

# Developments in Internet Infrastructure

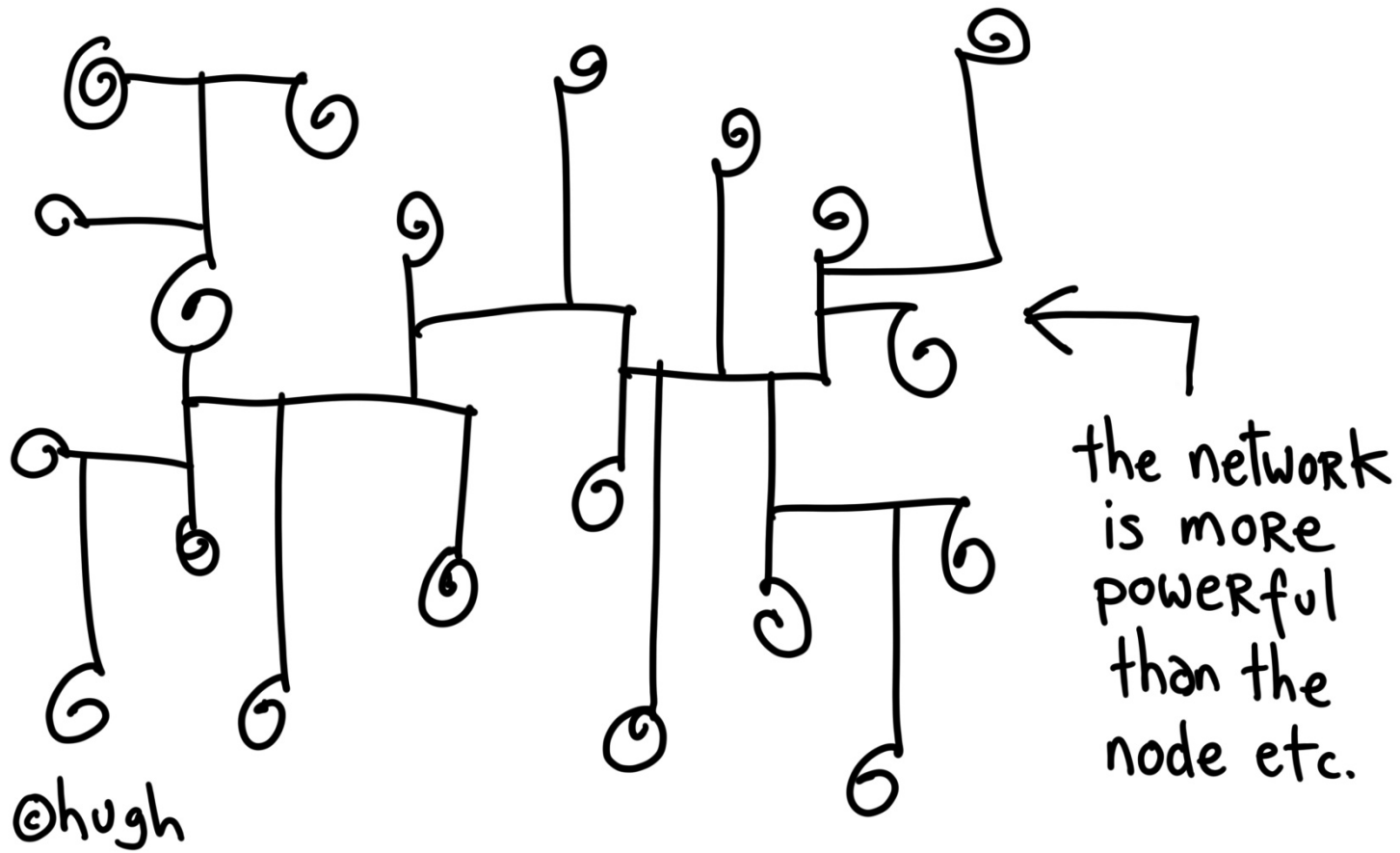
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# Developments

- Infrastructure
- Latency, bandwidth, diversity
- DWDMs and RAMAN amplifiers
- 10GE and Cloud Computing
- Multi-core, multi-threading
- References

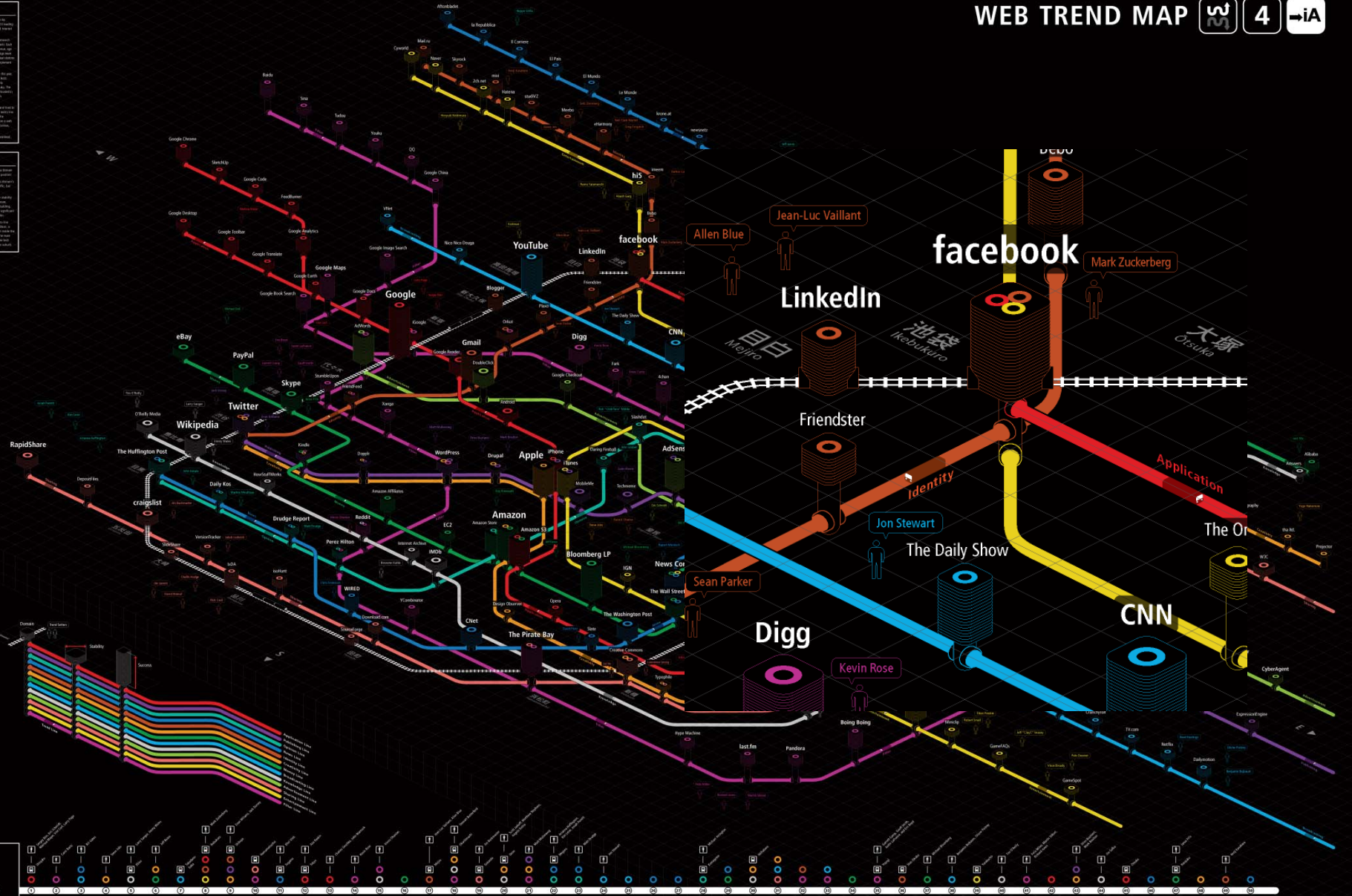
# Network Infrastructure



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**WHAT IT IS**  
The Web Trend Map is a complex network of lines and nodes representing the relationships between various web services and their users. The lines represent the flow of traffic and the nodes represent the services themselves. The map is color-coded by service type and includes a legend for the different colors.

**HOW IT'S USED**  
The Web Trend Map is used to visualize the relationships between web services and their users. It provides a clear and concise overview of the web ecosystem and its various components. The map is a valuable tool for understanding the web and its trends.



**1-50** →  
WEB TREND RANKING  
The top 50 most popular services, and the connections between them, are shown in the legend below.



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# The Internet /24 IP networks

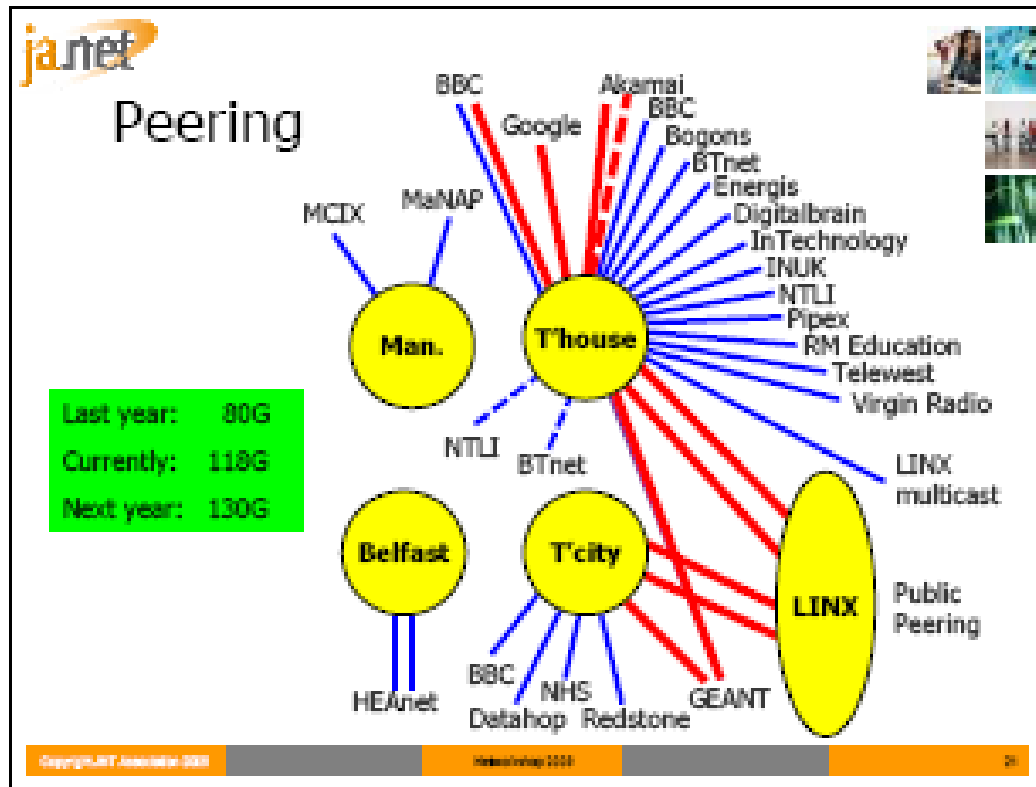


Image Nov 2003  
[www.opte.org](http://www.opte.org)

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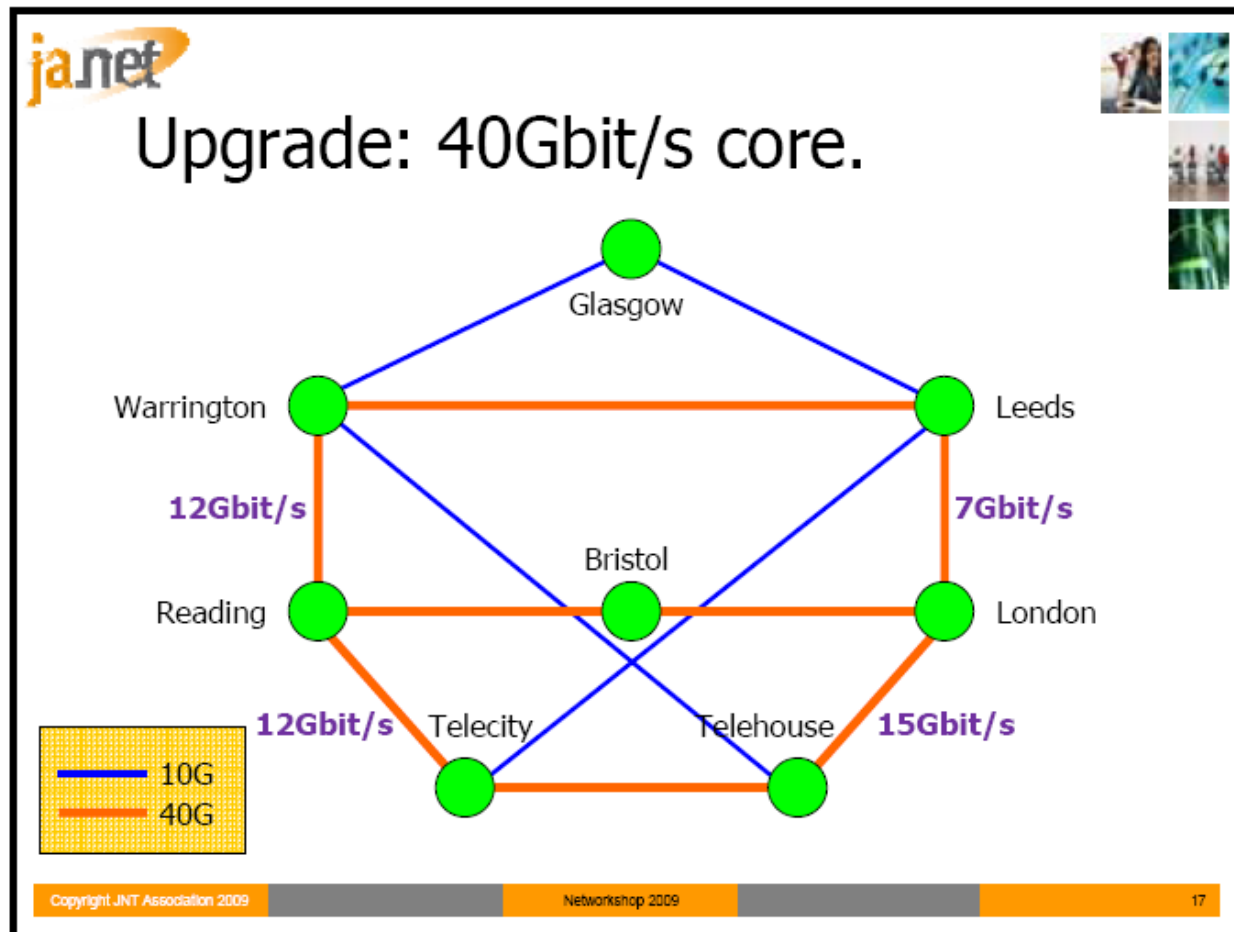
# Physical connections - JANET



**Peers:**  
**Google**  
**Akamai**  
**BBC**

**At :**  
**Telehouse**  
**LINX**  
**Telecity**

# Latest JANET status

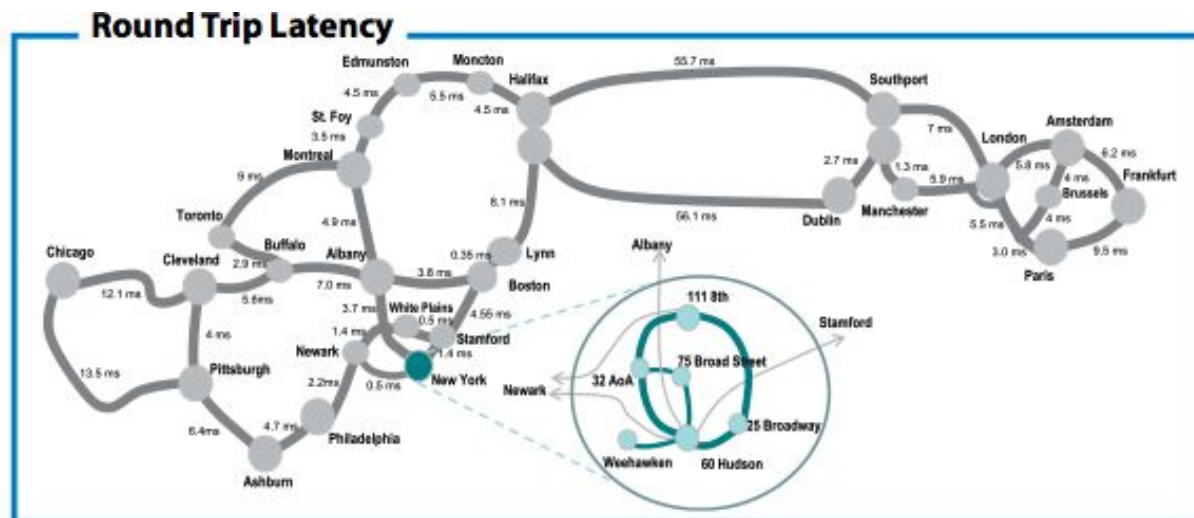


Next upgrade of backbone to 100G

Trials in 2009

Requirement in 2011

# Latency, Bandwidth, Diversity



## Latency, traffic, attacks

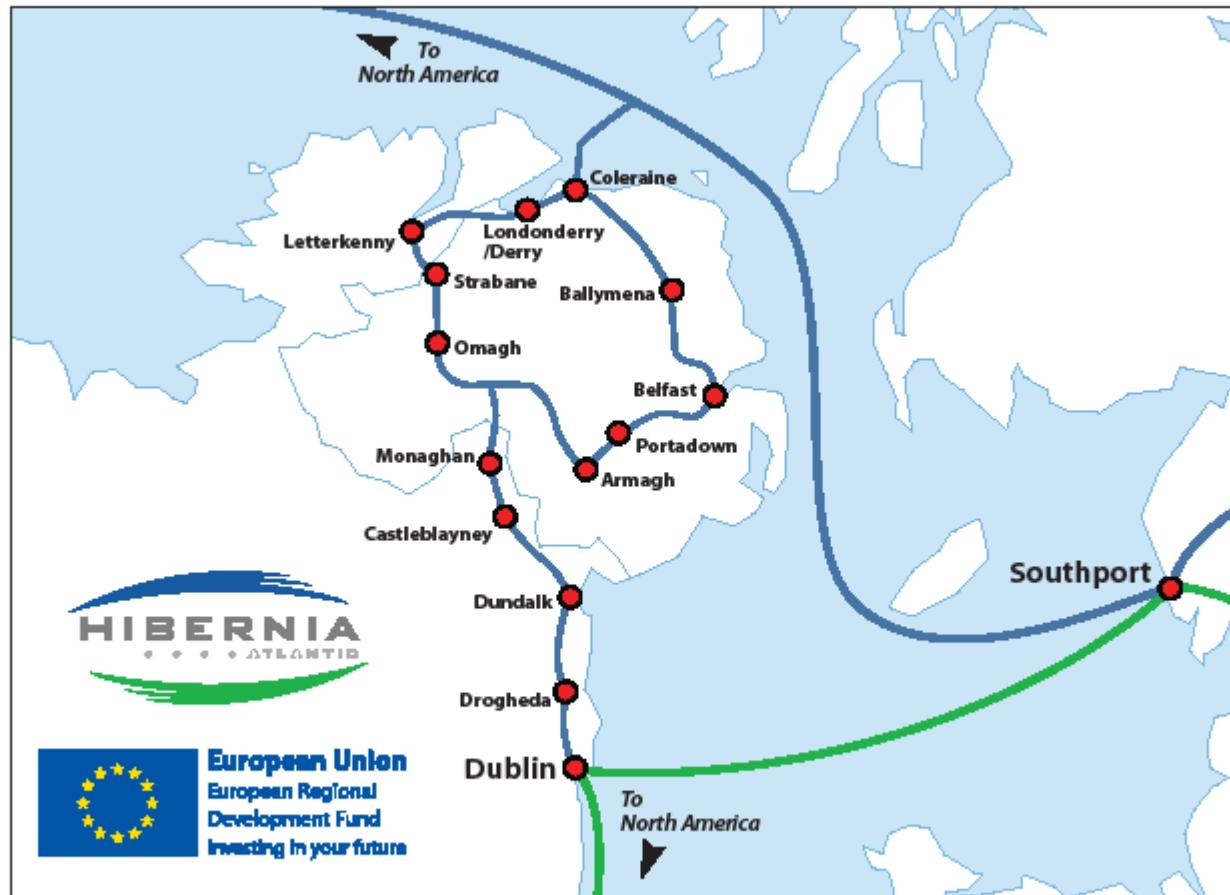
<http://www.akamai.com/html/technology/dataviz1.html>



# Diversity

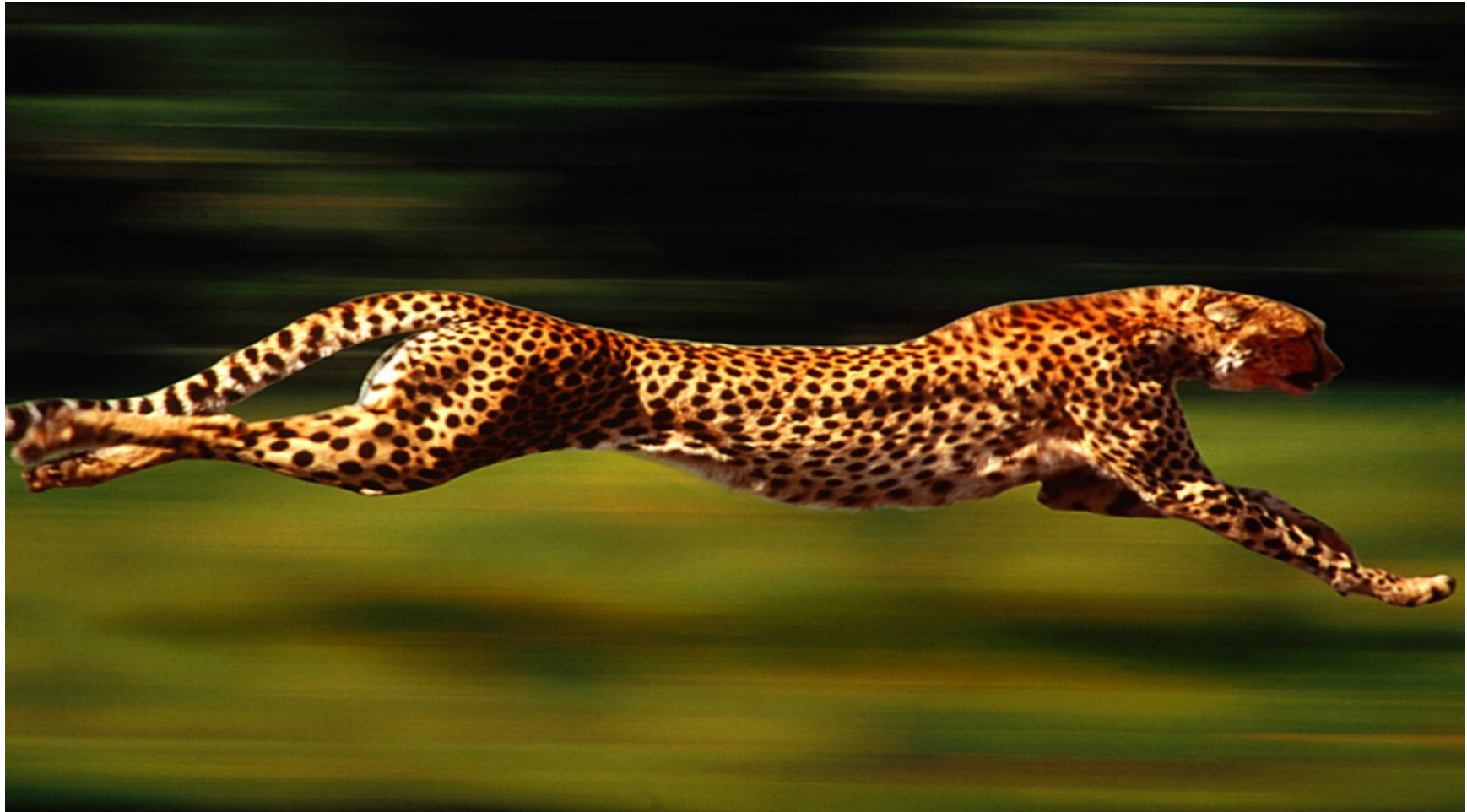


# N Ireland



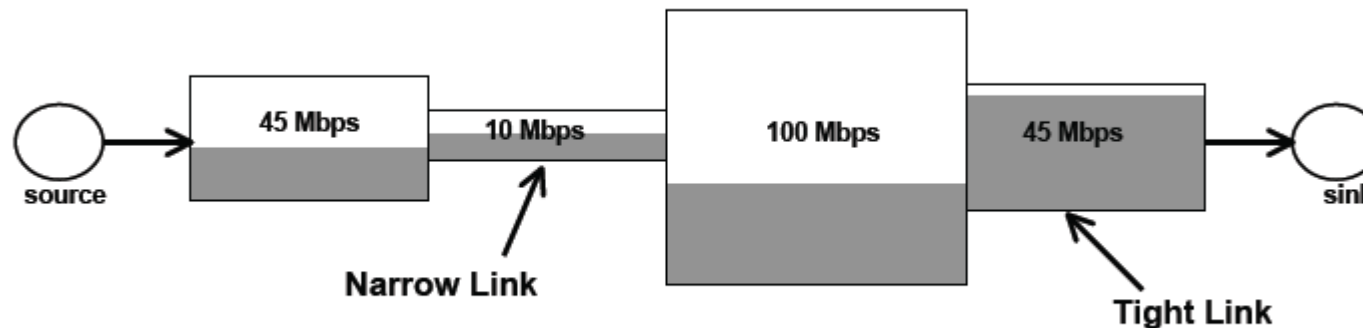
This project is part financed by the European Union's European Regional Development Fund through the INTERREG IVA Cross-border Programme managed by the Special EU Programmes Body.

Fast, reliable network – latency, bandwidth, diversity



# Available bandwidth

User experience governed by available bandwidth



## Capacity: link speed

- Narrow Link: link with the lowest capacity along a path
- Capacity of the end-to-end path = capacity of the narrow link
- **Utilized bandwidth: current traffic load**
- **Available bandwidth: capacity – utilized bandwidth**
- Tight Link: link with the least available bandwidth in a path
- **Achievable bandwidth: includes protocol and host issues**

<http://fasterdata.es.net/talks/Bulk-transfer-tutorial.pdf>

# wide area bulk data transfers

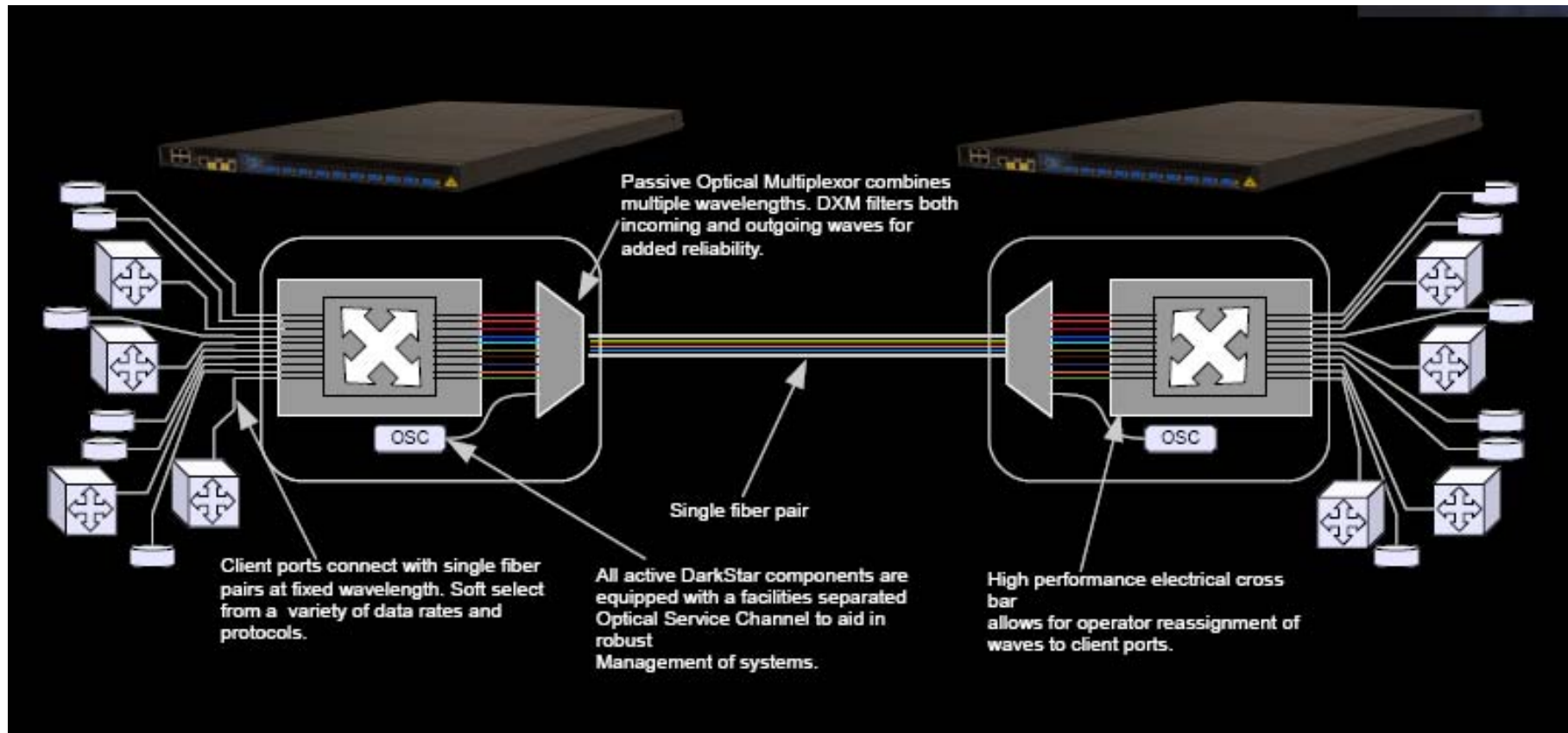
Bandwidth Requirements to move Y Bytes of data in Time X

Bits per Second Requirements

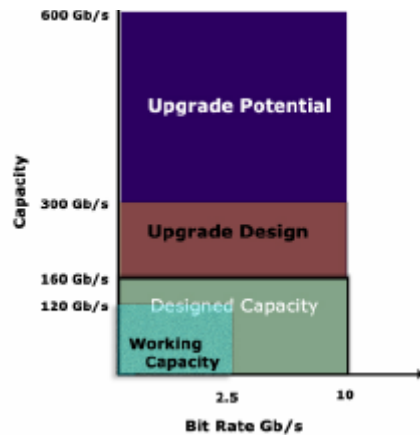
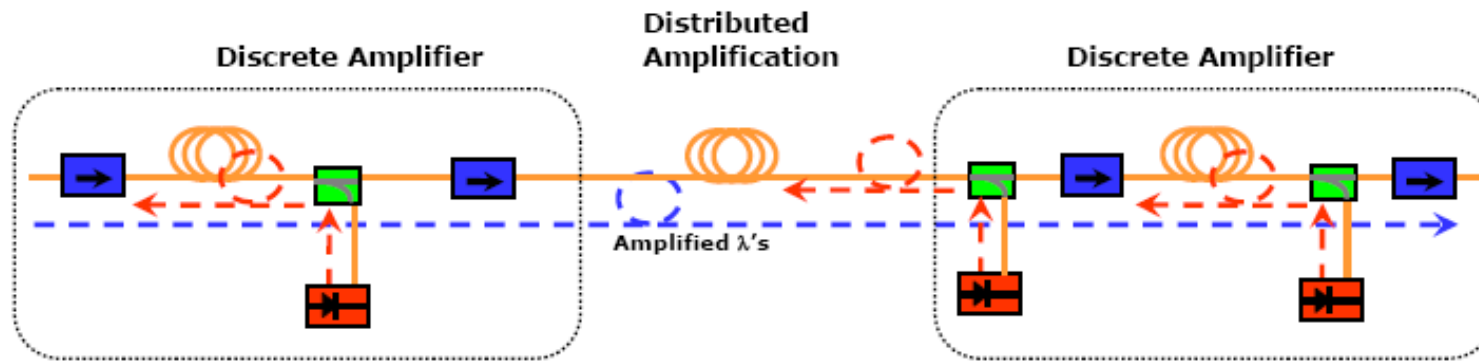
<b>10PB</b>	25,020.0 Gbps	3,127.5 Gbps	1,042.5 Gbps	148.9 Gbps	34.7 Gbps
<b>1PB</b>	2,502.0 Gbps	312.7 Gbps	104.2 Gbps	14.9 Gbps	3.5 Gbps
<b>100TB</b>	244.3 Gbps	30.5 Gbps	10.2 Gbps	1.5 Gbps	339.4 Mbps
<b>10TB</b>	24.4 Gbps	3.1 Gbps	1.0 Gbps	145.4 Mbps	33.9 Mbps
<b>1TB</b>	2.4 Gbps	305.4 Mbps	101.8 Mbps	14.5 Mbps	3.4 Mbps
<b>100GB</b>	238.6 Mbps	29.8 Mbps	9.9 Mbps	1.4 Mbps	331.4 Kbps
<b>10GB</b>	23.9 Mbps	3.0 Mbps	994.2 Kbps	142.0 Kbps	33.1 Kbps
<b>1GB</b>	2.4 Mbps	298.3 Kbps	99.4 Kbps	14.2 Kbps	3.3 Kbps
<b>100MB</b>	233.0 Kbps	29.1 Kbps	9.7 Kbps	1.4 Kbps	0.3 Kbps
	<b>1H</b>	<b>8H</b>	<b>24H</b>	<b>7Days</b>	<b>30Days</b>

# DWDM - XKL

## Dense wave division multiplexor



# Raman Amplification



## Upgrade unrepeated and short repeated links

Credit XTERA

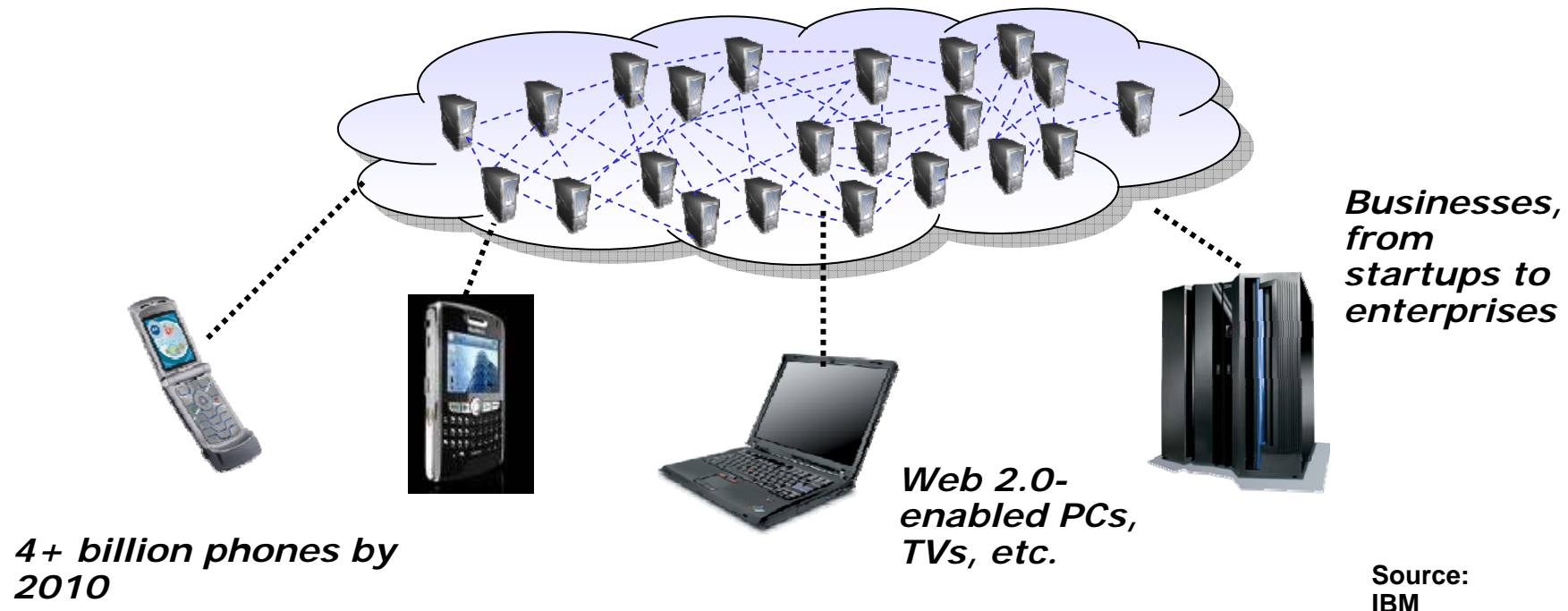
# Clouds, clusters, containers

- Cloud computing
- Server interconnect
- Building data centers



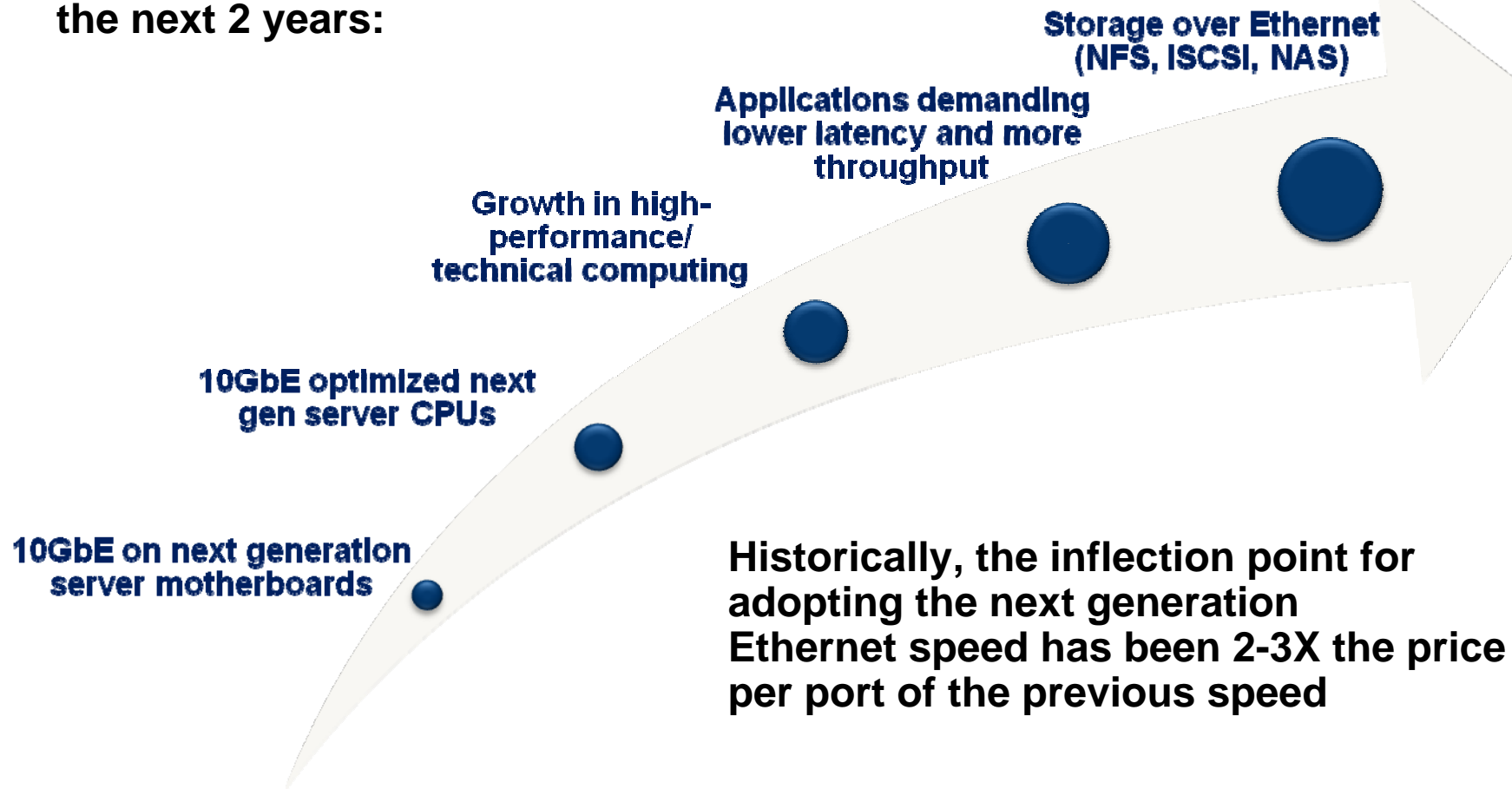
# What is “Cloud Computing”?

***An emerging computing paradigm where data and services reside in massively scalable data centers and can be ubiquitously accessed from any connected devices over the internet.***

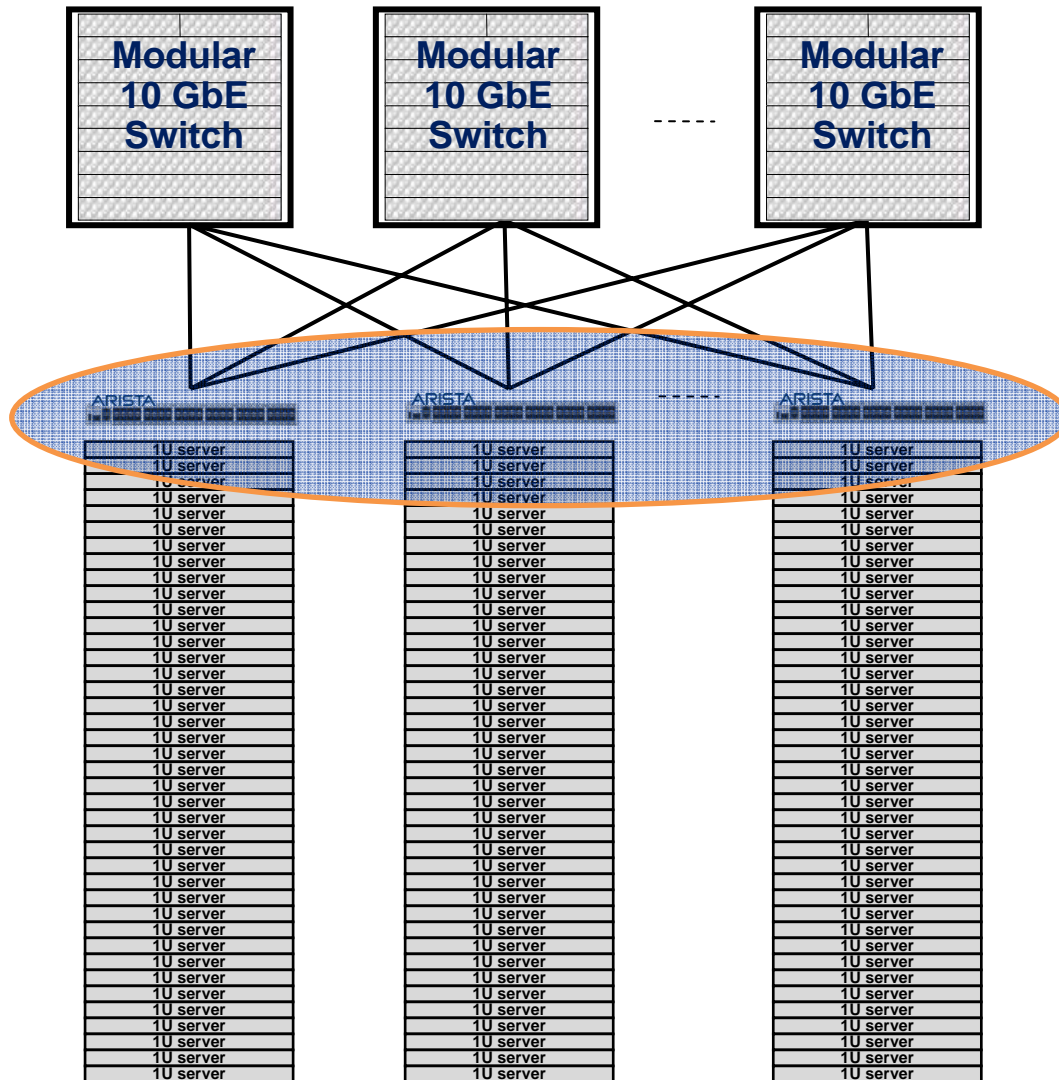


# 10 GbE Market Growth Drivers

10 GbE server attachment will increase significantly in the next 2 years:



# Rack-Server Aggregation - Arista



## Rack-Top Switch 24-48 Ports

Typically 20-40 servers per rack

4 to 8 uplinks

Copper cables in rack

Optics to core switches

## High Availability

Redundant power/cooling

Load sharing redundant topology

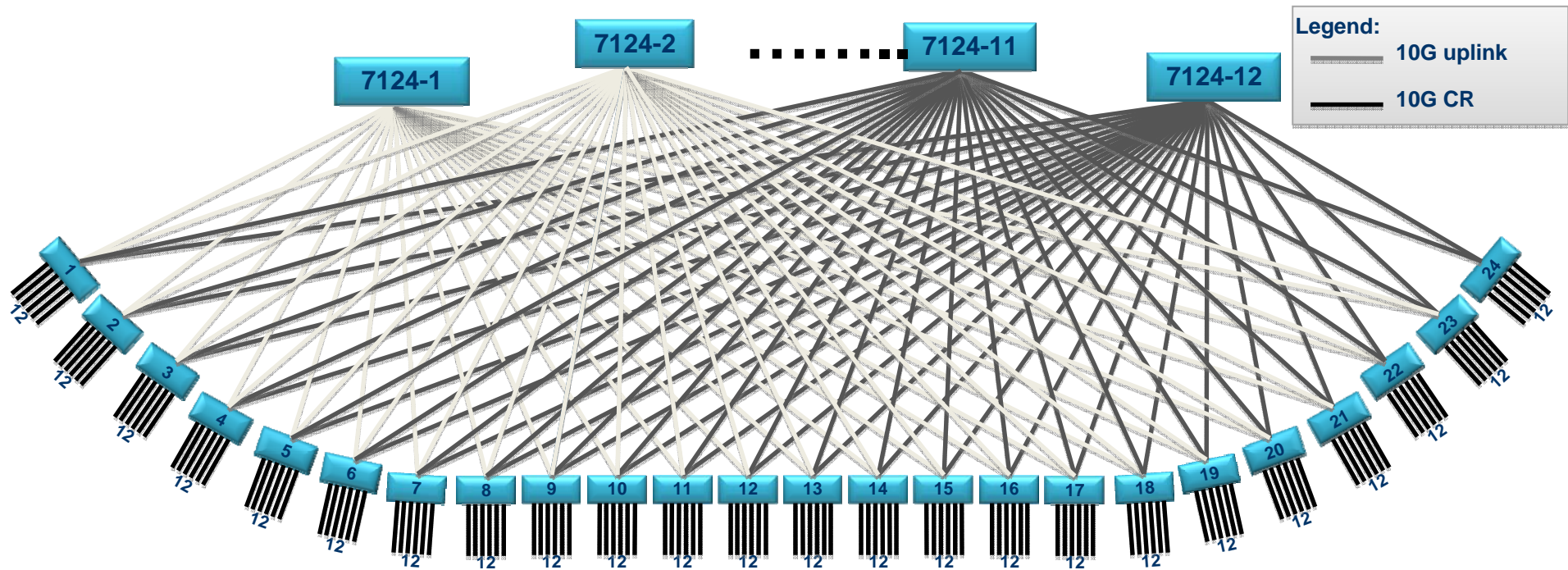
Reliable switch OS

## Scalability

High Throughput

Low Latency

# 288 port non blocking 10GE cluster



- 12 spine switches, 24 leaf switches,  $12 \times 24 = 288$  10GE ports
- Each leaf switch connected to each spine switch via 2X 10G trunk connection
- L3 ECMP for multi-path and load balancing

# Data Centers in Containers



# Google containers

- First used 2005
- Battery backup for each server
- Data center use 1AAA containers (12m ) with 1,160 servers each
- A facility may have hundreds of containers
- Minimise costs of software, hardware, facilities – revenue per query is low

# Inside – HP container



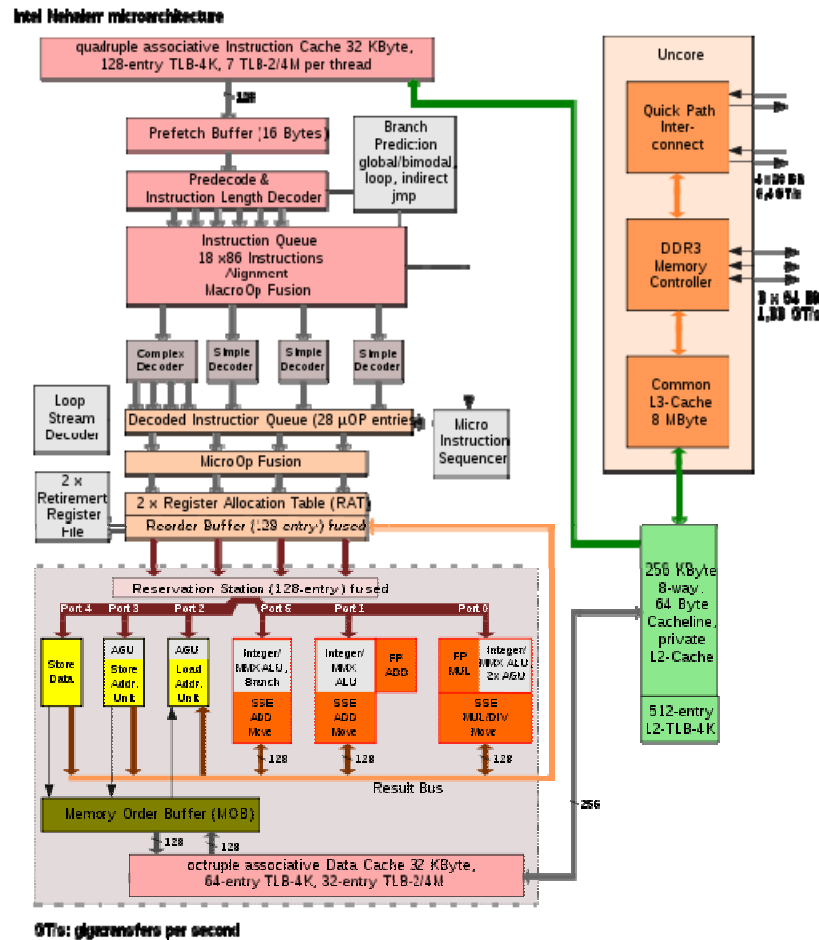
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# Inside a server

- Started with long haul and UK Wide Area Networks
- Reviewed containers and clusters
- Look at CPU inside the latest servers



# Nehalem – Intel Xeon 5500



- Lithography Process: 45 nm
- Cores: 4
- Threads: 8
- Frequency: 2.66 GHz
- Cache: 256 KB L2/core and 8 MB shared L3
- Memory Controller: Triple channel DDR3 800/1066/1333 MHz
- Bus Interface: 1x 4.8 GT/s QuickPath
- TDP: 130W
- Socket: LGA1366
- £200.49 ex vat

[http://upload.wikimedia.org/wikipedia/commons/6/64/Intel\\_Nehalem\\_arch.svg](http://upload.wikimedia.org/wikipedia/commons/6/64/Intel_Nehalem_arch.svg)

# Quad core CPU

- Copy of L2 cache on L3 cache
- Memory controller on CPU die not on motherboard – new mechanism (QuickPath) for access to external memory, PCI Express interconnect
- Multi-threading – 2 threads per core
- Changes available bandwidth for application

# Response time - server

- Multiple cores, multi-threading support can reduce latency and improve bandwidth
- Serialization has performance implications
- Job service time variation matters too
- Communication bandwidth to cloud
- Where is the bandwidth bottleneck ?

# Accelerating old applications

- Motherboards with Nehalem and LOM 10GE
- Existing performance limited programs retesting
- Finite element analysis – automotive crash, powertrain simulation; seismic analysis for oil and gas exploration
- Image processing, video storage and delivery
- Financial automated trading

# Enabling new applications

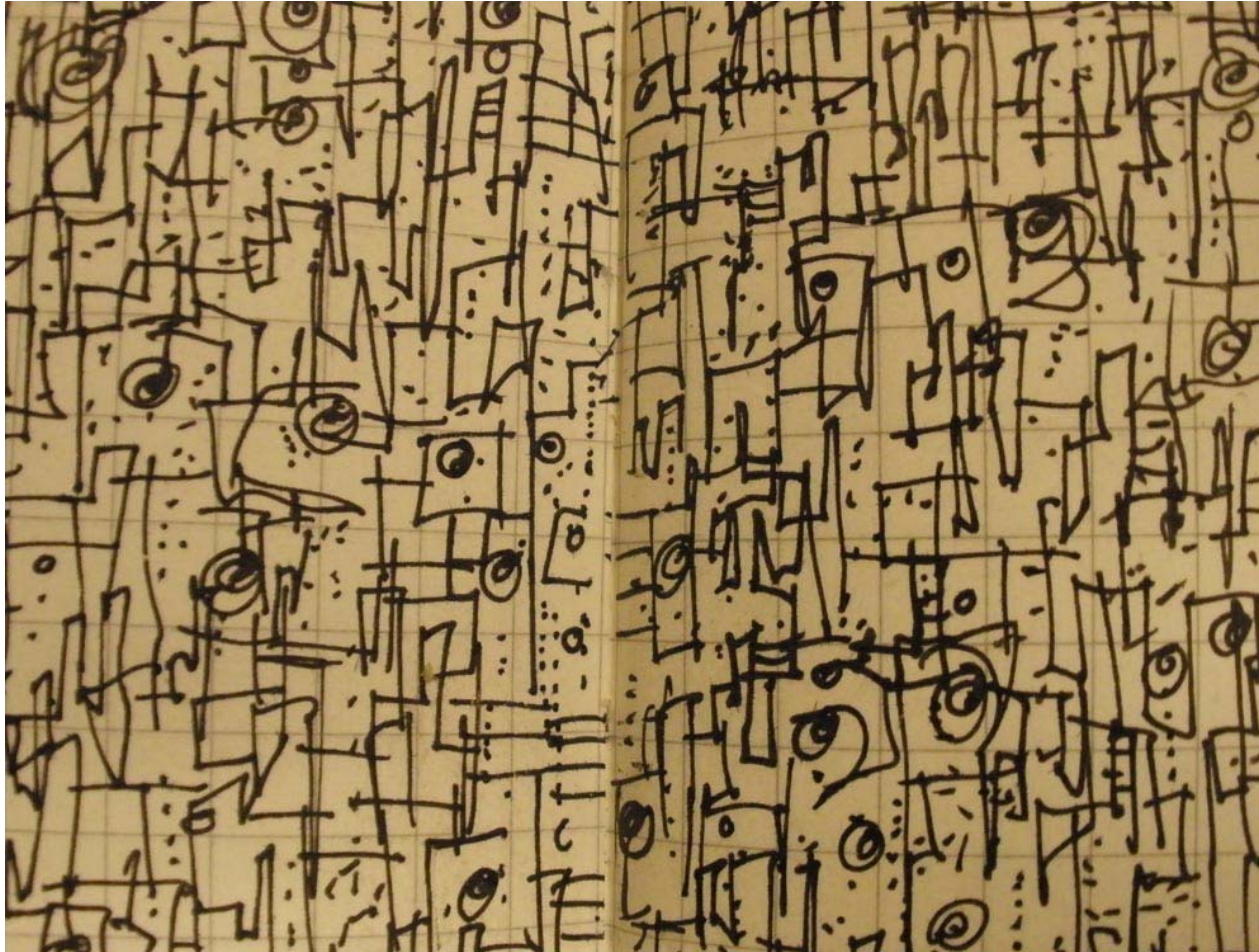
- Lifestreams – subscribing to people (David Gelerenter, Mirror Worlds; Robert Scoble, Friendfeed)
- Computing and networking moves ‘from object to fabric’ (Clay Shirky)
- Blogrollr – collects blog reading activity



# Summary

- Internet infrastructure is pervasive
- More reliability, bandwidth, less latency improves user experiences
- Huge quantities of processing, bandwidth, storage, memory are available at rapidly reducing cost
- Infrastructure has not yet become 'fabric'
- Expect more new features and functions

# Network System complexity



@hugh  
MacLeod

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# References

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