Designs for Scale

How to deal with large numbers (millions) of entities in a system?

- IP devices in the internet (0.5 billion)
- Users in P2P network (millions)

More generally:

- Are there advantages to large scale?
- "For every type of animal there is a most convenient size, and a large change in size *inevitably* carries with it a change of form."
  True for networks?

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Dealing with scale: Hierarchical routing

Scale: > 500 million destinations:

- Can't store all dest's in routing tables!
- Routing table exchange would swamp links!

Administrative autonomy

- internet = network of networks
- Each network admin may want to control routing in its own network

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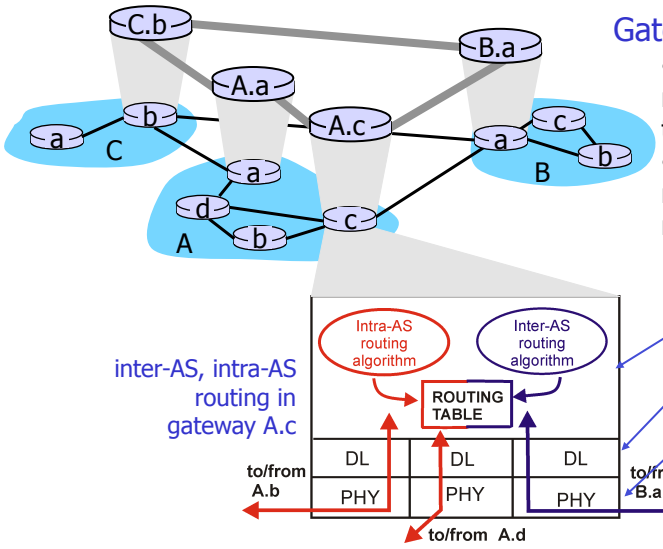
Hierarchical routing

- Aggregate routers into regions, "autonomous systems" (AS)
- Routers in same AS run same routing protocol
  - "Intra-AS" routing protocol
  - Routers in different AS can run different intra-AS routing protocol

Gateway routers

- Special routers in AS
- Run intra-AS routing protocol with all other routers in AS
- *Also* responsible for routing to destinations outside AS
  - Run *inter-AS routing* protocol with other gateway routers

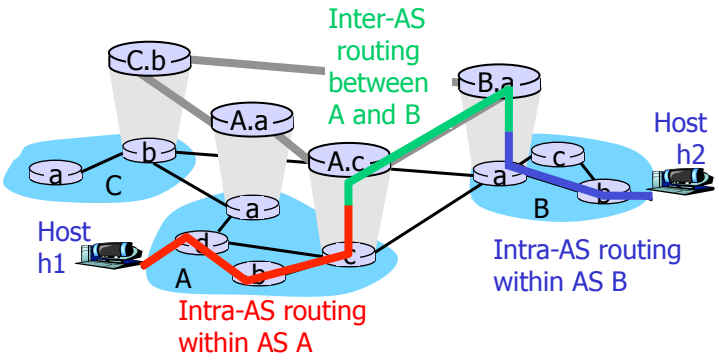
Intra-AS and inter-AS routing



Gateways:

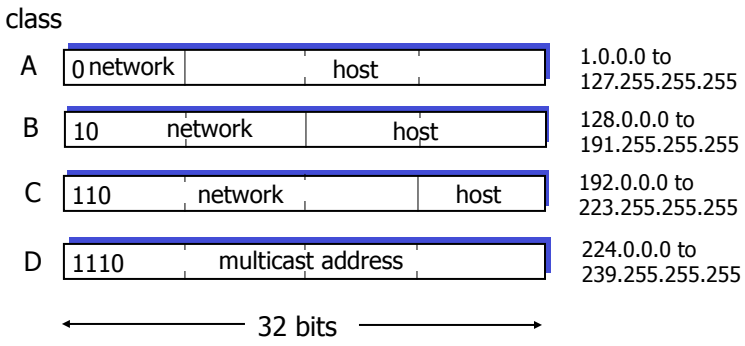
- Perform inter-AS routing amongst themselves
- Perform intra-AS routers with other routers in their AS

Intra-AS and inter-AS routing (2)



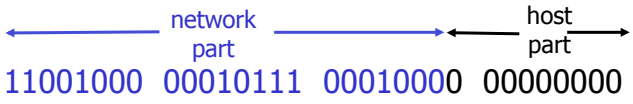
Dealing with scale: Addressing

Old-fashioned "class-full" addressing:



IP addressing: CIDR

- Classful addressing:
  - Inefficient use of address space, address space exhaustion
  - E.g., class B net allocated enough addresses for 65K hosts, even if only 2K hosts in that network
- CIDR: Classless InterDomain Routing
  - Network portion of address of arbitrary length
  - Address format: a.b.c.d/x, where x is # bits in network portion of address



11001000 00010111 00010000 00000000

200.23.16.0/23

IP addresses: How to get one?

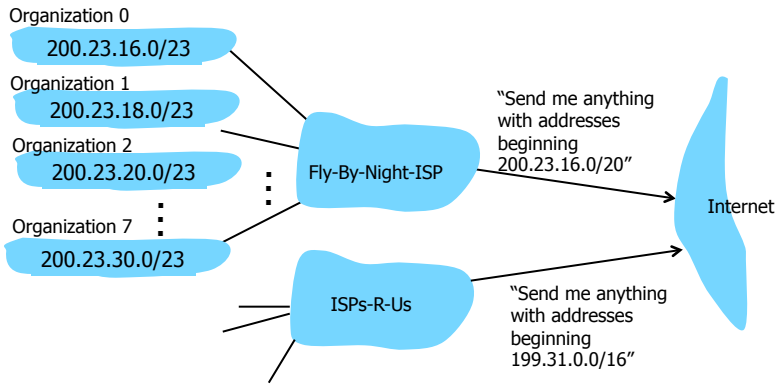
Q: How does *network* get network part of IP addr?

A: Gets allocated portion of its provider ISP's address space

ISP's block	11001000 00010111 00010000	00000000	200.23.16.0/20
Organization 0	11001000 00010111 00010000	00000000	200.23.16.0/23
Organization 1	11001000 00010111 00010010	00000000	200.23.18.0/23
Organization 2	11001000 00010111 00010100	00000000	200.23.20.0/23
...	….	….	….
Organization 7	11001000 00010111 00011110	00000000	200.23.30.0/23

Hierarchical addr: Route aggregation

Hierarchical addressing allows efficient advertisement of routing information:



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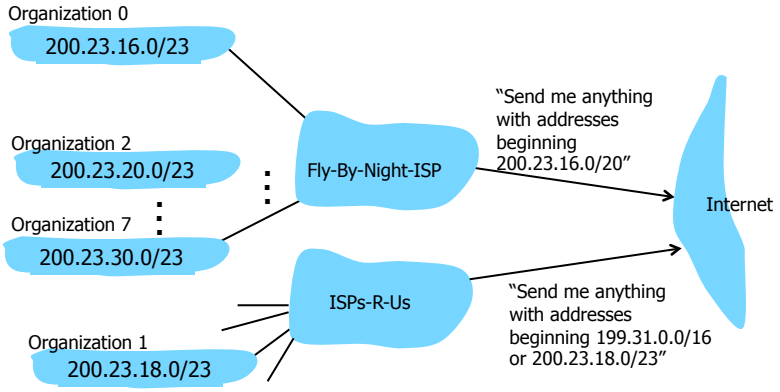
Hierarchical addr: Route aggregation

ISPs-R-Us has a more specific route to Organization 1



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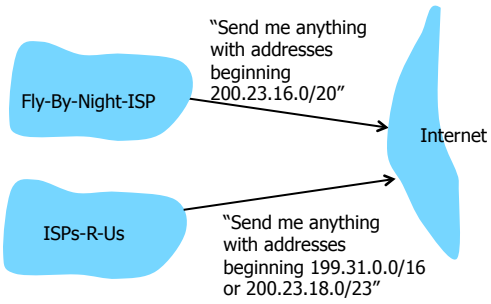
Hierarchical addr: More specific routes

- Multiple advertised routes could hold destination
  - 200.23.16.0/20
  - 200.23.18.0/23

  both hold 200.23.18.7
- Always route to *more specific* destination (longest prefix match)



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Dealing with scale

Question: what are the *advantages* of large scale?

- Take advantage of having to do similar things for others (caching)
- Fault tolerance:
  - Large number of servers
  - We have redundancy; multiple routes between sites
- Metcalfe's law:
  - "Value" of a network is proportional to square of number of things connected (bigger is better)
- Law of large numbers
  - Allocation of resources based on average usage rather than peak
- Amortizing upgrade maintenance over a large population
  - Popular network and services likely to be upgraded/improved
- Denial of service:
  - Size/replication makes it harder to attack
  - More generally, a system with replicated components is more survivable

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Dealing with Scale

Discussion: "For every type of animal there is a most convenient size, and a large change in size inevitably carries with it a change of form."

Question: True for networks? Why? How so? Examples?

- Ethernet doesn't scale up: Geographical distance, speed of light delays degrade performance of random access protocols. (geographic scaling). Maybe scale with # users in geographically narrow net if bandwidth scales with users
- As number of communicants scales, need to change/improve manner in which to access communication channel
  - Example: small number of students, versus 500-class lecture. Keeping bandwidth fixed as # users scales
- Email versus HTTP
  - Push systems work ok when small number of sender (email)
  - Pull is better with large number of senders (http)

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Dealing with Scale

Discussion: "For every type of animal there is a most convenient size, and a large change in size inevitably carries with it a change of form."

Question: True for networks? Why? How so? Examples?

- Routing:
  - Large number of users and optimal routes => requires lots of info to compute routes, etc...
  - Doesn't scale
- Certain services become necessary when you get big
  - Name storage/translation: DNS, phone books
- A single centralized site eventually breaks
  - Need replication or other form of distribution
- As network gets bigger flooding breaks
  - Use limited flooding, caching (Gnutella)
- Switched vs. routed networks
  - Change from layer 2 switched networks to layer 3 routed networks as # users gets bigger

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