Deterministic Service Delivery with IP 2020 -The Next Generation Internet Discussion on the state of the services and mechanism to achieve next stage Kiran Makhijani

Principal Engineer, Future Networks Huawei USA Kiran.Makhijani@huawei.com



Purpose of This Talk

- The state of service delivery in the Internet
- The notion of service experience
- Identify requirements to help us design the future networks
- Current research directions with our perspective

Huawei at a Glance





Provide ICT Solutions and Services for Three Customer Groups

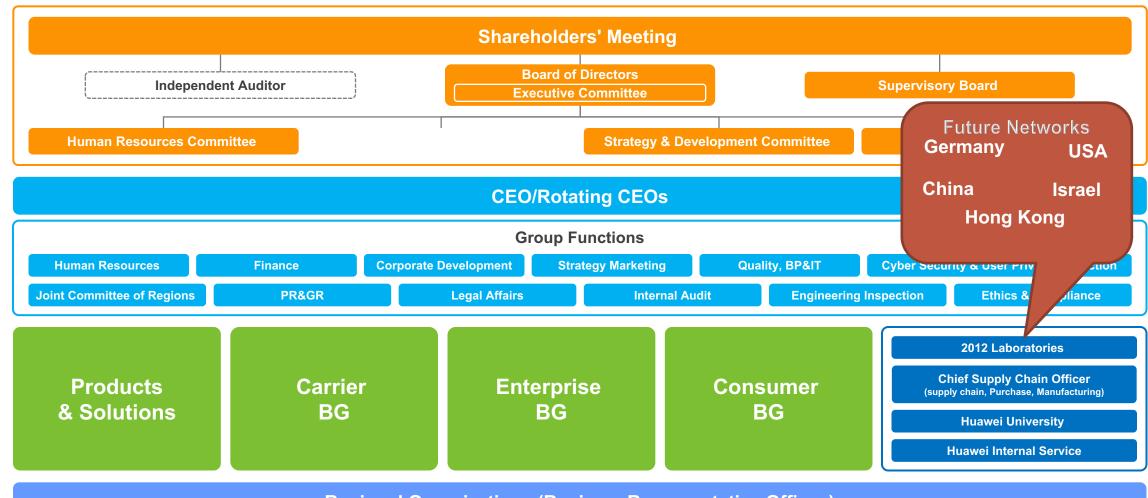


A Global Leader of ICT Solutions and Products

Information Distribution and Presentation Info		tion Transmission	Information Processing and Storage			
Smartphones MBB & home devices Wearable devices Vehicle telematics	Wireless networks Fixed networks Carrier software and core networks	Enterprise networks M2M connection management platforms	Data center infrastructure Big data analytics platforms Cloud services			
Professional services						



Corporate Governance Structure



Regional Organizations (Regions, Representative Offices)



Research at Huawei's

- Huawei has consistently invested over 10% of its revenue in R&D every year.
- In 2015, 45% of total workforce were engaged in R&D.
- The Huawei Innovation Research Program (HIRP)
 - > An Open program that offers funding opportunities leading universities and research institutes
 - > Conducting innovative research in the field of communication technologies and computer science
 - http://innovationresearch.huawei.com/IPD/hirp/portal/index.html
- Active Collaboration with many universities in the US



HUAWEI TECHNOLOGIES CO., LTD.

Page 6



Agenda

Evolution Of Services

Service Fidelity

Limitations with current mechanisms

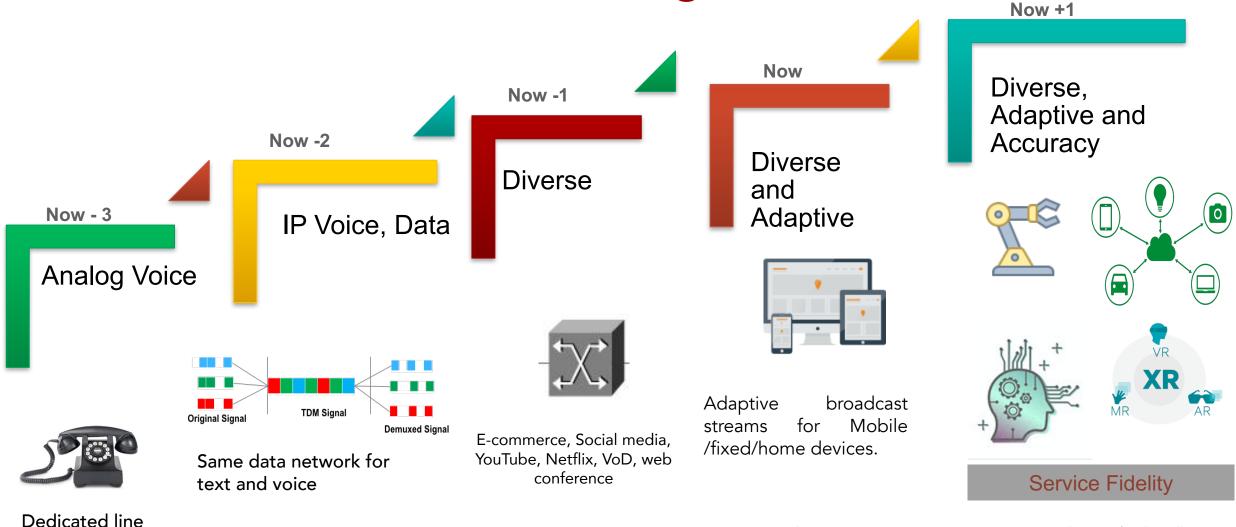
IP200 Initiative - Strategic Project

ID Oriented Networks and Service Fidelity

Intelligence Driven Networks



Service Evolution – Growing Resource Demands



Icon credits: FlatIcon, Robot icon credits, Extended Reality, Artificial Intelligence



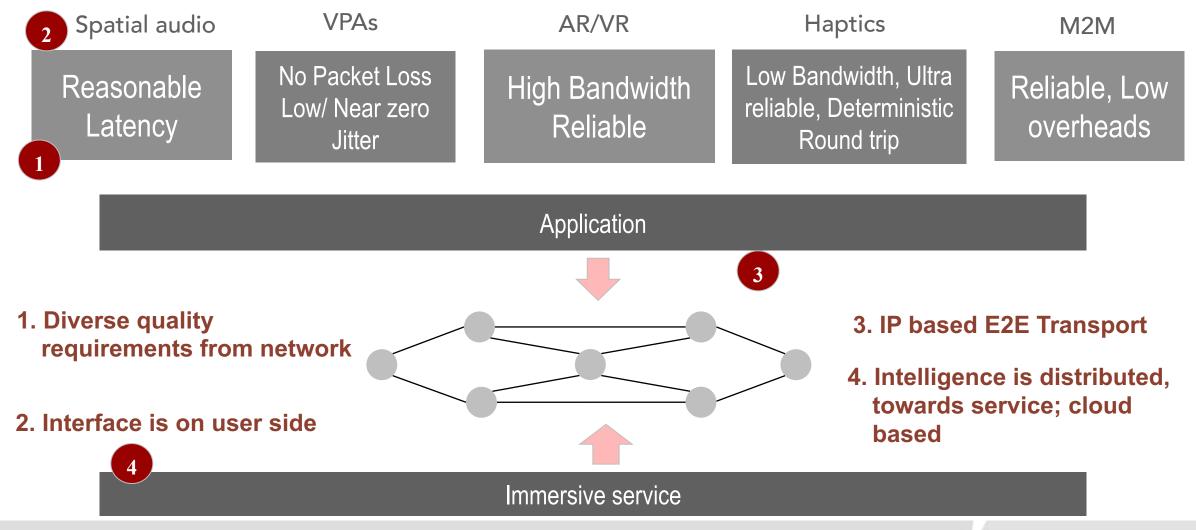
Service Fidelity = Delivery + Experience

Immersive content consumption is cool! But demanding

Sound	Speech	Video	Touch
5,644,8 kbps Super Audio 6,144 kbps AC3 9.6 Mbps DVD-Audio	50% - Voice based search 85% customer service - chatbots	30 fps, 100 Mbps - Basic VR 60 fps, 400 Mbps – Adv. VR 120 fps, 1000 Mbps – Ult. VR	Provide the medium for transporting touch and actuation in real-time
3D spatial sound	VPAs Chatbots	1: MTP < 20ms 2: Throughput > Gbps	Sampled at 1 kHz leading to 1000 packets per second
4500 4000 Q 3500 Q 3000 U 2500	^ت ے۔ اس بح	Up Roll	Joystick, Haptic wearables, vibrations
2000 1500 1000 500 0 Ambience 10 objects 50 objects 100 object 120 objects		Right Forward Lat	deoffs Between Six Degrees Of Freedom ency 5-20ms – 400-600 Mbps
Object Based Representation (Dolby)	Speech to text translations	Pitch Lat	ency 1- 5ms – 100-200 Mbps Source Qualcomm-AR-VR

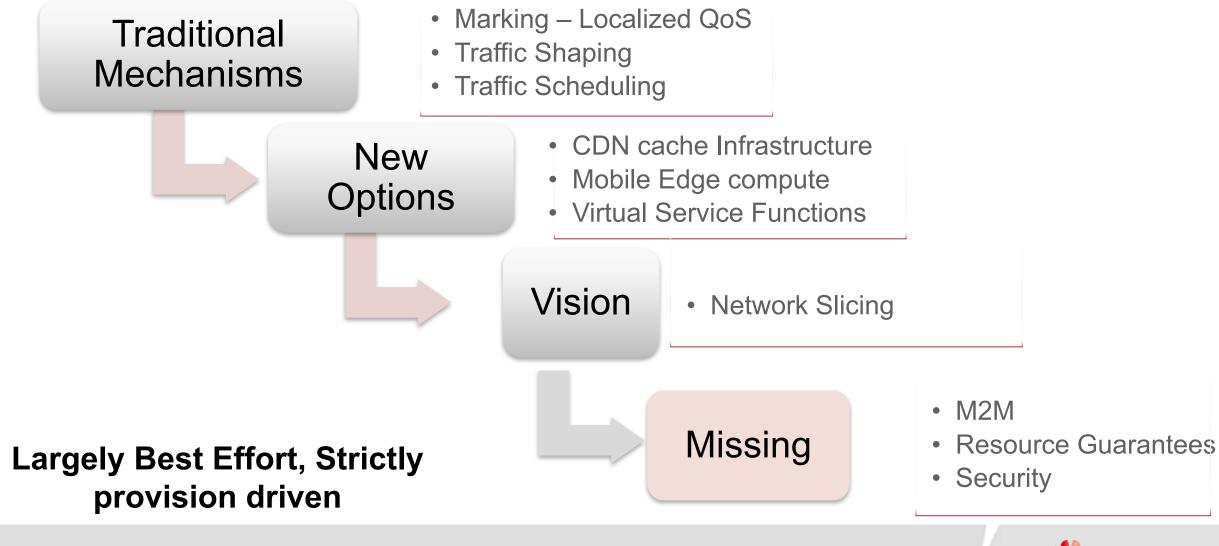


Network specific needs to deliver services



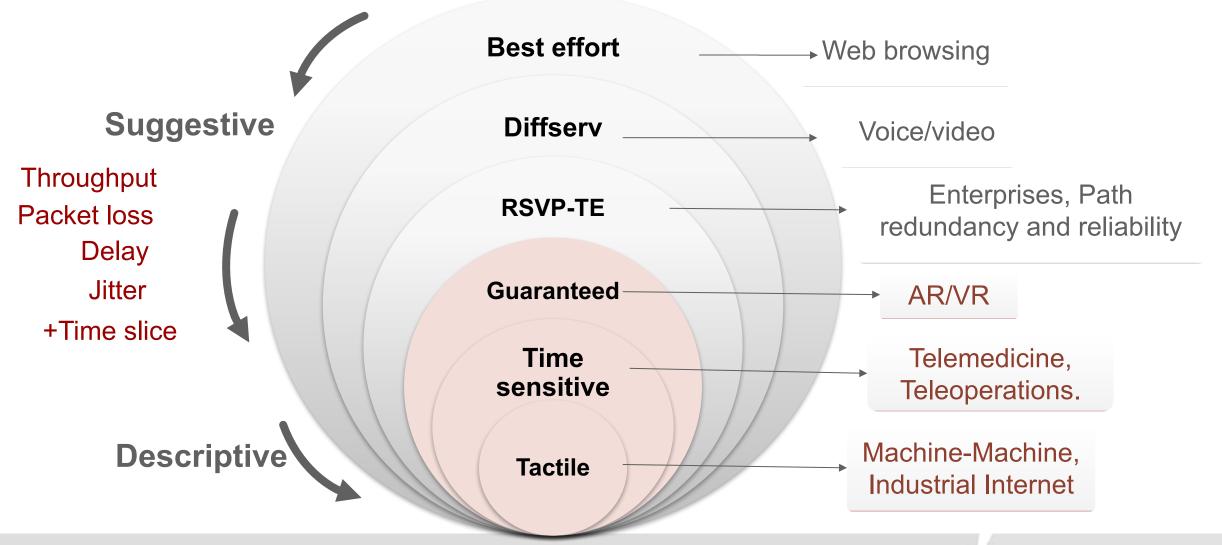


How can we meet service requirements?



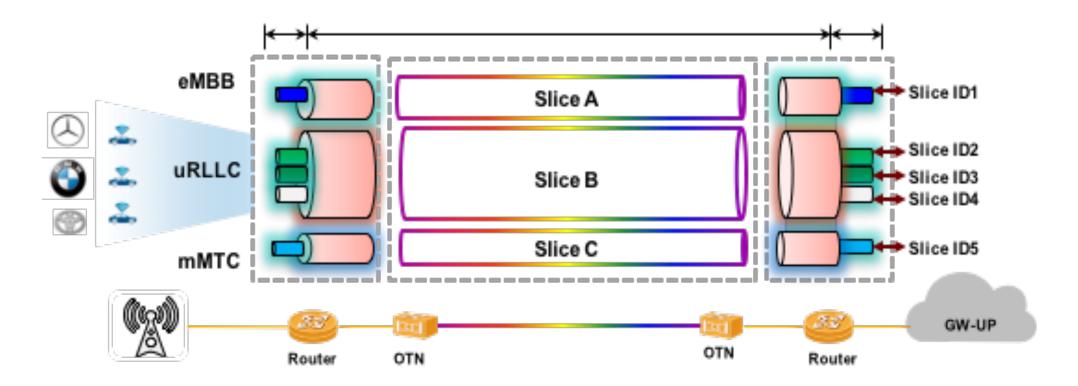


Traditional Mechanism: How networks deliver services





Vision of network slices – how to realize it?



Mostly Orchestration and Management. No fundamental change to resource guarantees Slicing makes it essential to add deterministic service guarantees

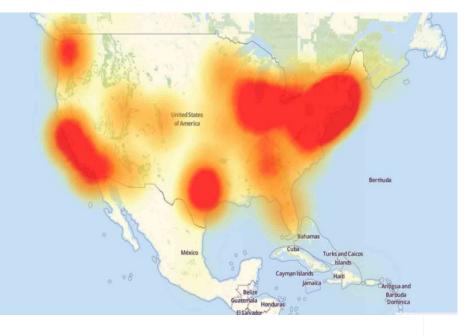


Missing – Security. Internet Is Fragile

Uncontrollable Malware Spread At The Scale Of IoT

21 Oct 2016 DDoS Attach at Dyn. Up to 10,000 IoT Devices involved

First [7 AM] Second [noon] Third [4 PM]⁴



Massive Outages Due To Configuration Errors

Amazon Outage of 28th Feb 2017 (Typo Error)⁵

"Unfortunately, one of the inputs to the command was entered incorrectly and a larger set of servers was removed than intended," the Amazon note states.

Identity Thefts and Data Breaches

Between 2013 and 2016 Billion accounts were hacked – thrice.⁶

Yahoo hit in worst hack ever, 500 million accounts swiped

4:[DDoS] : <u>http://money.cnn.com/2016/10/21/technology/ddos-attack-popular-sites/</u>

5. http://money.cnn.com/2017/03/02/technology/amazon-s3-outagehuman-error/ 6 http://www.cnbc.com/2017/02/15/yahoo-sends-new-warningto-customers-about-data-breach.html

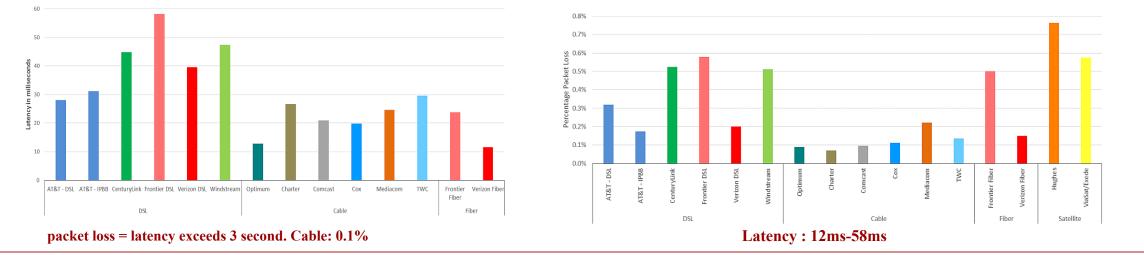


Missing – Service guarantees

Non-existent Service Level Agreements for Residential Users

Residential Services have no SLA [REPORT]³

Shared bandwidth with other customers that may degrade some application performance



Effects of Over Subscription upon congestion

- Saving Cost: Divert traffic on already optimally used paths \rightarrow may cause congestions on existing flow
- Heavy Investments: Fully redundant systems.

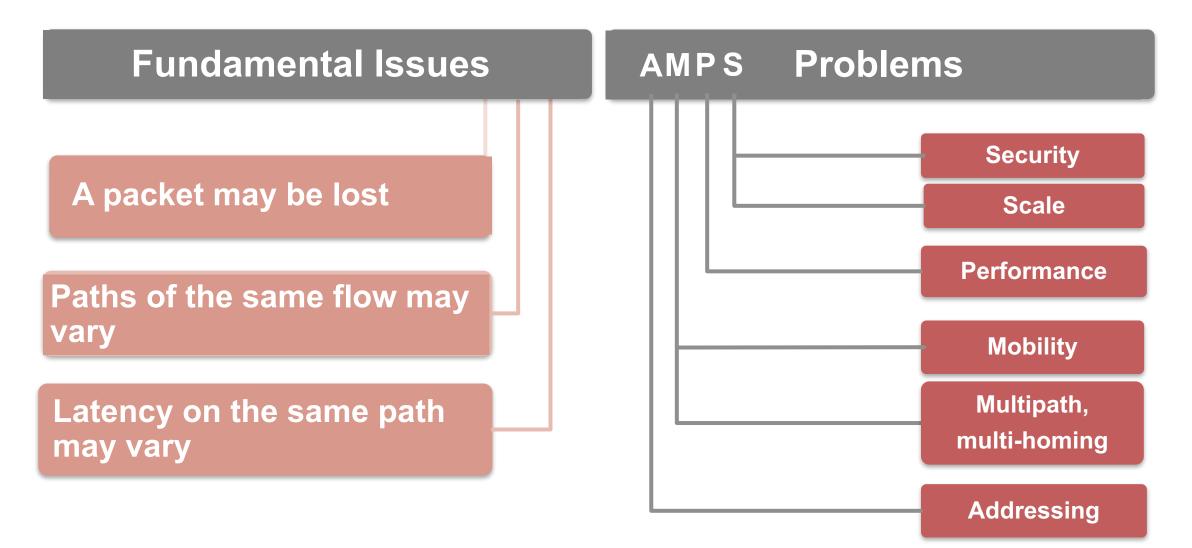
^{3. [}REPORT] https://www.fcc.gov/reports-research/reports/measuring-broadband-america/measuring-fixed-broadband-report-2016



Traditional mechanisms can not provide service fidelity



Because...





Goal of IP2020

Our networks have to be Open, Smart and Deterministic

Mobility

 Across different accesses with continuity

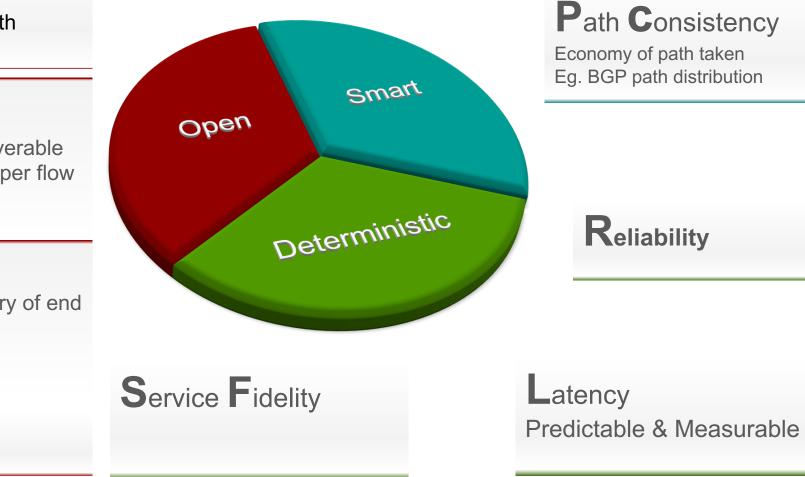
Multihoming, Multipath

- Always reachable and discoverable
- Same device different paths per flow basis or load balanced

Addressing

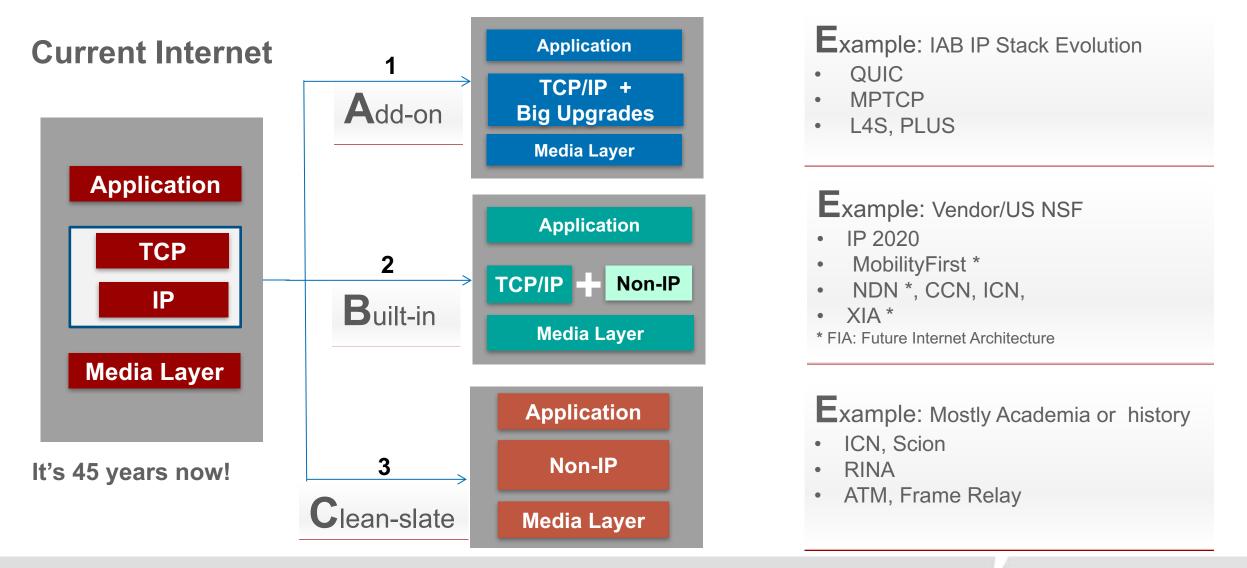
Scale & Security

 Favorable to diverse category of end points



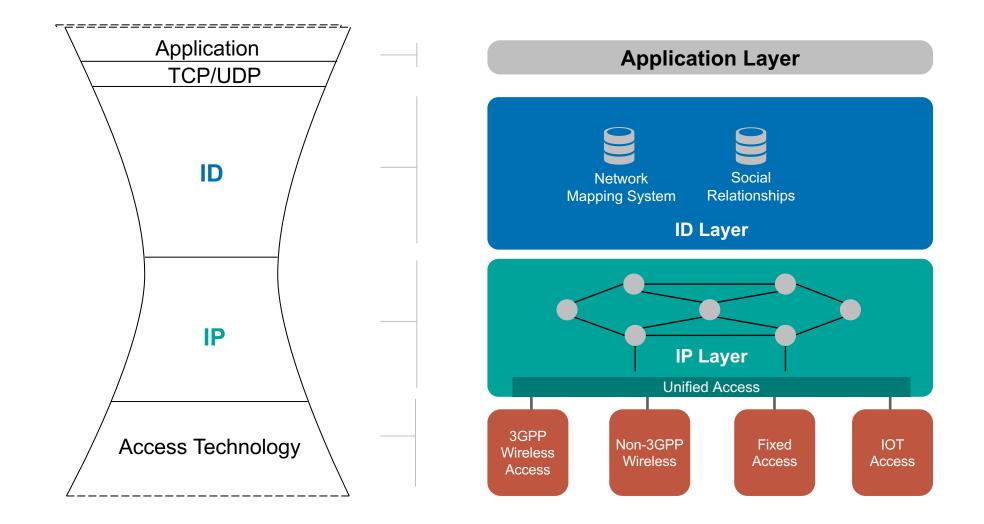


How to make it open, smart and deterministic in Data Plane



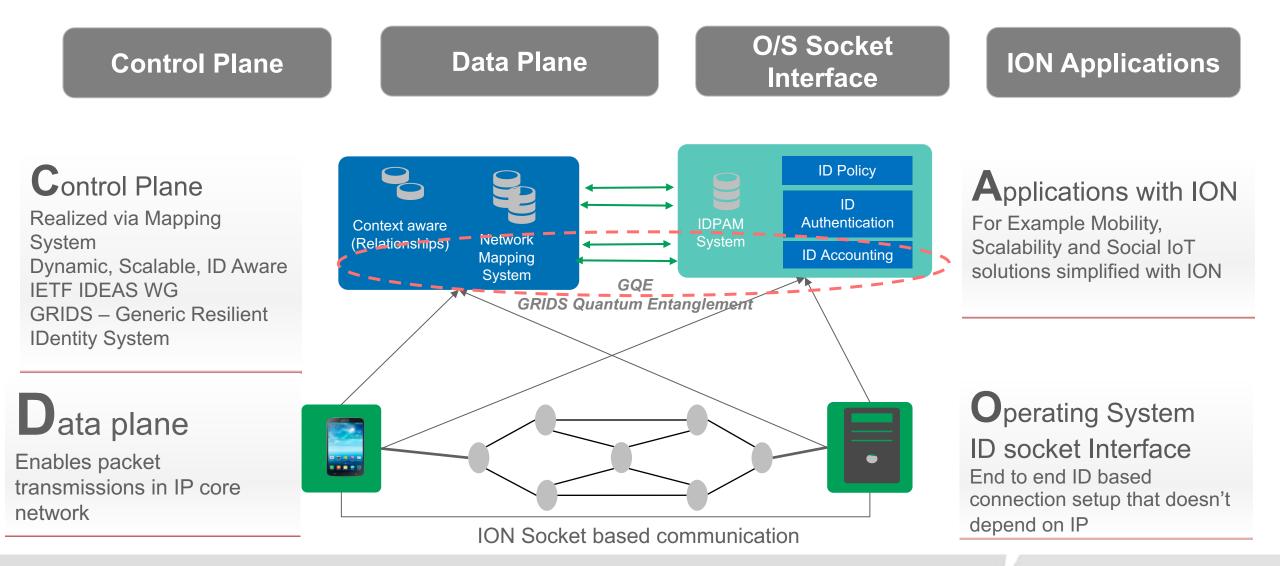


ID Oriented Networking (ION) Paradigm



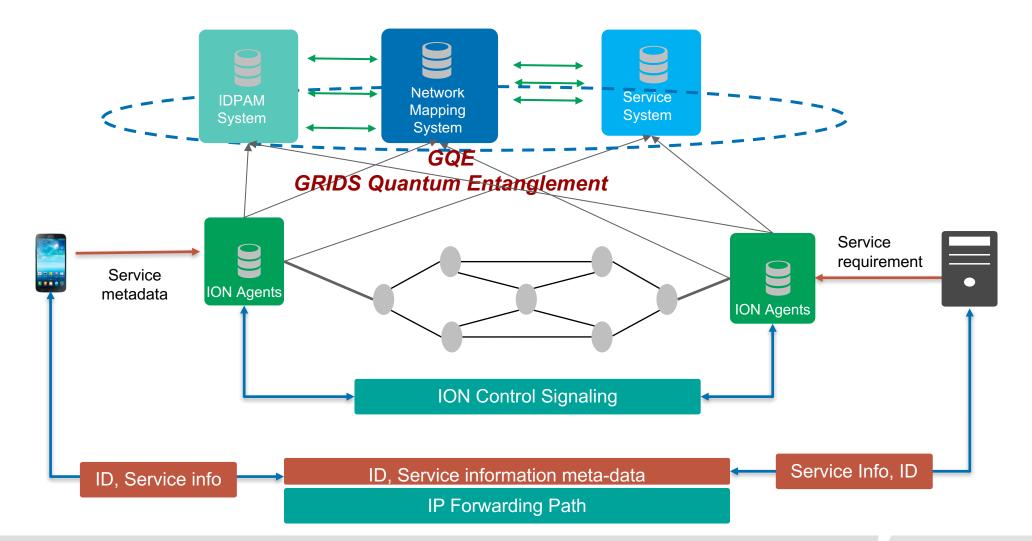


Complete ION Ecosystem in IP2020





But what has service got to do in ION?

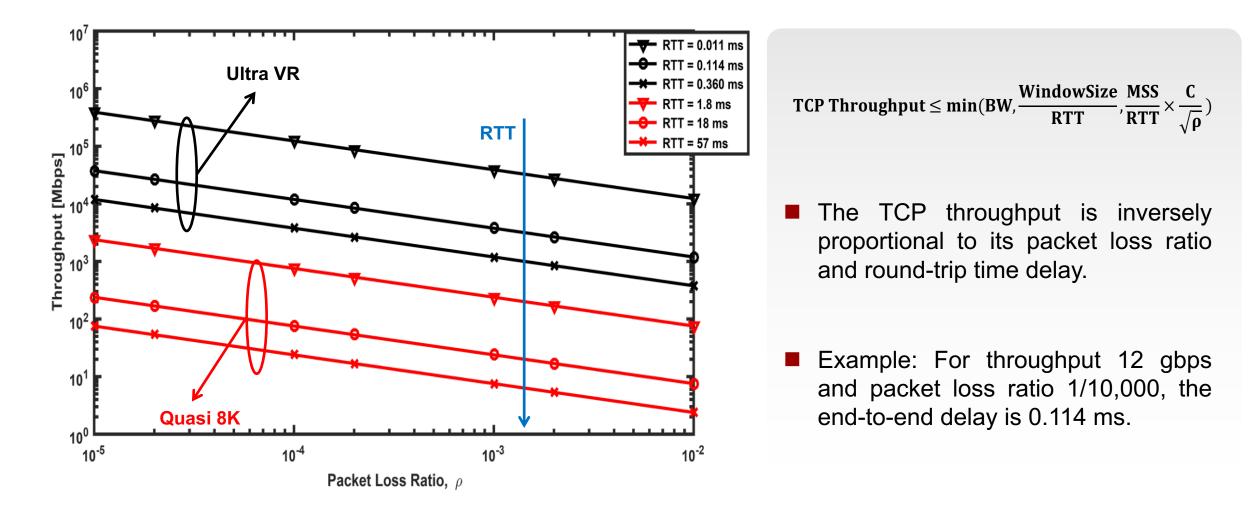




So that was the service requirement distribution. Well! how about deterministic part? Or experience for that matter...

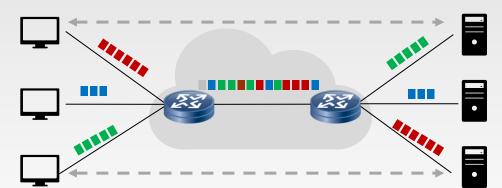


TCP Throughput Law Relationship between Throughput, Packet Loss and Delay





Deterministic TCP (DTCP)



TCP Requirement:

- Avoid congestion
- Higher bandwidth utilization

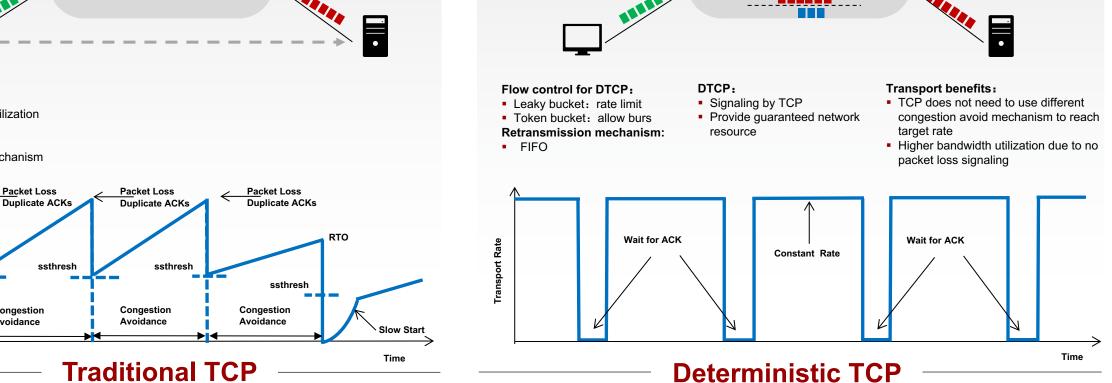
Method:

ssthresh

Slow Start

Transport Rate

Sliding window mechanism



HUAWEI TECHNOLOGIES CO., LTD.

Congestion

Avoidance



22

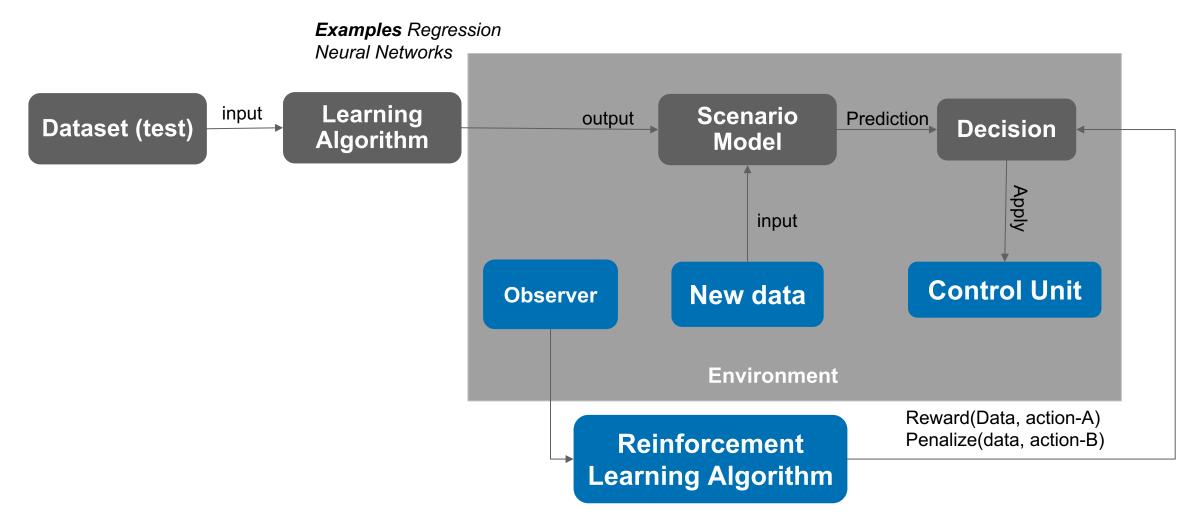
Ok, Service Fidelity makes sense. What else?

Services involve provisioning, monitoring, upgrades...

	Provisioning	Network Path Engineering	Network Operations
	Instruction to a network node about what to do	Distributed Routing protocols and polices	Monitor Runtime State
Today	Templates, Yang models, 0-touch configs	Route policies, traffic engineering, alternate paths are provisioned. Route convergence is reactive	Thresholds set different levels of alarms or events
ML/AI Trends	Learning not configure	Predict network path and topology issues Proactive route changes Activate fibs based on flow duration predictions	Forecast traffic behavior and re-adjust resources through learnt models



Generalized Machine Learning Pipeline





ECMP Based Link Utilization Problem In A Switch

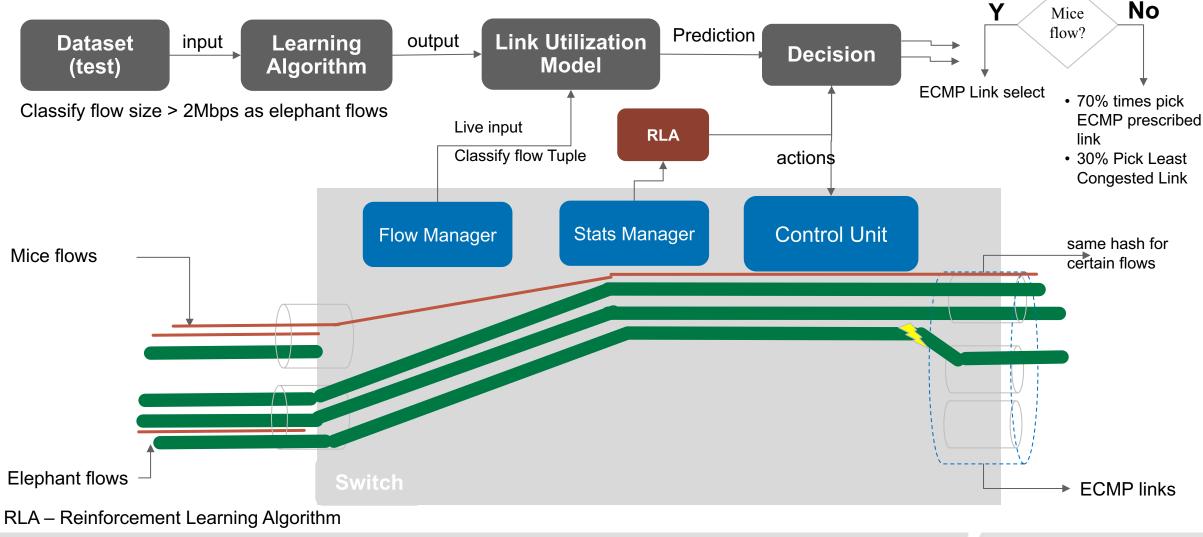
- Massive Scale DCs use fixed spine-leaf topology
- ECMP distributes traffic across multiple paths
- **ECMP** uses Hash computation to balance similar flows over multiple links
- However, the flows are not evenly balanced
 - > Low-bandwidth (Mice) flows: Majority of flows. Are short-lived and latency sensitive.
 - » Example: Web, email, chat applications
 - > High-bandwidth (Elephant) flows consume majority bandwidth and are long-lived.
 - » Example Storage-intensive big-data, data-replication and backup applications

Problem

- Variance in the amount of bandwidth used between long-lived vs short-lived flows does not ensure that traffic is balanced across all the links.
- > Increase in Mean-time-to completion for mice flows
- > Reduced data-rate for elephant flows due to congestion control



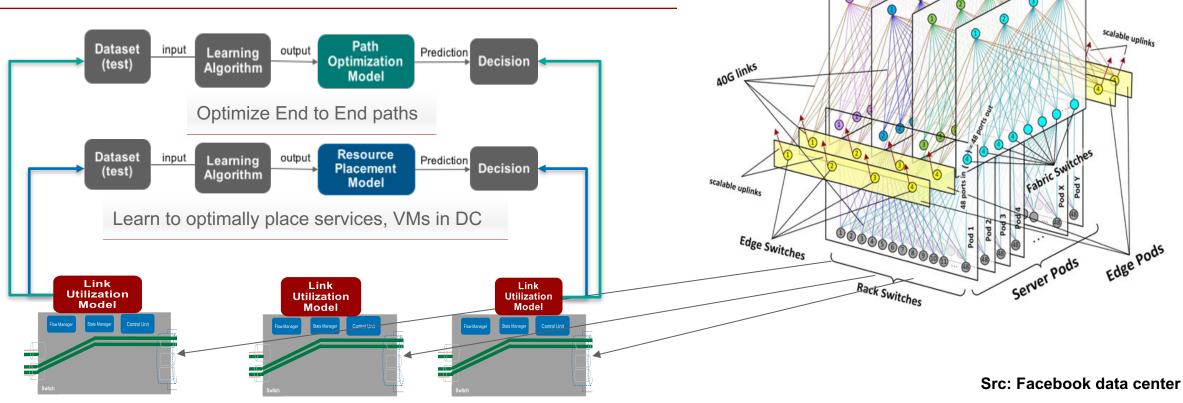
Machine Learning For ECMP Link Utilization in a Switch





Intelligence Driven Networking – DC Scenarios with Global Scope

- Extend to wider scoped learning global models across multiple switches
- Different learning models for different scenarios together

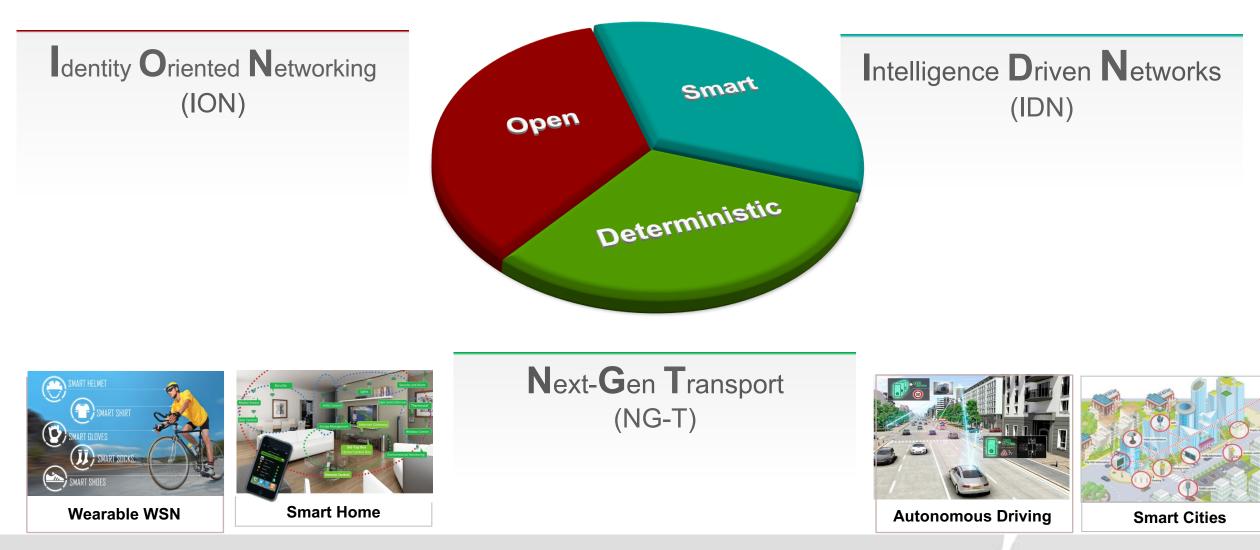


spine Switches



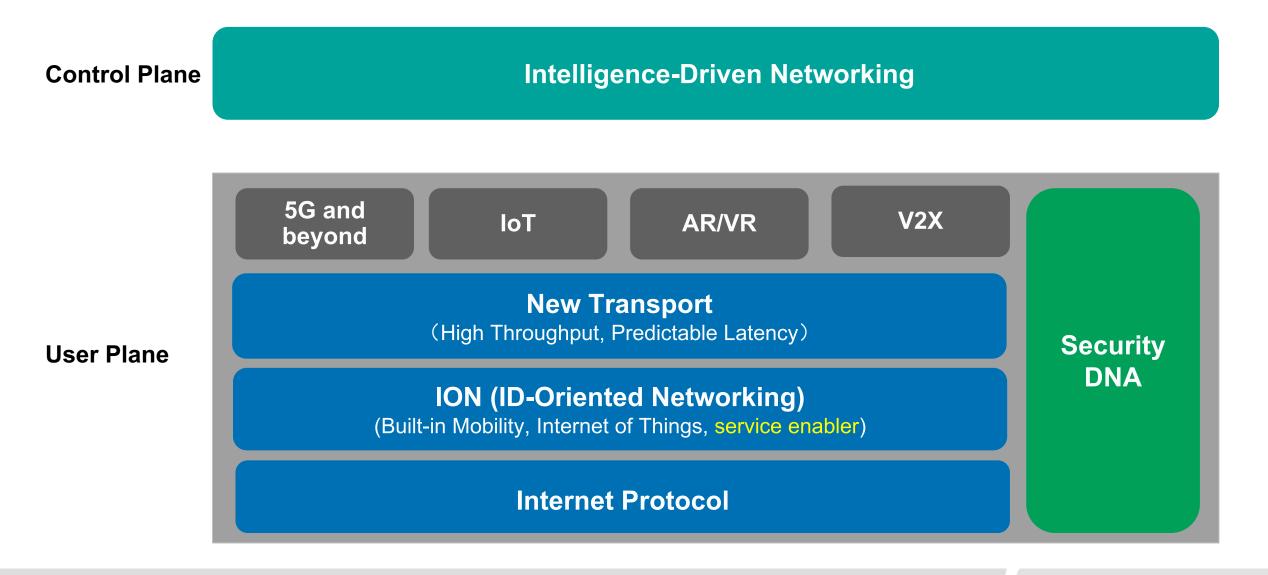
Spine Planes

Summing It Up - IP2020 Delivers Next Generation Networks





IP 2020 Protocol Stack





Service Fidelity is important, when even a little wait is too late



Thank you

www.huawei.com

