Internet Resource Pooling for Mobile Devices



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The requirements have changed

we need a more robust Internet than we can get from simply making better individual components

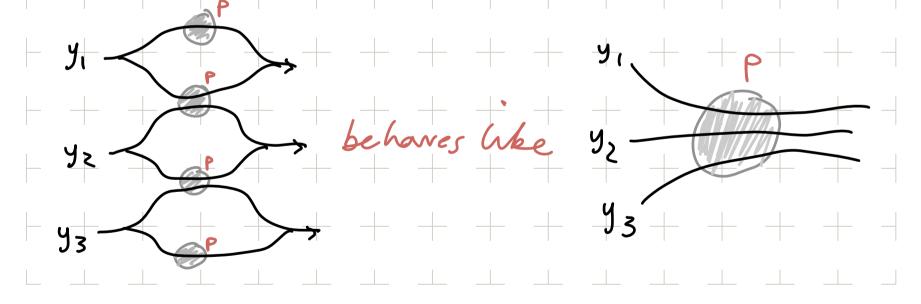
- most end-systems will be mobile
 - with multiple radios that can be used simultaneously
- mobile applications are becoming more demanding & important VoIP, TV, Games, always-on services
- the deployment incentives are more critical than ever
- incentive misalignment kills many technically viable proposals "partial benefit from partial deployment"
- "change is easiest where pain is felt"



Resource pooling

make the resources of a network behave like a single, pooled resource increase reliability, flexibility and performance

by exploiting parallelism and redundancy in the network through an evolution of the current Internet protocols





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Resource pooling for the Internet

Multipath routing

make multiple, disjoint paths available between two endpoints

the only real way to robustness if through diversity Multipath transport

transmit the data of a single transport connection along multiple paths

coupled congestion control loops are critically important (Kelly/Voice, etc.)

Resource accountability

expose the impact of its resource usage to the end system (and "charge" for it)

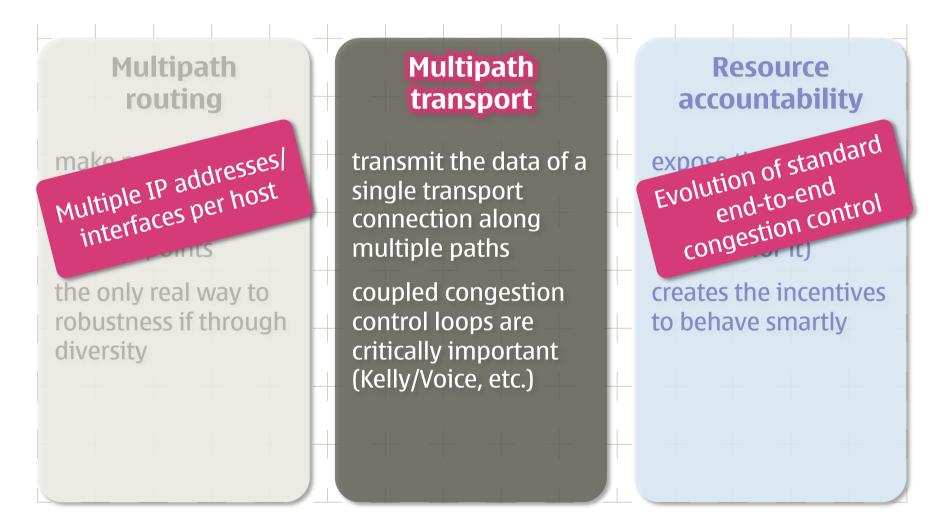
creates the incentives to behave smartly



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Short-term resource pooling for the Internet





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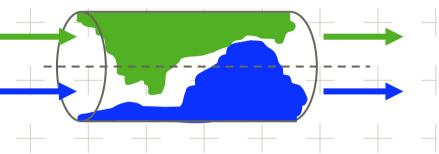
Multipath transport in a nutshell

multipath transport treats multiple end-to-end paths as a single pooled resource

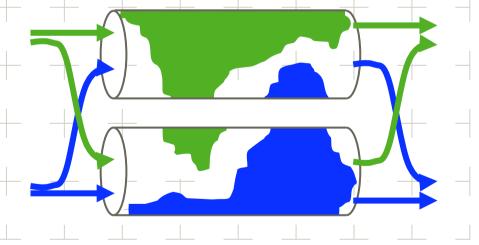
both in terms of robustness and bandwidth

per-path congestion control

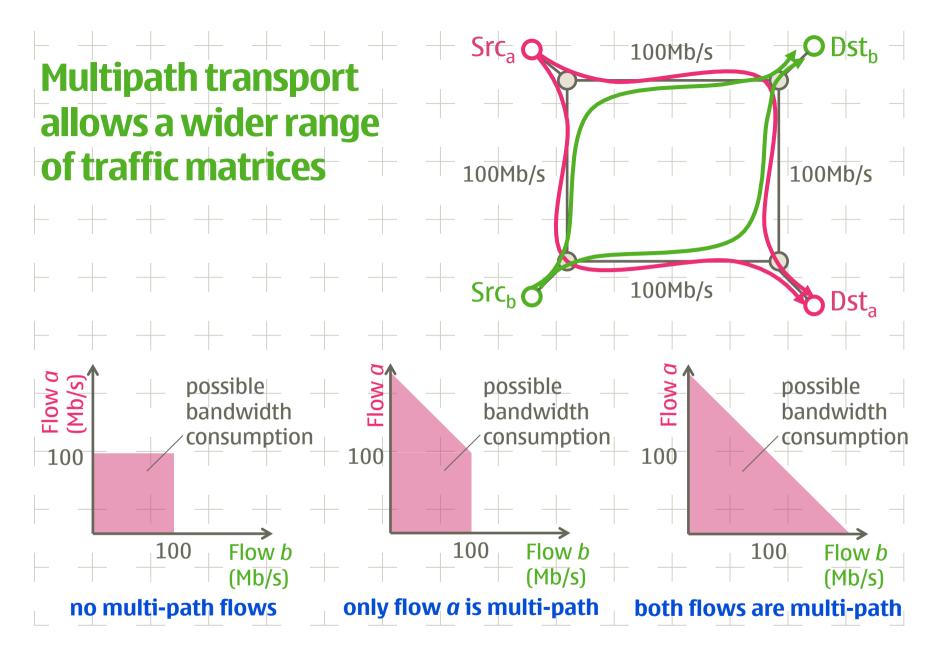
traffic moves away from congested paths naturally larger bursts can be accommodated traditional Internet:



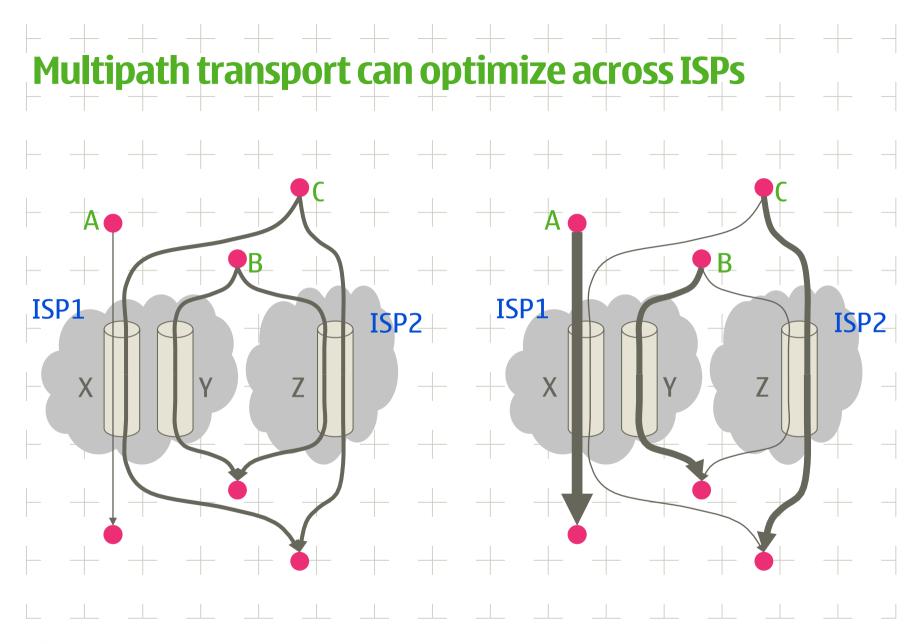
multipath resource pooling:













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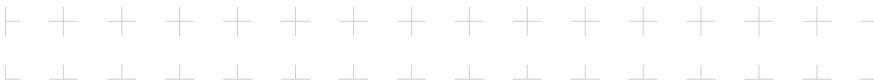
Internet resource pooling for mobile devices

mobile devices are an ideal target for short-term resource pooling multiple radios = multiple ISPs = natural path diversity even stronger incentives for stakeholders that control both ends

multipath transport = mobility "light"

connections stay up even when some radios become disconnected no need to deploy heavyweight mobility or routing solutions

potential improvements in energy efficiency multipath uses more radios (= more energy) but for a *shorter* time depending on the hardware, there this can be more efficient





Where are we today?

good theoretical understanding of the issues (past work by others) Kelly and Voice; Key, Massoulié and Towsley; etc.

Trilogy is working on the details for TCP & BGP

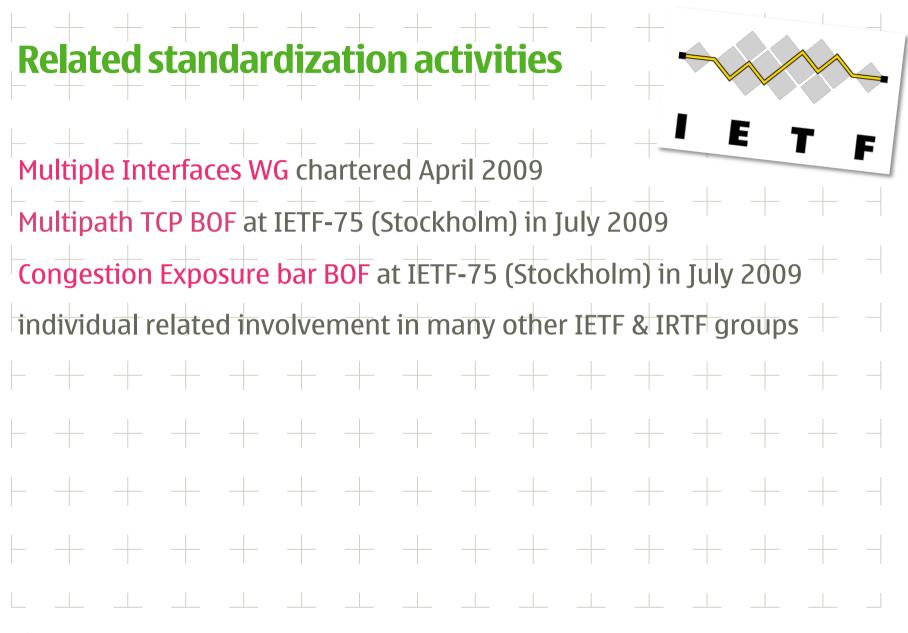
- how well does this work in practice?
- are there cases where multipath does worse?



- how much of the traffic engineering problems does this solve? how much remains to be done in routing?
- how to account for pooled resource usage? create incentives?
- how to manage such dynamic networks?

(Trilogy is also investigating other topics)

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Trilogy IETF/IRTF Participation (as of IETF-74)						General Area R. Housley	Internet Area J. Arkko
Internet Architecture Board (IAB) 13 Members			Internet Engineering Steering Group (IESG) 15 Area Directors			ipr pre8prob***	R. Droms 16ng 6ai*** 6lowpan
							6man ancp autoconf Csi
Internet	Applications	Transport	Security	Routing	0&M**	RAI*	dhc
Research	Area	Area	Area	Area	Area	Area	dna
Task Force	L. Dusseault	L. Eggert	P. Eronen	R. Callon	R. Bonica	C. Jennings	dnsext
A. Falk	A. Melnikov	M. Westerlund	T. Polk	A. Farrell	D. Romascanu	R. Sparks	hip
asrg	alto	behave	btns	bfd	adslmib	atoca***	intarea***
cfrg	apparea***	dccp	dkim	ccamp	bmwg	avt	ipdvb
dtnrg	calsify	fecframe	emu	forces	capwap	bliss	l2tpext
end2end	crisp	ippm	hokey	idr	dime	drinks	I2vpn
hiprg	eai	ledbat	ipsecme	isis	dnsop	ecrit	lisp***
iccrg	httpbis idnabis	nfsv4	isms	l1vpn	grow	enum	magma
mobopts		nsis	keyprov kittop	I3vpn	ipcdn ipfiy	geopriv	mext mif***
nmrg	lemonade ltru	pcn rmt	kitten krb	manet mpls	ipfix mboned	iptel mediactrl	
p2prg rrg	mmox***	rohc	ltans	ospf	netconf	mmusic	mip4 mipshop
samrg	morg	rserpool	msec	pce	netmod	p2psip	netext***
tmrg	oauth***	shara***	nea	pim	opsawg	sigtran	netImm
enng	sieve	storm***	pkix	roll	opsec	simple	ntp
	usefor	tcpm	saag***	rpsec	pmol	sip	pana
	vcarddav	tsvarea***	sasl	rtgwg	psamp	sipping	pppext
	yam***	tsvwg	smime	sidr	radext	speechsc	pwe3
			syslog	vrrp	v6ops	speermint	savi
IAB Member			tls			xcon	shim6
Area Director WG Editor * Real-Time Applications and Infrastructure						xmpp2***	softwire
** Operations & Maintenance							tictoc
WG Chair Draft Author *** Not a WG (BOF, etc.)							trill



Develop a unified control architecture for

local operational and business requirements

the Future Internet that can adapt in a

scalable, dynamic and robust manner to

Develop and evaluate **new technical**

elements: reachability & resource control

Assess commercial and social control

aspects of our architecture & technical

solutions, including internal & external

solutions for key Internet control

trilogy







reachability mechanisms

load-dependent multi-path traffic engineering congestion control re-feedback routing policy resource control business

topology discovery,

reachability

Funded by the EU under FP7 for 3 years (2008-10) Total volume: 9.15M€ EU: 5.82M€ ~60 person-years total



http://www.trilogy-project.eu/ 💷



strategic evaluation

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