PlanetLab: A Blueprint for Introducing Disruptive Technology into the Internet

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Innovator's Dilemma

- The Internet is an enormous success story
 - commercially
 - impact on our daily lives
 - global reach
- Success has an unexpected cost: ossification
 - difficult to deploy disruptive technologies
 - correct vulnerabilities
 - introduce new capabilities



Today's Internet

Best-Effort Packet Delivery Service

Limitations

- The Internet is "opaque" making it difficult to adapt to current network conditions
- Applications cannot be widely distributed (typically split into two pieces: client and server)



Tomorrow's Internet

Collection of Planetary-Scale Services

Opportunities

- multiple vantage points
 - anomaly detection, robust routing
- proximity to data sources/sinks
 - content distribution, data fusion
- multiple, independent domains
 - survivable storage





Evolving the Internet

- Add a new layer to the network architecture
 - overlay networks
 - purpose-built virtual networks that use the existing Internet for transmission
 - the Internet was once deployed as an overlay on top of the telephony network



- Challenge
 - how to innovate & deploy at scale



The Story So Far

- The Internet is a tremendous success, but...
 - The architecture has fundamental limits
 - Its very success makes it hard to change
- The research community is teeming with innovative planetary-scale services (more later)
 – Exploit multiple points-of-presence throughout the net
- Overlays offer an attractive way to introduce disruptive technology into the Internet, but...
 - There is a high barrier-to-entry





PlanetLab's Beginnings

- Started as a grass-roots effort
 - 35 researchers gathered in March 2002
 - Academic and corporate research groups
- Research Approach for Internet-Scale Services has Significant Gap:
 - Simulation
 - Lab-Scale Emulation
 - Ask "family and friends" for accounts elsewhere

 - Deploy on the Internet (how?)
- PlanetLab fills the gap



Berkeley: OceanStore

RAID distributed over the whole Internet



Intel: Netbait

Detect and track Internet worms globally





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Washington: ScriptRoute

Internet Measurement Tool



Princeton: CoDeeN



Open Content Distribution Network



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A common software architecture featuring

- Distributed virtualization
 - each machine (server) is virtualized
 - *slice* \rightarrow a network of virtual machines
 - slice isolation
 - isolate services from each other
 - protect the Internet from PlanetLab
- Unbundled Management
 - OS defines only local (per-node) behavior
 - global (network-wide) behavior implemented by services
 - multiple competing services (overlays) run in parallel



Slices



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PLANETLAB

- A test-bed for experimenting with network services
- Advantages
 - experiment at scale
 - experiment under real-world conditions
 - potential for real workloads and users
 - low entry cost



- A deployment platform
- Continuously-running services
 - CoDeeN content distribution network (Princeton)
 - Sophia distributed query processing engine (Princeton)
 - ScriptRoute network measurement tool (Washington)
 - Chord scalable object location service (MIT, Berkeley)



A microcosm of the next Internet

- Fold services back into PlanetLab
 - evolve core technologies to support overlays and slices
- Examples
 - Sophia used to monitor health of PlanetLab nodes
 - Chord provides scalable object location
- Long-term goals
 - develop open protocols and standards
 - allow federation of public & private "PlanetLabs" to co-exist
 - discover common sub-services
 - e.g., measurement



Growth Strategy

- Phase 0: Seed the testbed
 - 100 centrally managed machines
 - pure testbed (no expected client workload)
- Phase 1: Scale the testbed
 - grow to 1000 nodes with user-provided hardware
 - continuously running services (researchers as clients)
- Phase 2: Cultivate a user community
 - non-researchers as clients
 - PlanetLab spinoffs interpreted as success



Status

- Funding
 - Intel Seed Funding
 - NSF
 - PlanetLab Consortium
- Transition Phase (through mid-2004)
 - Moving "ops" from Intel to Princeton



PlanetLab Consortium

- Princeton, Berkeley, University of Washington
 - Initial Corporate Research Members: Intel, HP, Google
- Build out the PlanetLab infrastructure
 - operations and engineering support
 - equipment renewal
 - bandwidth at network crossroads
- Broaden and catalyze the community
 - academic and corporate researchers
 - lower the barrier to entry for research and teaching
 - drive the research agenda



Current Institutions

Academia Sinica, Taiwan **Boston University** Caltech Carnegie Mellon University Chinese Univ of Hong Kong Columbia University **Cornell University** Datalogisk Institut Copenhagen **Duke University** Georgia Tech Harvard University HP Labs Intel Research Johns Hopkins Lancaster University Lawrence Berkeley Laboratory MIT Michigan State University National Tsing Hua Univ. New York University Northwestern University

Princeton University **Purdue University** Rensselaer Polytechnic Inst. **Rice University Rutgers University** Stanford University Technische Universitat Berlin The Hebrew Univ of Jerusalem University College London University of Arizona University of Basel University of Bologna University of British Columbia UC Berkeley UCLA UC San Diego UC Santa Barbara University of Cambridge University of Canterbury University of Chicago University of Illinois

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Summary

- PlanetLab: an open, global network test-bed for pioneering novel planetary-scale services.
- A model for introducing innovations into the Internet through the use of overlay networks.
- A collaborative effort involving hundreds of academic and corporate researchers from around the world.



More Information

www.planet-lab.org



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