Active Networks An Integrating Technology for Research

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History of Heterogeneous Nets

- Early '70s emulating specific terminals
- **'75 '85 JANUS application level gateways**
 - Slow, points of failure, pre-located
- '85 '95 Rise of the routers
 - Packet forwarding functionality at network level
 - Originally agreed functionality for routers
 - Differences between intra and inter-domain
 - Start of QoS via IntServ

Recent Functionality Needs

- Need more sophisticated functions in net
 - Little agreement on what functions and how
 - Support for real-time media and caches
- Like application-sensitive behaviour in net
 - Routers too sensitive to include experimental code
 - Boundaries between regions very important
 - Mobile, LAN, IPv6-IPv4
- Possible solution active functions in routers

UCL-CS M/c MM Conferencing

- Needs M/c <-> U/c transform capability
- Filtering and transcoding at boundaries
- QoS support
- Reliable multicast
- Cached recording, replay, announcements
- Intelligent cache/proxy
- All need active code inside the network

Security Research

- Authentication and Confidentiality in Conferencing
- Watercasting using properties of multicast
- Aids to deployability of M/c
- All need active code in the network

QoS and Pricing

- Most conferencing and other services suffer from QoS problems
 - We have much QoS improvement work
- One factor in QoS is pricing
 - We have much pricing work which implies also authentication and charging
- These always require active code inside the network

IPv6 Preparations

- Several of our past projects had IPv6 as their basic environment
 - COIAS, MECCANO
- They gave us experience of the basic stacks
- Security, Routing and QoS policies were part of support for the services
- Policies were implicit or fixed

• We conclude that the continuation of much of this work benefit from Active services or networks - and they provide a unifying force.

Conferencing Developments

- Tools OK, need boundary support for QoS, layered coding and media transformation
 - Started developing UTG, v2 in JAVA
 - Developing under RADIOACTIVE/ANDROID
 - Will be crucial in 6WINIT
- Reliable M/c needs support along M/c tree
- Recorders/Servers/Announcments need caches
 - Will provide recording cache in RAD/AND
 - Will provide playout caches in RAD/AND
 - Looking at web proxy for announcements

14/9/00

LCS Conference, UCL

Security-related Developments

- Some Orgs have not, or may not, deploy M/C
 - UTG will address in RAD/SCAMPI
 - Needs UTG functionality, also security. One mode is M/c <-> U/c, M/c <-> U/c <-> M/c
- Watermarking, QoS request, Pricing, Joining Conferens need authentication at Boundaries
 - Will provide facilities in ANDROID/SCAMPI
 - Hope to provide security libraries

IPv6 Developments

- Many of our projects now involve IPv6

 RADIOACTIVE, ANDROID, BERMUDA, 6WINIT
- All need more sophisticated use of policies

 Security, routing, management, QoS
- Looking how to express and implement policies and their databases
 - Statically in some projects, dynamically in Active nets services

Move to Active Service Projects

- Alpine (UK), ANDROID (EC) and RADIOACTIVE (US) all Application Level Active Networks (ALAN)
- All use the HIPPARCH/ALPINE FunnelWeb engine from UTS
 - Works with Proxylets written in JAVA
 - Has special Execution Environment (EEP)
 - Proxylets can be dynamically loaded from Web servers

Common Threads

- Write as many of the modules in JAVA as possible
 - Allow move to IPv6 when available
 - Allow use under FunnelWeb
- Adding policy models described in XML
 - Can they be similar in different domains (I.e. security, routing, QoS
- Adding topology discovery and autoconfiguration

- Will allow many earlier directions re-pursued

Mobile Nets and Security

- Multi-level fast hand-over, auto-config
- Need to discover potential topology
- Need Security, QoS and IPv6
- Will use the full MECCANO applications plus webcasting and watermarking
- Needs media functions at boundaries
 - Experiments at mobile boundaries
 - Ideal place to use FunnelWeb

Current Projects

- ALPINE, ANDROID and RADIOACTIVE address this centrally in project
- 6WINIT, M3I, BERMUDA, SCAMPI can be interpreted to develop and deploy activities from other projects
- NGN can be used to disseminate results

Common H/w Base

- Have ordered a multi-processor rack
 - initially 12 processor boards (6 with dual processor capability)
 - Can be roughly doubled
 - Has own 100 Mbps Switchable Ethernet Hub
 - PCs can link to outside world via Enet or directly to ATM or other nets
 - Remote H/w re-boot, switchable display

Common Proxylet Base

- Basic application-independent needs
 - Loading, authentication, topology discovery, configuration, management
- Policy-related components
 - Loading, interpretation, enforcement
- Security-related components
 - Signing, authentication, encryption/decryption, ike or Key distribution

Specific Proxylets

- Reliable Multicast
- Web-related proxylets
 - Web-caching, Document, zipping/unzipping
- Conference Related Functions
 - M/c <-> U/c, media transcoding, layer filtering, selective discard
- Recording/Playback

Future Experiments

- Expect to build up substantial test network

 Parts of it essentially IPv6
- Probably use FreeBSD with KAME stack
- Part of substantial wired and wireless net

 RADIACTIVE and 6WINIT involve wireless
- Linked in to various Wide-Area facilities
 - Possibly deliberately with security gateways and Virtual Private Networks for some projects

Conclusions

- Several past projects have provided outputs that need a new focus
- Our active nets and mobile projects will provide some of the focus
 - With EE providing management input
- There is an excellent chance for the different projects, and groups, to collaborate together with an Active Services focus