

Goals for GENI

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- This talk lays out, at a high level, what we hope GENI will accomplish
 - Throughout the day, you should ask yourself (and each other...)
 - Are these the right things to accomplish?
 - Does the facility you're hearing about accomplish these things?

GENI

- GENI is a facility to support open, large-scale, realistic experiments.
 - A physical infrastructure in which many different kinds of networks and distributed systems can easily be embedded.
 - A management framework (operating system) for this physical infrastructure
 - A collection of services, tools, and related material to make the infrastructure useful.

One goal, two activities

Central goal of GENI:

- Change the nature of networked and distributed systems design by catalyzing and integrating
 - Rigorous theoretical understanding
 - Compelling and thorough experimental validation.

By supporting two activities

- Rich and realistic *controlled experiments*
- Functional and cost-effective *prototype systems*

Intellectual Merit

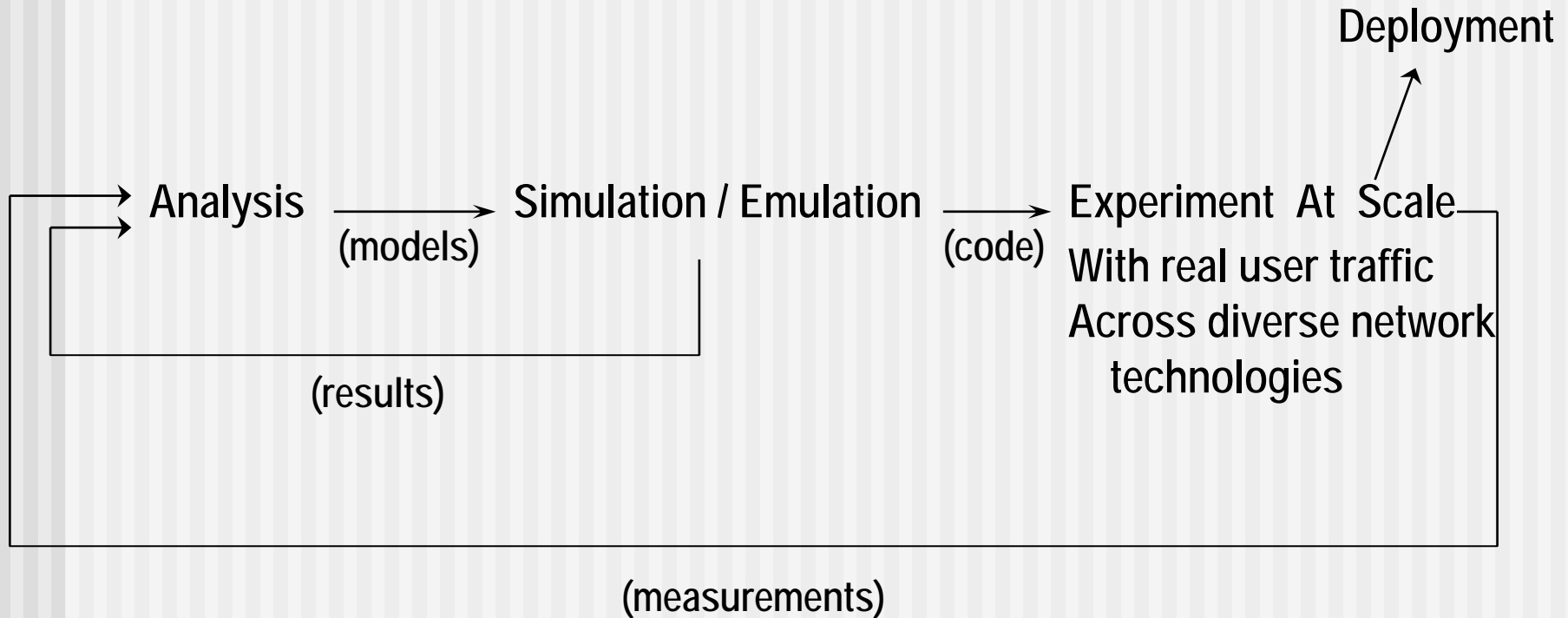
- **[Science]** GENI will allow us to experimentally answer questions about complex systems, giving us an increased understanding about their dynamics, stability, evolvability, emergent behaviors, and related matters.
- **[Architecture]** GENI will allow us to evaluate alternative architectural structures, and reconcile the contradictory goals a network architecture must meet.
- **[Engineering]** GENI will help us evaluate engineering tradeoffs, and test theories about how different architectural elements might be designed.

Broader Impact

- Lead to artifacts that provide value to society
 - An Internet for tomorrow
 - more secure, available, manageable, usable
 - suited for computing in the next decade
 - Catalyze the distributed digitized world
 - personal control of your personal life
 - real time sensing of the planet
- Lead to artifacts that provide value to science
 - Enhanced services that improve the scientific process

Creating impact: the integrated research cycle

Goal: Seamless conception-to-deployment process



Why this matters

- Systems-oriented CS research needs to build and try out its ideas to be effective. We're not smart enough yet to do anything else.
 - Paper designs are often idle speculation.
 - Simulation is only occasionally a substitute.
 - Misapplied experiments can mislead deeply
- We need:
 - Real implementation
 - Real experience
 - Real users
 - Real measurements
 - To learn from the past and present, but live in the future

The past: some examples from networking

- DartNet (a DARPA program)
 - Validated IPv6, multicast, QoS, other stuff.
 - Hard to program and deploy, but a great success.
 - Other “similar” projects missed the mark.
- Gigabit Testbeds (a NSF program)
 - The thrill and peril of speed.
- More recent facilities
 - DETER, ORBIT, WAIL, ...
- Overlays on the Internet
 - RON, X-Bone, PlanetLab, ...

Limitations..

- Simulation based on limited models
 - topologies, admin policies, workloads, failures...
- Emulation (and “in lab” tests) are similarly limited
 - only as good as the environment
- Traditional testbeds are targeted
 - often of limited reach
 - often with limited programmability (built in assumptions)
- Testbed dilemma
 - production: real users but incremental change
 - research: radical change but no real users

The tao of GENI

- Significantly reduce these limitations...
- ...over a broad range of research
 - The future of the Internet (FIND)
 - Technology innovation
 - Distributed systems and application support
 - New applications
- By enabling experiments where physical distribution, relevance of locality, scope, scale, long life, and access to real users matter.
- But *not* “any experiment”

FIND: An NSF challenge question

- 1) What are the requirements for the global network of 10 or 15 years from now, and what should that network look like?
- To conceive the future, it helps to let go of the present:
- 2) How would we re-conceive tomorrow's global network today, if we could design it from scratch?
 - This is not change for the sake of change, but a chance to free our minds.

Q1: Isn't today's net good enough?

- Must start with serious discussion of requirements:
 - It's not just about cool new apps.
- Security and robustness.
 - As available as the phone system
 - Been trying for 15 years--try differently?
- Easier to manage.
 - Really hard intellectual problem
 - No framework in original design.
- Recognize the importance of non-technical considerations
 - Consider the economic landscape.
 - Consider the social context.

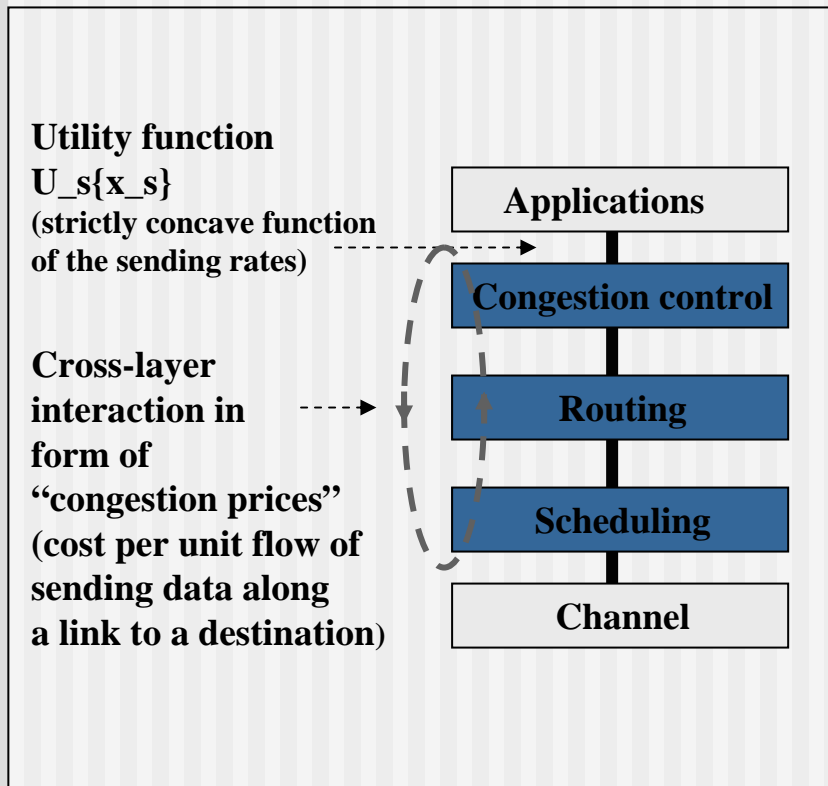
Q2: What's next?

- Service in times of crisis, and disaster recovery.
 - Resilience, heterogeneous distributed fallback, automated management of highly distributed systems, robust trustworthy dissemination of information
- Understanding the planet in real time.
 - Operation of highly distributed sensors.
 - Generation, control, ownership, privacy, use of global distributed information.
- Managing the global interactions of the personal experience.
 - Information, personal sensing, location, privacy
- Yes?

Hence the scope..

- New science, new theory
- Impacts of new technology
 - Software defined radios
 - Programmable optics
 - ...
- New computing paradigms
 - The Internet grew up in a stable “PC” time.
 - Tomorrow: embedded processors, sensors, everywhere
- New applications and distributed infrastructures

A “New Theory” example: Theoretically Derived Architectures



- MANET resource allocation formulated as global optimization problem
- Primal-dual decomposition generates a set of dual problems/algorithms/modules:
 - Local (except scheduling)
 - Tied together through congestion prices
- System Architecture traceable to theoretically provable optimality..

Technology Experiments

- Why experiment with technology in GENI?
 - Not to test the technology itself, but to understand the relation of technology innovation to systems and architecture issues.
- Two examples:
 - Rapidly reconfigurable optical paths
 - change the relationship of routing, traffic engineering and topology management.
 - Wireless - particularly software defined wireless
 - raises issues of resource optimization, protocol structure, mobility management, locality management, coding and transport, handling unpredictable performance, ...

Advances in Network Design

- Cross layer design and optimization
- Routing
- Congestion control
- Addressing and naming architecture

- Service creation
- Autonomic management
- Self diagnosis
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Distributed Systems

- Distributed services and applications:
 - Robust content distribution
 - Naming, security, resilience
 - Management and sharing of personal information
 - Real time multi-media distribution
 - Multicast, data-driven dissemination, ...
 - Network-embedded storage
 - Location mgt (human and object)
 - Identity mgt. (human and object)
 - Distributed name management

What You Should Be Asking...

- GENI exists to serve the research community.
We is us.
- What is the new idea I want to try?
- What will be needed in GENI to support it?
 - Technologies
 - Characteristics
 - Tools

Where Might You Ask It?

- Many avenues for participation, or just feedback
 - These meetings
 - Mailing list, design discussions
 - Technical working groups
- The Research Coordination committee
 - Articulates the science case
 - To the customer communities
 - To other NSF communities
 - To congress and other sponsors
 - Make sure that GENI meets the needs of its customer communities.
 - We must anticipate that we will have to make choices here, for technical and resource reasons.

GENI is not just infrastructure

- It is an opportunity to challenge both the community and NSF to think ambitiously about research goals, approaches and methods.
- GENI is not business as usual for CISE.
- FIND is not business as usual for NSF.
 - Collaboration and cooperation toward unified outcomes.
- Other NSF research programs may choose to restructure themselves.

