International High Performance Digital Media With Dynamic Optical Multicast

An Experimental Architecture and Prototype Optical Digital Media Service – Demonstration of Current Research Status at the 7th Annual Global LambdaGrid Workshop

Presentation to Control Plane Working Group

Prague, Czech Republic September 17-18, 2007

Overview

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∇	A Consortium of Research Centers From Around the World Has	
	Formed a Cooperative Partnership To Explore the Key Issues	
	Related to the Challenges and Opportunities Related to Using	
	Lightpaths for High Performance Digital Media (HPDM)	
	At the Annual Global LambdaGrid Workshop in Prague,	
	Demonstrations Have Been Designed to Show the Current	
	Project Status (Not Final Results, Products or Services)	
	Multiple Sites Require High Performance/High Volume/High	
	Definition Digital Media Streaming Simultaneously Among All	
	Locations (Multi-Point to Multi-Point)	
	Traditional L3 Techniques Cannot Be Used for Many Types of	
	High Definition Media	
	These Techniques Were Designed for Many Small Information	
	Flows – Not for Large Scale Flows	
	This Consortium Is Designing and Developing New L1/L2	
	Capabilities That Can Provide Large Scale HPDM Service	
	Solutions	

Challenges and Opportunities

Challenges

- Digital media standards have been developed independently of WAN/LAN standards
- Traditional WAN/LAN standards have been developed independently of considerations for many HDDM requirements
- Consequently, today's communications capabilities do not always meet application requirements

Opportunities

- Using existing and emerging technologies several powerful solutions can be designed today
- However, an optimal approach for meeting unmet current and future requirements has not yet been determined
- Various options exist for addressing HPDM requirements
- Current research is exploring these options and experimenting with alternative approaches
- This demonstration incorporates several promising emerging technological approaches

GLIF Demonstrations

- This Research Consortium Has Designed and Implemented an International HPDM Testbed (HPDMnet), and It Is Being Used for Experiments and Demonstrations
- A Specific Instantiation of the HPDMnet Testbed Was Created For the Global LambdaGrid Workshop
- Various Architectural Approaches And Technologies, Including Middleware, Are Being Developed and Investigated On Research Testbeds, Including HPDMnet
- Middleware Component Technologies Being Showcased Include Optical Multicast, UCLP, EnLIGHTened, HARC and G-Lambda
- The Research Will Continue And Further Demonstrations Are Planned

Communications Technologies

The Demo Technologies Include the Following:

- Dynamic L2 and L1 (lightpath) allocation and adjustment is an emerging technique
- Both persistent and dynamic large scale L1/L2 resources can be allocation, depending on requirements
- Integrated, addressable WAN and LAN paths can be used
- High level path control capabilities from an application perspective is a key resource
- To further enable network optimization, HPDM streams can be "branched" by setting parameters through the device control systems
- Multiple path options can be individually selected to optimize stream flows
- The Architectural framework being developed assumes an SOA context



Logical Interface





Overview of Demos

- 1. Resources Are Discovered
- 2. Resources Are Selected
- 3. Resources Are Used In Sequence
- 4. Resources Are De-Allocated
- 5. Clients show video/visualizations

About UCLP / Argia

ARGIA

- Argia is a production grade version of UCLP
- Argia is middleware that allows end-users (people or applications) to treat network resources as software objects and provision and re-configure lightpaths within a single domain or across multiple, independently managed domains
- Users can also join or divide lightpaths and hand off control and management of these private sub-networks to other users or organizations
- Argia enables the virtualization of a network that can be reconfigured by the end-user without any interaction by the optical network manager
- http://www.inocybe.ca



Control Channel: UCLPv2

Initially (Phase 1), UCLPv2 Has Been Implemented on a Server as a Single Point of Control For Multiple Dedicated Channels Within HPDMnet

For a Particular Instantiation (e.g., a Demonstration), UCLP Can Create A Customized ("Articulated") Network (e.g., An Event or Situation Specific Network)

Following Is An Example

For An Event Requiring the Articulated Network, An Instantiation Need Be Undertaken Only Once. In this example, the Instantiation Is Implemented Across Network Domains, As A Single Network Within A Larger Physical Network, Comprised of Separate Physical Networks of Multiple Partners, Each With Separate Domains



Creating Logical Resources (Interfaces, Lightpaths)

 Before Physical Connections Are Made, Logical Resources Must Be Selected and Integrated. Below Is an Example of Selecting and Allocating The Resources Required for multicast connections, which will result in the interface and lightpath resources creation,

😚 Create I-WS	😚 Create LP-WS
Create New Interface Web Service Select a port on the NE below and choose bandwidth for the interface	Create New LightPath Web Service Select a port on the NE below and choose bandwidth for the lightpath
Network Element NE ID: hdxc-to ICAIR NE Type: NORTEL HDXC Card Type: ETH Structure: Shelf-Slot-Subslot-Port Port: 1-502-0-1 Port Type: GigabitEthernet	Network Element 1 NE ID: hdxc-to ICAIR NE Type: NORTEL HDXC Card Type: 10G Structure: Shelf-Slot-Subslot-Port Port: 1-501-0-1 Port Type: OC-192 Bandwidth Selector Start channel: 1
Bandwidth Selector Start channel: Block Size: Bandwidth: 1250.0 Mbps	Start channel: 1 Biock Size: S15-24C Bandwidth: 1244, 16 Mbps 1 192 Banwidth Bar 1 192 Banwidth Bar 1 192 Banwidth Bar 1 192
Your choice Allocated to UCLP Not allocated to UCLP Cross Connected	Your choice Allocated to UCLP Not allocated to UCLP Cross Connected
O < Back	(?) < Back Next > Finish Cancel



Creating the Multicast Connection(s)

- Two Options Exist:
 - Manually select all the resources that will be part of the multicast connection.
 - Select the interfaces to connect and the required lightpaths will be automatically computed.
- In Both Cases the Source Interface for the Connection Is Specified
 - This specification provides the GUI with a starting point for verification calculations and creates the correct data structure to represent the muilt-cast connection (Tree data structure)

Manually Selecting All Resources for Connection

🜍 Create Multicast Connection	💶 🗖 🔀 🚺 Create Multio	🖓 Create Multicast Connection		
Selection Multicast Connection Options Confirm which source interface is the source	Confirm which sou	cast Connection rce interface is the s	n Options :ource	
Source Options Select the Source InterfaceWS: ws-ome-crc-1184703672640 Resource Properties Node: ome-crc Resource: Shelf 1, Slot 1, Port 1 Bandwidth: 1250.0 Mbps Expiration date: Sun Aug 17 02:12:55 EST 292278994	Source Options Select the Source Path Options Select the Rou Bandwidth Option Select an ava Select a band	urce InterfaceWS: uting algorithm: ons ilable bandwidth: width relation:	iws-ome-crc-1184703672640 - Select an algorithm Select an algorithm - Shortest Path All Paths - Select a Bandwidth Select a Bandwidth Relation -	
	Resource Prope Node: Resource: Bandwidth: Expiration date	rties ome-crc Shelf 1, Slot 1, F 1250.0 Mbps e: Sun Aug 17 02:	Port 1 12:55 E5T 292278994	
Sack Next > Finish	Cancel	<	Back Next > Finish	Cancel

Letting UCLP Calculate Possible Routes

Creating the Multicast Connection(s) - II

When the Connection Is Created, It Will Be Seen Graphically in the GUI



Creating the Multicast Connection(s) - III Continue to Add Connections Until All Are Completed 🜍 UCLP Management Center 🗀 🖫 📲 🔄 🕃 🕐 🗄 🍓 🎖 🔓 😳 🙄 😂 🗶 🚺 100% 💽 🌠 😥 🍢 🌾 🌾 🛷 🚽 🖪 🖾 🚈 🦠 👁 🐵 GDOM Network 🗙 - -📄 🗄 🗖 🗐 🌉 GDOM Network 🙆 Resource Explorer 🖾 Palette Physical Networks Select GDOM Network [] Marquee 🗄 🔯 ome-multicast ome-crc ome-norte ome-norte + Maxe-to ICAIR GDOM Netw. + Maxc-netherlight dxc-nether 🗄 🥝 Physical Links 🖻 🗁 Logical Networks GDOM Netw. ome-crc GDOM Network DOM Netw Interface Web Services ome-multicast E A LightPath Web Services E Connections OOM Netw B Resource Lists APN Scenarios 诰 🕐 🗆 🗆 E Outline tyc-to IC > $\nabla = \Pi$ Properties 🖾 🖉 Logical Resource Pool 🔀 Problems **GDOM Network** Shortest Path GDOM Network Connection Router: Name: General Logical Network ORGANIZATION Type: Owner: Resource List Exported?: Leasor: Expiration Date: 00 m 🔒 d is a PN Admin @ORGANIZATION Le http://localhost:8080 12M of 16M

Capability Extensions

- The Capabilities Demonstrated Can Accommodate Integration With Additional Resources Controlled By Other Signaling Methods
- A Particular Instantiation May Incorporate Resources Controlled By Edge Domain Signaling for Dynamic Resource Switching External to the Core Articulated Network
- Following Is An Example



Demo overview

- Reservations requested by Enlightened side.
- Video streams begin alternating from multiple sites over dynamically requested / allocated US and Japan paths then to Prague. G-lambda makes a reservation.
- 3. Reservation statuses will be shown in G-lambda team's Reservation Resource Monitor (RRM) viewer
- 4. G-lambda team requests compute and network reservations in US and Japan. Reservation status will be shown.
- 5. Continued video streams are alternated, as per Enlightened reservations
- 6. When the reserved time arrives, applications start running, and statuses are updated in RRM viewer.













Demonstration Participants

۲	CESNET
۲	Jan Radil
۲	Vladimir Trestik
 ۲	Jan Furman
 	Jan Nejman
	Stanislav Sima
۲	Michal Krsek
۲	Michal Martin
۲	Lada Altmanov
•	Communications Research Centre
۲	Michel Savoie
۲	Bobby Ho
۲	Hanxi Zhang
	Scott Campbell

Demonstration Participants (Cont.)

	Canarie
	Bill St Arnaud
۲	Herve Guy
	Darcy Quesnel
۲	Jun Jian
>	Thomas Tam
	i2CAT
	Artur Serra
	Sergi Figuerola
۲	Berenguer Vilajoliu
۲	Eduard Grasa
۲	Francisco Iglesias
(Inocybe
۲	Mathieu Lemay
	LONI C C C C C C C C C C C C C C C C C C C
	Lonnie Leger
	Ben Blundell
	Charles McMahon

Demonstration Participants (Cont.)

	Louisiana State University
	Andrei Hutanu
۰	Jon MacLaren
•	Dan Katz
	Gabrielle Allen
-	Ed Seidel
•	National Institute of Industrial Science and Technology (AIST)
۵	Tomohiro Kudoh
	Atsuko Takefusa
۲	Hidemoto Nakada
۰	Nortel Image: Control in the second sec
۵	Rodney Wilson
	Éric Bernier
۲	Dave Yeung
	Wai-Chau Hui
۲	Michael Ward
۲	Ted Swinwood
۲	Inder Monga

Demonstration Participants (Cont)

