



PROTOTYPE IMPLEMENTATION OF A DEMAND DRIVEN NETWORK MONITORING ARCHITECTURE

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Summary

- Intro (3 slides)
- Architecture (11 slides)
- Prototype (5 slides)



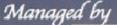


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Network Monitoring

- Accounting
- Fault detection and QoS enforcement
- User side monitoring
- How To?
 - Dedicated tools
 - Timed measurements
 - Pre-scheduled sessions
- Presently mostly addressing admin usage











On demand network monitoring

- Hardwired monitoring exhibits serious issues:
 - ignores user needs
 - quadratic growth with system size (data, computation and traffic)
- On demand network monitoring:
 - suits user needs (timing and modality)
 - grows linearly with system load
 - security management simplified
 - observation rendered at once





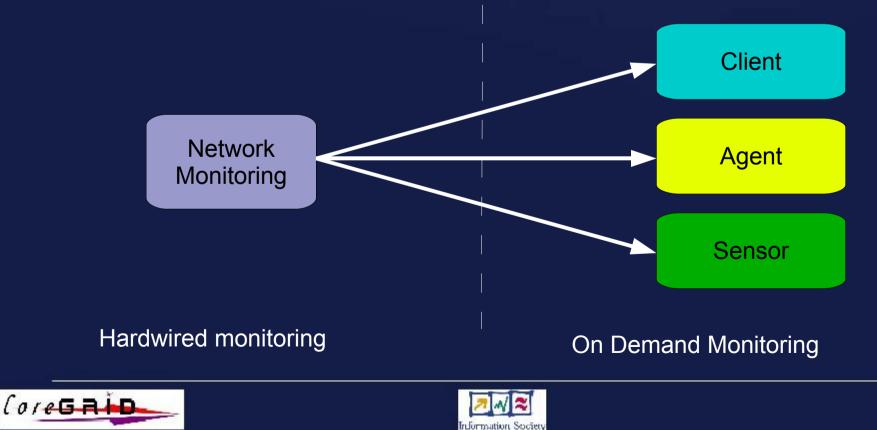




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Monitoring sessions

- A unique infrastructure regulates the activation of monitoring sessions
- Distinct agents implement distinct functionalities



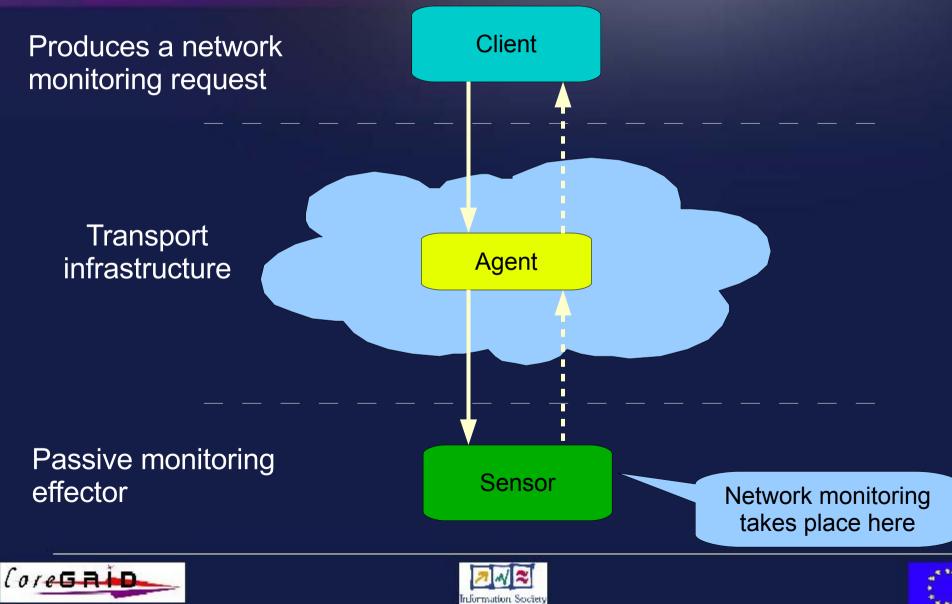








Architecture layout



Tednology.





The Client

- Represents the entity that is interested in network monitoring results (e.g. a Workflow Manager)
- Submits a request to an agent specifying, traffic description (e.g. endpoints, ports), and the expected results
- Expectation includes traffic description (e.g. endpoints, ports), syntax (e.g. precision), semantics (e.g. tool name), metadata (e.g. max bandwidth)
- Requests are submitted to a "well known" local Agent











The Sensor

- The component which is in charge of effecting the observations: located on a possibly specialized host, uses passive monitoring techniques
- Receives monitoring request from the client, delivered by a "well known" local Agent, containing the specs of the traffic to monitor, and expected results
- Configures traffic filters and formats response packets
- Packets containing observations are delivered at once, embedded into a UDP stream











The Agent

- The basic component of the transport infrastructure
- Two basic functionalities:
 - Routes requests from Clients to Sensors
 - Maintains streams from Sensors to Clients
- Routes are computed using a global database representing the partitioning of the system into domains
- Clients and Sensors are aware of Agents located in the same domain









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Security issues

- Traffic between Agents is authenticated using public keys certified by a CA, stored in the global database
- Authentication is needed to avoid spoofing, encryption seems unnecessary in most cases
- Traffic between Agents and Sensors or Clients is authenticated using public keys managed using criteria local to the Domain
- Response payload may be encrypted according to criteria negotiated between the Client and the Sensor





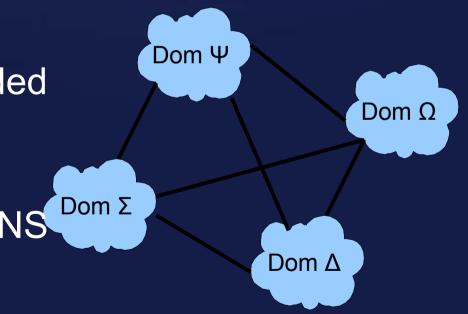






Domains

- A Domain is a set of Clients and Sensors that operate under control of one or more Agents
- A hierarchical arrangement of domains seems pointless
- Domains composition is recorded in a global database
- The global database can be implemented using LDAP or DNS (a hyperscalable gossip based solution is under study)







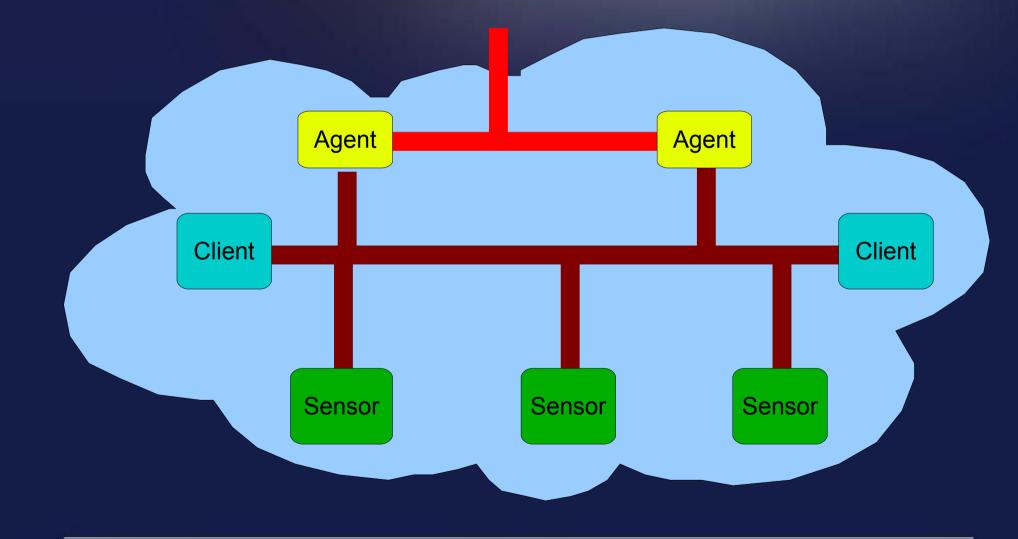








Insight of a domain













Communication: Requests

- Agents offer a SOAP interface to accept Requests
- A Request is an XML document (a demo XSD has been produced) divided into two parts:











Communication: Data streams

- A stream is implemented as a sequence of UDP packets (a single session may generate several streams)
- Packet loss events entail detectable unavailability of some observations
- Route is determined using request route records, plus some immediate shortcut recipes
- Payload may be encrypted if network observations are considered sensitive information
- Multicast is in principle possible









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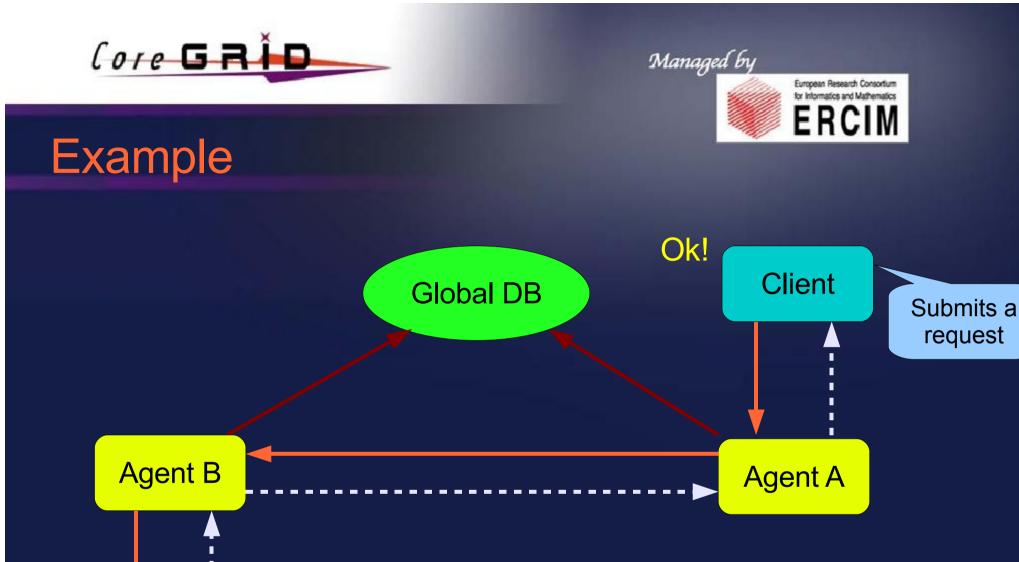
The global database

- It implements the global state of the infrastructure:
 - Sensors capabilities and managing agent
 - Agents public key
- We envision a distributed implementation:
 - each agent has access to a local proxy with part of the whole database
 - requests out of the cache and updates are propagated
 - implemented in LDAP (prototype)

















Request



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The prototype: targets

- To assess the feasibility of the whole design (complex, with many components)
- To identify existing techniques to implement the various functionalities
- To layout exhaustively the design of the proposal
- To assess the integration between the work of the two partners

NON TARGETS: demonstration of scalability, performance, user satisfaction.











The prototype: methodology

- Select well known, well supported technologies to concentrate on real issues
- Cleanly modularize the design to obtain a usable layout
- Make the prototype fully portable to support cooperation between partners

OUR OPTIONS:

Java for the language, SOAP and UDP for communication, LDAP for the database and virtualize the testbed (NETKIT)







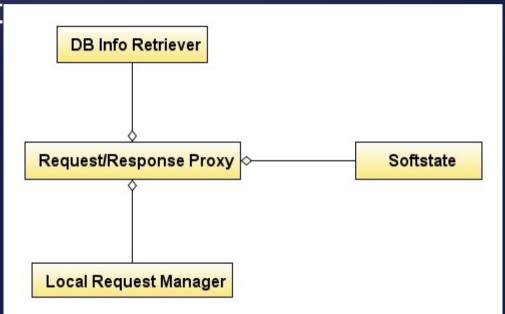


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The prototype: a sample Agent (requests):

- DB info retriever: transparent API to query the distributed database
- Request/Response Proxy: effects routing
- Local request Manager: interacts with Sensors
- Softstate: records requests and controls routing







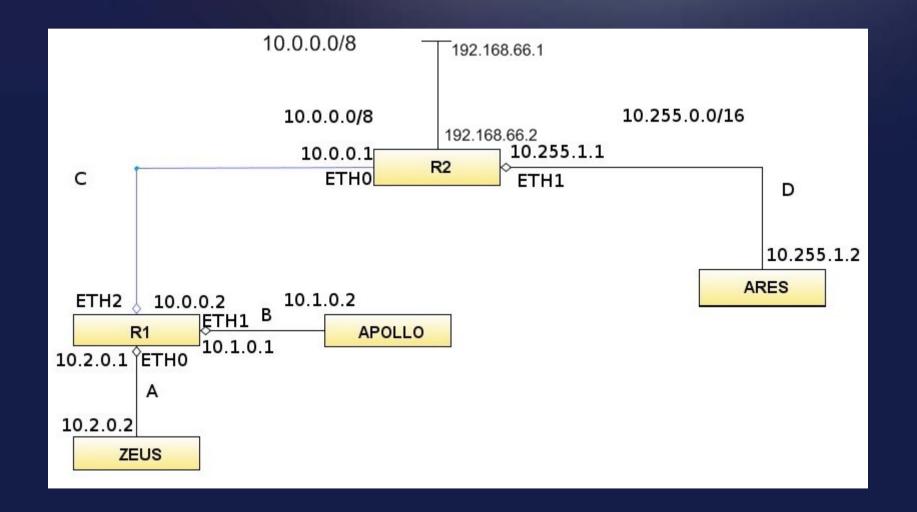








The prototype: the testbed







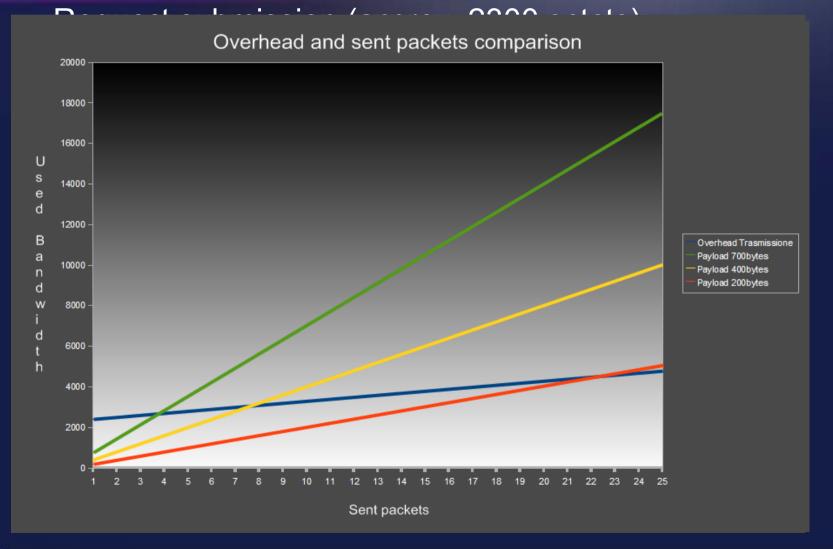




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Profiling protocol overhead













Conclusions

- The infrastructure we have designed and prototyped is a step towards a network monitoring infrastructure for a Grid environment in the Internet scale
- To achieve the target, we opted for an on demand approach, specially suited for a Grid environment
- There is no experience with on demand monitoring, although the technology is ready
- The implementation of the prototype was carried out as a Master thesis by Yari Marchetti, who later joined the research group, in three months





