Layering in the concept of quality

Alex Semenyaka
Qrator Labs
The Open Net

Where we are now

Internet became the crucial part of modern life. A lot of social activities, governmental works and business processes depend on this global network.

At the same time, the concept of the quality in the Internet was not properly conceived.

• "Best Effort" is the question, not the answer

1 year ago, on WSIS 2015, we started discussing the quality in the Internet.

Traditional ("naïve") approach

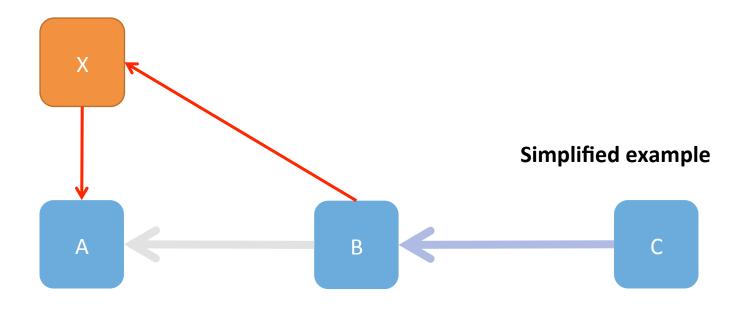
- Quality is the combination of the basic parameters of the network path between the resource and it's client: bandwidth, delay, jitter, packet loss.
- Parameters of network path could be derived from the corresponding parameters of the separate segments, forming this path.

Total delay = Σ (delay for segment_i) Bandwidth of the path = min (bandwidth of segment_i)

Naïve approach is incomplete

- The root cause: Internet has horizontal structure managed by distributed mechanisms.
- We illustrate that studying the phenomenon of "route leaks"
 - 1% of all IP prefixes in Internet every single moment
 - 5% of all IP prefixes during each 2 weeks
- There are other distributed mechanism with the similar impact
 - DNS

Route leak phenomenon



Here X abnormally gets traffic sent to A. Then X might send it to A or might drop it. The result:

- delays always increases
- bandwidth usually decreases
- jitter can deteriorate dramatically

And there no operator X in naïve approach at all.

How to augment this approach then?

- Obviously, the quality is the derivative of judgmental aspects
 - "Is it convenient?"
 - "Is it durable?"
 - "Is it personable?"
 - "Is it safe?"
 - <your question here>
- Thus our task is:
 - to classify those aspects,
 - to propose some quantitative parameters for each class,
 - and to reveal the ways of proper measurements.

Our approach

We introduce three hierarchical classes (layers):

 Instant user's impression from the service: right now, right here:

Quality of Perception

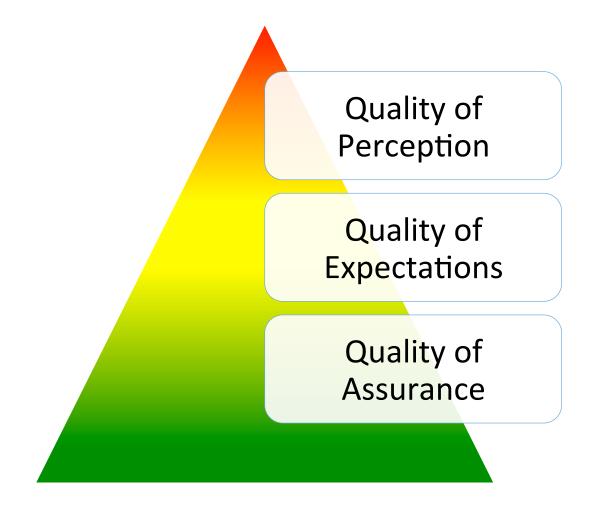
• Further user's expectations: whether he is going to have the same impression from this service tomorrow; in 1 week; in 6 month:

Quality of Expectations

 User's implication that service do not perform concealed actions, do not cause harm etc:

Quality of Assurance

Proposed layering diagram



Quality of Perceptions

- Includes those parameters of naïve approach
 - There are large projects providing useful instruments but not enough
 - RIPE Atlas, CAIDA Atlas
 - The task is huge
 - About 700000 IP-prefixes in Internet =>
 - About 70000 infrastructural units =>
 - Over 2 billions of values simultaneously
- Considers not only service under the consideration but whole IT-infrastructure
 - Remember DNS?
- Evaluates also current routing scheme at the moment and another infrastructural entities
 - At least: optimal/suboptimal, normal/abnormal
 - Fundamentally different type of analysis!

Quality of Expectations

- Basically we describe the availability of the resource in quantitate manner
- There are large set of parameters to be included here:
 - Evaluation of service topology (Anycast? CDN?)
 - Indexes of connectivity
 - Stability of the principal components
 - Network: Renesys, Radar//Qrator, RIPE etc
 - Datacenters: Uptime Institute
 - IT services: different methodologies
 - Data from capacity management

Quality of Assurance

- Security is a part of the quality concept
- There are different mature methodologies here, their metrics have to be involved
 - PCI DSS, COBIT SOX, HIPAA...
- Here we face the possible intentional activity against the user
 - Investigations should be involved
 - CERT/SoC

Conclusions

- We provide the panoptic approach to the problem
- It is very flexible and can be easily expanded
 - Horizontally: more parameters on each layer
 - Vertically: more layers?
- Total picture is really huge, and there are many parameters of different nature.
 - It cannot be handled by the entity "inside", it is necessary to be "above"

We are open for the communication. Any comments and propositions are definitely welcome.

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