



A Native Measurement Technique for IPv6-based Networks

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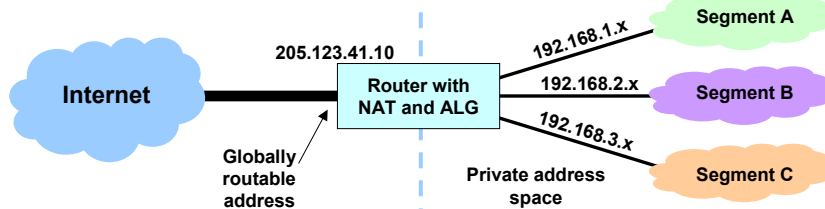


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Why IPv6 ?

Address Shortage

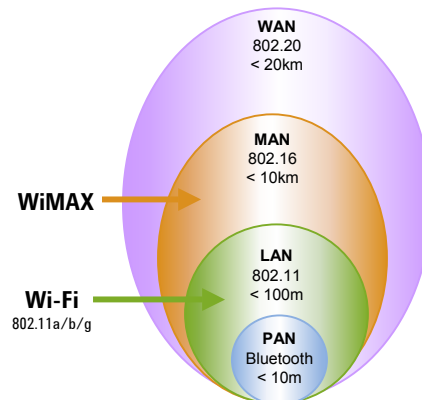
- **Success of the Internet being stifled by address shortage**
 - **ALWAYS CONNECTED** phones, PDAs, cellular/mobile Systems, sensors of the future will need fixed, constantly available address(es)
 - Asia, Europe and Africa currently critically short of addresses
 - Class A,B,C system -> uneven distribution of addresses. CIDR not perfect.
 - IPv4 Routing tables are exploding resulting in loss of performance.
 - NAT extends the life of IPv4 but has serious drawbacks



- **3GPP Rel. 5: Architecture for All-IP network**
 - Radio Access Network: EDGE, UMTS
 - IP Multimedia Subsystem (IMS)
 - GPRS Core Network
 - Mandates use of IPv6 at Application Layer because of address shortage
- **3GPP Rel. 6: Inter-working with WLAN**
- **Adopting IPv6 throughout:**
 - Reduce infrastructure costs
 - Native mobility support (Mobile IP)
 - Native security support (IPSec)
- **All-IP Wireless Network characteristics**
 - IP-based multimedia services
 - IP-based transport
 - Integration with IETF protocols for functions such as:
 - Wide area mobility (Mobile IP)
 - Signalling (SIP, SCTP)
 - Authentication, authorisation and accounting (Diameter)
 - Network meeting these characteristics is referred to as an *all-IP* network

- Carrier class solutions presently poor in areas such as:
 - Manageability
 - Security
 - Mobility
- Carrier class and *low cost* could be facilitated through the adoption of IPv6 features:
 - Connectivity – Stateless node discovery
 - Native security support
 - Native mobility support

Emerging Wireless Standards



Monitoring “Mobile” Services



- **When mobile and wireless worlds collide**
 - Ubiquitous Internet access with global roaming
 - First commercial deployments of IPv6-based networks
- **Devices, users and services are fast becoming mobile**
 - Overlay models used to provision and dynamically adapt a delivered service over an existing transport topology
 - Service dissemination topology changes with time
 - Growing trends in Application Level Routing
- **Vertical Handovers**
 - Access technology changes
 - And so does monitoring infrastructure (e.g. access7 to Wi-Fi sensors)
 - How can we maintain same or similar service assurance functionality?
- **Exploit IPv6 enhancements to natively introduce telemetry functionality**



A Native Approach



Accessional Techniques



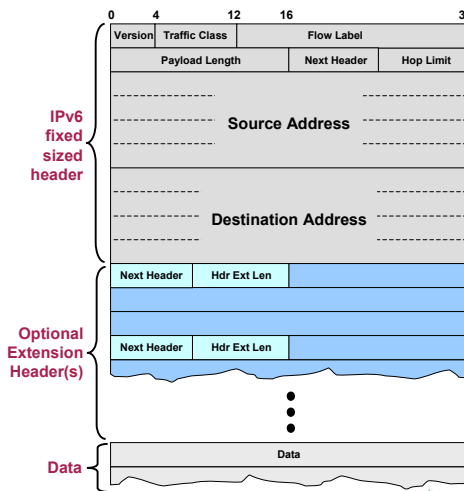
• Issues with Passive Measurements

- Scalability –probes, correlation engines, data volume etc.
- Link monitoring has its limits
 - New service or new link could trigger the need for complex re-engineering of link monitoring hardware
 - Growing demands for high capacity links of 10Gb/s or higher
- Complexity involved in performing 2-point measurements
- Challenging to infer end-to-end view
- Further complicated with introduction of security

• Issues with Active Measurements

- Assume measured performance for synthetic traffic reflects performance of user traffic
- Measurement traffic itself may be a factor in performance degradation
- Measurement mechanism tightly coupled with the measurement applications

Extension Headers



• IPv6 Extension Headers

- Optional information encoded in separate headers between IPv6 header and upper-layer header.
- Packet may carry zero or more EHs.
- So far there are only a handful of standardised EHs:
 - Hop-by-Hop Options.
 - Routing (Type 0).
 - Fragment.
 - Destination Options.
 - Authentication.
 - Encapsulating Security Payload.
- With one exception, EHs are only processed at the destination(s).
- The exception is the Hop-by-Hop Options, processed at every node.

Extension Headers and Telemetry



- Exploit extension headers to introduce **native** measurement and management functionality
- Applying these notions to the instrumentation of measurements
 - In-line measurements –piggybacking triggers and measurement data onto real user traffic
 - Lowest level condition-event-action triggers for influencing measurements system behaviour
 - Multipoint measurement technique
- Examples using destination header options
 - One-way loss
 - One-way delay

TLV-encoded Options

Option Type	Option Length	Data
1 octet	1 octet	variable number of octets

Destination Options Header

Next Header	Hdr Ext Len	Options

Timestamp Destination Options TLV

Pointer	Overflow	Option type	Option data len
		Flags	(Reserved)
Source timestamp: seconds			
Source timestamp: microseconds			
Destination timestamp: seconds			
Destination timestamp: microseconds			

Loss Destination Options TLV

	Option type	Option data
Sequence Number		



Applicability



- A native approach for introducing service measurements
 - Not intended as a replacement for active/passive techniques
 - Complementary technique, when to use depends on service characteristics being monitored (e.g. *mobile services*)
- Facilitates seamless and incremental deployment
 - Distribute telemetry intelligence to location where it is required, when it is required
 - Allows for the engineering of distributed monitoring solutions that dynamically adapt to the monitored service



Comparative Analysis



Aspect/Property	Active Measurements	Passive Measurements	Inline Measurements
Impact on network (Measurement process)	- Intrusive: Generates additional load which competes for resources	++ Non-intrusive: No impact on network	+ Intrusive: Marginal load increase and minor delay might be incurred
Impact on network (Measurement data)	+ Load generated at one end point	- Load generated at one or both ends	+ Load generated at one end point
Confidence	- Artificially injected traffic used to infer/predict experience of real traffic - Test traffic may be treated differently - Injected traffic affects performance	+ Measures real user traffic	+ Measures real user traffic - Possibility that instrumented traffic is distinguishable and treated differently
Controllability	+ Can test any traffic, path, method of sampling, protocol, etc. – at any time.	- Can only measure available traffic	- Can only measure available traffic - Requires an accommodating protocol
Security/Privacy issues	+ Private, injected traffic + Real data not examined	- Observing real traffic	-- Observation and modification of real traffic
Scalability issues	+ Can be dynamically deployed on a per interface basis + Can inject a chosen amount of traffic	- Probes per interface at ingress & egress - Full packet capture is not scalable + Can use filtering and sampling	+ Can be dynamically deployed on a per node or per interface basis + Can use filtering and sampling
Complexity and Processing	+ Correlation not required - Non-trivial generation of statistically representative test patterns	- Correlation of large quantities of data from ingress and egress is computationally intensive and doesn't scale well	+ No correlation - Statistical sampling and filtering
Major application areas	Two-point measurements: Quality of Service testing, such as available bandwidth, trip delay, and packet loss.	One-point measurements: packet filtering and counting to obtain traffic type, source / destination etc.	Multi-point, policy-based measurements, active troubleshooting, packet loss, delay, tracing, routing, packet / flow foot printing.
Other comments	- Eavesdropping not possible - Requires substantial expertise to produce meaningful test patterns	+ Eavesdropping possible	+ Eavesdropping possible - Not applicable to all traffic types (e.g. real-time, max MTU traffic)



Ubiquitous Measurements



- **The need for ubiquitous measurements is ever growing and this is exemplified by current IETF activities**
 - **Passive Sampling** – standard set of capabilities for network elements to select subsets of packets by statistical and other methods that may assist in baseline measurements, performance measurements, troubleshooting, etc. <http://www.ietf.org/html.charters/psamp-charter.html>
 - **The case for an Internet Measurement Protocol** – allowing it to be handled by the forwarding path rather than the router CPU. <http://www.irtf.org/charters/imrg.html>
 - **IP Flow Information Export** – network elements exporting flow information in a standard way so that it can be fed directly into mediation, accounting/billing and network management systems. <http://www.ietf.org/html.charters/ipfix-charter.html>
 - **IP Performance Metrics** – defining standard set of metrics and active measurement procedures to accurately measure such metrics. <http://www.ietf.org/html.charters/ippm-charter.html>
- **Are these approaches flexible, adaptable and scalable enough to handle *mobility*?**
- **Issues**
 - **Standard processes could be lengthy**
 - **Potential for lots of non-service specific data**
 - **New service, new set of metrics – potentially long time before the measurements could be deployed**



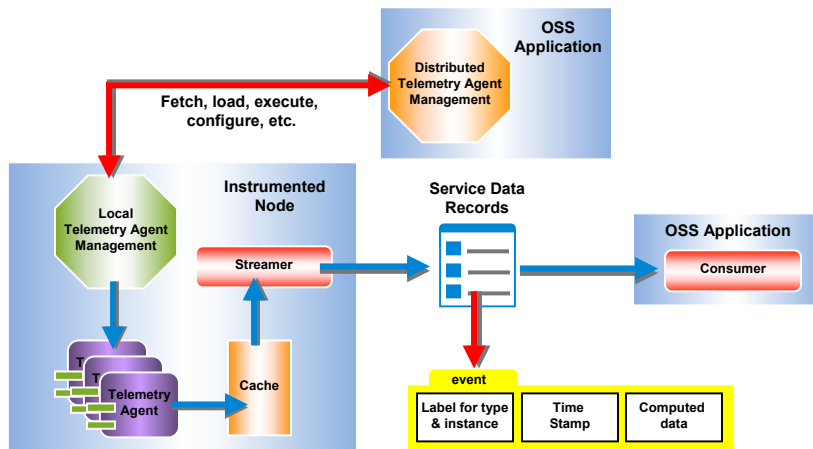
Functional Prototype

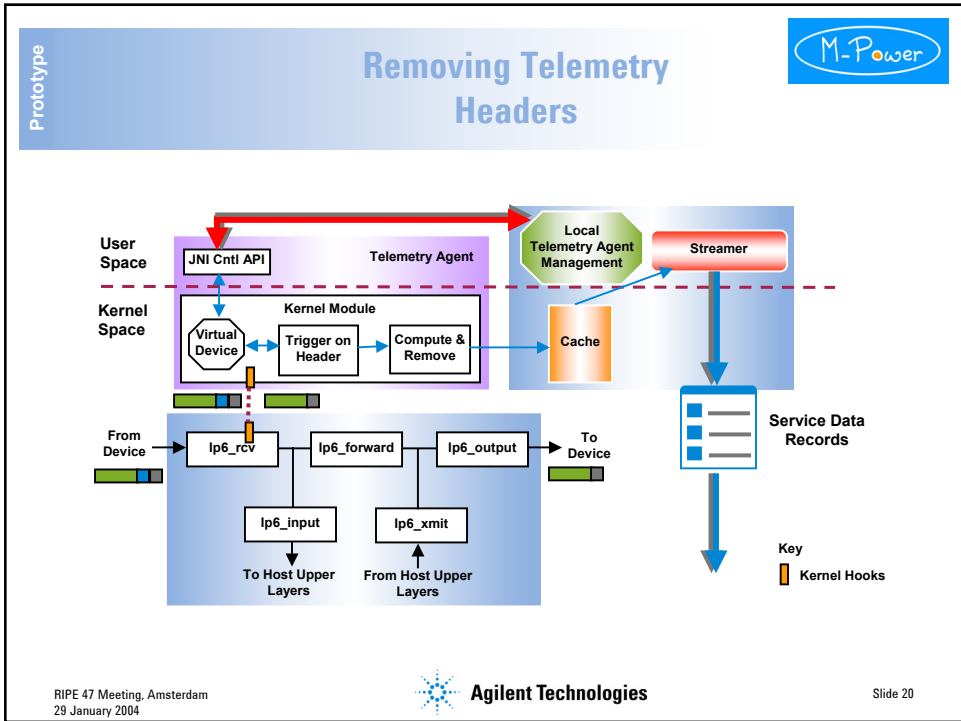
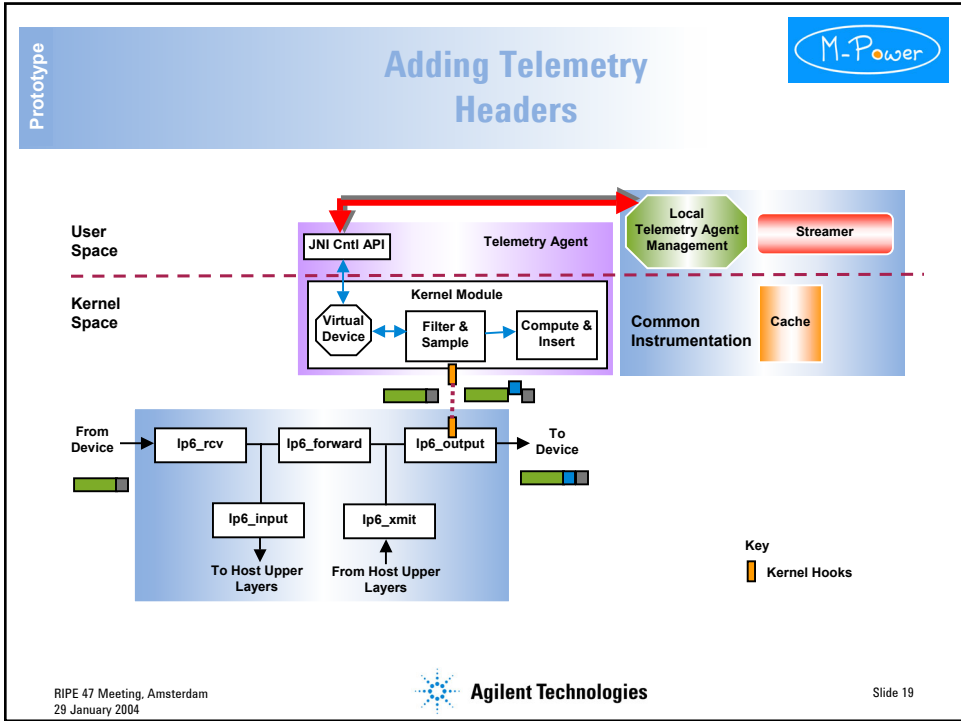
Applying Programmable Networking Concepts

- **Dynamically programmable network architectures**
 - Supporting fast service creation and deployment
 - “network aware applications and application aware networks”
- **Applying these concepts to the telemetry of *mobile* services**
- **Other lessons could be learnt from peer-to-peer, ubiquitous and pervasive computing**
 - Deploy agents to perform specific functionality
 - Exploit user equipment
 - Agent-based approaches facilitate immediate deployment
- **Telemetry Agents**
 - Lowest level deployable component
 - Remotely managed
 - Dynamically linked into application
- **Advantages**
 - Transparently introduced
 - Dynamically deployed
 - Engenders flexibility, extensibility and scalability



- **Test-Beds at Lancaster and Agilent Labs are based predominantly on Linux systems (Kernel 2.4.x)**
 - **Telemetry agents implemented as Loadable Kernel Modules (LKM)**
 - Can be linked with a running kernel at run-time
 - **Distributed control, security, communications and management frameworks built using Java technologies**
 - Including streaming of service data records
 - **Test-beds consist of a combination of PCs to act as servers, wireless access points (802.11b) and routers**
 - **Mobile nodes based on laptops, Sharp Zaurus, and iPAQ**
 - **Mobile IPv6 used for managing mobility**





M-Power

Results

Experimental Results

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Approach

M-Power

Example Measurements

- **These are very basic measurements over our own "small" test-beds**
 - **Not very exciting, involves running our own applications and injecting our own traffic**
 - **Applications include:**
 - Video streaming
 - Interactive TCP (Telnet, SSH)
 - Web browsing
 - Bulk TCP transfers
- **Initial experiments applied end-to-end**
 - **On all traffic**
 - **Filtered and sampled traffic**
 - **To evaluate the efficacy of this native measurement approach**
- **Recently started looking at applying the technique to signaling protocols**
 - **SIP**
 - **Mobile IPv6**

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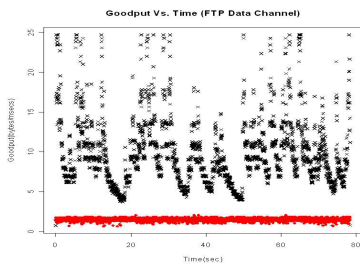
TCP Goodput



Service Port	Client Port	Conv. Setup Time (msec)	Conv. Duration (sec)	Packets	Completeness
21	32809	49,605	504	111	True
51694	32810	52,665	0.0	8	True
8320	32811	48,221	78.0	4831	True
37760	32812	60,588	-1.0	4295	True
41782	32813	62,778	0.0	8	True
14253	32814	50,731	139	4943	True
53059	32815	57,880	121	3103	True

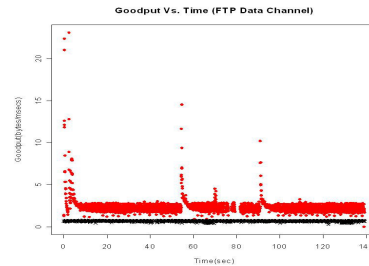
*Blue: FTP Control Channels
 *Black: Data transfer from server to client (GET)
 *Red: Data transfers from client to server (PUT)

Graph for MGET
 X-points: Data packets from the server
 Red Dots: Acks from the client



Example results obtained over operational broadband network through ADSL Connection

Graph for MPUT
 X-points: Acks from the server
 Red Dots: Data packets from the client



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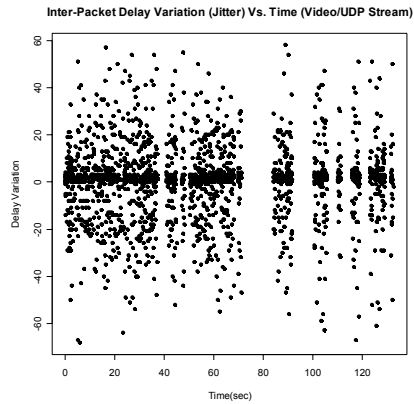
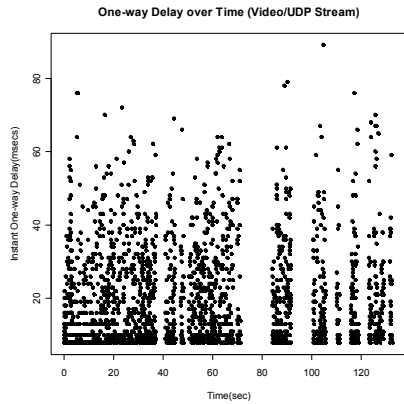
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Video Streaming



Min: 8 / Max: 89 / Ave: 20.9 (msec)

Min: -68 / Max: 58 / Ave: -0.00049



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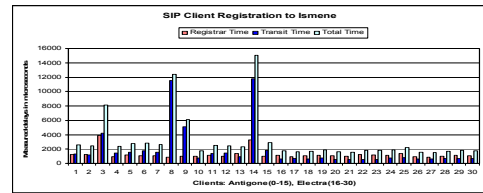
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- Applied to
 - SIP call set-up
 - SIP client registration
- Example telemetry agents developed
 - **Sip_Delay**: application-agnostic agents adding simple timestamps to all SIP/UDP messages sent/received
 - **Sip_Filter**: stateless application-aware agent that can be configured at runtime to filter on specific SIP/UDP messages (e.g. INVITE)
 - **Sip_Register_Time**: stateful application-aware agents applied to the measurement of SIP client registration with register proxies.

Example SIP Registration Results

Client	Registrar	Registrar Time	Transit Time	Total Time
<sip:evbouzi.ani@ismene-6>;tag=3173795502	ismene-6	1205	594	1799
<sip:evbouzi.ani@ismene-6>;tag=1448846863	ismene-6	2237	562	2799
<sip:evbouzi.ani@ismene-6>;tag=4225652434	ismene-6	2652	580	3232
<sip:evbouzi.ani@ismene-6>;tag=1751224854	ismene-6	1054	631	1685
<sip:antigone@ismene-6>;tag=182395451	ismene-6	1118	1065	2183
<sip:antigone@ismene-6>;tag=3514547268	ismene-6	1145	1383	2528
<sip:antigone@ismene-6>;tag=998640064	ismene-6	1030	1837	2867



Next Steps and Concluding Remarks



Next Steps & Concluding Remarks



- **Study and quantify the performance/cost in deployment and operation of this scheme**
- **Engage with interested parties**
 - **Larger trials on operational or test-bed IPv6 networks**
- **Evolve SIP and mobile service monitoring**
- **Study other application domains**



Acknowledgements



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