On the shape of the Internet ... and it's future?

Stephen Strowes SCONE#3, Edinburgh, 11/Mar/2009



The Problem

How to achieve scalable routing over the Internet graph

"The Internet... is big. Really big. You just won't believe how vastly, hugely, mind-bogglingly big it is."



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- There is no (easily definable) core
- Scale-free network (power-law deg. distribution)
- Other factoids:
 - Average AS path length decreasing
 - Average size of address block decreasing
 - Number of CIDR blocks advertised increasing

- The Internet must change, in some fundamental way, in the near-ish future
 - IPv4 address exhaustion (3 -- 6(?) years)
 - Concerns on routing table scalability
 - (That's another, longer talk)

- Ipv6 is the fix, right?
 - Not quite ... the routing architecture is the same

- In designing a future Internet, how does it scale?
 - We have a pretty good idea of business relationships on the Internet today, from looking at AS relationships
- How to perform good routing with tables that scale well on a graph of this type?

- Hierarchical address assignment
 - Requires path lengths to increase rapidly with network size (Kleinrock & Kamoun, 1977)
- Clustering algorithms?
 - Compact routing? Often requires total knowledge of the graph to assign names (see: Krioukov & Fall, SIGCOMM 2004)
- Flat routing?
 - Probably do-able on IPv4. But on a larger address space?

 But a new architecture requires an analysis of state placement for its chosen addressing scheme

In Conclusion

This is pretty difficult, and nobody has a really good solution yet...

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Questions?

• Answers?

References

- draft-zhang-evolution-01
- RFC4984 for an overview of the problem
- CAIDA, for visualsations and datasets
- Routeviews, for BGP collections
- IRTF RRG