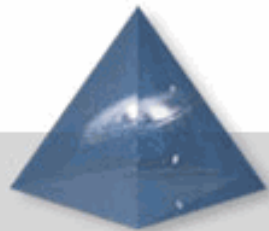


# Why is optical networking interesting?

[www.science.uva.nl/~deLaat](http://www.science.uva.nl/~deLaat)

## Cees de Laat



Faculty of Science



# Why is optical networking interesting?

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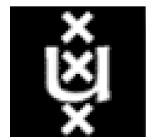
**Cees de Laat**

**EU**

**SURFnet**

**University of Amsterdam**

**SARA**  
NIKHEF  
science



# What is this buzz about optical networking

- **Networks are already optical for ages**
- **Users won't see the light**
- **Almost all current projects are about SONET circuits and Ethernet (old wine in new bags?)**
- **Are we going back to the telecom world, do NRN's want to become telco's**
- **Does it scale**
- **Is it all about speed or is it integrated services**

# Current technology + (re)definition

- Current (to me) available technology consists of SONET/SDH switches
- Changing very soon!
- DWDM+switching coming up
- Starlight uses for the time being VLAN's on Ethernet switches to connect [exactly] two ports
- So redefine a  $\lambda$  as:
  - “a  $\lambda$  is a pipe where you can inspect packets as they enter and when they exit, but principally not when in transit. In transit one only deals with the parameters of the pipe: number, color, bandwidth”

# VLBI

VLBI is easily capable of generating many Gb of data per

The sensitivity of the VLBI array scales with

(= data-rate) and there is a strong push to

Rates of 8Gb/s or more are entirely feasible

development. It is expected that parallel

correlator will remain the most efficient approach

s distributed processing may have an application

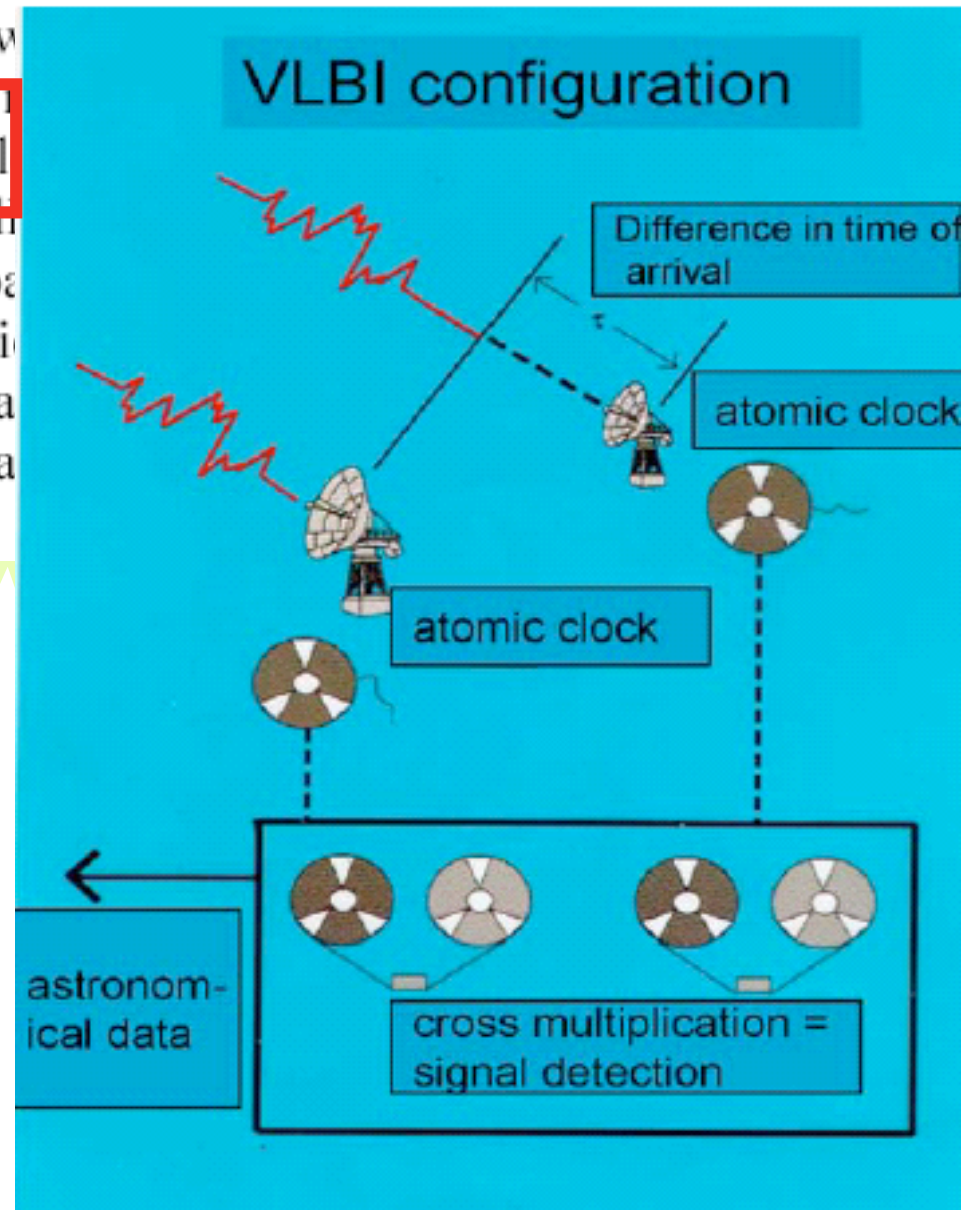
multi-gigabit data streams will aggregate into larger

and the capacity of the final link to the data

center.

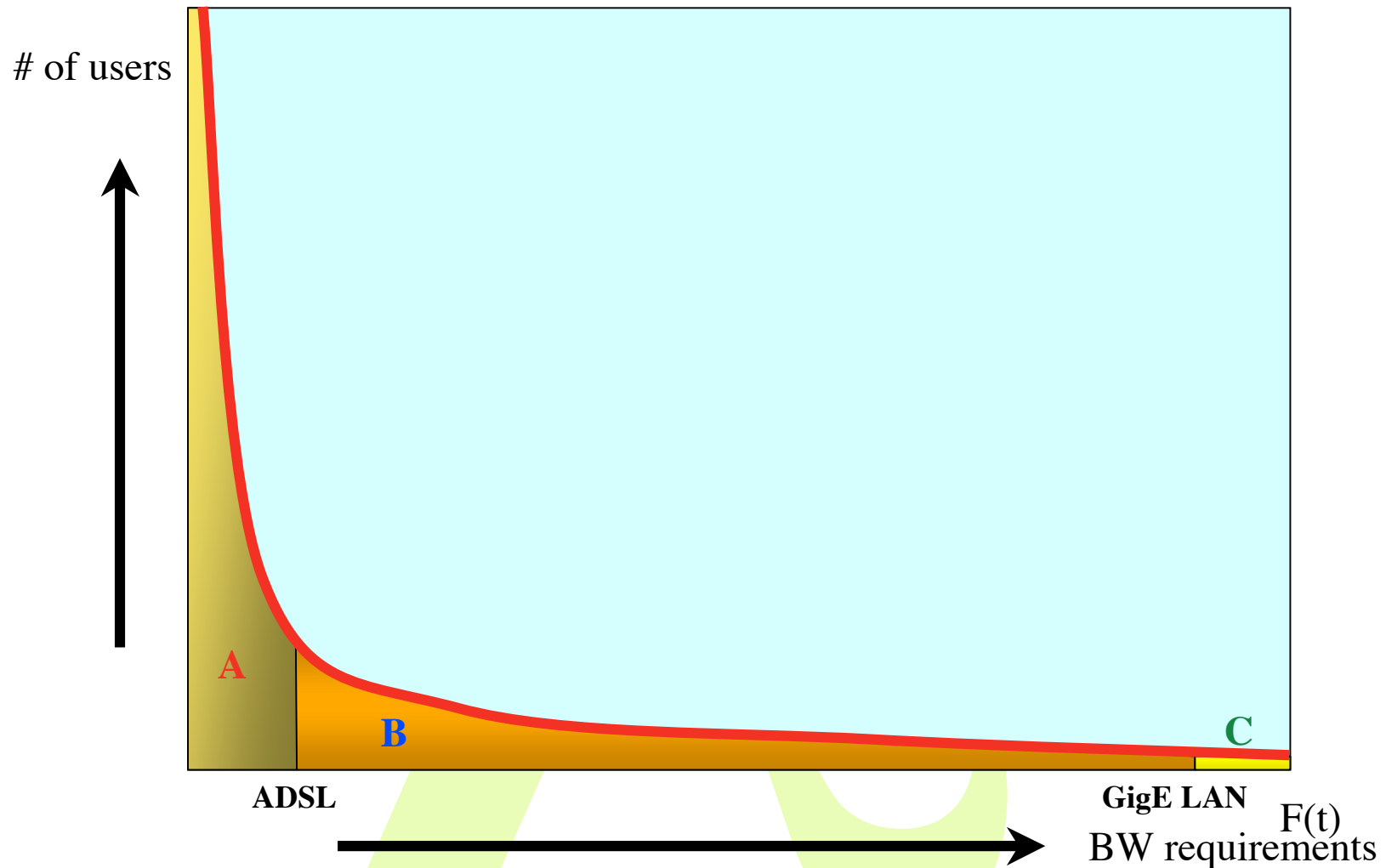


*Westerbork Synthesis Radio Telescope - Netherlands*



# Know the user

(3 of 12)



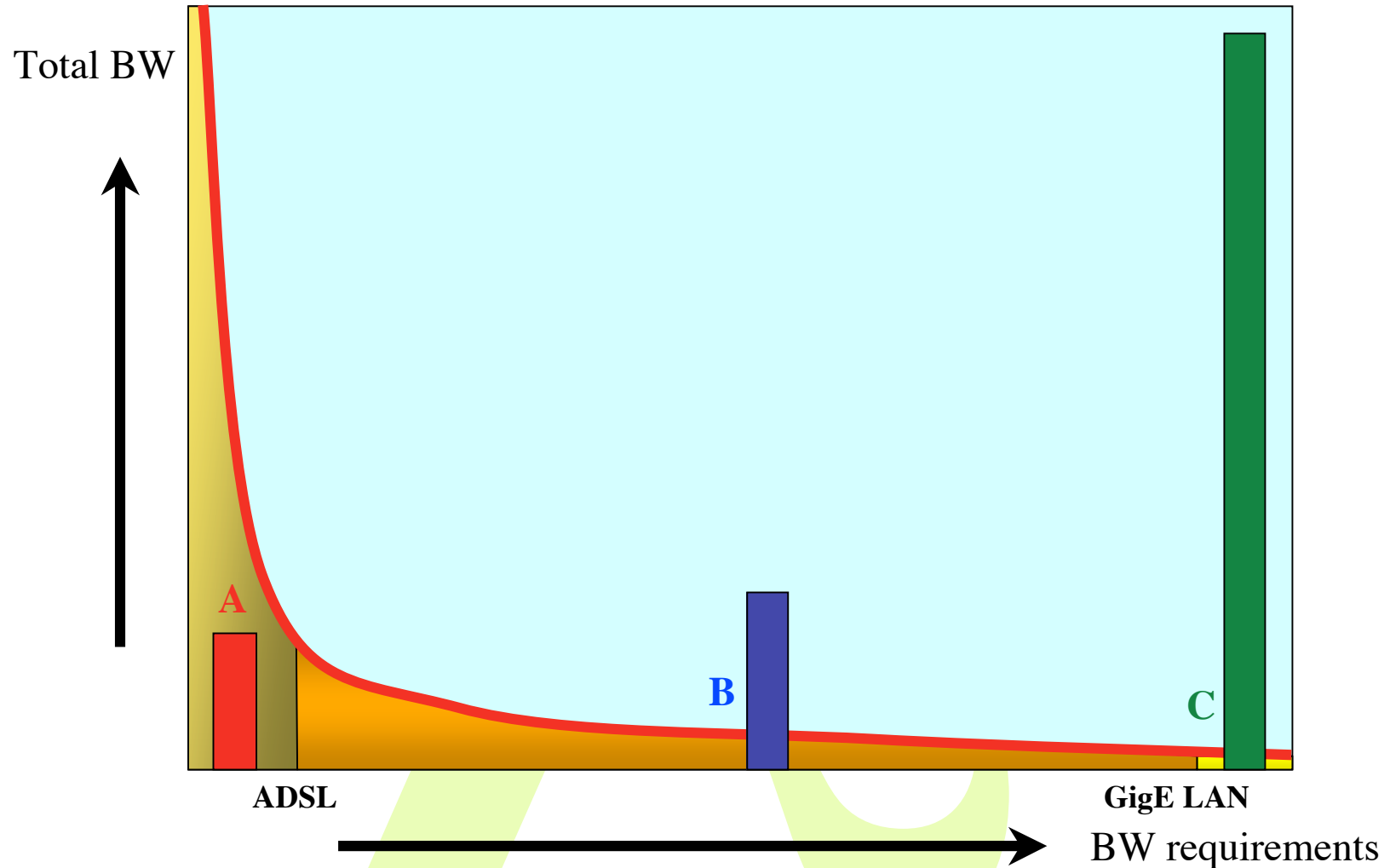
**A -> Lightweight users, browsing, mailing, home use**

**B -> Business applications, multicast, streaming, VPN's, mostly LAN**

**C -> Special scientific applications, computing, data grids, virtual-presence**

# What the user

(4 of 12)



**A -> Need full Internet routing, one to many**

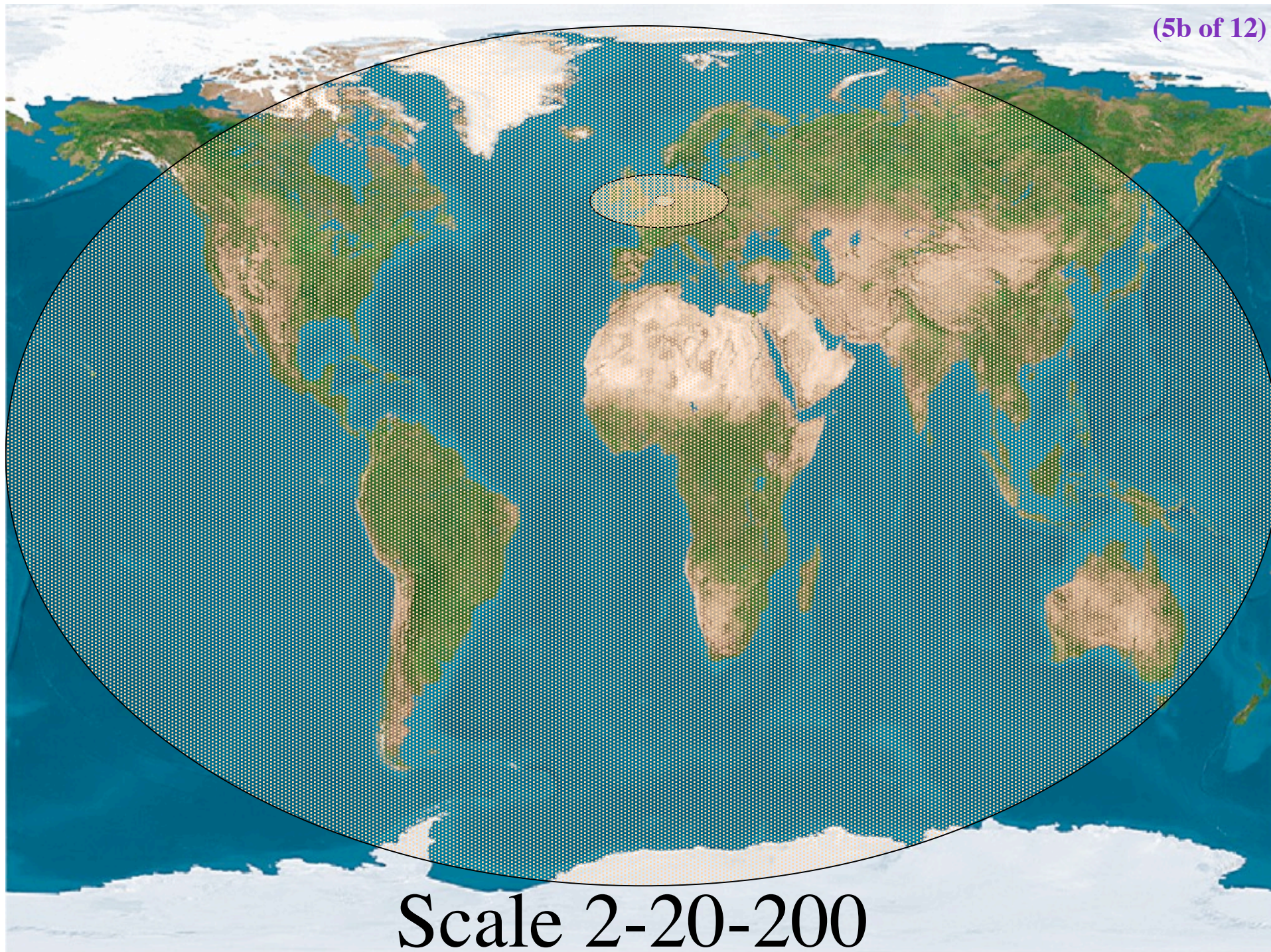
**B -> Need VPN services on/and full Internet routing, several to several**

**C -> Need very fat pipes, limited multiple Virtual Organizations, few to few**

# So what are the facts

- **Costs of fat pipes (fibers) are one-third of equipment to light them up**
  - Is what Lambda salesmen tell me
- **Costs of optical equipment 10% of switching 10 % of full routing equipment for same throughput**
  - 100 Byte packet @ 10 Gb/s -> 80 ns to look up in 100 Mbyte routing table (light speed from me to you on the back row!)
- **Big sciences need fat pipes**
- **Bottom line: create a hybrid architecture which serves all users in one consistent cost effective way**

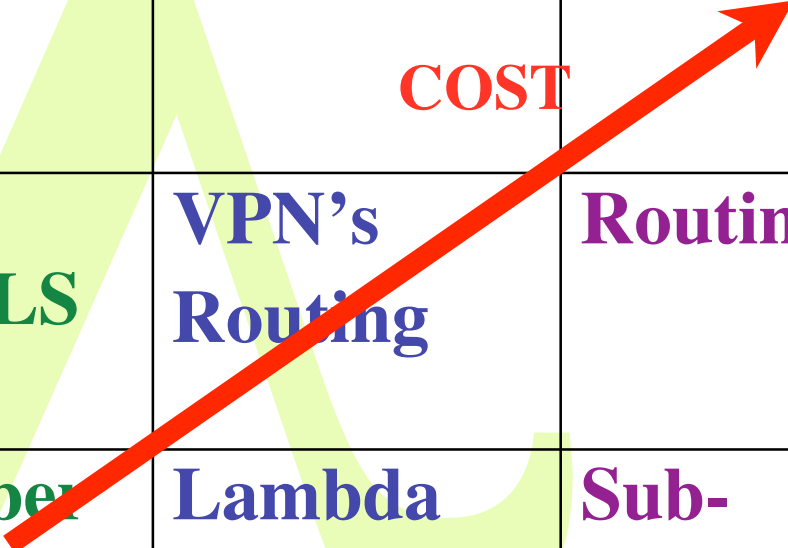


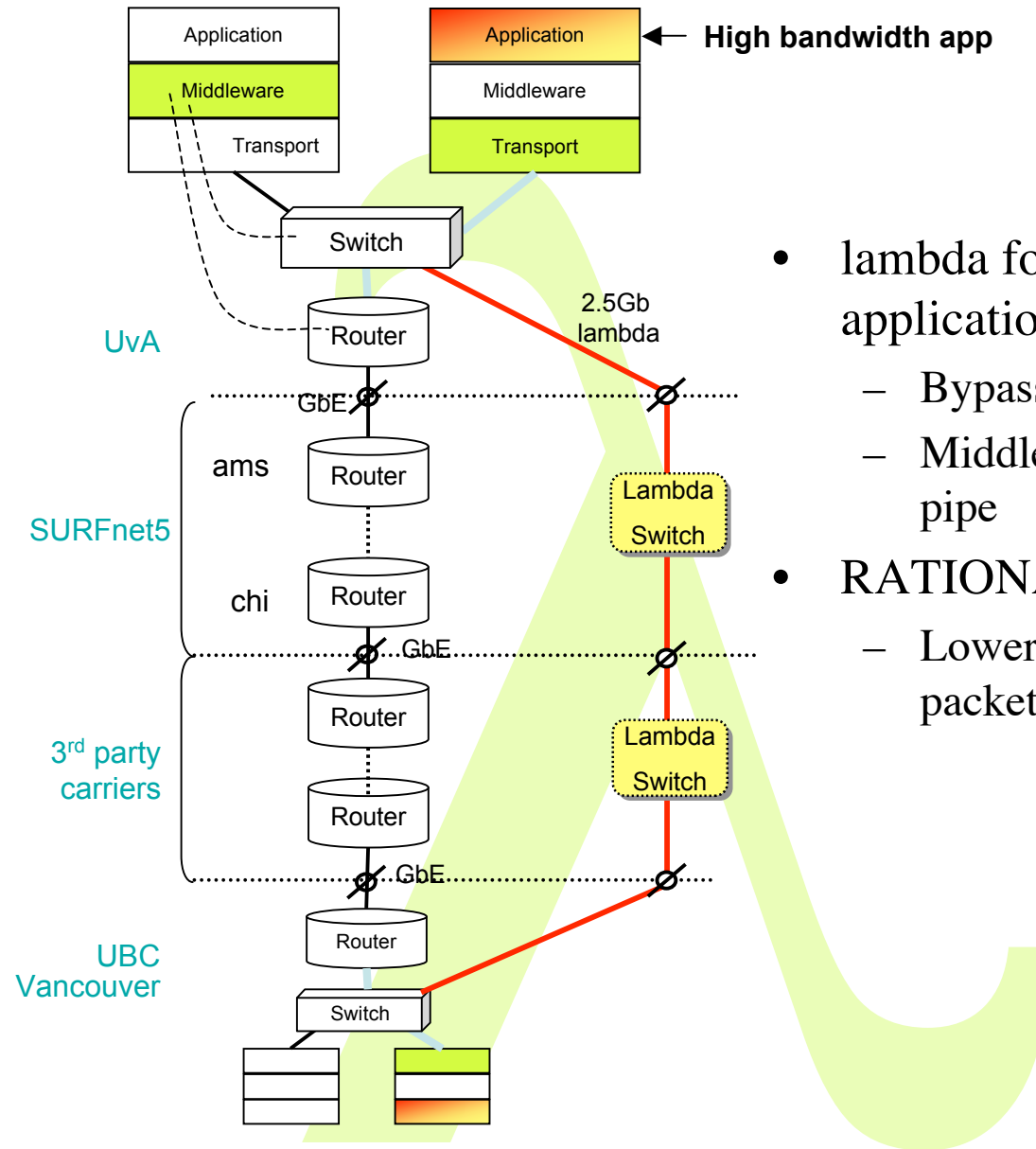


Scale 2-20-200

# Services

	<b>2</b> <b>Metro</b>	<b>20</b> <b>National/ regional</b>	<b>200</b> <b>World</b>
<b>A</b>	<b>Switching/ routing</b>	<b>Routing</b>	<b>ROUTER\$</b>
<b>B</b>	<b>VPN's, (G)MPLS</b>	<b>VPN's Routing</b>	<b>Routing</b>
<b>C</b> <i>#λ ~</i> <b>200/RTT</b>	<b>dark fiber</b> <b>Optical switching</b>	<b>Lambda switching</b>	<b>Sub- lambdas, ethernet- sdh</b>

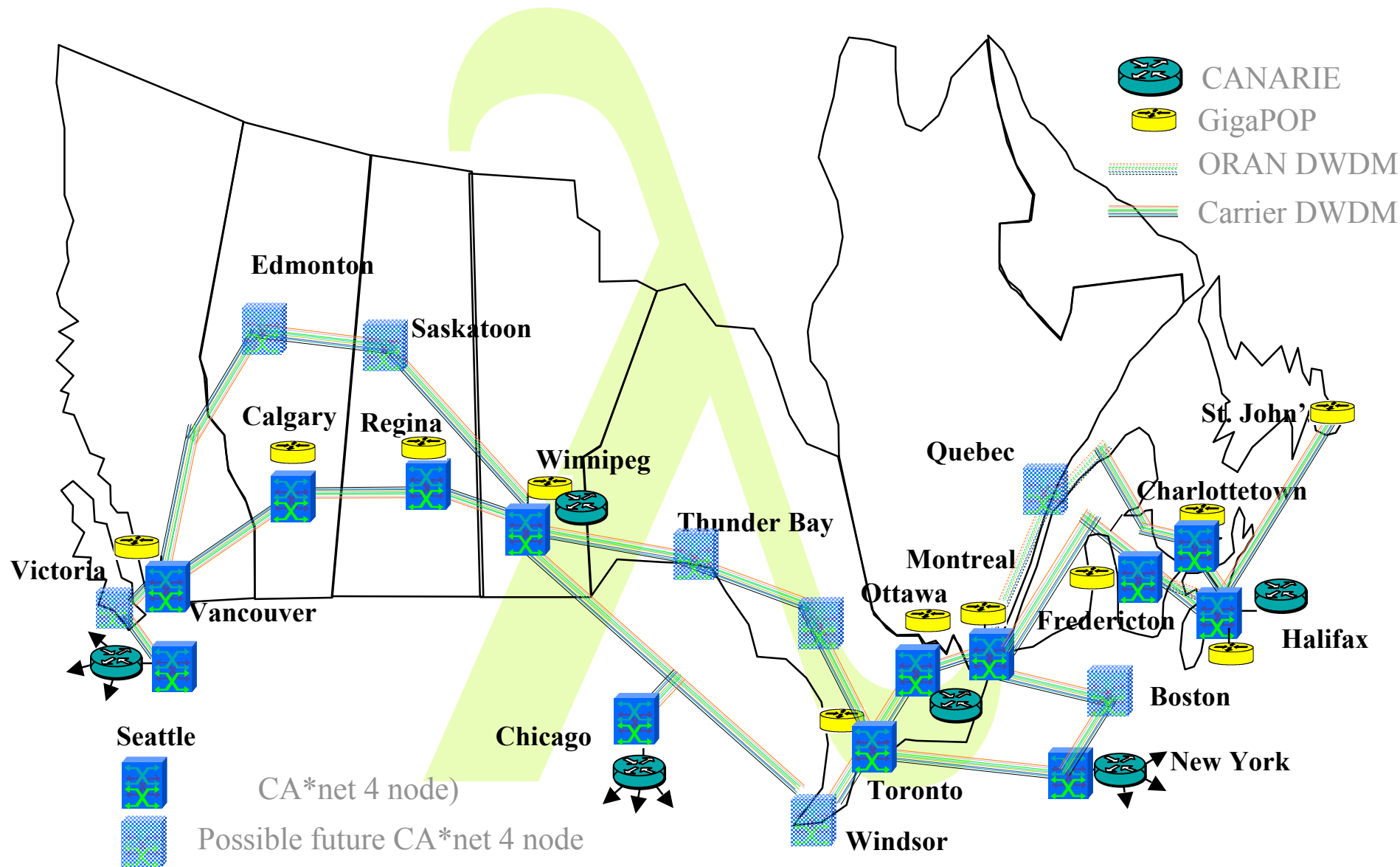
**COST** 



- lambda for high bandwidth applications
  - Bypass of production network
  - Middleware may request (optical) pipe
- RATIONALE:
  - Lower the cost of transport per packet

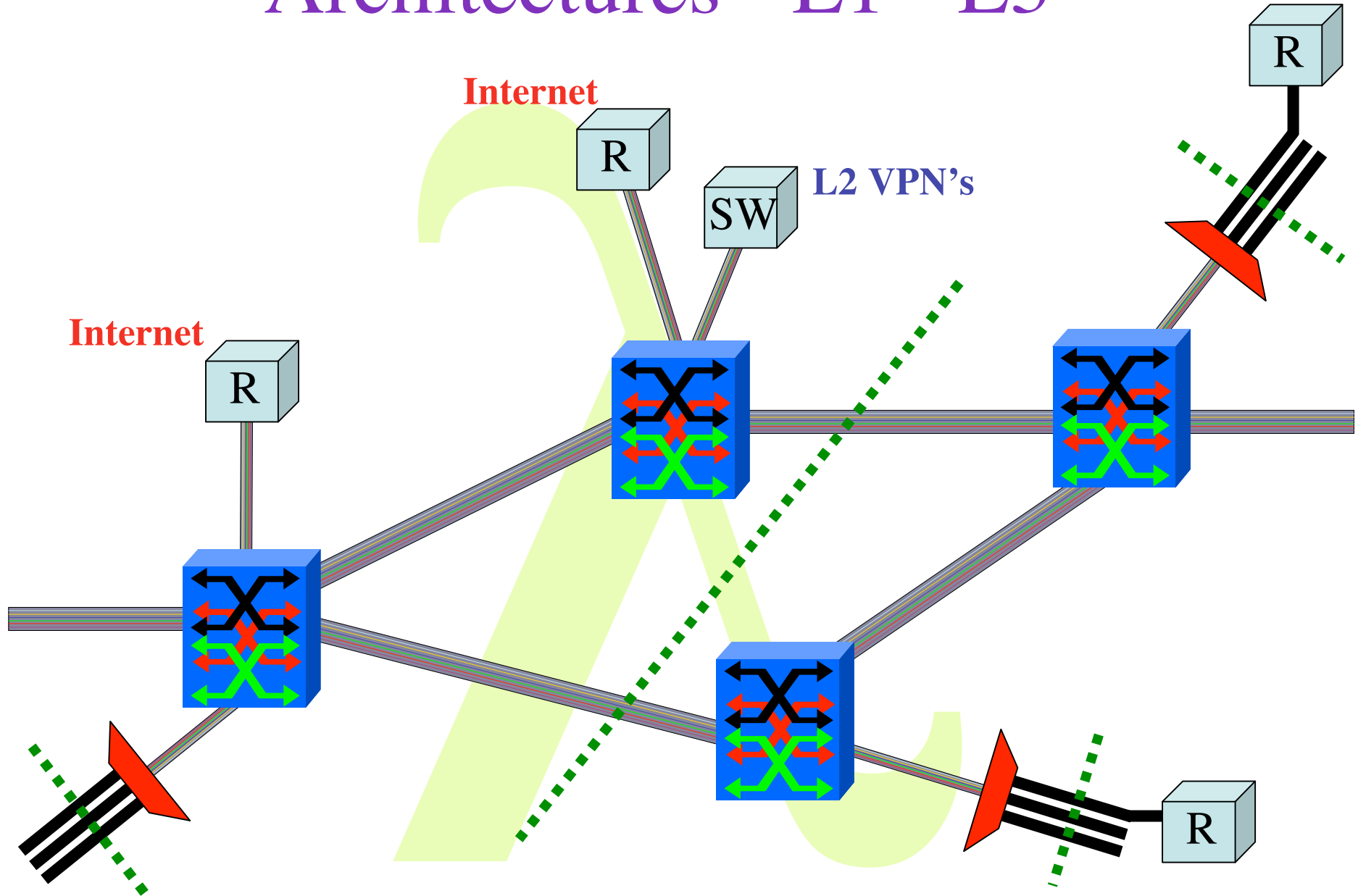


# CA\*net 4 Architecture



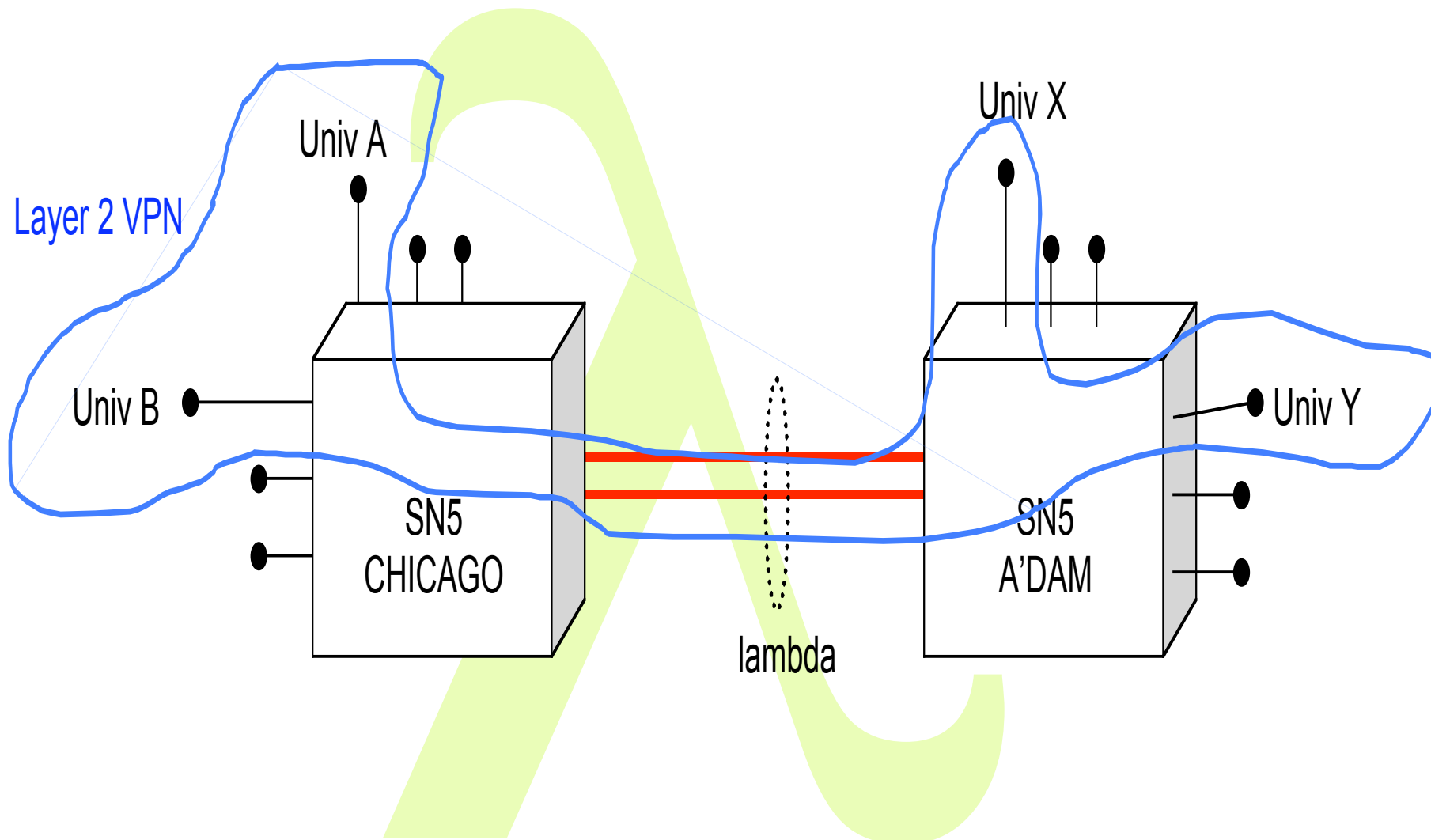
# Architectures - L1 - L3

(8 of 12)

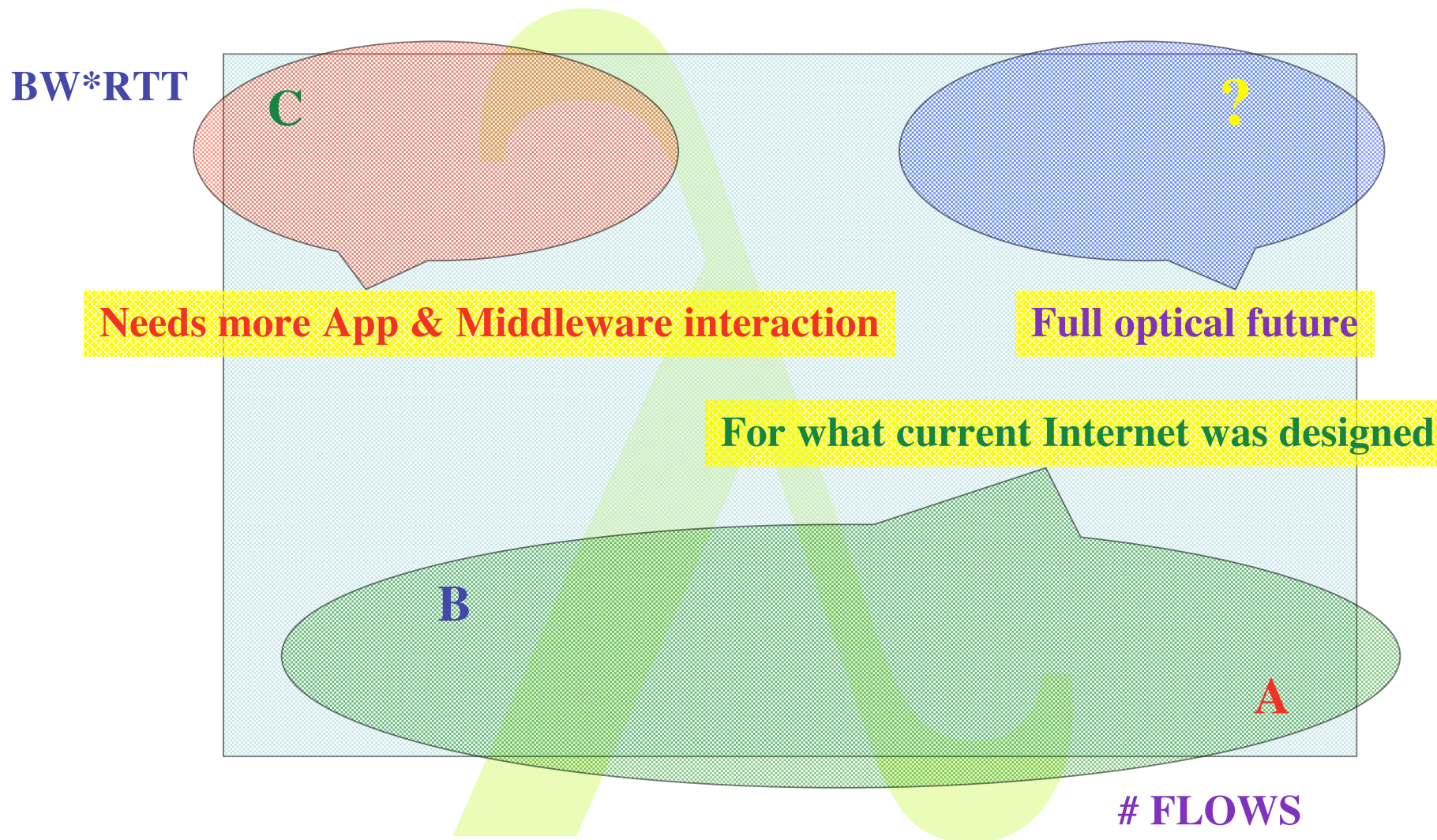


Bring plumbing to the users, not just create sinks in the middle of nowhere

# Distributed L2

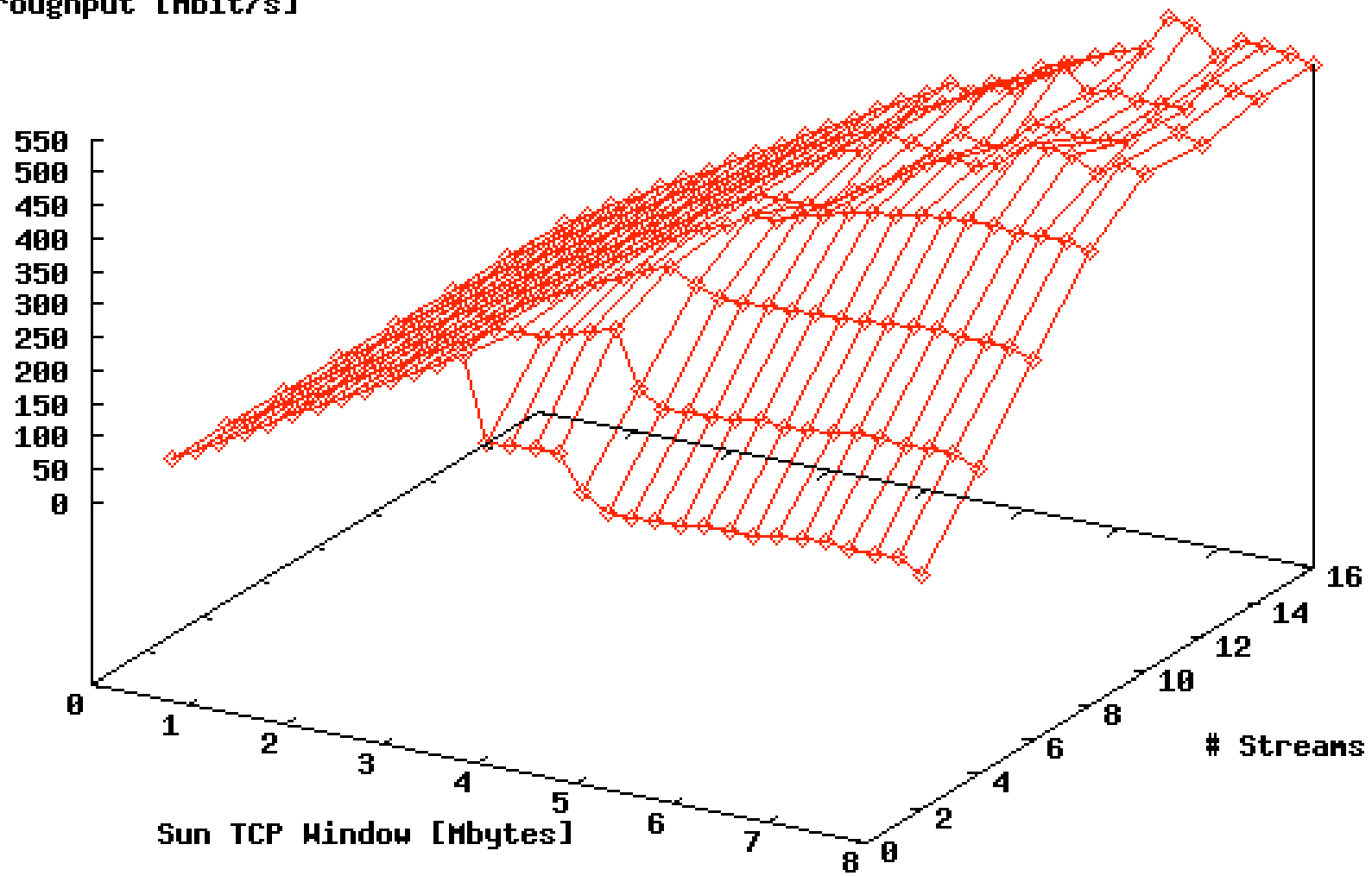


# Transport in the corners



EVL => HCH 

Sun Throughput [Mbit/s]



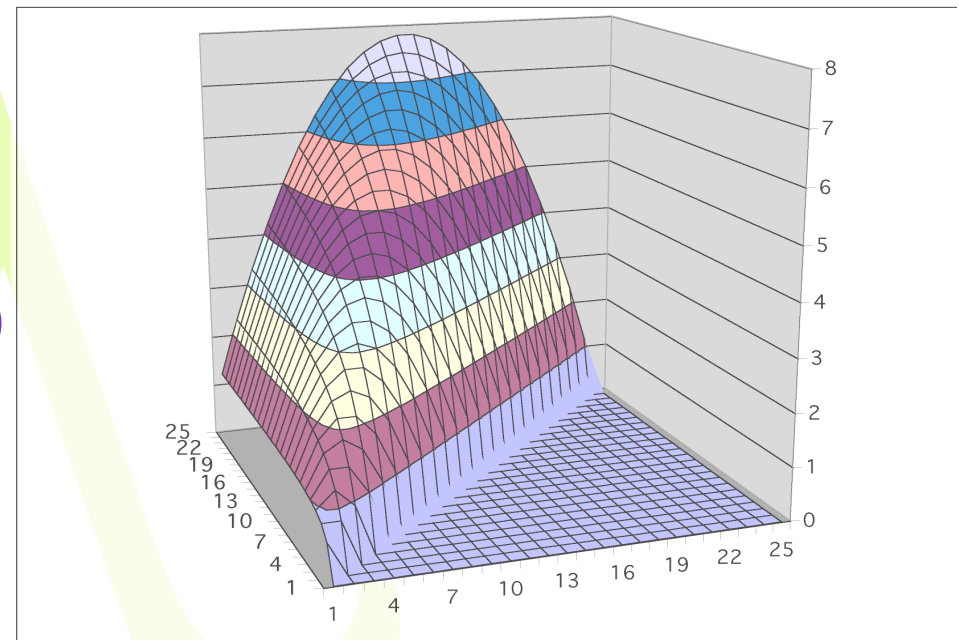


# Layer - 2 requirements from 3/4



TCP is bursty due to sliding window protocol and slow start algorithm. So pick from menu:

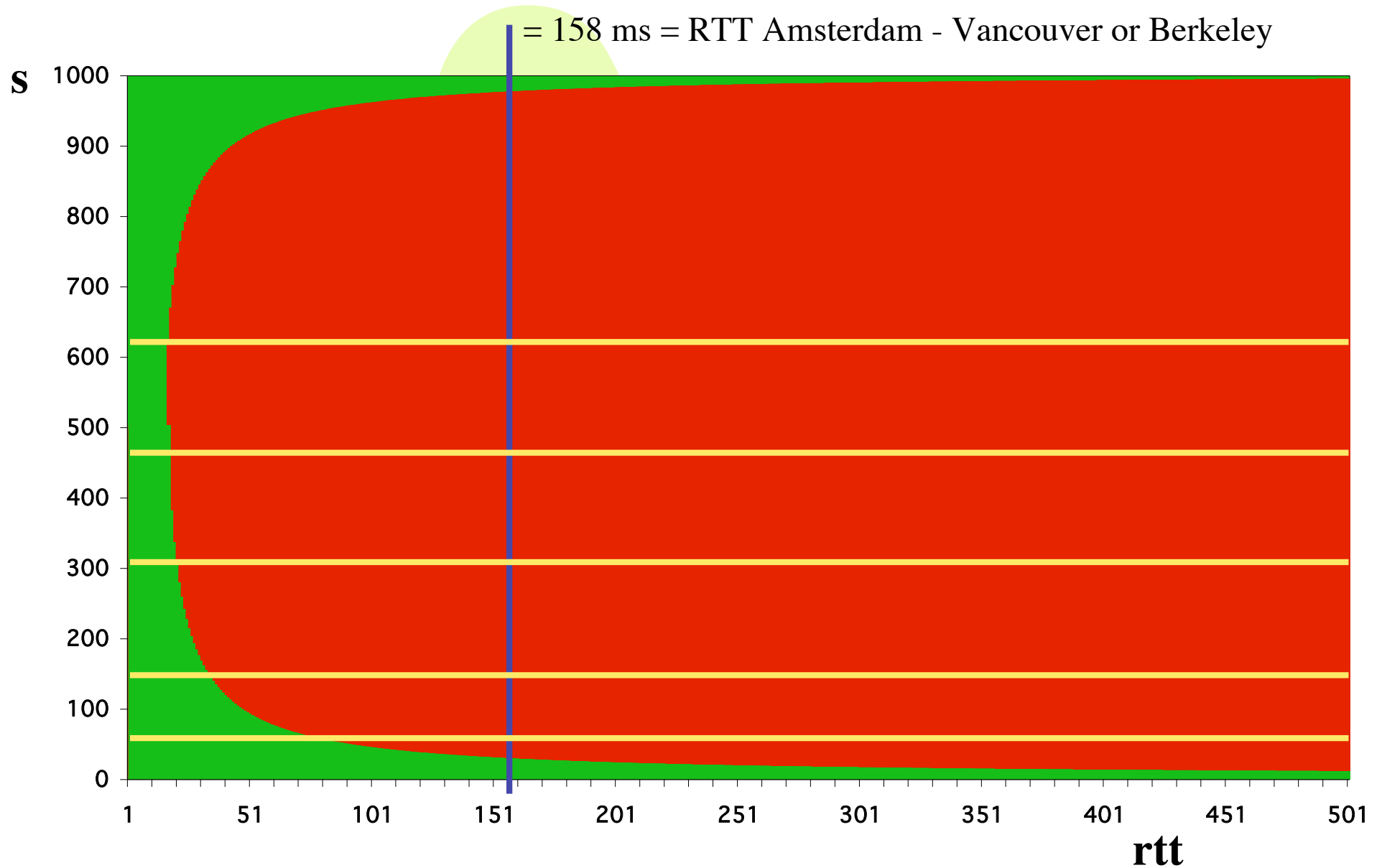
- ◆ *Flow control*
- ◆ *Traffic Shaping*
- ◆ *RED (Random Early Discard)*
- ◆ *Self clocking in TCP*
- ◆ *Deep memory*



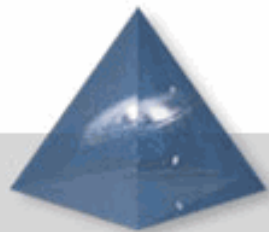
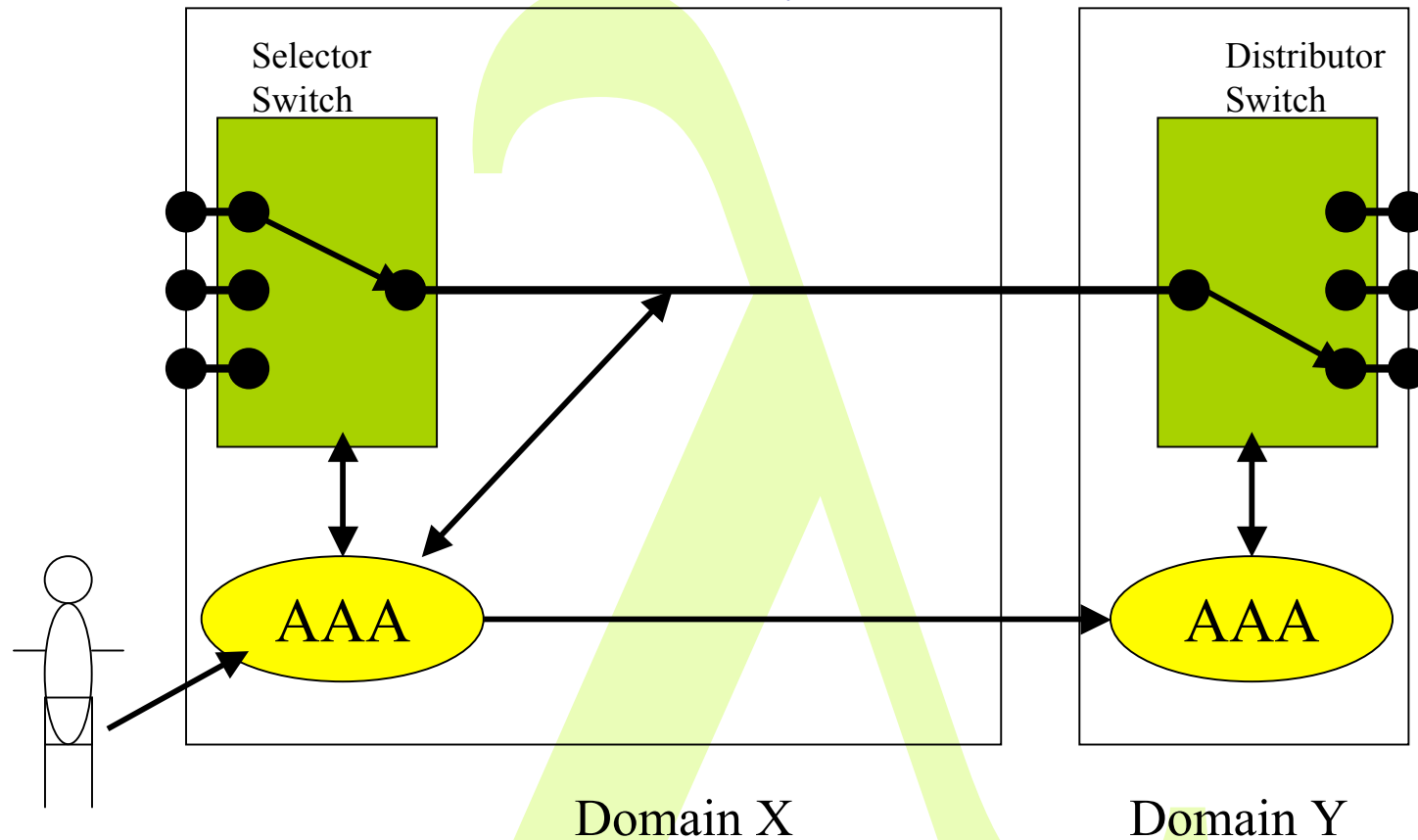
**Window = BandWidth \* RTT & BW == slow**

**Memory-at-bottleneck =  $\frac{\text{fast} - \text{slow}}{\text{fast}} * \text{slow} * \text{RTT}$**

# Forbidden area, solutions for $s$ when $f = 1$ Gb/s, $M = 0.5$ Mbyte AND NOT USING FLOWCONTROL



# Daisy Chain control model of administrative domains



Applications and Supporting Tools

Application Development Support

Collective Grid Services

Brokering

Global Queuing

Co-Scheduling

Data Cataloging

Auditing

Authorization

Monitoring

Fault Management

Common Grid Services

(Resource)

the neck

Grid Information Service

Uniform Resource Access

Global Event Services

Uniform Data Access

Communication Services

Grid Security Infrastructure (authentication, proxy, secure transport)

Communication

Grid access (proxy authentication, authorization, initiation)

Fabric

Grid task initiation

Local Resource

Resource Manager  
CPUs

Resource Manager  
Monitors

Resource Manager  
On-Line Storage

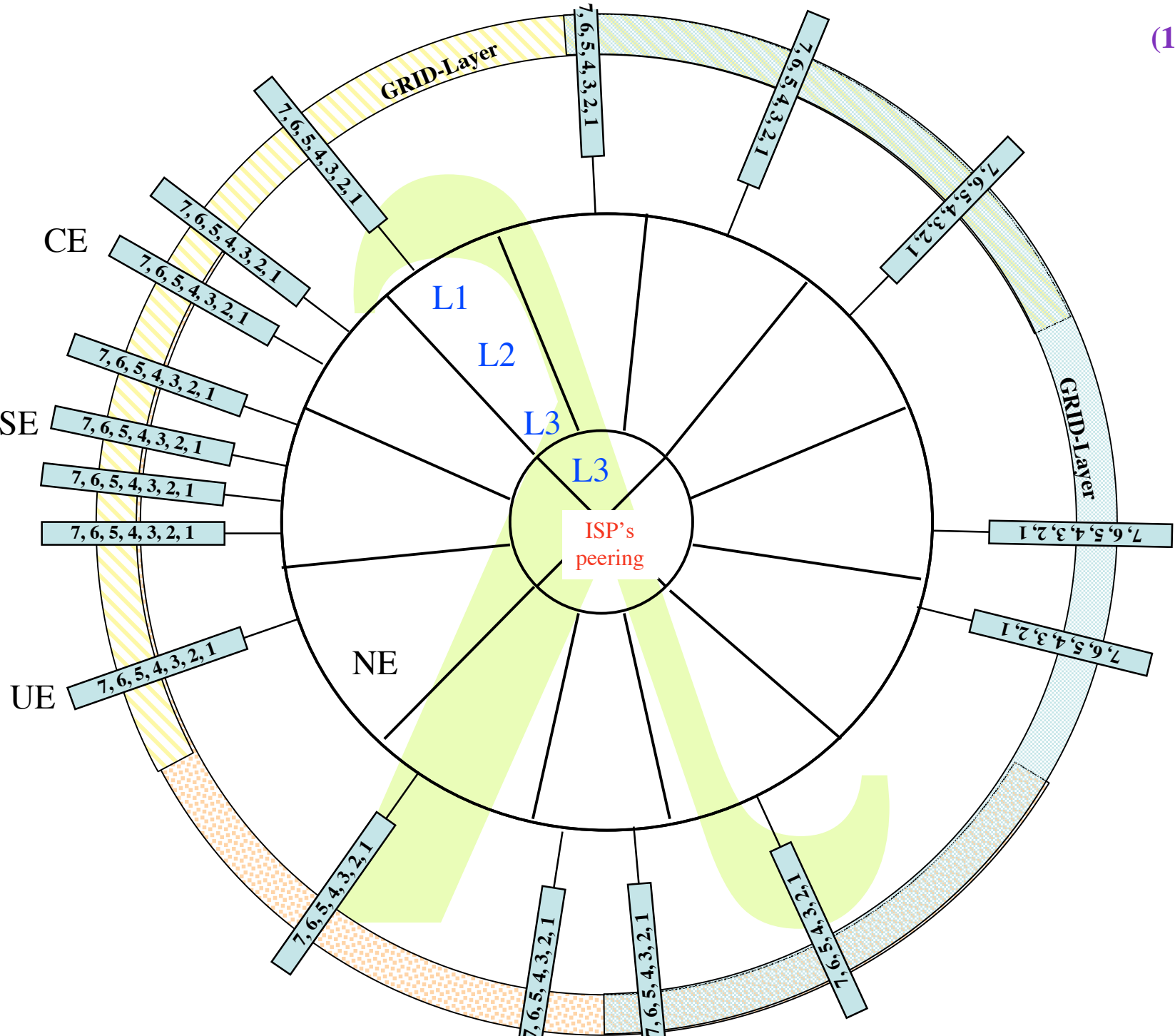
Resource Manager  
Scientific Instruments

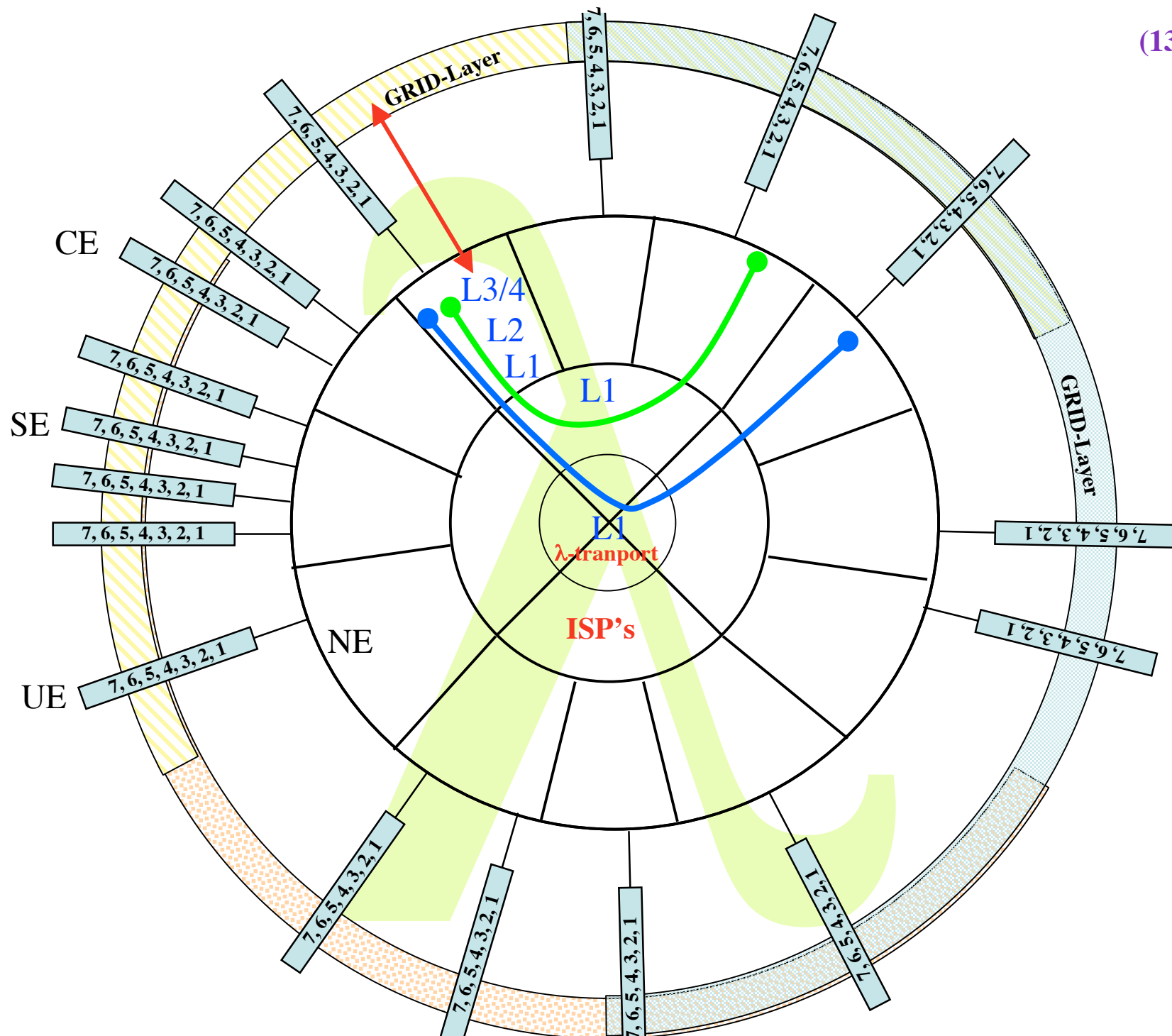
Resource Manager  
Tertiary Storage

Resource Manager  
Highspeed Data Transport

Resource Manager  
net QoS

layers of increasing abstraction taxonomy





# Research needed

- **Optical devices**
- **Internet Architecture**
- **Network Elements as Grid Resources**
- **Transport protocols get in other corners**
- **How dynamic must your optical underware be**
- **Don't mix trucks and Ferrari's**

# Revisiting the truck of tapes

(14 of 14)

## Consider one fiber

- Current technology allows 320  $\lambda$  in one of the frequency bands
- Each  $\lambda$  has a bandwidth of 40 Gbit/s
- Transport:  $320 * 40 * 10^9 / 8 = 1600$  GByte/sec
- Take a 10 metric ton truck
  - One tape contains 50 Gbyte, weights 100 gr
  - Truck contains  $( 10000 / 0.1 ) * 50$  Gbyte = 5 PByte
- **Truck / fiber = 5 PByte / 1600 GByte/sec = 3125 s  $\approx$  one hour**
- For distances further away than a truck drives in one hour (50 km) minus loading and handling 100000 tapes **the fiber wins!!!**



# The END

Thanks to

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**SURFnet**

