



# G-Lab: Concept, use cases and federation

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## 1. Testbeds and use cases: a challenge liaison

- Generic Testbeds and Experimental Facilities

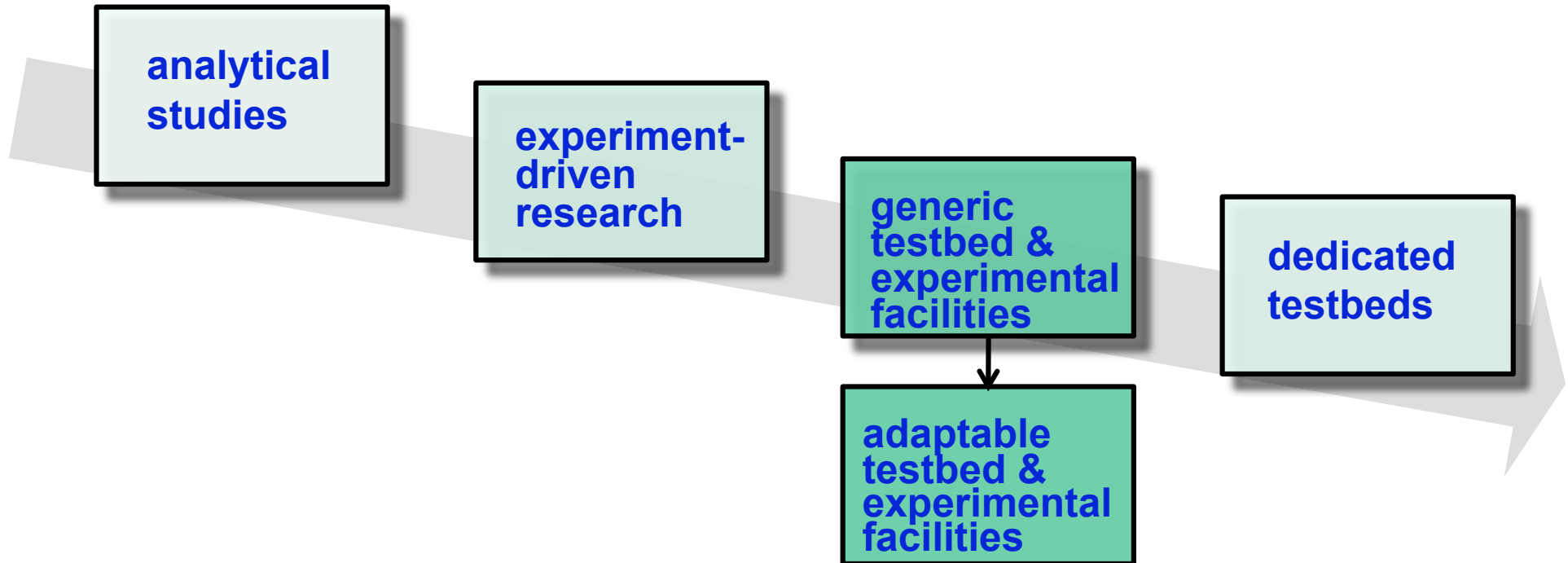
## 2. The G-Lab approach

- Concept, consortium and funding path
- G-Lab Phase 1

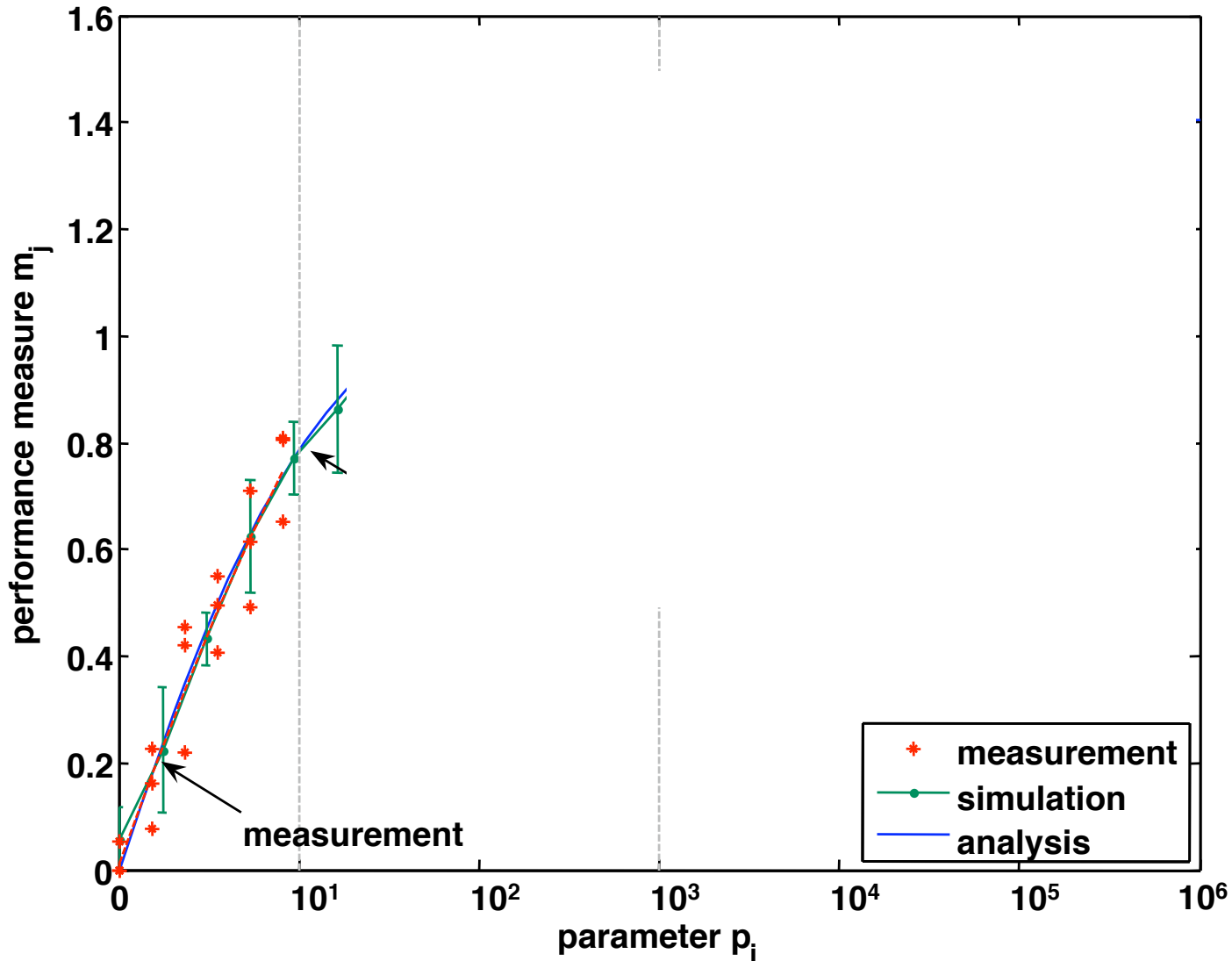
## 3. Initial Use Cases and federation need

- Prerequisites for test cases
- Layering and positioning of experiments
- Examples of use cases
- Some thoughts on federation

## 4. Challenges

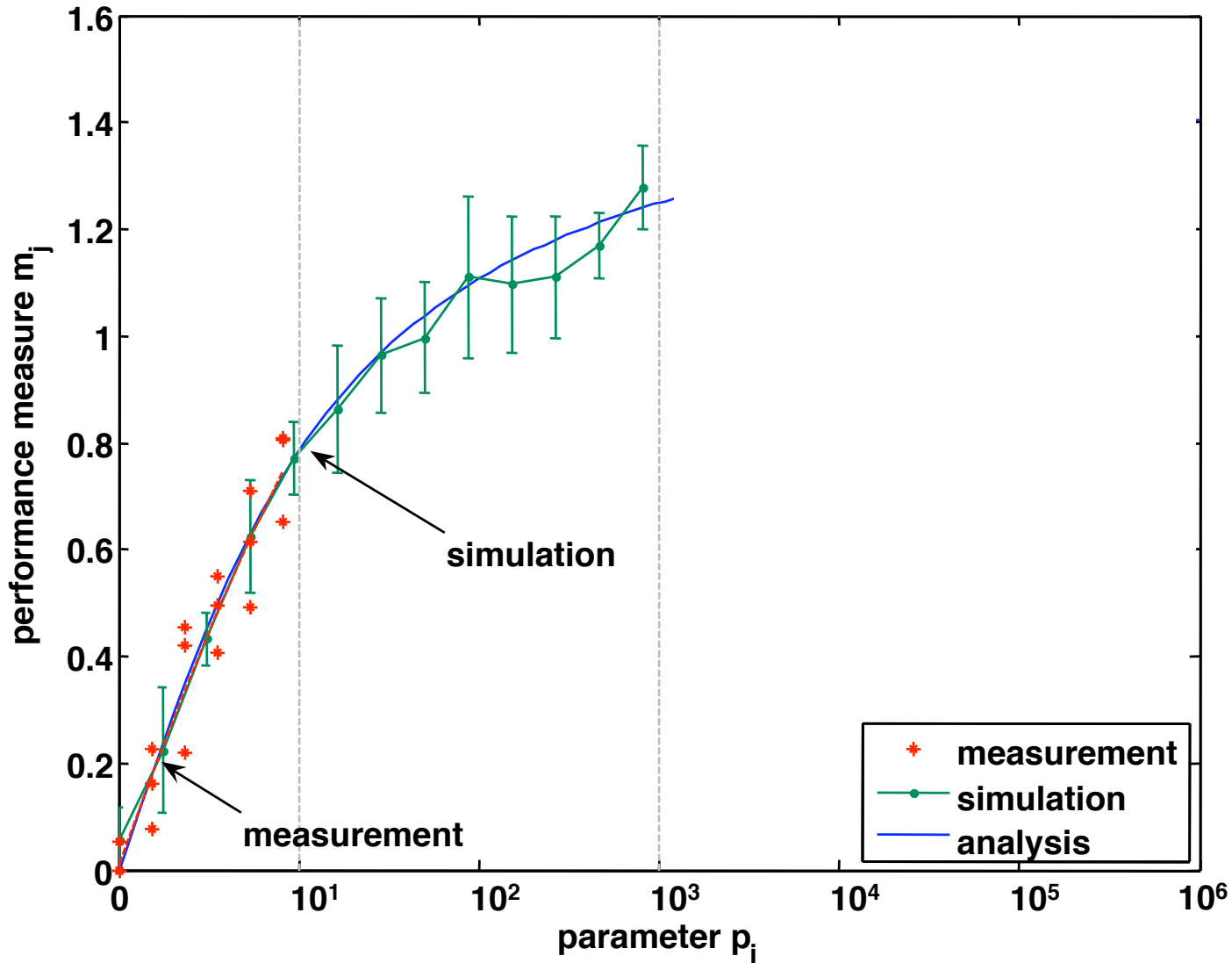


e.g. ISP's costs due to amount of traffic



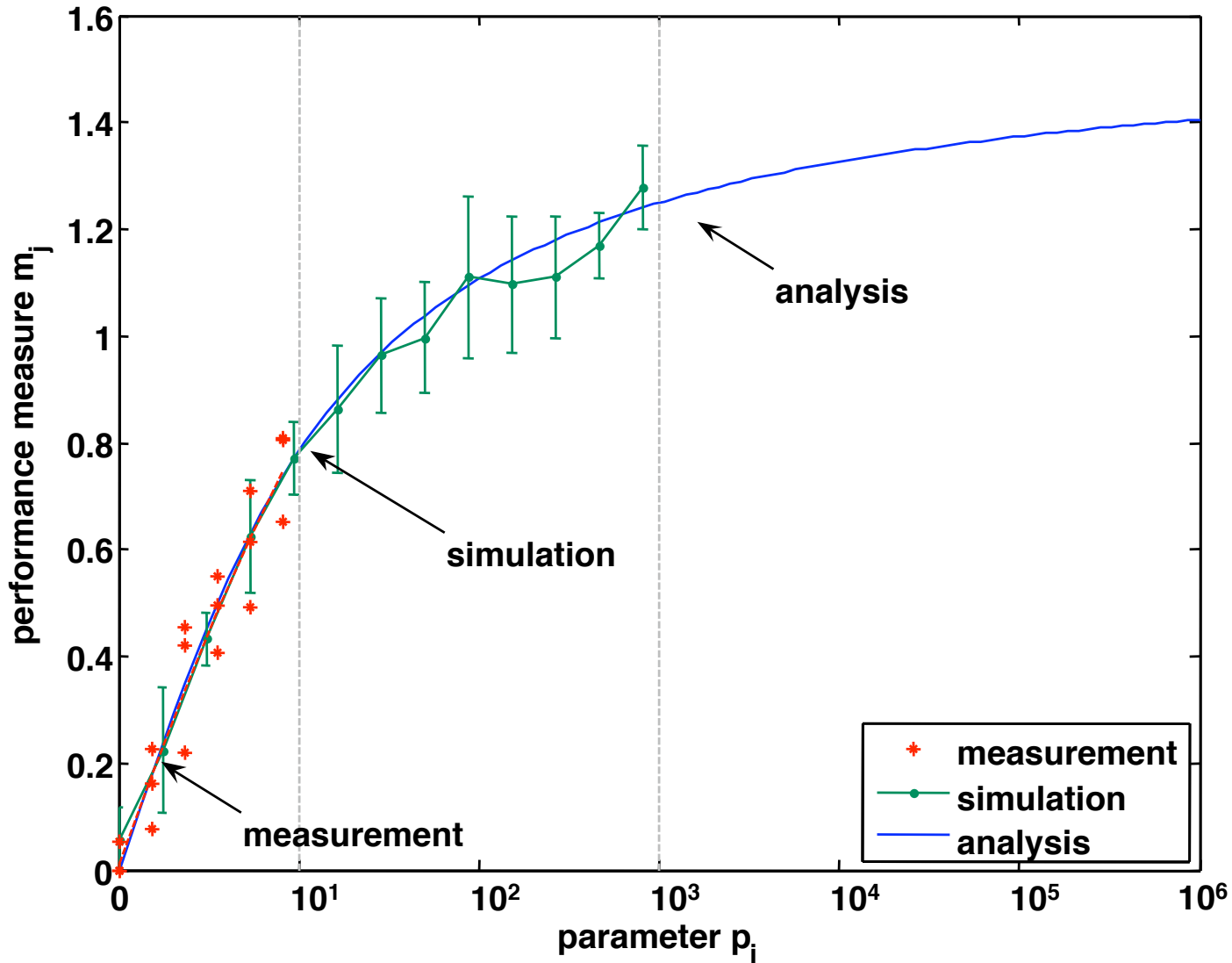
e.g. number of investigated nodes

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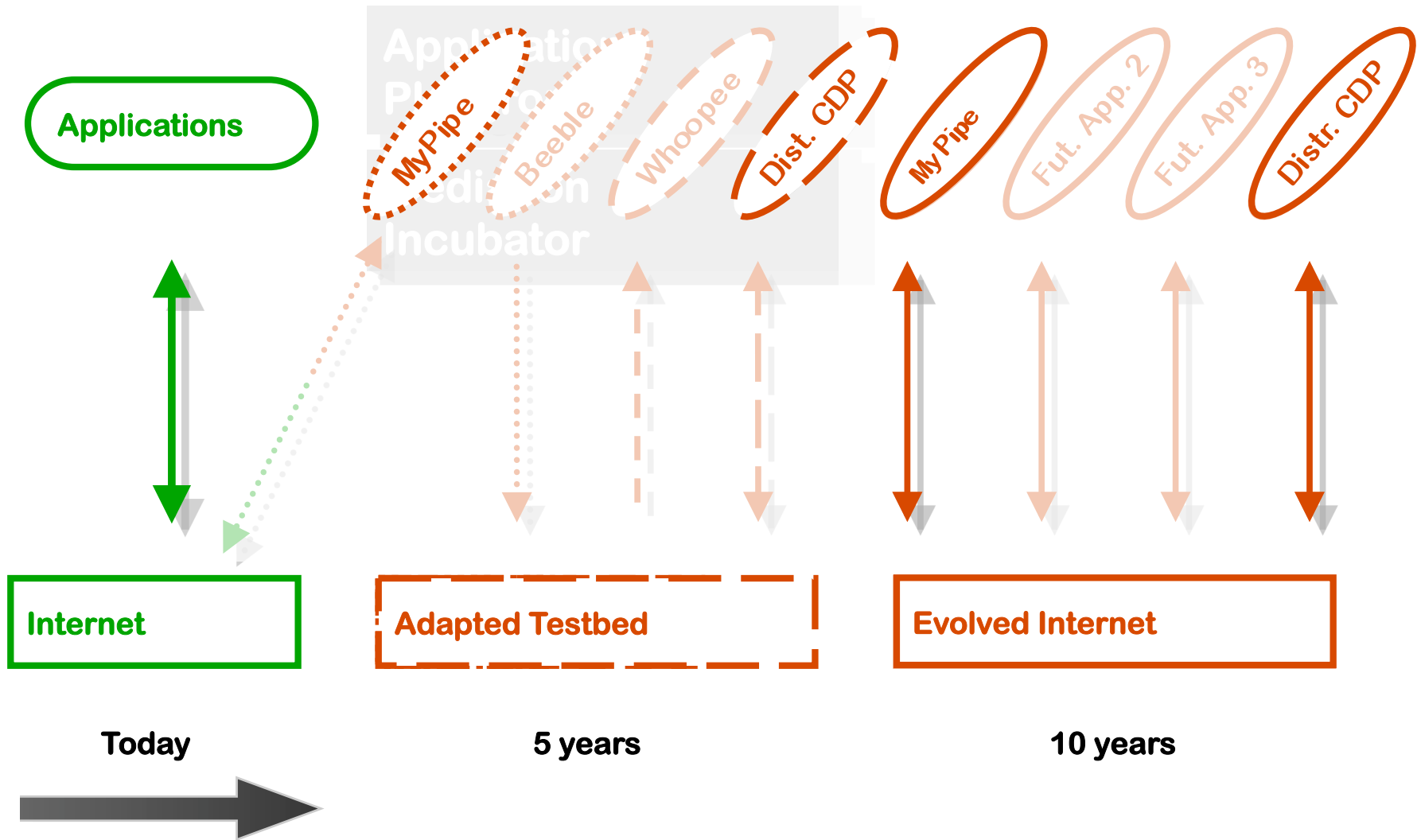
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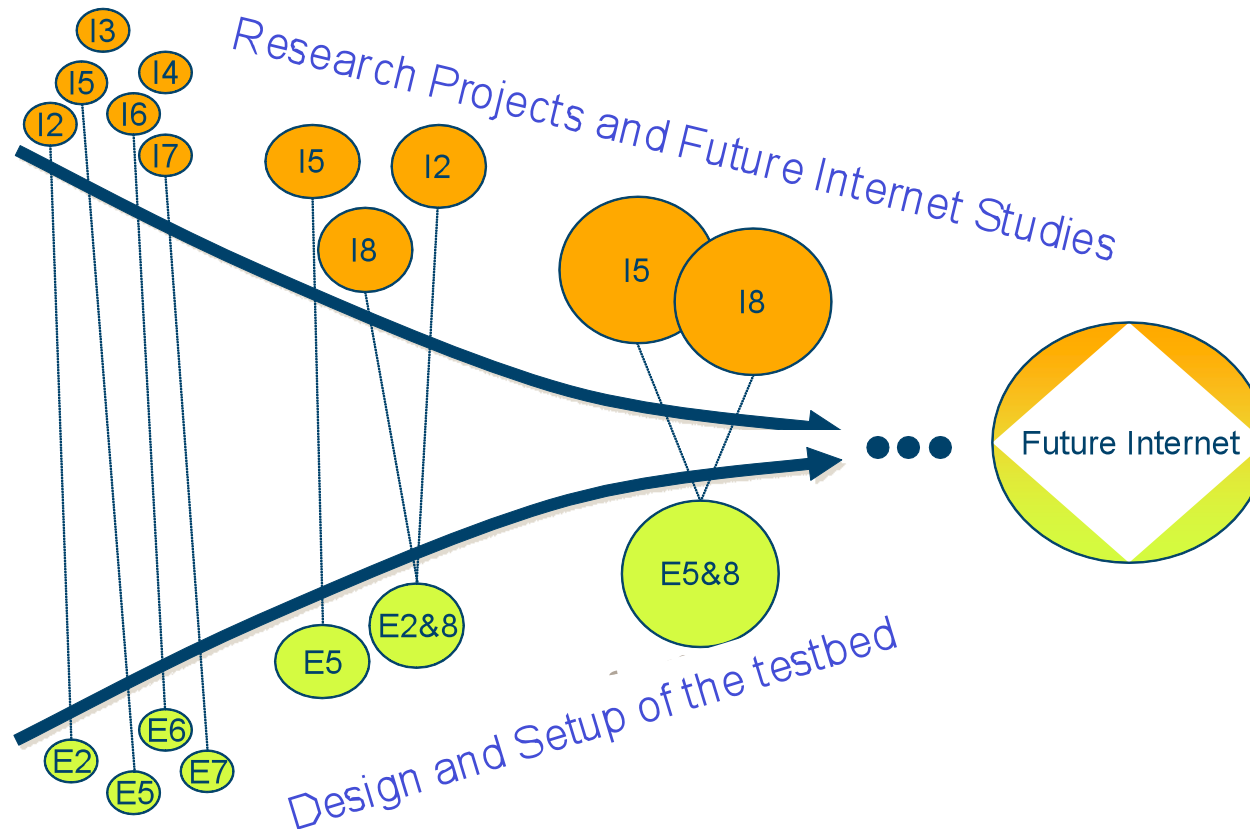
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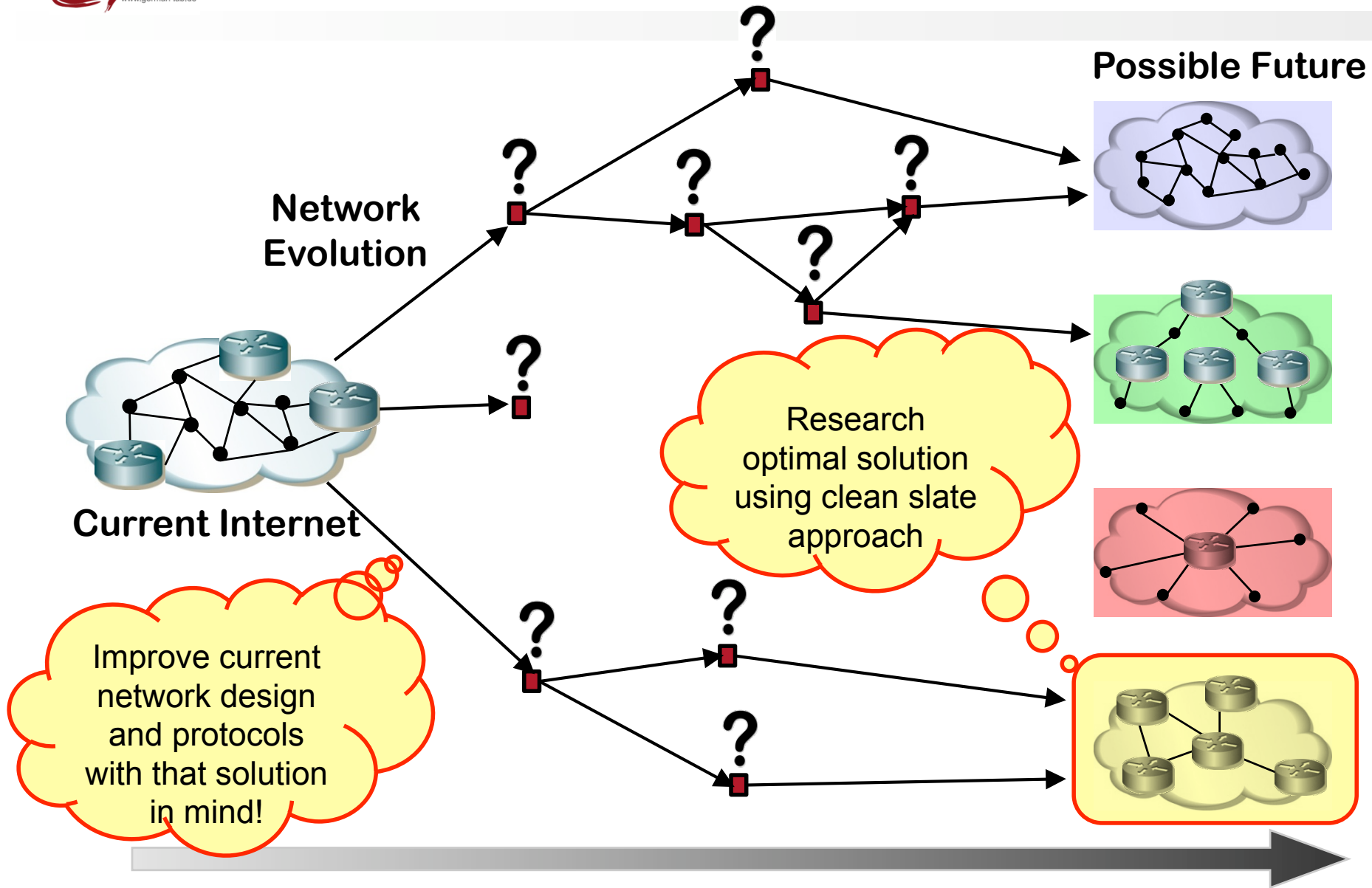


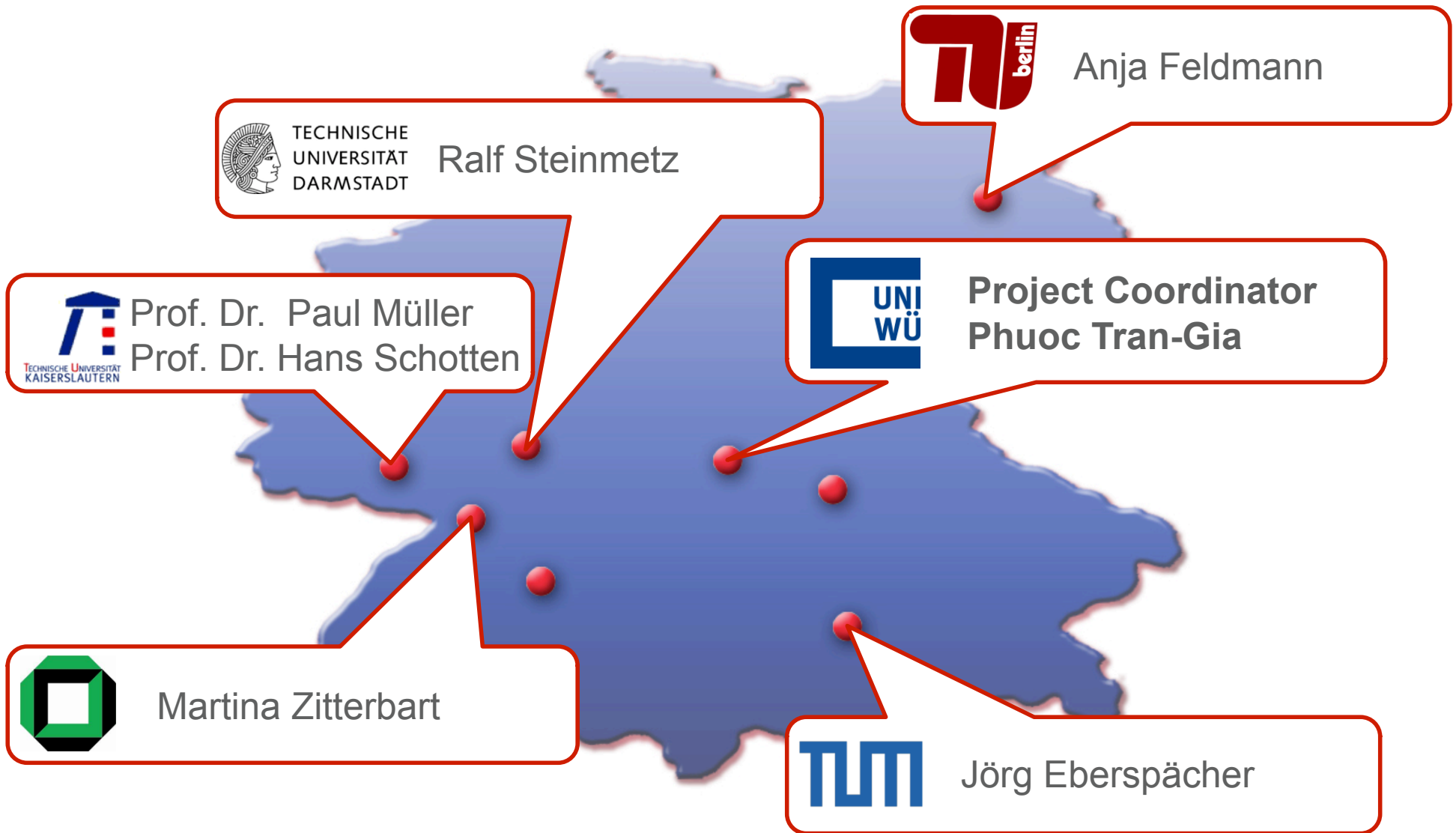
# G-Lab project objective and pathway

- ▶ Provide an **experimental platform** for studies on mechanisms, protocols and applications towards Future Internet



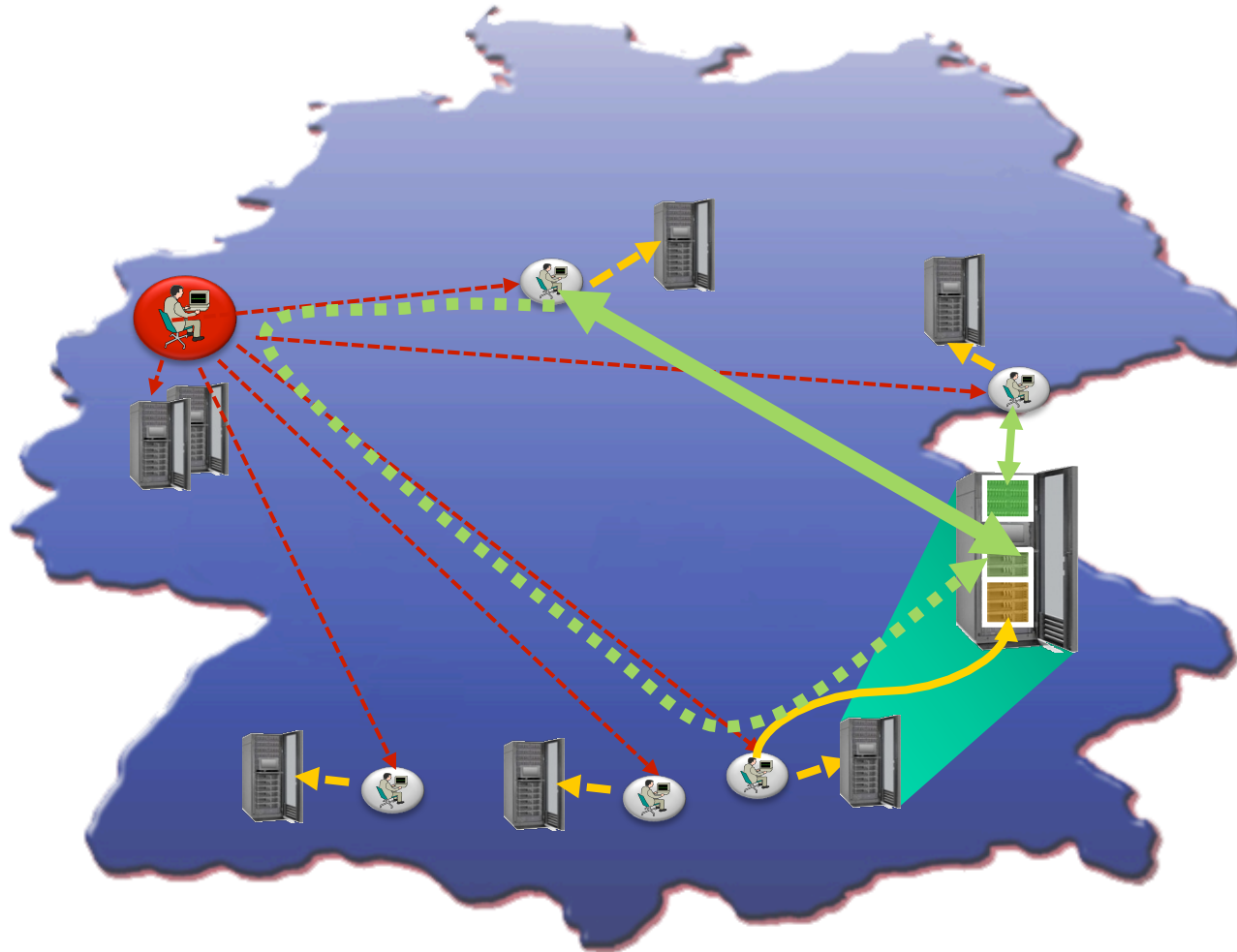
# G-Lab view: Pathway(s) towards Future Network(s)







# G-Lab Phase1 Experimental Facility



- ▶ Homogeneous hardware
- ▶ Minimum of 25 nodes per side
- ▶ Central with 59 nodes (in Kaiserslautern)
- ▶ G-Lab Phase 1: around 200 nodes

- ▶ Building the experimental platform **together** with test cases
- ▶ G-Lab project plan
  - total budget: ~ 11 mio€
  - [Phase 1](#) (6 partners)
    - building the experimental platform/testbed (start with Planetlab software), approximately 200 nodes
    - studies of NGN mechanisms and algorithms, explore their testability on G-Lab testbed
    - eventually modify the experimental platform
  - [Phase 2](#) (~10 projects)
    - second round of projects (call for proposal early 2009)
    - expand the experimental platform
    - Phase 2 project should have links with Phase 1 studies and/or testable on G-Lab

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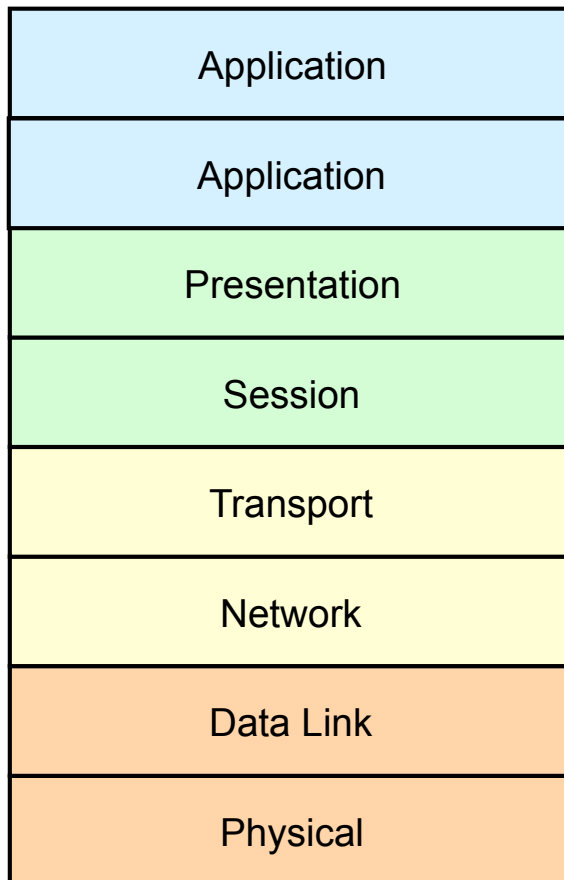
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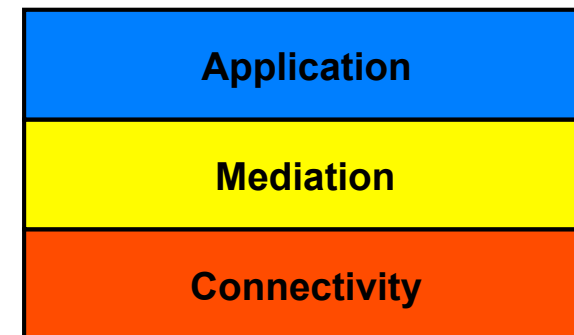
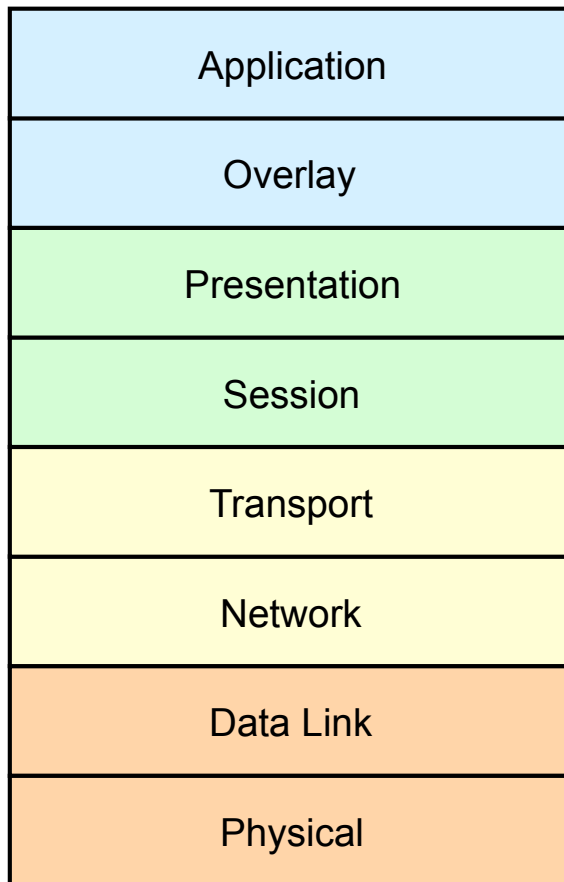
# which architecture & what and where to test



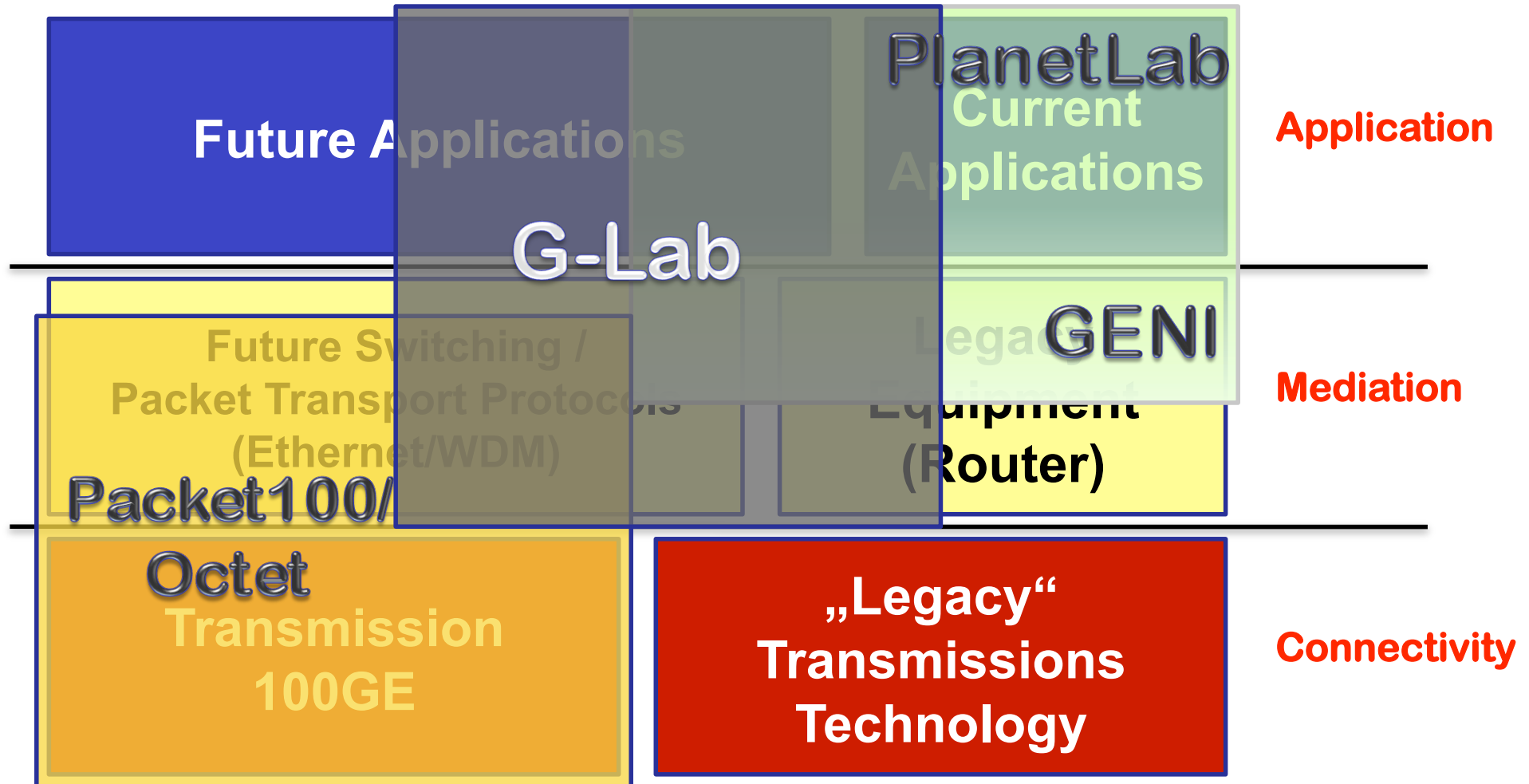
# Thinning the protocol architecture



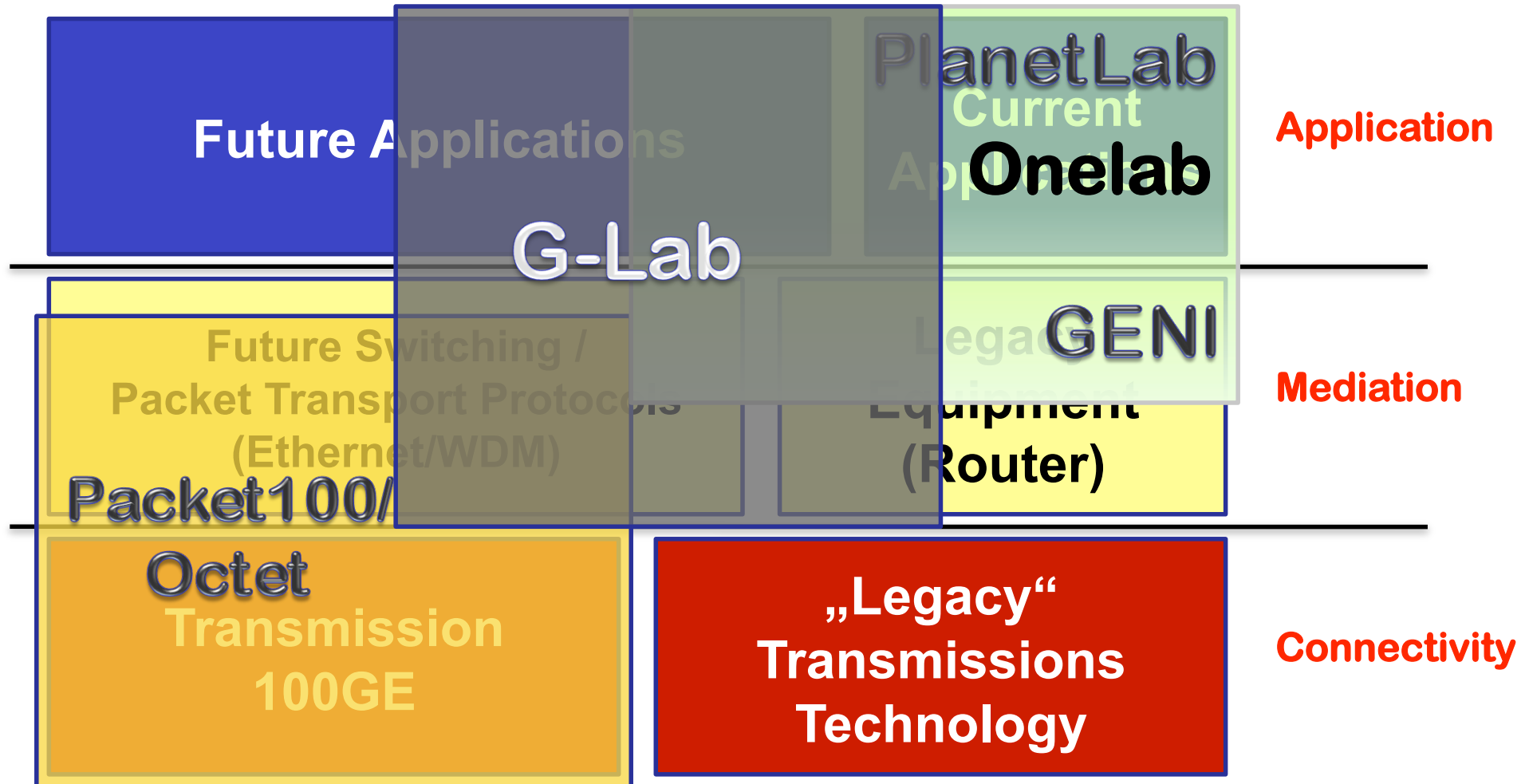
# Thinning the protocol architecture



# Coordination of future testbeds



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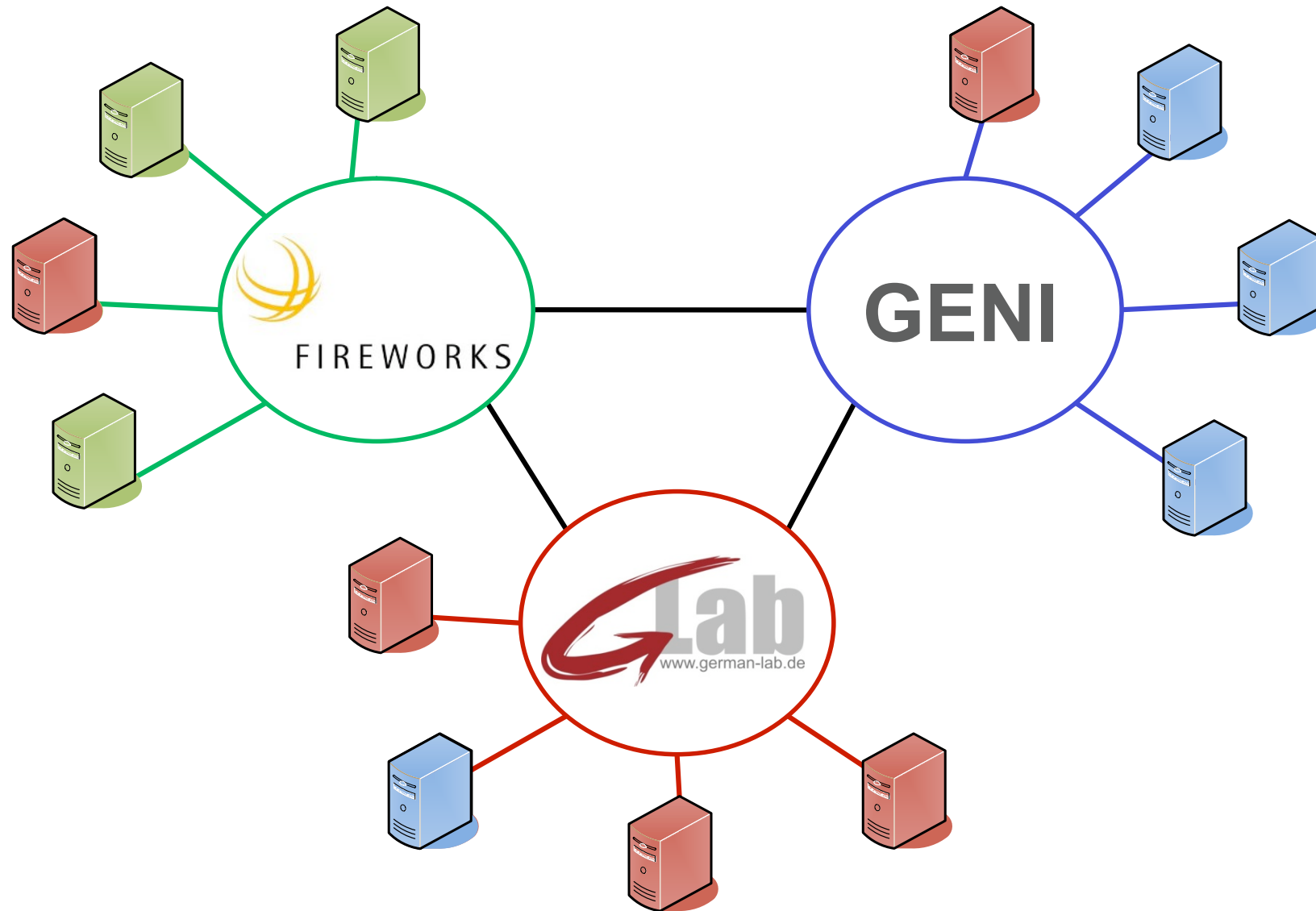
- ▶ **QoE Control for P2P-based Video Streaming**
  - proof-of-concept of QoE-aware feedback control
  - evaluation of time dynamics of system reaction
  - federated testbed helpful to allow tests on scalability and impact of delay on control loop
  
- ▶ **Test of a Future Internet routing proposal**
  - emulation of routing proposal, e.g. GLI
  - proof-of-concept, (small-scale) scalability and performance tests
  
- ▶ **Locality of P2P traffic**
  - test of a FP7 project: SmoothIT
  - reduction of costs due to P2P traffic in inter-domain environments
  - implementation of architecture and protocol concept to exchange information between overlay and underlay
  - worldwide federated testbed helpful to include various ISPs

- ▶ Path computation element (PCE) in MPLS
  - functional and performance tests
  - scalability consideration
  - federated testbed needed
- ▶ Service-oriented grid system with applications
  - P2P-SIP
  - SpoVNet
- ▶ Definition and ad hoc roll-out of virtual networks
  - Scalability tests
  - Network management and monitoring issues
- ▶ Performance evaluation of DHT-based mapping service for future Internet
- ▶ Security concepts for decentralized systems
  - Prototypic integration of local anomaly detection and distributed collaboration of detection instances

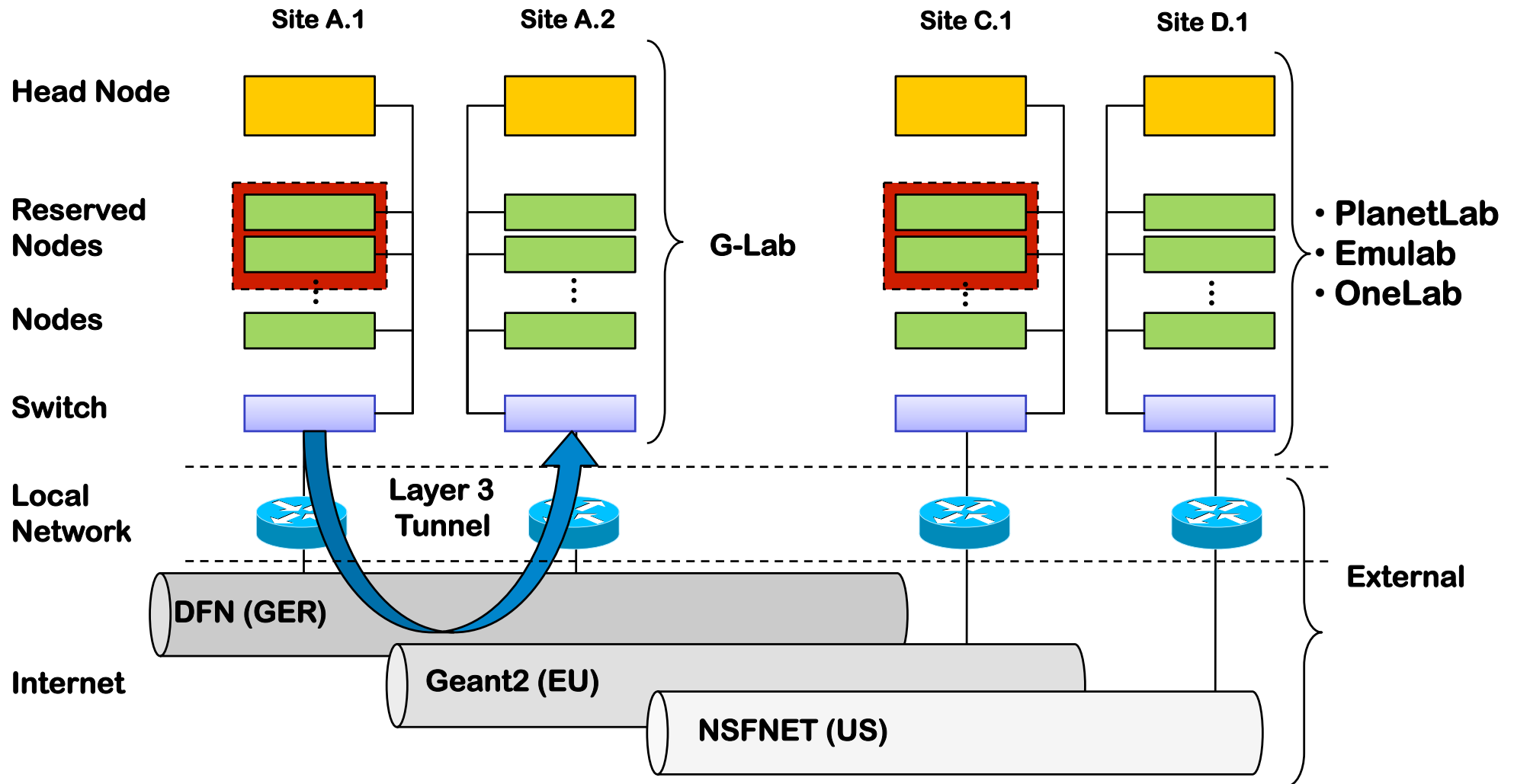
# Some thoughts about federation

- ▶ Needs for federation
  - federation is a need, not final aim
  - most functional and performance tests will be done locally
  - federation is crucial to test (medium-scale) scalability
  - federated testbeds important to test global system behavior
  
- ▶ Federation in G-Lab
  - start with Planetlab-like federation
  - inspect current use cases towards need to federate
  - some potential use cases need global federation
  - start negotiating with Akari/Japan, Onelab/EU, Geni/US
  
- ▶ Promoting federation
  - G-Lab phase 1: promote federation as important feature
  - Embed FP7 use cases (e.g. SmoothIT) having federated tests
  - G-Lab phase 2: inject federation as feature in Phase2 call for proposals

# Federated tests







► Federation through different physical networks all over the world

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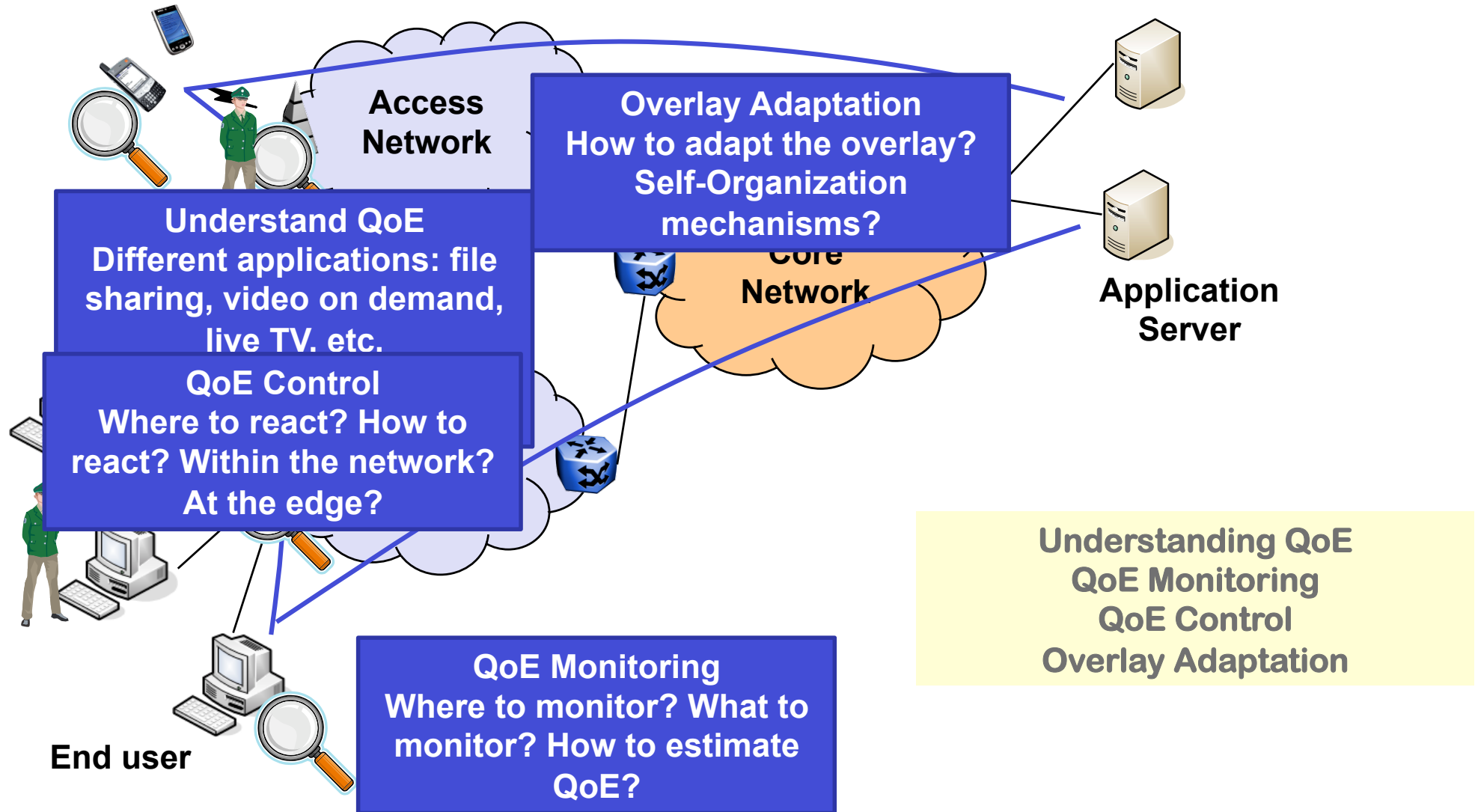
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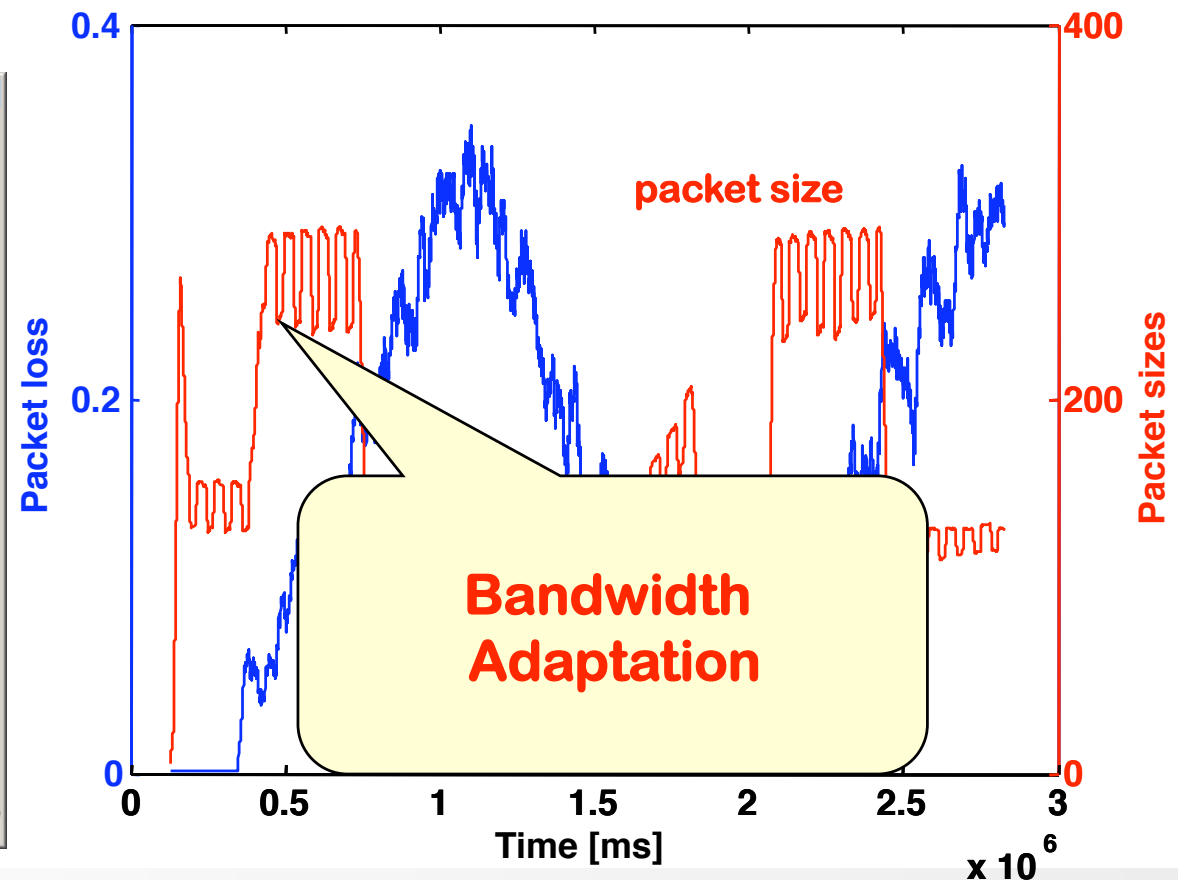
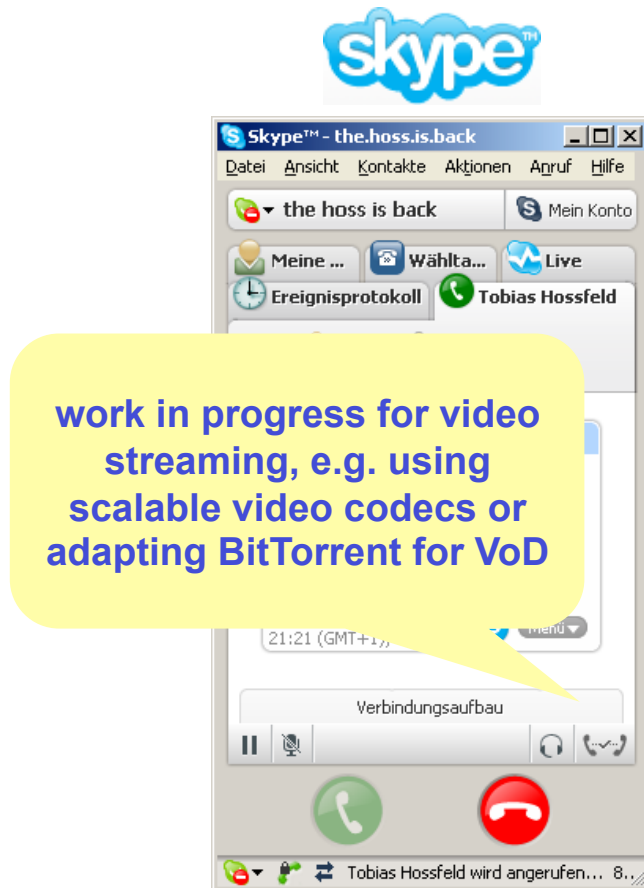
## 4. Challenges

# Thank you !

## Example: Video-on-Demand Streaming



- ▶ Proof-of-concept of QoE-aware feedback control
- ▶ Evaluation of time dynamics of system's reaction



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## Example: Locality of P2P traffic (FP7-SmoothIT)



## Project Coordinator

*Prof. Burkhard Stiller*

*University of Zurich*

*Email: [stiller@ifi.uzh.ch](mailto:stiller@ifi.uzh.ch)*

*Project website: <http://www.smoothit.org>*

**Duration:** *Jan 2008 – Dec 2010*

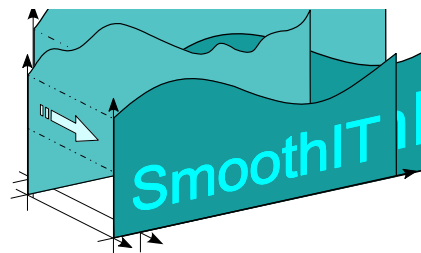
**Total Cost:** *4.4mio€*

**EC Contribution:** *3.0mio€*

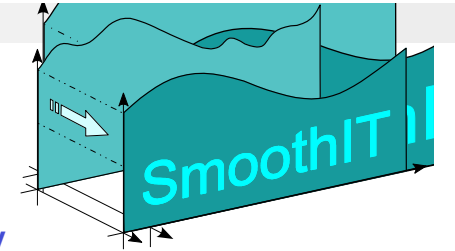
Contract Number: INF SO-ICT-216259

## Partners:

- ▶ *University of Zurich (CH)*
- ▶ *Technische Universität Darmstadt (DE)*
- ▶ *DoCoMo Communications Laboratories Europe GmbH (DE)*
- ▶ *Athens University of Economics and Business (GR)*
- ▶ *Julius-Maximilians Universität Würzburg (DE)*
- ▶ *AGH University of Science and Technology (PL)*
- ▶ *PrimeTel Limited (CY)*
- ▶ *INTRACOM S.A. Telecom Solutions (GR)*
- ▶ *Telefónica Investigación y Desarrollo (ES)*



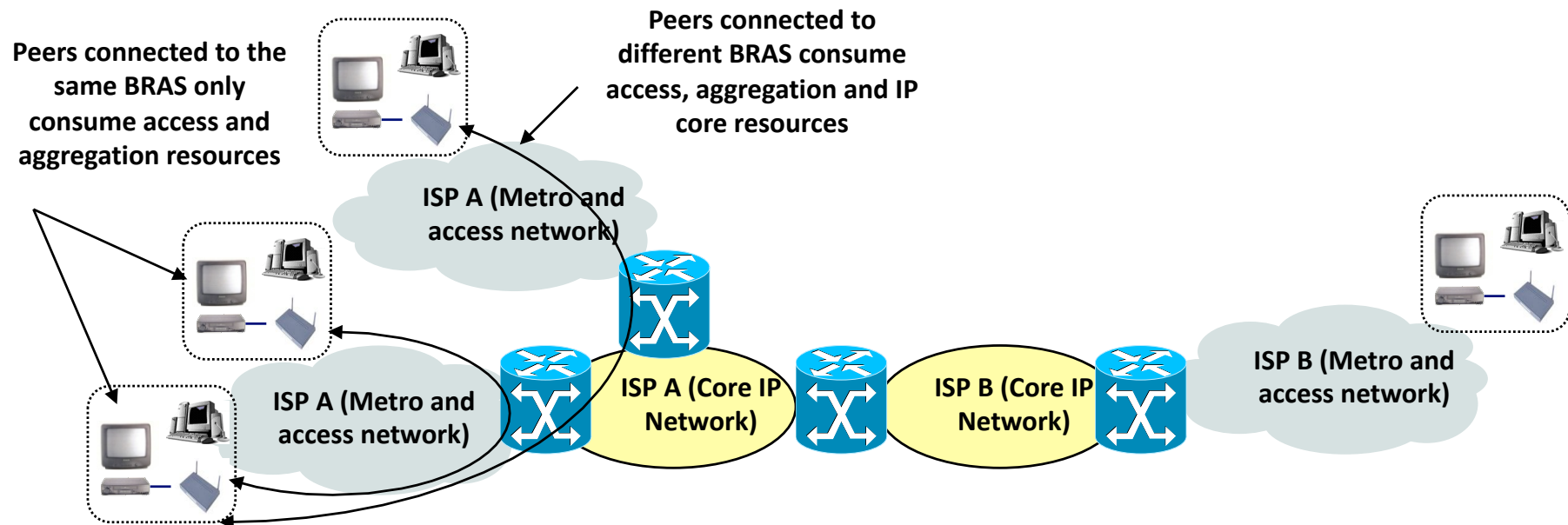
# SmoothIT Goal



- ▶ Current situation in P2P applications and traffic
  - **significant** and **increasing** amount of P2P traffic
  - suboptimal peer selection due to **information asymmetry**
    - Underlay *topology*, incl. *routing metrics & values*, unknown to overlay
    - Overlay *requirements*, incl. traffic characteristics, unknown to underlay
  
- ▶ Consequence
  - **Non-optimized** overlay traffic in the underlay
    - **Higher costs** in (a) underlay
    - **Lower QoS** in (b) overlay and for (c) application providers
  - Conventional traffic management techniques not suitable
  
- ▶ Goal of the **SmoothIT project**
  - Bridge overlay with underlay
  - Apply Economic Traffic Management (ETM)
  - Optimize traffic and achieve **win-win-win situation** for all parties

# SmoothIT Example: Locality of P2P Traffic

- ▶ As higher the percentage of “multidomain” traffic as higher the network resources consumption and total costs
- ▶ Internal P2P traffic does not consume interconnection bandwidth
- ▶ Traffic locality may reduce both network investments and transit costs
- ▶ How to promote traffic locality? Economic Traffic Management



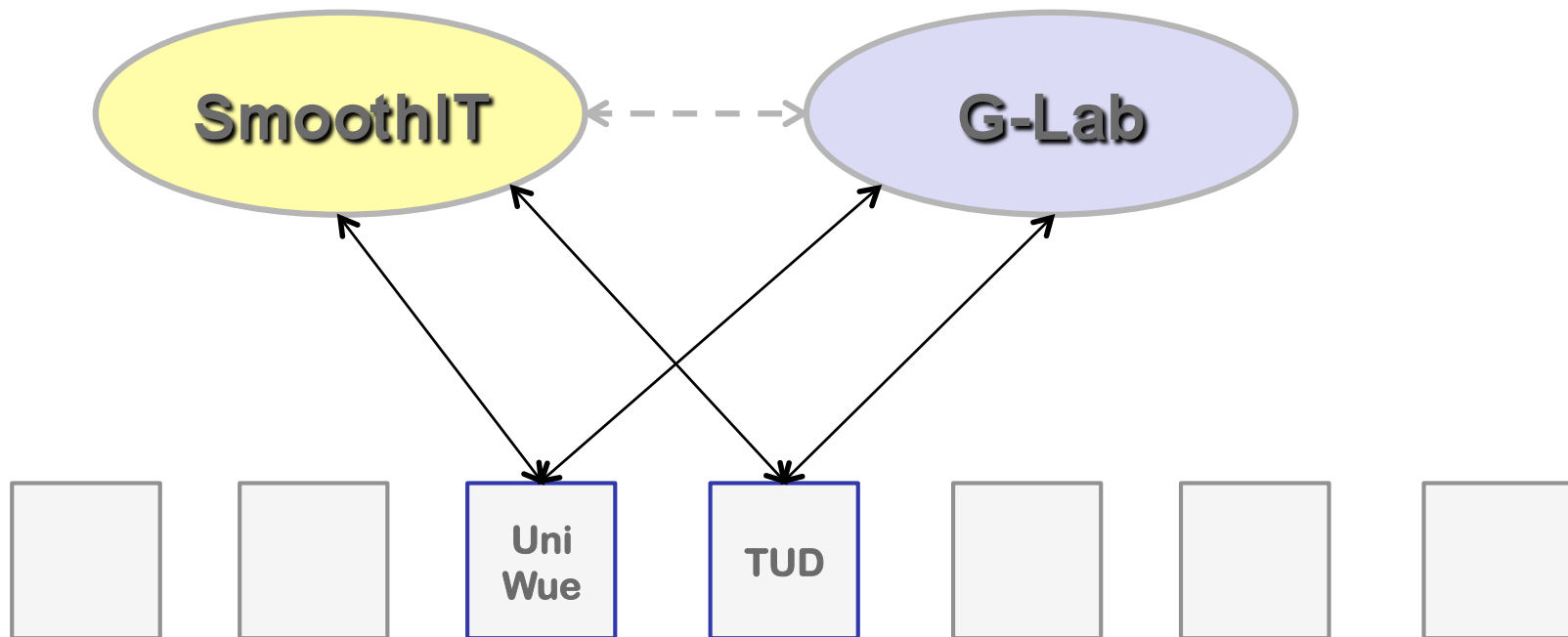
# Testing SmoothIT in G-Lab

## ► Advantages of federation

- larger number of nodes
- heterogeneous resulting testbed
- realistic, spatial distribution

## ► Features of SmoothIT tested in G-Lab

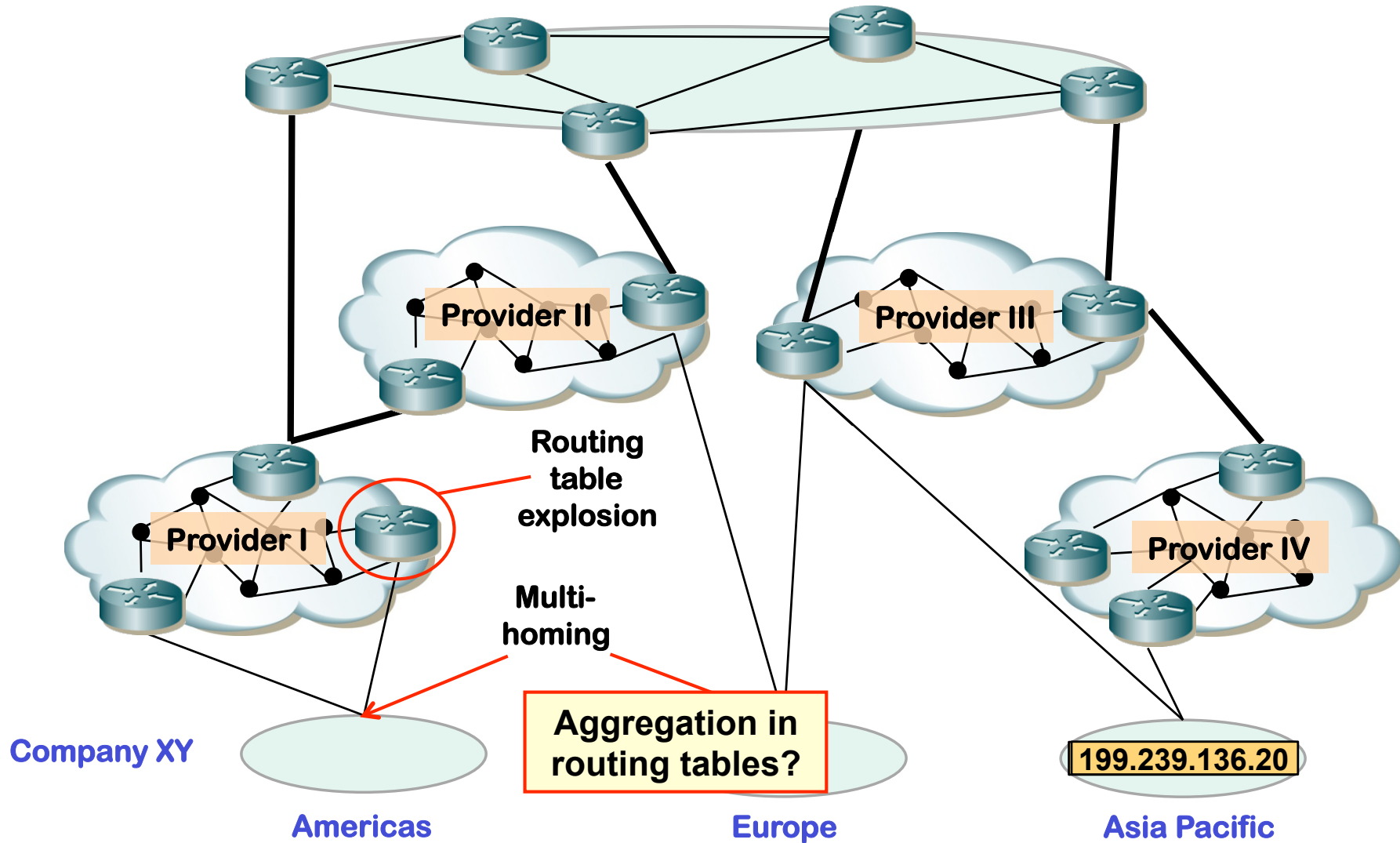
- Underlay-Overlay information exchange in SmoothIT architecture
- how P2P traffic can be kept local



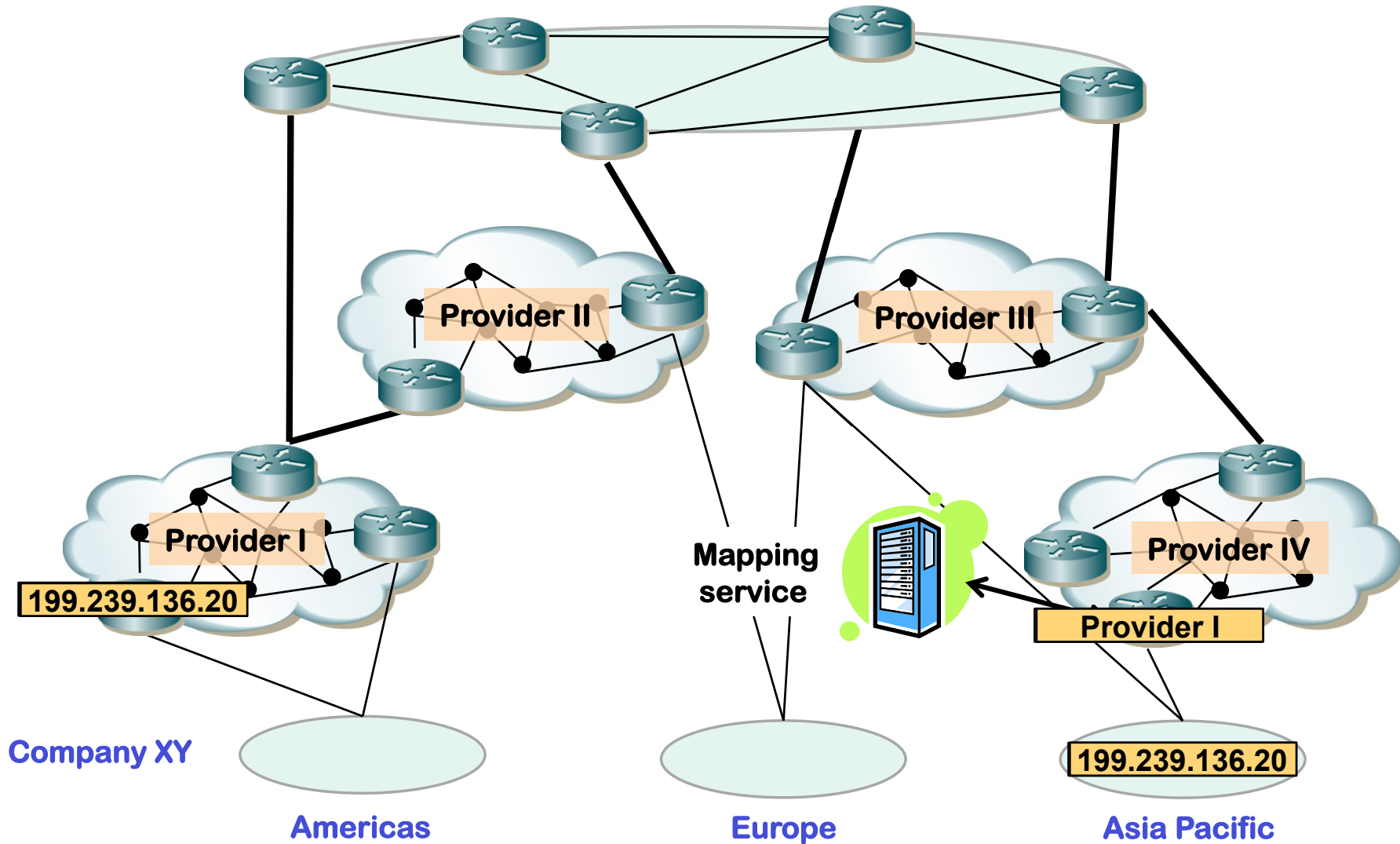
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## Example: Next-Generation Routing

# Current Internet Routing



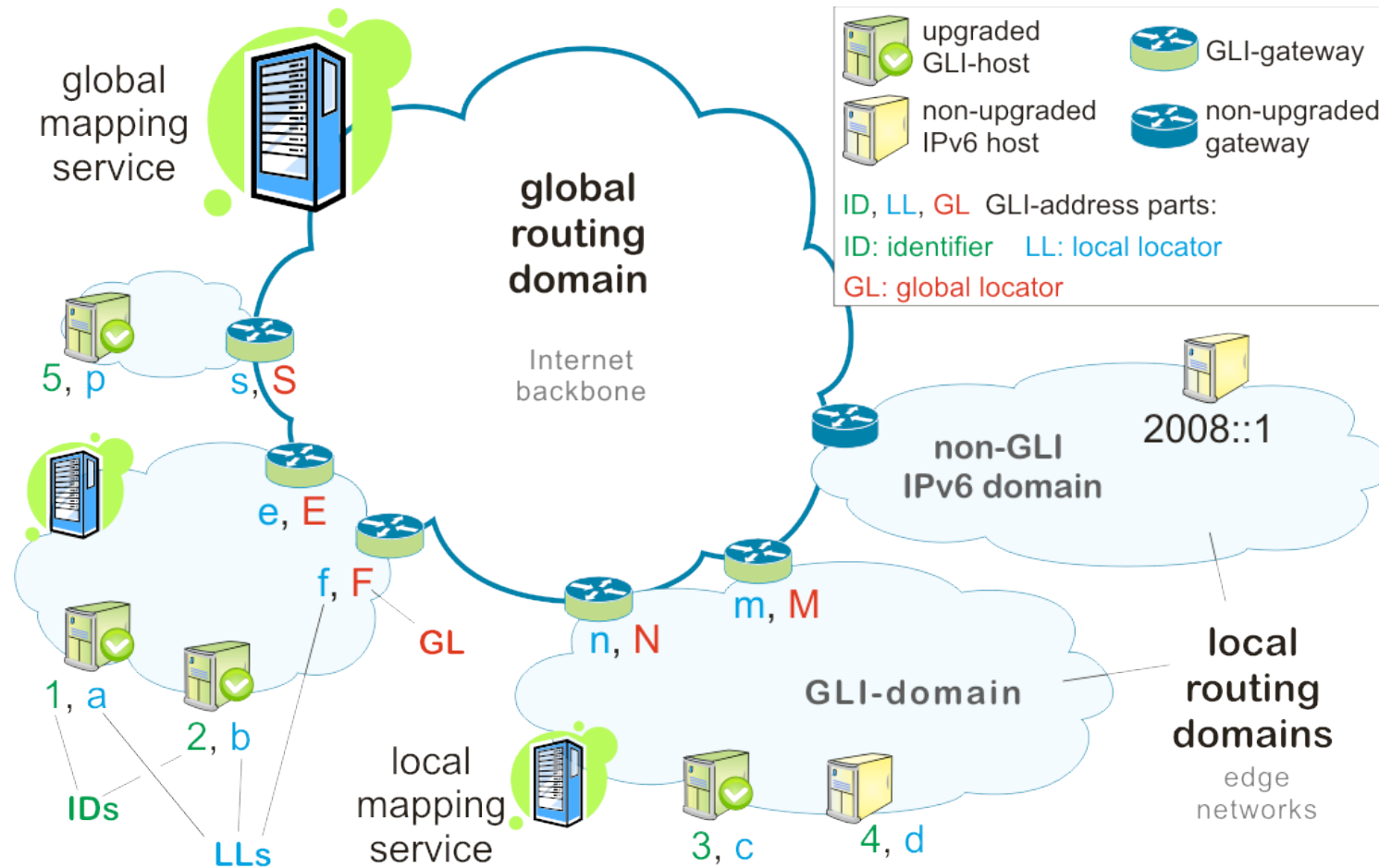
# ID – Locator Separation



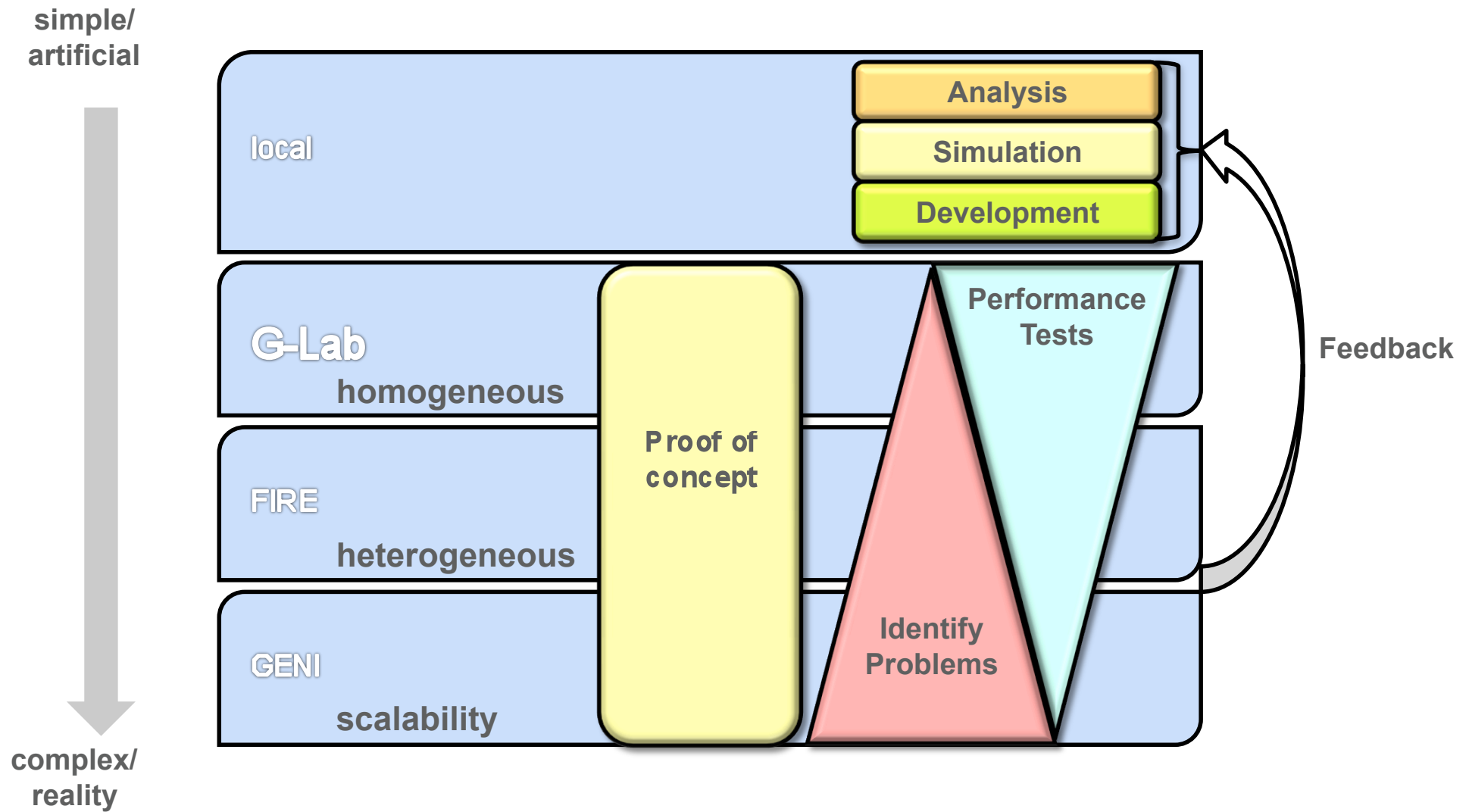


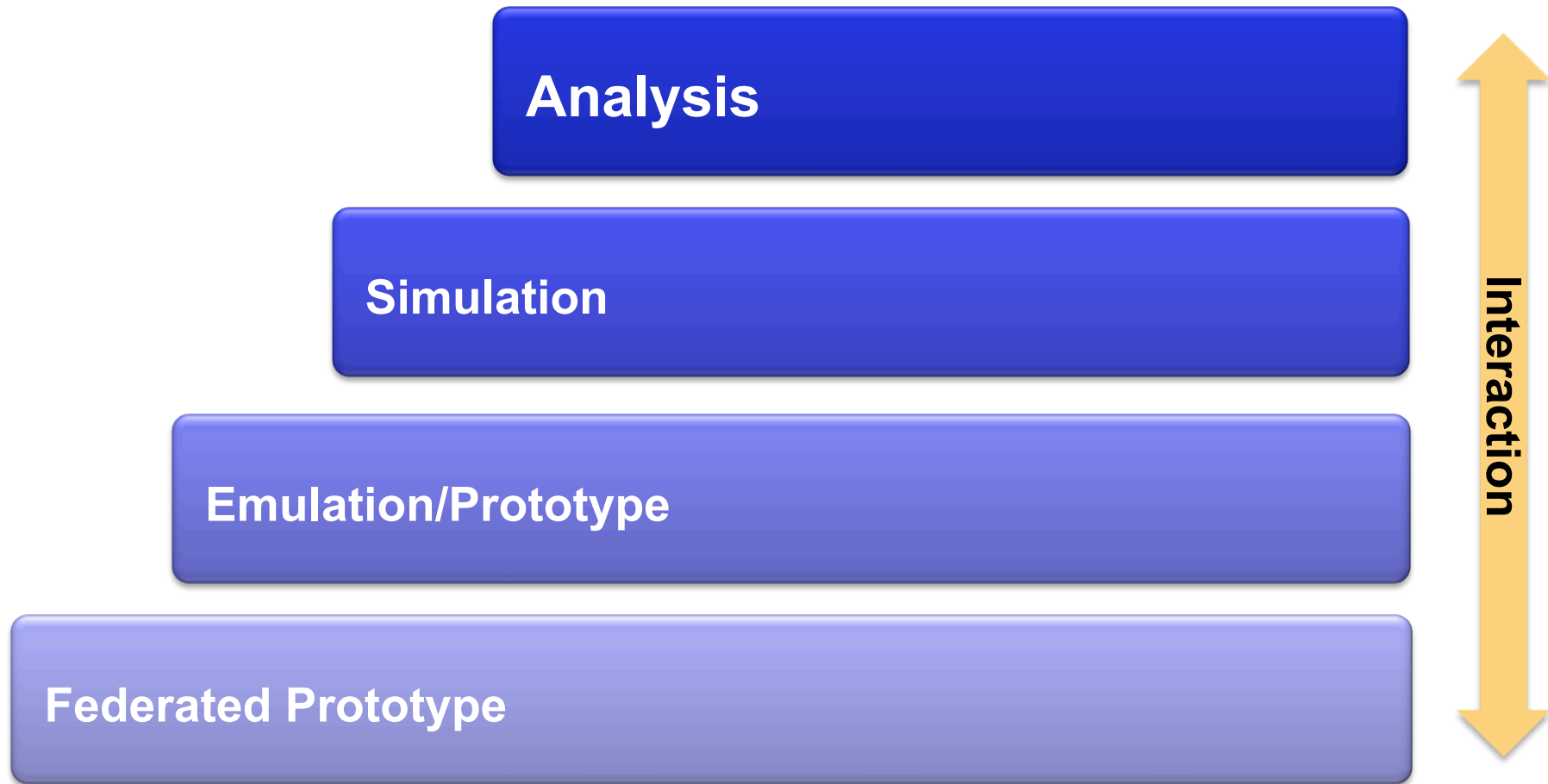
# BACKUP

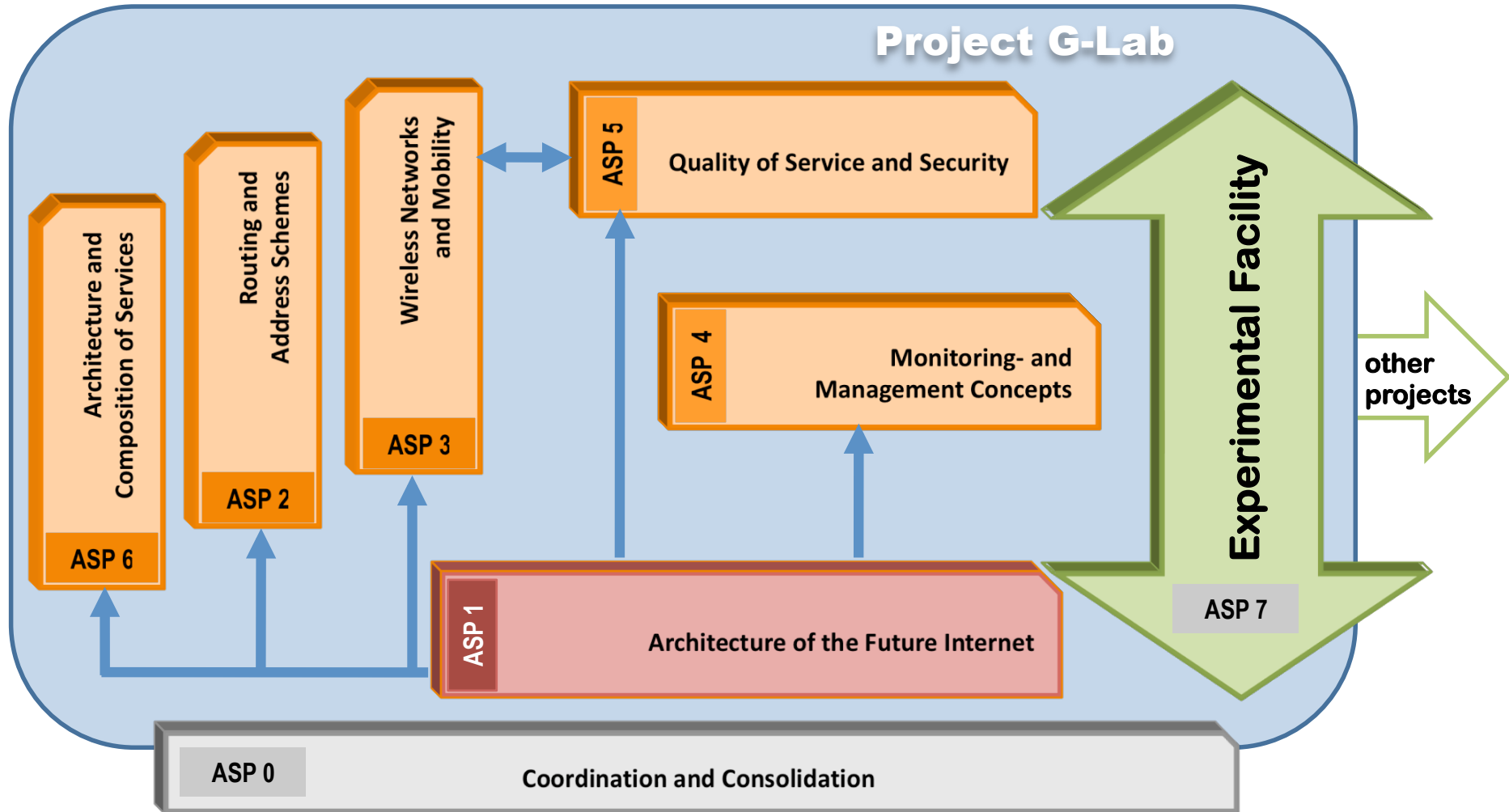
# Illustration



# Federation

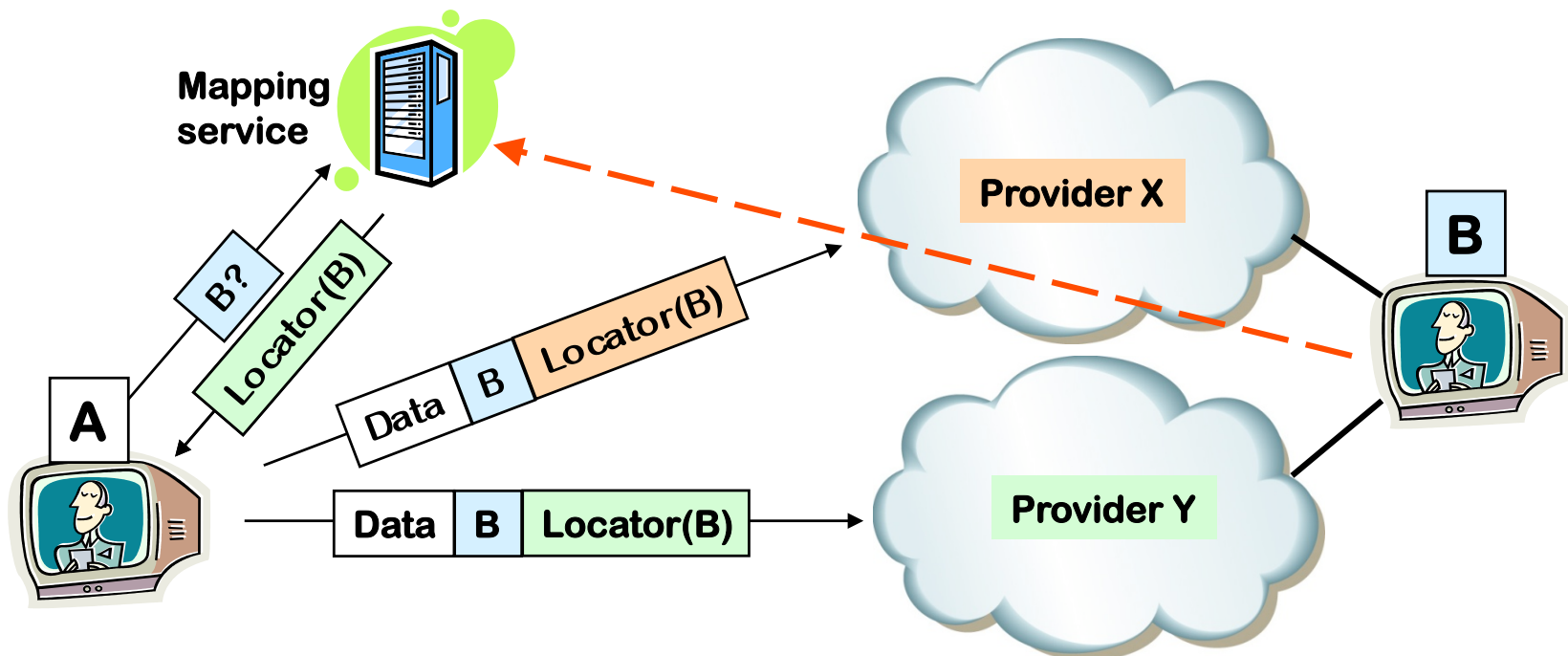






# Example: Locator / Identifier Split

- ▶ Separation of IP addresses
  - Identifier
  - Locator
- ▶ Mapping function
  - Identifier → locator
- ▶ Objective
  - Limit growth of routing tables
- ▶ Open issues
  - Mapping system
  - Exact implementation of Loc/ID



Thank you for your attention!

**Future is not to be predicted,  
but to be created**  
(Samsung)



# Why many testbeds & federation issues



GENI/FIND

