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## Directions for COIN draft-irtf-coinrg-dir-00

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### Intention

### In-network computing can be conceived in many different ways

- active networking
- data plane programmability
- running virtualized functions
- service chaining
- distributed computing.

### • This draft

- proposes a particular direction for COIN research
- lists suggested research challenges

## This Draft

Different types of in-network computing systems

Examples

Terminology

**Research Challenges** 

Characterizing Computing in the Network vs. Packet Processing & Networked Computing

# Different Types of In-Network Computing Systems

- 1. Active Networking
- 2. Edge Computing
- 3. Dataplane programmability
- 4. Application-layer data processing frameworks
- 5. Service Function Chaining

### • Networked Computing

- use networking to connect compute instances
- VMs, microservice instances
- interaction types such as RPC, REST
- applications such as CDN
- not really "computing in the network" just connected computing

### Packet Processing

- transparent middleboxes applying processing functions on packets
- typically not very programmable
- Active networking
  - offering abstraction for programming packet processing from an endpoint perspective

#### Programmable Data Plane

- abstractions of different types of network switch hardware (NPUs, CPUs, FPGA, PISA) from a switch/network programming perspective.
- programs are constrained by the capabilities (instruction set, memory) of the target platform
- typically operate on packets/flow abstractions (for example *match-action-style processing*)
- Network Functions Virtualization
  - networked computing applied to telco functions
  - some VNFs happen to process/forward packets
  - packet steering could be programmed through SDN

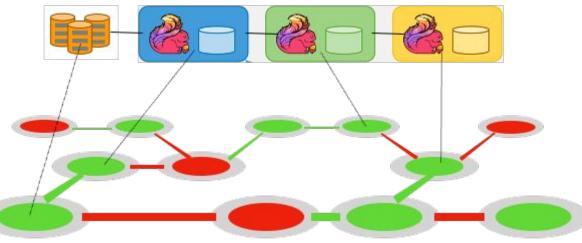
#### • Service Function Chaining

- more dynamic way for traffic steering
- dynamic chain of IP-addressable packet processors
- implemented by encapsulation

- Sometimes, networked computing and packet processing go well together
  - for example, when network virtualization is achieved through data-plane programming (SDN-style) to provide connectivity for VMs
  - MEC and network slicing could be an example
- Not really computing *in* the network though

#### • Application layer distributed computing

- Spark, Storm, Flink
- Could benefit from better integration in the network
- How could the network support such distributed computing systems better?
  - We discuss this a resource allocation problem
  - "joint optimization of computing, networking, caching"



# Examples

#### • Compute-First Networking in ICN

- Turing complete decentralized distributed computing framework
- Python programmable
- Shared compute graph and resource status via dataset synchronization in ICN

#### • Akka Toolkit

• Actor model: asynchronous message-based communication between processes encapsulating application logic

#### • Distributed stream processing

- More structured distributed computing (typically DAG)
- Stateful or stateless data-driven computation
- Distributed machine learning
  - dividing training jobs across multiple processors
  - different aggregation / collection functions

# **Research Challenges**

- 1. Categorization of Different Use Cases for Computing in the Network
- 2. Modeling Distributed Computing
- 3. Mapping Computing Semantics to Infrastructure
- 4. Networking and Remote-Method-Invocation Abstractions
- 5. Transport Abstractions
- 6. Programming Abstractions
- 7. Security, Privacy, Trust Model
- 8. Orchestration and Coordination
- 9. Fault Tolerance, Failure Handling, Debugging, Management

# Next Steps

- Want to address Collective Communications better
  - we already talk about machine learning, but could be more specific
  - also talk about how generic aggregation functions in the network can help
  - discuss transport for Collective Communication
- Want to articulate research challenge better
  - be more specific about new challenges with COIN relevance

• Maturity level: will probably need a few iterations – please send suggestions!