DetNet WG

IETF #100, Singapore

Use Cases Draft

Thursday, November 16th, 2017 Ethan Grossman, editor

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Contents



- Updated Use Case draft
 - draft-ietf-detnet-use-cases-13
- Goals, Future plans
- Status Three new use cases
 - No new common themes needed!
- Common Themes (brief review)
- Overview of new use cases



Use Case Draft Goals

- Provide industry context for DetNet goals
 - What are the use cases?
 - How are they addressed today?
 - What do we want to do differently in the future?
 - What do we want the IETF to deliver?
- Highlight commonalities between use cases
- Yardstick for functionality of any proposed design
 - To what extent does it enable these use cases?
- This DetNet use case draft explicitly **does not**
 - State specific requirements for DetNet
 - Suggest specific design, architecture, or protocols



Use Case Draft Future Plans

- Continue to review the ongoing architecture and design drafts to identify cases in which they may not support user needs (as described in the Use Cases draft)
- Adapt and clarify the Use Cases draft to be in alignment with practical considerations of the proposed architecture and design



Use Case Draft Status

Three New Use Cases

Private Blockchain

by Daniel Huang

Mining

by Diego Dujovne and Xavier Vilasojana

Network Slicing

by Xuesong Geng

Common Themes (1/2)



- Unified, standards-based network
 - Extensions to Ethernet (not a "new" network)
 - Centrally administered (some distributed, plug-andplay)
 - Standardized data flow information models
 - Integrate L2 (bridged) and L3 (routed)
 - Guaranteed end-to-end delivery
 - Replace multiple proprietary determinstic networks
 - Mix of deterministic and best-effort traffic
 - Unused deterministic BW available to best-effort traffic
 - Lower cost, multi-vendor solutions

Common Themes (2/2)



- Scalable size
 - Long distances (many km)
 - Many hops (radio repeaters, microwave links, fiber links...)
- Scalable timing parameters and accuracy
 - Bounded latency, guaranteed worst case maximum, minimum
 - Low latency (low enough for e.g. control loops, may be < 1ms)
 - Ability to create symmetrical path delays
- High availability (up to 99.9999% up time, even 12 nines)
 - Reliability, redundancy (lives at stake)
- Security
 - From failures, attackers, misbehaving devices
 - Sensitive to both packet content and arrival time
- Deterministic flows
 - Isolated from each other
 - Immune from best-effort traffic congestion



Mining Use Case Today Reliability via retries Latency tolerated Bandwidth overprovisioned Wireless Access Point Digging Control (802.11) Machines Video (802.11) (Several) Backbone Wireless Ethernet Access Network Point Mine Status Data Bridge Data (LPWAN) Loggers (Many) Audio (trunk) DetNet Voice Converged network Comms Reserved BW, Higher BW efficiency (no overprovisioning) Mixed Wired + Wireless (Deterministic) network

Low Latency

Private Blockchain Use Case



Private Blockchain (corporate network)
DetNet can

- Accelerate consensus process
- Facilitate point to multi-point traffic (vs. App layer)
- Guarantee transport latency, negligible packet loss
- Private Blockchain Asks
- Layer 2 and Layer 3 multicast of blockchain traffic
- Bounded, low latency
- Negligible packet loss
- Coexistence of blockchain and IT traffic
- Scalable network with distributed control entities

Network Slicing Use Case



- Network slicing divides one physical network into multiple logical networks. Each slice, corresponding to a logical network, uses resources and network functions independently from each other.
- Network Slicing is a core feature of 5G defined in 3GPP (under development)



DetNet in Network Slicing

MAC - Media Access Control (address)



