

# Back to the Future Can lessons from networking's past help inform its future?

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# On the cyclical nature of networking research and its opportunities

## In a Nutshell

A progress

1. Infra
2. Op

Op

- Old
- Th
- New s
- New pr

Final work

Items

Infrastructure  
improvements  
and usage

# On the cyclical nature of networking research and its opportunities

A progress shaped by two inter-dependent cycles

1. Infrastructure maturity
2. Advances in tools & technology

Opportunities for

- Old solutions to new problems
  - The importance of foundational work
- New solutions to old problems
- New problems

# Outline

The cycle of networking research:  
A “historical” perspective intertwined  
with own trajectory through  
networking research

Two representative examples:  
- Network calculus  
- The dual role of ML

# First, a Little Bit of (INFOCOM) History

- First INFOCOM held in Las Vegas, Nevada in 1982  
2021 is 40<sup>th</sup> Anniversary!
- Held in North America until 1992 when it went to Florence, Italy (rotating across the world since then)
- Lots of papers published over those 40 years from across the networking community
- Can we use this data to get a sense for the evolution of networking research over that period?
- Basic approach: Parse proceedings and analyze frequency of terms in papers' titles

# 40 Years of INFOCOM Top-20

- Unsurprisingly, “*network*” (or *networks*) emerges as the most frequent word across titles every single year
  - But there are a few other interesting findings

# 40 Years of INFOCOM Top-20

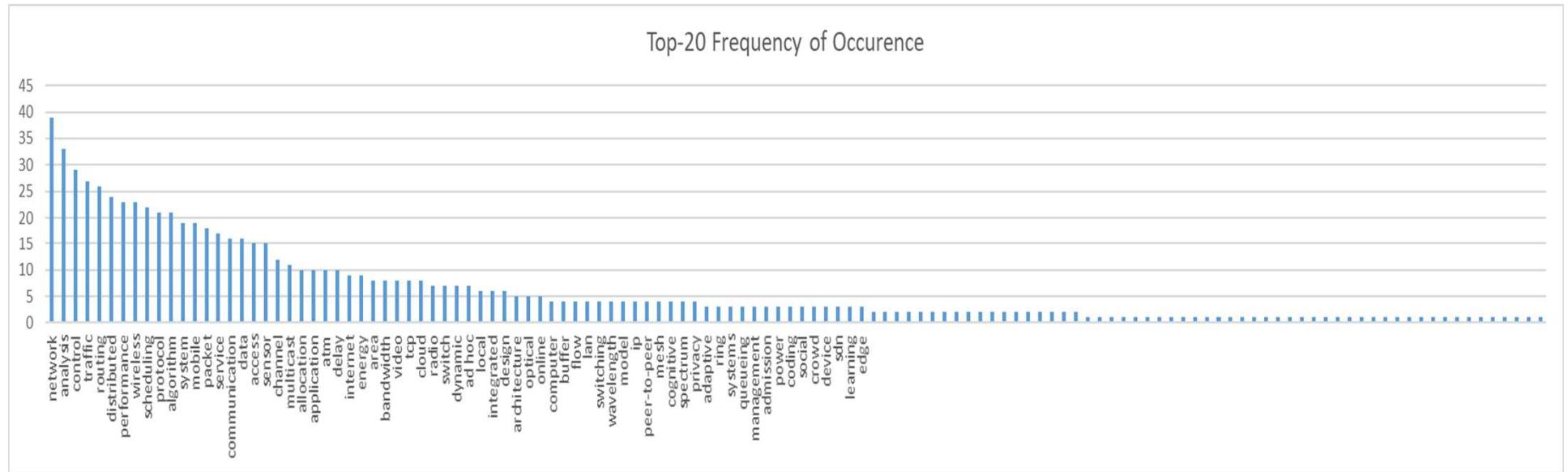
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	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020		
1	network	network	networks	networks	network	network	network	network	network	network	network	network	network	network	network	network	network	network	networks	network	network	network	network	network	network	network	network	network	network	network	network	network	network	network	network	network	network	network			
2	computer	system	local	packet	protocol	protocol	performance	system	performance	performance	atm	atm	atm	atm	atm	atm	atm	atm	wireless	Wireless	Wireless	Wireless	Wireless	Wireless	Wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless	wireless		
3	local	packet	control	radio	radio	performance	system	packet	analysis	analysis	analysis	analysis	traffic	traffic	traffic	control	control	multicast	multicast	routing	Wavelength	ad hoc	routing	sensor	sensor	sensor	sensor	sensor	sensor	sensor	data	data	data	wireless	mobile	data	wireless	edge			
4	protocol	distributed	protocol	protocol	access	analysis	protocol	performance	packet	packet	performance	routing	control	performance	protocol	performance	performance	routing	algorithm	multicast	Routing	routing	ad-hoc	routing	routing	routing	routing	system	data	data	mobile	system	mobile	mobile	cloud	mobile	learning	data			
5	system	protocol	packet	analysis	analysis	distributed	analysis	analysis	atm	protocol	traffic	performance	performance	control	system	analysis	wireless	internet	tcp	control	Multicast	control	sensor	control	distribute	scheduling	data	scheduling	routing	scheduling	scheduling	energy	cloud	system	cloud	crowd	system	scheduling	distributed		
6	communications	on	local	distributed	mobile	packet	system	packet	protocol	protocol	routing	control	protocol	routing	analysis	performance	multicast	multicast	performance	traffic	ad hoc	Tcp	algorithm	control	ad hoc	control	ad-hoc	distributed	algorithm	scheduling	delay	distributed	sensor	mobile	cloud	scheduling	wireless	learning	mobile	mobile	
7	distributed	analysis	integrated	performance	system	access	communication	algorithm	communication	atm	high-speed	traffic	analysis	routing	control	protocol	routing	service	internet	network	Control	packet	tcp	distributed	scheduling	protocol	distributed	access	radio	mobile	scheduling	scheduling	distributed	system	social	online	edge	scheduling			
8	experimental	communications	performance	multihop	local	area	distributed	control	ring	control	packet	control	bandwidth	video	analysis	routing	algorithm	qos	performance	analysis	Scheduling	analysis	wavelength	algorithm	algorithm	algorithm	coding	control	delay	system	control	cloud	traffic	dynamic	energy	communication	scheduling	service	deep		
9	performance	control	access	access	performance	local	access	isdn	control	switch	routing	application	protocol	packet	algorithm	service	packet	traffic	routing	packet	Traffic	performance	algorithms	protocol	ad hoc	control	mesh	system	coding	cognitive	cloud	system	cooperative	heterogeneous	communication	device	communications	system			
10	access	integrated	analysis	channel	area	algorithm	routing	area	switch	systems	switch	delay	management	optical	service	traffic	traffic	mobile	wireless	protocol	ad hoc	tcp	Performance	internet	data	distributed	scheduling	delay	data	mobile	cognitive	distributed	distributed	radio	dynamic	system	crowd	computing	wireless		
11	addressing	performance	data	ring	control	channel	switching	distributed	access	algorithm	bandwidth	buffer	dynamic	protocol	delay	design	analysis	wireless	admission	traffic	Allocation	internet	top	design	channel	traffic	peer-to-peer	distributed	Radio	privacy	user	crowd	sensor	traffic	service	distributed	online				
12	allocation	algorithm	area	algorithm	distributed	communication	algorithm	architecture	systems	distributed	buffer	communicati	on	cell	communicati	on	switch	abr	distributed	flow	packet	internet	Packet	scheduling	System	packet	service	mesh	access	coding	mobile	access	Traffic	cognitive	privacy	sensor	wi-fi	analysis	device	cloud	service
13	analysis	application	adaptive	allocation	link	aloha	computer	on	token	traffic	flow	queueing	communication	virtual	multicast	algorithm	service	bandwidth	service	service	Traffic	analysis	traffic	ad hoc	mobile	ad hoc	routing	Channel	radio	sensor	spectrum	algorithm	online	access	communication	adaptive					
14	architecture	area	architecture	bandwidth	channel	integrated	control	data	evaluation	communication	queue	service	congestion	admission	routing	dynamic	adaptive	ip	analysis	dynamic	Internet	traffic	scheduling	peer-to-peer	analysis	analysis	delay	protocol	control	spectrum	Delay	spectrum	service	device	sdn	application	distributed	online	computing	energy	
15	area	broadcast	buffer	computer	lan	ring	integrated	radio	service	design	queueing	speed	optical	multimedia	model	rate	internet	tcp	fair	tcp	management	tip	service	power	peer-to-peer	deletion	analysis	multi-hop	traffic	Routing	algorithm	delay	scheduling	service	scheduling	application	placement	energy			
16	bases	computer	flow	control	algorithm	token	load	access	switching	access	switching	integrated	switch	wavelength	scheduling	multimedia	tcp	access	qos	scheduling	protocol	multicast	internet	mobile	multicast	packet	capacity	analysis	allocation	Spectrum	analysis	social	algorithm	channel	service	cloud	deep	optimization			
17	bus	file	high	csm	allocation	allocation	architecture	high	traffic	buffer	protocol	access	algorithm	allocation	optical	channel	atm	application	algorithms	switch	systems	mobile	scheduling	overlay	performance	mobile	packet	model	analysis	traffic	cognitive	applications	content	energy	edge	resource	channel				
18	csm-cd	implementations	systems	data	approximation	architecture	design	lan	distributed	integrated	application	multiplexing	application	design	bandwidth	admission	queueing	protocol	bandwidth	ip	analysis	optical	analysis	throughput	802.11	delay	throughput	model	traffic	social	Analysis	channel	protocol	channel	optimization	privacy	privacy	sensor	sdn		
19	data	information	virtual	design	mobile	control	application	traffic	routing	switching	broadband	optical	lan	multicast	video	application	scheduling	allocation	protocol	web	bandwidth	sensor	bandwidth	traffic	delay	mobile	analysis	traffic	mesh	control	location	dynamic	video	content	routing	sdn	video	traffic	security		
20	database	multihop	algorithm	distributed	routing	lan	area	channel	area	channel	video	priority	lightwave	switch	communication	flow	video	analysis	congestion	management	performance	wavelength	application	ip	internet	multi-hop	capacity	mesh	peer-to-peer	multicast	system	communication	applications	online	video	dynamic	iot	iot	video		

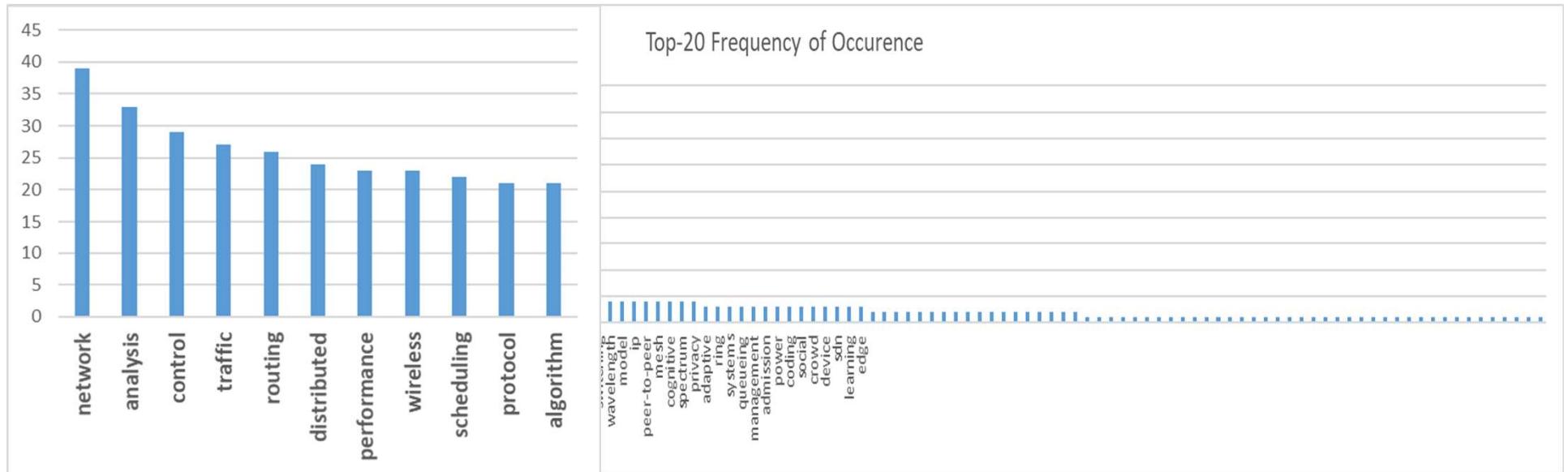
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# Terms in Top-20 List Over 40 Years



- 25 terms with 10 or more occurrences in top-20 list, but a relatively long tail (126 unique terms)
- A mixture of foundational themes combined with the emergence of some “hot topics” of varied lasting power

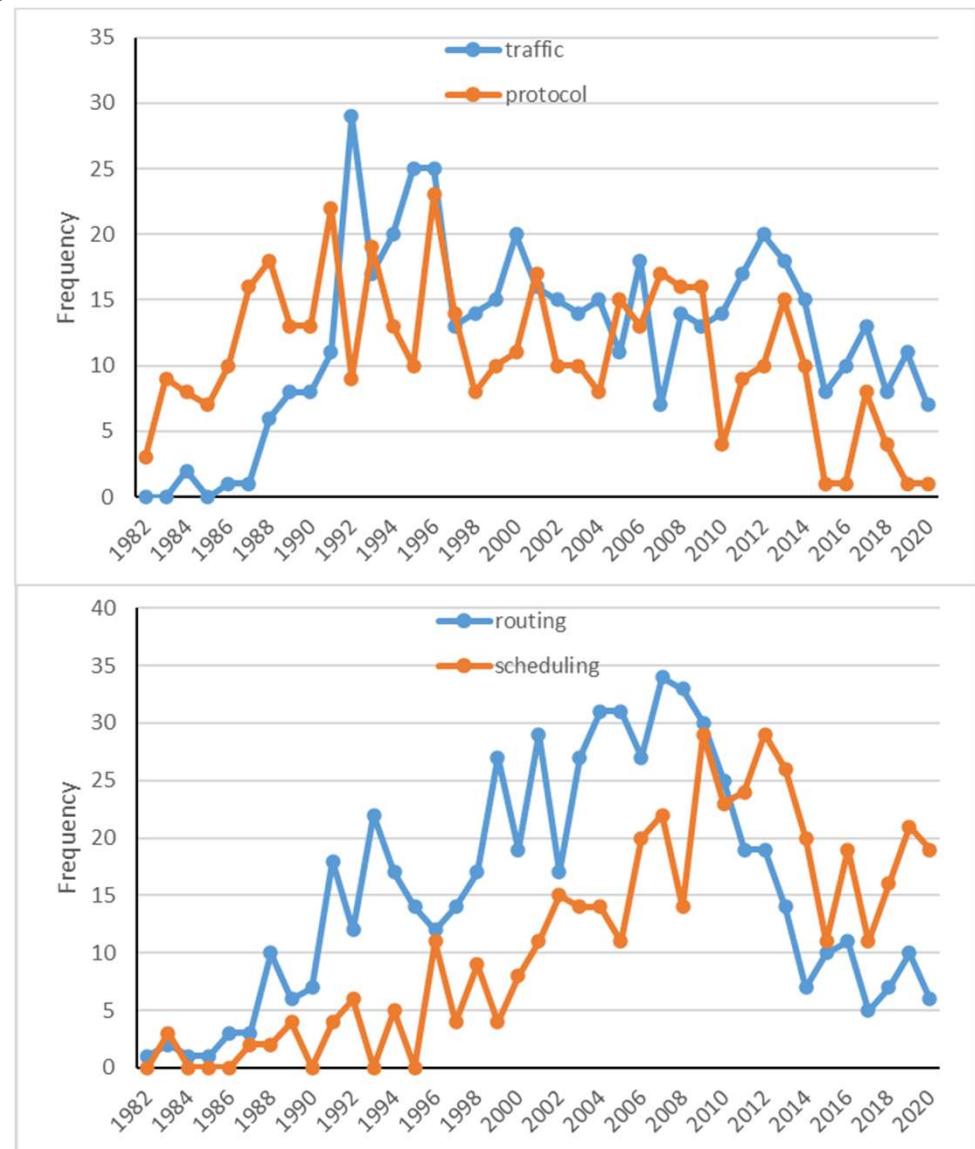
# Terms in Top-20 List Over 40 Years



- With a prevalence of foundational themes in the top ranks

# Tracking a Few Key Terms Over the Years

- Foundational themes
  - traffic & protocol
  - routing & scheduling

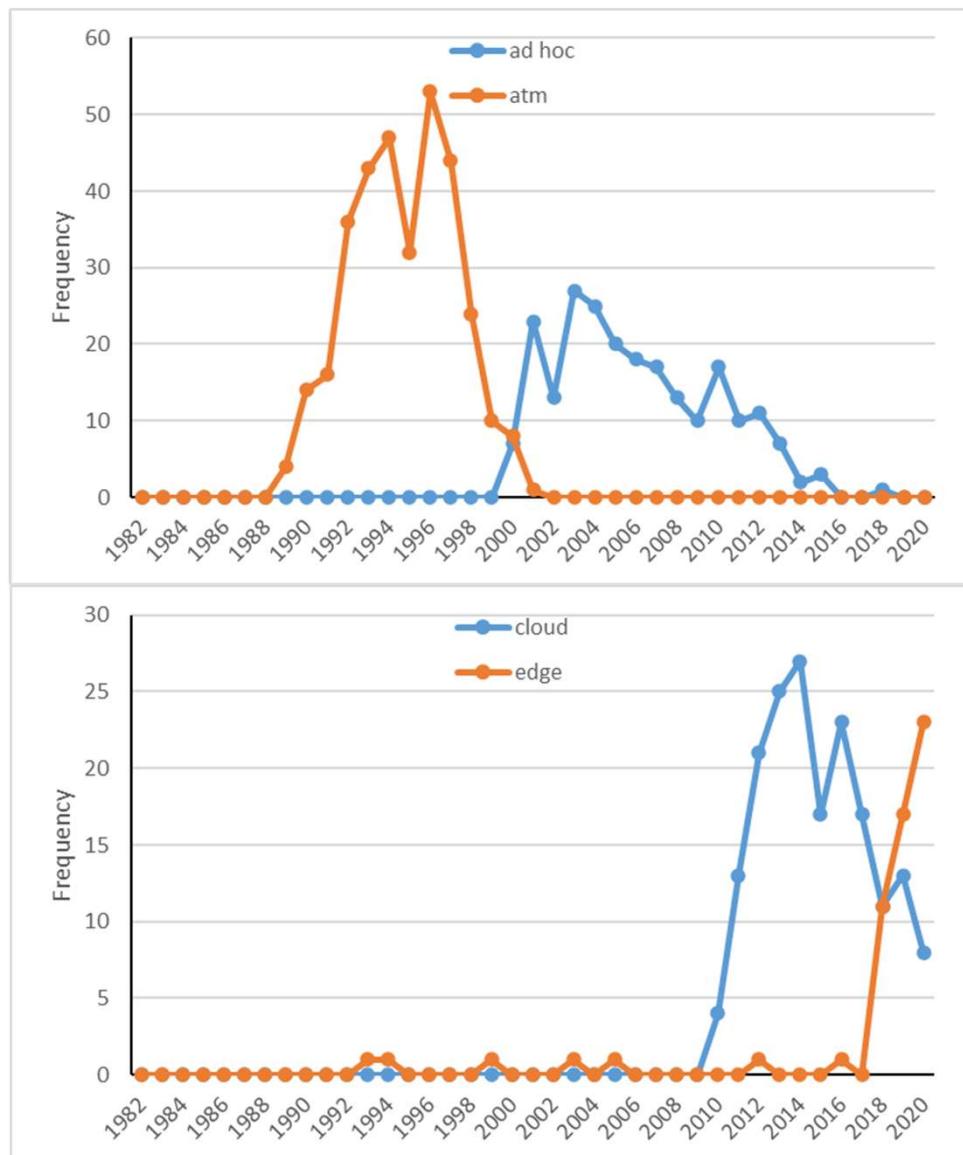


# Tracking a Few Key Terms Over the Years

- More topical themes

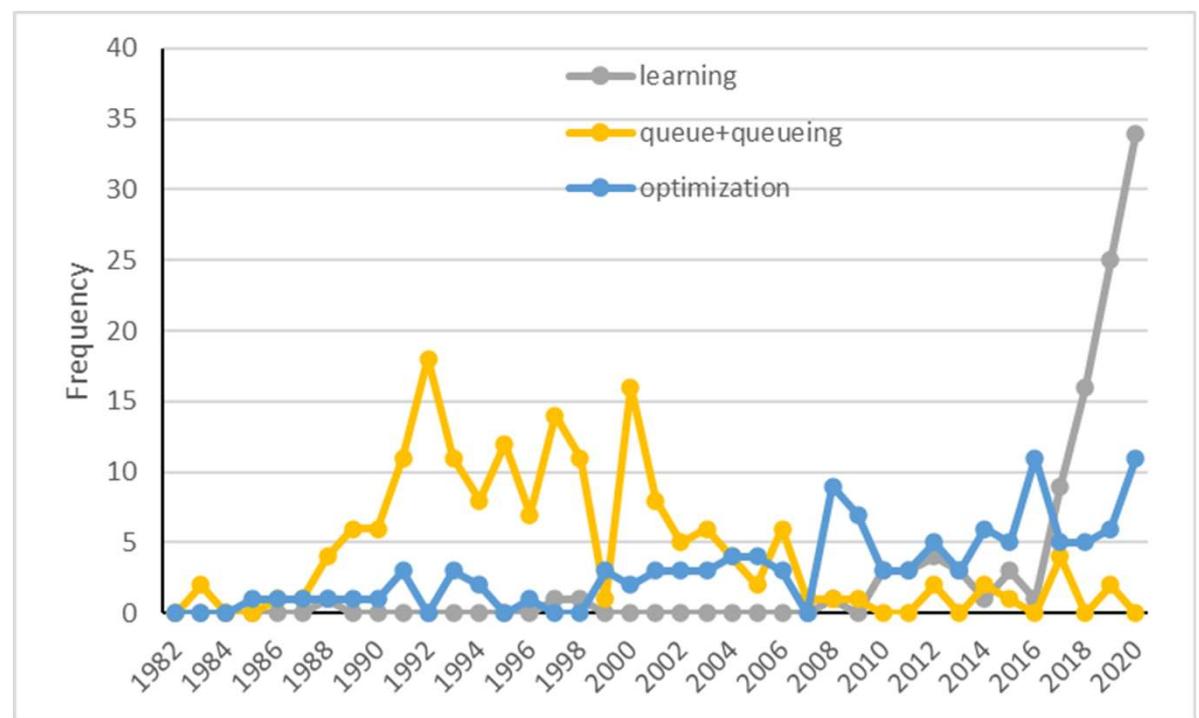
- ad hoc & atm

- cloud & edge



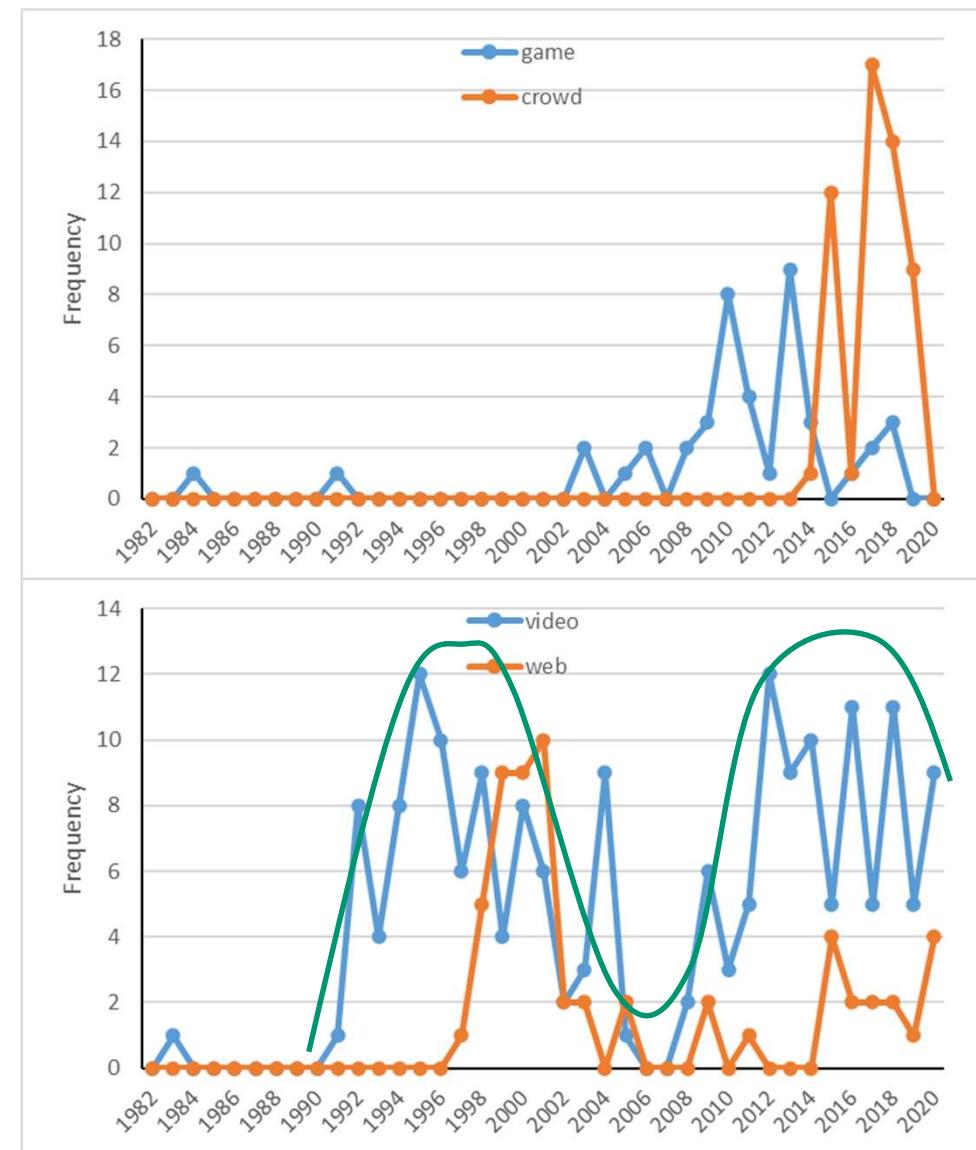
# Tracking a Few Key Terms Over the Years

- And let's not forget tools?
  - queue+queueing
  - optimization
  - learning

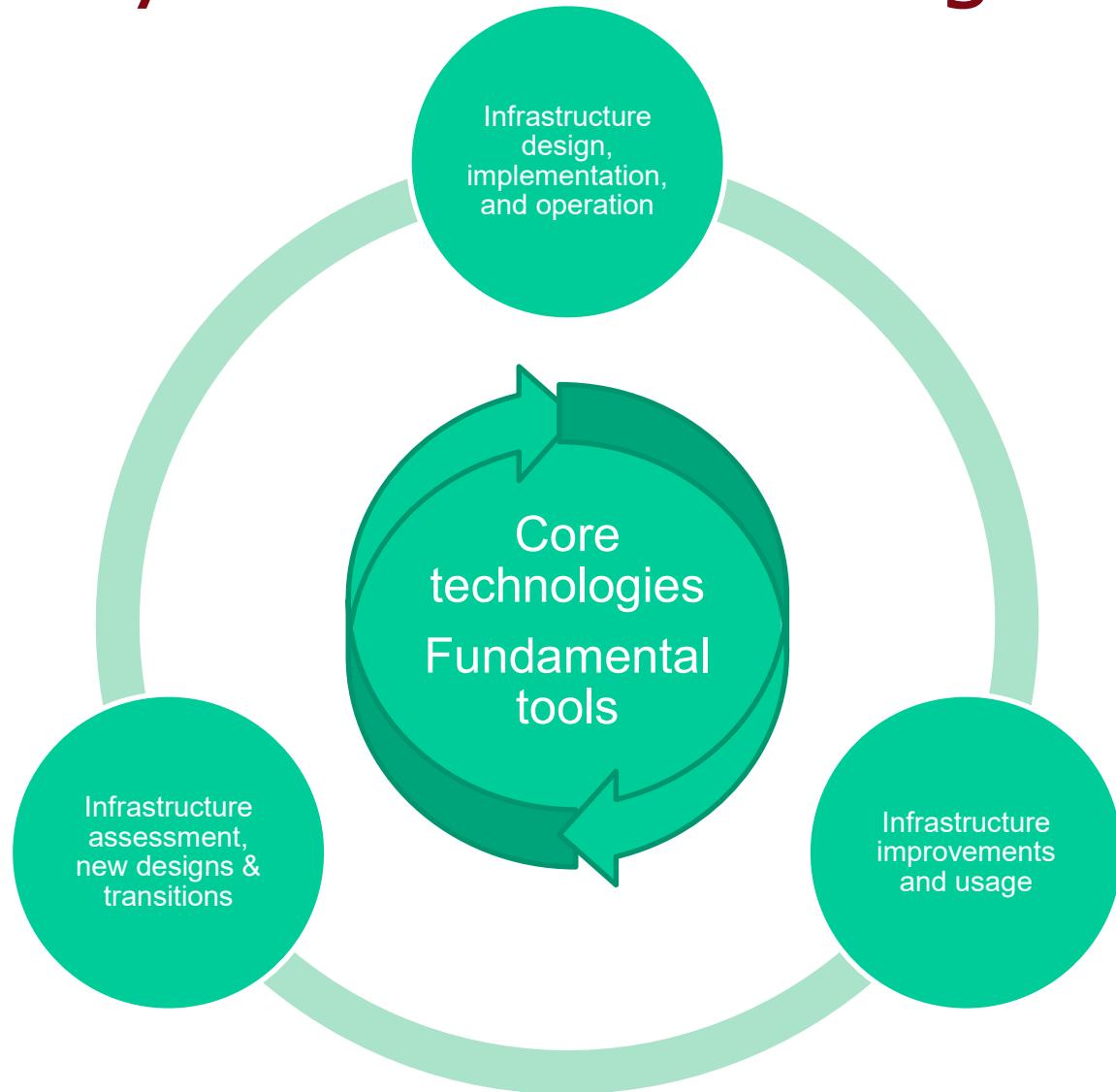


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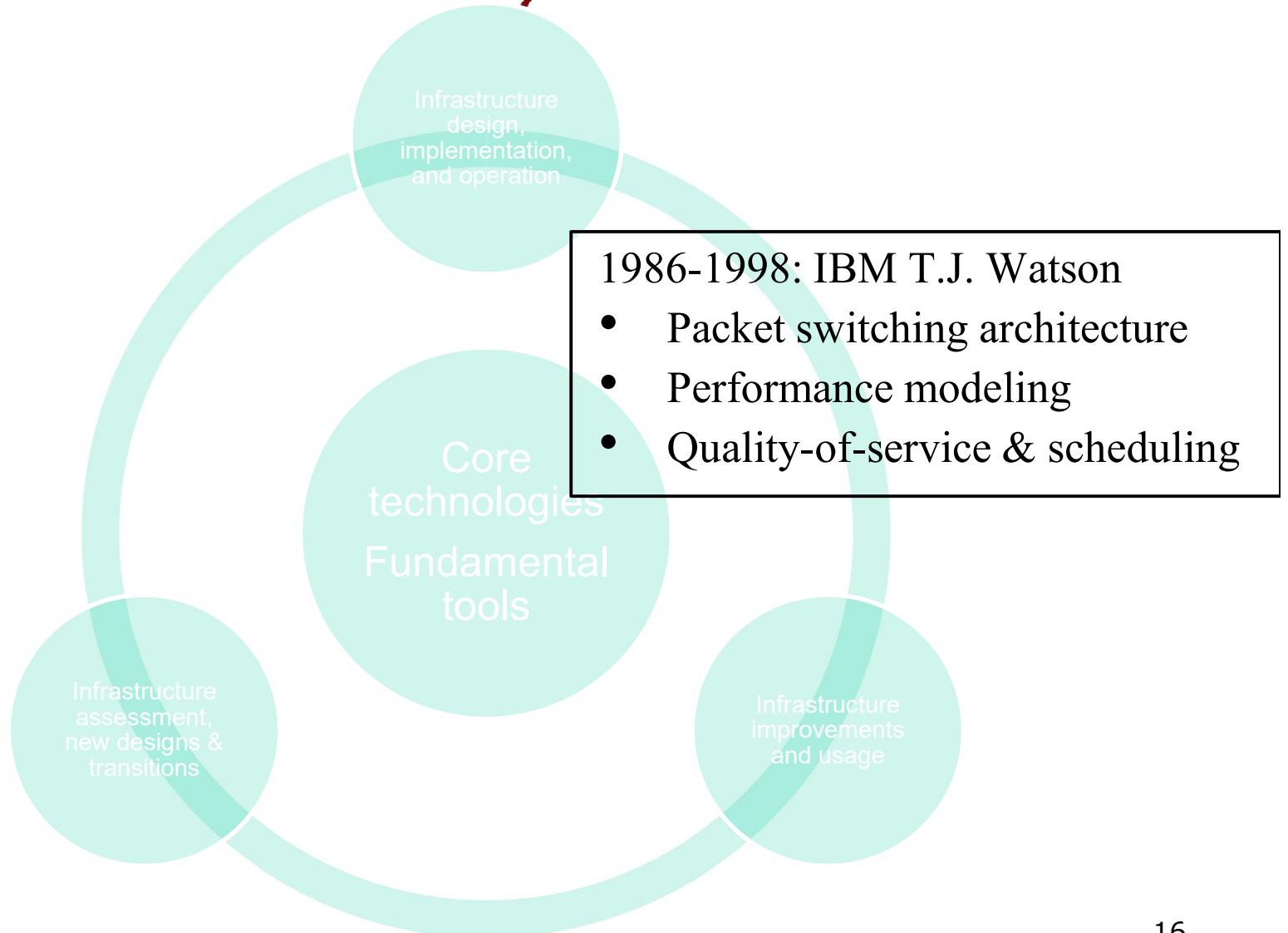
- And applications
  - game & crowd
  - video & web



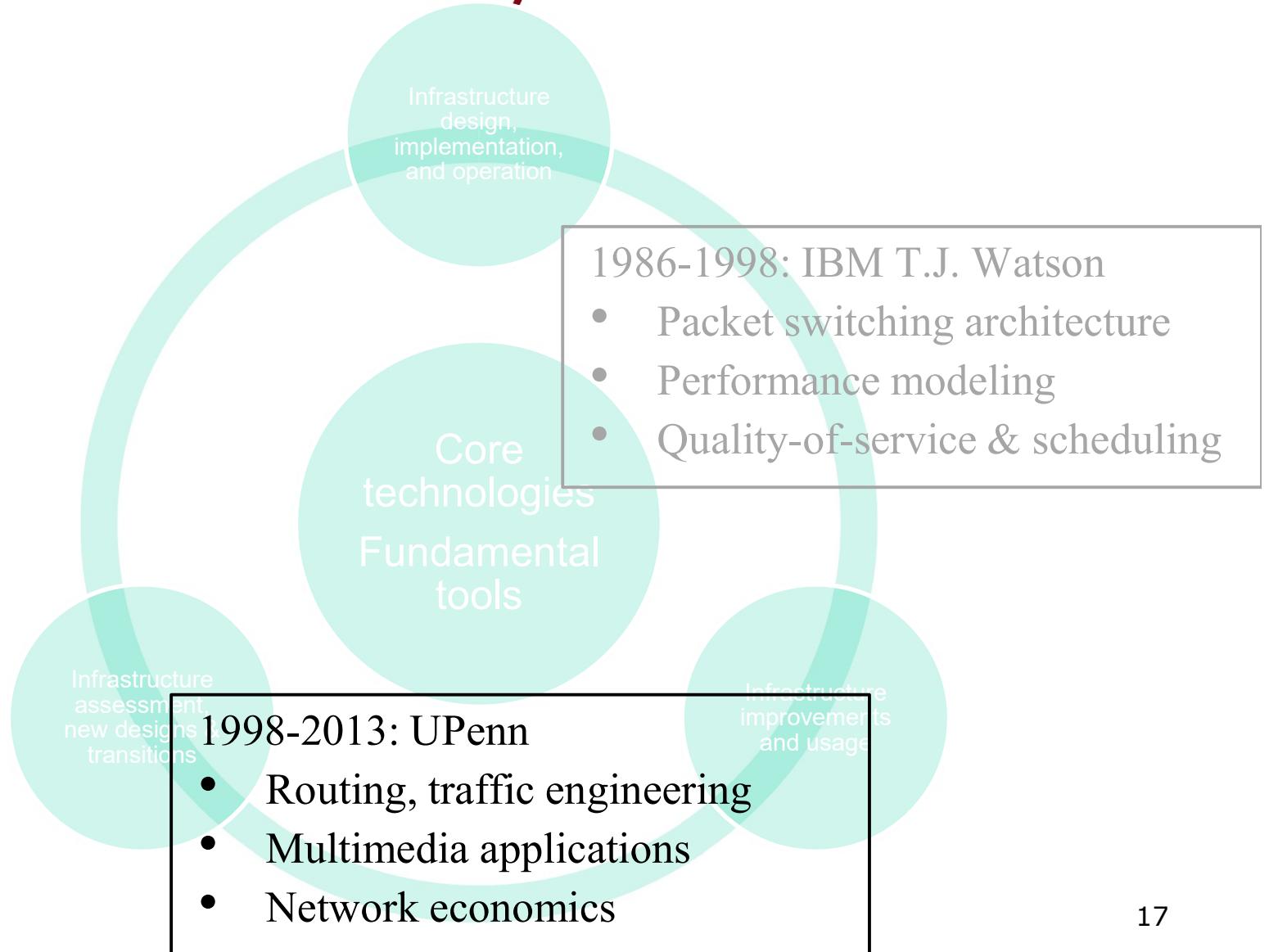
# A Basic Cycle of Networking Research



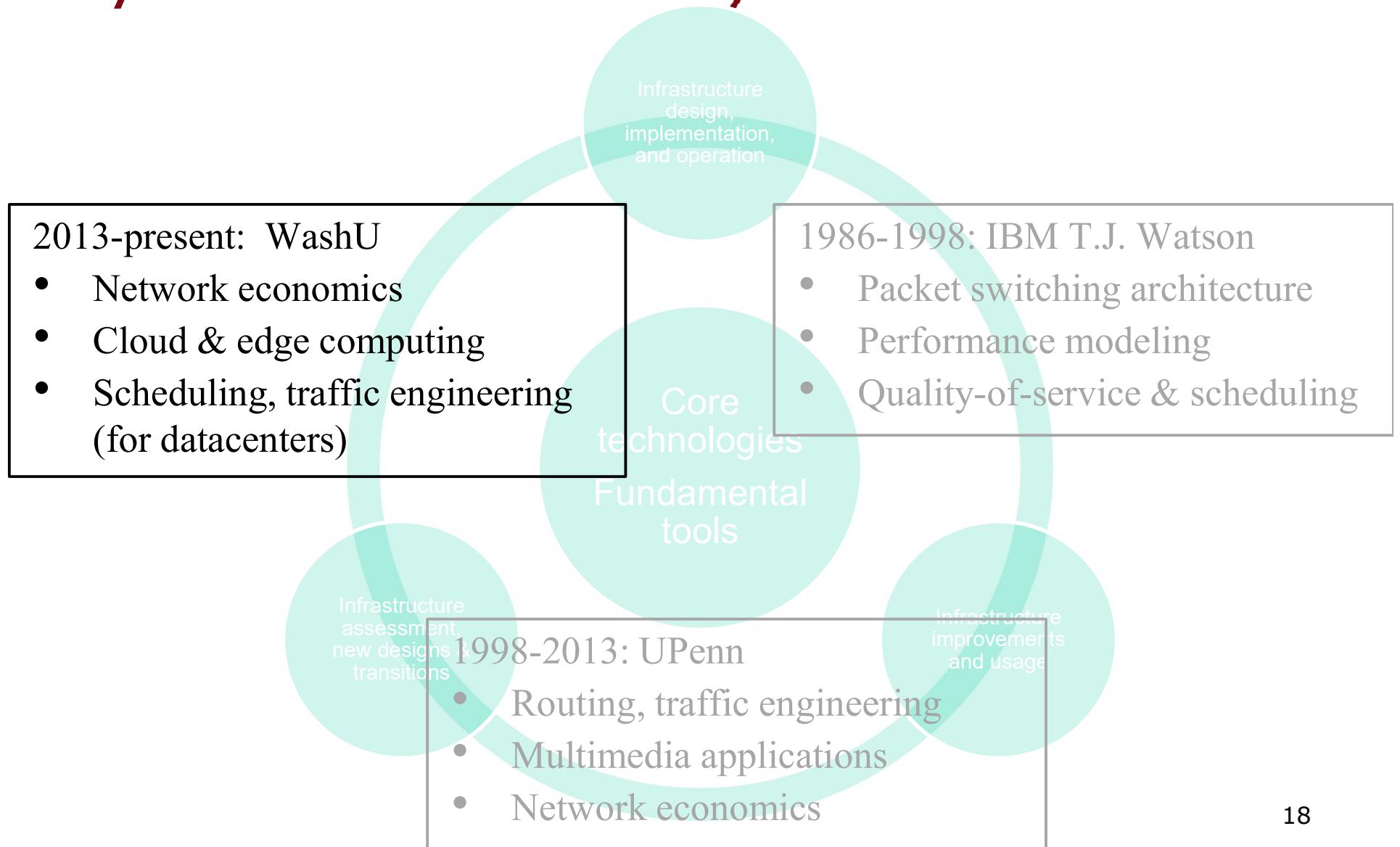
# My Own Personal Cycle



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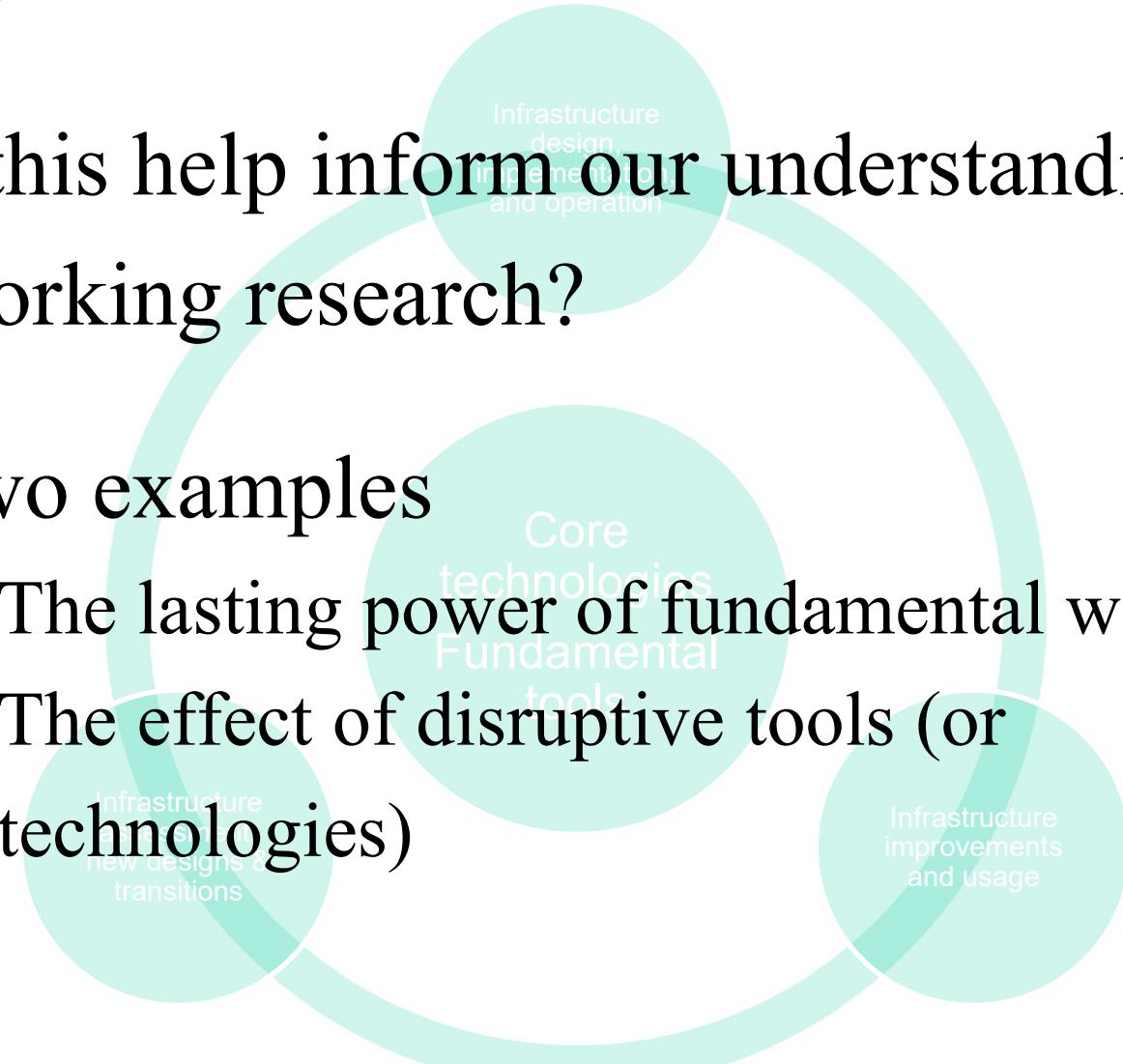
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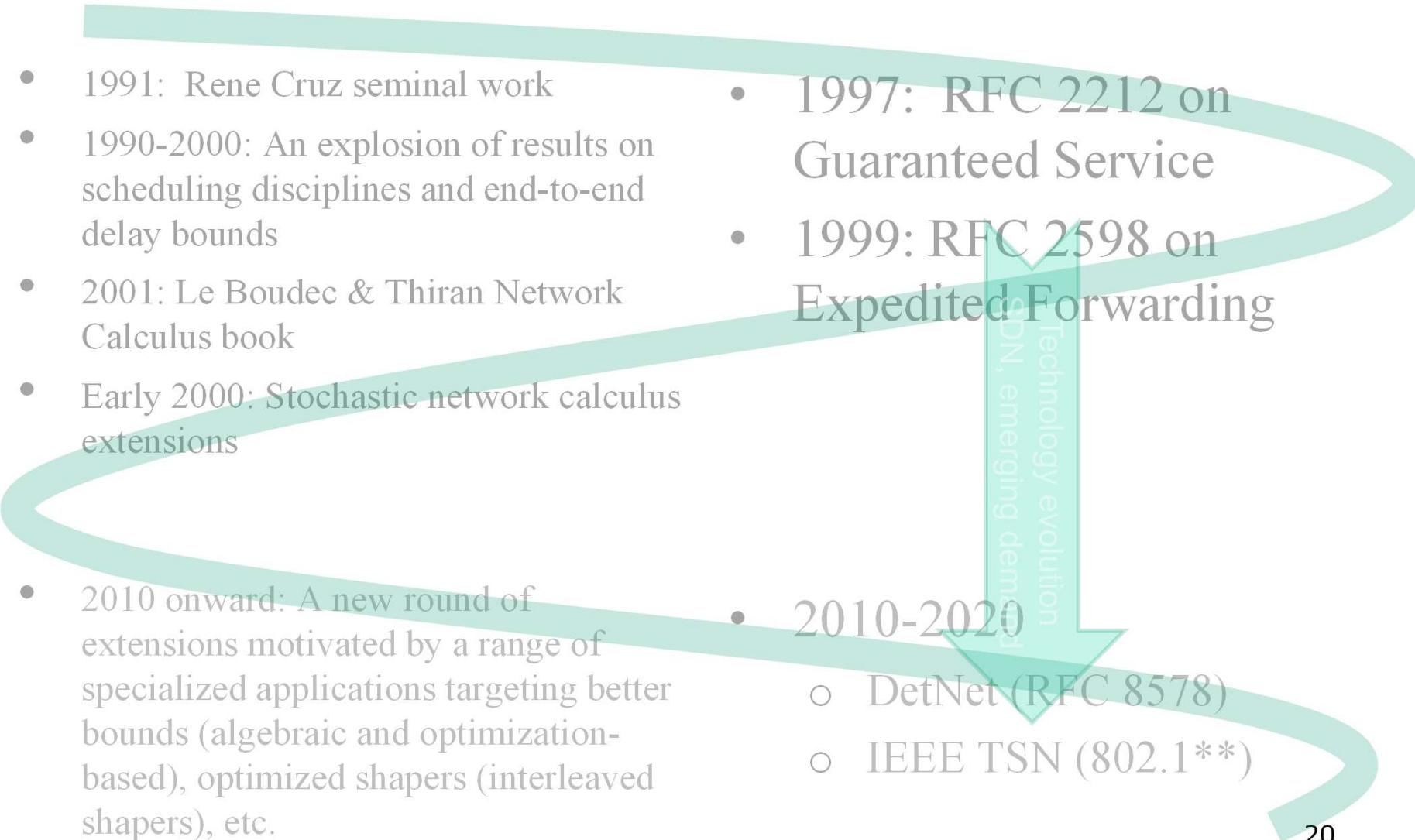
# Taking stock

Can this help inform our understanding of networking research?

- Two examples
  - The lasting power of fundamental work
  - The effect of disruptive tools (or technologies)

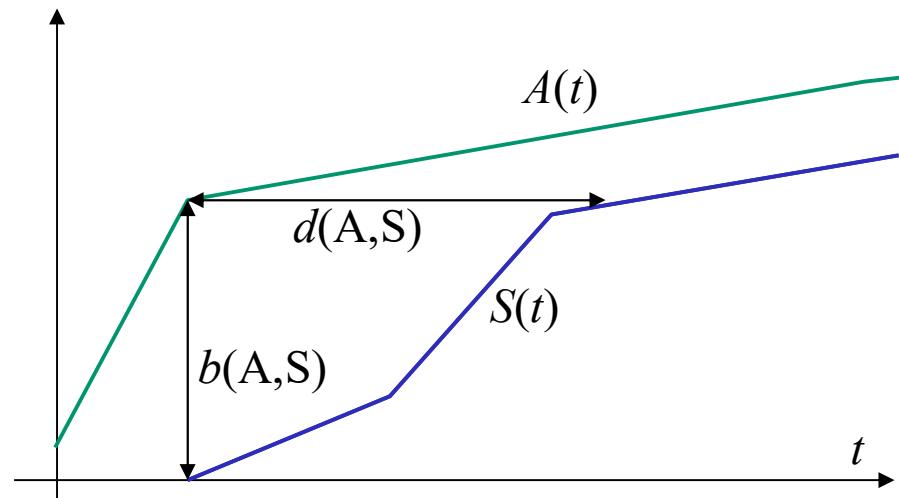


# The Network Calculus Example

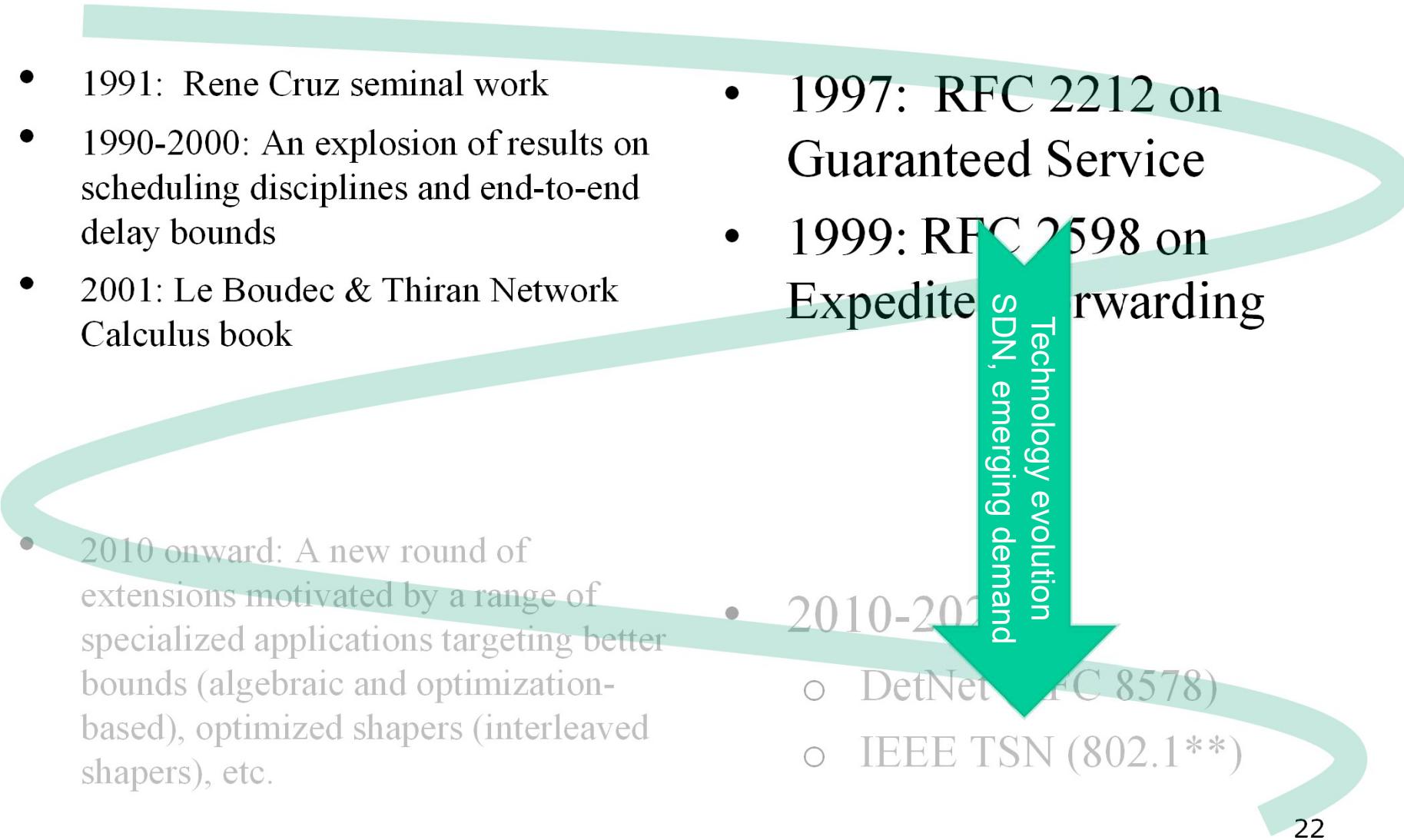
- 1991: Rene Cruz seminal work
  - 1990-2000: An explosion of results on scheduling disciplines and end-to-end delay bounds
  - 2001: Le Boudec & Thiran Network Calculus book
  - Early 2000: Stochastic network calculus extensions
  - 2010 onward: A new round of extensions motivated by a range of specialized applications targeting better bounds (algebraic and optimization-based), optimized shapers (interleaved shapers), etc.
  - 1997: RFC 2212 on Guaranteed Service
  - 1999: RFC 2598 on Expedited Forwarding
  - 2010-2020
    - DetNet (RFC 8578)
    - IEEE TSN (802.1\*\*)
- 

# A VERY Short Network Calculus Primer

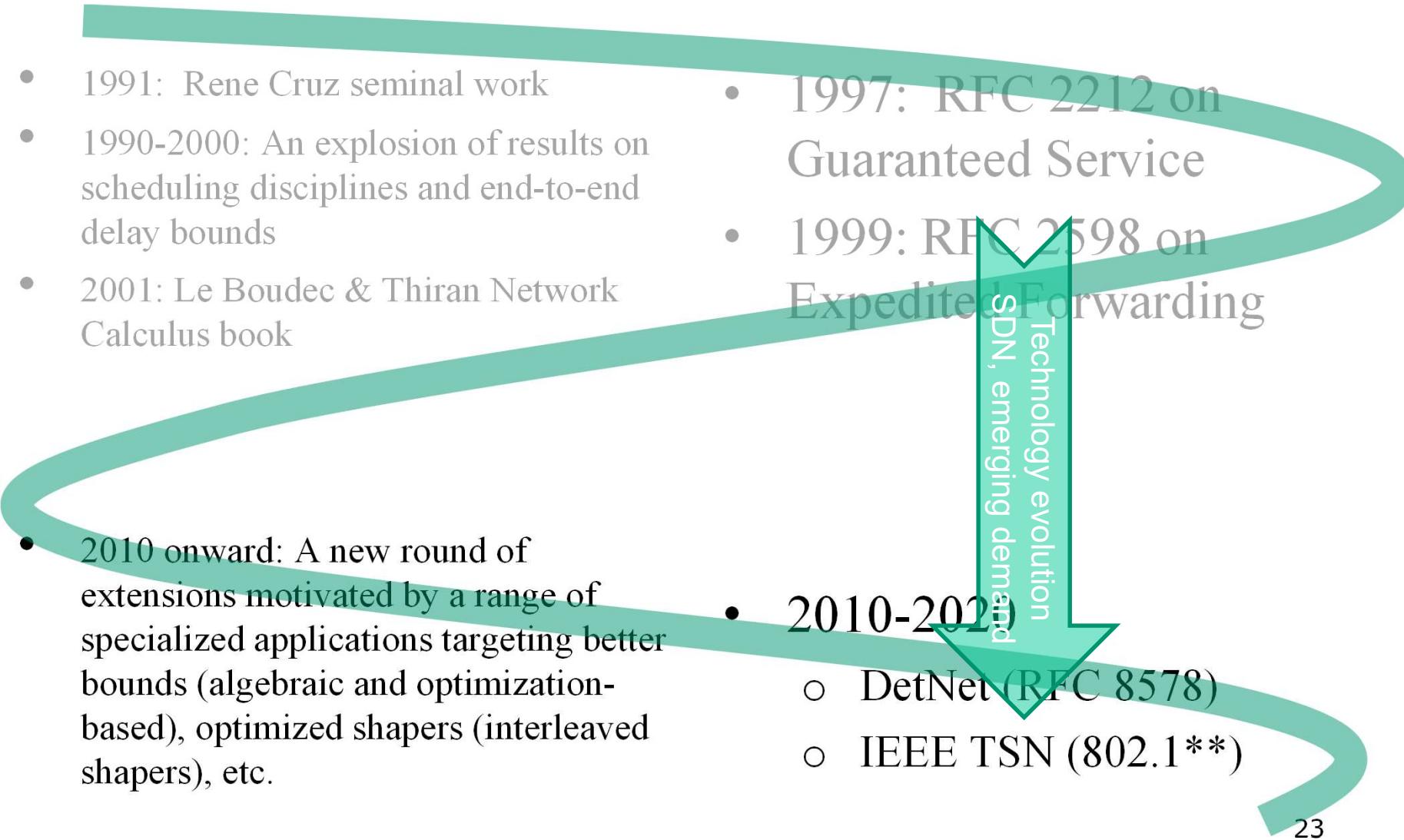
- ***Deterministic*** arrival and service curves
  - Upper bound on arrivals
  - Lower bound on service
- Three main results
  - Delay bound
  - Backlog bound
  - Departure curve bound
- A general “algebra” for deriving end-to-end bounds from concatenation of service elements



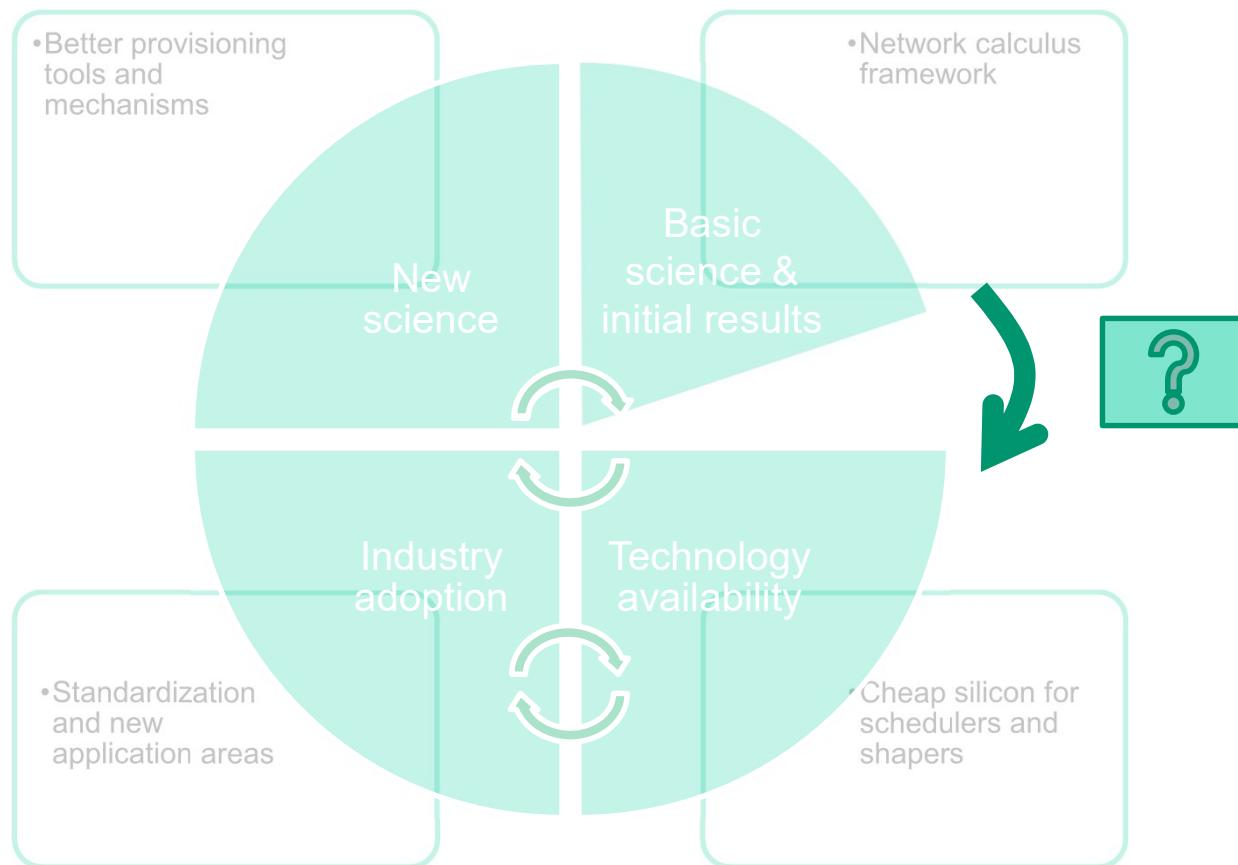
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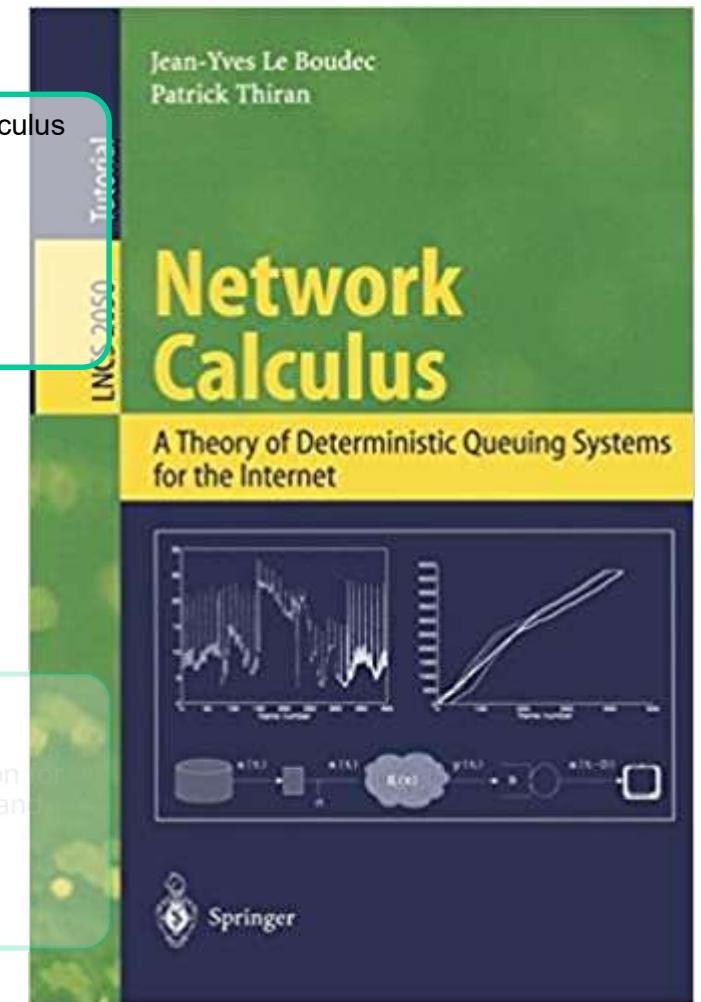
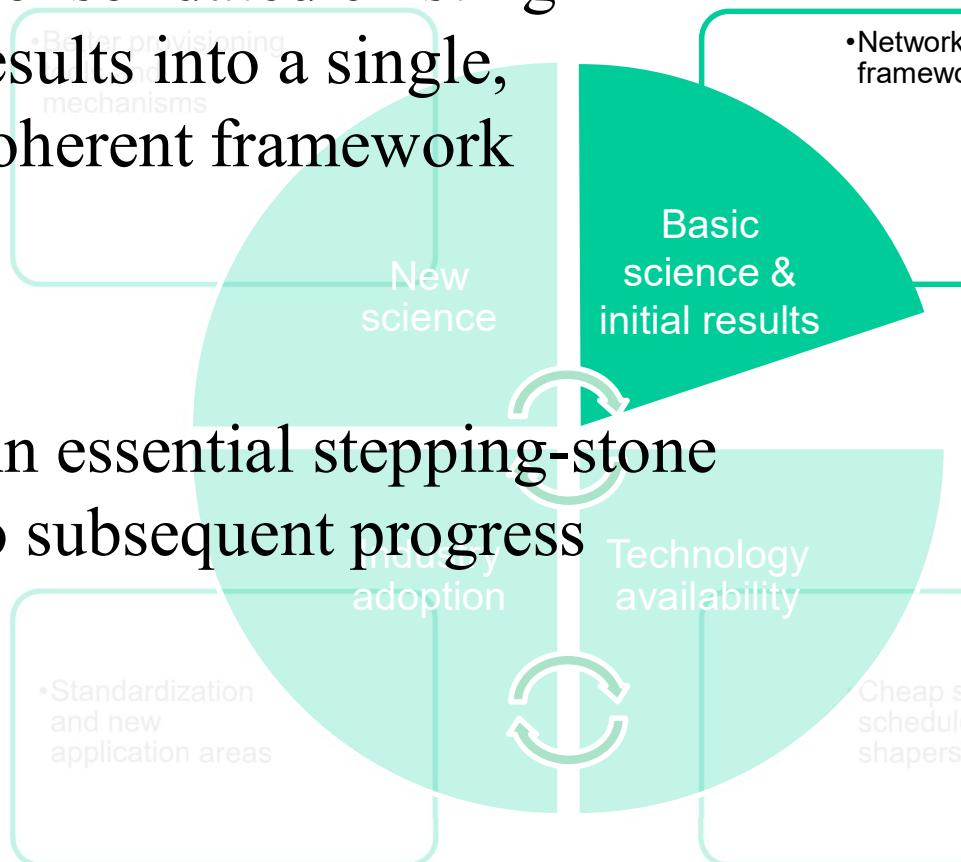
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# A Case of Technology Catching Up With Science **and** triggering New Science



# Scientific Foundation

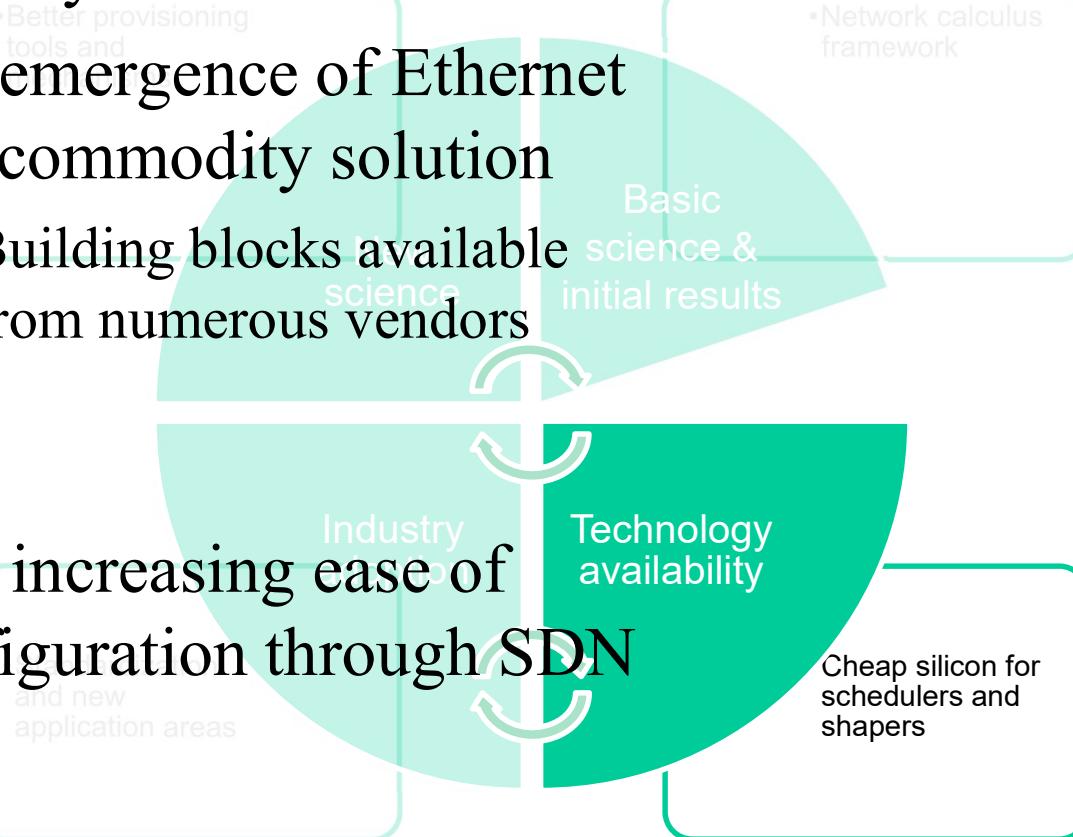
- Consolidated existing results into a single, coherent framework
  - Better understanding of underlying mechanisms
- An essential stepping-stone to subsequent progress
  - Standardization and new application areas



# Technology Availability

Spurred by

- The emergence of Ethernet as a commodity solution
  - Building blocks available from numerous vendors



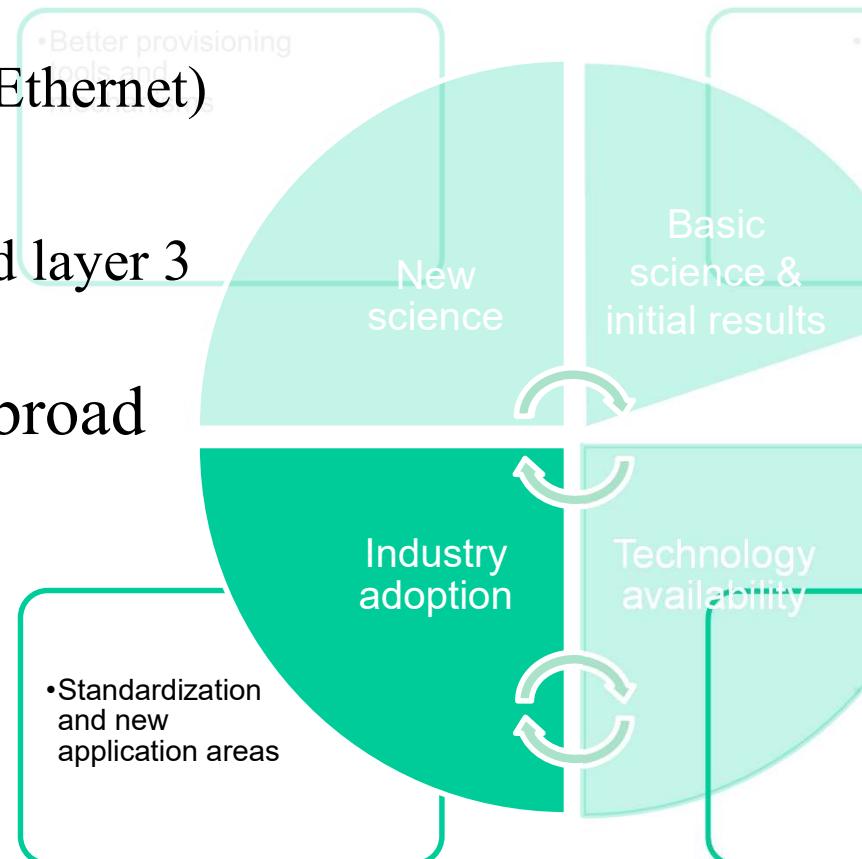
- And increasing ease of configuration through SDN



# Relevant Standards

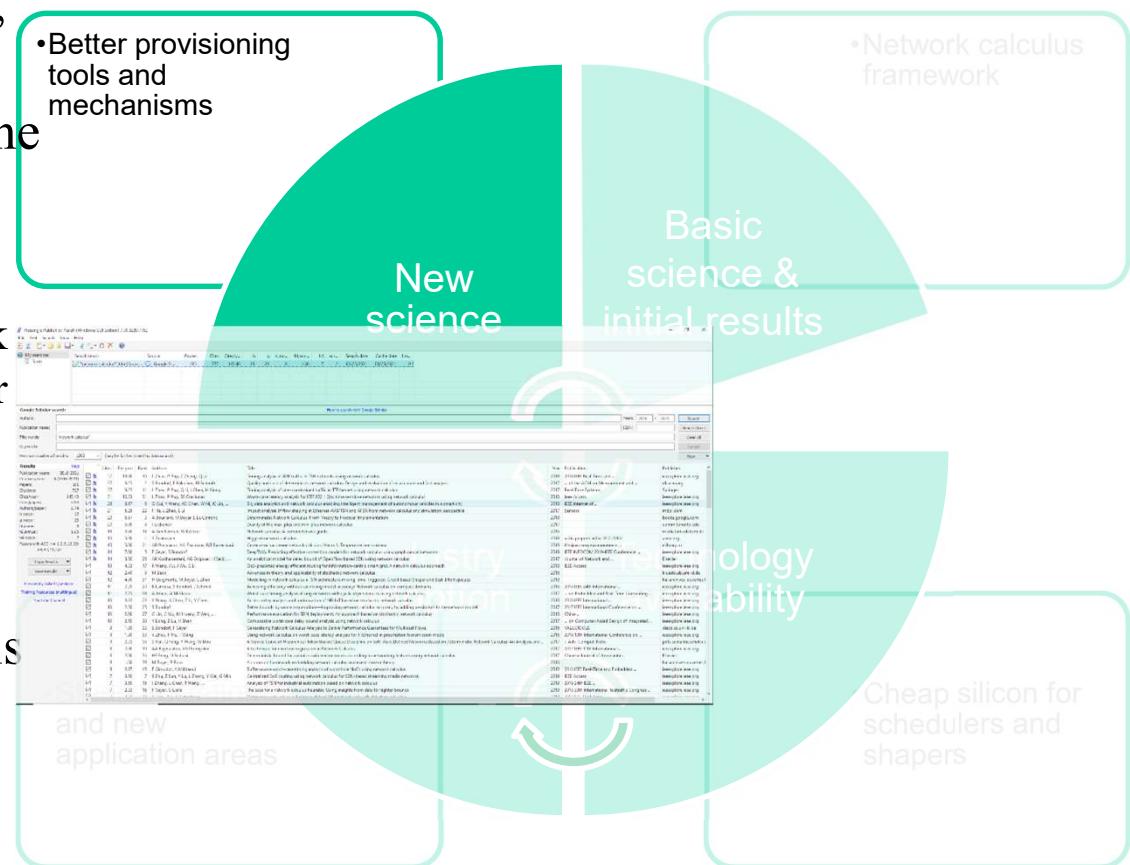


- IEEE TSN
  - Focus on layer 2 (Ethernet)
- IETF DetNet
  - Targets layer 2 and layer 3 solutions
- Adoption across a broad range of industries
  - Automotive
  - Avionics
  - Manufacturing
  - Transportation
  - Power & energy



# New Science

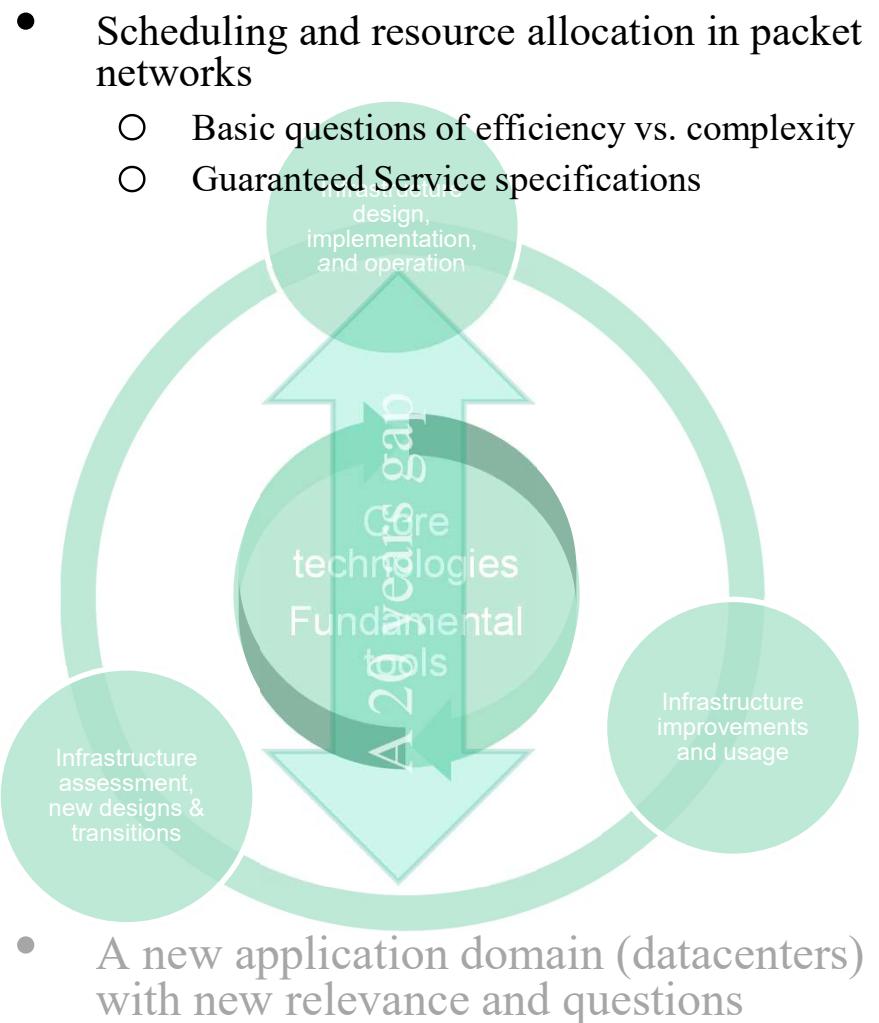
- An explosion of new results, (~200 papers with “network calculus” in their title over the past 5 years – though few at INFOCOM)
  - Optimization-based network calculus (LP formulation for tighter bounds)
  - New bounds for a range of schedulers and shapers
- And numerous software tools realizing them
  - See [1] for a recent list



[1] B. Zhou et al., “Survey on Network Calculus Tools for Network Infrastructure in Real-Time Systems.” IEEE Access, Vol. 8, 2020

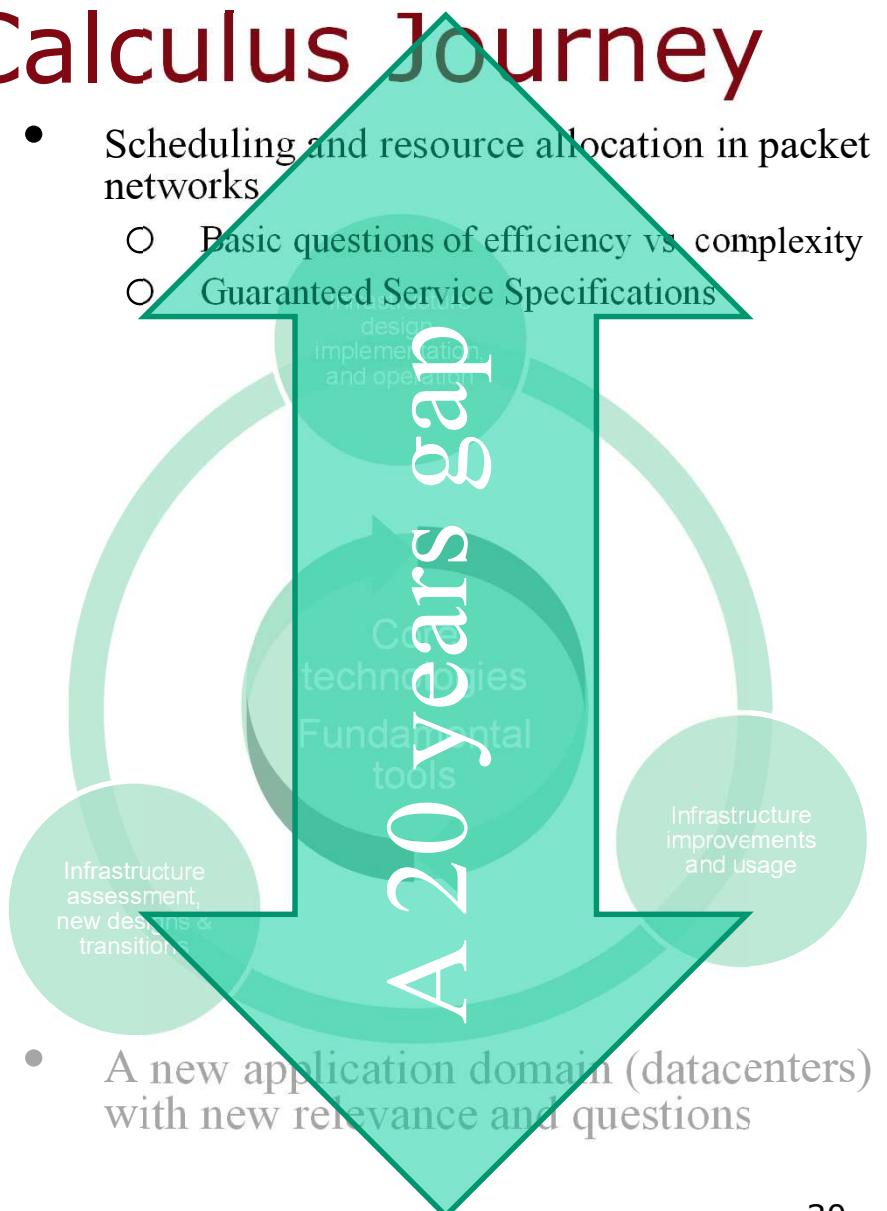
# My Own Network Calculus Journey

- 1996
  - Efficient network QoS provisioning based on per node traffic shaping
  - Efficient support of delay and rate guarantees in an internet
- 1997
  - Optimal multiplexing on a single link: Delay and buffer requirements
  - Specification of Guaranteed Quality of Service
- 1998
  - Scalable QoS provision through buffer management
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  - Quality-of-service in packet networks: basic mechanisms and directions
- 2021
  - Minimizing network cost under latency constraints



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# Fast Forward 20 Years The Internet is still there

But so are many other “specialized” networks

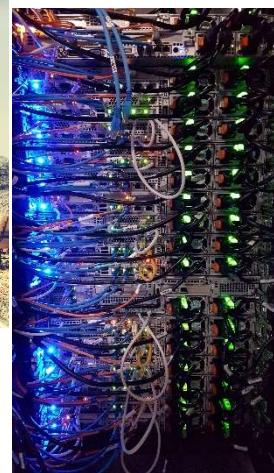
1. Manufacturing



2. Avionics



3. Power plants

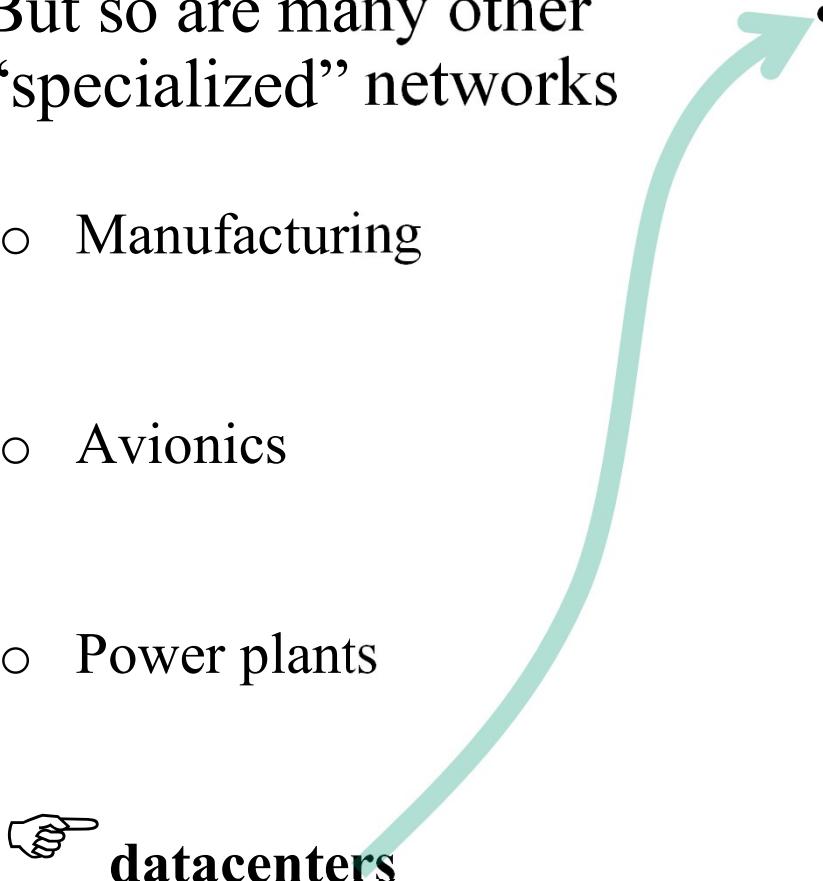


4. datacenters

1. Photo by [Science in HD](#) on [Unsplash](#)
2. Photo by [Mike Petrucci](#) on [Unsplash](#)
3. Photo by [Tim Mossholder](#) on [Unsplash](#)
4. Photo by [Massimo Bottura](#) on [Unsplash](#)

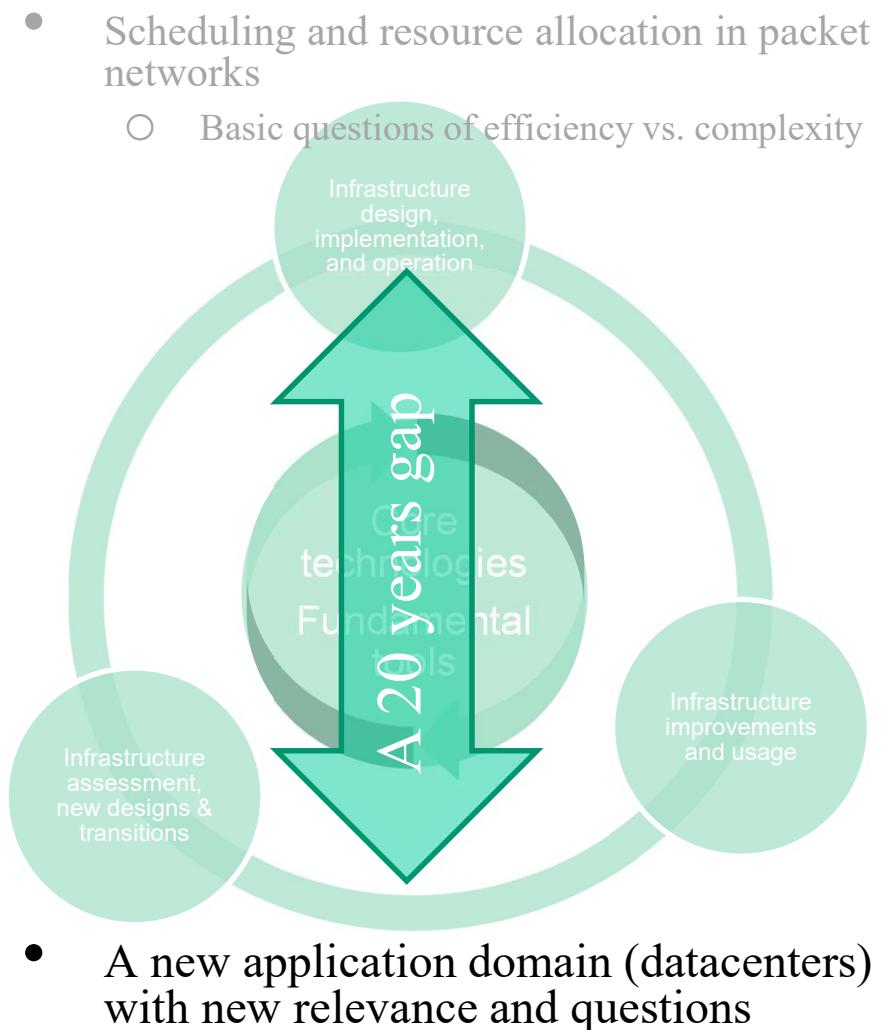
# Fast Forward 20 Years

## The Internet is still there

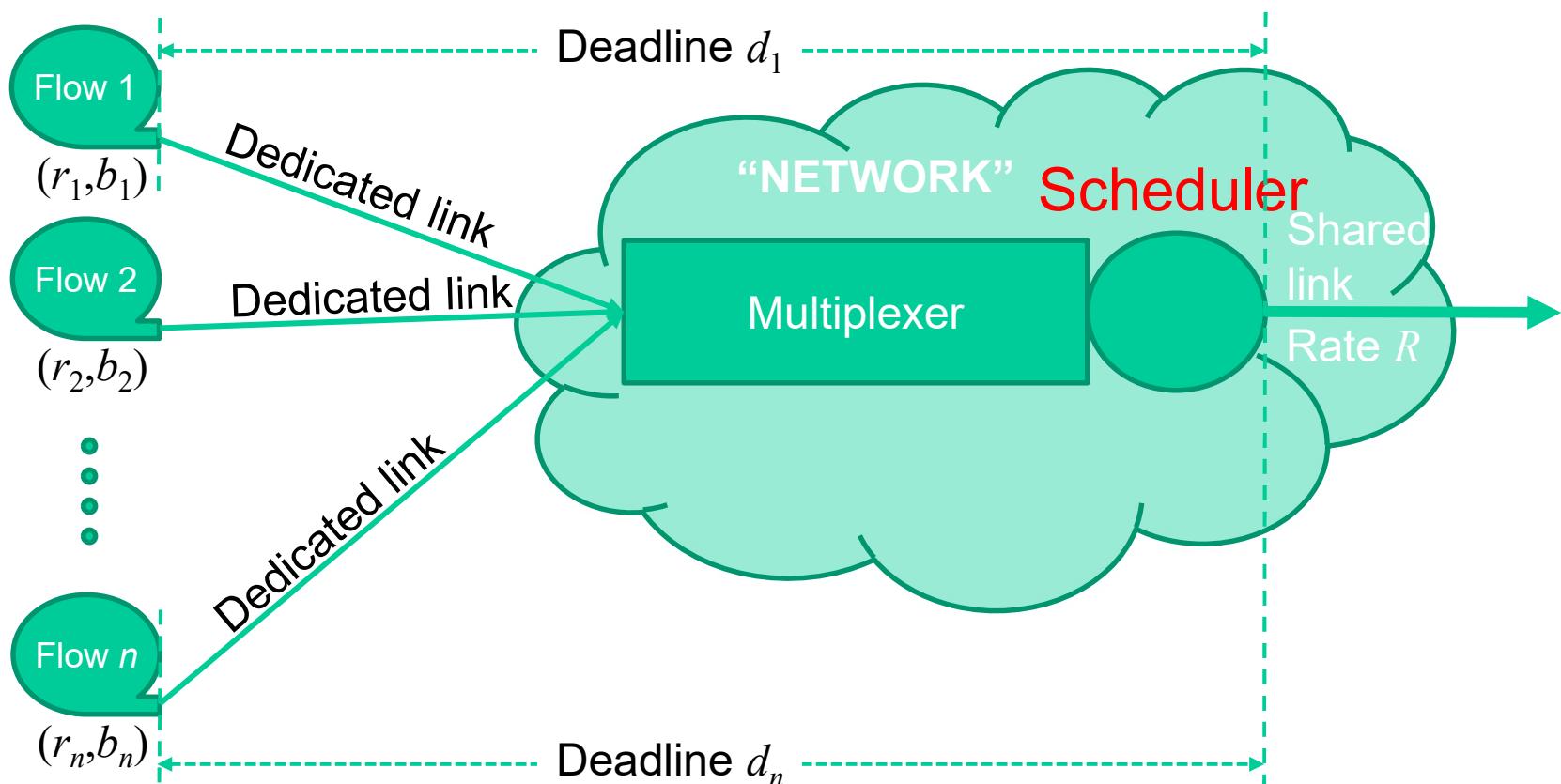
- But so are many other “specialized” networks
    - Manufacturing
    - Avionics
    - Power plants
  - The datacenter world
    - SLAs/SLOs with latency guarantees
    - A network under (mostly) single ownership
      - Controlled flow profiles
- 
- datacenters**

# My Own Network Calculus Journey

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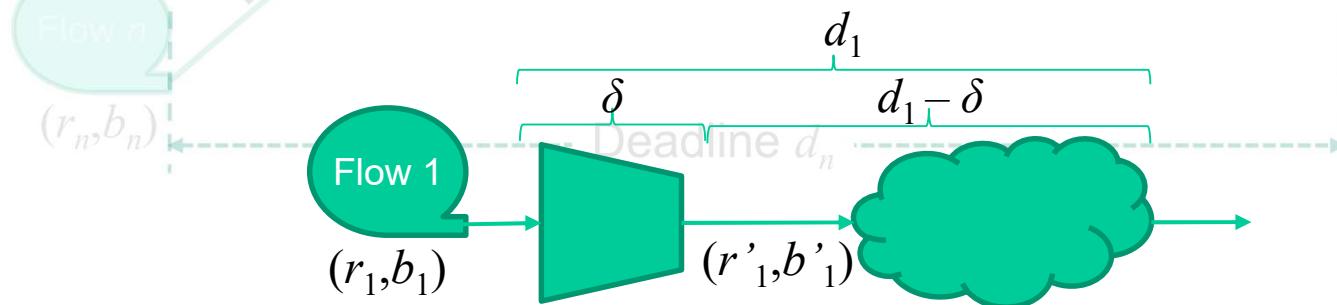
# A (Basic) Representative Problem



Finding the cheapest solution?  
Scheduler & bandwidth costs

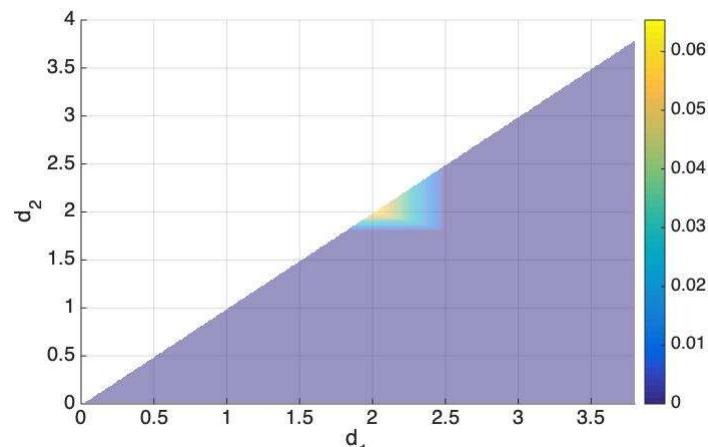
# A Representative Problem

- The answer varies across schedulers (from dynamic priority to simple FIFO)
  - Unsurprisingly, an EDF scheduler needs the least bandwidth
- More interestingly is what to do when using simple schedulers (static priority & FIFO)
  - On the benefits of “pre-processing” flows (reshaping)

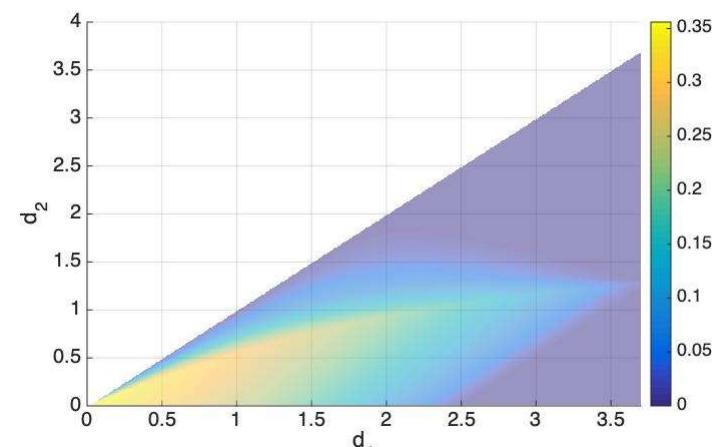


# Quantifying the Cost of Simplicity

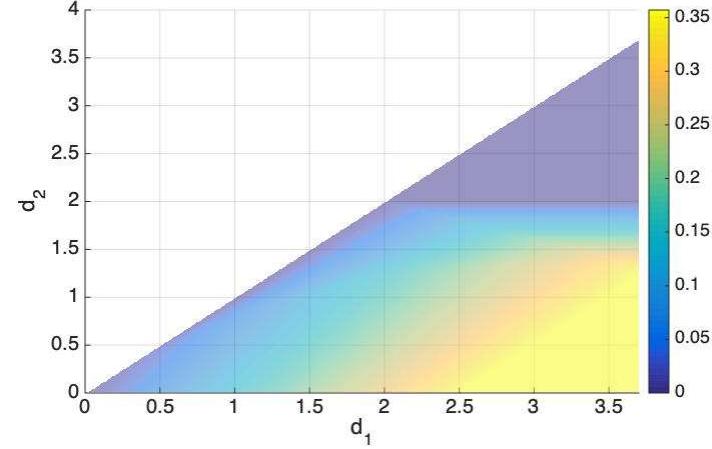
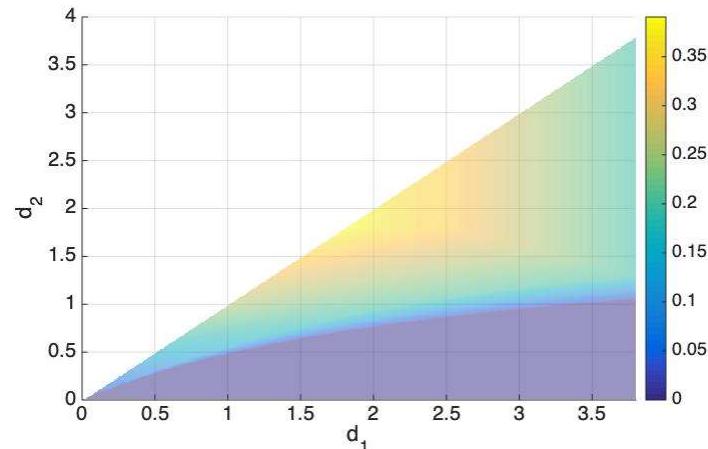
Static priority + shaping vs. optimal



Basic FIFO + shaping vs. optimal



The benefits of “smart” shaping for static priority (left) and FIFO (right)



# Taking Stock

Old problems become interesting again

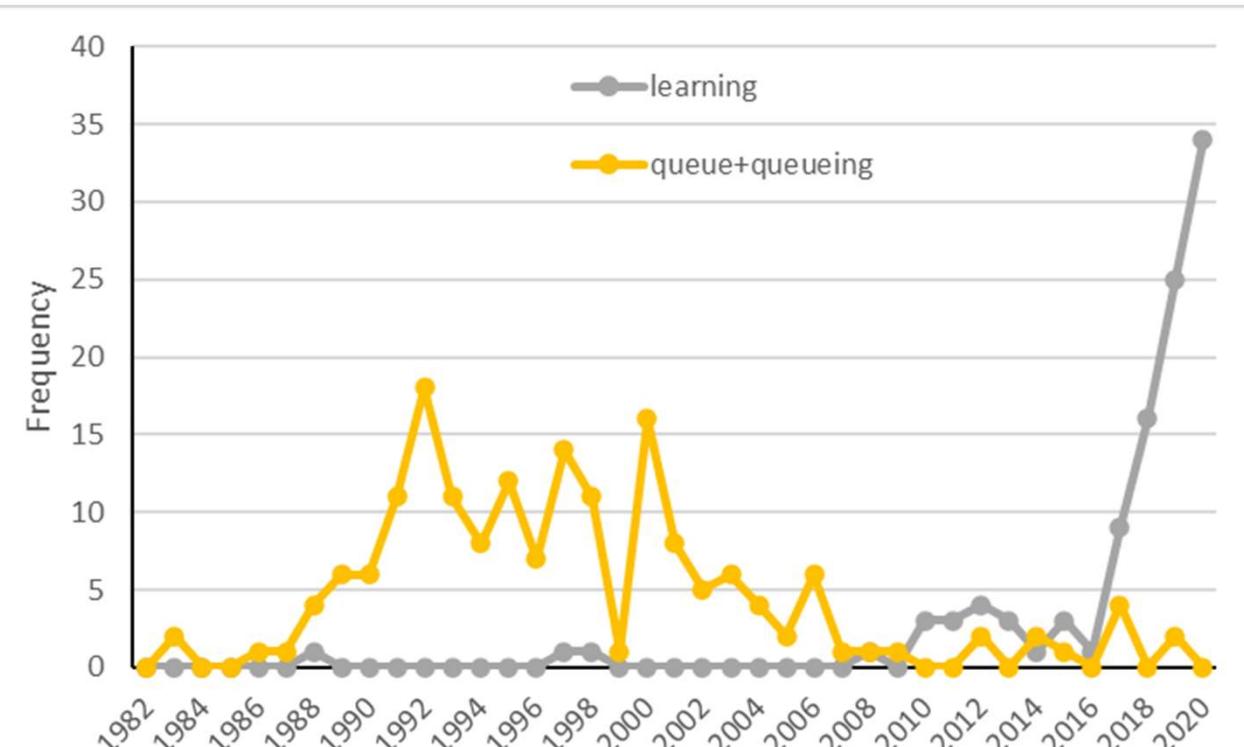
- As the technology cycle evolves, new application areas open-up and impractical or expensive solutions become feasible often with a new interesting twist

Foundational work never grows old

- Deterministic networking and network calculus as a case in point

# What About Technology Disruption

machine/deep learning?



# Top 10 INFOCOM'21 terms

Term	Occurrences
network	69
<b>learning</b>	52
edge	23
system	19
wireless	18
<b>reinforcement</b>	16
<b>deep</b>	14
distributed	14
federated	13
mobile	12
scheduling	12

# A Dual Role for ML/DL

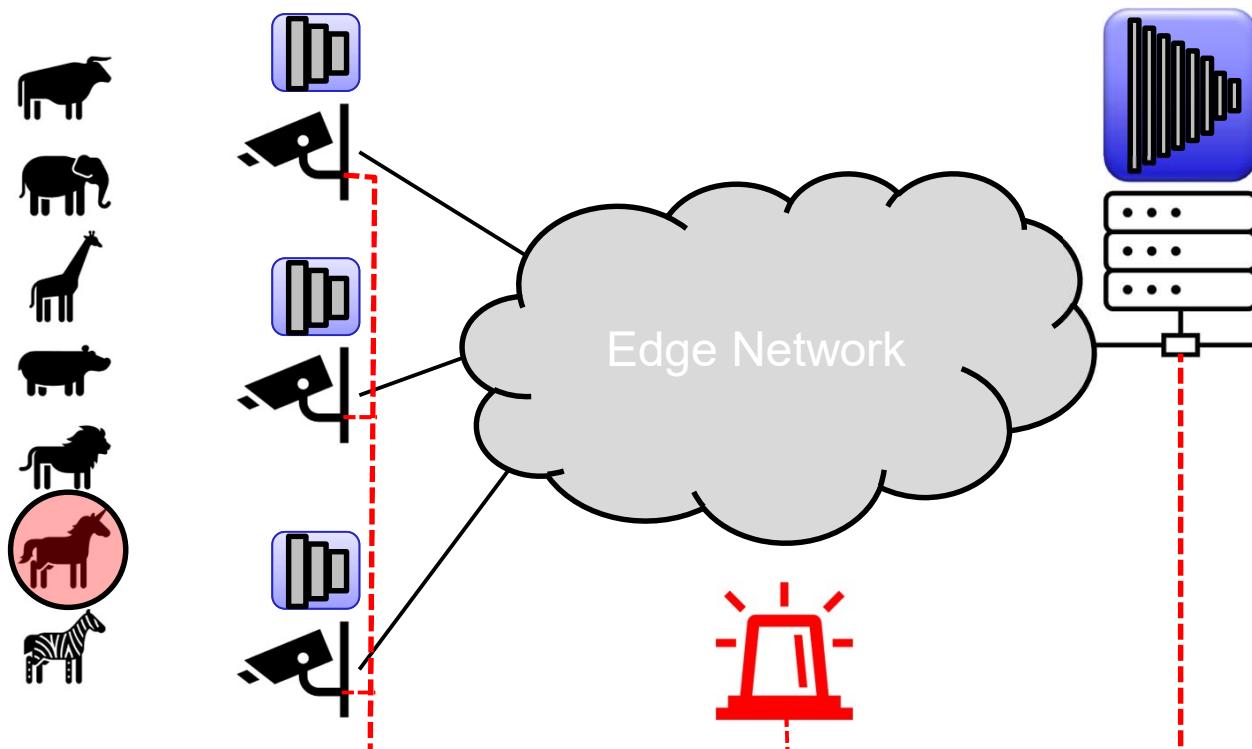
As a source of  
new problems

As a source of  
new solutions

# A New (Old) Problem

Latency-sensitive edge detection/classification

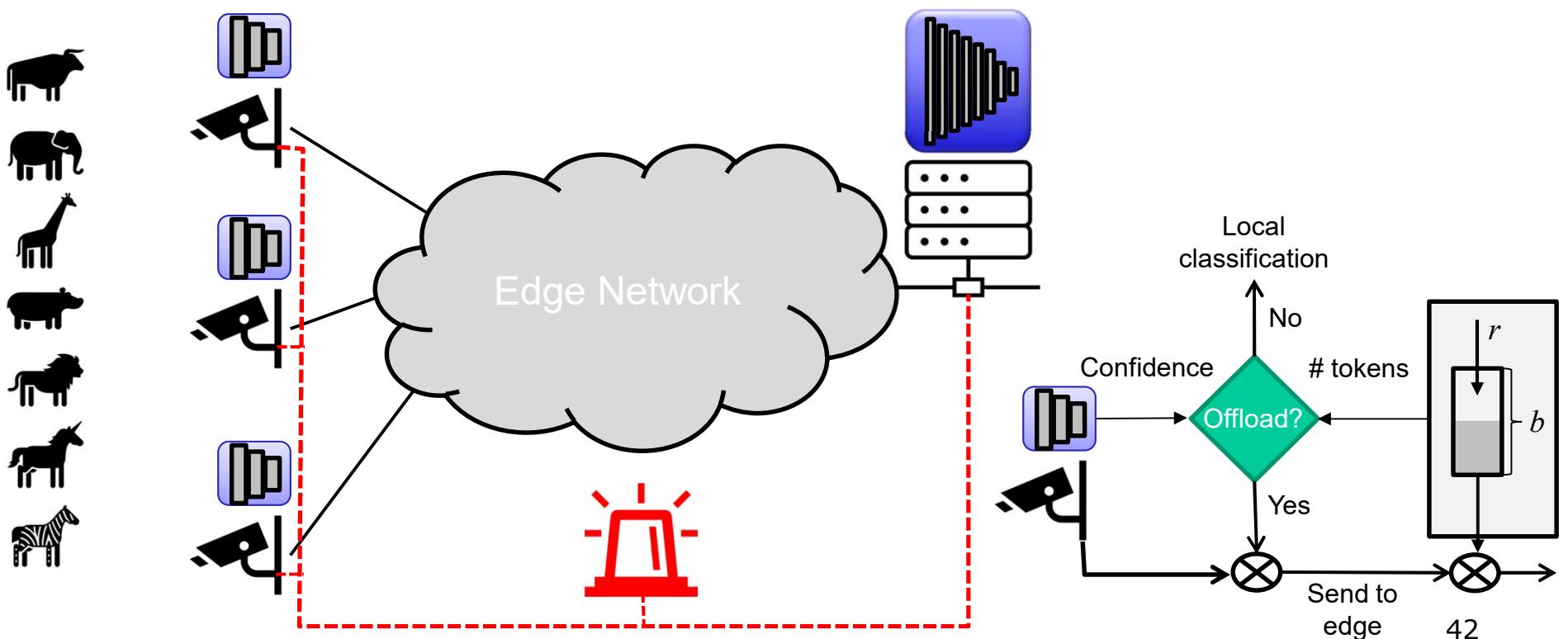
Weak (device) vs. strong (edge) classifier



# A Basic Question

To offload or not to offload?

A statistical optimization problem under constraints



# A Basic Solution

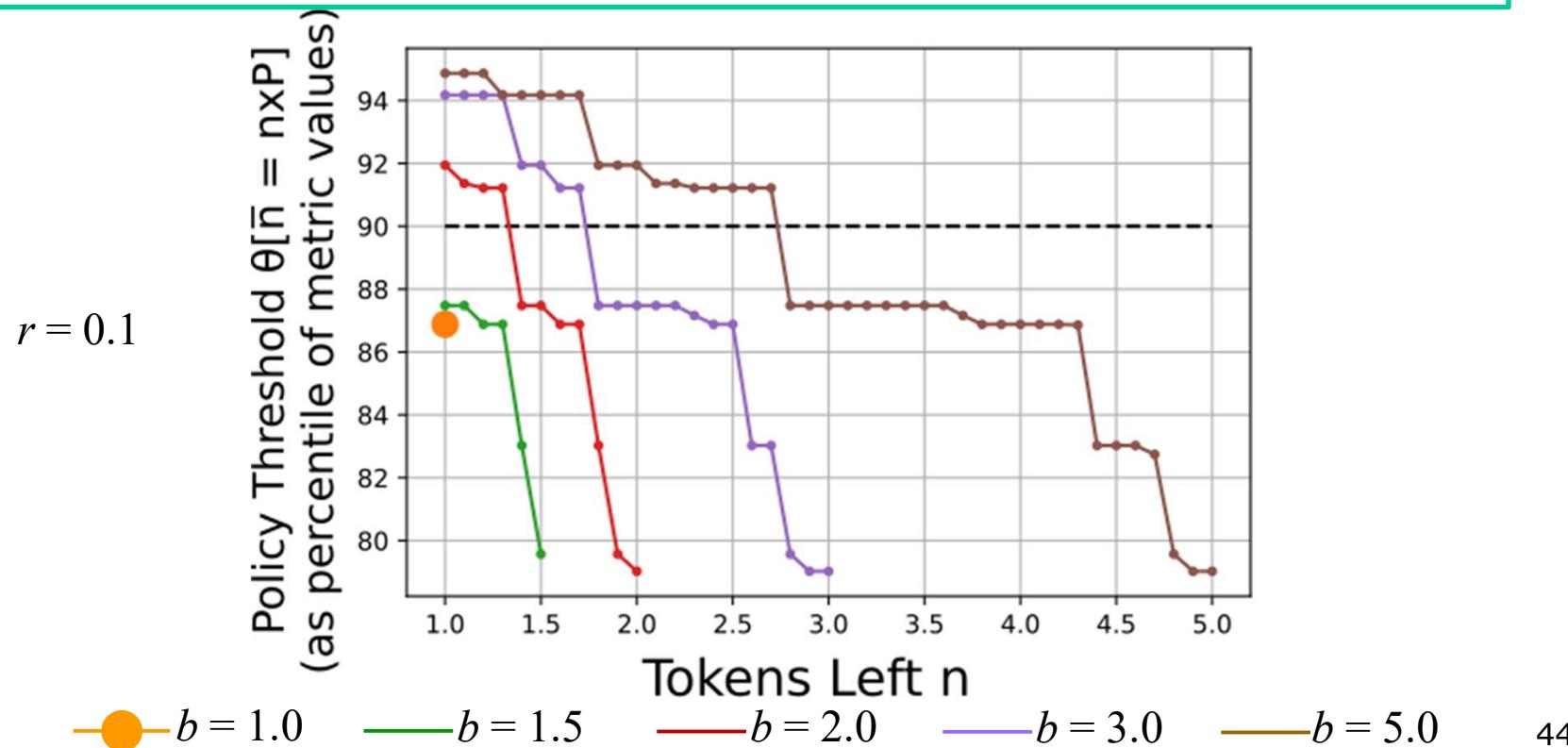
— An MDP formulation for threshold policies and iid inputs

— A traditional approach with a twist to account for the statistical behavior of the classifier when defining the offloading metric

# A Basic Solution

An MDP formulation for threshold policies and iid inputs

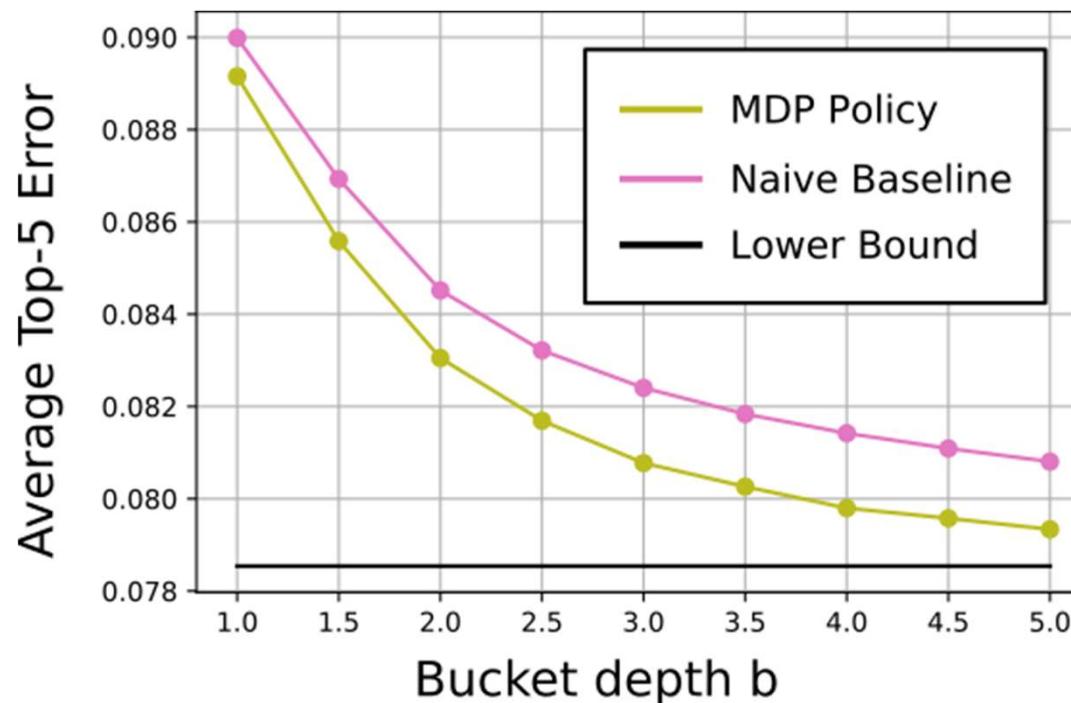
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# A Basic Solution

An MDP formulation for threshold policies and iid inputs

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# ML/DL as a Source of New Solutions

Networks as a data-driven problem space

- A combination of scale and a move to more systematic instrumentation

Numerous application areas with abundant data available, e.g.,

- Network management & troubleshooting
- Network security & monitoring
- Congestion control

Multiple recent surveys on applying ML to networking problems (and its pitfalls)

- Clearly a new arrow in our quiver

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- A combination of scale and a move to more systematic instrumentation

Numerous application areas with abundant data available, e.g.,

- Network management & troubleshooting
- Network security & monitoring
- Congestion control

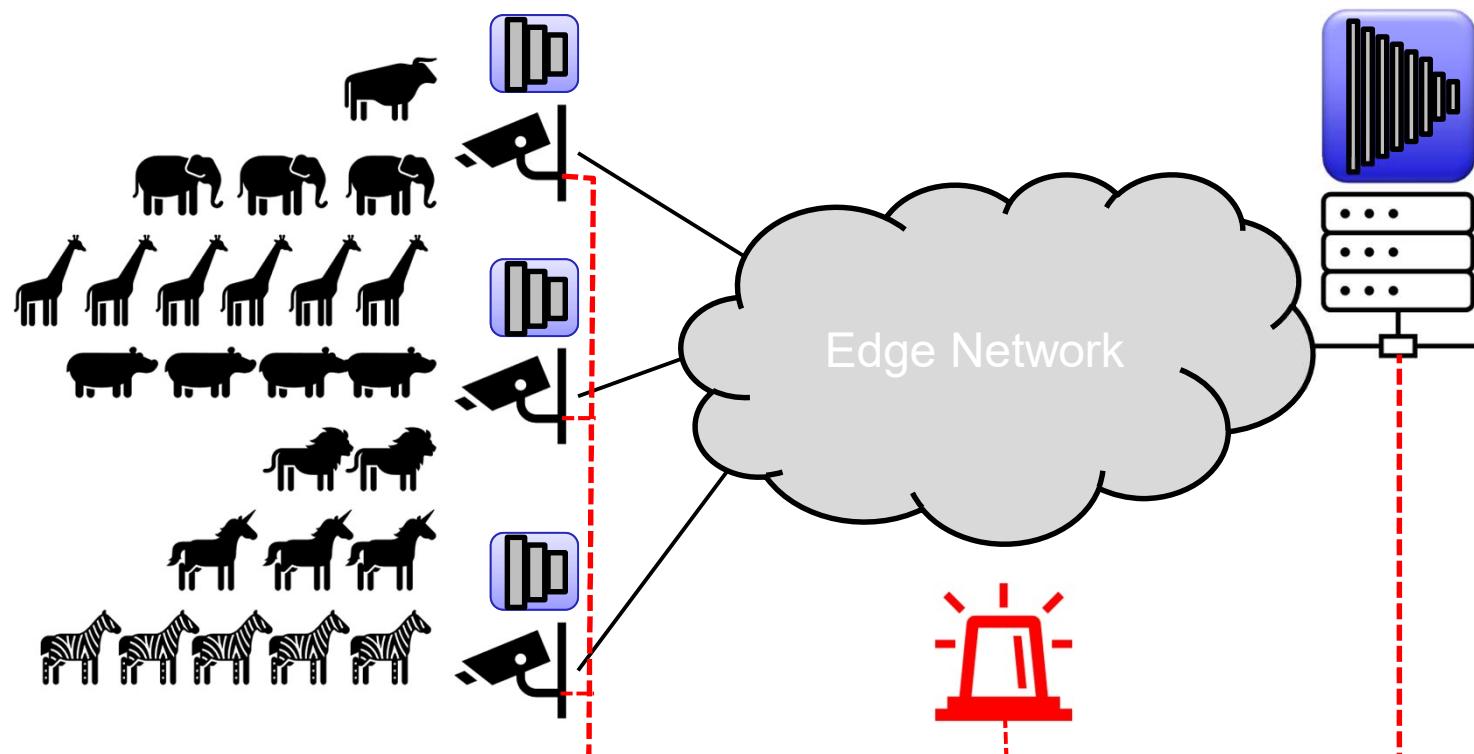
Multiple recent surveys on applying ML to networking problems (and its pitfalls)

- Clearly a new arrow in our quiver

# A Representative Example (again)

Weak (device) vs. strong (edge) classifier

But now w/ a more complex, e.g., correlated input process



# A Possible Solution

The MDP formulation of the base problem points to DQN (Deep Q-Learning) as a possible approach to tackling correlated inputs

We can use Q-learning with a Q-function based on a neural network using standard stochastic gradient descent to learn how to solve our optimization

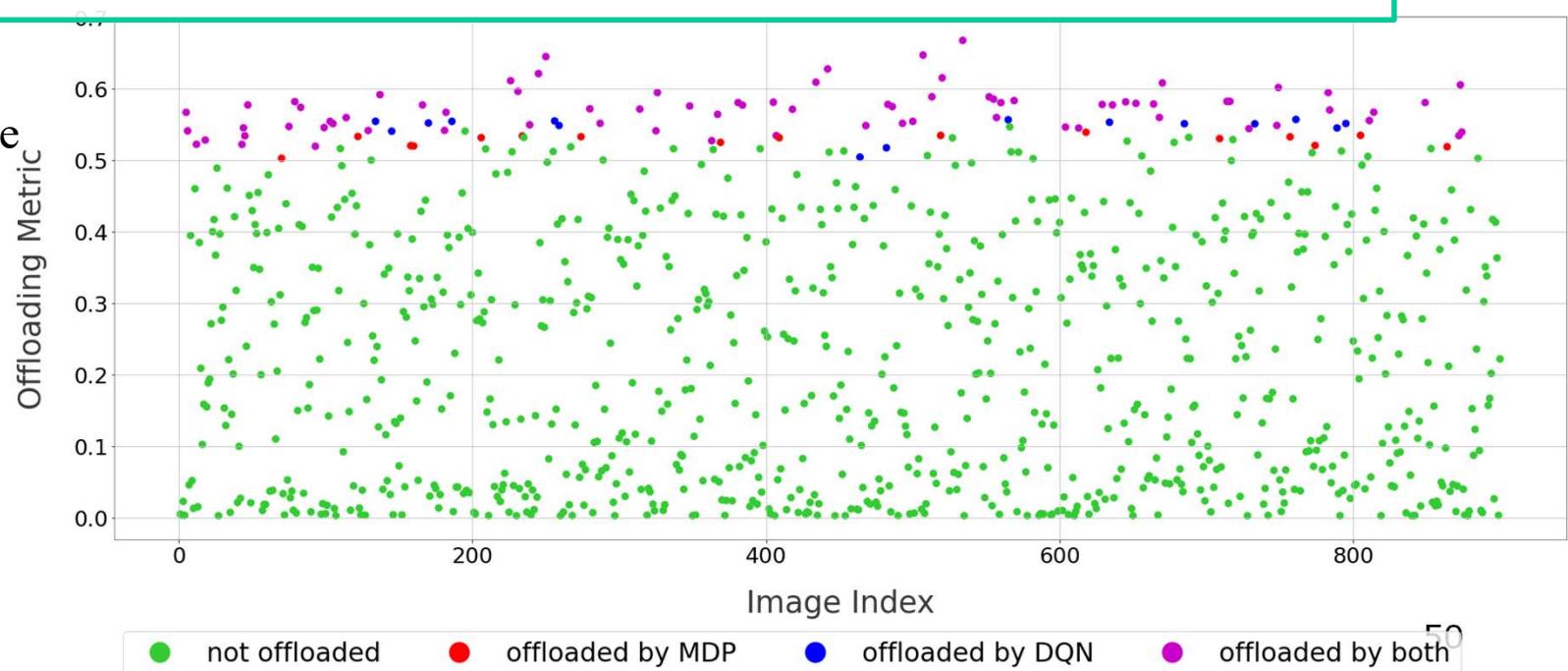
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DQN learns the MDP solution for i.i.d. inputs

Token bucket  
 $(r,b)=(0.1,10)$



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DQN also *learns* the presence of correlation

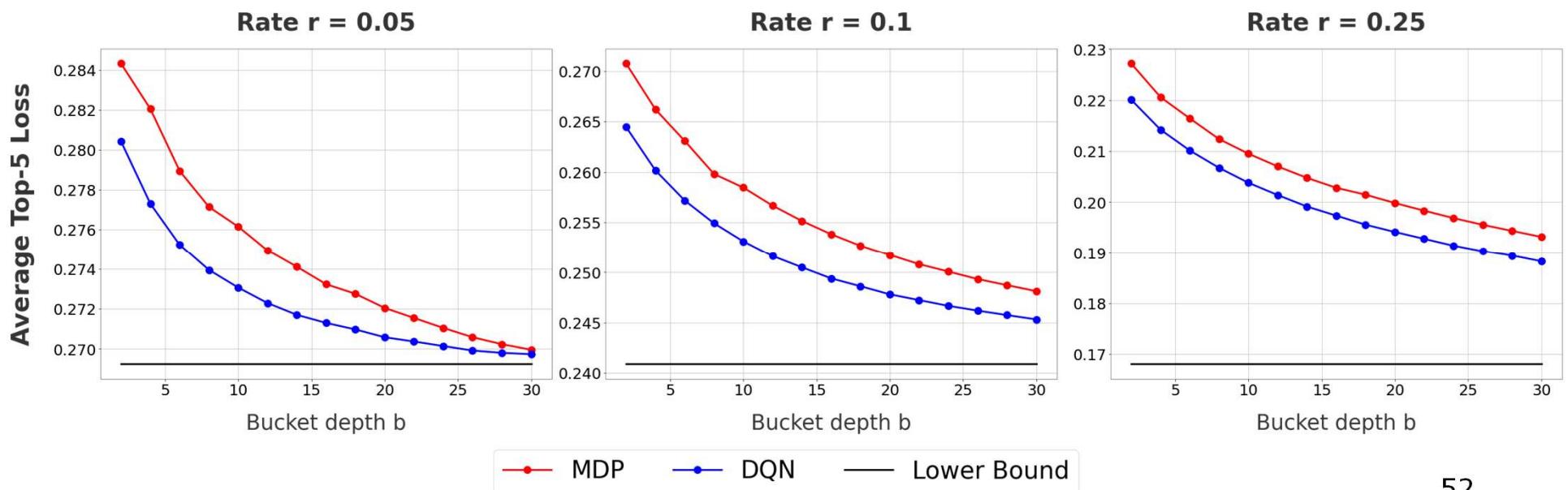
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# Back to the Future?

We are in a networked world and Sun's  old slogan ***"The network is the computer"*** is today's reality

- But this does not mean there are no networking problems left to solve. To the contrary.

What is old can be new again

- Technology evolution can make *foundational* work relevant again, e.g., the network calculus example

What is new can create new problems

- Technology disruption creates *new versions* of traditional problems, e.g., incorporating *learning* components into distributed computations

What is new can solve old problems

- Technology disruption creates *new solutions* to traditional problems, e.g., incorporating learning components into distributed computations

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- Technology disruption creates *new versions* of traditional problems, e.g., incorporating *learning* components into distributed computations

## What is new can solve old problems

- The network as a source of data from which we can *learn* to make it better

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Core technologies

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- Technology disruption creates *new versions* of traditional problems, e.g., incorporating *learning* components into distributed computations

Infrastructure assessment,  
new designs & transitions

Infrastructure improvements  
and usage

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Instruction  
assessment

Infrastructure

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Any insight this talk may have imparted likely comes from those contributors, while errors are all mine.

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*Thank You!*

**QUESTIONS?**