

CIS 700/005

Networking Meets Databases

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Lecture 11

(Presentation based on slides from Robert Morris, Sean Rhea and Ion Stoica)

Motivations

- Today's Internet is built around a unicast point-to-point communication abstraction:
 - Send packet "p" from host "A" to host "B"
- This abstraction allows Internet to be highly scalable and efficient, but...
- ... not appropriate for applications that require other communications primitives:
 - Multicast
 - Anycast
 - Mobility
 - ...

Why?

- Point-to-point communication → implicitly assumes there is one sender and one receiver, and that they are placed at fixed and well-known locations
 - E.g., a host identified by the IP address 128.32.xxx.xxx is located in Berkeley

IP Solutions

- Extend IP to support new communication primitives, e.g.,
 - Mobile IP
 - IP multicast
 - IP anycast
- Disadvantages:
 - Difficult to implement while maintaining Internet's scalability (e.g., multicast)
 - Require community wide consensus -- hard to achieve in practice

Application Level Solutions

- Implement the required functionality at the application level, e.g.,
 - Application level multicast (e.g., Narada, Overcast, Scattercast...)
 - Application level mobility
- Disadvantages:
 - Efficiency hard to achieve
 - Redundancy: each application implements the same functionality over and over again
 - No synergy: each application implements usually only one service; services hard to combine

Key Observation

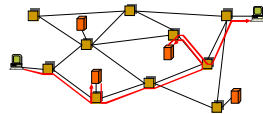
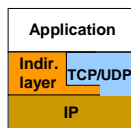
- Virtually all previous proposals use indirection, e.g.,
 - Physical indirection point → mobile IP
 - Logical indirection point → IP multicast

"Any problem in computer science can be solved by adding a layer of indirection"

i3's Solution

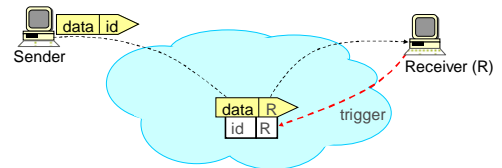
Build an efficient indirection layer on top of IP

- Use an overlay network to implement this layer
 - Incrementally deployable; don't need to change IP



Internet Indirection Infrastructure (i3)

- Each packet is associated an identifier id
- To receive a packet with identifier id , receiver R maintains a trigger (id, R) into the overlay network

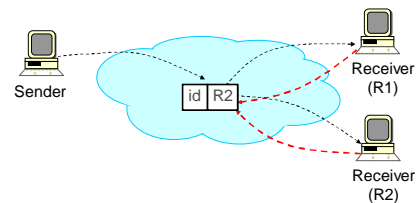


Service Model

- API
 - $sendPacket(p)$;
 - $insertTrigger(t)$;
 - $removeTrigger(t)$ // optional
- Best-effort service model (like IP)
- Triggers periodically refreshed by end-hosts
- ID length: 256 bits

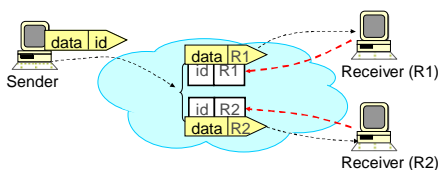
Mobility

- Host just needs to update its trigger as it moves from one subnet to another



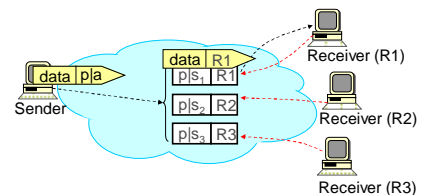
Multicast

- Receivers insert triggers with same identifier
- Can dynamically switch between multicast and unicast



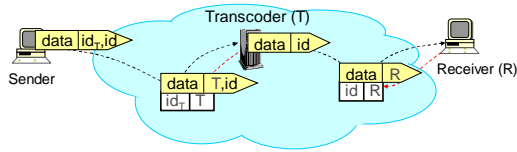
Anycast

- Use longest prefix matching instead of exact matching
 - Prefix p : anycast group identifier
 - Suffix s : encode application semantics, e.g., location



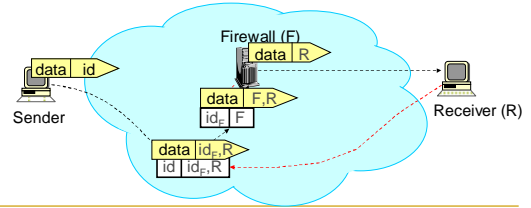
Service Composition: Sender Initiated

- Use a stack of IDs to encode sequence of operations to be performed on data path
- Advantages
 - Don't need to configure path
 - Load balancing and robustness easy to achieve



Service Composition: Receiver Initiated

- Receiver can also specify the operations to be performed on data



Outline

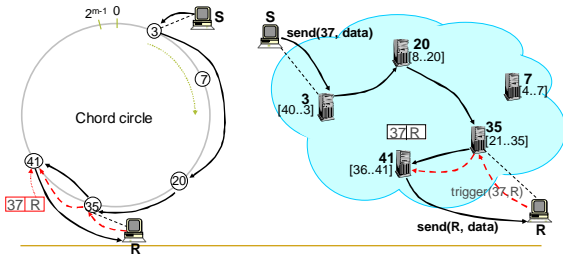
- Implementation
- Examples
- Security
- Applications

Quick Implementation Overview

- i3 is implemented on top of Chord
 - But can easily use CAN, Pastry, Tapestry, etc
- Each trigger $t = (id, R)$ is stored on the node responsible for id
- Use Chord recursive routing to find best matching trigger for packet $p = (id, data)$

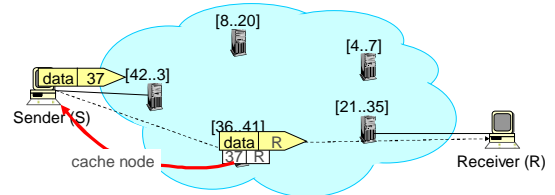
Routing Example

- R inserts trigger $t = (37, R)$; S sends packet $p = (37, data)$
- An end-host needs to know only one i3 node to use i3
 - E.g., S knows node 3, R knows node 35



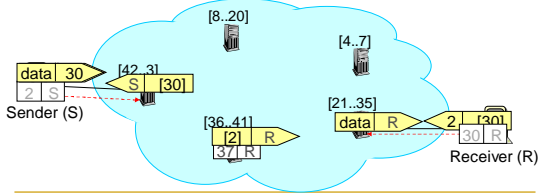
Optimization #1: Path Length

- Sender/receiver caches i3 node mapping a specific ID
- Subsequent packets are sent via one i3 node



Optimization #2: Triangular Routing

- Use well-known trigger for initial rendezvous
- Exchange a pair of (private) triggers well-located
- Use private triggers to send data traffic

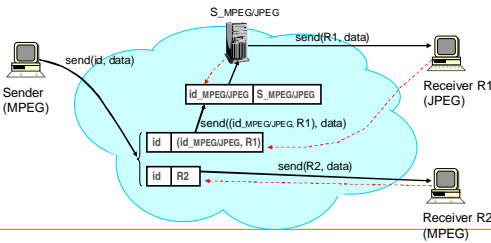


Outline

- Implementation
 - Examples
 - Heterogeneous multicast
 - Scalable Multicast
 - Load balancing
 - Proximity
- Security
- Applications

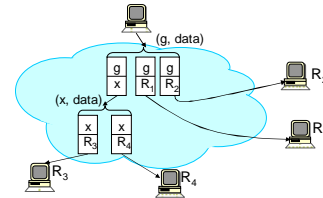
Example 1: Heterogeneous Multicast

- Sender not aware of transformations



Example 2: Scalable Multicast

- i3 doesn't provide direct support for scalable multicast
 - Triggers with same identifier are mapped onto the same i3 node
- Solution: have end-hosts build a hierarchy of trigger of bounded degree



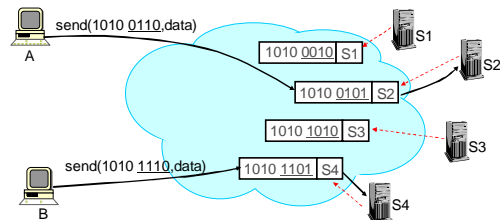
Example 2: Scalable Multicast

Unlike IP multicast, i3

1. Implement only small scale replication → allow infrastructure to remain simple, robust, and scalable
2. Gives end-hosts control on routing → enable end-hosts to
 - Achieve scalability, and
 - Optimize tree construction to match their needs, e.g., delay, bandwidth

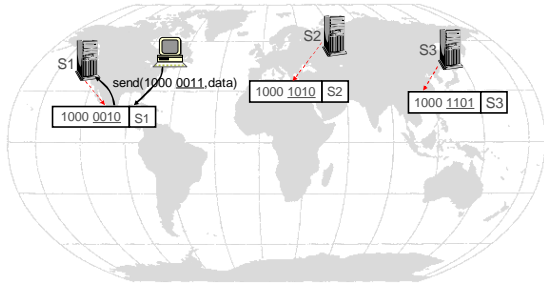
Example 3: Load Balancing

- Servers insert triggers with IDs that have random suffixes
- Clients send packets with IDs that have random suffixes



Example 4: Proximity

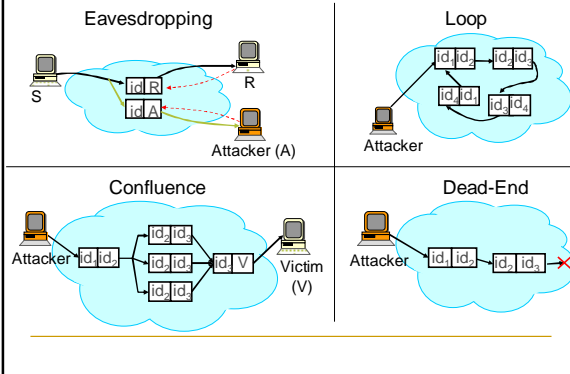
- Suffixes of trigger and packet IDs encode the server and client locations



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Some Attacks



More attacks...

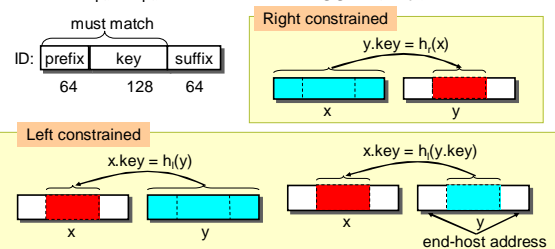
- Malicious linking
 - Attacker can sign an end-host R to a high bandwidth traffic stream sent to id by inserting a trigger (id,R)
- Impersonation
 - Same as eavesdropping

Defences

- Encryption:
 - A send to B
 - Encrypt private trigger id_a using public key of B (vice versa)
- Challenges
 - Nonce-based challenges to prevent unjustified insertion of triggers by third parties
 - Send random nonce to end-host. Remove if end-host does not respond.
- Push-back
 - When there is no more matching trigger for packet ID, i3 sends a push-back message to previous node
- Time-to-live (TTL)

Constrained Triggers

- $h_l(), h_r():$ well-known one-way hash functions
- Use $h_l(), h_r()$ to constrain trigger (x, y)



Summary

Defenses Attacks	Trigger Constraints	Pushback	Challenges	TTL
Eavesdropping Impersonation	✓			
Loops Confluences	✓			
Dead-ends		✓		
Node Confluence		✓	✓	
Long Chains				✓
Malicious Linking	✓		✓	
Malicious Trigger-Remove			✓	

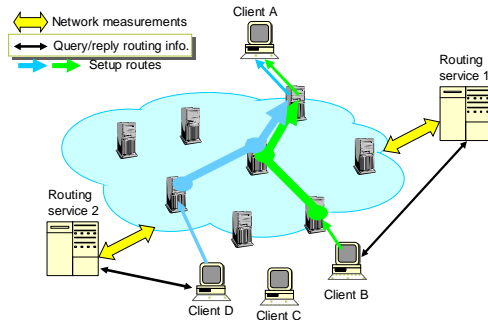
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- Architecture Optimizations
- Applications
 - Routing as a service
 - Service composition platform
 - Support of legacy applications over overlays

Routing as a Service

- Goal: develop network architectures that
 - Allow end-hosts to pick their own routes
 - Allow third-parties to easily add new routing protocols
- Ideal model:
 - Oracles that have complete knowledge about network
 - Hosts query paths from oracles
 - Path query can replace today's DNS query
 - Hosts forward packets along these paths

Routing as a Service (cont'd)



Routing as a Service

- 1) Give hosts control on routing
 - A trigger is like an entry in a routing table!
 - Flexibility, customization
 - End-hosts can
 - Source route
 - Set-up acyclic communication graphs
 - Route packets through desired service points
 - Stop flows in infrastructure
 - ...
- 2) Implement data forwarding in infrastructure
 - Efficiency, scalability

Design Principles

	Host	Infrastructure
Internet & Infrastructure overlays		Data plane Control plane
p2p & End-host overlays	Data plane Control plane	
i3	Control plane	Data plane

Outline

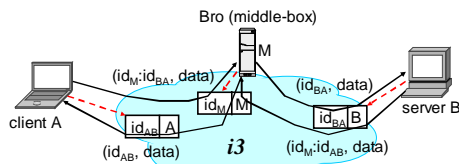
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Service Composition Platform

- Goal: allow third-parties and end-hosts to easily insert new functionality on data path
 - E.g., firewalls, NATs, caching, transcoding, spam filtering, intrusion detection, etc..
- Why i3?
 - Make middle-boxes part of the architecture
 - Allow end-hosts/third-parties to explicitly route through middle-boxes

Example

- Use Bro system to provide intrusion detection for end-hosts that desire so
- Spam filtering, etc.



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 - See <http://ocala.cs.berkeley.edu>

Conclusions

- Indirection – key technique to implement basic communication abstractions
 - Multicast, Anycast, Mobility, ...
 - <http://i3.cs.berkeley.edu>
- Reminder:
 - Project proposal was due yesterday!
 - Volunteers for second presentations