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**For the REMOT collaboration.**



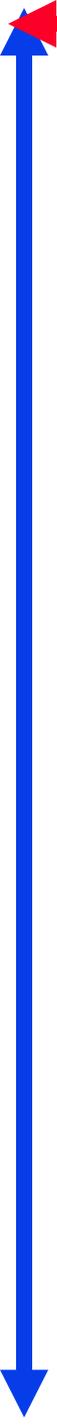
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- **REMOT**

- Remote Experiment MOnitoring and conTrol (RE1008)
- The REMOT project objective is to develop a system architecture to allow remote control of scientific experiments and facilities that require real time operation and multimedia information feedback, and using available or deploying communications infrastructure.

- **DYNACORE**

- DYNAmically CONfigurabLe Remot Experiment
  - The DYNACORE monitoring & control application will allow scientists to access remote experimental facilities in order to perform scientific experiments in a similar way as if they were physically located at those facilities.
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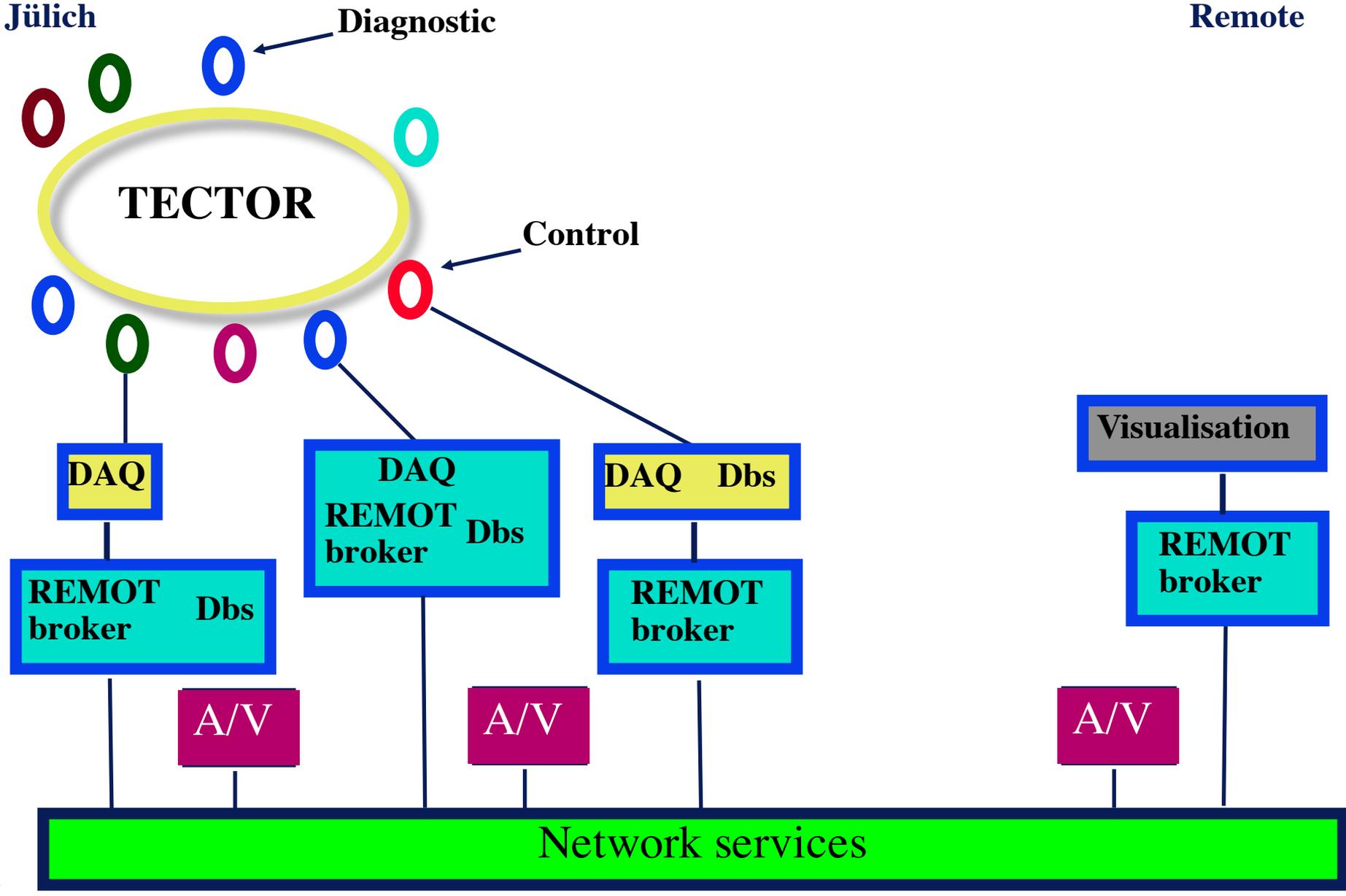
# Services and Requirements

- **Experiment cycle**
  - load settings in the diagnostics
  - negotiations with TEC operator on properties of next pulse
  - freeze all diagnostic and machine parameter
  - load capacitors
  - PLASMA pulse
  - data readout
  - look at data of your own diagnostic
  - correlate with data of other diagnostics
  - draw conclusions for settings on next pulse
- **Cycle takes about 5 - 10 minutes**
- **Load capacitors, pulse, data readout take 3 minutes**
- **Data size: 10 - 100 MByte / pulse depending on active diagnostics**

# Teleoperation

Jülich

Remote





# Network requirements

- **Real Time**

- time is limited between shots and decisions have to be made

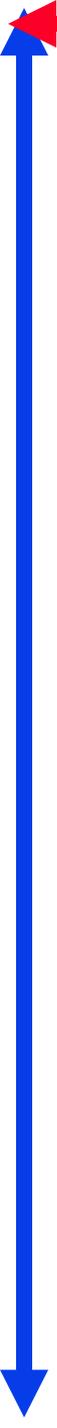
- **Scalable**

- there are about 20 diagnostics from several institutes

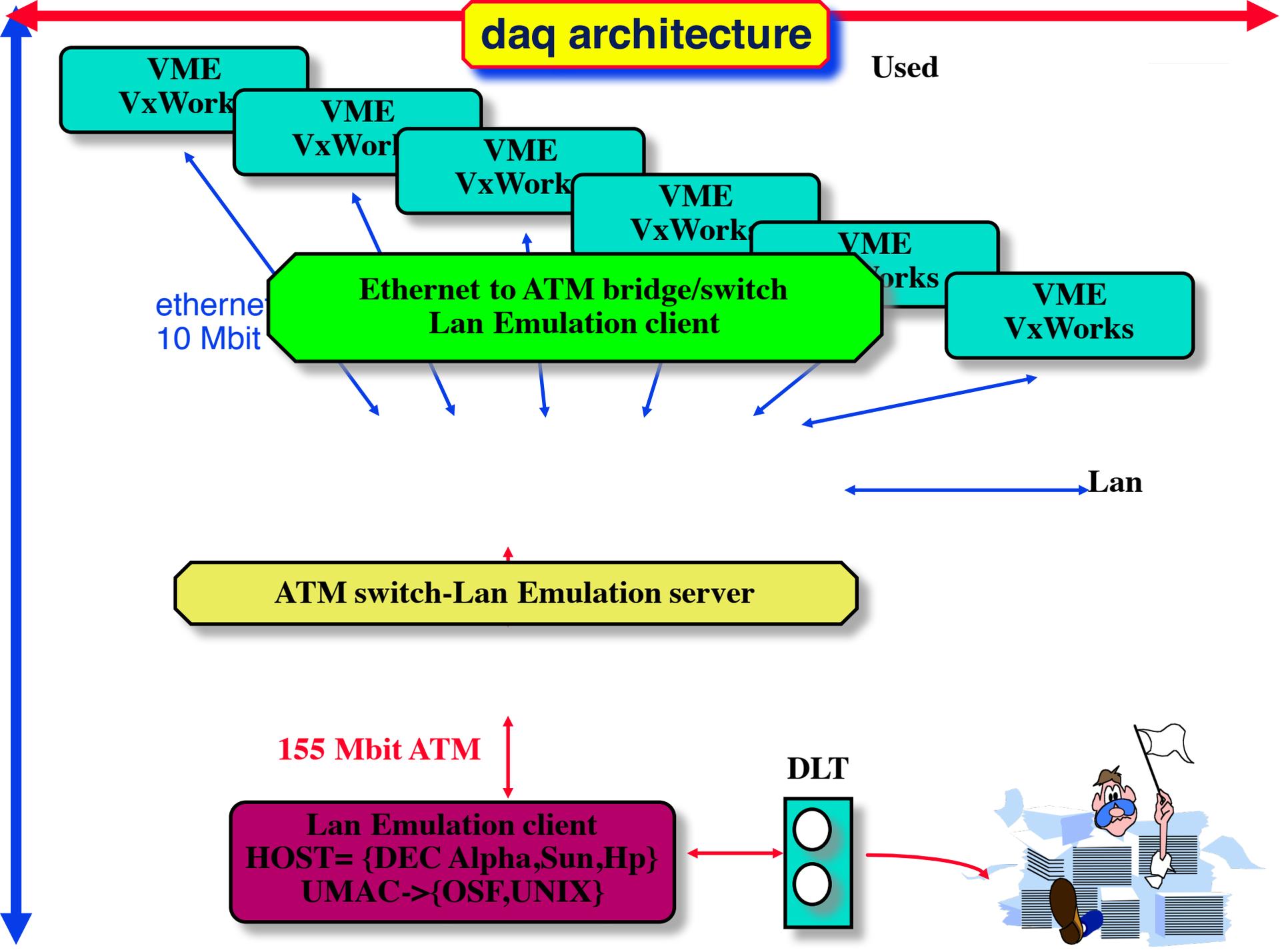
- **Multicast**

- there are many one to one, one to many and many to many conferences going on

- **Solutions**

- ATM (ip over ATM)
  - ISDN
  - IpV6, RSVP
  - MBone
- 

- **TF-Ten**
- **JAMES**
- **SURFnet4**
  - ATM - LANE for DAQ systems
  - ATM - SVC in backbone
  - ATM - tunneling between Utrecht and Geneva
  - Videoconference survey
  - Groupware survey
  - ATM multicast in the backbone
  - ATM - ABR traffic, policing and management
  - IAS



**daq architecture**

Used

VME  
VxWorks

VME  
VxWorks

VME  
VxWorks

VME  
VxWorks

VME  
VxWorks

VME  
VxWorks

**Ethernet to ATM bridge/switch  
Lan Emulation client**

ethernet  
10 Mbit

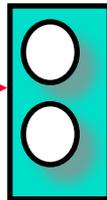
Lan

**ATM switch-Lan Emulation server**

155 Mbit ATM

**Lan Emulation client  
HOST= {DEC Alpha, Sun, Hp}  
UMAC->{OSF, UNIX}**

DLT



## User and System load

User and system load in instructions per byte for the data transmitting and data receiving computers. The transmitting computers rate 142 MIPS (V2.1), the receiving computers rate 459 MIPS.

$$i = \#MIPS * load / \text{datarate}$$

<b>transmit protocol</b>	<b>MTU</b>	<b>Rate MByt/s</b>	<b>user %</b>	<b>sys %</b>	<b>user i/Byt</b>	<b>sys i/Byt</b>
<b>Ethernet</b>	<b>1516</b>	<b>0.47</b>	<b>1.7</b>	<b>6.6</b>	<b>5.1</b>	<b>20</b>
<b>LAN Emulation</b>	<b>1516</b>	<b>4.4</b>	<b>13</b>	<b>87</b>	<b>4.3</b>	<b>28</b>
<b>LAN Emulation</b>	<b>9234</b>	<b>8.2</b>	<b>27</b>	<b>73</b>	<b>4.6</b>	<b>13</b>
<b>Classical IP on ATM</b>	<b>9200</b>	<b>8.1</b>	<b>24</b>	<b>63</b>	<b>4.3</b>	<b>11</b>

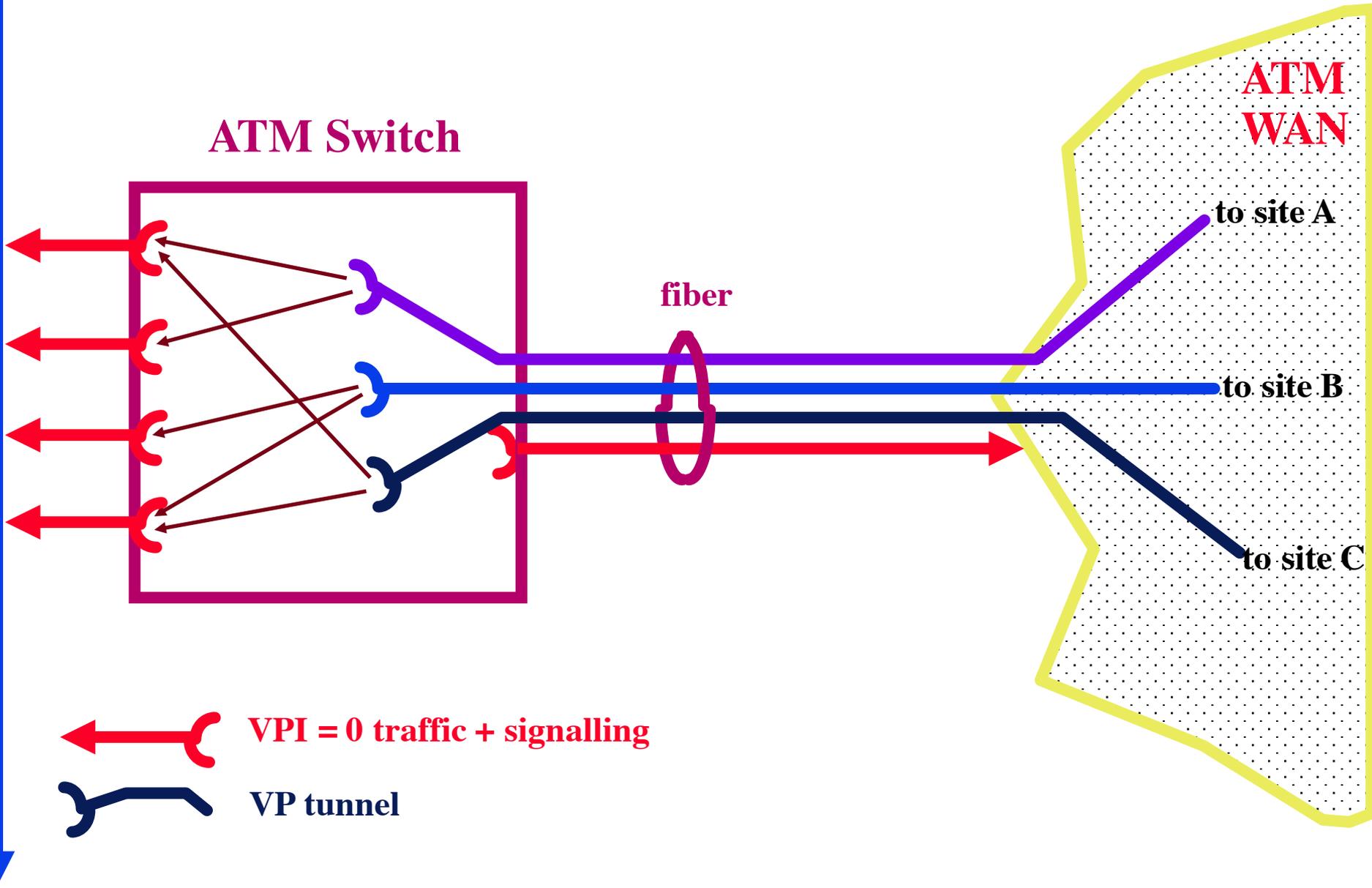
<b>receive protocol</b>	<b>MTU</b>	<b>Rate MByt/s</b>	<b>user %</b>	<b>sys %</b>	<b>user i/Byt</b>	<b>sys i/Byt</b>
<b>Ethernet</b>	<b>1516</b>	<b>0.94</b>	<b>0.8</b>	<b>5.6</b>	<b>3.9</b>	<b>27</b>
<b>LAN Emulation</b>	<b>1516</b>	<b>8.7</b>	<b>6.5</b>	<b>60</b>	<b>3.4</b>	<b>23</b>
<b>LAN Emulation</b>	<b>9234</b>	<b>16.4</b>	<b>6.3</b>	<b>43</b>	<b>1.8</b>	<b>12</b>
<b>Classical IP on ATM</b>	<b>9200</b>	<b>16.2</b>	<b>6.1</b>	<b>42</b>	<b>1.7</b>	<b>12</b>

"Experiences with the Application of LAN Emulation in a Data Acquisition System"

C. T. A. M. de Laat, P. G. Kuijer, H. P. Olthuis, V. J. Giesing, and J. Venema,

IEEE TRANSACTIONS ON NUCLEAR SCIENCE [Aug 1997, Vol 44, Nump 04, p. 1635]

# SVC tunnel principle



ATM Switch

fiber

ATM WAN

to site A

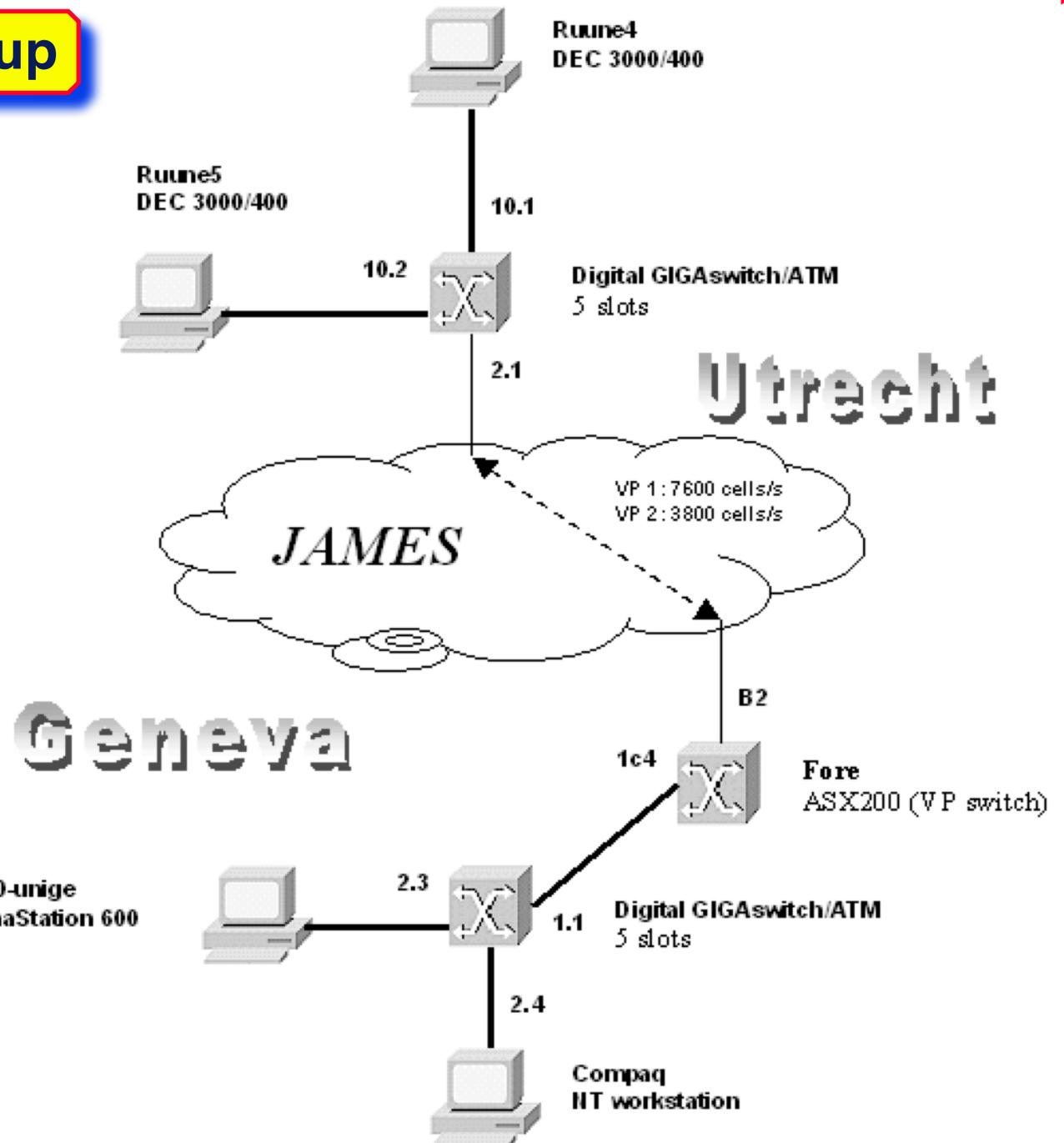
to site B

to site C

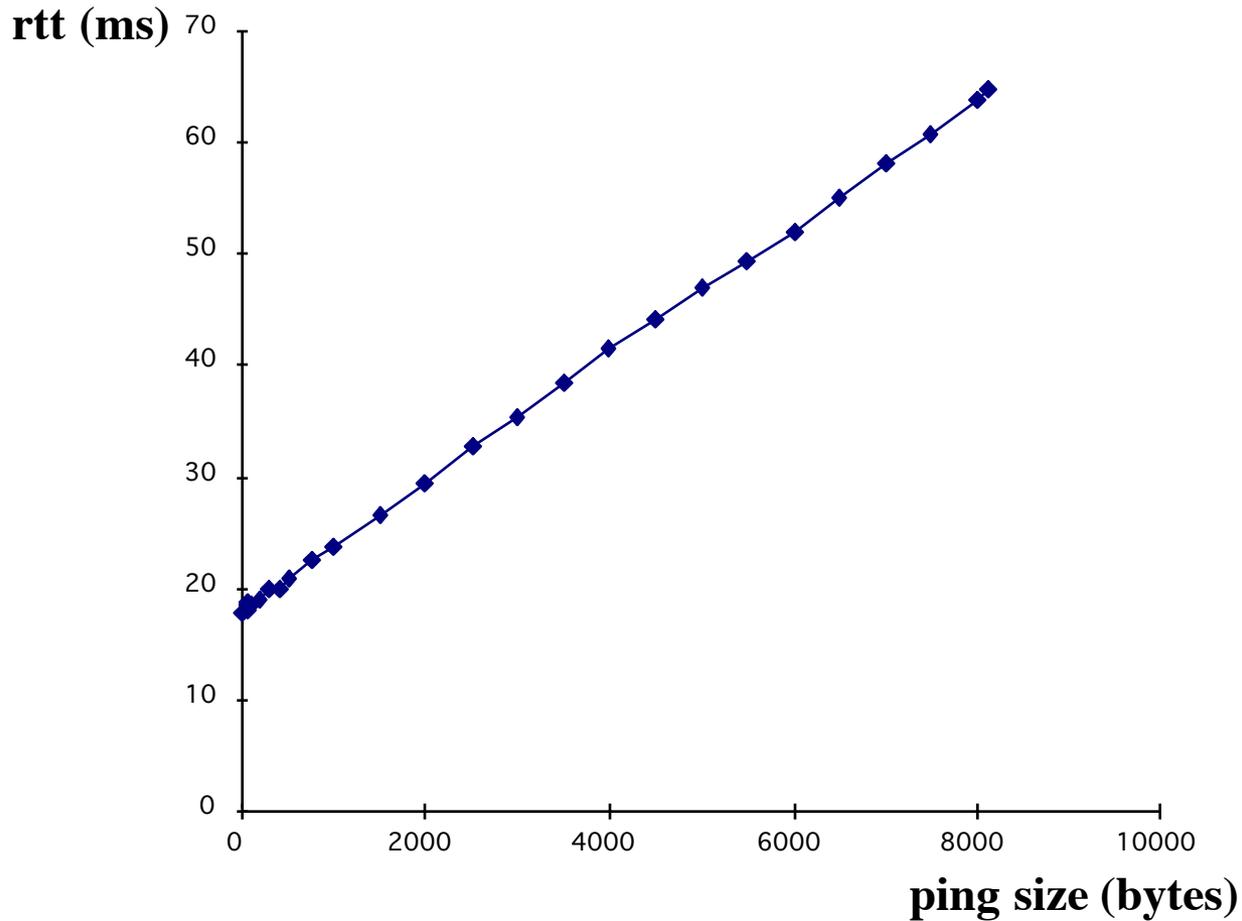
 VPI = 0 traffic + signalling

 VP tunnel

# ATM tunnel Setup



# round trip times



$$\text{rtt} = \text{size} * 5.746069\text{E-}03 + 17.7768 \quad \text{-->}$$

$$\text{bw} = 2 * 8 / ( 5.746069\text{E-}03 * 1.0\text{E-}03 ) = 2.78 \text{ Mbit/s}$$

- **Traffic contracts**
  - <-- FYS - ACCU - SURFnet - JAMES - DFN - FZJ - IPP -->
- **shaping - policing**
- **local flow control versus end to end**
- **requirements for edge switches ?**
  - 1) UNI 3.1 support, migration to 4.0 support
  - 2) UBR, CBR, VBR en ABR support (ABR with flow control/UNI 4.0)
  - 3) EPD and PPD
  - 4) PNNI (IISP)
  - 5) VC switching
  - 6) VP switching
  - 7) VP tunneling support
  - 8) Shaping on VP and VC (also in VP)
  - 9) LANE support (?)
  - 10) Accounting (?)

# Conclusions

- **ATM is only option in the future**
- **use IP over the normal internet for demonstrators**
- **Video conferencing on Mbone, later on specialized hardware such as the AVA/ATV or MESH**
- **Lot of basic ATM technology still needs to be tested**



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