

Internet Resource Pooling for Mobile Devices



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The requirements have changed

we need a more robust Internet than we can get from simply making better individual components

most end-systems will be mobile

with multiple radios that can be used simultaneously

mobile applications are becoming more demanding & important

VoIP, TV, Games, always-on services

the deployment incentives are more critical than ever

incentive misalignment kills many technically viable proposals

“partial benefit from partial deployment”

“change is easiest where pain is felt”

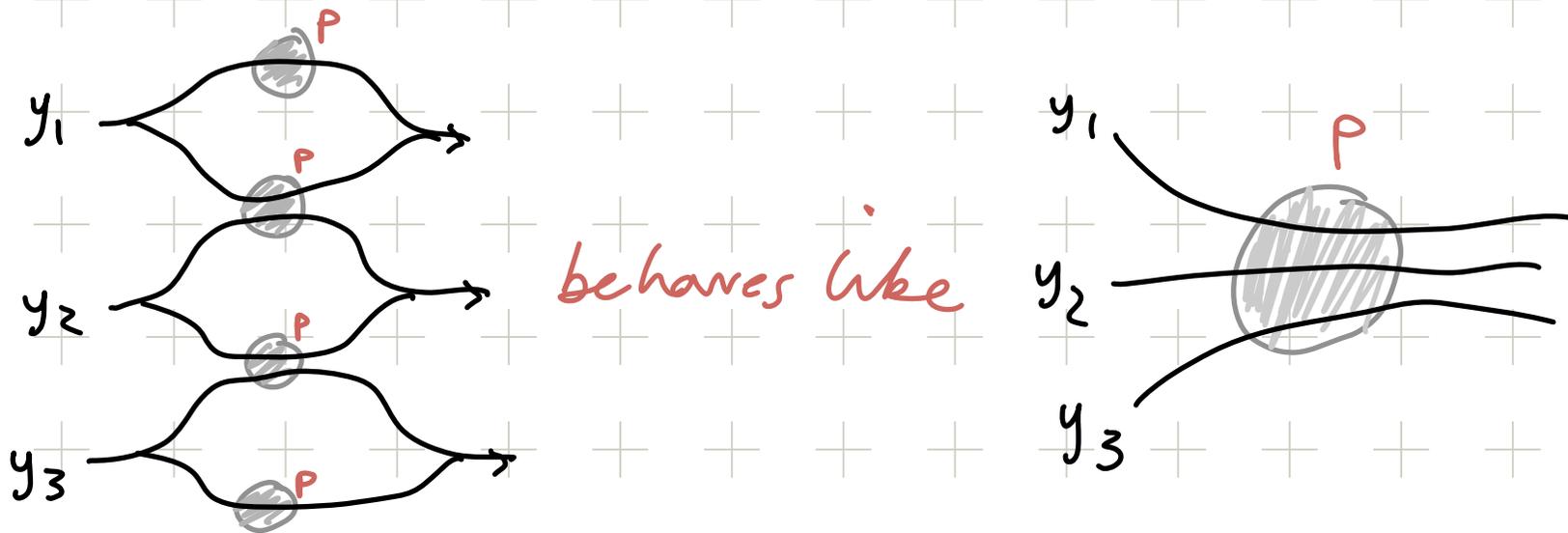


Resource pooling

make the resources of a network behave like a single, pooled resource

increase reliability, flexibility and performance

by exploiting parallelism and redundancy in the network through an evolution of the current Internet protocols



Resource pooling for the Internet

Multipath routing

make multiple, disjoint paths available between two endpoints

the only real way to robustness is through diversity

Multipath transport

transmit the data of a single transport connection along multiple paths

coupled congestion control loops are critically important (Kelly/Voice, etc.)

Resource accountability

expose the impact of its resource usage to the end system (and "charge" for it)

creates the incentives to behave smartly



Short-term resource pooling for the Internet

Multipath routing

make multiple paths
Multiple IP addresses/
interfaces per host

the only real way to
robustness is through
diversity

Multipath transport

transmit the data of a
single transport
connection along
multiple paths

coupled congestion
control loops are
critically important
(Kelly/Voice, etc.)

Resource accountability

expose the
Evolution of standard
end-to-end
congestion control

creates the incentives
to behave smartly



Multipath transport in a nutshell

multipath transport treats multiple end-to-end paths as a single pooled resource

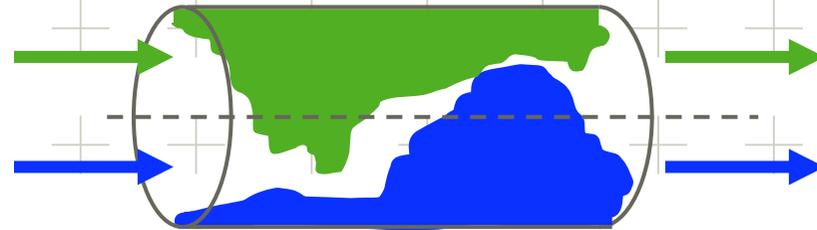
both in terms of robustness and bandwidth

per-path congestion control

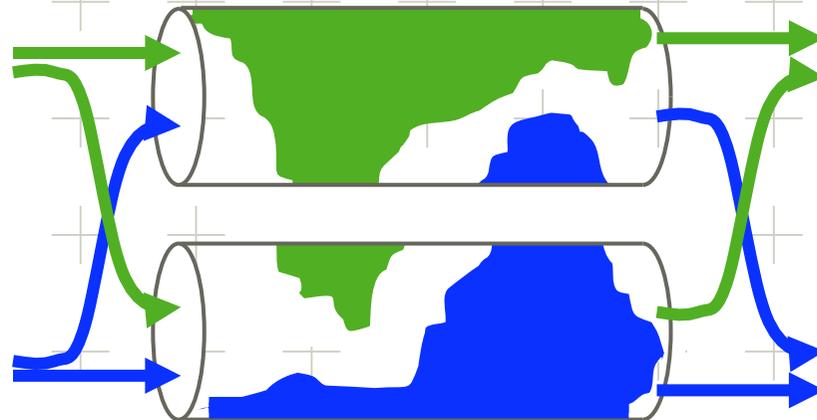
traffic moves away from congested paths naturally

larger bursts can be accommodated

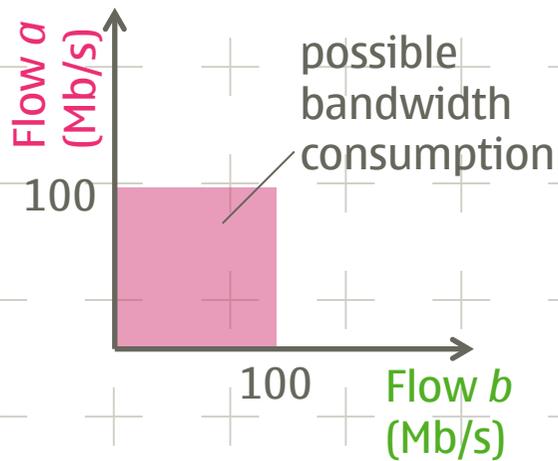
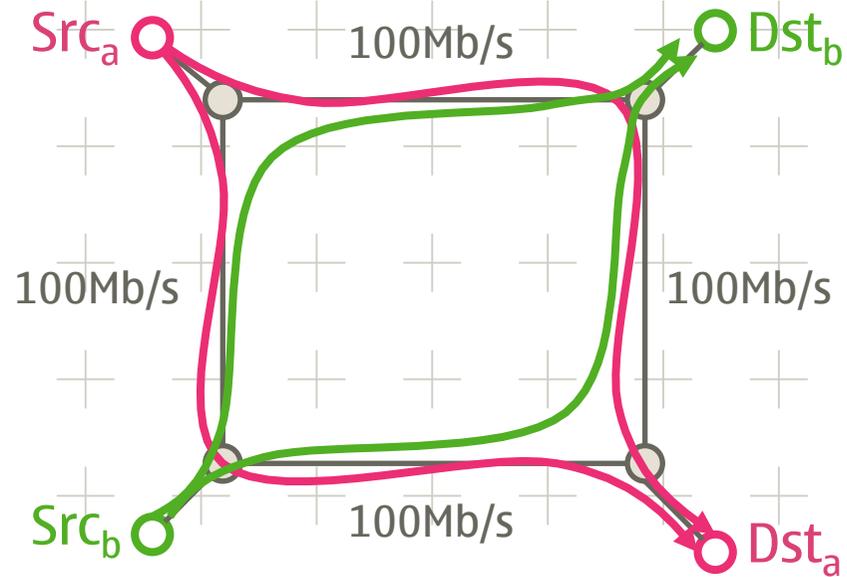
traditional Internet:



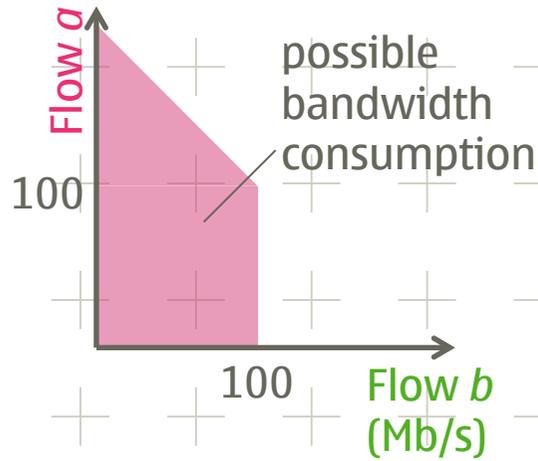
multipath resource pooling:



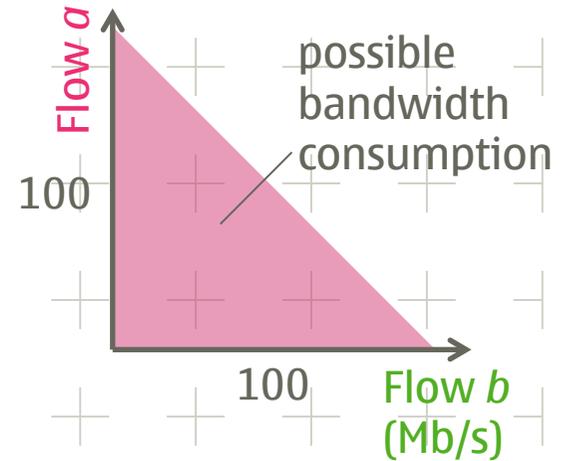
Multipath transport allows a wider range of traffic matrices



no multi-path flows

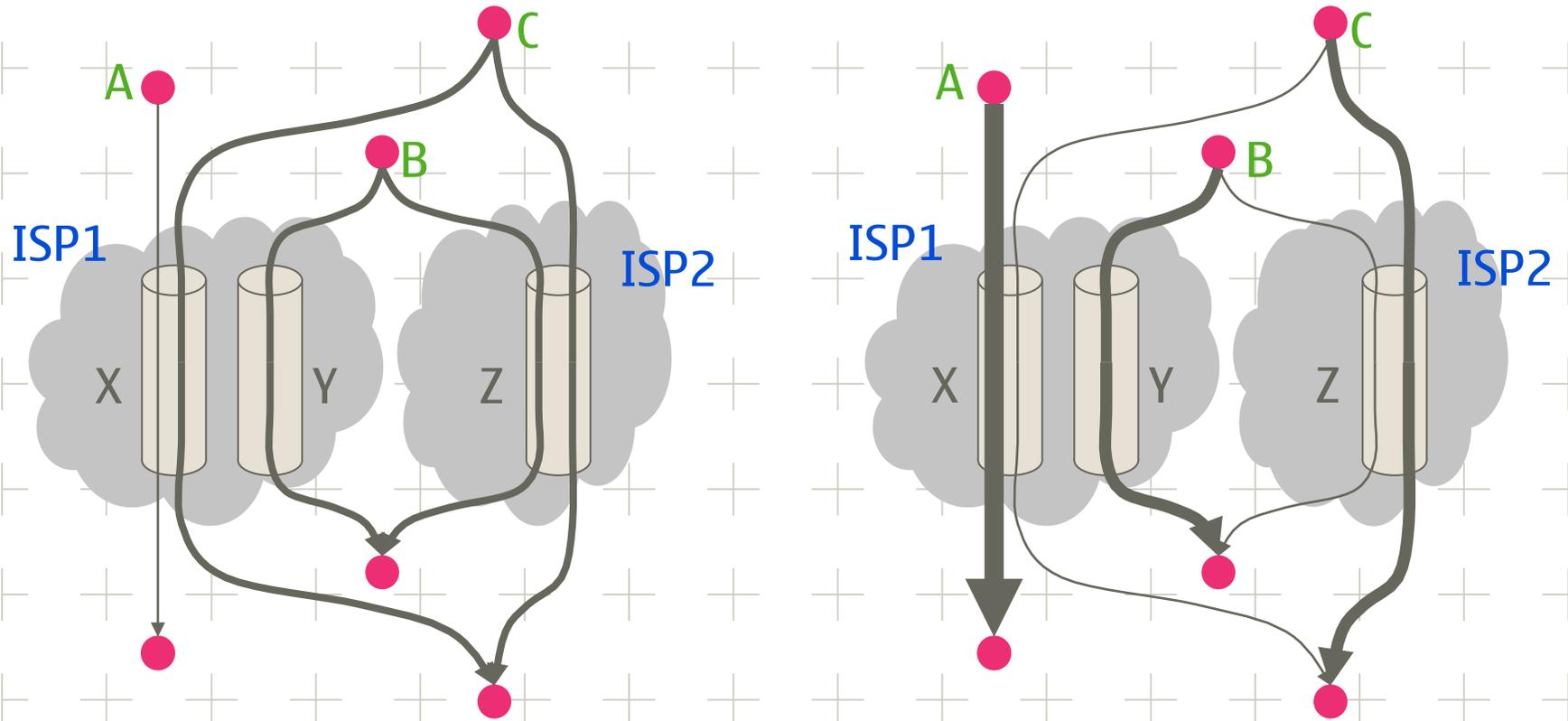


only flow a is multi-path



both flows are multi-path

Multipath transport can optimize across ISPs



Internet resource pooling for mobile devices

mobile devices are an ideal target for short-term resource pooling

multiple radios = multiple ISPs = natural path diversity

even stronger incentives for stakeholders that control both ends

multipath transport = mobility “light”

connections stay up even when some radios become disconnected

no need to deploy heavyweight mobility or routing solutions

potential improvements in energy efficiency

multipath uses more radios (= more energy) but for a *shorter* time

depending on the hardware, there this can be more efficient



Where are we today?

good theoretical understanding of the issues (past work by others)

Kelly and Voice; Key, Massoulié and Towsley; etc.

Trilogy is working on the details for TCP & BGP

how well does this work in practice?

are there cases where multipath does worse?

how much of the traffic engineering problems does this solve?

how much remains to be done in routing?

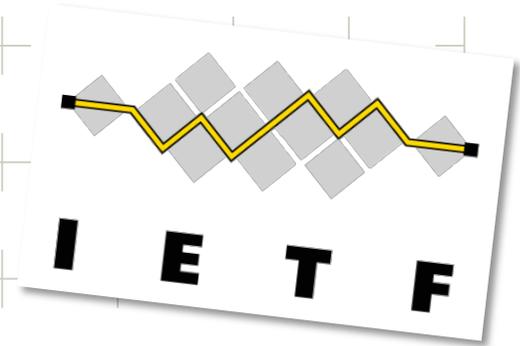
how to account for pooled resource usage? create incentives?

how to manage such dynamic networks?

(Trilogy is also investigating other topics)



Related standardization activities



Multiple Interfaces WG chartered April 2009

Multipath TCP BOF at IETF-75 (Stockholm) in July 2009

Congestion Exposure bar BOF at IETF-75 (Stockholm) in July 2009

individual related involvement in many other IETF & IRTF groups



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2009-6-10

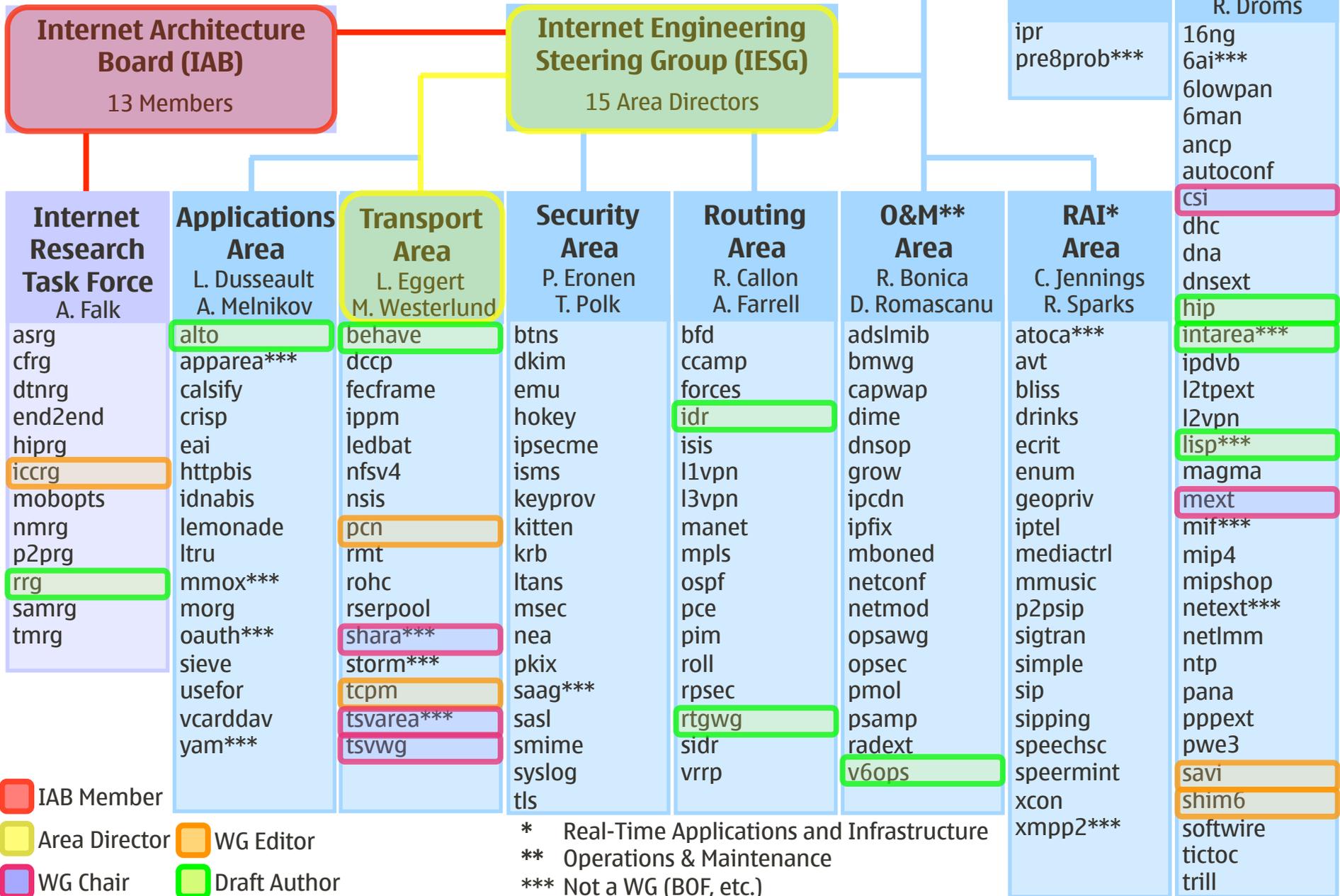
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Trilogy IETF/IRTF Participation

(as of IETF-74)

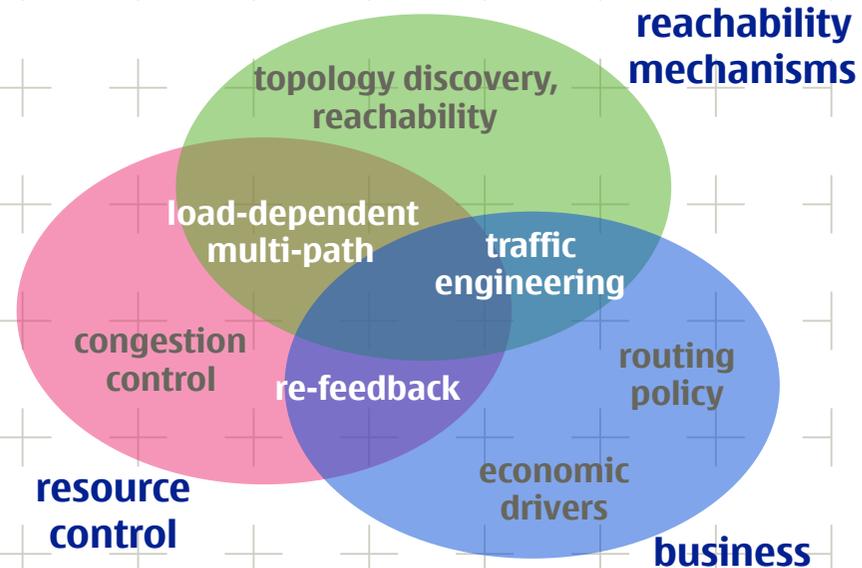




Develop a **unified control architecture for the Future Internet** that can adapt in a scalable, dynamic and robust manner to local operational and business requirements

Develop and evaluate **new technical solutions for key Internet control elements**: reachability & resource control

Assess **commercial and social control aspects** of our architecture & technical solutions, including internal & external strategic evaluation



Funded by the EU under FP7 for 3 years (2008-10)

Total volume: 9.15M€
EU: 5.82M€

~60 person-years total

<http://www.trilogy-project.eu/>

