#### Putting the Grid in CineGrid.

Cees de Laat

# EU COMMIT UVA



NWO
PID/EFRO
SURFnet
NLESC
TNO





# CineGrid Mission

To build an interdisciplinary community that is focused on the research, development, and demonstration of networked collaborative tools to enable the production, use and exchange of very-high-quality digital media over photonic networks.

http://www.cinegrid.org/

# ... more data! Speed DATA Volume You Tube twitter\* Scalable myspace Linked in Secure more users!

# Internet developments



Real-timere realtime!





# CineGrid: A Scalable Approach

1 - 24 Gbps

500 Mbps - 15.2 Gbps

250 Mbs - 6 Gbps

250 Mbps - 7.6 Gbps

200 Mbps - 3 Gbps

20 Mbps - 1.5 Gbps

5 - 25 Mbps

8K x 60

More

 $4K^2 \times 24/30$ 

SHD x 24/25/30

4K x 24

 $2K^2 \times 24$ 

2K x 24

 $HD^2 \times 24/25/30$ 

HDTV x 24/25/30/60

HDV x 24/25/30/60

Tiled Displays Camera Arrays

UHDTV (far future)

Stereo 4K (future)

SHD (Quad HD)

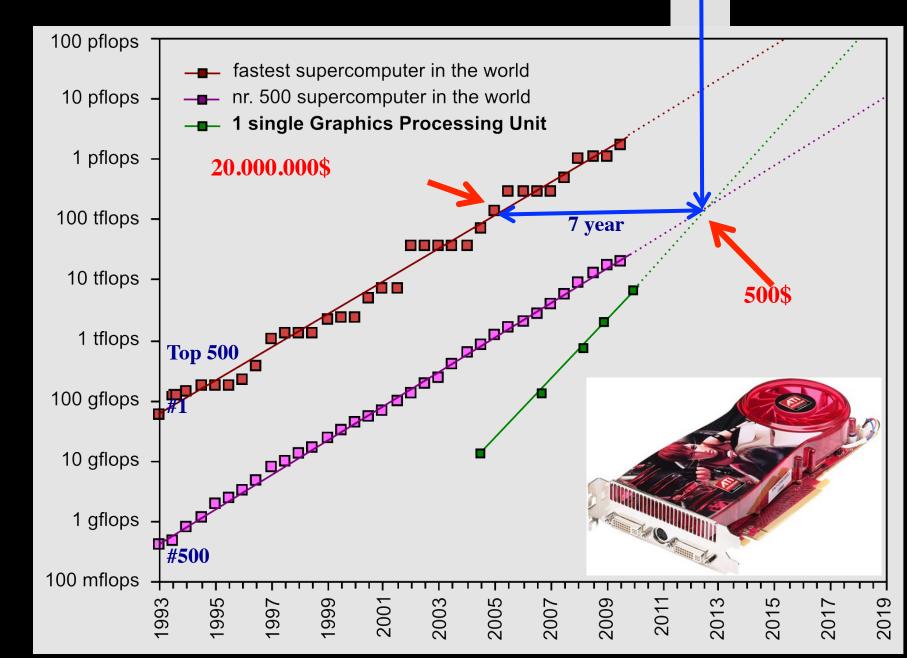
Digital Cinema

Stereo HD

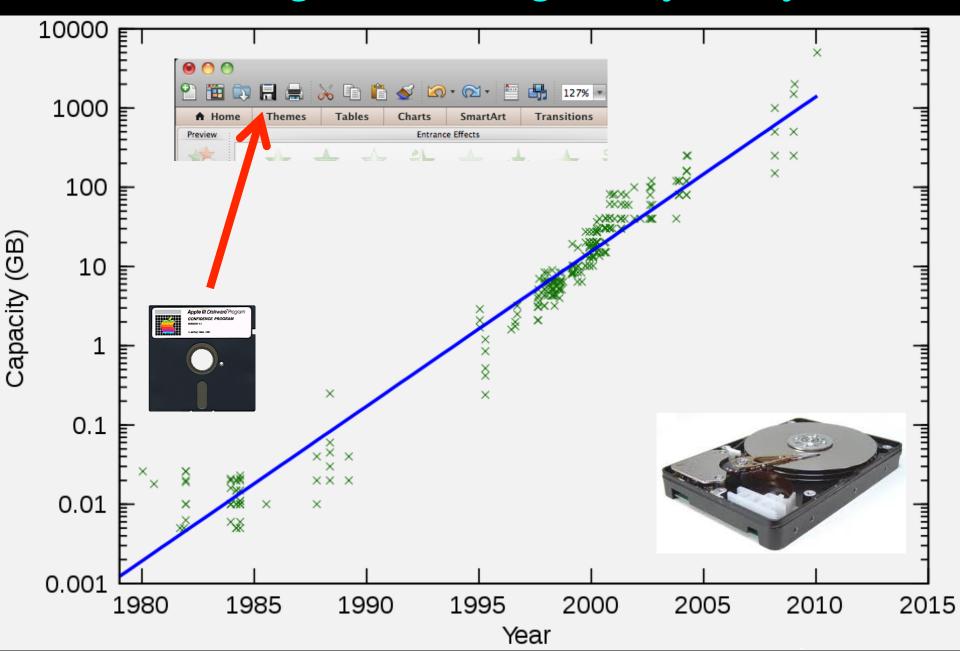
**HDTV** 

Consumer HD

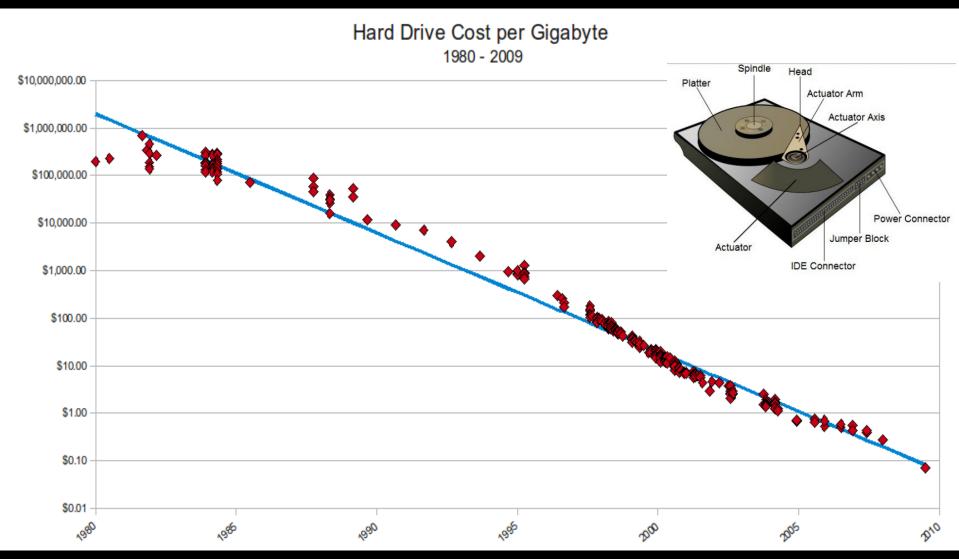
# GPU cards are distruptive!



# Data storage: doubling every 1.5 year!

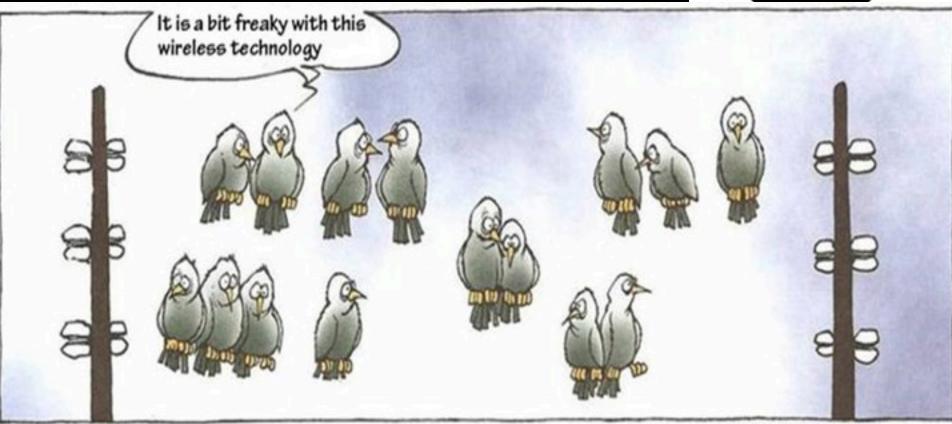


# Storage costs less and less



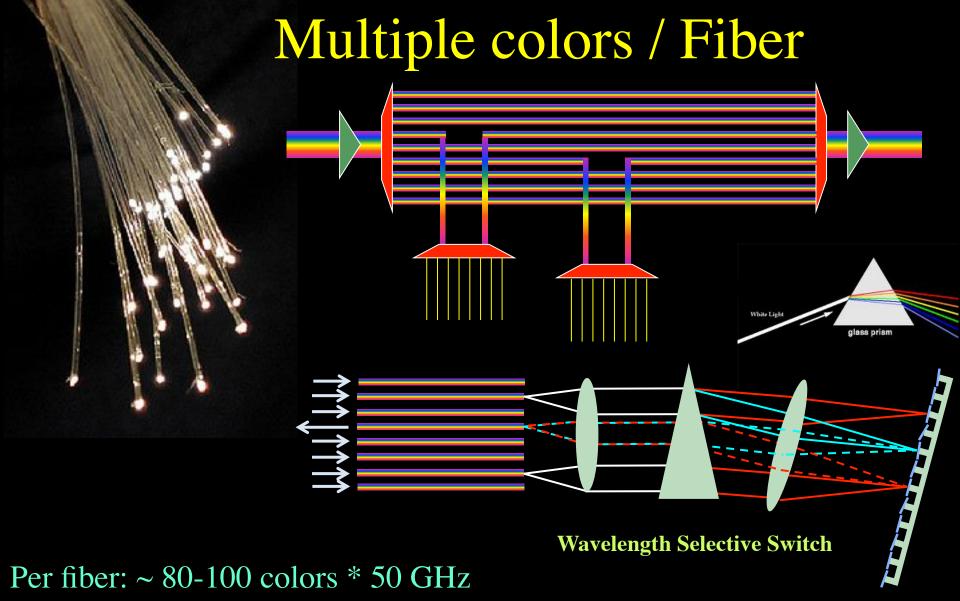
### Wireless Networks





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protocol LAN due to the easy comparison and convenience in the **digital home**. While consumer PC products has just started to migrate to a much higher bandwidth of 802.11n wireless LAN now working on next-generation standard definition is already in progress.



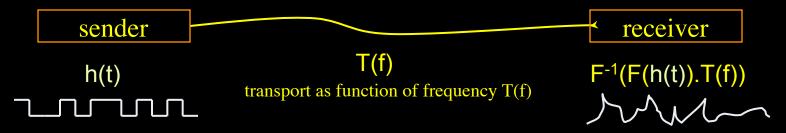
Per color: 10 - 40 - 100 Gbit/s

BW \* Distance  $\sim 2*10^{17}$  bm/s

New: Hollow Fiber!

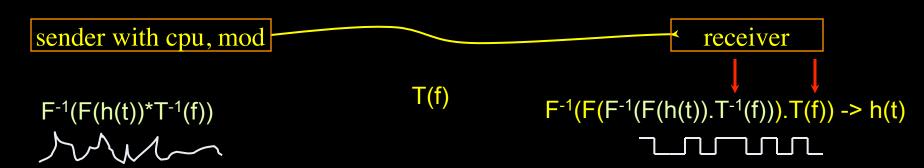
→ less RTT!

# Dispersion compensating modem: eDCO from NORTEL (Try to Google eDCO :-)

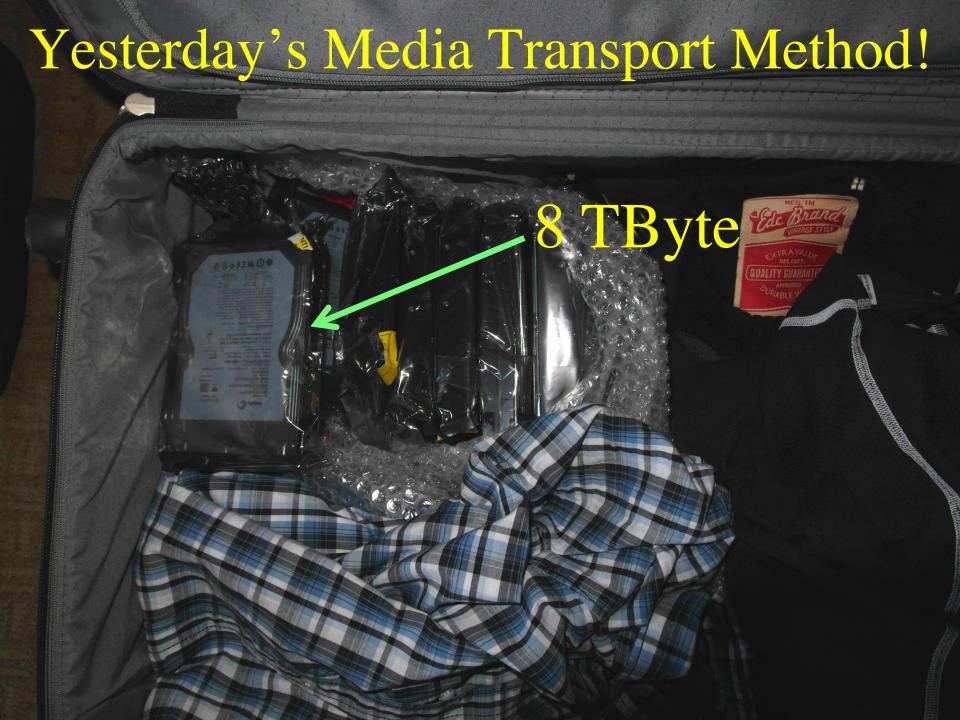


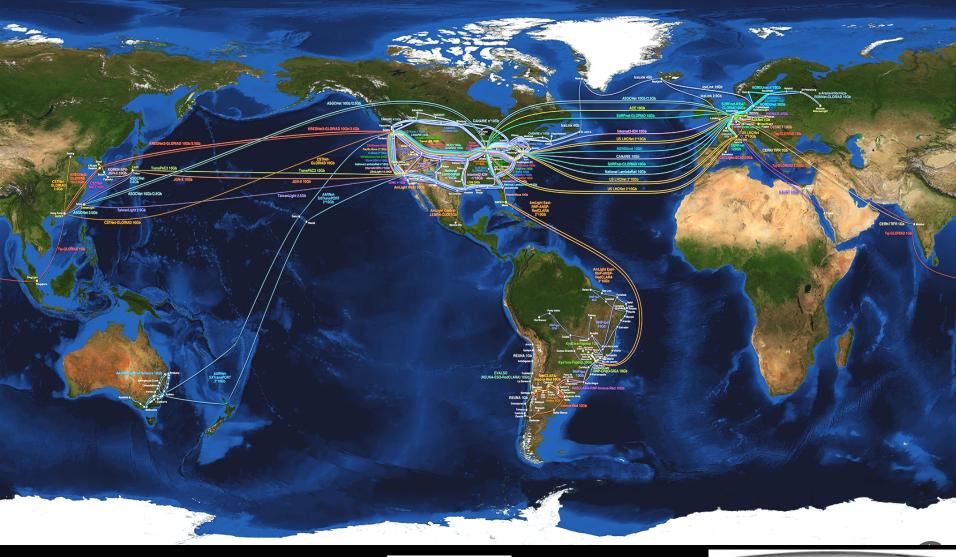
Solution in 5 easy steps for dummy's:

- 1. try to figure out T(f) by trial and error
- 2. invert  $T(f) -> T^{-1}(f)$
- 3. computationally multiply T-1(f) with Fourier transform of bit pattern to send
- 4. inverse Fourier transform the result from frequency to time space
- 5. modulate laser with resulting h'(t) =  $F^{-1}(F(h(t)).T^{-1}(f))$



(ps. due to power ~ square E the signal to send looks like uncompensated received but is not)



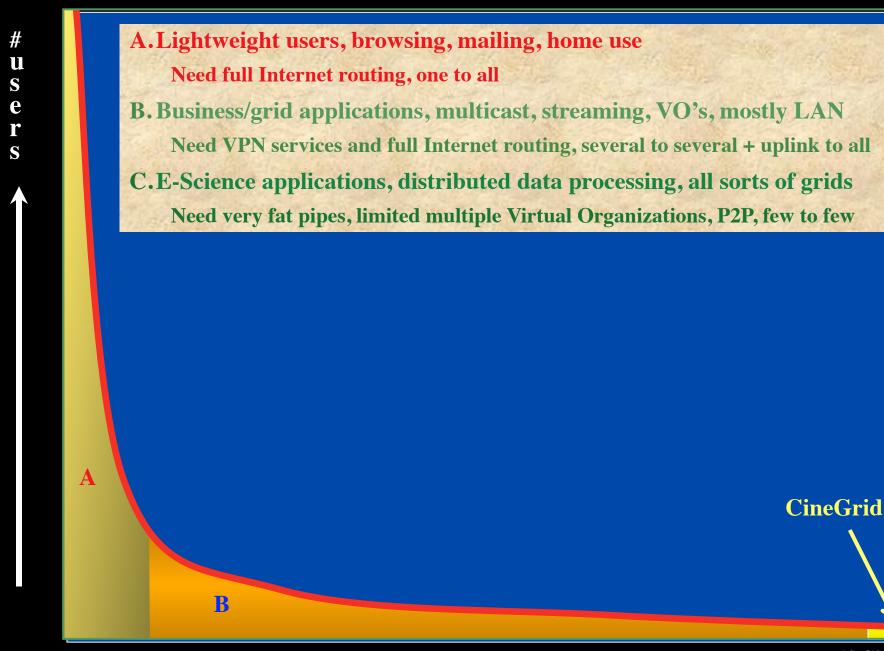


We investigate:

complex networks!







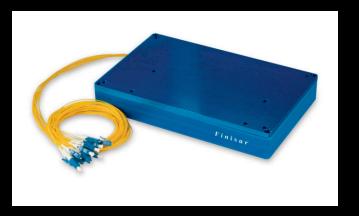
10 GigE

 $\overline{\mathbf{B}}\overline{\mathbf{W}}$ 

# Towards Hybrid Networking!

- Costs of photonic equipment 10% of switching 10 % of full routing
  - for same throughput!
  - Photonic vs Optical (optical used for SONET, etc, 10-50 k\$/port)
  - DWDM lasers for long reach are expensive, 10-50 k\$
- Bottom line: look for a hybrid architecture which serves all classes in a cost effective way
  - map A -> L3, B -> L2, C -> L1 and L2
- Give each packet in the network the service it needs, but no more!

 $L1 \approx 1-5 \text{ k}\text{/port}$ 



 $L2 \approx 5-10 \text{ k}$ /port



 $L3 \approx 75 + k\$/port$ 



# Alien light From idea to realisation!



### 40Gb/s alien wavelength transmission via a multi-vendor 10Gb/s DWDM infrastructure



#### Alien wavelength advantages

- Direct connection of customer equipment<sup>[1]</sup>
   → cost savings
- Avoid OEO regeneration → power savings
- Faster time to service<sup>[2]</sup> → time savings
- Support of different modulation formats<sup>[3]</sup>
- → extend network lifetime

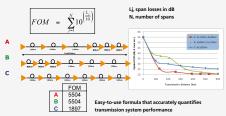
#### Alien wavelength challenges

- Complex end-to-end optical path engineering in terms of linear (i.e. OSNR, dispersion) and non-linear (FWM, SPM, XPM, Raman) transmission effects for different modulation formats.
- Complex interoperability testing.
- End-to-end monitoring, fault isolation and resolution.
- End-to-end service activation.

In this demonstration we will investigate the performance of a 40Gb/s PM-QPSK alien wavelength installed on a 10Gb/s DWDM infrastructure.

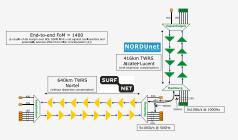
#### New method to present fiber link quality, FoM (Figure of Marit)

In order to quantify optical link grade, we propose a new method of representing system quality: the FOM (Figure of Merit) for concatenated fiber spans.



#### Transmission system setup

JOINT SURFnet/NORDUnet 40Gb/s PM-QPSK alien wavelength DEMONSTRATION.



#### Test results



Frror-free transmission for 23 hours 17 minutes → BER < 3.0.10-16

#### Conclusions

- We have investigated experimentally the all-optical transmission of a 40Gb/s PM-QPSK alien wavelength via a concatenated native and third party DWDM system that both were carrying live 10Gb/s wavelengths.
- The end-to-end transmission system consisted of 1056 km of TWRS (TrueWave Reduced Slope) transmission fiber
- We demonstrated error-free transmission (i.e. BER below 10-15) during a 23 hour period.
- More detailed system performance analysis will be presented in an upcoming paper.





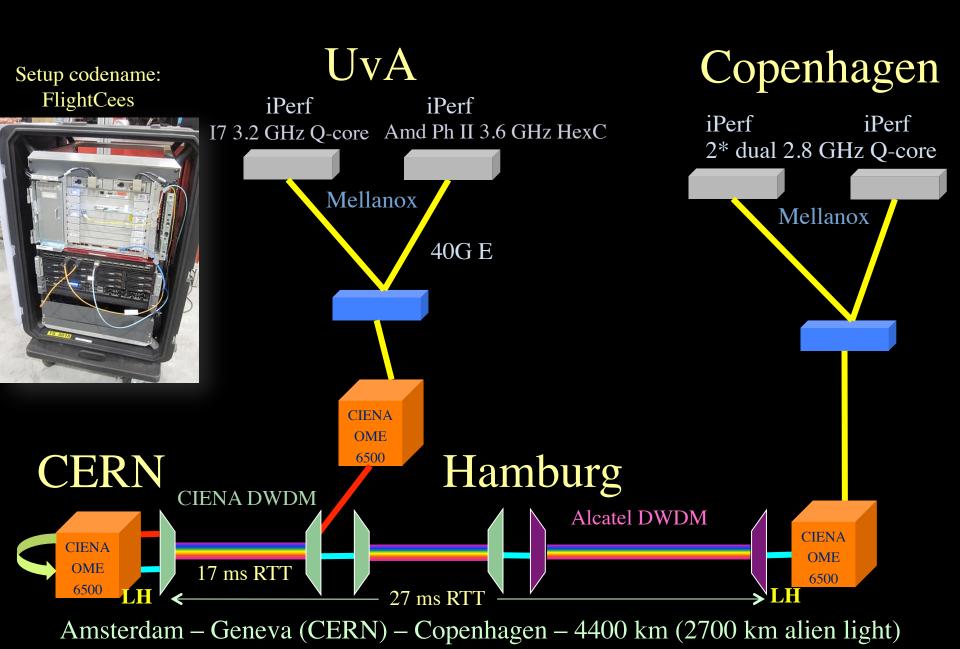




REFERENCES

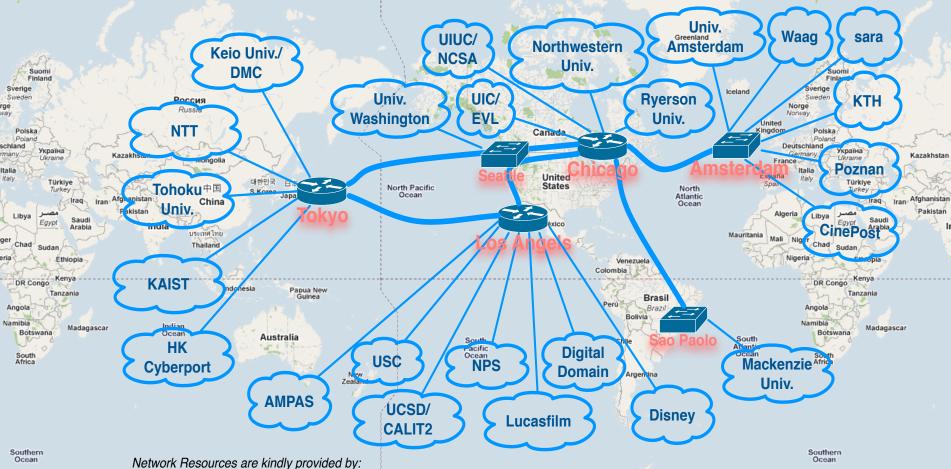
[1] "OPEXAINANA SOF ALL-OPTICAL ON AN OPEN DIVINOUN LAYER", O, SEEN LET ALL, OPEN CAUSUIT [2]"-A SOC 2009 | [4] "AN EXPRESSION SOF ALL-OPTICAL ON SERVICES", BARBARAK E. SMIHL, OF COPY of COPY (2) "A COPY OF COPY OF

### ClearStream @ TNC2011



Arctic Ocean

#### CineGrid Network 2011



AMPATH, C-Wave, CANARIE, CaveWave, CENIC, CESNET, CzechLight, GEMNET, Internet2, JANET, JGN2plus, NetherLight, NLR, NORDUnet, PacificWave, PNWGP, RNP, StartLight, SOL, SURFnet, TransLight/StartLight, T-LEX, WIDE

kaneko@dmc.keio.ac.jp, as of 2011/02/14

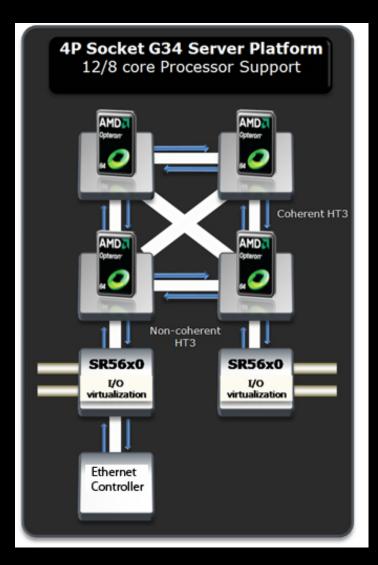
#### 100 Gb Network for CineGrid @ TNC12

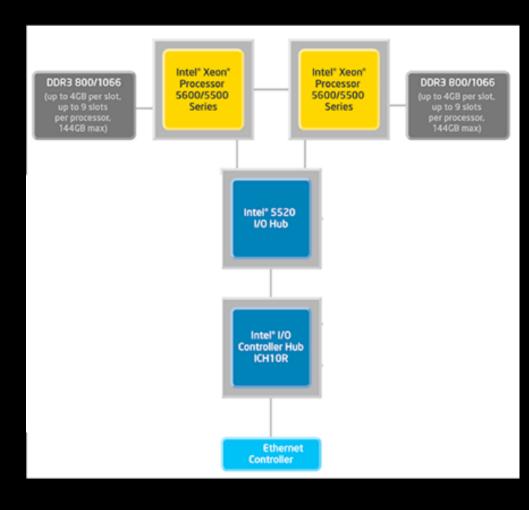


# Results (rtt = 17 ms)

- Single flow iPerf 1 core -> 21 Gbps
- Single flow iPerf 1 core <> -> 15+15 Gbps
- Multi flow iPerf 2 cores -> 25 Gbps
- Multi flow iPerf 2 cores <> -> 23+23 Gbps
- DiViNe  $\Leftrightarrow$  -> 11 Gbps
- Multi flow iPerf + DiVine -> 35 Gbps
- Multi flow iPerf + DiVine <> -> 35 + 35 Gbps

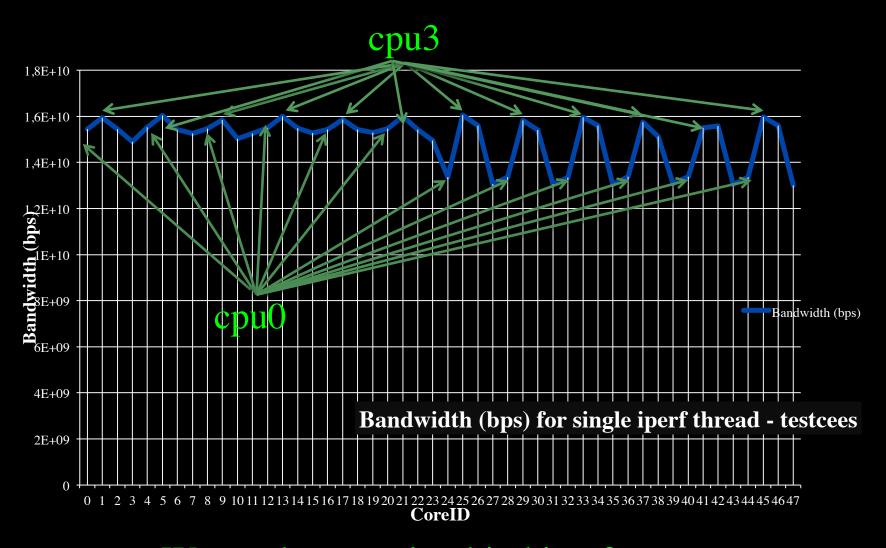
### Server Architecture





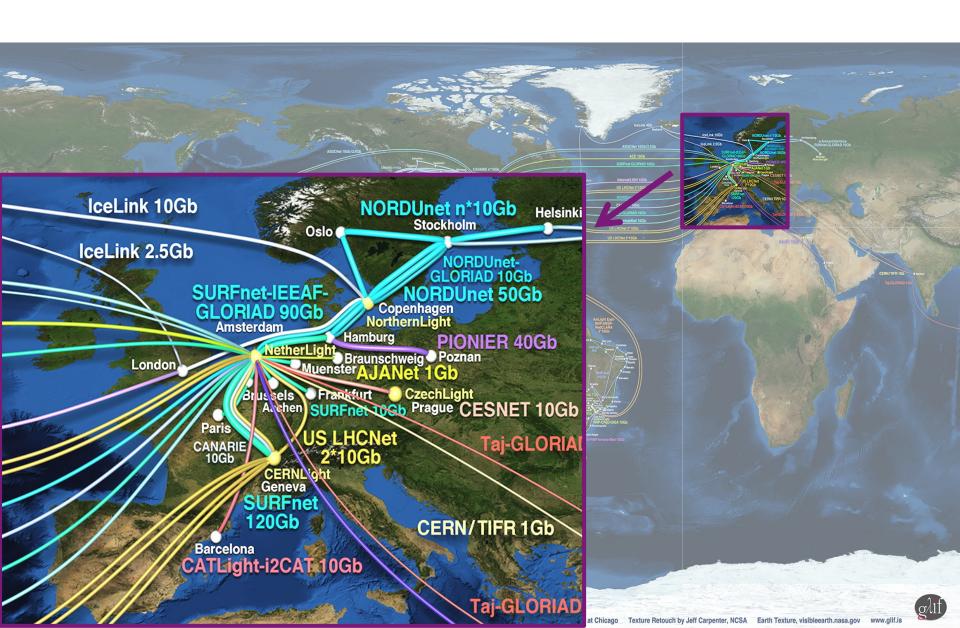
DELL R815 4 x AMD Opteron 6100 Supermicro X8DTT-HIBQF
2 x Intel Xeon

# CPU Topology benchmark



We used numactl to bind iperf to cores

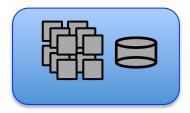
#### The GLIF – lightpaths around the world





#### laaS: Clouds and Network Virtualization

Virtual Compute and Storage Infrastructure



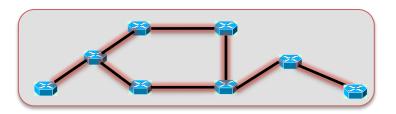
Cloud APIs (Amazon EC2 ..)





**Cloud Providers** 

Virtual Network Infrastructure



Network Provisioning APIs (NLR Sherpa, DOE OSCARS, Internet2 DRAGON, OGF NSI ...)





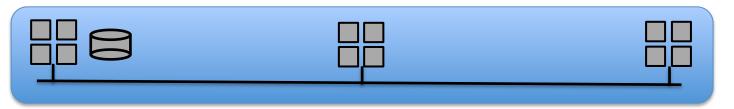




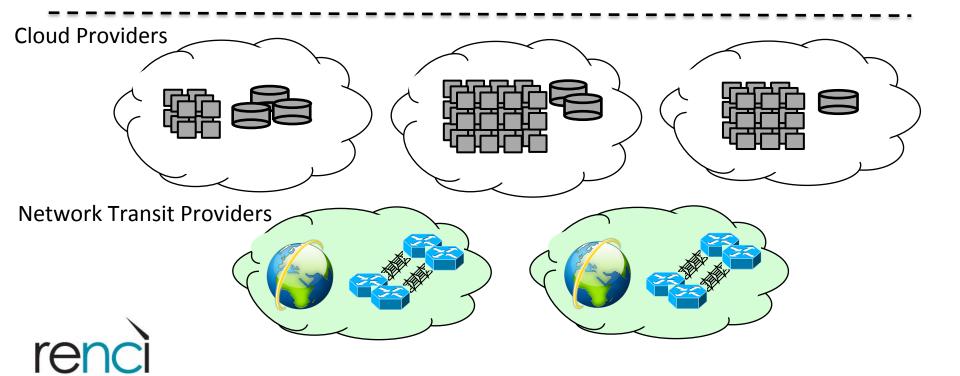
**Network Transit Providers** 

#### **laaS: Networked Clouds**

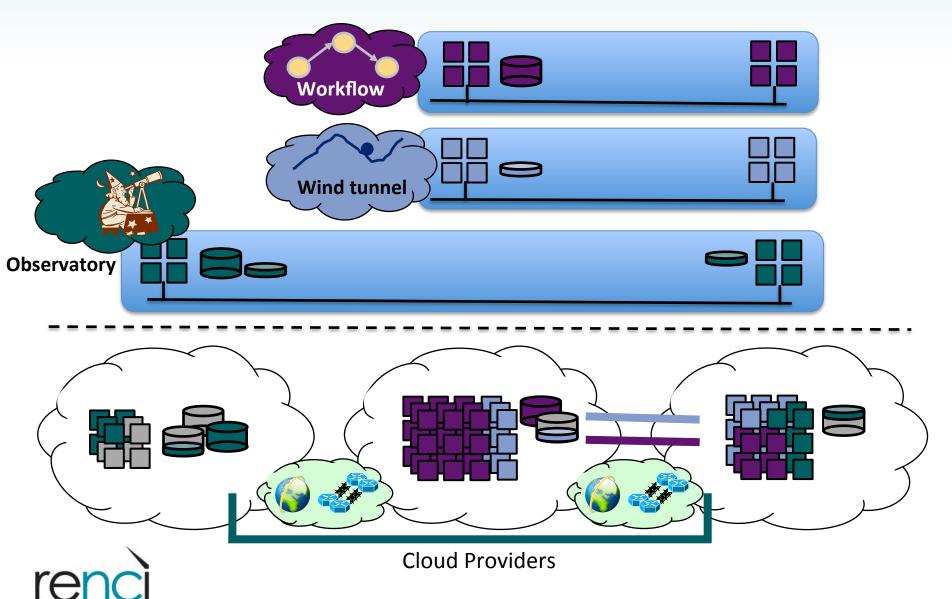
Virtual Infrastructure



**Bandwidth Provisioned Networks** 



#### **laaS: Networked Clouds**



# Dynamic Workflow Steps (On-Ramp) Workflow Elastic Slice

Time

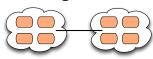
- 1. Start Workflow
- 2. Compute-intensive Workflow Step
- 3. Sync Step
- 4. Dynamically Create High-bandwith Network
- 5. Data-intensive Workflow Step
- 6. Dynamically Destroy High-bandwith Network
- 7. End Workflow



Data intensive workflow entering a stage of high demand for large data set residing on a remote resource



Data intensive workflow leaving a stage of high demand for large data

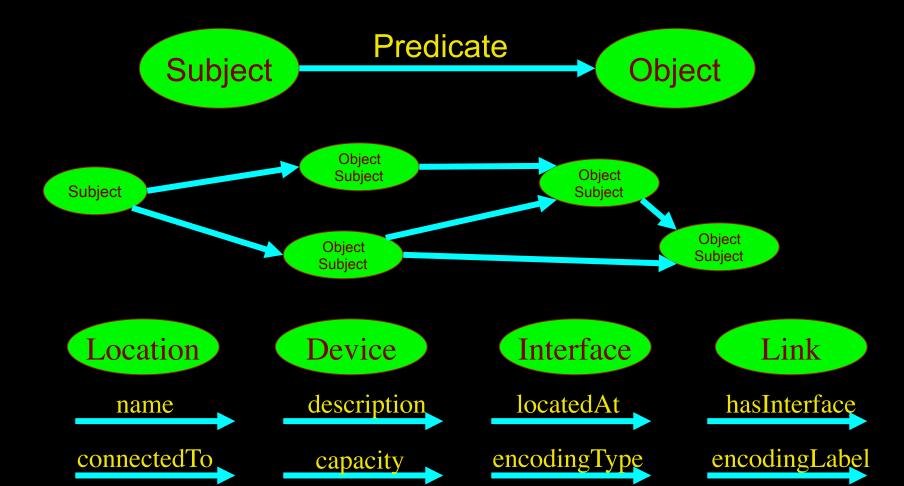




### LinkedIN for Infrastructure

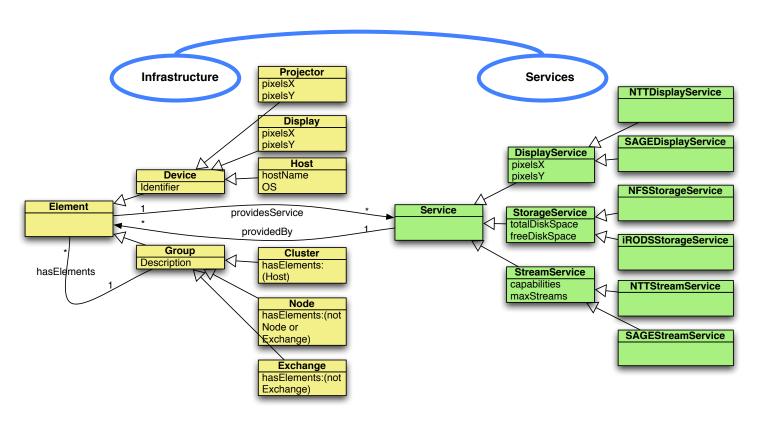


- From semantic Web / Resource Description Framework.
- The RDF uses XML as an interchange syntax.
- Data is described by triplets (Friend of a Friend):



#### **Information Modeling**

Define a common information model for *infrastructures* and *services*. Base it on Semantic Web.

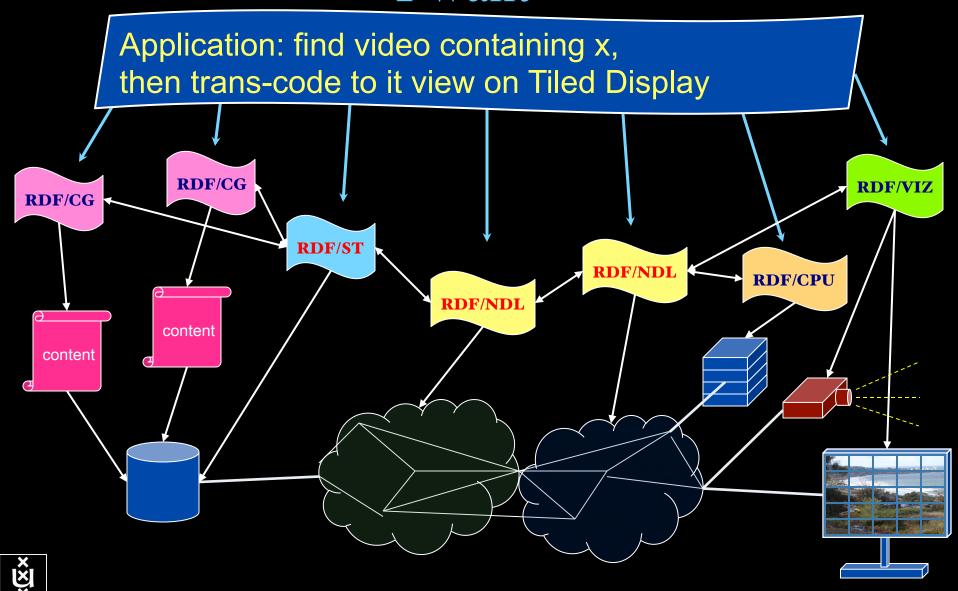


J. van der Ham, F. Dijkstra, P. Grosso, R. van der Pol, A. Toonk, C. de Laat *A distributed topology information system for optical networks based on the semantic web*,

In: Elsevier Journal on Optical Switching and Networking, Volume 5, Issues 2-3, June 2008, Pages 85-93

R.Koning, P.Grosso and C.de Laat *Using ontologies for resource description in the CineGrid Exchange* In: Future Generation Computer Systems (2010)

# RDF describing Infrastructure "I want"



#### Direction

- Distributed Comp -> Grid -> Cloud -> Big Data
- What is next? The App...
- Lego Block approach
- Application as a Service
- Elastic Cloud
- Determinism & Real Time?
- CineGrid ToolBox



# Variable Rate Music in the streets of Amsterdam!













#### I want to:

# "Show Big Bug Bunny in 4K on my Tiled Display using green Infrastructure"

- Big Bugs Bunny can be on multiple servers on the Internet.
- Movie may need processing / recoding to get to 4K for Tiled Display.
- Needs deterministic Green infrastructure for Quality of Experience.
- Consumer / Scientist does not want to know the underlying details.
  - → His refrigerator also just works.

#### The Ten Problems with the Internet

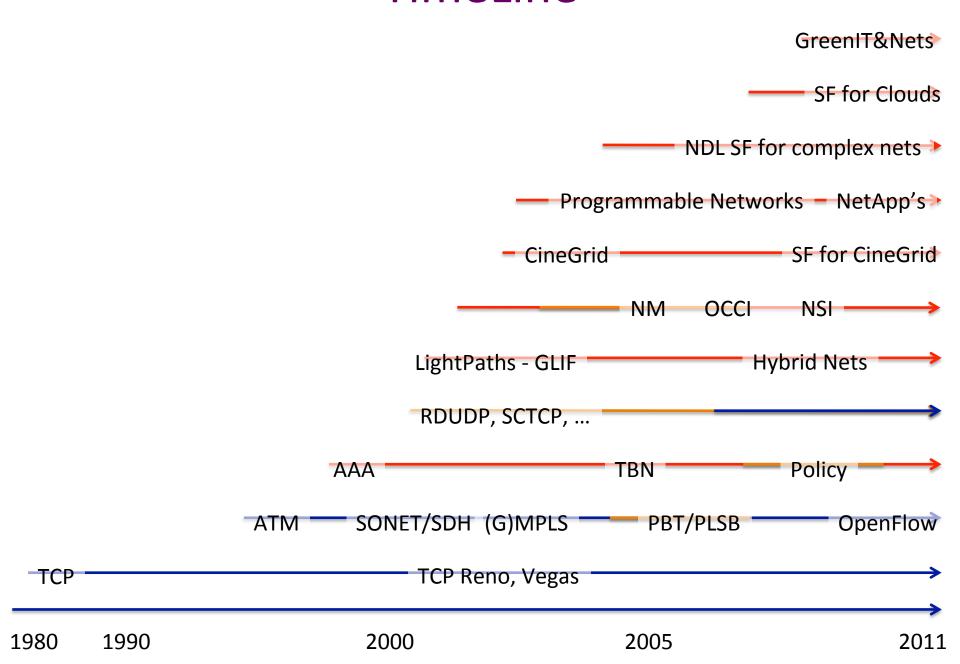
- 1. Energy Efficient Communication
- 2. Separation of Identity and Address
- 3. Location Awareness
- 4. Explicit Support for Client-Server Traffic and Distributed Services
- 5. Person-to-Person Communication
- 6. Security
- 7. Control, Management, and Data Plane separation
- 8. Isolation
- 9. Symmetric/Asymmetric Protocols
- 10. Quality of Service

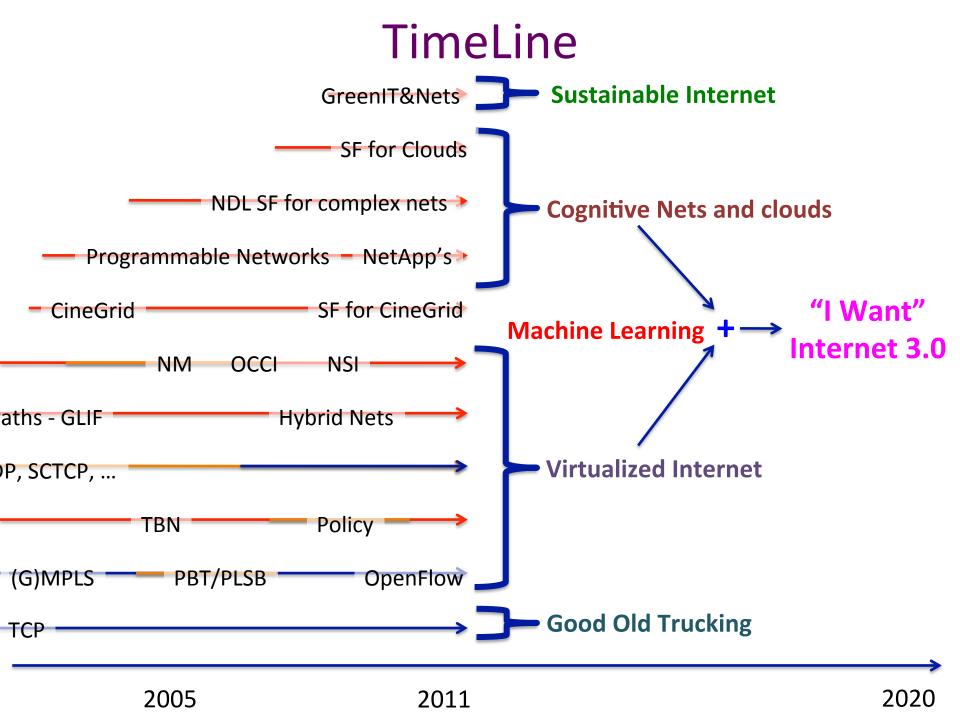
#### Nice to have:

- Global Routing with Local Control of Naming and Addressing
- Real Time Services
- Cross-Layer Communication
- Manycast
- Receiver Control
- Support for Data Aggregation and Transformation
- Support for Streaming Data
- Virtualization

ref: Raj Jain, "Internet 3.0: Ten Problems with Current Internet Architecture and Solutions for the Next Generation", Military Communications Conference, 2006. MILCOM 2006. IEEE

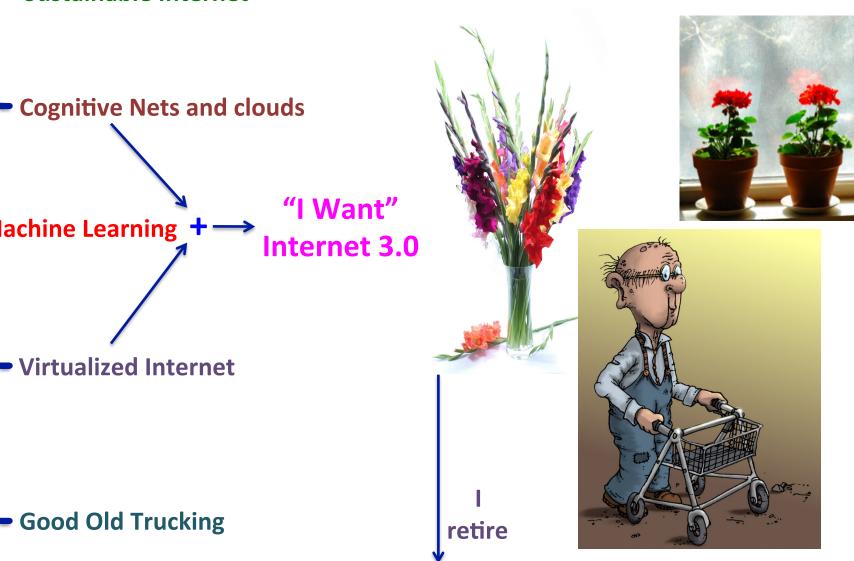
#### **TimeLine**



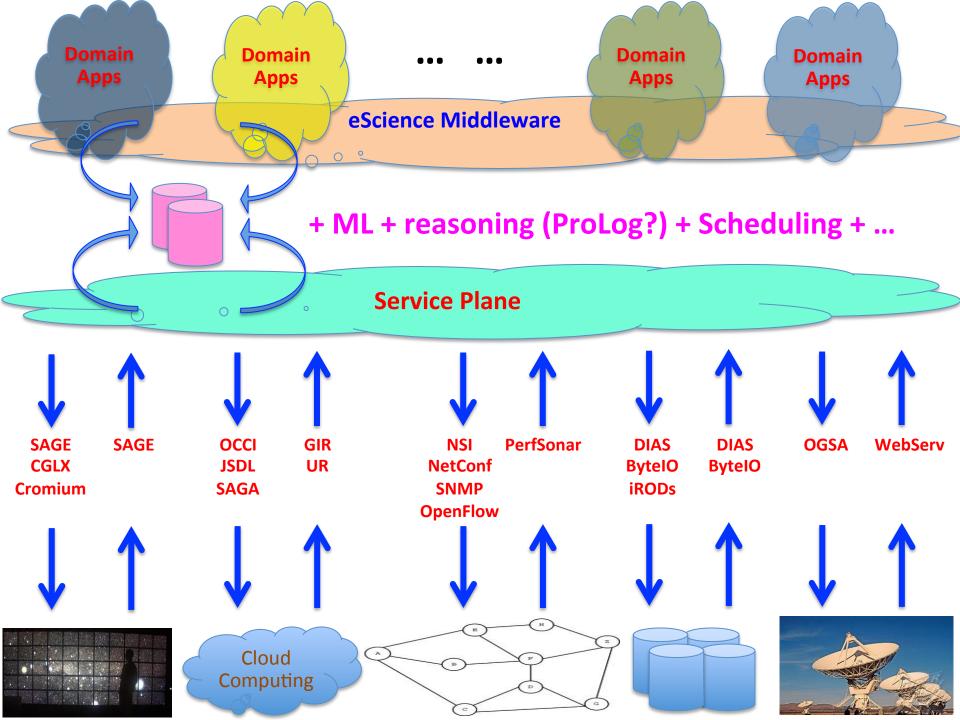


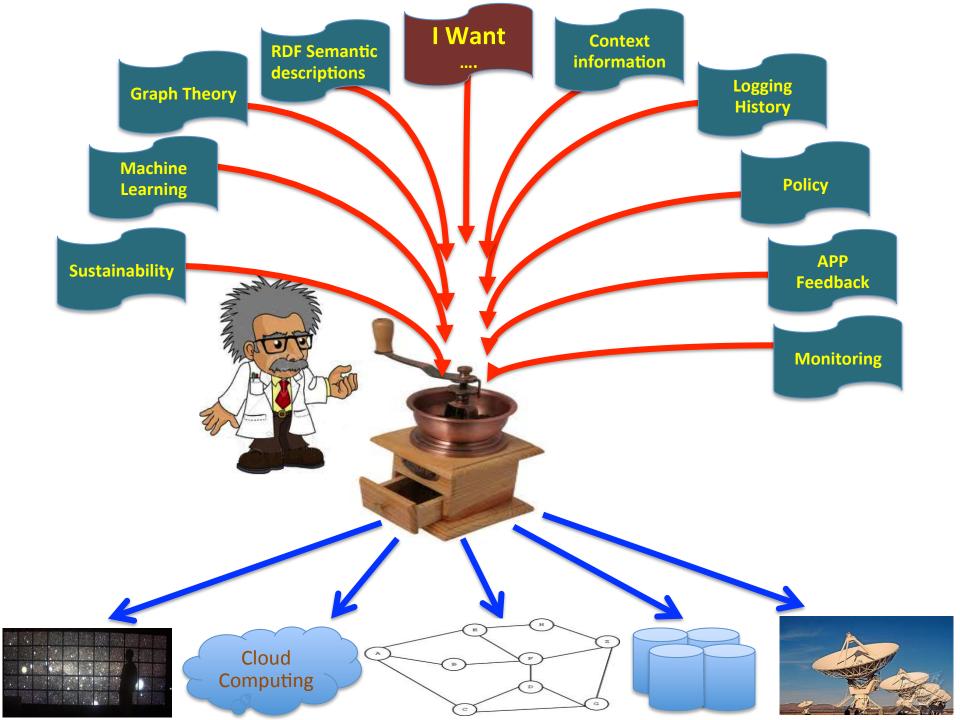
#### **TimeLine**

Sustainable Internet



2020 2040





#### User Programmable Virtualized Networks.

application

nc

nc

ac

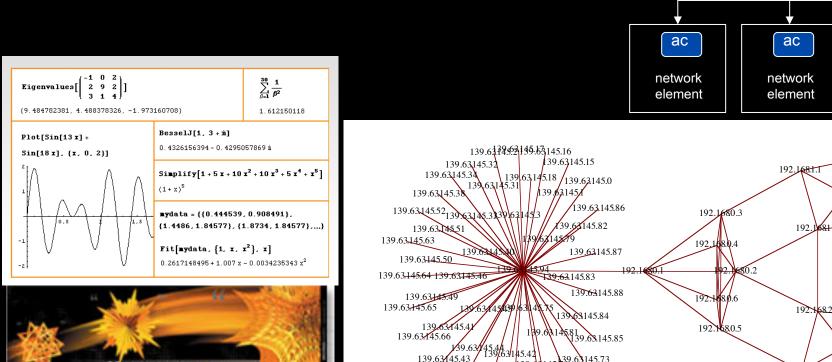
network

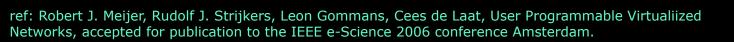
element

192.1681.3

nc

- The network is virtualized as a collection of resources
- UPVNs enable network resources to be programmed as part of the application
- Mathematica interacts with virtualized networks using UPVNs and optimize network + computation





# Greening the Processing System



# ECO-Scheduling



# Scientific Publications: FGCS Special Issue on CineGrid! Volume 27, Issue 7, june 2011

#### Guest Editors: Naohisa Ohta & Paul Hearty & Cees de Laat

Editorial: CineGrid: Super high definition media over optical networks.

- 1. Real-time long-distance transfer of uncompressed 4K video for remote collaboration.
- 2. Media Network (HPDMnet): An advanced international research initiative and global experimental testbed.
- 3. Producing and streaming high resolution digital movies of microscopic subjects.
- 4. Enabling multi-user interaction in large high-resolution distributed environments.
- 5. Tri-continental premiere of 4K feature movie via network streaming at FILE 2009.
- 6. A collaborative computing model for audio post-production.
- 7. Design and implementation of live image file feeding to dome theaters.
- 8. Beyond 4K: 8K 60p live video streaming to multiple sites.
- 9. Using ontologies for resource description in the CineGrid Exchange.
- 10. CineGrid Exchange: A workflow-based peta-scale distributed storage platform on a high-speed network.
- 11. CSTP: A parallel data transfer protocol using cross-stream coding.
- 12. Multi-point 4K/2K layered video streaming for remote collaboration.



# Why?



Because we can!

# Q & A

#### I did not talk about:

- Astronomy, LifeSciences on CI
- Knowlegde complexity
- Security & privacy
- AAA
- ...

#### http://ext.delaat.net/

Slides thanks to:

- Dr. Paola Grosso
- Sponsors see slide 1. ©
- SNE Team & friends, see below



