

Publish/Subscribe for the Internet



PSIRP

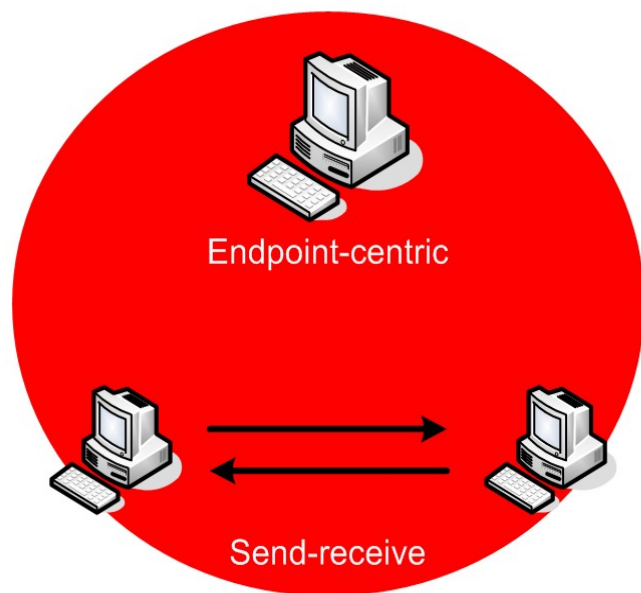
PUBLISH-SUBSCRIBE
INTERNET ROUTING
PARADIGM

AMICT'2010, Petrozavodsk, 2010-05-25

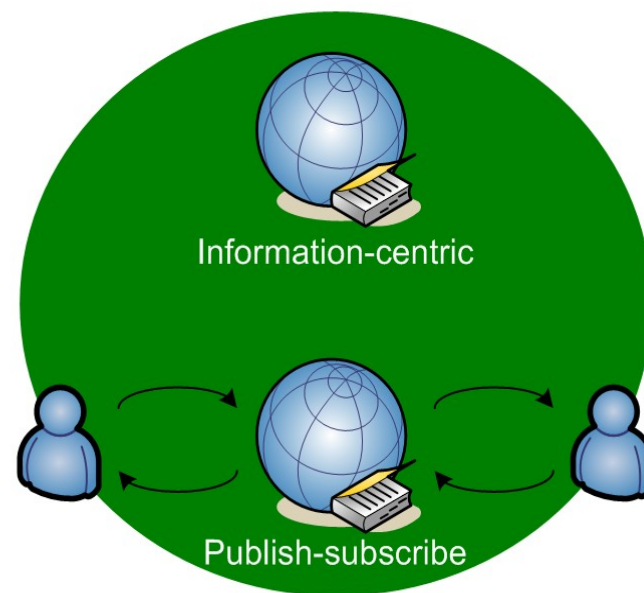
Dr. Arto Karila, Helsinki Institute for Information Technology

PSIRP

- 2.5-year FP7 project
- Design, implement, and validate an entirely information-centric pub/sub-based Internet architecture through all the layers



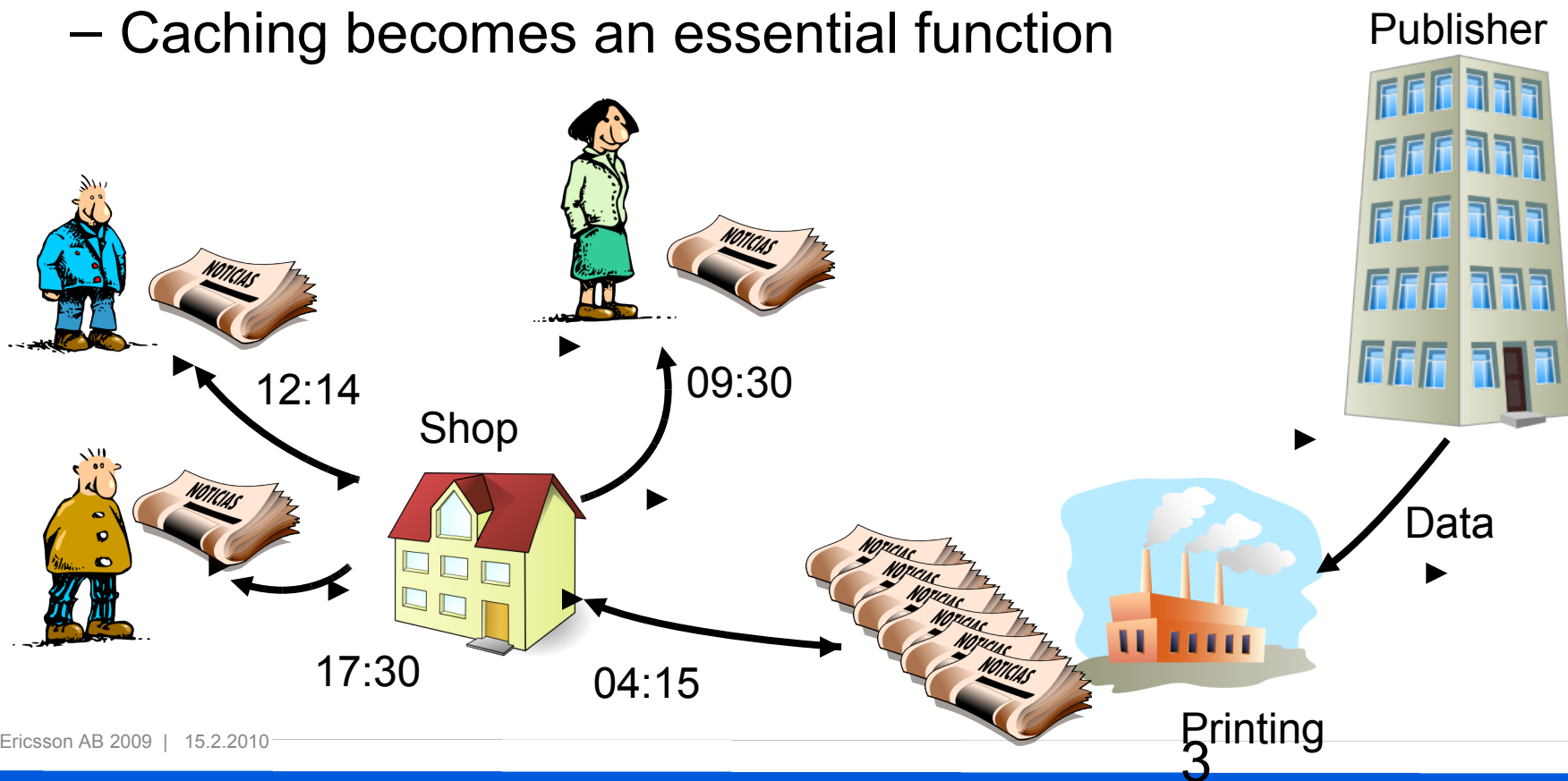
**ARPANET, current
Internet, telephony etc.**



Clean slate approach

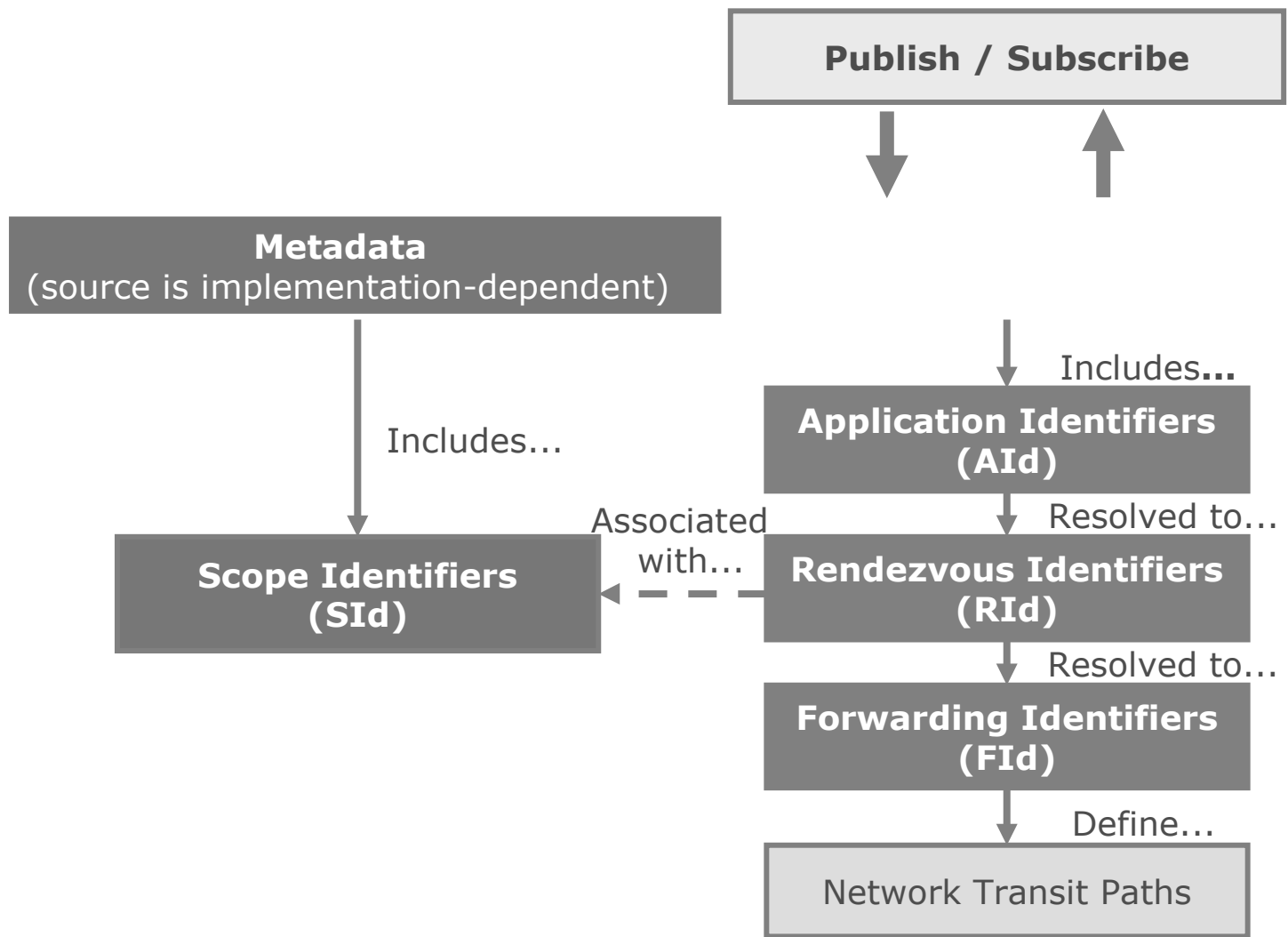
Data published once, received multiple times

- Asynchronous multicast, *timely* separated requests
- Data delivery from caches instead of the actual source
 - Caching becomes an essential function

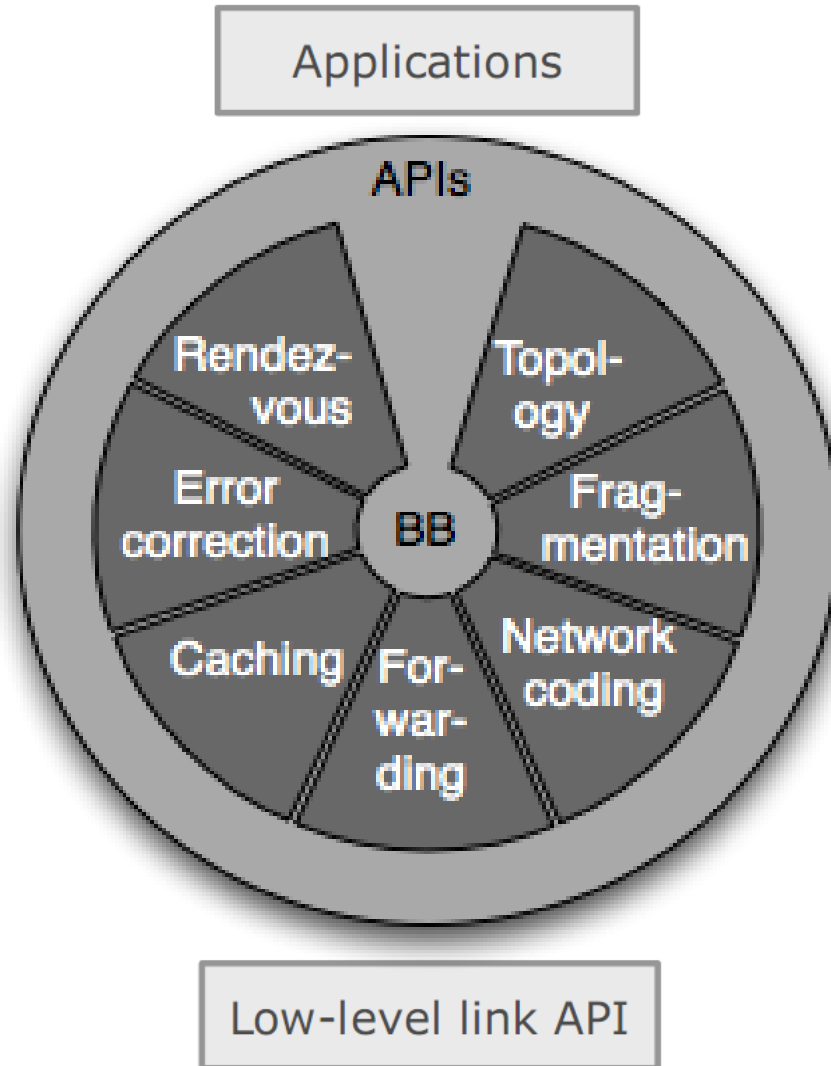


Data-centric publish/subscribe

- The publisher and the subscriber are **decoupled** in time and space, with the publication in the middle
- Publication = persistent, immutable association between an ID and the data value created by the publisher
- Immutability of publications enables caching in the network
- Structured identifier-space
 - Streaming media with **Algorithmic Identifiers**

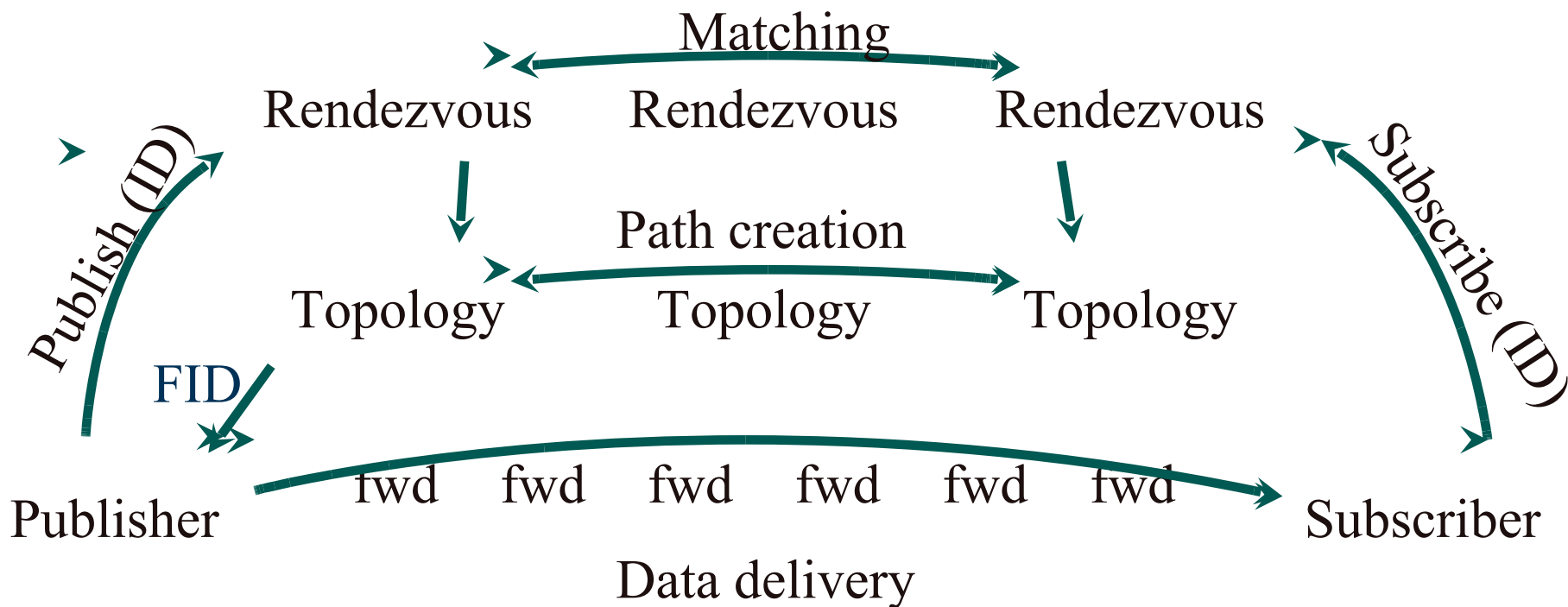


PSIRP component wheel



RTFM architecture

- Rendezvous - matching publish and subscribe events
- Topology - network topology knowledge, path creation
- Forwarding - fast delivery



- An open-source implementation of the core architecture:
 - FreeBSD-based **BlackHawk** prototype (end node)
 - **NetFPGA** based fast forwarding and encryption
 - Working **Rendezvous Server** and **Topology Manager**
- Some test applications, including:
 - **Multicast BitTorrent**
 - **Firefox plug-in**
 - **Socket emulator**
- All of the components above are already working but the integration is still not complete
- An integrated system, including some applications, will be demonstrated at ICT 2010 in Brussels in September

- NS3 simulator
- FreeBSD 7.x : end-host + forwarding
- NetFPGA : Forwarding
- BSD & NetFPGA Implementations available at <http://www.psirp.org>



- The PSIRP implementation is validated on a relatively large and real-life-like testbed
- The University of Cambridge and the University of Essex are testing PSIRP over an optical connection between them
- VPN connections will be created to the other partners: Aachen, Athens, Helsinki and Sofia
- PSIRP is cooperating with OneLab2 under FIRE
- The University of Essex is integrating the Blackhawk with campus-wide wireless network (using a dedicated SSID) accessible to 2500+ students in their dorms
- Helsinki University of Technology is running a code camp where students develop applications on the BlackHawk
- Interested parties are invited to join in the testbed – the hardware is inexpensive and the software is downloadable at <http://www.psirp.org>

Experimentation

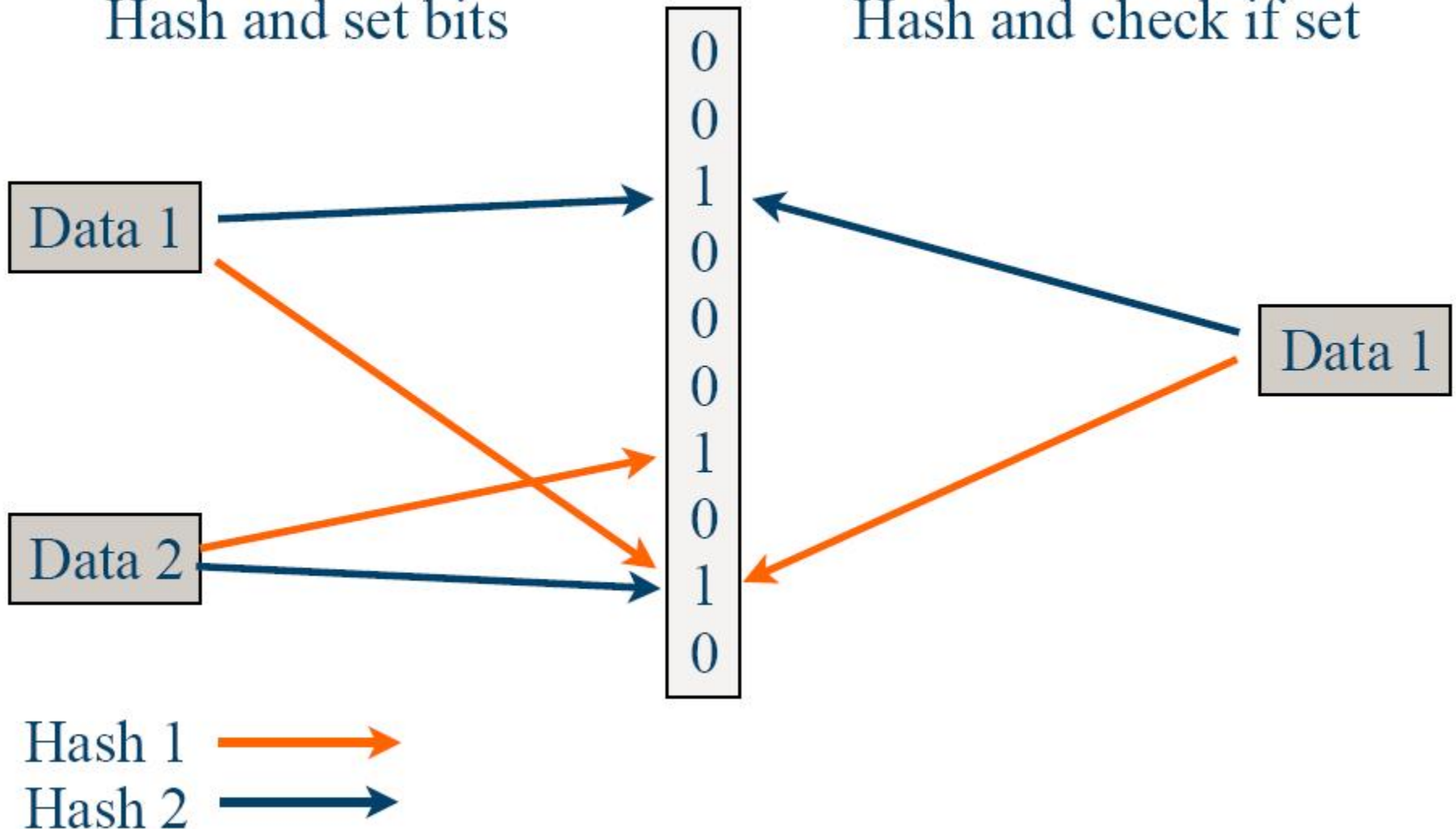
Bloom filters – basic idea

Inserting items

Hash and set bits

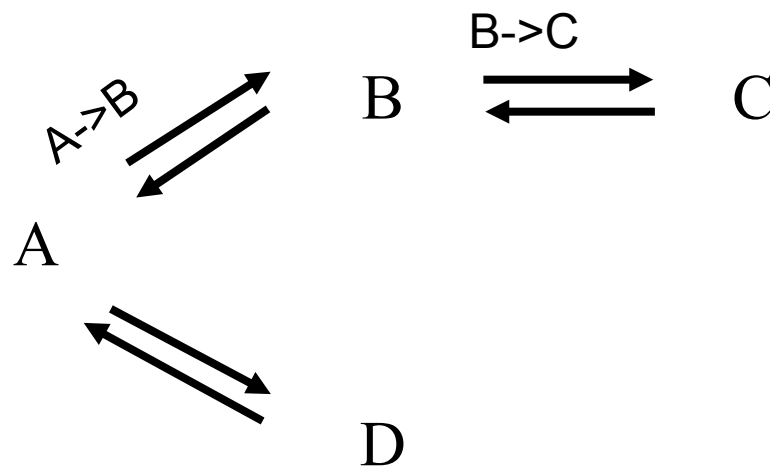
Verifying

Hash and check if set



- No names for nodes
 - Each link is identified with a unidirectional Link ID

- Link IDs
 - Statistically unique
 - Periodically changing
 - Size e.g. 256 bits
 - Local or centrally controlled



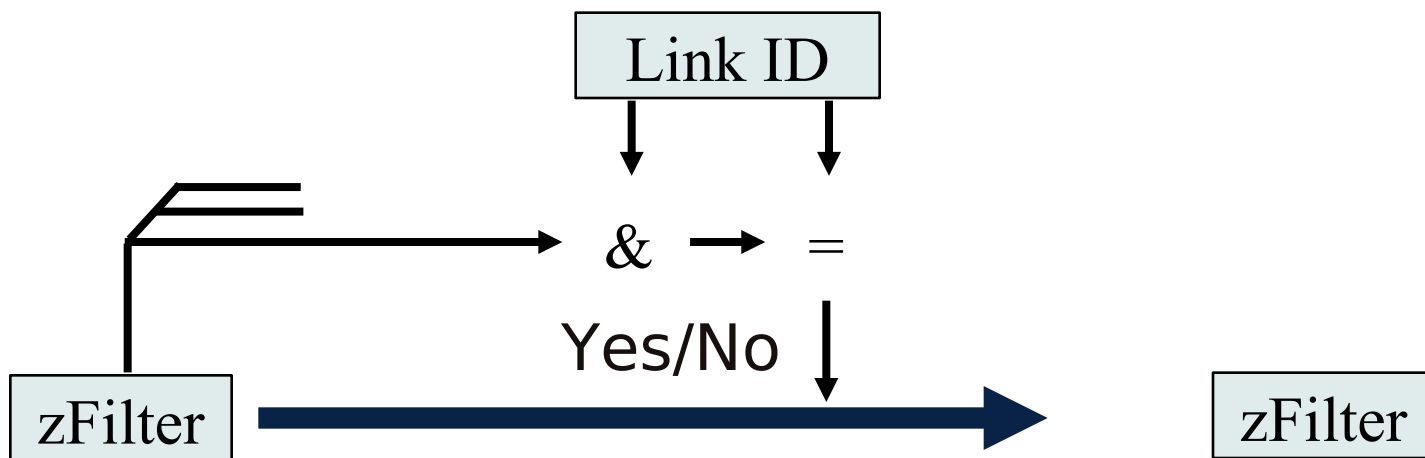
- Source routing
 - Include all Link IDs into a Bloom filter
 - Multicasting supported
- “Stateless”

A->B	0	1	0	0	0	1	0	0	1
B->C	1	0	0	0	0	1	1	0	0
zF: A->B->C	1	1	0	0	0	1	1	0	1

Forwarding Decision

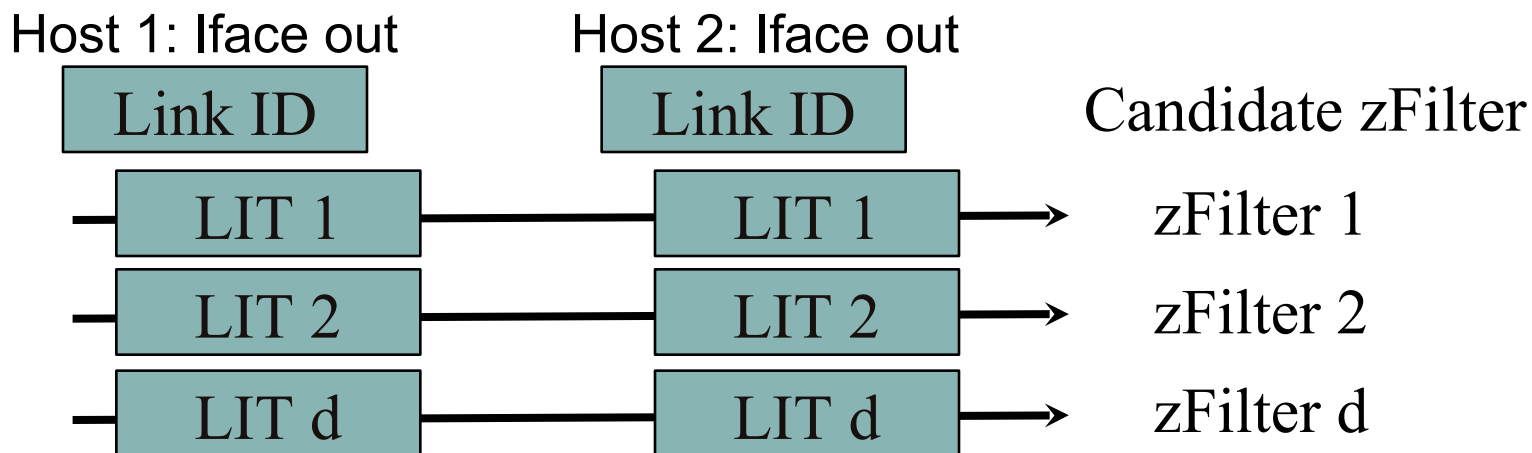
Forwarding decision based on binary AND and CMP

- zFilter in the packet matched with all outgoing Link IDs
- Multicasting: zFilter contains more than one outgoing links

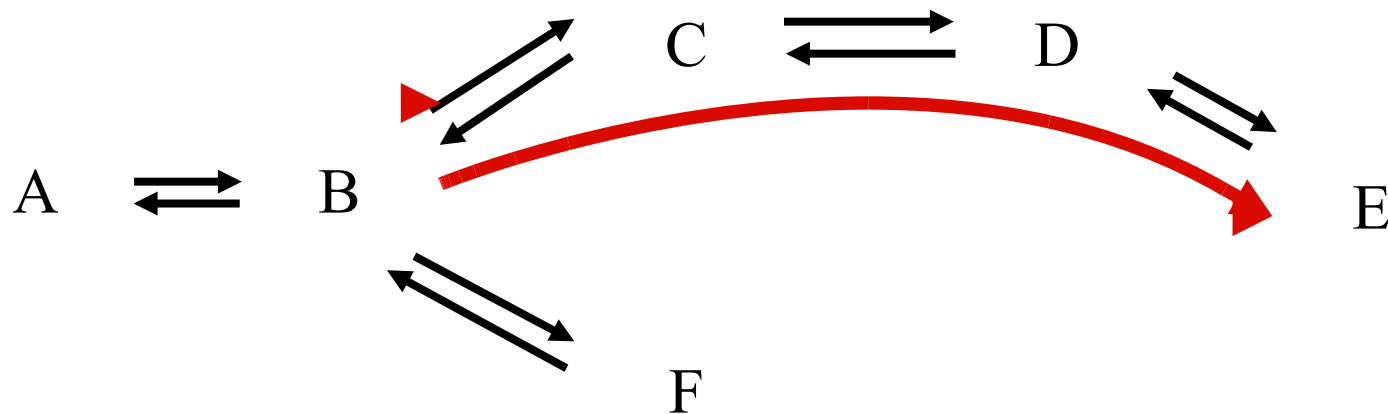


Using Link Identity Tags (LIT)

- Make results better with a simple trick
 - Define d different LITs instead of a single LID
 - LIT has the same size as LID, and also k bits set to 1
 - [Power of choices]
- Route creation and packet forwarding
 - Calculate d different candidate zFilters
 - Select the best performing zFilter, based on some policy



- Popular paths can be merged into virtual trees
 - A single Link ID for the tree
 - Additional state in the forwarding nodes
 - Increase scalability



Virtual B->C->D->E 0 0 1 0 1 0 0 0 1

- Link-identity-based source routing
- Stateless small-group multicast and unicast
- Small forwarding table
- Very simple forwarding decision
- Preventing unwanted traffic
 - No possibility to send data by guessing the destination
- Forwarding implemented in both software and hardware

- During the 2.5 years we have defined, implemented and tested an entirely pub/sub based internet architecture
- The system appears to work, scale, and offer some clear benefits over conventional end-point-centric networking
- Because of the iterative (“life-cycle”) mode of working, the current prototype is not the latest version of the architecture
- In the new PURSUIT project we’ll expand the work towards:
 - Applications
 - Wireless
 - Optical
- We need human-understandable naming
- Academic dissemination appears to be the way to ultimately get these new ideas into deployment