distance:** PAN (5m) \Rightarrow LAN (500 m) \Rightarrow MAN (50 km) \Rightarrow WAN (500 km)
 4. **Applications:** Defense \Rightarrow Industry \Rightarrow Personal
 5. **Social Needs:** Energy, Environment, Health, Security
- Broadening and Aggregation: Research \Rightarrow Many Solutions \Rightarrow One Standard \Rightarrow General Public adoption, e.g., Ethernet
 - Non-Linearity: Progress is not linear. It is exponential and bursty. Most predictions are linear \Rightarrow underestimates.



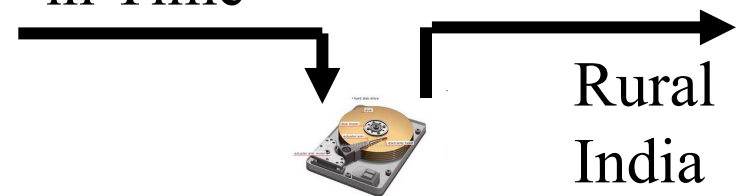
Trend: Moore's Law

- ❑ Computing Hardware is cheap
 - ❑ Memory is plenty
- ⇒ Storage and computing (Intelligence) in the net

- ❑ Energy ↔ ❑ Matter
- ❑ Space ↔ ❑ Time
- ❑ Communication in Space ↔ ❑ Communication in Time



- ❑ Link



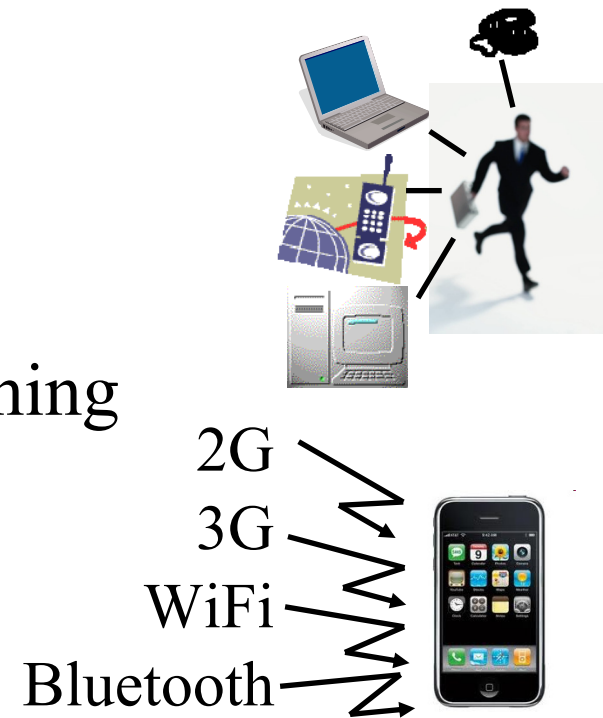
- ❑ Storage (USB, Caching,...)

Next Gen nets will use storage in networks, e.g., DTN, CCN

Trend: Multihoming + Mobility

- ❑ Centralized storage of info
- ❑ Anytime Anywhere computing
- ❑ Dynamically changing Locator
- ❑ User/Data/Host/Site/AS Multihoming
- ❑ User/Data/Host/Site Mobility

⇒ **ID/Locator Split**



**Mobile Telephony already distinguishes ID vs. Locator
We need to bring this technology to IP.**

Trend: Profusion of Services

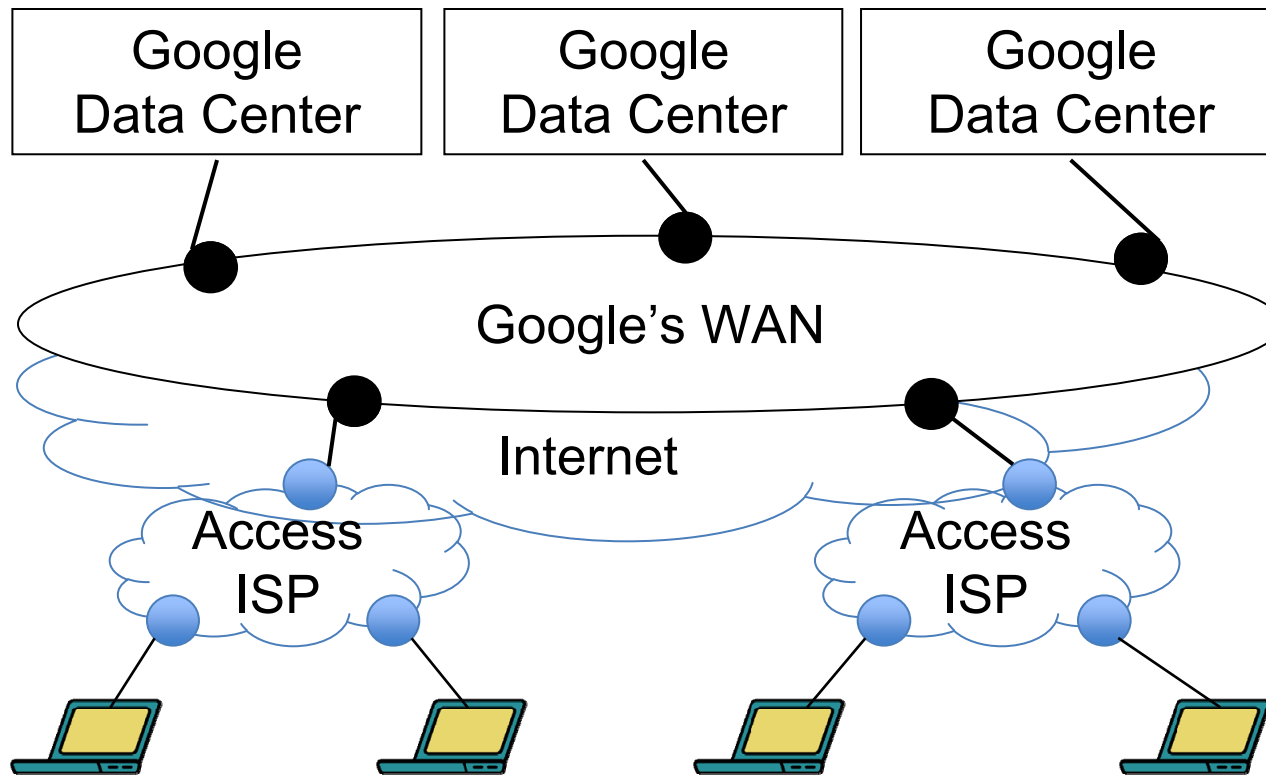


- ❑ Almost all top 50 Internet sites are services [Alexa]
- ❑ Smart Phones: iPhone, Android Apps
 - ⇒ New globally distributed services, Games, ...
 - ⇒ More clouds, ...

Networks need to support efficient service setup and delivery

Private Smart WANs

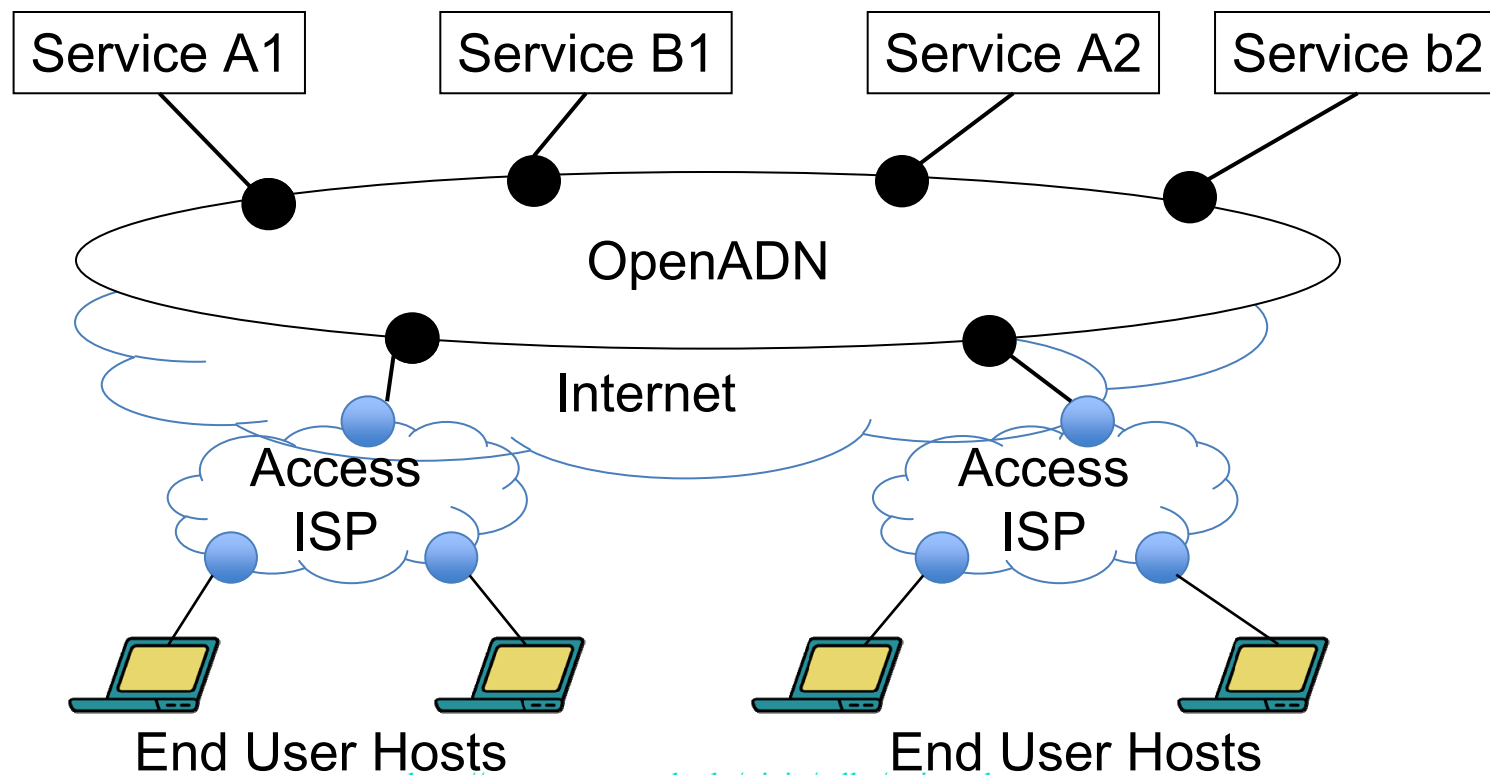
- ❑ Services totally avoid the Internet core \Rightarrow Many private WANs
- ❑ Google WAN, Akamai \Rightarrow Rules about how to connect users



Opportunity for ISPs to offer these types of WAN services

OpenADN

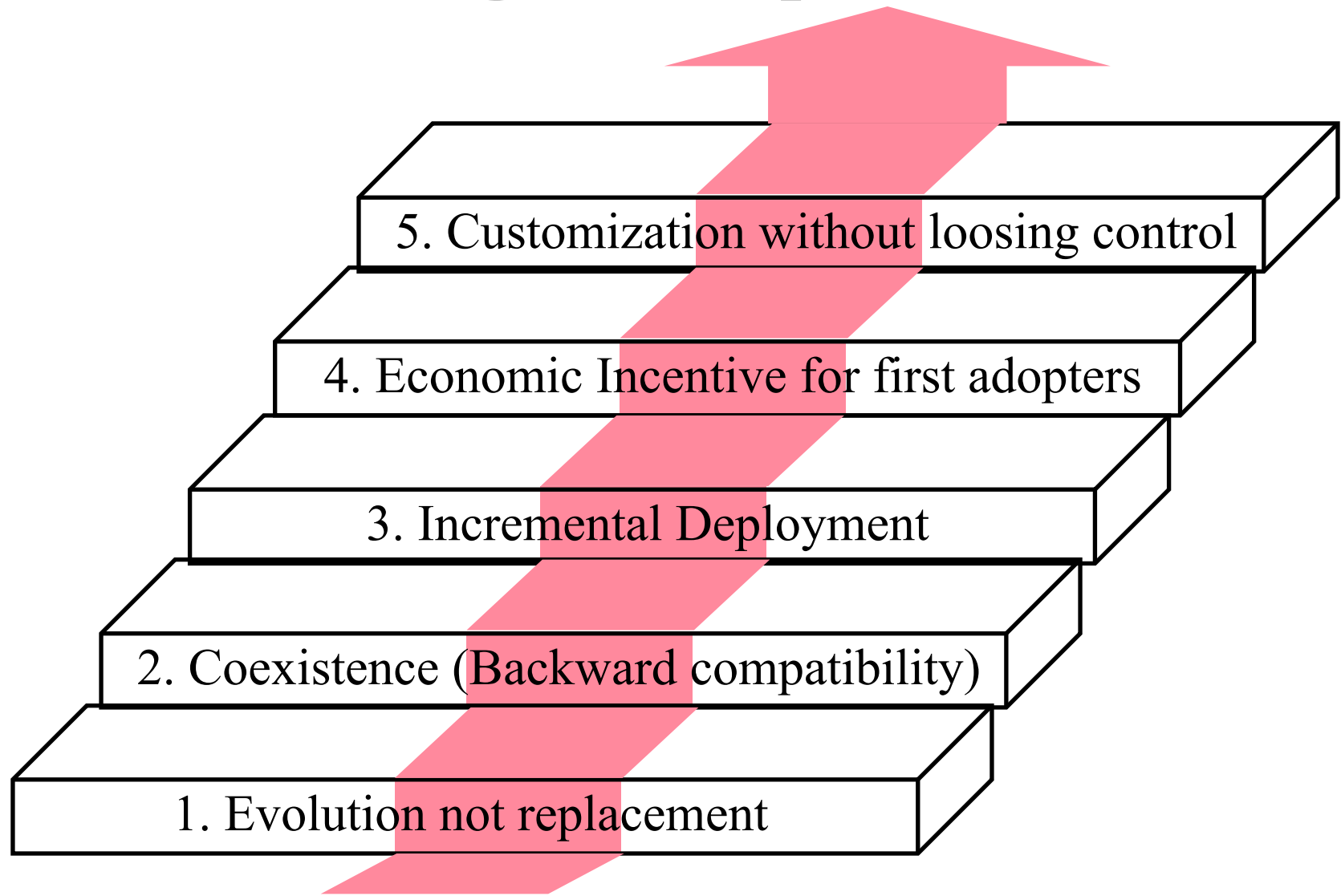
- ❑ High-Speed WAN for Application Service Delivery.
- ❑ Allows ASPs to quickly setup services



Ten Key Features that Services Need

1. **Replication**: Multiple datacenters appear as one
2. **Fault Tolerance**: Connect to B if A is down
3. **Load Balancing**: 50% to A, 50% to B
4. **Traffic Engineering**: 80% on Path A, 20% on Path B
5. **Flow based forwarding**: Movies, Storage Backup, ...
ATMoMPLS, TDMoMPLS, FRoMPLS, EoMPLS, ...
Packets in Access, Flows in Core
6. **Security**: Provenance, Authentication, Privacy, ...
7. **User Mobility**: Gaming/Video/... should not stop as the user moves
8. **Service composition**: Services using other services
9. **Customization**: Every service has different needs
10. **Dynamic Setup** \Rightarrow Networking as a Service

Five Arch Design Principles for Success



Networking: Failures vs Successes

- ❑ 1986: MAP/TOP (vs Ethernet)
- ❑ 1988: OSI (vs TCP/IP)
- ❑ 1991: DQDB
- ❑ 1994: CMIP (vs SNMP)
- ❑ 1995: FDDI (vs Ethernet)
- ❑ 1996: 100BASE-VG or AnyLan (vs Ethernet)
- ❑ 1997: ATM to Desktop (vs Ethernet)
- ❑ 1998: ATM Switches (vs IP routers)
- ❑ 1998: MPOA (vs MPLS)
- ❑ 1999: Token Rings (vs Ethernet)
- ❑ 2003: HomeRF (vs WiFi)
- ❑ 2007: Resilient Packet Ring (vs Carrier Ethernet)
- ❑ IntServ, DiffServ, ...



Technology alone does not mean success.

Key Features of openADN

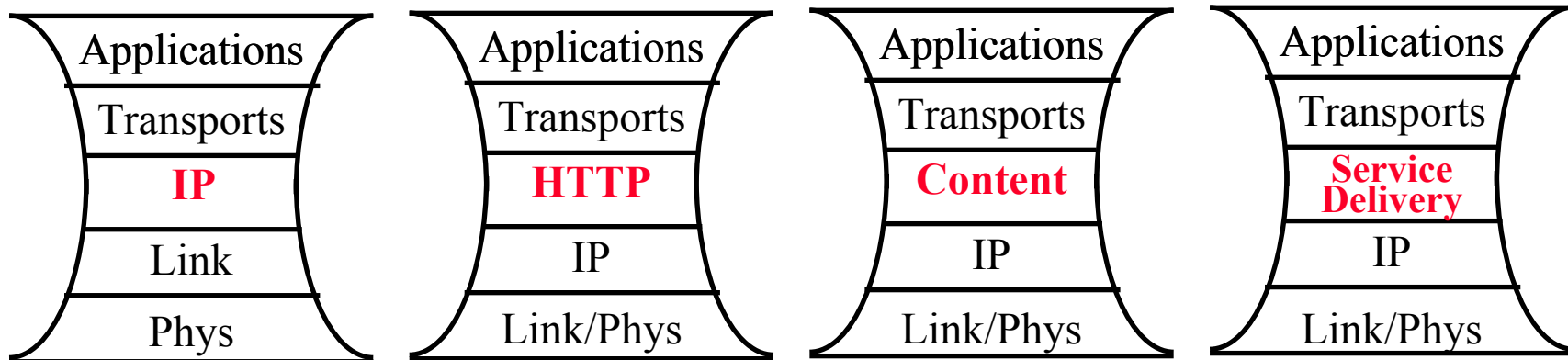
1. Edge devices only.
Core network can be current TCP/IP based or future SDN based
2. Coexistence (Backward compatibility):
Old on New. New on Old
3. Incremental Deployment
4. Economic Incentive for first adopters



**Most versions of Ethernet followed these principles.
Many versions of IP did not.**

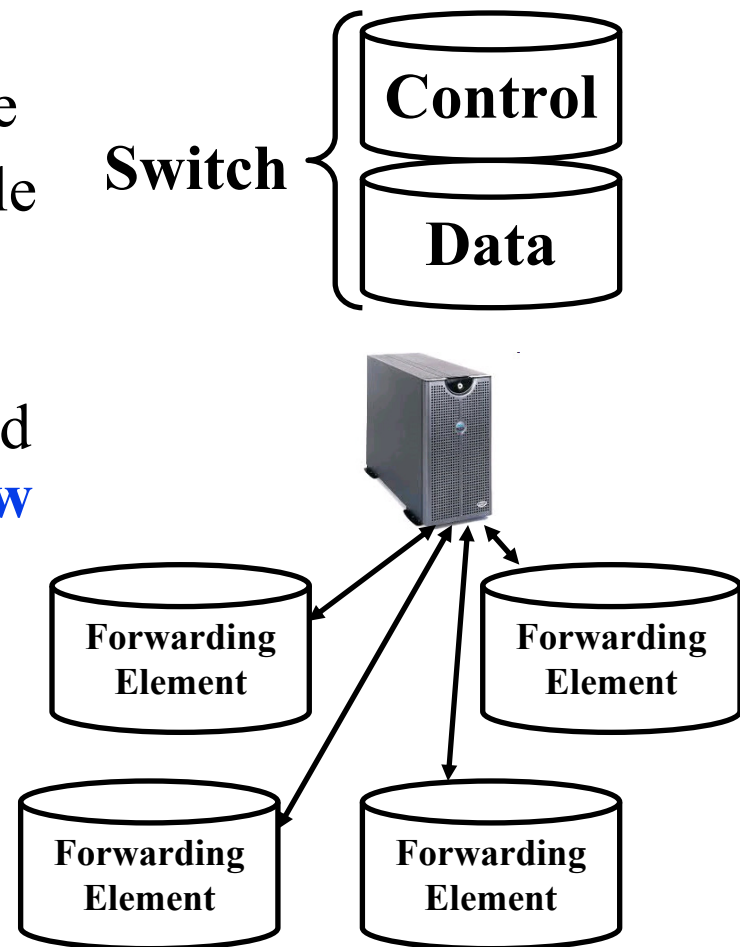
The Narrow Waist

- Everything as a service over service delivery narrow waist
- IP, HTTP, Content, Service delivery, ...



Trend: Separation of Control and Data Planes

- ❑ Control = Prepare forwarding table
- ❑ Data Plane: Forward using the table
- ❑ Forwarding table is prepared by a central controller
- ❑ Protocol between the controller and the forwarding element: **OpenFlow**
- ❑ Centralized control of policies
- ❑ Switches are simple.
Controller can be complex
Can use powerful CPUs
- ❑ Lots of cheap switches
= Good for large datacenters



Ref: [MCK08] "OpenFlow: Enabling Innovation in Campus Networks," OpenFlow Whitepaper, March 2008

<http://www.openflow.org/documents/openflow-wp-latest.pdf>

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http://www.cse.wustl.edu/~jain/talks/ngi_ou.htm

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OpenFlow (Cont)

- ❑ Controller forwards the packets correctly as the mobile clients move
- ❑ Reference designs for Linux, Access points (OpenWRT), and NetFPGA (hardware)
- ❑ Allows both proactive (flow tables loaded before hand) and reactive (Flow entries loaded on demand)
- ❑ Allows wild card entries for aggregated flows
- ❑ Multiple controllers to avoid single point of failure: Rule Partitioning, Authority Partitioning
- ❑ Open Networking Foundation announced Open Switch Specification V1.2 on Jan 29, 2012: Includes IPv6 and experimenter extensions.

Ref: [MCK08], OpenFlow.org, OpenNetworking.org

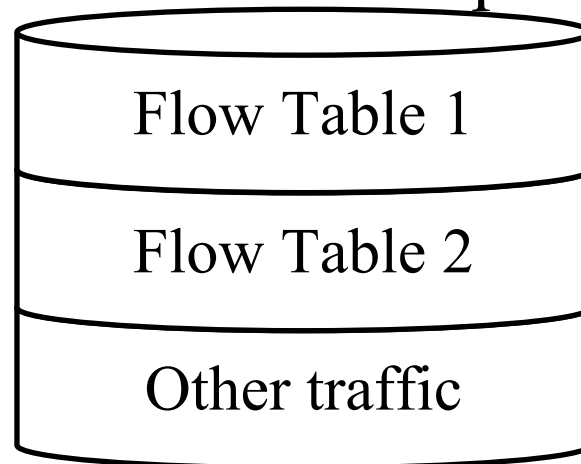
Trend: Software Defined Networks

- ❑ Problem: Multiple tenants in the datacenter
- ❑ Solution: Use multiple controllers.
Each tenant can enforce its policies

VLAN1

VLAN2

Other LANs



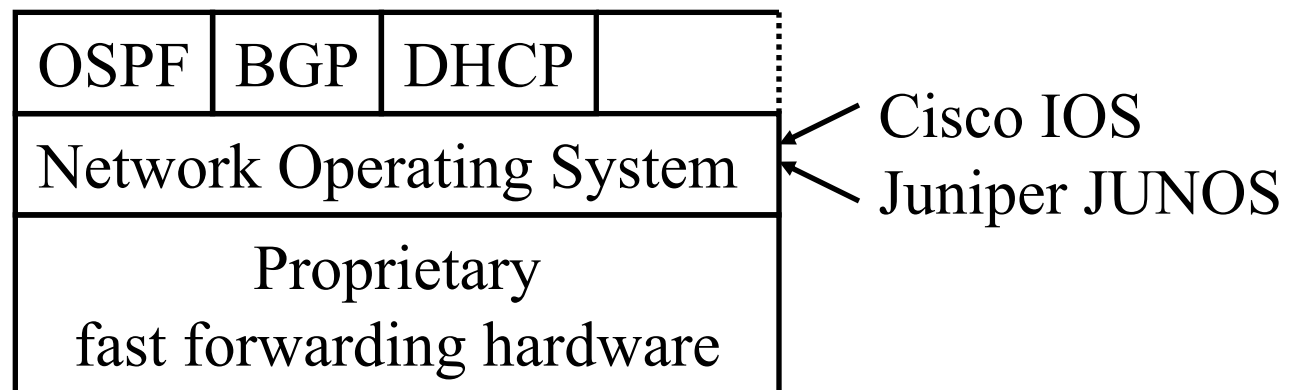
Controller 1

Controller 2

- ❑ Significant industry interest \Rightarrow Open Networking Foundation, <https://www.opennetworking.org/>

Problem: Complex Routers

- ❑ The routers are expensive because there is no standard implementation.
- ❑ Every vendor has its own hardware, operating/ management system, and proprietary protocol implementations.
- ❑ Similar to Mainframe era computers.
No cross platform operating systems (e.g., Windows) or cross platform applications (java programs).



Solution: Divide, Simplify and Standardize

- ❑ Computing became cheaper because of clear division of hardware, operating system, and application boundaries with well defined APIs between them
- ❑ Virtualization \Rightarrow simple management + multi-tenant isolation

| | | |
|--------------------------|----------|-------|
| Scientific | Business | Batch |
| OS360 Operating System | | |
| IBM 360 HW, Storage, ... | | |

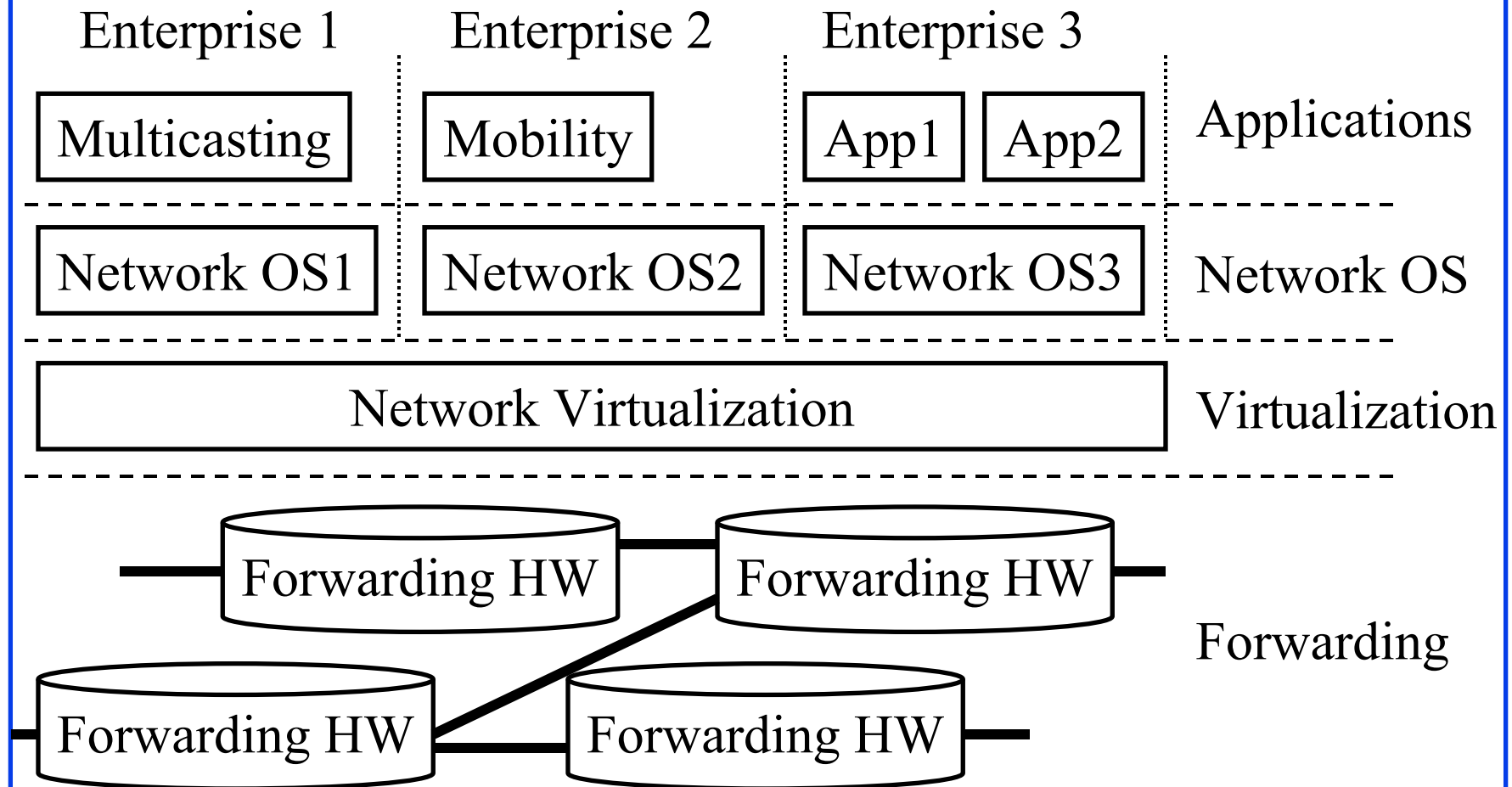


| | | |
|-----------|------------|--------|
| MSSOffice | OpenOffice | |
| Windows | OS X | Chrome |
| Intel | AMD | ARM |

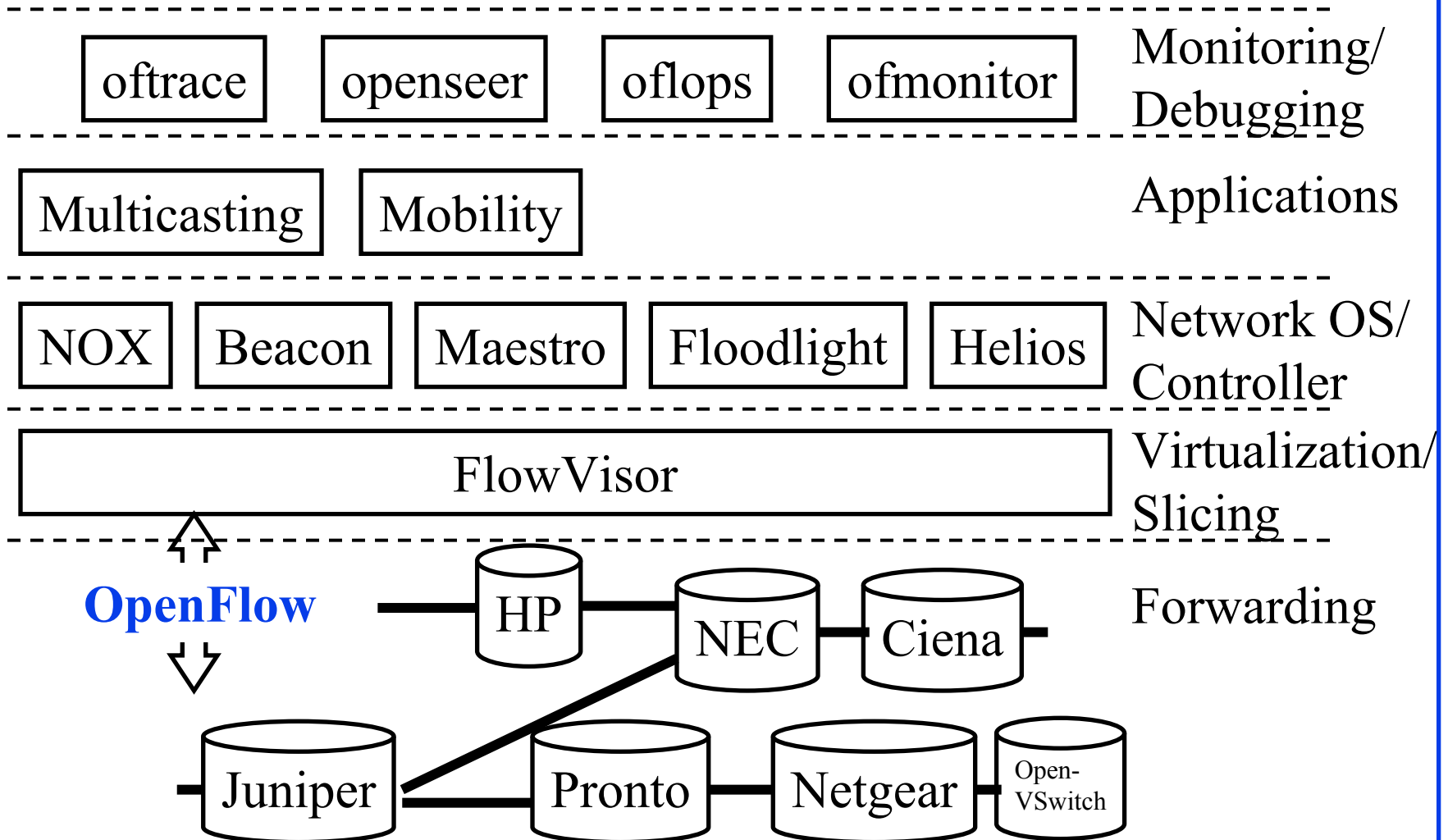


| | | |
|-------------|-----|-----|
| VM1 | VM2 | VM3 |
| Hypervisor | | |
| Physical HW | | |

Multi-Tenant SDN Architecture



SDN Architecture Component Examples

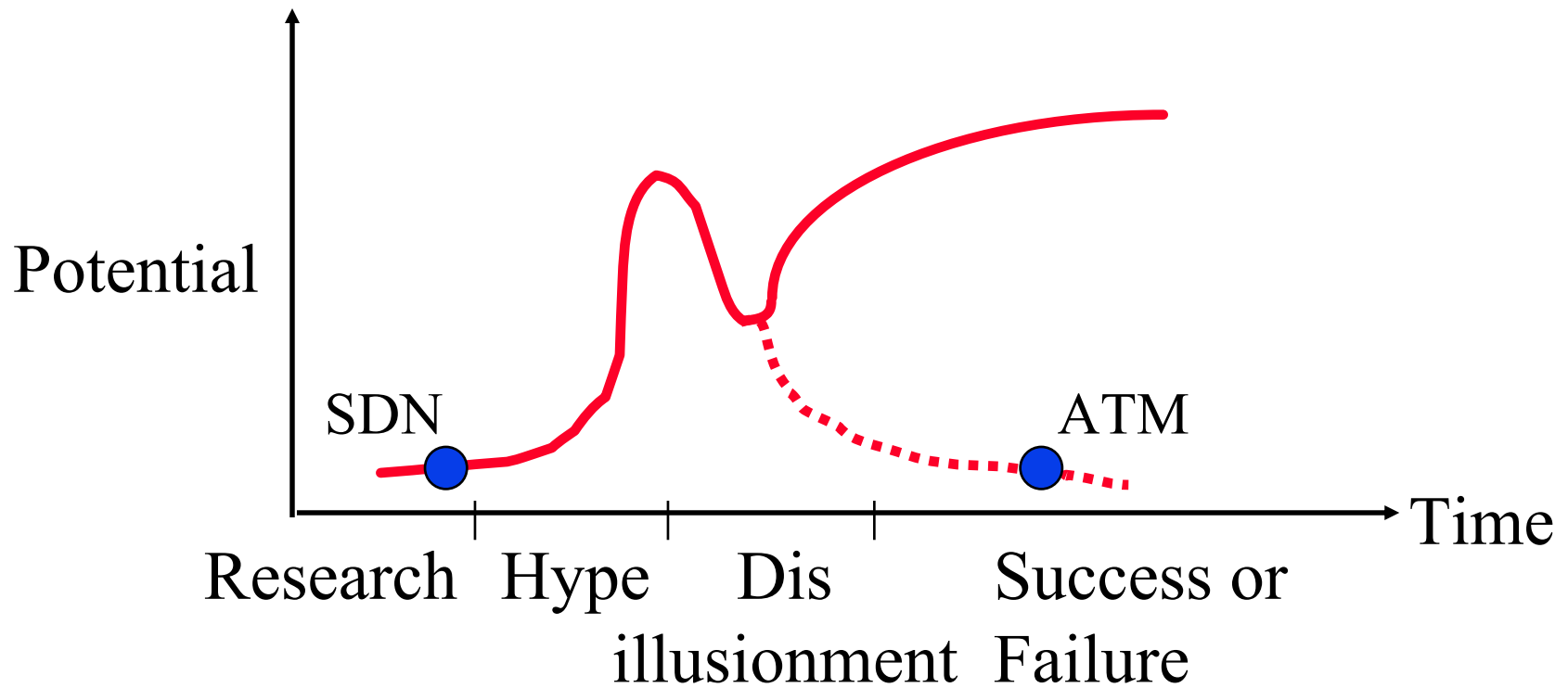


Ref: <https://courses.soe.ucsc.edu/courses/cmpe259/Fall11/01/pages/lectures/srini-sdn.pdf>

SDN Impact

- ❑ Why so much industry interest?
 - Commodity hardware
 - ⇒ Lots of cheap forwarding engines ⇒ Low cost
 - Programmability ⇒ Customization
 - Sharing with Isolation ⇒ Networking utility
 - Those who buy routers, e.g., Google, Amazon, Docomo, DT will benefit significantly
- ❑ Opens up ways for new innovations
 - Dynamic topology control: Turn switches on/off depending upon the load and traffic locality
 - ⇒ “Energy proportional networking”

Life Cycles of Technologies



Industry Growth: Formula for Success



Innovators

⇒ Startups

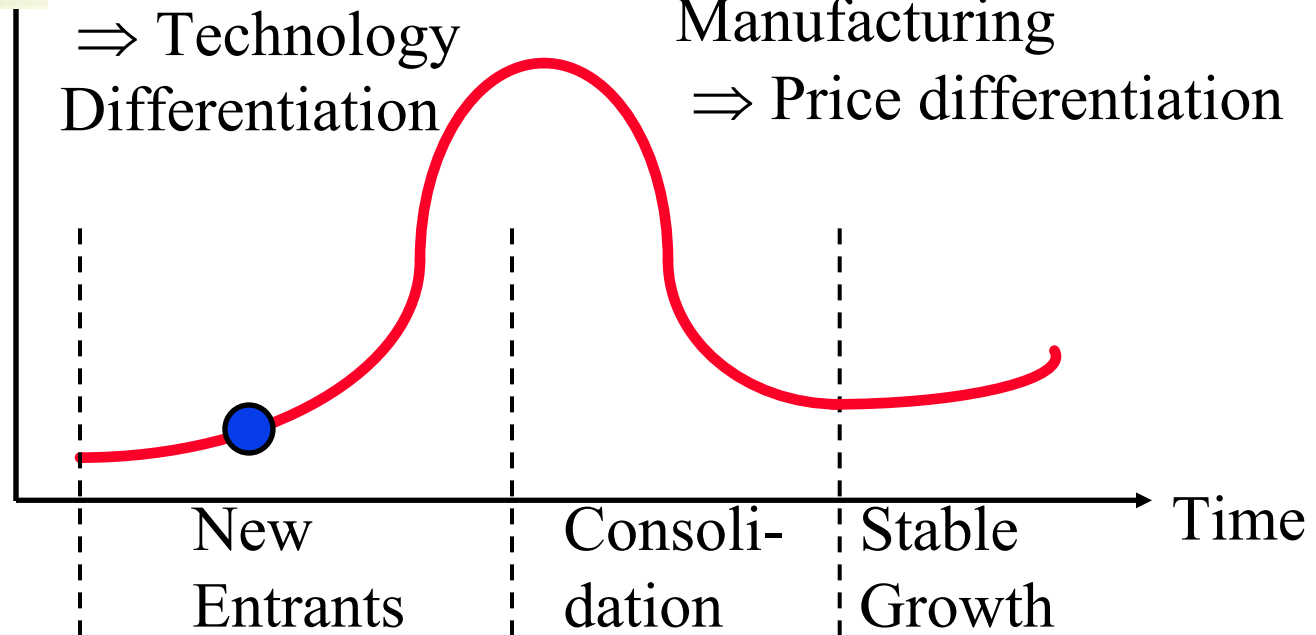
⇒ Technology
Differentiation

Big Companies

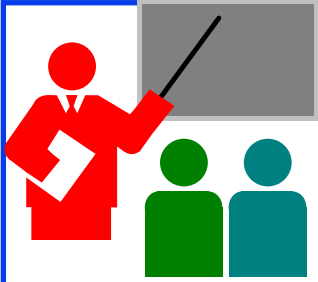
Manufacturing

⇒ Price differentiation

Number of
Companies



- ❑ Paradigm Shifts ⇒ Leadership Shift
- ❑ Old market leaders stick to old paradigm and loose
- ❑ Mini Computers → PC, Phone → Smart Phone, PC → Smart Phone



Summary

1. Peak of **mobile internet** paradigm shift
2. Miniaturization, Mobility, Distance, Applications, Social needs help predict the future
3. Profusion of **multi cloud-based applications** on the Internet. Application services need replication, fault tolerance, traffic engineering, security, ...
4. **OpenADN** provides these features in a multi-cloud environment with backward compatibility, incremental deployment
5. Trend is towards simplifying and standardizing router interfaces \Rightarrow Software defined networking

Application Delivery: Opportunity for ISP's