

*Active Networking:
A 2020 Vision
November 8th, 1999*

Jonathan Smith

University of Pennsylvania

<http://www.cis.upenn.edu/~jms>

Outline of talk

The human I/O architecture

- basic properties

- technical implications

Active Networks

- information movement + processing

“2020 vision”

- higher human I/O!

Human I/O architecture

- High-bandwidth video input
 - ▢ feeds slow symbol processor (Card, et al)
 - ▢ asymmetric - no fast video out!
- Audio input/output (100 kilobits/sec)
- Other senses (touch, smell, taste...)
- The asymmetry is HUGE (10-1000)
- Lots of intermediate filtering

Technology echoes biology...

Newspapers

 Many readers, few writers

Television

 Video out, remote control in

Web

 Video, etc. out, text/clicks in

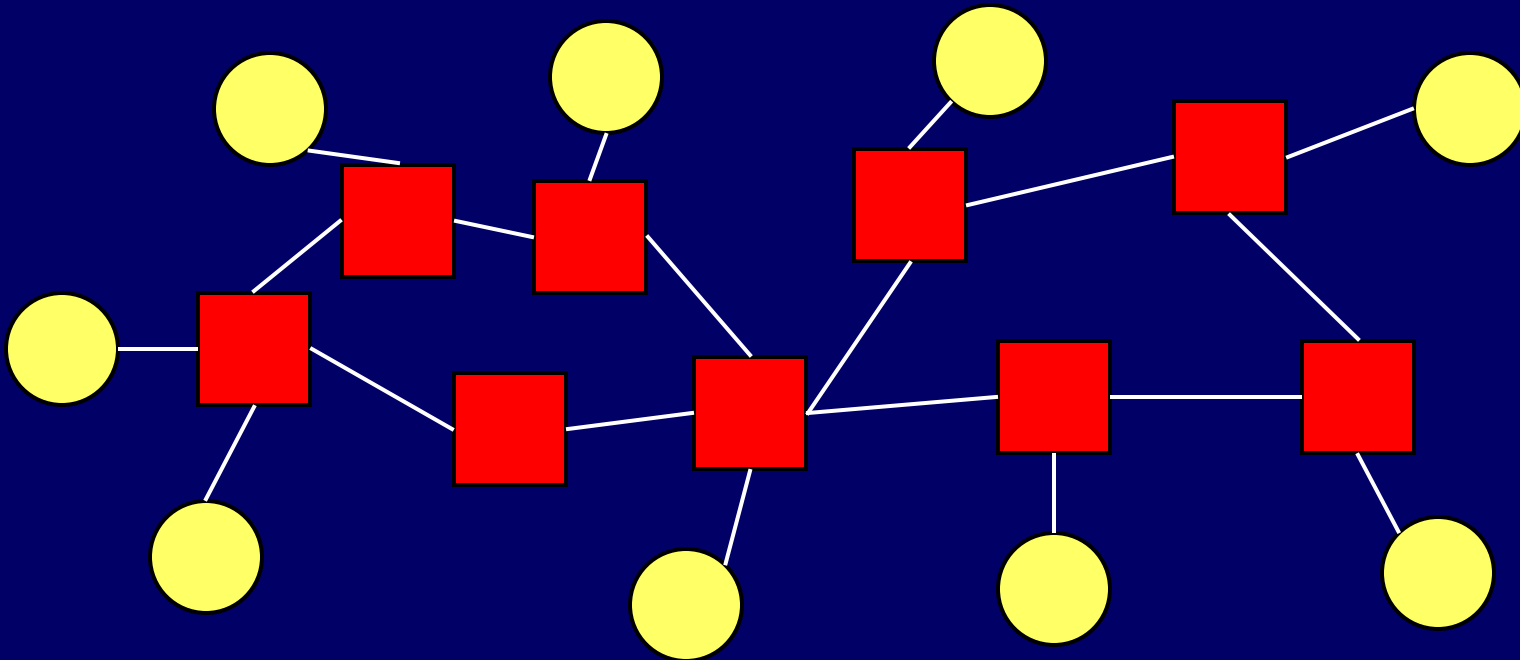
Coupled to I/O architecture!

Optimally

- Information flows in audio/video
- Information flows out audio (speech recognition **should** be faster than keyboarding!)
- Information systems get the “best” (necessary, relevant, etc.) information to the presentation point (eyes, ears)

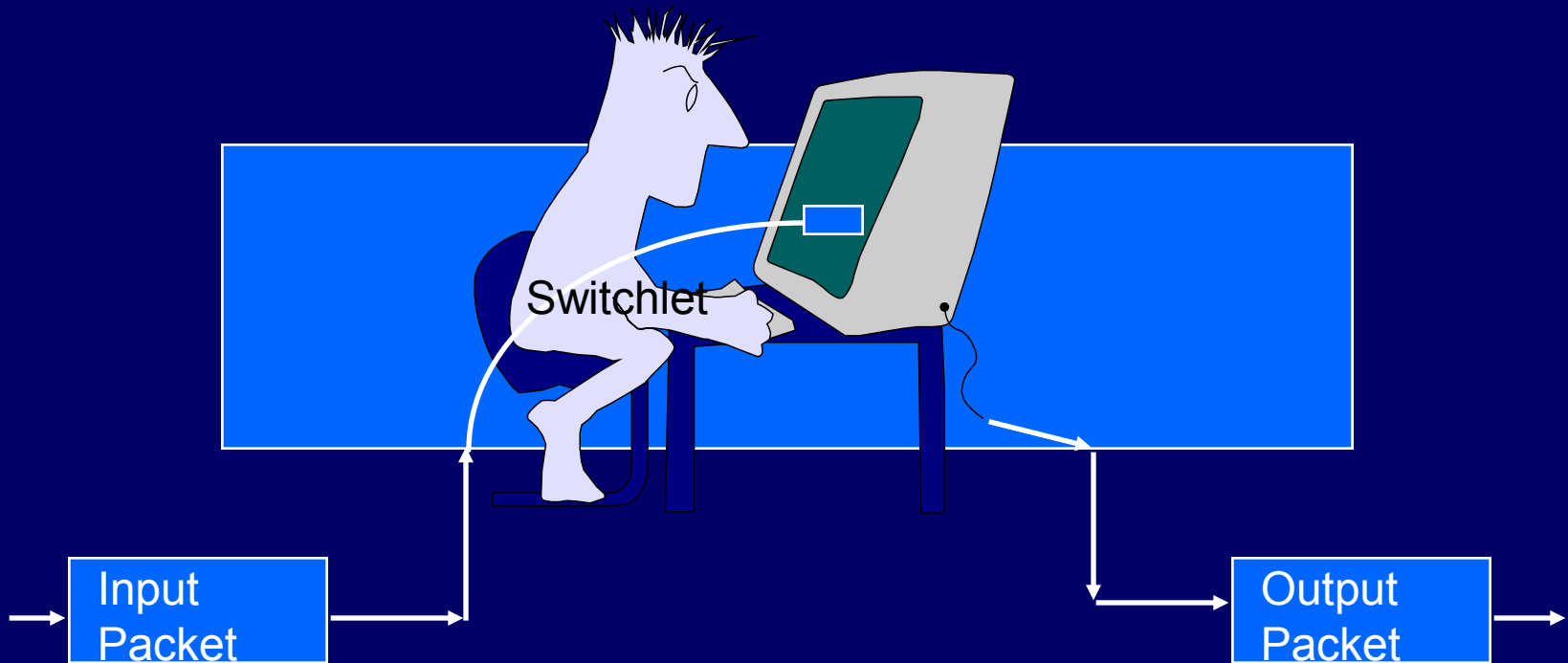
“Passive” Networking

- Smart hosts on the edges
- Passive switches in the center



Active Networking Nodes

□ Store, COMPUTE and Forward!

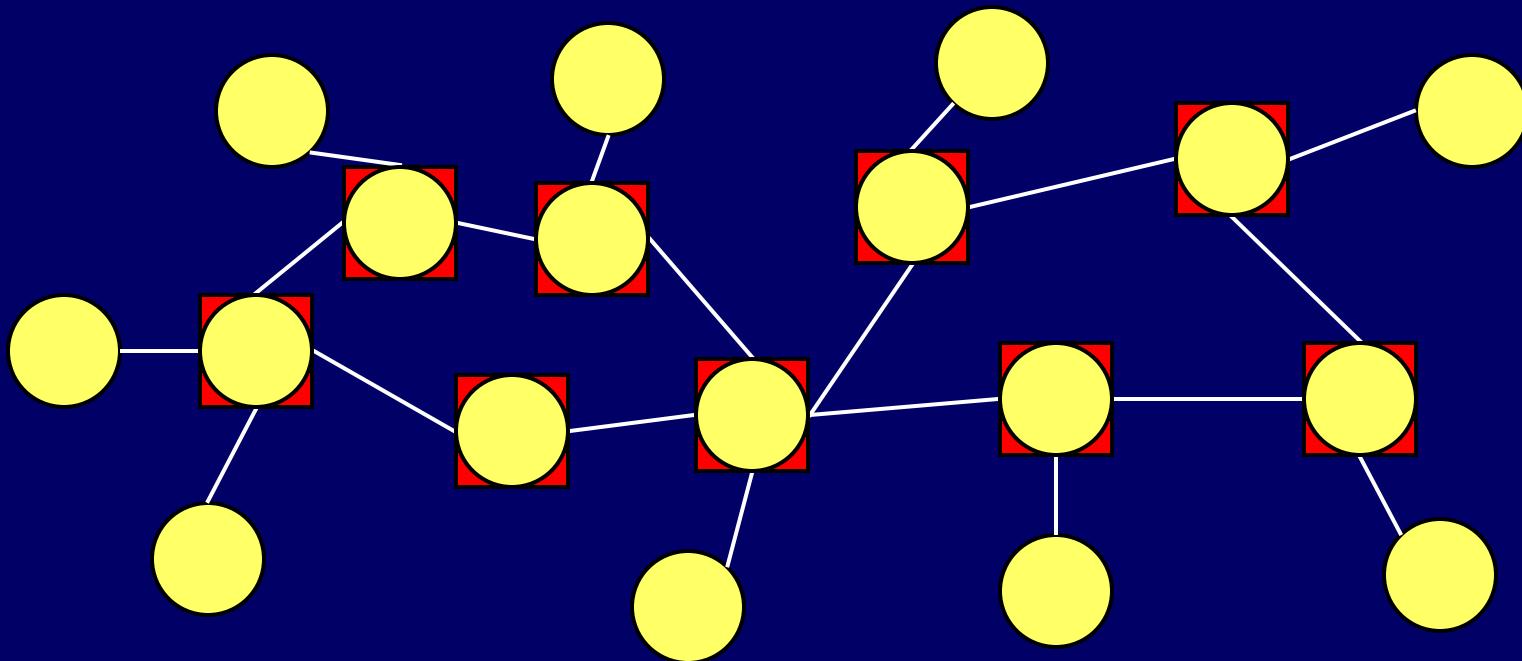


Active Network Model

□ Packets (“switchlets”) can change the behavior of the switches “on-the-fly”

☞ In-band active packets

☞ Out-of-band active extensions



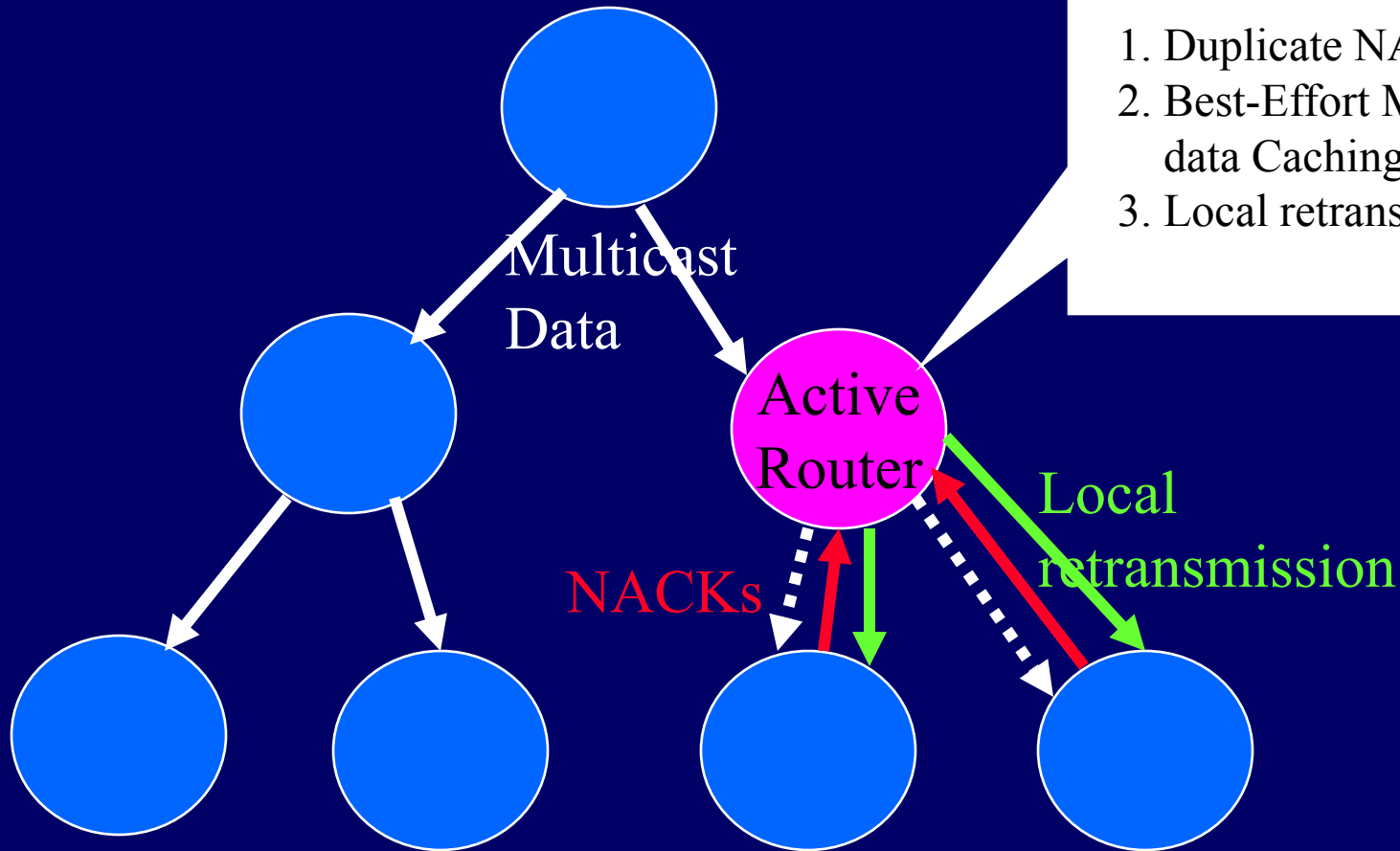
Why Do This?

- Faster response to problems and possibilities in network
- Per-user protocols
- Allows experimentation
- Accelerates network evolution
- Example Applications
 - ▣ Auctions
 - ▣ Reliable multicast
 - ▣ Sensor Fusion

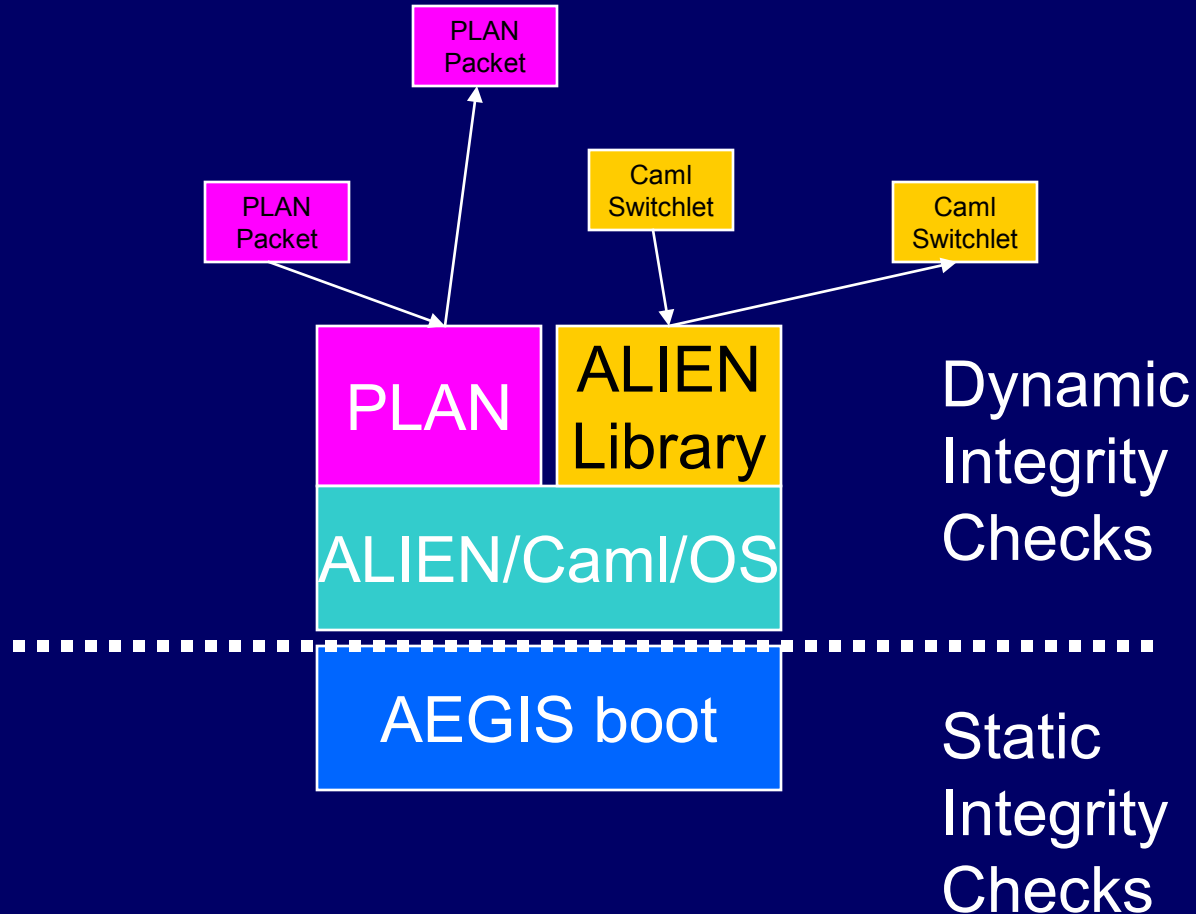
An Example Active Application: Active Reliable Multicast (ARM)

- Reliable Multicast plagued by “ACK implosion” when an error occurs
- Retransmission expensive
- In MIT’s ARM, Active Elements are embedded in the multicast tree (not all tree nodes need be active for ARM to work)

ARM techniques

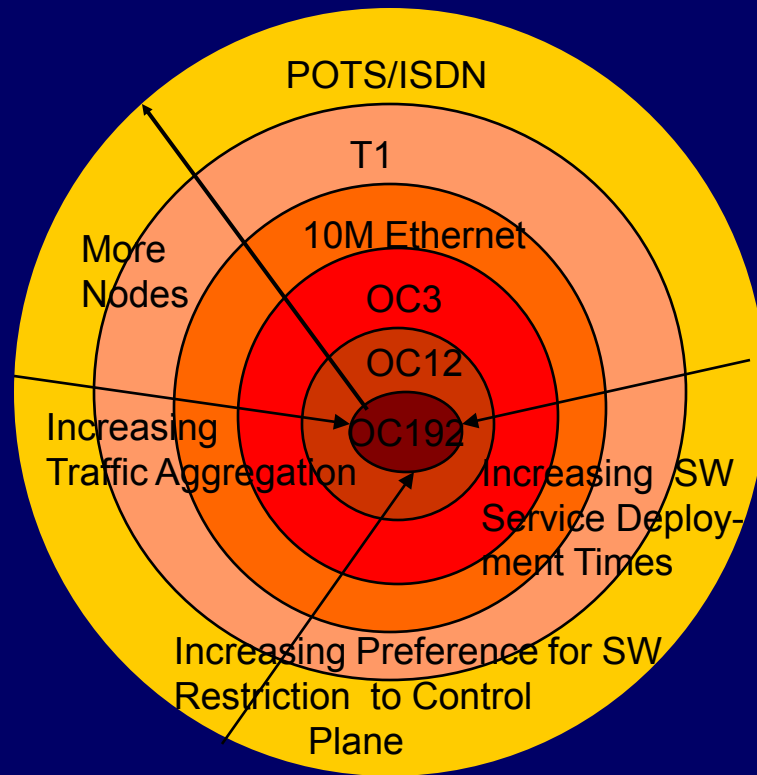


Example: SwitchWare Architecture

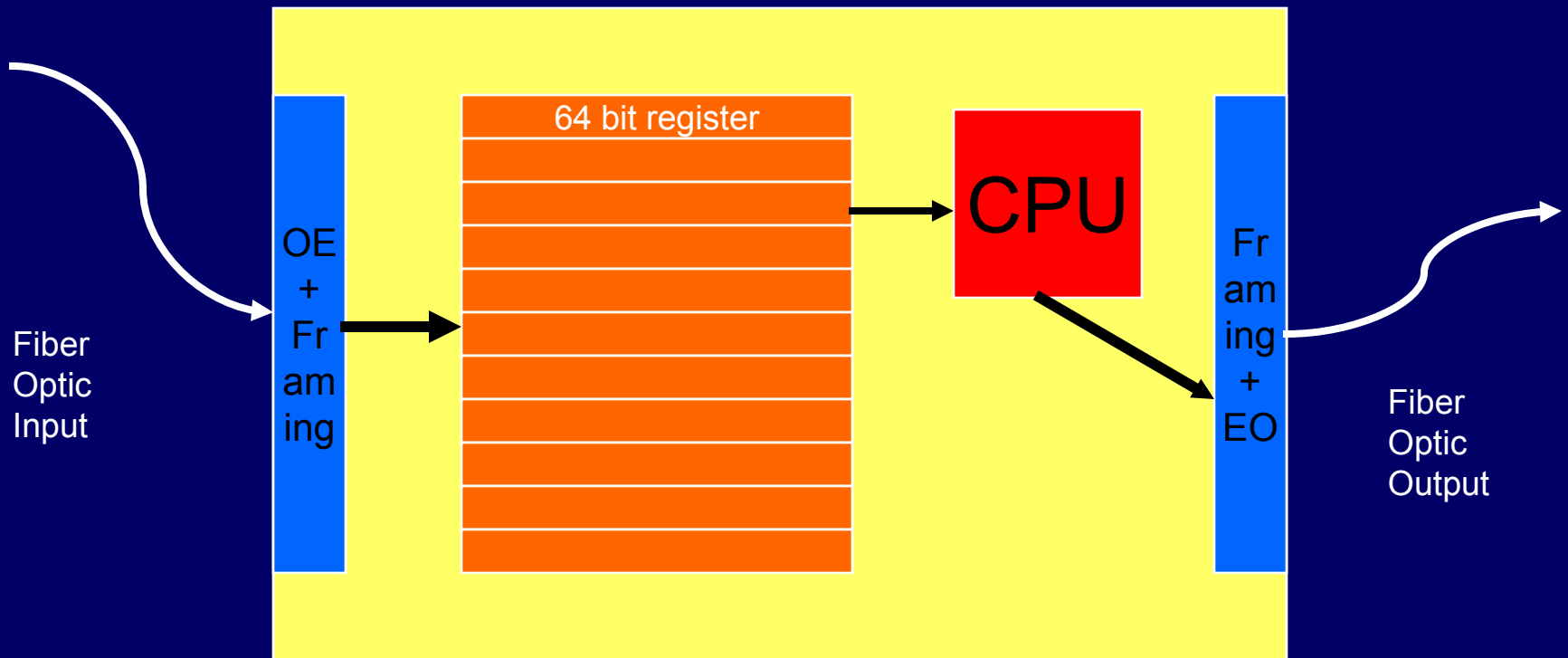


<http://www.cis.upenn.edu/~switchware>

Activation potential at various commercially deployed rates:



Fiber-coupled processing?



Register-Only Media Processor (ROMP)

The “2020 Vision”

- Is $(\# \text{ people}) * (\text{video bit rate})$ all the bandwidth we will ever need?
- NO! There's a lot going on!
- The “vision” is one of *information fusion*
- The goal is: right information, to right person, at the right time
- Huge challenges in systems design

The basic architecture

- Nets and computers improving exponentially. Humans, well...
- Active nodes have “delegates”
 - ▣ select information (watching a million cameras.....)
 - ▣ forward towards you for consumption
 - ▣ your senses extended into the network

Can we do it?

- Active nets are getting there
 - ▣ architecture being developed
 - ▣ performance, security, scale all issues
 - ▣ mature in 2-5 years
- We need deployable HCI and AI technologies
- Towards the ultimate SPAM filter!

Conclusion

- Today's applications of active networks are incremental, against today's problems
- Tomorrow's problems just taking shape, but people already complaining of information overload with slow nets!
- Active information movement
- Hope to see you there!