



Software Defined Networking

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In this course, you will learn about software defined networking and how it is changing the way communications networks are managed, maintained, and secured.

Module 1: History of SDN

- ⦿ *This lesson:* Active Networks
- ⦿ What are active networks?
 - Motivation for active networks
 - Technologies behind active networks
- ⦿ How do active networks relate to SDN?
- ⦿ The legacy of active networks

Evolution of Supporting Technologies (Three Lessons)

- ⦿ **Central network control:** Dates back (at least) to AT&T's network control point (1980s)
- ⦿ **Programmability in networks:** Active networks (1990s)
- ⦿ **Network virtualization:** Switchlets, XEN, VINI (1990s)

What are Active Networks?

- ⦿ Networks where switches perform custom computations on packets
- ⦿ Examples (and motivation)
 - Trace program running at each router
 - Middleboxes: firewalls, proxies, application services

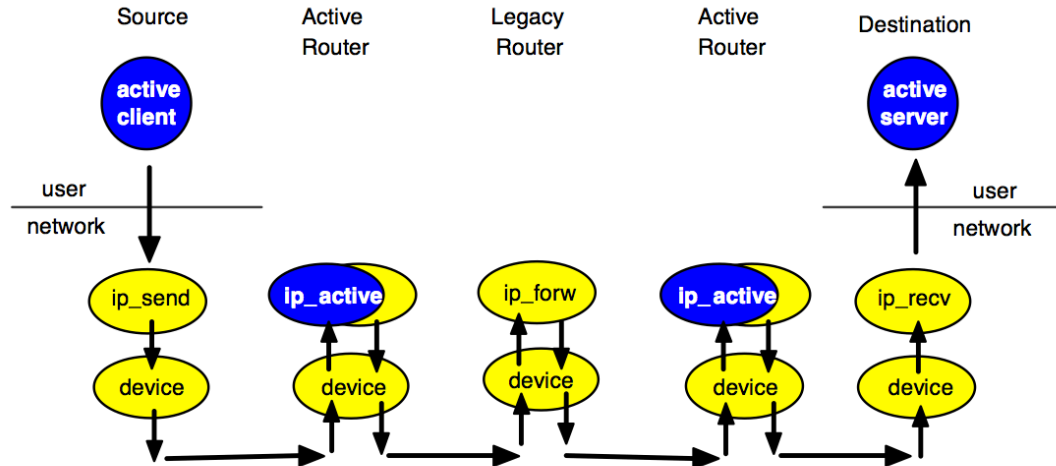
Origins of Active Networks

- ◎ DARPA research community (1994-1995)
- ◎ Identified problems with today's networks
 - Difficulty of integrating new technology
 - Poor performance due to redundant operations at several protocol layers
 - Difficulty accommodating new services

Motivation for Active Networks

- ⦿ Accelerating innovation
 - Internet innovation relies on consensus
 - Takes ten years from prototype to deployment (standardization, procurement, deployment)
- ⦿ **Active nodes** allow routers to download new services into the infrastructure
 - User-driven innovation

Idea: Messages Carry Procedures & Data



- Active routers coexist with legacy routers
- Each programmable switch can perform additional processing

User “Pulls” and Technology “Push”

⊙ User Pull (demand)

- Proliferation of firewalls, proxies, transcoders, etc.
- Goal: Replace ad hoc approaches

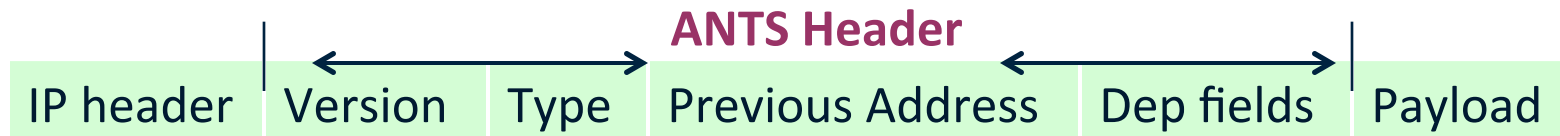
⊙ Technology Push (enablers)

- Safe execution of mobile code, Java applets
- OS support
 - Scout: real-time communications
 - Exokernel: safe access to low-level resources
 - SPIN: trustworthy code generation

Two Different Approaches

- ⦿ Capsules (“integrated”)
 - Every message is a program. Active nodes evaluate content carried in packets.
 - Code dispatched to execution environment
- ⦿ Programmable Switches (“discrete”)
 - Custom processing functions run on the routers
 - Packets are routed through programmable nodes
 - Program depends on the packet header

Capsules (example)



- **Type**
 - Forwarding routine to be executed (carries code by reference)
- **Previous address**
 - Where to get the forwarding routine from if it is not available in the present node
- **Dependent Fields**
 - Parameters for the forwarding code
- **Payload**
 - Header + data of higher layers

Some Previous Notable Projects

- **ANTS (MIT):** Packet capsules (Java programs)
 - Some limitations for QoS guarantees. Arizona implemented Joust JVM to provide better real-time performance.
- **SwitchWare (Penn):** Programmable switch, scripting language to support invocation of switchlets
- **Smart Packets (BBN):** Network management
- **Open Signaling (Columbia):** NetScript, a language to provide programmable processing of packet streams.
- **Tempest (Cambridge):** Switchlets (more next time)

What happened?

- ⦿ Timing was off
 - No clear application (pre-data center/cloud)
 - Hardware support wasn't cheap -- everyone was using ASICs, whereas now TCAMs, FPGAs, NPUs.
- ⦿ Some missteps
 - Security, special languages for safe code, packets carrying code
 - End user as programmer (vs. network operator)
 - Interoperability
- ⦿ **In contrast:** OpenFlow did a good job grappling with backwards compatible with switch hardware.
 - Simple firmware upgrade.
 - Switch hardware already supported the basics.

The Legacy of Active Networks for SDN

- ◉ Programmable functions in network to enable innovation
- ◉ Demultiplexing programs on packet headers
 - Planetlab, Flowvisor, GENI, etc. all use this
- ◉ Paying attention to middleboxes and how these functions are composed