



PHOSPHORUS

Scalable Design of Resilient Optical Grids

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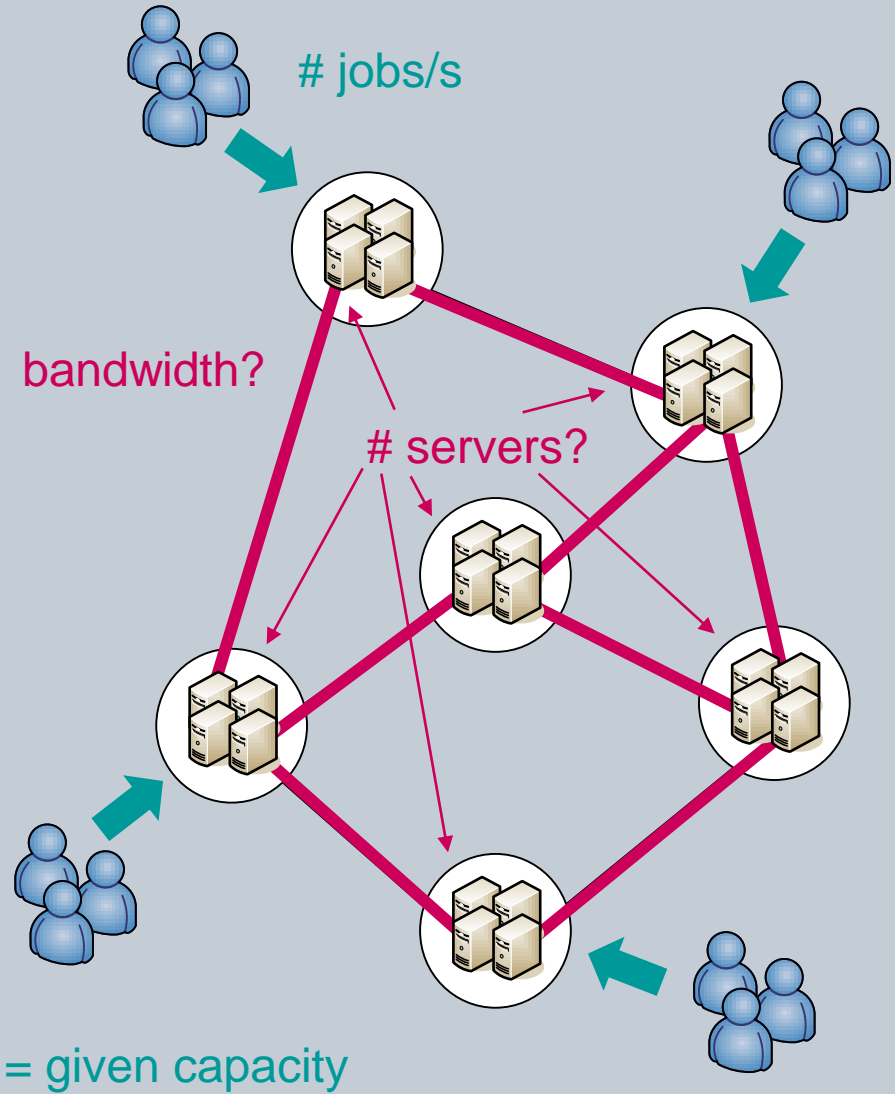


GRID NETWORK DESIGN

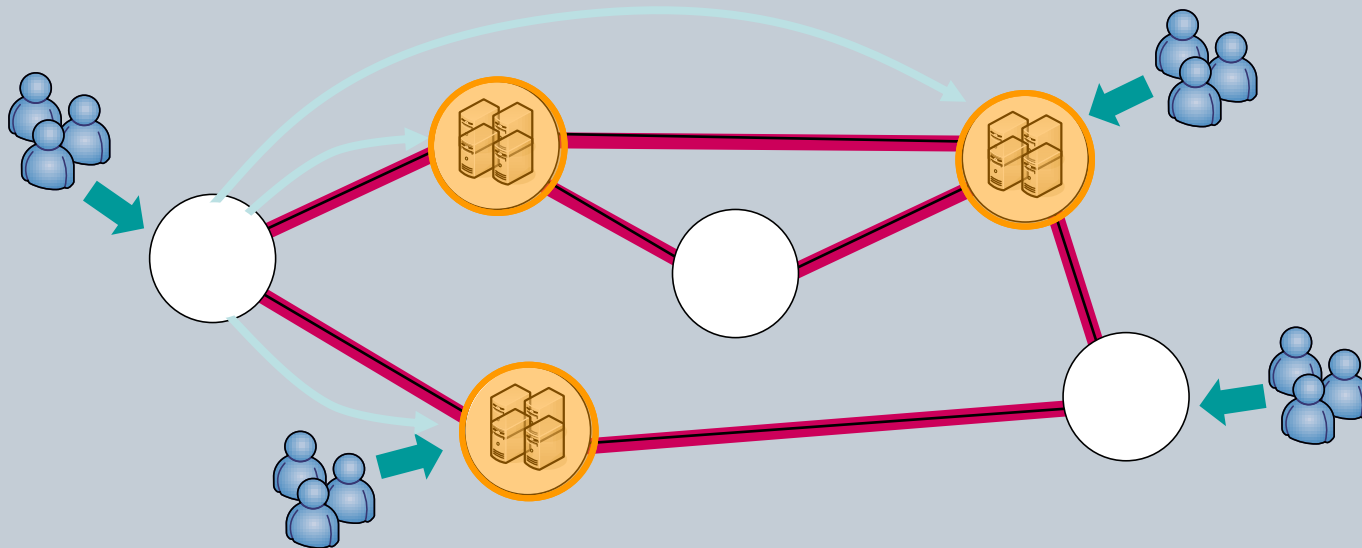
Grid dimensioning - Problem Statement



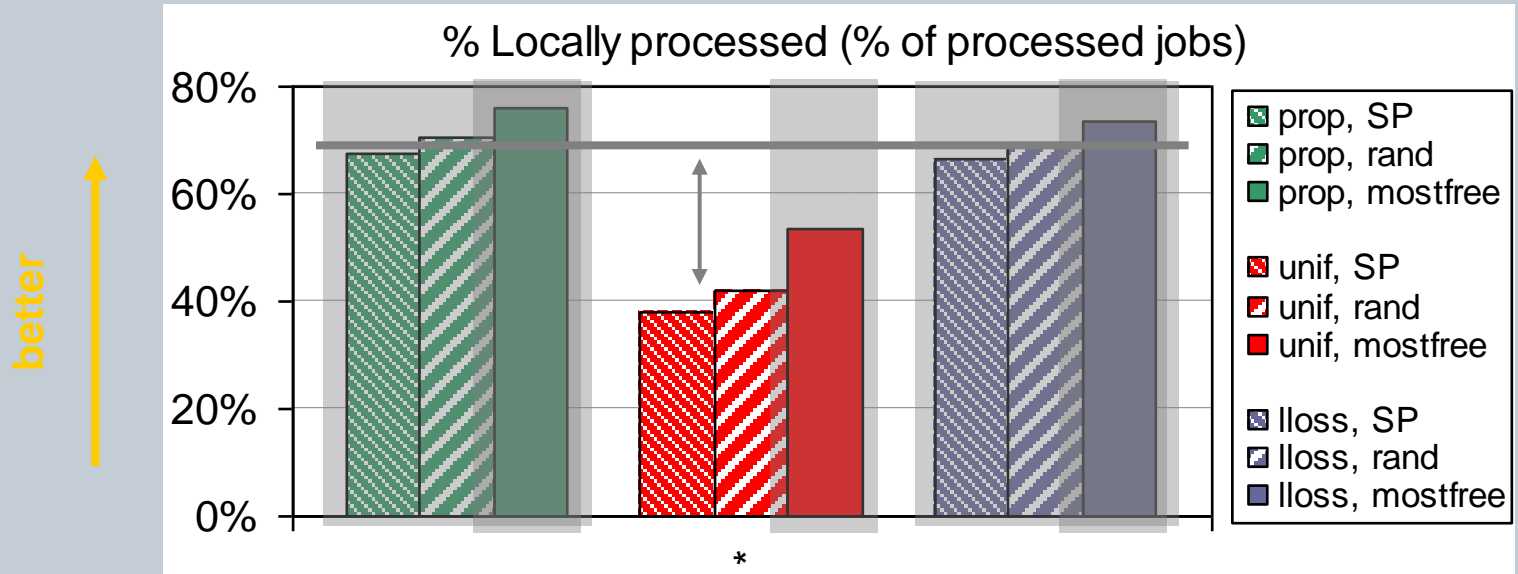
- Given:
 - Network topology
 - Job arrival process
 - Job processing capacity
 - Target loss rate
- Find
 - Locations of servers,
 - Amount of servers,
 - Amount of link bandwidth
- While
 - Meeting max. loss
 - Minimizing network capacity



- Phased approach
 - ① Determine K server locations (approx., ILP)
 - ② Determine server capacity (analytical, ErlangB)
 - ③ Determine inter-site bandwidths (simulation)
 - ④ Dimension link bandwidths (=number of wavelengths)



Results: 'Local' processing rate



■ Server distribution:

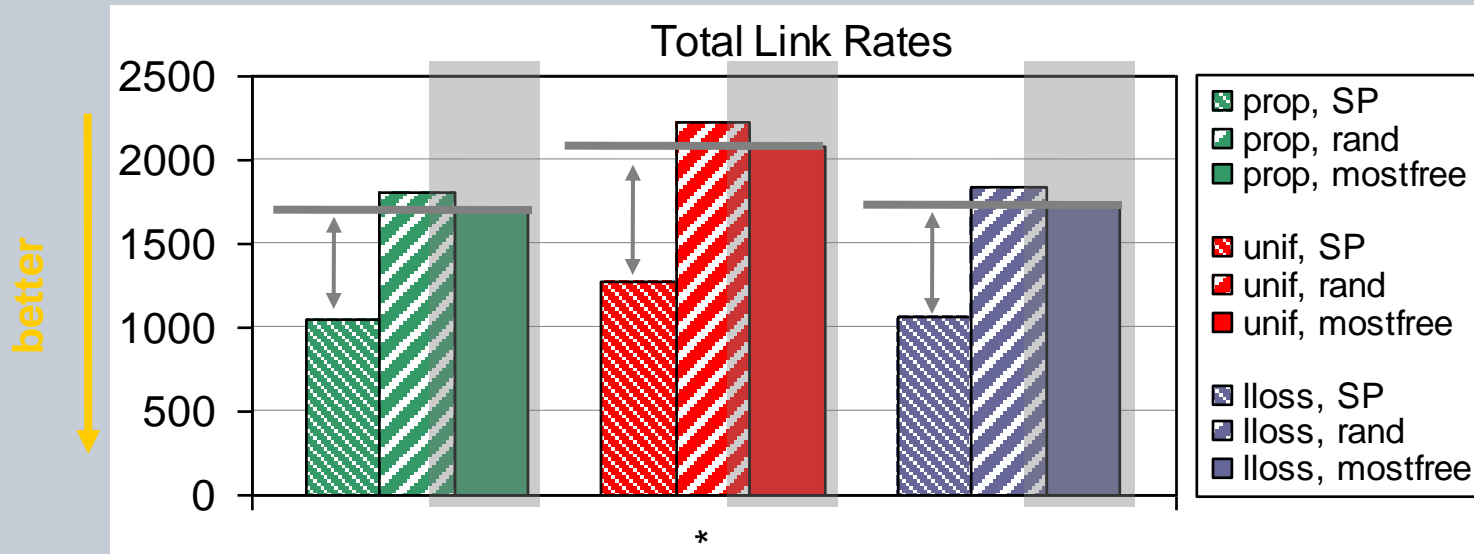
- **unif**: uniformly distributed
- **prop**: ~ local arrival rate
- **lloss**: ~ same (local) loss rate

■ Scheduling: local first, if busy then...

- **SP**: shortest path
- **rand**: randomly pick a free site
- **mostfree**: site with most free servers

■ Conclusions:

- **mostfree** achieves highest local processing
- Intelligent server placement (prop, lloss) achieves higher local processing



■ Link bandwidths:

- Non-uniform server distribution (prop, llos) leads to significant bandwidth reduction
- Intelligent scheduling (**mostfree**) comes at a link bandwidth price

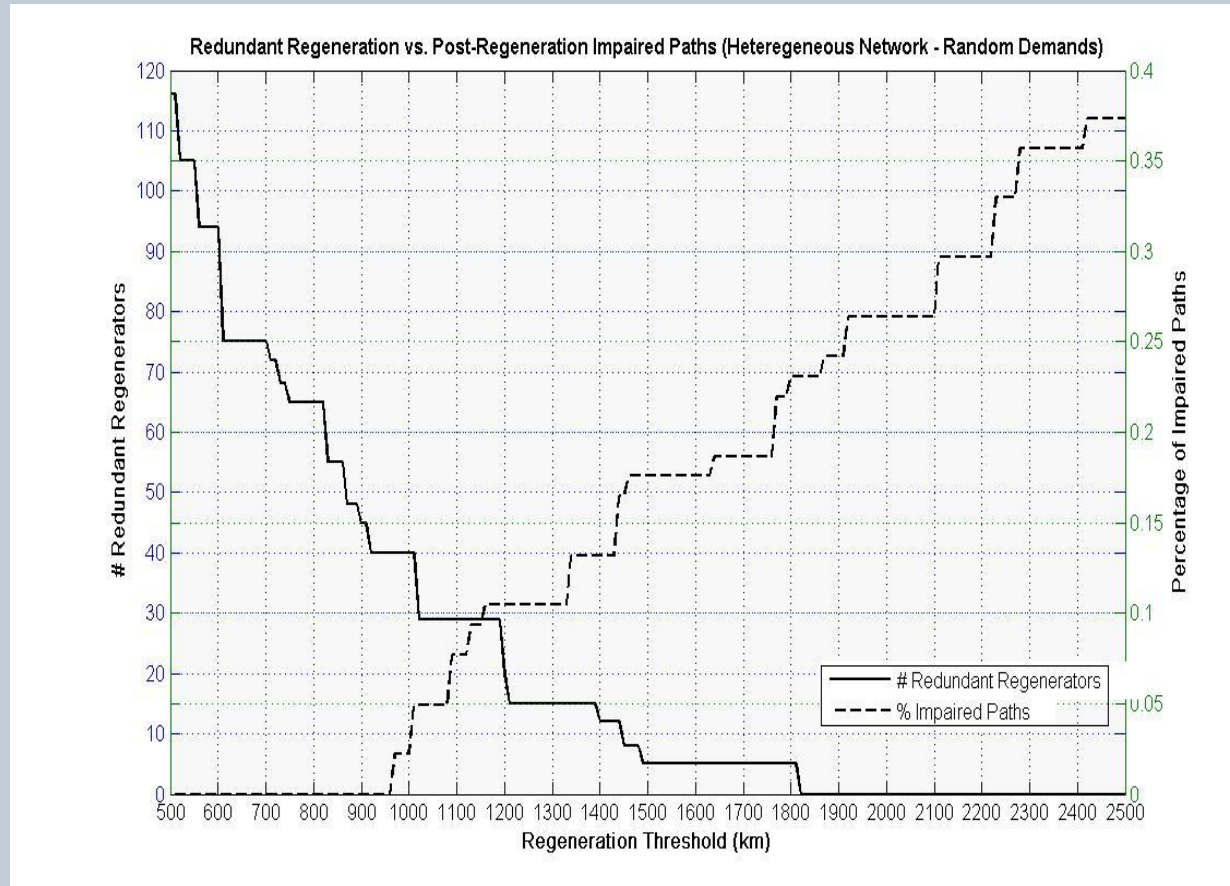


- Proposal of dimensioning approach
 - Sequential approach: scalability
 - Combination of analytics and simulation
 - Correlation between dimensioning and scheduling

- Specific dimensioning studies
 - Computational resources
 - Data consolidation (computational & storage resources)
 - Impairment-aware network design
 - Studies related to Optical Burst Switching

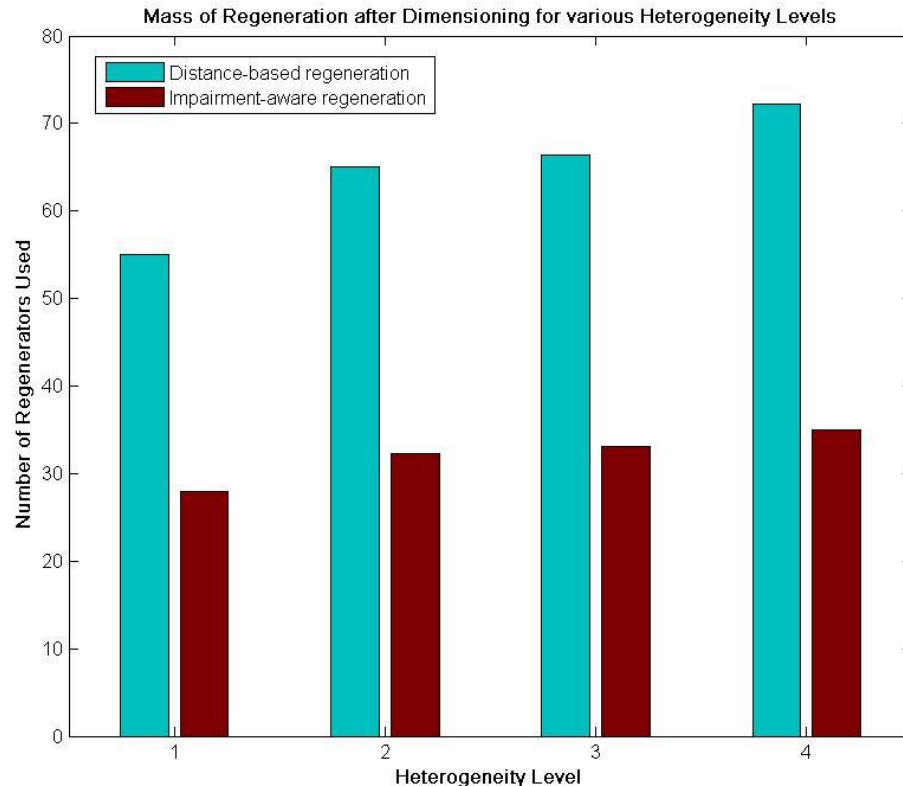


- Impairment-aware (IA) design of Grid optical networks
 - Link selection
 - Dimensioning of: fibres per link, wavelengths per fibre, switch sizes
 - In addition: place regenerators at design time to rectify signal over impaired connections





- Network dimensioning: optimal solution using integer programming
- Regenerator placement:
 - Based on **analytical calculation of BER** across candidate lightpaths
 - Integrated into the integer program
- Comparison with regenerator placement based on a predefined optical reach value





RESILIENT GRID NETWORKS



- **Goal:** Protection and restoration techniques for failures in network, resources, or both.
- Network Resilience
 - Path Provisioning under Multiple Failures
 - Resilient Grid network design
 - Resilient physical-constraints-aware routing
 - Differentiated Resilience with Dynamic Traffic Grooming for WDM Mesh Networks
 - Differentiated Resilience for Anycast Flows
- Resource Resilience
 - Job Relocation
 - Joint Resilience
- Some sample results

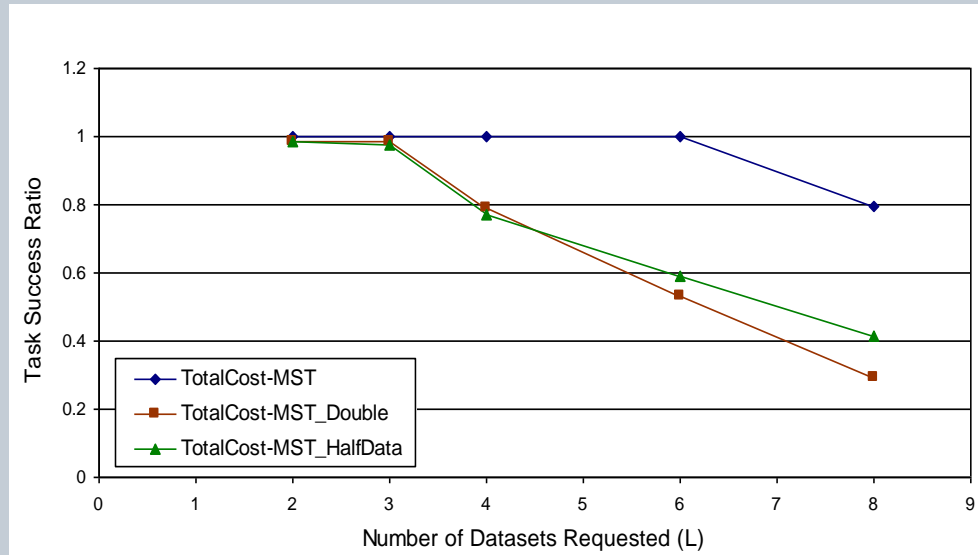


- Data Consolidation
 - Combine data from multiple sites at a processing site
- Combination of Data Consolidation schemes with resiliency techniques:
 - **Double Site**: select two Data Consolidation sites, the first and the second “best”, according to the corresponding DC scheme used and transfer the task’s data to both sites.
 - **Half Data**: again select in the same way two DC sites, however in the second-“best” site we transfer only half of the data needed by the task.
- We proposed the TotalCost_MST Data Consolidation scheme:
 - Selects the data replicas and the data consolidation site similarly to the TotalCost algorithm
 - Routing uses a Minimum Spanning Tree (MST) instead of Shortest Path Tree (SPT).



- A task fails when no resource is found with sufficient free storage space where the task's datasets can consolidate.

Task success ratio

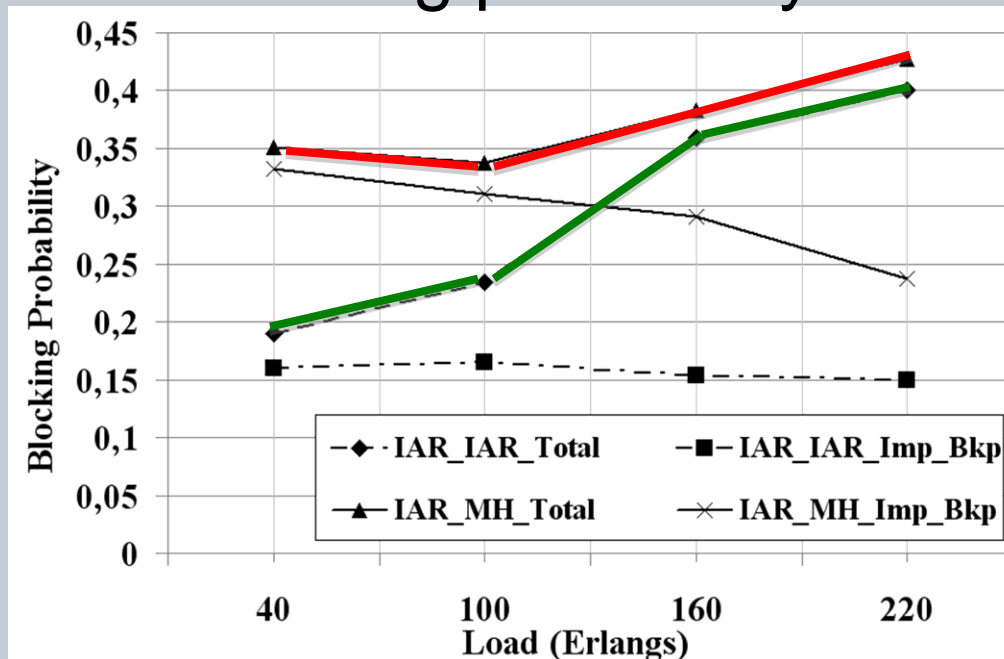


- The resiliency techniques applied increase the load in the network and as a result the task delay. This results in longer reservation times of the storage resources and to more task failures.
- TotalCost_MST algorithm: the resiliency methods use network resources more efficiently, leading to larger task success ratios than when other DC schemes are used.



- Physical impairments considered as a routing criterion in routing both working and protection paths
- Tested in the Shared Backup Protection Path (SBPP) scheme
- Evaluation against the approach that maximizes resource sharing among backup paths

Blocking probability

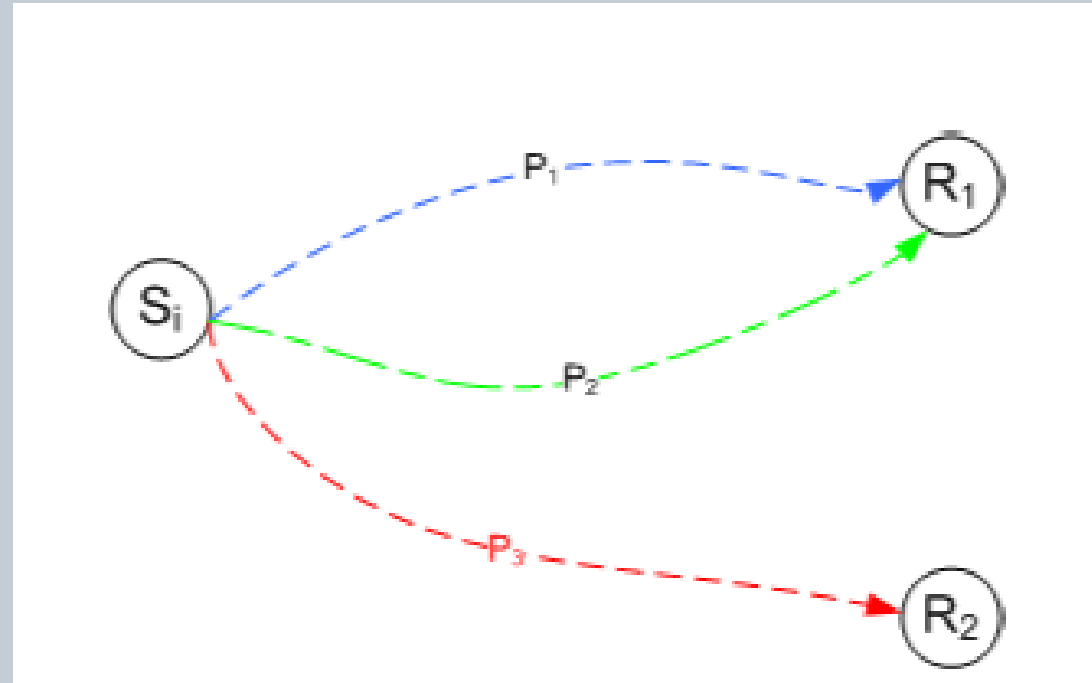


- IAR for primary paths
- IAR or minimum hop for backup paths
- IA-routing at both primary and protection paths lowers total blocking
- Benefit diminishes for higher loads, still remained more efficient

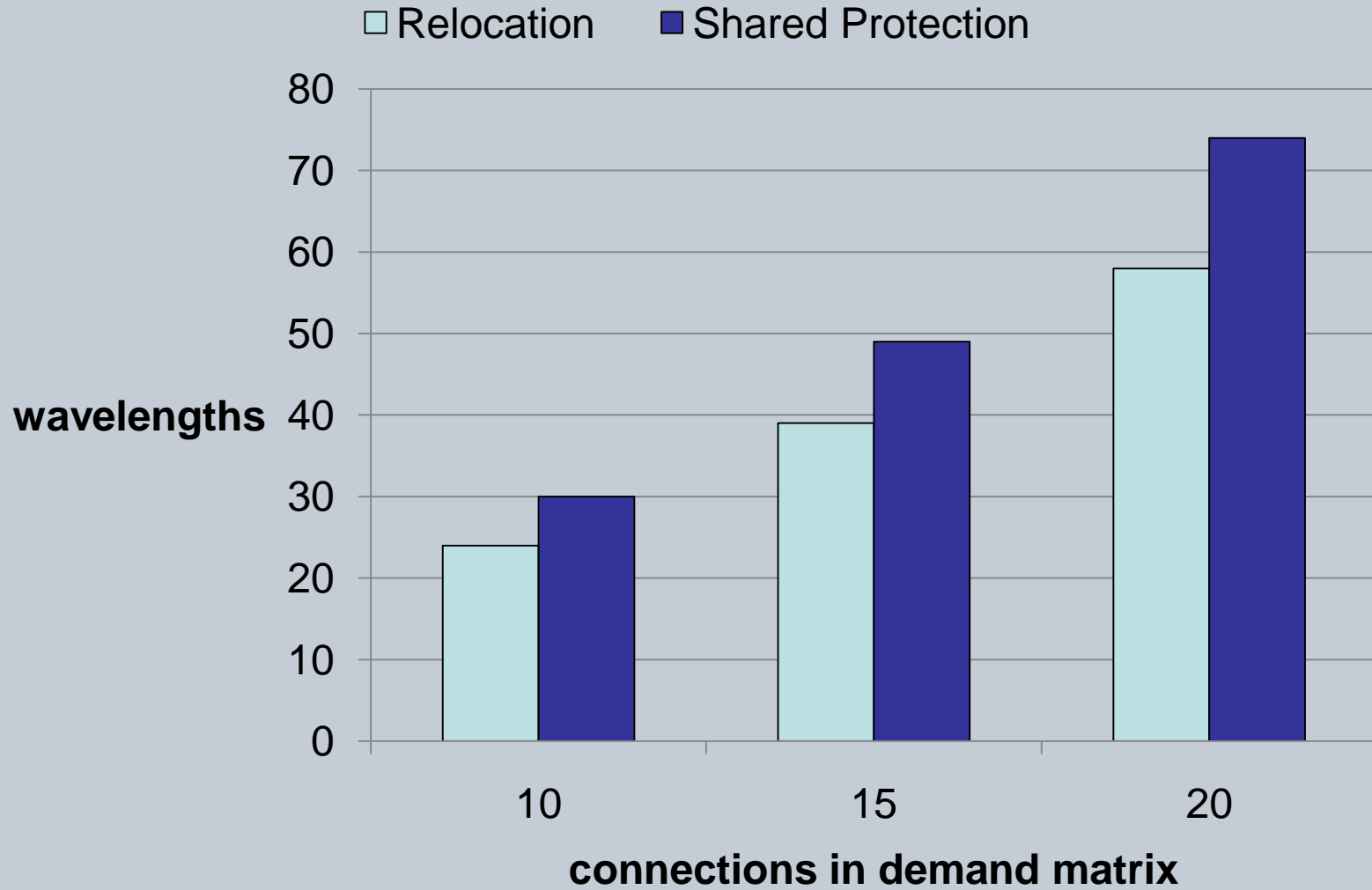
Exploiting relocation to improve network utilization



- Given
 - Network topology, job arrival rates
- Find
 - Primary path p_1 and secondary path p_2 to primary resource r_1
 - Secondary path p_3 to secondary resource r_3
- Trade-off
 - Dedicated vs shared
 - Network vs resource cost
- ILP formulation



Reduction of network dimensions by relocation





SIMULATION ENVIRONMENTS



- Basic framework developed by IBBT
- Extensions implemented by other partners (AIT, CTI, UniBonn, ULeeds)

Features

- Java, no dependencies, discrete event
- Modeling network and Grid resources
- Dynamic OCS & OBS path set-up and tear-down
- Flexible job models (based on Markov states)
- GUI to define network topology and traffic models

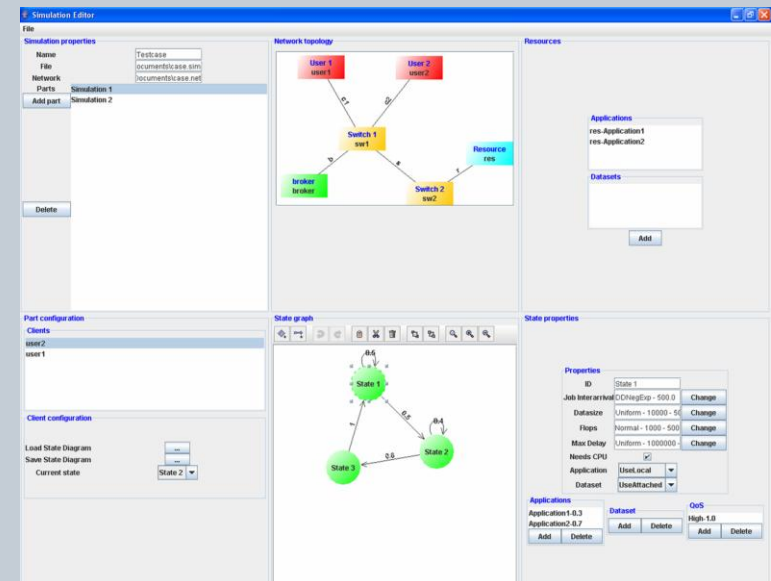
Topology

- Job sources
- Switches
- Resource broker
- CPU/storage resource

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Job model

- Multiple (Markov) states
- Transition probabilities
- Given Job IAT and job size distribution in each state





- **Dimensioning and Fault Tolerance Simulation Studies for Data-Intensive Applications**

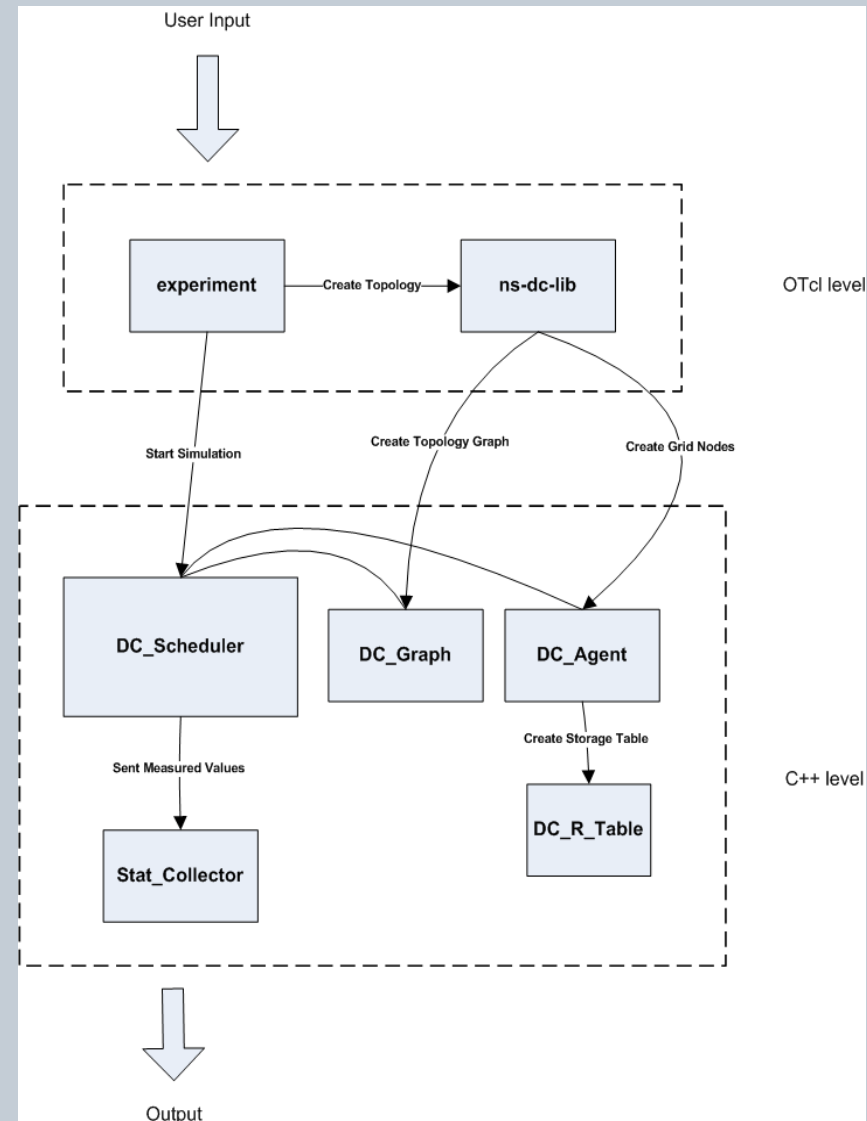
- **Based on Network Simulator 2 (NS-2)**

- NS-2 simulates a large number of network-related parameters and characteristics

- **Extensions for Grid:**

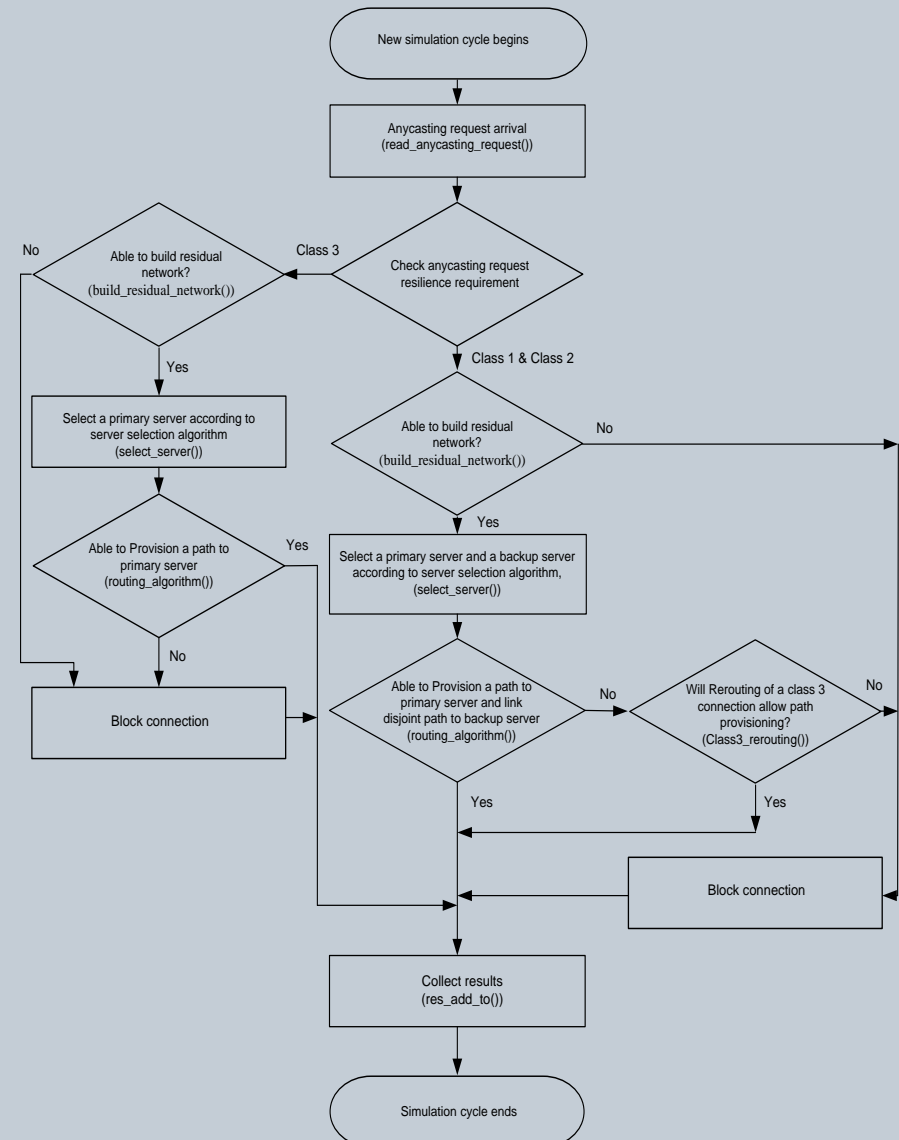
- Computational and storage resources
- Data Consolidation algorithms

- **GPL license**





- Anycast request can be served by any suitable replica server
- Modular design
- Routing algorithms:
 - Constraint Shortest Path First (CSPF) algorithm
 - Least Interference Optimization Algorithm (LIOA)
- Server selection algorithms
 - Hop Number Server (HNS)
 - Residual Capacity Server (RCS)
 - Hop Number Widest Server (HNSW)



Node simulation cycle



Grid Network Design

Physical Topology

Load Topology Preview Topology

Traffic Matrix

Load Traffic Matrix Preview Traffic Matrix

Maximum wavelengths/fiber: 16

Maximum fibers/link: 10

alternative paths: 3 to 3

Select Dimensioning Method: OEO Regeneration (impairment-aware)

Cost Parameters

Use Fix Fiber Costs Only Use Ranges

Trenching Cost Samples: 2

Fiber Cost Samples: 2

Regen Cost Samples: 2

Switching Cost Samples: 2

Trenching Cost/Km: 1 to 5

Fiber Cost/Km: 0.125 to 0.5

Fiber Cost - Fix: 1 to 5

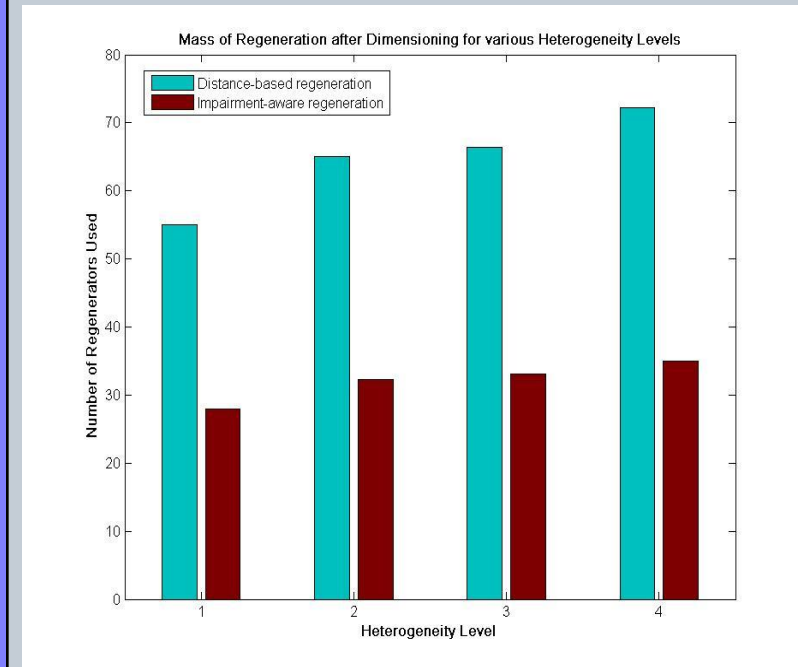
Regen. Cost per □/node - Fix: 1 to 10

2x2 Switch Cost: 1 to 5

4x4 Switch Cost: 3 to 12

8x8 Switch Cost: 15 to 25

Run



- Minimum-cost **WDM Network Dimensioning** using Integer Linear Programming
- **Jointly with Regenerator Placement (RP)**
- Three RP approaches implemented:
 - **No Regeneration (benchmark)**
 - **Length-based Regeneration**
 - **Impairment-aware Regeneration**
 - Tool accepts user specified input topology, traffic matrix (input files) and costs
 - Output: various evaluation statistics (e.g. total network cost, #regenerators

