neat

NEAT Policy

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NEAT - Key Features

- Single API to transport
- Single-Sided deployment
- Callback Driven
- Policy
- Multistreaming
- Multipath
- Security



Terms

- Application Requirement
- Transport transport protocol to try
- Path
 - Interface physical network interface
 - Source Address IP address on interface
 - Destination Address

 Candidate - triple of above (Interface, Path, Transport)



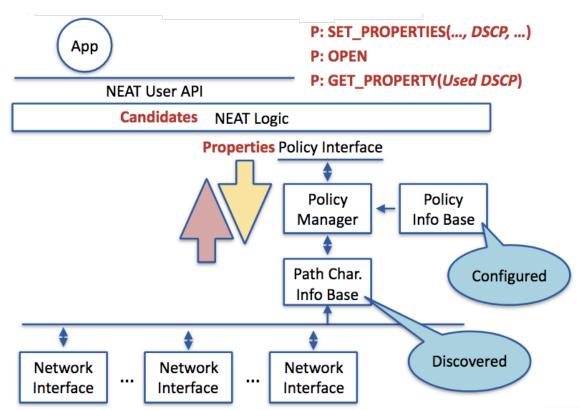
Really quite easy

Give me a reliable transport on a low latency path



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Devil is in the details

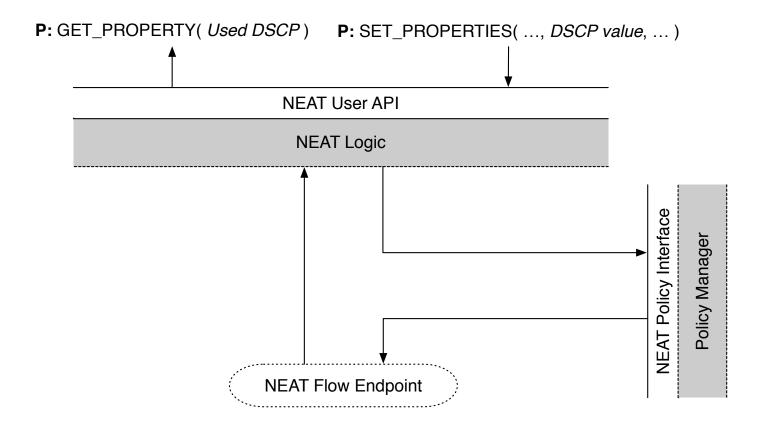
Give me a reliable transport on a low latency path

 Give me (TCP, MPTCP, SCTP, QUIC) on a path with latency of (<5ms), with small networking buffering, high capacity, etc ...

 A comprehensive method is too hard to standardise at the moment



NEAT Policy API Interface





Policy Manager Components

Rules Engine

- Policy Information Base
 - Configured
- Characteristics Information Base
 - Discovered



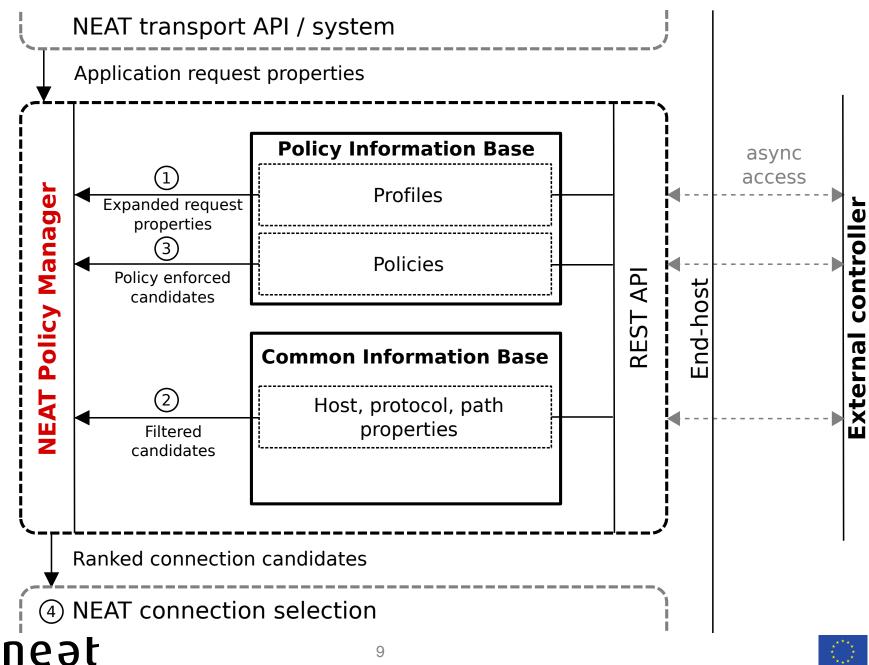
Information Base Properties

- Per Interface
 - Transport protocols
 - Latency
 - Message size

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PvD carries very similar information







Lessons Learned

- CIB collects highly useful information for selection
- Maintaining the CIB is difficult
 - Entries change over time
 - Entries may be removed, validity checked and new properties added
 - Solution depends on the context
 - SDN is different to Mobile



Recommendations to TAPS

- Architecture needs to capture basic features of a policy system
 - External interfaces help with evolution
- A comprehensive method is too hard to standardise at the moment

 High level abstraction is very powerful (reliable, low latency, high capacity...)



Questions?



More on NEAT

- https://neat-project.org
- https://github.com/neat-project/neat
- https://tools.ietf.org/html/draft-fairhurst-taps-neat-01
- https://tools.ietf.org/html/draft-grinnemo-taps-he-03



