**ITU-T Kaleidoscope Academic Conference** 

# A New Generation Network - Beyond NGN -

May 12, 2008

#### Keio University



Tomonori Aoyama

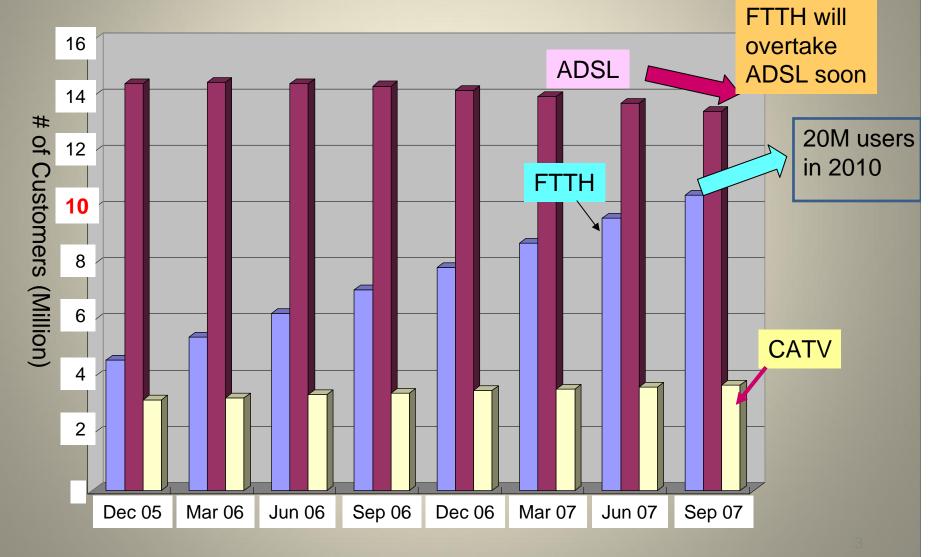
Keio University NICT



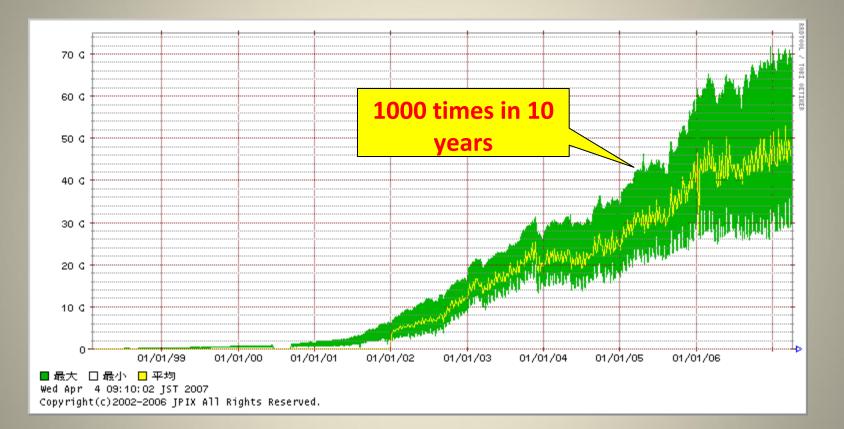
## Contents

- Broadband Networks in Japan
- Next (NXGN) and New (NWGN)
- Current status of NWGN R&D in the world
- Key Technologies for NWGN
- Applications for NWGN

# Broadband Users in Japan FTTH is rapidly increasing



### **Rapid Expansion of Internet Traffic in Japan**



http://www.jpix.ad.jp/jp/techncal/traffic.html

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### NGN services have been started in some countries.

ITU-T is now greatly contributing to standard the NGN specifications.

**NGN** Objectives

1. Replace legacy telephone networks with the state-of-the-art IP based networks

2. Integrate various services over IP networks Triple-play Services: Voice, Data, Video Quadruple-play Services: + Cellarer Phone

3. Solve the issues that the Internet is facing Application-oriented QoS control Mobility support for FMC Weakness for Security

4. Maintain the safety and reliability of telephone services Meet the requirements for the social infrastructure

# The Internet and NGN

## [Internet]

# [NGN]

Server

NGN

(Versatile bearer functions)

- No over all network planning
- TCP/IP Protocol is the only common rule
- Best effort based network and no clear responsibility and control rule exist among networks
- User can have freedom to install applications

- •I P based network with network control function and with clear responsibility for the control
- Qos control and security functions are installed
- Maintain the Internet connection function

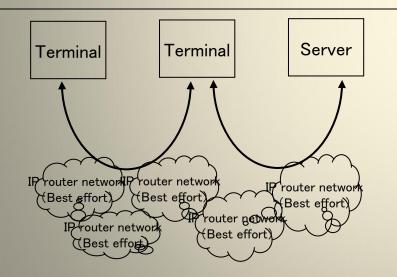
Terminal

Terminal

NGN

(Versatile

Bearer functions Bearer functions



Best effort bearer function to interconnect multiple router based network

**QoS controlled bearer function** to interconnect multiple networks with clear responsibility

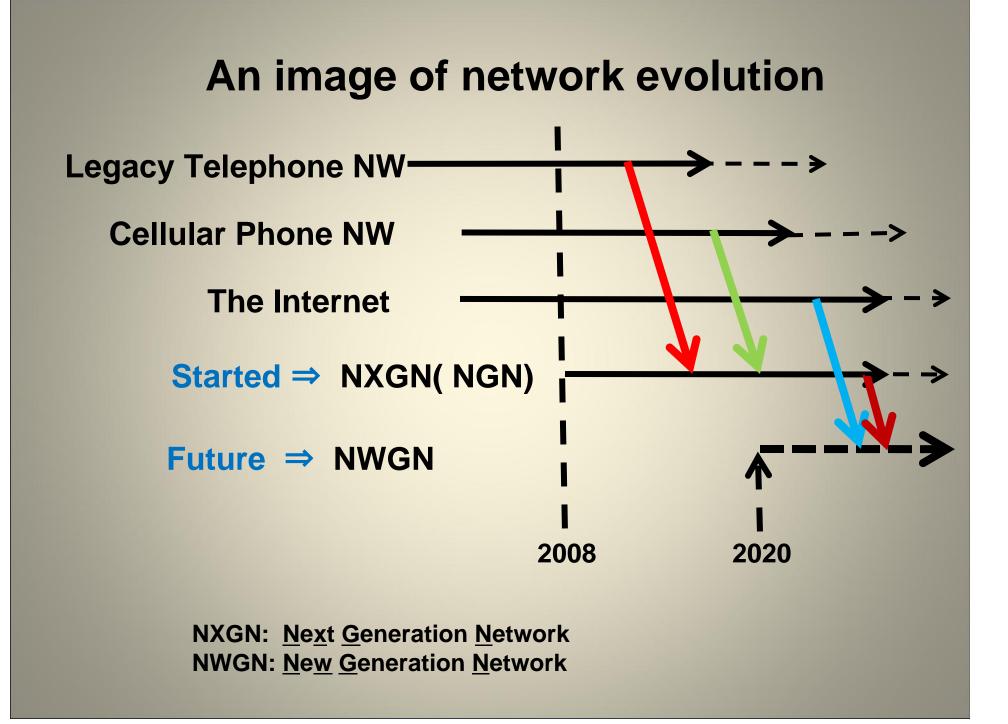
NGN

(Versatile

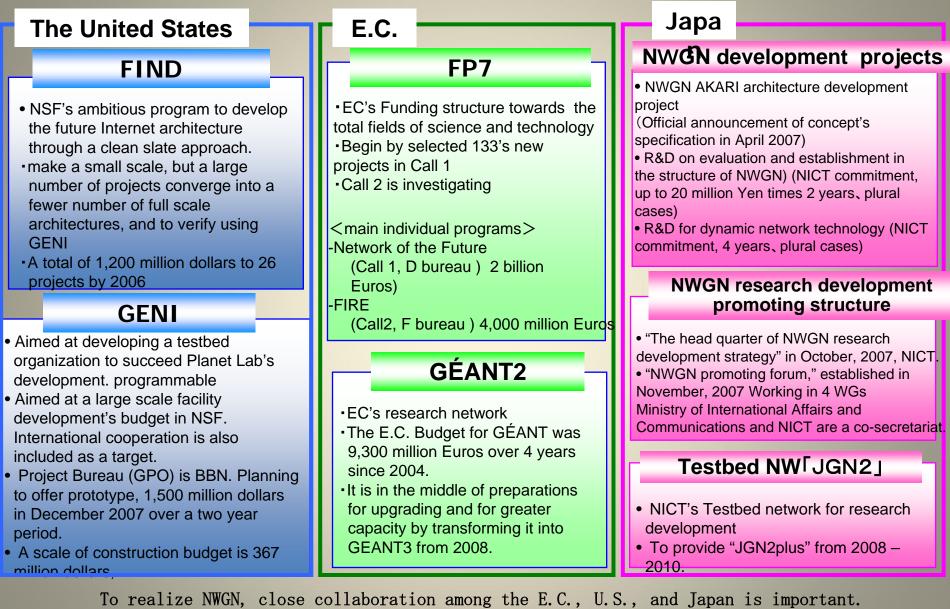
(Versatile bearer function)

# **NXGN and NWGN**

- NXGN (NeXt Generation Network): NGN Replacement of legacy telephone networks using IP-based networks to provide triple-play/quadruple-play services
   Industry is investing their resources to NXGN deployment.
- NWGN (<u>NeW Generation Network</u>)
  Clean-slate designed network architectures and main protocols different from IP-based networks which can be post-Internet/NGN NICT contributes to promote R&D on NWGN.



### **Research on New Generation Networks has just started in the world !**



Building up a framework to endorse collaboration of research organizations with each other.

### NSF's Concept : Clean –slate Design for Future Network Architecture in 2020's

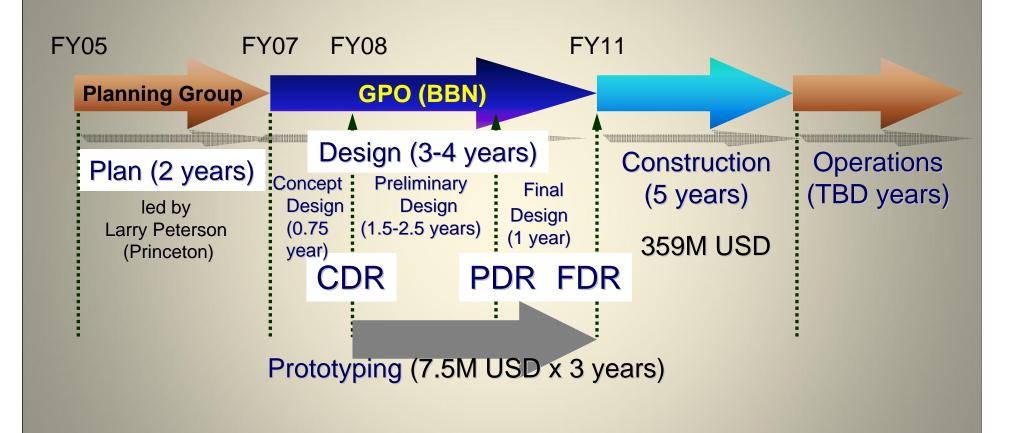
**GENI : Global Environment Network Infrastructure** 

Large scale network test-bed First Stage: \$7.5M x 3years (\$23M)

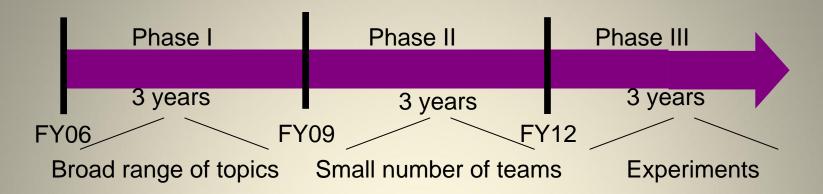
**FIND : Future Internet Design** 

New ideas and technologies for clean-slate design First Stage: 26 projects funded in 2006

## **GENI** Schedule



# Future Internet Design (FIND)



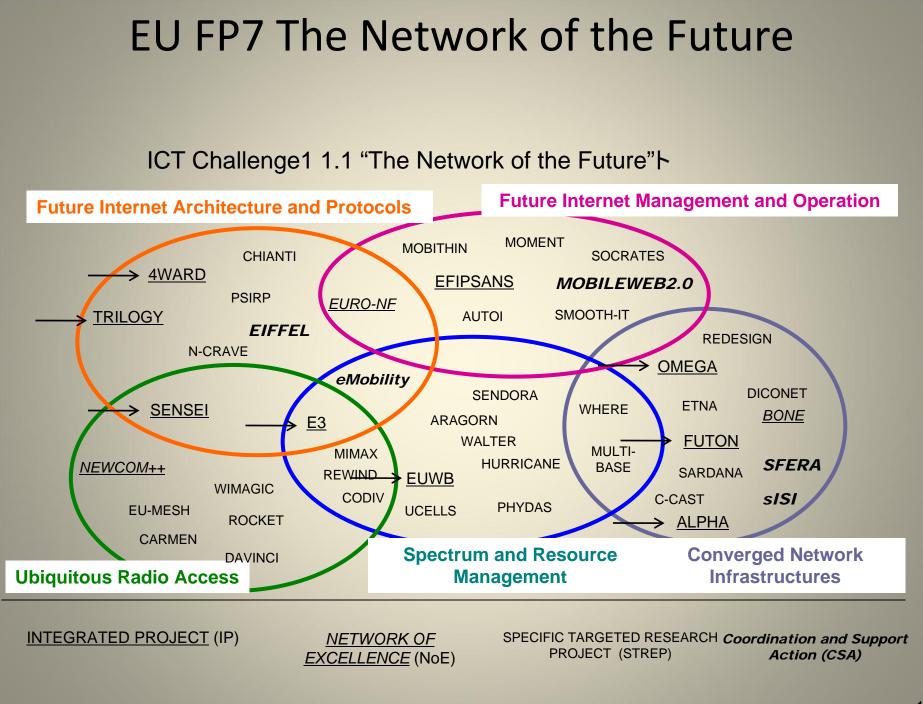
- Leader: David Clark (Senior Research Scientist @ MIT)
- NSF PD: Darleen Fisher and Allison Mankin
- Clean-Slate Approach with Competitive-Cooperation Model
- NSF Networking Technology and Systems (NeTS)
- FIND ~\$15M, 38% of NeTS \$40M
- 26 projects are funded in FY06 (out of 98 proposals)
- 11 projects in FY07
- Budget: \$0.1M-\$1M/project (1-3 years) (1 year seed investment)
- 3 PI Meetings per year, non-PI with white paper
- http://www.nets-find.net/

Last (4<sup>th</sup>) PI Meeting @ Washington DC AKARI white paper by Hirabaru and Harai accepted CN and KR were also invited.

## **Clean-slate Designs for a Future Internet**



IEEE INFOCOM2007@Anchorage Opening Panel



### **2008 EU-Japan Cooperation Forum on ICT Research**

## **Conclusions - Session on Future Internet (EU)** / New Generation Networks (Japan)

EU and Japan are at the beginning of collaboration

- Public authorities can only stimulate collaboration
- Actual collaboration to be between respective researchers/industry

**Next steps** 

- Possibility for cross participation in research programmes: Initiative has to come from the respective "home" players
- Deeper exchange between research communities on EU-Japan Symposium on New Generation Networks / Future Internet Research, planned for 9-10 June 2008 in Brussels

**Collaboration needs beyond research** 

- Connecting networks and experiments
- Collaboration on standardisation to support ideas of mutual interest

### **Japanese Strategy for NWGN**

All Japan Forum ⇒ NWGN Promotion Forum

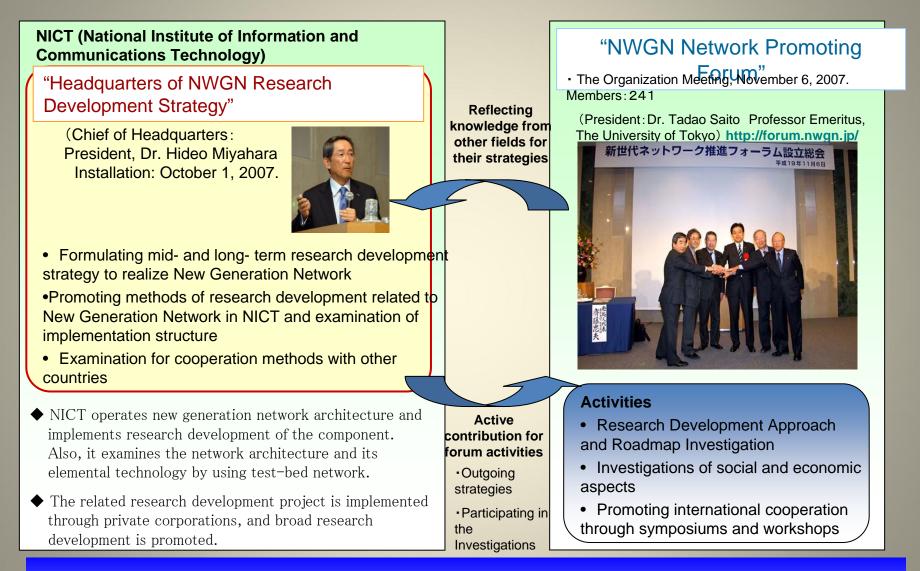
**NICT set the NWGN Strategic Headquarter** 

**COE for NWGN Architecture Research** ⇒**AKARI Project** 

**Network Testbed** ⇒ **JGN2plus** 

Funding for R&D on NWGN in Industry ,Academia & NICT \ 2.1 billion for NWGN \ 3.6 billion for photonic network \ 1.5 billion for ubiquitous network platform Collaboration with EU, NSF & CK

### R&D Promoting Structure and Collaboration between Industry, Academia, and Government



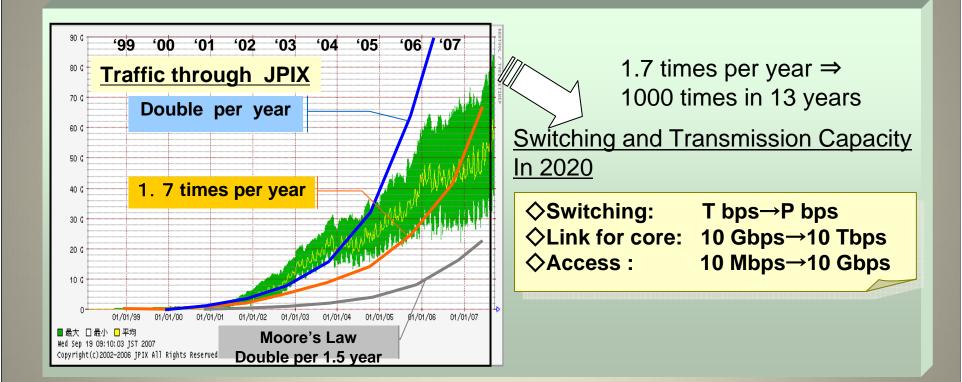
In the initial round, not sticking with specific methods or logics, multiple ideas and methods are conducted in parallel. A technical "bud" that is coming from these ideas and methods can be taken care of. Also, from a clean state, a research development that designs a future network will be promoted.

### **AKARI Project**

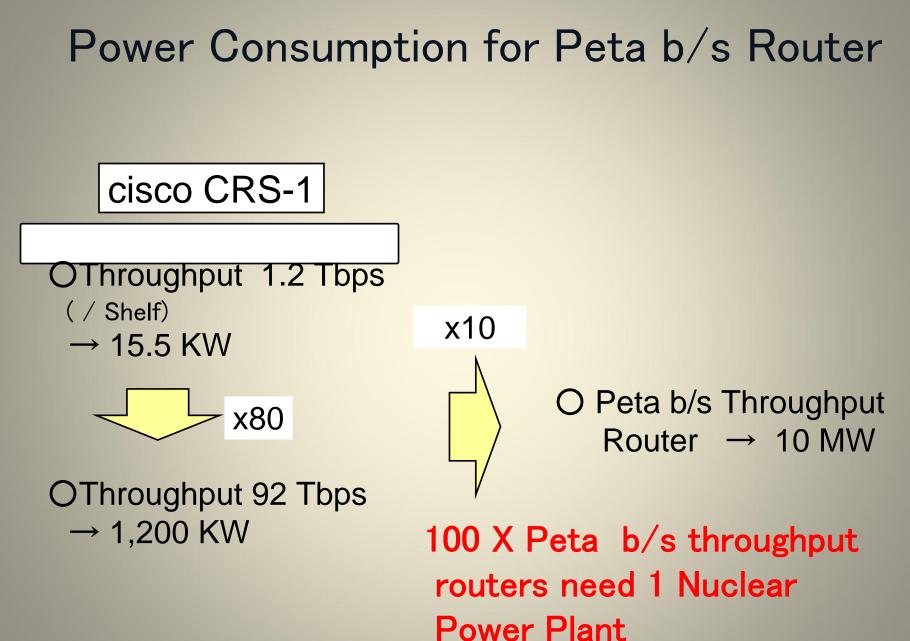
- a small light in the dark pointing to the future -
- Started in 2006
- NWGN Architecture Design based on Clean-slate approach
- NICT Researchers + University Professors
- First Conceptual Paper opened http://nag.nict.go.jp/topics/20070430.html
- AKARI Workshop

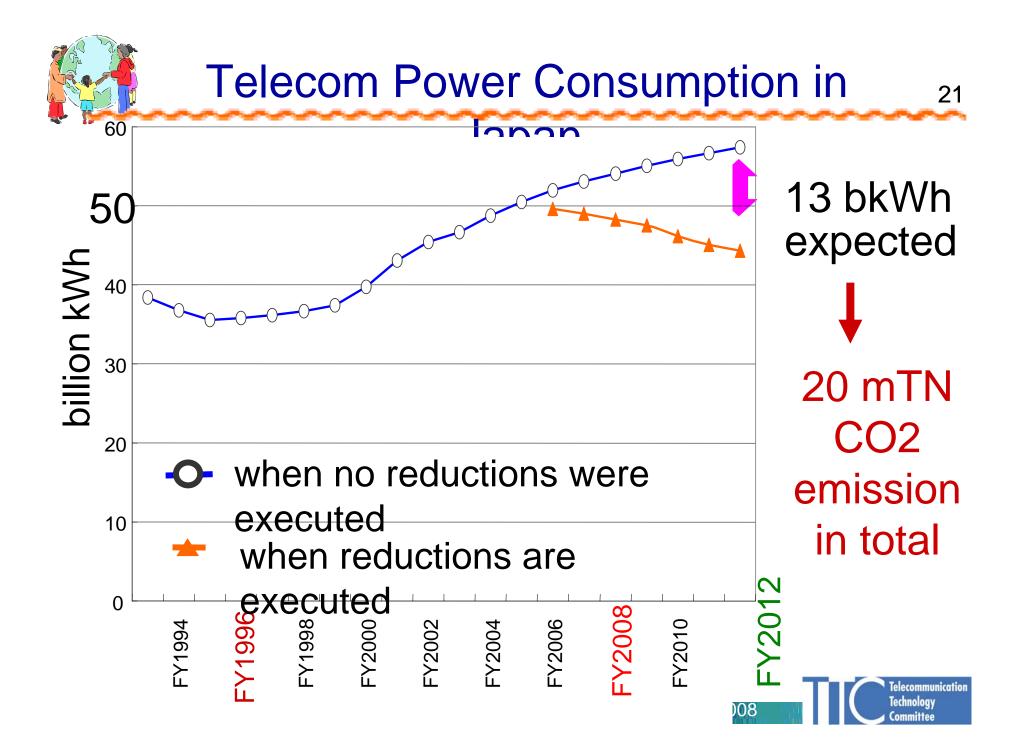


## **Capacity Requirement**



http://www.jpix.ad.jp/jp/techncal/traffic.html http://www.soumu.go.jp/s-news/2007/070822\_2.html





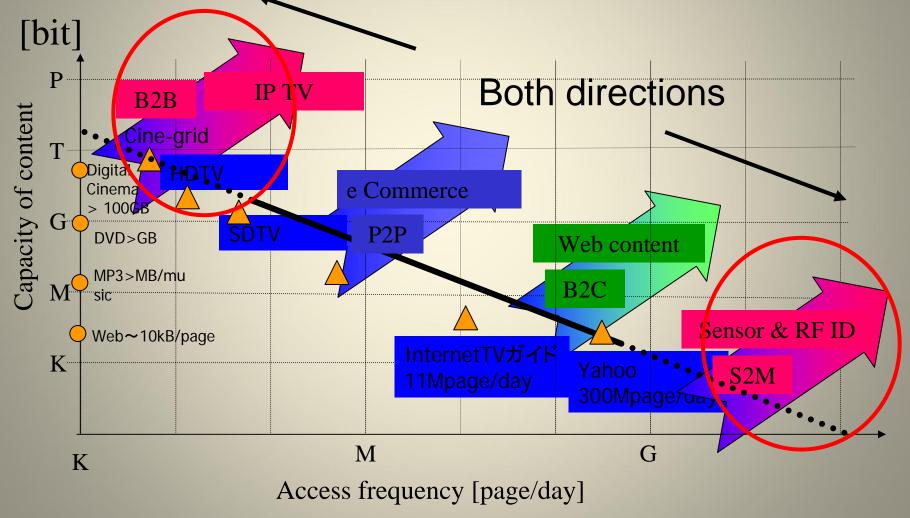
# **Roles of ITU-T**

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1) how to reduce energy consumed by ICT equipment and services,

- 2) how to evaluate energy savings of various social activities by ICT power,
- 3) how to measure climate change,
- 4) how to encourage society to reduce energy by ICT power including *CDM*, Clean Development Mechanism, and
- 5) how to promote enlightenment of ICT power.

# Contents in the ubiquitous society From tiny to huge



### NWGN, Enables Overcoming the Limitations of IP Network

#### [Problems · Limitations]

#### Challenges of the Internet

Increased IP Packet Costs (TCP performance is "bad"), lacking security and service quality. Low availability as social infrastructure, so many scopes existing to optimize, like choice of routes, anonymity on the Internet, expansion of the network, limitation of upgrading, much too complicated, and occurrence of functional discordance.

Approach to Information Explosion Appearing unstoppable are growing communication traffics, electric power consumption, and user participation type community.

#### Development of Ubiquitous Networking

It is necessary to transmit large and sometimes a small amount of information that is sent from ubiquitous terminals, increasing enormously because of widespread of ubiquitous network.

◆ Appearance of Various Terminals Diversification of Information electronics and home networks, 3D systems, and integration between real and virtual.

◆ Concerns for Security and Reliability Assuring network equipment's complex, quality, and security level.

### Expectations for NWGN

#### (1) Network that users can use simply and easily

Users can use the network intuitively and it meets the user's situations and expectations by judging them adequately. In other words, respecting the idea of "Network follows users."

(virtualized network. new network architecture, and network control)

#### (2) Network that is flexible and good for the environment

Regardless of the size of the data, users do not need to choose a network based on the kinds and uses of contents because optimum distribution of network resources is automatically ensured. Through electric power saving of network equipment and efficient transmission, It tends to reduce the load on the global environment. (Scalable network technology and virtualized network)

#### (3) Upgrading terminal usage environment

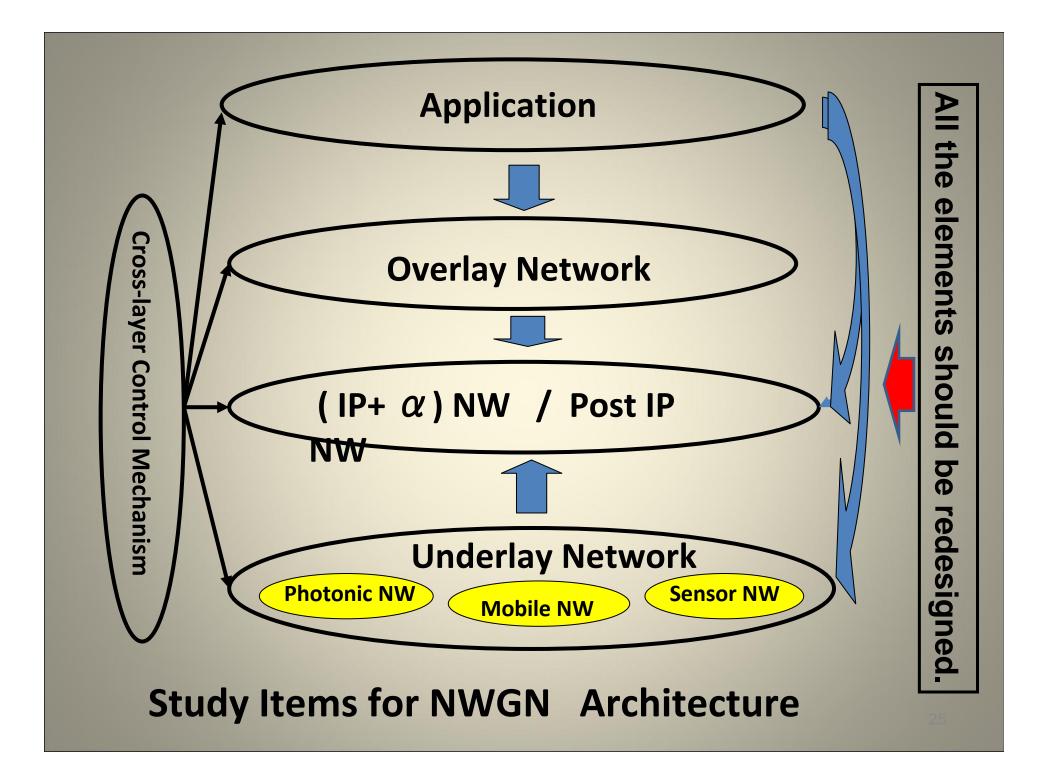
Various devices can be connected to the network. The system will be developed that will ensure a variety of terminals can be used easily and safely. Because of the development of highly realistic, sensational telecommunications technologies, new communication forms will be appearing. An environment will be developed in which users can quickly recreate their communication environment with any terminals. In different platforms, users also can work continuously in such an environment. (Terminal platform technology, virtualized technology, and new network architecture)

#### (4) Secure and reliable network as social infrastructures

Unstoppable network will become standard, by deploying a selfexamination and auto-restoration against damages from incidents and disasters (Dependability Assuring technology)

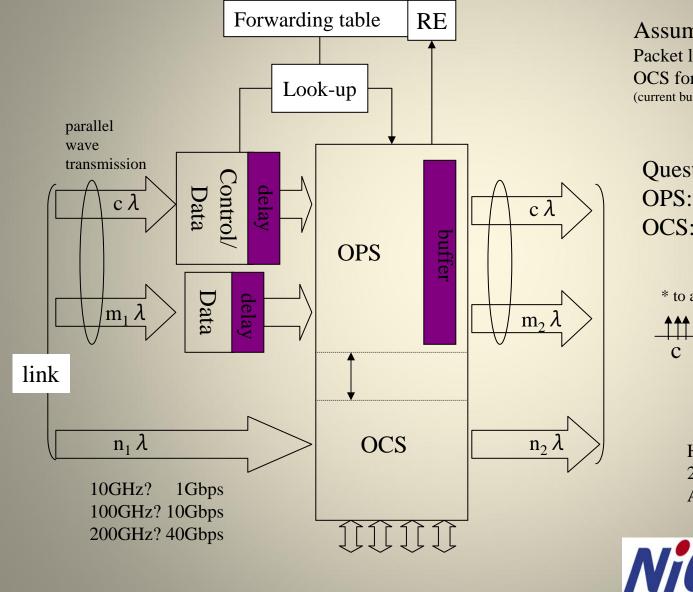


## Necessity of realizing the new generation network.



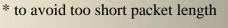
NWGN Architecture Study in AKARI Project Connectionless Datagram Packet **Combination of Packet and Circuit Switched Networking** Identification & Location - Separate Structure Naming & Discovery > New Scheme should be needed Layered Architecture Cross-layered Architecture Mobile Networking **PDMA** (Packet Division Multiple Access) **Overlay network Coverlay testbed over JGN2 Autonomous/Self-organization mechanism** Network Science

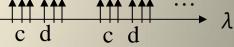
## **Optical Packet & Path Combination Architecture**



Assumptions: Packet loss due to small buffer size OCS for guaranteed services (current buffer size by NICT = 31 p at 10Gbps)

### Questions: OPS: Label Swapping? at L2 OCS: GMPLS?





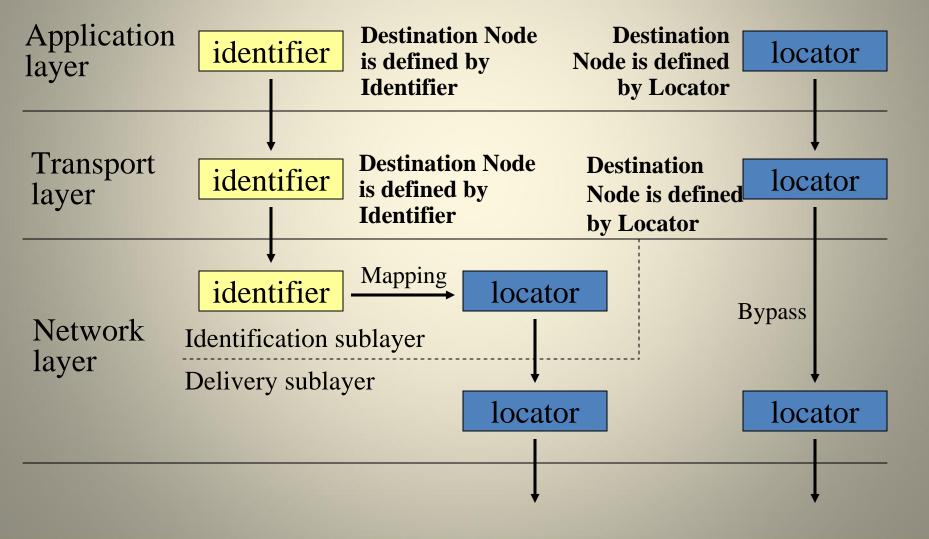
Hirabaru & Harai 2006-10-19 Akari meeting



## Separation of Identifier & Locator

### [ID/Locator Separation]

### [Conventional]



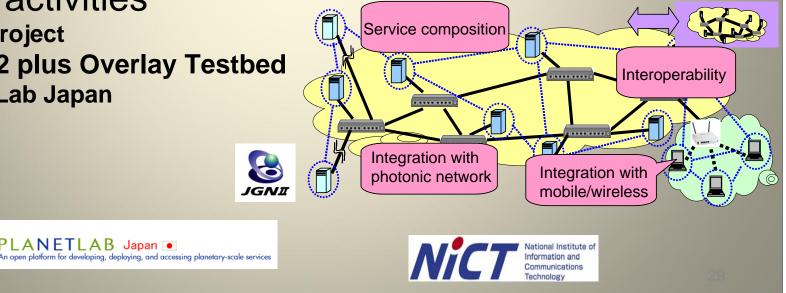
# Virtualization of Network

### Role of overlay

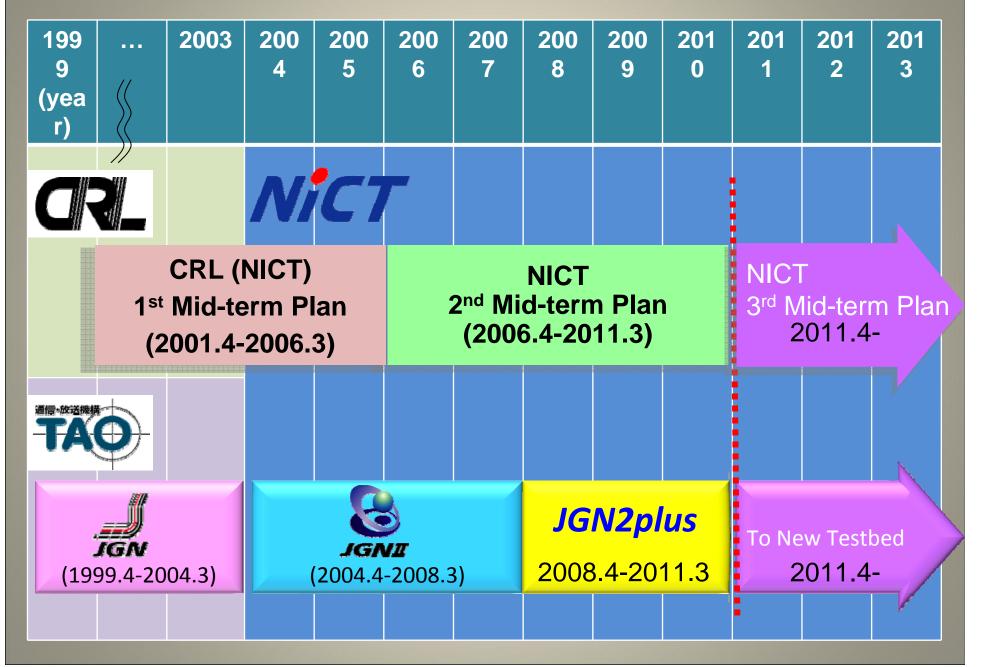
- Testbed for distributed applications (general view)
- Testbed for new architecture (general view)
- "Infrastructure" enabling highly flexible service composition and ondemand setup of virtual networks in accordance with users' needs
- Key technologies
  - Control plane integrating underlay and overlay
  - Interoperability
- NICT's activities
  - Core Project
    - **JGN2 plus Overlay Testbed**

PLANETLAB Japan 💽

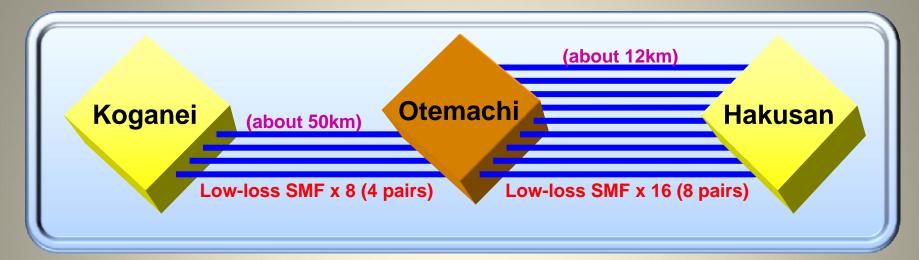
– PlanetLab Japan



# JGN Project Mile Stone

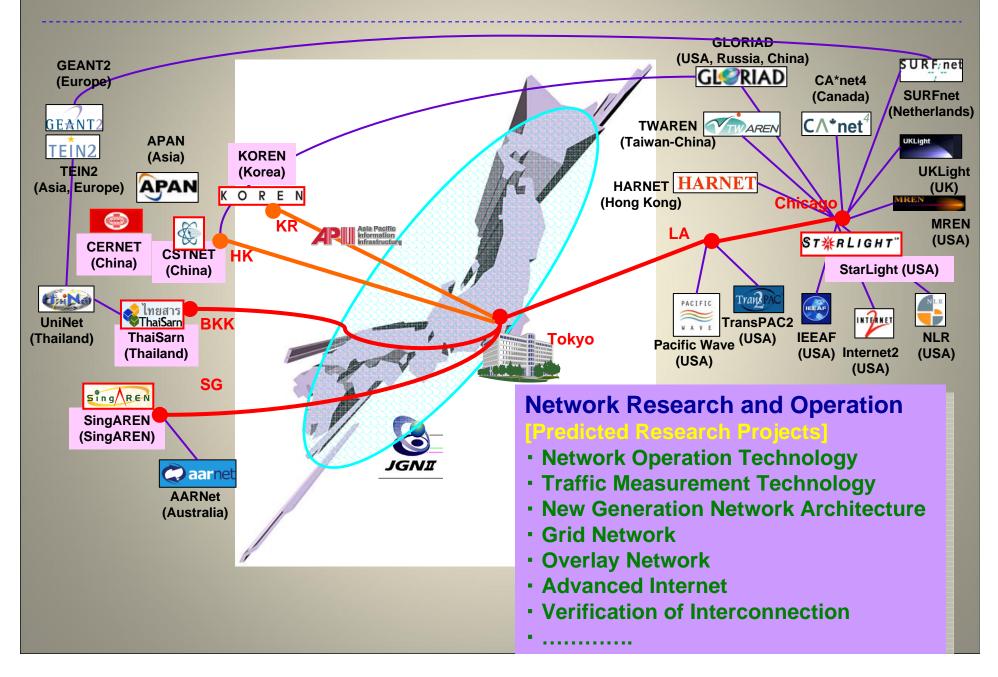


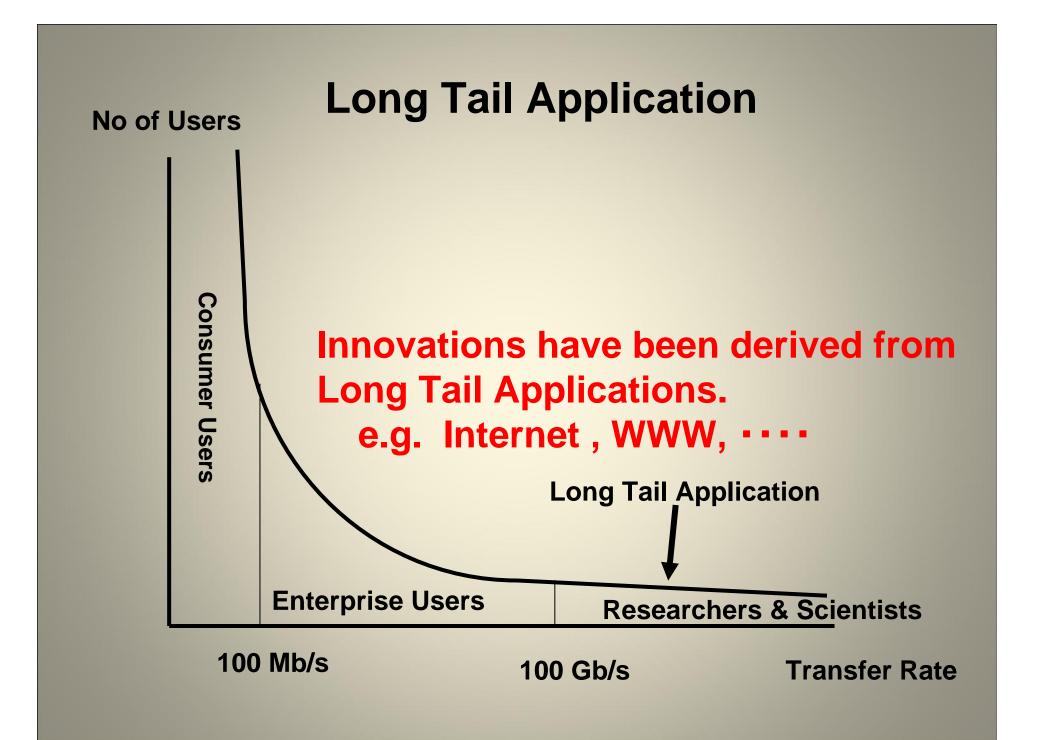
## JGN2plus Services Optical Testbed Service



- •JGN2plus Optical Testbed Service
  - Koganei-Otemachi Section
    - about 50km
    - Single mode optical fiber (ITU-T G.652) x 8
    - Low-loss SMF (within 20dB loss at 1550nm band, without any transponders / amplifiers)
  - > Otemachi-Hakusan Section
    - About 12km
    - Single mode optical fiber (ITU-T G.652) x 16
    - Low-loss SMF (within 10dB loss at 1550nm band, without any transponders / amplifiers)

# **"JGN2 plus" Activities for Innovation**





### **Examples of Long Tail Applications for NWGN**

- Grid Computing over optical networks
- Connection of tailed display for visualization of e-science
- Connection of entertainment contents with ultra

high quality such as D-Cinema & ODS (Other Digital Stuff) (Cine Grid Community)

- Networking for huge amount of sensors to cover environment
- Web2.0, Web3.0, Impact of Google approach

## **A Vision for the Next Decade**



1 GigaPixel x 3 Bytes/pixel x 8 bits/byte x 30 frames/sec ~ 1 Terabit/sec!

Source: Jason Leigh, EVL

### **OptIPuter 100 MegaPixel Displays**

55-Panel Display 100 Megapixels

> 30 x 10GE interfaces 1/3 Tera bit/sec

Driven by 30 unit Cluste of 64 bit Dual Opterons

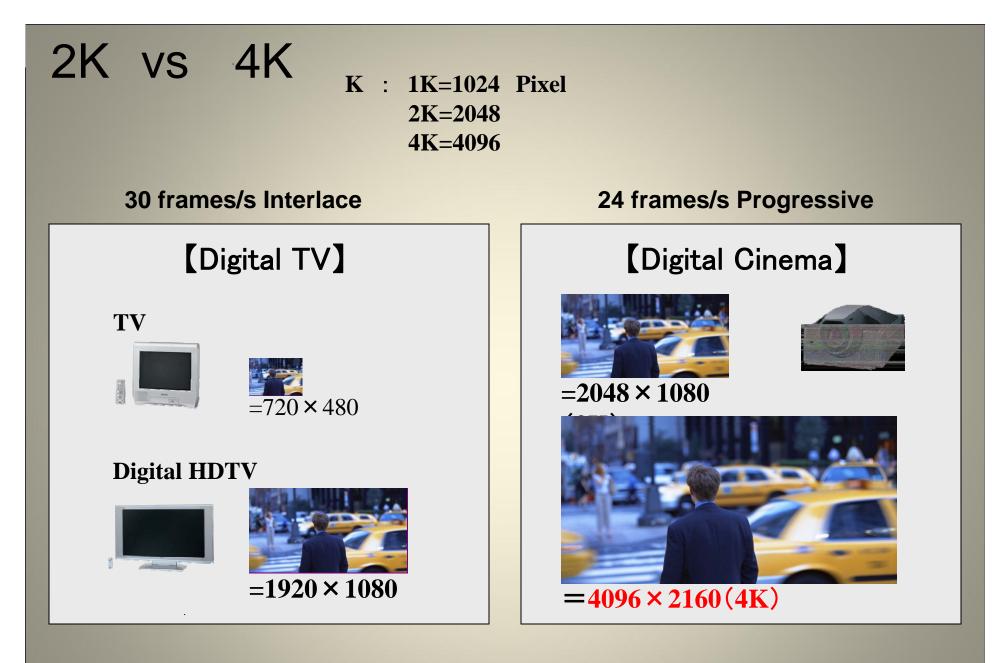
60 TB Disk

Linked to OptIPuter

Working with NASA ARC Hyperwall Team to Unify Software

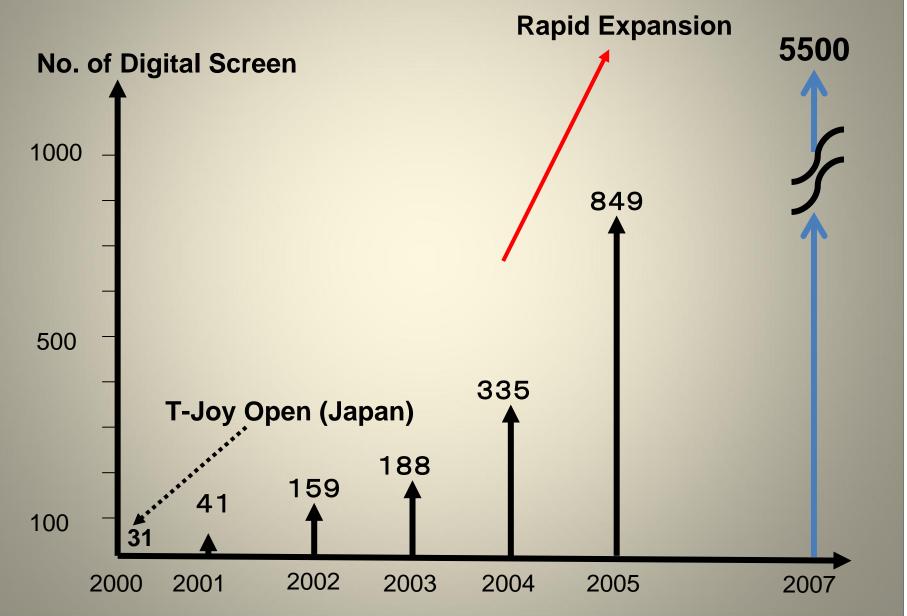


Source: Jason Leigh, Tom DeFanti, EVL@UIC



Digital Cinema standard was made by DCI and SMPTE is proceeding with the detailed specifications

# **Digital Screen**



**ODS : Other Digital Stuff** (On-Line Digital Source) **Public Viewing** Example **Opera: NY Metropolitan Opera(HD)** \*Holland Festival (4K) Musical: Takarazuka Kageki (HD) **Cinema Kabuki (HD)** Kabuki: **Concert: \*Saito Kinen Concert (4K) Toyota Cup Final (HD) Sports:** \* Trial

# Keio—UCSD 15,000km 4K Live Streaming IP Transport Experiment



4K Live Streaming of Kyoto Prize Ceremony form Kyoto to Stockholm

### **Olympus 4K Digital Camera**

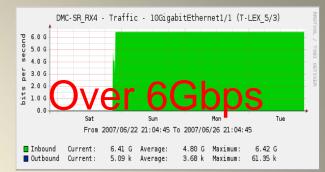


### **4K Uncompressed Transmission System**

NTT is developping 4k uncompressed streaming system, "4k Gateway " based on i-Visto technology (HD over IP)4x HD-SDI over IP (HD-SDI transparent)

- 4x UDP streams over IP
- Jumbo frame (9000B)
- streaming control from PC
- Frame sync over Ethernet

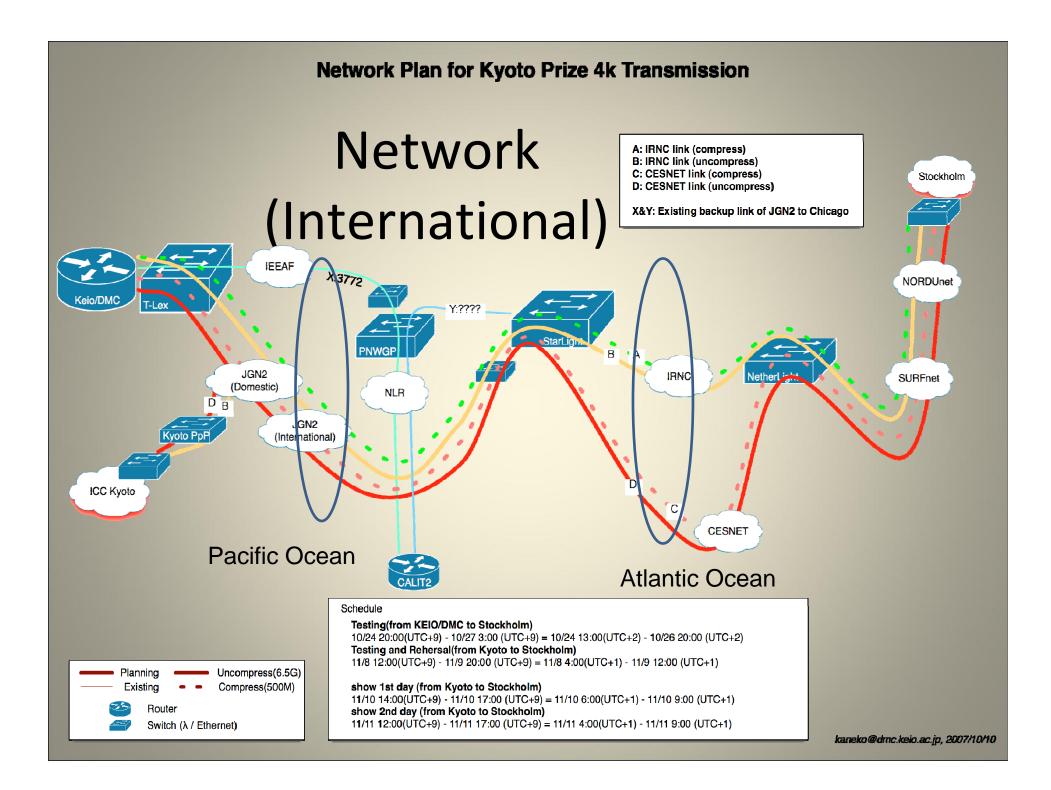




10Gbps Ethernet HDSDI in/out board(1)

Sync Control Ethernet HDSDI in/out board(2)





### **Requirement for Networking**

2 hour 4K digital cinema contents Non-compressed : 5TB JPEG2000 Compressed : 250GB (1/20 compressed ratio)

### **File Transfer**

10 hours over 1Gb/s link 30 minutes over 1Gb/s link

Non-compressed 1/20 compressed

### Real time streaming

6Gb/s Non-compressed 300Mb/s 1/20 compressed

### **Multicast function**

QoS Requirements Packet Loss Latency Synchronization

# Conclusion

- NXGN is now being deployed, standardized, and the first services have just started in some countries.
- The Internet and NGN will coexist giving users their merits from now on.
- NWGN is in the research phase toward 2020.

We have to accelerate R&D on NWGN technologies to provide advanced and secure ICT infrastructure with low carbon toward the decade of 2020.

International collaboration for R&D on NWGN/Future Internet is important, and world-wide network testbeds should be established.

# Thank you !



