Modeling Telecommunications Traffic

Introduction

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Motivation

- Telecommunications industry in the US in 1997
  $256 billion industry [1]
- Compare to other US industries [1]
  - Motion picture industry: $63 billion
  - TV: $37 billion
  - Newspapers: $55 billion
  - Radio: $14 billion
- Telstra 2005, [2]
  - revenue >$11 billion
  - profit >$2 billion
  - property, plant, equipment >$22 billion

What if you could save Telstra 1% of operating costs?

A brief history of networking

Why bother?

- ideas have their time
  - most things are invented for a need
  - this gives insight into network design
- most things in networking are reinvented again and again
  - can save a lot of time if you already know the answer
- gentle introduction to some concepts

A brief history of networking

An outline:

1. pre-industrial
2. 19th century
3. early 20th century
4. computer networks
5. early 21st century (now)

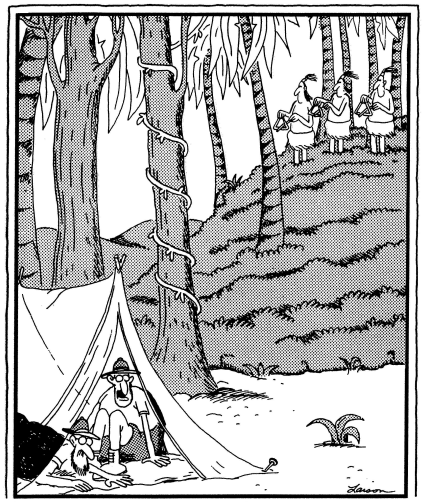
More detailed telephony timelines can be found at
`http://www.telephonetribute.com/timeline.html`
`http://www2.fht-esslingen.de/telehistory/`

Histories of computing and computer networks
`http://en.wikipedia.org/wiki/Computing_timeline`
`http://www.isoc.org/internet/history/`

Australian telecoms history
`http://www.caslon.com.au/timeline.htm`
`http://www.anu.edu.au/people/Roger.Clarke/II/OzIHist.html`

Pre-industrial

- Jungle drums
- Signal fires
  1184 BC, fall of Troy [3]
  1588 AD, Arrival of Spanish Armada
- Carrier pigeons
  700 BC, Olympic games
- Smoke signals
  150 AD, Romans
- Semaphore
  1791 AD, Chappe brothers
  later used by Napoleon



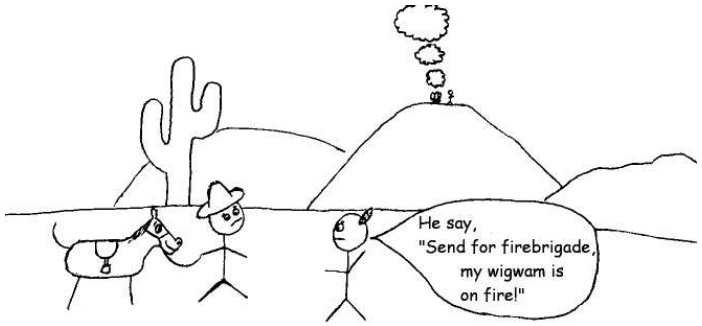
"Wait, Morrison! ... It's OK—those are jungle *triangles*!"

Gary Larson, 1993

Pre-industrial

These had limitations

- Carrier pigeons: `1 short message per pigeon`
- Signal fires: `one bit per fire`
- Semaphore: `15 characters per minute.`



19th century

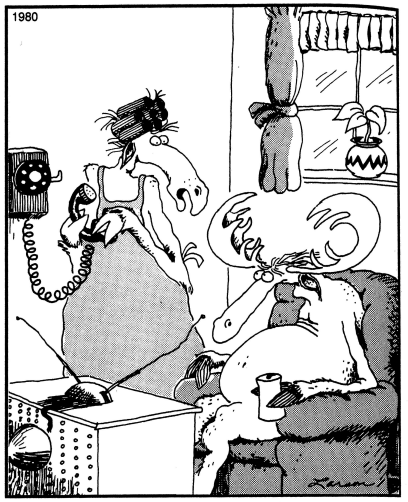
Post office:

- British post office founded 1635.
- modern postoffice 1840 (1st "penny black" in UK)
- send **content** as letter or parcel
- encapsulate package with address on the front
- send to local postoffice
- each postoffice determines next postoffice
- final postoffice delivers to the address

19th century

Electronic communication:

- telegraph
  - invented 1753
  - Morse code 1835
  - take off 1838
  - 1st transatlantic line 1866
- radio (Marconi, 1896)
- telephone
  - A.G. Bell
  - filed patent Feb. 14, 1876, 3 hours before Elisha Gray

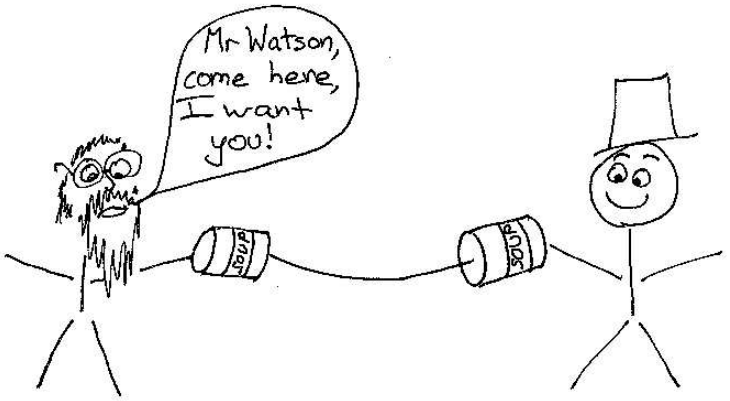


"It's the call of the wild."

Gary Larson, 1980

19th century

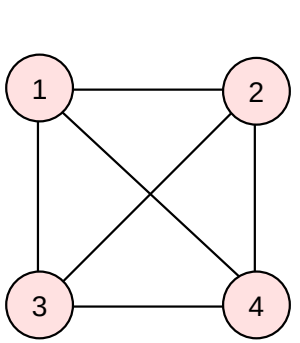
Simple telephone: connects two points with a wire



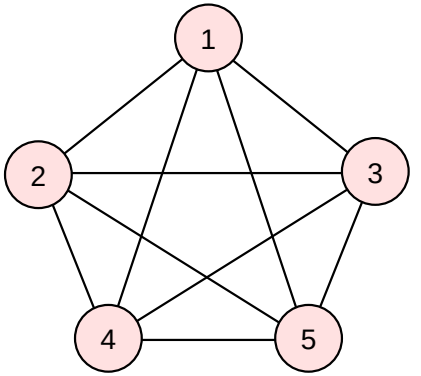
Reportedly, the first words over the telephone came when Bell spilled some acid on his pants, whereupon he call "Mr. Watson, come here, I want you!"

Dumb network design

One link between every pair who wish to speak



N=4
L=6

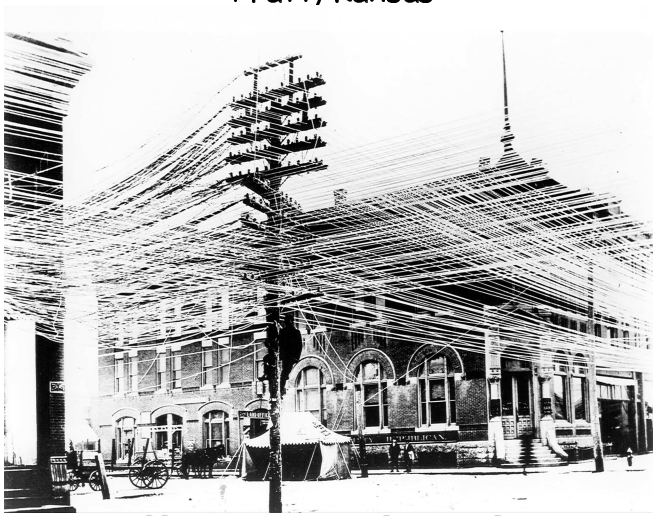


N=5
L=9

N nodes, then we have L=N(N-1)/2 links

Dumb network design

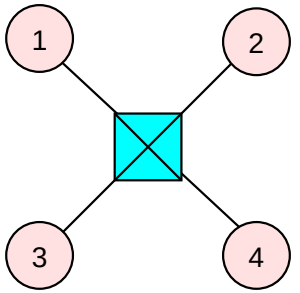
Pratt, Kansas



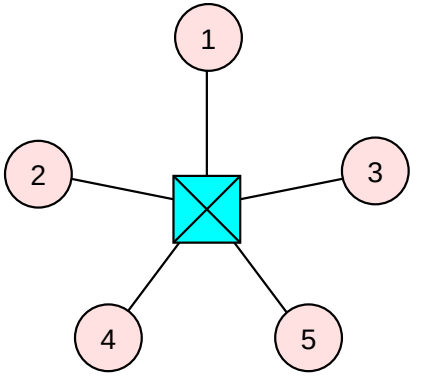
http://www.bellsystemmemorial.com/oldphotos_6.html

A switch

What if each person has one wire to a **switch**.



N=4
L=4



N=5
L=5

N nodes, then we have L=N links

Switchboards

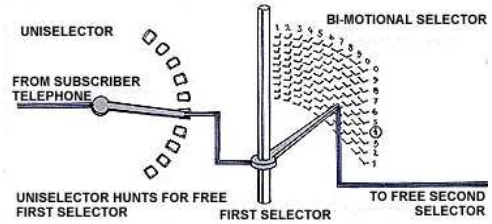
So switches are great, but what is a switch?

http://www.bellsystemmemorial.com/oldphotos_6.html

Electromechanical switch

Almon Strowger was an undertaker in Kansas City in the late 1800's

- http://www.strowger.com/history.html
- Company 'Strowger Automatic Telephone Exchange' in October 1891
- step-by-step electromechanical switch [4]

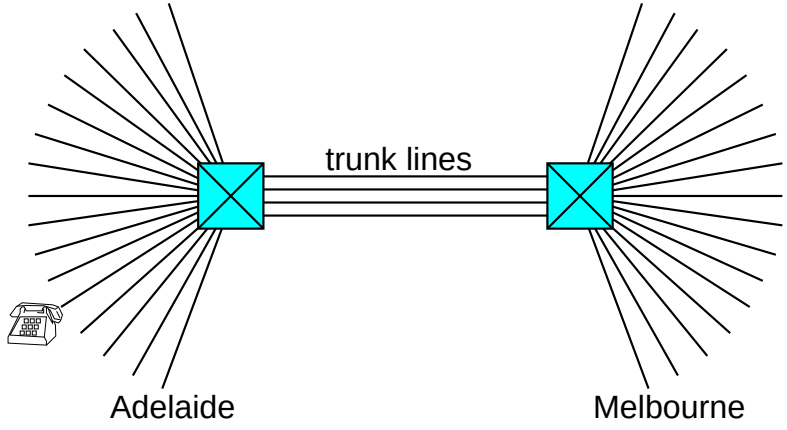


http://www.sigtel.com/tel_tech_sxs.html

Towards modern telephony

- switches get more complicated and sophisticated
  - electronic switch (instead of electromechanical)
  - 4ESS (like a building)
    http://www.att.com/history/nethistory/switching.html
- networks become hierachical
  - long distance versus local
- reliability and redundancy become important
  - alternate routing
- billing systems
  - harder than you think!

Switch interconnects



- trunk lines were expensive (when they were copper)
- how many do we need?

Some Probability

Computer Networks

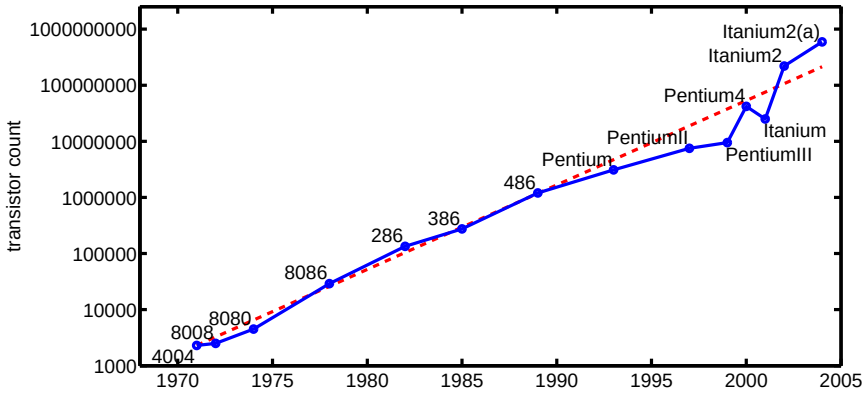
20th century

Computer networks:

- First generation of electrical digital computers 1940s
- Second generation – late 1950s and early 1960s
  - transistor invented in 1947 (at AT&T)
  - direct networks: peripherals such as printers directly attached to computers
- Third generation, post-1964
  - integrated circuits
  - real computer networks start
- 1965, Moore's law discovered
  - computers get better and better ...

Moore's Law

Moore's law: the speed of digital hardware increases by a factor of two every 18 months, or the number of transistors on a chip doubles, or the cost halves [5].



Actually looks more like a factor of 2 every 2 years.

Gilder's Law

Gilder's law: theoretical transmission capacity of a link increases by a factor of two every 12 months.

- http://www.seas.upenn.edu/~gaj1/promise.html
- http://www.dtc.umn.edu/~odlyzko/doc/tv.internet.txt
- http://telecomvisions.com/articles/beyondip/
- transmission capacity is still behind storage
  - 2000, backbones in US carried 144 PB/year, total disk capacity 3000 PB
    - it would take 20 years to carry all the data
  - 2005, 100 GB disk is common, 1.5 Mbps
    - it would take 6 days to carry all the data
  - network is catching up?

Networking drivers

- Moore's law drives PC business
- Gilder's law drives networks
  - something suss here – lets discuss later
- Metcalfe's law also drives the Internet
  - The value of a network is proportional to the square of the number of users.
  - hence the failure of many "video-phone" trials
    - but success of most recent "camera phones"

The Internet

- Leonard Kleinrock at MIT published the first paper on **packet switching** theory in, July 1961 [6].
- J.C.R. Licklider of MIT wrote memos "Galactic Network", and later convinced DARPA to fund, 1962.
- Baran defence proposal for robust network was a packet switched network, 1962 [7].
- Thomas Merrill, Larry Roberts, first network 1965
- Roberts's plan for the "ARPANET", published 1967
- IMP's (built by BBN) connected 1968-69
- 1972: First public demo, e-mail invented
- Vinton Cerf and Robert Kahn, TCP/IP, 1973

http://www.isoc.org/internet/history/brief.shtml

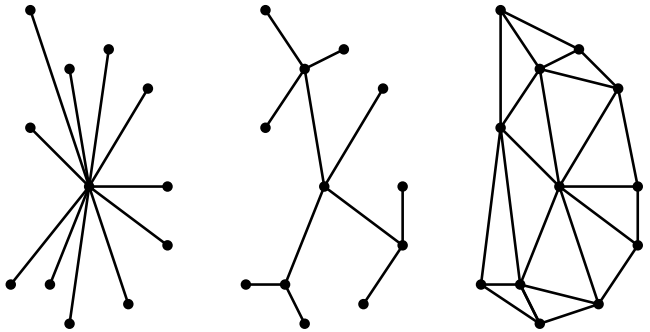
The Early Internet

Kleinrock's insight [6]

- computer traffic is bursty (it comes in spurts)
- more efficient to transmit packets of data on-demand than to reserve circuits between computers
  - setting up a circuit takes time (high latency)
  - keeping up a circuit set up is inefficient
    - not used most of the time
  - all you want to do is send one little chunk of data
    - example: typing – one character at a time
    - even a whole email is quite small
  - alternative: send data as packets

The Early Internet

Paul Baran, 1960s, envisioned a comm.s network that would survive a major enemy attack. The sketch shows three network topologies described in [7].

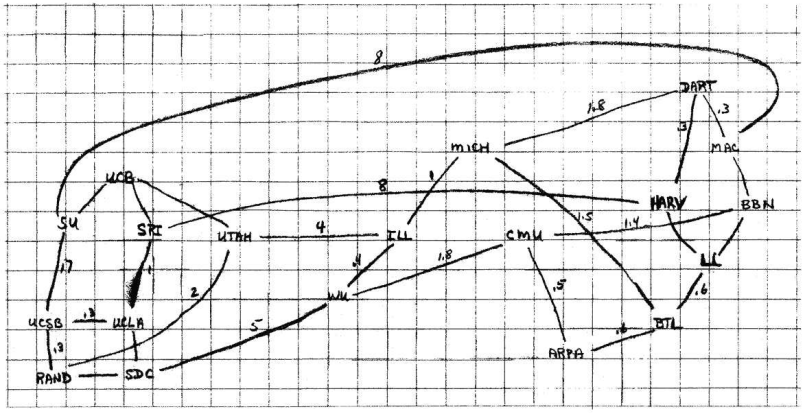


centralized decentralized distributed

Original available at
http://www.cybergeography.org/atlas/historical.html

The Early Internet

A rough sketch map of the possible topology of ARPANET by Larry Roberts. Drawn in the late 1960s as part of the planning for the network [8, p.50].



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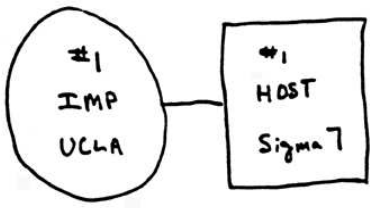
The Early Internet

The first node on ARPANET at University California Los Angeles (UCLA) on the 2nd of September 1969 [9].

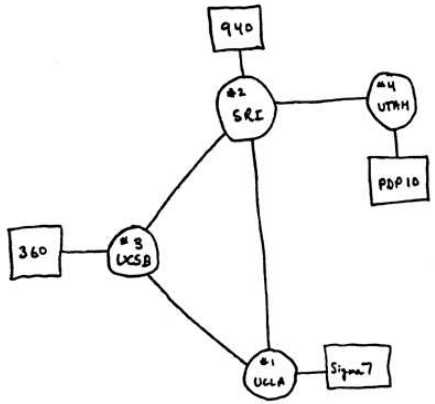


IMP = Interface Message Processor
what we would call a router
TIP = Terminal IMP
IMP to which terminals can directly connect
Host = computer (which provides services)

Available at
http://www.cybergeography.org/atlas/historical.html

The Early Internet

Dec 1969 "ARPA NETWORK". 4 nodes: Uni. of California Los Angeles (UCLA), Uni. of California Santa Barbara (UCSB), Uni. of Utah and the Stanford Research Institute (SRI) [9].



Available at
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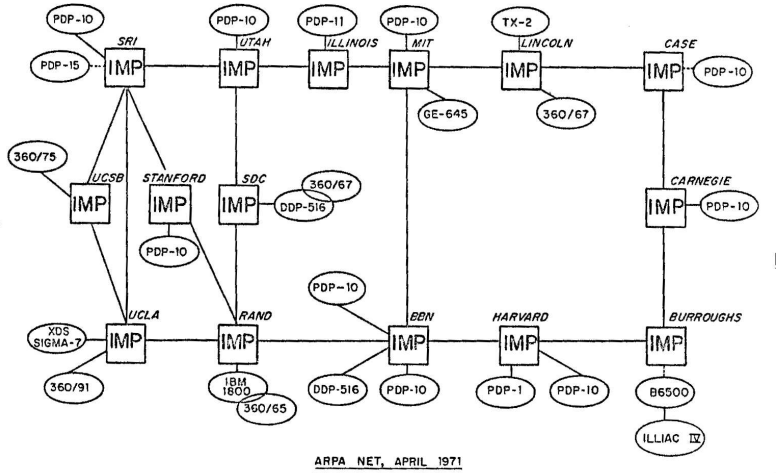
The Early Internet

- a lot of effort went into design of the protocols, and architecture
- the actual network was designed more by constraints: geographic, cost, political, (i.e. who had funding to participate)
  - some formal optimization (Howard Frank in particular)
- you can design a network on the back of an envelope when it has 4 nodes.
  - not so easy with 100

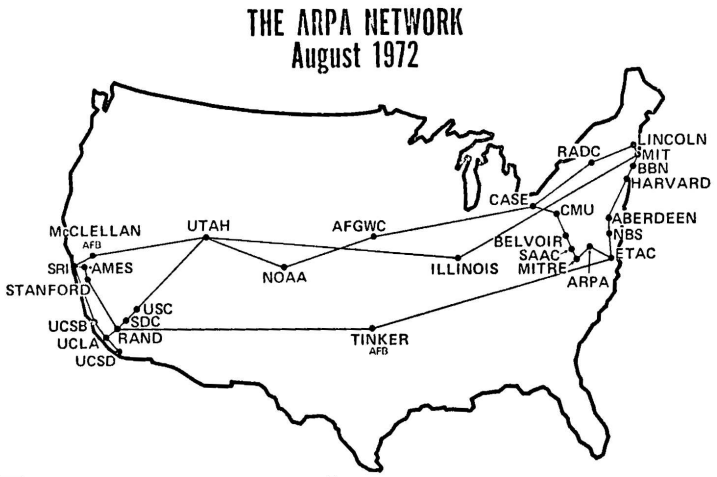
The Early Internet

The map above shows the logical topology of ARPANET in April 1971. (computers connect direct to IMPs) [9].



The Early Internet

ARPANET grew rapidly as more sites are connected [9].



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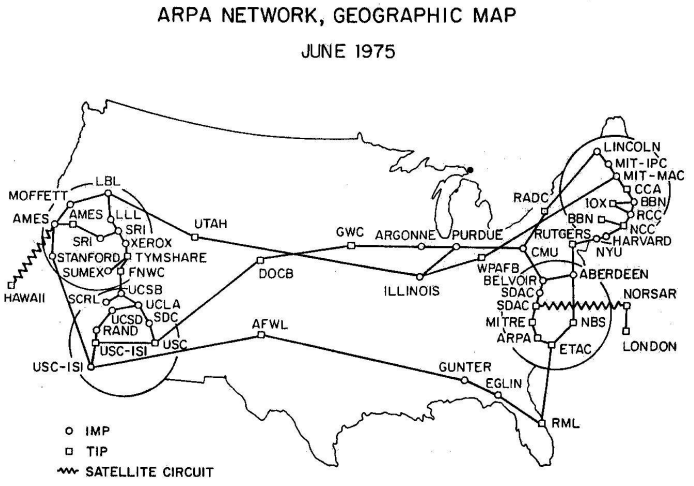

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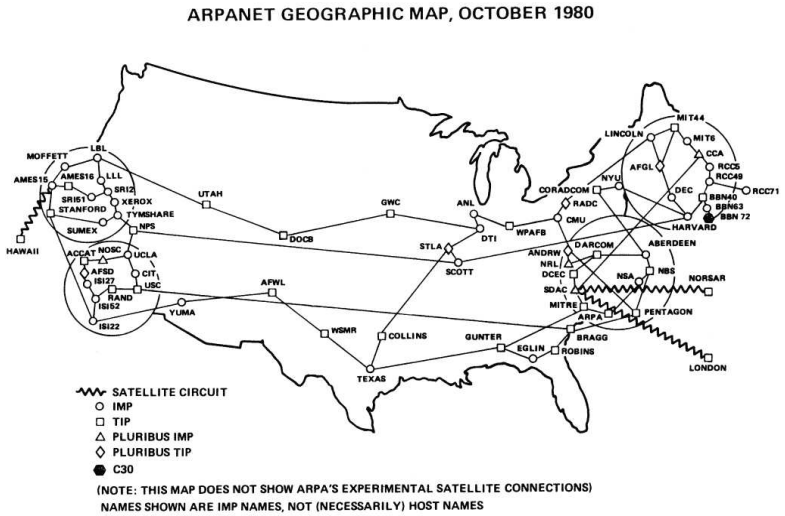


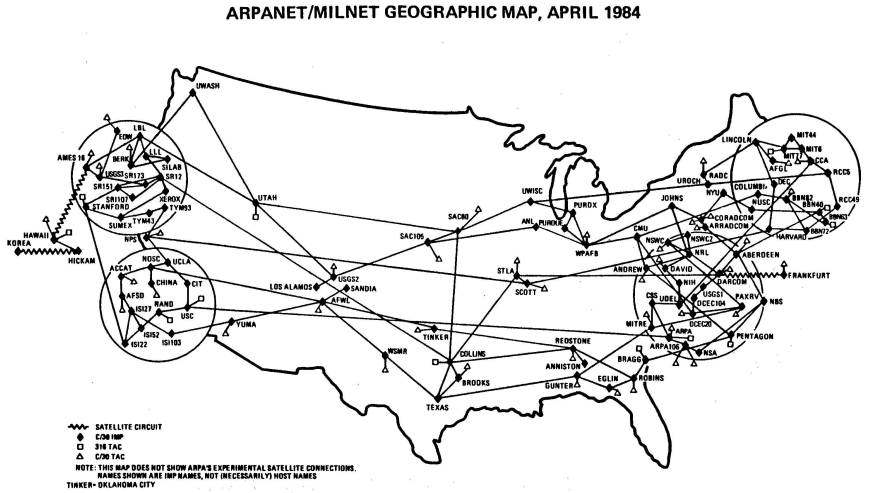
http://www.cybergeography.org/atlas/historical.html

The Internet: the 80's

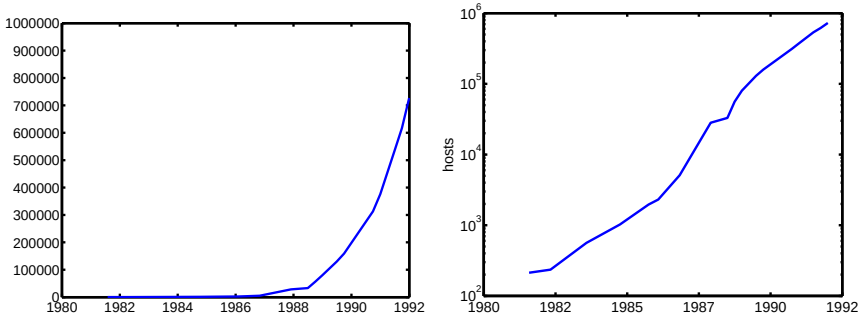
- new developments
  - Personal Computers (PCs)
    $\Rightarrow$ lots more computers to network
  - Ethernet (1973, Robert Metcalfe) creates LANs
- the Internet
  - TCP/IP provides a way to hook up the LANs and PC over wide areas (standard in 1980)
  - scale gets bigger
    - numbers increase
    - becomes international
  - partitioning
    - ARPANET splits into MILNET and ARPANET in early 80's, followed by further additions

The Internet: the 80's

ARPANET/MILNET [91.



Early Internet Growth

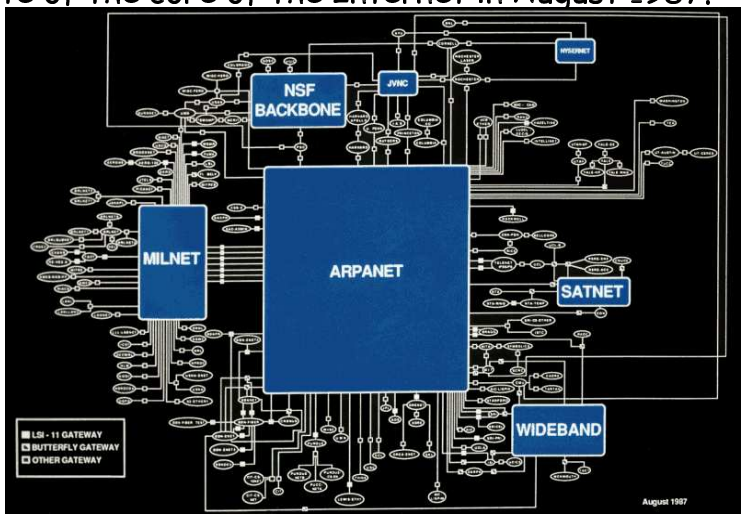


RFC 1296 `ftp://ftp.isi.edu/in-notes/rfc1296.txt`

Date (mm/yy)	hosts
08/1981	213
01/1992	727,000

The Early Internet

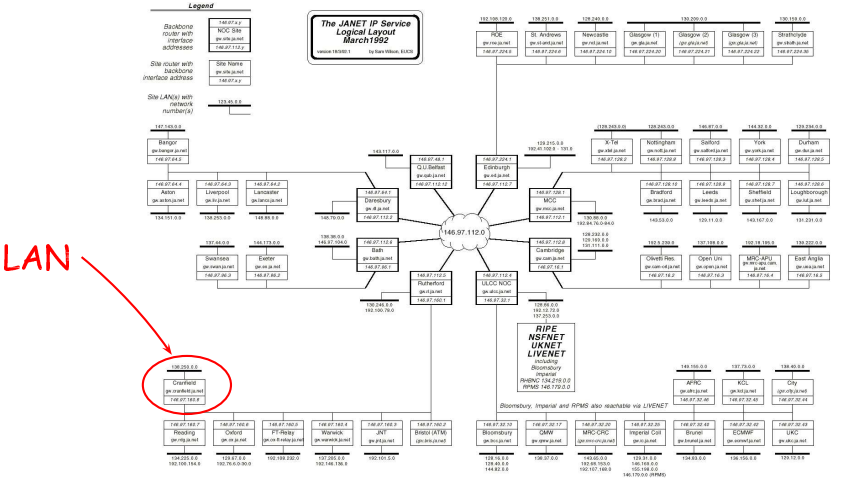
State of the core of the Internet in August 1987.



http://www.cybergeography.org/atlas/historical.html

Networks of networks

These maps show the structure of JANET, the UK's academic and research network, in 1992.



http://www.cybergeography.org/atlas/historical.html

The Internet: the 90's

- ARPANET decommissioned 1990
  - NSF Backbone connects many other networks
    - Australia connected in 1990 [10]

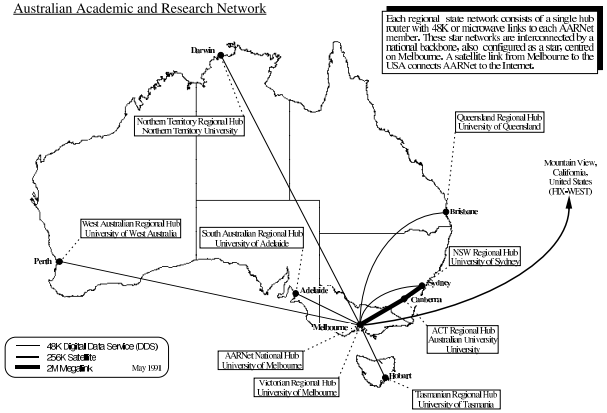
```
It was the first, and being first, was best,
but now we lay it down to rest.
Now pause with me a moment, shed some tears.
For auld lange syne, for love, for years and years
of faithful service, duty done, I weep.
Lay down thy packet, now, O friend, and sleep.
```

Vinton Cerf, 1989

- commercial Internet services evolve
  - 1995 NSFNET terminated (replaced by vBNS)
  - effectively fully privatised Internet
  - links through exchange points

The Internet: the 90's

Australia's network 1991



http://www.ucs.ed.ac.uk/fmd/unix/edftp/pub/maps/

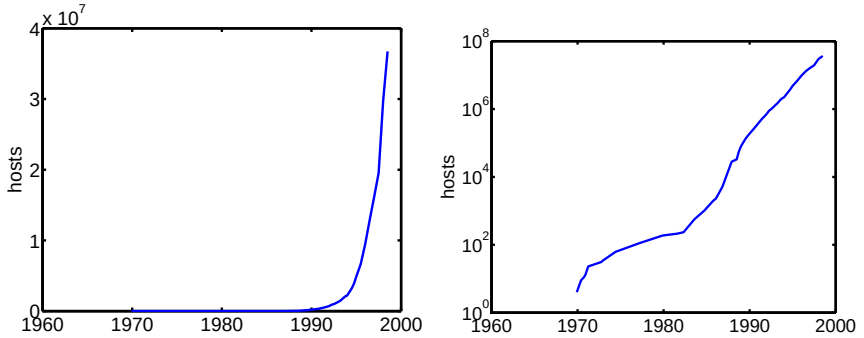
New network
http://www.aarnet.edu.au/engineering/aarnet3/

The Internet: the 90's

http://www.w3.org/History.html

- 1990: World Wide Web
  Tim Berners-Lee created HyperText Markup Language, or HTML. Along with URL (Uniform Resource Locators), and HTTP (HyperText Transfer Protocol), created the web. Based on earlier work at CERN (1980).
- 1993: Mosaic (Marc Andreesen, NCSA)
  Mosaic became the first popular web browser. It was not only easy to use to access the World Wide Web, but it was also extremely easy to download and install!
- Killer app => the Internet takes off in a big way

Early Internet Growth



http://www.zakon.org/robert/internet/timeline/#1990s

Date (mm/yy)	hosts
08/1981	213
01/1992	727,000
01/1997	19,540,000

Early Internet Bandwidth Growth

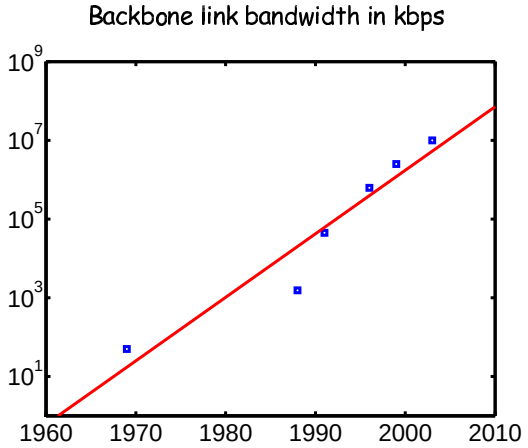
All the time **backbone** link speeds have been growing

- 1969: 50kbps
- 1988: NSFNET backbone upgraded to T1 (1.544Mbps)
- 1991: NSFNET backbone upgraded to T3 (44.736Mbps)
- 1996: MCI upgrades Internet backbone 622Mbps
- 1999: MCI/Worldcom begins upgrading the US backbone to 2.5 Gbps (OC48)
- circa 2003: 10 Gbps (OC192)

Backbone speeds are behind limits of transmission tech.
http://www.zakon.org/robert/internet/timeline/

Backbone link speed growth

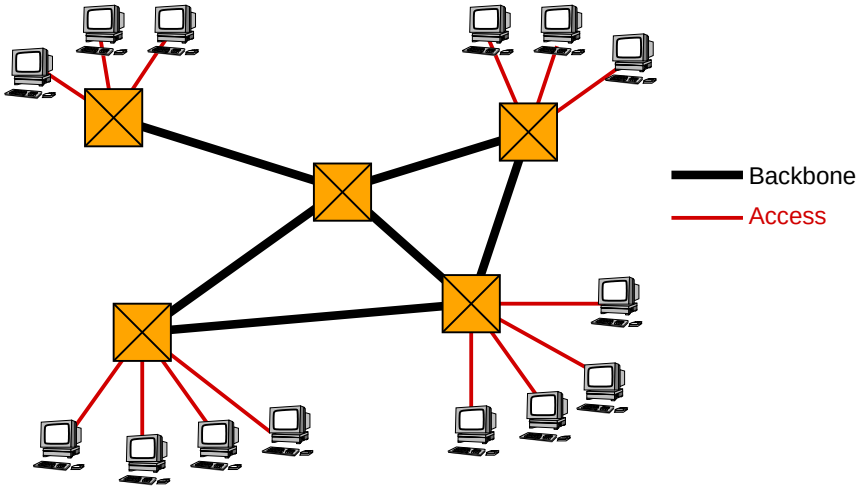
Roughly doubles every two years (45% per year)



Note that extra links are added every year

Access vs Backbone

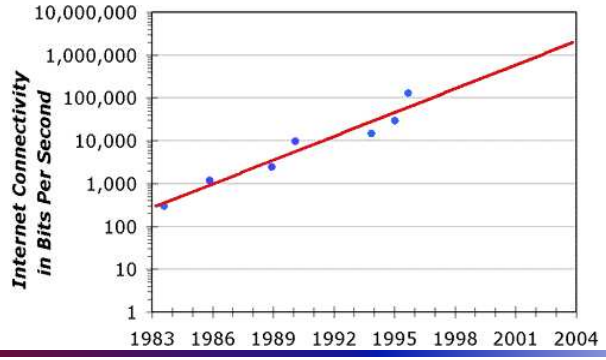
Simplistic picture of access vs backbone



Early Internet Bandwidth Growth

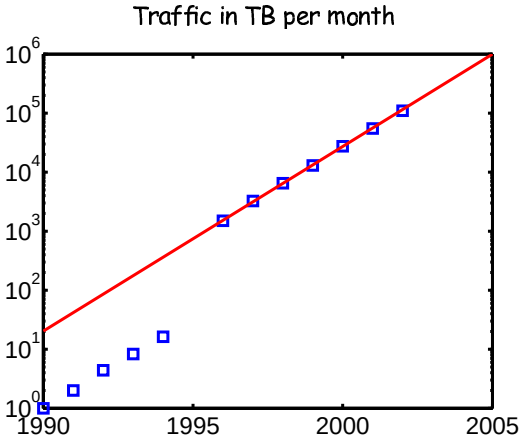
Access link speeds grow as well

- Nielsen's Law of Internet Bandwidth
  - a high-end user's connection speed grows by 50% per year
  - `http://www.useit.com/alertbox/980405.html`



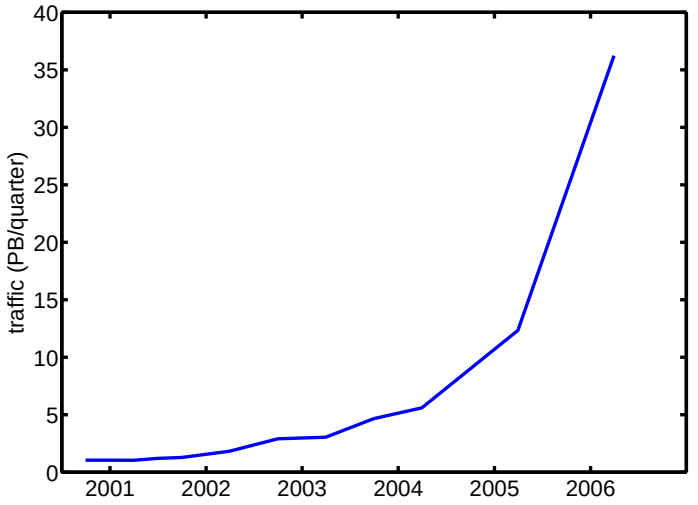
Internet Traffic Growth

Traffic roughly doubles every year [11].



Combination of new users and higher bandwidth!

Australian Traffic Growth



`www.abs.gov.au`

The Early Internet

- Focus of early commercial design was connectivity
  - not optimality
- Networks were almost designed on the back of an envelope
  - NFL cities (-Greenbay)
  - capacities chosen to make network sound hot
- exponential growth makes design simple
  - the network will be completely rebuilt every couple of years
- As they grew, they became more unwieldily
  - became partitioned and hierarchical
  - separate simpler networks

Will it ever stabilise?

Moore's law failure predictions have always failed

But

- the number of users is finite
- the amount of time they can spend on the web is finite
- so growth should at least slow to growth of access line speeds?
- maybe it will even drop back to linear growth?
  - most other technologies saturate the market at some point
- maybe it will still grow?
  - machine to machine traffic

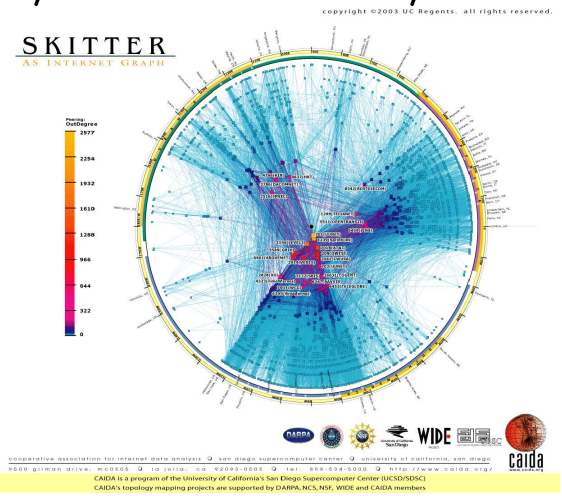
Economics lesson

Even without changes in growth patterns, much more care is needed in network design (for the Internet) now

- pre-2001:
  - investment money relatively easy to obtain
  - people would throw ridiculous amounts on money into foolish ventures
  - NASDAQ peak 10th May 2000
- tech-wreck (2001-2002)
  - bubble burst, tech. stocks dropped rapidly
  - many people laid off
  - NASDAQ bottoms in Oct 2002 (large % drop)
- post tech-wreck:
  - investments in networks must be **very** well justified

Maps of the Internet

Now the Internet is so complex, its hard to draw a map, so people try to visualise in other ways.



Other computer networks

The history of computer communications is not just about the Internet

- other technologies, e.g.
  - packet radio (Hawaii)
  - ATM/Framerelay
  - x.25
  - IBM's SNA
  - Appletalk
- other countries, e.g.
  - France
  - UK
- people: I haven't talked about them, but many individuals' contributions were critical [8, 10, 12].

Some additional links

More detailed telephony timelines can be found at
`http://www.telephonetribute.com/timeline.html`
`http://www2.fht-esslingen.de/telehistory/`
`http://www.webbconsult.com/hist-time.html`
`http://www.ieee.org/organizations/history_center/comsoc/timelines.html`
`http://williamstallings.com/Extras/Telecom.html`
`http://aronsson.se/hist.html`

Histories of computing and computer networks
`http://en.wikipedia.org/wiki/Computing_timeline`
`http://www.isoc.org/internet/history/`
`http://www.isoc.org/internet/history/brief.shtml`
`http://www.dei.isep.ipp.pt/docs/arpa.html`
`http://www.zakon.org/robert/internet/timeline/`
`http://en.wikipedia.org/wiki/History_of_the_Internet`
`http://goldenink.com/computersandnetworks.shtml`
`http://www.davesite.com/webstation/net-history.shtml`
`http://www.computerhistory.org/exhibits/internet_history/`
`http://www.tranquileye.com/cyber/`

Australian telecoms history
`http://www.caslon.com.au/timeline.htm`
`http://www.anu.edu.au/people/Roger.Clarke/II/OzIHist.html`

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