Don't Mind the Gap:

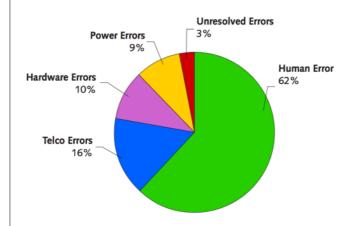
Bridging Network-wide Objectives and Device-level Configurations



Ryan Beckett (Princeton, MSR)
Ratul Mahajan (MSR)
Todd Millstein (UCLA)
Jitu Padhye (MSR)
David Walker (Princeton)

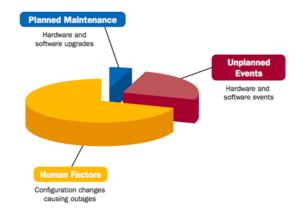


Configuring Networks is Error-Prone



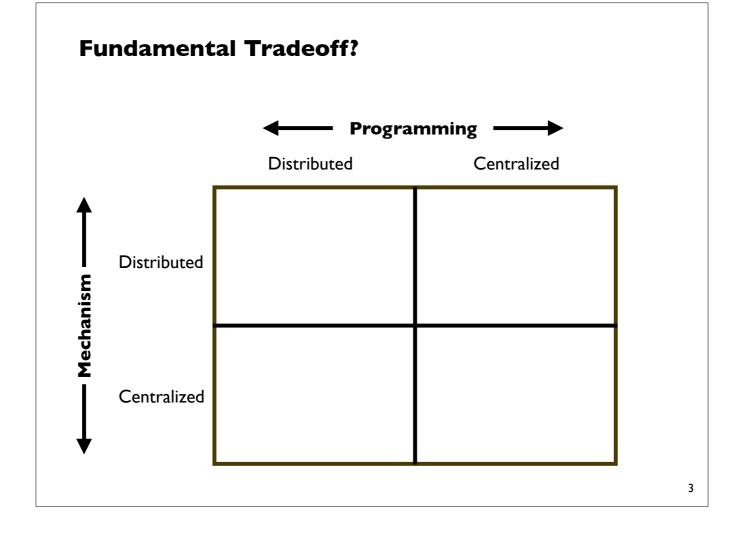
~60% of network downtime is caused by human error

-Yankee group 2002

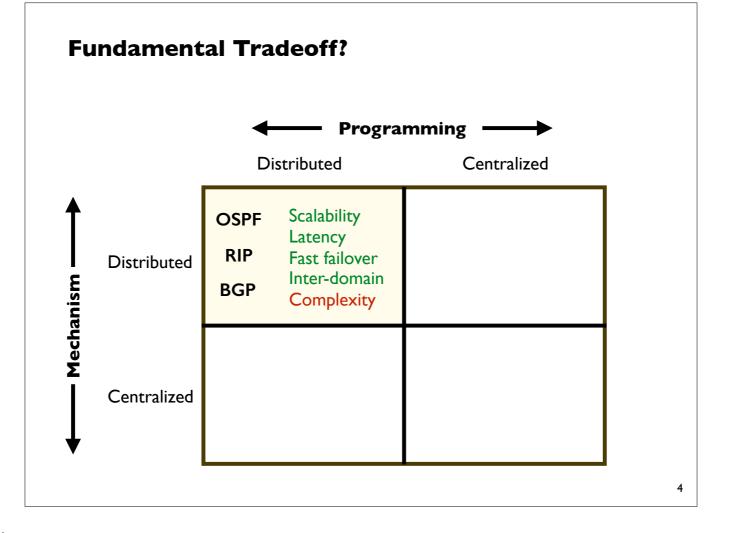


50-80% of outages from configuration changes

-Juniper 2008



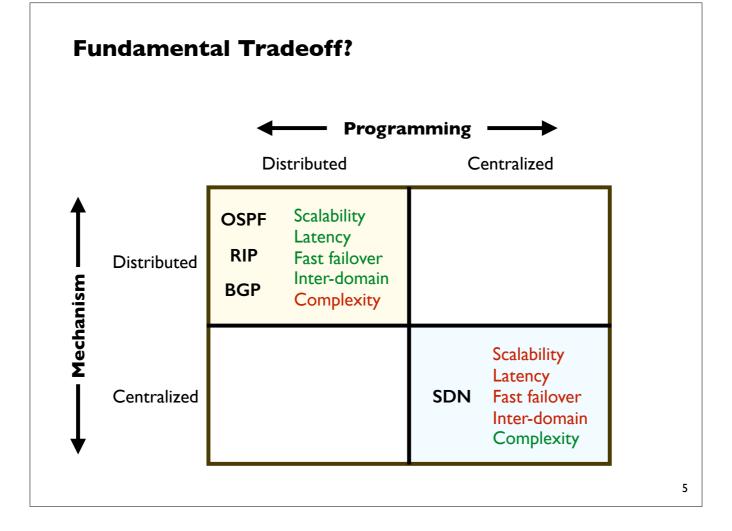
Distinguish what each means



Explain why BGP/OSPF fall into this category

Explain why SDN falls into this category (e.g., with concrete example: OpenDaylight)

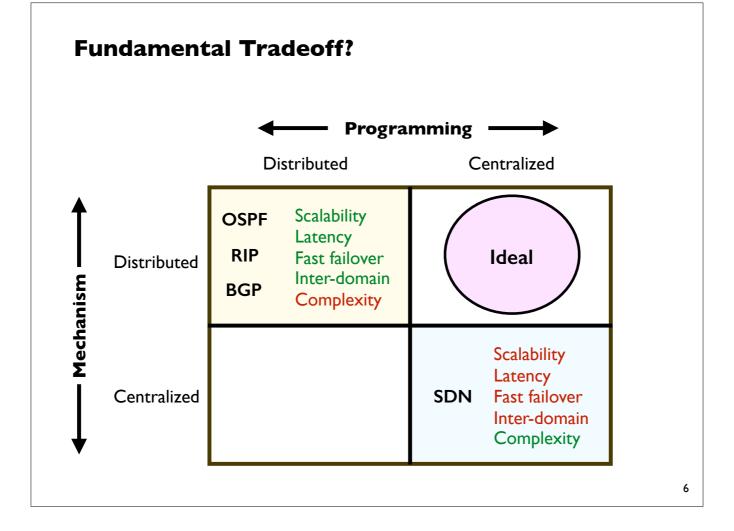
Go through each property in detail for both cases



Explain why BGP/OSPF fall into this category

Explain why SDN falls into this category (e.g., OpenDaylight)

Go through each property in detail for both cases



Explain why BGP/OSPF fall into this category

Explain why SDN falls into this category (e.g., OpenDaylight)

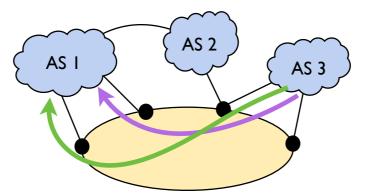
Go through each property in detail for both cases

Propane System

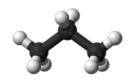


I) Language for expressing high-level operator objectives with:

- Network-wide programming abstraction
- Uniform abstractions for intra- and inter-domain routing
- Path constraints and preferences in case of failures



Propane System

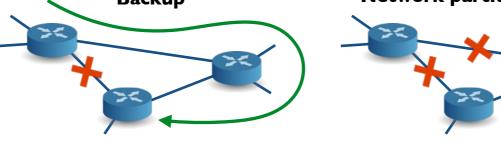


2) Compiler to generate a low-level distributed implementation

- Efficient algorithms to synthesize BGP configs
- Static analysis guarantees policy-compliance
- Policy-compliance holds under all failures

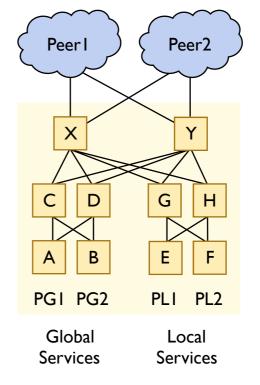
Backup

Network partition — drop



Goals

- · Local prefixes reachable only internally
- · Global prefixes reachable externally
- · Aggregate global prefixes as PG
- Prefer leaving through Peer I over Peer 2
- Prevent transit traffic between peers

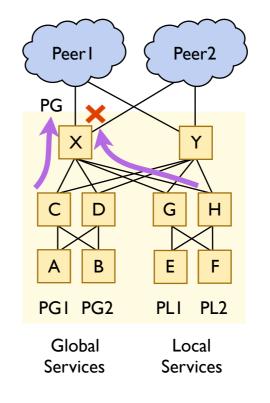


Goals

- · Local prefixes reachable only internally
- · Global prefixes reachable externally
- · Aggregate global prefixes as PG
- Prefer leaving through Peer I over Peer?
- Prevent transit traffic between peers

Attempt (I)

- Don't export from G, H to external
- · Aggregate externally as PG



10

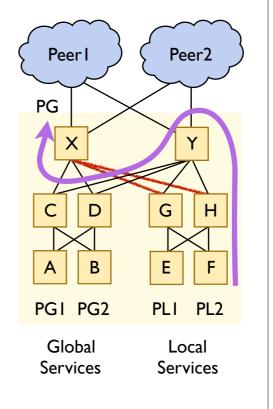
Be clear about the direction of traffic vs. advertisement

Goals

- · Local prefixes reachable only internally
- · Global prefixes reachable externally
- · Aggregate global prefixes as PG
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- Prevent transit traffic between peers

Attempt (I)

- Don't export from G, H to external
- · Aggregate externally as PG



П

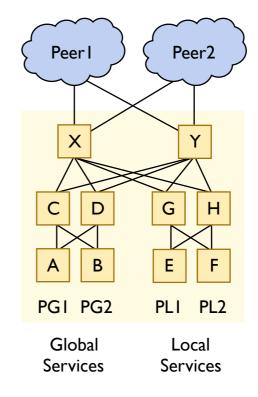
Be clear about the direction of traffic vs. advertisement

Goals

- · Local prefixes reachable only internally
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- · Aggregate global prefixes as PG
- Prefer leaving through Peer Lover Peer 2
- Prevent transit traffic between peers

Attempt (I)

- Don't export from G, H to external
- · Aggregate externally as PG
- X,Y block routes through each other

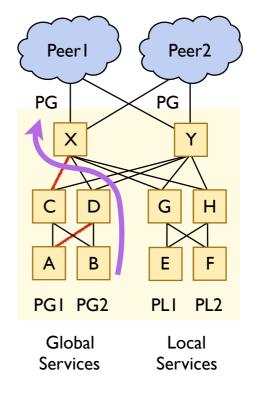


Goals

- · Local prefixes reachable only internally
- · Global prefixes reachable externally
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Attempt (I)

- Don't export from G, H to external
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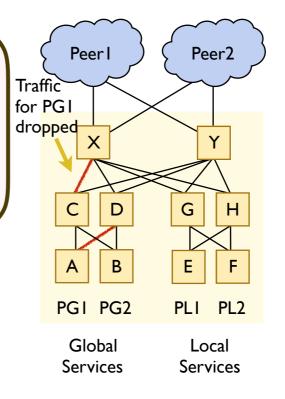


Goals

- · Local prefixes reachable only internally
- · Global prefixes reachable externally
- · Aggregate global prefixes as PG
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Attempt (I)

- Don't export from G, H to external
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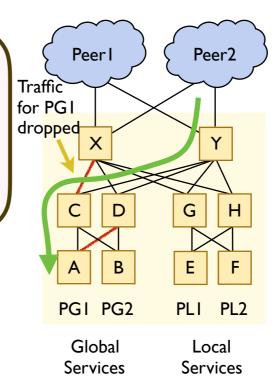


Goals

- · Local prefixes reachable only internally
- Global prefixes reachable externally
- · Aggregate global prefixes as PG
- Prefer leaving through Peer I over Peer?
- Prevent transit traffic between peers

Attempt (I)

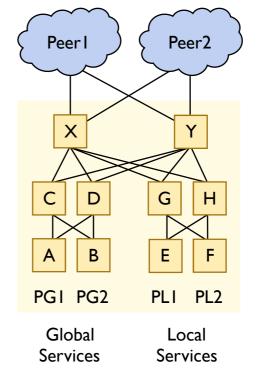
- Don't export from G, H to external
- · Aggregate externally as PG
- · X,Y block routes through each other



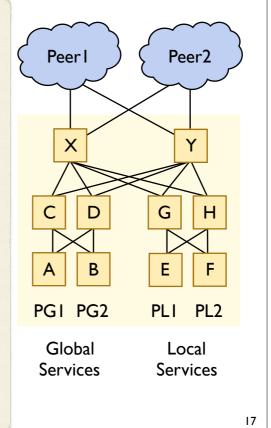
Aggregation-Induced Black Hole!

Goals

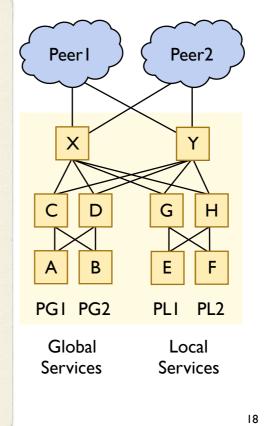
- · Local prefixes reachable only internally
- · Global prefixes reachable externally
- · Aggregate global prefixes as PG
- Prefer leaving through Peer I over Peer 2
- Prevent transit traffic between peers



```
define Ownership =
  {PG1 => end(A)
   PG2 => end(B)
   PL1 => end(E)
   PL2 => end(F)
   true => exit(Peer1 >> Peer2)}
```



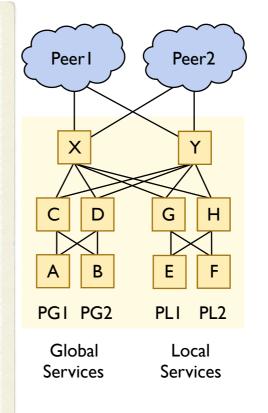
```
define Ownership =
{ PG1 => end(A)
 PG2 => end(B)
 PL1 => end(E)
 PL2 => end(F)
 true => exit(Peer1 >> Peer2) }
define Locality =
{PL1 | PL2 => internal}
```



```
define Ownership =
  {PG1 => end(A)
   PG2 => end(B)
   PL1 => end(E)
   PL2 => end(F)
   true => exit(Peer1 >> Peer2)}

define Locality =
  {PL1 | PL2 => internal}

define transit(X,Y) =
  enter(X|Y) and exit(X|Y)
```

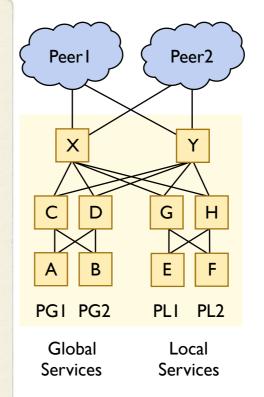


```
define Ownership =
  {PG1 => end(A)
    PG2 => end(B)
    PL1 => end(E)
    PL2 => end(F)
    true => exit(Peer1 >> Peer2) }

define Locality =
  {PL1 | PL2 => internal}

define transit(X,Y) =
  enter(X|Y) and exit(X|Y)

define NoTransit =
  {true =>!transit(Peer1, Peer2)}
```



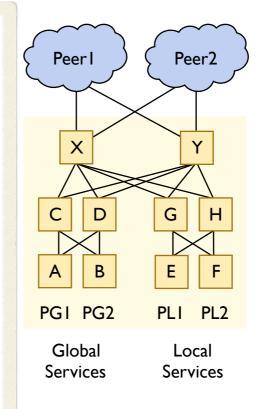
```
define Ownership =
  {PG1 => end(A)
    PG2 => end(B)
    PL1 => end(E)
    PL2 => end(F)
    true => exit(Peer1 >> Peer2) }

define Locality =
  {PL1 | PL2 => internal}

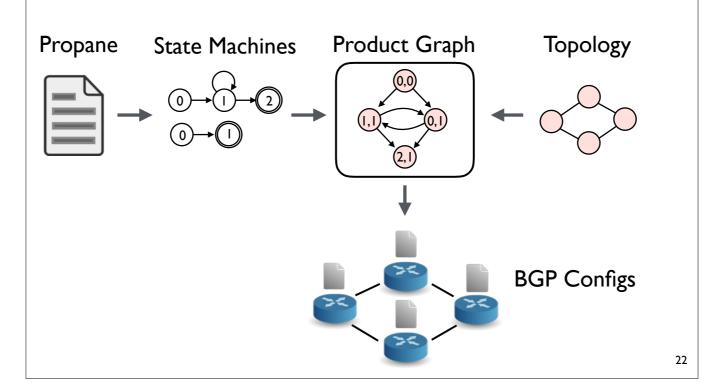
define transit(X,Y) =
  enter(X|Y) and exit(X|Y)

define NoTransit =
  {true =>!transit(Peer1, Peer2)}

define Main =
    Ownership & Locality &
    NoTransit & agg(PG, in -> out)
```



Compilation



Propane Regular IR

Step I: Combine modular constraints

```
define Ownership =
  {PG1 => end(A)
   PG2 => end(B)
   PL1 => end(E)
   PL2 => end(F)
   true => exit(Peer1 >> Peer2)}

define NoTransit =
  {true => !transit(Peer, Peer)}

define Locality =
  {PL1 | PL2 => always(in)}

define Main =
   Ownership & Locality & NoTransit
   & agg(PG, in -> out)
```



Propane Regular IR

Prefix-by-prefix intersection of constraints

```
PG1 => !transit(Peer, Peer) & end(A)
PG2 => !transit(Peer, Peer) & end(B)
PL1 => !transit(Peer, Peer) & internal & end(E)
PL2 => !transit(Peer, Peer) & internal & end(F)
true => !transit(Peer, Peer) & exit(Peer1 >> Peer2)
```

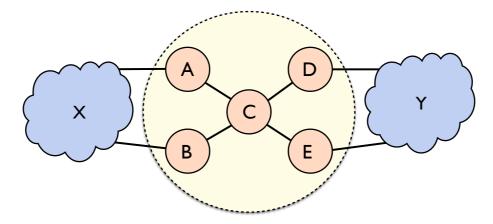
Propane Regular IR

TODO: yellow obscures text

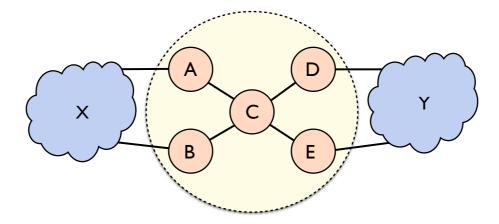
Single prefix

Prefix-by-prefix intersection of constraints

```
PG1 => !transit(Peer, Peer) & end(A)
PG2 => !transit(Peer, Peer) & end(B)
PL1 => !transit(Peer, Peer) & internal & end(E)
PL2 => !transit(Peer, Peer) & internal & end(F)
true => !transit(Peer, Peer) & exit(Peer1 >> Peer2)
```



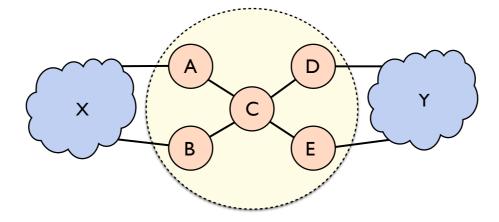
end(Y) & (path(A,C,D) >> any)



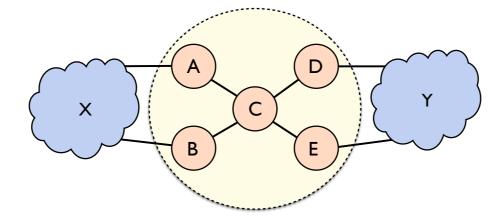
end(Y) & (path(A,C,D) >> any)



(end(Y) & path(A,C,D)) >> (end(Y) & any)



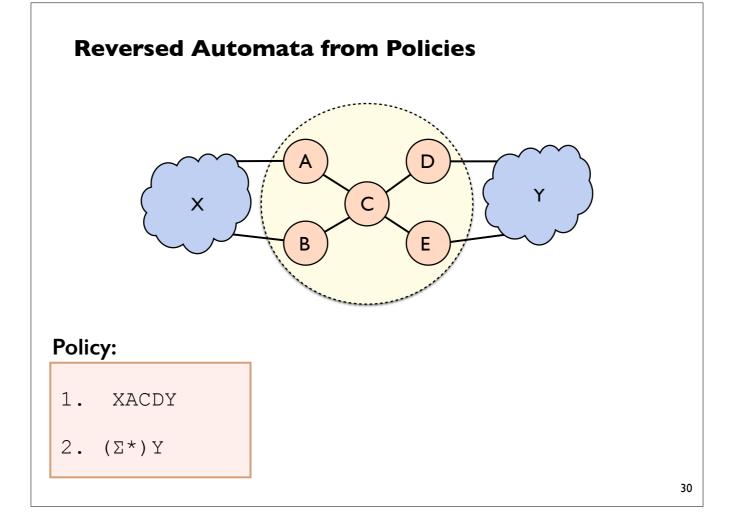
(end(Y) & path(A,C,D)) >> (end(Y) & any)



(end(Y) & path(A,C,D)) >> (end(Y) & any)

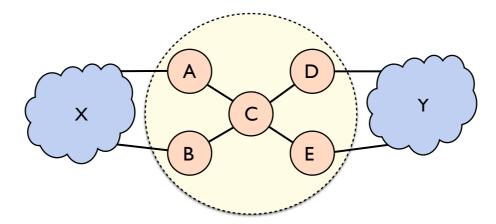


 $\texttt{XACDY} >> (\Sigma^*) Y$



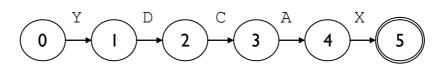
Be clear about the direction of traffic vs. advertisement

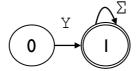
Reversed Automata from Policies

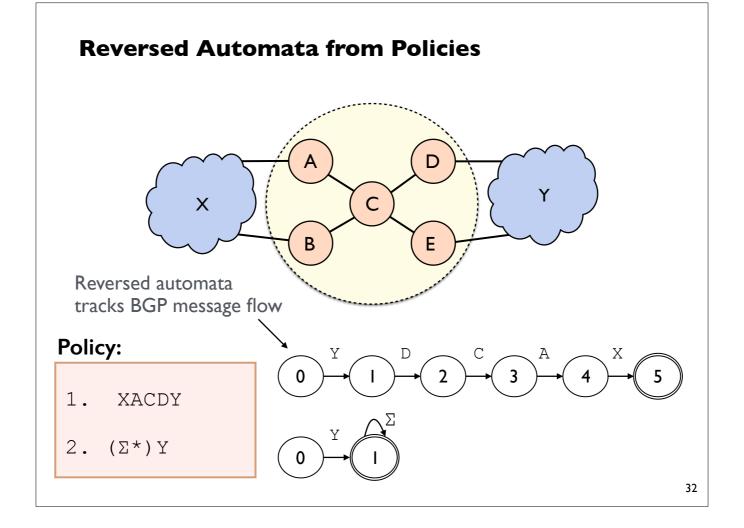


Policy:

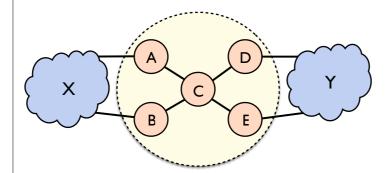
- 1. XACDY
- 2. $(\Sigma^*)Y$

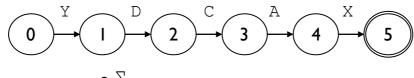


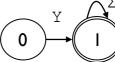


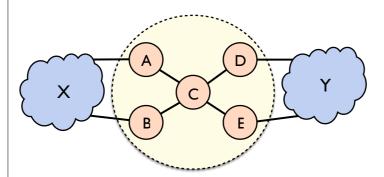


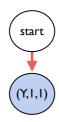


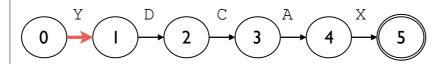


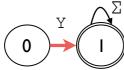


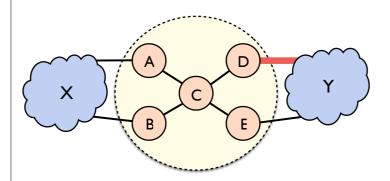


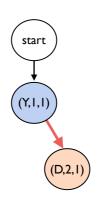


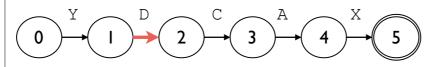


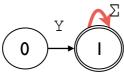


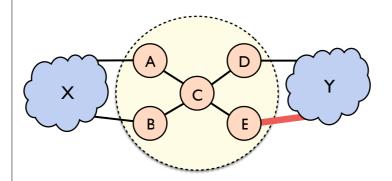


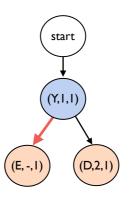


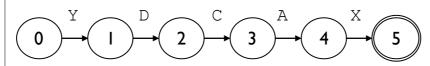


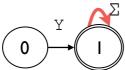




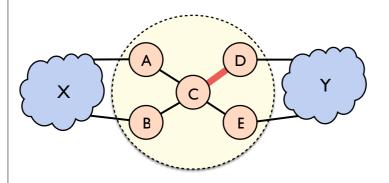


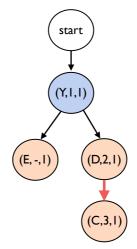


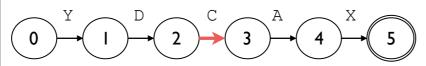


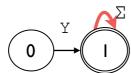


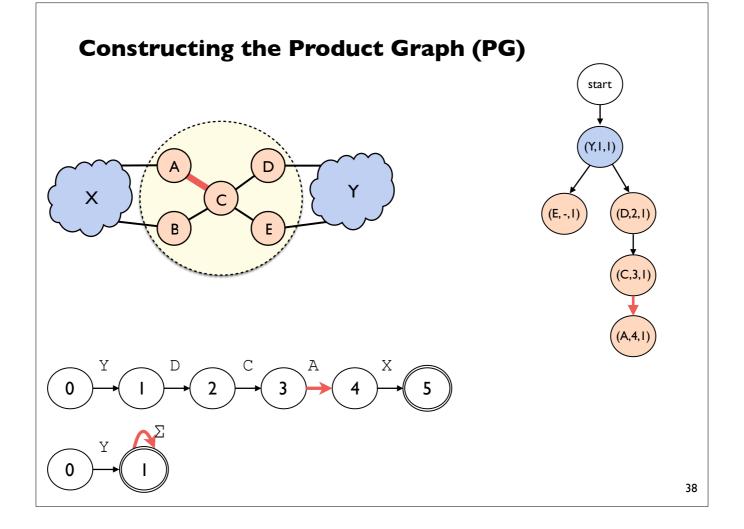
Constructing the Product Graph (PG)

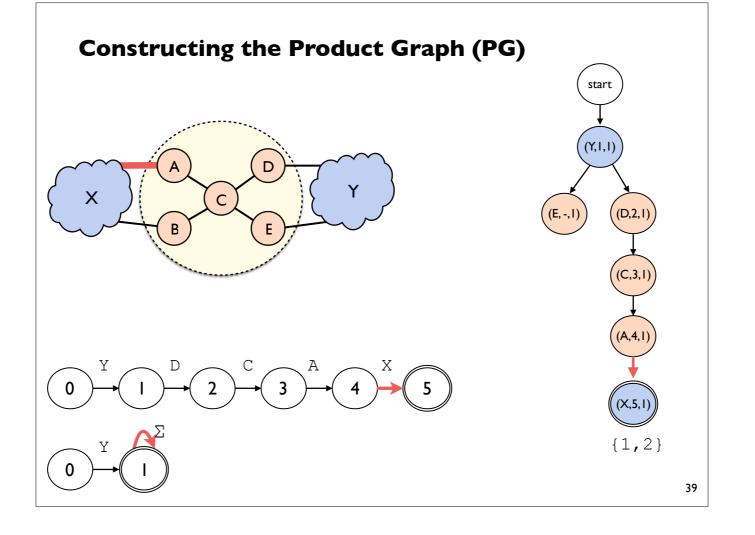


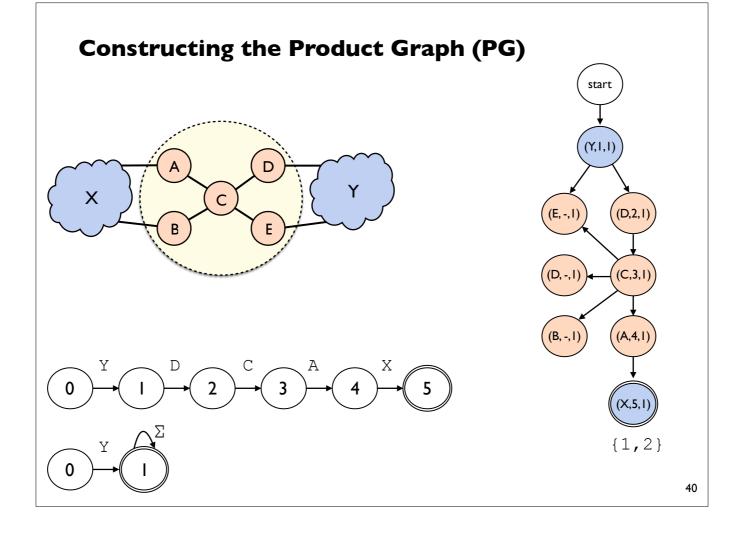


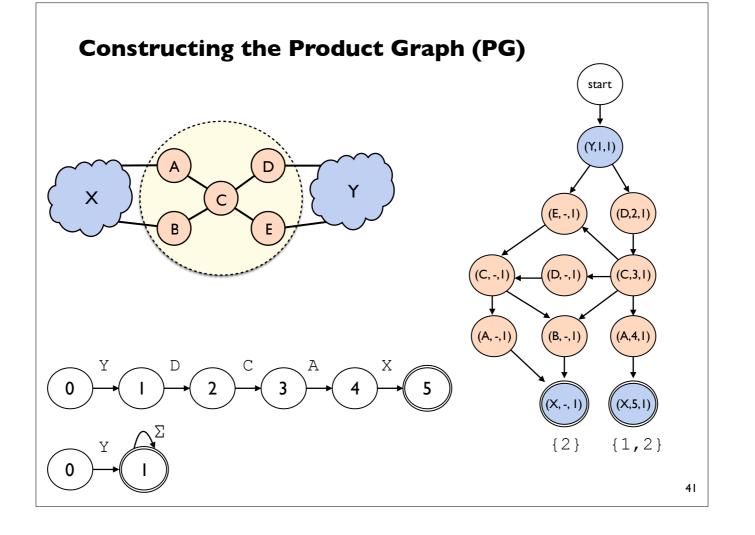


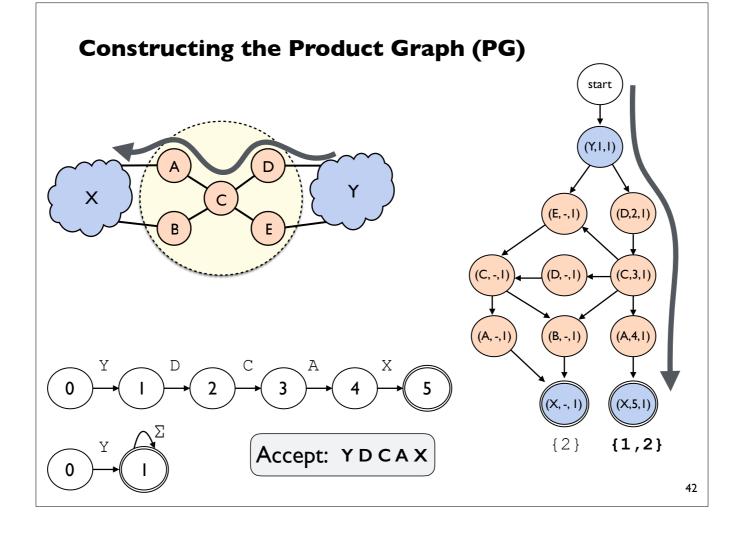


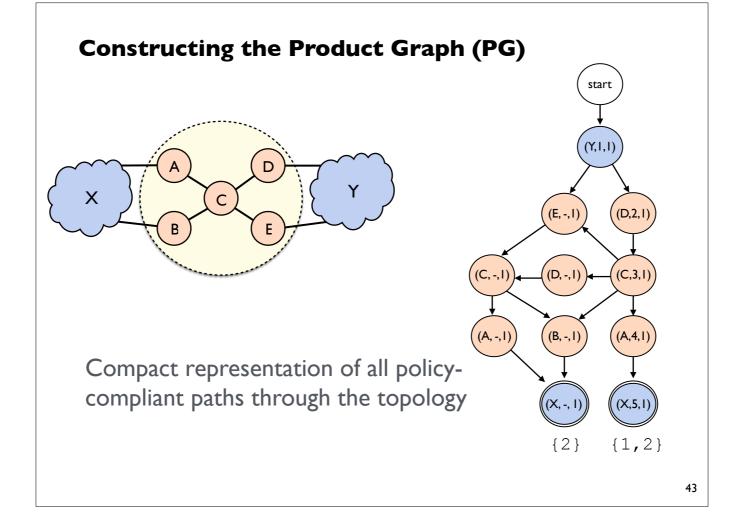


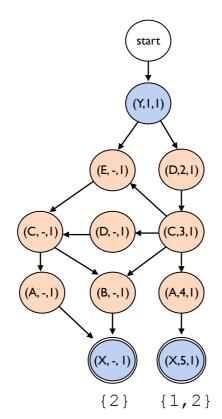










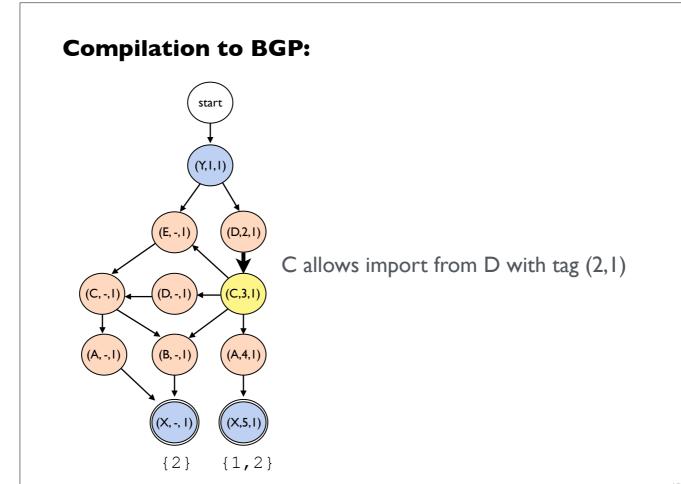


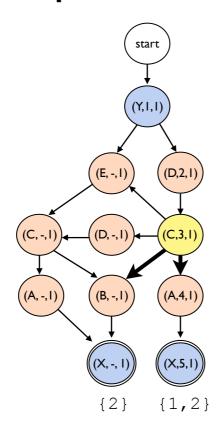
Idea I: Restrict advertisements to PG edges

- Encode PG state in community tag
- Incoming edges import filters
 Outgoing edges export filters

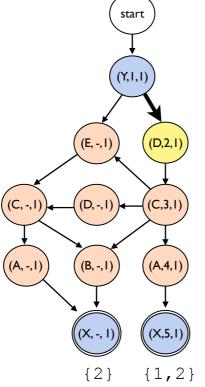


Let BGP find some allowed path dynamically

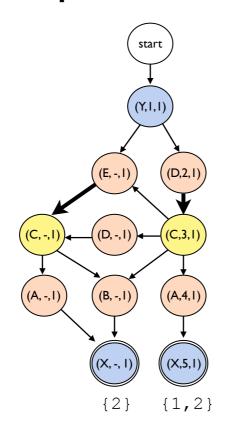




C exports to A,B with tag (3,I)



BGP regex filter: Y

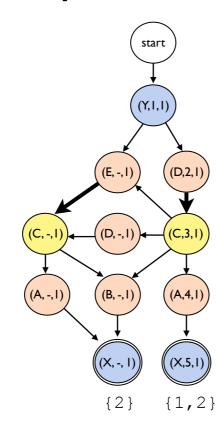


Idea 2: Find preferences

- Direct BGP towards best path
- Under all combinations of failures



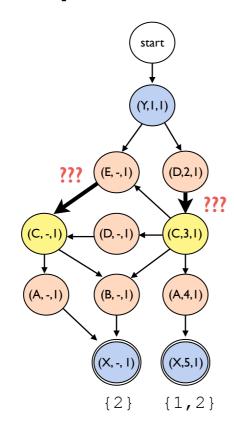
Let BGP find the best path dynamically



Router C

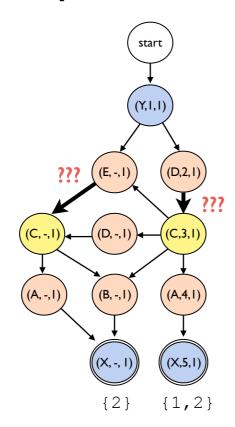
match peer = D ...

match peer = E ...



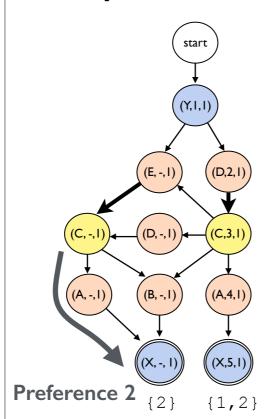
Router C

match peer = D ...
local-pref ← ??? match peer = E ... local-pref ← ???



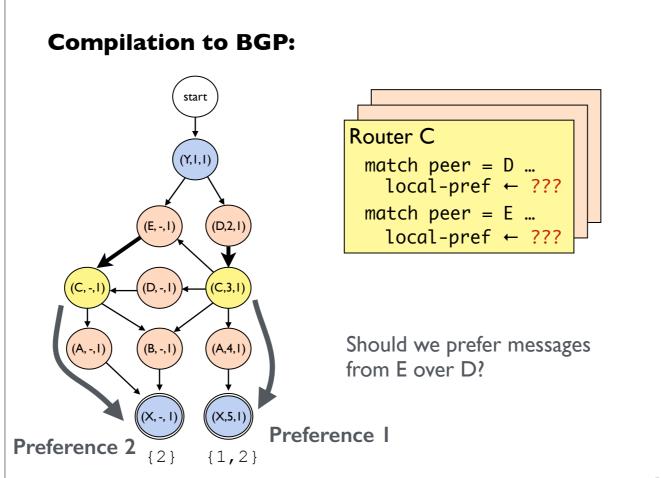
Router C match peer = D ...
local-pref ← ??? match peer = E ... local-pref ← ???

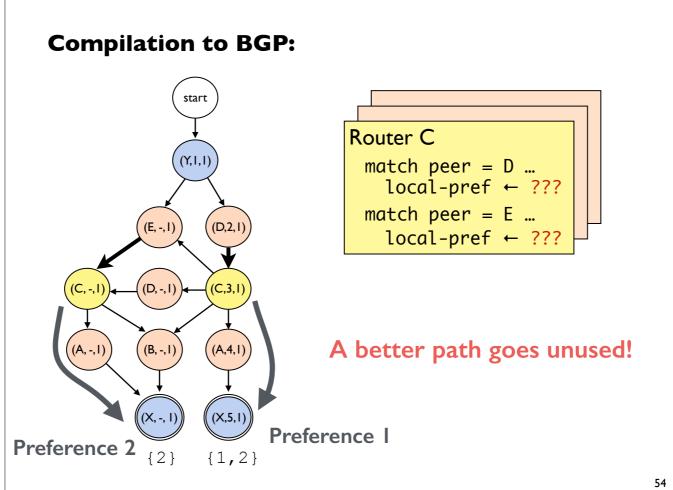
Should we prefer messages from E over D?

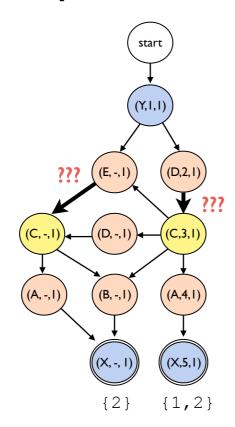


Router C match peer = D ...
local-pref ← ??? match peer = E ... local-pref ← ???

Should we prefer messages from E over D?







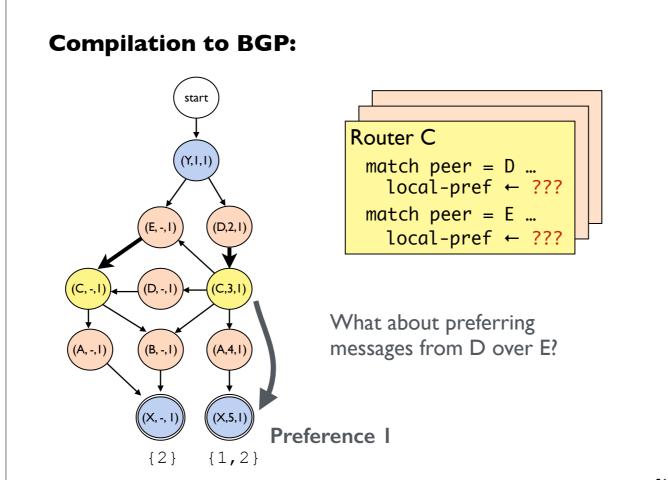
Router C

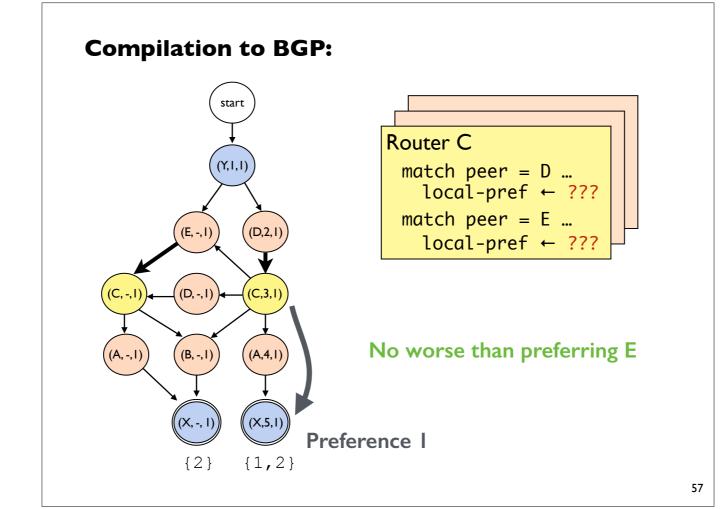
match peer = D ...
local-pref ← ???

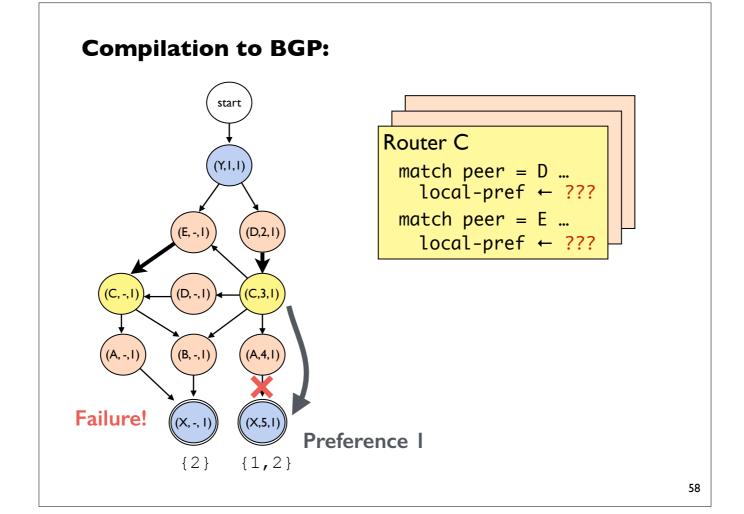
match peer = E ...

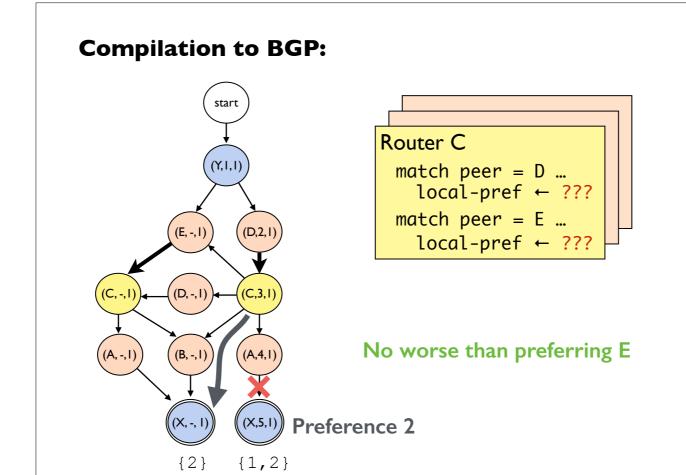
local-pref ← ???

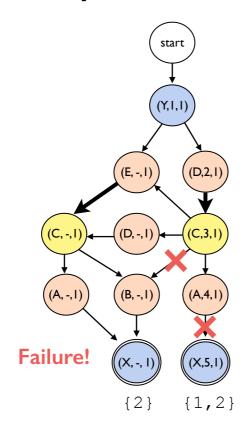
What about preferring messages from D over E?





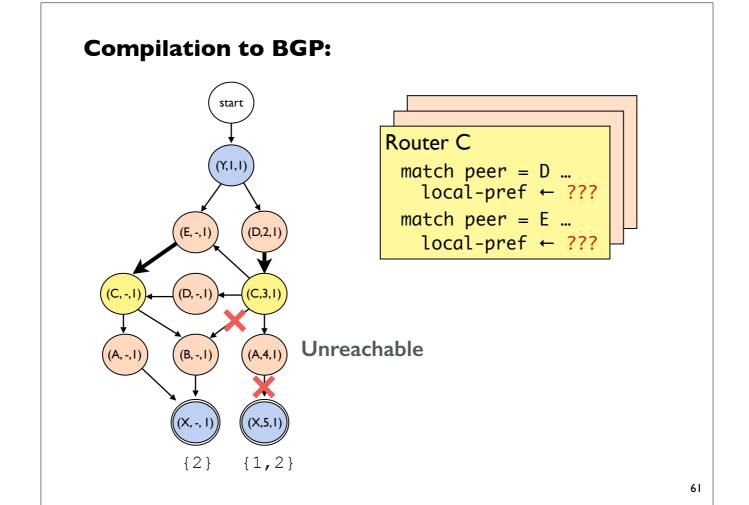


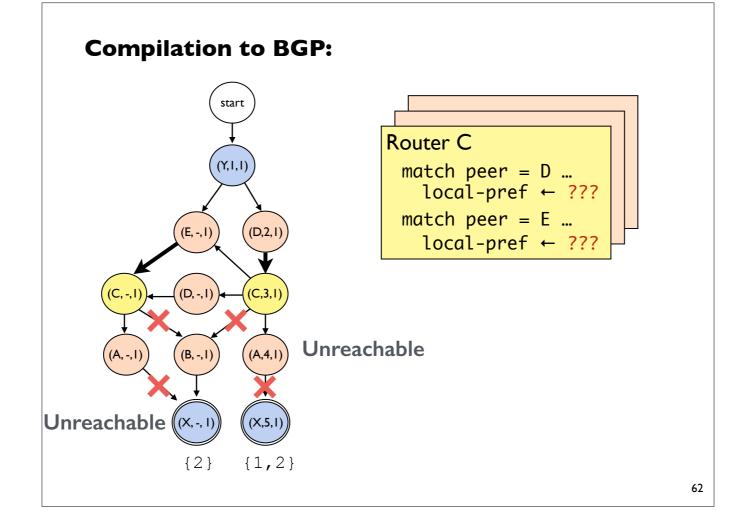


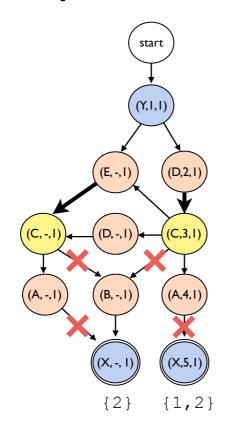


Router C

match peer = D ... local-pref ← ??? match peer = E ... local-pref ← ???





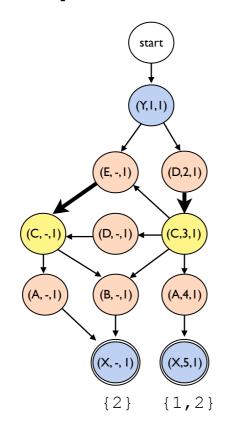


Router C match peer = D ... local-pref ← ???

match peer = E ...

local-pref ← ???

No worse than preferring E



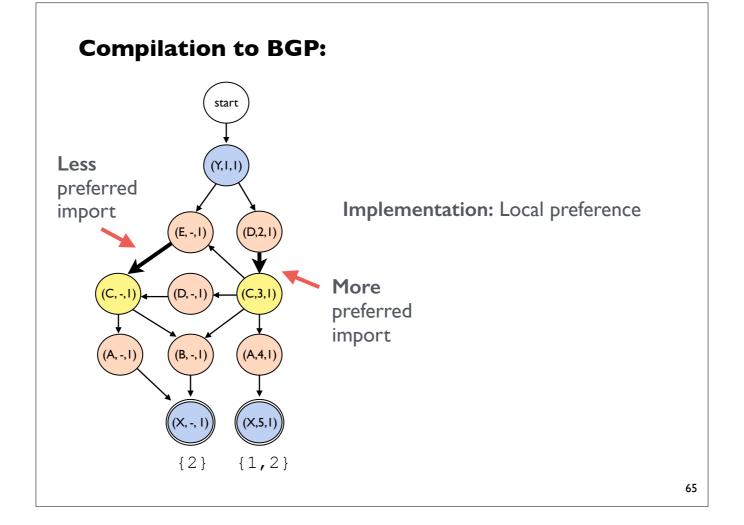
Router C

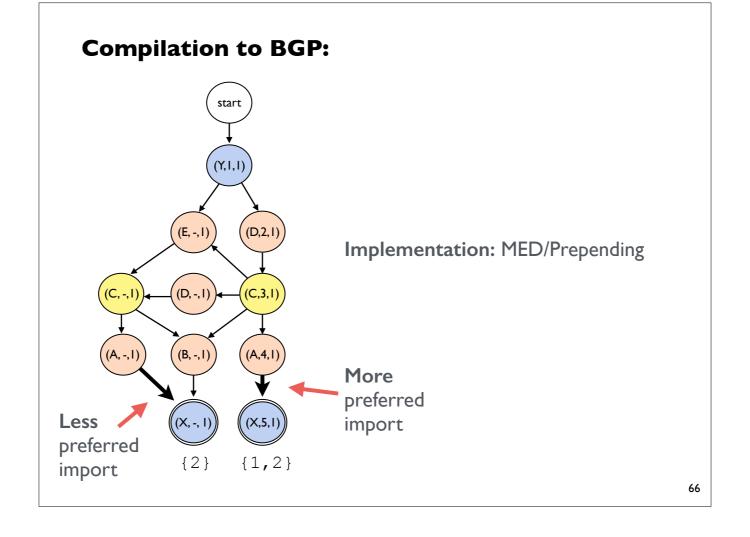
match peer = D ...
local-pref ← ???

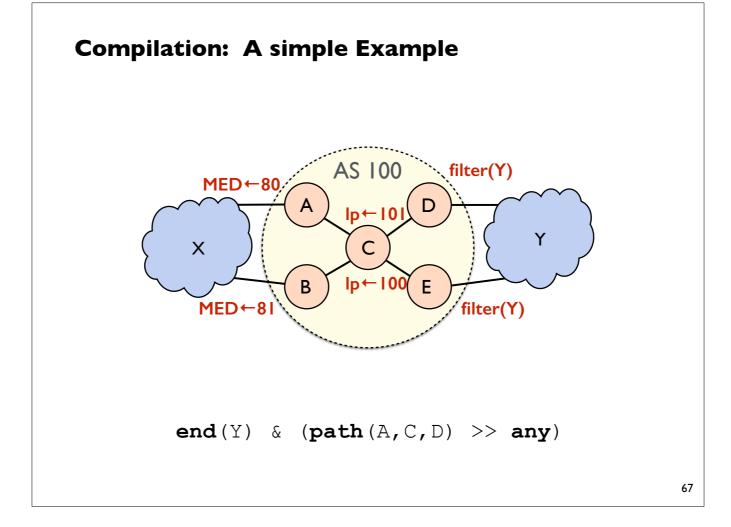
match peer = E ...
local-pref ← ???

All failures checked efficiently by a greedy graph algorithm

See paper for details!







Mention demo & poster here (unless it is before, which I think it might be)

Benchmarks

- Configurations from a large cloud provider
- Policy described in English documents
- Datacenter policies (~1400 routers)
- Backbone policies (~200 routers)

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We translated the documents into Propane

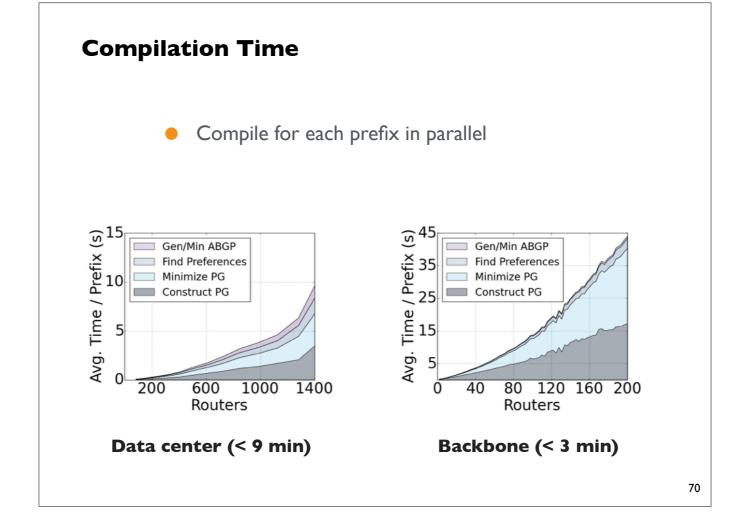
Policy Size

Not counting prefix/peer definitions

- Datacenter policy: 31 lines of Propane
- Backbone policy: 43 lines of Propane

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Say something dramatic here (thousands of lines normally), orders of magnitude smaller Biggest takeaway of the talk

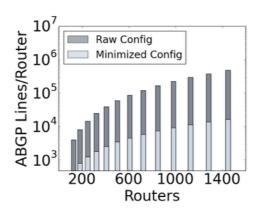


Say what the axes are

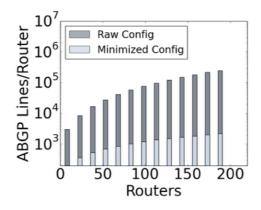
Say what the colors are (can read more about it in the paper)

Configuration Size

- Avoid using community tags when choices unambiguous
- Fall-through elimination of route maps

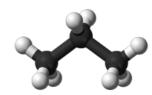


Data center



Backbone

Propane: Summary



High-level language

- Centralized network programmability
- Uniform abstractions for Inter- and Intra-domain routing
- Constraints specify preferred paths and backups in case of failure
- Core policy in 30-50 lines of Propane vs. 1000s

Compiler

- Distributed implementation via BGP
- Generates filters, preferences, community values, MEDs, etc.
- Static analysis guarantees policy compliance for all failures
- Scales to reasonably sized network topologies