GLIF related activities JP

Jun Murai



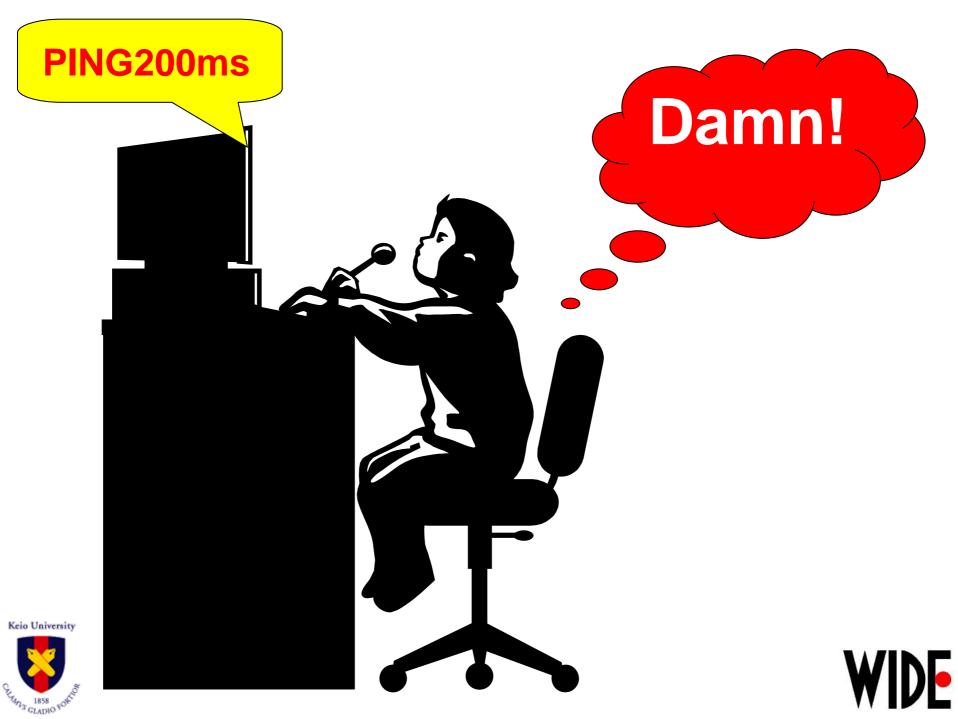


Welcome to Tokyo

- Akihabara:
 - 1950: Radio (tube)
 - 1970: +Electric Appliances (transistors)
 - 1990: +Computers (ICs)
 - 1995: +Electronic Games
 - 2000: +Animation
 - 2005: +Maid (Pop-culture)
 - 2006: +Business (new buildings)







Prof. Hiraki's LSRs

- Land Speed Records
 - http://lsr.internet2.edu/
 - Partial rule says
 - Distance measured by L3 points
 - Must spawn at least an operational network link
 - IPv4/IPv6 single TCP/multiple TCPs
 - At least 10% greater than previous record
 - Maximum distance is 30,000km
 - A Light Path doesn't contribute LSR by itself
 - It is a layer-1 (or layer-2) service





- Data Reservoir chaired by Prof. Hiraki
 - http://data-reservoir.adm.s.u-tokyo.ac.jp/
- Original motivation
 - Provide a system for efficient data transfer
 - Over a long-fat pipe
 - For scientific applications
 - iSCSI based system was developed
 - Their record in 2003
 - 6.8 Gbps disk-to-disk over 9800 mile
 - 1 DVD per 5 second
 - With a large number of TCP sessions
- How much performance single TCP marks?
 - This because practical as 10GE development





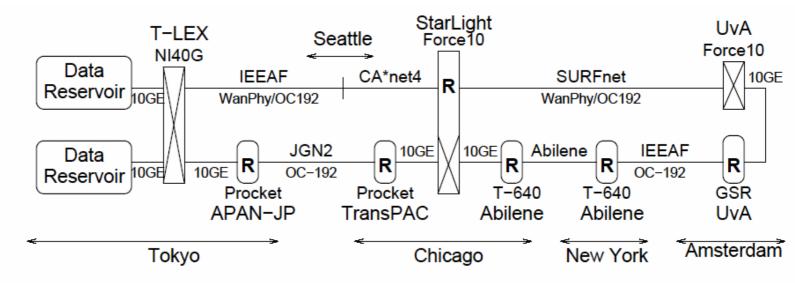
- First LSR approved : Nov 9, 2004
 - CERN to Pittsburgh through Tokyo
 - IPv4 single TCP, TOE
 - 7.21 Gbps over 20,645km, 148.8 Pbm/s







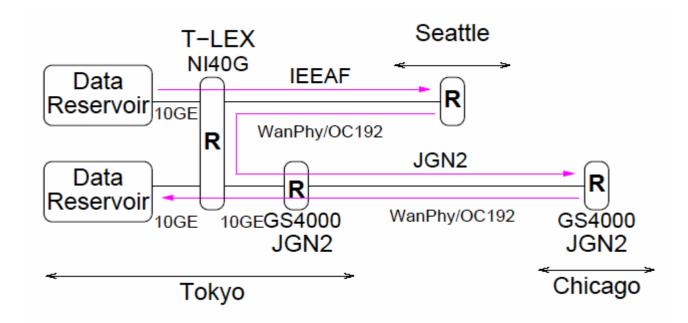
- Second LSR: Dec 24, 2004
 - Tokyo-Chicago-Amsterdam-Chicago-[Seattle]-Tokyo
 - Starlight performed L3 function in one-way
 - 7.21 Gbps over 30,000km, 216.3 Pbm/s
 - Xmas Eve: minimum congestion in Abilene







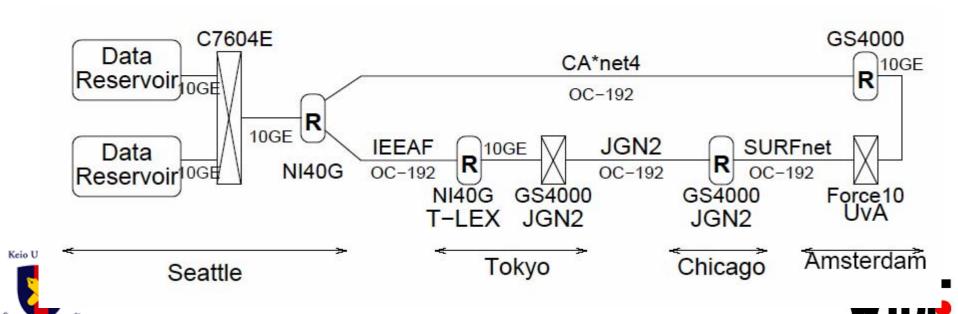
- First IPv6 LSR: Oct 29, 2005
 - Tokyo-Chicago-Tokyo-Seattle-Tokyo
 - 5.58Gbps over 30,000km, 167.4 Pbm/s
 - No TOE was available



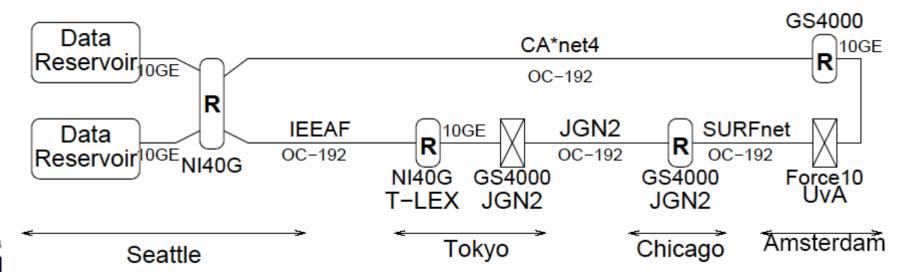




- Second IPv6 LSR: Nov 14, 2005 during SC|05
 - Seattle-Tokyo-Chicago-Amsterdam-Seattle
 - 6.96Gbps over 30,000km, 208.8 Pbm/s
 - No TOE was available



- Latest IPv4 LSR: Feb 20, 2006
 - Seattle-Tokyo-Chicago-Amsterdam-Seattle
 - NIC with PCI-X2.0
 - Bandwidth of PCI-X doubled
 - 8.80Gbps over 30,000km, 264.1Pbm/s





- Latest IPv4 ISR: Feb 20, 2006
 - This was the last LSR single IPv4 TCP
 - 9.68Gbps required to break this
 - It can't be possible with an OC-192c
- A LSR to be marked
 - IPv6 single TCP
 - 7.66Gbps required to break the last LSR
- After that
 - They will return the original work
 - Efficient disk-to-disk transfer
 - With small systems as much as possible





LSR Trophies presented Apr 2006





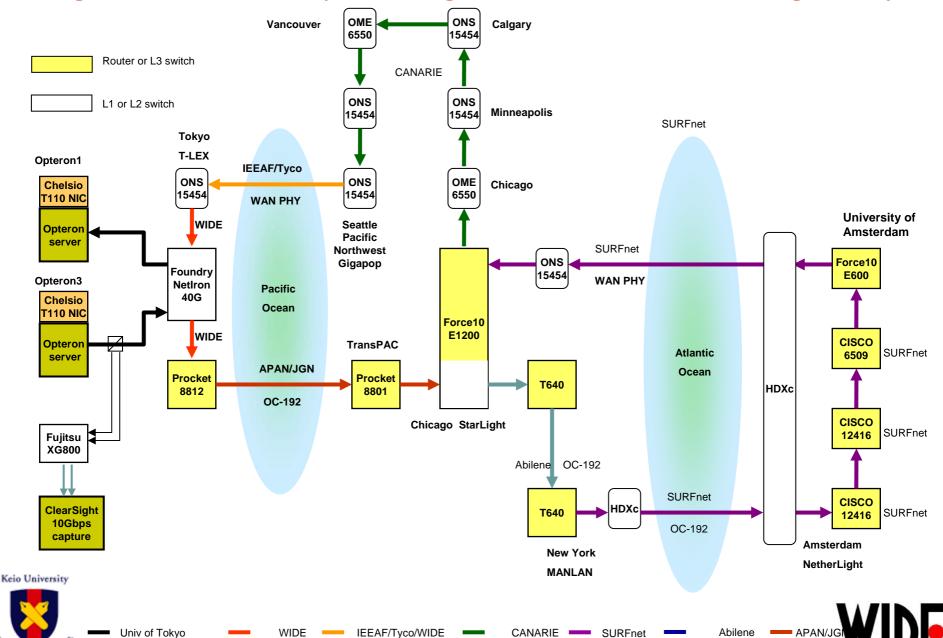
133ms to reach

Lambda Internet



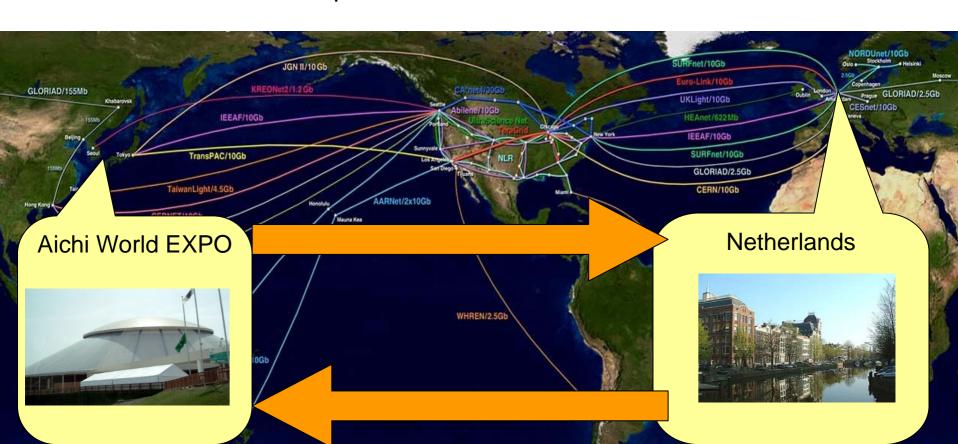


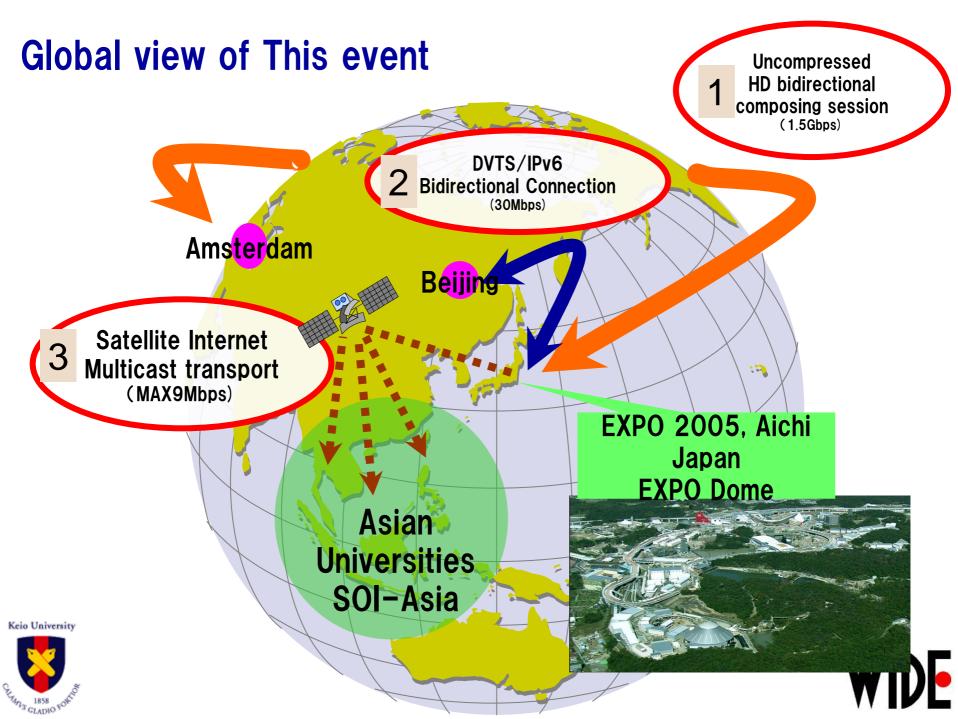
Single stream TCP - Tokyo - Chicago - Amsterdam - NY - Chicago - Tokyo



Connecting Worlds by Lambda

- Collaboration over HDTV Real-time Interactive Streaming
- Uncompressed HDTV transfer Technology over the International 10G lambda network
- Date: Sep, 21st, 2005
- Location: Aichi World Expo. and Netherlands





Japan: Internet Jam Session

"Delayed Live Music Session between Aichi and Amsterdam"

Dual Direction Collaboration with Ultra Long Distance Internet HDTV

Aichi





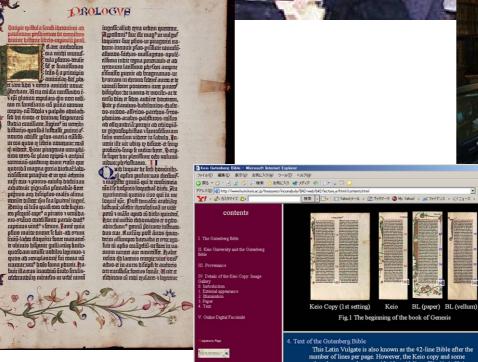
HUMI Project: Content Creation





Digitizing the Gutenberg Bible

Keio's Gutenberg Bible



others have several pages with 40 or 41 lines (Fig 1): in Keio

310v are 41-line. They are first setting pages; there are two different settings in certain portions of the Bible, due to the

copy, fols.1r to 5r and 130r to 132r are 40-line; fols.5v, 310r and

✓A digital facsimile of the Bury Bible was presented to both the University of Cambridge and the City of Bury.

http://www.humi.keio.ac.jp

HUMI Project: International Collaboration









Benefactors of the British Library (at entrance)



Cesare Ripa, Iconologia



Nara Ehon



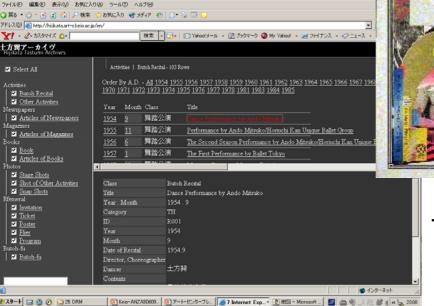
15th-century Book of Hours

Digital Preservation of BUTOH Body Movements

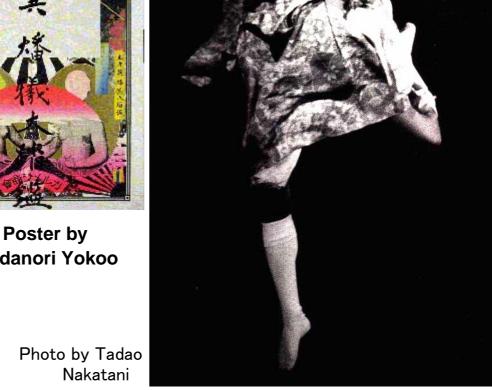


Tatsumi Hijikata (1928-1986): Founder of Butoh

Hijikata Tatsumi Archives by Art Center (1998)



Tadanori Yokoo



http://hijikata.art-c.keio.ac.jp/en/

Digital Preservation of BUTOH Body Movements





Yamamoto Moe
Photo by Hideyo Tanaka



(Costume from the Angle)

- ✓ Preserves a visual record of Hijikata's Butoh body movements
- ✓ Results of this study should be helpful to field research on the making of body movements in modern dance and on the methods of producing digital media content for the performing arts



Photo by Makoto Onozuka



✓ Hijikata's performance is reproduced with the help of Yamamoto Moe

Sound Education



Cultivating aesthetic sensibility in elementary school

students through sound





http://sound.yochisha.keio.ac.jp/dmc/

Re-creation and archiving of a 1960's mining town using advanced 3D computer graphics technology





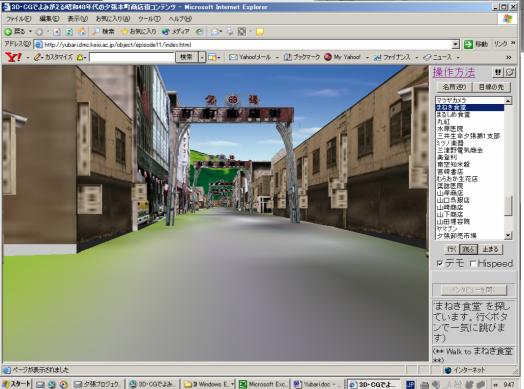
Yubari Town:

once-flourishing

coal mining

town

✓ Reproduction of Yubari Town in the 1960's



http://yubari.dmc.keio.ac.jp/

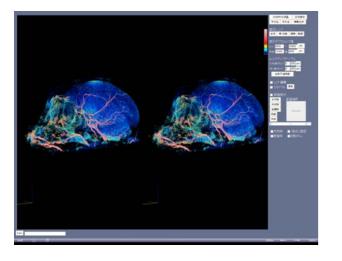
IT Revolution in Medical Education

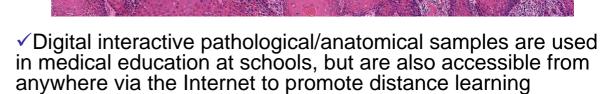


✓ Zooming in on organic samples without a microscope



✓ Development of an anatomical 3D atlas of the marmoset



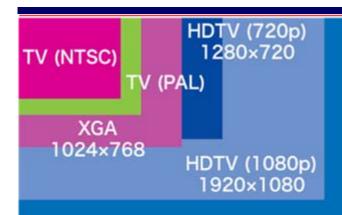


✓ This opens up possibilities for the global sharing of medical knowledge, but a solution for intellectual property and privacy issues still needs to be found



4K Digital Cinema - Format

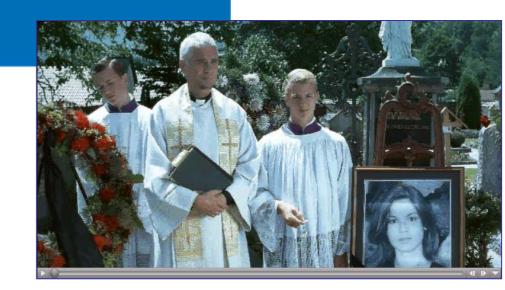




Digital Cinema (4K) 4096×2160

- ✓ Comparison of screen resolutions for TV, computer display (XGA), HDTV and digital cinema
- √The higher the resolution, the clearer and more realistic the picture

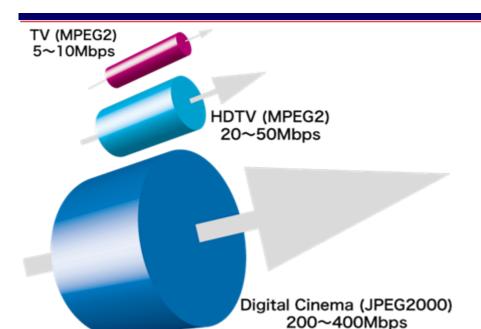
- √The 4K Digital Cinema format has been developed by members of DCCJ (Digital Cinema Consortium Japan) with contributions from DMC researchers
- √The format has been approved as an international standard by DCI (Digital Cinema Initiative)

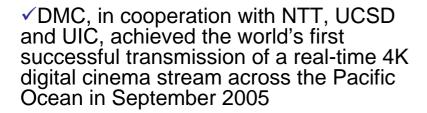




4K Digital Cinema - Transmission







√This proved that global giga-bit networks can be formed to transmit ultrahigh resolution moving images for academic, educational, medical and cultural applications





Next Generation Applications of High Speed Network and Multi-Screens







- ✓ Players in different locations must cooperate by using the 9 floor panels in their room to maneuver a satellite without being hit by meteors
- ✓DMC, in cooperation with USC, has developed "Andrew Revolski," an interactive game in which players in remote sites need to cooperate to achieve a common goal
- √This game utilizes global giga-bit networking and multi-screens



What is SOI Asia?



Indonesia

Brawijaya University, Sam Ratulangi University Hasanuddin University, Institut Teknologi Bandung Universitas Syiah Kuala

Thailand

Chulalongkorn University, Asian Institute of Technology, Chulachomklao Royal Military Academy, Prince of Songkla University

Laos

National University of Laos

Myanmar

University of Computer Studies, Yangon

Malaysia

Asian Youth Fellowship, Universiti Sains Malaysia

Vietnam

Institute of Information Technology

Philippines

Advanced Science and Technology Institute, University San Carlos

Mongolia

Mongolian University of Science and Technology

Cambodia

Institute of Technology of Cambodia

Bangladesh

Bangladesh University of Engineering and Technology

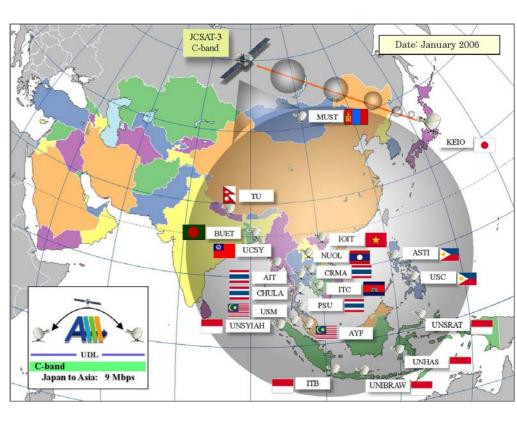
Nepal

Tribhuvan University

Japan

Tohoku University, Tokyo University of Marine Science and Technology, Japan Advanced Institute of Science and Technology, Keio University

24 Partner Universities in 12 Countries



✓ SOI (School on Internet) Asia utilizes satellitebased Internet to create Internet environments in a less expensive, easy-to-deploy, and more feasible way for universities located in Asian regions where Internet environments are insufficiently developed



Brawijaya University, Indonesia



Hasanuddin University, Indonesia



Sam Ratulangi University, Indonesia



Asian Institute of Technology, Thailand



National University of Laos, Laos



Advanced Science and Technology Institute, Philippines



University of Computer Studies, Yangon, Myanmar



Asian Youth Fellowship, Malaysia



Chulalonkorn University, Thailand



Institut Teknologi Bandung, Indonesia



Institute of Information Technology,, Vietnam



Universiti Sains Malaysia, Malaysia



Mongolian University of Science and Technology, Mongolia



Prince of Songklang University Thailand



Chulachomklao Royal Military Academy Thailand



Keio University Shonan Fujisawa Campus, Japan

Universitas Syiah Kuala, Indonesia

University San Carlos, Philippines



Bangladesh University of Engineering and Technology, Bangladesh



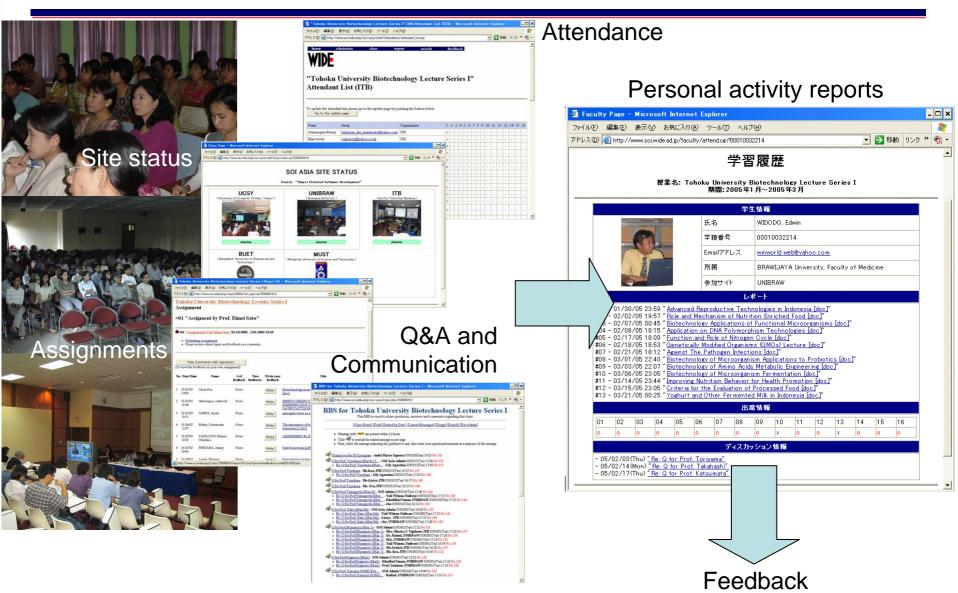
Institute of Technology of Cambodia, Cambodia



Tribhuvan University, Nepal

Education Support System





Industry-government-academia collaboration





Satellite Internet Infrastructure

Technology Development
Internet via Satellite
1996~







Ministry of Internal Affairs

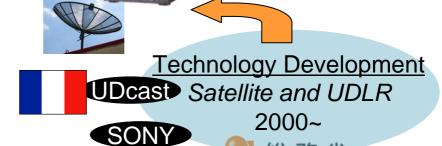
SOI Asia Lecture Platform





Asia IT Training 2004~2005

Satellite Receiver (Product) and UDLR (Standard)







Content Development for Digital Media for Asia

2006

MEXT

Ministry of Education, Culture, Sports, Science and Technology

Industry/Government Partners

- •Toyota Motor Corp.
- •Toshiba Corp.
- •NTT DoCoMo, Inc.
- •Yokogawa Electric Corp.
- •Matsushita Electric Industrial Co. Ltd.
- DENSO Corp.
- •Fuji Xerox Co., Ltd.
- •Fujitsu Ltd.
- •Hitachi Ltd.
- •Honda R&D Co., Ltd.

- •IBM Japan, Ltd.
- •KDDI Corp.
- •Microsoft Corp.
- Ministry of Education, Culture,
 Sports, Science and Technology etc

Tsunami Disaster Recovery Project



Keio University and SOI Asia assisted Universitas Syiah Kuala, the largest national university in Indonesia, by providing distance learning during its recovery from the tsunami Photos by Chermg Talay Subdistrict Administration Office



Tsunami Symposium

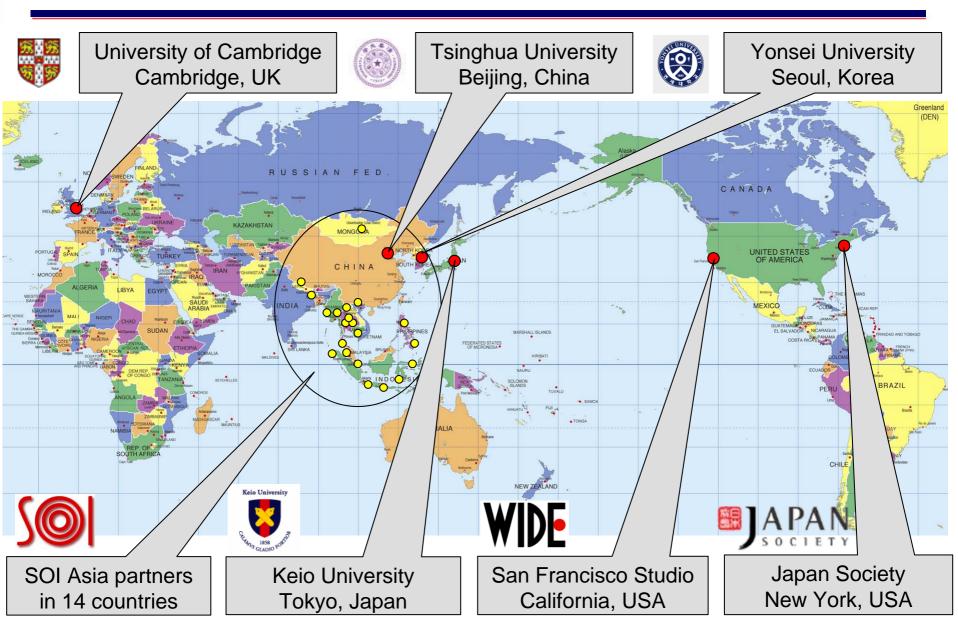
SOI Asia Operators Workshop





Global Digital Studios -locations-





Studio at Keio University



Location: Tokyo, Japan

Operated by: Keio University DMC Institute

DVTS and Polycom / Multipoint capable

IPv4/IPv6

Re-constructed in February 2006





Studio at Japan Society



Location: New York, USA near United Nations HQ

Operated by: Japan Society

Time difference: 13 hours

To be operable in September 2006







Applications for the Global Studios: DMC Institute International Symposium "Convergence: Towards A New Paradigm for Creative Society"





✓ All operational Global Studio locations participated in our 5th international symposium

√ The symposium concluded with all participants signing the DMC Manifesto towards the Creative Society (online)

Intensive Discussion using the Global Studios

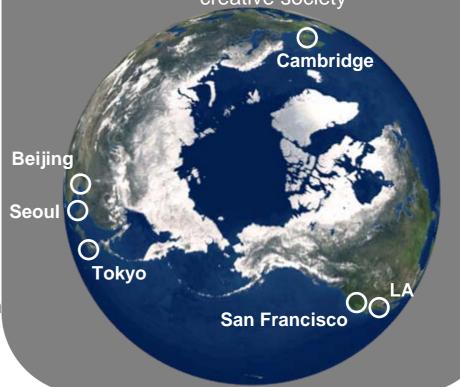
Talking Circle 1: Content design

Talking Circle 2: Media convergence in

creative society

Talking Circle 3: Distributed and autonomous

creative society

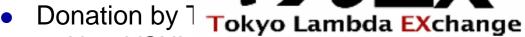


T-LEX Update

T-LEX: Tokyo Lambda Exchange





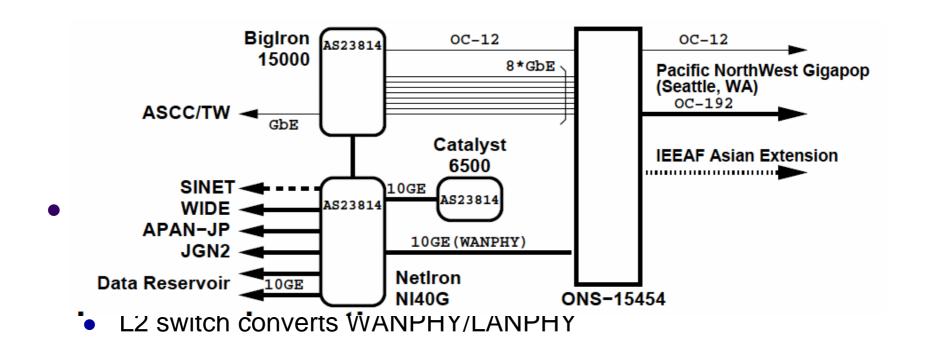


- New VSNL international
- Non-protected OC-192c + protected OC-12c
- Working closely with PNWGigapop/UW





Configuration of T-LEX

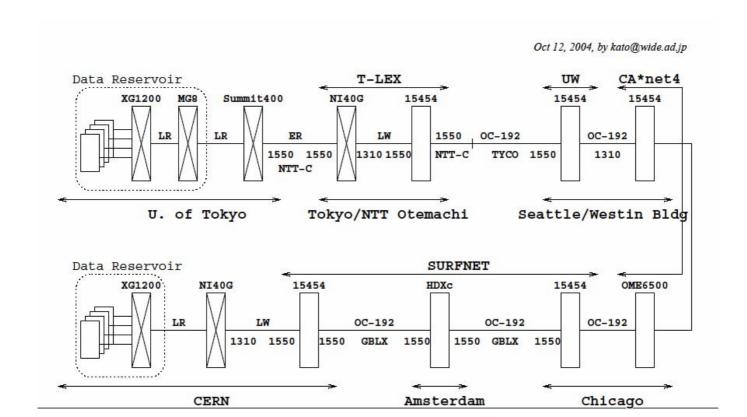






The first activity in T-LEX

- The first international OC-192c light path
 - Oct 2004, Univ. of Tokyo to CERN
 - 10 GE WANPHY between Tokyok and Geneva

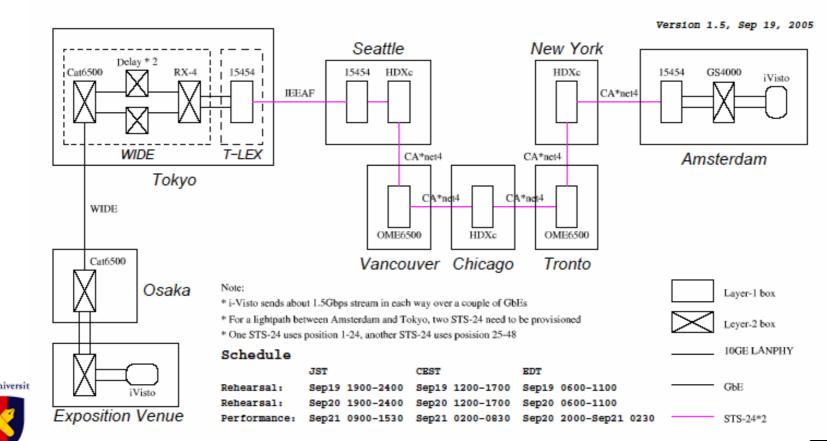






Recent Activities in T-LEX (1)

Aichi World Exposition Closing Event

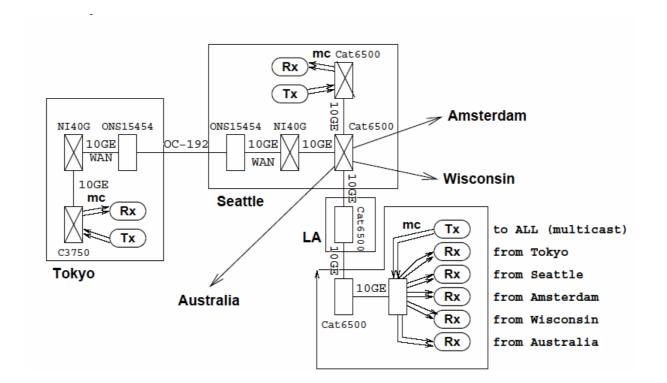






Recent Activities in T-LEX (2)

- iGRID2005
 - US118 N-way uncompressed HDTV transmission
 - Uncompressed HDTV from 5 locations to San Diego
 - Uncompressed HDTV IPv4 Multicast to 5 locations







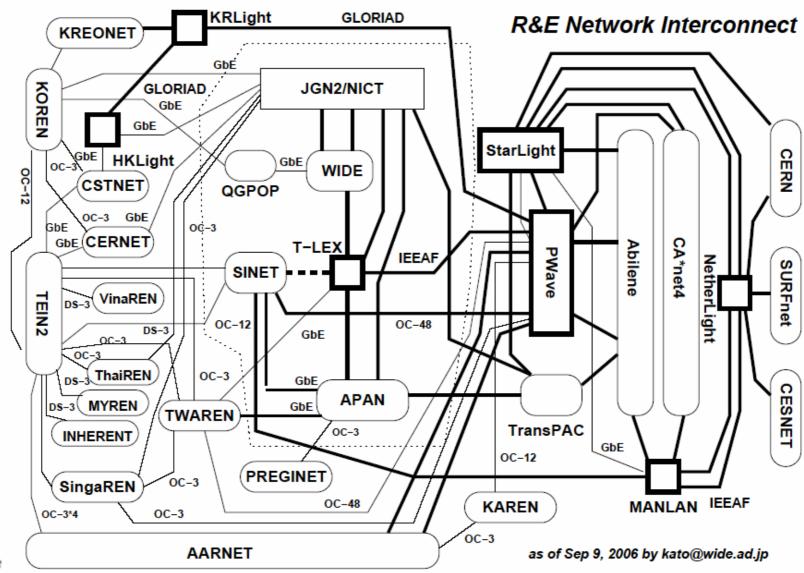
The lessons and things to be done

- DR got several LSRs
 - This is great!
- But the LSRs are still in "art"
 - Reproducibility is low
 - Part of the links is operational network
 - Background traffic cause additional jitter
- Other T-LEX issues
 - ONS-15454 has only 4 high-speed slots
 - Additional capacity might be required
 - Workaround
 - MENS expensive
 - Inexpensive 1x8 switch
 - Sophisticated control plane
 - USLP? TL1 toolkit though web?
 - Microscopic traffic monitoring required
 - TGNLE-1: FPGA based box is considered





All Japan (very rare diagram!)









SERVICE/PRODUCT

Here!

TESTBED

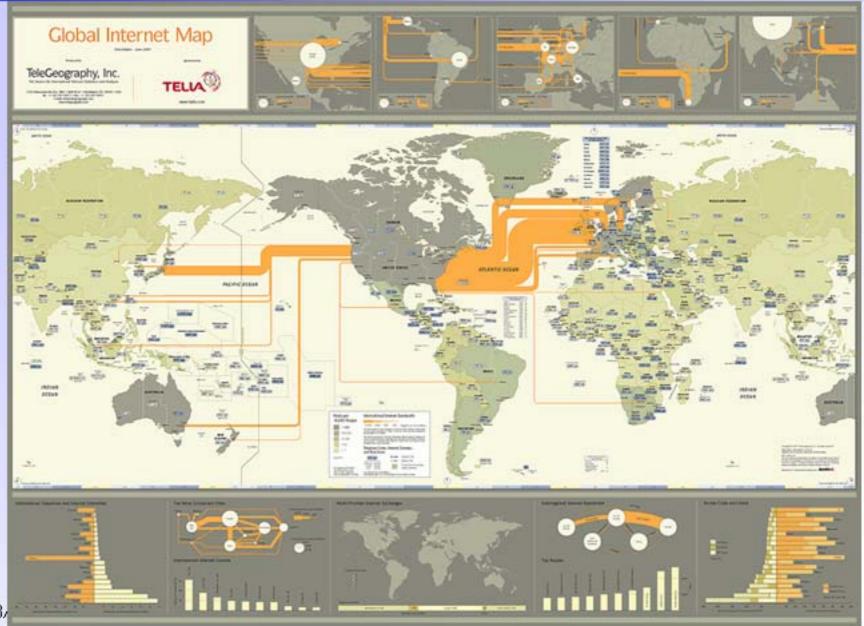
PROTOTYPE

DEMO





2001 InternetTraffic



GLIF 2006

For Future!

