

# Dynamic Scheduling of Network Updates

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**Research**



**ETH** Zürich

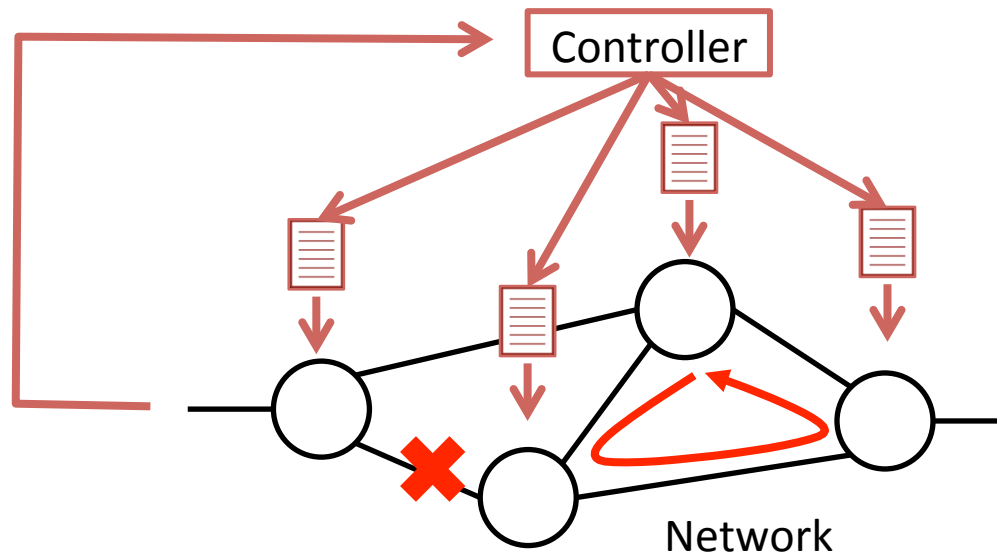
# SDN: Paradigm Shift in Networking

- Direct, centralized updates of forwarding rules in switches
- Many benefits
  - Traffic engineering [B4, SWAN]
  - Flow scheduling [Hedera, DevoFlow]
  - Access control [Ethane, vCRIB]
  - Device power management [ElasticTree]

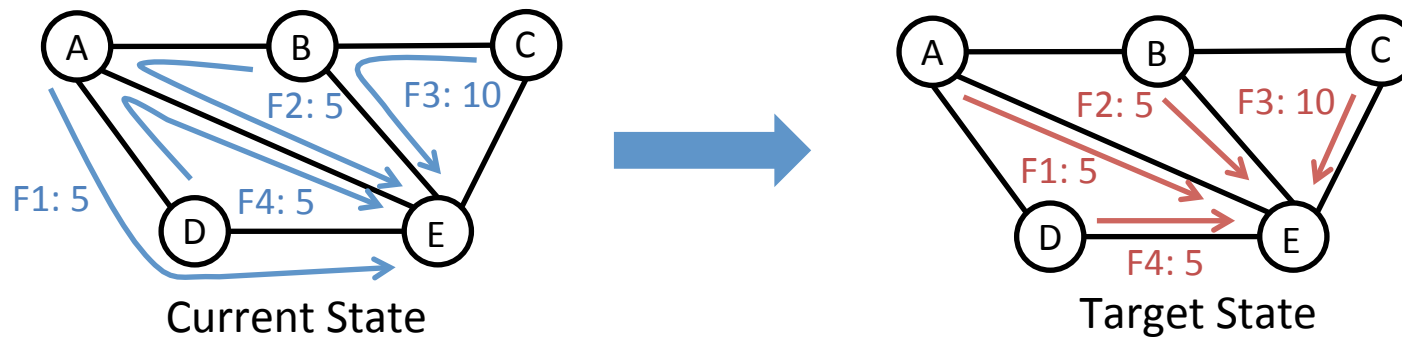


# Network Update is Challenging

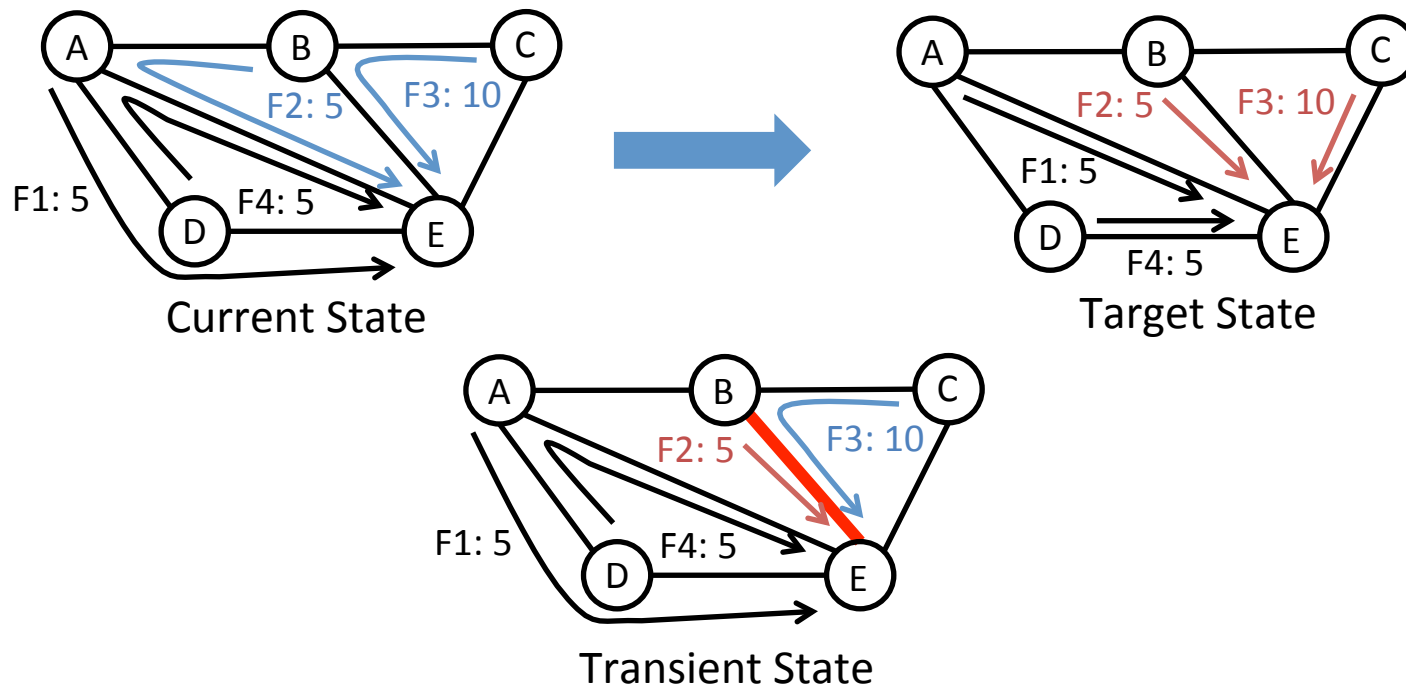
- Requirement 1: fast
  - The agility of control loop
- Requirement 2: consistent
  - No congestion, no blackhole, no loop, etc.



# What is Consistent Network Update



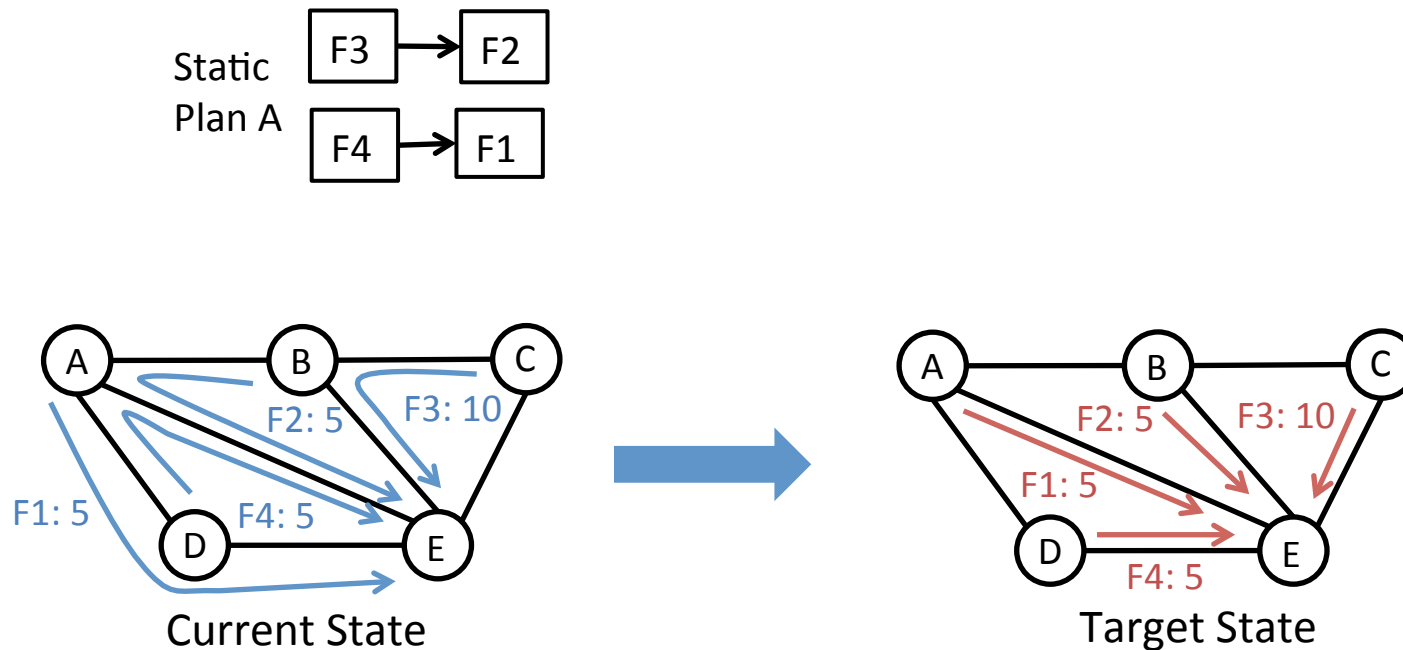
# What is Consistent Network Update



- **Asynchronous updates** can cause congestion
- Need to carefully **order** update operations

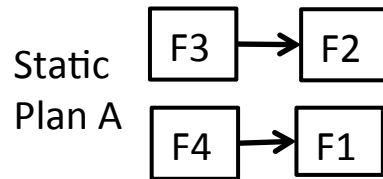
# Existing Solutions are Slow

- Existing solutions are static [ConsistentUpdate'12, SWAN'13, zUpdate'13]
  - Pre-compute an order for update operations



# Existing Solutions are Slow

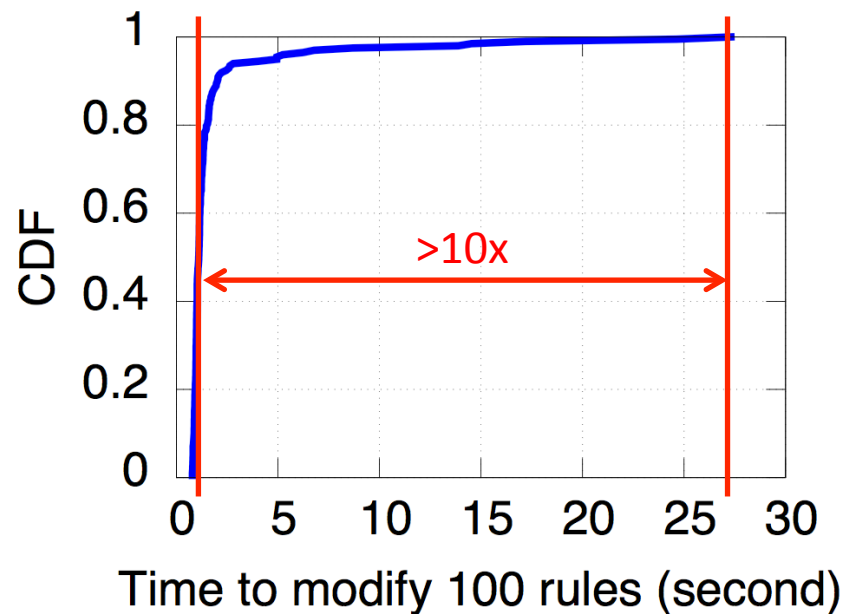
- Existing solutions are static [ConsistentUpdate'12, SWAN'13, zUpdate'13]
  - Pre-compute an order for update operations



- Downside: Do not adapt to runtime conditions
  - Slow** in face of **highly variable** operation completion time

# Operation Completion Times are Highly Variable

- Measurement on commodity switches

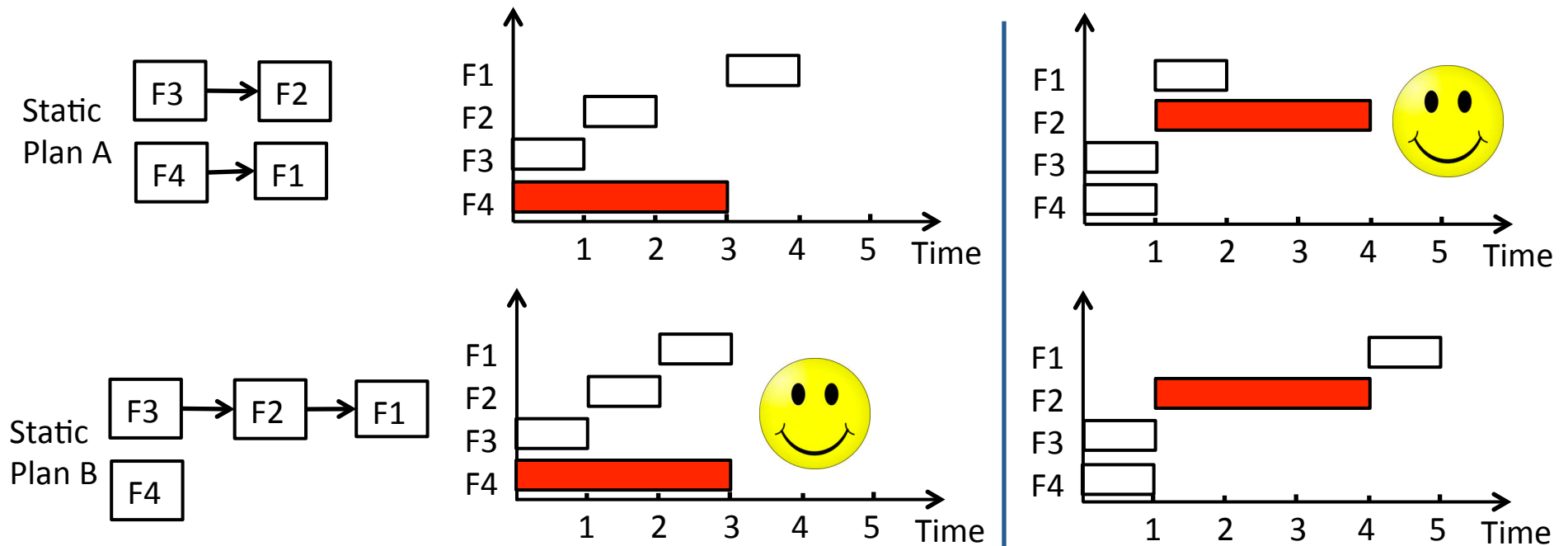




# Operation Completion Times are Highly Variable

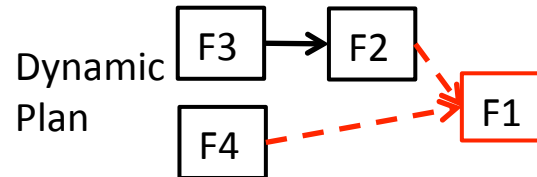
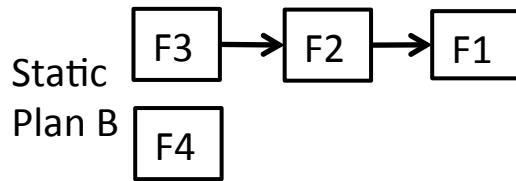
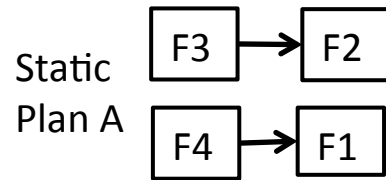
- Measurement on commodity switches
- Contributing factors
  - Control-plane load
  - Number of rules
  - Priority of rules
  - Type of operations (insert vs. modify)

# Static Schedules can be Slow



No static schedule is a clear winner under all conditions!

# Dynamic Schedules are Adaptive and Fast

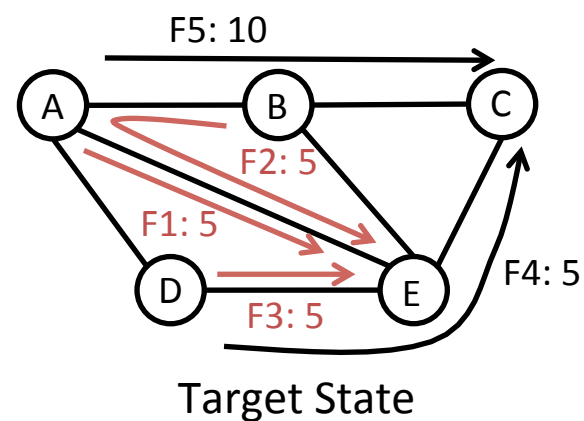
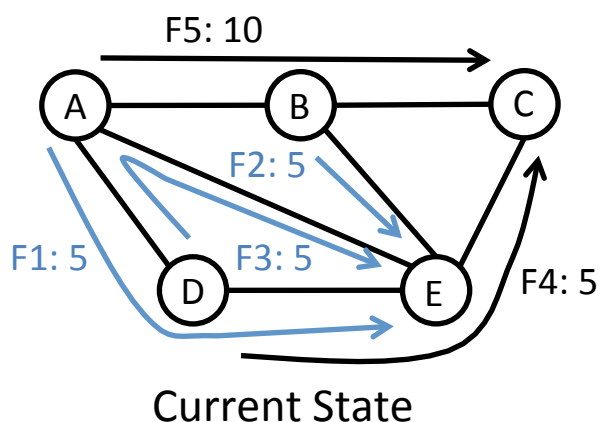


Adapts to actual conditions!

No static schedule is a clear winner under all conditions!

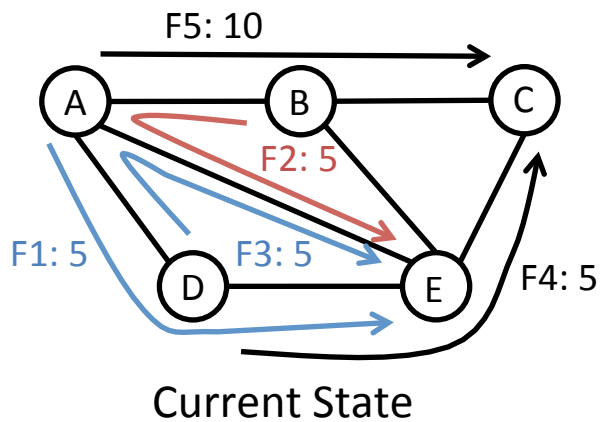
# Challenges of Dynamic Update Scheduling

- Exponential number of orderings
- Cannot completely avoid planning



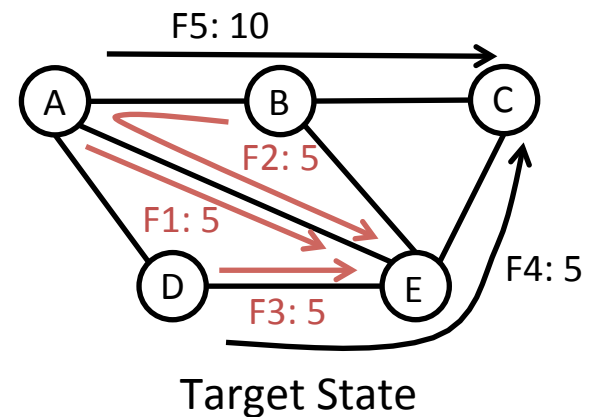
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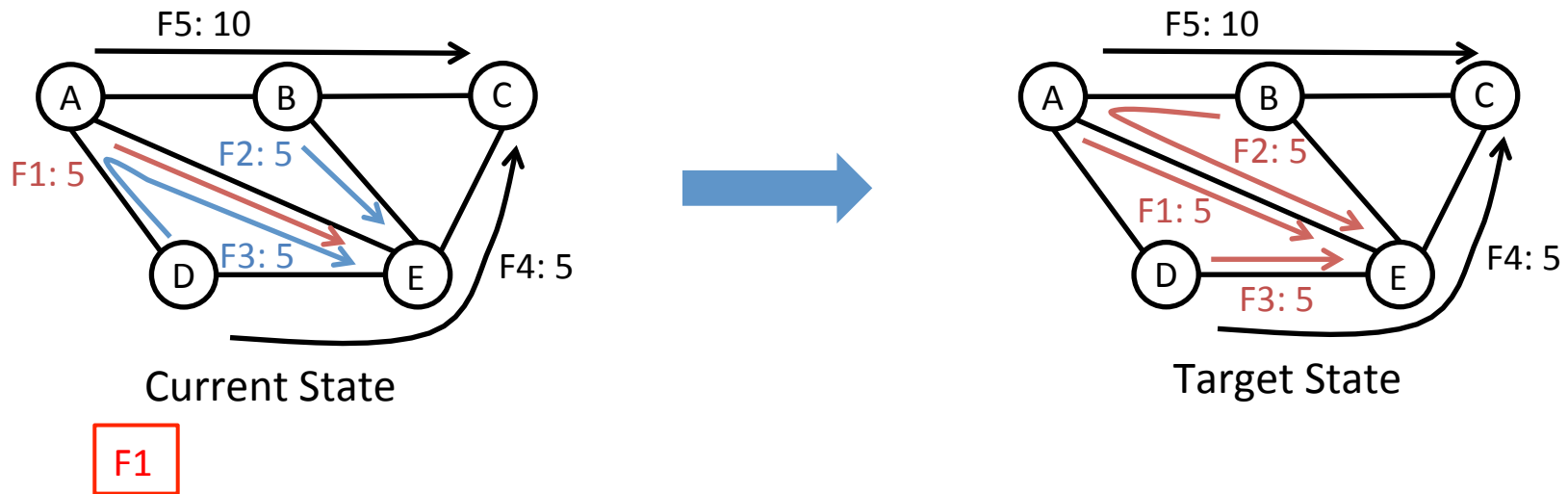
F2

Deadlock



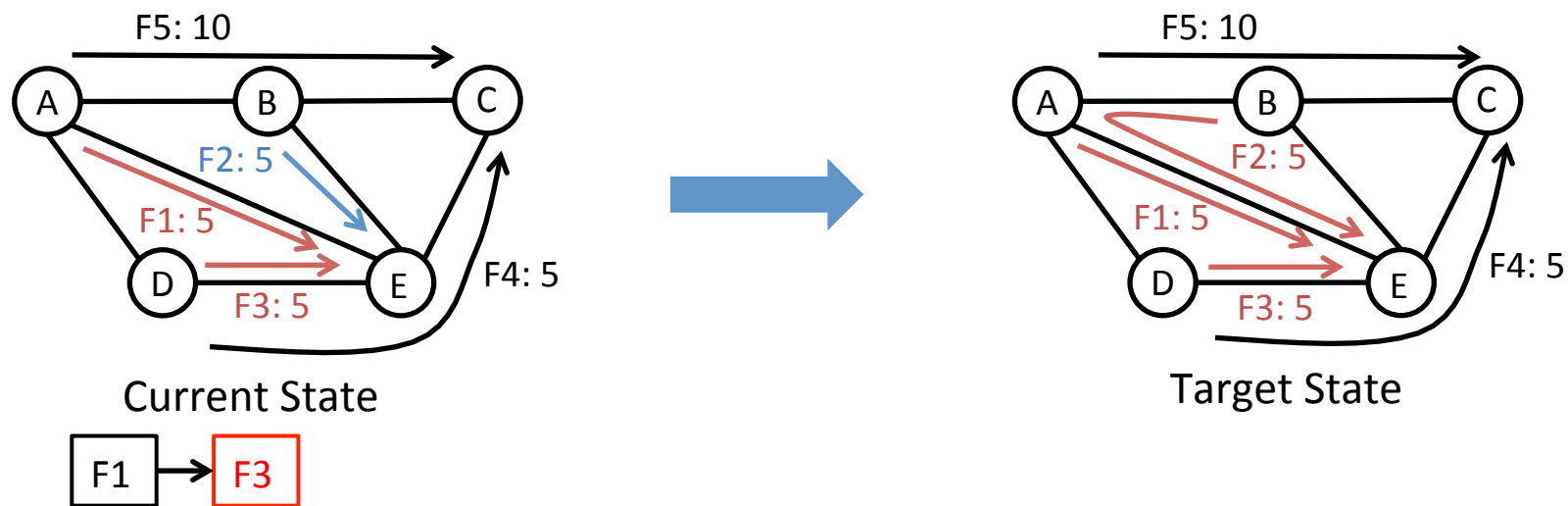
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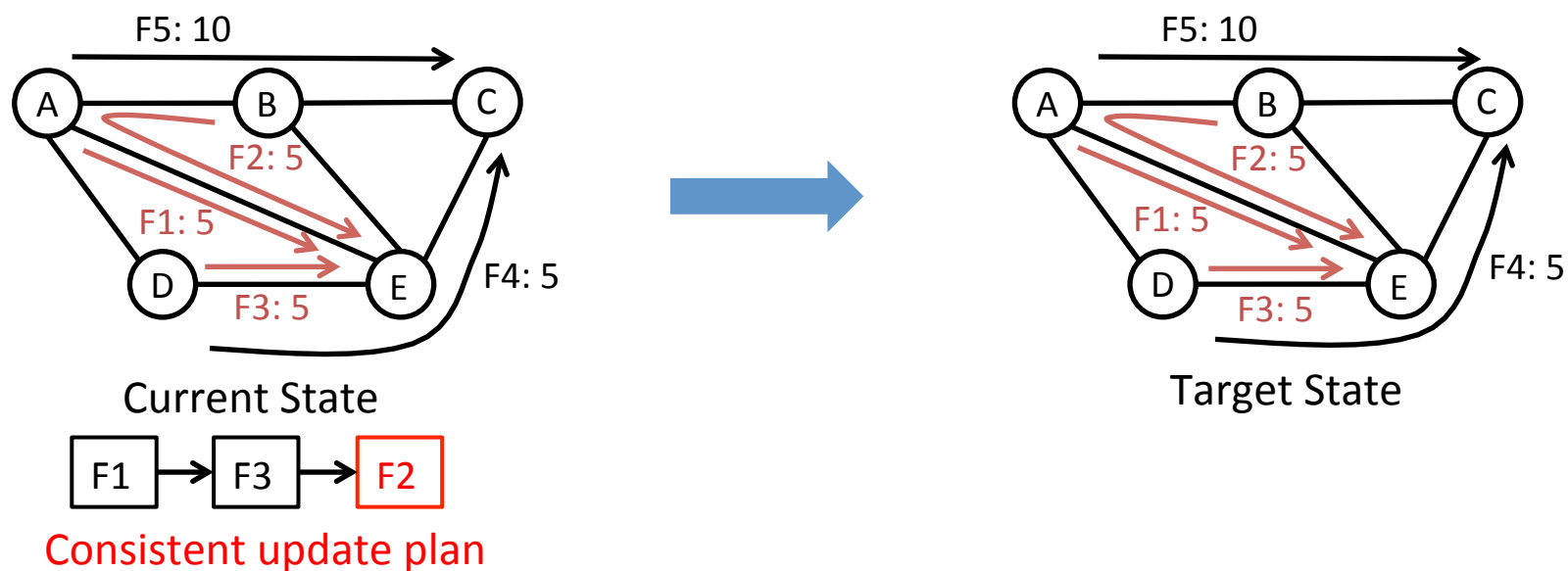
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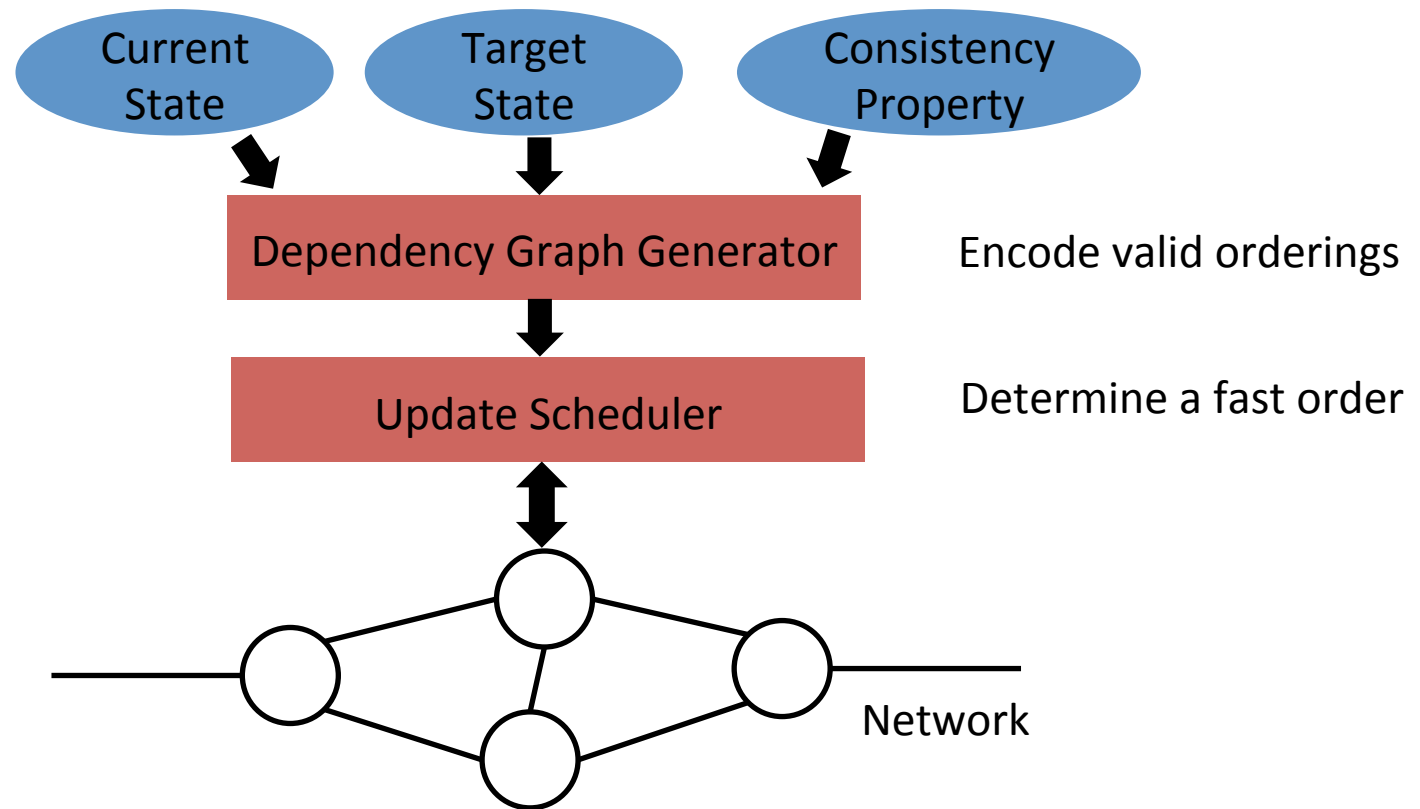
# Challenges of Dynamic Update Scheduling

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# Dionysus Pipeline



# Dependency Graph Generation



## Dependency Graph Elements

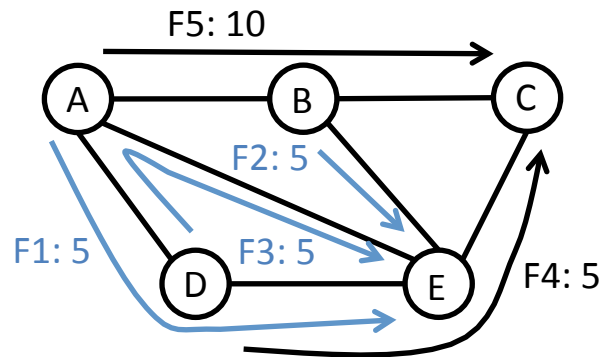
Operation node

Node Resource node (link capacity, switch table size)

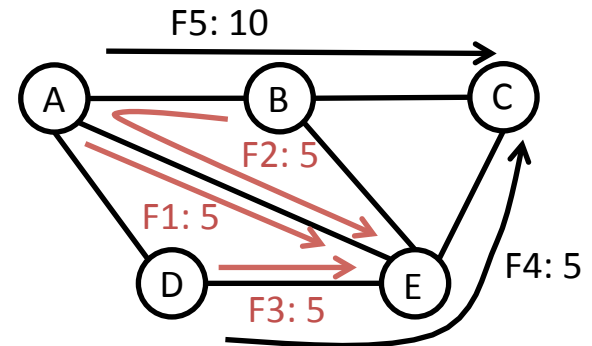
Path node

Edge Dependencies between nodes

# Dependency Graph Generation



Current State



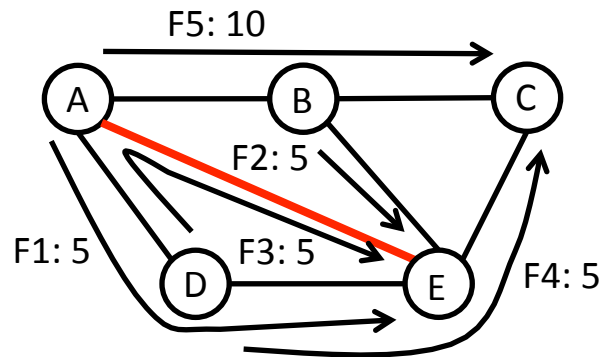
Target State

Move  
F2

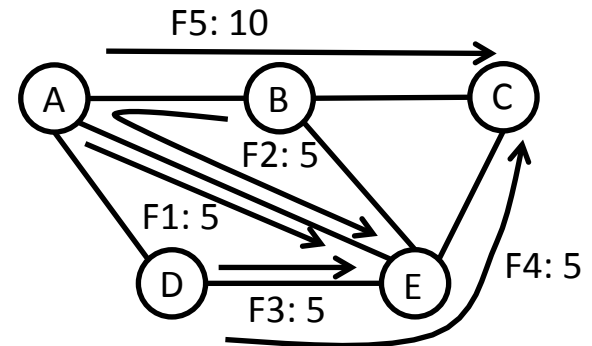
Move  
F3

Move  
F1

# Dependency Graph Generation



Current State



Target State

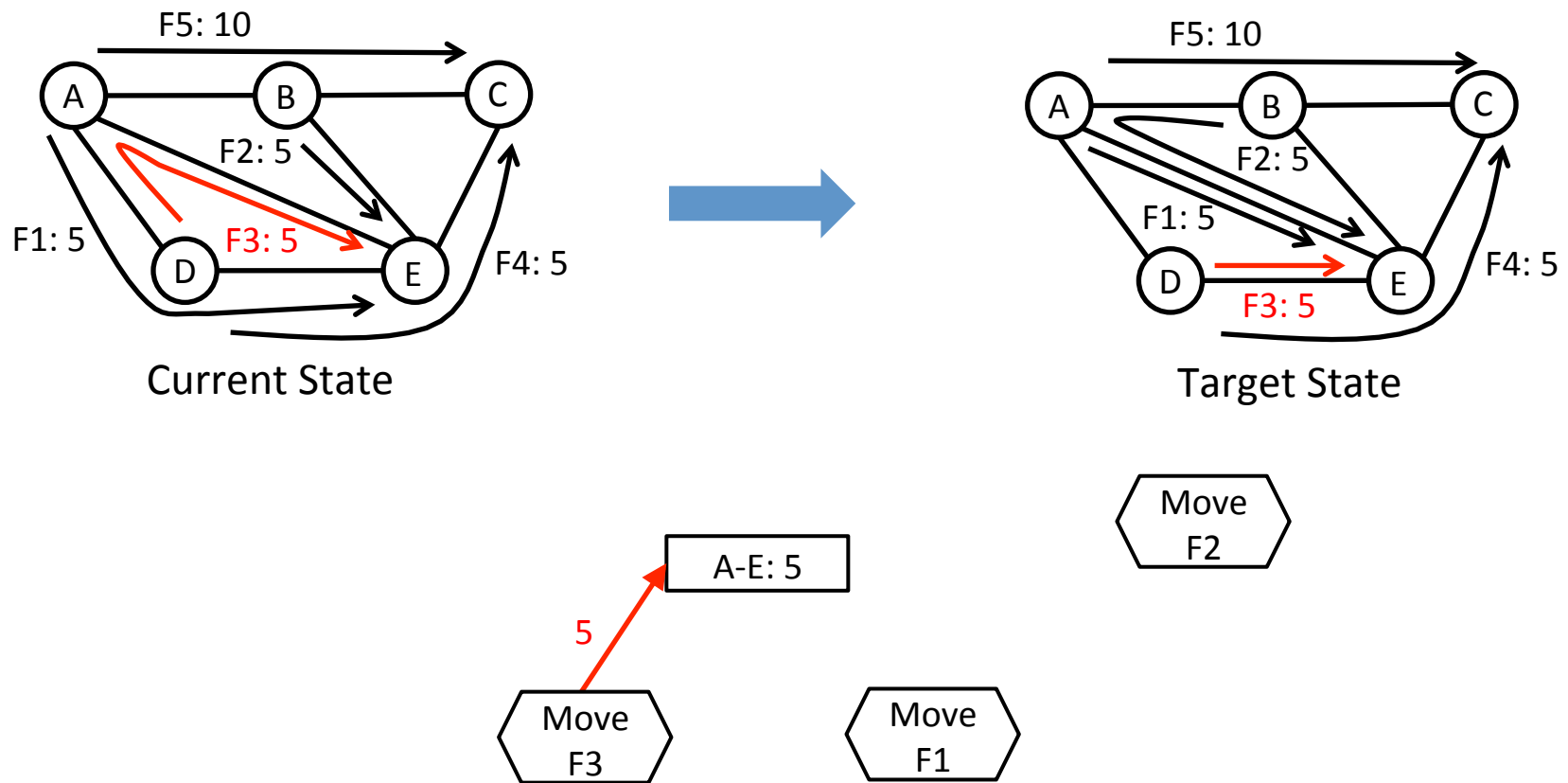
A-E: 5

Move  
F2

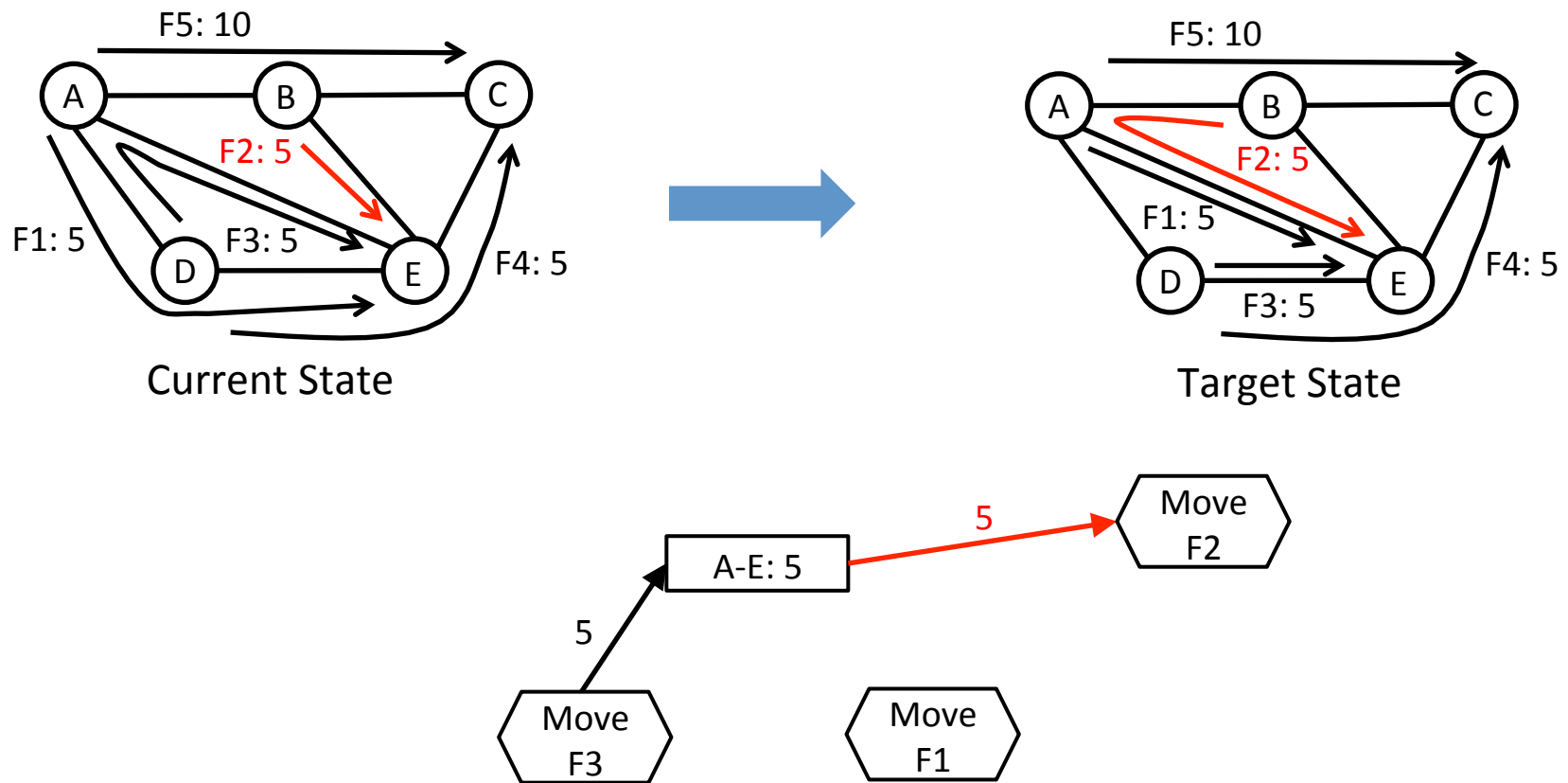
Move  
F3

Move  
F1

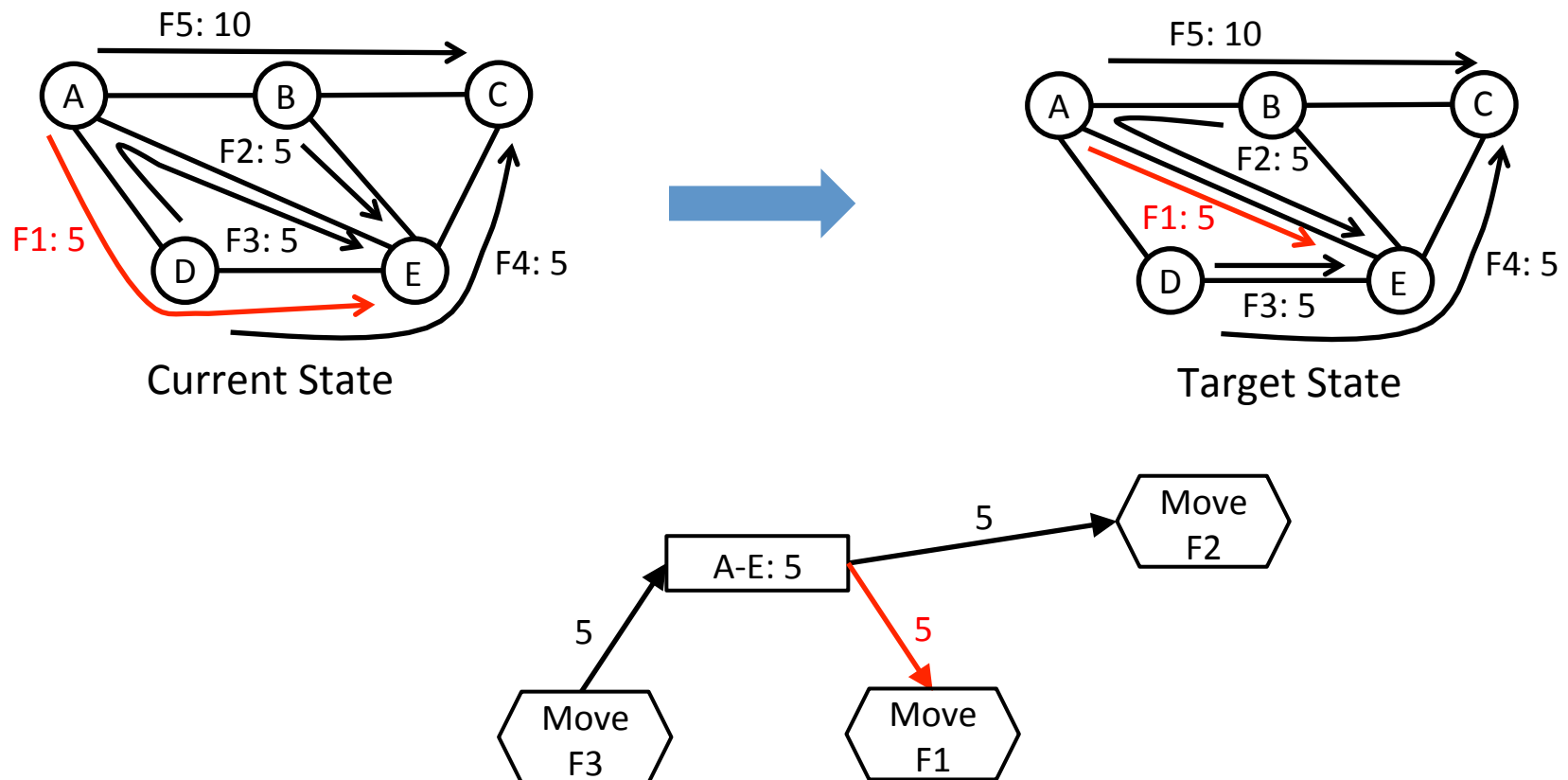
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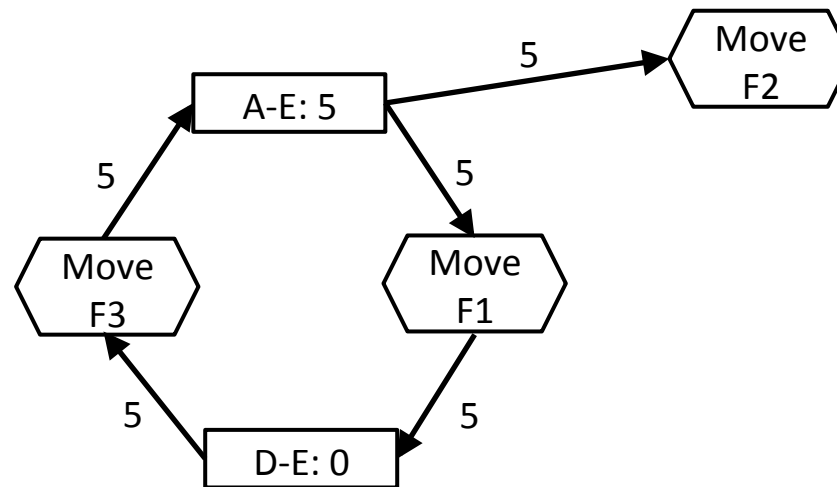
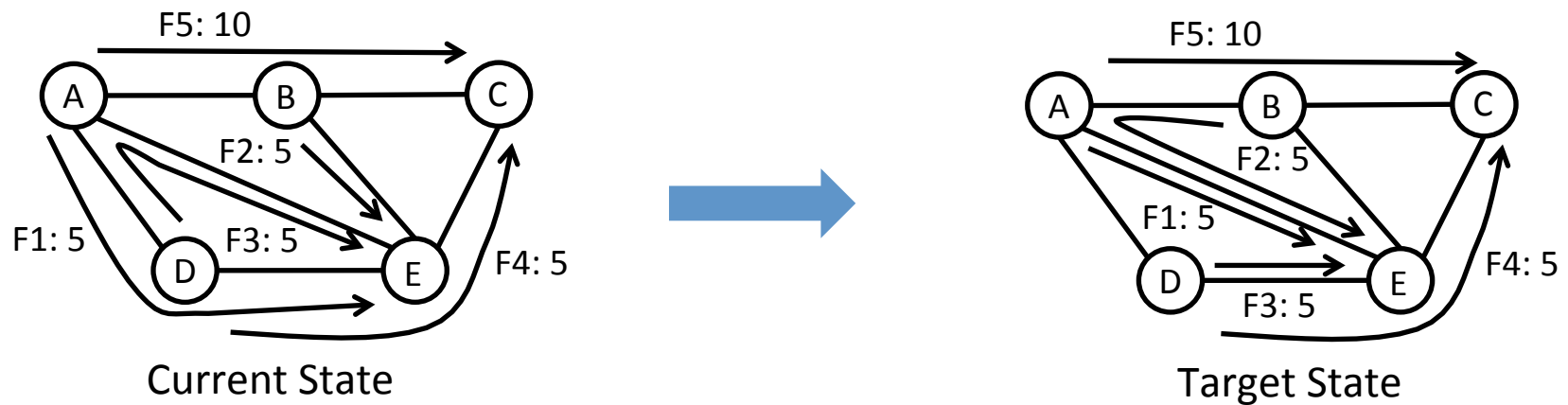
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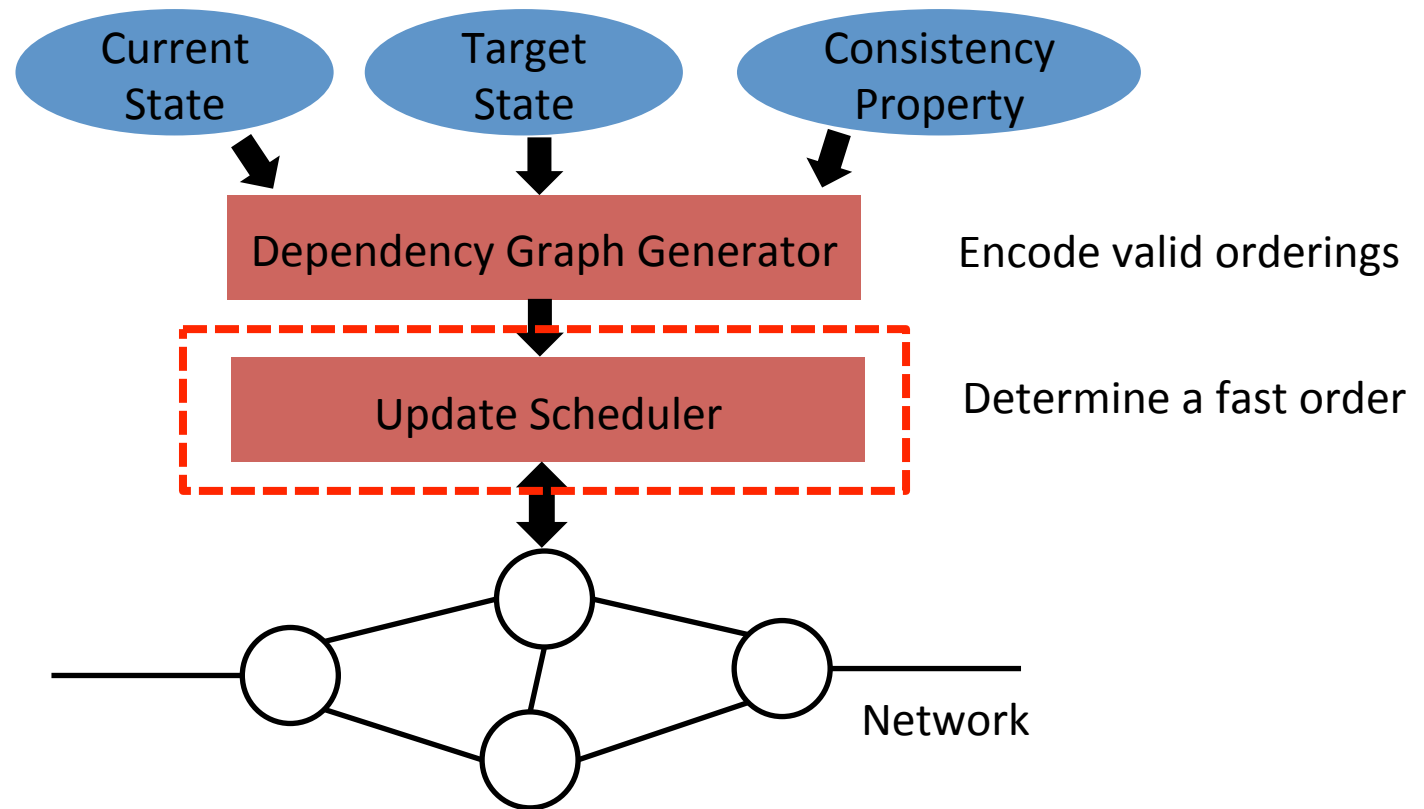




# Dependency Graph Generation

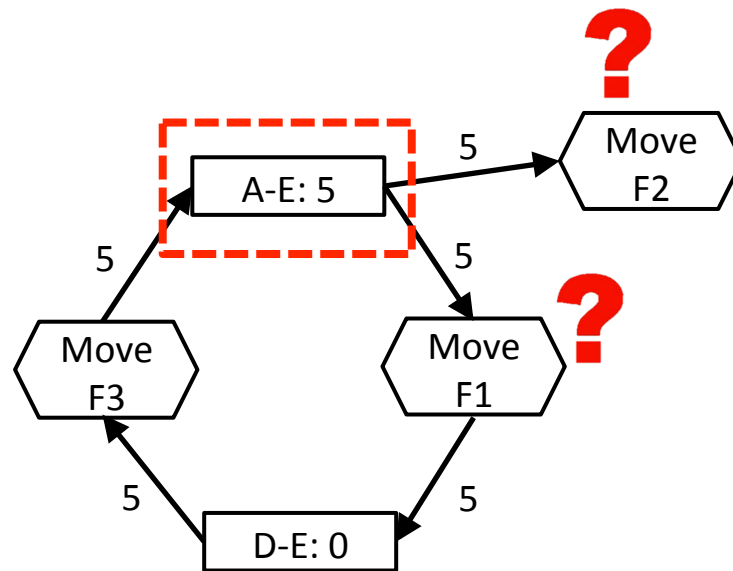
- Supported scenarios
  - Tunnel-based forwarding: WANs
  - WCMP forwarding: data center networks
- Supported consistency properties
  - Loop freedom
  - Blackhole freedom
  - Packet coherence
  - Congestion freedom
- Check paper for details

# Dionysus Pipeline



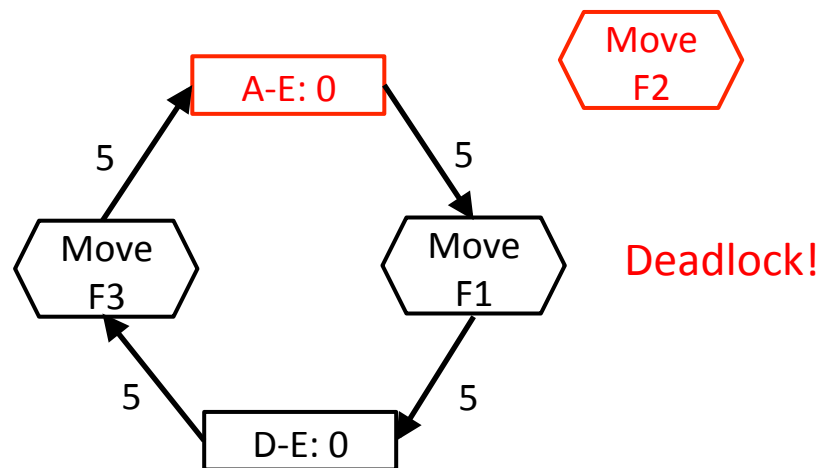
# Dionysus Scheduling

- Scheduling as a resource allocation problem



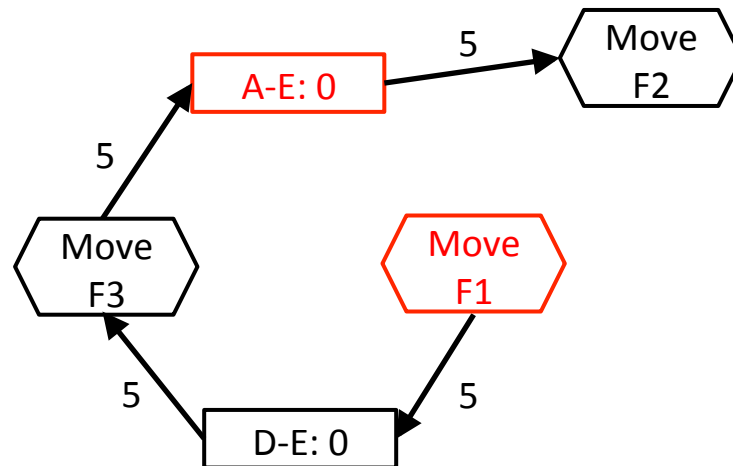
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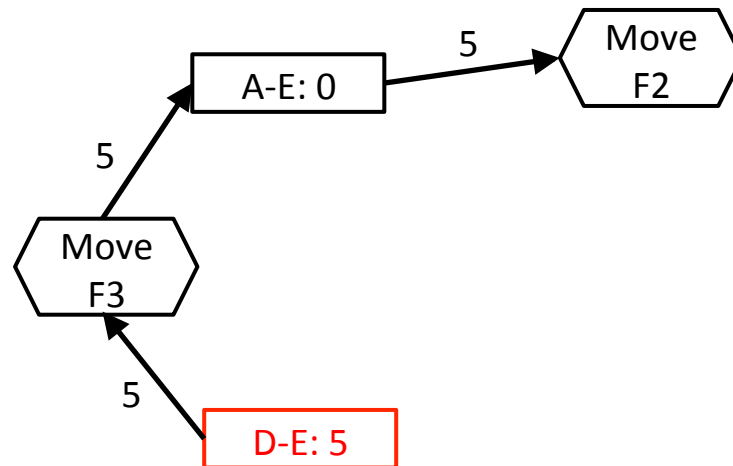
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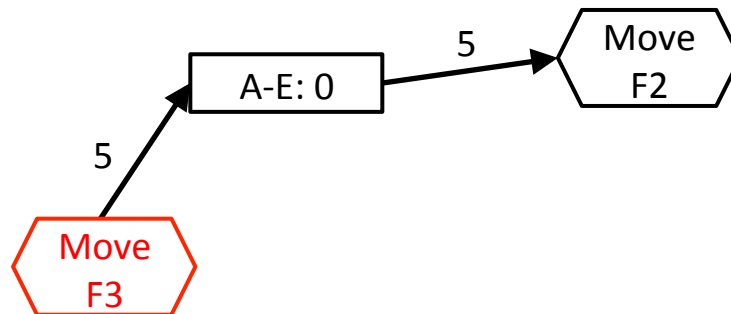
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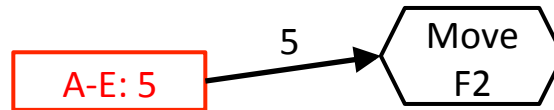
# Dionysus Scheduling

- Scheduling as a resource allocation problem



# Dionysus Scheduling

- Scheduling as a resource allocation problem





# Dionysus Scheduling

- Scheduling as a resource allocation problem

Move  
F2  
Done!

# Dionysus Scheduling

- Scheduling as a resource allocation problem
- NP-complete problems under link capacity and switch table size constraints
- Approach
  - DAG: always feasible, critical-path scheduling
  - General case: covert to a virtual DAG
  - Rate limit flows to resolve deadlocks

# Critical-Path Scheduling

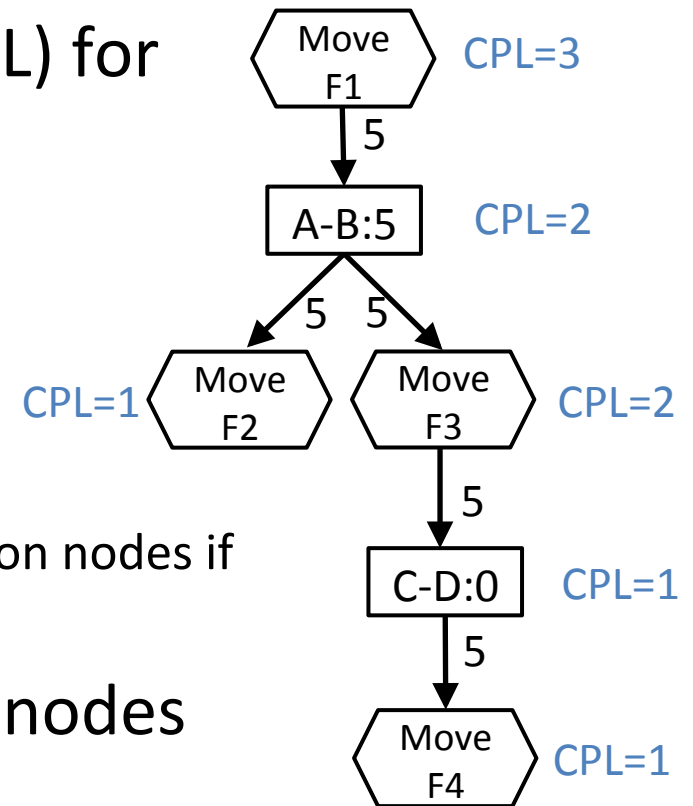
- Calculate critical-path length (CPL) for each node

$$CPL_i = w_i + \max_{j \in \text{children}(i)} CPL_j$$

$$w_i = \begin{cases} 1, & \text{if } i \text{ is operation node} \\ 0, & \text{otherwise} \end{cases}$$

- Extension: assign larger weight to operation nodes if we know in advance the switch is slow

- Resource allocated to operation nodes with larger CPLs



# Critical-Path Scheduling

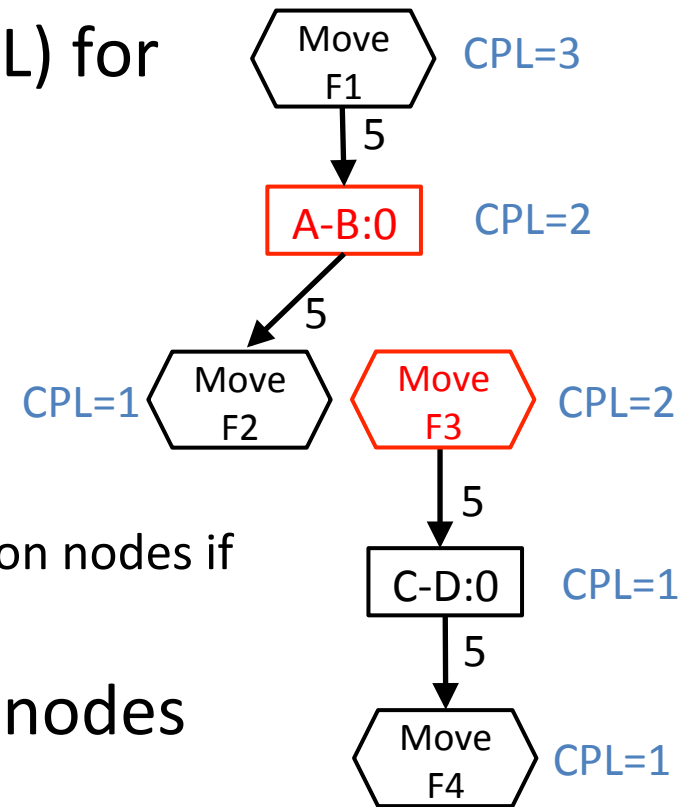
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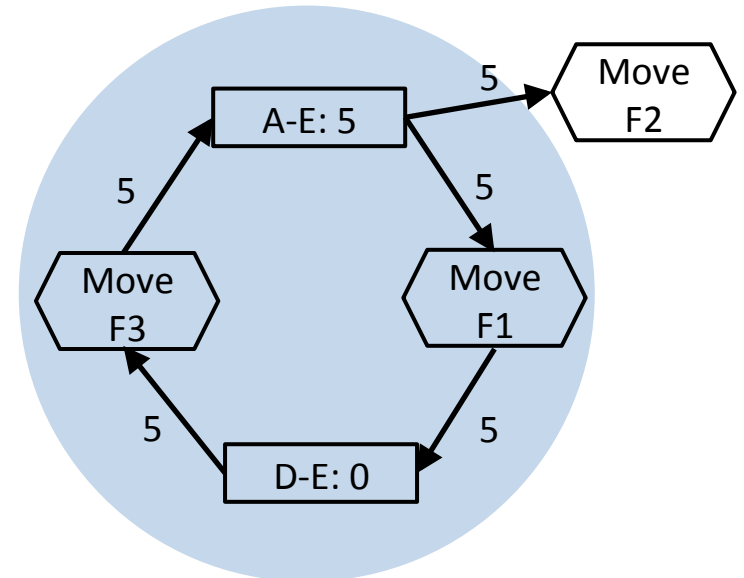
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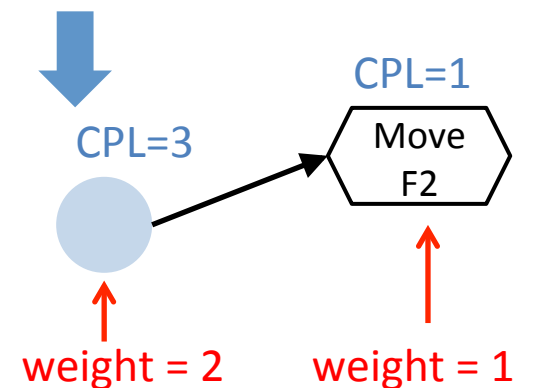


# Handling Cycles

- Convert to virtual DAG
  - Consider each strongly connected component (SCC) as a virtual node

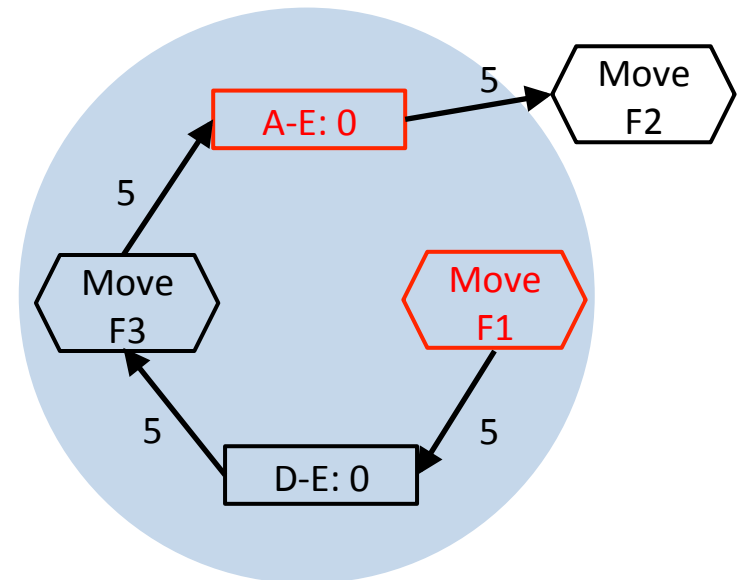


- Critical-path scheduling on virtual DAG
  - Weight  $w_i$  of SCC: number of operation nodes

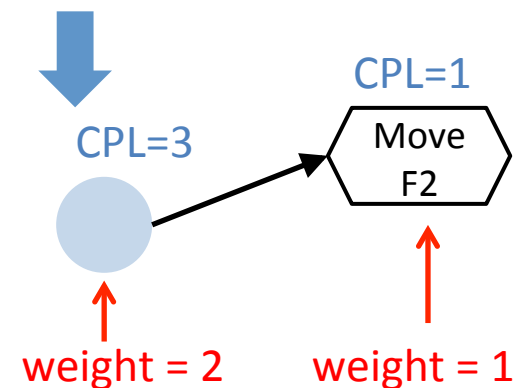


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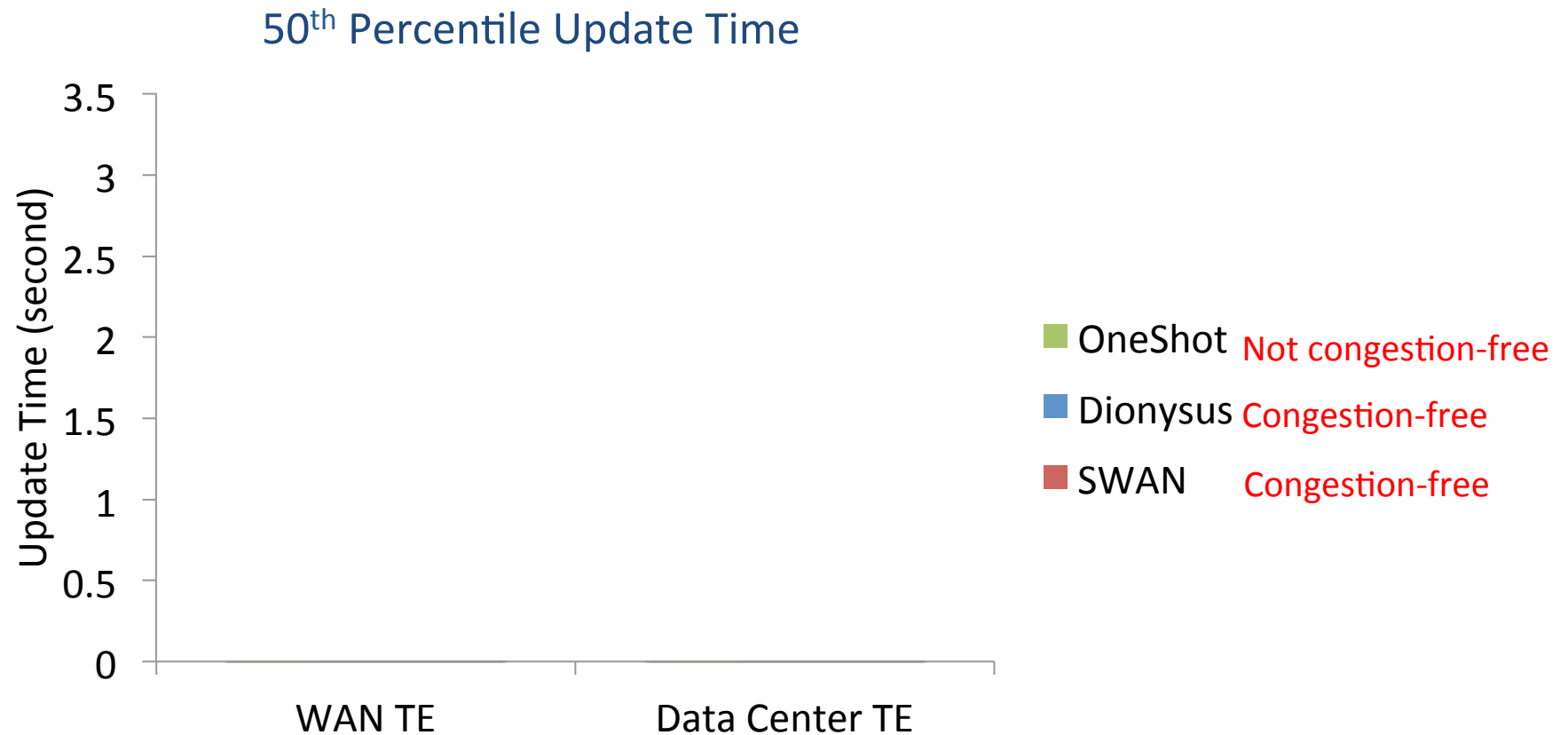
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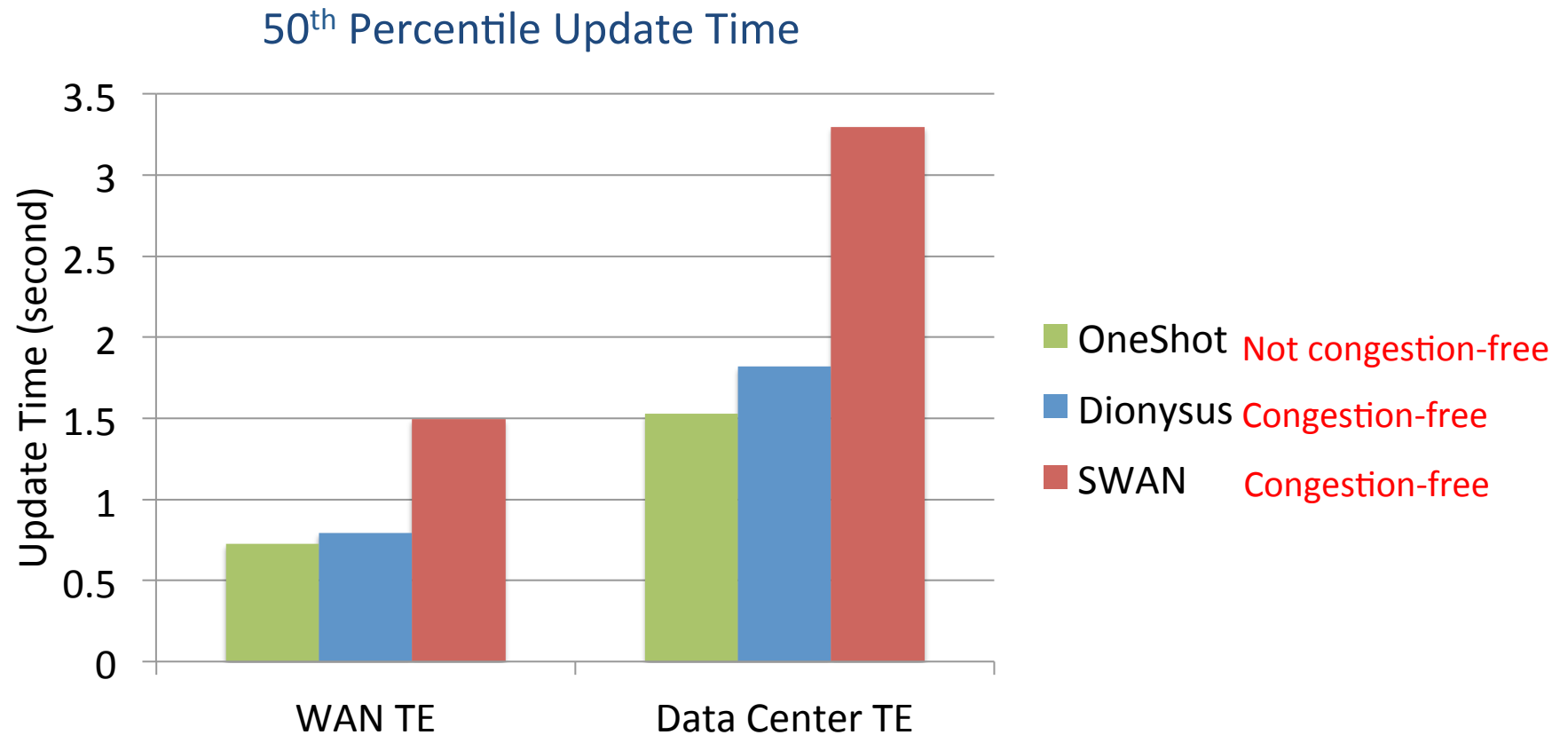
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# Evaluation: Traffic Engineering



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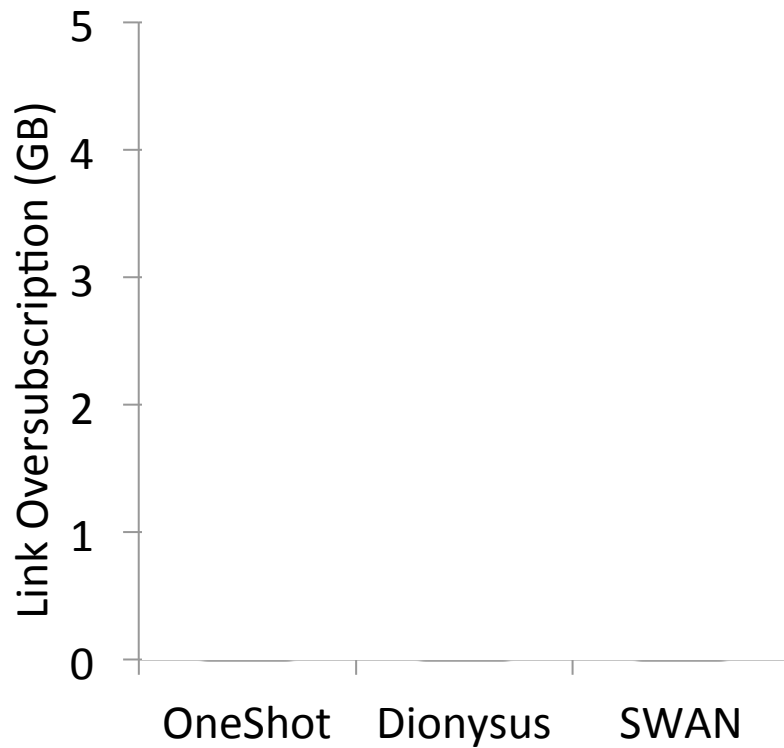


Improve 50<sup>th</sup> percentile update speed by **80%**  
compared to static scheduling (SWAN), close to OneShot

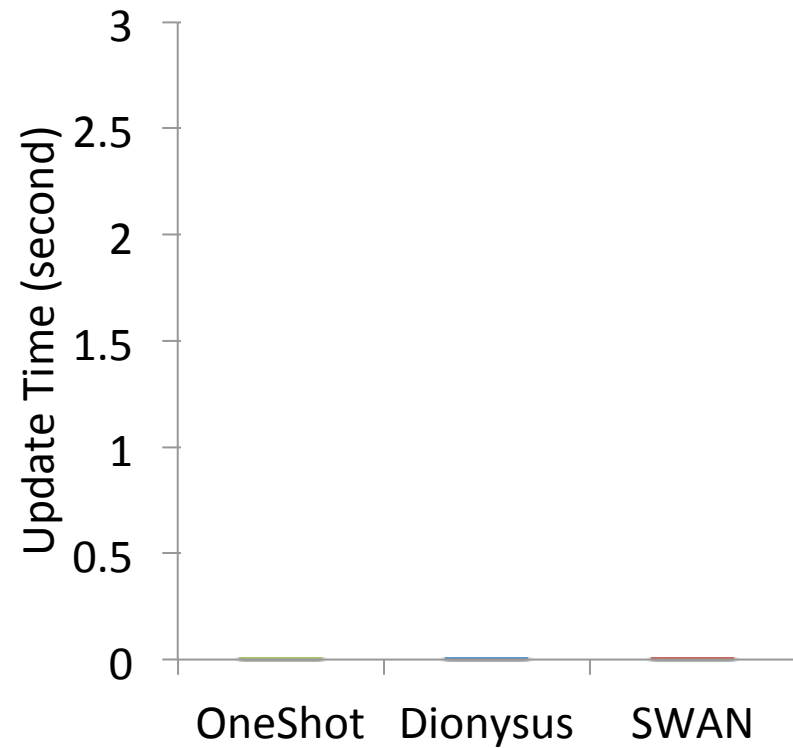


# Evaluation: Failure Recovery

99<sup>th</sup> Percentile  
Link Oversubscription

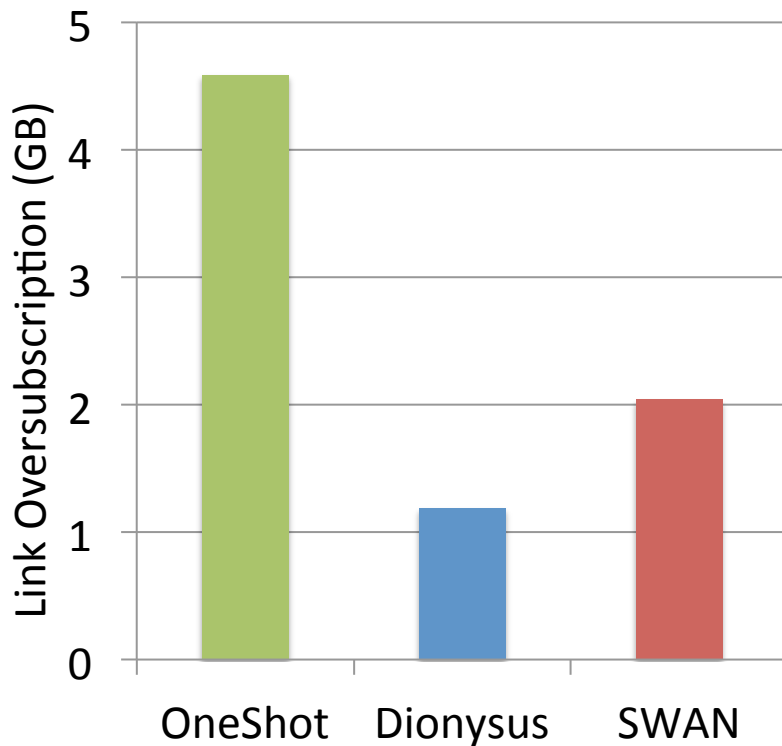


99<sup>th</sup> Percentile  
Update Time



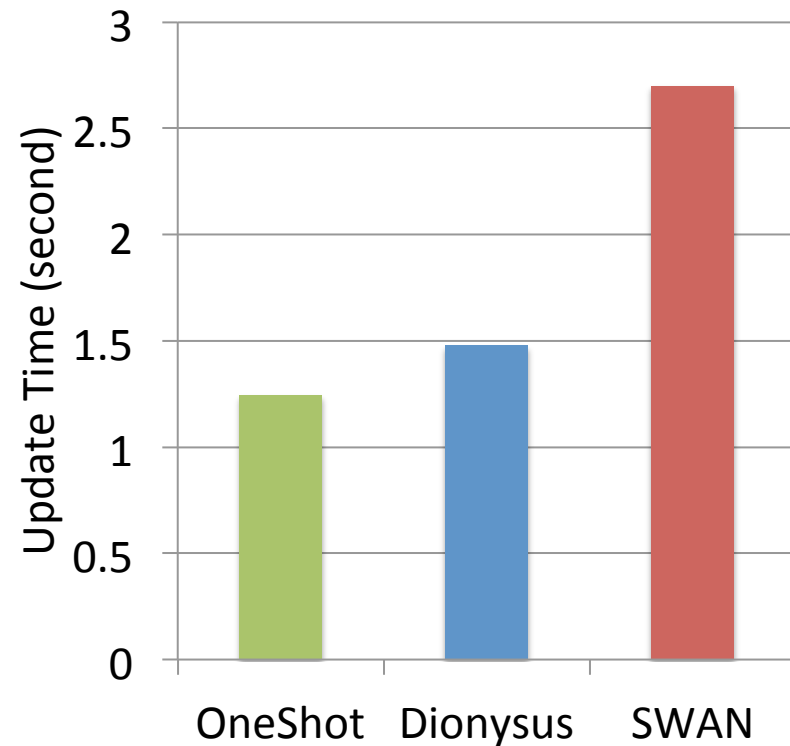
# Evaluation: Failure Recovery

99<sup>th</sup> Percentile  
Link Oversubscription



Reduce 99<sup>th</sup> percentile link oversubscription by **40%** compared to static scheduling (SWAN)

99<sup>th</sup> Percentile  
Update Time



Improve 99<sup>th</sup> percentile update speed by **80%** compared to static scheduling (SWAN)

# Conclusion

- Dionysus provides fast, consistent network updates through dynamic scheduling
  - Dependency graph: compactly encode orderings
  - Scheduling: dynamically schedule operations

Dionysus enables more agile SDN control loops

# Thanks!

