# **#RP30**

# Automated Deployment and Scaling of Named Data Networks in Cloud Environments

Sean Liao Supervisor: Zhiming Zhao

#### Next 20 mins...

Some academic(s) arrive to tell us that (once again) they have Fixed the Internet, and (once again) it runs on top of the current actually-working internet,

and (once again) if you sign up you can communicate with as many as twelve other computers.

n-gate.com in reference to SCION

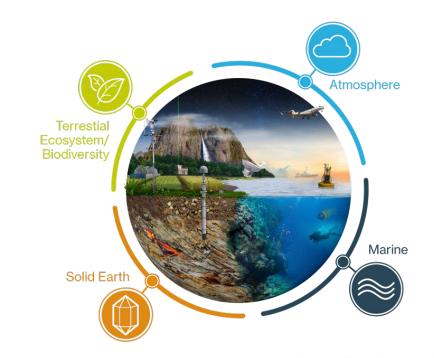
# Introduction

#### **ENVRI-FAIR**

**ENVironmental Research** Infrastructures (ENVRI)

connection to

European Open Science Cloud (EOSC)







AnaEE DiSSCO **ELIXIR EMPHASIS** INTERACT



**EUROFLEETS EURO-ARGO** IERICO-RI SEADATANET



ACTRIS ARISE EISCAT\_3D EUFAR **EUROCHAMP 2020** HEMERA **IAGOS** 



EuroGOOS ICOS IS-ENES SIOS





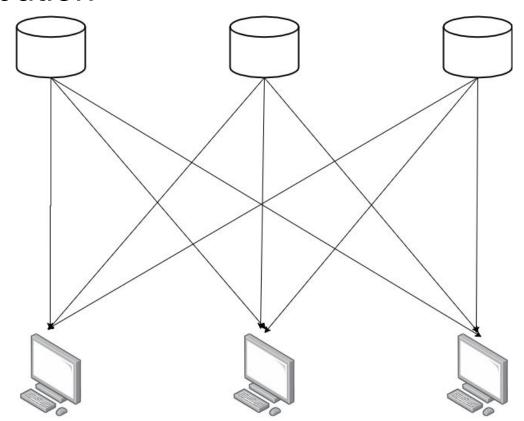
LifeWatch



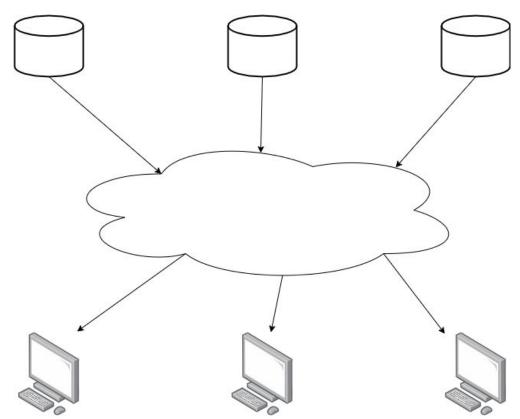


**eLTER EMBRC** 

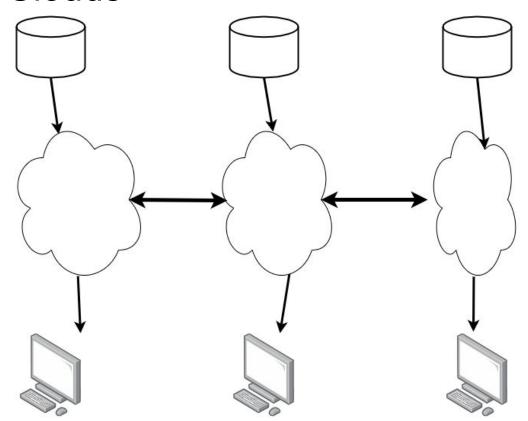
#### Data distribution



#### **Content Distribution Network**



#### **Federated Clouds**



# Named Data Networking (NDN)

## Named Data Networking

NSF Future Internet Architecture Program

Information distribution network

#### Potential benefits:

- content caching
- network level security of data

# 1.2.3.4/a/b/c/d /a/a/b/c foo /a/a/b/b /a/b/c/d hello bar /a/b/c/d world

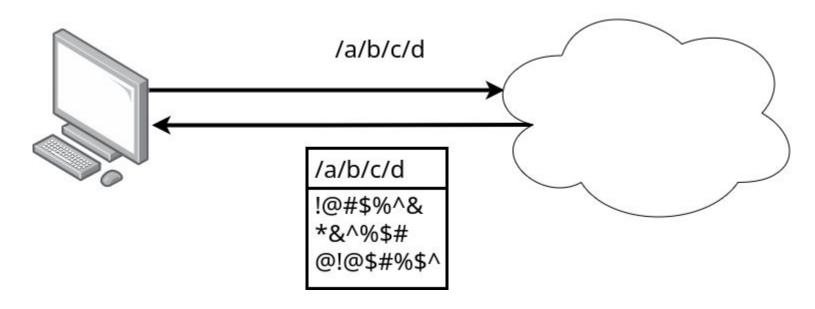
#### Route directly to data

IPv4: 1.2.3.4

IPv6: 1:2:3:4:5:6:7:8

NDN: /arbitrary/strings/infinite/address/space

## 1-1 Request-Response (Interest-Data)



# In network caching

# Run it

#### In the Cloud

Overlay over IP

Simplify deployment

Scalable

#### **Existing Tools**

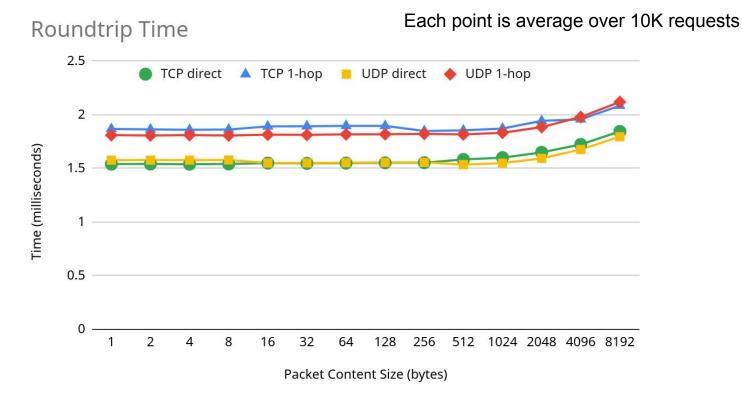
Router: NFD

Link State Routing: NLSR

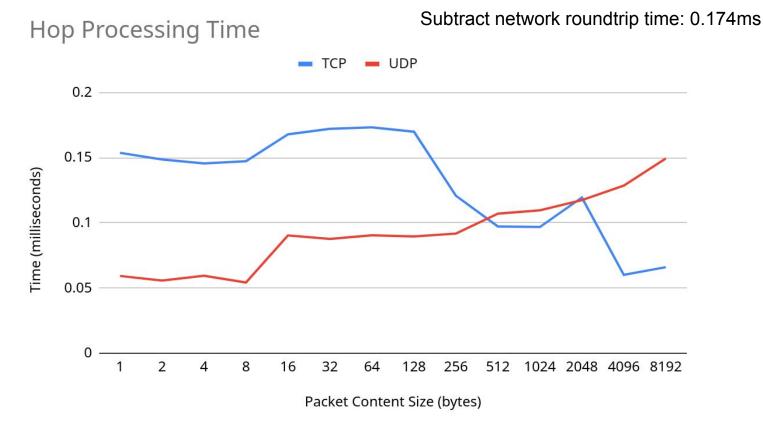
Dynamic route updates on static network

Connectivity: FCH Find closest hub/gateway

## Overlay over TCP / UDP



## **Processing Overhead**

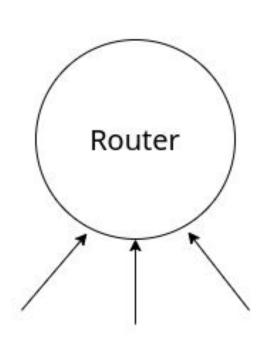


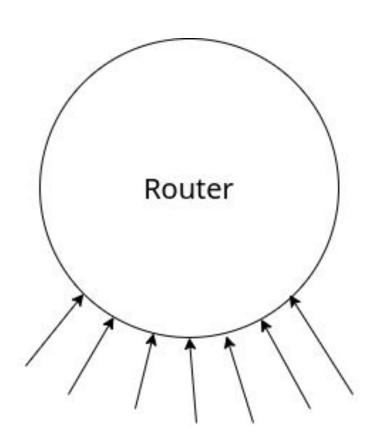
## Testing notes

Performance severely degrades with 50000+ cached / in-flight requests

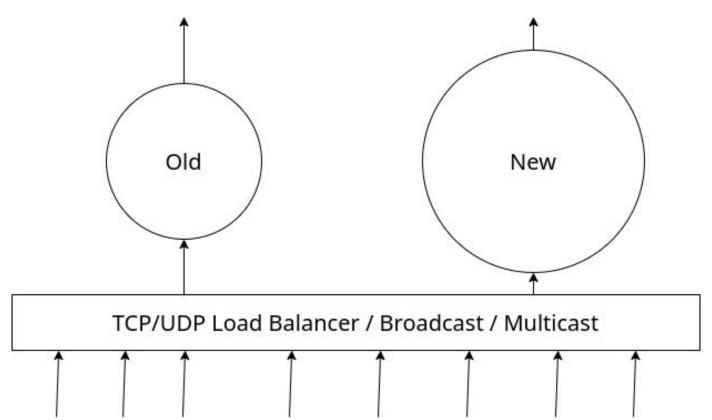
# Scaling Up

## Problem: Growing a node

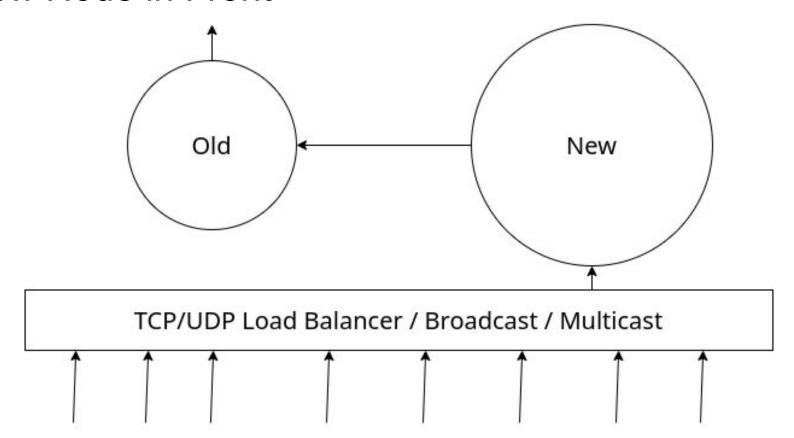




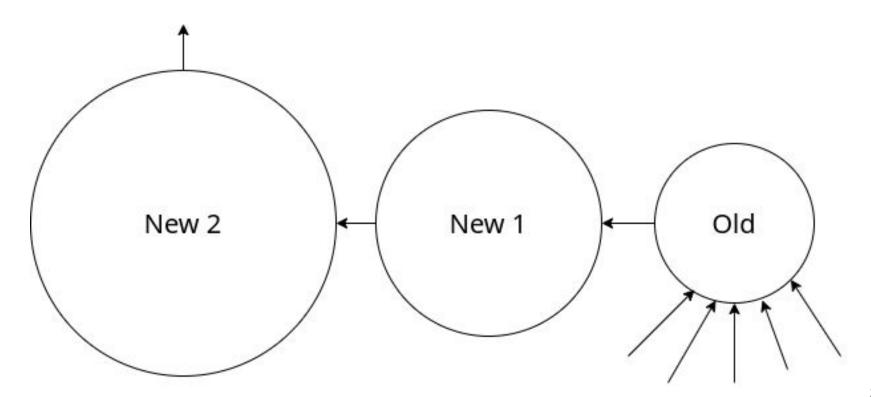
## Replace



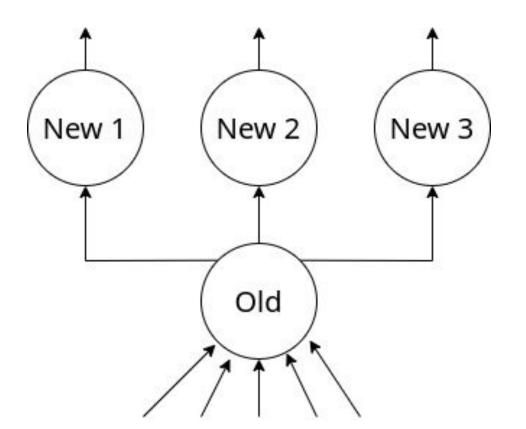
#### New Node in Front



# New Node Behind (Chain)

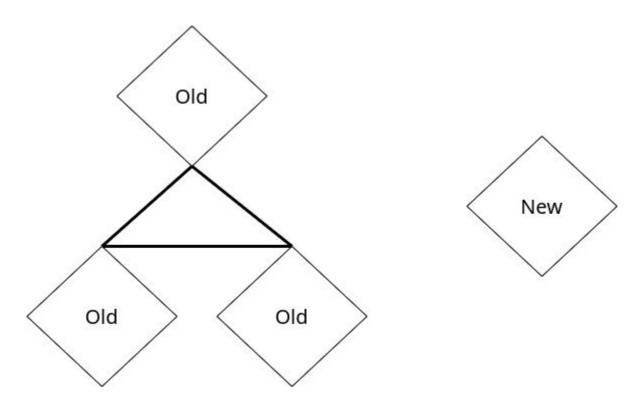


## New Node Behind (Load Balancing)

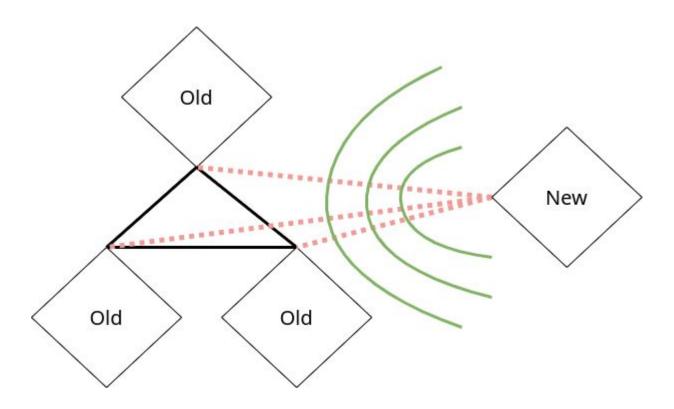


# Growing the Network

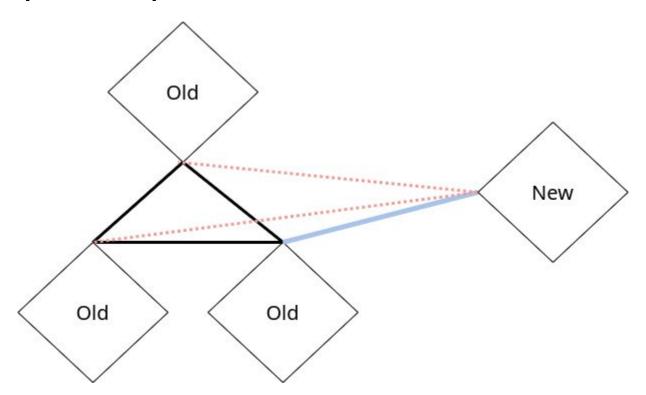
#### Problem: New Node



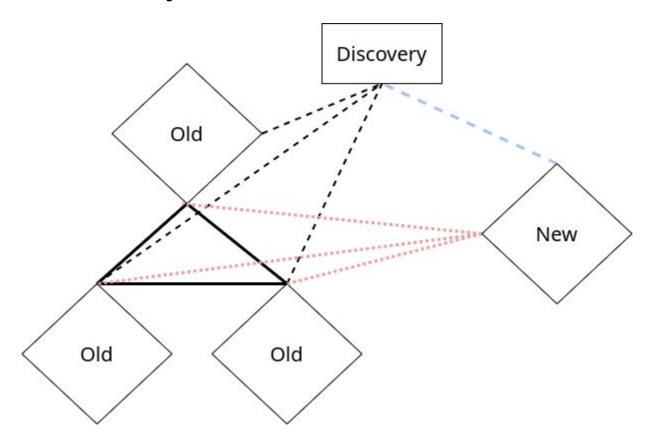
#### **Broadcast / Multicast**



## **Bootstrap Gossip**

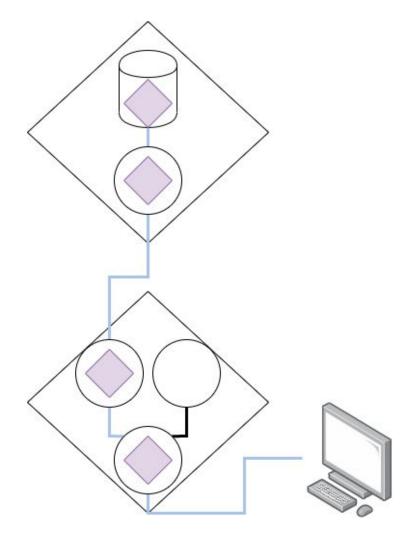


## Central Discovery Server

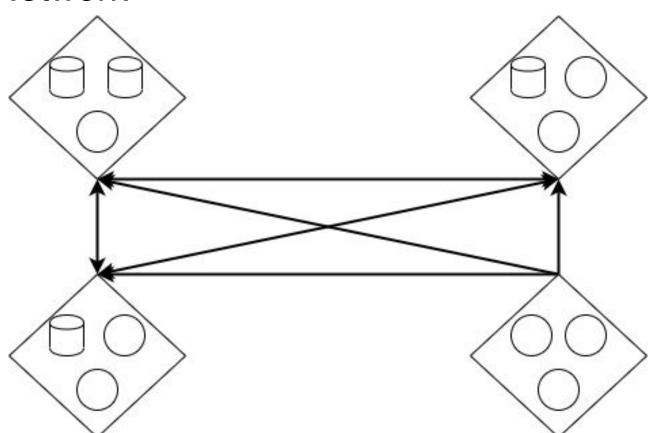


# **Network Architecture**

# 3 Layer Cache

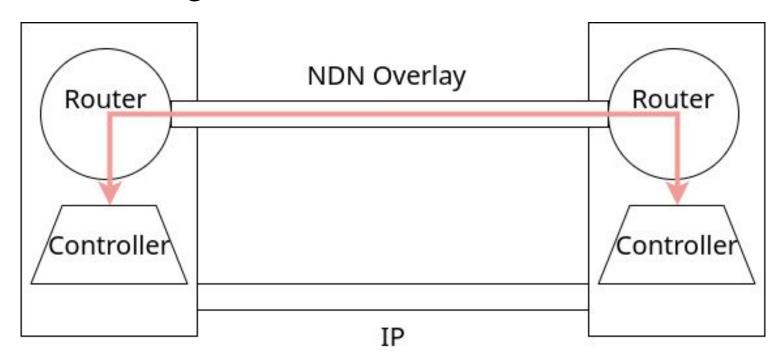


#### Mesh Network

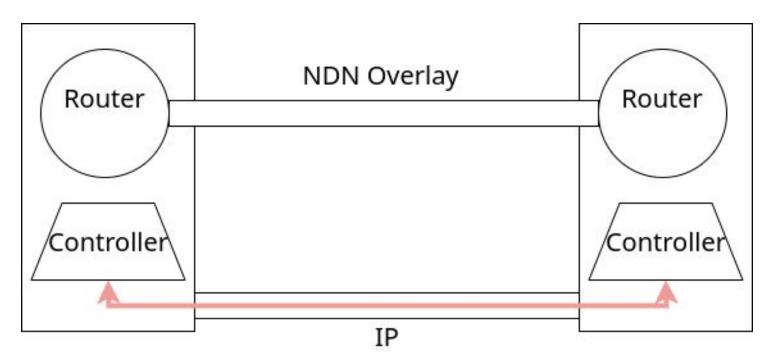


# Automation

## In-band Management



## Out of Band Management



# **Proof of Concept**

#### **Necessary Configuration**

#### Discovery Server

Write down its address / Give it a preconfigured address

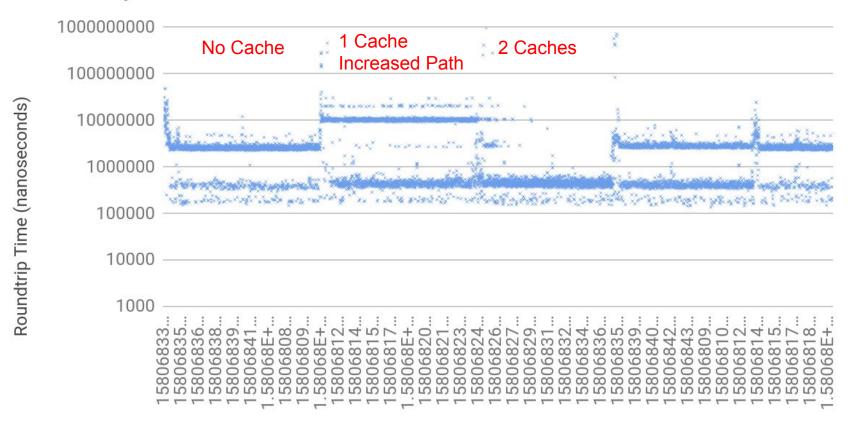
#### Load Balancer

- Address of Discovery Server
- Write down its address / Give it a preconfigured address

#### **Caching Server**

Address of Load Balancer

#### Roundtrip Time



#### Proof of Concept Performance

Scraping state of router through CLI (on a timer)

TCP connections propagate routes and updates

Coarse grained partitioning of routes

# Conclusion

#### Does it work?

Reuse existing router in a load balancing configuration

Minimal configuration, self connecting network

#### **Lessons Learned**

#### Now

Rapidly evolving research testbed for new ideas

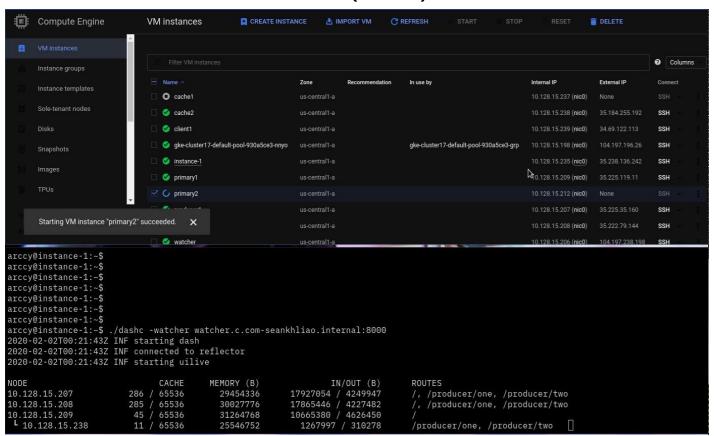
Things break or are not optimized

#### **Future**

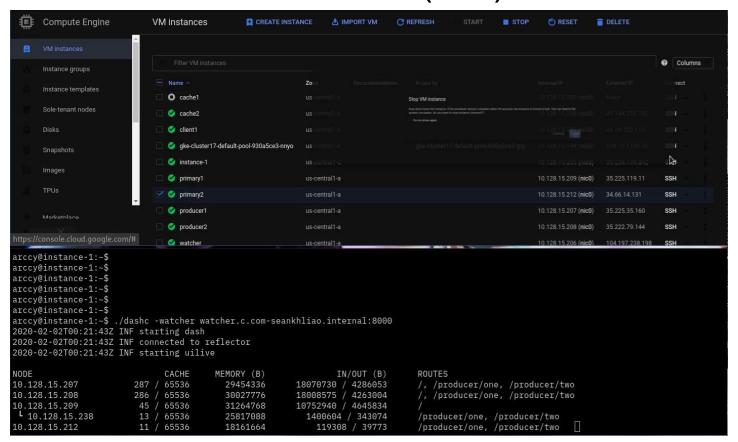
Some new network based on these ideas

Or maybe not (IPv6...)

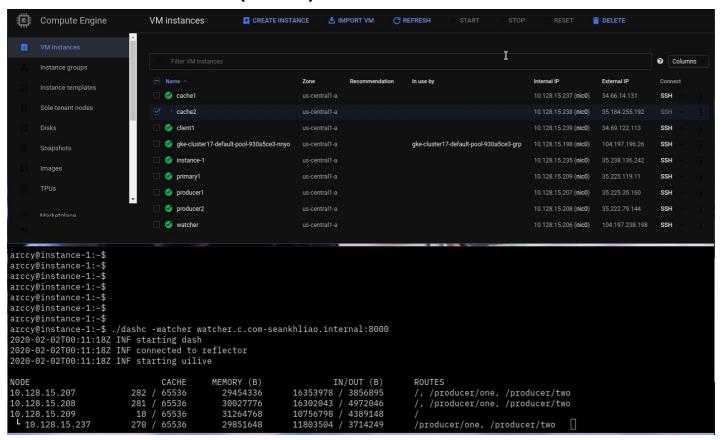
#### Demo: add load balancer (40s)



#### Demo: remove load balancer (16s)



#### Demo: add Cache (44s)



#### Demo: remove Cache (17s)

