



# **“Five Challenges” Revisited**

## **Progress on the GBN ‘95 “Five Challenges That Define High-Speed Protocols”**

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# Five Challenges

## Known solutions to high BW “problems”

### Increase the clock rate

- Increases BW, but makes BW-delay product (BDP) worse

### Multiplex

- Removes the goal of “BDP to the user”

### Use large payloads

- Equivalent to turning off the protocol

### Increase the window size

- Works only if there exists data to send (helps, but not for WAN Gb BDP)

### Relocate everything

- Removes the goal



# ARPA/NSF Gb Workshop

**<ftp://ftp.std.com/pub/craigp/report.ps>**

## Kinds of applications

- *Gb-enhanced (require Gb to be practical)*
  - Web as a network browsing tool (point, click, and WAIT)
- *Gb-challenged (radical revision for Gb)*
  - Web as an interactive distributed application (point and click)
- *Gb-enabled (exist only at Gb)*
  - What goes here?

## Main impediment - Middleware

- *Applications require environment sensitivity*
- *Need integrated tools and “agents” (active processes)*



# Progress at ISI

## Protocol mechanism & meta-protocol

### Low Latency Distributed Info. Access (LowLat)

- *Web fix via Mirage (model) via Parallel Comm. (protocol)*
- *Augment HTTP to accept source-initiated cache preloading*
  - Proxy capability, redirection, etc. already there

### Intelligent Bandwidth

- *“Middleware” to manage trade-offs*
  - RAM
  - Disk
  - Processing
  - Bandwidth
  - Latency (propagation, artificial buffering, etc.)
  - Topology / protocol (e.g., ‘radiocast,’ multicast, tree vs. mesh, etc.)

# Web Statistics

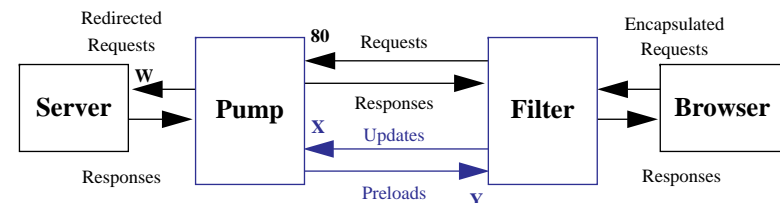
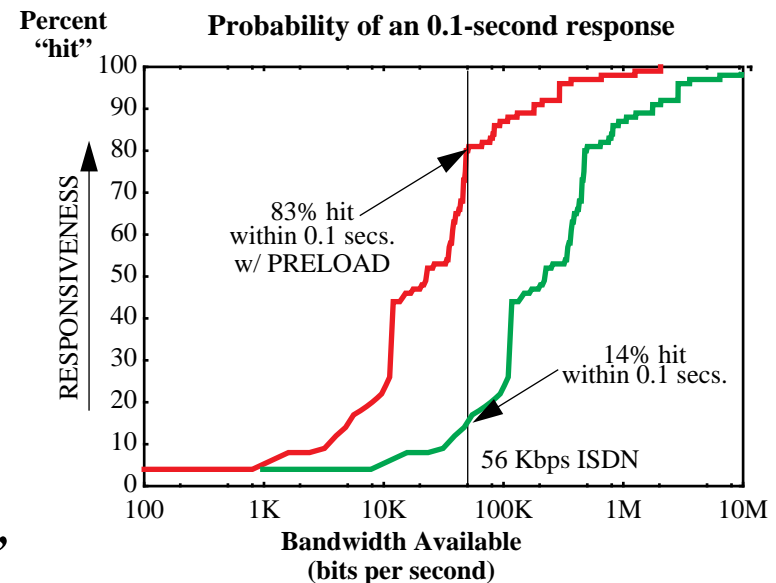
Using Web logs, presending appears feasible

Latency reduction works

- ISDN becomes interactive
- 14% prob.  $\rightarrow$  83% prob.
- 92% pages  $\leq$  10 links

Costs

- 10x BW for “zero cost fetch”
- More BW = less read-time
- Server load increases
- Client cache increases
- Requires preemption





# Intelligent Bandwidth

**Integrate and automate environment-sensitive trade-offs**

## Trade-offs

- *BW(when?), latency, space (when?), topology, ...*
- *Automate trade-offs*
  - Middleware “knows” details
  - Application expresses “intent”
- *Integrated interface / management*

## New networks break assumptions

- *Packet-switched LANs, cable, satellite, cellular networks*
- *Assumptions were symmetric BW, latency, path, topology*