



**CSAIL**

MIT COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE LABORATORY

# Report from the End-to-End Research Group

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# Outline

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- ◆ What is the End-to-End Research Group?
- ◆ Report on a discussion at the E2E RG meeting of January, 2005



# The E2E RG

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- ◆ Existed since 1984
- ◆ Chaired by Bob Braden until Nov. 2005
- ◆ About 15-20 members (limited)
- ◆ Rotating membership
- ◆ Meets 2-3 times a year for 1.5 days
- ◆ Normally invite some number of others to attend meetings.
- ◆ Focus on E2E services and protocols
- ◆ Forum for exchange of ideas
- ◆ E2E interest list (supported by the Postel Center)
- ◆ Sample topics:
  - Transactions (VMTP, SUN RPC, etc)
  - Multicast
  - TCP congestion control
  - Integrated Services
  - New Architectures



# The topic of the meeting: Framing the discussion

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- ◆ Question posed: “*How might the computing and communications world be materially different in 10 to 15 years, and how might we define a research agenda that would get us to that world?*”
- ◆ Implies a vision of the future Internet
  - The *conception* of the future
  - The *technical approach* to getting there
- ◆ Concentrated on the first



# 10 Visions

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1. The influence of increased technology at the edges
2. Universal location system
3. Security architecture
4. Operation in times of crisis
5. Anti-scale: small networks
6. Quantum computing
7. The limitations of the control/data plane dichotomy
8. Physical device presence in cyberspace
9. Reduction of the energy cost of communication
10. The software radio revolution



# Computing at the edges

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## ◆ Trends

- Applications (mostly) at the edges
- New, smaller, user interface devices at the edges
- Much of the economic incentive at the edges
- 95% or more of processors manufactured do NOT go into “computers”, but in potential edge devices

◆ Vision: A low cost, open infrastructure suited for communication with low-cost computing devices such as sensors and controllers.



# Anti-Scale: Small networks

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## ◆ Trends

- Over last 25 yrs, one common thread: seamless scaling over increasing distances and numbers of devices, but...
- Bluetooth (and others): limited, low-power, low-overhead, increasingly prevalent
- Demise of the backplane: blurring between very local network and backplane
- Sandwiching optical or wireless devices on CMOS: imagine information between chips on a card carried by optically or wirelessly, moving termination of network into the center of the chip

- ◆ Vision: An architecture to support dozens or hundreds of chips sized devices with price-performance ranging from very low cost to very high bandwidth.



# Assume Quantum Computing

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- ◆ Trend (situation)
  - Not there now, but making progress
  - How do quantum computers communicate: work in qubits, not (binary) bits
    - ◆ Are they exchanged?
    - ◆ By what technology communicated, since digital technology would destroy their multi-state nature?
    - ◆ Do we need qubit routers?
    - ◆ How do we interface between qubit and binary bit transmission?
  - Effect on network security: very good at prime factorization: consider effects on numbers and kinds of keys, life-time of keys, etc.
- ◆ Vision: In 10 yrs., be prepared for communicating quantum computers, both in terms of communication and security.



# Software Radios

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## ◆ Trends

- Make all aspects of wireless communication “programmable” including encoding, frequency usage, energy used, media used, etc.
- Receiver can examine spectrum for utilization to lead to opportunistic use of spectrum
- New approaches to underlying encoding on existing used spectrum, without effecting current use

- ◆ Vision: In 10 yrs, working SR systems demonstrating revolutionary use and management of spectrum. Demonstration of highly efficient use (and reuse) of spectrum and establishment of a regulatory regime that permits these modes of operation.



# Take away (my 2 cents)

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- ◆ List of topics incomplete. What are your visions?
- ◆ What do we do with the visions? Pick one or some
  - Evaluate what is required architecturally
  - Determine what is required technically, and address those things not currently available.
- ◆ Propose and explore new architectural features required to enable your vision.
- ◆ With value and feasibility explored, consider how to get from here to there.



# The paper

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*Making the World (of Communications) a Different World*, Clark, Partridge, Braden, Davie, Floyd, Jacobson, Katabi, Minshall, Ramakrishnan, Roscoe, Stoica, Wroclawski, Zhang, **ACM SIGCOMM CCR 35(2)**, July, 2005, pp. 91-96.