# TAEP

Traffic Analysis and Experimentation in a Production Network

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#### TAEP

#### A/B Experiments in Production

"By combining the power of software with the scientific rigor of controlled experiments, your company can create a learning lab. The returns you reap in cost savings, new revenue, and improved user experience can be huge. If you want to gain a competitive advantage, your firm should build an experimentation capability and master the science of conducting online tests."

https://hbr.org/2017/09/the-surprising-power-of-online-experiments



### A/B Experiments in a Production Network

A/B testing on Network Traffic is harder than for UI/UX due to:

- Speed and amount of network traffic
- Missing control APIs to setup and run an experiments in an automated way
- Missing "Big Data" solutions
- Missing insights which are needed to define A, the base line
- Harder to limited impact of a failed experiment
- Missing Network Protocols

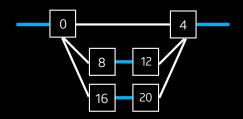


## Ingredients

## Keep it simple, Cabling

Barefoot Wedge 100BF-32X

1 straight through path 2 traffic-divert options

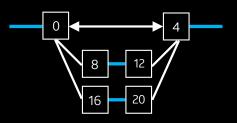






## Ingredients

#### Keep it simple, P4, Forward

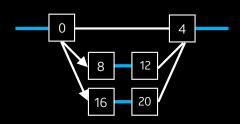


ingress port	action	egress port
0	set_egr	4
4	set_egr	0



## Ingredients

## Keep it simple, P4, Divert

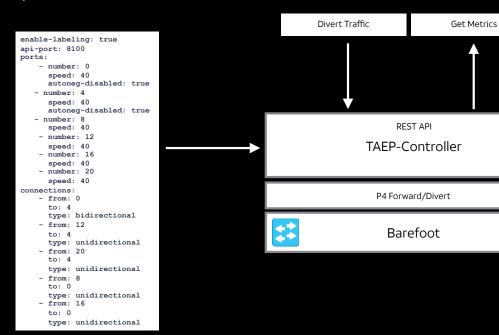


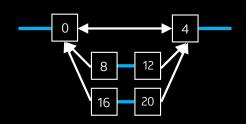
ingress port	ip address	prefix length	action	egress port
0	192.168.1.12	32	set_egr	8
0	192.169.1.0	24	set_egr	16



## Ingredients

### Keep it simple, Controller







## Ingredients

### Keep it simple, Analytics Stack

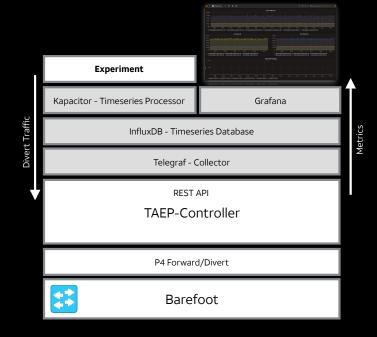
#### Open-Source Projects:

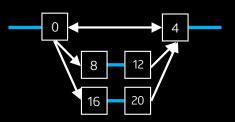
- Timeseries Stack from InfluxData
- Dashboard by Grafana

#### Experiment:

- Written in Python
- Metrics pushed by Kapacitor
- Talks to Controller via REST API

Everything runs on the Barefoot Switch







## Reinforcement Learning

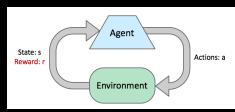
#### Do some advanced experiments

#### Goal:

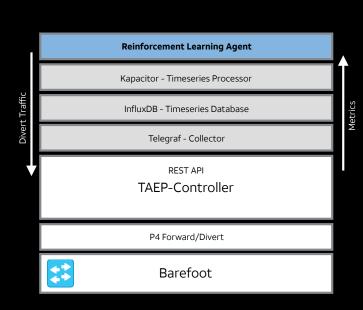
Balance traffic between two links in a 0.3:0.7 ratio using a Reinforcement Learning Agent

#### Setup:

- Provide a set of pre-defined divert rules to the agent as action-space
- Agent explores different combinations of divert rules based on action- and state-space
- Agent calculates reward based on link measurements



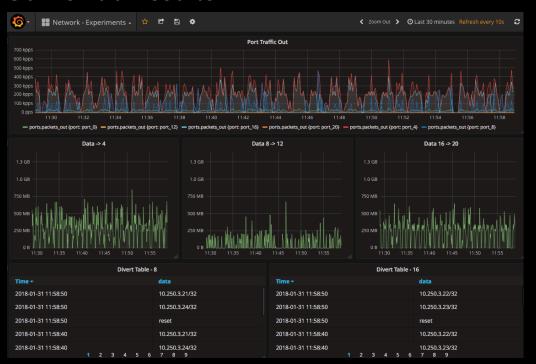
http://ai.berkeley.edu/lecture\_slides.html

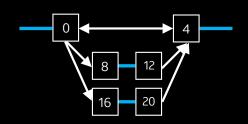


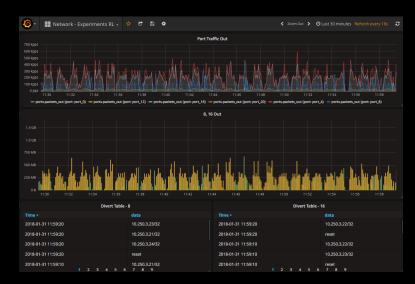


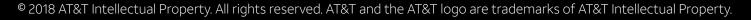
## Reinforcement Learning

#### Some Lab Results











## Heavy Hitter Detection

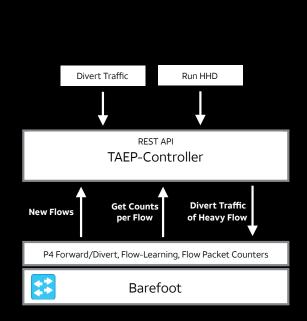
#### Do some advanced experiments

#### Goal:

Automatically divert traffic of "heaviest" flow

#### Setup:

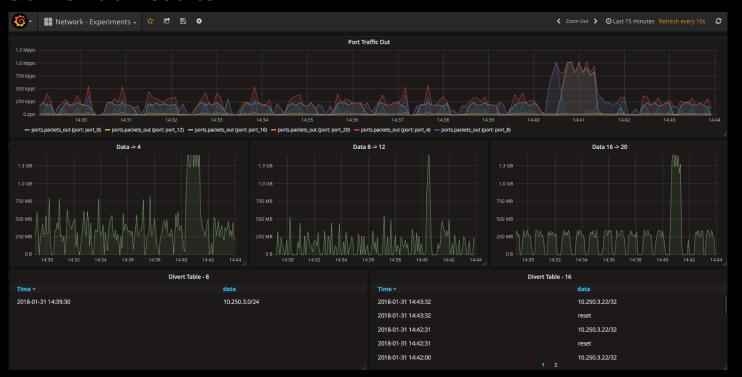
- Divert traffic of a subnet (test traffic) through 8-12
- During a predefined time window count packets of each flow in that test traffic (count-min sketch)
- Resolve flow with most packets
- Divert packets for heaviest flow during the next time window through 16-20

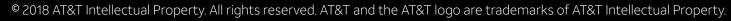




## Heavy Hitter Detection

#### Some Lab Results







#### Lessons Learned

(Preliminary) Lessons Learned from running TAEP in a live network:

- It works, no packets got hurt during our 4 months of live tests
- Barefoot/Tofino ASIC offers a fast and stable runtime for P4 programs
- It's hard, confronted with a new set of challenging but interesting problems
- How to control a P4 program running at high-speed in the data-plane with a massively slower control plane
- How to split your application logic (example HHD) across data-plane (P4) and control-plane
- It's fun, watching the Reinforcement Learning Algorithm trying to do its magic on production traffic



## Traffic Analysis and Experimentation Platform



Questions



https://github.com/att-innovate/taep



#### TAEP

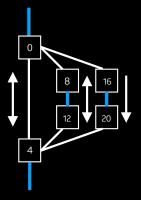
## Traffic Analysis and Experimentation Platform

Barefoot Wedge 100BF-32X

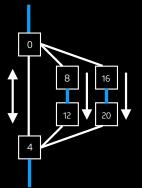
1 straight through path 2 traffic-divert options



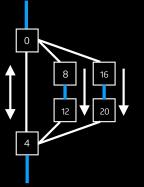




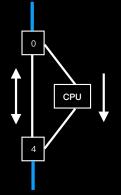
Divert areas of interest Example: Traffic from or to specific sub-net 2. Heavy Hitter Detection



Divert test traffic through 8-12 Find heaviest flow Divert heaviest flow through 16-20 3. Reinforcement Learning



Use Reinforcement Learning Agent Balance test traffic at a 0.3:0.7 ratio between 8-12 and 16-20 4. Chaos Engineering



Drop certain traffic Modify certain traffic Add latency to certain traffic

