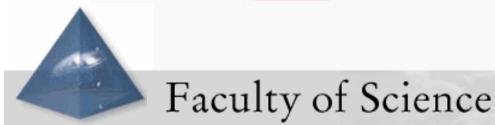
Why is optical networking interesting?

www.science.uva.nl/~delaat

Cees de Laat





Why is optical networking interesting? www.science.uva.nl/~delaat Cees de Laat **SURFnet University of Amsterdam** NIKHEI

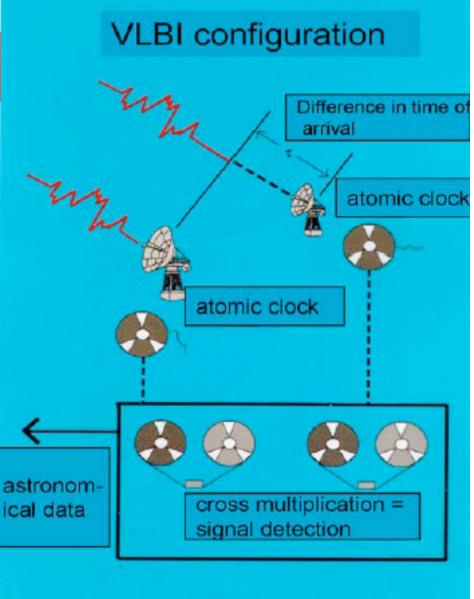
VLBI

ger term VLBI is easily capable of generating many Gb of data per

The sensitivity of the VLBI array scales v (adata-rate) and there is a strong push to a Rates of 8Gb/s or more are entirely feasible ider development. It is expected that paraliprrelator will remain the most efficient approa s distributed processing may have an applilti-gigabit data streams will aggregate into la pr and the capacity of the final link to the da tor.



Westerbork Synthesis Radio Telescope -Netherlands



(intermezzo I)



The International Virtual Laboratory

www.igrid2002.org

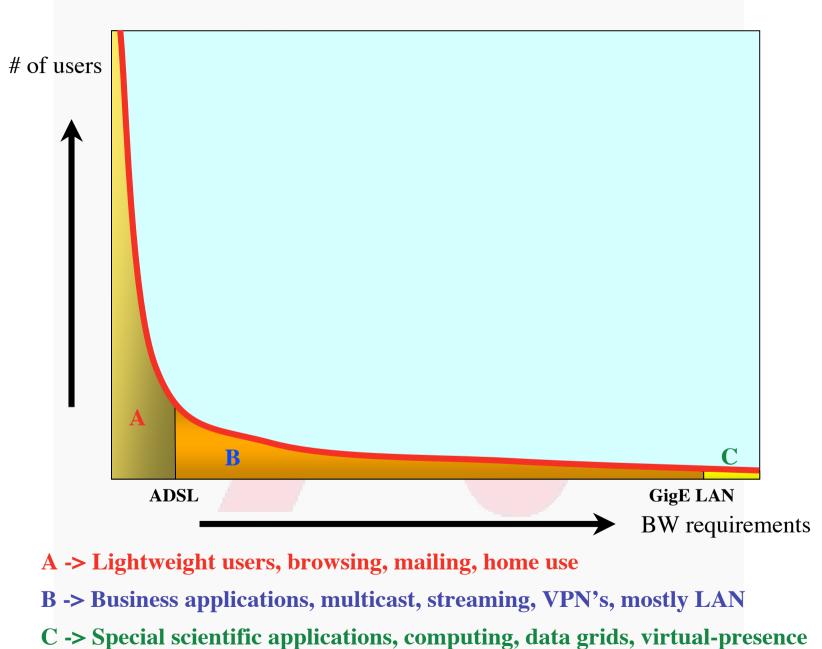
24-26 September 2002 Amsterdam Science and Technology Centre (WTCW) The Netherlands

- A showcase of applications that are "early adopters" of very-high-bandwidth national and international networks
 - What can you do with a 10Gbps network?
 - What applications have insatiable bandwidth appetites?
- Scientists and technologists to optimally utilize 10Gbps experimental networks, with special emphasis on e-Science, Grid and Virtual Laboratory applications
- Registration is open (www.igrid2002.org)
- iGrid is not just a conference/demonstration event, it is also a testbed!!
- Contact
 - maxine@startap.net or deLaat@science.uva.nl

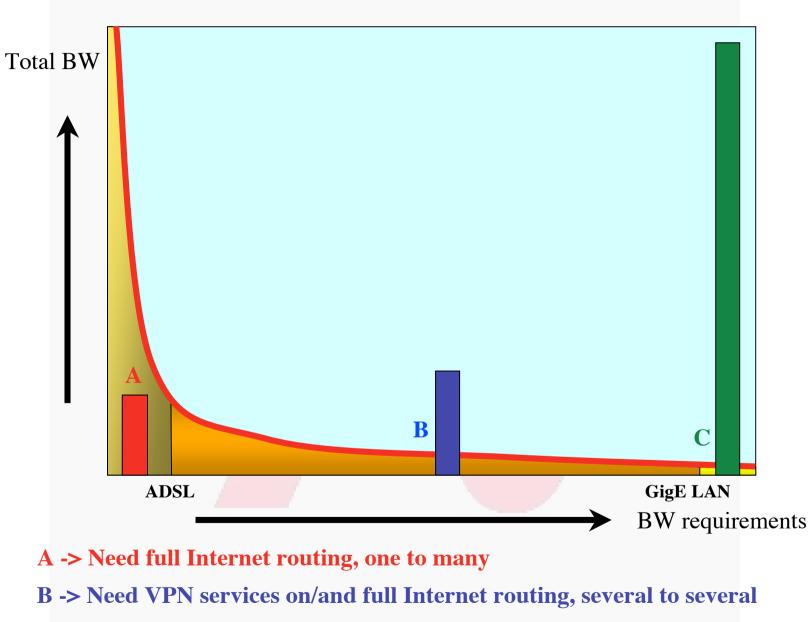


Know the user

(**3 of 12**)



What the user

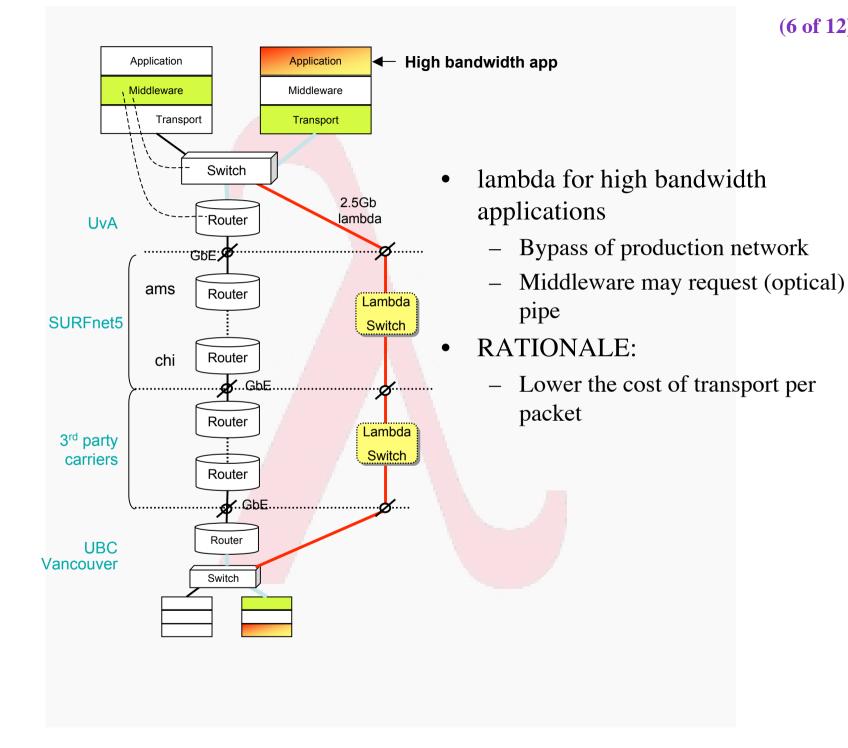


C -> Need very fat pipes, limited multiple Virtual Organizations, few to few

So what are the problems

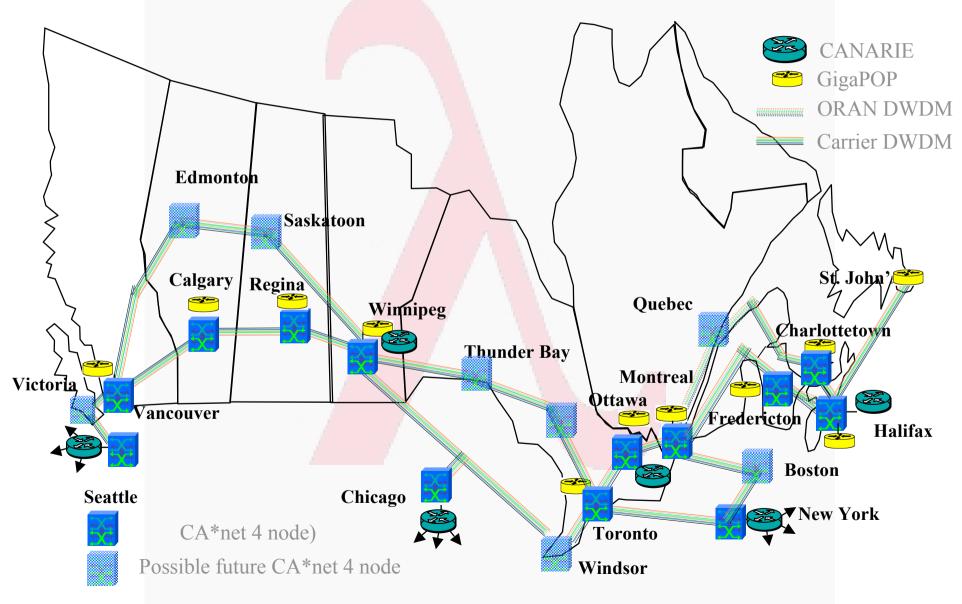
- Costs of fat pipes (fibers) are one/third of equipment to light them up
 - Is what Lambda salesmen tell me
- Costs of (semi) optical equipment one/fifth of full routing equipment (for same throughput)
 - 100 Byte packet @ 10 Gb/s -> 80 ns to look up in 100 Mbyte routing table (light speed from me to you on the back row!)
- Big sciences need fat pipes
- Bottom line: create a hybrid architecture which serves all users in one consistent cost effective way

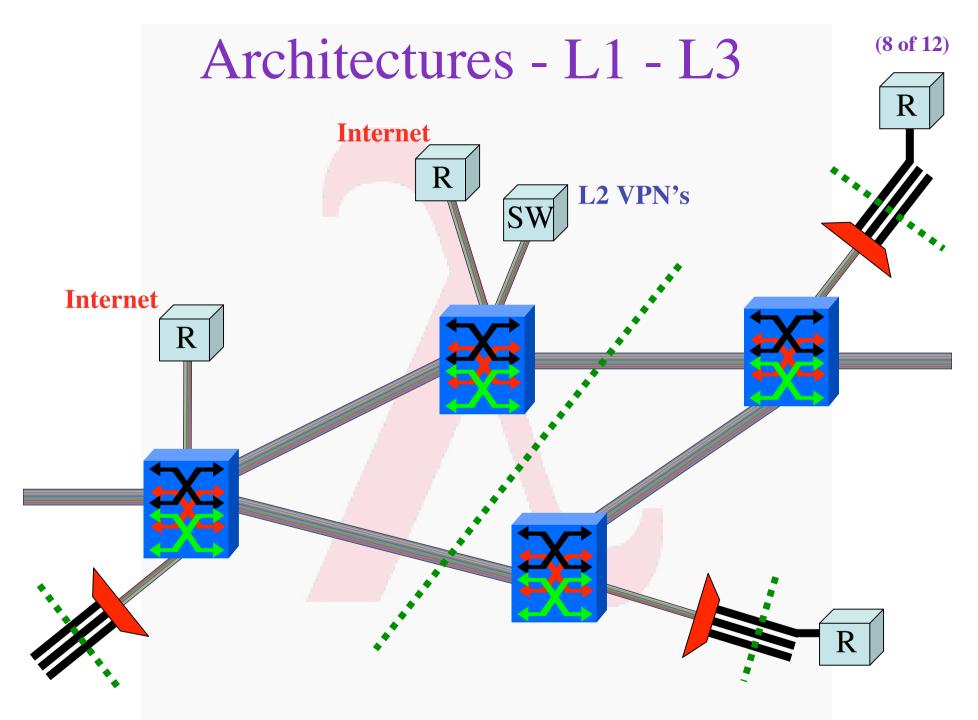
(6 of 12)



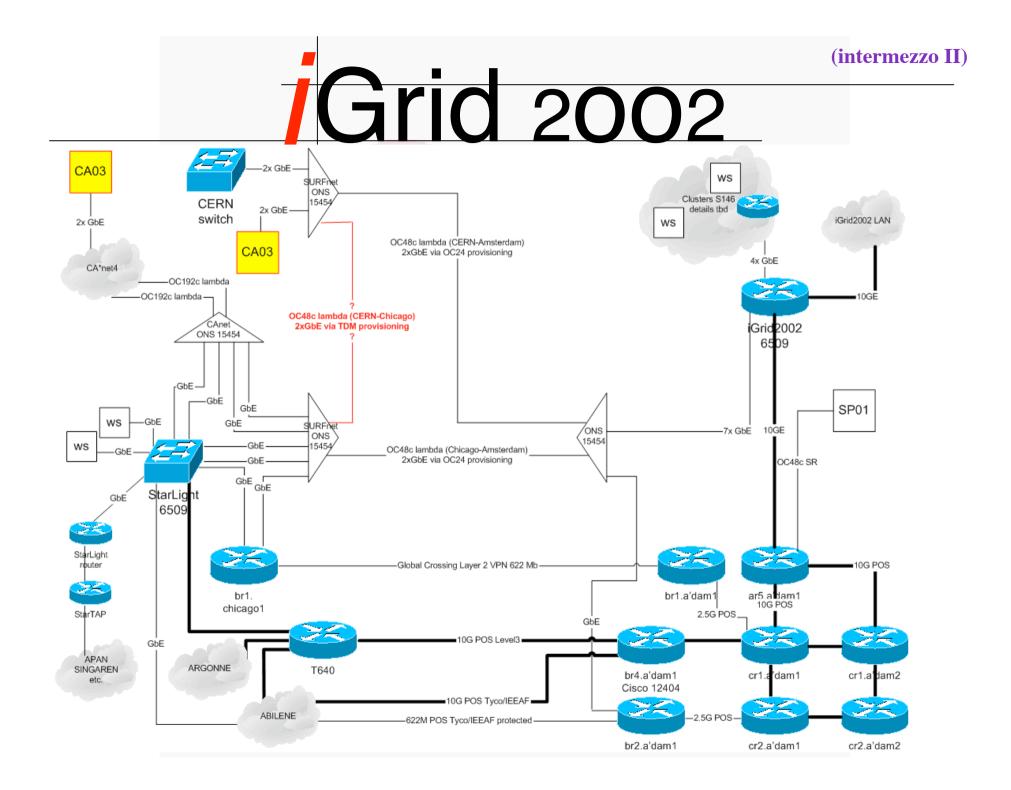
(7 of 12)

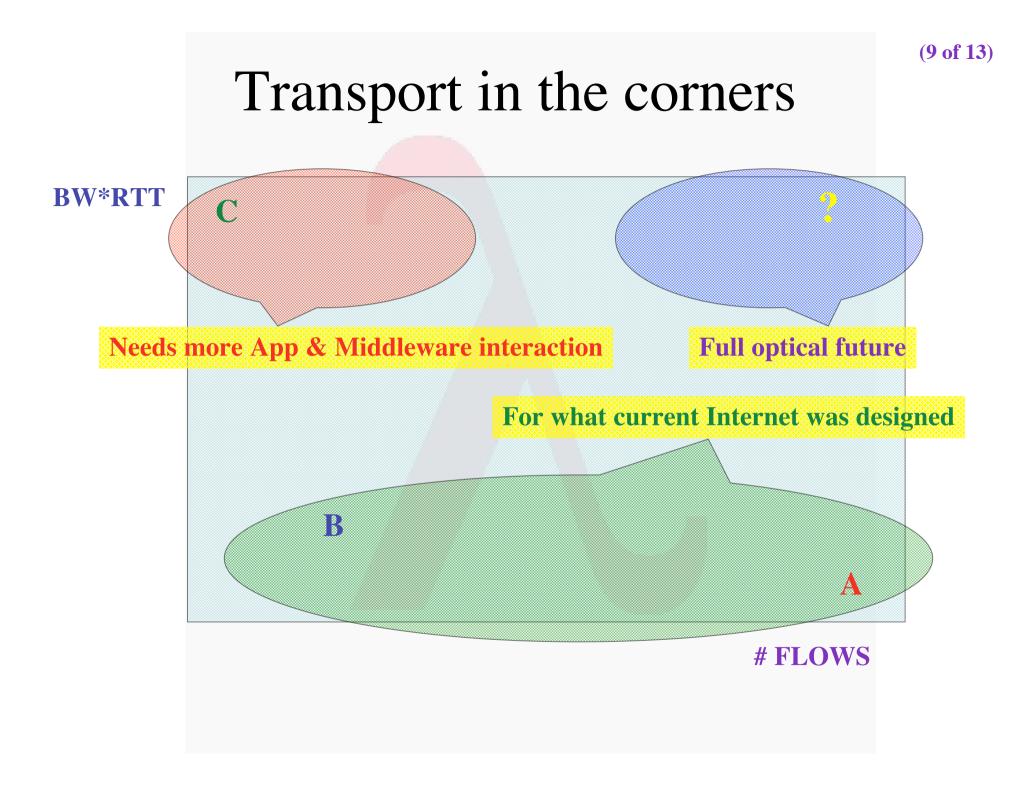
CA*net 4 Architecture





Bring plumbing to the users, not just create sinks in the middle of nowhere



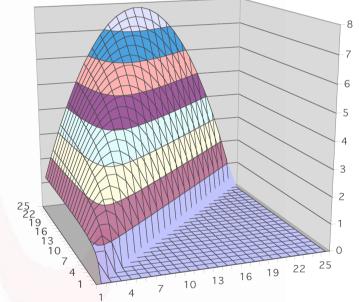


Layer - 2 requirements from 3/4



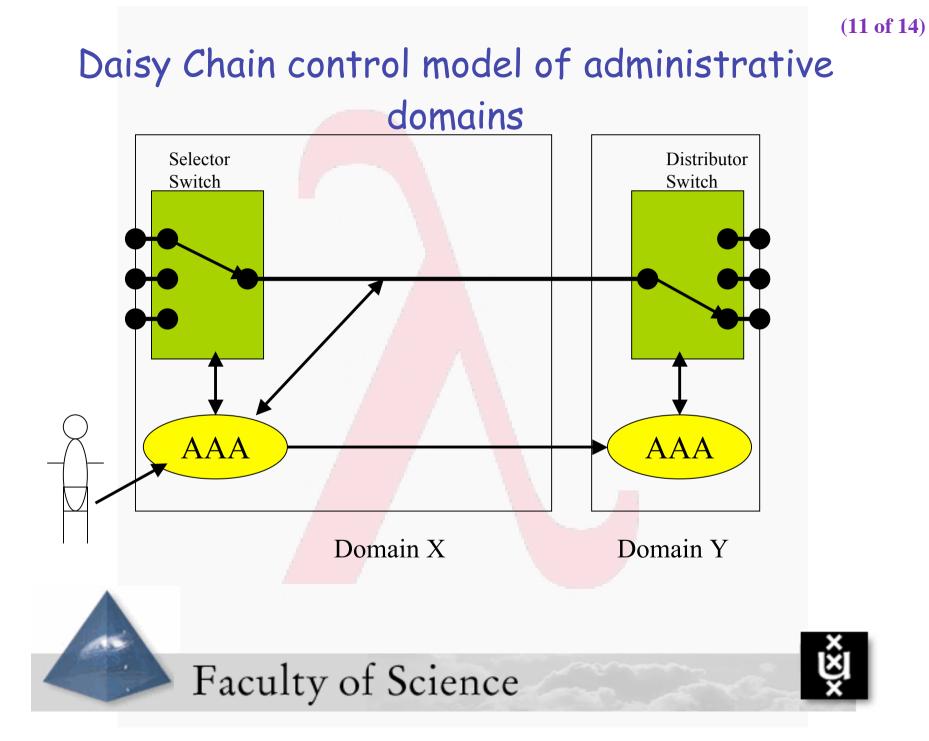
TCP is bursty due to sliding window protocol and slow start algorithm. So pick from menu:

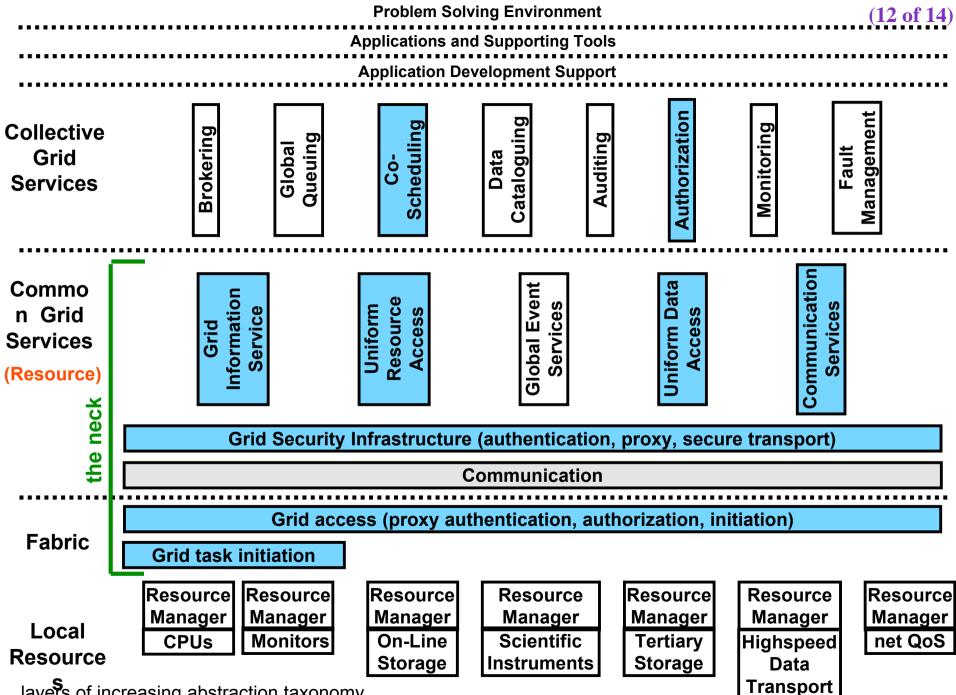
- Flow control
- •Traffic Shaping
- •RED (Random Early Discard)
- •Self clocking in TCP
- •Deep memory



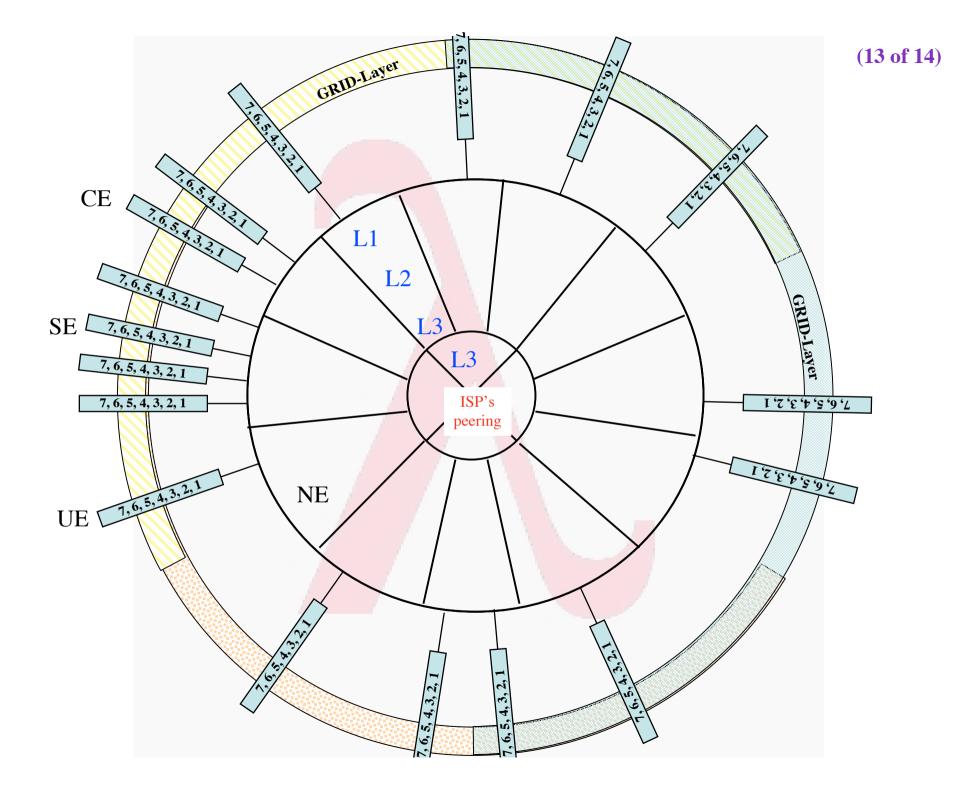
Window = BandWidth * RTT & BW == slow

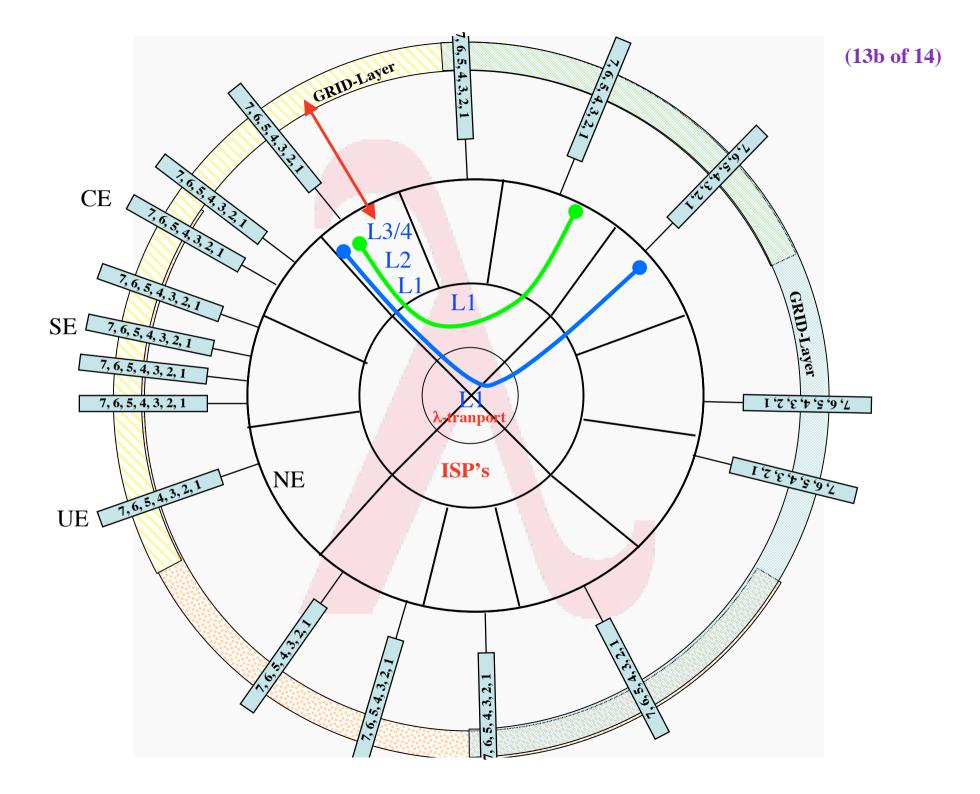
Memory-at-bottleneck = fast - slow fast * slow * RTT





layers of increasing abstraction taxonomy





(13c of 14)

Research needed

- Optical devices
- Internet Architecture
- Network Elements as Grid Resources
- Transport protocols get in other corners
- How dynamic must your optical underware be
- Don't mix trucks and Ferrari's

Revisiting the truck of tapes

(14 of 14)

Consider one fiber

- •Current technology allows 320 λ in one of the frequency bands
- •Each λ has a bandwidth of 40 Gbit/s

•Transport: 320 * 40*10⁹ / 8 = 1600 GByte/sec

• Take a 10 metric ton truck

•One tape contains 50 Gbyte, weights 100 gr

•Truck contains (10000 / 0.1) * 50 Gbyte = 5 PByte

- Truck / fiber = 5 PByte / 1600 GByte/sec = 3125 s ≈ one hour
- For distances further away than a truck drives in one hour (50 km) minus loading and handling 100000 tapes the fiber wins!!!

(**15 of 14**)

The END

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