Lessons from Two Decades of Networking

Andy Gospodarek
Software Architect/Engineer/Open Sourcerer at Broadcom
NC State Class of 2001

Who is Andy Gospodarek?

- NC State class of 2001 (Computer Engineering)
- Open Source Expert/Enthusiast/Advocate/True Believer
- Spent entire career in computer networking:
 - Two Co-op terms at Cisco and one summer internship at SAS
 - Worked at 2 startups (LVL7 Systems and Cumulus Networks), one high-growth company (Red Hat), and one large company (Broadcom)
- Enjoy mountain biking, running, and Oxford commas
- Married to a NC State graduate (Class of 2001 in EE and Applied Math) and have 3 young kids

What was happening in 2001?

Google was just starting to take off (Search was the only service)

2020: It's hard to imagine life without Google's services...

...but many people wonder if that's a good thing?

2001: Smartphones were *rare*

Everyone has a smartphone including [sadly] many kids in elementary school...

...but more and more adults are taking a break from their phones

Wireless networking hardware was extremely expensive

Wireless networking hardware is cheap...

...and service is so cheap that it is either free or practically free

Kevin Systrom, Zhang Yiming, and Mark Zuckerberg were all still living with their parents

Systrom, Yiming, and Zuckerberg are all billionaires

Internet was used for [illegally] sharing copyrighted images and music

Internet is used for sharing videos that may contain copyrighted material

I thought this was a talk about networking?

What enabled these changes to occur?

Networking was hard

Proprietary software dominated networking infrastructure

Networking vendors were extremely powerful and valuable

Networking infrastructure has been commoditized

Open-source or standards-based software now dominates the networking industry

Data centers operators now extremely powerful and valuable

What software enabled this shift in power?

Linux Kernel contains ~4M LoC

Linux Kernel contains ~28M LoC

Linux is more featureful and runs on more hardware than ever

Packet processing frameworks like DPDK (userspace) or XDP (kernel) enable high-speed application development

What about protocol changes over the years?

When was TCP first proposed as a standard?

1974: TCP described by Vint Cerf and Bob Khan

2001: New TCP congestion algorithms begin to be developed to deal with growing scale of the Internet

2008: Cubic TCP released based on research done at NC State

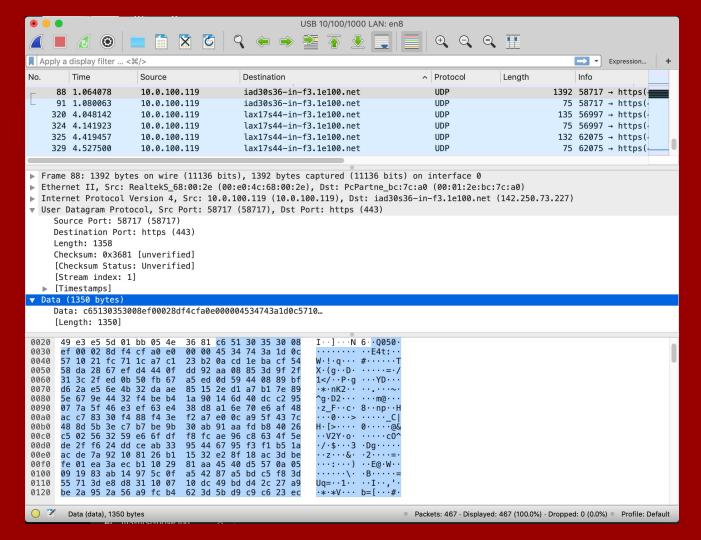
2010: Data Center TCP (DCTCP) research begins and continues today to boost network utilization

2011: TCP Fast Open introduced by Google to cut down on number of RTTs per session

2012: Google develops SPDY that serves as the basis for HTTP/2

2013: Google develops QUIC that will serve as the basis for HTTP/3, but will now be over UDP instead of TCP

2020: Google, YouTube, Facebook, and more all use QUIC/UDP by default instead of HTTPS/TCP



QUIC moves many features of TCP to userspace (client and server) rather than kernel

QUIC's main goal is to reduce latency of connection setup and retransmission

QUIC's secondary goal is to enable rapid protocol enhancement and development

Switch to UDP will have impacts on every firewall product that exists today

Adoption of QUIC by IETF as standard *should* prevent a return to proprietary networking

Impact of COVID-19

Everyone is online more than ever

Buy all the Chromebooks!

Virtual connectivity has increased at a higher rate than I expected during quarantine

Network effects are accelerated

Providers do not want us to put down our devices

Providers know what we like better than we know ourselves

What has not changed over the last 20 years?

Humans still have the power to impact change

Value is created by people

1% inspiration 99% perspiration

Playing well with others is critical for success

"First I learned to read and write and then I conquered the world"

exit(0);

Commoditize?

To make the difference in quality between the most expensive and cheapest version of products in the same category virtually indistinguishable