LMU LUDWIG-MAXIMILIANS-UNIVERSITÄT MÜNCHEN

MNM TEAM

Conflict Detection in Software-Defined Networks

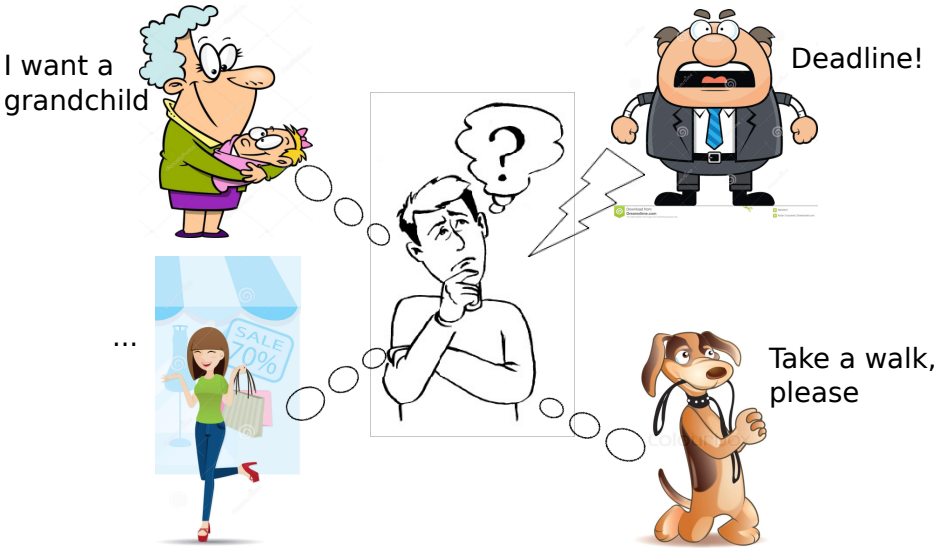
Author 1
author1@campus.lmu.de

Author 2
mnm-team.org/~author2

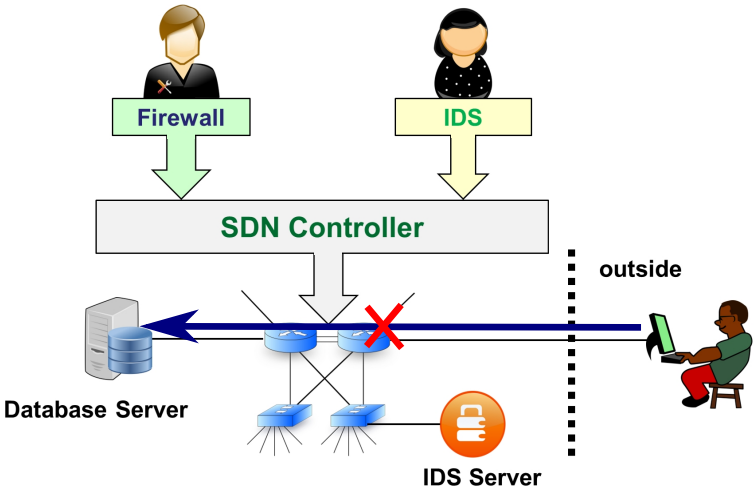
Aufgabensteller: Prof. Dr. Dieter Kranzlmüller
Betreuer 1: 1. Supervisor
Betreuer 2: 2. Supervisor

July 21, 2022

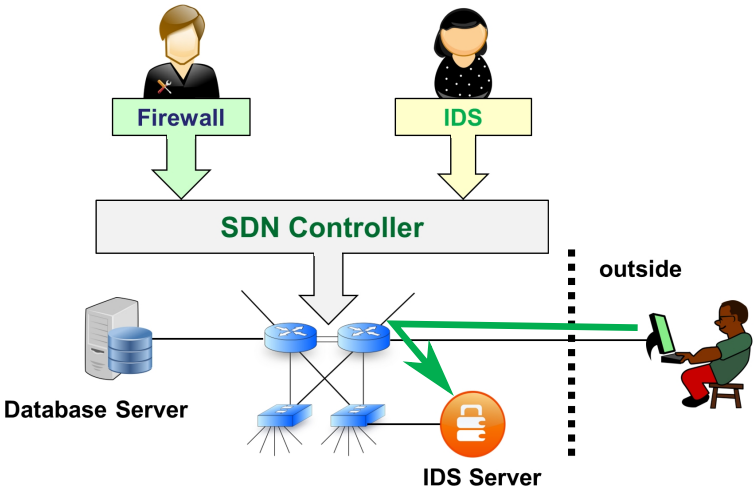
Conflicts in Real Life



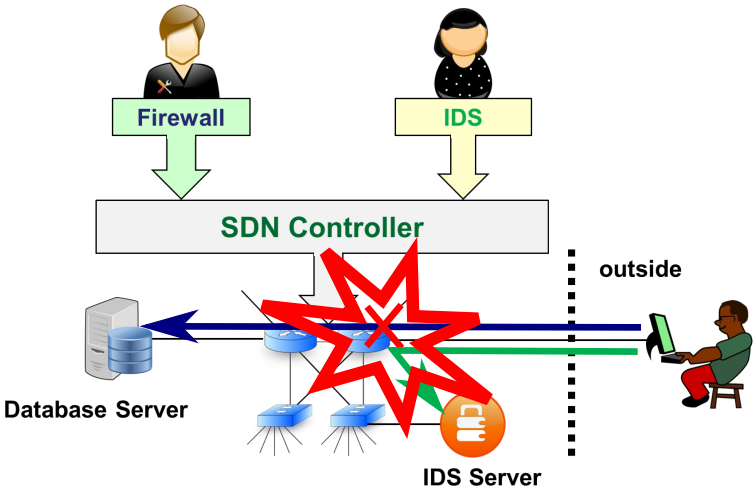
Conflicts in SDN



Conflicts in SDN



Conflicts in SDN

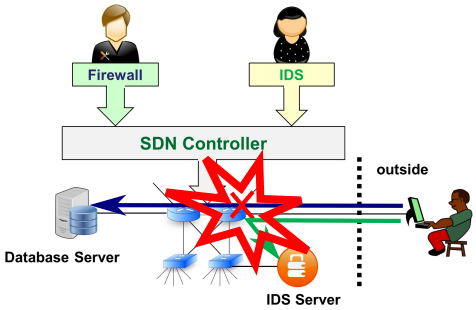


Conflicts in SDN

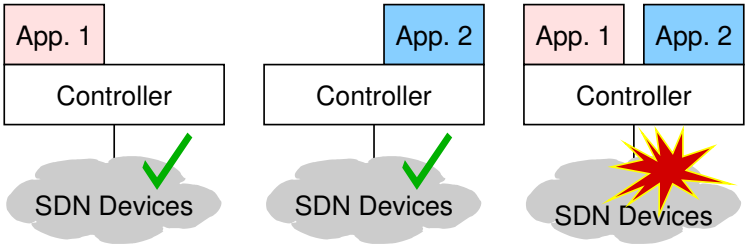
Possible consequences:

- Application's goals are not fulfilled
- Unexpected, unreliable network behaviour

$\Rightarrow$ Conflicts need to be detected and resolved



Conflict Definition

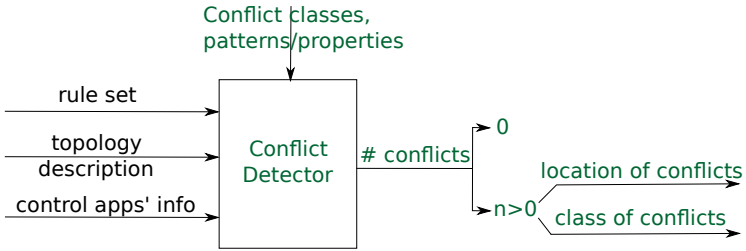


Research Questions

1. What is a suitable method to research conflicts in SDN?
2. How can conflicts between control applications be classified based on their rules (conflict classification)?

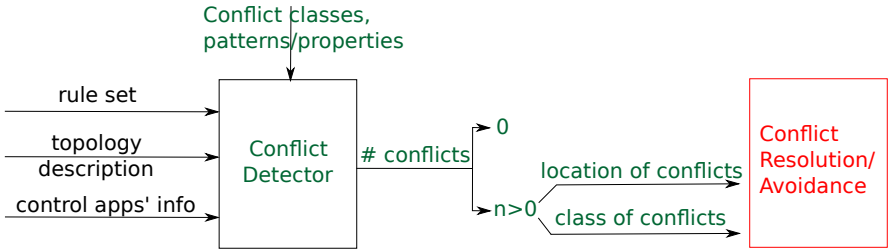
Research Questions

1. What is a suitable method to research conflicts in SDN?
2. How can conflicts between control applications be classified based on their rules (conflict classification)?
3. How many conflicts exist in a given rule set (conflict detection)?
   - 3.1 Which rules cause conflicts?
   - 3.2 To which class does each detected conflict belong?



Research Questions

1. What is a suitable method to research conflicts in SDN?
2. How can conflicts between control applications be classified based on their rules (conflict classification)?
3. How many conflicts exist in a given rule set (conflict detection)?
   - 3.1 Which rules cause conflicts?
   - 3.2 To which class does each detected conflict belong?



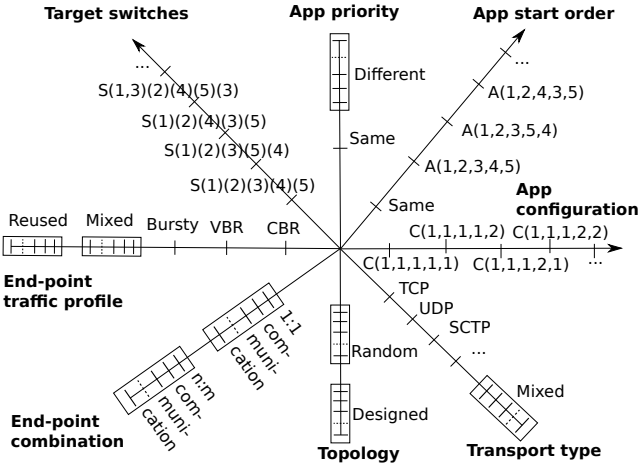
State-of-the-art

- Related work 1
- Related work 2
- ...

Approach

1. Analytical approach
2. Experimental approach

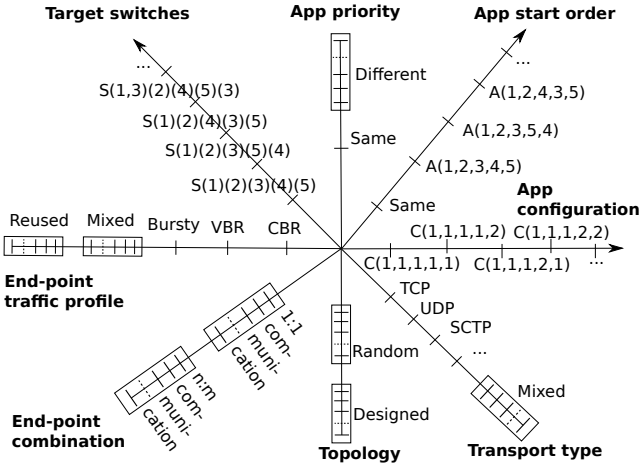
Space for Experiments



Control applications:

- Shortest Path First Routing (SPF)
- End-point Load Balancer (EpLB)
- Path Load Balancer (PLB)
- Firewall (FW)
- ...

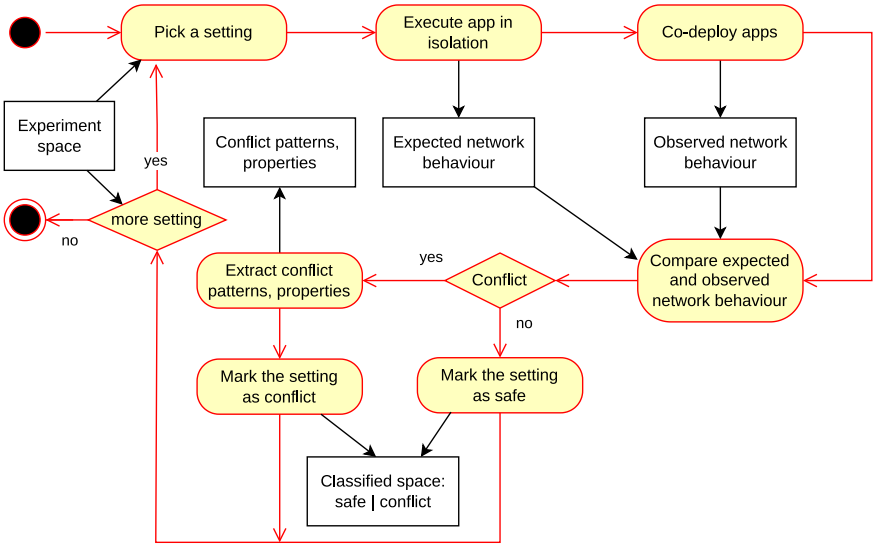
Space for Experiments



The number of experiments is immense

⇒ **restrict the space size and automate experiments**

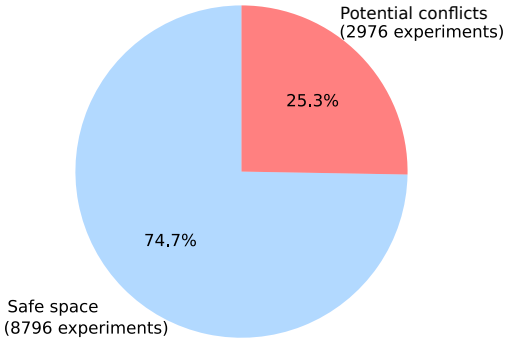
Methodology for Experiments



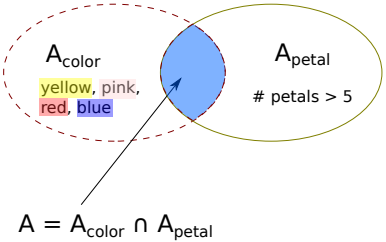
Explored Subspaces

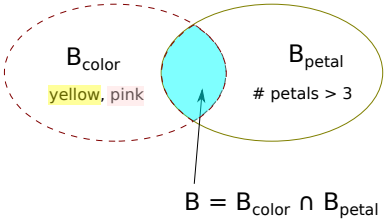
# Topologies	12
# Applications	14
App. configuration	$1 \rightarrow 5$
App. start order	same and different
App. priority	same and different
Target switches	$1 \rightarrow$ all
Ep. Traffic Profile	CBR and VBR
EP. Combination	unicast, multicast
Transport type	TCP, UDP
# Experiments	11,772

Dataset is available at
https://github.com/mnm-team/sdn-conflicts

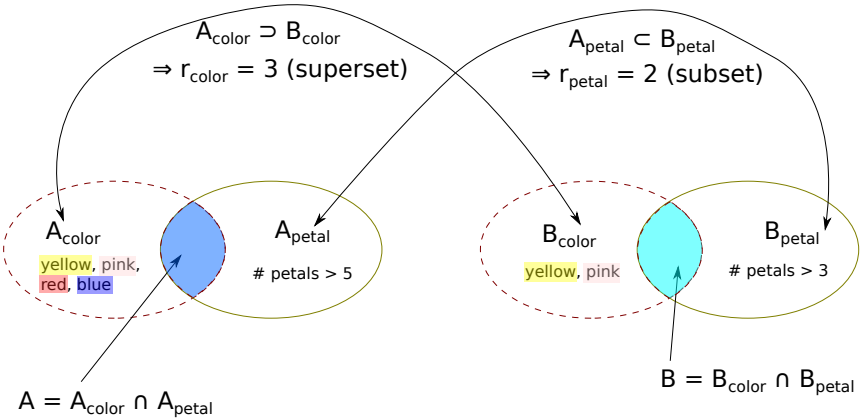


Comparing Multi-Property Sets using $\cdot r$

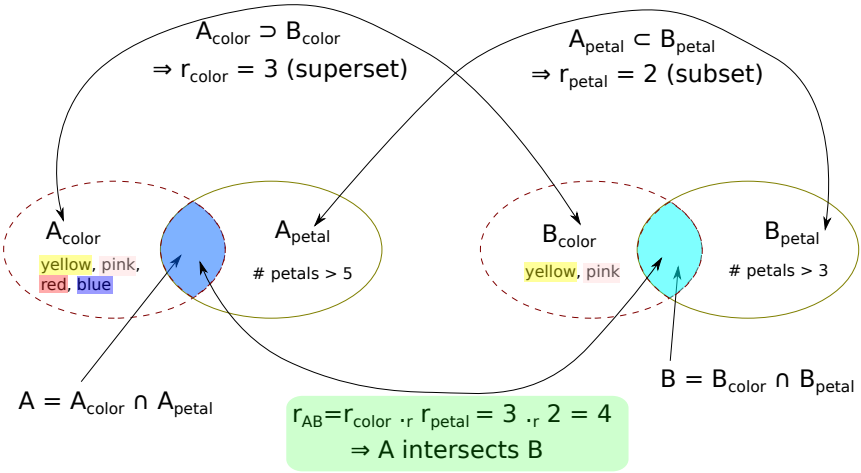




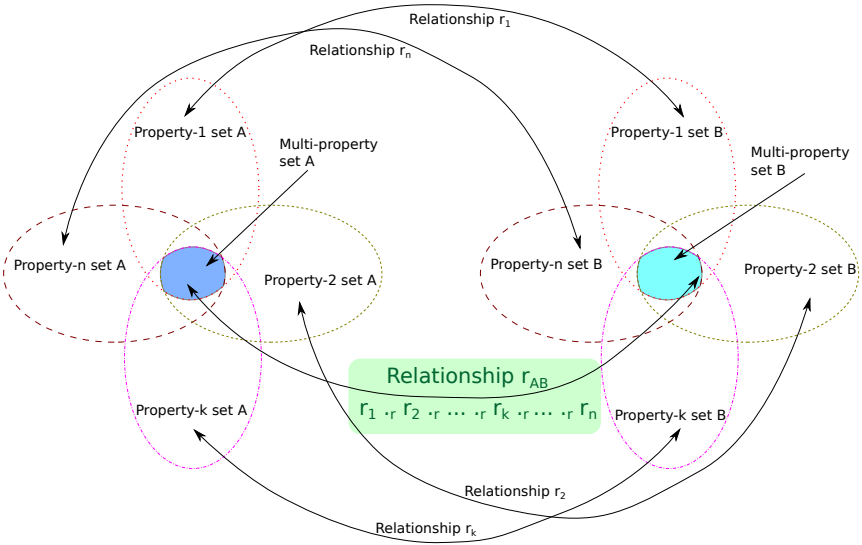
Comparing Multi-Property Sets using $\cdot r$



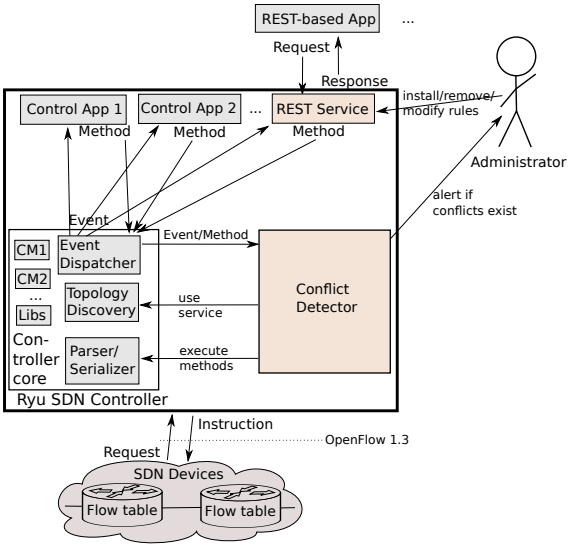
Comparing Multi-Property Sets using $\cdot_r$



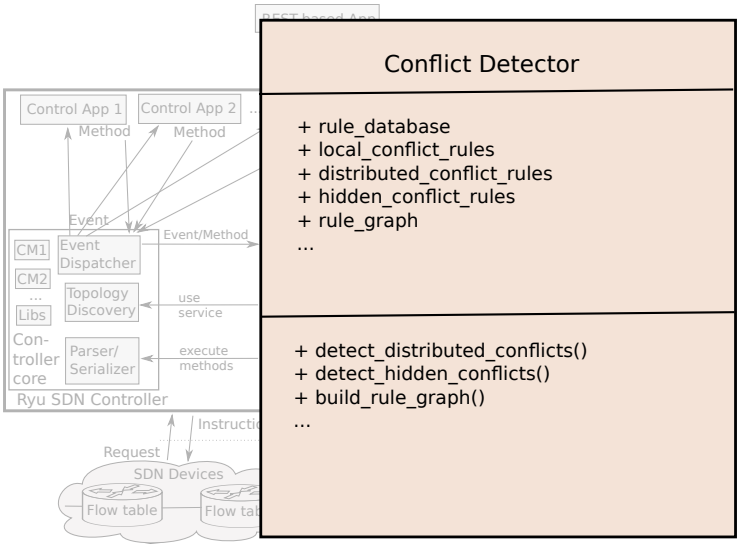
Comparing Multi-Property Sets using $\cdot r$



Conflict Detection Prototype



Conflict Detection Prototype



Detected Results in Designed Cases

Rules are deployed with known conflicts
Conflicts detected by the prototype are then controlled manually

Results for both MWN and Stanford topologies:

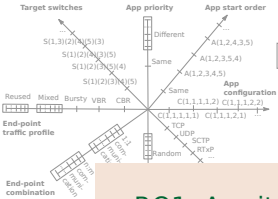
Test	Local conflicts					Traffic Loop	Traffic Drop	Hidden conflicts ESLH
	Shadowing	Generalization	Redundancy	Correlation	Overlap			
1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3
4	4/4	4/4	4/4	4/4	4/4	4/4	4/4	4/4
5	5/5	5/5	5/5	5/5	5/5	5/5	5/5	5/5

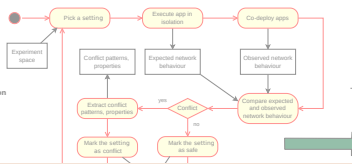
detected by the prototype / designed

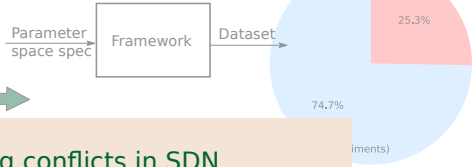
ESLH: Event Suppression by Local Handling

⇒ All conflicts are precisely identified

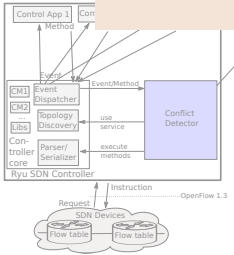
Conclusions

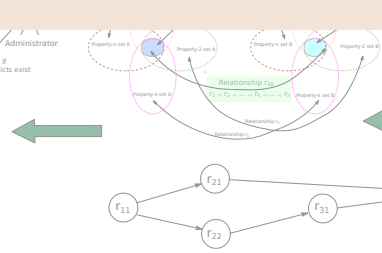


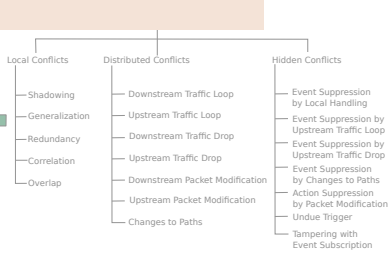




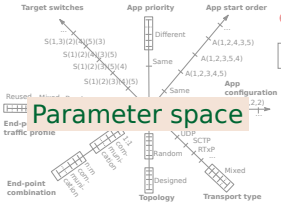
RQ1: A suitable method for researching conflicts in SDN
RQ2: Conflict classification
RQ3: Conflict detection



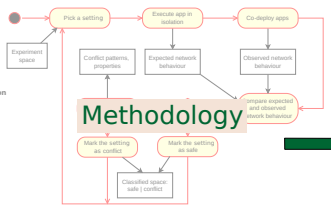




Conclusions

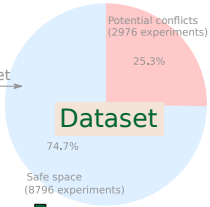


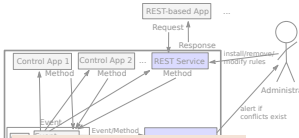
Parameter space



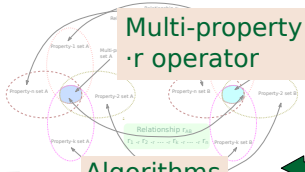
Methodology

Framework



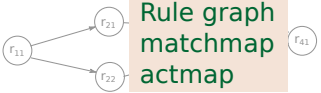


Conflict detection prototype Evaluation

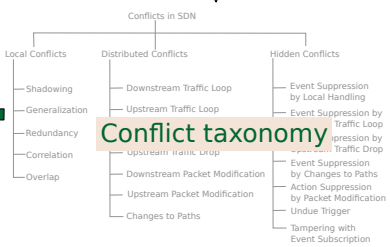


Multi-property set ·r operator

Algorithms



Rule graph matchmap actmap



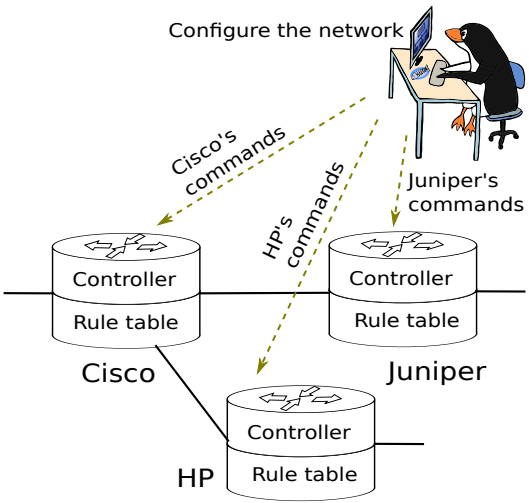
Conflict taxonomy

Prospects

- Future work 1
- Future work 2
- ...

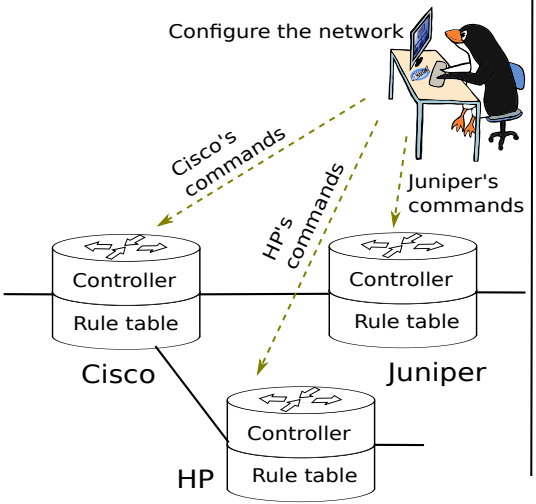
Backup

Traditional networks

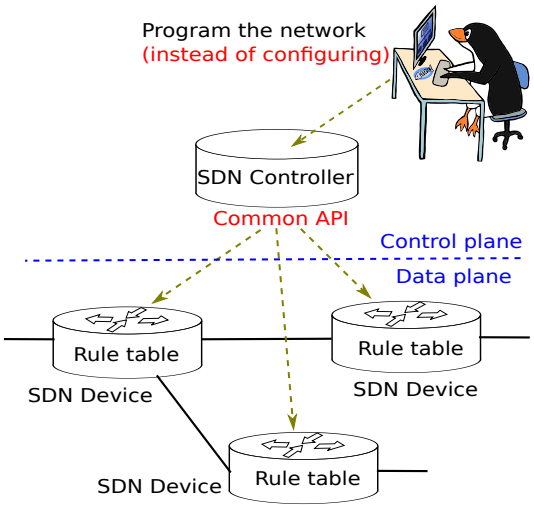


Traditional Networks and SDN

Traditional networks

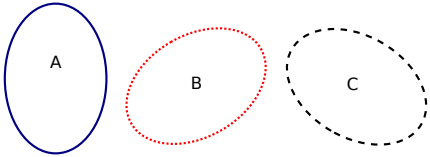


Software-Defined Networks (SDN)



Multi-Property Set

A = a set of flowers having **five petals**
B = a set of flowers with **red color**
C = a set of flowers being **scentless**



Question: S_{ABC} = a set of flowers having **five petals, red color** and being **scentless** = ?

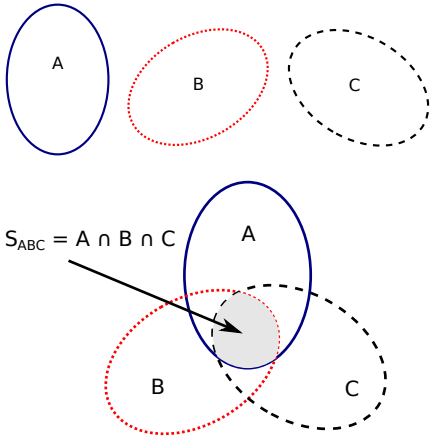
Multi-Property Set

A = a set of flowers having **five petals**
B = a set of flowers with **red color**
C = a set of flowers being **scentless**

Question: S_{ABC} = a set of flowers having **five petals, red color** and being **scentless** = ?

Answer: $S_{ABC} = A \cap B \cap C$

Match fields of SDN rules are multi-property sets, e.g.,
match={ip_src=192.168.1.1, ip_dst=192.168.1.2, ip_proto=tcp, tcp_dst=80}



Normalizing SDN Rules by Matchmap, Actmap

Problem: diverse expressions of the match and action components of SDN rules complicate their automatic comparison based on multi-property set and $\cdot r$, e.g.,

rule 1's match: { *ip_src=192.168.1.1* , *tcp_dst=80* }

rule 2's match: { *ip_dst=192.168.1.2* }

Normalizing SDN Rules by Matchmap, Actmap

Problem: diverse expressions of the match and action components of SDN rules complicate their automatic comparison based on multi-property set and $\cdot r$, e.g.,

rule 1's match: { *ip_src=192.168.1.1* , *tcp_dst=80* }

rule 2's match: { *ip_dst=192.168.1.2* }

Solution: normalizing the match and action components via a common template to obtain their uniform **matchmap** and **actmap**, e.g.,

ip_src	ip_dst	tcp_dst

rule 1's **matchmap**: { *ip_src=192.168.1.1* , *ip_dst=any* , *tcp_dst=80* }

rule 2's **matchmap**: { *ip_src=any* , *ip_dst=192.168.1.2* , *tcp_dst=any* }

Results in Randomly Checking Cases (MWN)

The number of conflicts is unknown in advance

Random conflict samples from those identified by the detector are controlled manually

Test	App Priority	# rules	Local conflicts					Traffic Loop	Traffic Drop	HC ESLH
			Sha	Gen	Red	Cor	Ove			
1	(2,2,2,2)	790	0/0/0	0/0/0	0/0/0	27/10/10	0/0/0	0/0/0	0/0/0	60/10/10
2	(2,2,3,4)	803	0/0/0	0/0/0	0/0/0	26/10/10	0/0/0	0/0/0	0/0/0	60/10/10
3	(3,2,2,3)	816	0/0/0	0/0/0	0/0/0	27/10/10	0/0/0	0/0/0	0/0/0	60/10/10
4	(3,5,2,4)	789	0/0/0	0/0/0	0/0/0	25/10/10	0/0/0	0/0/0	0/0/0	59/10/10
5	(5,4,3,2)	791	0/0/0	0/0/0	0/0/0	24/10/10	0/0/0	0/0/0	0/0/0	60/10/10

Each cell shows *the number of conflicts detected by the prototype/ the number of conflicts selected randomly to control/ the number of correct conflicts confirmed based on the manual control*

Sha: Shadowing, Gen: Generalization, Red: Redundancy, Cor: Correlation, Ove: Overlap

HC ESLH: hidden conflict class Event Suppression by Local Handling.

$\Rightarrow$ All randomly checking conflicts are correct