



**Scaling networks through software**

March 16th 2015 | João Taveira Araújo  
**@jta**

# network systems @ fastly

# GitHub



# meta::cpan

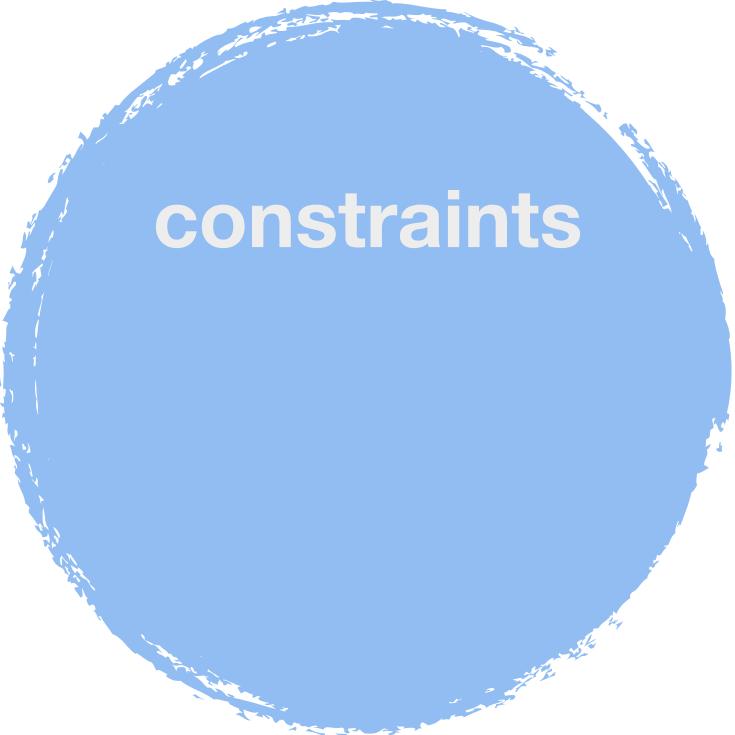
# imgur



## FASTLY GLOBAL CONTENT DELIVERY NETWORK

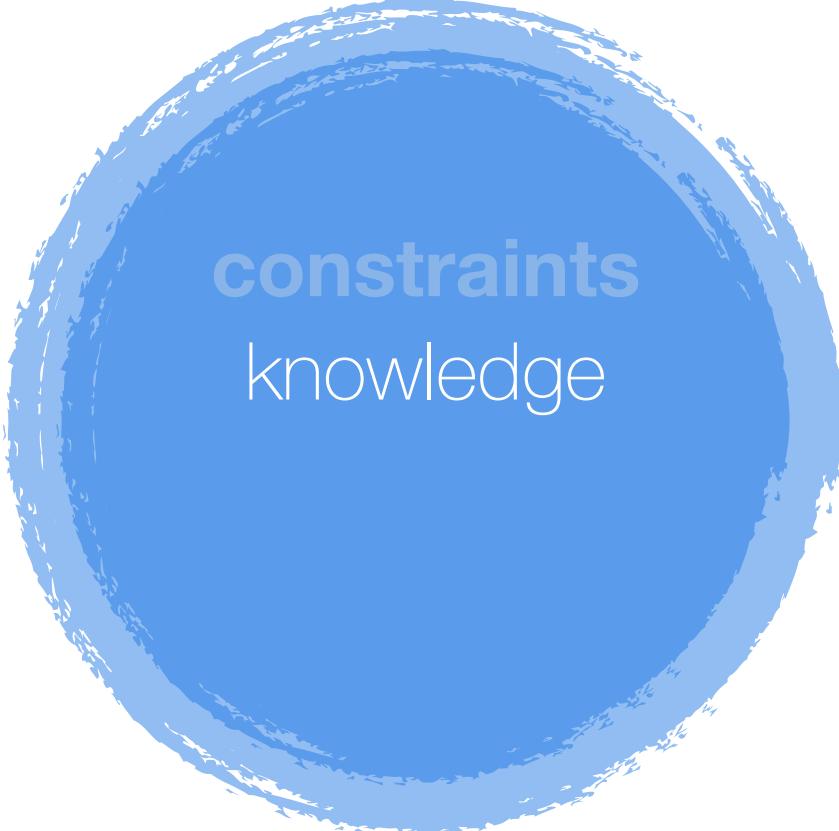


# scalability



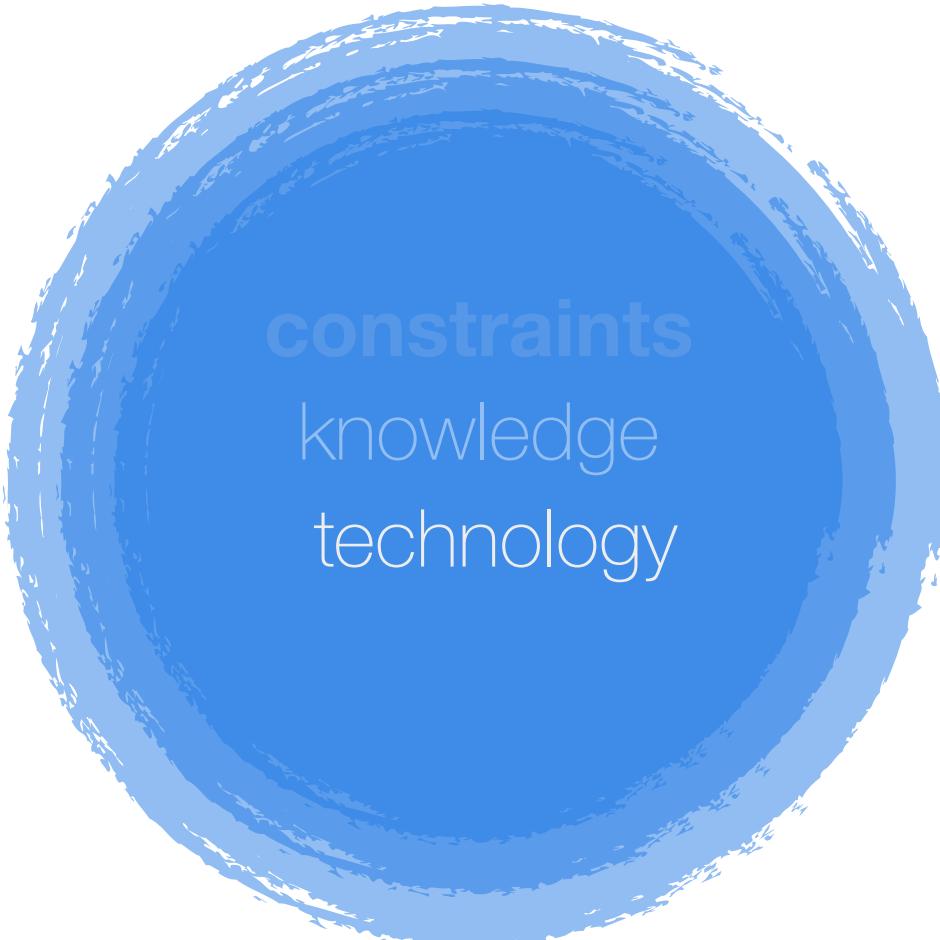
constraints





constraints  
knowledge





**constraints**  
knowledge  
technology



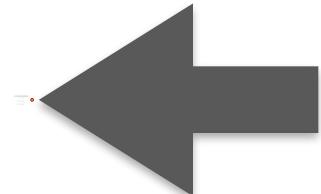


constraints  
knowledge  
technology  
complexity





constraints  
knowledge  
technology  
complexity

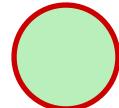


# constraints

time

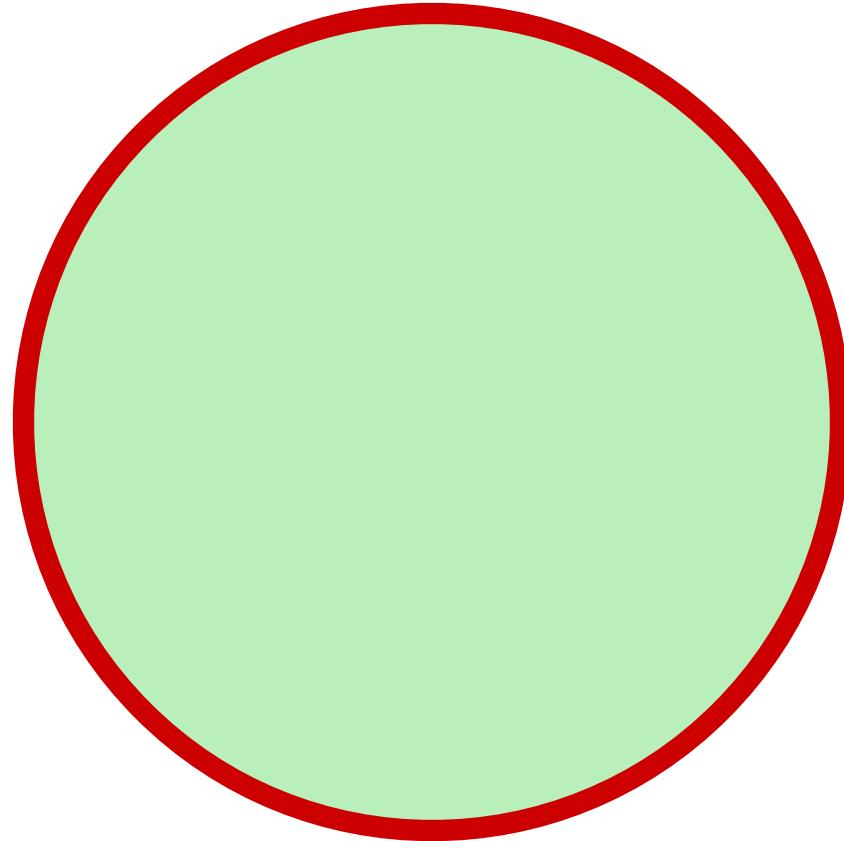
money

people



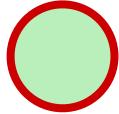
# constraints

- time
- money
- people



**constraints**

time  
money  
people



# Becoming a multi terabit network

Number of PoPs ..... ~20

BGP announcements ..... ~2000

Requests per second ..... ~1000000

# Becoming a multi terabit network

Number of PoPs .....	~20
BGP announcements .....	~2000
Requests per second .....	~1000000
Network ops .....	2

# Becoming a multi terabit network

Number of PoPs .....	~20
BGP announcements .....	~2000
Requests per second .....	~1000000
Network ops .....	2
Network software .....	me

# scalability

# observations on network scalability

from a company that used to be a startup

i

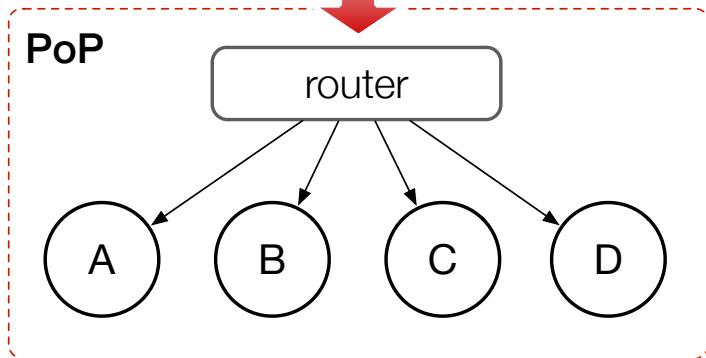
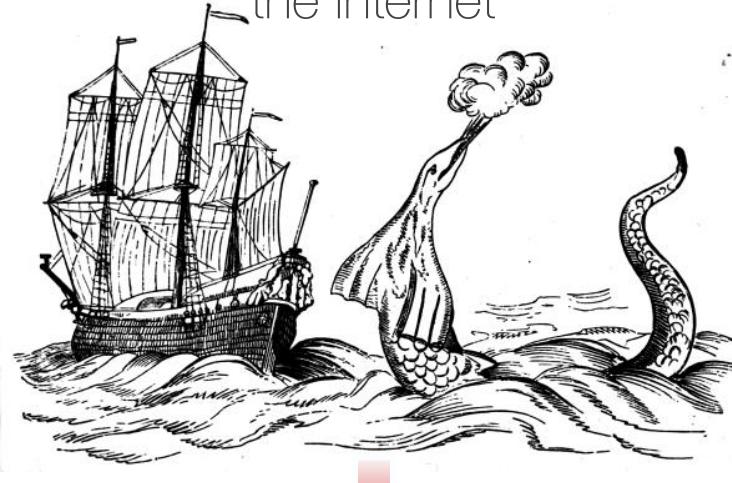
anything you don't explicitly  
control is an implicit liability

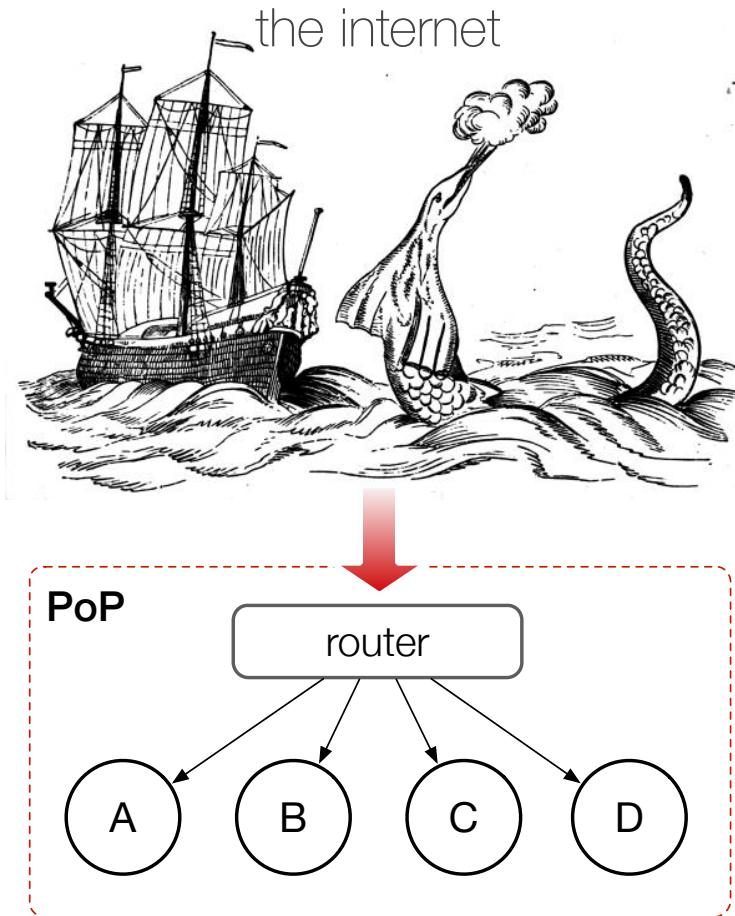


# the internet



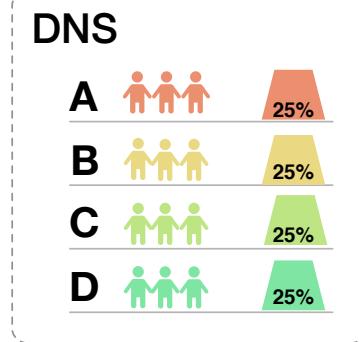
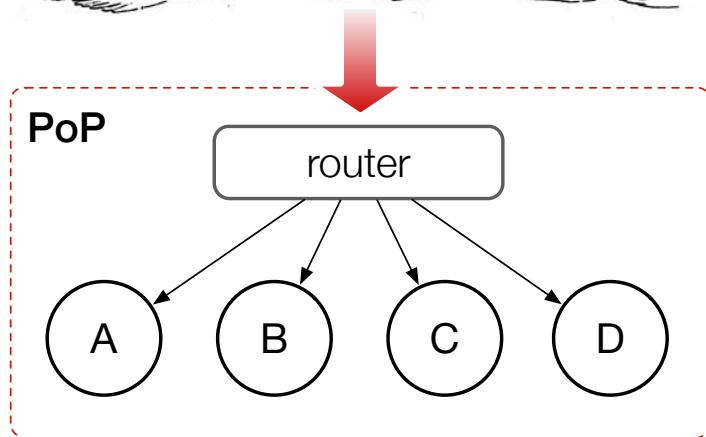
the internet

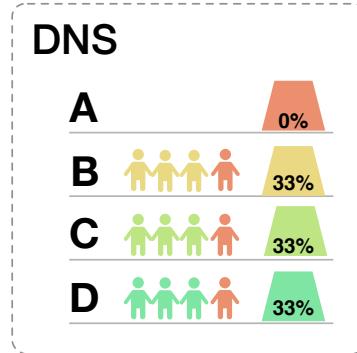
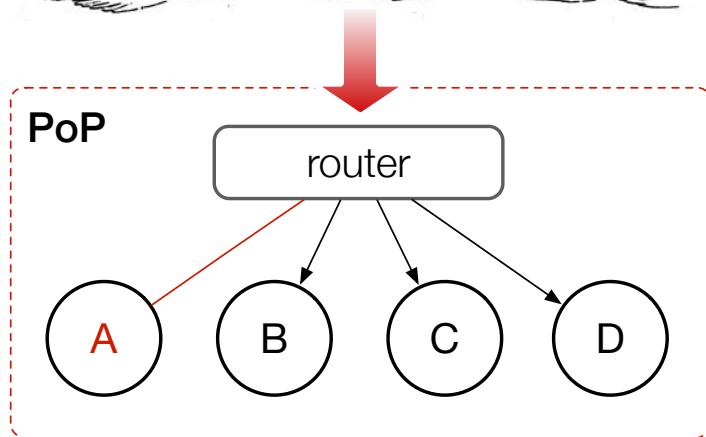


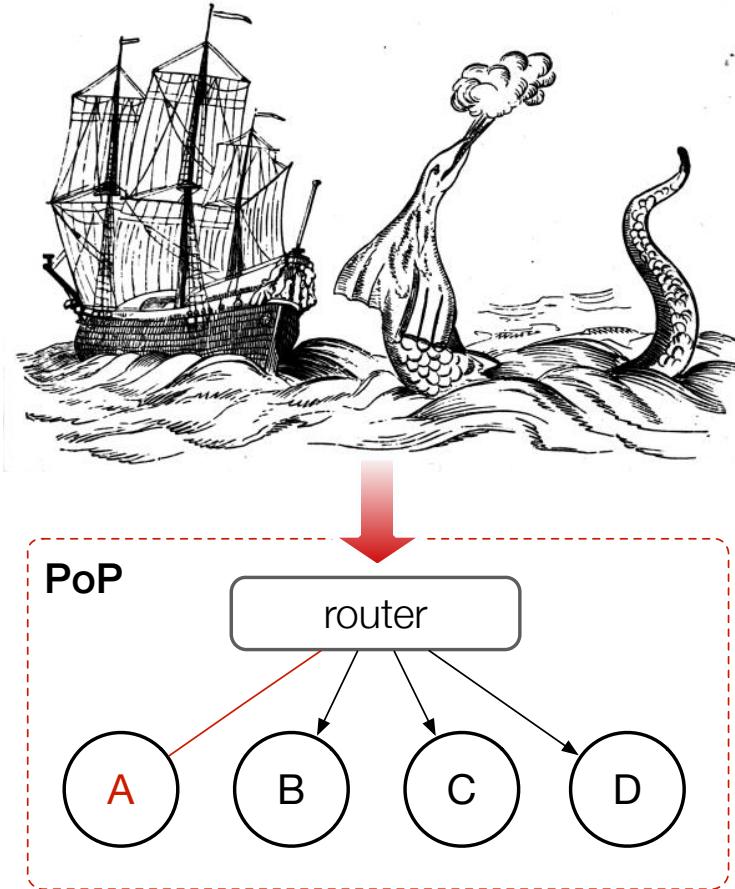


## How do you:

- ▶ load balance traffic
- ▶ gracefully failover if a server fails





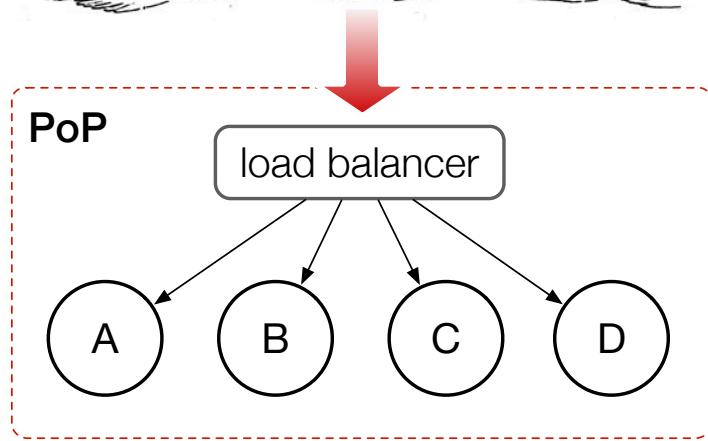


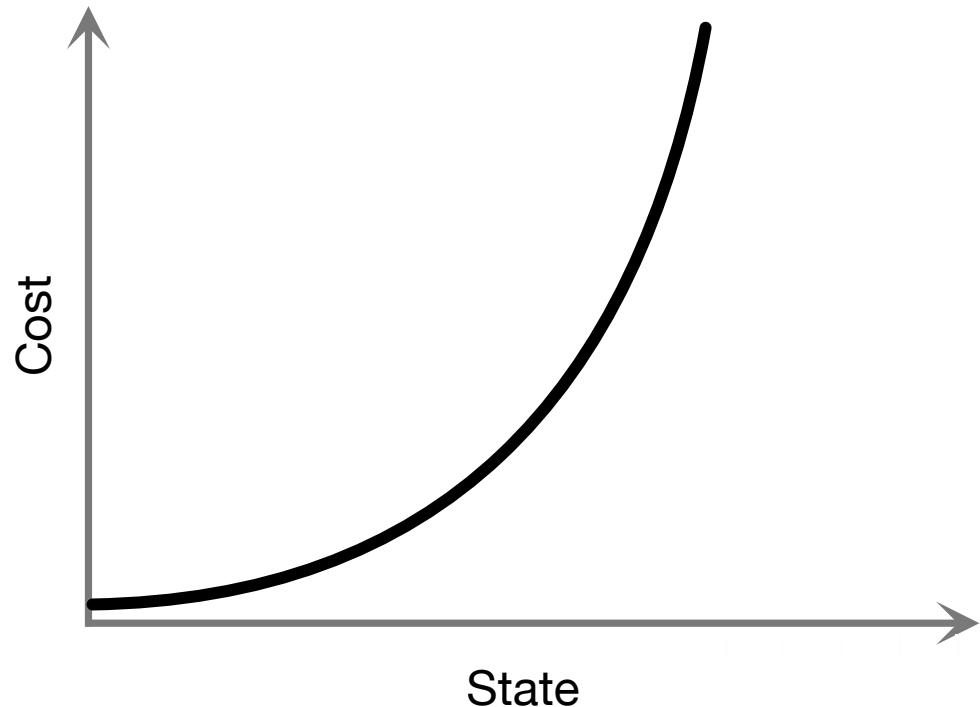
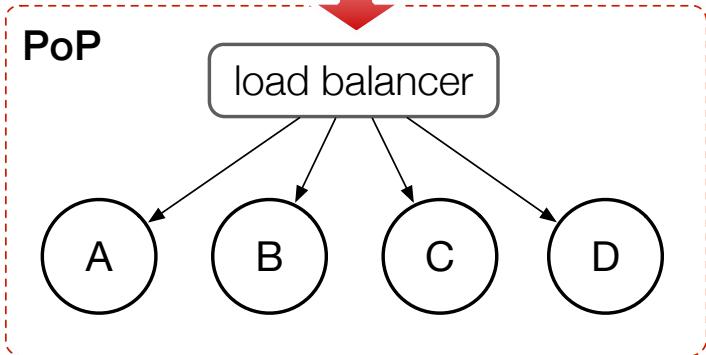
## Bad idea:

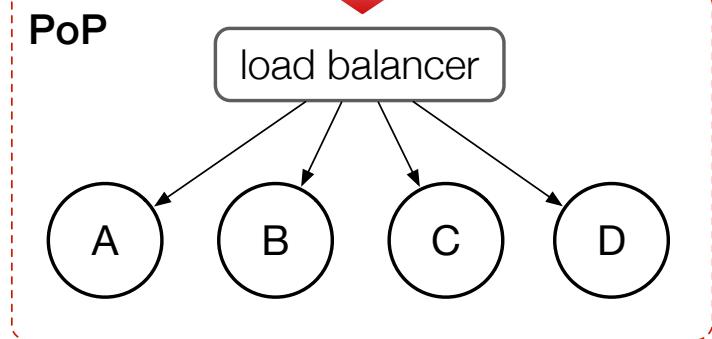
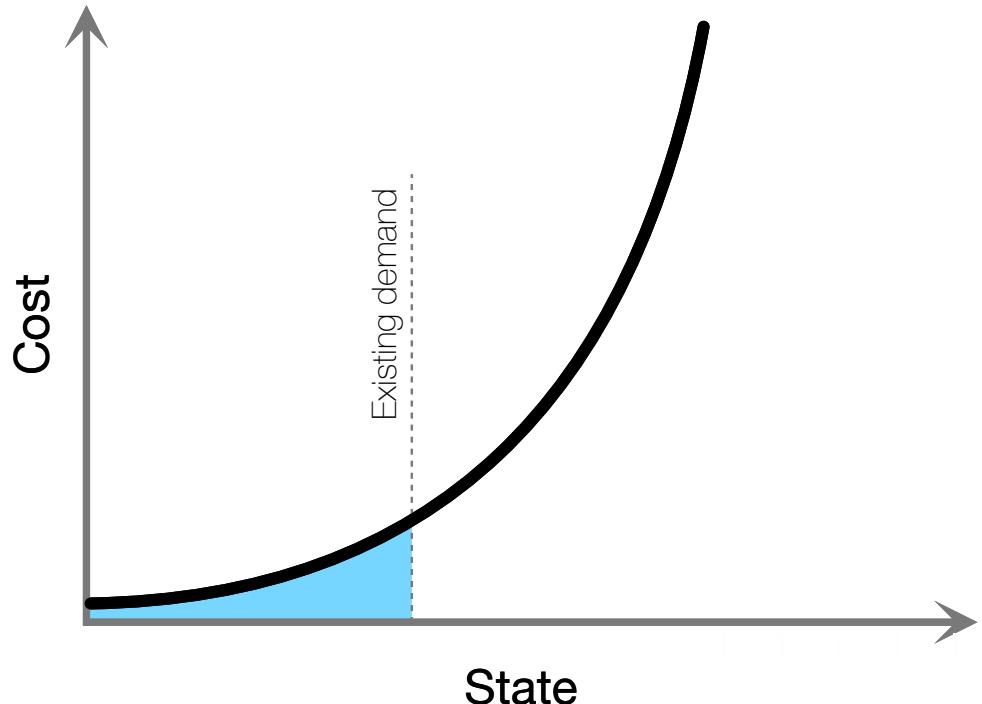
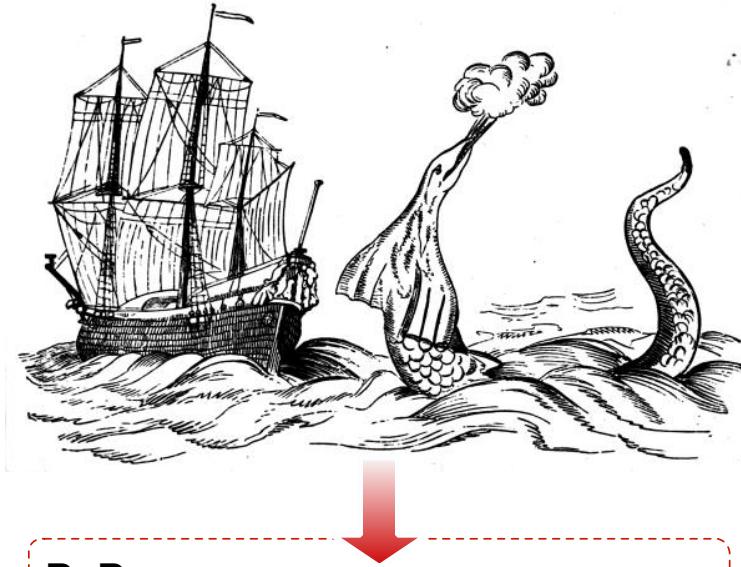
- gets hard to manage
- do one thing and do it well
- you don't control TTL

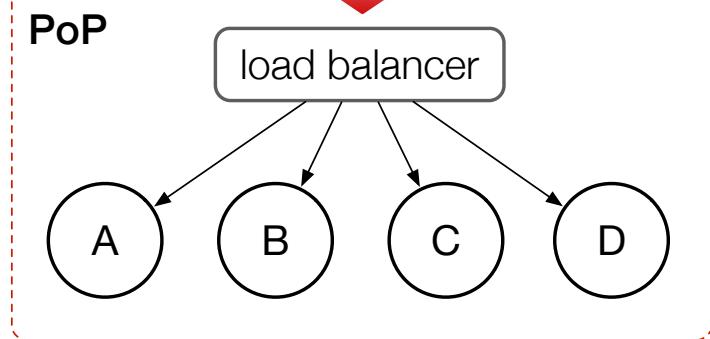
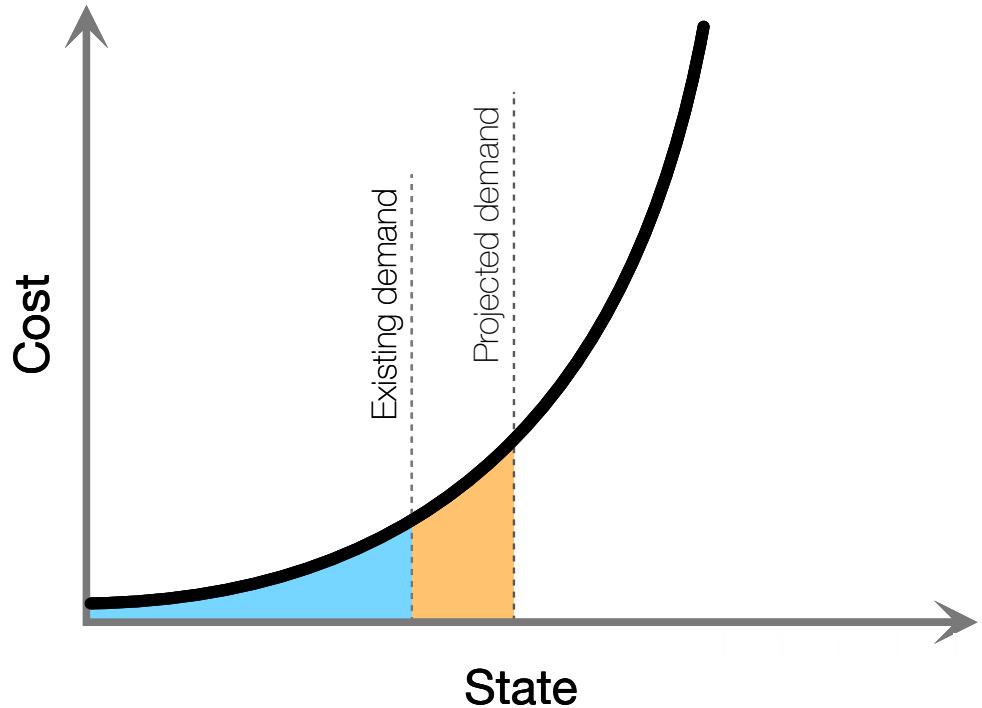
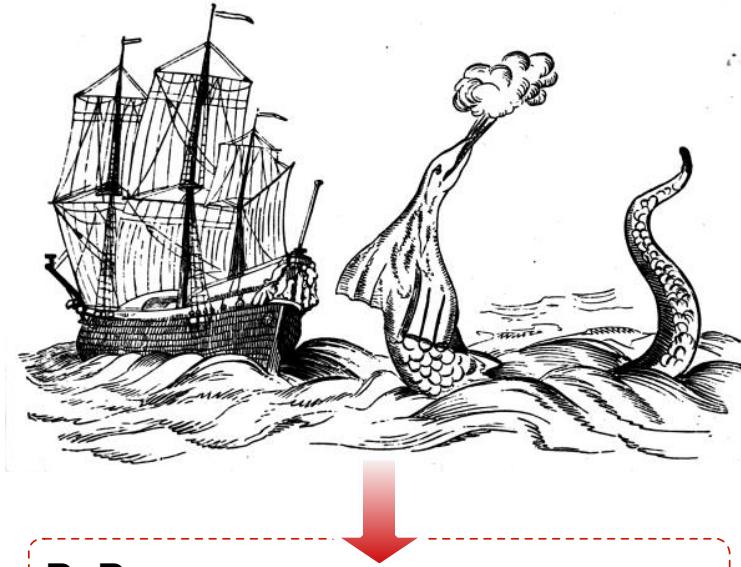
## DNS

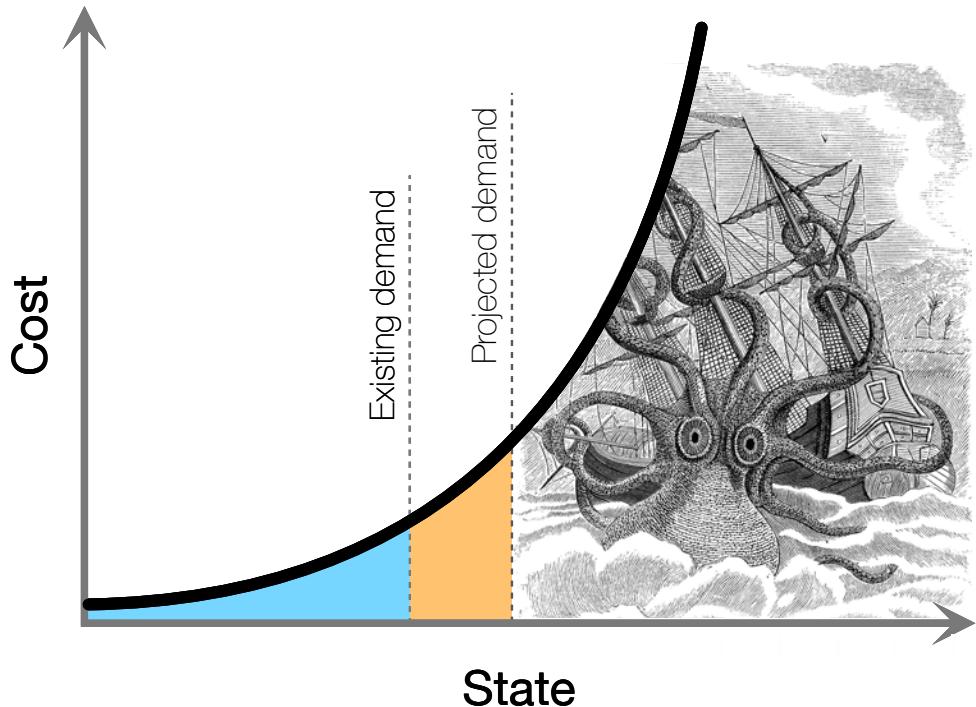
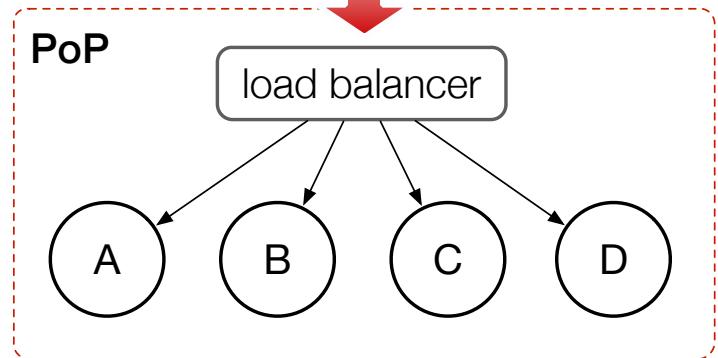


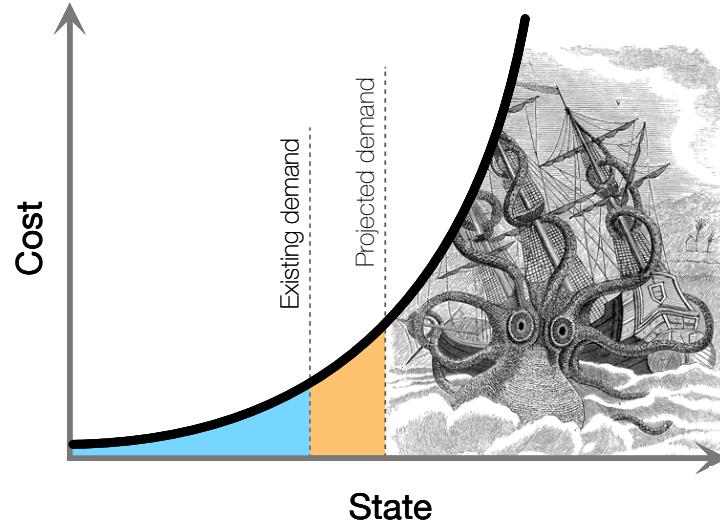
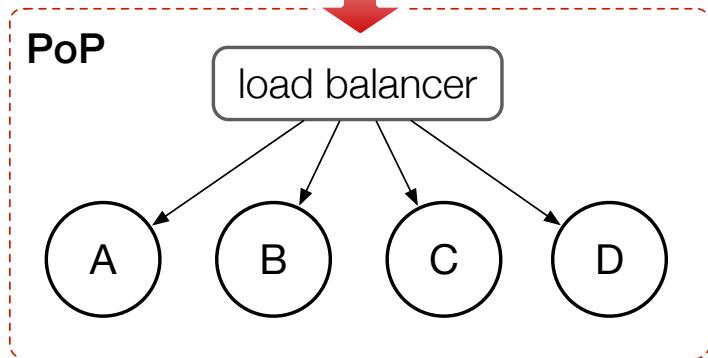






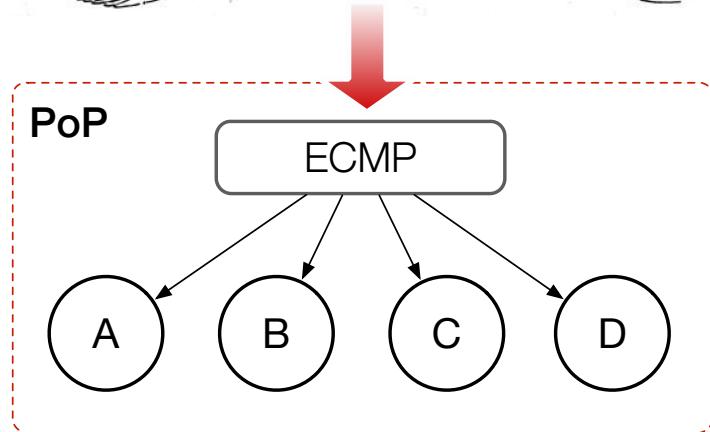






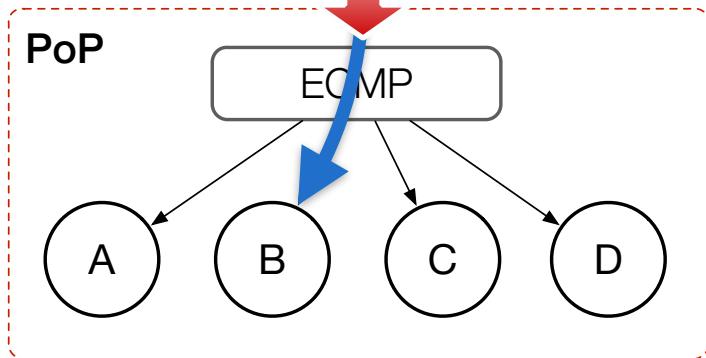
## Bad idea:

- ▶ you don't control demand
- ▶ you don't control DDOS



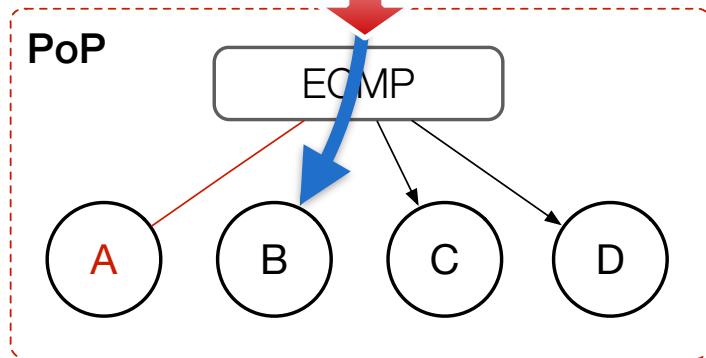


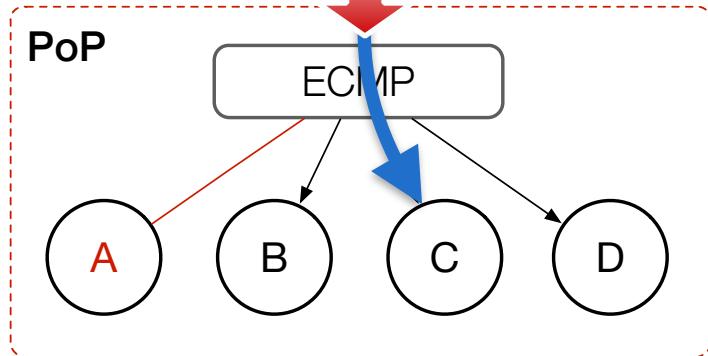
Destination network	Next hop
10.0.0.0/24	A
10.0.0.0/24	B
10.0.0.0/24	C
10.0.0.0/24	D





Destination network	Next hop
10.0.0.0/24	A
10.0.0.0/24	B
10.0.0.0/24	C
10.0.0.0/24	D





A blue arrow points from the "Bad idea" section towards a table illustrating a routing table entry. The table has two columns: "Destination network" and "Next hop". There are three identical entries:

Destination network	Next hop
10.0.0.0/24	B
10.0.0.0/24	C
10.0.0.0/24	D

## Bad idea:

- ▶ connection resets
- ▶ you don't control rehashing
- ▶ you don't control vendor roadmaps

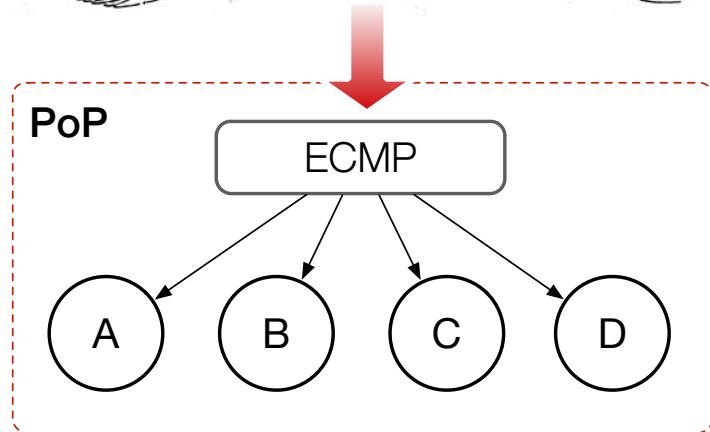
ii

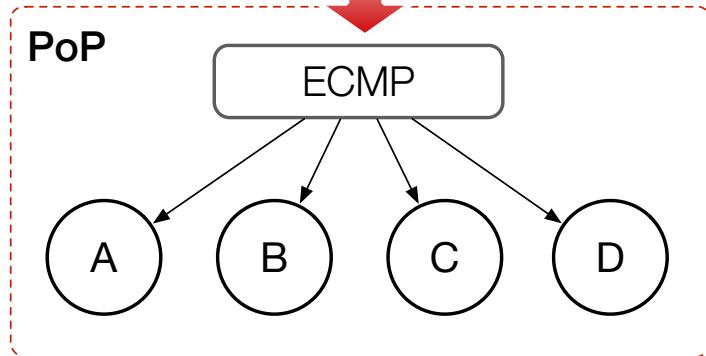
don't resign to fate just  
because everything sucks



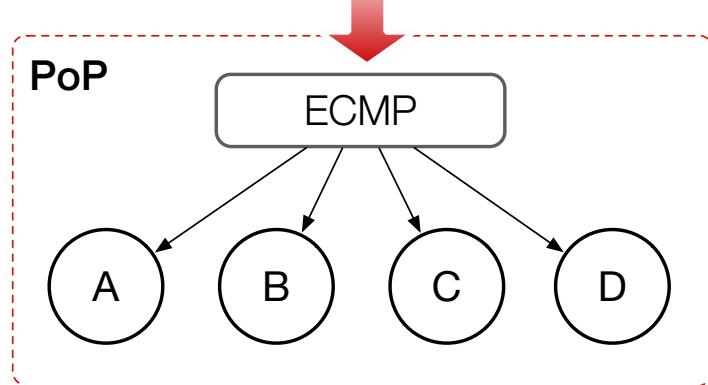
fastly®

faild



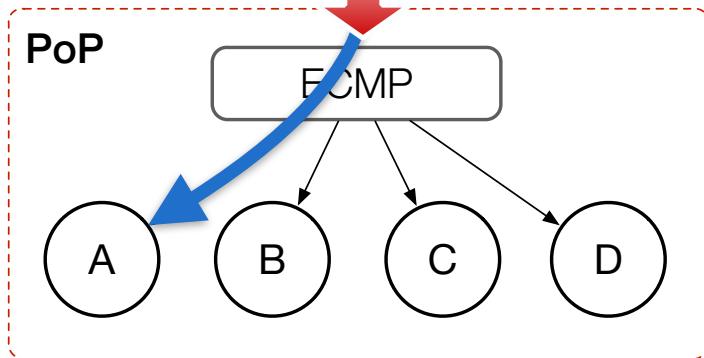


Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...



Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...

IP Address	MAC
10.1.A.1	A:A
10.1.A.2	A:A
10.1.A.3	A:A
...	...



Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...

IP Address	MAC
10.1.A.1	A:A
10.1.A.2	A:A
10.1.A.3	A:A
...	...

# drain a host



Destination network	Next hop
---------------------	----------

10.0.0.0/24	10.1.A.1
-------------	----------

10.0.0.0/24	10.1.A.2
-------------	----------

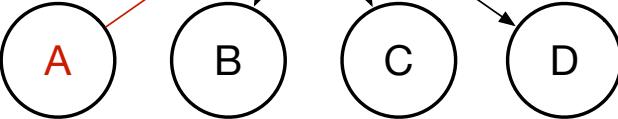
10.0.0.0/24	10.1.A.3
-------------	----------

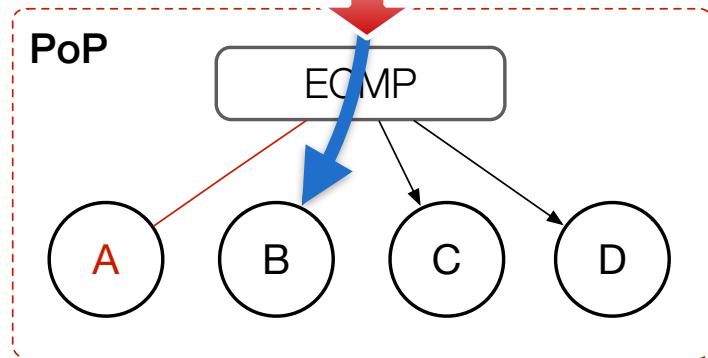
...

...

PoP

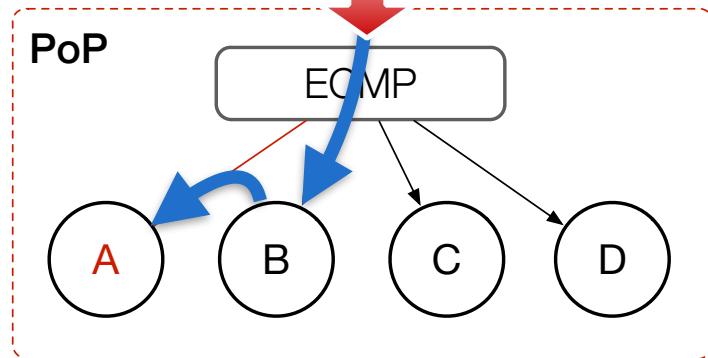
ECMP





Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...

IP Address	MAC
10.1.A.1	B:A
10.1.A.2	C:A
10.1.A.3	D:A
...	...



Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...

IP Address	MAC
10.1.A.1	B:A
10.1.A.2	C:A
10.1.A.3	D:A
...	...

cut off to failed state



Destination network	Next hop
---------------------	----------

10.0.0.0/24	10.1.A.1
-------------	----------

10.0.0.0/24	10.1.A.2
-------------	----------

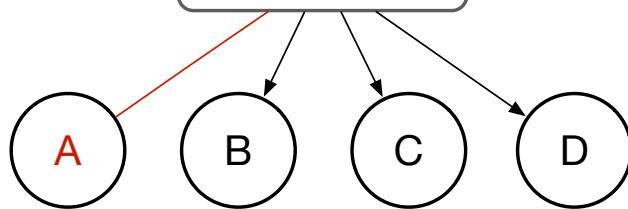
10.0.0.0/24	10.1.A.3
-------------	----------

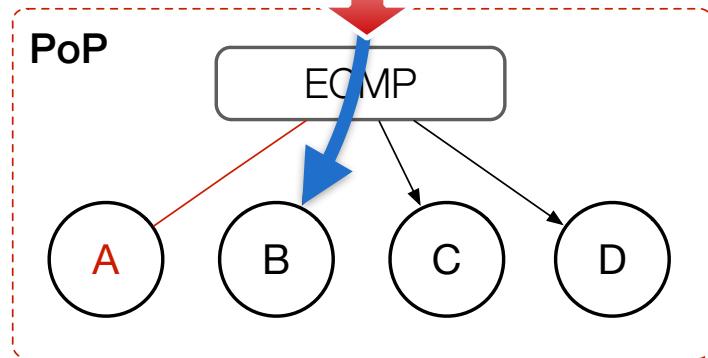
...

...

PoP

ECMP

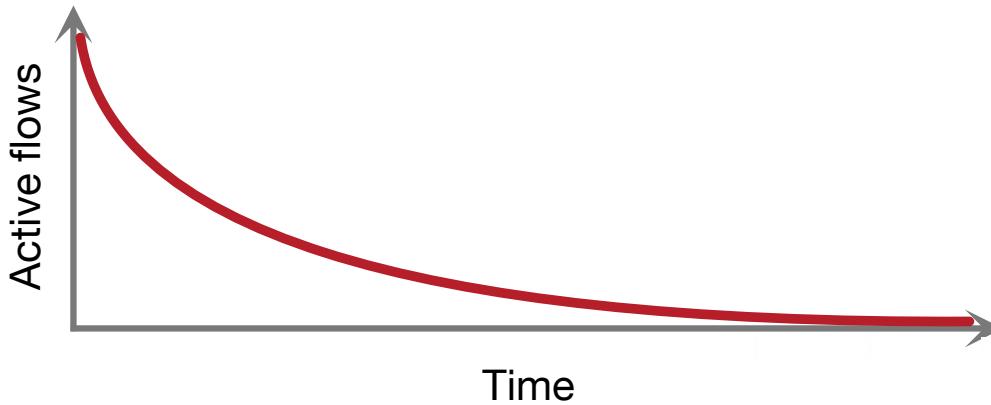




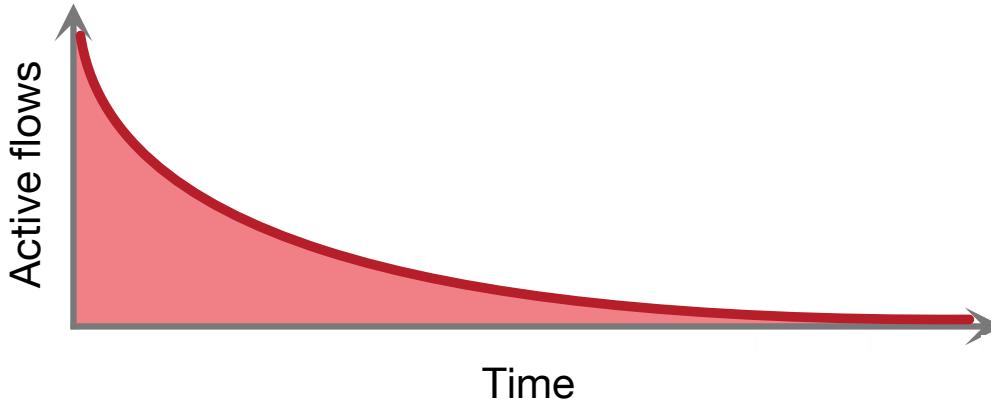
Destination network	Next hop
10.0.0.0/24	10.1.A.1
10.0.0.0/24	10.1.A.2
10.0.0.0/24	10.1.A.3
...	...

IP Address	MAC
10.1.A.1	B:B
10.1.A.2	C:C
10.1.A.3	D:D
...	...

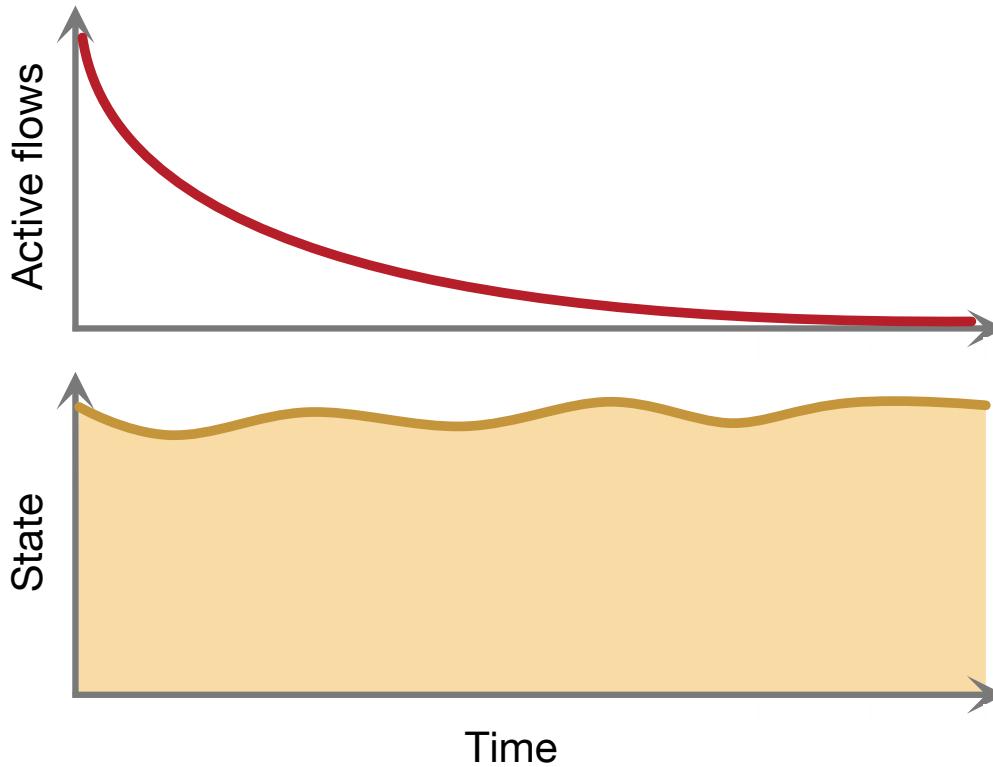
ecmp



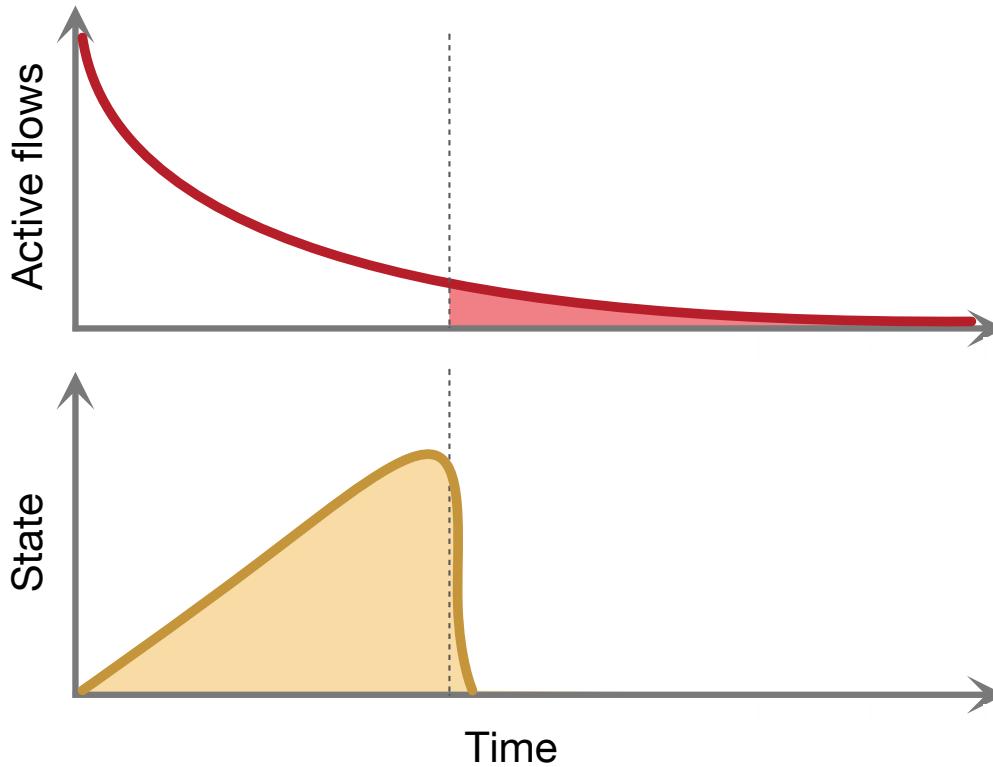
ecmp



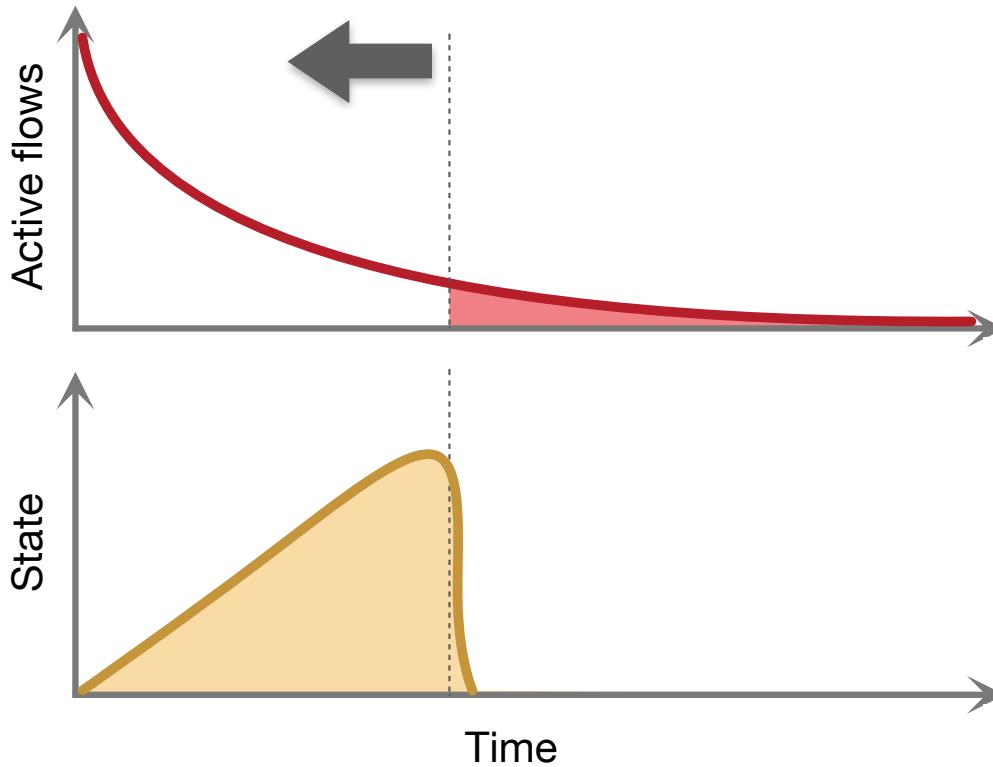
load  
balancer



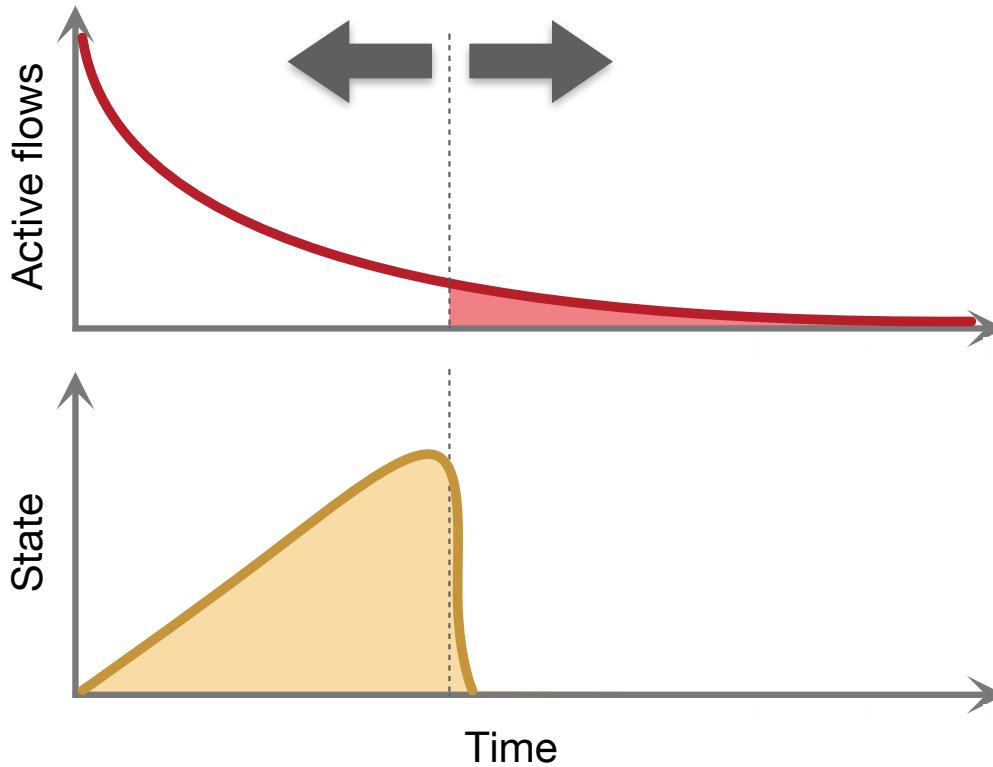
faild



faild



faild



iii

if it's expensive you  
probably don't need it.



fastly®



# F5 BIG-IP 10350v



F5 BIG-IP 10350v

\$200,000



F5 BIG-IP 10350v

\$200,000

\$0

# load balancer

load ~~balancer~~ balancing

load ~~balancer~~ balancing

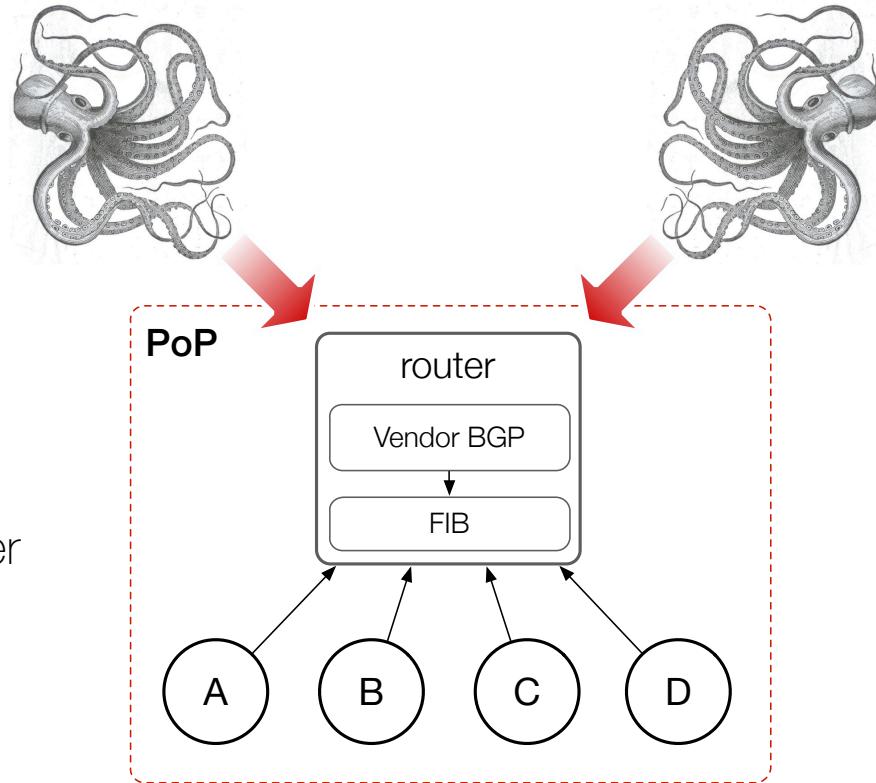
(a load balancer is just an **appliance** which provides load balancing)

# distributed load ~~balancer~~ balancing

(a load balancer is just an **appliance** which provides load balancing)

## How to build a PoP

- ▶ buy a router
- ▶ get BGP table from each provider
- ▶ install routes to FIB
- ▶ servers use default gateway





# Juniper MX960 Router



Juniper MX960 Router

~\$500,000

# router

~~router~~ routing

# ~~router~~ routing

(a router is just an **appliance** which provides routing)

# distributed ~~router~~ routing

(a router is just an **appliance** which provides routing)



## Arista DCS-7150S switch family

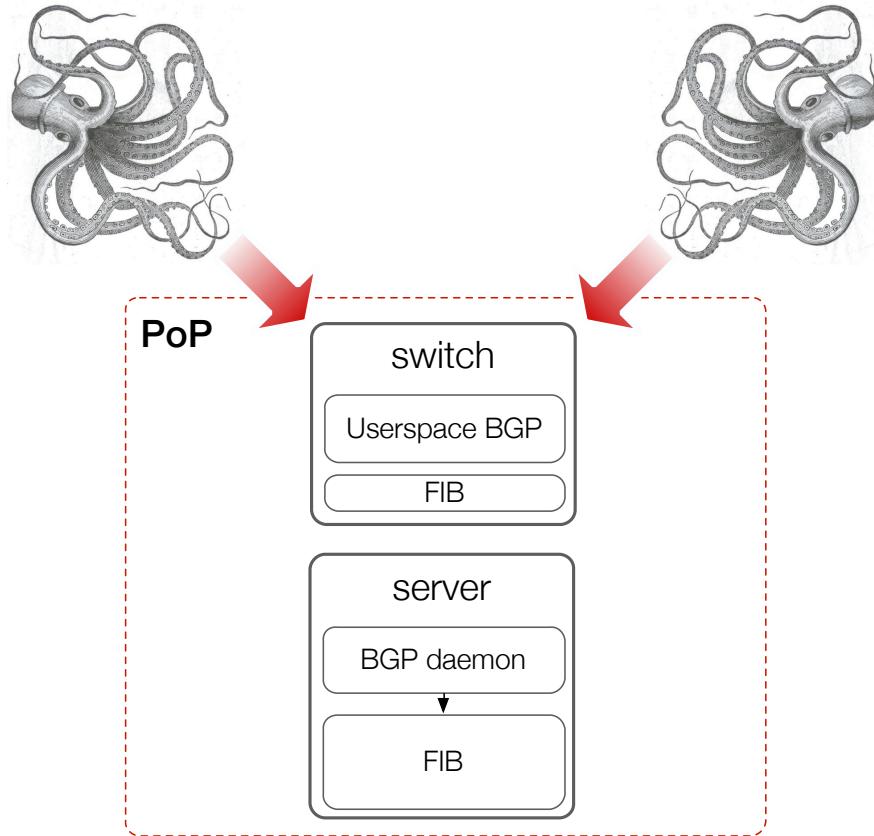


Arista DCS-7150S switch family

\$29,995

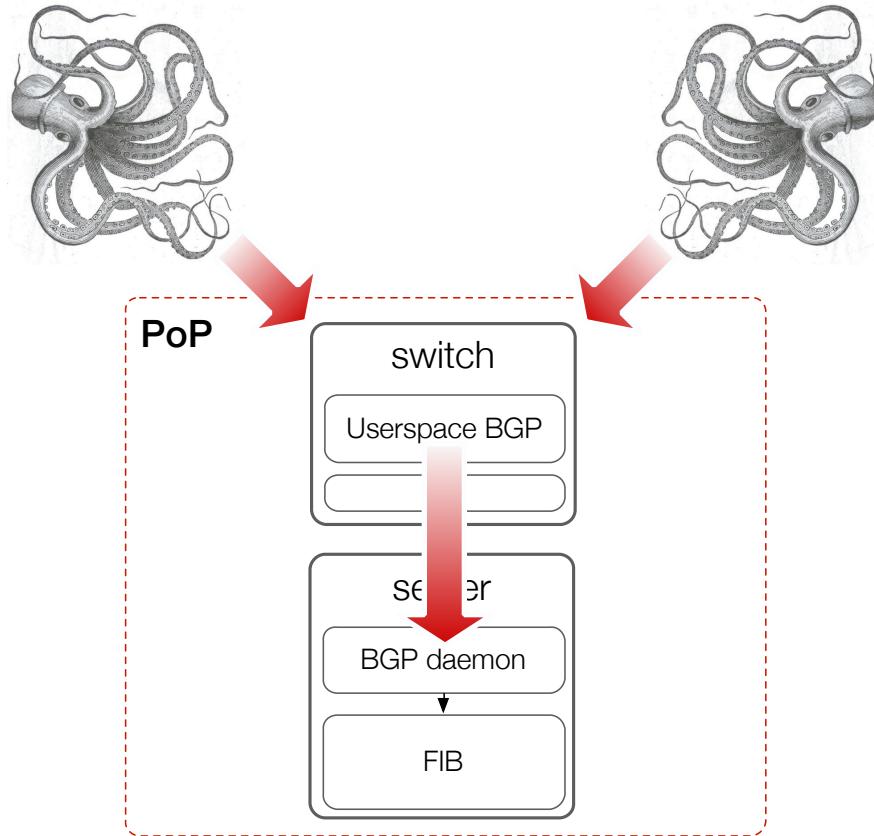
## How to build a Fastly PoP

- ▶ buy switches
- ▶ reflect BGP down to servers
- ▶ inject multipath routes into FIB



## How to build a Fastly PoP

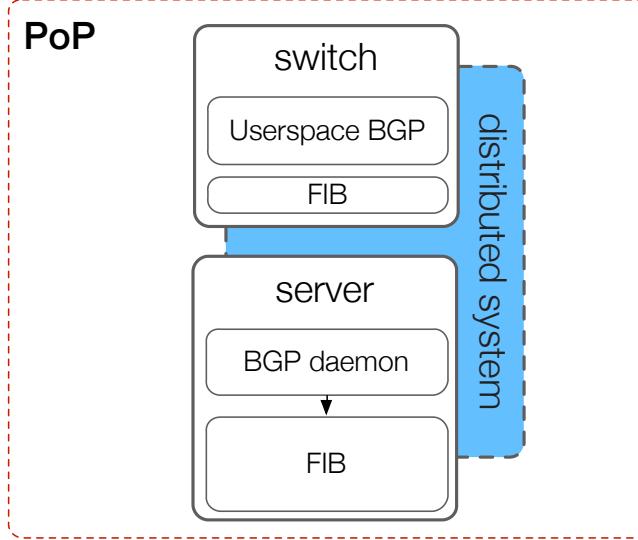
- ▶ buy switches
- ▶ reflect BGP down to servers
- ▶ inject multipath routes into FIB





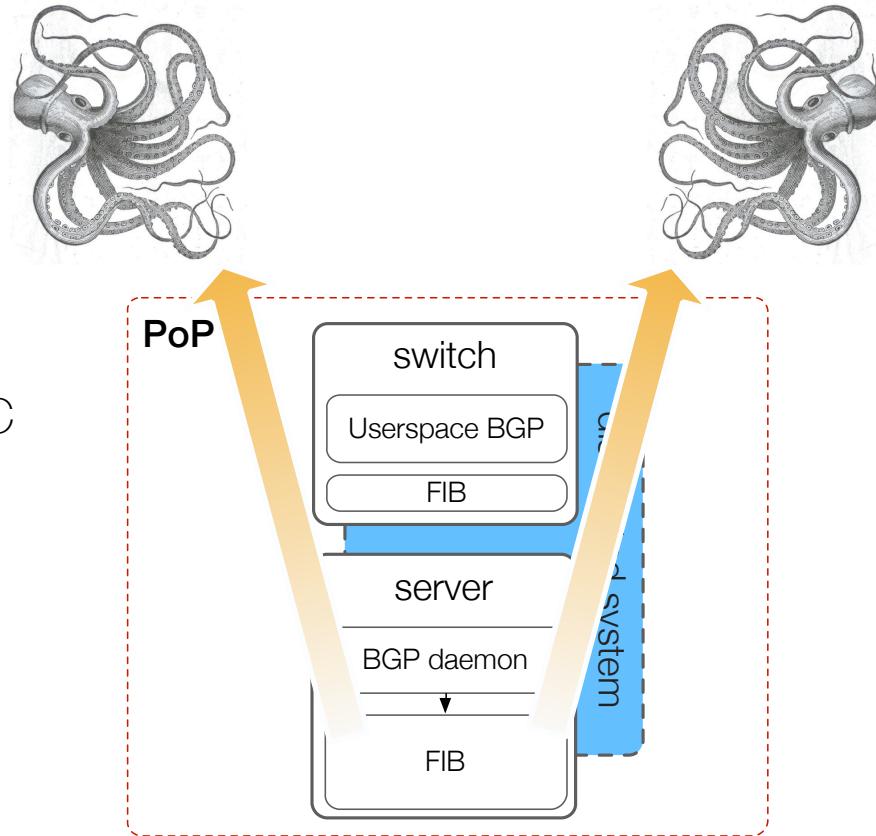
## How packets egress Fastly

- switches emit nexthop IP and MAC
- servers configure p2p link / ARP
- send directly to provider nexthop!



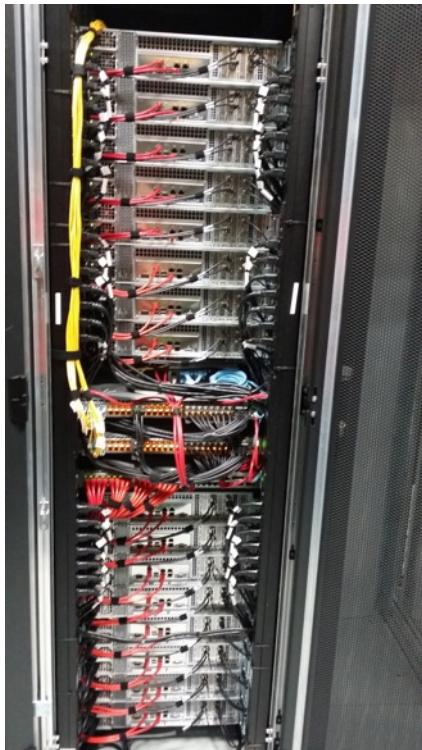
## How packets egress Fastly

- switches emit nexthop IP and MAC
- servers configure p2p link / ARP
- send directly to provider nexthop!



```
joao@cache:~$ sudo birdc show route count
BIRD 1.4.4 ready.
2099355 of 2099355 routes for 524852 networks
```

# Fastly PoPs: engineering perspective

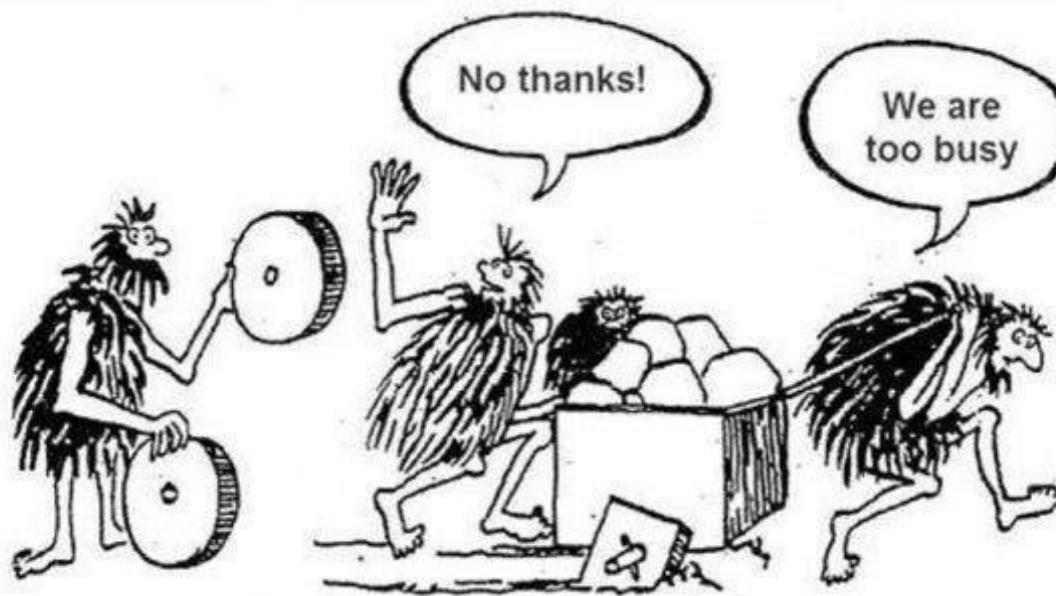


# Fastly PoPs: investor perspective



# iv

It's easier to make people  
less busy than hire people.



fastly®







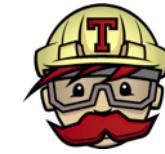
YOU WOULDN'T  
DOWNLOAD A CAR



YOU WOULDN'T  
DOWNLOAD A CAR

Yes I would

# software



# networking

*“you wouldn’t do  
that to a switch”*

# software



# “Networking is hard”

# “Networking is hard”

resource constraints

# “Networking is hard”

resource constraints

protocol standards

# “Networking is hard”

resource constraints

protocol standards

security concerns

# “Networking is hard”

resource constraints

protocol standards

security concerns

network vendors

where is time spent needlessly?

# pinpointing path failures

# st-ping: probe all upstreams

```
joao@cache:~$ sudo st-ping 8.8.8.8
```

```
Pinging 8.8.8.8 via 12 upstreams.
```

Upstream	Intf	Nexthop	Sent	Loss	Min	Avg	Max	Dev
cogent	p5p1		10	0.0%	1.023	1.042	1.056	0.022
cogent	p3p2		10	0.0%	1.018	1.042	1.079	0.034
cogent	p3p1		10	0.0%	1.014	1.029	1.059	0.011
cogent	p5p2		10	0.0%	1.024	1.036	1.063	0.039
l3	p3p2		10	0.0%	0.867	0.878	0.902	0.016
l3	p5p2		10	0.0%	1.347	1.357	1.383	0.038
l3	p3p1		10	0.0%	1.3	1.318	1.341	0.021
l3	p5p1		10	0.0%	0.88	0.887	0.902	0.027
* telia	p3p1		10	0.0%	26.485	26.634	27.243	0.32
* telia	p3p2		10	0.0%	27.963	28.587	29.692	0.674
* telia	p5p1		10	0.0%	25.81	26.621	27.24	0.446
* telia	p5p2		10	0.0%	27.953	29.058	29.669	0.634

# changing route preferences

```
switch      #conf
switch      (config)#l3
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

# upstream alias

```
switch      #conf
switch      (config)#l3
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

# announced prefixes

```
switch      #conf
switch      (config)#l3
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

```
switch      #conf
switch      (config)#l3
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```



live BGP info

```
switch      (config-if-Et3)#desc +15169
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] {+15169} is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

# increase Google localpref

```
switch      (config-if-Et3)#desc +15169
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] {+15169} is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

```
switch      (config-if-Et3)#desc +15169
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [asia,dns1,dns2,dns3,dns4,http1,http2,http3,http4,site] {+15169} is up since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```



localpref overrides

```
joao@cache:~$ sudo st-ping 8.8.8.8
```

```
Pinging 8.8.8.8 via 12 upstreams.
```

Upstream	Intf	Nexthop	Sent	Loss	Min	Avg	Max	Dev
cogent	p3p1		10	0.0%	1.018	1.028	1.037	0.035
cogent	p5p1		10	0.0%	1.02	1.037	1.052	0.044
cogent	p3p2		10	0.0%	1.011	1.031	1.06	0.028
cogent	p5p2		10	0.0%	1.026	1.033	1.049	0.026
* l3	p3p1		10	0.0%	1.3	1.319	1.363	0.035
* l3	p5p2		10	0.0%	1.344	1.357	1.383	0.034
* l3	p3p2		10	0.0%	0.866	0.879	0.899	0.033
* l3	p5p1		10	0.0%	0.869	0.885	0.925	0.038
telia	p3p1		10	0.0%	25.802	26.55	27.202	0.379
telia	p5p1		10	0.0%	26.481	26.713	27.231	0.346
telia	p5p2		10	0.0%	27.943	28.803	29.47	0.619
telia	p3p2		10	0.0%	27.948	28.579	29.669	0.667

# changing prefix announcements

```
switch      (config-if-Et3)#desc !http
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [!http1,!http2,!http3,!http4,asia,dns1,dns2,dns3,dns4,site] {+15169} is feed since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```

# withdraw all HTTP anycast prefixes

```
switch      (config-if-Et3)#desc !http
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [!http1,!http2,!http3,!http4,asia,dns1,dns2,dns3,dns4,site] {+15169} is feed since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```



```
switch      (config-if-Et3)#desc !http
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [!http1,!http2,!http3,!http4,asia,dns1,dns2,dns3,dns4,site] {+15169} is feed since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```



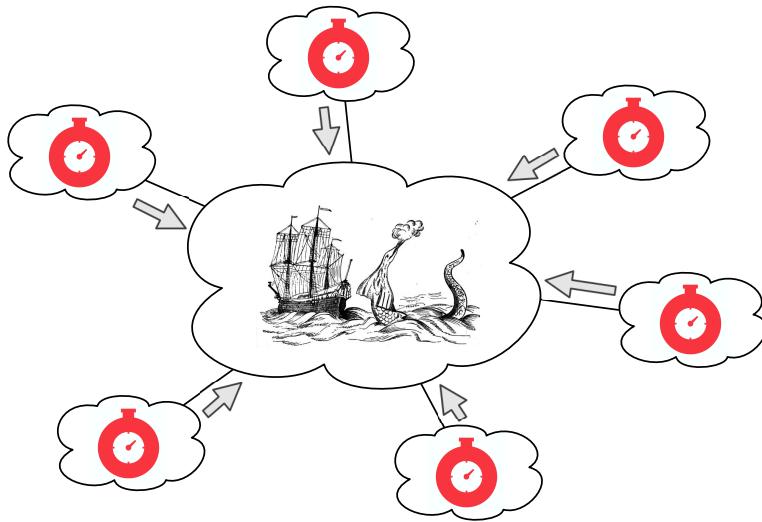
## BGP session status

```
switch      (config-if-Et3)#desc !http
switch      (config-if-Et3)#show active
interface Ethernet3
  description l3_1 [!http1,!http2,!http3,!http4,asia,dns1,dns2,dns3,dns4,site] {+15169} is feed since 2015-02-27
  load-interval 5
  ip access-group inboundc in
  ip access-group outbound out
  queue-monitor length thresholds 1024 128
  no lldp receive
```



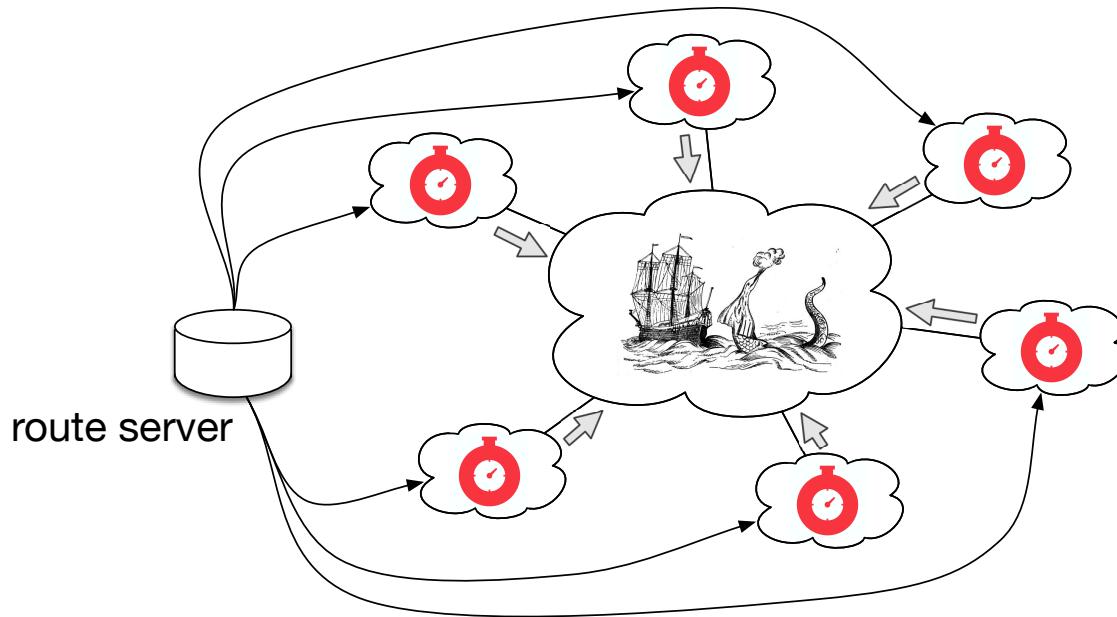
## BGP session status

# changing global routing policy



## We generate lots of BGP announcements

- ▶ changing policy manually is hard
- ▶ changing policy per-device takes long



## We generate lots of BGP announcements

- ▶ changing policy manually is hard
- ▶ changing policy per-device takes long

## Withdraw anycast prefixes via L3 #159

Merged joelja merged 1 commit into master from joao/bai-bai-l3 17 days ago

Conversation 0 Commits 1 Files changed 51 +413 -412

jta commented 17 days ago

We pulled L3 in EU and some of US due to meltdown. We need to pull anycast globally in order to avoid hauling traffic from EU to US.

Withdraw anycast prefixes via L3 ... f0dd3

joelja merged commit 1ebdb08 into master from joao/bai-bai-l3 17 days ago Revert

Pull request successfully merged and closed You're all set—the joao/bai-bai-l3 branch can be safely deleted. Delete branch

Labels None yet

Milestone No milestone

Assignee No one—assign yourself

Notifications Unsubscribe You're receiving notifications because you authored the thread.

## Stage and deploy via Github

- ▶ generate diff of routing policy and exported routes
- ▶ peer reviewed, endlessly revertible

```
@@ -33,6 +33,7 @@ function policy_anycast(int pop; string switch) {
33
34     #neteng-414 no singtel
35     l3_no_export_asn(7473);
36
37 }
38
```

33		33	
34	#neteng-414 no singtel	34	#neteng-414 no singtel
35	l3_no_export_asn(7473);	35	l3_no_export_asn(7473);
		36	+ no_export();
36		37	
37	}	38	}
38		39	

## Staging lists affected switches and prefixes

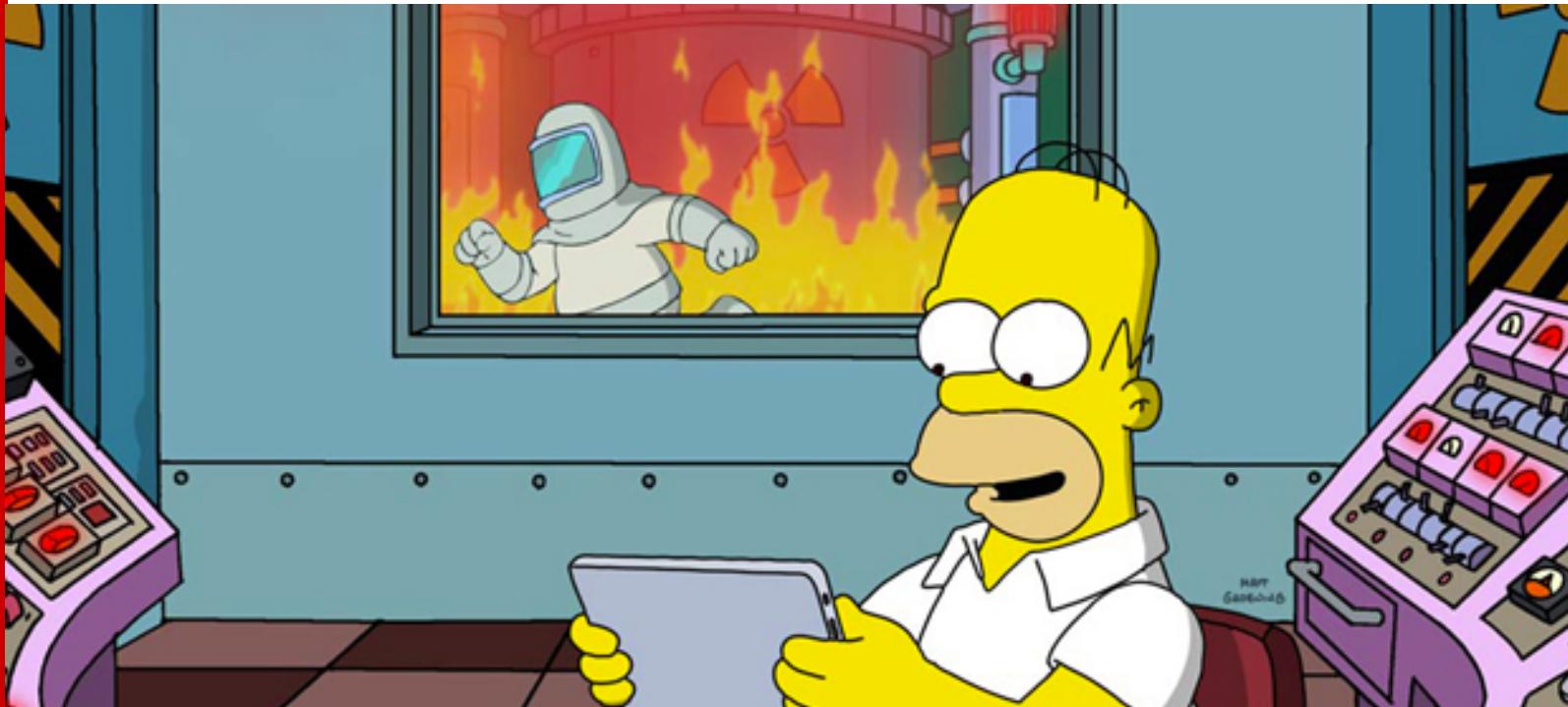
- ▶ human error could withdraw Fastly from the Internet
- ▶ hard to automate, so make sure people can get it right first

## **Seems so simple...**

- ▶ reduced time spent needlessly
- ▶ reduced human error dramatically
- ▶ allowed us to train netops out of our datacenter team
- ▶ Arista eAPI allows description changes: instant RESTful orchestration

# V

existing best practices  
won't save you.



fastly®

## Saving money

- ▶ buy bare essentials
- ▶ distribute everything
- ▶ efficiency matters

## Saving time

- ▶ correct architecture helps!
- ▶ reduce cognitive overhead
- ▶ solve ops first, automate later

## **Be wary of:**

- ▶ best practices
- ▶ cool stuff
- ▶ perfect



**[www.fastly.com/about/careers](http://www.fastly.com/about/careers)**

March 16th 2015 | João Taveira Araújo  
**@jta**