

# Efficient Information Propagation in Service Routing for Next Generation Network

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**Abstract.** Service routing across multiple network domains often requires redirection of service requests. Service request redirection can be achieved with multiple single hop redirection as in Session Initiation Protocol (SIP) or as a single redirection of multiple hops as in Service Network Graph (SNG). For efficiency and manageability, it is desirable to hold all the redirection information and knowledge for service routing in a single entity during redirection of individual service. In this paper, we propose the use of Service Path (SPath) to store and communicate the redirection information and knowledge for better performance. We also discussed how SPath can be applied to access a shared service and perform authentication in a multi-hop inter-domain service routing context using SNG as an example for illustration.

## 1 Introduction

Many Internet services provided by the next generation network are shared by users from different network domains. Inter-domain service routing is critical for the success of next generation network. One of the major issues for service routing is redirection of service requests. Various models and architectures are proposed. For instance, Semantic Overlay Based Service Routing [1] maps network service to service ontology, and index structure of service routing is set up for service routing across different access network domains.

Service request redirection is commonly used in heterogeneous networks with multiple servers. For example, Session Initiation Protocol (SIP) [2] using Extended Header Field for Service Route Discovery During Registration [3] allows redirection of an INVITE request to another server which can further redirect the request to other servers. Thus service routing can be accomplished with multiple redirections of only one hop each.

Another example of using service request redirection is Service Network Graph (SNG). In SNG, service requests may undergo single redirection via multiple hops. Apart from server path information, redirection may need other information and knowledge pertaining to the request. Obtaining those related information and knowledge on-demand may pose tough requirements on availability, connectivity and security of the network devices. Thus it is desirable to put all the server path and service request information and knowledge into one place, the Service Path (SPath) for efficient and effective communication.

In this paper, we will discuss the concept of Service Path and explore how it can facilitate information propagation as applied to Service Network Graph, SNG. The service access and authentication processes in SNG will be used as examples of SPath application. This paper is organized into five sections. In Section 2, we summarize the basic concepts of SNG and SPath. In Section 3, we present the method to retrieve path information during user authentication and service access. Finally, we sum up our work in Section 4 and list some of our work in future.

## 2 Service Network Graph (SNG) and Service Path SPath

Authentication and security have always been one of the major issues for service sharing. Despite various efforts in the past such as the use of X.509 certificates [4], trust recommendations [5–8], trust establishment [9–13] and Kerberos [14], this problem has not been resolved. Service Network Graph (SNG) [15–19] was proposed in 2005, which precisely empowers heterogeneous networks to share their services.

The approach SNG takes is to allow the linking of heterogeneous networks in an ad hoc manner to form a Service Network Graph. Users can get authenticated and access services via any network within the SNG without revealing any authentication information to the intermediate networks. Among the technologies used, the main technology is Service Path.

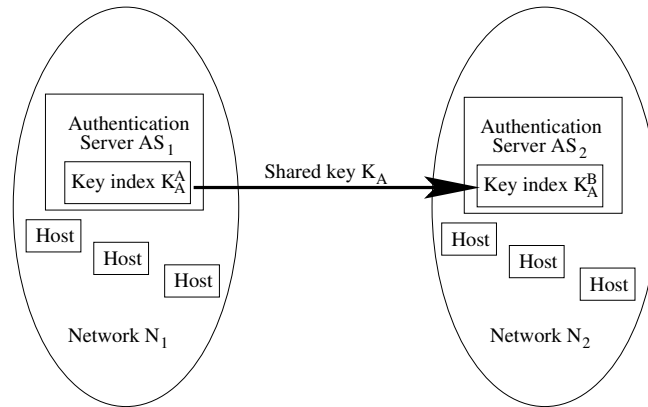
Independent heterogeneous networks have different authentication policies, schemes and platforms. For example, to log in for services, the authentication credentials required by network  $N_1$  may be substantially different from that required by network  $N_2$ . Traditionally, the way to authenticate a register user of  $N_1$  while he is in  $N_2$  is to share the user identity information with  $N_2$ , and the user has to provide the set of credential to  $N_2$  whenever he logs in for services. The user is effectively registered with  $N_2$  also. The amount of data to be shared and the complex issues of privacy and security make this approach formidable.

Service Network Graph (SNG) can eliminate the need to share user identity information among networks. SNG requires the authentication server  $AS_1$  of  $N_1$  to share a secret key  $K_{12}$  with the authentication server  $AS_2$  of  $N_2$ . The secret key  $K_{12}$  will be used to establish a self-authenticating [20] encrypted channel between  $AS_1$  and  $AS_2$ . Then authenticated users of  $N_1$  can now use the services from  $N_2$ .

In the following subsections, we will explain the procedure of how users of  $N_1$  uses the services available on  $N_2$  when he is located in his home network  $N_1$  or in some other foreign network  $N_3$  in the same SNG.

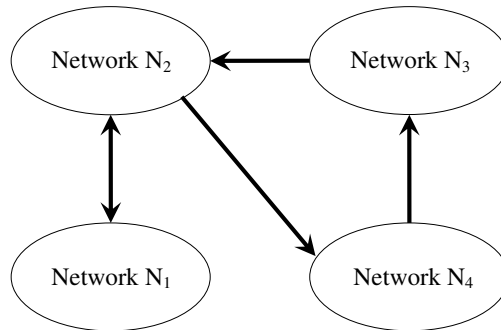
### 2.1 Joining an SNG

Suppose network  $N_2$  is a member of an SNG. Network  $N_1$  wishes to join the SNG. To participate in the SNG, as shown in Figure 1, the authentication server  $AS_1$  of network  $N_1$  is required to share a secret key with the authentication server  $AS_2$  of network  $N_2$ . The shared key will be used to set up an encryption channel between  $AS_1$  and  $AS_2$ . The encrypted channel established when joining an SNG is self-authenticating [20]. The self-authenticating properties of the encrypted channels in an SNG can prevent



**Fig. 1.** Network 1 joins Network 2 in an SNG

spoofing. As shown in Figure 2, an SNG topology diagram depicts how networks within an SNG are linked logically using encrypted channels. In a one-way joining,  $N_2$  will share its services with  $N_2$ . In a two-way joining, both  $N_1$  and  $N_2$  will share services with each other. The services shared are announced to the other network in the form of SPaths.



**Fig. 2.** Graphical representation of an SNG

## 2.2 Service Network Path

When  $N_2$  shares its services with other networks, it has to specify which service, which server that provides the service, the access path, cost and the condition of sharing. Ser-

vice Path (SPath) was defined [16, 17] as shown below. Note that the SPath starts from the home network.

```
<ShareOption:SPath/SverN/SviceN>:<Cost>
```

where

**ShareOption** specifies the condition of sharing, such as free (F) to share with other networks or restricted (R) for further sharing.

**SPath** is the path from the home network  $AS$  to the service providing server.

**SverN** is the name of the service providing server.

**SviceN** is the name of the requested service.

**cost** is the cost for using this service.

### 2.3 Authentication Delegation

In this subsection, we will illustrate what is Authentication Delegation. By Authentication Delegation, we mean that one network can delegate the authentication authority to another. For instance, by sharing services with  $N_1$ ,  $N_2$  has delegated the authentication authority to  $N_1$ . When  $N_1$  declare a user as authenticated and has the right to use the services it provides,  $N_2$  will also provide the shared services to the user as if the user was authenticate by  $N_2$  also.

Further more, if the shared services have the option of free sharing,  $N_1$  can share the services provided and shared by  $N_2$  with another network  $N_3$ . The chain of authentication delegation is shown in the SPath in an SPath. Using the example in Section 2.2, the SPath at  $N_3$  when the service in  $N_1$  is further shared with  $N_3$  and  $AS_3$  is located at 200.200.3.2 will look like:

```
<F:200.200.3.2/200.200.1.2/200.200.2.2/AS1/time>:<4>
```

The chain of authentication delegation is 200.200.2.2 ( $N_2$ ) to 200.200.1.2 ( $N_1$ ) and finally to 200.200.3.2 ( $N_3$ ).

### 2.4 Authentication Propagation

Authentication Propagation is the relay of authentication request/reply of a user from a foreign network to the home network. If both the foreign and home networks are members of the same SNG, then Authentication Propagation is applicable.

For example, if a user from  $N_3$  are now located in  $N_4$  and he wishes to access the service

```
<F:200.200.3.2/200.200.1.2/200.200.2.2/AS1/time>:<4>
```

$AS_4$  in  $N_4$  will pass the authentication and service request to the home authentication server of the user which is  $AS_3$ .  $AS_4$  cannot get any path information for this message relay from the SPath. So  $AS_4$  has to rely on the SNG topology file which was built and updated by individual networks when a new network joins the SNG. The SNG topology file will indicate the next hop where the message should be passed to just like a routing table in a router.

### 3 Accessing Shared Services using Service Path

In this section, we will discuss how SPath is used in the processes of sharing a service including Authentication Delegation, Authentication Propagation and Service Access within an SNG. The SNG shown in Figure 2 will be used as an example in our discussion.

It is quite common for large networks to have independent service providing servers and authentication servers. Some smaller networks may have a single server which authenticates users and provides services at the same time. We will take the small network approach of having one server for both authentication and service providing.

Let us first assume that  $AS_1$ ,  $AS_2$ ,  $AS_3$ , and  $AS_4$  are the authentication servers on network  $N_1$ ,  $N_2$ ,  $N_3$ , and  $N_4$  respectively. We also give each server an IP address as follows:

1.  $AS_1$  in  $N_1$  has address 200.200.1.2
2.  $AS_2$  in  $N_2$  has address 200.200.2.2
3.  $AS_3$  in  $N_3$  has address 200.200.3.2
4.  $AS_4$  in  $N_4$  has address 200.200.4.2

#### 3.1 Sharing a Service

According to the SPath defined in Section 2.2, the basic form of an SPath is a local service. For instance, a local time service provided by  $AS_2$  with a free sharing option is

`<F:200.200.2.2/AS2/time>:<4>`

If  $N_2$  shares the service with  $N_1$ , the SPath (and its SPath) used in  $N_2$  remains the same, while the same service in  $N_1$  will have the address of  $AS_1$ , 200.200.1.2 pre-pended to the SPath in SPath:

`<F:200.200.1.2/200.200.2.2/AS1/time>:<7>`

Note that the cost for the service may have to be adjusted if  $N_1$  imposes overhead cost to the service.

Only local service may have the Restricted (R) Sharing Option. Restricted services will not be shared with other networks and so will never appear in an SPath with composite SPath.

#### 3.2 SNG Topology

We can easily find out that SPath of SPath provides some information of how networks are linked together for sharing in an SNG. For example, local services of  $N_2$  when shared with  $N_3$  will have the SPath of 200.200.3.2/200.200.2.2/. From this SPath,  $N_3$  can deduce that 200.200.2.2 ( $AS_2$ ) is directly linked and can be reached as a next hop neighbor. When the service is again shared from  $N_3$  to  $N_4$ , the SPath becomes 200.200.4.2/200.200.3.2/200.200.2.2/. From this SPath  $N_4$  knows that 200.200.3.2 ( $AS_3$ ) is an immediate neighbor and is also the gateway for reaching 200.200.2.2 ( $AS_2$ ).

No doubt that multiple paths to the same destination may be listed if the same service is shared through a different network path within the SNG. We can make choices base on the cost of using those paths or the number of hops required to reach the destination. In so doing we are optimizing the SNG Authentication Propagation paths.

With sufficient number of SPath, we can have a complete mapping of the networks in an SNG.

### 3.3 Authenticating a User

A user may log in from his home network, or from a foreign network. If the user logs in from his home network, it is a local log in. Otherwise, it is a remote log in.

**Case 1:** If the first network address in SPath of an SPath matches with the current network  $AS$  address, authentication can be done locally.

**Case 2:** If the current network  $AS$  address is part of the SPath but not the first one, then all we have to do is to pass the request to the address on the left of the current  $AS$  address in the SPath.

We will use an example to illustrate how it works. Suppose a local service in  $N_4$  has SPath  $200.200.4.2/$ . When shared with  $N_2$ , the SPath becomes  $200.200.2.2/200.200.4.2/$  in  $N_2$ . When the service is shared again with  $N_3$ , it becomes  $200.200.3.2/200.200.2.2/200.200.4.2/$ . Now if a  $N_3$  registered user logs in at  $AS_4$  on network  $N_4$ , the request will be passed from  $200.200.4.2$  to  $200.200.2.2$  and finally to  $200.200.3.2$

**Case 3:** When the user log in at a network whose  $AS$  address does not appear in the SPath, the current  $AS$  will require the help of the SNG topology file. The SNG topology file is a listing of next hop address used to reach a network within the SNG. The format of a SNG topology file is as follows:

```
Network Address  Next Hop Address
```

The topology file for  $N_1$  in our example is shown below:

```
200.200.2.2    200.200.2.2
200.200.3.2    200.200.2.2
200.200.4.2    200.200.2.2
```

Using the previous example, if an user on network  $N_3$  now logs in at  $N_1$ , the network address of  $N_1$  is  $200.200.1.2$  which is not part of the SPath  $200.200.3.2/200.200.2.2/200.200.4.2/$ . Hence  $AS_1$  will resolve the path to  $N_3$  by looking up the  $N_1$  topology file for the entry

```
200.200.3.2    200.200.2.2
```

which means that in order to pass the request to  $200.200.3.2$  ( $AS_3$ ), we need to pass it to  $200.200.2.2$  ( $AS_2$ ) first. Then  $AS_2$  can work out the next hop from SPath.

Note that the first case is an example of Authentication Delegation while the last two cases are examples of authentication Propagation.

### 3.4 Accessing Service

After log in, *AS* in the home network will contact the service agent in the service providing network to start the service for the user.

As the home *AS* address is always the first address in *SAPath*, we need to pass the service request to the address on the right of the current *AS* address until we reach the server address. As an illustration, consider the *SAPath*

$200.200.3.2/200.200.2.2/200.200.4.2/$ . After authentication, the request is located in  $200.200.3.2$ ; the request should be passed to  $200.200.2.2$  and subsequently to  $200.200.4.2$ .

Note that a service agent will start a service for a service using a set of parameters including the service port number, user ID, and the session key. The service requesting user must use the set of parameters in order to access the service. This feature enhances the security and privacy of SNG transactions.

## 4 Conclusion

In this paper, we have explained the *SPath* technology and how it can be applied in the context of a multi-hop service redirection, the SNG for efficient and effective information and knowledge communication.

We use *SPath* for the service route. Service path and the associated cost are included in the *SPath* used in this paper. Other information and knowledge related to the service, such as the target user group and time when the service is available, can be included by extending the *SPath*.

When accessing a service, the address of the service providing server can be found from the *SPath*. Special care must be taken when traversing the *SAPath* specified in an *SPath* for authentication and for services access. In general, we have to move towards the start of the path for authentication and towards the end of the path for the service providing server.

When the service network aggregate grows, the *SAPath* in a *SPath* may get longer and longer thereby making it less efficient. We can optimize *SPath* [21] when applied to SNG so that it is scalable and efficient independent of the size of a service network aggregate. Our future work includes the investigation of optimizing the inter-domain service routing information, both automatically and on-demand.

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