

# Debugging Transient Faults in Data Center Networks using

*“Synchronized Network-wide Packet Histories”*

Pravein Govindan Kannan

Nishant Budhdev

Raj Joshi

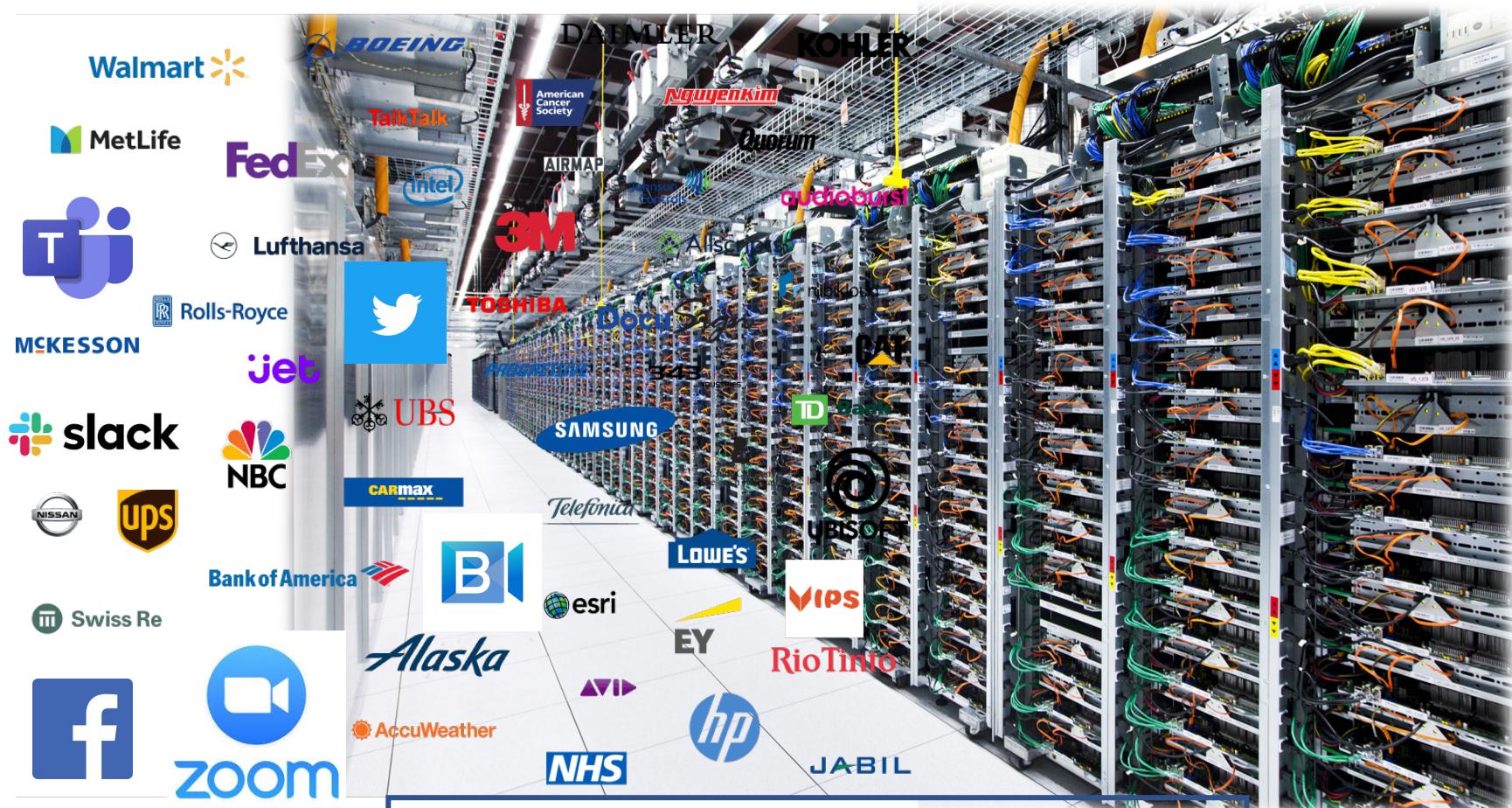
Mun Choon Chan

IBM Research



**NUS**  
National University  
of Singapore

# Cloud Reliability is Critical

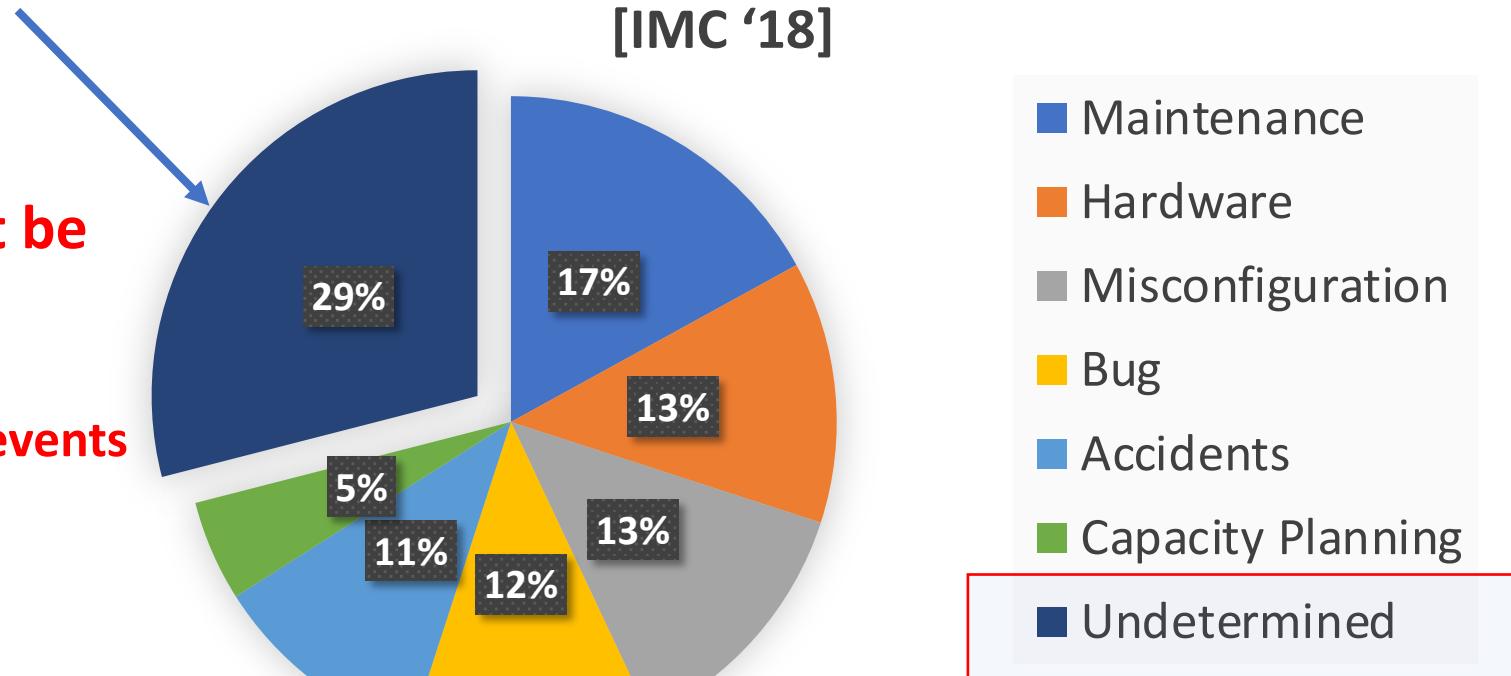


Cloud Downtime is Expensive

\$300K/ Hour - Gartner report

# Data Center Network Failures

Data center incidents at Facebook from '11 to '18  
[IMC '18]



**Root-cause could not be determined :**

- 1) Transient
- 2) Inability to correlate events

# Transient Faults : Microbursts

facebook

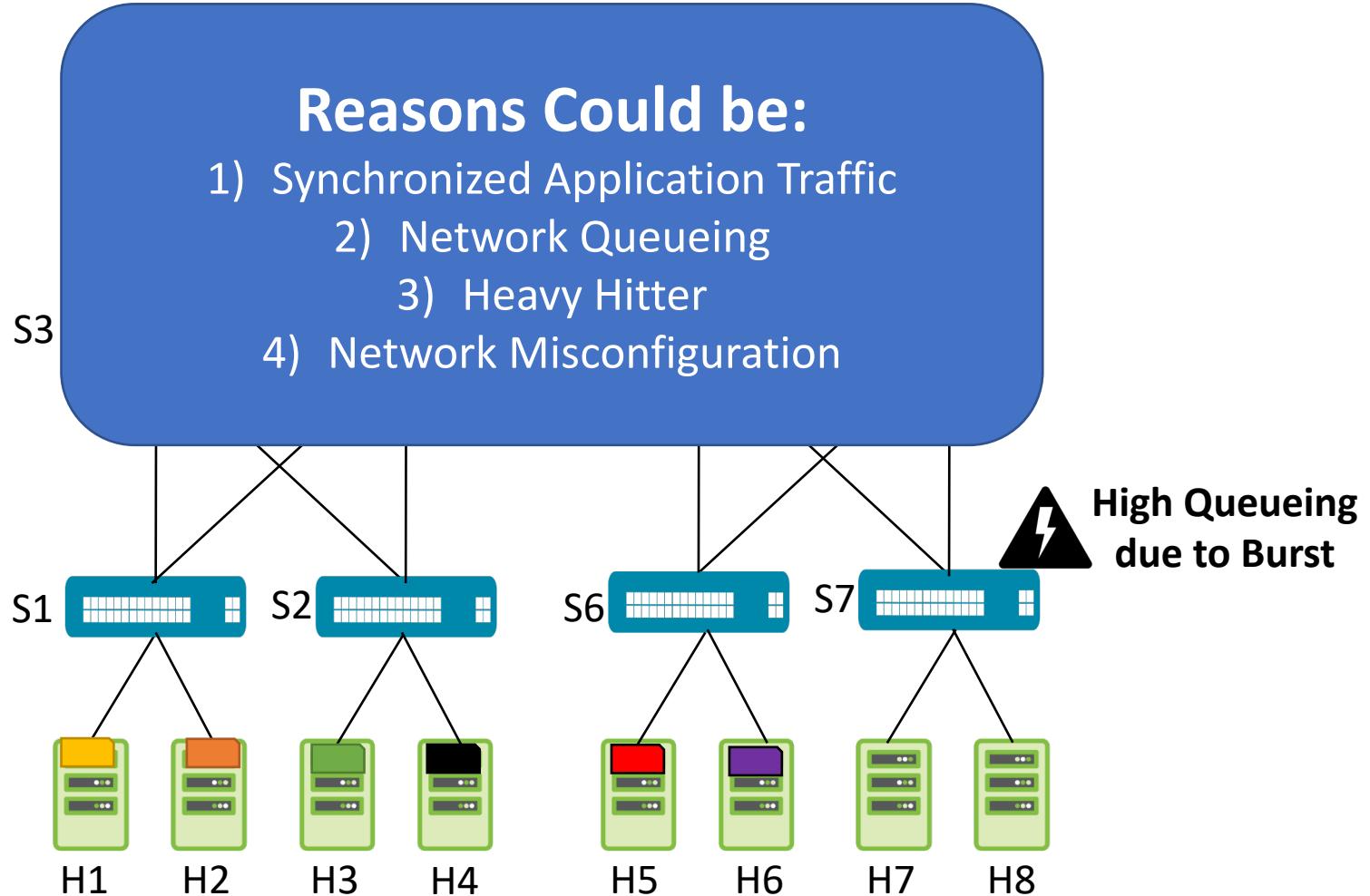
[IMC'17]

“ $\mu$ bursts : periods of **high utilization** lasting **less than 1 ms**, exist in production data centers.”

“They encompass most congestion events.”

“The p90 burst duration is  **$\leq 200 \mu s$** .”

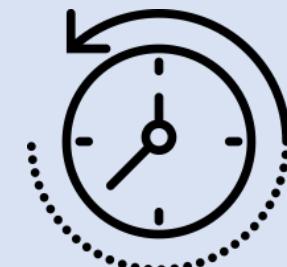
# Transient Faults : Microbursts



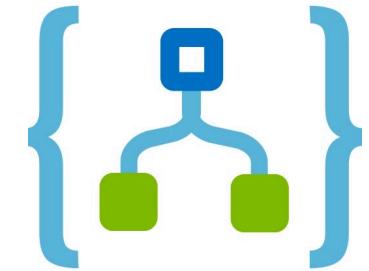
# What do we need from the network?



*Visibility*



*Retrospection*



*Correlation*

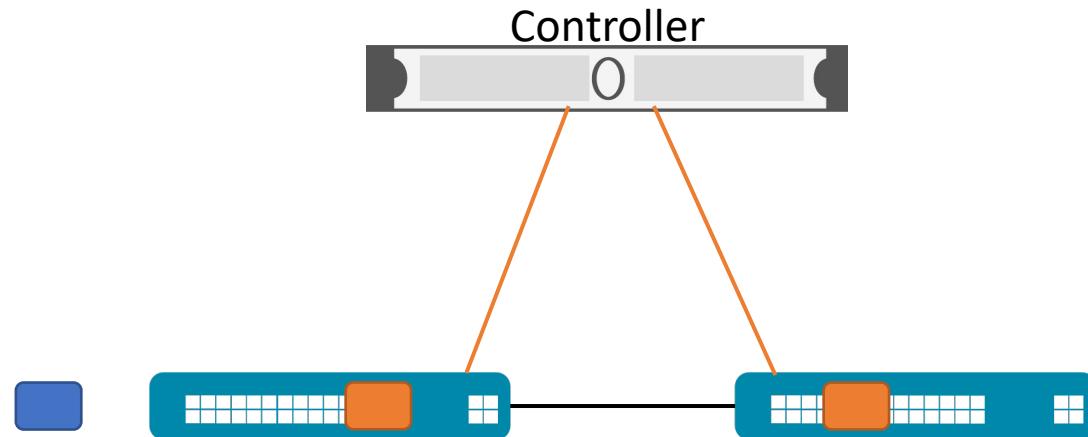
## *Visibility*

## *Retrospection*



## *Programmable Networks*

***Per-packet Postcards***  
**[NetSight\*, INT-XD]**



Creates a post-card per packet

\* "I Know What Your Packet Did Last Hop: Using Packet Histories to Troubleshoot Networks", N. Handigol, B. Heller, V. Jeyakumar, D. Mazières, and N. McKeown, NSDI, 2014.

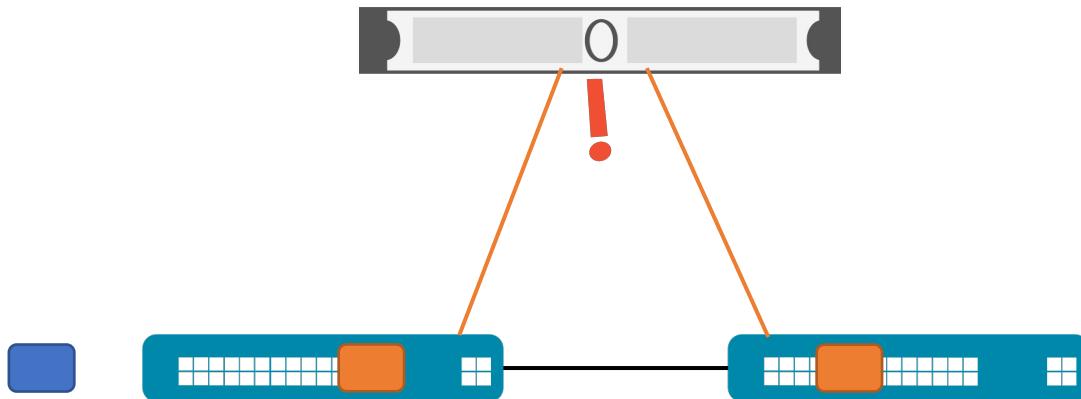
## *Visibility*

## *Retrospection*



### ***Per-packet Postcards*** **[NetSight\*, INT-XD]**

Not scalable, due to throughput and storage overheads.

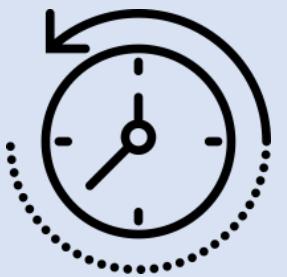


Creates a post-card per packet.

\* "I Know What Your Packet Did Last Hop: Using Packet Histories to Troubleshoot Networks", N. Handigol, B. Heller, V. Jeyakumar, D. Mazières, and N. McKeown, NSDI, 2014.

*Visibility*

*Retrospection*



## *In-band Network Telemetry [INT]*

*Reduces goodput by upto 20% [PINT, SIGCOMM '20]*



*Attaches telemetry information in the packet*

*Visibility*



## *In-band Network Telemetry [INT]*

*Network Faults occur infrequently  
[Facebook, IMC'18]*



*Reactive Approaches lose History*

# How do we solve? : An Outline

## *Visibility*



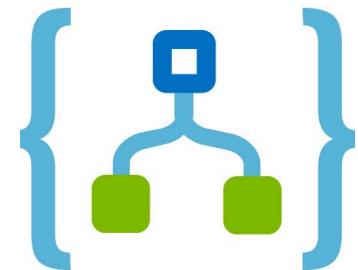
Compressed  
Packet Records in  
switch memory

## *Retrospection*



Export record recent history of packet records  
+  
Fault detection in the data-plane

## *Correlation*



Data-Plane  
Time Synchronization  
DPTP[SOSR '19]  
DTP[SIGCOMM '16]

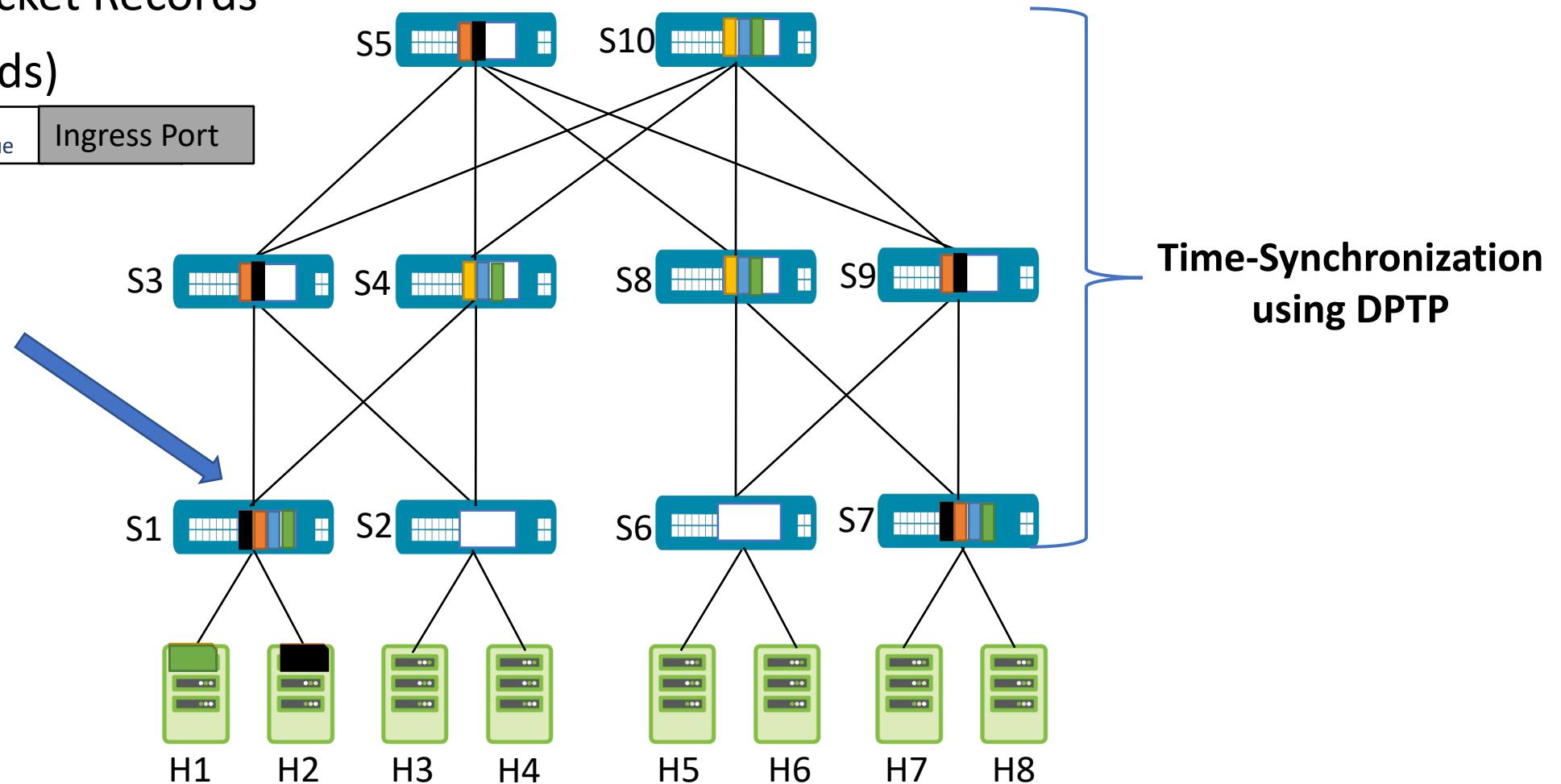
SyNDB

# Packet Records

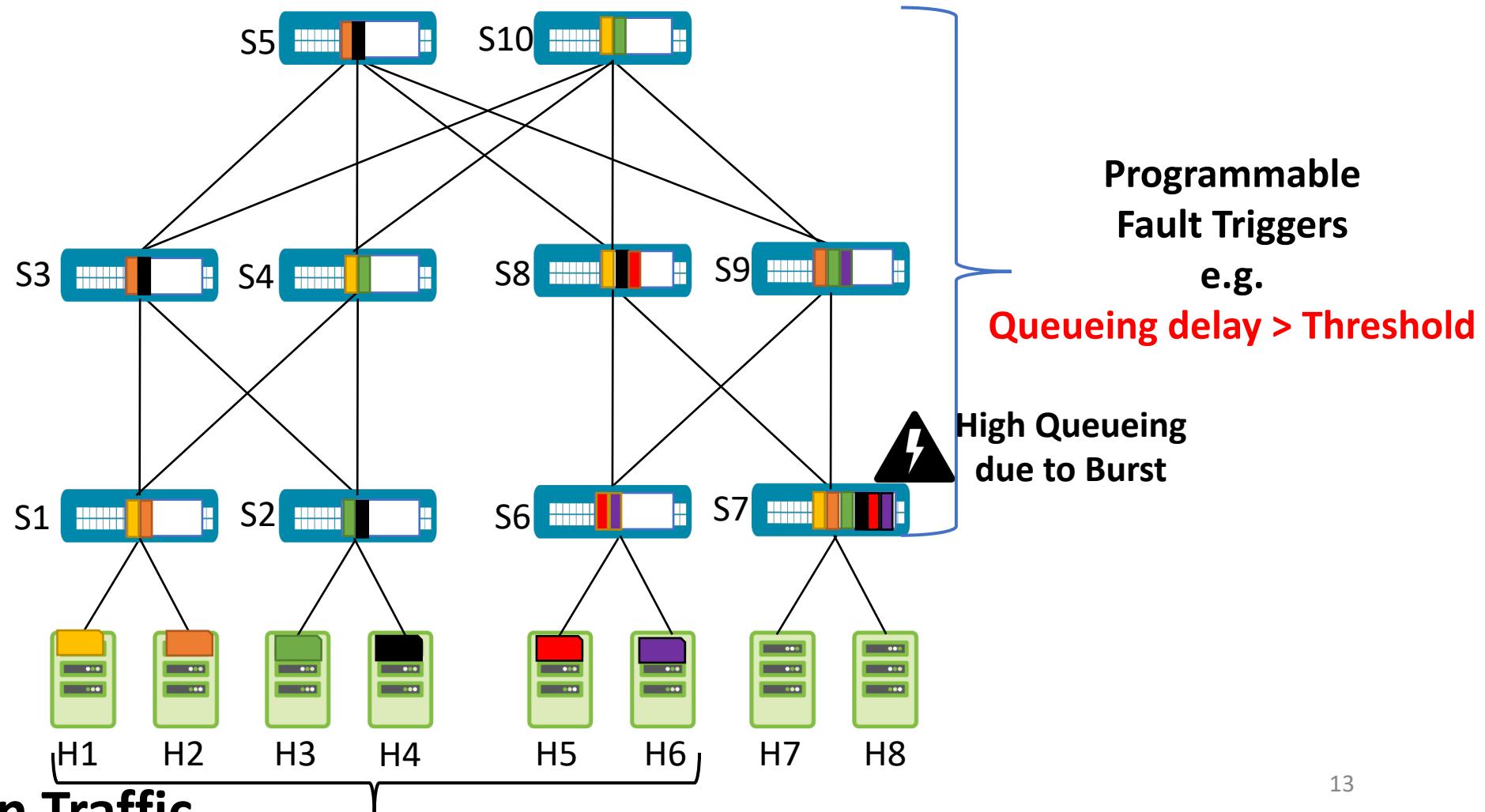
Compression : Packet Records  
(precords)

Hash	Time <sub>In</sub>	Time <sub>Queue</sub>	Ingress Port
------	--------------------	-----------------------	--------------

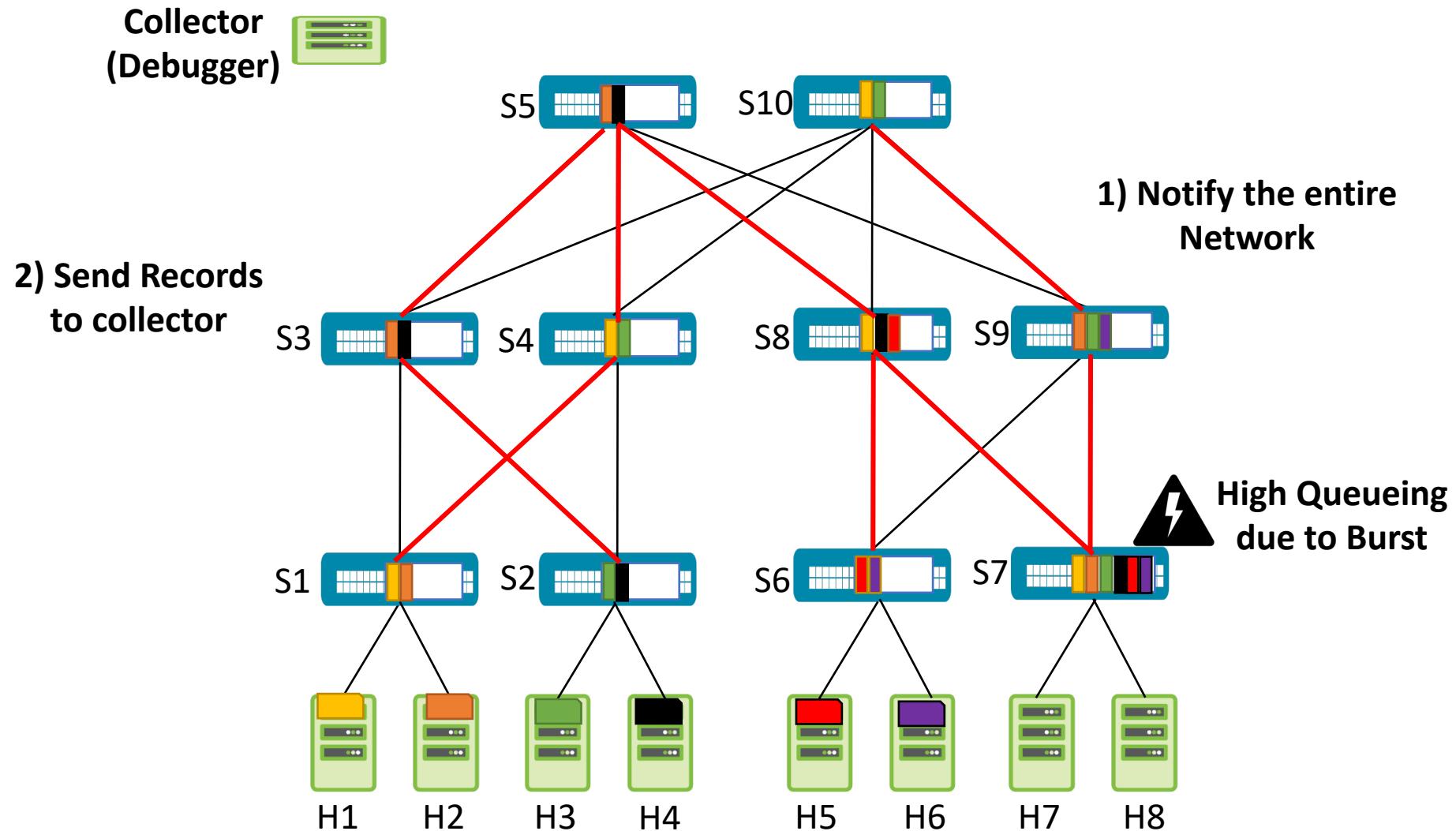
Ring Buffer  
in switches



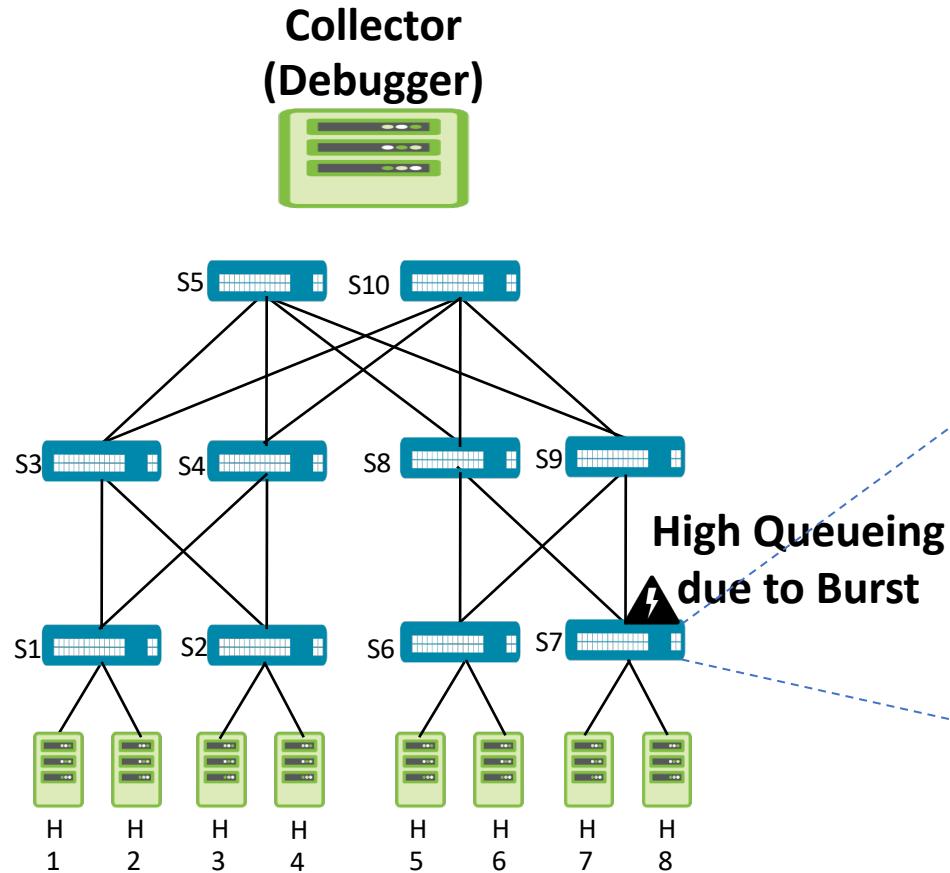
# In-Network Fault Detection



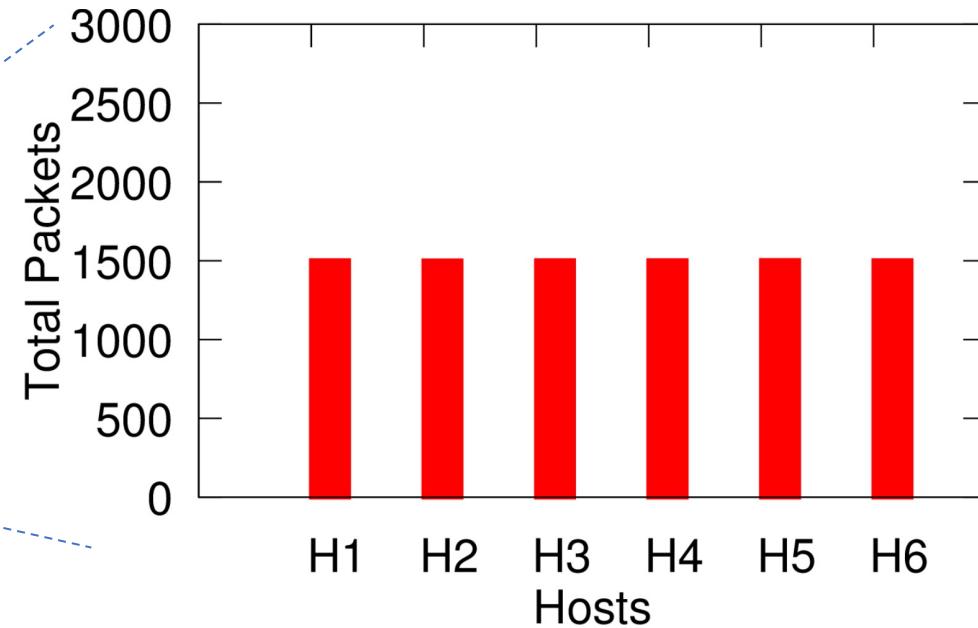
# Packet record Collection



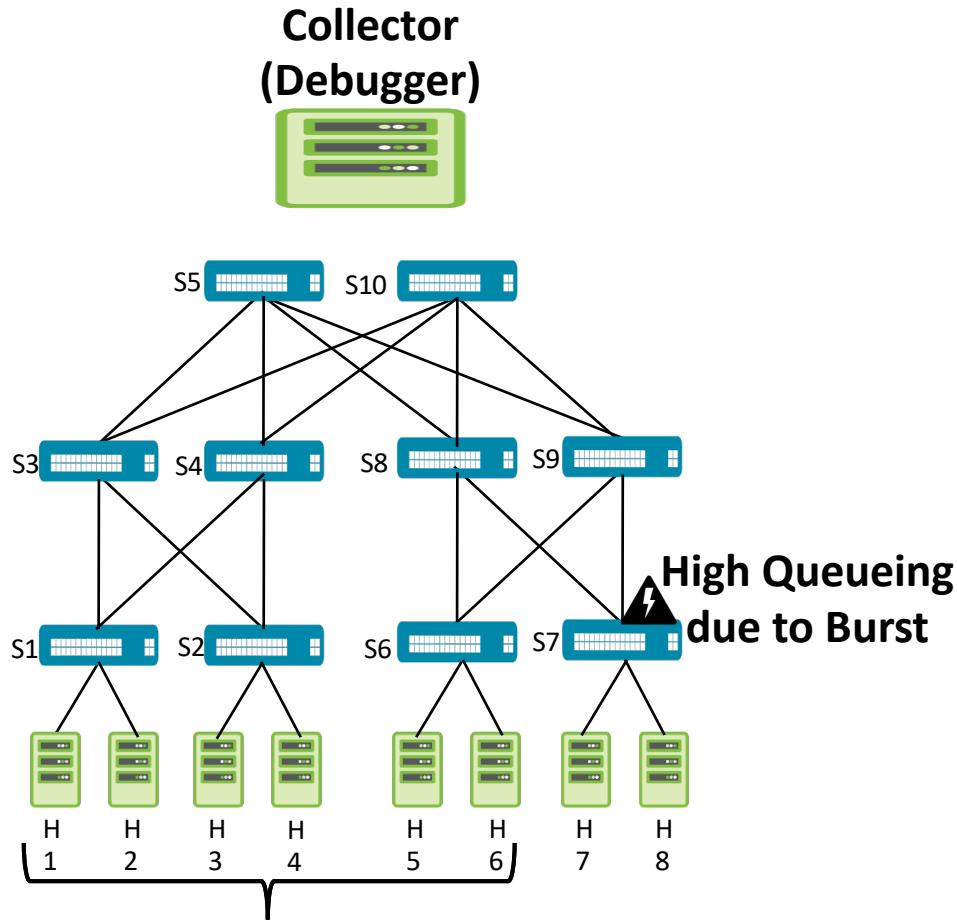
# Query-based Debugging



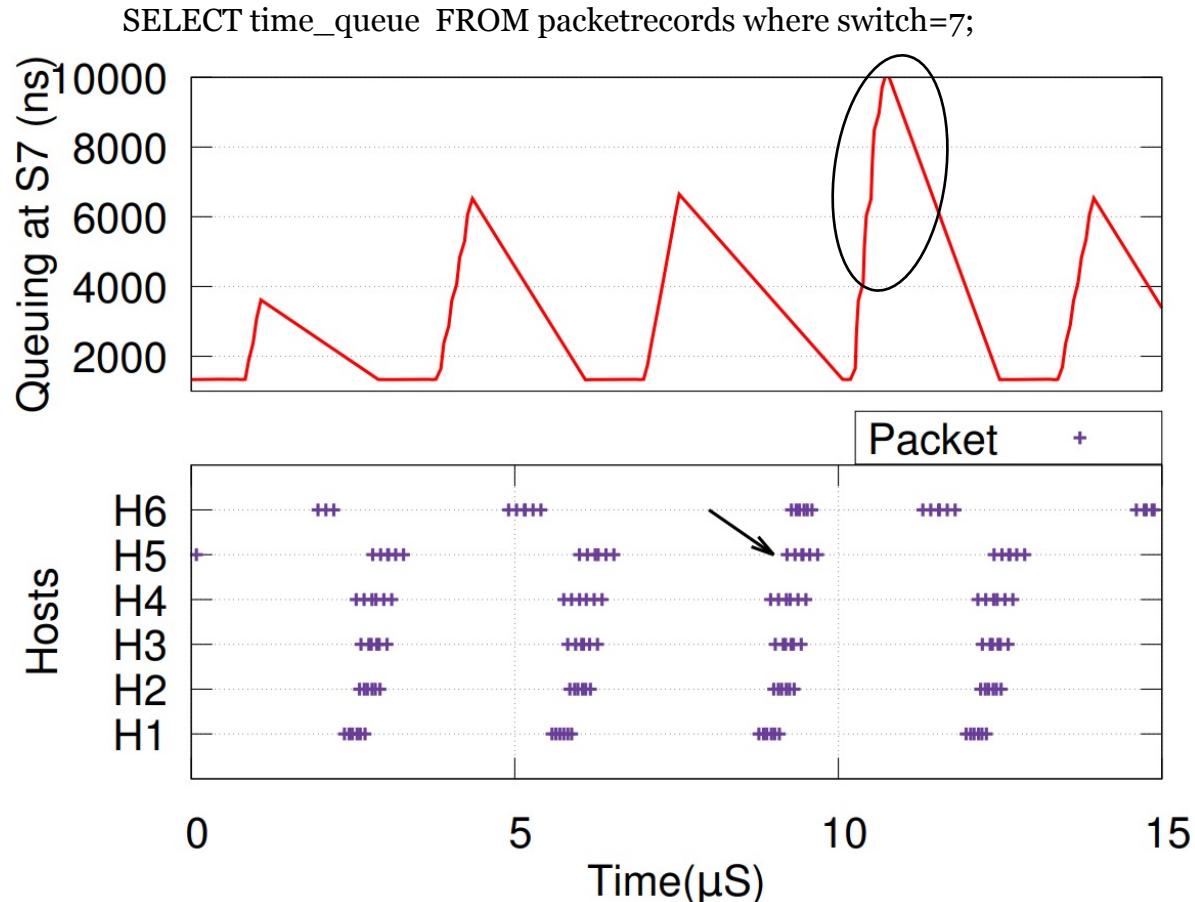
Packets Seen at S7



# SyNDB : Query-based Debugging



```
SELECT switch, time_in  
FROM packetrecords WHERE hash  
IN (SELECT hash FROM packetrecords AS A  
JOIN triggers as T ON (A.time_in < T.time AND A.switch = T.switch))  
AND switch IN (SELECT switch FROM switches WHERE type = "tor");
```



# SyNDB Runtime

## *Network Programmer*



```
precord {
    fields {
        field_list_1;
        field_list_2;
        ...
    }
    default_field : field_list_{x};
    history      : {y};
    future       : {z};
    time_window   : {t ms};
}
trigger {
    conditions {
        c1 = condition_1;
        c2 = condition_2;
        ...
    }
    collection {
        c1 [&|] c2' [&]] c3' ..
    }
}
```

# SyNDB Implementation & Evaluation

Mini-testbed (Fat-Tree 2)

Barefoot Tofino Switch  
(Wedge100BF-32X)

- 1900 lines of P4 code
- 1000 lines of Control Plane code in C

*SyNDB Runtime*

- ~4000 lines of RUST code for compiler and Translation to P4

Consistent precord captures

Debugging Microbursts, Network misconfiguration, etc

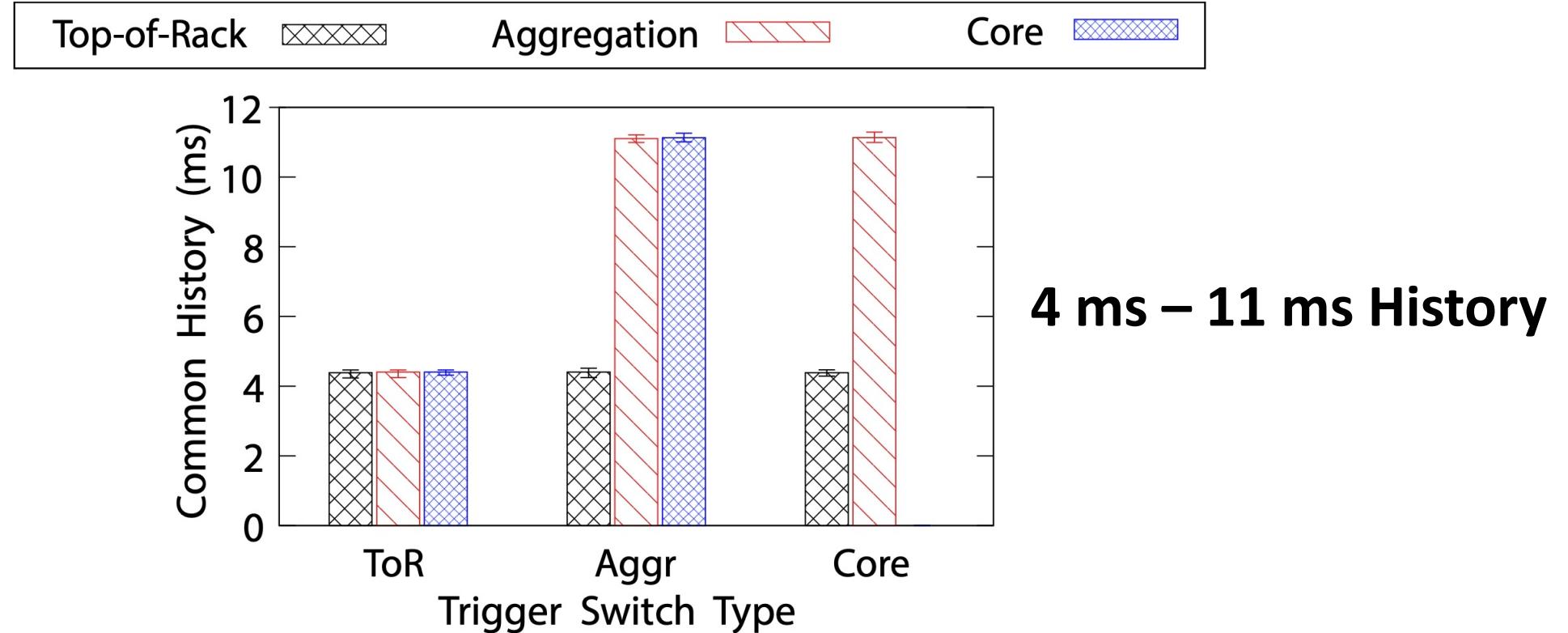
Simulation (Fat-Tree 24)

*SyNDB Simulator*

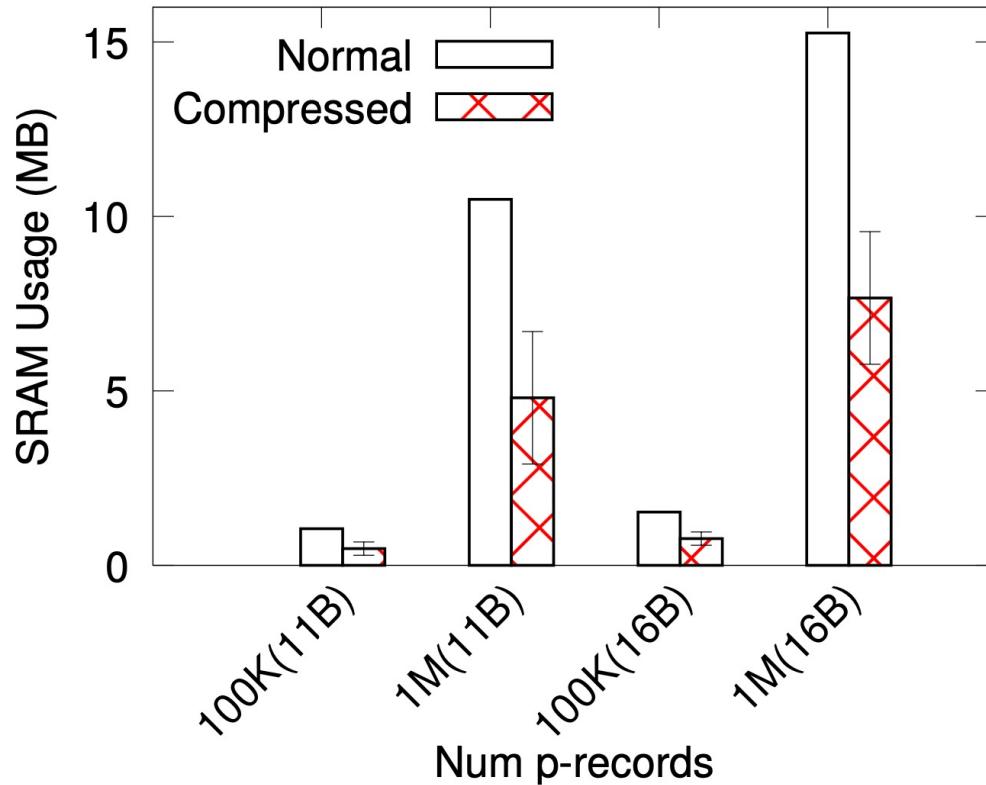
- *Packet-level simulator*
- *~6000 lines of C++*

# Retrospection & Correlation (Simulation)

- Fat-Tree 24 (720 Switches, 3456 Hosts) with 100G Links (**172.8 Tbps**)
- Traffic Model scaled based on real-world DC\* (web apps)



# SRAM Overhead



**5 – 7 MB SRAM**

# SyNDB

## Synchronized Network Debugger

- A first of its kind network-wide Synchronized Debugging framework for network-wide debugging.
- SyNDB can be implemented in existing switches and support several ms (100's of RTTs) of packet histories.
- SyNDB exports packet histories only on detecting faults, thus saves storage and network overhead by a magnitude at line-rate.



<https://github.com/rajkiranjoshi/syndb-sim>