

CENTRE FOR ADVANCED INTERNET ARCHITECTURES

# Network Measurement & AAA – Overview of My Previous Work

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### **Background**



- Worked as full time staff member and technical project manager at Fraunhofer FOKUS (1999-2004)
- Fraunhofer-Gesellschaft is the leading organization for institutes of applied research in Europe
- 56 research institutes across Germany (11,000 employees)
- Fraunhofer covers a lot of research fields: communications, energy, microelectronics, manufacturing, transport...
- Fraunhofer research is more short term oriented towards preproducts and project-driven because 70% of the budget is supposed to come from externally funded projects (30% base funding)



### **Background Con't**



- FOKUS is focussed on communication systems research: IP Networking, E-government, UMTS, Mobility, Middleware, Smart Homes/Cars, Multimedia, E-Commerce, etc.
- About 200 employees
- Organized in 10 different Competence Centers (CCs)
- Measurement Technologies and Network Research (METEOR) CC
  - About 15 people (including students)
  - IP performance measurement, AAA, ad-hoc networks, mobility/roaming (WLAN, UMTS), content delivery networks
  - www.fokus.fraunhofer.de/research/cc/meteor



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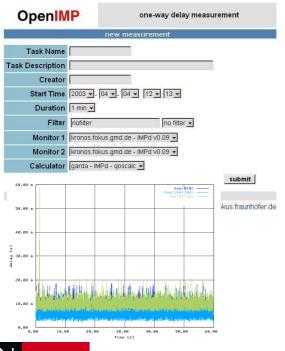
#### **IP Performance Measurement**

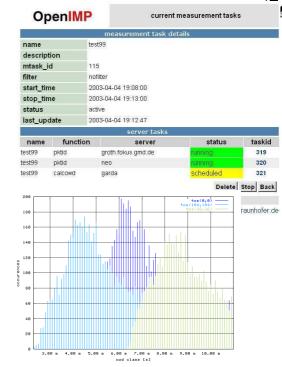


- Policy Based IP QoS Meter Project
- Industry-funded project (2000-2001)
- Architecture for automatic Service Level Agreement (SLA) validation in a network with heterogeneous meters
- Non-intrusive (passive) one-way delay, loss measurement
- Hardware meter based on DAG board (Uni. Waikato, NZ)
- Software based meter based on Linux box
- Intelligent component for interpreting SLAs, generating and distribution of measurement tasks
- QoS Computation and SLA monitoring component



#### **IP Performance Measurement**







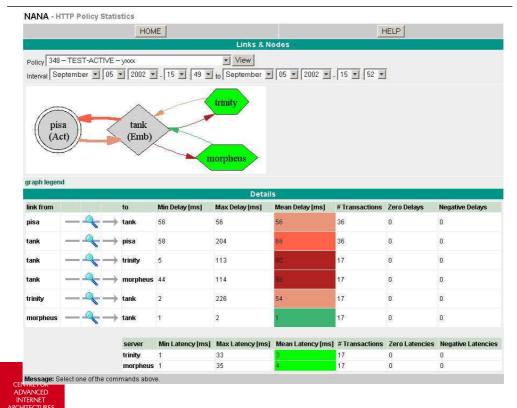
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### Web Performance Measurement

- ent
- Measurement Architecture for CDN and Applications
- Industry-funded project (2001-2002)
- Architecture for web performance measurement
  - Passive and active measurement
  - Metrics: DNS latency, TCP latency, HTTP transaction latency, web page latency, availability
  - Proxy-awareness
- Components
  - Active meters
  - Passive meters
  - Embedded meters
  - Task distribution
  - Result display







#### **Measurement Architecture**

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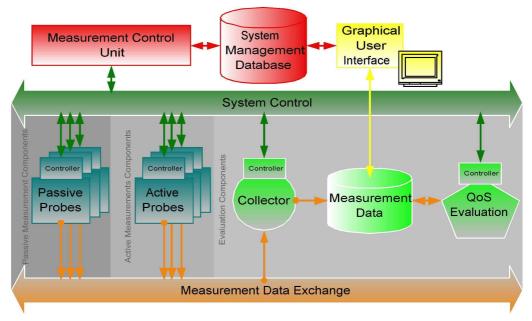
- Passive Software Meter
  - Packet classification algorithms
  - Metric modules
  - Export modules
- Hardware Meter
  - TANYA card
  - DAG
- Active Meter
  - Traffic generation with TANYA card
  - RIPE Box
- Embedded Meter
  - Web Server/Proxy



- Active measurements
  - IPPM metrics (delay, loss, jitter)
  - HTTP, DNS, TCP setup latency
  - HTTP Transmission duration
- Passive measurements
  - Packet capturing
  - Volume, throughput
  - One-way delay and loss
  - RTP loss
  - Jitter
  - RTT (ICMP, TCP, DNS)
  - HTTP, DNS, TCP setup latency
  - Web Page latency

#### **Measurement Architecture**







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# MOMO Project



- Monitoring and Measurement Cluster Project
- EU Sixth Framework Coordination Action (2004-2005)
- Resources: 63 MM (100% EU funded)
- Partners
  - Salzburg Research
  - NEC Europe
  - Telefonica
  - University of Brussels
  - Budapest University
  - Politechnika Warsaw
  - Fraunhofer FOKUS
  - TERENA
- http://www.ist-mome.org





### MOMO Project



- Evaluate of different active and passive measurement components, tools and interfaces an promote that information to running/upcoming FP6 projects via the web
  - -> http://www.ip-measurement.org
- Select a measurement data format satisfying the needs of the different tools and collect measurement data of different tools to allow access to their measurement results via a unified interface
- Disseminate gathered measurement data to the community via a simple web-based interface to enable statistical data analysis
- Co-ordinate standardisation activities
- Organise workshops and conferences to build a monitoring and measurement knowledge exchange platform

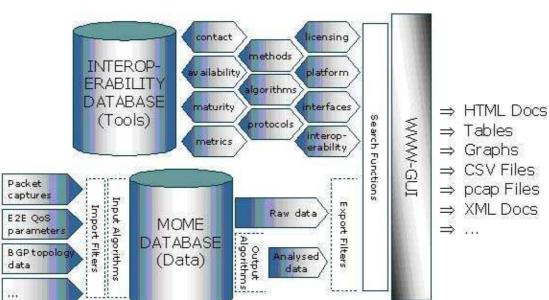




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## MOMO Project









### MOMO Project



- Develop questionnaire for EU projects, operators
- Develop measurement tool taxonomy
- Evaluate/classify measurement tools
- Measurement tool DB implementation
  - -> http://www.ip-measurement.org
- Standardization reports and plan
- Organize standardization event





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### **NETMATE** Meter





- NETwork Measurement and AccounTing systEm (NETMATE)
- Flexibility and Extensibility
  - Runtime loadable metric and export modules
  - Modular architecture (C++ classes)
  - Extensible Ruleset Format (XML-based)
- OS: Linux (SuSE, Debian, Redhat), FreeBSD, Solaris
- Open Source (GPL)
- Configurable Multithreading
- IPv4 and IPv6 Support
- Multiple Classification Algorithms (2 at the moment)
- Automatic flow generation based on arbitrary packet attributes
- Packet Sampling Support



### NETMATE Meter

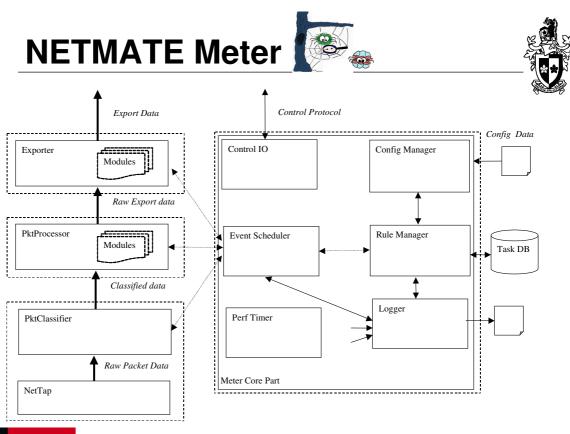




- Secure Control Interface
- Support simultaneous measurement on multiple interfaces
- Metric Modules
  - Counter, bandwidth, jitter, port usage, packet length, RTP packet loss, packet ID generation (crc32 and md5), capture (tcpdump file), RTT (ICMP echo), text output (similar to tcpdump output),
- Export Modules
  - Text file, binary file, IPFIX (under development), SQL (under development)
- Remote Control via Shell Tool or Standard Web Browser
- Interactive or batch processing of meter commands
- http://www.fokus.fraunhofer.de/research/cc/meteor/projects/ipqos/netmate



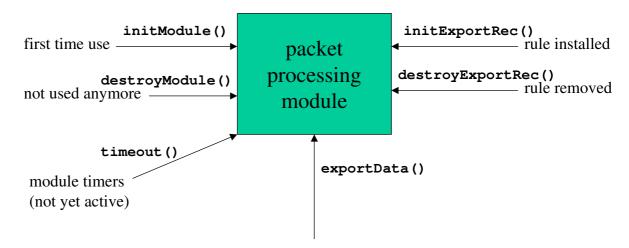
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export to external file or collector (triggered by user or by timer)

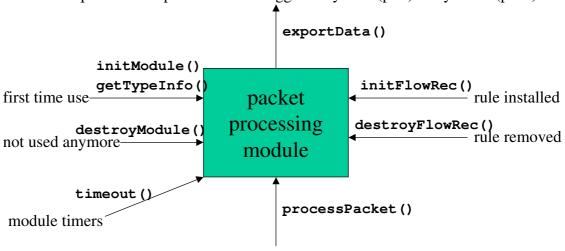


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export to an exporter module triggered by user (pull) or by timer (push)

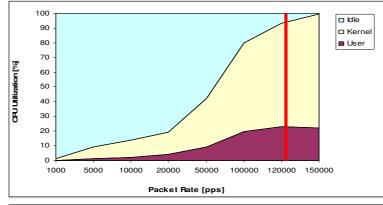


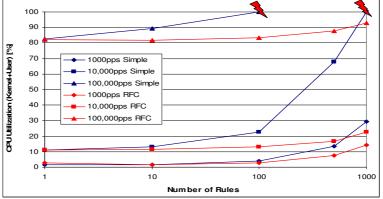
incoming packet that matched filter spec for this rule



# NETMATE Meter









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### **Gaming Usability Trials**



- Packet measurement and analysis for XBox
  - Packet inter-arrival times
  - Packet length distribution
- Introducing delay and loss
  - How does user's perceive different network conditions?
  - Do different user's react different to changing network conditions (beginners vs. experts)?
  - How does different network conditions affect their gaming performance (kills, deaths)?
  - For Xbox games the user's must come here anyway so why not ask them a few questions

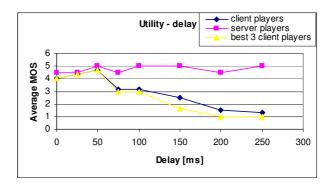


### **Gaming Usability Trials**



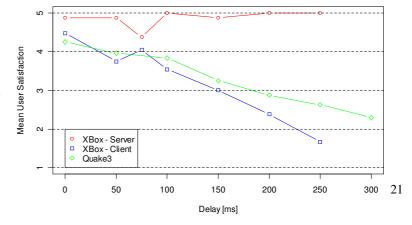
Initial trial





4 Xbox trials,

4 Quake trials





### **Moby Dick Project**



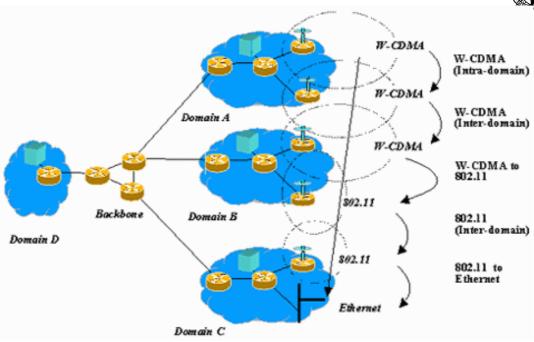
- Mobility and Differentiated Services in a Future IP Network (Moby Dick)
- EU funded project (2000-2003)
- Definition of a common architecture integrating QoS, IPv6 mobility, and AAA (out of the separate architectural approaches currently provided by the IETF)
- QoS: bandwidth broker, Diffserv
- Mobility: mobile IPv6, fast horizontal and vertical handovers
- AAA = Authentication, Authorization, Accounting (+Charging)
- Trans-European trial to test the implementation by using SOKRATES-ERASMUS exchange students as test-users
- http://www.ist-mobydick.org (successor www.ist-daidalos.org)







### **Moby Dick Project**





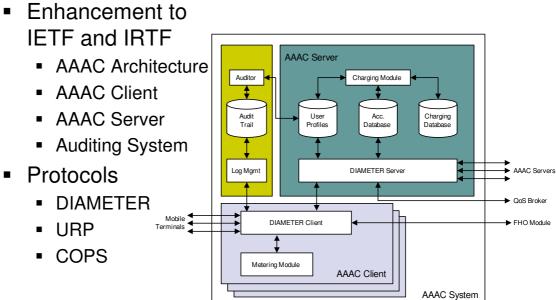




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### **Moby Dick - AAA**





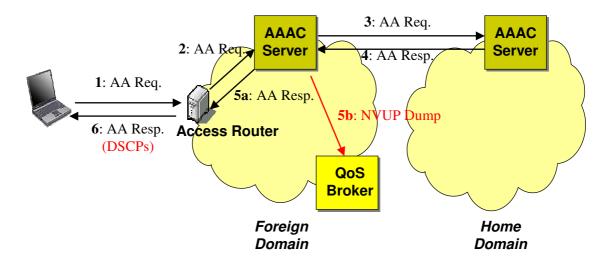






### **Moby Dick - AAA**





NVUP (Network View of the User Profile) = Class of Service, Bandwidth, Priority, Timeout



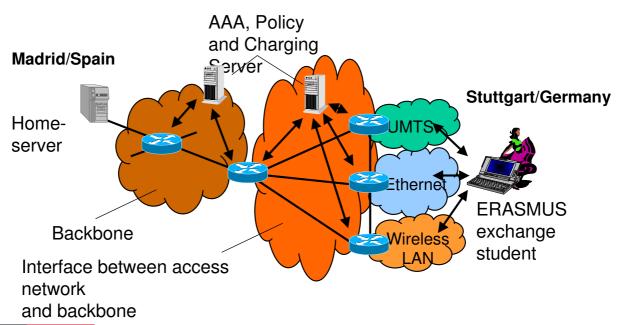




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### **Moby Dick - Trials**







### **BIB3R Project**



- Berlin's Beyond-3G Testbed and Serviceware Framework for Advanced Mobile Solutions (BIB3R)
- German Science Ministry funded (2003-2006)
- Our contribution
  - Authentication, Authorization and Accounting (AAA)
    - Layer 2 (Network Access) and Layer 3 (Mobile IPv6)
    - Single sign-on and central point of administration
    - Seamless mobility, intra/interdomain handover
    - Using existing (extended) IETF standards (RADIUS, Diameter)
  - IP Performance Measurement
    - Measure QoS for traffic engineering/network planning, Service Level Agreement (SLA) validation, adaptive applications
    - Non-intrusive real-time one-way measurements (IPv6)
    - Support performance metrics standardized by IETF (IPPM)
- http://www.bib3r.de



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#### **IETF Standardization**



- IPFIX (IP Flow Information Export)
  - Protocol for exporting IP flow (and packet) information
- AAAARCH (Authentication, Authorization, Accounting Architecture Research)
  - Next generation AAA architecture
- PSAMP (Packet Sampling)
  - Packet Sampling Framework
- IPPM (IP Performance Metrics)
  - OWD, OWL, RTT, bulk transfer capacity, IPDV
- AAA (Authentication, Authorization, Accounting)
  - DIAMETER protocol
- PANA (Protocol for carrying Authentication for Network Access)
  - IP-based client authentication protocol



### The End



### Thanks for your attention!

