

Scalability Analysis of the TurfNet Architecture

Jordi Pujol, Stefan Schmid, Lars Eggert,
Marcus Brunner and Jürgen Quittek
NEC Network Labs, Heidelberg, Germany

Ist ACM Workshop on Dynamic Interconnection of Networks
Cologne, Germany, September 2, 2005

Outline

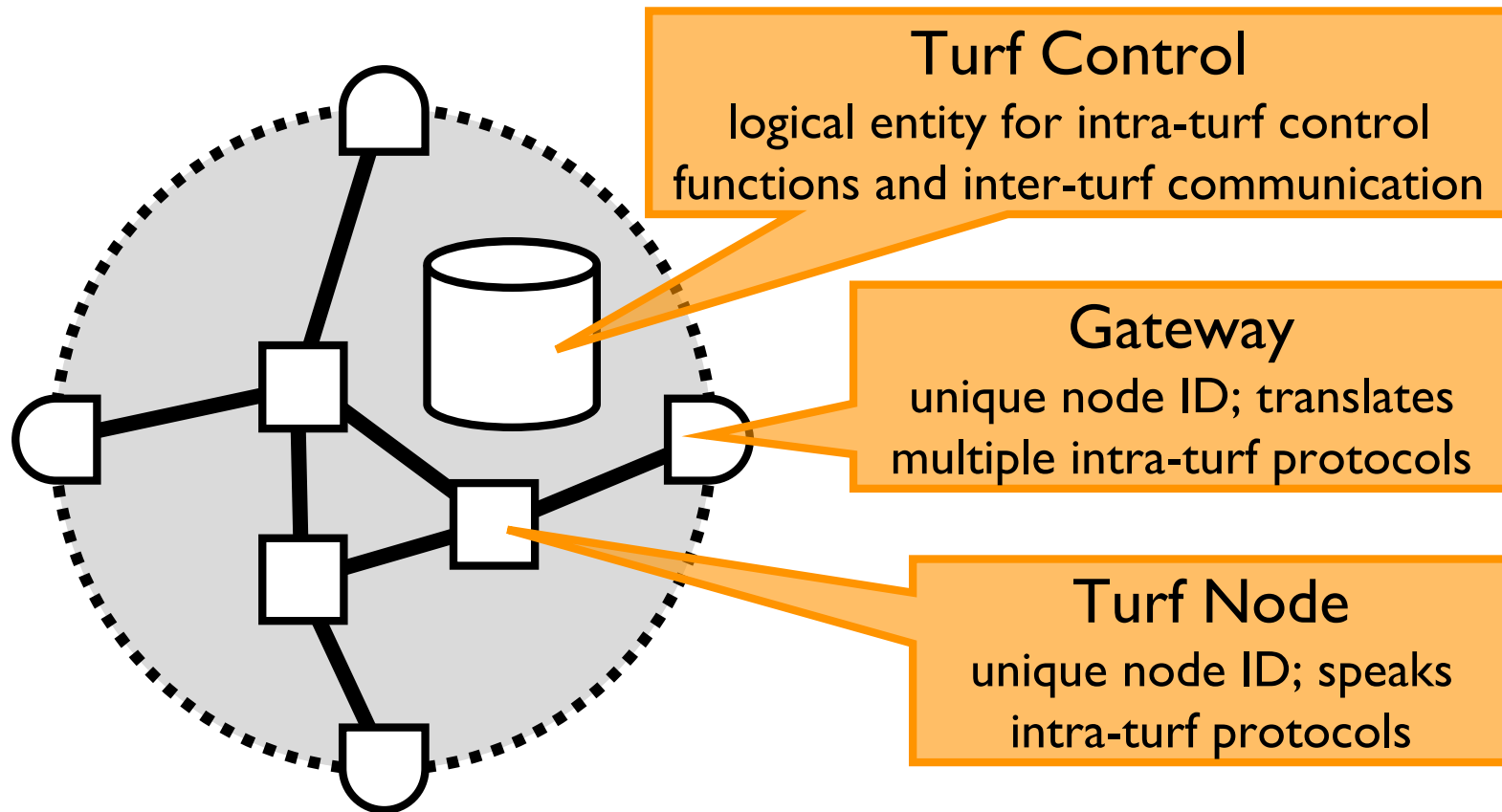
- TurfNet overview
- Internet-derived model
- scalability analysis
- future work
- conclusion

TurfNet Highlights

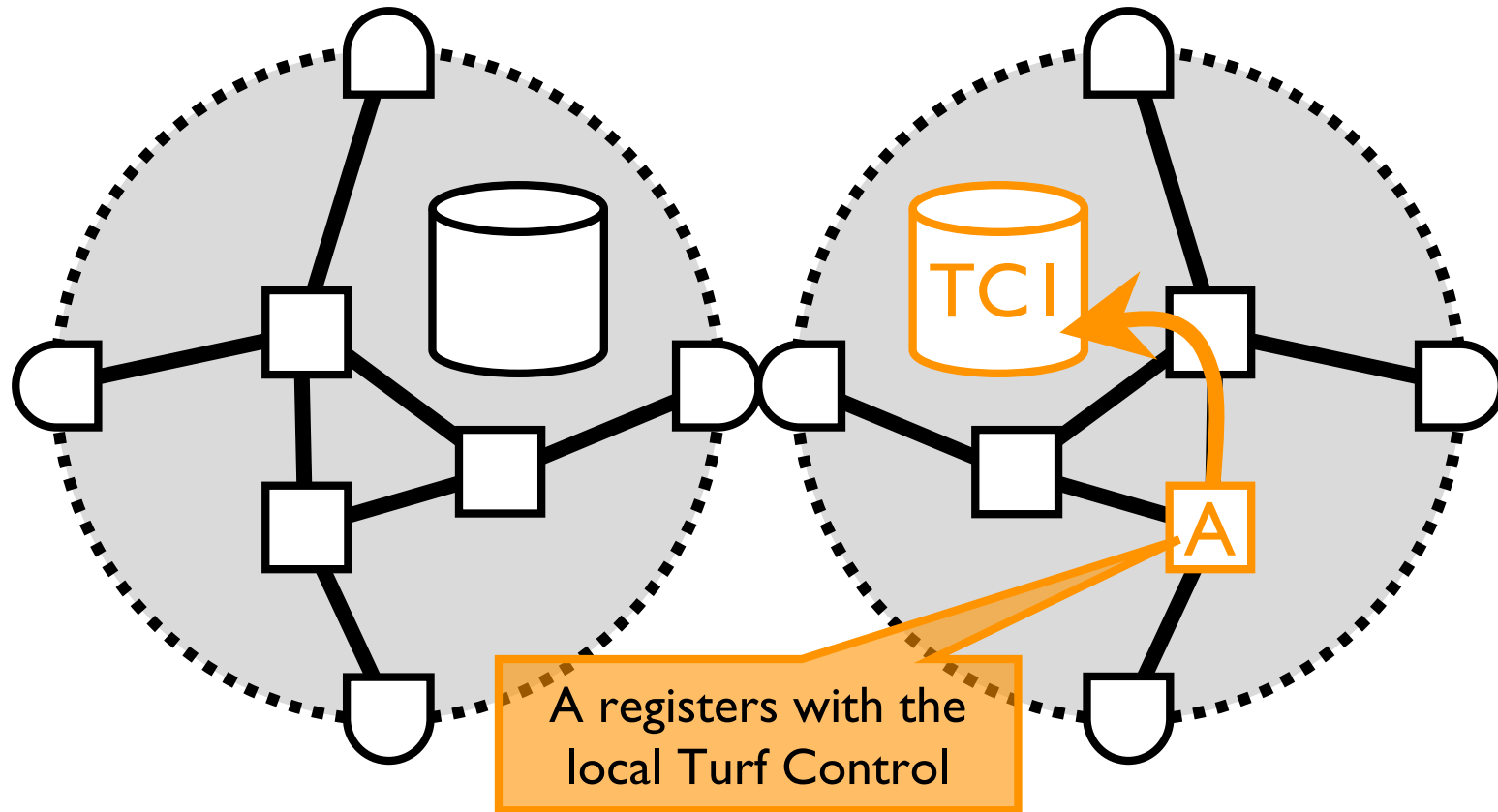
- next-generation Internet architecture
- dynamic federation of independent, composable network domains
- identity/locator split with global identities
- inherent multihoming and mobility
- implicit, hierarchical interdomain routing

Towards Autonomous Network Domains. Stefan Schmid, Lars Eggert, Marcus Brunner and Jürgen Quittek. Proc. *8th IEEE Global Internet Symposium*, Miami, FL, USA, March 17-18, 2005.

Turf Components

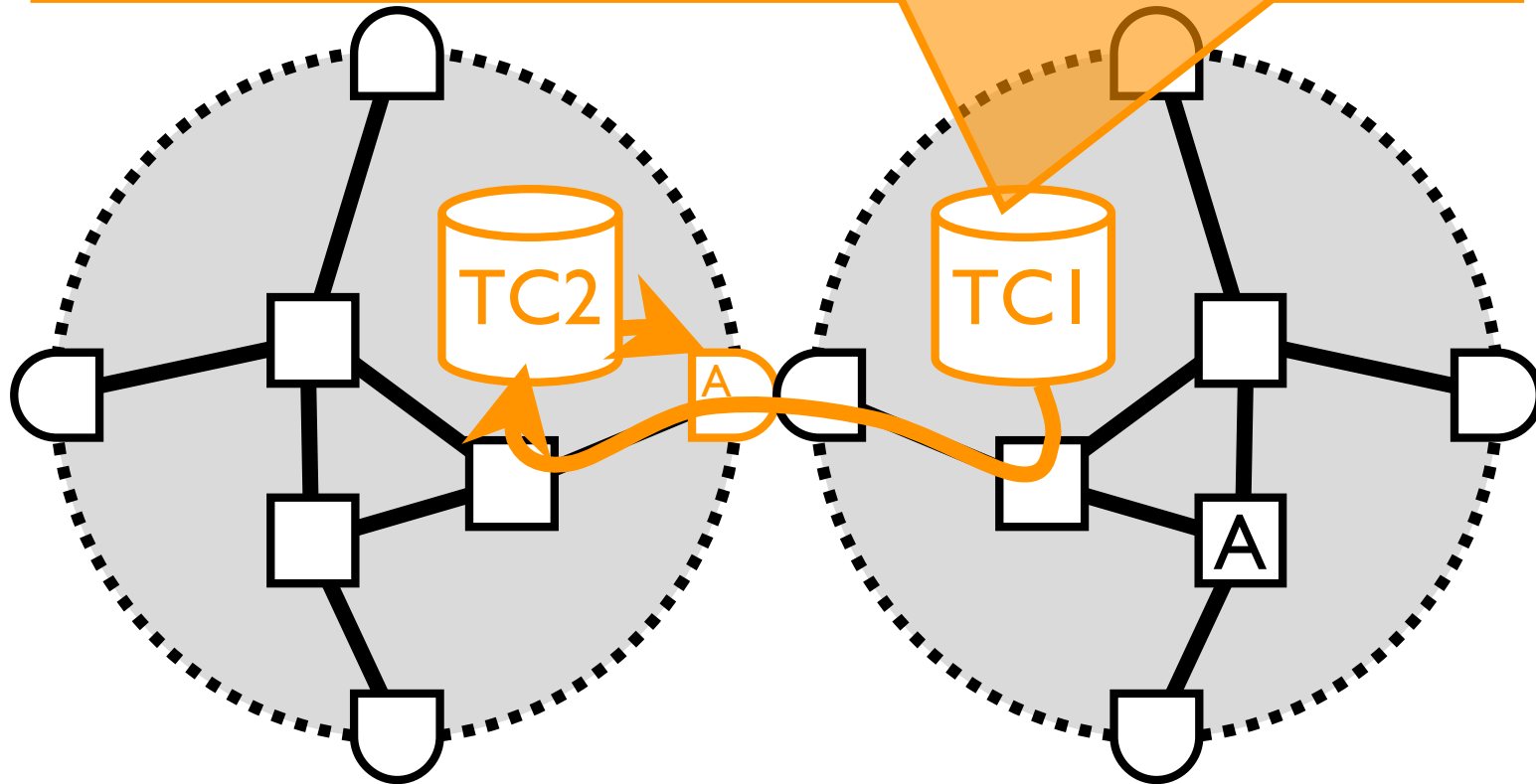


Inter-Turf Communication



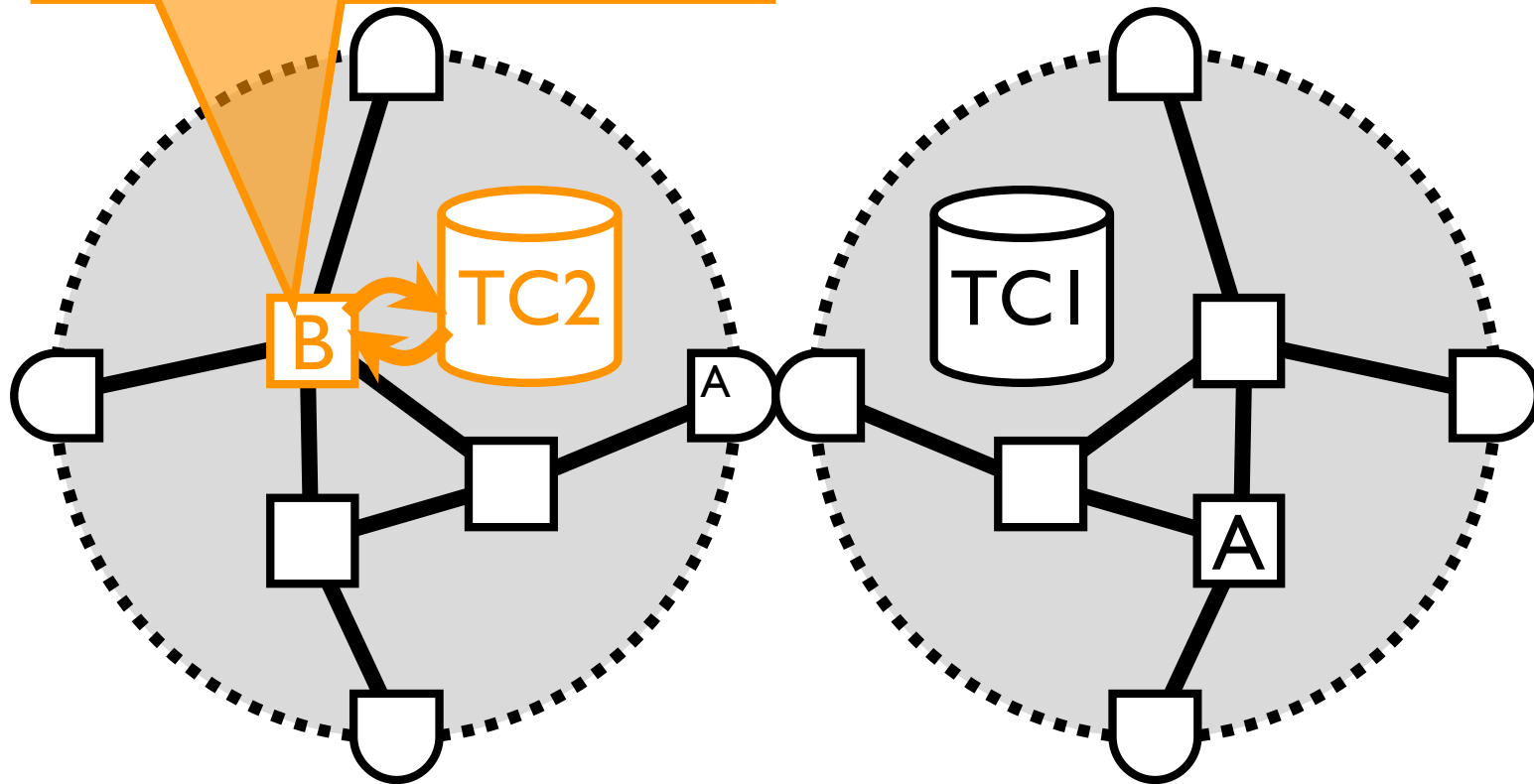
Inter-Turf Communication

TCI forwards registration to composed turfs, which allocate local addresses for A and install translation state at their gateways



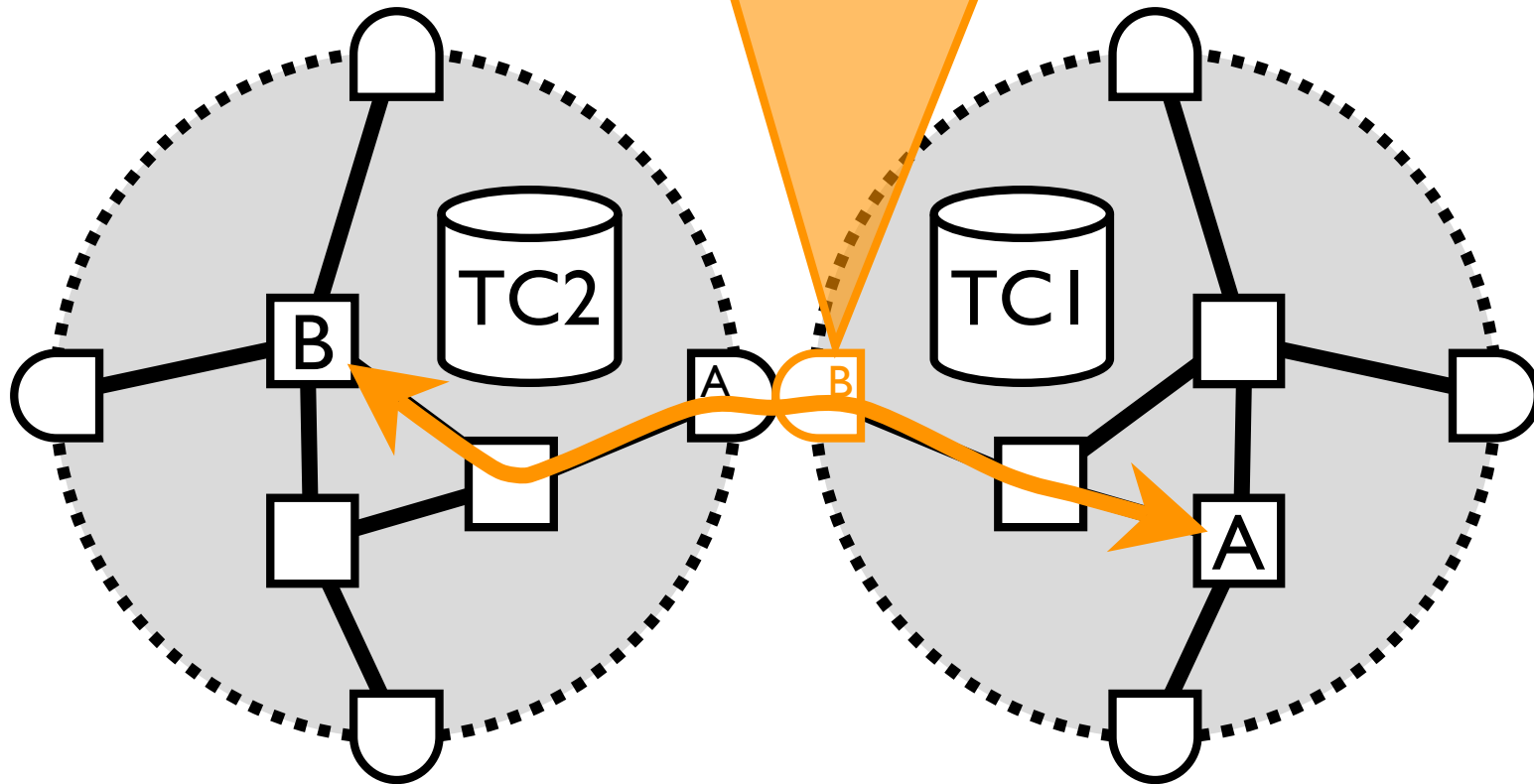
Inter-Turf Communication

B initiates communication with A by looking up its address



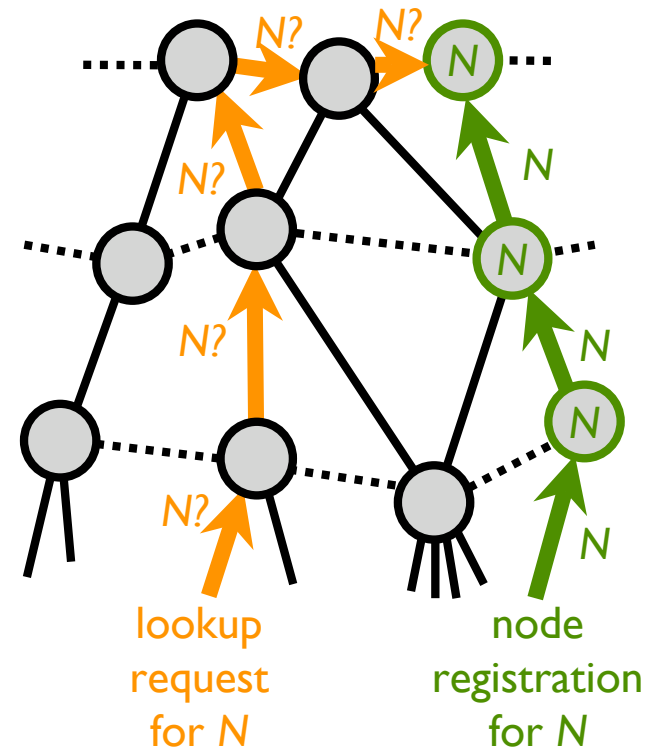
Inter-Turf Communication

B communicates with A end-to-end;
gateway adds return translation state for B



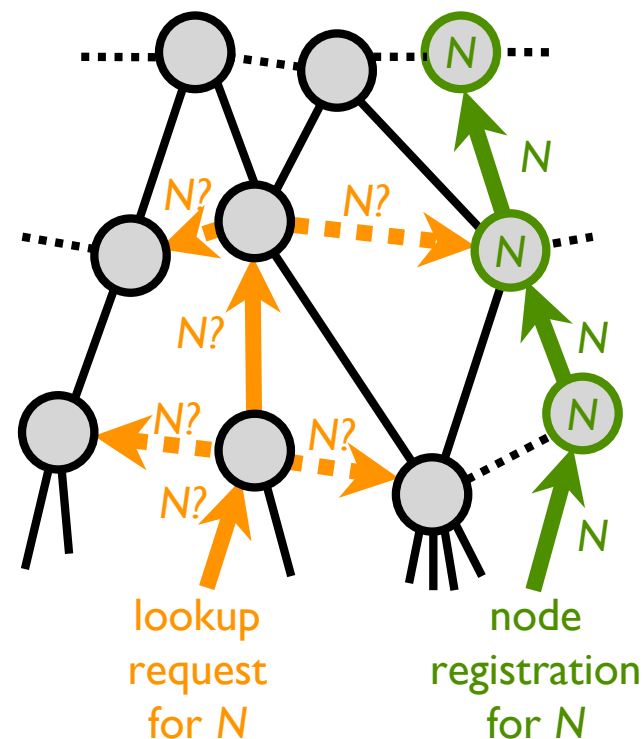
TurfNet Hierarchy

- similar to Internet ASs
- dynamic, self-configuring according to interconnect types (customer/provider vs. peering)
- inherent routing
- resolution guarantee
- flexible optimizations



Optimizations

- use peer interconnects for registration and/or resolution
- selective registration
- push-down caching
- others – only need to terminate at root



Reality Check

- can TurfNet support very large internetworks?
- how would a very large TurfNet hierarchy look like?
- assumption: similar to the Internet's AS-level topology, *i.e.*, $AS \approx \text{Turf}$

Modeling a Global TurfNet

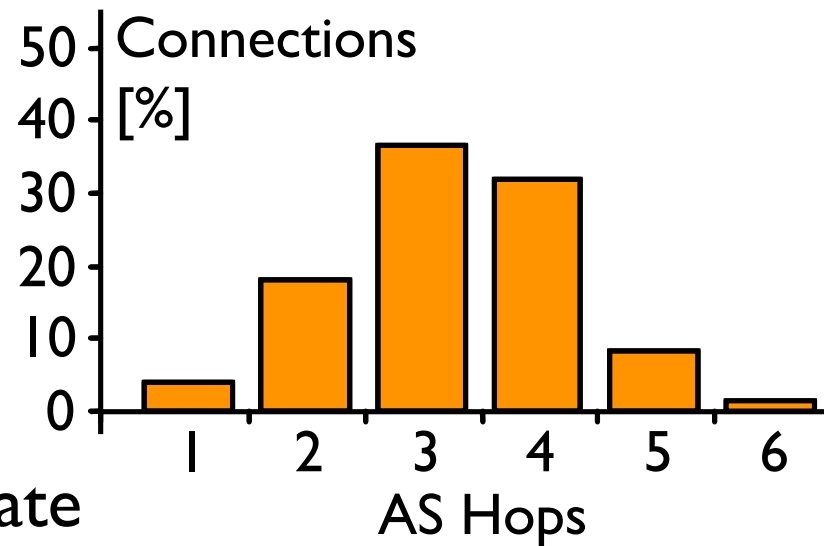
- derive AS-level topology from BGP tables
- infer “peering” and “provider” interconnect types
- infer hierarchy levels

Level	AS Count	Avg. Distance	Diameter	Avg. AS Degree
1	22	1.25	2	15.8
2	215	3.90	10	5.7
3	1391	1.98	11	1.0
4	1421	no peering		
5	13872			

Characterizing the Internet Hierarchy from Multiple Vantage Points. L. Subramanian, S. Agarwal, J. Rexford and R.H. Katz. Proc. *IEEE INFOCOM*, NY, USA, June 2002, pp. 618-627

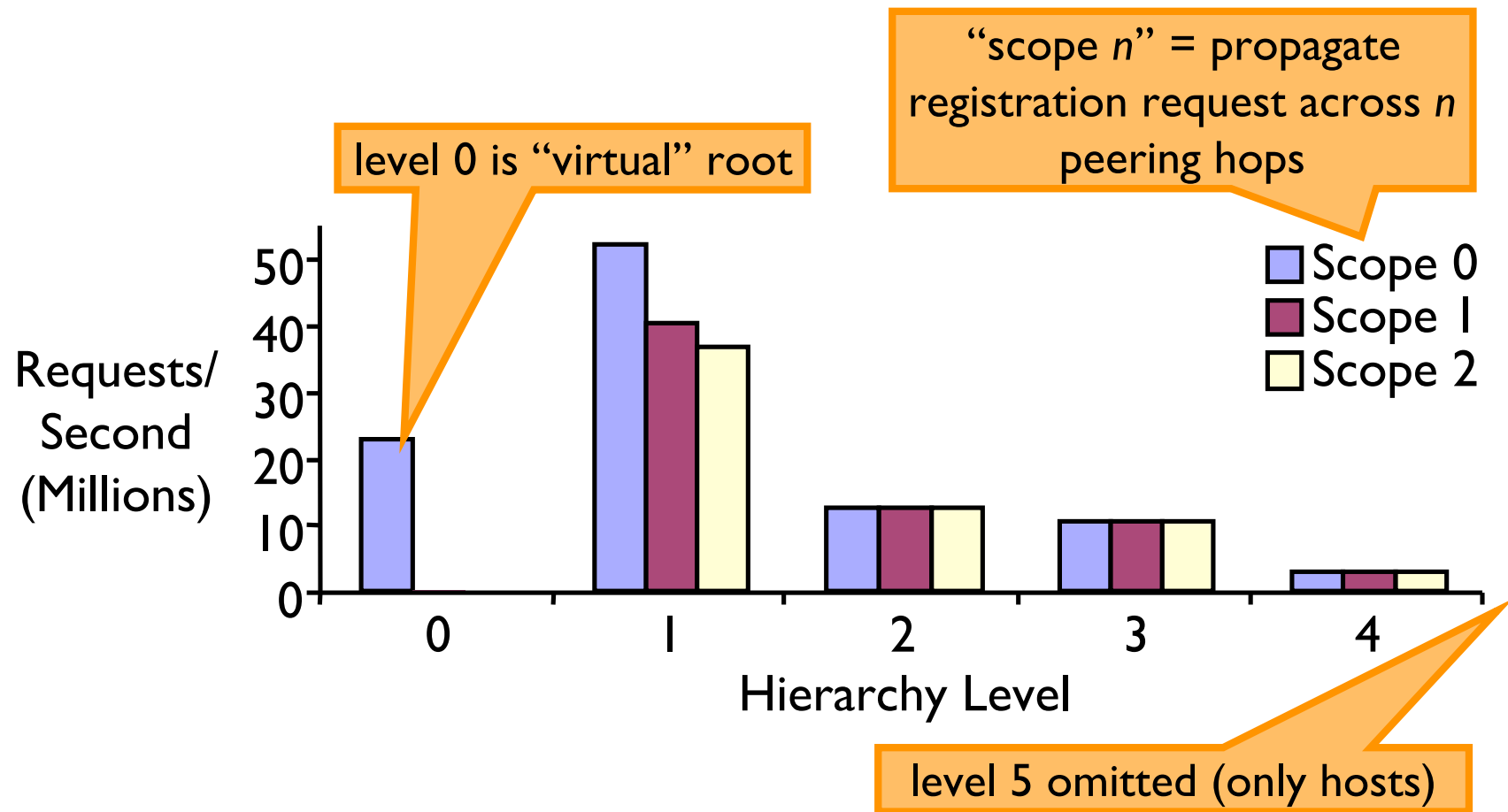
Communication Assumptions

- Internet-like communication patterns
- 1 billion level-1 nodes (“hosts”)
- only hosts communicate
- 0.01 communications/second/host
- all hosts globally reachable

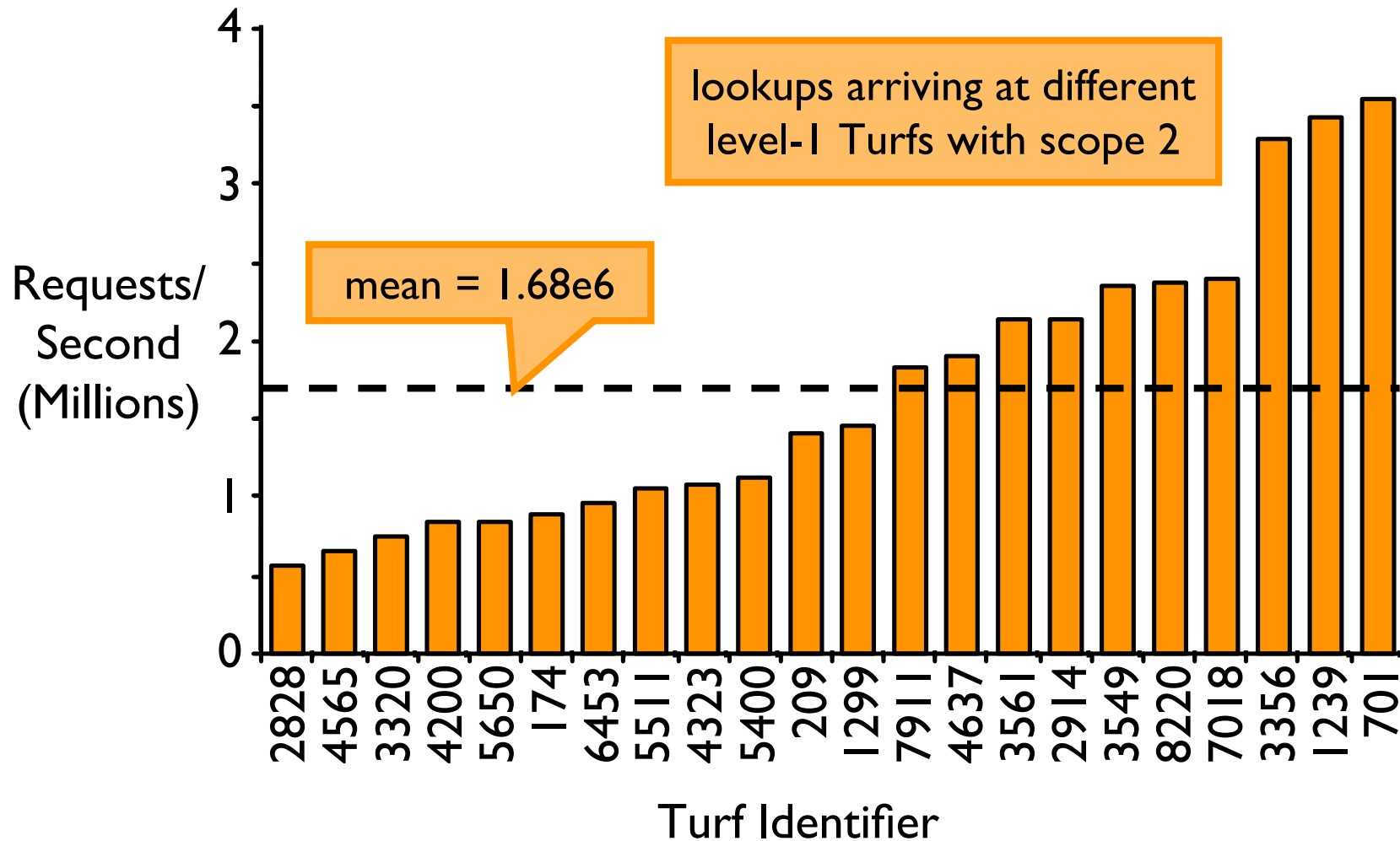


Implications of Interdomain Traffic Characteristics on Traffic Engineering. S. Uhlig and O. Bonaventure. *European Transactions on Telecommunications*, Special Issue on Traffic Engineering, 2002

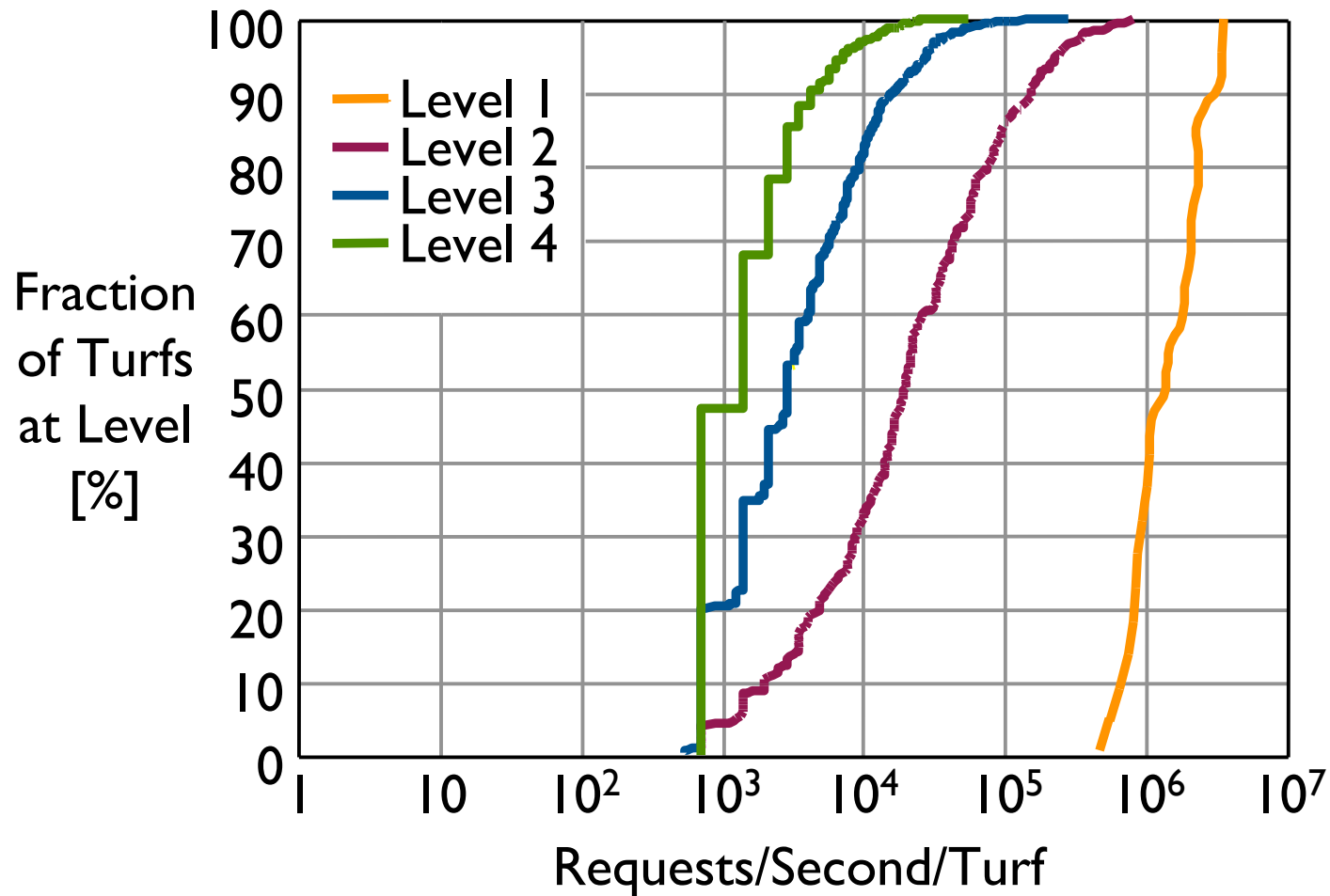
Aggregate Lookup Load



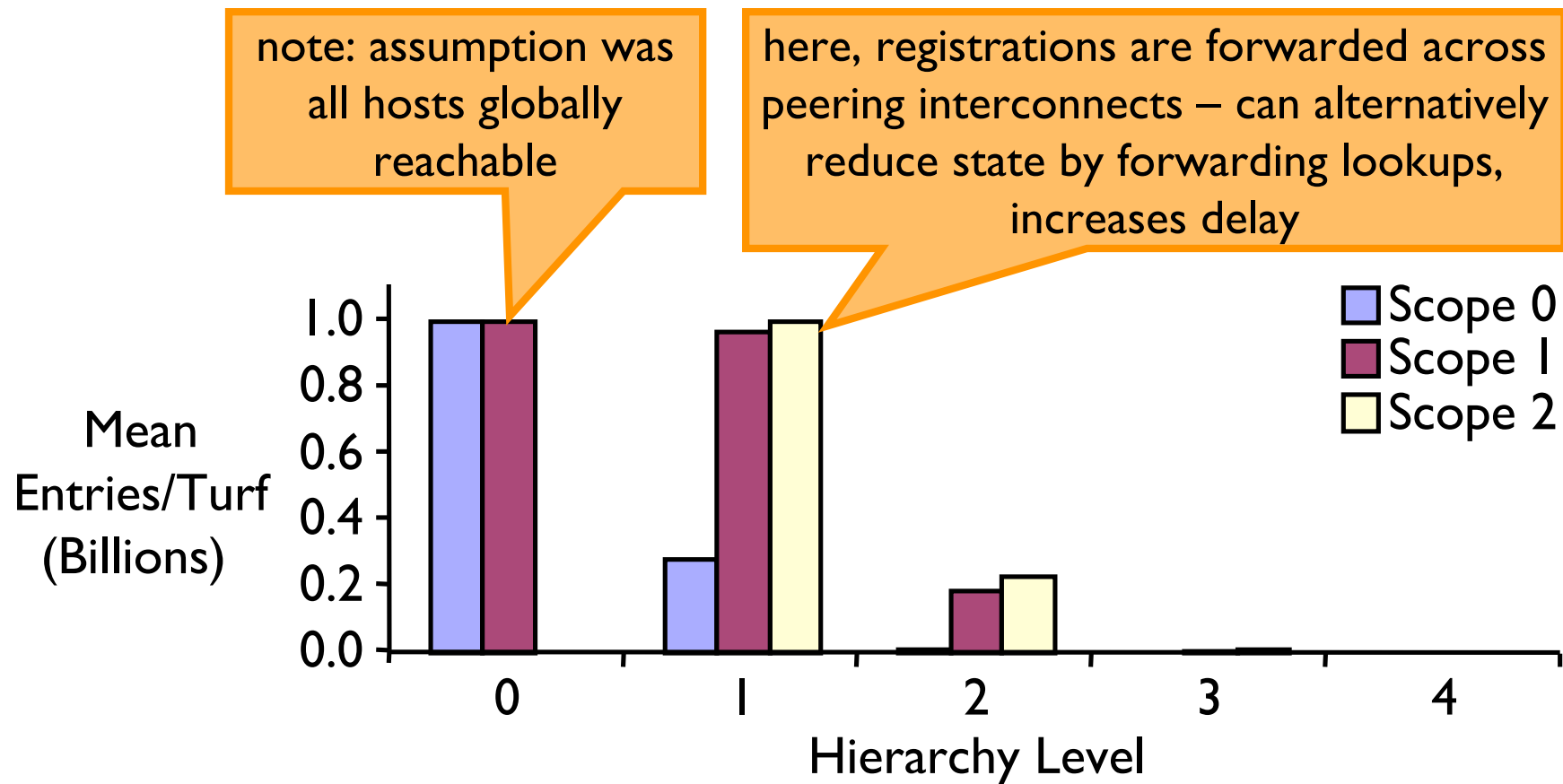
Load Variances



Load Variances CDF



Mean Registration Table Sizes



Recent Results

- enhanced lookup mechanism that intelligently forwards up the hierarchy
- reduces lookup load by up to 80%
- additional analyses, such as mean hop count for successful resolution

Ongoing Work

- prototype implementation
- design and evaluation of mobility mechanisms
- design and evaluation of enhanced registration and resolution mechanisms
- revisiting the assumptions underlying this analysis

Conclusion

- AFAWK first attempt at evaluating the scalability of a next-gen architecture
- calibrated model with Internet characteristics
- TurfNet appears to be technically feasible; more work needed