

What is RIFT?

- RIFT = Routing In Fat Trees
- A new link-state routing protocol optimized for "fat tree" topologies
- Main use case is large data center networks

RIFT Hackathon Participants

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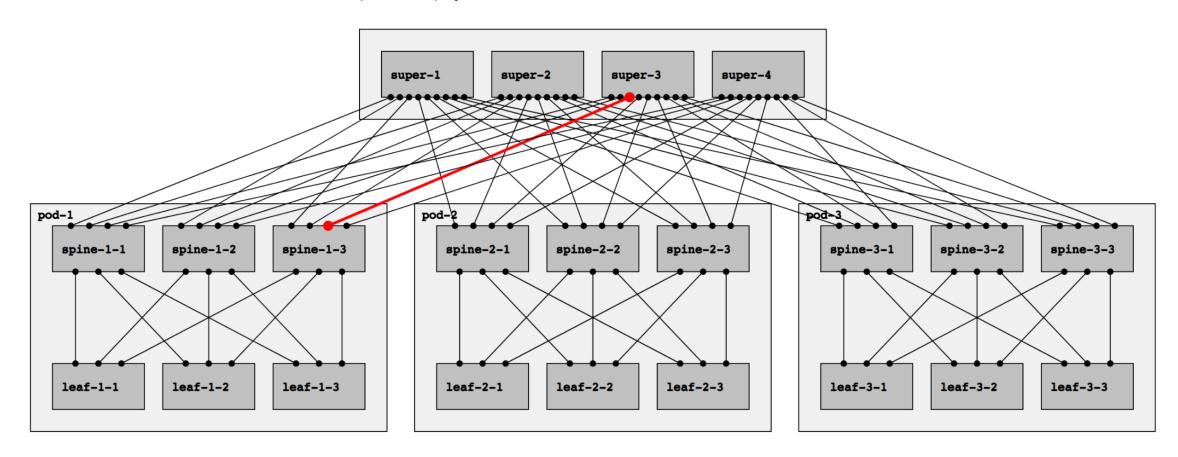
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RIFT Hackathon Activities

- Use open source RIFT-Python implementation.
- Generate configuration for large data center topology.
- Run topology in virtual machine (AWS instance).
- Automatically test correct initial convergence.
- Introduce a sequence of random "perturbations" in the topology.
- Automatically test correct initial re-convergence.
- For more details see:
 - http://bit.ly/rift-hackathon-ietf-104: hackathon instructions document
 - https://youtu.be/GqebgPmA4Xc: hackathon instructions video

Run fat tree topology in virtual machine

- Each RIFT-Python router runs in separate network namespace
- Use virtual Ethernet (veth) pairs to connect routers.



Generate topology and scripts

Meta-configuration

nr-pods: 3 nr-leaf-nodes-per-pod: 3 config generator nr-spine-nodes-per-pod: 3 nr-superspine-nodes: 4 Configuration for each RIFT router leaf-1-1 spine-1-1 super-1 Scripts to start and stop topology start.sh stop.sh Scripts for "chaos monkey" perturbations chaos.sh

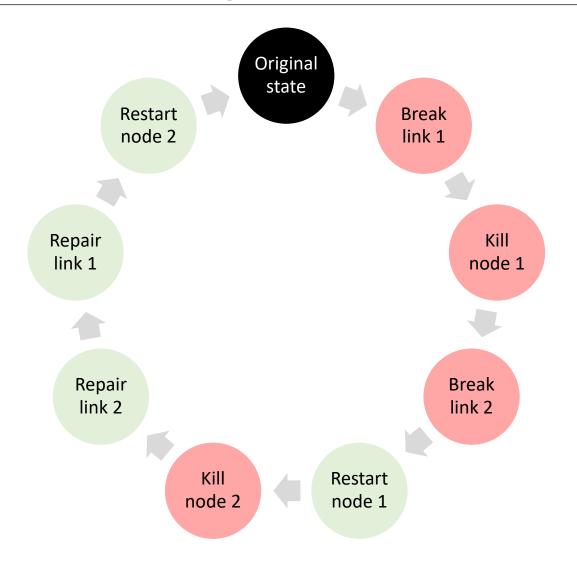
Scripts to test correct convergence

check.sh

"Chaos monkey" perturbation testing

- Tool generates "chaos script" to randomly break and repair things
- "Chaos script" is topology aware
- Things that are being broken and repaired:
 - Full bi-directional link failures
 - Node failures
 - More things in future: uni-directional link failures, packets drops, packet reordering, packet delay, slow CPU, ...
- All breakages are repaired at the end of the script
- After chaos script is finished, run check script to check convergence

"Chaos monkey" perturbation testing



Automated convergence testing

- Tool generates "check script" to check correct re-convergence
- "Check script" is topology aware
- Things that are tested:
 - Ping from every leaf to every other leaf
 - Each node is up
 - All adjacencies are up (3-way)
 - North-bound default routes are in RIB and FIB and kernel
 - South-bound specific /32 routes are in RIB and FIB and kernel
 - More things in future

Protocol visualization tool to help debug issues

```
TX TIDE ProtocolPacket(header=PacketHeader(level=1, sender=1, major_version=19, minor_version=0), content=PacketCont
Transition VALID REFLECTION [TWO WAY] > start flooding [THREE WAY]
Transition MEIGHBOR OFFER [UPDATING CLIENTS] > update or remove offer [None]
Push TIMER TICK
Transition TIMER TICK [THREE WAY] > check hold time expired, SEND LIE [None]
TX LIE ProtocolPacket(header=PacketHeader(level=1, sender=1, major version=19, minor version=0), content=PacketConte
Transition SEND LIE [THREE WAY] > send lie [None]
            A Push TIMER TICK
             RX LIE ProtocolPacket(header=PacketHeader(level=1, sender=1, major version=19, minor version=0), conten-
             Push LIE RECEIVED
             Transition TIMER TICK [TWO WAY] > check hold time expired, SEND LIE [None]
             TX LIE ProtocolPacket(header=PacketHeader(level=0, sender=2, major version=19, minor version=0), content
             Transition SEND LIE [TWO WAY] > send lie [None]
            Push NEIGHBOR OFFER
             Transition LIE RECEIVED [TWO_WAY] > process_lie, VALID_REFLECTION [None]
```

Hackathon results and lessons learned

- Implemented framework for:
 - Generate large fat tree topology (config files, scripts, visualization, ...)
 - Run topology in virtual machine (AWS instance, using network namespaces)
 - Automated "chaos monkey" perturbation testing
 - Automated testing of correct re-convergence
- Lessons learned
 - We found and fixed several implementation issues using the framework:
 - IPv6 flooding issue (IPv4 in one direction, IPv6 in the other direction)
 - Multiple scenarios where exceptions are not handled in shut-down scenarios
 - Several ideas for new show commands to help debug issues (some implemented)