

Why the developing world  
needs a load of <sup>{£¥€}</sup>ca\$hes

Or,

~~The Design Philosophy of the DARPA Internet Protocols~~

A

for GAIA

Nishanth Sastry  
King's College London

# Two kinds of GAIA networks

## Connectivity sharing overlays

- ✦ Incumbent provider is not doing a good enough job
- ✦ To enable new services over provider's network

## Local loops

- ✦ Market is not big enough for provider to offer service

# Two kinds of GAIAs networks

## Connectivity sharing overlays

- ✦ Incumbent provider is not doing a good enough job
- ✦ To enable new services over provider's network

## Local loops

- ✦ Market is not big enough for provider to offer service

Maine and Aberdeen are not South Sudan  
This is not *just* a developing world problem!

# Outline

- ✦ “Why”: Purpose of connectivity sharing and local loops
- ✦ Design considerations
- ✦ The role of caches

# Connectivity sharing nets

- ✦ Why: Under-utilised home internet connections can be shared
- ✦ Why: Expanding connectivity at home to guest access outside
- ✦ How: Mesh network - Meraki (roofnet)
- ✦ How: ISP connection share - Fon
- ✦ How: Less than Best Effort - PAWS



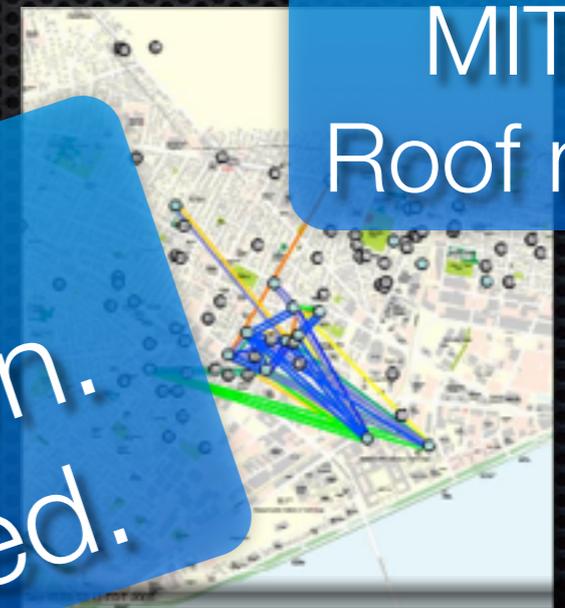
MIT  
Roof net

FON

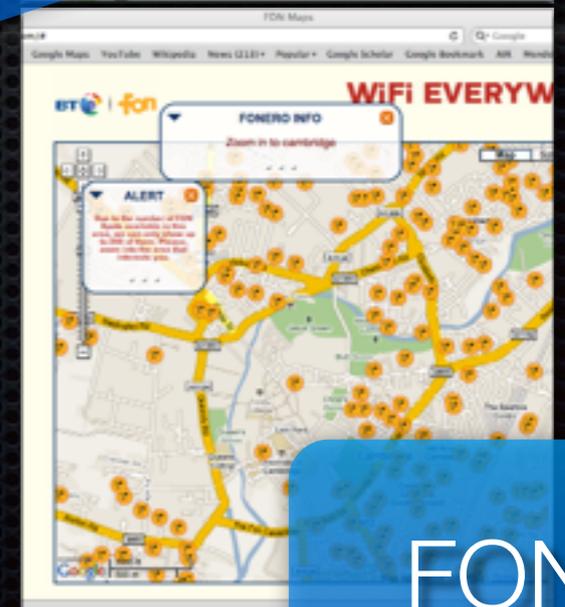
# Connectivity sharing nets

- ✦ Why: Under-utilised home internet connections can be shared
- ✦ Why: Expanding connectivity to guest access
- ✦ How: Mesh network - Meraki (roofnet)
- ✦ How: ISP connection share - Fon
- ✦ How: Less than Best Effort - PAWS

Need exists.  
Technical feasibility shown.  
Business case developed.

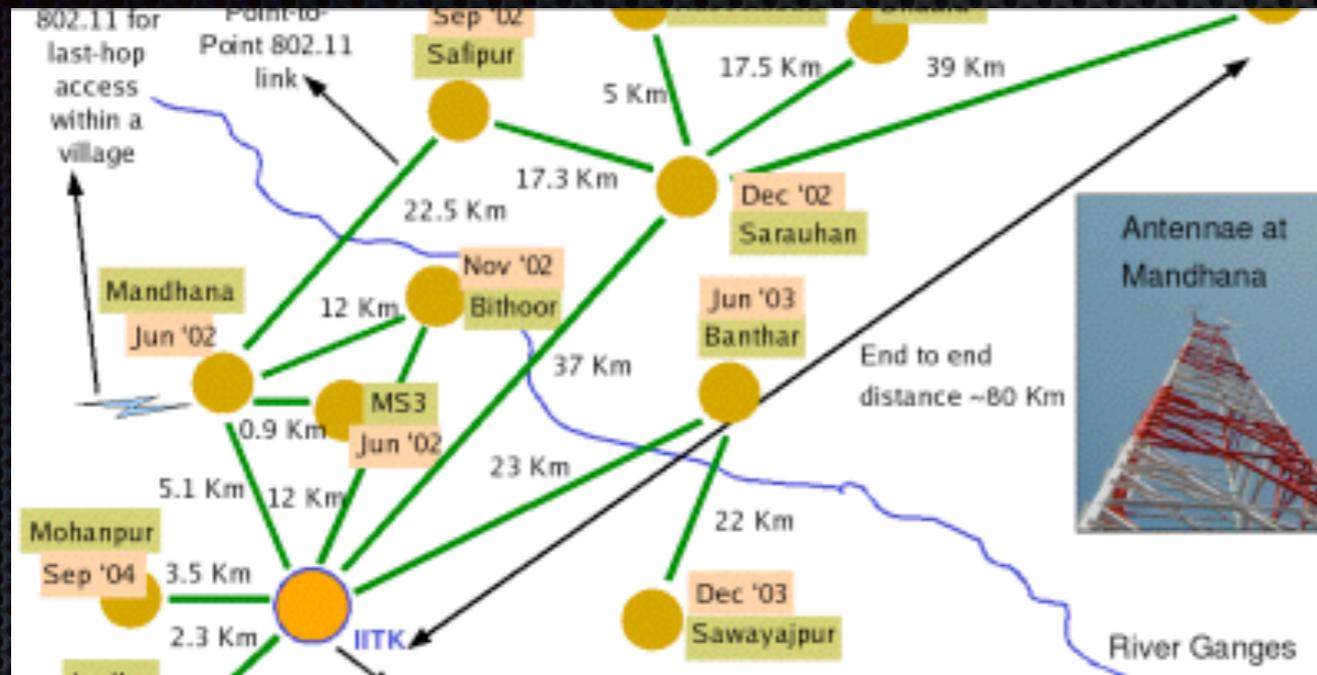


MIT  
Roof net



FON

# “Local-loop” networks



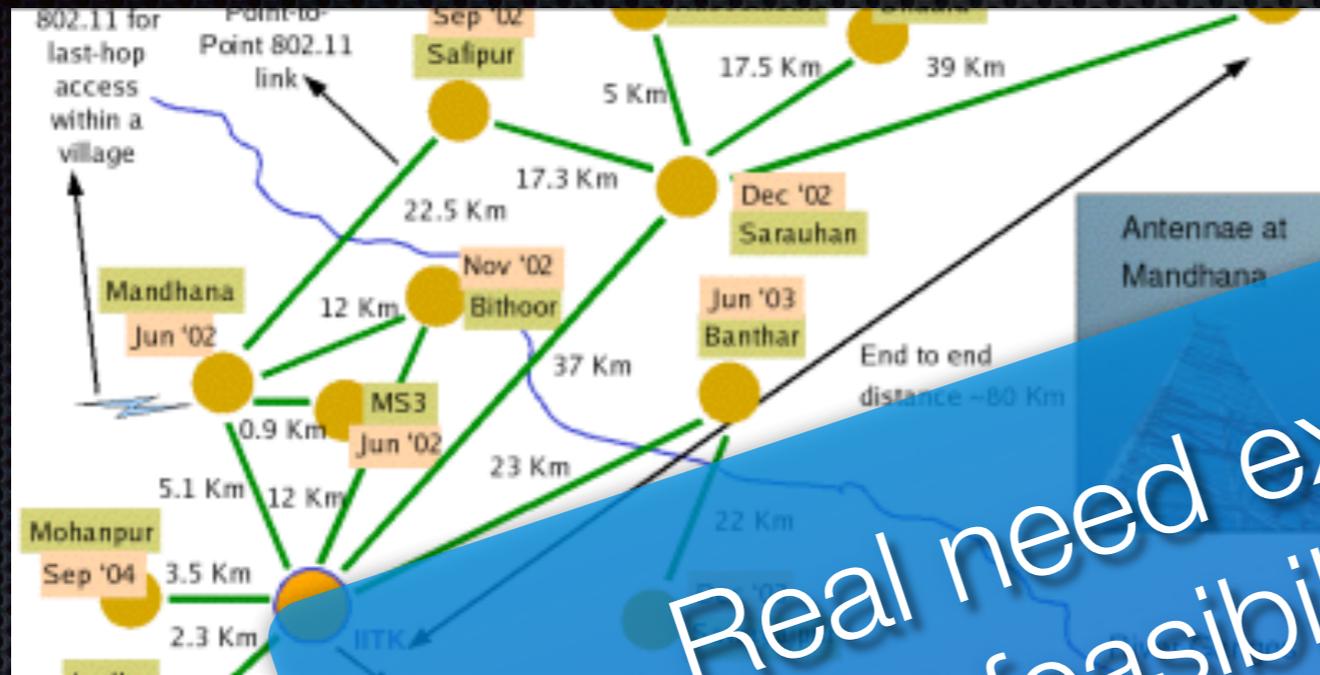
Digital Gangetic Plains



Berkeley/Intel TIER project  
at  
Aravind Eye Hospital

- Why: Wi-Fi cheaper than other solutions (cellular)
- New MAC protocols for long distance links
- Tuned for predictable performance
- (weather/line-of-sight requirement etc.)

# “Local-loop” networks



Real need exists.  
Technical feasibility shown.

Digital Gangetic Plains Berkeley/Intel TIER project  
at  
Aravind Eye Hospital

- Why: Wi-Fi cheaper than other solutions (cellular)
- New MAC protocols for long distance links
- Tuned for predictable performance
- (weather/line-of-sight requirement etc.)

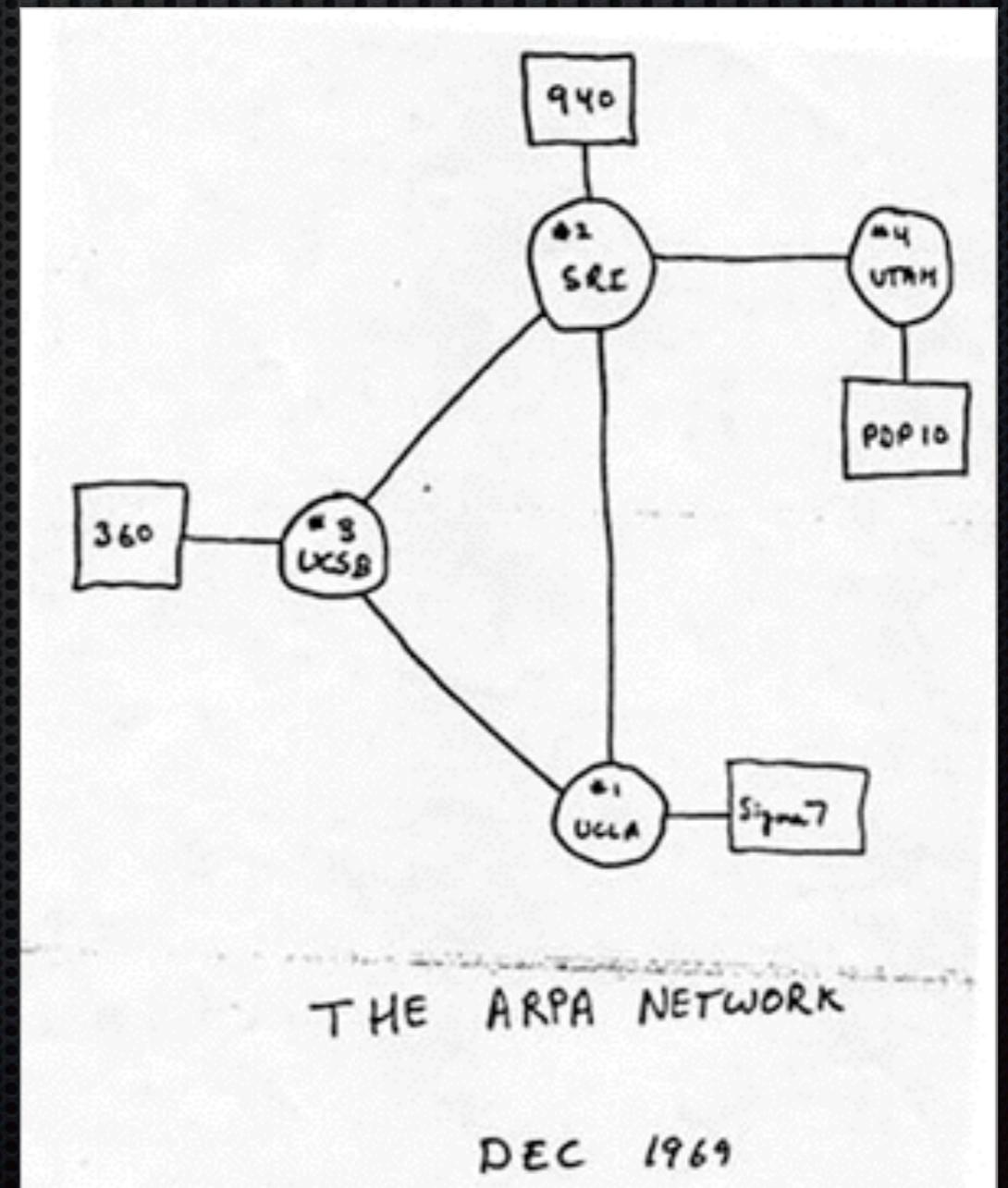
Real need exists.  
Technical feasibility shown.

# So, what's next?

Are we on the right path?

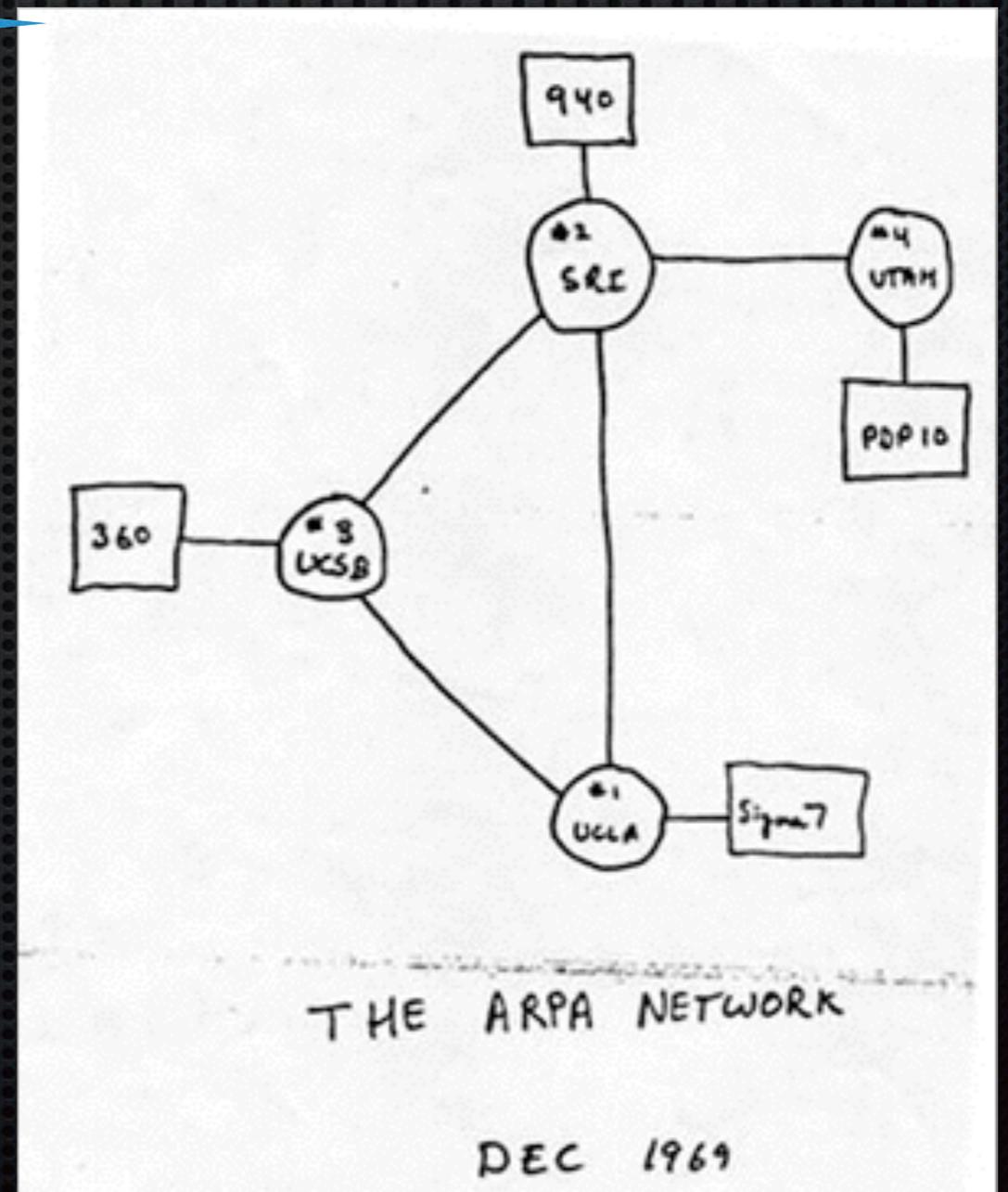
What should GAIA's design considerations be?

# Networks need killer apps



# Networks need killer apps

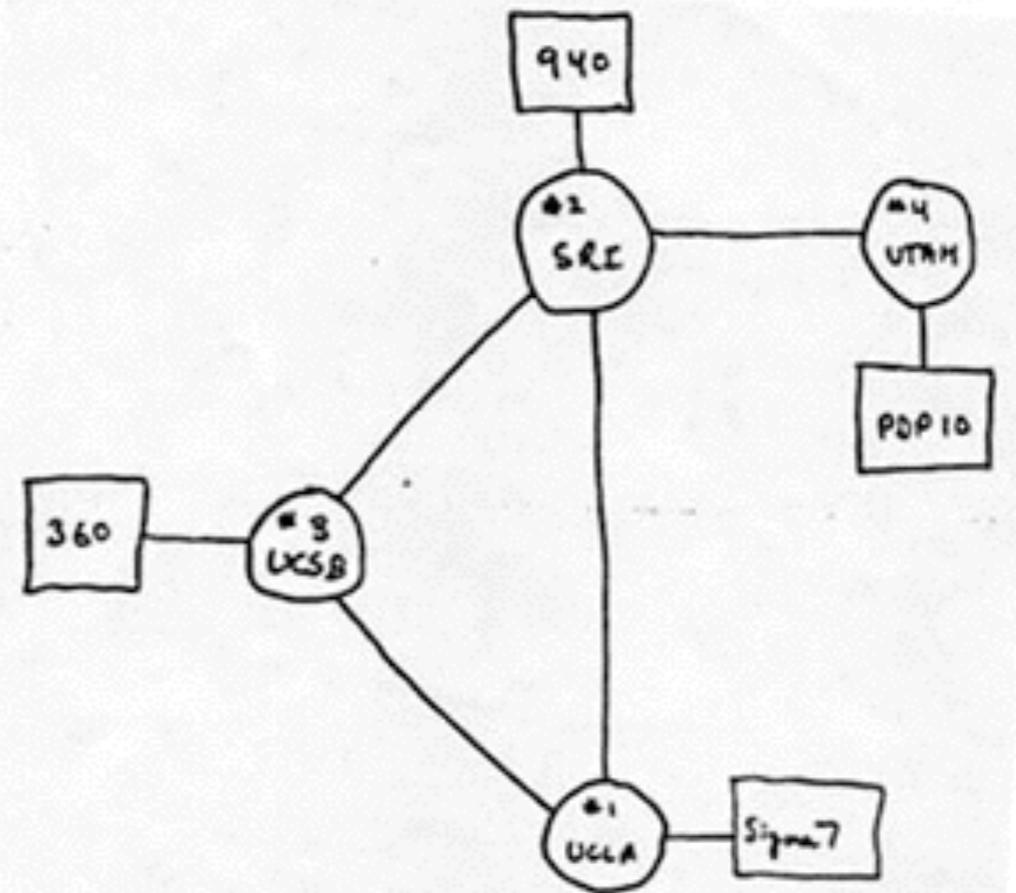
The Internet only became World-Wide after the Web was invented



# Networks need killer apps

The Internet only became World-Wide after the Web was invented

‘If you “hang out” at a village communications store for few hours, you will witness many young folks come and ask for a phone that has Facebook on it’ - Chintan Vaishnav on the GAI A mailing list

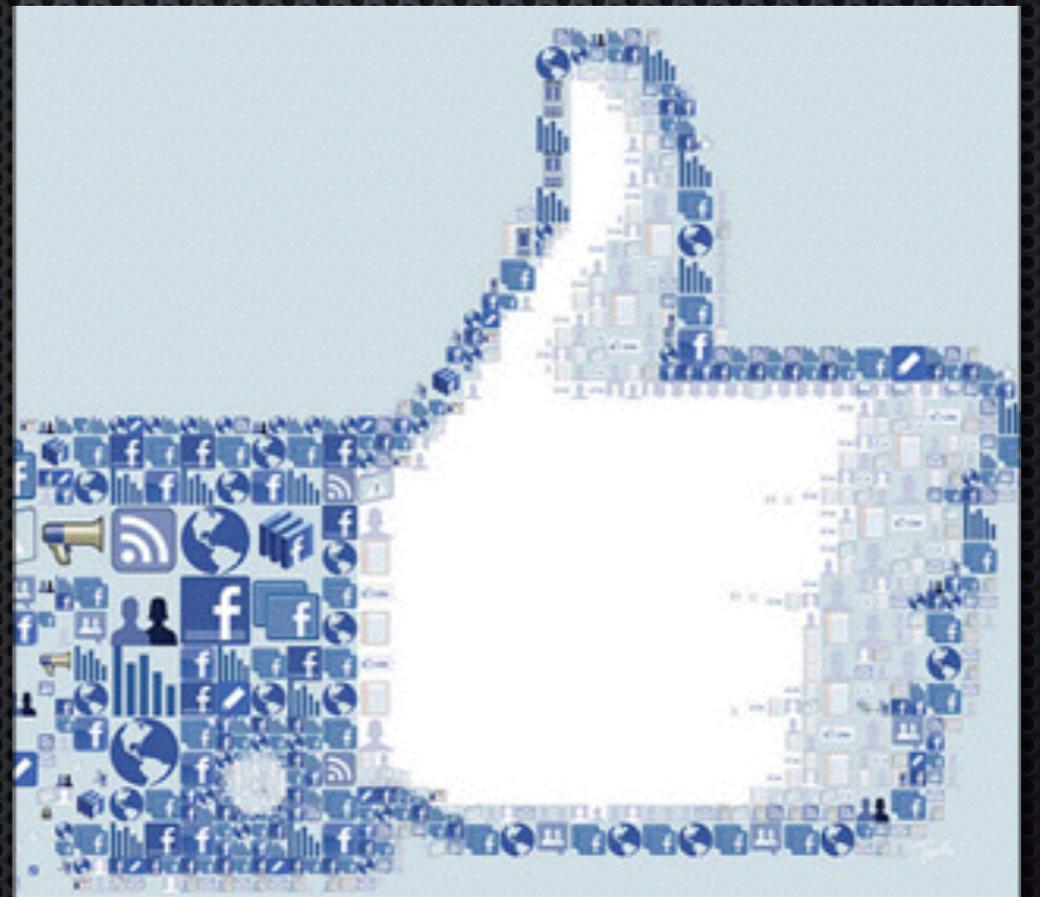


THE ARPA NETWORK

DEC 1969

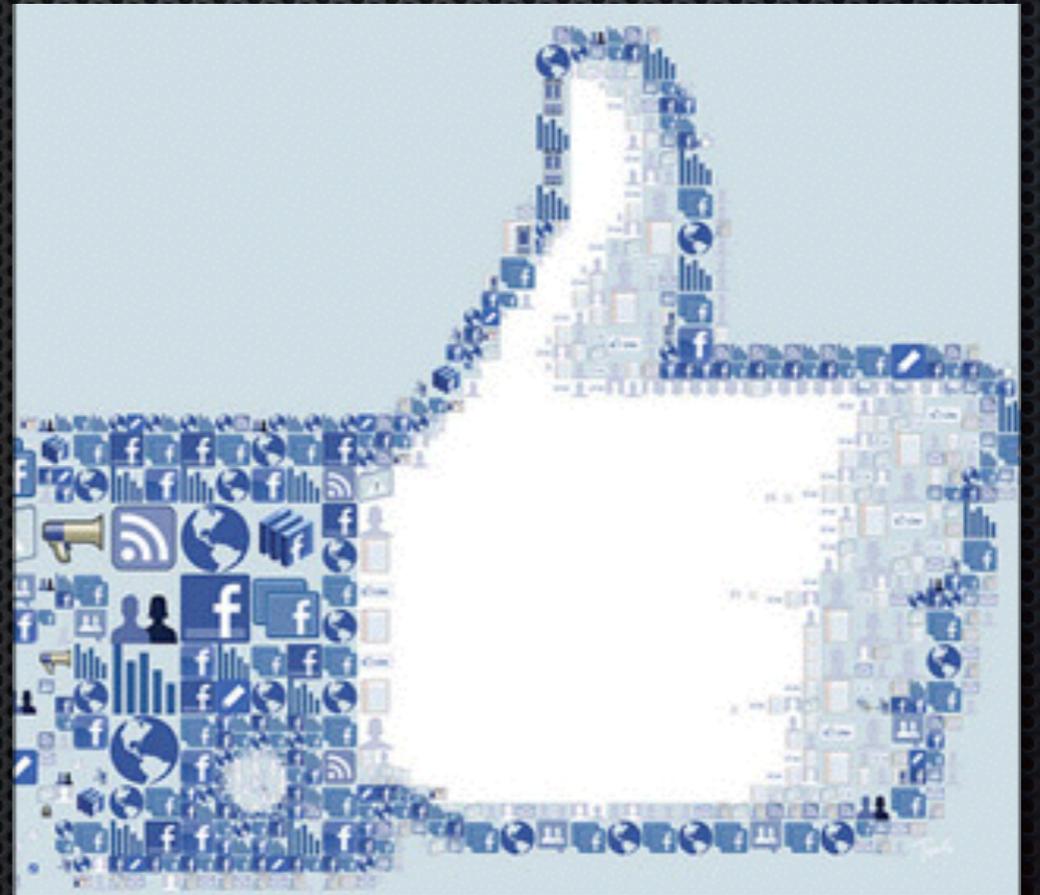
# Is Facebook zero-rating the solution?

No! The Internet was  
built with a secret sauce  
that allowed the Web to  
become World Wide!



# Is Facebook zero-rating the solution?

No! The Internet was  
built with a secret sauce  
that allowed the Web to  
become World Wide!



(Killer apps need killer infrastructure)

**The ~~Design Philosophy~~ of the DARPA Internet Protocols**  
**Secret Sauce**

David D. Clark\*  
Massachusetts Institute of Technology  
Laboratory for Computer Science  
Cambridge, MA. 02139

*(Originally published in Proc. SIGCOMM '88, Computer Communication Review Vol. 18, No. 4,  
August 1988, pp. 106–114)*

Internet designed for  
heterogeneous connectivity  
Enabled expansion to WWW scale when needed!

What should GAIA be  
designed for?

# Case 1: local-loop nets

*Surana et al (NSDI 2008)*

Micro-operators and users are not technically savvy

- ✦ Circuit breakers can trip
- ✦ Flash card containing OS corrupted after power surge
- ✦ Routing misconfiguration is common
- ✦ Wall erected in front of antenna!
- ✦ loose cables

# Case 1: local-loop nets

*Surana et al (NSDI 2008)*

Micro-operators and users are not technically savvy

- ✦ Circuit breakers can trip
- ✦ Flash card containing OS corrupted after power surge
- ✦ Routing misconfiguration is common
- ✦ Wall erected in front of antenna!
- ✦ loose cables

Need to design for arbitrary link failures

# Case 2: connectivity-sharing

Link availability is not guaranteed

- ✦ Link relinquished if primary user needs it (Fon/PAWS)
- ✦ Radio channel quality can vary (Meraki/RoofNet)
  - ✦ Could mean different egress points at different times!
- ✦ Link capacity different at different times of day (PAWS)
  - ✦ Could mean different egress points at different times!

# Case 2: connectivity-sharing

Link availability is not guaranteed

- ✦ Link relinquished if primary user needs it (Fon/PAWS)
- ✦ Radio channel quality can vary (Meraki/RoofNet)
  - ✦ Could mean different egress points at different times!
- ✦ Link capacity different at different times of day (PAWS)
  - ✦ Could mean different egress points at different times!

Not that different from arbitrary link failure!

# Some design tenets for “cheshire cat” links



# Some design tenets for “cheshire cat” links



1. User-in-the-loop as “sophisticated” error correction
  - ✦ Can rely on for “rebooting”, but not for debugging!
  - ✦ Implementing functionality at the “correct” layer

# Some design tenets for “cheshire cat” links



1. User-in-the-loop as “sophisticated” error correction
  - ✦ Can rely on for “rebooting”, but not for debugging!
  - ✦ Implementing functionality at the “correct” layer
2. Assume failure, incorporate redundancy
  - ✦ Does NOT mean over-engineering!
    - ✦ Rather, can use “over-scrounging”

# Some design tenets for “cheshire cat” links



1. User-in-the-loop as “sophisticated” error correction
  - ✦ Can rely on for “rebooting”, but not for debugging!
  - ✦ Implementing functionality at the “correct” layer
2. Assume failure, incorporate redundancy
  - ✦ Does NOT mean over-engineering!
    - ✦ Rather, can use “over-scrounging”
3. Expect topology to change
  - ✦ Yes, like ad-hoc nets, but don’t jump to heal topology...

# Change Network Contract

# Change Network Contract

- ✦ “If **host X** is reachable, will try to **deliver your data** to it”:  
Best effort Internet

# Change Network Contract

- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

# Change Network Contract

- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

Staggercast: user-in-the-loop negotiation/haggling

# Change Network Contract

- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

Staggercast: user-in-the-loop negotiation/haggling

- ✦ “If content X is reachable, will try to fetch that data **later**”

# Change Network Contract

- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

Staggercast: user-in-the-loop negotiation/haggling

- ✦ “If content X is reachable, will try to fetch that data **later**”
- ✦ “If content X reachable, will **fetch from a cheaper network**”

# Change Network Contract

- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

## Staggercast: user-in-the-loop negotiation/haggling

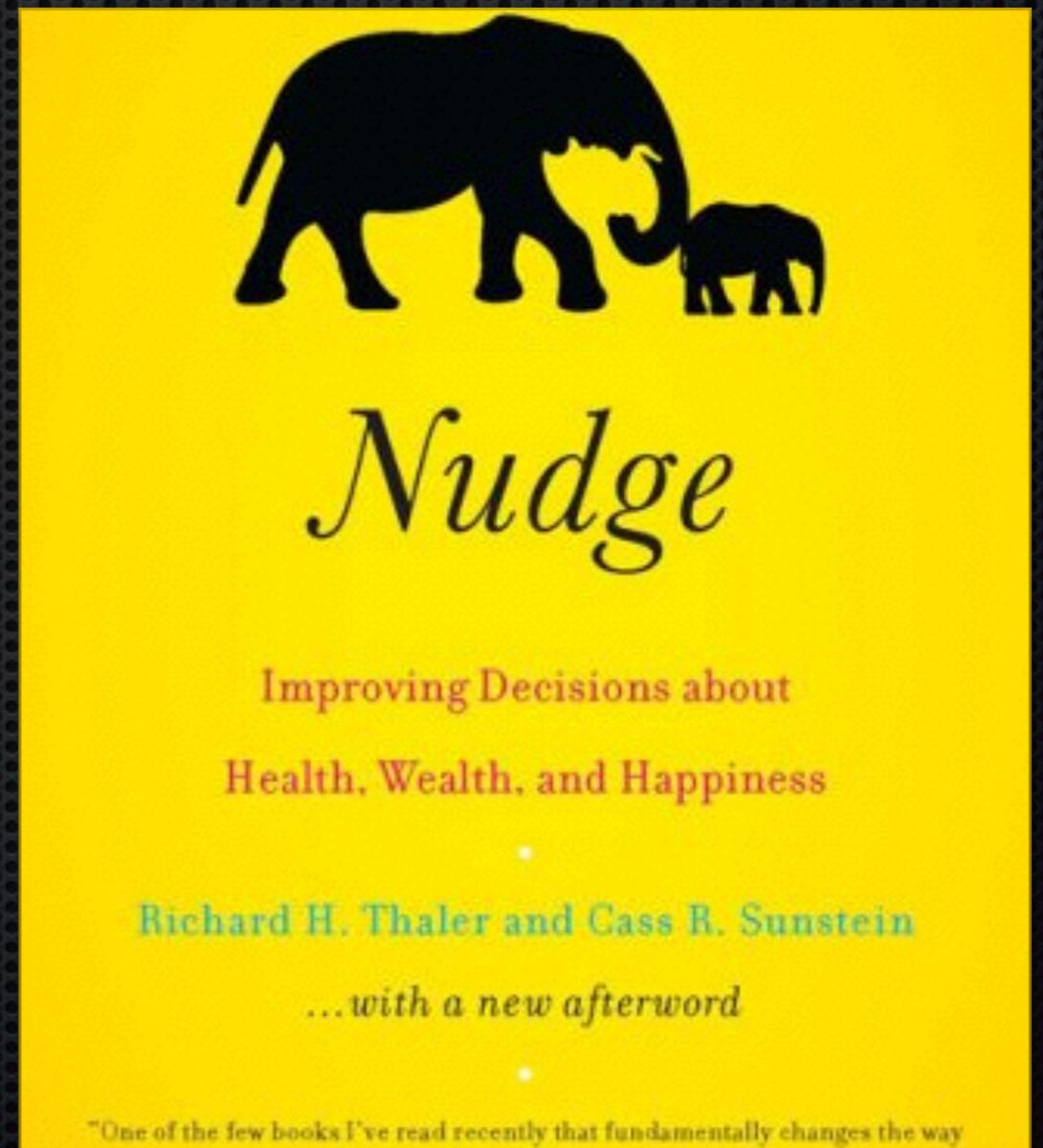
- ✦ “If content X is reachable, will try to fetch that data **later**”
- ✦ “If content X reachable, will **fetch from a cheaper network**”
- ✦ “I don’t have Content X. Will Y be OK?” 😊

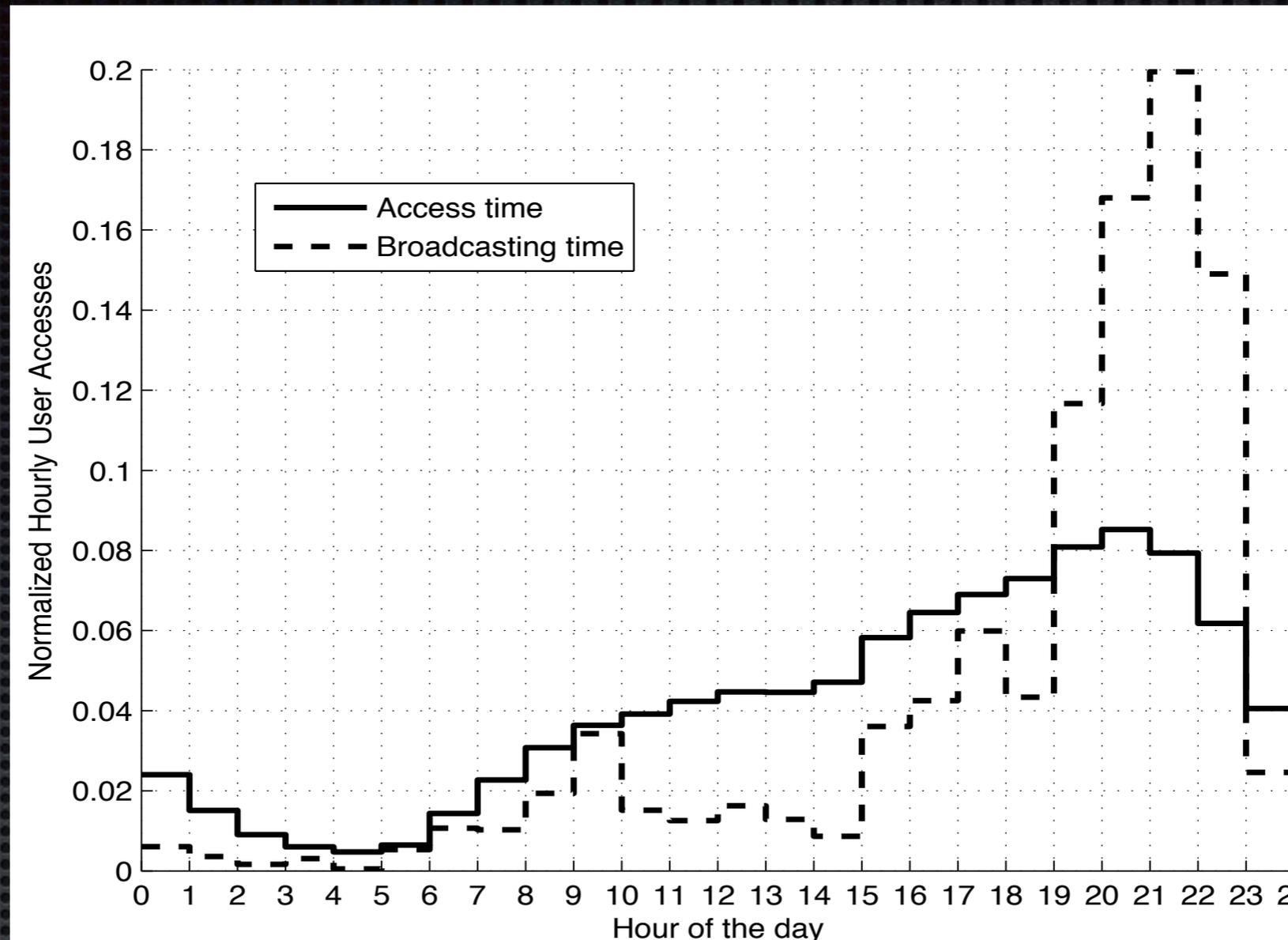
# ICN: \*-proof networks

- ✦ Tolerance to network partitions
- ✦ Tolerance to change in link quality (e.g., radio channels)
- ✦ Generally handles client mobility well (Tyson et al, CACM'13)
- ✦ Well suited for broadcast/radio access
  - ✦ REACH: Rural broadband intErnet Access using Co-operative mesh networking in wHite space spectrum
- ✦ Will hit ratios be high enough to make storage pay off?
- ✦ Amount of network state: at content item level rather than host address level

# 'Nudge' users to ↑ hit ratio

- ✦ Current mindset: User is king
- ✦ Operators/providers attempt to satisfy all user accesses
- ✦ Idea: 'Nudge' user to behaviours better suited to network!

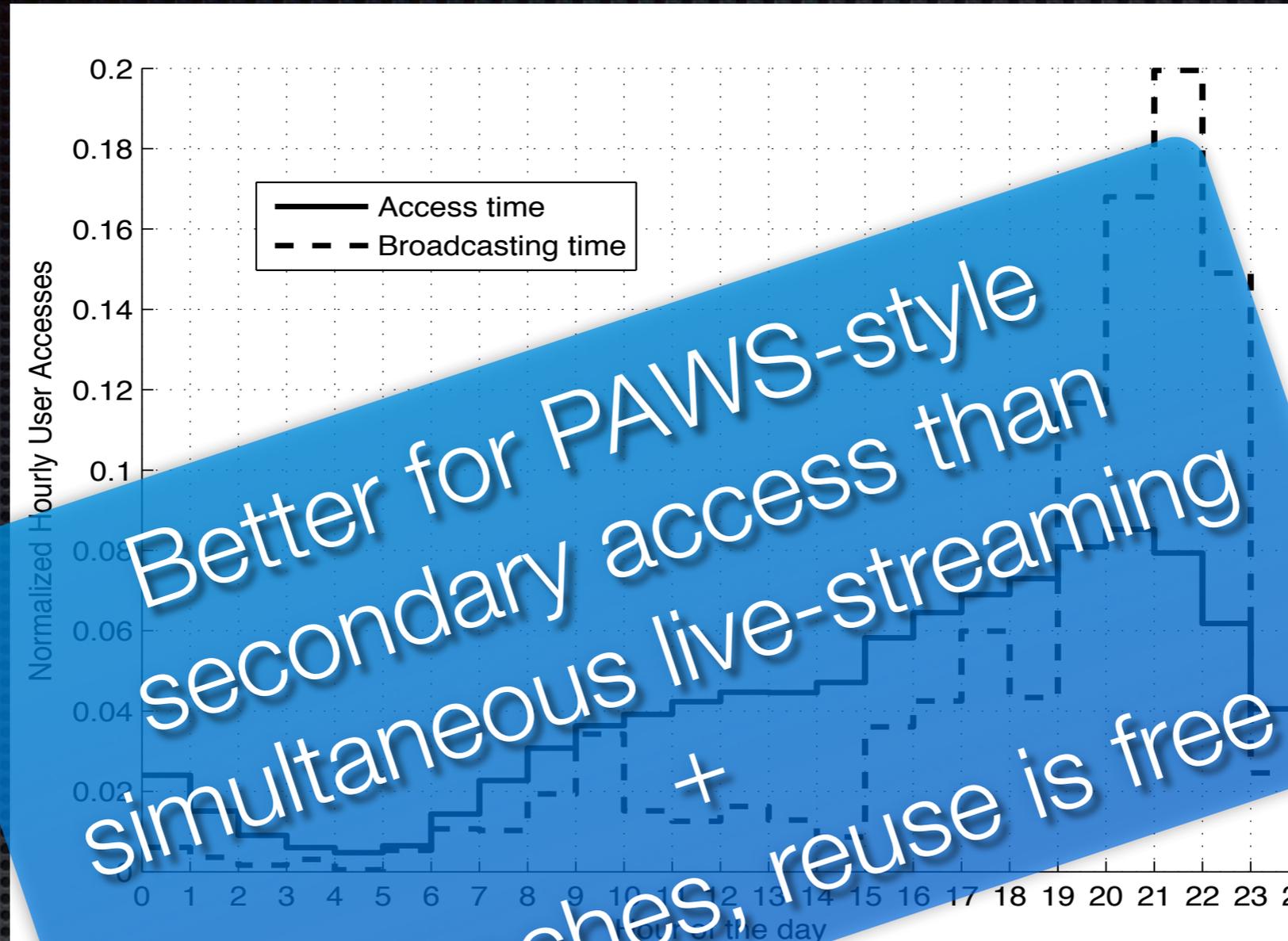




# Passive Nudging

Make it easy to choose best option for network

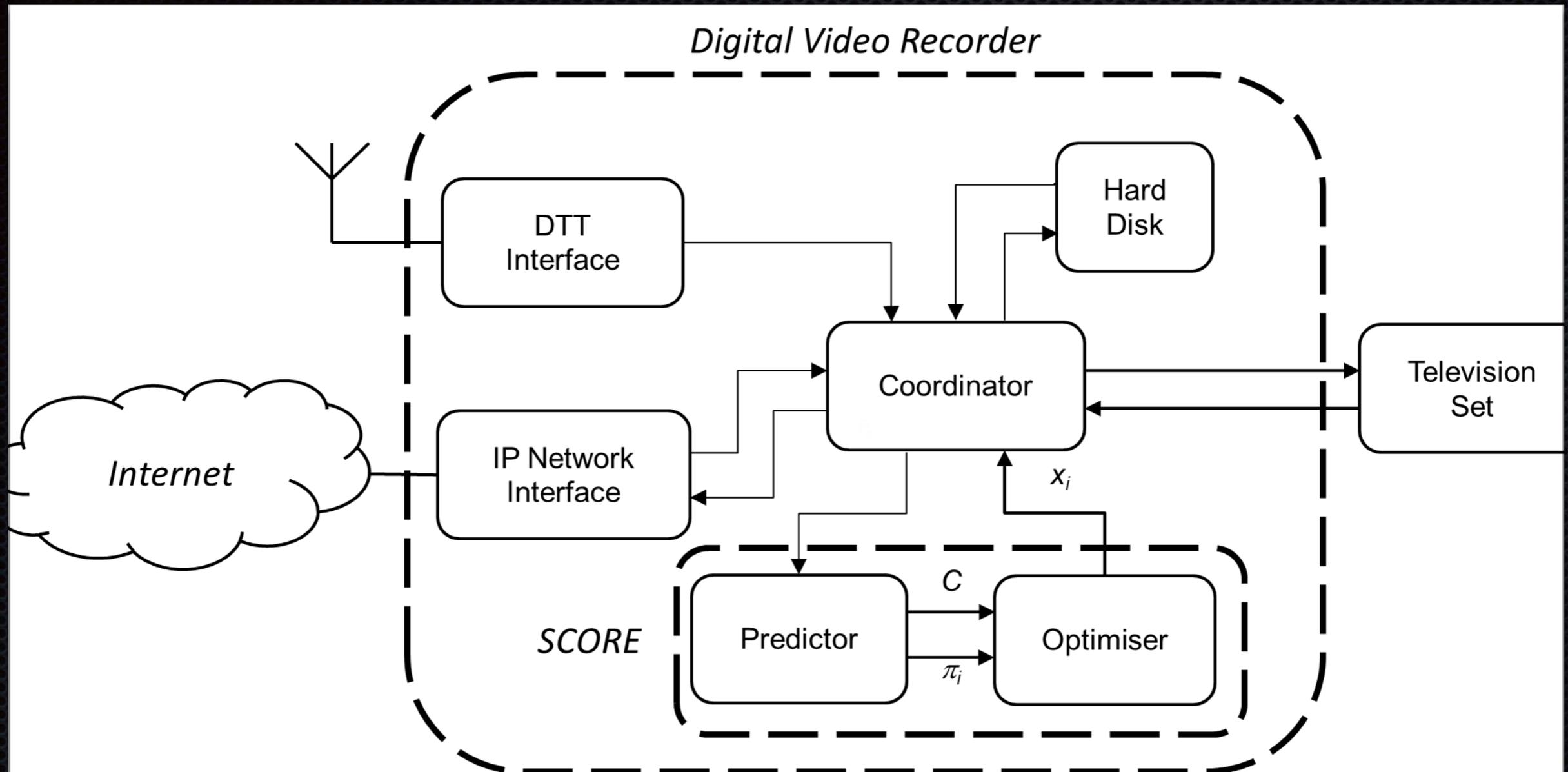
E.g.: Give users flexibility to choose time of access



Better for PAWS-style secondary access than simultaneous live-streaming + reuse is free

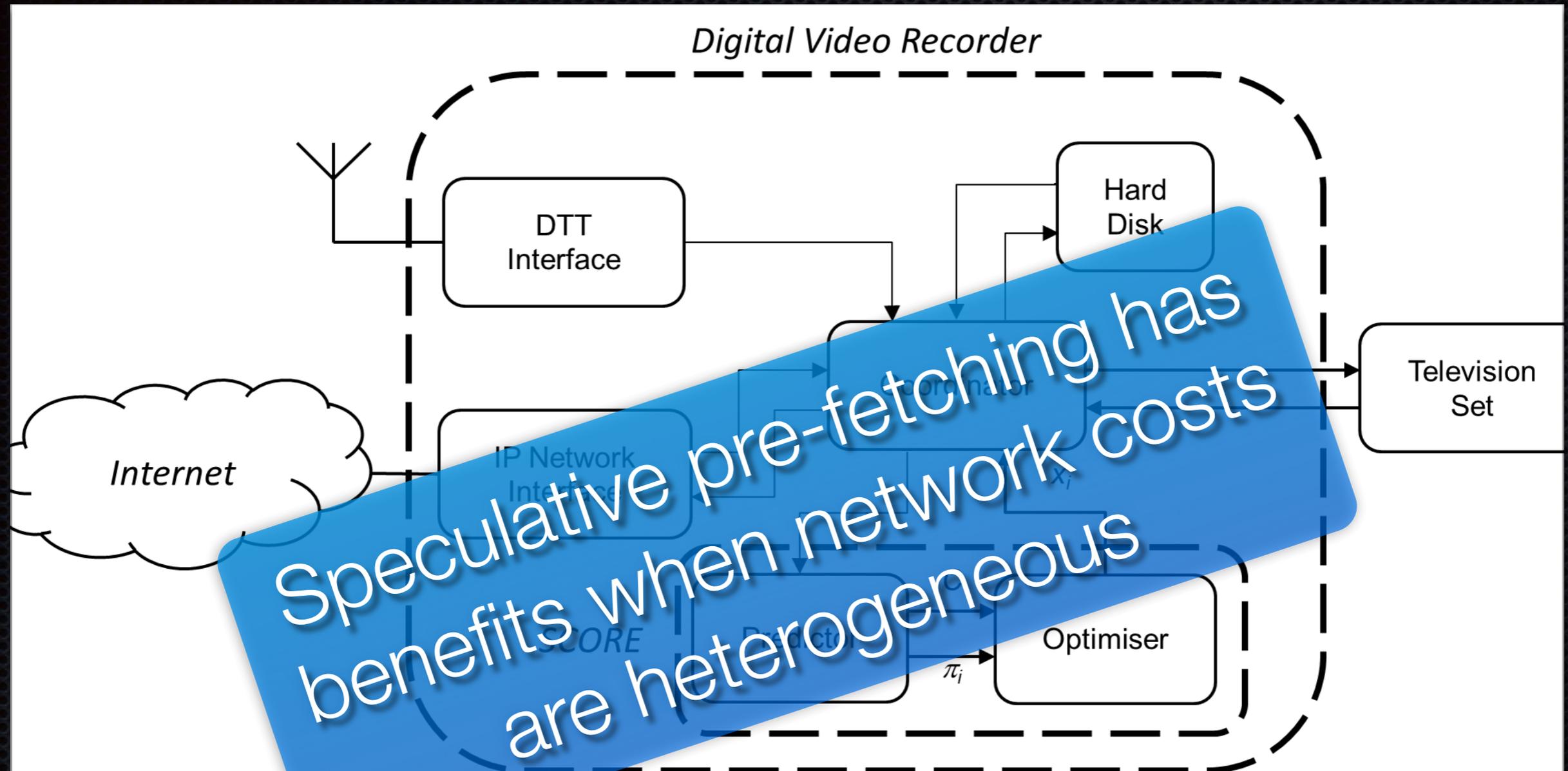
# Passive nudging

Make it easy to choose best option for network  
E.g.: Give users flexibility to choose time of access



# Automatic nudging

Choose the best option for the network by profiling user access patterns



# Automatic nudging

Choose the best option for the network by profiling user access patterns

# Active nudging

- ✦ Offer incentives for good network behaviour:
  - ✦ fewer ads, lower pricing, better bandwidth
  - ✦ e.g. “Night Browsing” Plans by number of operators
- ✦ Network operator can reflect their operating costs
  - ✦ e.g., when using 95th percentile SLAs, operators can make incentives higher when monthly peak is close

# Summary: On the virtue of $\{ \text{€} \}$ caches

Killer apps are needed, but also need killer infrastructure

- ✦ Copies give failure tolerance + topology independence
- ✦ In network-caches enable time-shifted access, staggering peak load
- ✦ Pre-fetching can create arbitrage opportunities over costly/variable-quality links, and different types of nets
- ✦ Cache copies can be more effectively used by offering incentives, based on ongoing network costs

# The Internet is cheaper for Pack Rats (who can be nudged)

Surana, S., Patra, R. K., Nedeveschi, S., Ramos, M., Subramanian, L., Ben-David, Y., & Brewer, E. A. (2008, April). **Beyond Pilots: Keeping Rural Wireless Networks Alive.** In *NSDI* (Vol. 8, pp. 119-132).

Tyson, G., **Sastry, N.**, Cuevas, R., Rimac, I., & Mauthe, A. (2013). **A survey of mobility in information-centric networks.** *Communications of the ACM*, 56(12), 90-98.

Nencioni, G., **Sastry, N.**, Chandaria, J., & Crowcroft, J. (2013, May). **Understanding and decreasing the network footprint of catch-up tv.** In *Proceedings of the 22nd international conference on World Wide Web* (pp. 965-976)



# Change Network Contract



- ✦ “If **host** X is reachable, will try to **deliver your data** to it”:  
Best effort Internet
- ✦ “If **content** X is reachable, will try to **fetch that data**”:  
Information Centric Internet

## Staggercast: user-in-the-loop negotiation/haggling

- ✦ “If content X is reachable, will try to fetch that data **later**”
- ✦ “If content X reachable, will **fetch from a cheaper network**”
- ✦ “I don’t have Content X. Will Y be OK?” 😊

**Backup slides**

# References

- Digital Gangetic Plains
  - <http://www.cse.iitk.ac.in/users/braman/dgp.html>
- TIER Project: <http://tier.cs.berkeley.edu> (also for Surana et al, NSDI 2008)
- Meraki: <http://www.meraki.com>
- Fon: <http://www.fon.com>
- SBC/Yahoo ToS: <http://sbc.yahoo.com/terms>
- Drive-by pharming: [http://www.symantec.com/avcenter/reference/Driveby\\_Pharming.pdf](http://www.symantec.com/avcenter/reference/Driveby_Pharming.pdf)
- Architecting citywide ubiquitous Wi-Fi Access: [www.cl.cam.ac.uk/~nrs32/pubs/hotnets6.pdf](http://www.cl.cam.ac.uk/~nrs32/pubs/hotnets6.pdf)
- Authorization and Charging in Public WLANs Using FreeBSD and 802.1x <http://www.tml.tkk.fi/~pnr/publications/Freenix2002-Nikander.pdf>