

# data centers' architecture and routing

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<b>Description</b>	Basics of Data Centers' Routing

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# Multi-Path

in a nutshell

# Multi-Path

- data center architectures allow to establish several paths between pairs of nodes
- Multi-Path routing is used to
  - distribute and balance the traffic among different paths
  - increase the fault tolerance

# Multi-Path

- allows to have more than one next-hop for the same prefix in the FIB (Forwarding Information Base)
- needs kernel support
  - the main OSes and routers support it
- different usage policies can be applied
- packets of the same *flow* should use the same path
  - reordering packets is computationally heavy

# Equal-Cost Multi-Path (ECMP)

- a specific approach to Multi-Path
- exploits paths to the same destination that have the same “cost”
  - e.g., same IGP cost, same number of hops
- allows to choose among the available paths in a uniform way
- often used in Fat-Tree data centers
  - we’ll get there in a couple of slides

# how packets are forwarded

- for each packet, the kernel decides the FIB entry to be used
- different policies are allowed
  - hash-based policy
    - Layer-3 hash (src IP, dst IP)
    - Layer-4 hash (src IP, dst IP, src port, dst port, protocol)
  - round-robin

# Hyper-scale Data Centers

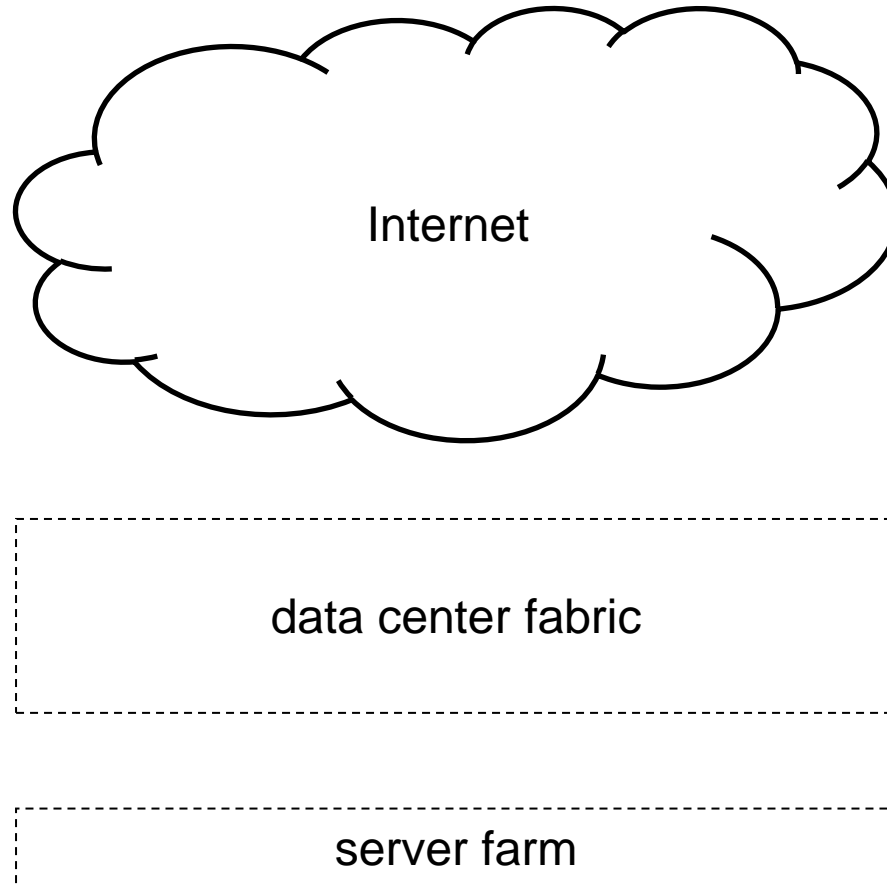
main concepts



# a high-level architecture

- Internet connections
  - multiple redundant high-speed fiber optic links
- fabric
  - infrastructure designed to transport packets between servers and between servers and Internet
- server farm
  - host applications and services

# a high-level architecture



# fabric architecture

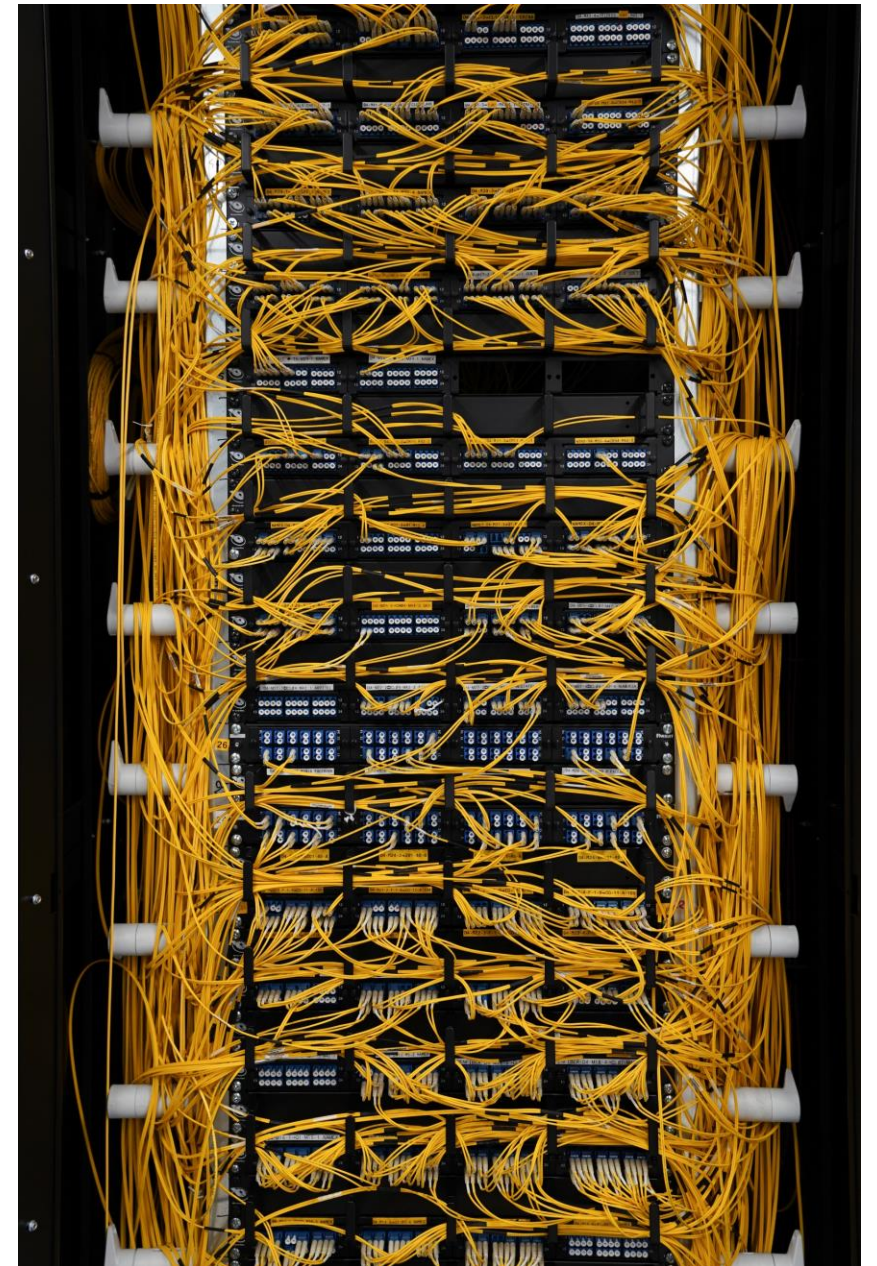
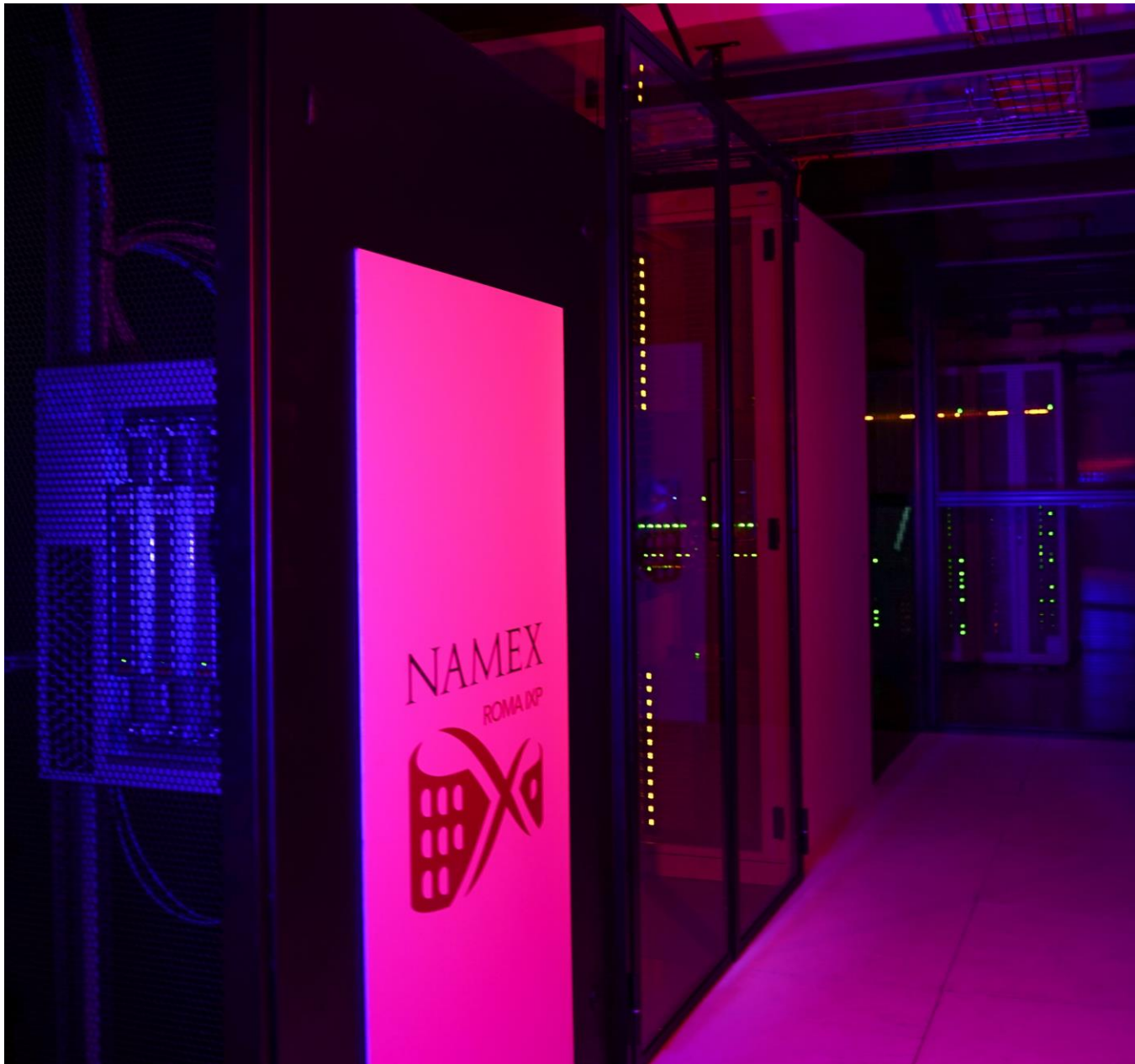
## why Fat-Trees?

# overview – fabric architecture

- real-life data centers
- service model
- data center network
  - traffic flow directions
  - requirements
  - components
  - topologies

# real data center information – figures

- links are fiber optic links
- each link in the fabric is at least at 100Gb/s
- each switch is at least of 64 ports
- about 5,000 switches/routers
- about 60,000 servers



# data center failures – yearly report

statistics by Google (2008) in a *portion* of data center composed of 1,800 servers:

- 1,000 individual machine (switch/router or server) failures
- thousands of hard drive failure
- 1 power distribution unit failure
  - down for 500/1000 machines for 6 hours
- 1 cluster complete rewire (not simultaneously)

# data center service models

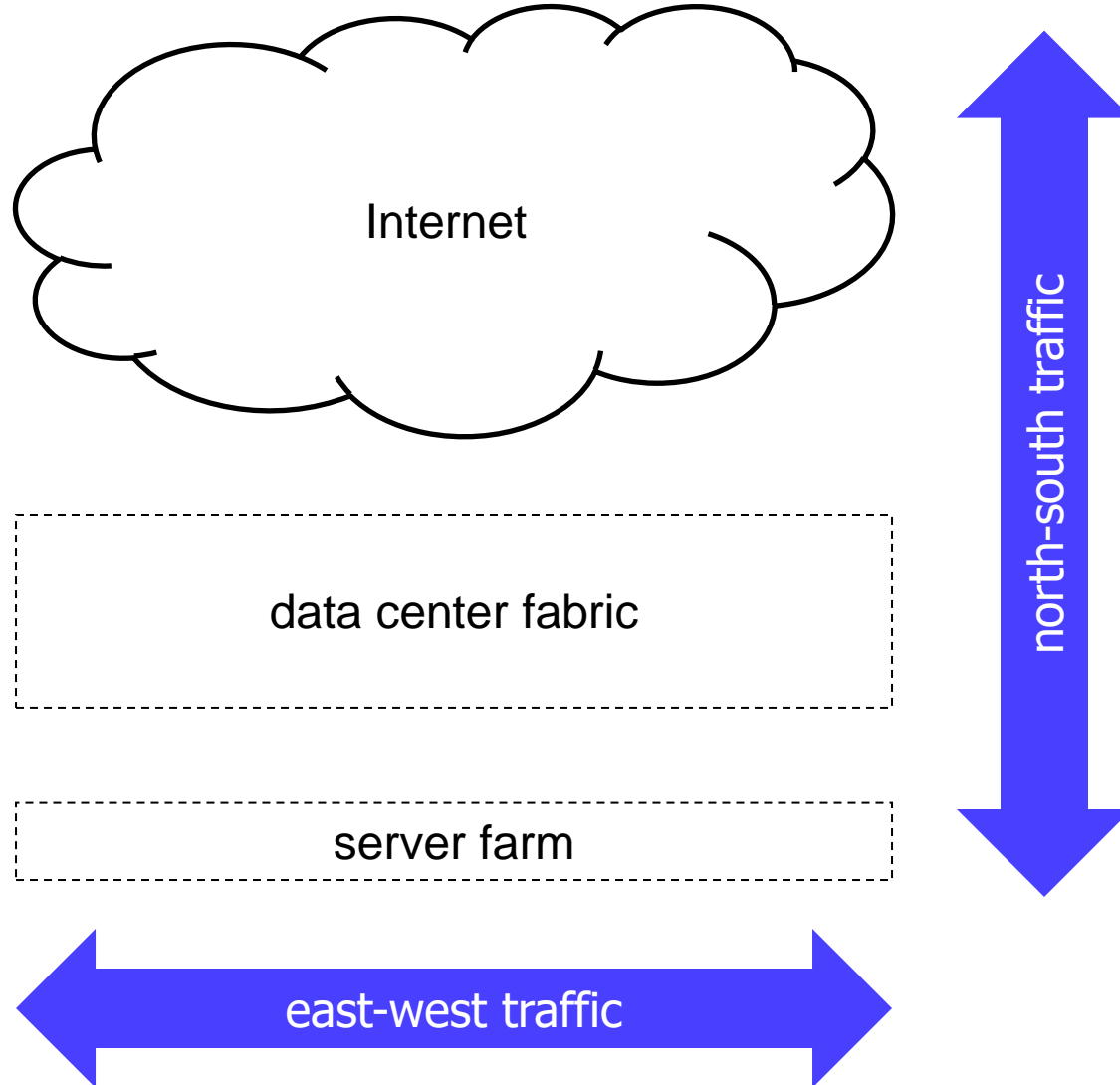
- three different service models
  - on-premise data centers
    - built, owned and operated by a company
    - often housed in a building of the organization
  - colocation data centers
    - built and owned by a company that rents space within the data center to other companies
      - the hosting company manages the infrastructure (building, cooling, bandwidth, security etc.)
      - the hosted companies provides the components, including servers, storage, and firewalls
  - cloud data centers
    - applications and data are hosted by a cloud service provider such as Amazon Web Services (AWS), Microsoft Azure, and Google Cloud Platform (GCP)



# traffic flows inside a data center

- two types of flows can be identified
  - traffic exiting or entering the data center
    - also called “north-south traffic”
    - data sent/received via Internet
  - server-to-server communications
    - also called “east-west traffic”: in data center schemata servers are typically drawn side-by-side
    - primarily, supports micro-services and distributed architectures

# traffic flows inside a data center



# data center network requirements

- support high-bandwidth server-to-server communication
  - applications that rely on cluster computations, such as Hadoop or Spark, can involve hundreds or thousands of servers
  - customer's containers/virtual machines (VMs) are distributed across multiple servers but need to communicate seamlessly
  - microservice architectures heavily rely on server-to-server communication
- scale
  - data centers range from a few hundred to a hundred thousand servers in a single physical location
- resilience
  - data center applications are designed to work in presence of failures

# data center network components

- data center nodes can be connected by using two network component types
  - specialized hardware
    - proprietary hardware that can scale to clusters of thousands of nodes with high bandwidth
      - e.g., Google Jupiter and InfiniBand switches
    - expensive option
  - commodity switches and routers
    - cheap option
    - widely adopted, this is the option we consider in the following

# topology requirements

- scalability

- it should be possible to expand the data center
- in other words, it must be possible to buy and deploy hardware similar to the one already deployed

- bandwidth

- hosts in the fabric should communicate with each other using the full bandwidth of their NICs

# data center network topologies

- several topologies have been proposed
  - Clos
  - Fat-Tree
  - VL2
  - Jellyfish
  - Xpander
  - DCell
  - ...

# Clos topology

- invented by Edson Erwin in 1938 to address scalability issues in telephone networking
  - formalized by Charles Clos in 1953
- the original problem was allowing  $N$  contemporary connections from  $N$  input lines to  $N$  output lines without using a single crossbar switch

# Fat-Tree topology

- Fat-Trees were originally introduced by Charles Leiserson in 1985
- the Fat-Tree is a special case of a Clos
- typical Fat-Tree architectures today consist of three level of nodes (switches/routers)
- high redundancy
- constant *bisection* of the available bandwidth
- typically, nodes have the same characteristics
  - easier to stock spare equipments



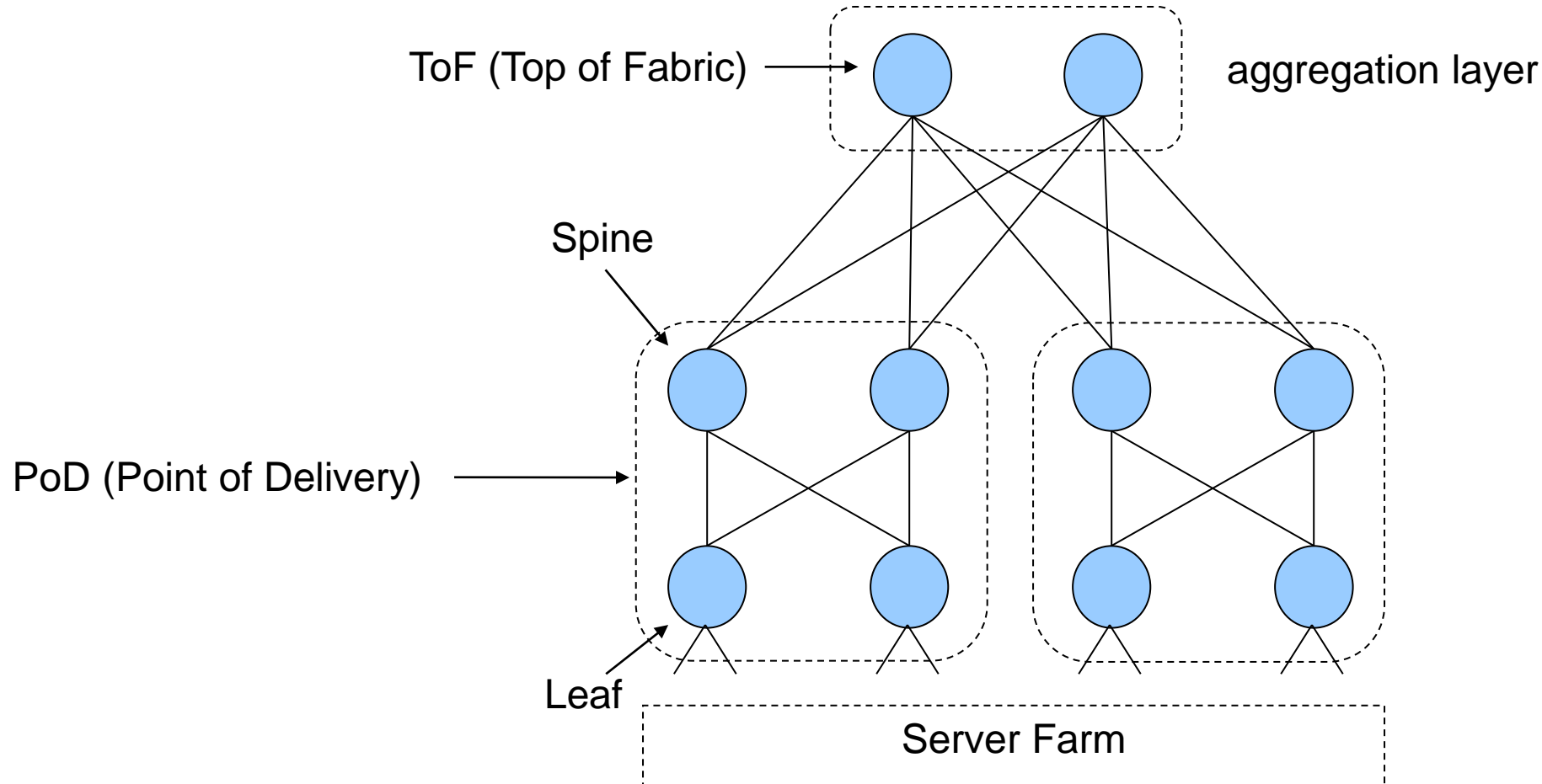
# Fat-Tree parameters

- the Fat-Tree is a modular topology
- two parameters define a Fat-Tree
  - *radix* of the nodes (even number, denoted by  $2K$ )
    - number of available ports
  - *redundancy factor* (denoted by  $R$ )
- usually, if the radix of a node is  $2K$  it has  $K$  connections towards the north and  $K$  connections towards the south
  - different choices are possible, but not considered here

# Fat-Tree nodes

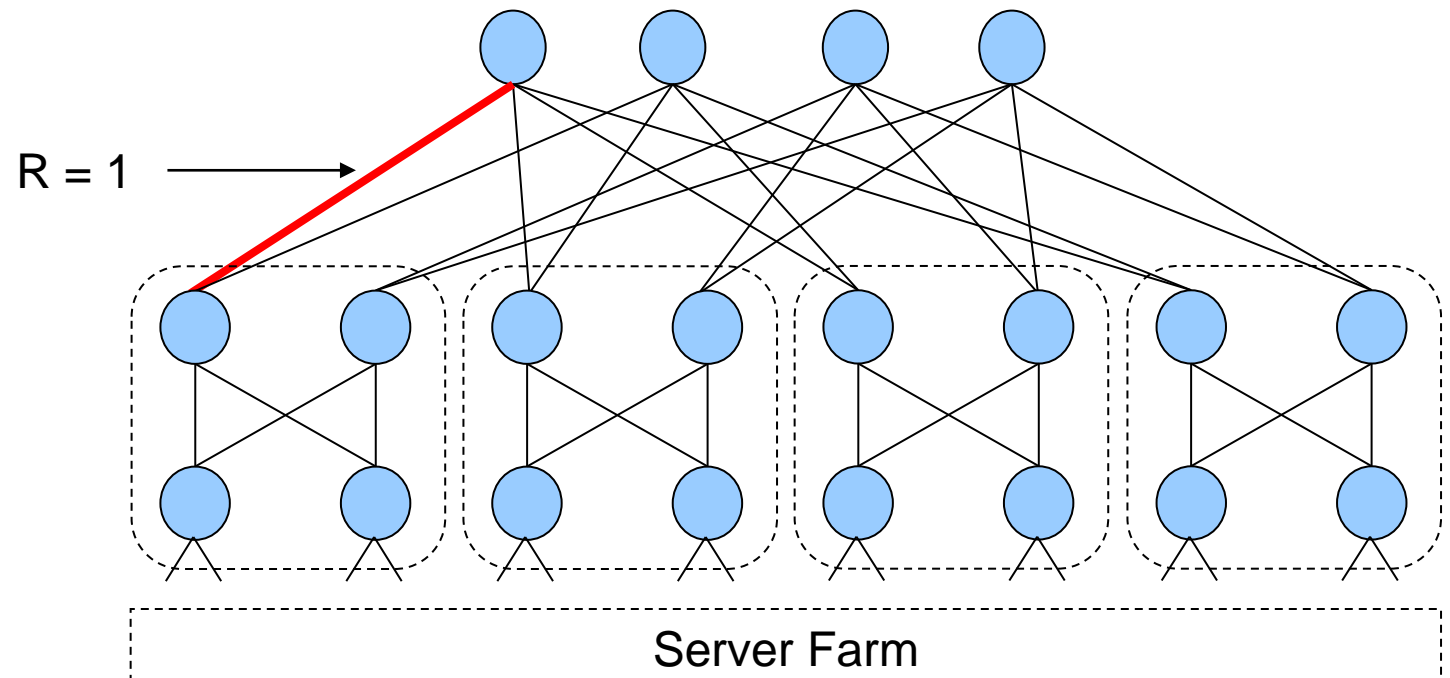
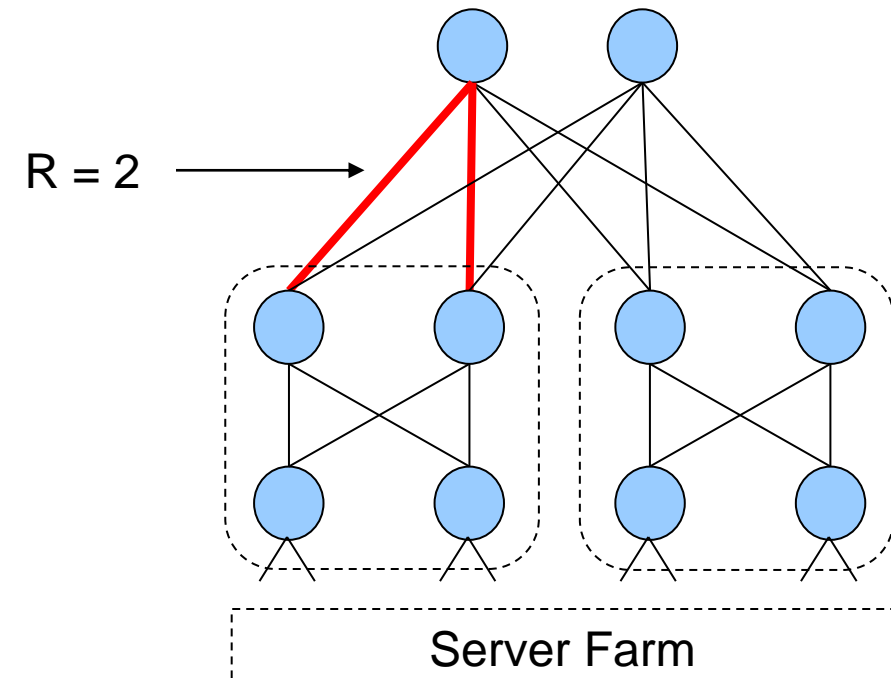
- Leaf
  - node connected to the server farm
- Spine
  - node north of Leaves and south of ToF nodes
- Point of Delivery (PoD)
  - set of fully interconnected Leaves and Spines
- Top of Fabric (ToF)
  - set of top nodes that provide inter-PoD communication

# an example of Fat-Tree: $FT(K=2, R=2)$



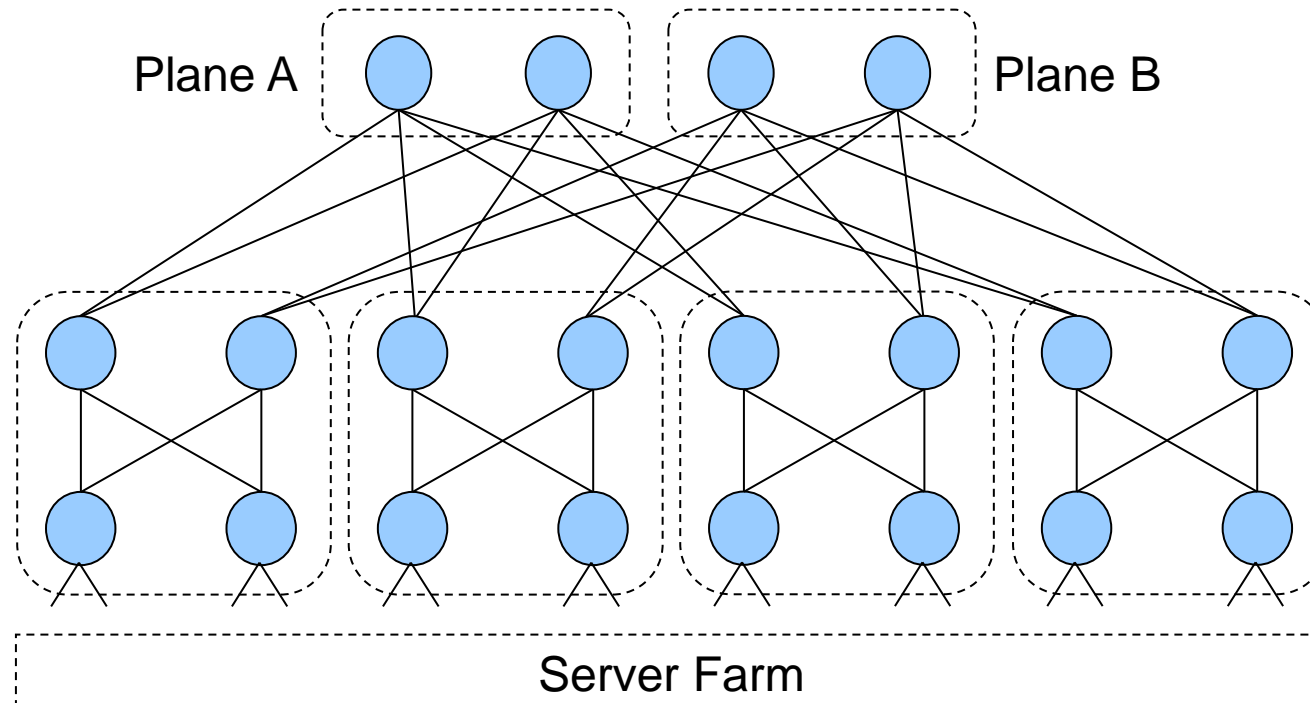
# redundancy factor (R)

- number of links between a ToF node and a PoD
- allow to connect more PoDs reducing the redundancy



# multi-plane Fat-Tree

- when  $K \neq R$  the Fat-Tree is called *multi-plane*
- the ToF nodes are partitioned in sets called *planes*



# example of a multi-plane Fat-Tree

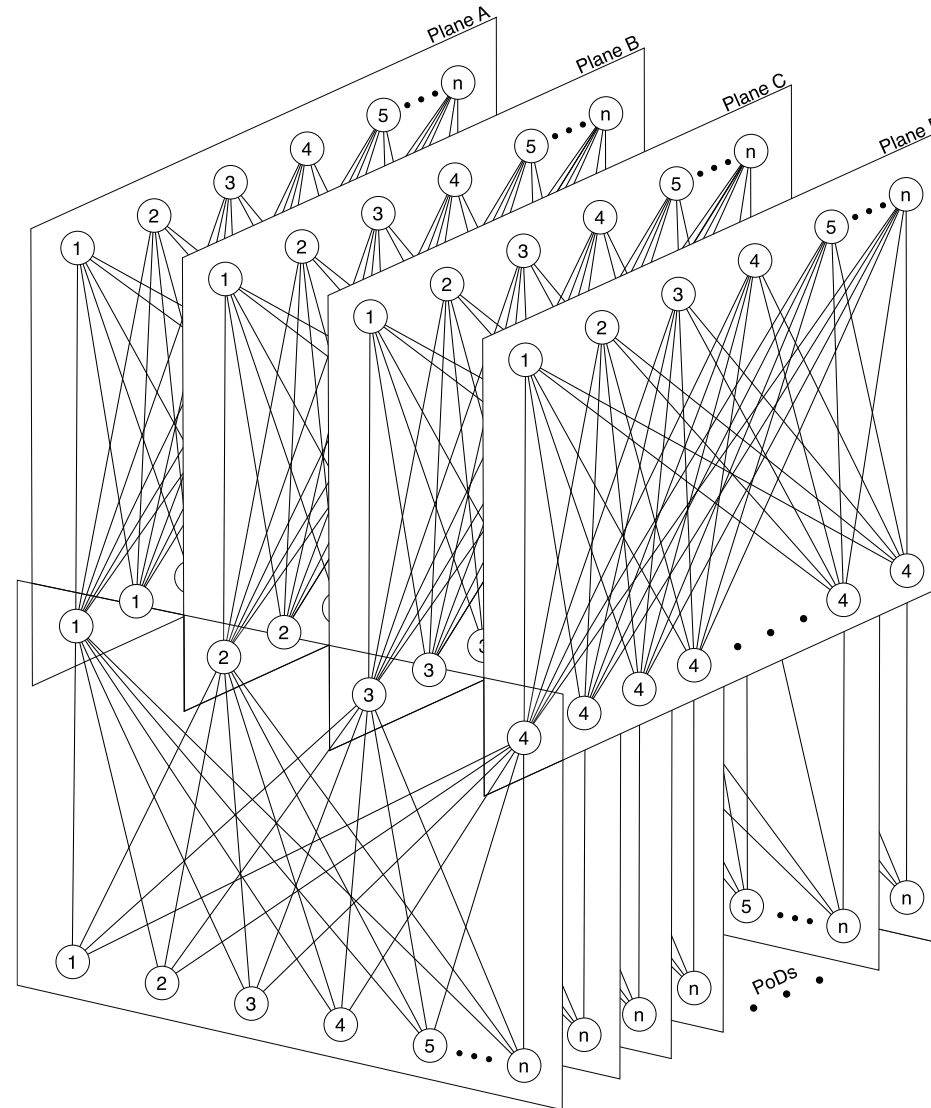
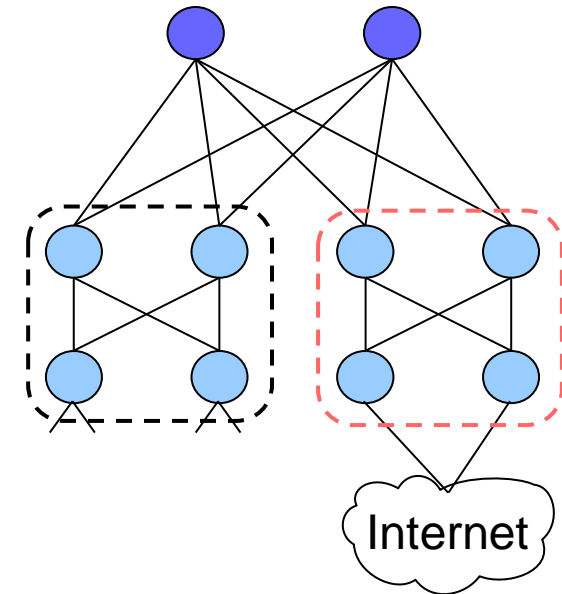
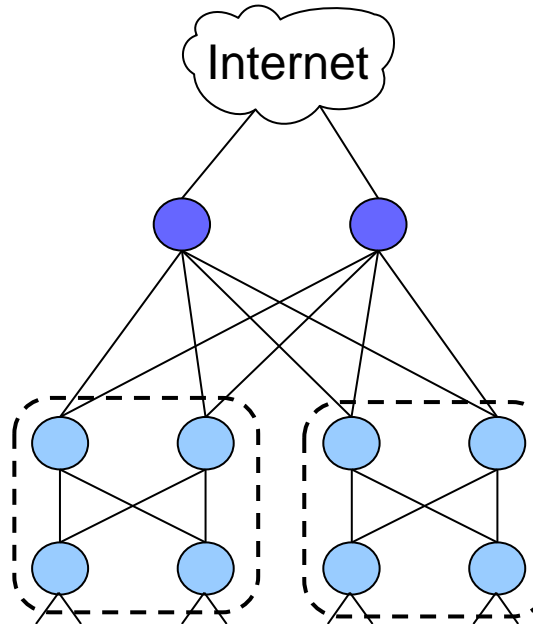


diagram from the  
IETF RIFT Draft

# connecting a Fat-Tree to the Internet

- two strategies
  - usage of a dedicated PoD

- usage of ToFs



# routing in Fat-Trees

why BGP?



# overview – routing

- why routing and not switching?
- the choice of the routing protocols
- why using BGP in Fat-Tree data centers?
- inter-domain routing VS data center routing
- BGP in the data center

# why routing and not switching?

	Pros	Cons
<b>Switching (L2)</b>	No configuration needed	<ul style="list-style-type: none"><li>• STP protocol has no multipath support</li><li>• Using VLANs for load balancing is tricky</li><li>• Broadcast traffic flooding the network</li></ul>
<b>Routing (L3)</b>	Multipath support	<ul style="list-style-type: none"><li>• Need of routing protocols</li><li>• Complex configuration</li><li>• Need of automating the configuration</li></ul>

# choosing a routing protocol

- there are many possibilities, among them
  - a classical IGP protocol (e.g., OSPF, IS-IS)
  - BGP (most used in Hyperscale data centers)
  - RIFT (Routing In Fat-Trees)
    - Under standardization at IETF
    - Designed for Fat-Trees topologies
  - OpenFabric
    - IS-IS variant created for Clos topologies
  - SDN Protocols

# why using BGP in Fat-Tree data centers?

- BGP has several stable and robust implementations, even open-source
  - e.g., FRRouting, Quagga
- BGP generates less flooding than common IGP (IS-IS, OSPF, etc.)
  - if a received update does not change the best route, a BGP speaker does not propagate the update
- BGP natively supports ECMP (Equal-Cost Multi-Path)
  - Fat-Trees have many paths with the same length

# why using eBGP? (and not iBGP)

- the most obvious choice would be to use iBGP since the data center networks is under the same administration
- however, eBGP is always used because
  - eBGP is easier to setup, no need for IGP
    - with iBGP, the IGP would compute routes
  - iBGP multipath support has some limitations
    - can be overcome, but it is complex

# inter-domain routing VS DC routing

<b>inter-domain routing</b>	<b>data centers' routing</b>
the internet has relatively sparse connectivity	data centers' networks have very dense connectivity
stability is preferred over quick convergence	quick convergence is preferred over stability
the aim is computing a single best path for each destination	the aim is computing multiple paths to each destination

# BGP in the data center

- BGP was primarily devised for inter-domain routing
  - default configurations are not suitable in a data center
- needs some tweaks described in RFC-7938
  - AS numbers assignment
  - ECMP *policy relax*
  - timer adjustment

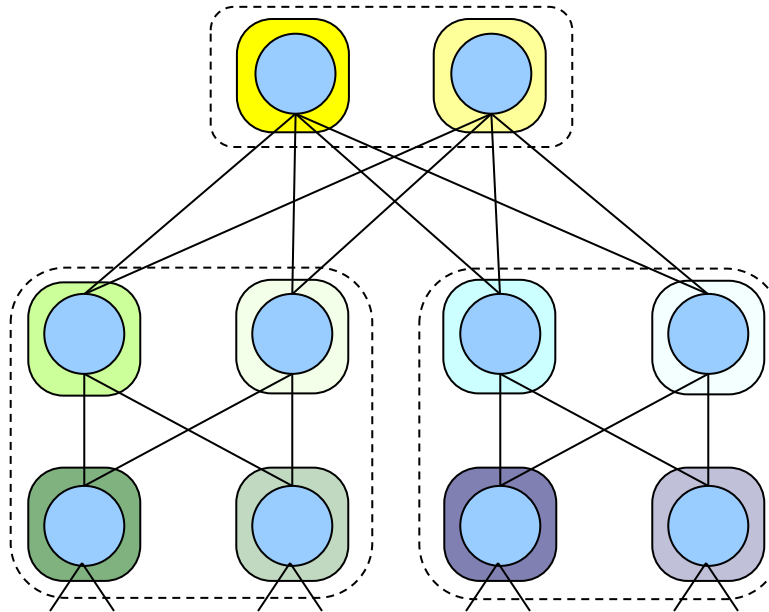
# AS numbers assignment

- global ASNs are not used in the data center
  - they can be misleading
    - because operators associate them with names
  - they are dangerous
    - an accidental leakage of the internal BGP notifications to the internet may be disruptive
- private ASNs are generally used
  - the 2-byte ASNs allow only 1,023 private ASes in the range 64512–65534
  - the 4-byte ASNs support almost 95 million private ASes in the range 4,200,000,000–4,294,967,294



# ASes and routers

- the most obvious choice would be assigning a different ASN to each node
- however, this approach would lead to BGP *path exploration* issues

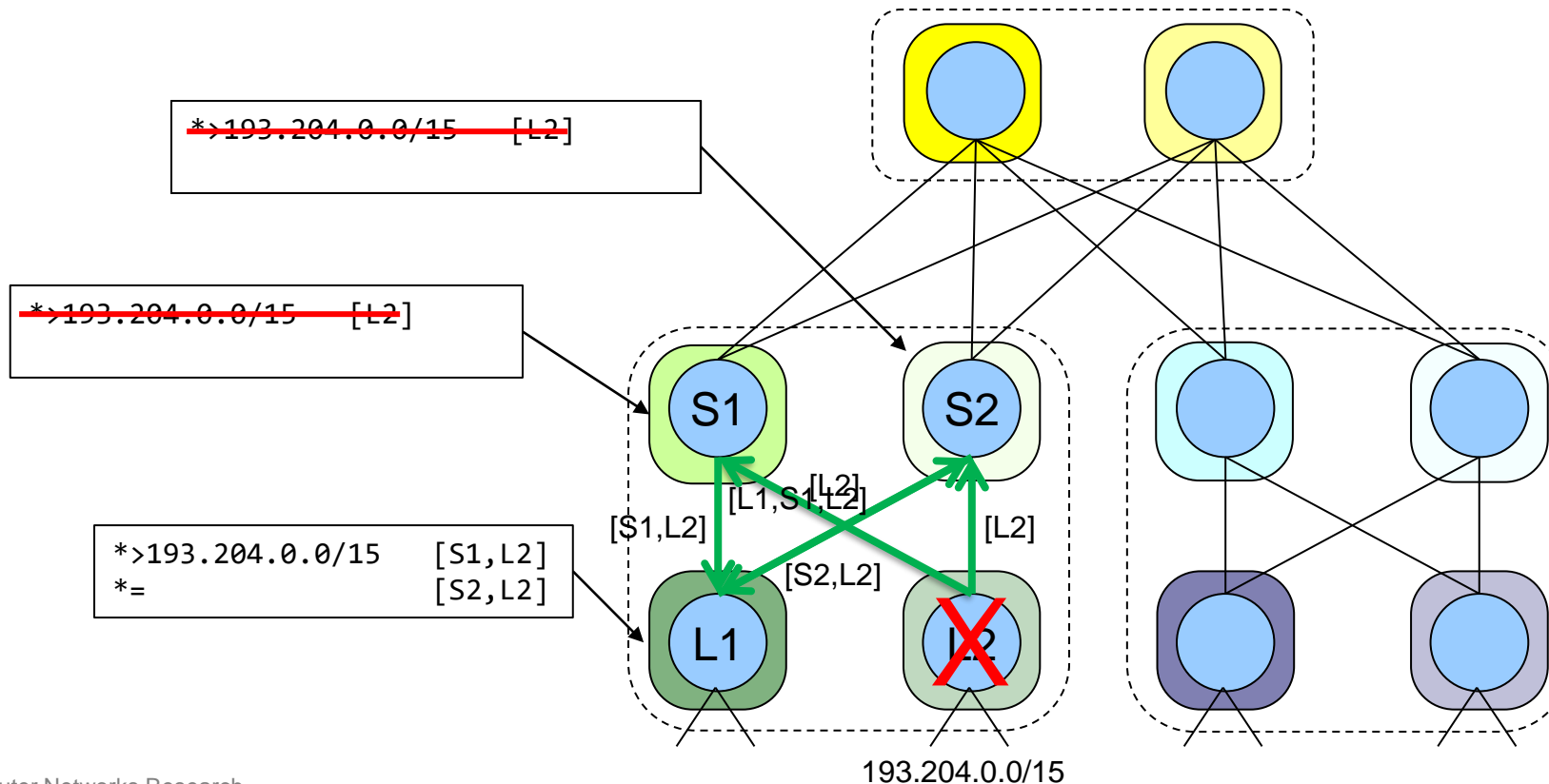


# BGP path exploration

- immediately after a fault there is a transient period when inconsistent AS-paths are propagated in the network
  - routers have plenty of alternatives and jump from one to another before all alternatives are withdrawn
  - each best route change is propagated again by the routers
  - lots of useless BGP updates are transmitted
- since data centers' topologies are dense and hence have a lot of cycles this problem has to be addressed

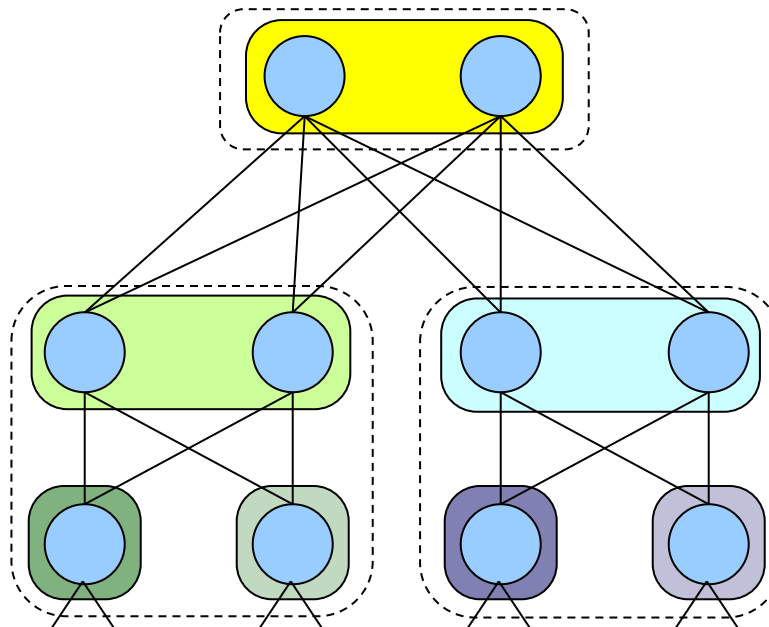
# the problem of BGP path exploration

- because of the adopted AS scheme several fake routes could be possible during path exploration



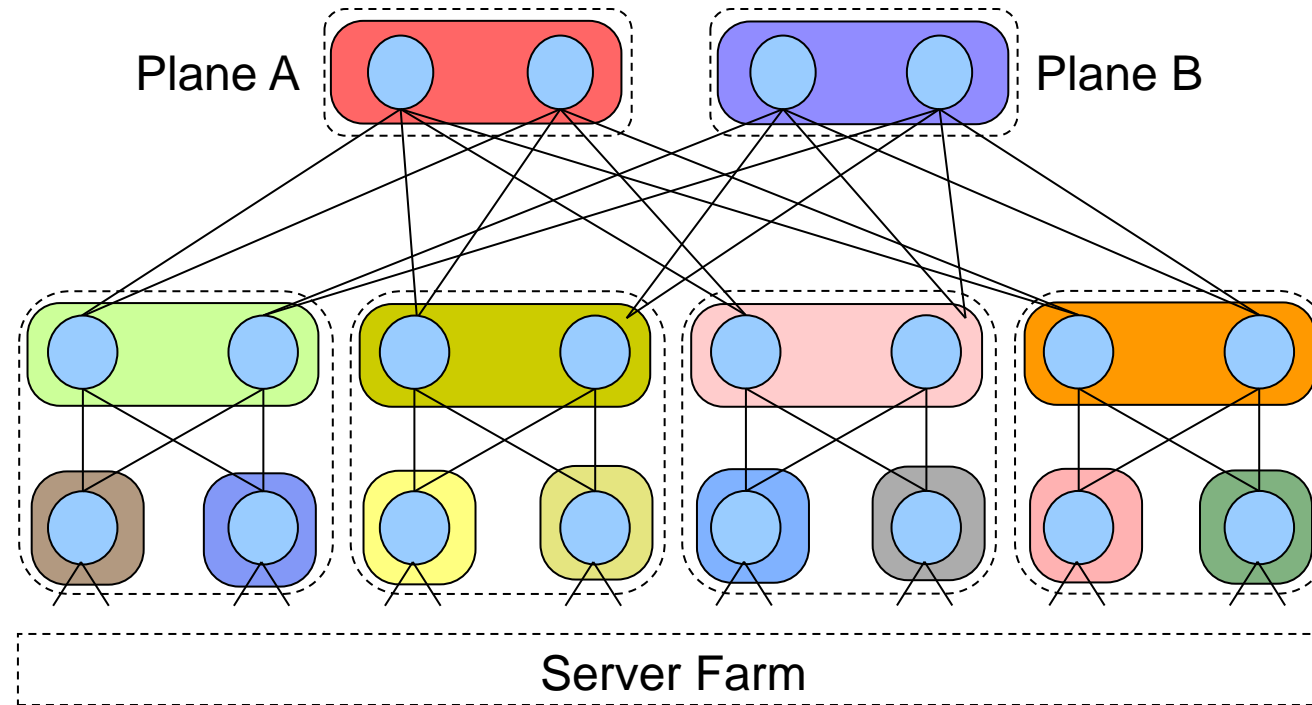
# the ASes scheme of choice

- each Leaf is a different AS
- the Spine nodes of each PoD belong to the same AS
- the ToF nodes of the same plane belong to the same AS



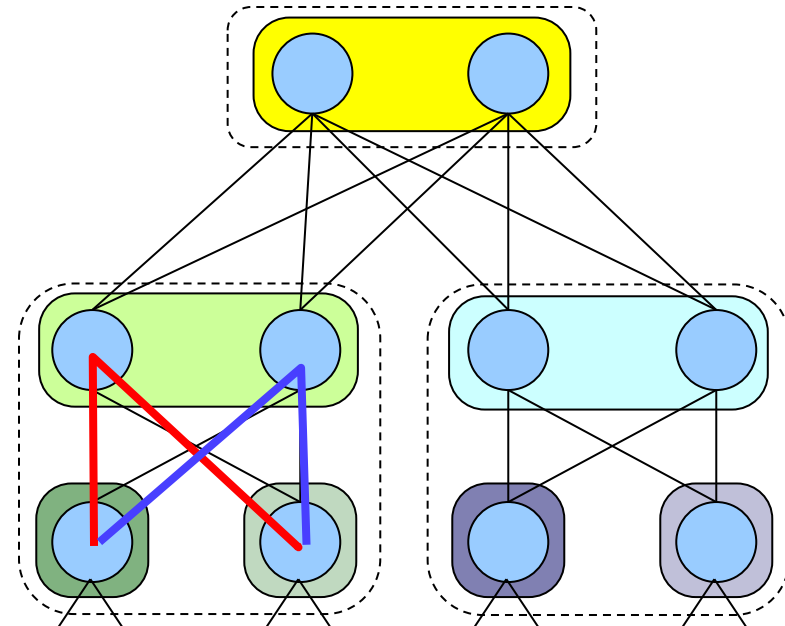
**BEWARE:** there  
are NO iBGP peerings

# the ASes scheme of choice – multi-plane



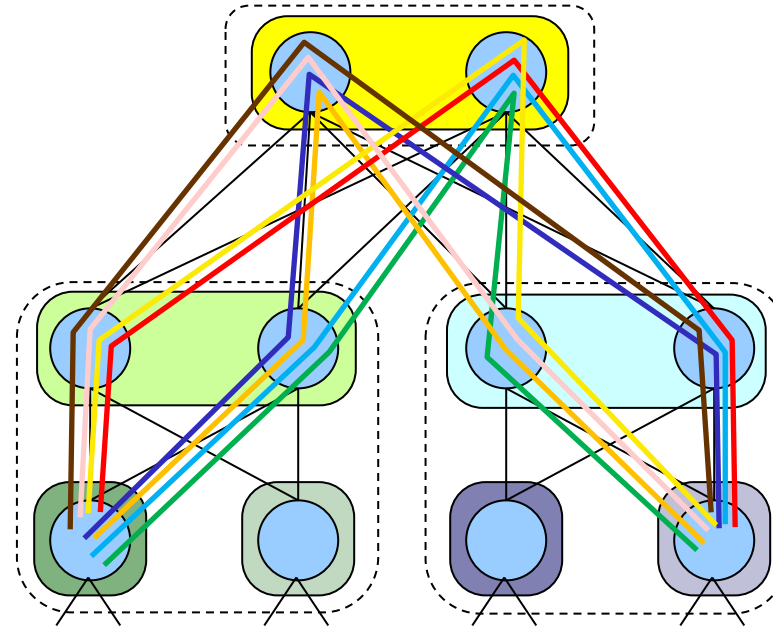
# multiple paths between Leaves

- the adopted AS scheme allows for multiple paths between pairs of Leaves
  - in a FT( $K=2, R=2$ ) only two paths are possible between two Leaves of the same PoD
    - they don't leave the PoD



# multiple paths between Leaves

- the adopted AS scheme allows for multiple paths between pairs of Leaves
  - in a  $FT(K=2, R=2)$  eight paths are possible between two Leaves of different PoDs



# BGP and ECMP

- BGP natively supports ECMP
- by default, BGP considers two announcement of the same prefix “equal” if they are equal in each best-path selection criterion except for the last one
  - lowest router-id of the announcing peer
- to enable multi-path, BGP requires that the AS-paths selected for multi-path match exactly
  - not just they have equal-length but equal AS numbers inside



# BGP multi-path relax

- when the AS\_PATH lengths of different announcements for the same prefix are the same, the best-path algorithm skips checking for exact match of the AS numbers
- this modification is often called “as-path multipath-relax”
  - different vendors may use different names
- really needed for using dual attached servers and multi-plane Fat-Trees

# tuning BGP timers

- there are four main timers that are responsible for BGP behaviour
  - advertisement interval timer
  - keepalive timer
  - hold timer
  - connect timer

# advertisement interval timer

- announcements that need to be sent to a neighbor are bunched together and sent together only when the interval expires
  - then the timer is reset for that neighbor
- the default value for eBGP is 30s
  - in interdomain routing this improves stability and reduces the number of multiple updates for the same prefix
- in data centers is set to 0s
  - it is required for fast convergence

# keepalive and hold timers

- each BGP peer sends periodic keepalive messages to its neighbors according to the keepalive timer
- when a peer doesn't receive a keepalive for a period greater than the hold timer
  - the connection is dropped
  - all the announcements received are considered invalid
  - the peer tries to re-establish the connection
- by default, the keepalive timer is 60s and the hold timer is 180s
- in data centers timers of 3s and 9s are used, respectively

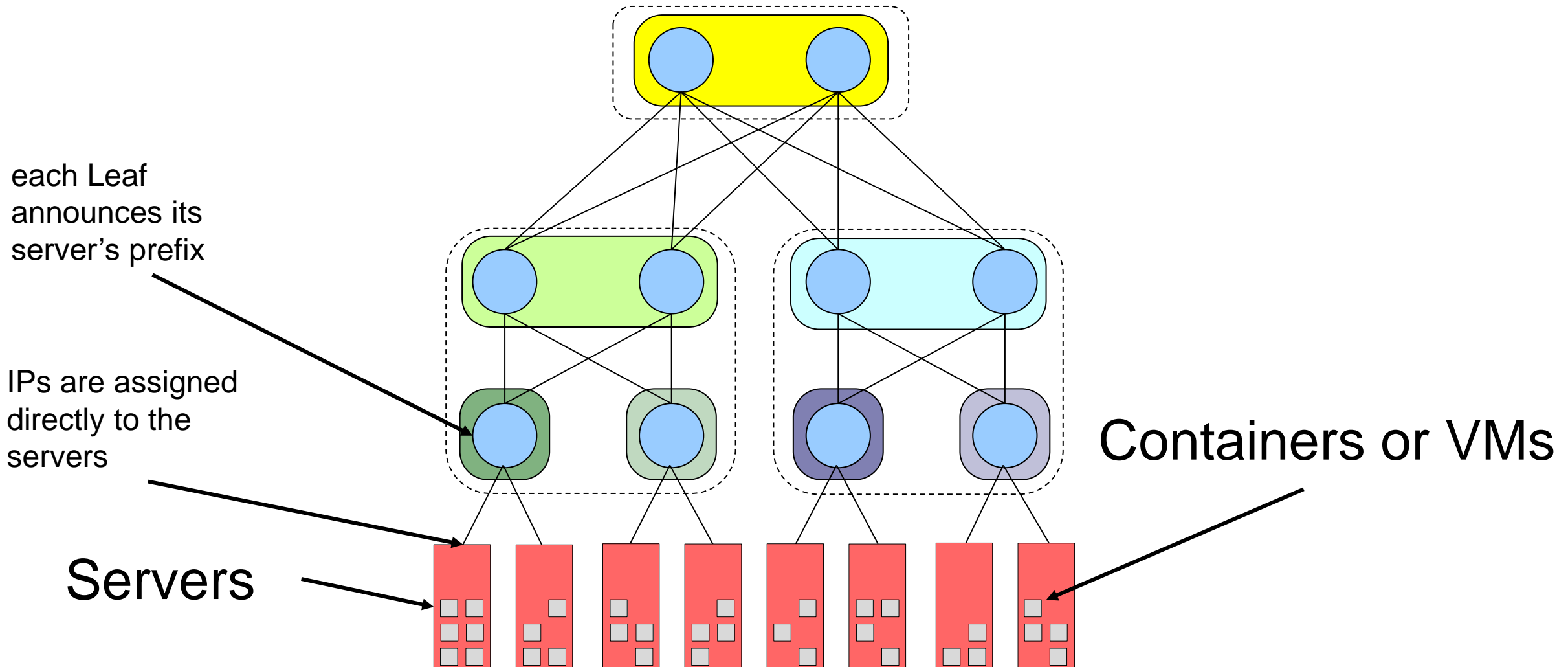
# connect timer

- when a connection to a peer fails, BGP waits for the connect timer expiration before attempting to reconnect
  - the connect timer by default is 60s
  - this can delay session re-establishment when a link recovers from a failure or a node powers up
- in data centers it is set to 10s

# automating the configuration

- unnumbered interfaces
  - used to establish peerings specifying the interface name rather than the IP address and the remote AS number
- peer groups
  - used to specify policies for groups of peers

# connecting the servers



# disadvantages

- containers/VMs share the same IP prefix of the server
  - no possibility to move containers between servers without IP remapping
- tenants must follow the IP plan of the data center
  - cannot expose containers with custom IPs
- there is no isolation between
  - the data center traffic and the tenants traffic
  - different tenants



# basic Fat-Tree lab

hands on Kathará

# lab pre-conditions

- Linux and macOS
  - no specific requirement
- Windows
  - WSL 2 does not support Multi-Path
  - need to fallback to Hyper-V Docker backend
    - open Docker Desktop and go to Settings (cog in the top-right corner)
    - unselect the “Use the WSL 2 based engine” checkbox
    - click “Apply & restart”
  - or create a VM with a Linux distribution

# naming convention

## ■ tof\_x\_y\_z

- x: plane number
- y: level, always 2
- z: ToF number

## ■ spine\_x\_y\_z

- x: PoD number
- y: level, always 1
- z: Spine number

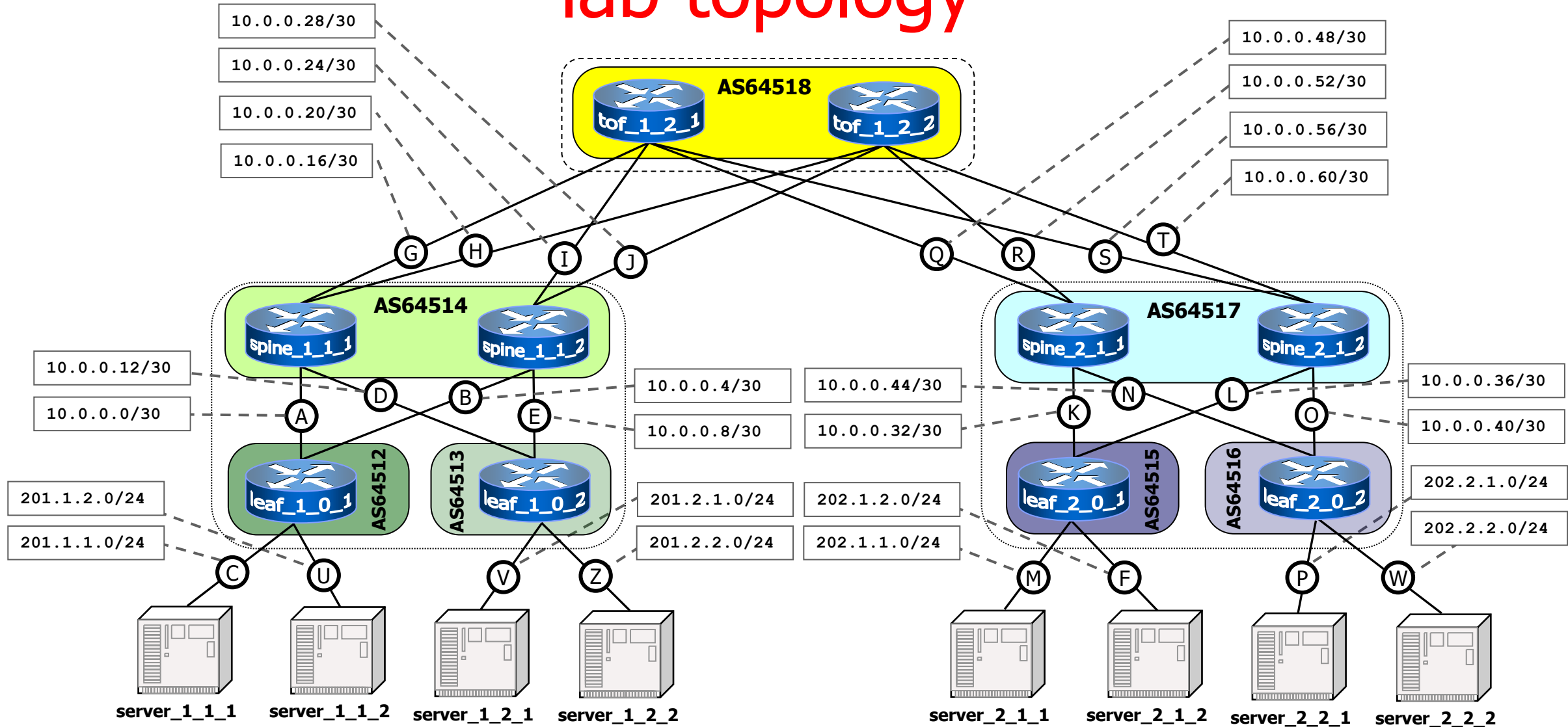
## ■ leaf\_x\_y\_z

- x: PoD number
- y: level, always 0
- z: Leaf number

## ■ server\_x\_y\_z

- x: PoD number
- y: corresponding Leaf number
- z: server number

# lab topology



# ToF configuration example

bgpd.conf

```
router bgp 64518
  timers bgp 3 9
  bgp router-id 192.168.0.14
  no bgp ebgp-requires-policy
  bgp bestpath as-path multipath-relax

neighbor fabric peer-group
neighbor fabric remote-as external
neighbor fabric advertisement-interval 0
neighbor fabric timers connect 10
neighbor eth0 interface peer-group fabric
neighbor eth1 interface peer-group fabric
neighbor eth2 interface peer-group fabric
neighbor eth3 interface peer-group fabric

address-family ipv4 unicast
  neighbor fabric activate
  maximum-paths 64
exit-address-family
```

set keepalive and hold timers

BGP multi-path relax

create a peer-group

all peers of the group are eBGP.  
The remote ASN is inferred

set advertisement interval timer

set connect timer

add interfaces to peer-group for  
unnumbered peering

enable A.F. to peer-group

maximum Multi-Path possibilities

# Spine configuration example

## bgpd.conf - part 1

```
router bgp 64514
  timers bgp 3 9
  bgp router-id 192.168.0.5
  no bgp ebgp-requires-policy
  bgp bestpath as-path multipath-relax

neighbor TOR peer-group
  neighbor TOR remote-as external
  neighbor TOR advertisement-interval 0
  neighbor TOR timers connect 10
  neighbor eth0 interface peer-group TOR
  neighbor eth1 interface peer-group TOR

neighbor fabric peer-group
  neighbor fabric remote-as external
  neighbor fabric advertisement-interval 0
  neighbor fabric timers connect 10
  neighbor eth2 interface peer-group fabric
  neighbor eth3 interface peer-group fabric
```

## bgpd.conf - part 2

```
address-family ipv4 unicast
  neighbor fabric activate
  neighbor TOR activate
  maximum-paths 64
exit-address-family
```

# Leaf configuration example

bgpd.conf

```
router bgp 64512
  timers bgp 3 9
  bgp router-id 192.168.0.1
  no bgp ebgp-requires-policy
  bgp bestpath as-path multipath-relax

neighbor TOR peer-group
  neighbor TOR remote-as external
  neighbor TOR advertisement-interval 0
  neighbor TOR timers connect 10
  neighbor eth0 interface peer-group TOR
  neighbor eth1 interface peer-group TOR

address-family ipv4 unicast
  neighbor TOR activate
  network 201.1.1.0/24
  network 201.1.2.0/24
  maximum-paths 64
exit-address-family
```

announce the server prefixes

# data plane

unable to view multi-path routes

```
root@spine_1_1_1:/# route -n
```

Kernel IP routing table

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
10.0.0.4	0.0.0.0	255.255.255.252	U	0	0	0	eth0
10.0.0.12	0.0.0.0	255.255.255.252	U	0	0	0	eth1
10.0.0.24	0.0.0.0	255.255.255.252	U	0	0	0	eth2
10.0.0.28	0.0.0.0	255.255.255.252	U	0	0	0	eth3
201.1.1.0	10.0.0.5	255.255.255.0	UG	20	0	0	eth0
201.1.2.0	10.0.0.5	255.255.255.0	UG	20	0	0	eth0
201.2.1.0	10.0.0.13	255.255.255.0	UG	20	0	0	eth1
201.2.2.0	10.0.0.13	255.255.255.0	UG	20	0	0	eth1
202.1.1.0	10.0.0.26	255.255.255.0	UG	20	0	0	eth2
202.1.2.0	10.0.0.26	255.255.255.0	UG	20	0	0	eth2
202.2.1.0	10.0.0.26	255.255.255.0	UG	20	0	0	eth2
202.2.2.0	10.0.0.26	255.255.255.0	UG	20	0	0	eth2



# data plane

```
root@spine_1_1_1:/# ip route
```

```
10.0.0.4/30 dev eth0 proto kernel scope link src 10.0.0.6
10.0.0.12/30 dev eth1 proto kernel scope link src 10.0.0.14
10.0.0.24/30 dev eth2 proto kernel scope link src 10.0.0.25
10.0.0.28/30 dev eth3 proto kernel scope link src 10.0.0.29
201.1.1.0/24 via 10.0.0.5 dev eth0 proto bgp metric 20
201.1.2.0/24 via 10.0.0.5 dev eth0 proto bgp metric 20
201.2.1.0/24 via 10.0.0.13 dev eth1 proto bgp metric 20
201.2.2.0/24 via 10.0.0.13 dev eth1 proto bgp metric 20
202.1.1.0/24 proto bgp metric 20
    nexthop via 10.0.0.26 dev eth2 weight 1
    nexthop via 10.0.0.30 dev eth3 weight 1
202.1.2.0/24 proto bgp metric 20
    nexthop via 10.0.0.26 dev eth2 weight 1
    nexthop via 10.0.0.30 dev eth3 weight 1
202.2.1.0/24 proto bgp metric 20
    nexthop via 10.0.0.26 dev eth2 weight 1
    nexthop via 10.0.0.30 dev eth3 weight 1
202.2.2.0/24 proto bgp metric 20
    nexthop via 10.0.0.26 dev eth2 weight 1
    nexthop via 10.0.0.30 dev eth3 weight 1
```

command to manage routing tables

multiple next-hop for the same prefix

# control plane

## spine\_1\_1\_1# show ip bgp

BGP table version is 8, local router ID is 192.168.0.6, vrf id 0

Default local pref 100, local AS 64514

Status codes: s suppressed, d damped, h history, \* valid, > best, = multipath,  
i internal, r RIB-failure, S Stale, R Removed

Nexthop codes: @NNN nexthop's vrf id, < announce-nh-self

Origin codes: i - IGP, e - EGP, ? - incomplete

Network	Next Hop	Metric	LocPrf	Weight	Path
*> 201.1.1.0/24	10.0.0.5	0		0	64512 i
*> 201.1.2.0/24	10.0.0.5	0		0	64512 i
*> 201.2.1.0/24	10.0.0.13	0		0	64513 i
*> 201.2.2.0/24	10.0.0.13	0		0	64513 i
*> 202.1.1.0/24	10.0.0.26			0	64518 64517 64515 i
*=	10.0.0.30			0	64518 64517 64515 i
*> 202.1.2.0/24	10.0.0.26			0	64518 64517 64515 i
*=	10.0.0.30			0	64518 64517 64515 i
*> 202.2.1.0/24	10.0.0.26			0	64518 64517 64516 i
*=	10.0.0.30			0	64518 64517 64516 i
*> 202.2.2.0/24	10.0.0.26			0	64518 64517 64516 i
*=	10.0.0.30			0	64518 64517 64516 i

Displayed 8 routes and 12 total paths

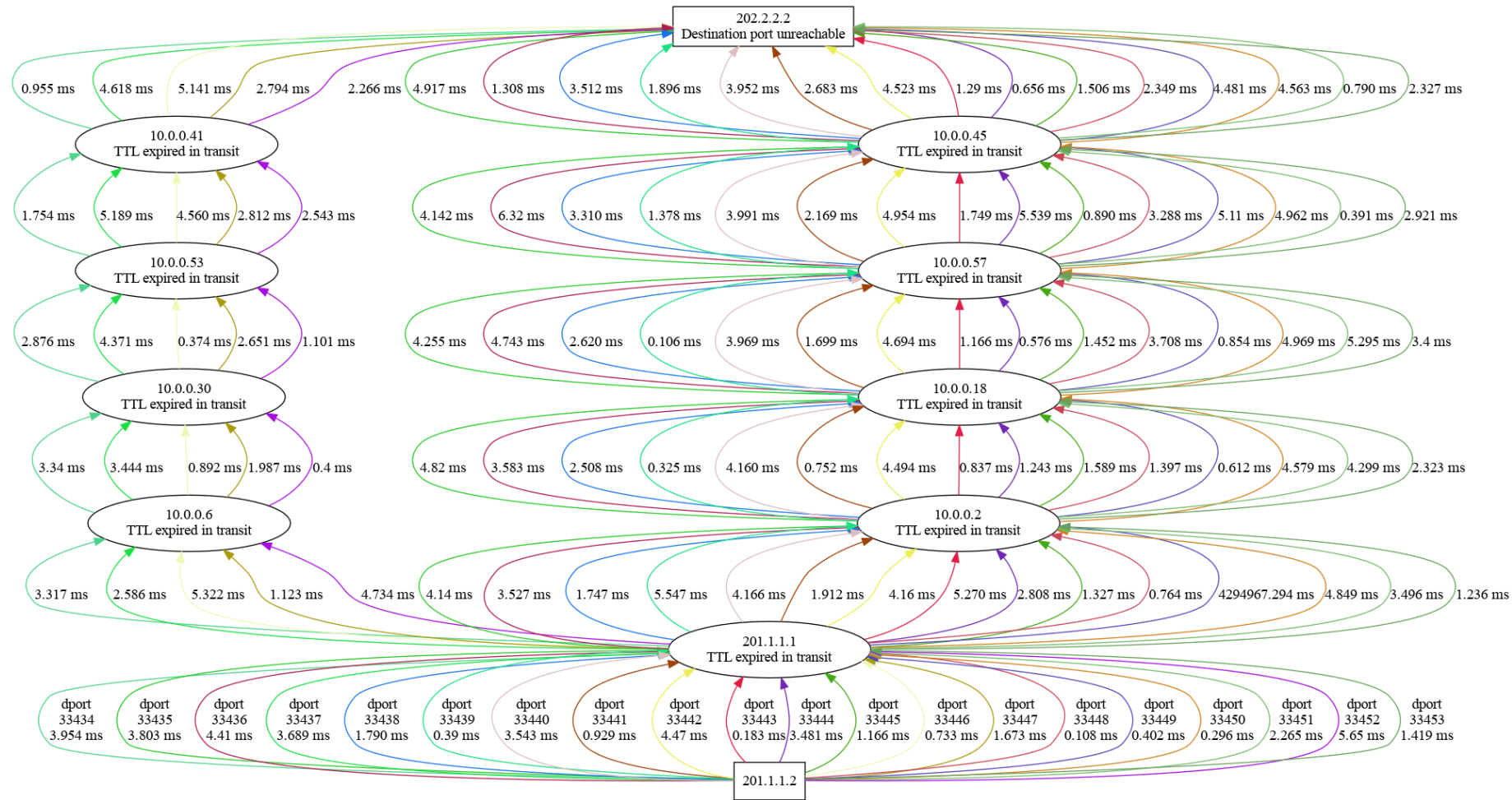
# Multi-Path traceroute

- traditional traceroute may provide hard-to-interpret or even misleading results when used in presence of ECMP
- Multi-Path traceroute tools generate packet header contents to obtain a more precise picture of the actual routes of packets
  - allow all probes towards a destination to follow the same path in the presence of per-flow load balancing
  - allow a user to distinguish between the presence of per-flow load balancing and per-packet load balancing

# Multi-Path traceroute

- two different tools:
  - paris-traceroute
    - traceroute designed to work in presence of Multi-Path and load balancers
  - dublin-traceroute
    - based on the paris-traceroute
    - adds a NAT detection technique
    - introduces visualization and analysis tools

# dublin-traceroute example output



# bibliography and further readings

- [Caiazzì '22] Caiazzì, Scazzariello, Alberro, Ariemma, Castro, Grampin, Di Battista, "Sibyl: a Framework for Evaluating the Implementation of Routing Protocols in Fat-Trees", NOMS 2022
- [Caiazzì '21] Caiazzì, Scazzariello, Ariemma, "VFTGen: a Tool to Perform Experiments in Virtual Fat Tree Topologies", IM 2021
- [Caiazzì '19] Caiazzì, "Software Defined Data Centers: methods and tools for routing protocol verification and comparison", Ms. Thesis, Roma Tre University, 2019
- [Dutt '17] Dutt, "BGP in the Data Center", O'Reilly, 2017
- [RFC-7938] Lapukhov, Premji, "Use of BGP for Routing in Large-Scale Data Centers" Internet Engineering Task Force (IETF) Request for Comments: 7938

# how to handle multiple tenants?

again, why BGP?

# overview – multiple tenants

- requirements
  - servers' architecture requirements
  - orchestration requirements
  - tenant requirements
- tunneling protocols
- VXLAN
- EVPN-BGP



# servers' architecture requirements

- having services directly on bare metal is not used
  - too many physical servers needed
  - no way to scale if more resources are requested
  - no isolation between different services on the same server
- support a virtual layer of containers or VMs
  - high-availability guaranteed via orchestration
  - useful for resource-slicing
  - complete isolation between different containers or VMs on the same server
    - possibility to assign containers or VMs to different tenants

# orchestration requirements

- an orchestrator is a software that manages the lifecycle of containers/VMs
  - creates, moves, and destroys containers/VMs
- needed for
  - optimal resource allocation, handling failures, management
- when moving a container/VM
  - possibility to keep network configurations (MAC/IP)
  - minimal downtime

# tenant requirements

- each tenant wants to independently manage its own private IP address space
  - containers/VMs traffic must be segregated between tenants and between the data center traffic

# consequence of requirements

- server, orchestration, and tenant requirements have a consequence
  - usage of tunnels

# tunneling protocol requirements

- minimal configuration
- encapsulate the traffic of each tenant
  - an identifier of the tenant is needed
- encapsulation in Layer-4
  - to fully exploit IP Multi-Path
  - to traverse routers
    - data center fabric is Layer-3
  - to traverse Internet
    - different data centers must interconnect via Internet transparently (to create the so called *regions*)

# possible choices for tunneling

- VLAN

- can be used only in L2, the data center is L3

- MPLS

- each router must be configured for each new tenant
  - traversing Internet requires ISP to configure intermediate routers

- VXLAN

- created ad-hoc 😊

# VXLAN

- Virtual eXtensible Local Area Network (RFC-7348)
- designed to address the need for overlay networks within virtualized data centers accommodating multiple tenants
- encapsulates Layer-2 frames into UDP packets

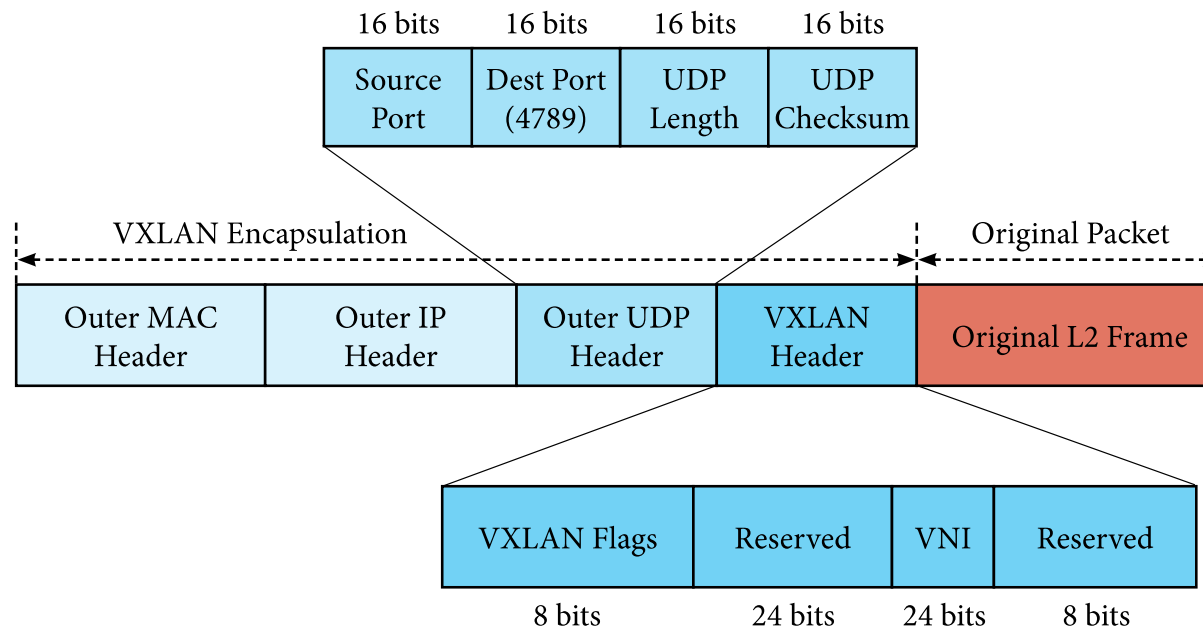
# VXLAN terminology

- VNI: VXLAN Network Identifier
  - identifier of a specific VXLAN tunnel
  - similar to the VLAN ID
  - 24 bit address space, more than 16M possible VNIs
- VTEP: VXLAN Tunnel End Point
  - device that encapsulates and decapsulates VXLAN packets



# VXLAN encapsulation

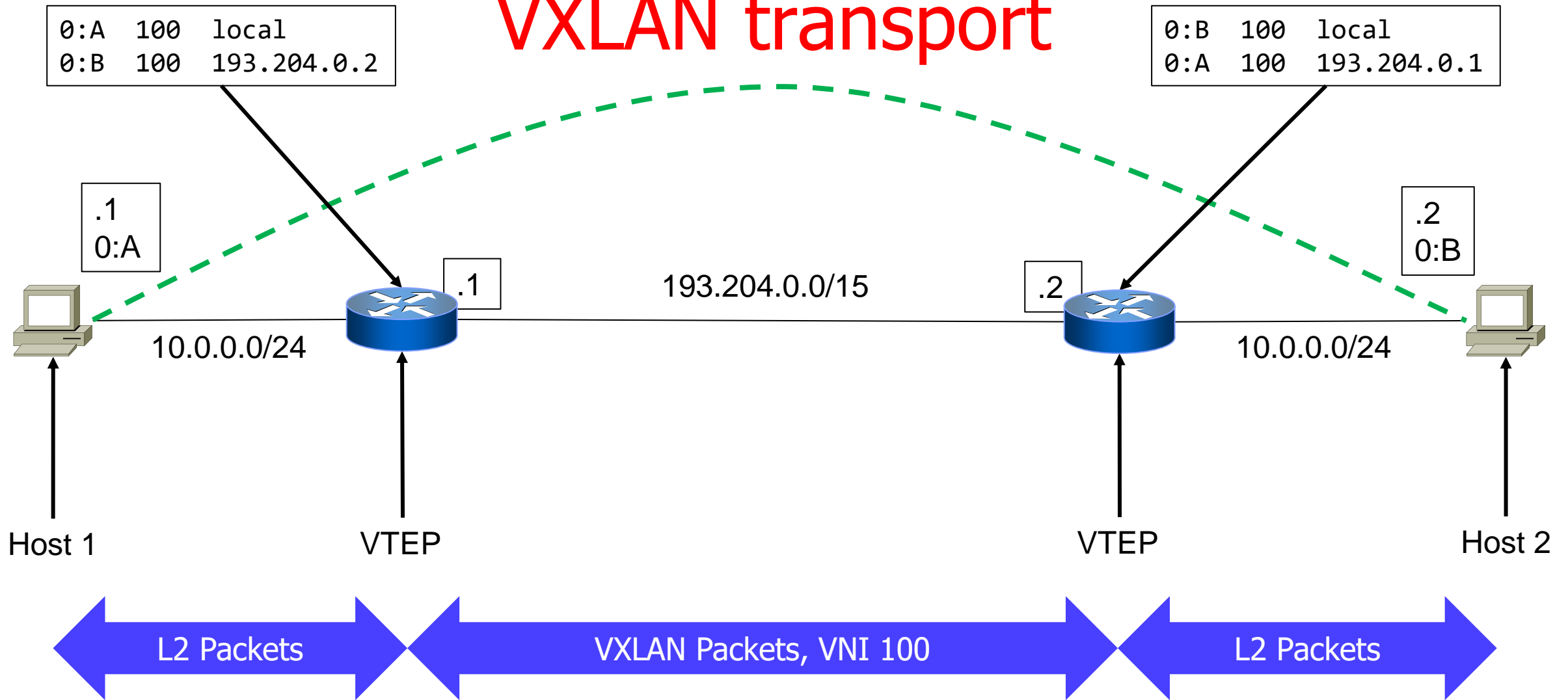
- overhead of 50 bytes
- random Source Port to fully exploit Multi-Path



# MAC-to-VTEP Table

- hosted in each VTEP
- similar to the switch forwarding table
- for each VNI the VTEP keeps a table of pairs  $\langle mac, ip \rangle$ , that associates MAC Addresses and destination VTEP IPs
- when a device sends a frame to a MAC Address  $m$ , the VTEP checks for the existence of a VNI containing a pair  $\langle m, i \rangle$  containing  $m$ ; if yes, the VTEP encapsulates the frame, and sends the encapsulated packet to the destination VTEP IP  $i$

# VXLAN transport



# how to fill the MAC-to-VTEP table?

- IP multicast groups are used by default
- each VNI is assigned to an IP multicast group and each VTEP subscribes itself to each group of its VNIs
- the multicast group is used to send the broadcast traffic
  - e.g., ARP traffic
- the MAC-to-VTEP table is populated accordingly

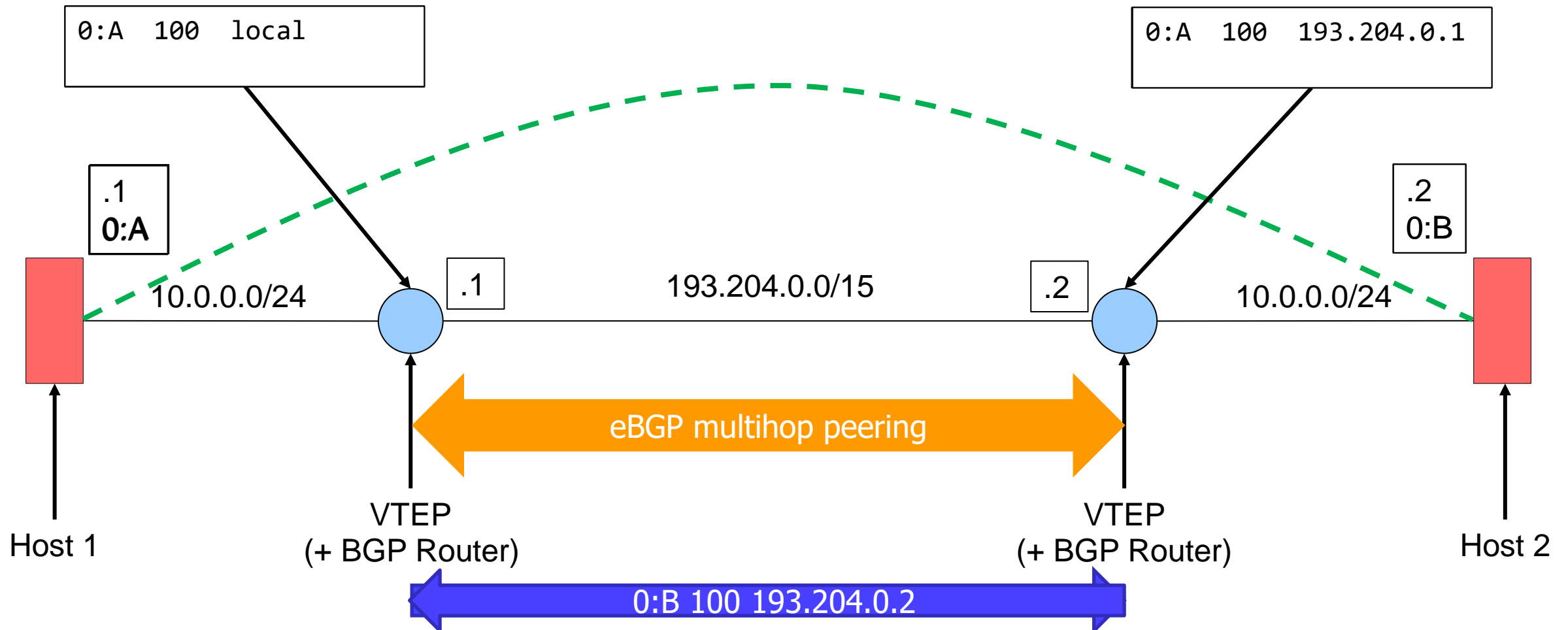
# disadvantages of mcast MAC-to-VTEP table

- multicast must be enabled in the fabric
  - it may require to deploy several protocols
    - e.g., IGMP, IGMP Snooping, PIM, MSDP
  - complex configuration
- host discovery is achieved sending packets to all devices on the same VNI
  - VTEP populates the table similar to L2 learning
  - example of host discovery protocols are ARP, NDP
  - many useless packets traversing the fabric

# EVPN-BGP

- Ethernet VPN (RFC-7432 and RFC-8365)
- uses MP-BGP with specific AFI/SAFI
  - AFI=25 (L2VPN) – SAFI=70 (EVPN)
- transports MAC Addresses into BGP updates
- VTEP automatically learns local MAC Addresses and sends them to all other VTEPs (of the same VNI)
  - subscribes to the updates of the local switch forwarding table
- VTEP proxies ARP requests to avoid broadcast traffic

# VXLAN and EVPN-BGP transport

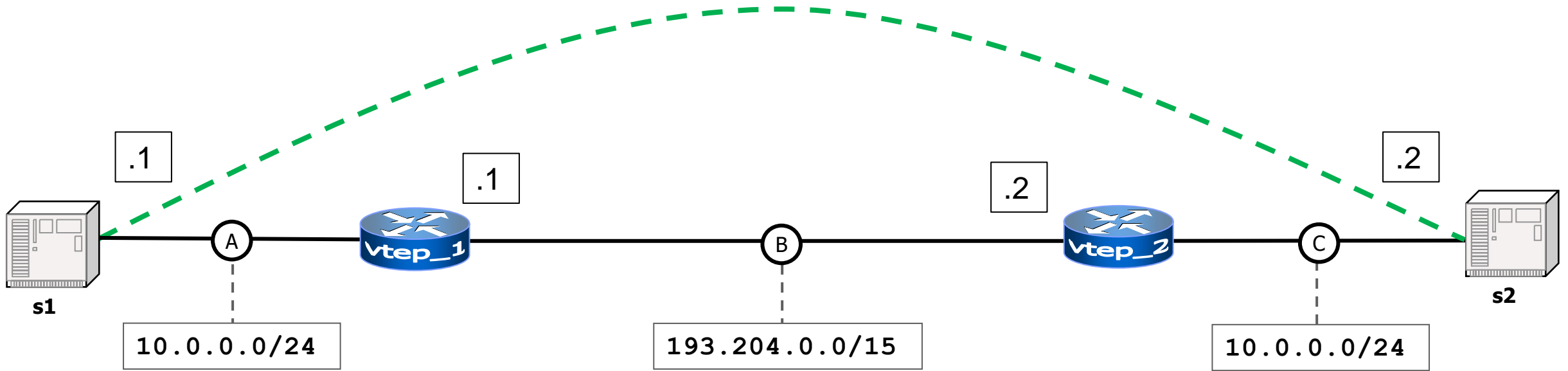


# VXLAN and EVPN-BGP Lab

time to use Kathará



# topology



# lab base config

## lab.conf

```
s1[0]=A
```

```
vtep1[0]=A
```

```
vtep1[1]=B
```

```
vtep2[0]=C
```

```
vtep2[1]=B
```

```
s2[0]=C
```

## s1.startup

```
ifconfig eth0 10.0.0.1/24 up  
ip link set dev eth0 mtu 1450  
/etc/init.d/apache2 start
```

## s2.startup

```
ifconfig eth0 10.0.0.2/24 up  
ip link set dev eth0 mtu 1450  
/etc/init.d/apache2 start
```

## vtep1.startup

```
ifconfig eth1 193.204.0.1/30 up
```

## vtep2.startup

```
ifconfig eth1 193.204.0.2/30 up
```

# vtep frr config

- configure the base BGP peering
- enable the AFI/SAFI of EVPN
- decapsulate VXLAN
  - create the companion bridge for the VNI
  - attach the server collision domain to the companion bridge

# vtep bgp configuration

vtep1/etc/frr/bgpd.conf

```
router bgp 1

neighbor 193.204.0.2 remote-as 2

address-family 12vpn evpn
  neighbor 193.204.0.2 activate
  advertise-all-vni
exit-address-family
```

vtep2/etc/frr/bgpd.conf

```
router bgp 2

neighbor 193.204.0.1 remote-as 1

address-family 12vpn evpn
  neighbor 193.204.0.1 activate
  advertise-all-vni
exit-address-family
```

activate the address-family on the peering with specific neighbor

announce on the peerings all the VNIs configured in the VTEP

# the companion bridge

- the bridge connected to the VTEP interface
- used by the VTEP to perform source address learning of local interfaces
- when in combination with EVPN-BGP
  - its forwarding table is populated via updates received from BGP
  - the FRR control plane subscribes to updates of its forwarding table to send updates via BGP

# vtep1 bridge configuration

## vtep1.startup

### # Setting up VXLAN interfaces

```
ip link add vtep100 type vxlan id 100 dev eth1 dstport 4789 local 193.204.0.1 nolearning  
ip link set up dev vtep100
```

### # Creating the companion bridge

```
brctl addbr br100 type bridge  
brctl addif br100 vtep100  
brctl addif br100 eth0  
brctl stp br100 off  
ip link set up dev br100
```

### # Enabling FRR

```
/etc/init.d/frr start
```

VNI

create the companion  
bridge and name it

attach the VXLAN  
interface to the bridge

port

VXLAN src IP

disable the  
mcast learning

name of the interface

enable the  
interface

attach the  
collision  
interface to the bridge

interface used to  
send VXLAN packets

create the interface

disable STP protocol

enable the bridge

# vtep2 bridge configuration

## vtep2.startup

### # Setting up VXLAN interfaces

```
ip link add vtep100 type vxlan id 100 dev eth1 dstport 4789 local 193.204.0.2 nolearning  
ip link set up dev vtep100
```

### # Creating the companion bridge

```
brctl addbr br100 type bridge  
brctl addif br100 vtep100  
brctl addif br100 eth0  
brctl stp br100 off  
ip link set up dev br100
```

### # Enabling FRR

```
/etc/init.d/frr start
```

# the EVPN-BGP control-plane

```
vtep1# show evpn mac vni all
```

```
VNI 100 #MACs (local and remote) 2
```

```
Flags: N=sync-neighs, I=local-inactive, P=peer-active, X=peer-proxy
```

MAC	Type	Flags	Intf/Remote	ES/VTEP	VLAN	Seq #'s
a2:6d:75:c7:06:6f	remote		193.204.0.2			0/0
c2:93:31:36:31:b6	local		eth0			0/0



# the BGP update

```
> Frame 3: 170 bytes on wire (1360 bits), 170 bytes captured (1360 bits) on 0
> Ethernet II, Src: ee:8d:53:3a:12:b5 (ee:8d:53:3a:12:b5), Dst: ea:4f:03:8c:4b:95 (ea:4f:03:8c:4b:95)
> Internet Protocol Version 4, Src: 193.204.0.2, Dst: 193.204.0.1
> Transmission Control Protocol, Src Port: 41530, Dst Port: 179, Seq: 1, Ack: 1, Len: 104
```

from vtep2 to vtep1

## Border Gateway Protocol - UPDATE Message

Marker: ffffffffffffffffffffffffffffffffff

Length: 104

Type: UPDATE Message (2)

Withdrawn Routes Length: 0

Total Path Attribute Length: 81

announcement

## Path attributes

### Path Attribute - MP\_REACH\_NLRI

> Flags: 0x90, Optional, Extended-Length, Non-transitive, Complete

Type Code: MP\_REACH\_NLRI (14)

Length: 44

Address family identifier (AFI): Layer-2 VPN (25)

Subsequent address family identifier (SAFI): EVPN (70)

AFI/SAFI of I2vpn/EVPN

> Next hop: 193.204.0.2

Number of Subnetwork points of attachment (SNPA): 0

VTEP destination

### Network Layer Reachability Information (NLRI)

#### EVPN NLRI: MAC Advertisement Route

Route Type: MAC Advertisement Route (2)

Length: 33

Route Distinguisher: 0001c1cc00020002 (193.204.0.2:2)

> ESI: 00:00:00:00:00:00:00:00:00

Ethernet Tag ID: 0

MAC Address Length: 48

MAC Address: a2:6d:75:c7:06:6f (a2:6d:75:c7:06:6f)

MAC address of s1

IP Address Length: 0

> IP Address: NOT INCLUDED

VNI of s1

VNI: 100

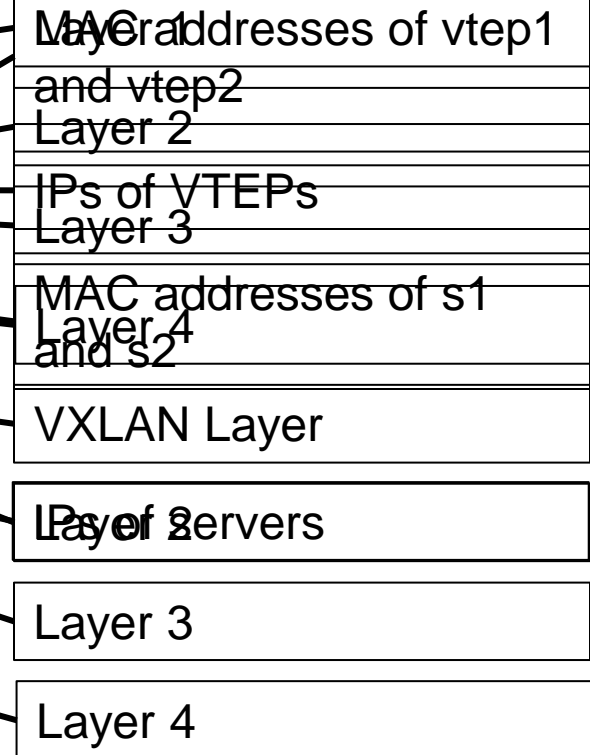
> Path Attribute - ORIGIN: IGP

> Path Attribute - AS\_PATH: 2

> Path Attribute - EXTENDED\_COMMUNITIES

# packet encapsulation

```
> Frame 11: 148 bytes on wire (1184 bits), 148 bytes captured (1184 bits) on interface 0
> Ethernet II, Src: ea:4f:03:8c:4b:95 (ea:4f:03:8c:4b:95), Dst: ee:8d:53:3a:12:b5 (ee:8d:53:3a:12:b5)
> Internet Protocol Version 4, Src: 193.204.0.1, Dst: 193.204.0.2
> User Datagram Protocol, Src Port: 38648, Dst Port: 4789
> Virtual eXtensible Local Area Network
> Ethernet II, Src: c2:93:31:36:31:b6 (c2:93:31:36:31:b6), Dst: a2:6d:75:c7:06:6f (a2:6d:75:c7:06:6f)
> Internet Protocol Version 4, Src: 10.0.0.1, Dst: 10.0.0.2
< Internet Control Message Protocol
  Type: 8 (Echo (ping) request)
  Code: 0
  Checksum: 0x0945 [correct]
  [Checksum Status: Good]
  Identifier (BE): 11 (0x000b)
  Identifier (LE): 2816 (0x0b00)
  Sequence Number (BE): 2 (0x0002)
  Sequence Number (LE): 512 (0x0200)
  [Response frame: 12]
  Timestamp from icmp data: Dec 6, 2022 15:59:10.000000000 CET
  [Timestamp from icmp data (relative): 0.401357000 seconds]
> Data (48 bytes)
```



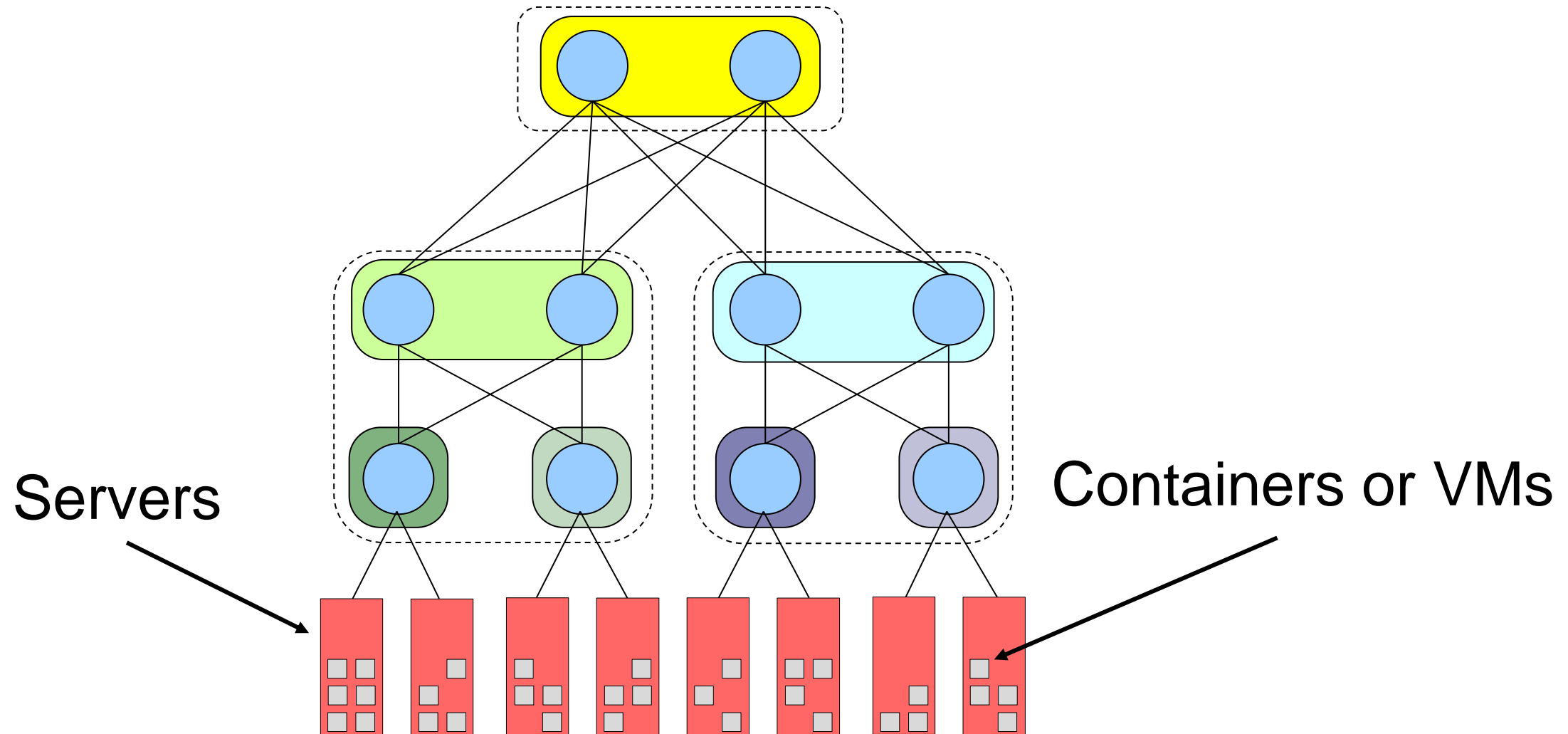
connecting all together

(EVPN-)BGP 😊

# overview

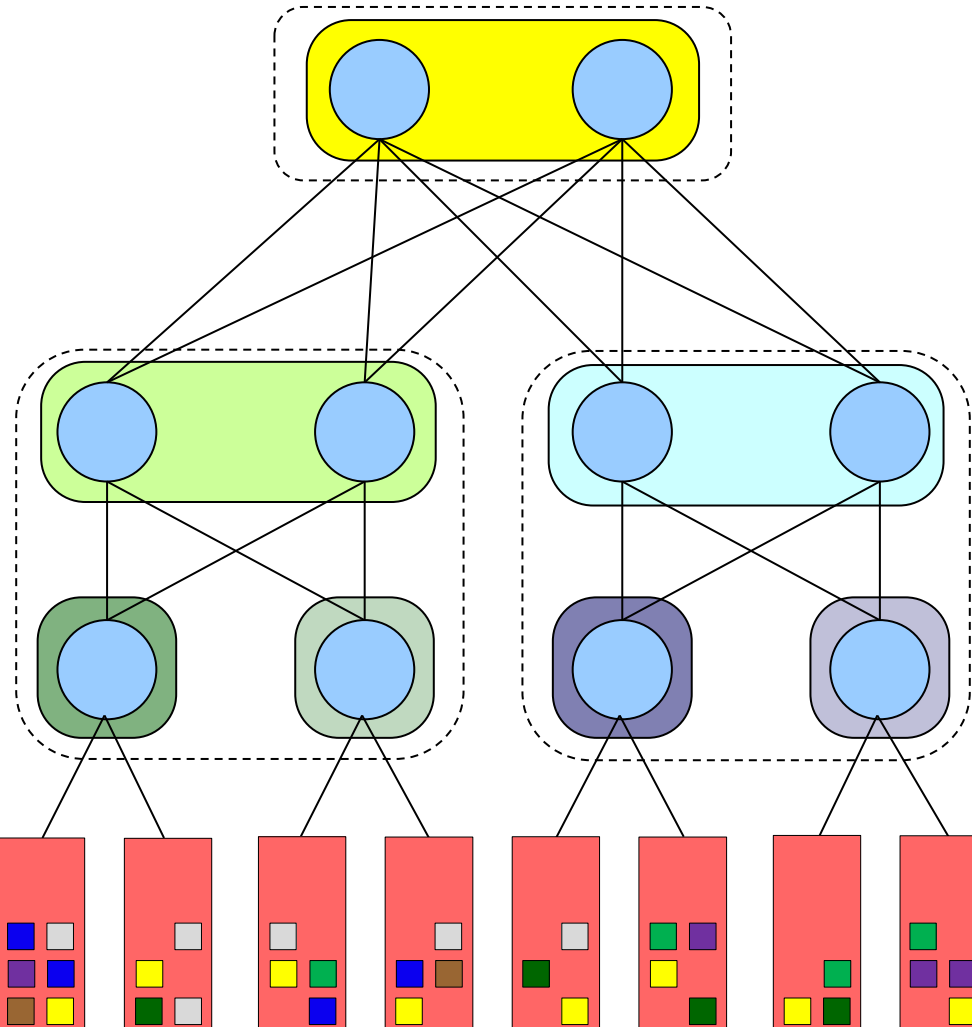
- containers or VMs of different tenants
- where is the VTEP?
- the Leaf-server links
- inside the servers
- dual attached servers
- one week later

# servers in the fabric – recap



# containers or VMs of different tenants

different colours  
represent different  
tenants



# EVPN-BGP – where is the VTEP?

- containers must be unaware of the tunneling
- different choices for the positioning of the VTEP
  - in each server
    - the server should have a BGP peering for enabling EVPN-BGP
    - the server CPU would be used to route packets
  - in each Leaf
    - the Leaf already has a BGP peering
    - the Leaf is a router, so it has dedicated routing hardware
    - additional encapsulation is required between Leaves and servers

# inside the Leaves

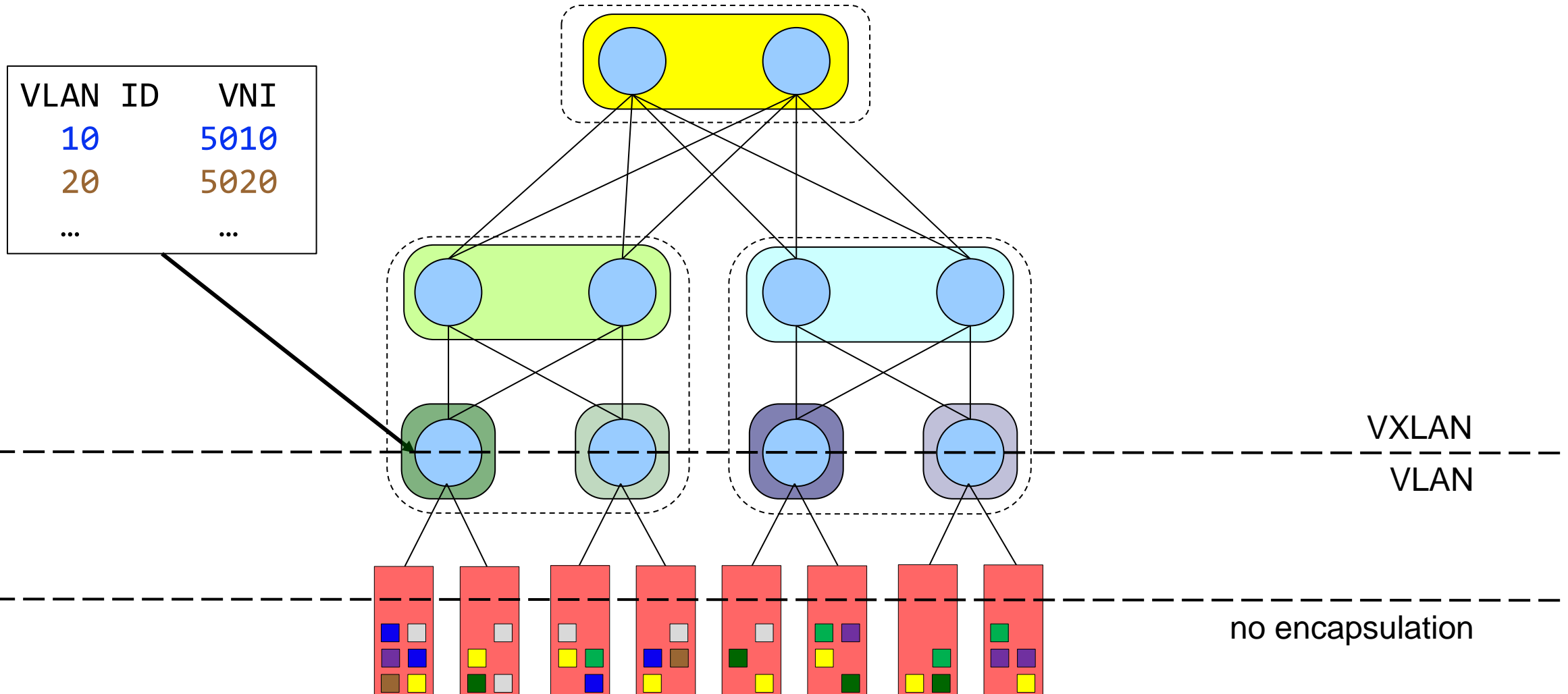
- VLAN is used
- mapping between VNIs and VLAN IDs
  - tenants are unaware of the mapping
- Leaves decapsulate VXLAN packets and encapsulate them into VLAN frames, according to the mapping



# inside the servers

- the server uses the VLAN IDs to forward packets to the correct containers/VMs
- the server untags the packets so that the containers/VMs are unaware of the VLANs
  - containers/VMs of the same tenant shares the same virtual Layer-2 network

# deploying VXLAN



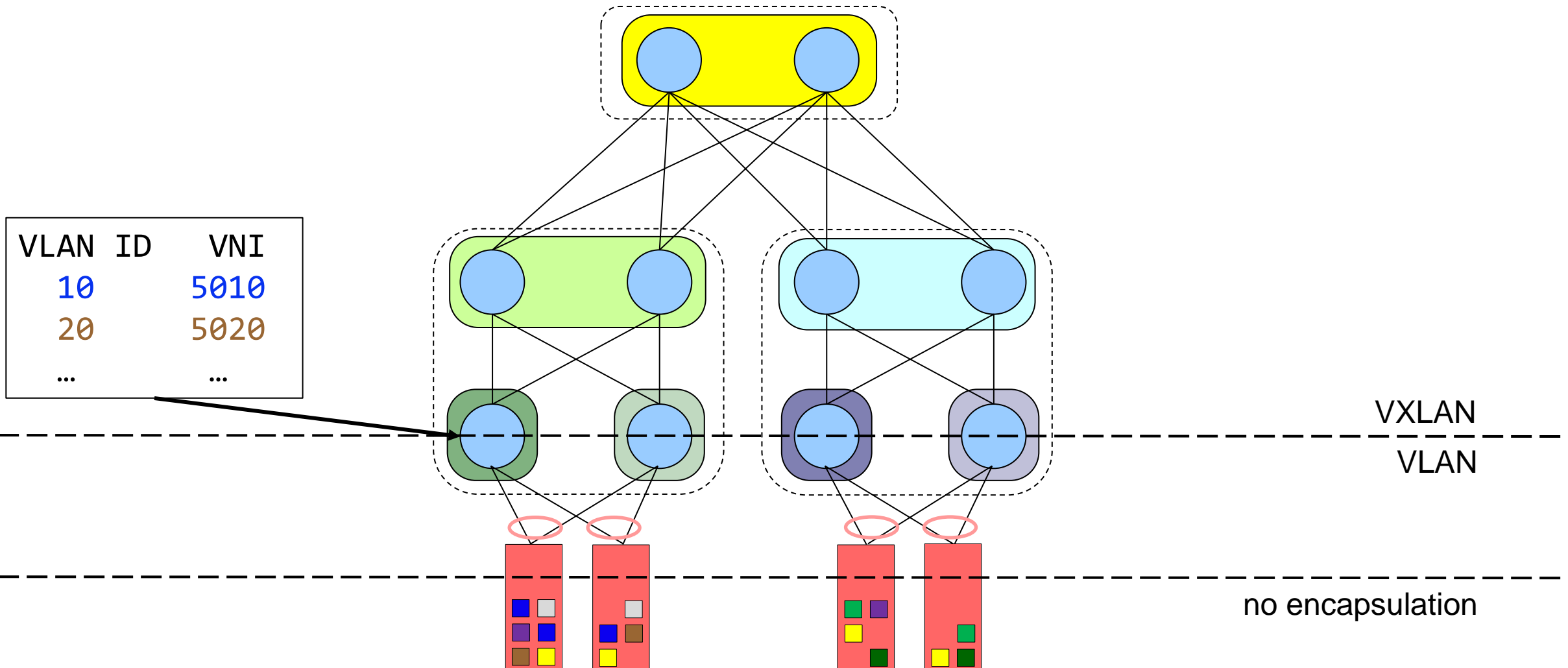
# the last problem to overcome

- if a Leaf-server link breaks down, the server is severed off the data center
- if a Leaf breaks, all the servers connected to that Leaf are severed off the data center
- if a maintenance needs to be done on a Leaf, all the servers connected to that Leaf are temporarily severed off the data center

# dual attached servers – bonding

- aggregates multiple NICs into a single virtual interface
- Layer-2 technology
- different policies are possible
  - active-backup
  - active-active
    - round-robin
    - broadcast
    - balance-xor
    - and more...

# one week later



# bibliography and further readings

- [Dutt '18] Dutt, "EVPN in the Data Center", O'Reilly, 2018
- [Bernat '17] Bernat, "VXLAN: BGP EVPN with FRR",  
<https://vincent.bernat.ch/en/blog/2017-vxlan-bgp-evpn>
- [Bernat '17] Bernat, "VXLAN & Linux",  
<https://vincent.bernat.ch/en/blog/2017-vxlan-linux>
- [RFC-7432] Sajassi, Aggarwal, Bitar, Isaac, Uttaro, Drake, Henderickx, "BGP MPLS-Based Ethernet VPN" Internet Engineering Task Force (IETF) Request for Comments: 7432
- [RFC-8365] Sajassi, Drake, Bitar, Shekhar, Uttaro, Henderickx, "A Network Virtualization Overlay Solution Using Ethernet VPN (EVPN)" Internet Engineering Task Force (IETF) Request for Comments: 8365