

Towards a new generation of information-oriented Internetworking architectures

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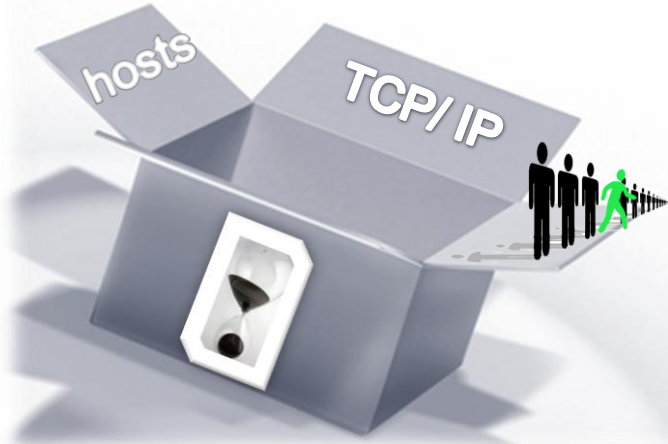
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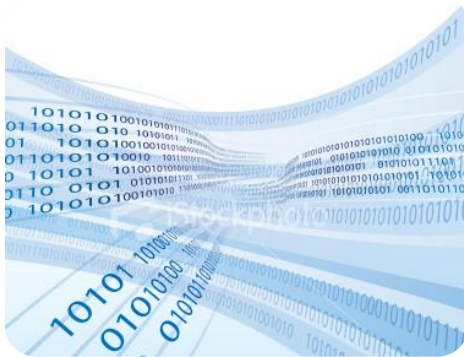
Outline



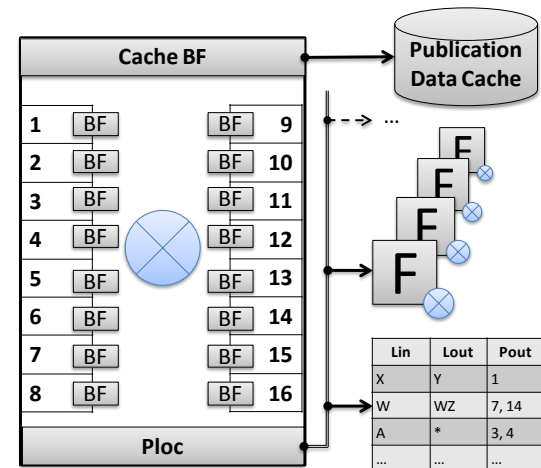
“out-of-the-TCP/IP-box” thinking



data / content / information networking

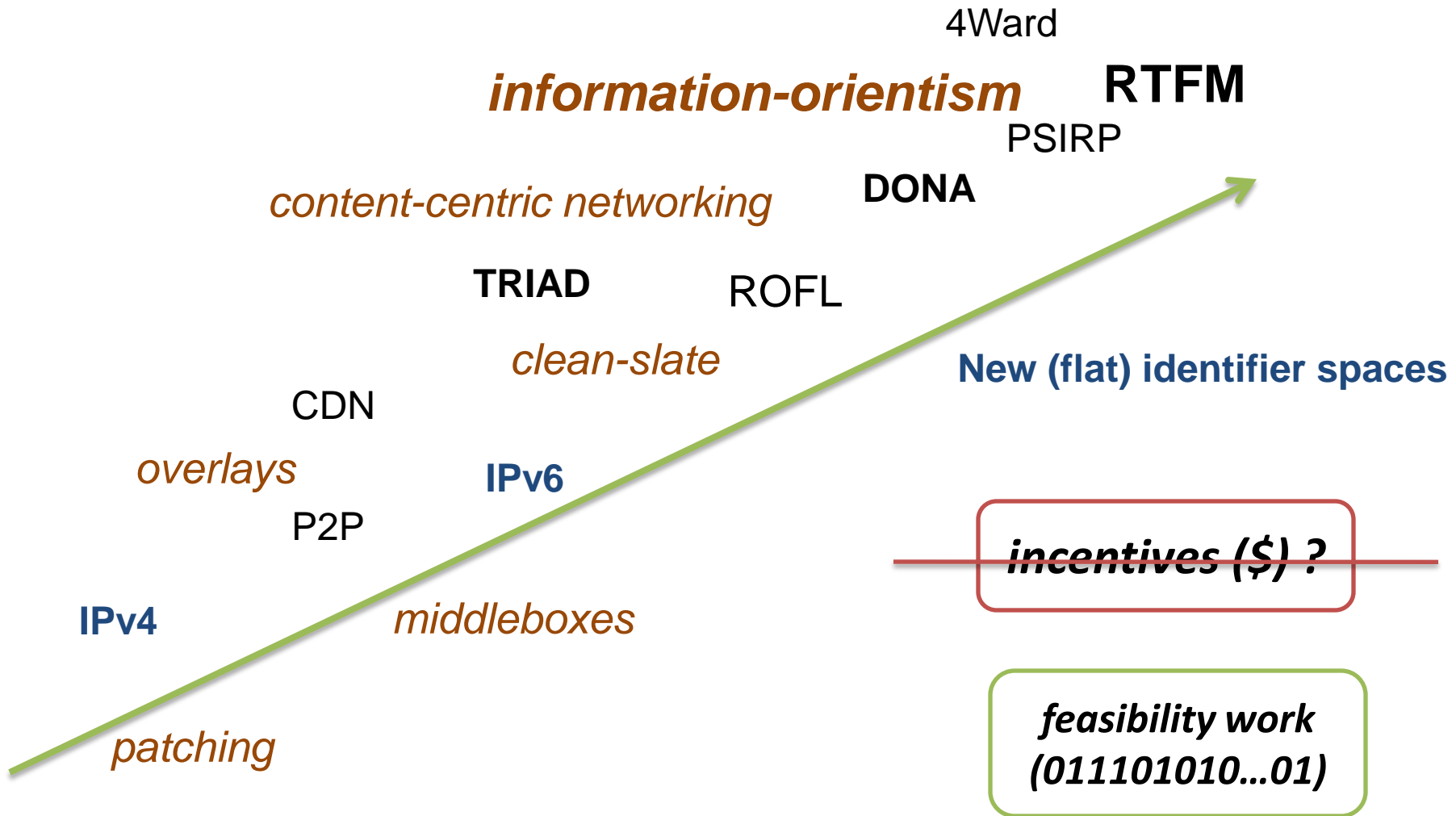


large flat labels



SPSwitch: fast scalable forwarding

Re-Architecting efforts



Rethinking concepts

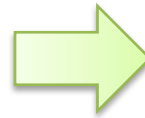
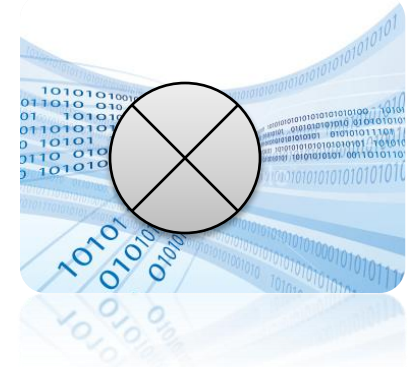


Table 1: Concepts of information-oriented networking versus the original Internet design. Rethinking fundamentals.

Original Internet	Information-Oriented / Content-Centric Internetworking
Sender	Content producer (publisher)
Receiver	Content consumer (subscriber)
Sender-based control	Receiver-based control
Client/Server communications	Publish/Subscribe Sender and Receiver uncoupled
Host-to-host	Service access / Information retrieval
Topology / Domain	Information scope
Unicast	Unified uni-, multi- and anycast
Explicit destination	Implicit destination
End-to-End (E2E)	End-to-Data (E2D)
Host name (look-up oriented)	Data/Content name ("search" activity)
Secure channels, host authentication	Integrity and trust derived from the data

Challenges & Paradigm

- Common **challenge** in data-oriented paradigms:
 - Take switching decisions
 - at *wire speed* (Gbps)
 - on a *large* universe (e.g., 256-bit hash values)
 - of *flat* (non-aggregatable) identifiers



- Let's take **advantage** of the data-oriented paradigm:
 - Pub/sub inherently tolerates *false positives*
 - Opportunistic *caching*



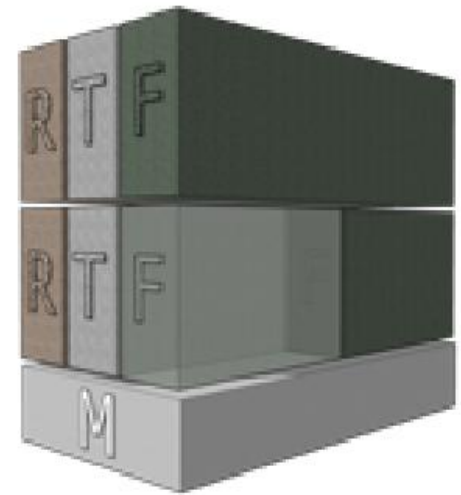
Longest IP prefix vs. flat label matching

IPv4	Dec.	81.216.171.106	<i>human</i>
	Bin.	01010001 11011000 10101011 01101010	<i>machine</i>
IPv6	Hex.	ca12:b9fa:655a:0000:0000:ac2f:ccef:f0ab	} Aggr.
	Bin.	11001010 00010010 10111001 11111010 11001010 01011010 00000000 00000000 10101100 00000000 00000000 00101111 11001100 11101111 11110000 10101011	
256-bit flat label	Hex.	08090A0B0D0E0F10121314151718191A1C1D1E1F21222324262728292B2C2D2E	
	Bin.	11111010 11001010 01011010 00000000 00000000 10101100 00000000 00000000 10101100 00000000 00000000 00101111 11001100 11101111 11110000 10101011 11001010 00010010 10111001 11111010 01011010 00000000 00000000 10101100 11101111 11110000 10101011 11001010 00010010 10111001 11111010 11001010	

256-bit flat ID matching is *expensive* @ wire speed

RTFM Architecture*

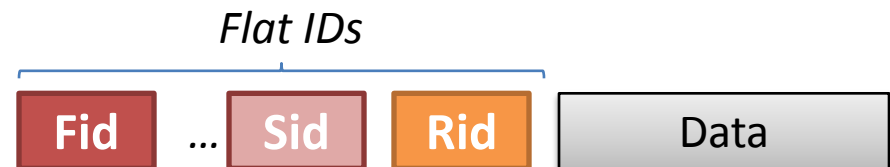
- **Rendezvous:** Matches subscriptions to publications.
- **Topology:** Creates and maintains delivery trees used for forwarding traffic.
- **Forwarding:** Actual data delivery operations. (label switching and fast forwarding tables)
- **Mediation:** Node-to-node link data transfer & **More** (opportunistic caching, collaborative and network coding)
- Metadata and hash-based identifiers



*[Särelä et al. 2008]

Identifiers space (approx.)

- 10^{15} rendezvous identifiers (256-bit RiD)
- 10^{10} scope identifiers (256-bit SiD)
- Forwarding identifies (256-bit FiD)



The role of Bloom and family

- Well known Bloom filters

- Efficient *data aggregators*

- Performance:

 - f (memory / # elements)

- High-speed router requirements

- Low (bounded) packet processing *time* (constant time to hash)

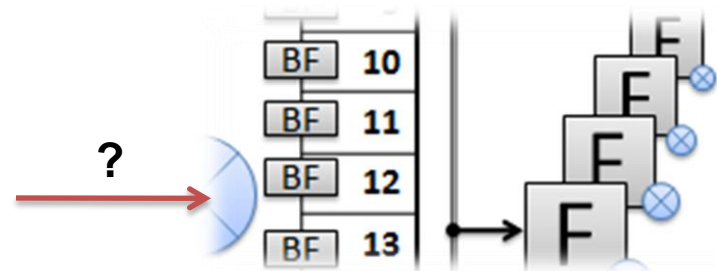
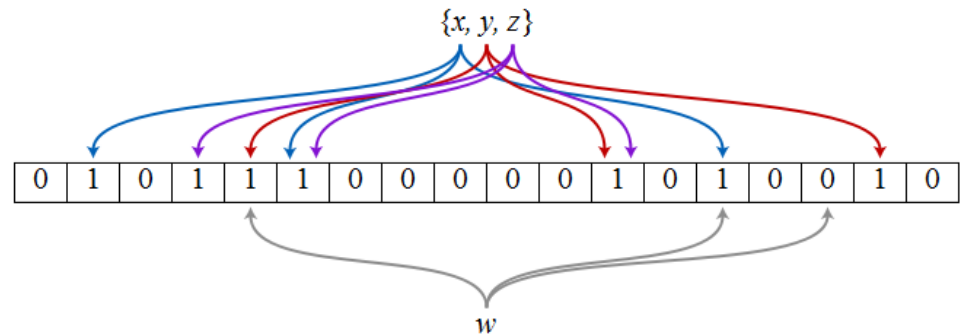
- High-speed *memory* limitations

- Our first *naïve* p-bank Bloom-filter-based switching approach:

- Bloom filter *membership-problem*

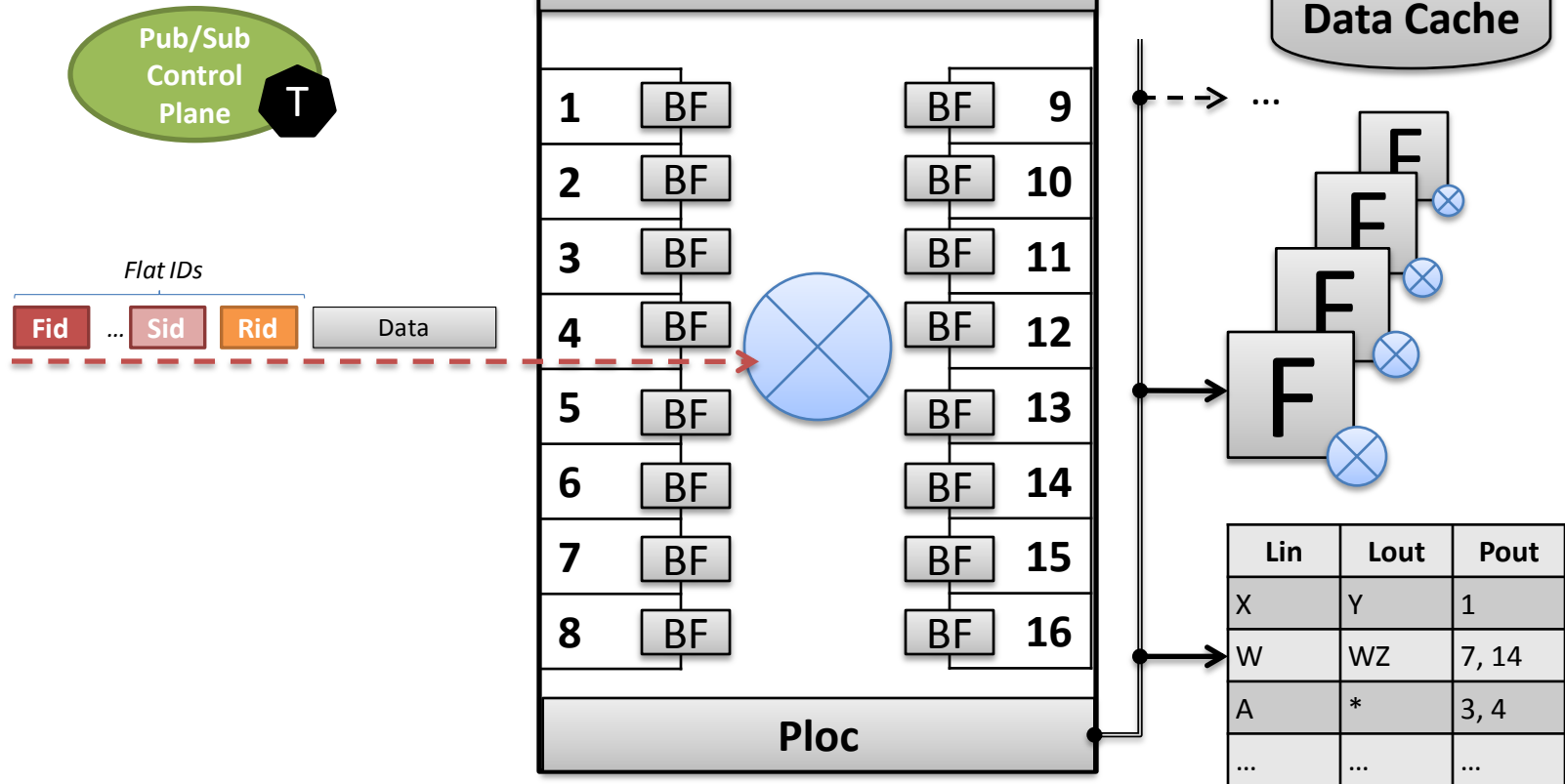
Is label_x in output P_y?

110010100110010 ... 011111001010



SPSwitch– Abstract Switching Element

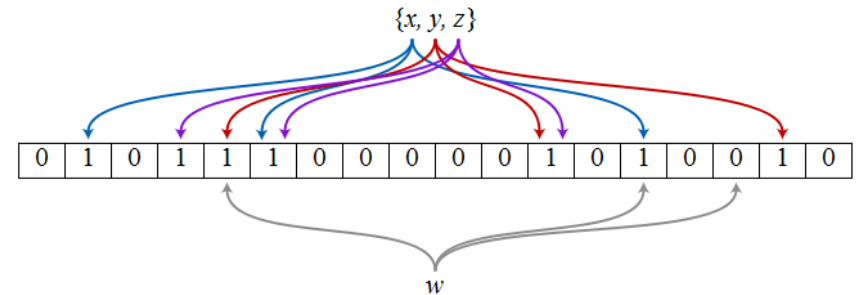
Assumption!



*Given an incoming packet identified by a flat ID,
which is the output port/interface?*

Limitations of standard BFs

- a) lack of associated *values*
- b) expensive *deletion*
- c) no notion of *time*
- d) *unbalanced* usage of memory per output



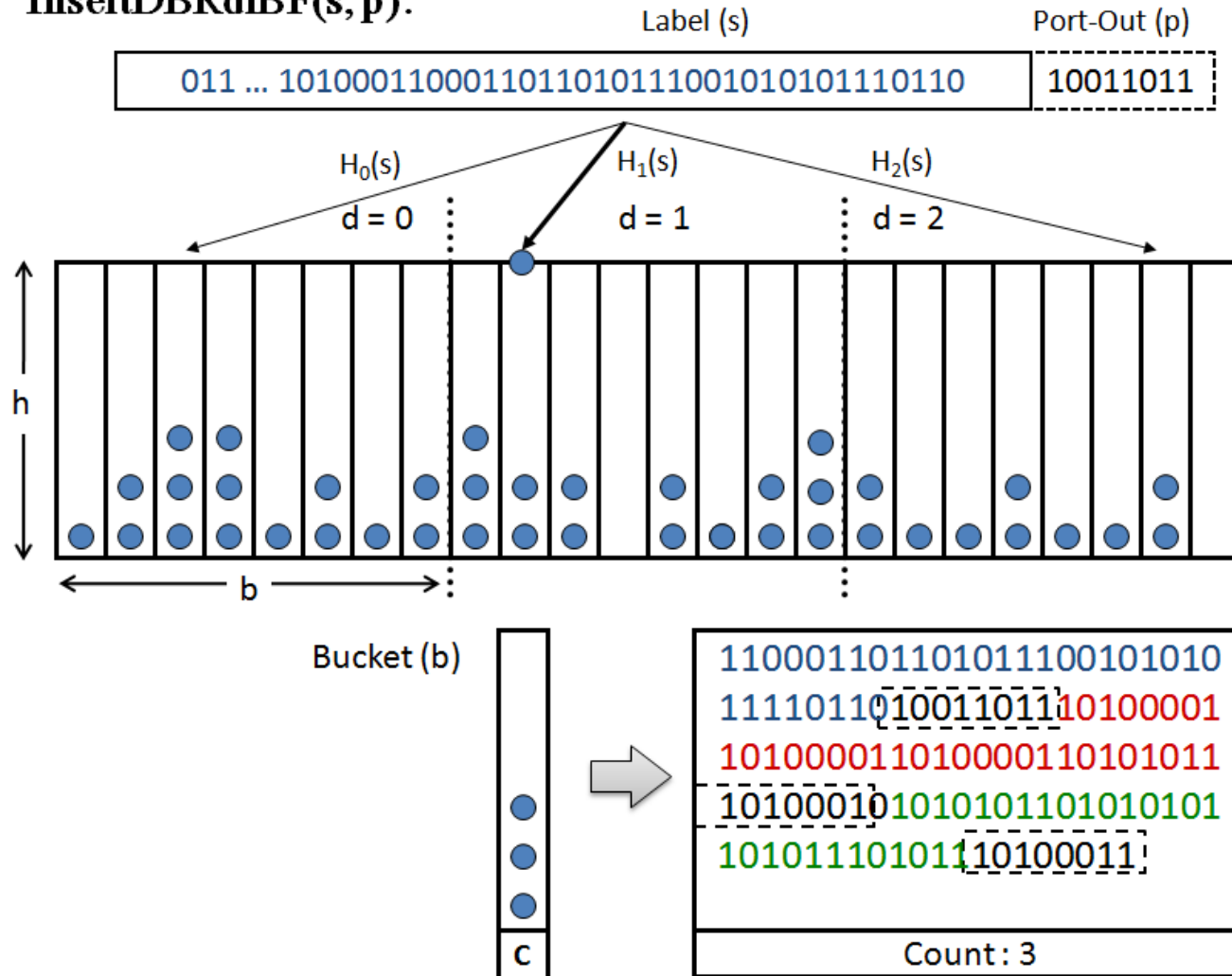
We need a more flexible (probabilistic) data structure!

→ d-left Fingerprint Compressed Filter (FCF)*

*recent results by Bonomi et al (2006)

Statefull d-left FCF approach

InsertDBRdIBF(s, p):



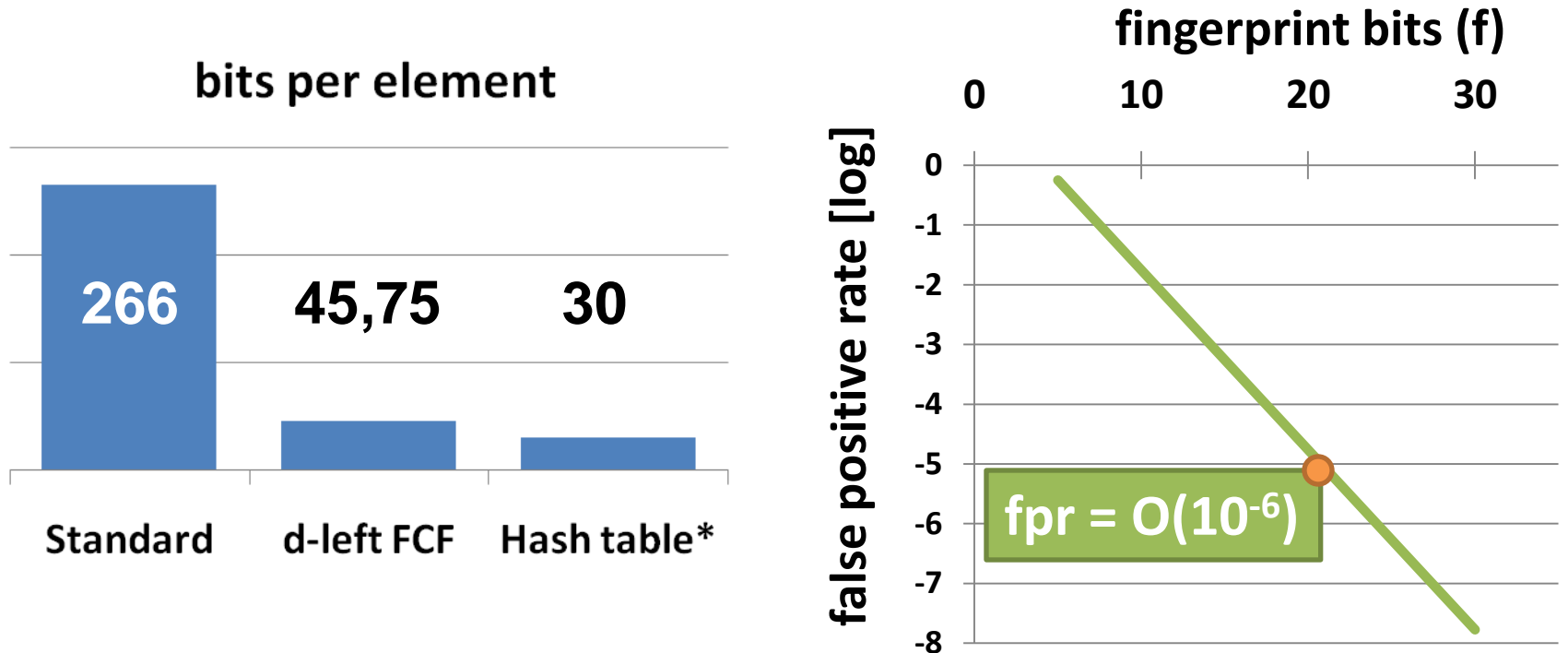
Experimental results

Table 2: Analytical and experimental comparison of different data structures for the switching procedures.

	Mem. access	Mem. size M	(Mbits)**	(bpc)	False positive	(predicted)**	(actual)**
Standard Table	$O(n) - O(1)^*$	$n * (s + p)$	253.68	266.0	0	0	-
Fingerpr. Table	$O(n) - O(1)^*$	$n * (f + p)$	28.61	30.00	2^{-f}	$9.54 * 10^{-7}$	-
p-bank BF	$O(1)$	$2^p * m$ ***	43.63	45.75	$\approx 2^p * 0.62^{M/n}$	$2.91 * 10^{-7}$	$4.33 * 10^{-3}$
d-left FCF	$O(1)$	$d * b * h * (f + p)$	42.92	45.00	$< d * h * 2^{-f}$	$1.72 * 10^{-5}$	$1.51 * 10^{-5}$
d-left FCF DBR	$O(1)$	$d * b * (h * (f + p) + c)$	43.63	45.75	$< d * h * 2^{-f'}$	$3.57 * 10^{-6}$	$3.46 * 10^{-6}$

* Assumes a perfect hash function. ** Parameters: $n = 1.000.008$; $d = 3$; $b = 83.334$; $f = 20$; $p = 10$; $h = 6$; $c = 3$; $s = 256$.
 *** Total memory of the p-bank Bloom filters equal to the value M of the d-left FCF DBR. $m = M/2^p$; $k_{opt} = 31$.

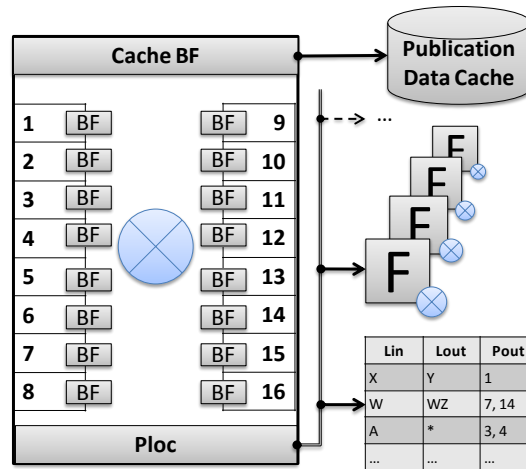
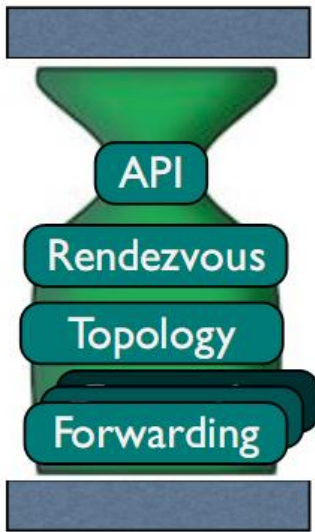
20-bit fingerprint + 10-bit port



Future work

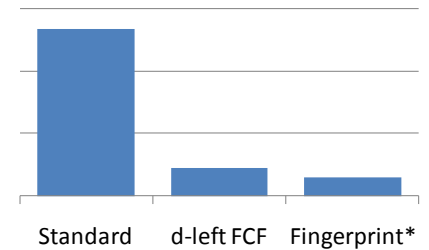


Conclusions



SPSwitch

bits per element



Q&A procedure

