

# Towards a global IP Anycast service

Hitesh Ballani, Paul Francis

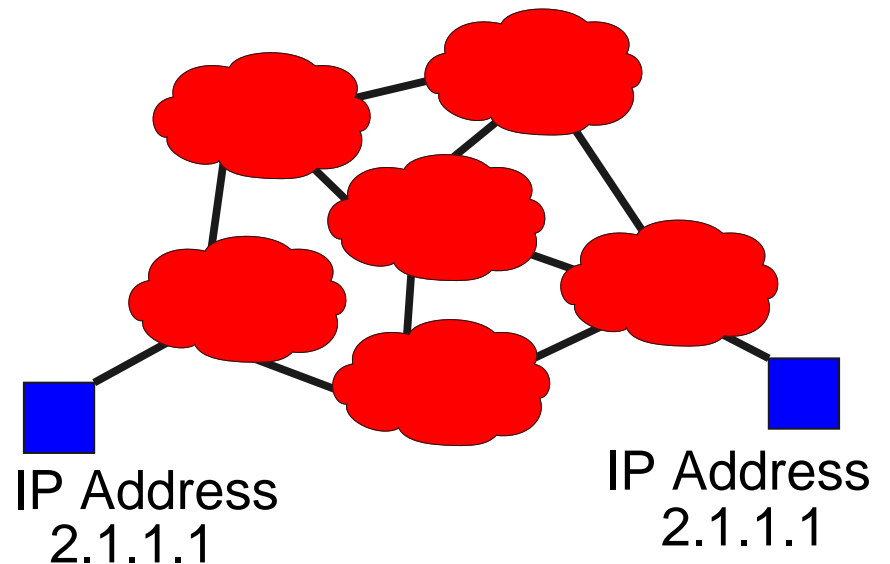
Cornell University

ACM SIGCOMM 2005

# What is IP Anycast?

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One-to-Any  
communication  
with no changes to  
routing and clients



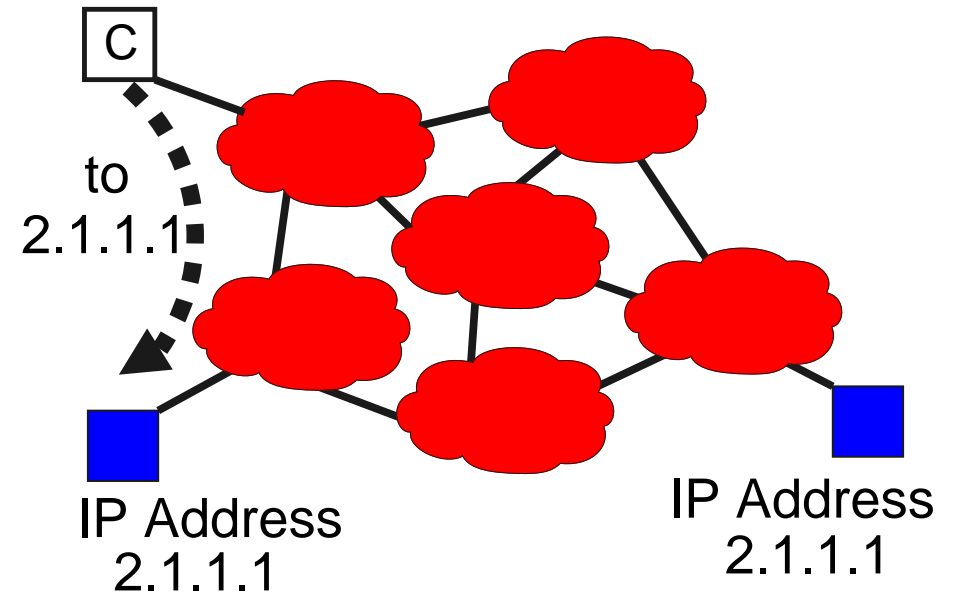
Robust and efficient service discovery

- ▶ Query-Reply Services : DNS Root-Servers etc.
- ▶ Routing Services : IPv6 transition (6to4) etc.

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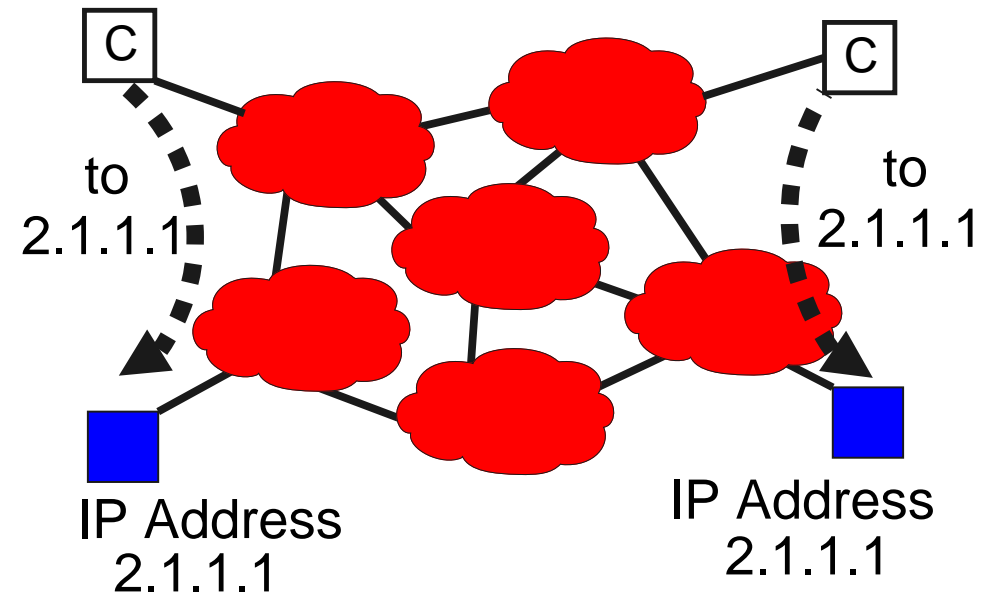
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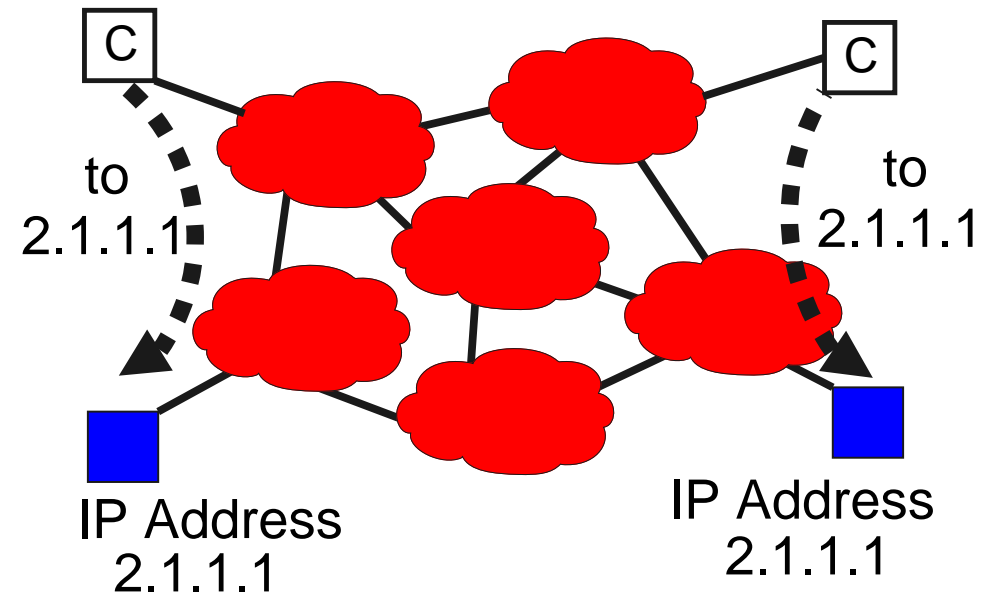
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Robust and efficient service discovery

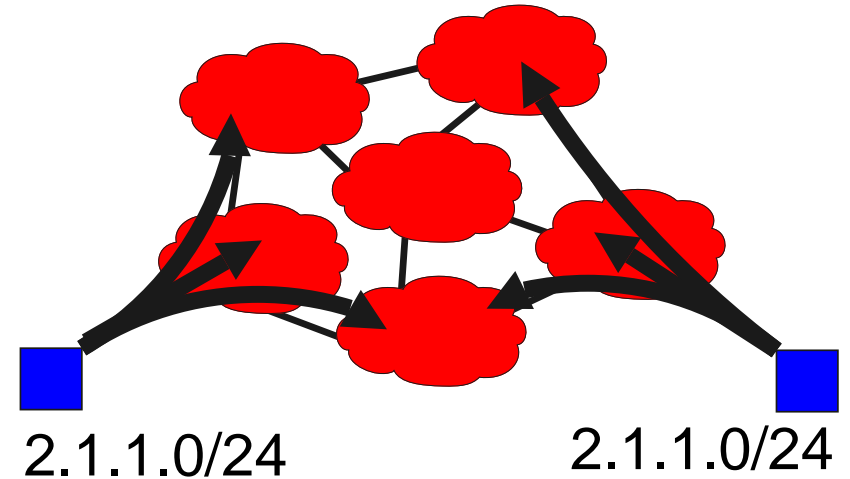
- ▶ Query-Reply Services : DNS Root-Servers etc.
- ▶ Routing Services : IPv6 transition (6to4) etc.

But its use has been limited?

# Limitations of Inter-domain IP Anycast

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- ▶ Wastes address space
- ▶ Does not scale by number of groups



- ▶ Difficult to deploy
  - ▶ obtain an address prefix
  - ▶ a certain level of expertise
- ▶ Is limited by IP routing
  - ▶ inability to offer load-based selection

# Proxy IP Anycast Service (PIAS)

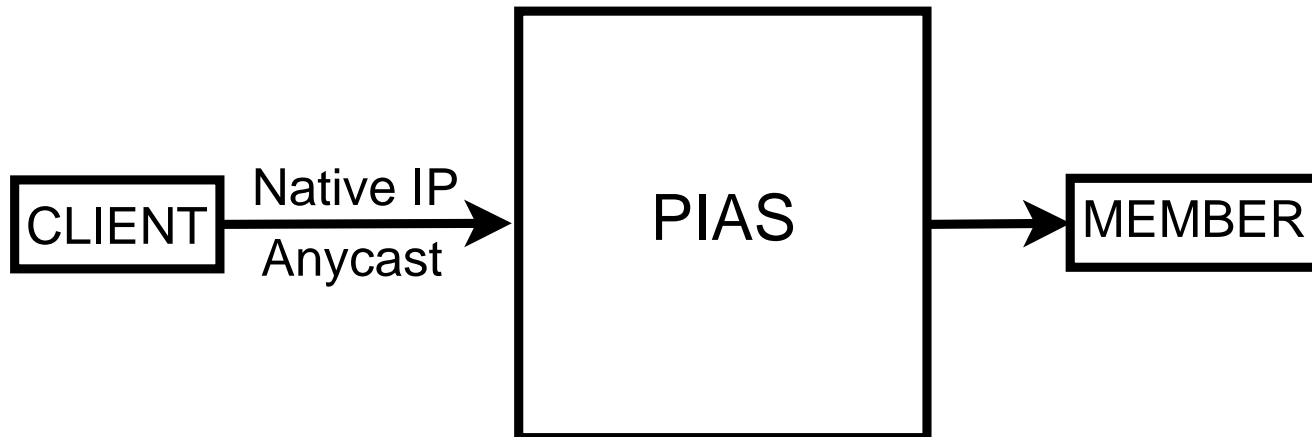
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## What is PIAS?

A practical anycast deployment architecture

- ▶ addresses native IP Anycast limitations
- ▶ offers new features
  - ▶ opens new anycast usage avenues

## Key Insight

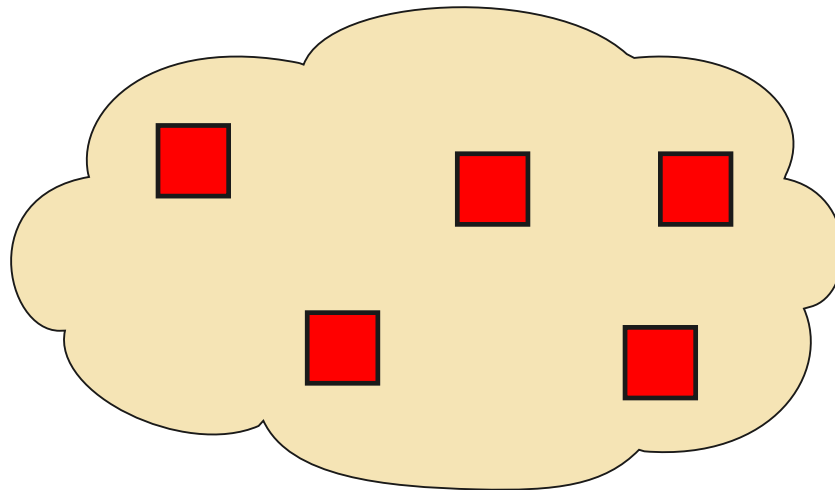



# PIAS: Basic Idea

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## Deploy Anycast Proxies

All proxies advertise the same prefix



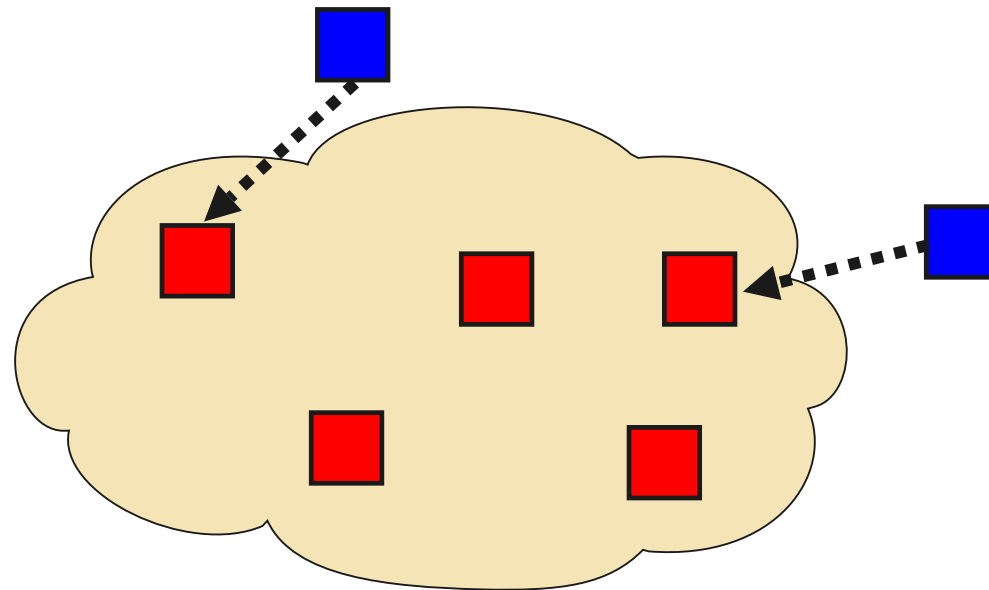
 Anycast  
Proxy





# PIAS: Basic Idea

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Group Members register with proxies



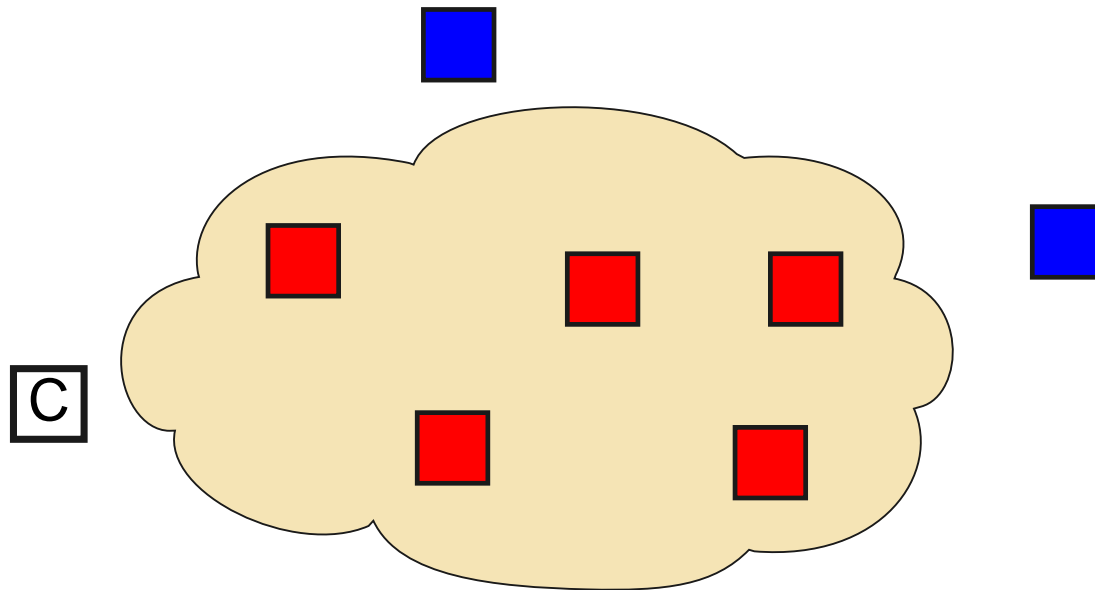
.....→ IP Anycast

 Anycast Proxy     Member (group 1)



# PIAS: Basic Idea

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Client (C)  $\Rightarrow$  Group 1 (blue group)



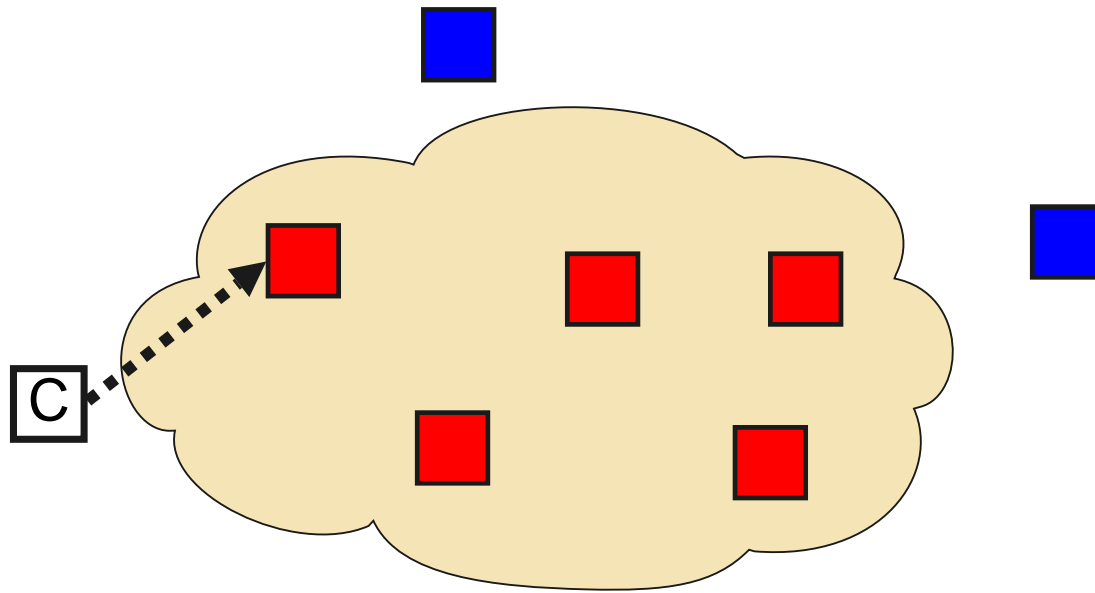
..... $\rightarrow$  IP Anycast

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# PIAS: Basic Idea

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Native IP Anycast delivers packets to proxies



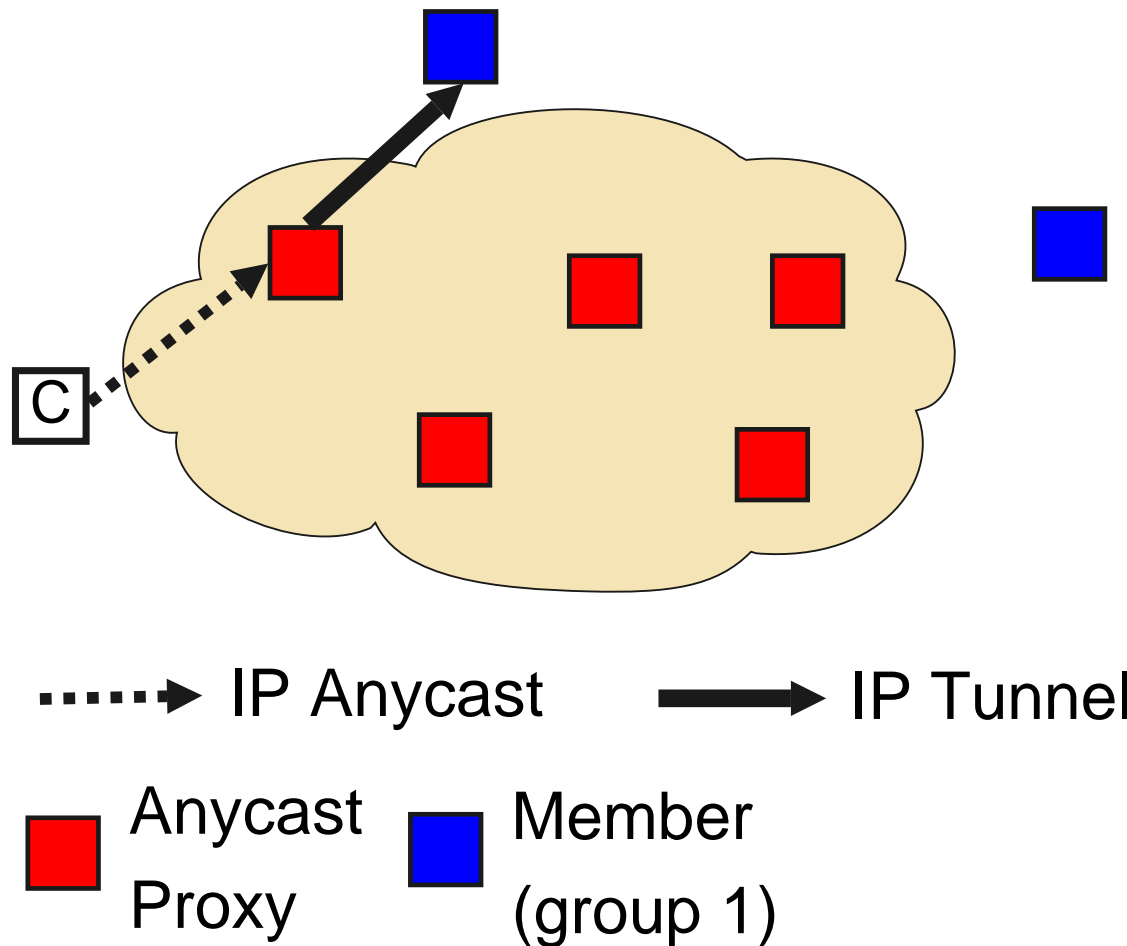
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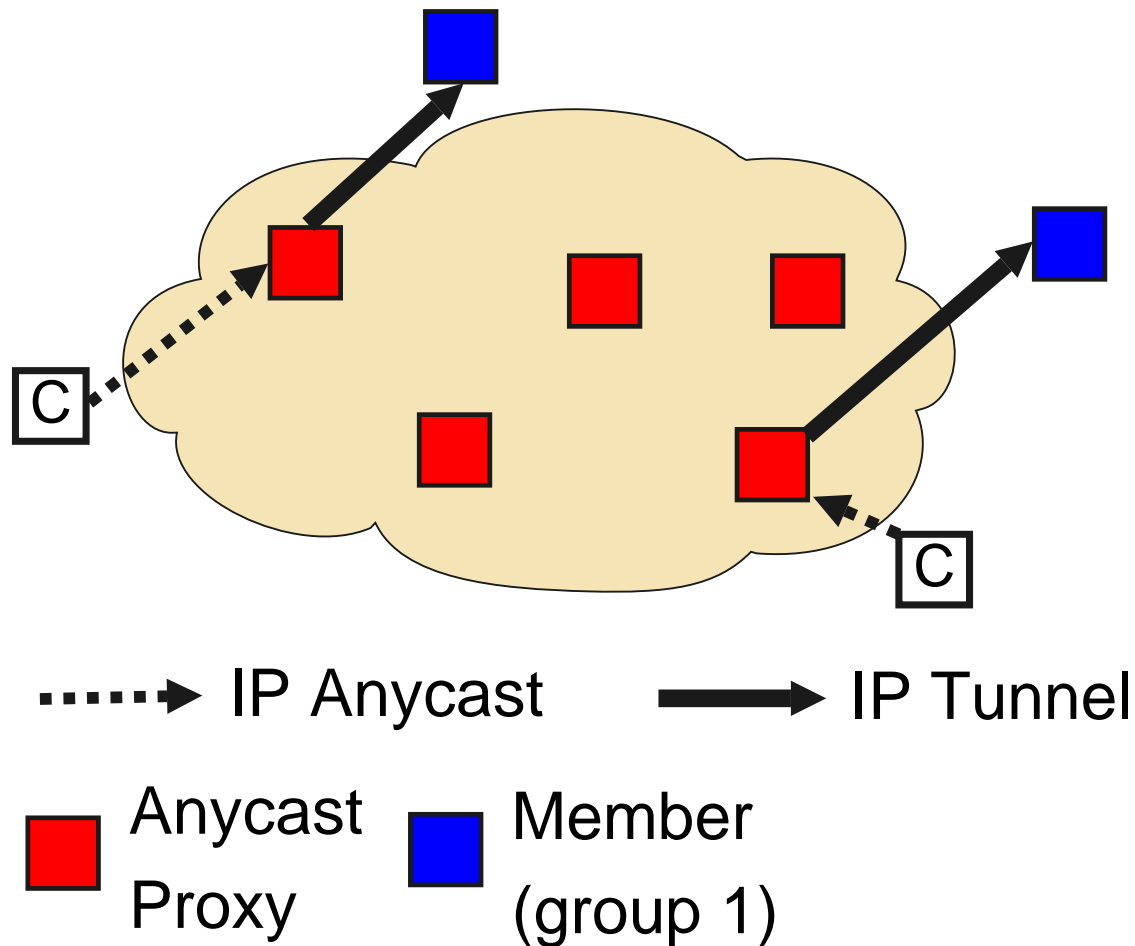
Proxies tunnel to appropriate member



# PIAS: Basic Idea

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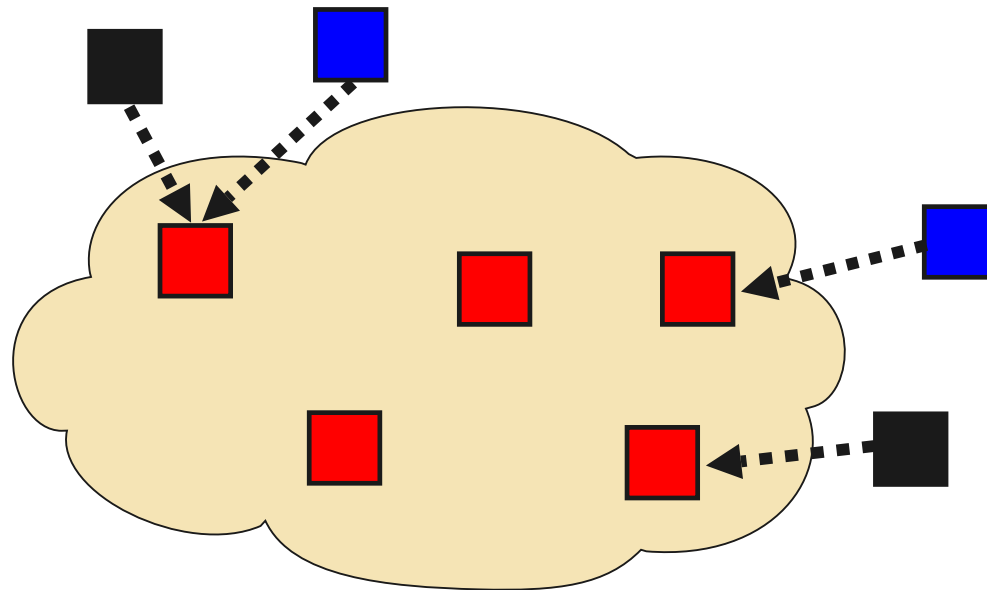
Different client might go to a different member






# PIAS: Basic Idea

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Multiple groups can register

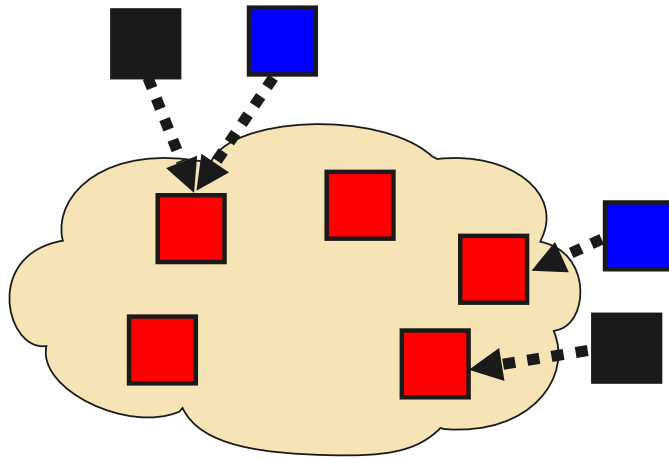


.....→ IP Anycast

 Anycast Proxy     Member (group 1)     Member (group 2)

# What does PIAS solve?

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- ▶ Address Usage
- ▶ Effort Amortization
- ▶ Ease-of-Use
- ▶ Backwards Compatible
- ▶ Selection Criteria

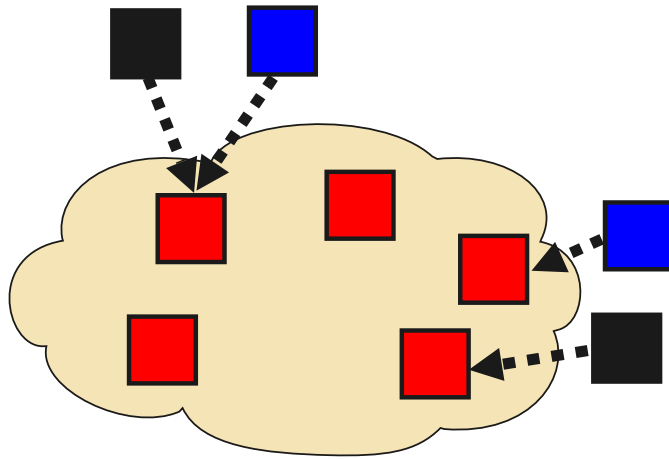
Efficient use of address space

Thousands of groups per IP address in prefix

Group address - [IP-Address]:[Port]

# What does PIAS solve?

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- ▶ Address Usage
- ▶ **Effort Amortization**
- ▶ Ease-of-Use
- ▶ Backwards Compatible
- ▶ Selection Criteria

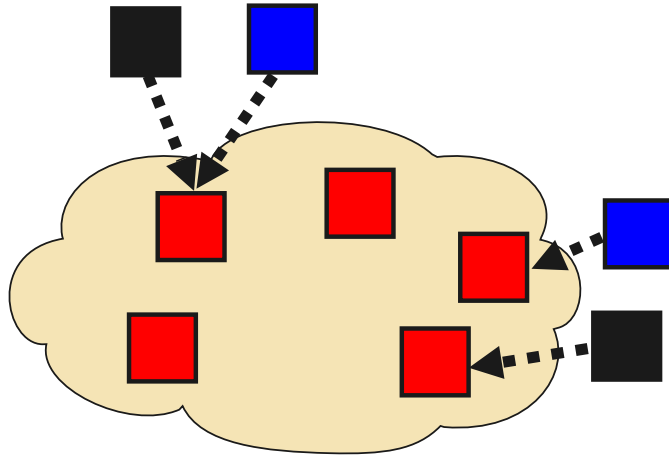
## Amortization of effort

Deployment effort spread across thousands of groups



# What does PIAS solve?

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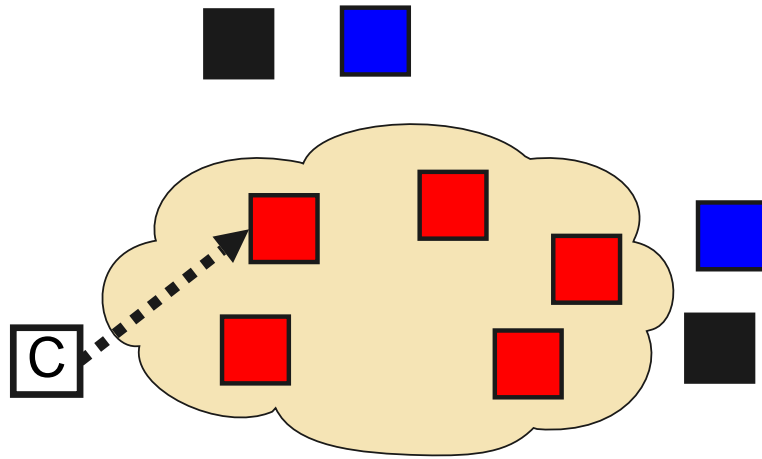
- ▶ Address Usage
- ▶ Effort Amortization
- ▶ **Ease-of-Use**
- ▶ Backwards Compatible
- ▶ Selection Criteria

Ease of join/leave

No interaction with routing

# What does PIAS solve?

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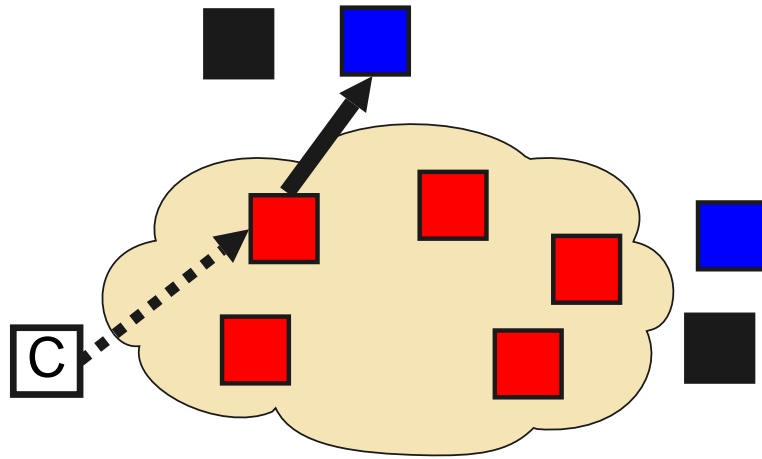


- ▶ Address Usage
- ▶ Effort Amortization
- ▶ Ease-of-Use
- ▶ **Backwards Compatible**
- ▶ Selection Criteria

No changes to clients  
just as native IP Anycast

# What does PIAS solve?

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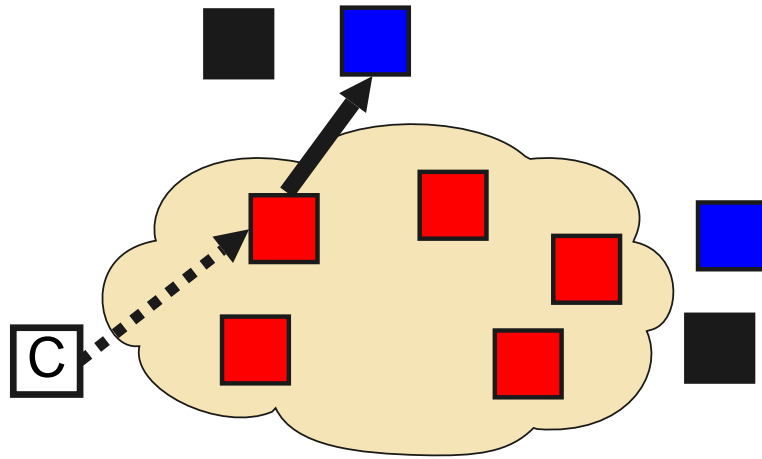
- ▶ Address Usage
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Multiple selection criteria

for example, load balance, proximity

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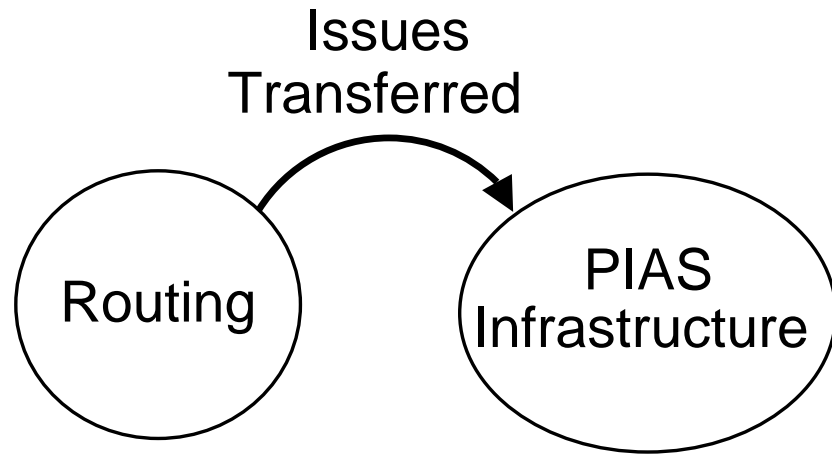
Multiple selection criteria

for example, load balance, proximity

Group members can be clients for the group!

# What does PIAS solve?

---



- ▶ Address Usage
- ▶ Effort Amortization
- ▶ Ease-of-Use
- ▶ Backwards Compatible
- ▶ Selection Criteria

All this just by proxying?

- ▶ decoupled issues from routing
- ▶ can be easily addressed in proxy infrastructure

# PIAS : design challenges

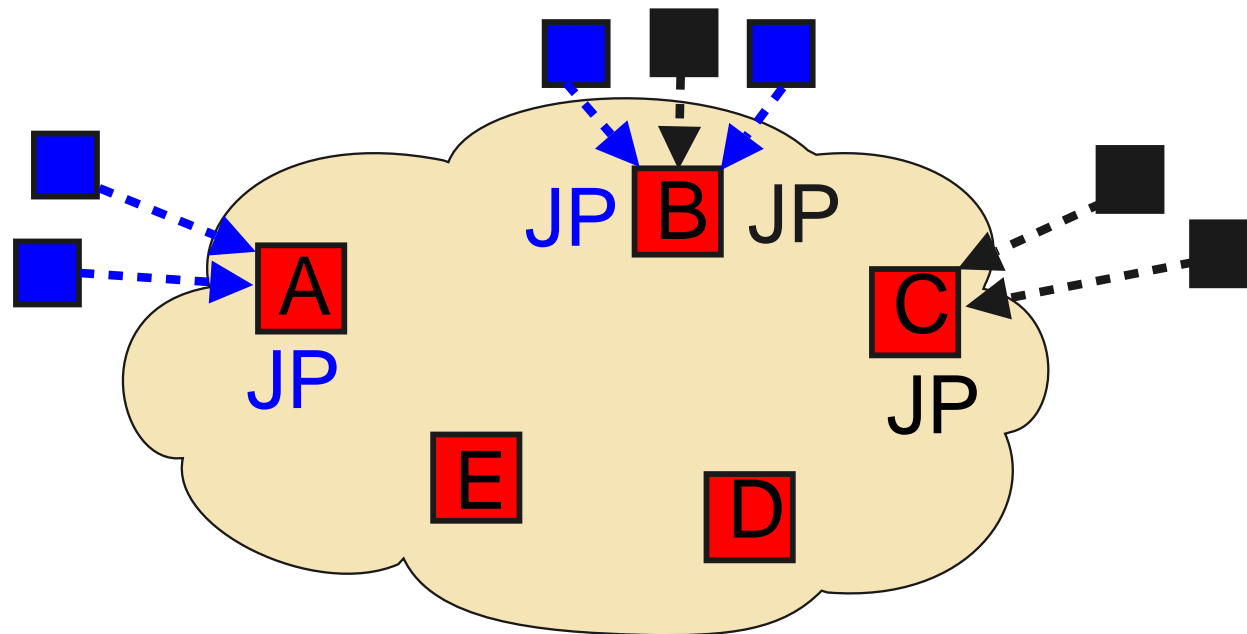
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- ▶ Scalability by
  - ▶ no. of groups, group size/dynamics
  - ▶ no. of proxies
- ▶ Robustness and fast-failover

# PIAS : design challenges

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- ▶ Scalability by
  - ▶ no. of groups, group size/dynamics
  - ▶ no. of proxies
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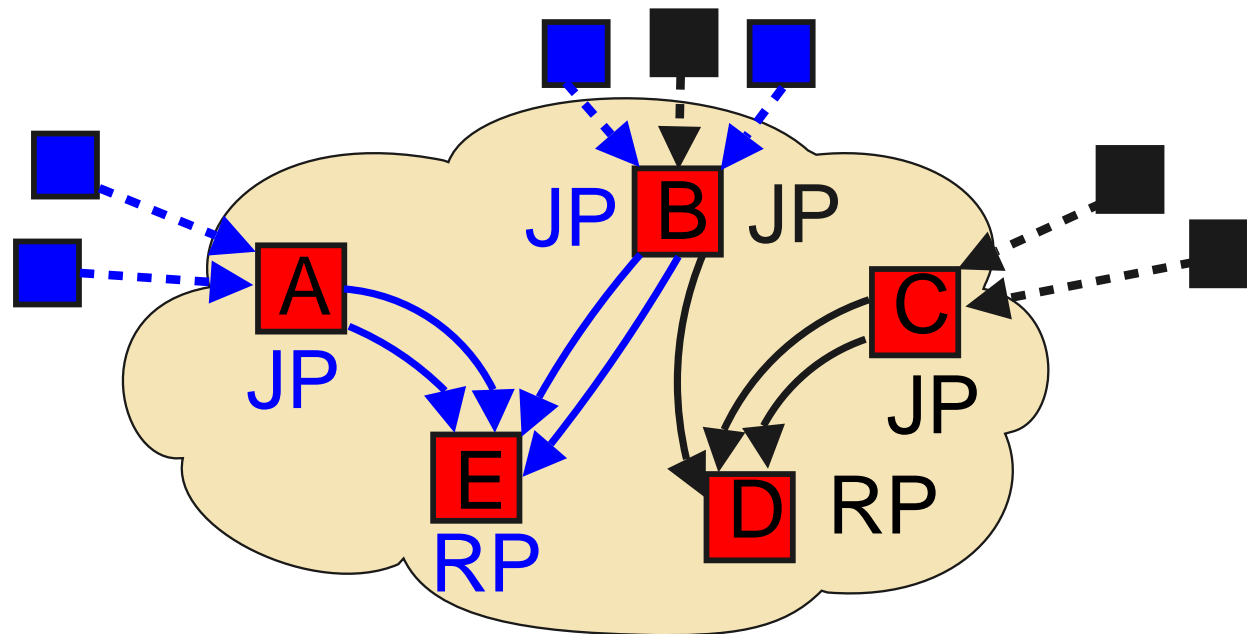
Members register with *Join Proxies (JP)*

Registration involves member authentication

# PIAS : design challenges

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- ▶ Scalability by
  - ▶ no. of groups, group size/dynamics
  - ▶ no. of proxies
- ▶ Robustness and fast-failover



*Rendezvous Proxies (RP)*

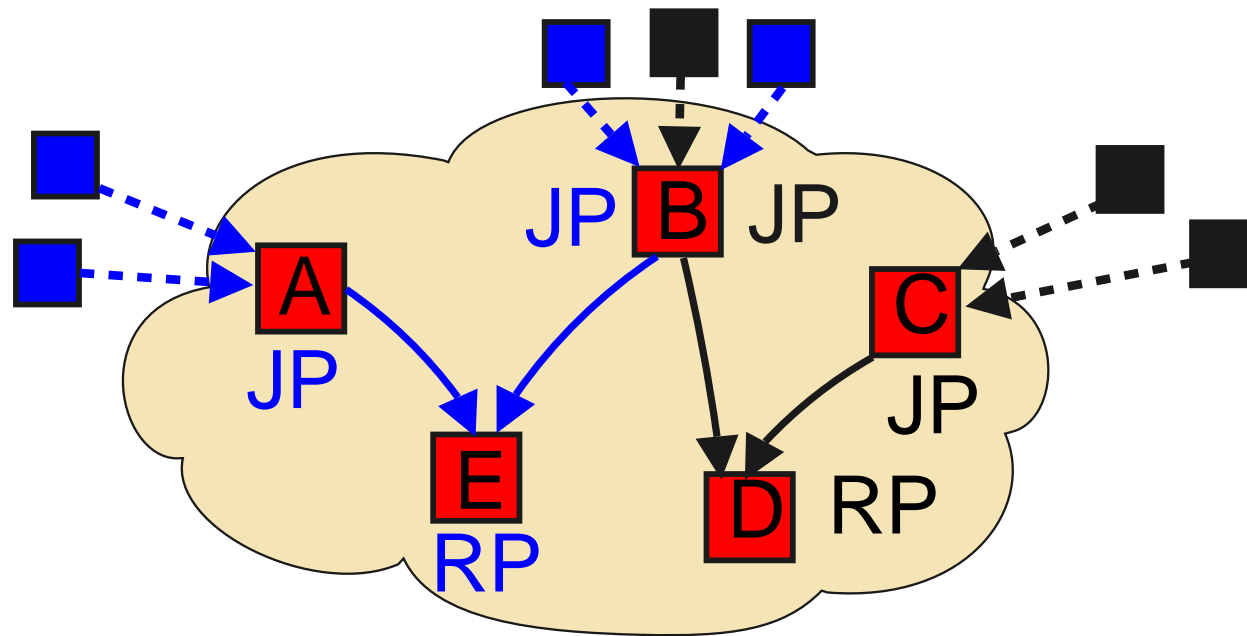
group address mapped to RP using consistent hash



# PIAS : design challenges

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- ▶ Scalability by
  - ▶ no. of groups, **group size/dynamics**
  - ▶ no. of proxies
- ▶ Robustness and fast-failover



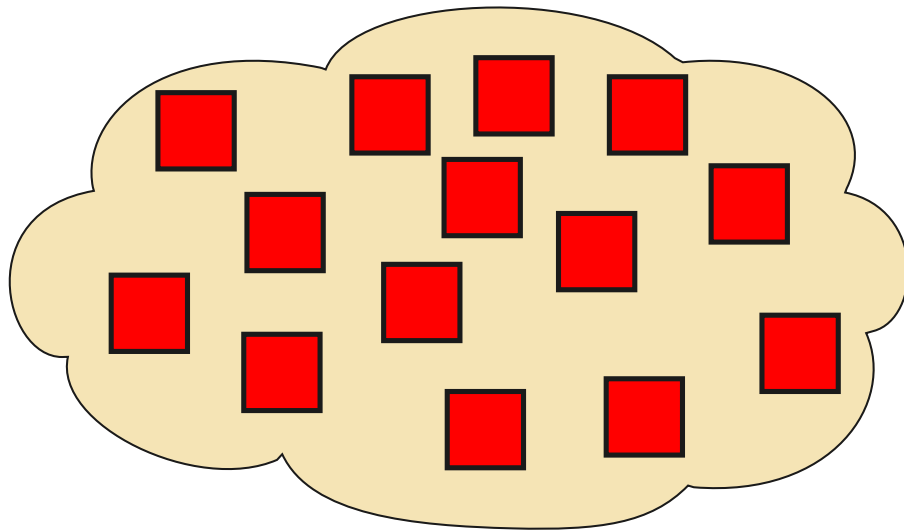
Hierarchy

RPs track JPs, JPs track members

# PIAS : design challenges

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- ▶ Scalability by
  - ▶ no. of groups, group size/dynamics
  - ▶ no. of proxies
- ▶ Robustness and fast-failover

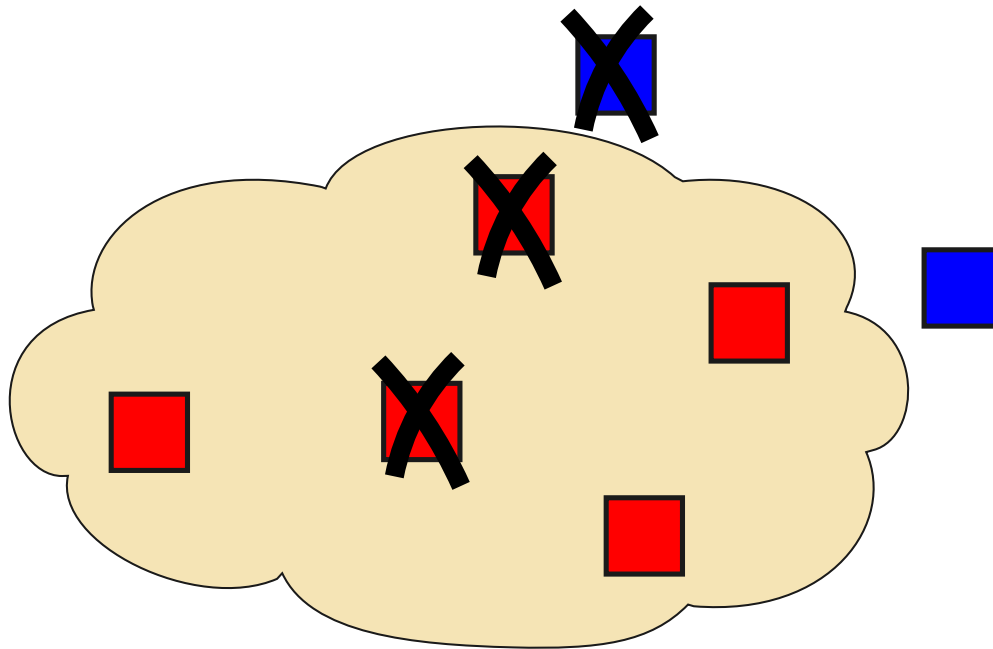


Overlay and Routing issues

# PIAS : design challenges

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- ▶ Scalability by
  - ▶ no. of groups, group size/dynamics
  - ▶ no. of proxies
- ▶ Robustness and fast-failover

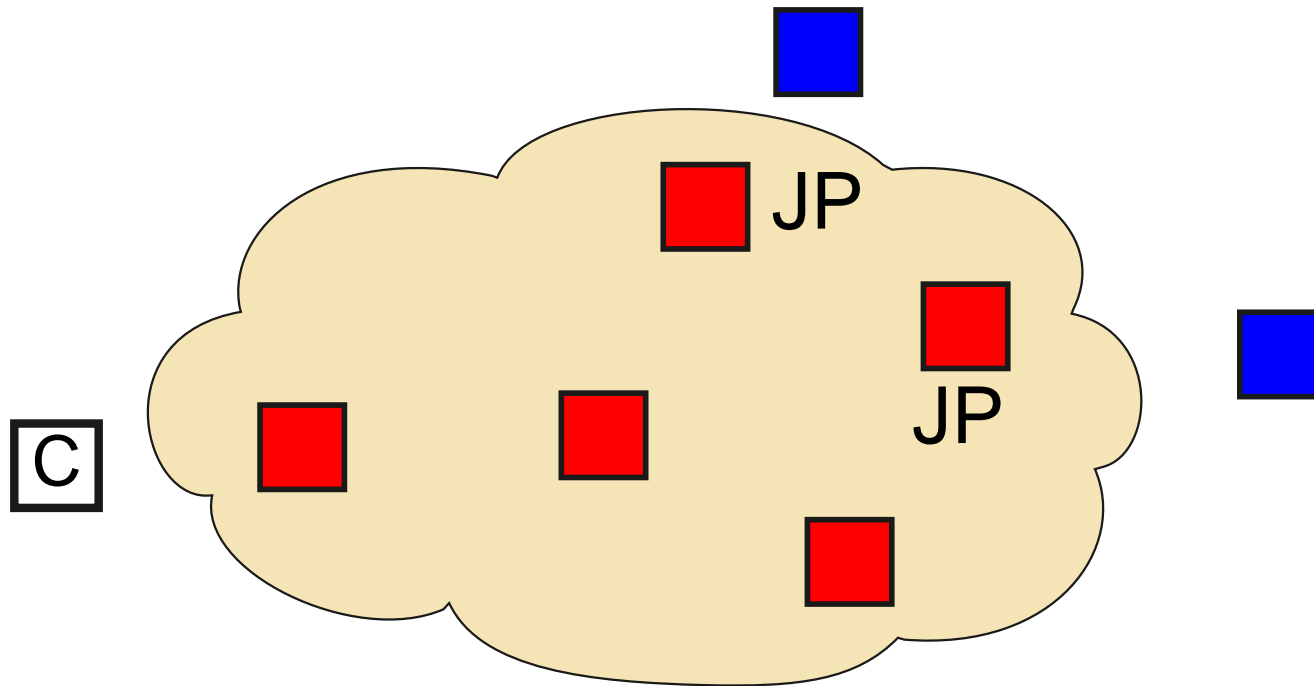


Proxy and Member failures

# PIAS : putting it all together

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Anycast : Client (C) to Group 1 (blue)



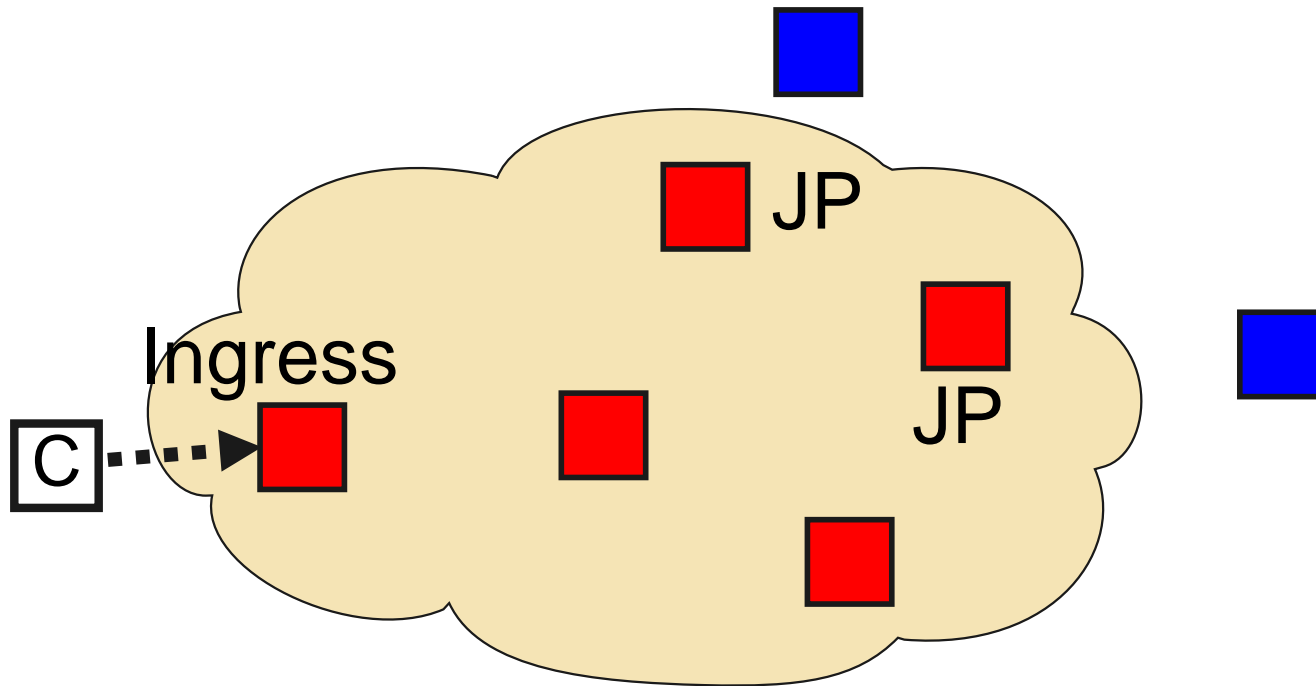
 Anycast  
Proxy

 Member  
(group 1)

# PIAS : putting it all together

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$C \Rightarrow$  *Ingress Proxy*



.....→ IP Anycast

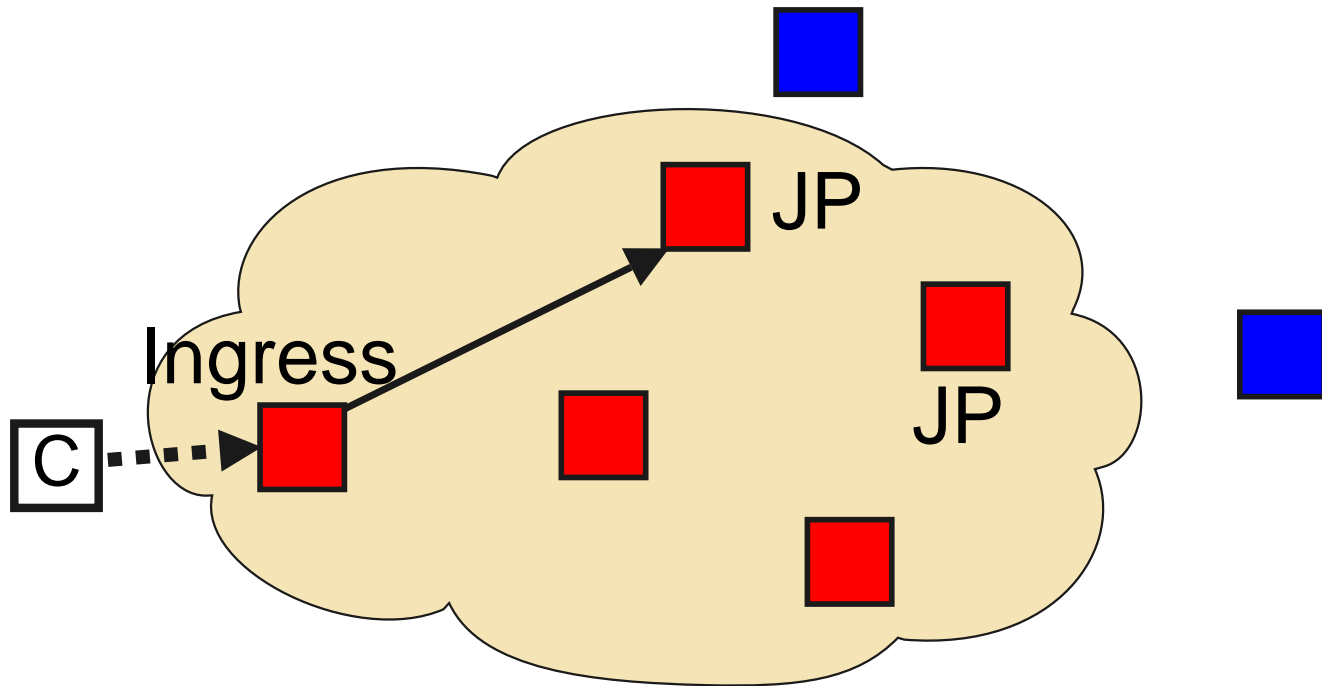
■ Anycast  
Proxy

■ Member  
(group 1)

# PIAS : putting it all together

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Ingress Proxy  $\Rightarrow$  Join Proxy



..... $\rightarrow$  IP Anycast       $\longrightarrow$  IP Unicast

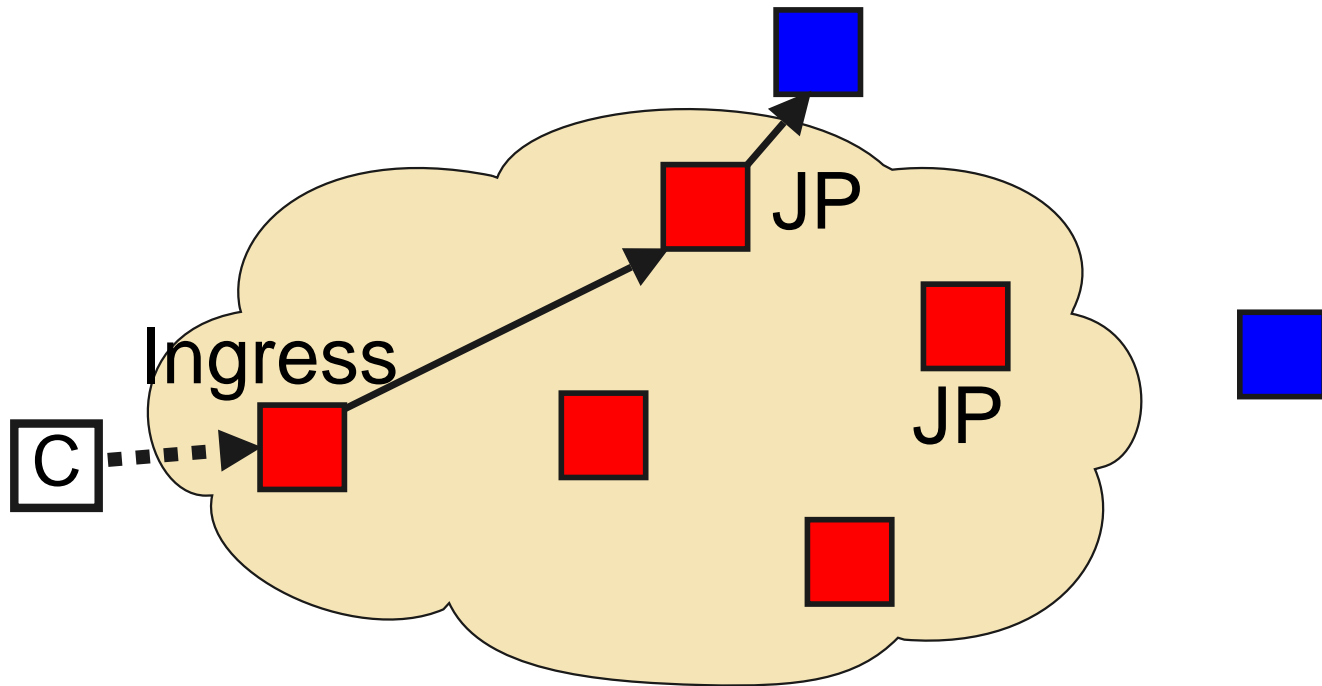
 Anycast  
Proxy

 Member  
(group 1)

# PIAS : putting it all together

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Join Proxy  $\Rightarrow$  Member



..... $\rightarrow$  IP Anycast       $\longrightarrow$  IP Unicast

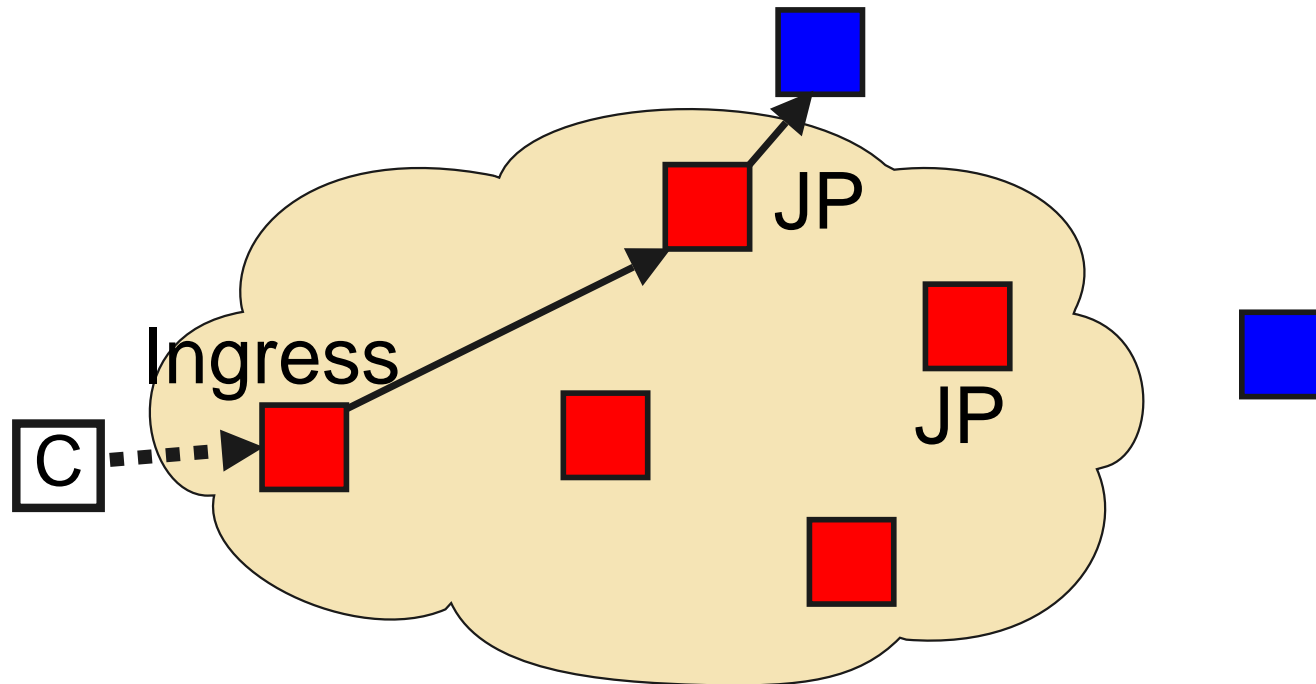
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 Member  
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# PIAS : putting it all together

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Client  $\Rightarrow$  Ingress P.  $\Rightarrow$  Join P.  $\Rightarrow$  Member



..... $\rightarrow$  IP Anycast       $\longrightarrow$  IP Unicast

 Anycast  
Proxy

 Member  
(group 1)



# New anycast applications

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## Anycast service offered by PIAS

- ▶ practical
- ▶ easy-to-use
- ▶ scales by group number/size/dynamics
- ▶ group members can be clients too

## Applications

- ▶ Peer discovery : network games, p2p applications etc.
- ▶ Reaching an overlay network : querying **OpenDHT**, global **RON**, **i3** etc.

# PIAS : possible problems

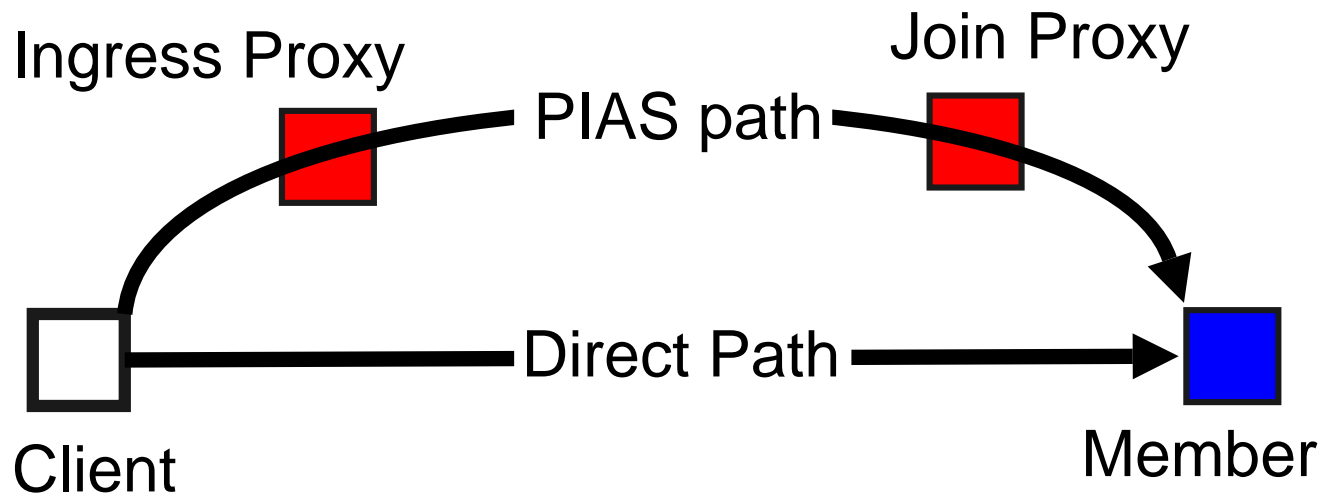
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- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity
-

# PIAS : possible problems

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- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity
- 



$\text{Stretch} = \text{PIAS path len.} / \text{Direct path len.}$

What is the stretch imposed by PIAS?

# PIAS : possible problems

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- ▶ **Stretch** : simulation
  - ▶ Affinity
  - ▶ Proximity
- 

## Topology

- ▶ POP-level topology for tier-1 ISPs (**Rocketfuel**)
- ▶ 22 ISPs, 687 POPs, 2825 inter-POP links
- ▶ Annotated links with actual distance (kms)

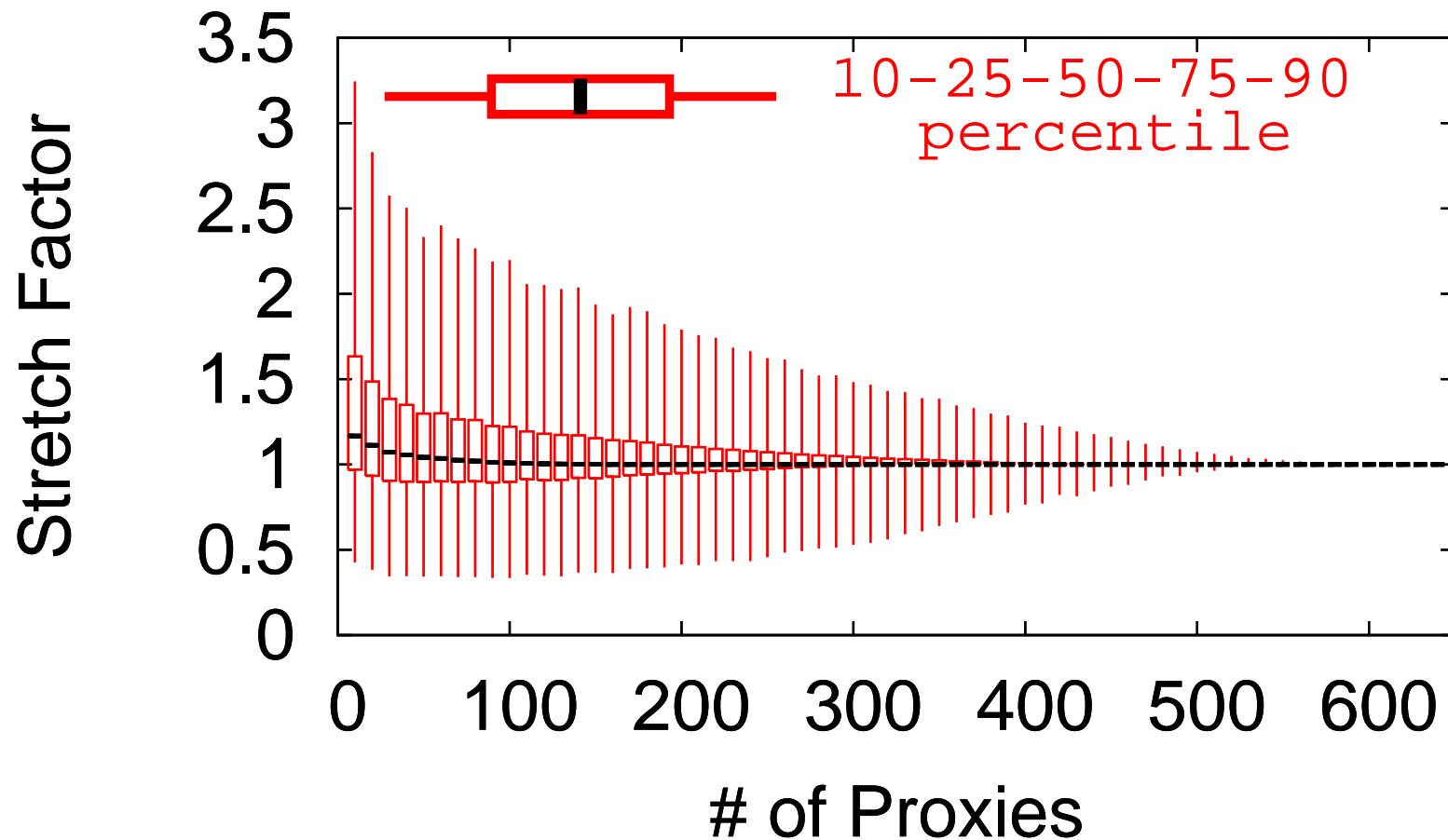
## Simulation

- ▶ **SSFNET** for BGP route calculation

# PIAS : possible problems

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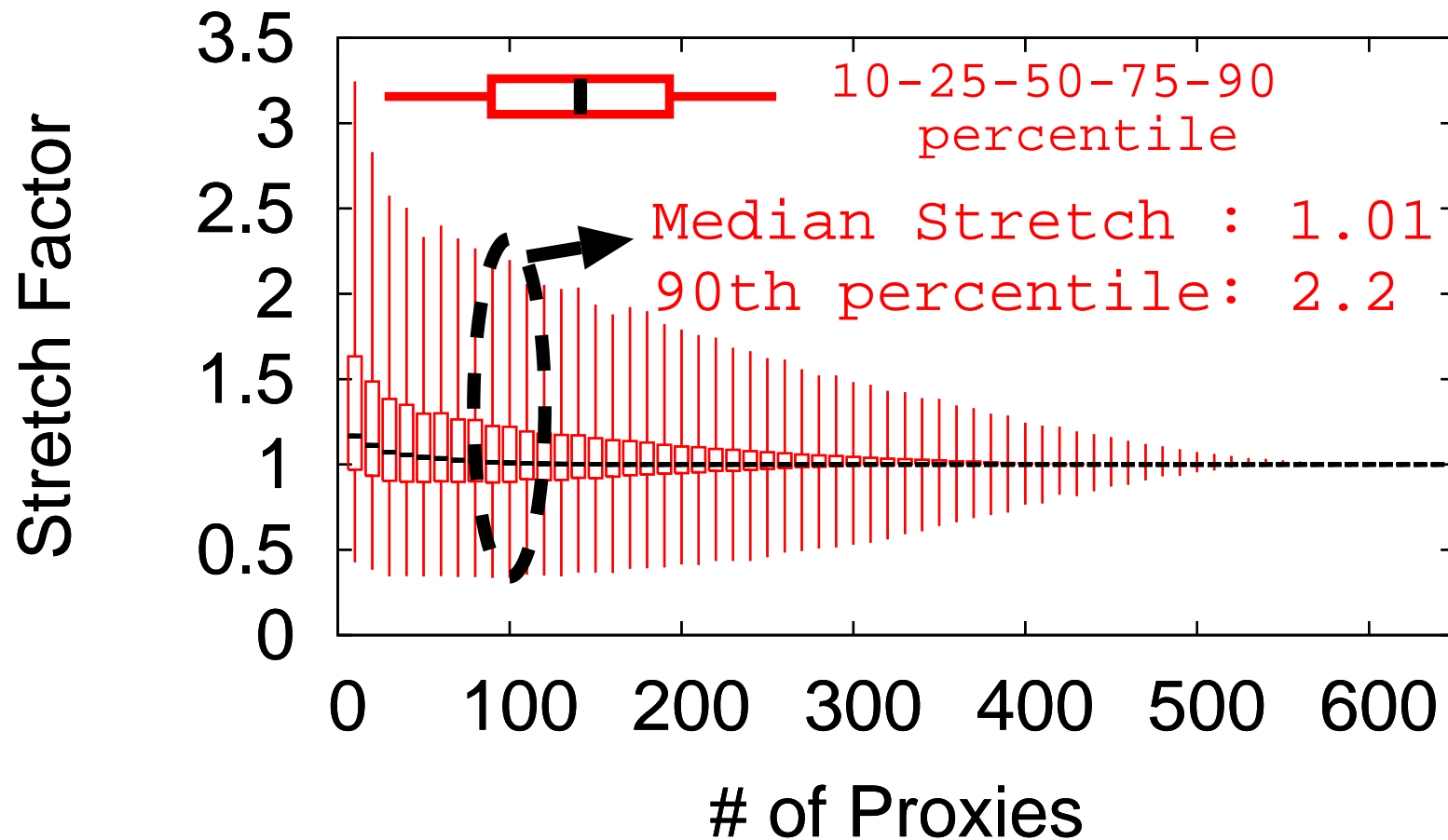
- ▶ Stretch : simulation
  - ▶ Affinity
  - ▶ Proximity
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# PIAS : possible problems

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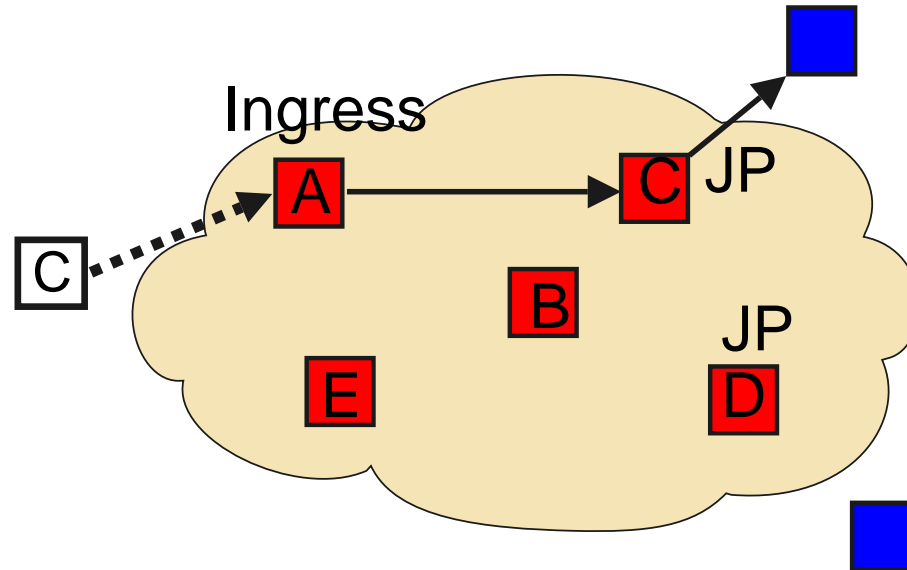
- ▶ Stretch : simulation
  - ▶ Affinity
  - ▶ Proximity
- 



# PIAS : possible problems

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- ▶ Stretch
  - ▶ **Affinity**
  - ▶ Proximity
- 

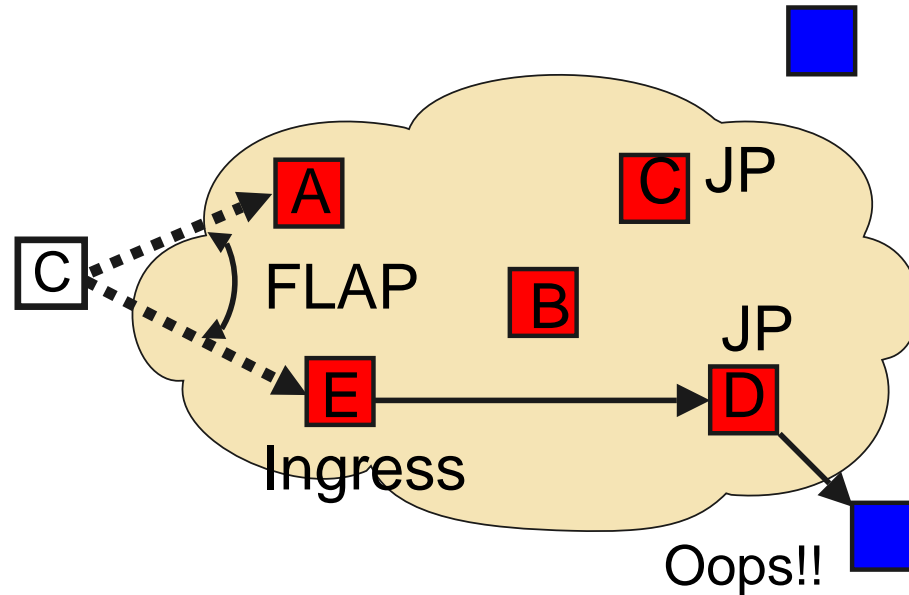


Affinity : same client to same ingress

# PIAS : possible problems

---

- ▶ Stretch
  - ▶ **Affinity**
  - ▶ Proximity
- 



Affinity : same client to same ingress

What is the affinity offered by native IP Anycast?



# PIAS : possible problems

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- ▶ Stretch
  - ▶ **Affinity** : measured anycasted DNS root-servers
  - ▶ Proximity
- 

## Traceroute-Servers

- ▶ 244 vantage points
- ▶ Duration : 7 days
- ▶ Europe-centric distribution

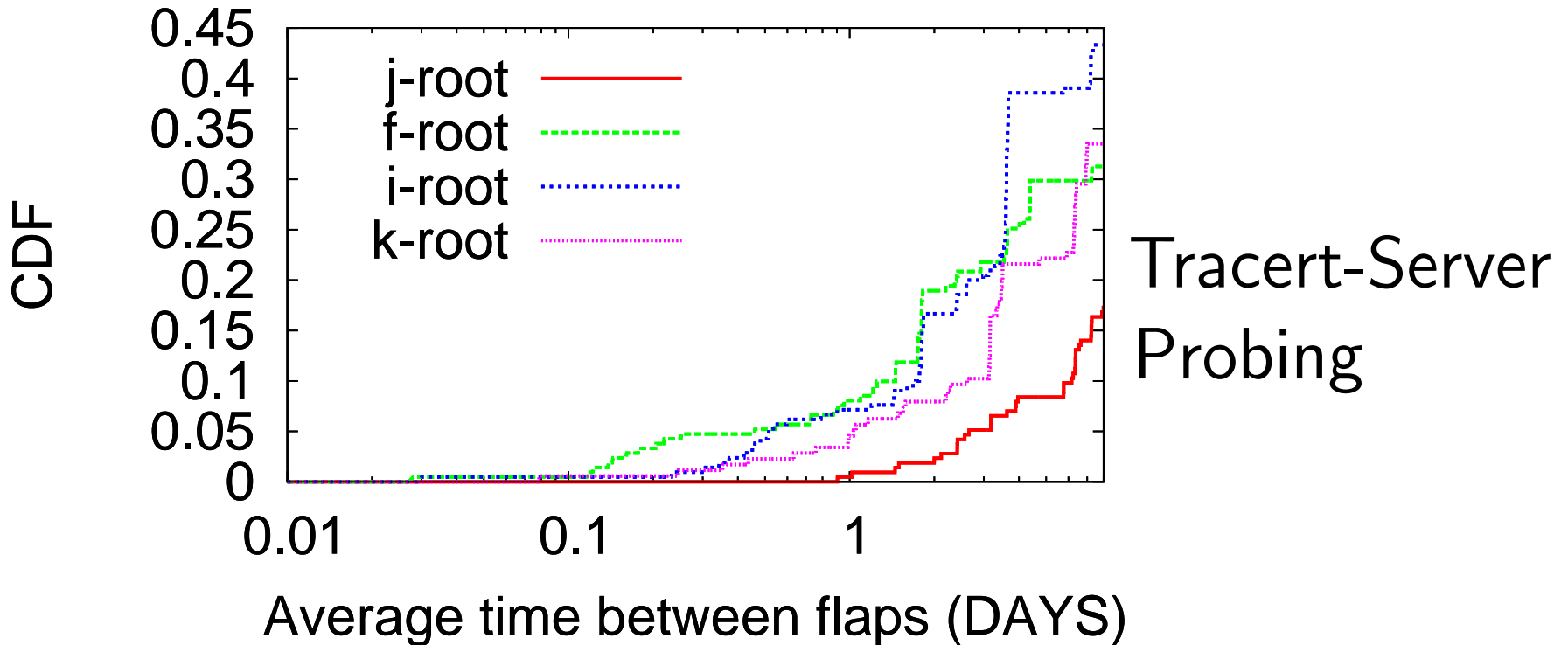
## Planetlab

- ▶ 163 Planetlab sites
- ▶ Duration : 3 months (Dec'04-Mar'05)
- ▶ US-centric distribution

# PIAS : possible problems

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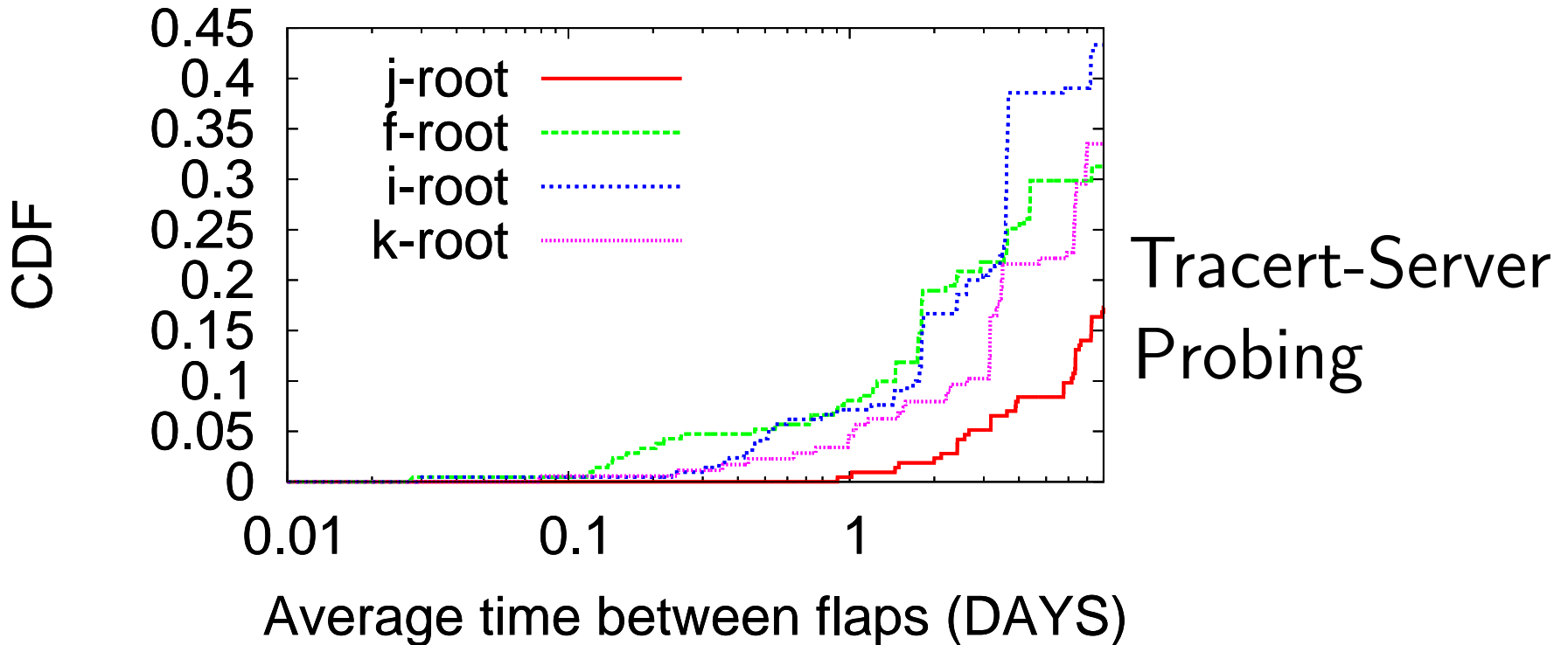
- ▶ Stretch
  - ▶ **Affinity** : measured anycasted DNS root-servers
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# PIAS : possible problems

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- ▶ Stretch
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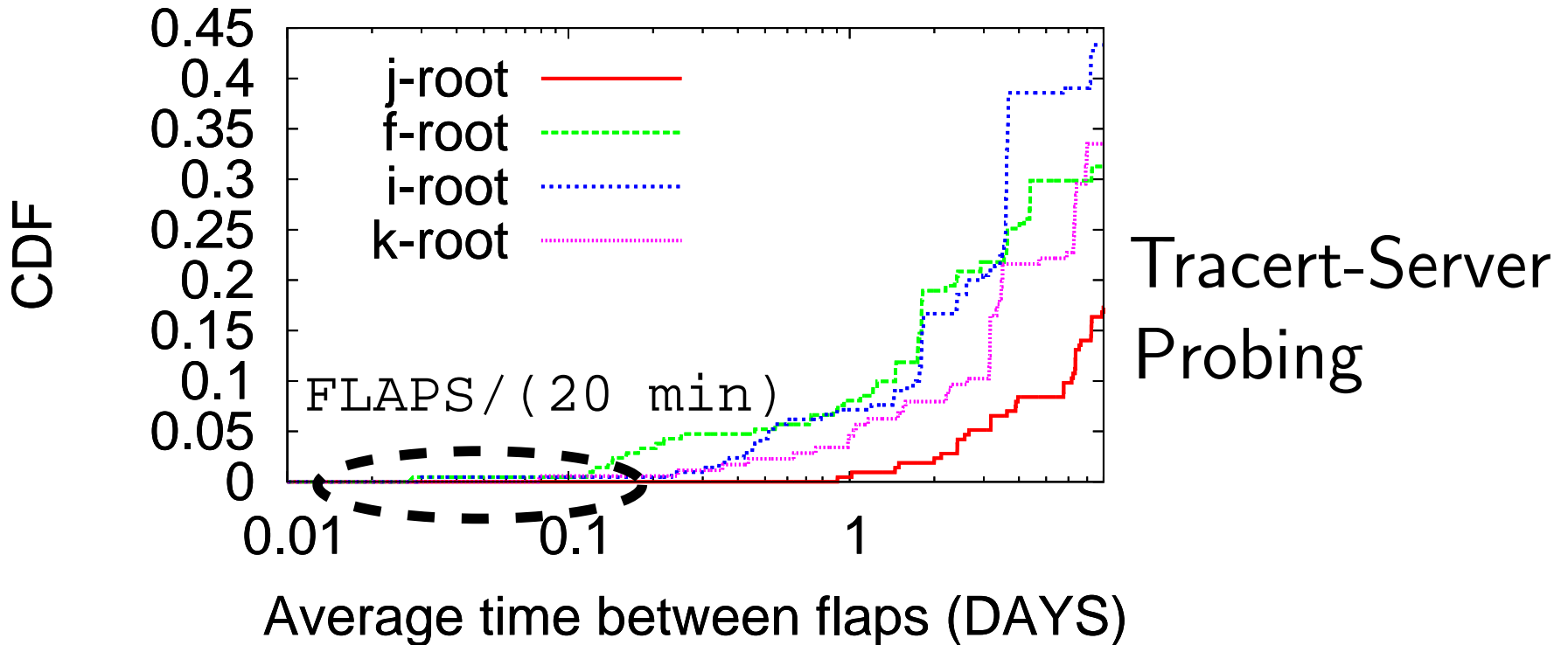


Less than 1 flap per day for  $\sim 95\%$  of nodes

# PIAS : possible problems

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- ▶ Stretch
  - ▶ **Affinity** : measured anycasted DNS root-servers
  - ▶ Proximity
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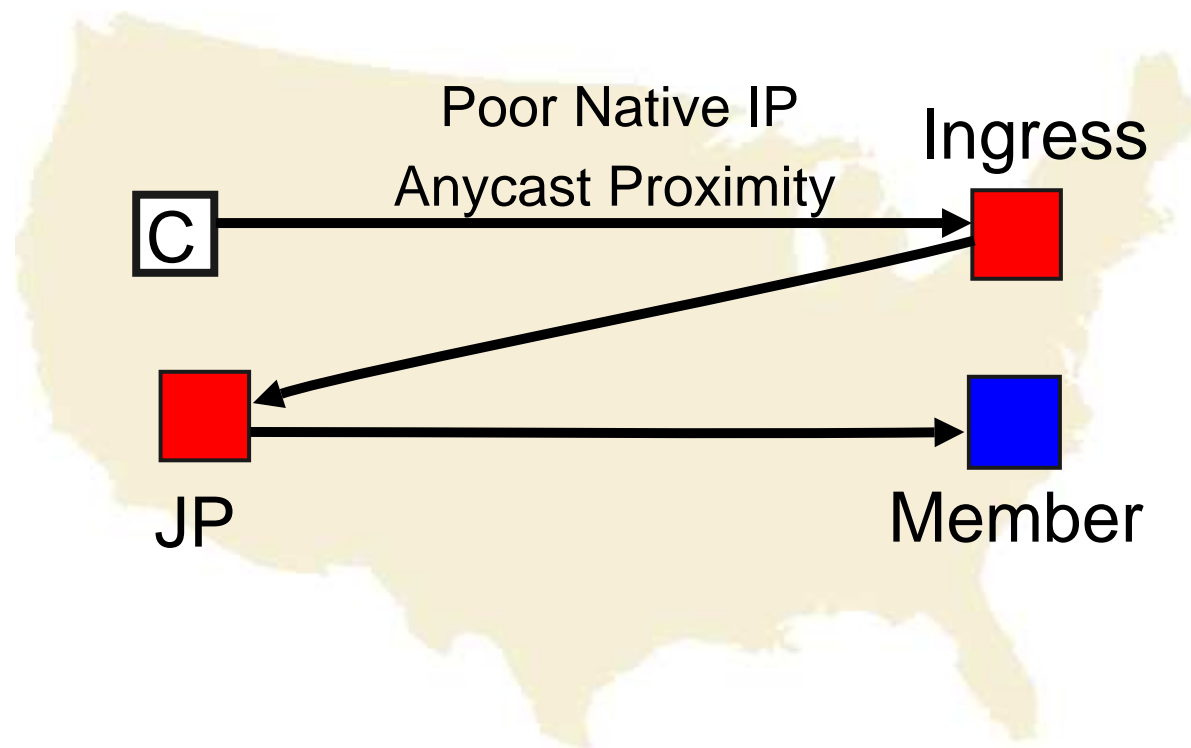


Less than 1 flap per day for  $\sim 95\%$  of nodes

# PIAS : possible problems

---

- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity
- 



Is native IP anycast based proximity useful?

# PIAS : possible problems

---

- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity : measuring proximity
- 

Does IP Anycast offer latency-based proximity?

- ▶ measured the proximity offered by root-server anycast deployments
- ▶ from  $\sim 40000$  clients

# PIAS : possible problems

---

- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity : measuring proximity
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Does IP Anycast offer latency-based proximity?

- ▶ measured the proximity offered by root-server anycast deployments
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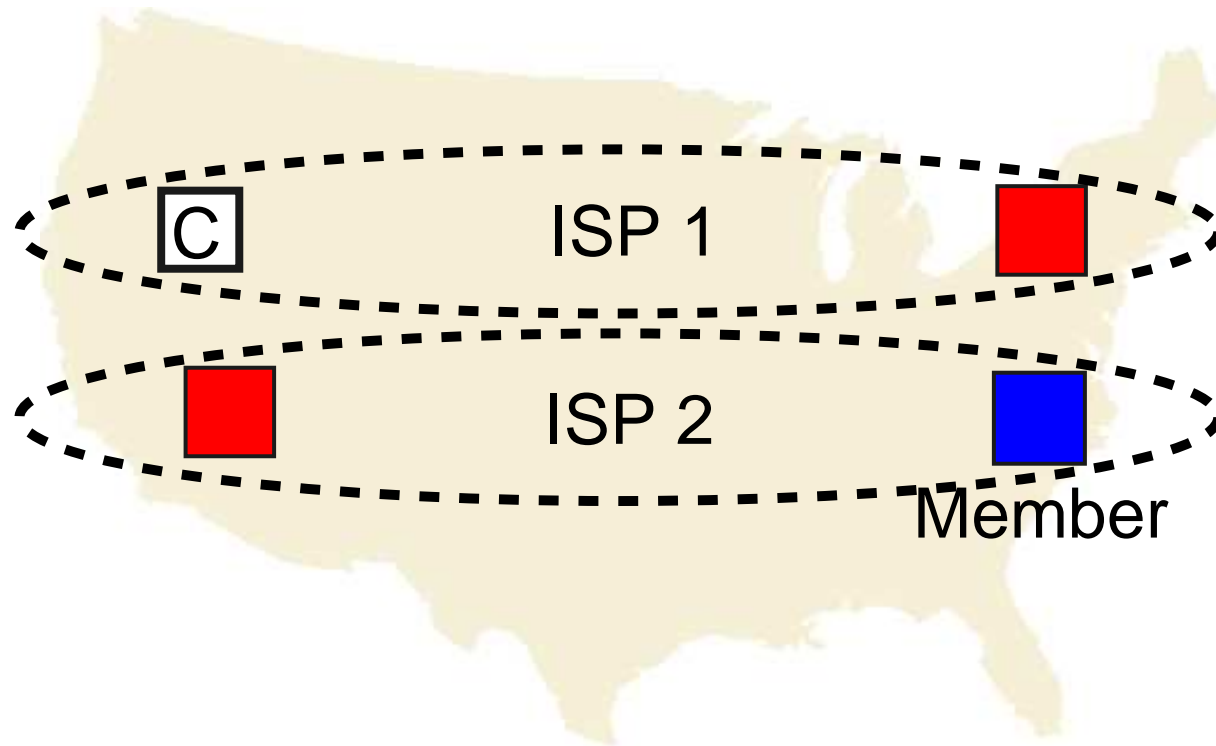
Results (details in technical report)

- ▶ **No** (for a naive deployment)
  - ▶ 5-6 times the ideal proximity was common

# PIAS : possible problems

---

- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity : example of poor proximity
- 

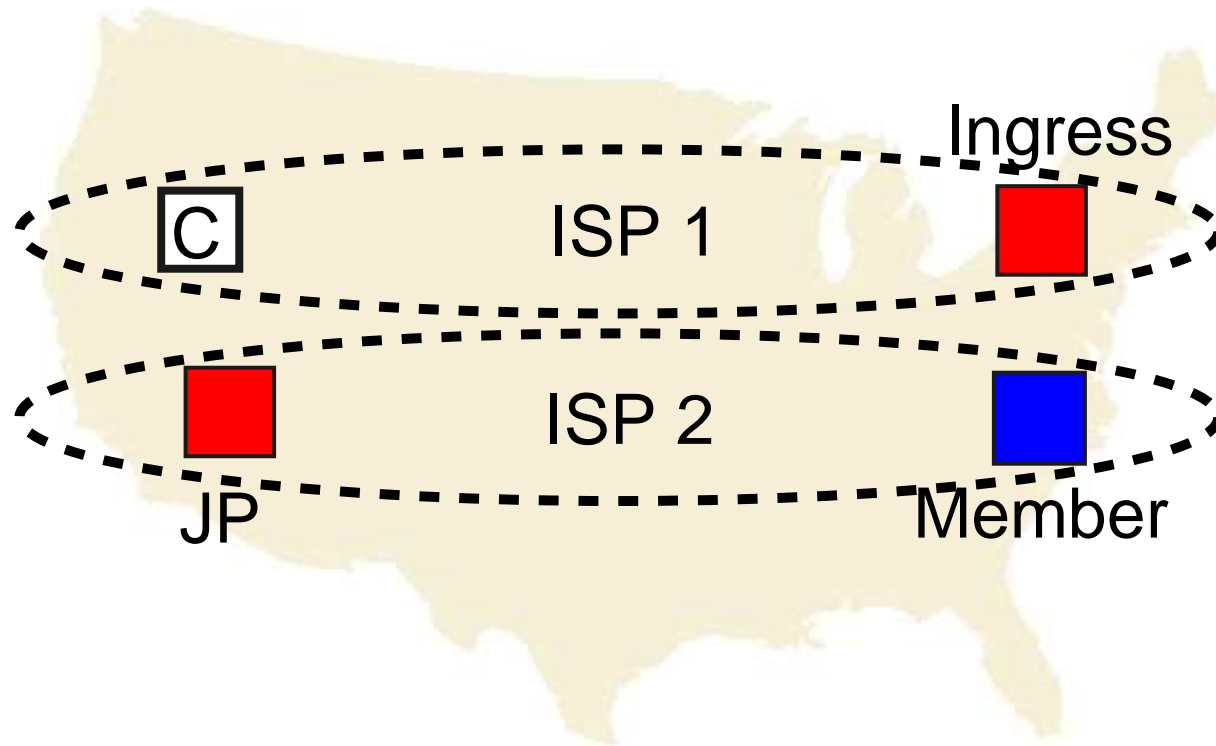




# PIAS : possible problems

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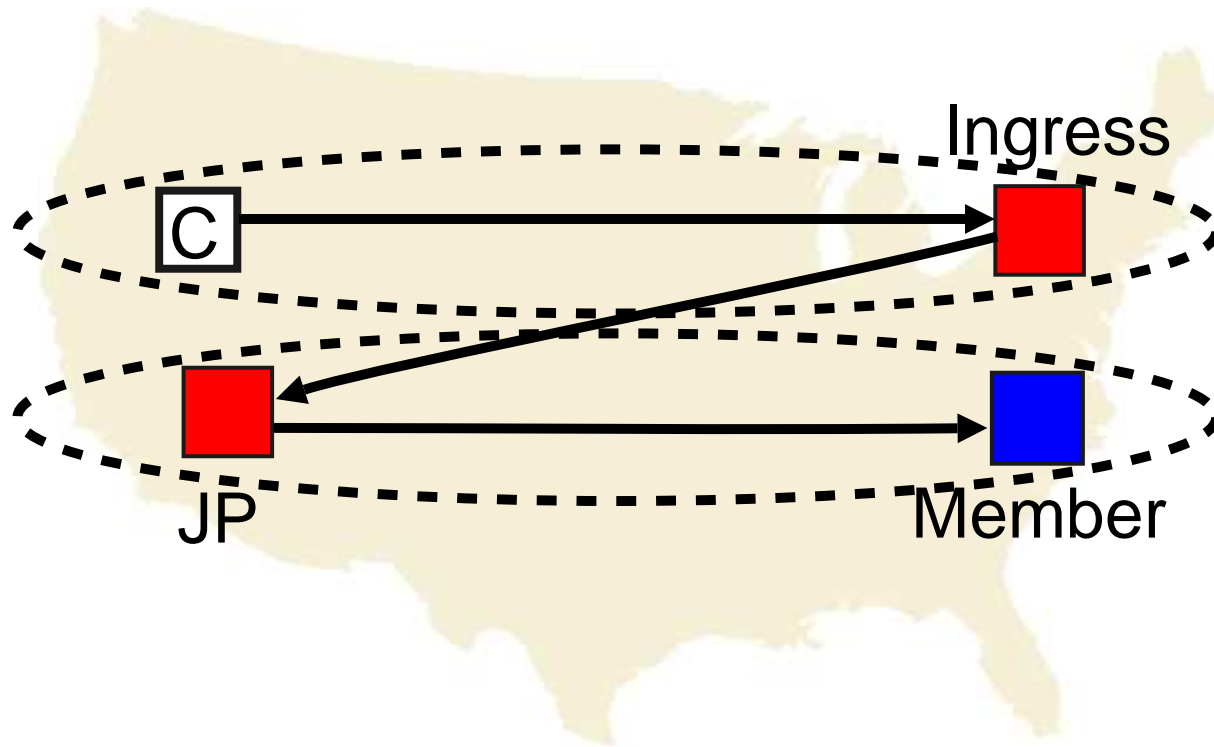
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# PIAS : possible problems

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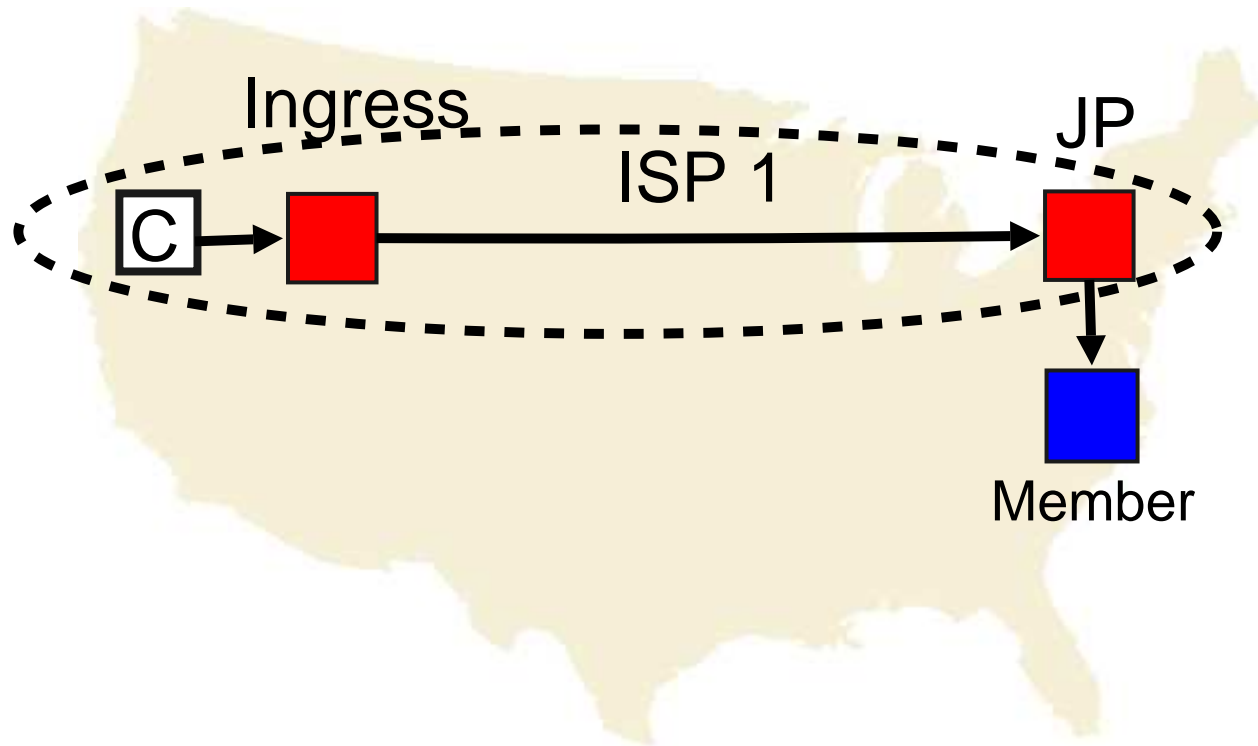
- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity : example of poor proximity
- 



# PIAS : possible problems

---

- ▶ Stretch
  - ▶ Affinity
  - ▶ Proximity : a simple alleviative
- 



Planned deployment to attain proximity

# Why bother?

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Application-layer anycast is already out there

# Why bother?

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Application-layer anycast is already out there

Advantages of PIAS ...

- ✓ use for low-level protocols
- ✓ proximity is a lot easier
  - ✓ easier management
- ✓ faster failover
- ✓ no extra round-trip
  - ✗ the overhead of proxy traversal

# Summary

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## Proxy IP Anycast Service

- ▶ **practical** anycast deployment architecture
- ▶ addresses native IP and application-layer anycast limitations
- ▶ opens new usage avenues

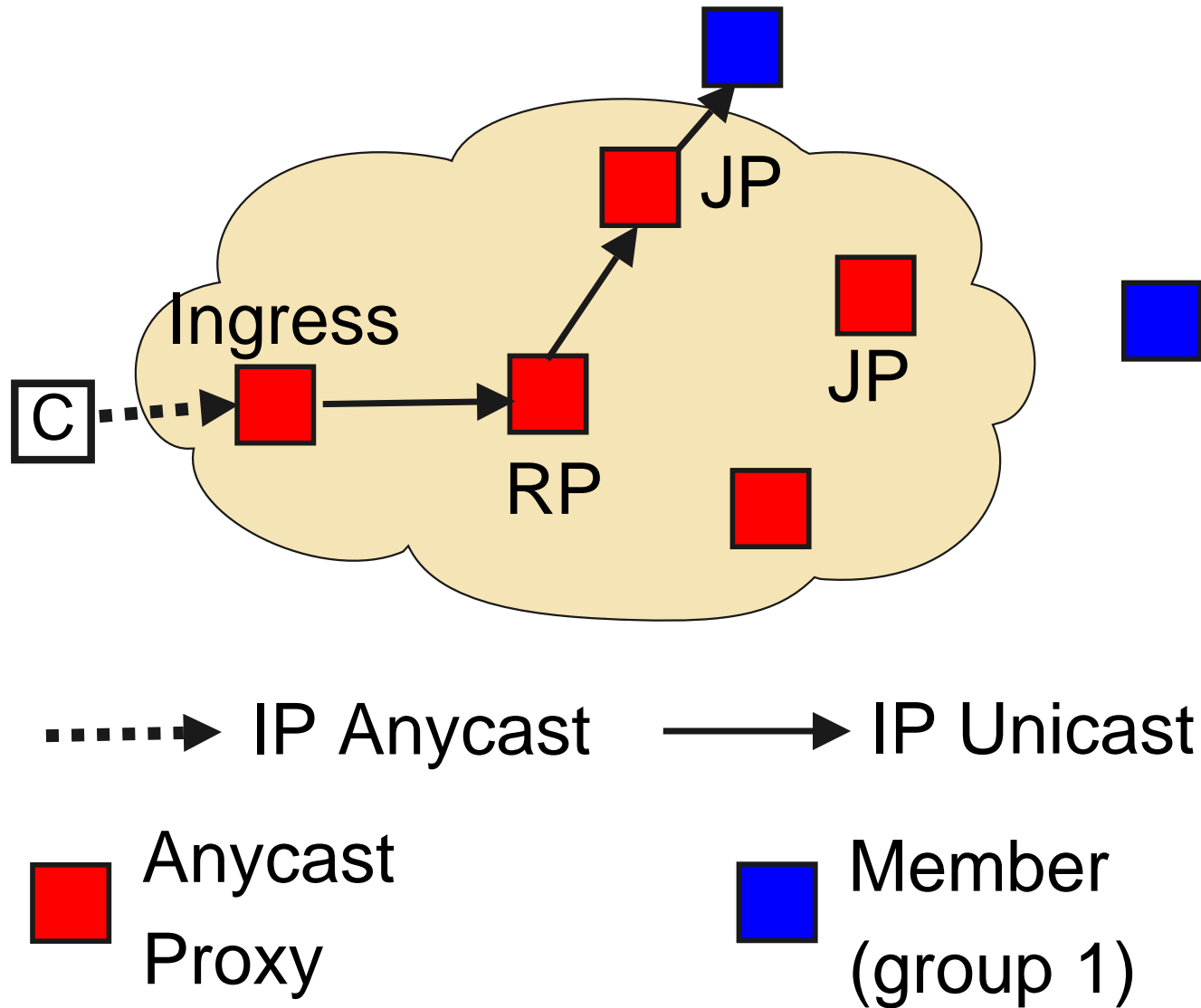
## Anycast for the network community

- ▶ currently deploying PIAS
- ▶ publicly usable in the near future

<http://pias.gforge.cis.cornell.edu>

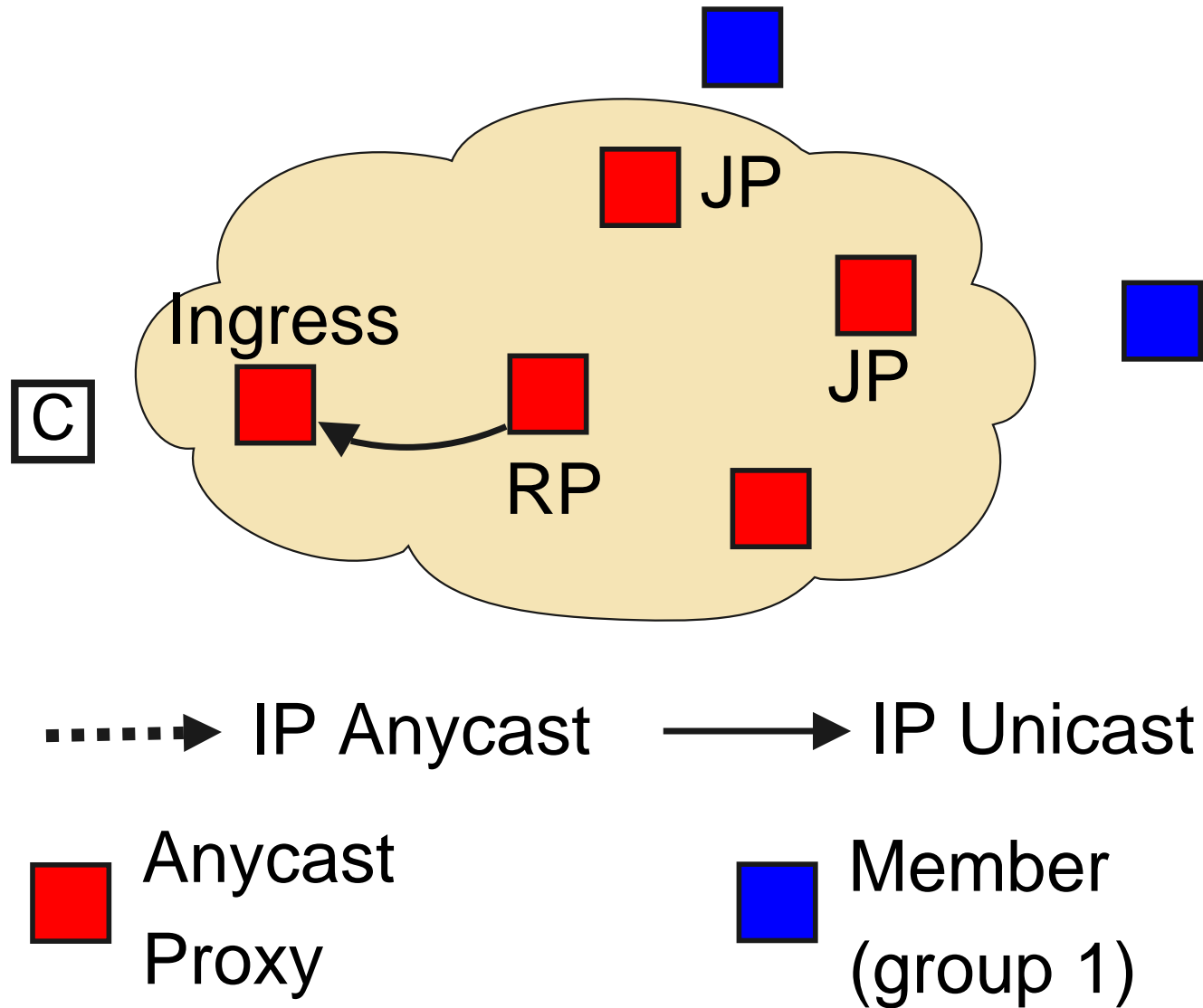
# PIAS : the real picture

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# PIAS : the real picture

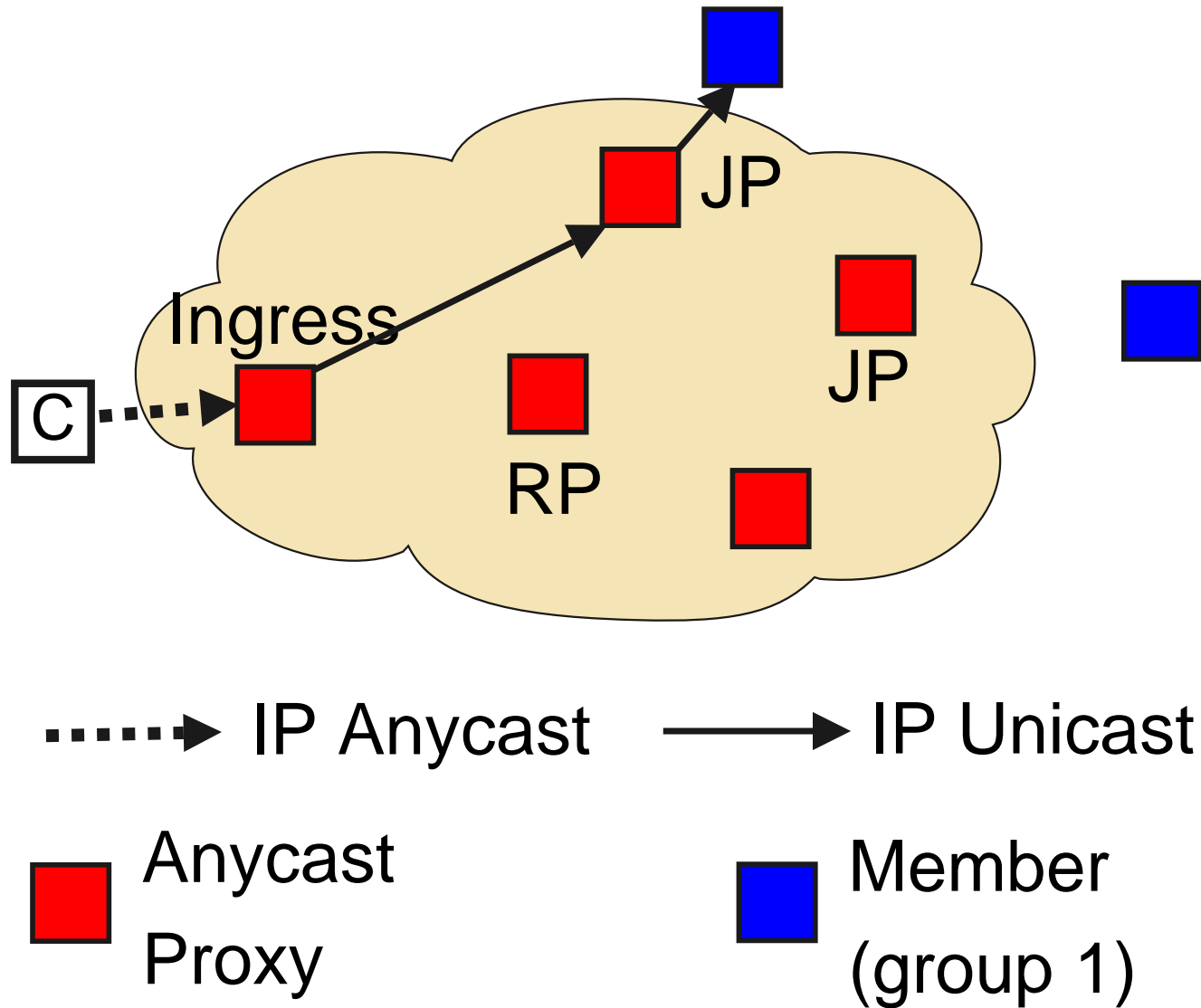
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# PIAS : the real picture

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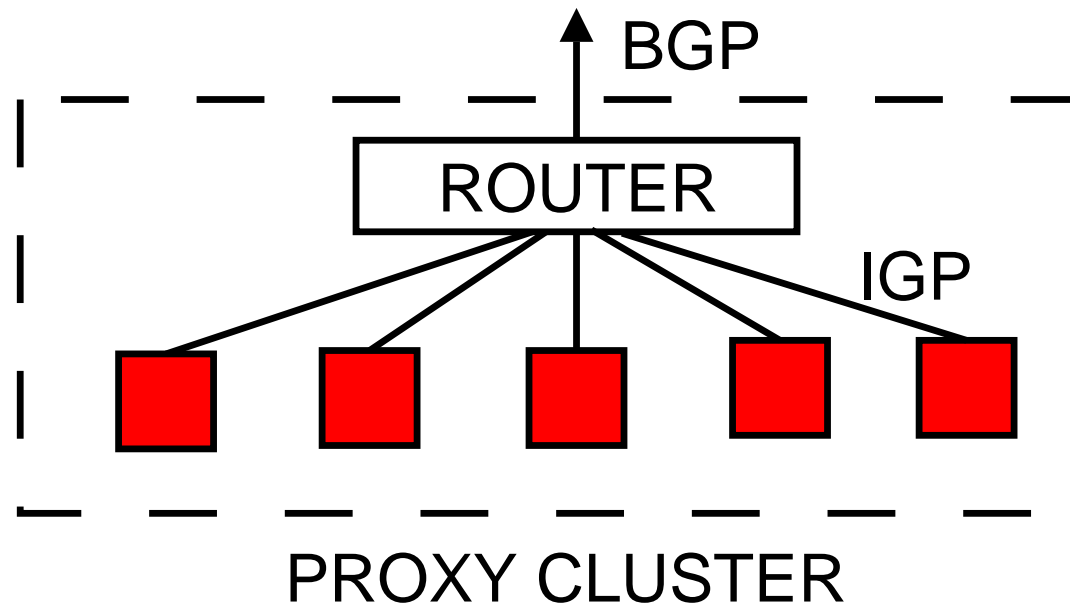


# PIAS : engineering issues

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## Scalability by no. of proxies

- ▶ a clustered deployment model
- ▶ decouples proxy dynamics from inter-domain routing



# PIAS : engineering issues

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## Failures

- ▶ no impact on inter-domain routing

