

Grid based Overlay Network Service Issues for Future Internet

International Future Internet Workshop 2007
Jul. 10th, 2007

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1. Definition of Overlay Network

An overlay is a set of servers
deployed across the Internet

By David Clark

Caching Support for
Content delivery

CDN

Delay minimizing
routing

Overlay Routing

Enhanced
Security

VPN

Functional
extensions

PlanetLab

Annex 1: Definitions of Grid

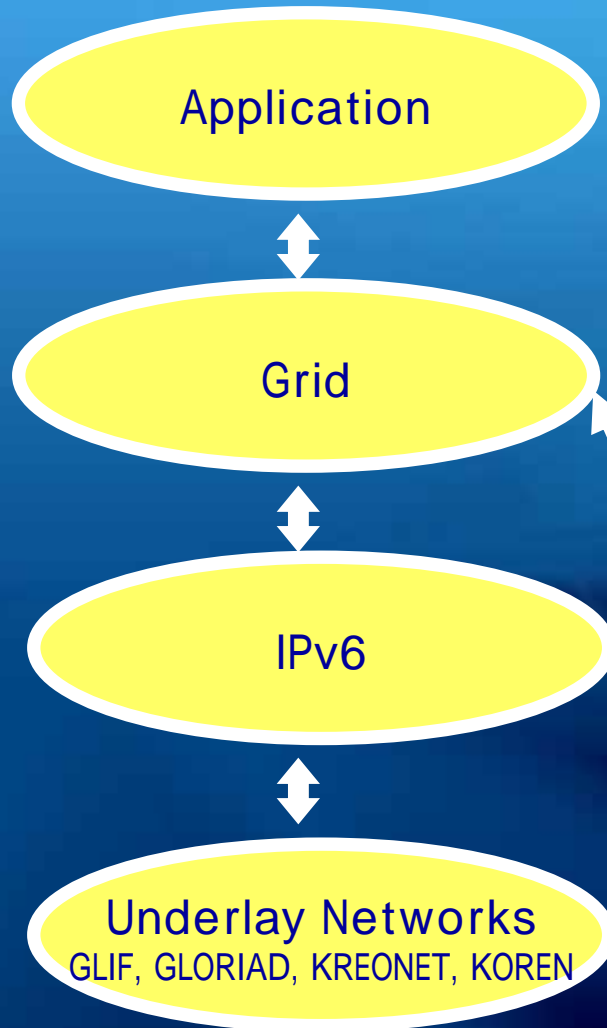
Grid is a type of parallel and distributed system that enables the sharing, selection, and aggregation of geographically distributed "autonomous" resources dynamically at runtime depending on their availability, capability, performance, cost, and users' quality-of-service requirements.



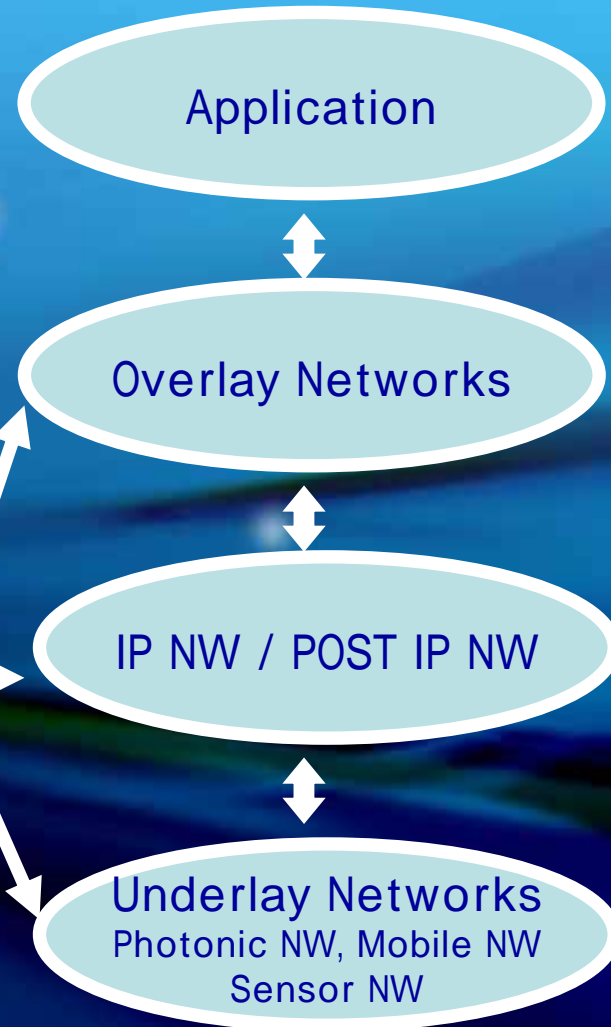
If we make Grid computers to join in overlay routing process...

Annex 2: Grid and Overlay network

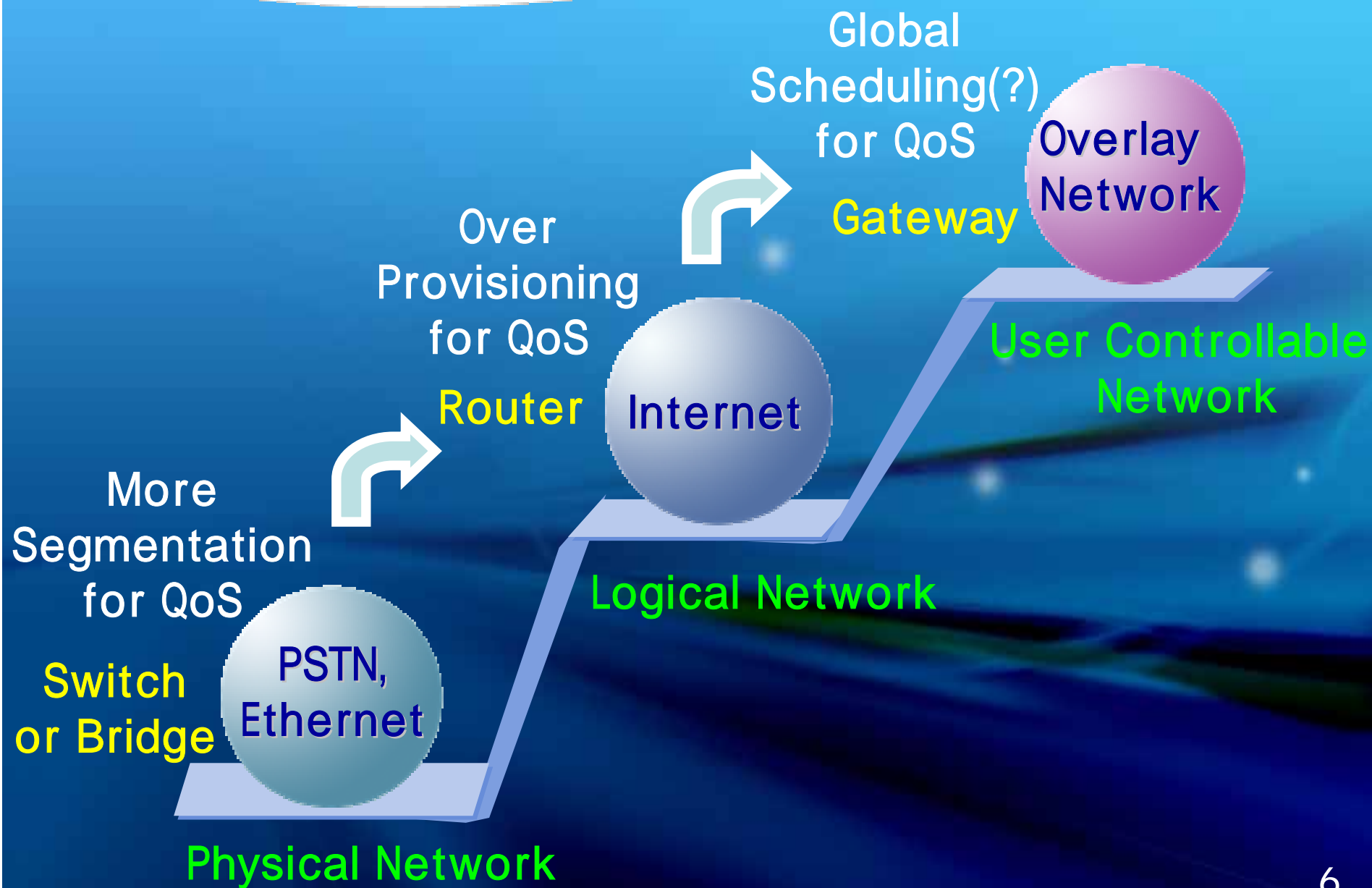
Grid Computing Model



Overlay Network Model

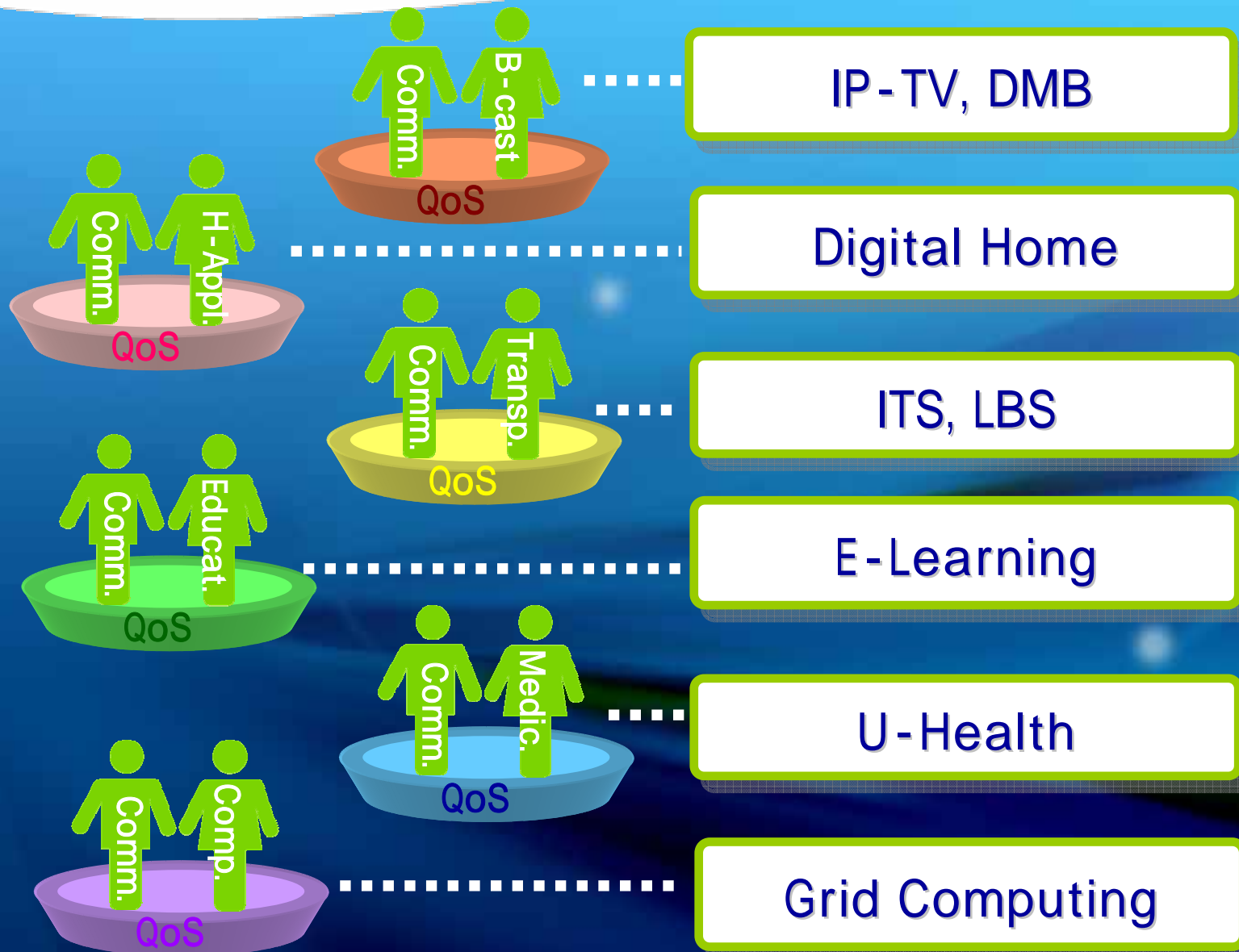


2. Driving Forces for Overlay Network (1/2)



2. Driving Forces for Overlay Network[2/2]

The more converged application emerges
the more differentiated QoS requires



3. Requirements for Overlay Networks

*Real E2E Guaranteed
QoS Network Service* →

*On Real Time Demand
QoS Network Service* →

*User Customized
QoS Network Service* →

Application

(User)

Controlled,

Real

End to End

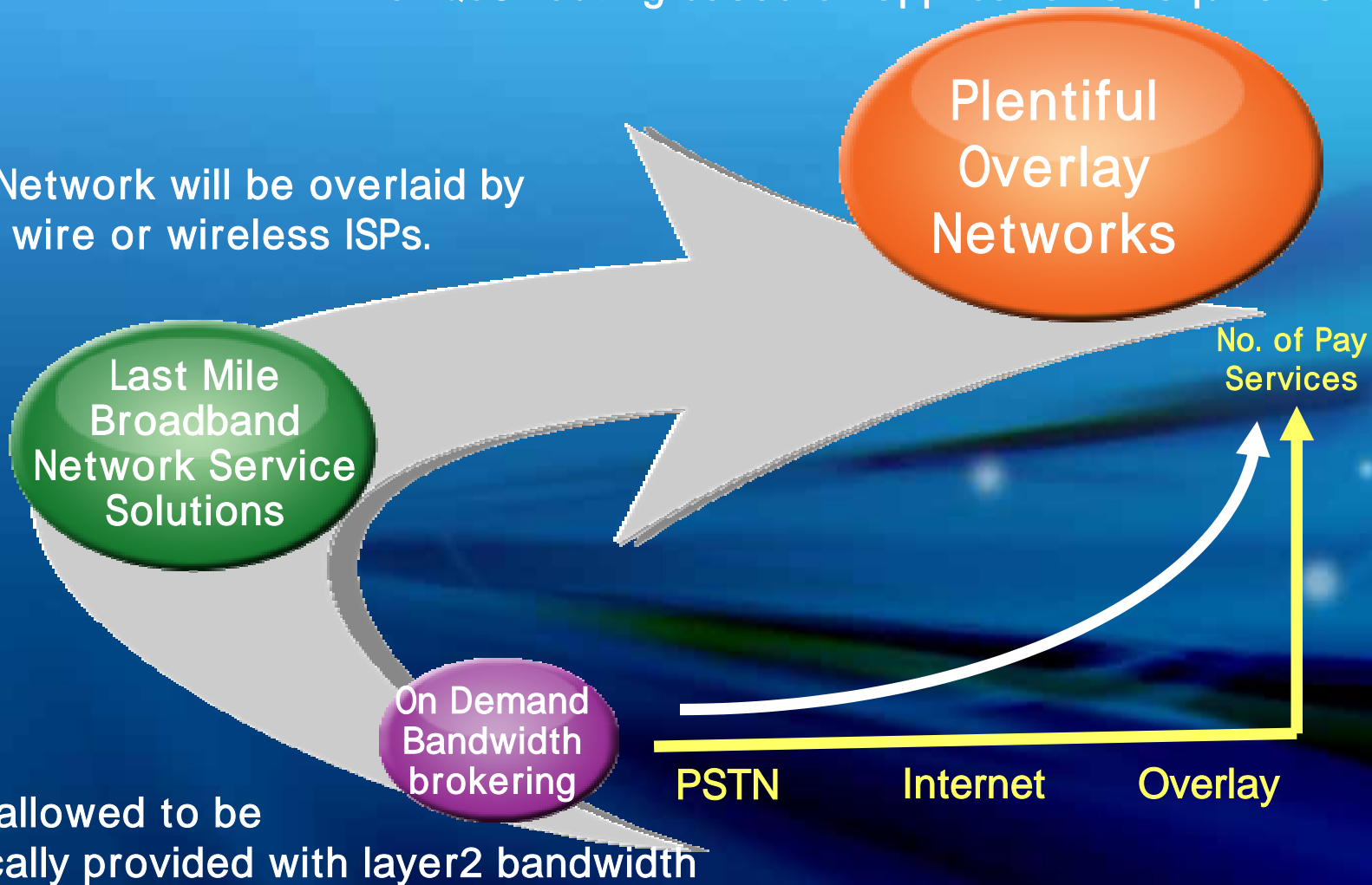
QoS

Provisioning

4. Impacts on Future Internet(1/4)

(Home) Servers will impersonate (edge) router for QoS routing based on application's requirement .

Private Network will be overlaid by multiple wire or wireless ISPs.



User is allowed to be dynamically provided with layer2 bandwidth

4. Impacts on Future Internet(2/4)

Related traffic marking (or encapsulation) for QoS routing

1. *Higher and further from layer 2 and Telco switch .*

2. *Switching devices (PSTN) -> Routers (Internet) -> Home server or personal computer (Overlay network)*

3. *MAC address based routing -> IP address based routing -> URL based routing.*

4. *TOS based routing -> (static) Policy based routing (provider) -> (volatile) Pay-will based routing*

4. Impacts on Future Internet(3/4)

Related Congestion control, Accounting, Provisioning.

1. *Best effort service (like trail) -> Relatively guaranteed service (like road) -> absolutely guaranteed service (like express way)*

2. *Packet-drop based Congesting control -> (user click) access-control based congestion control*

3. *the fixed rate system - > the (exactly) measured rate system -> the customer satisfaction rate system*

4. *(static) Over provisioning -> Dynamic allocation based (over) provisioning*

4. Impacts on Future Internet(4/4)

Related the last mile broadband service problem.

1. *Near soon, wireless ISPs try to invade private network with high speed wireless service as a last mil solution.*

2. And then, competitive wire ISPs will announce the new service 'optic cable to the PC on the desk'.

3. Campus or enterprise networks will be fallen into the special application of overlay networks using VoIP, IPTV and so on.

4. *because the cost for the early adapting of the cutting edge technology is too expensive to catch up with*

5. Some lessons from Grid Project

1. The effort for global adaptation is first, high tech. development is the next like Internet.

2. The extension of horizontal convergence tends to make the necessity of vertical convergence to increase.

3. The way that allowing application to choose express way among various kinds of paths seems to be easier and cheaper than current way that IP filtering at every routers for QoS.

4. Without solving the last mile problem, almost of advanced network services will be seriously limited.

Thank you for your attention.