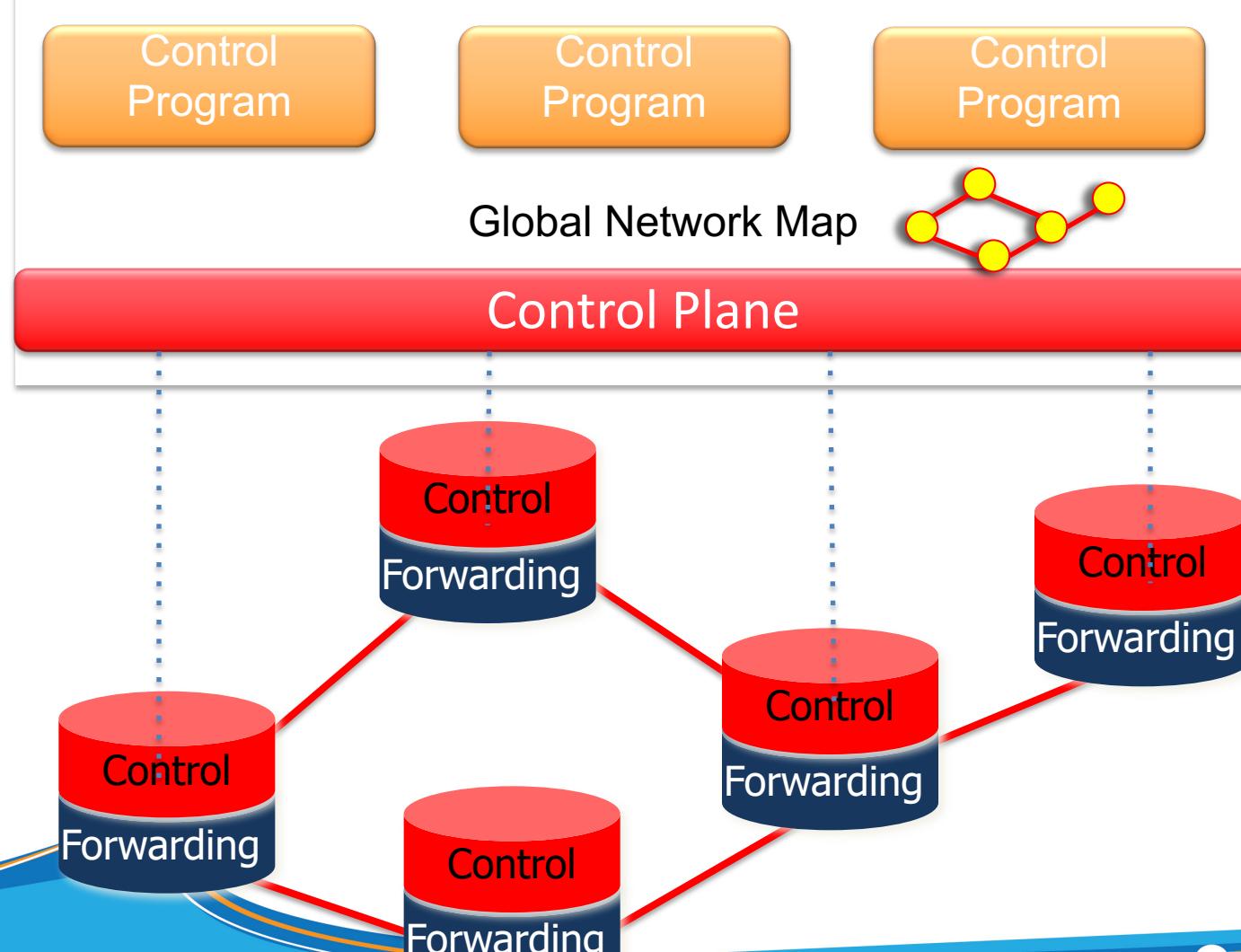


Software Defined Network

Lê Ngọc Sơn
TPHCM, 9-2021



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Outline

- What is SDN?
- OpenFlow basics
- Why is SDN happening now? (a brief history)

What You Said

- “Overall, the idea of SDN feels a little bit unsettling to me because it is proposing to change one of the main reasons for the success of computer networks: fully decentralized control. Once we introduce a centralized entity to control the network we have to make sure that it doesn’t fail, which I think is very difficult.”

What is SDN?



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A Major Trend in Networking



Software Defined Network

A network in which the control plane is physically separate from the data plane.

and

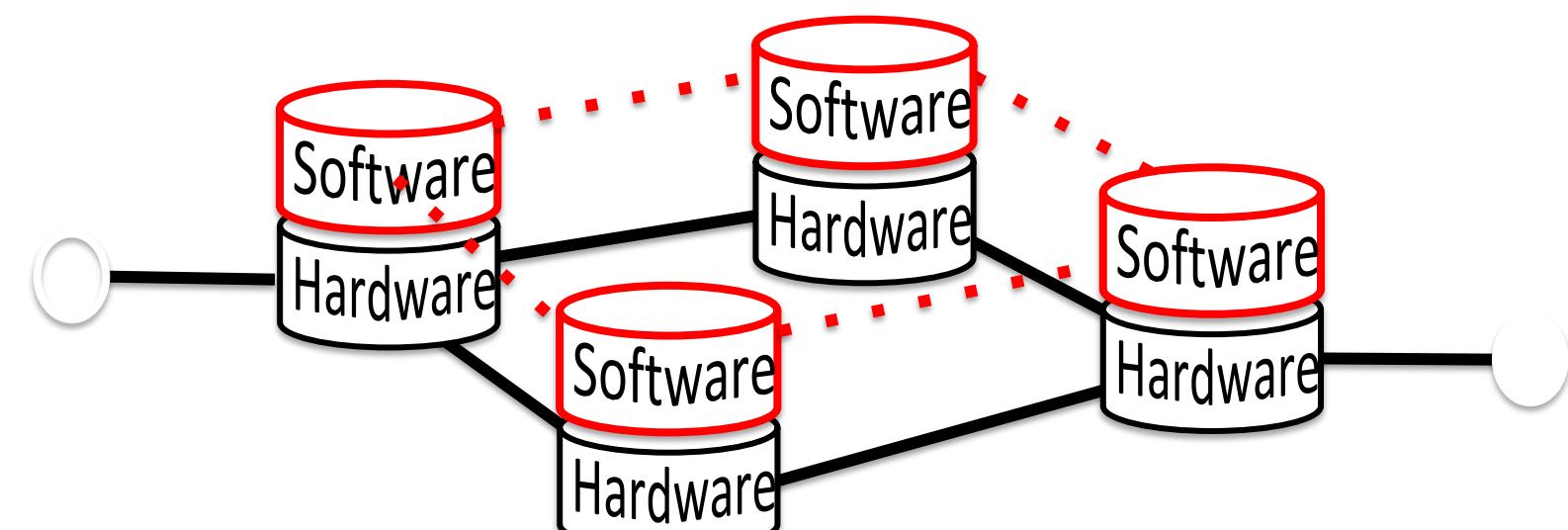
A single (logically centralized) control plane controls several forwarding devices.

The Networking “Planes”

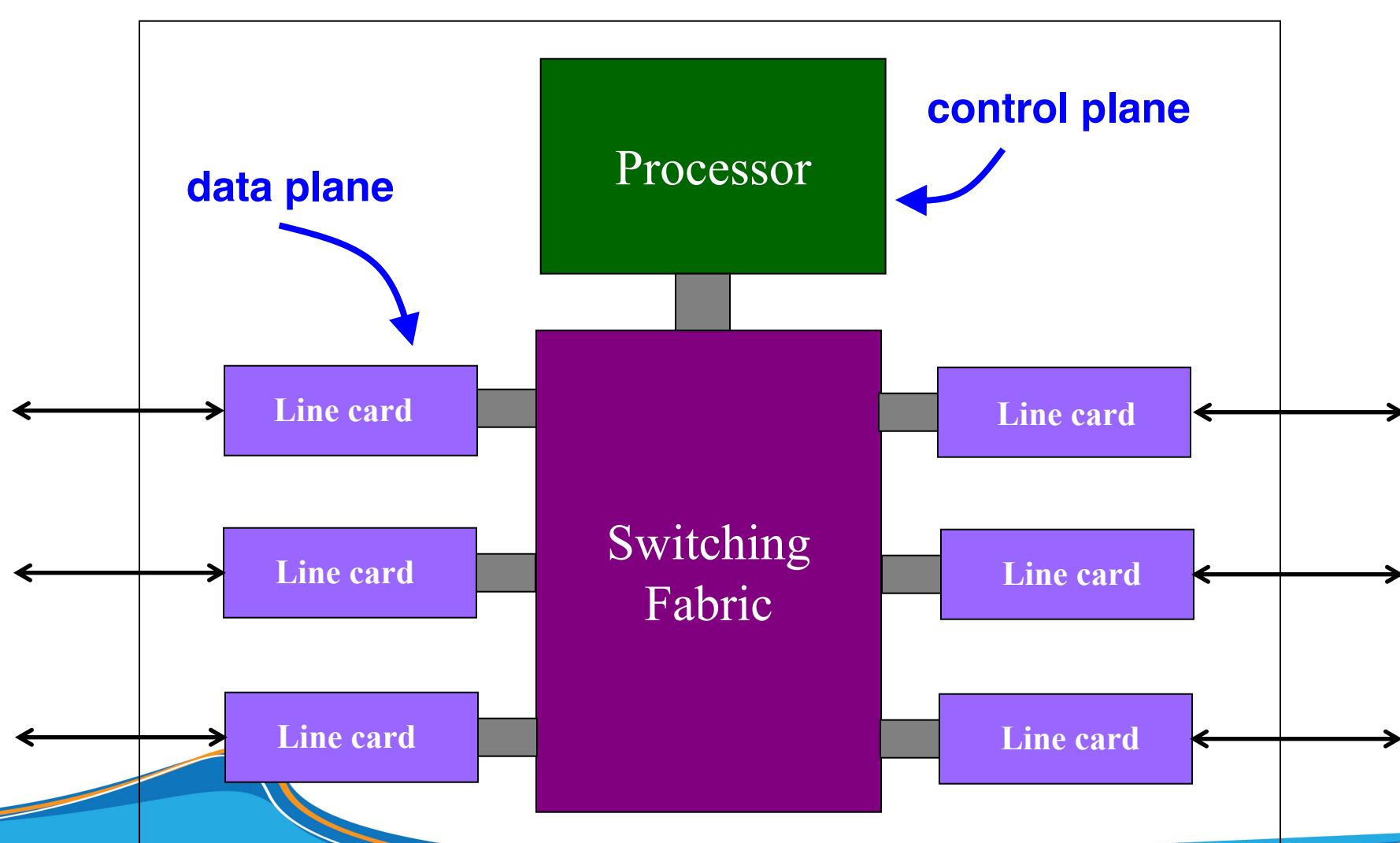
- Data plane:** processing and delivery of packets with local forwarding state
 - Forwarding state + packet header → forwarding decision
 - Filtering, buffering, scheduling
- Control plane:** computing the forwarding state in routers
 - Determines how and where packets are forwarded
 - Routing, traffic engineering, failure detection/recovery, ...
- Management plane:** configuring and tuning the network
 - Traffic engineering, ACL config, device provisioning, ...

Timescales

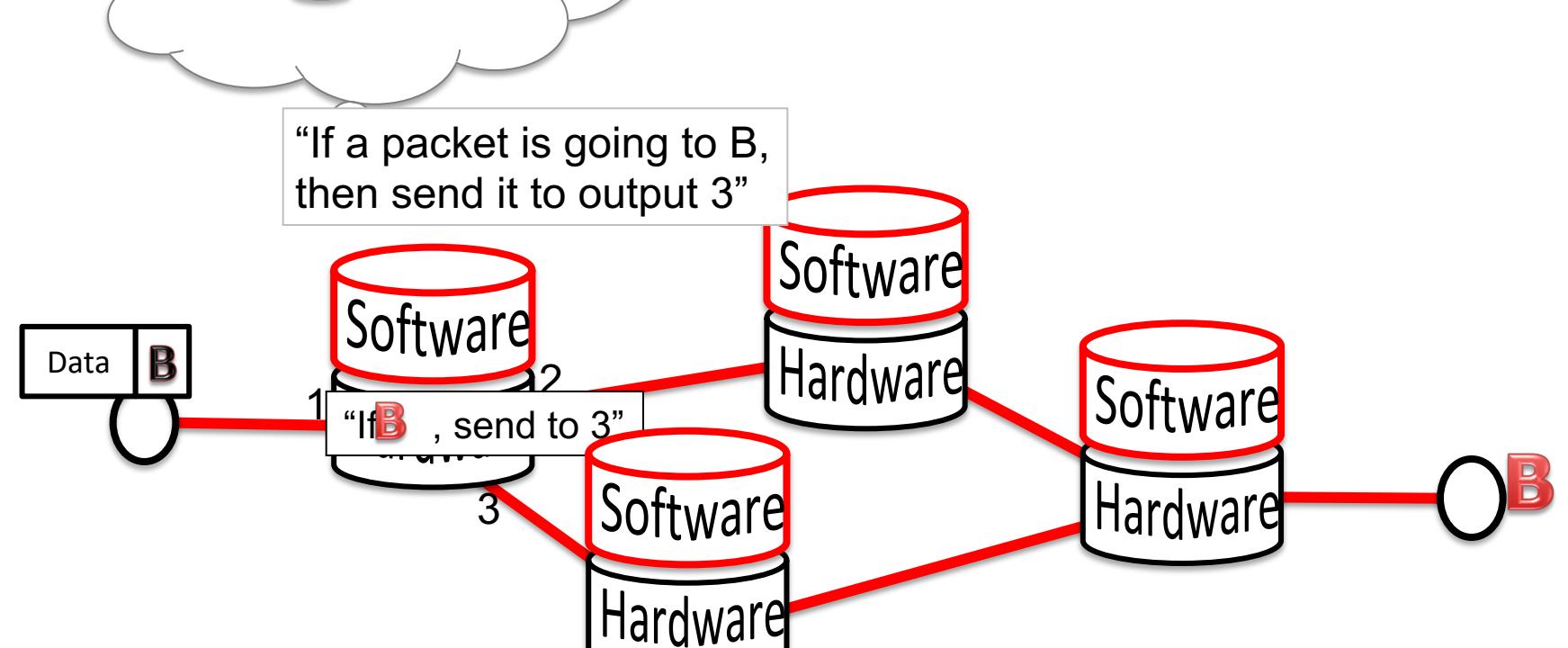
	Data	Control	Management
Time-scale	Packet (nsec)	Event (10 msec to sec)	Human (min to hours)
Location	Linecard hardware	Router software	Humans or scripts



Data and Control Planes

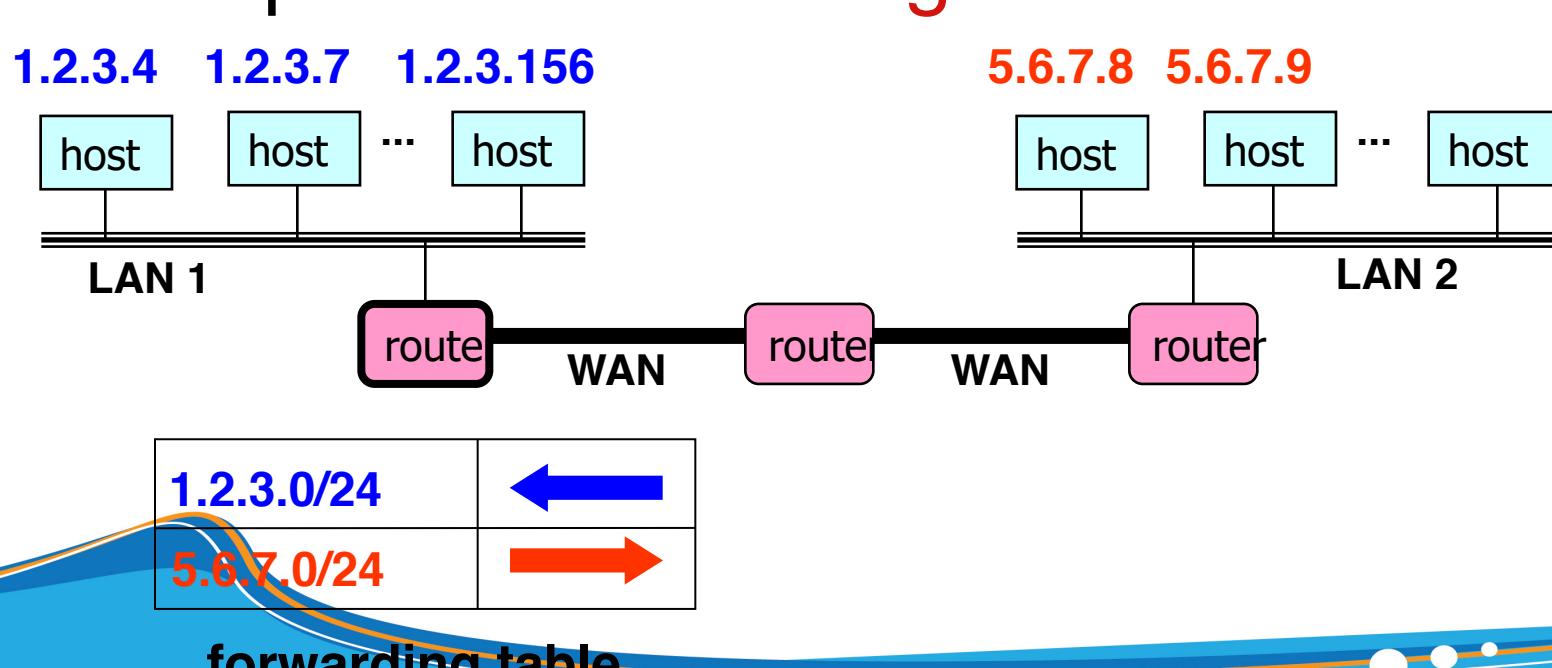


1. Figure out which routers and links are present.
2. Run Dijkstra's algorithm to find shortest paths.



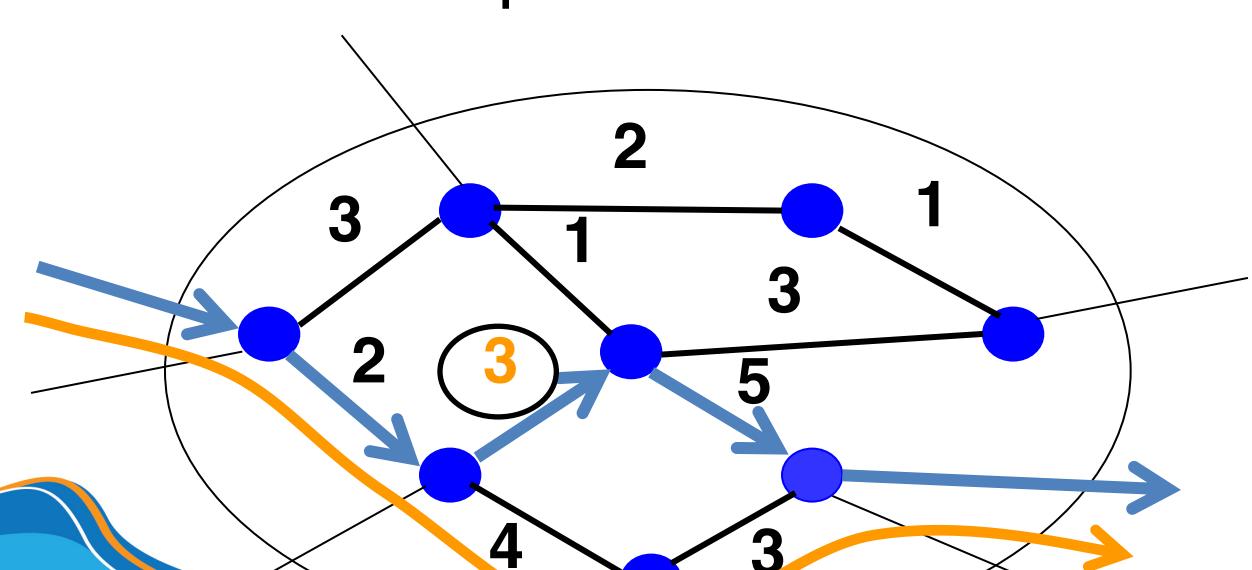
Data Plane

- Streaming algorithms on packets
 - Matching on some header bits
 - Perform some actions
- Example: IP Forwarding



Management Plane

- Traffic Engineering: setting the weights
 - Inversely proportional to link capacity?
 - Proportional to propagation delay?
 - Network-wide optimization based on traffic?



Control Plane

- Compute paths the packets will follow
 - Populate forwarding tables
 - Traditionally, a distributed protocol
- Example: Link-state routing (OSPF, IS-IS)
 - Flood the entire topology to all nodes
 - Each node computes shortest paths
 - Dijkstra's algorithm

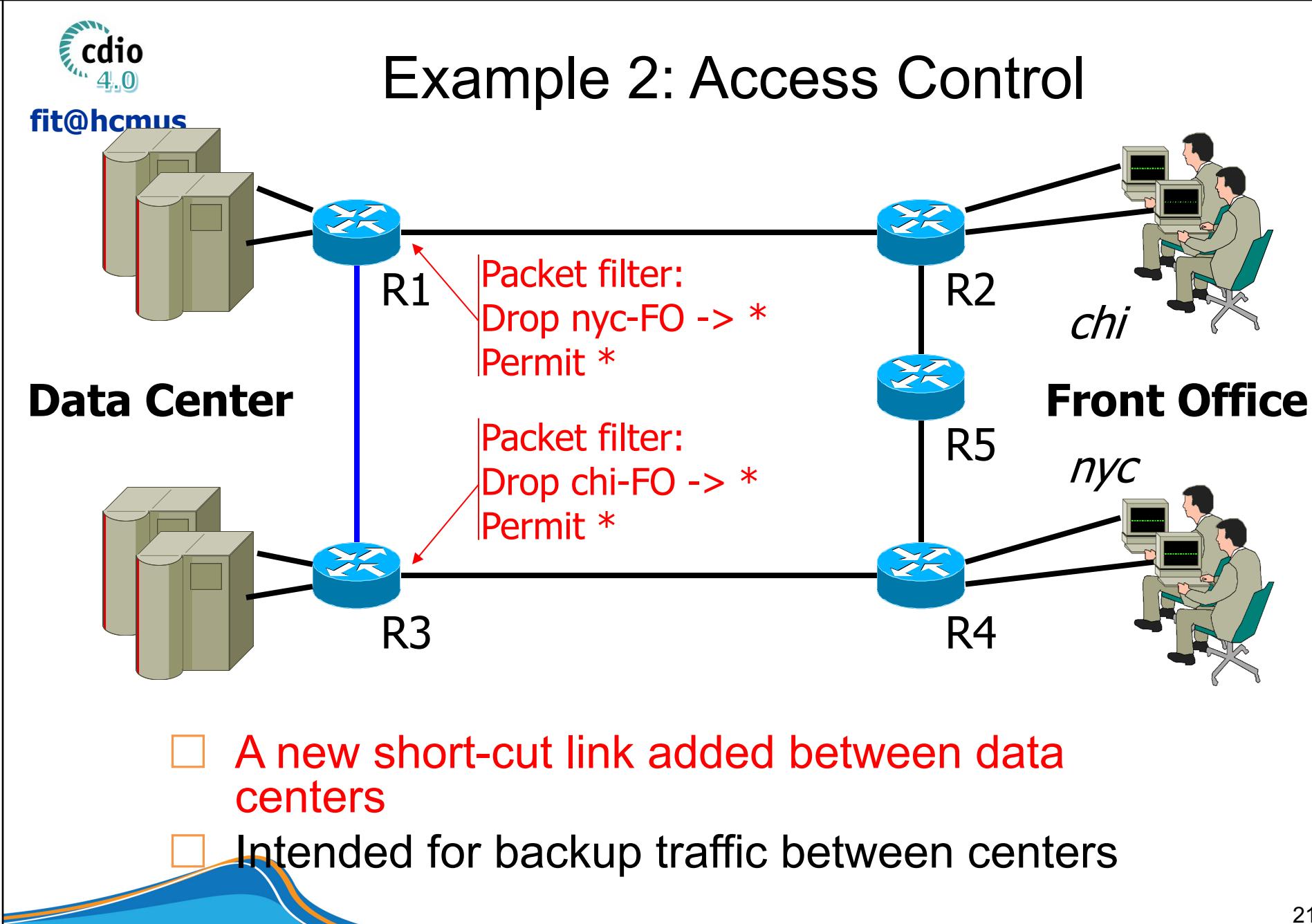
- (Too) many task-specific control mechanisms
 - No modularity, limited functionality
- Indirect
 - Must go through multiple layers
 - Examples: NAT, firewalls
- Uncoordinated
 - Can't change one part without changing others
- The network is

 - Hard to reason about
 - Hard to evolve
 - Expensive
- Interacting protocols and mechanisms
 - Routing, addressing, access control, QoS

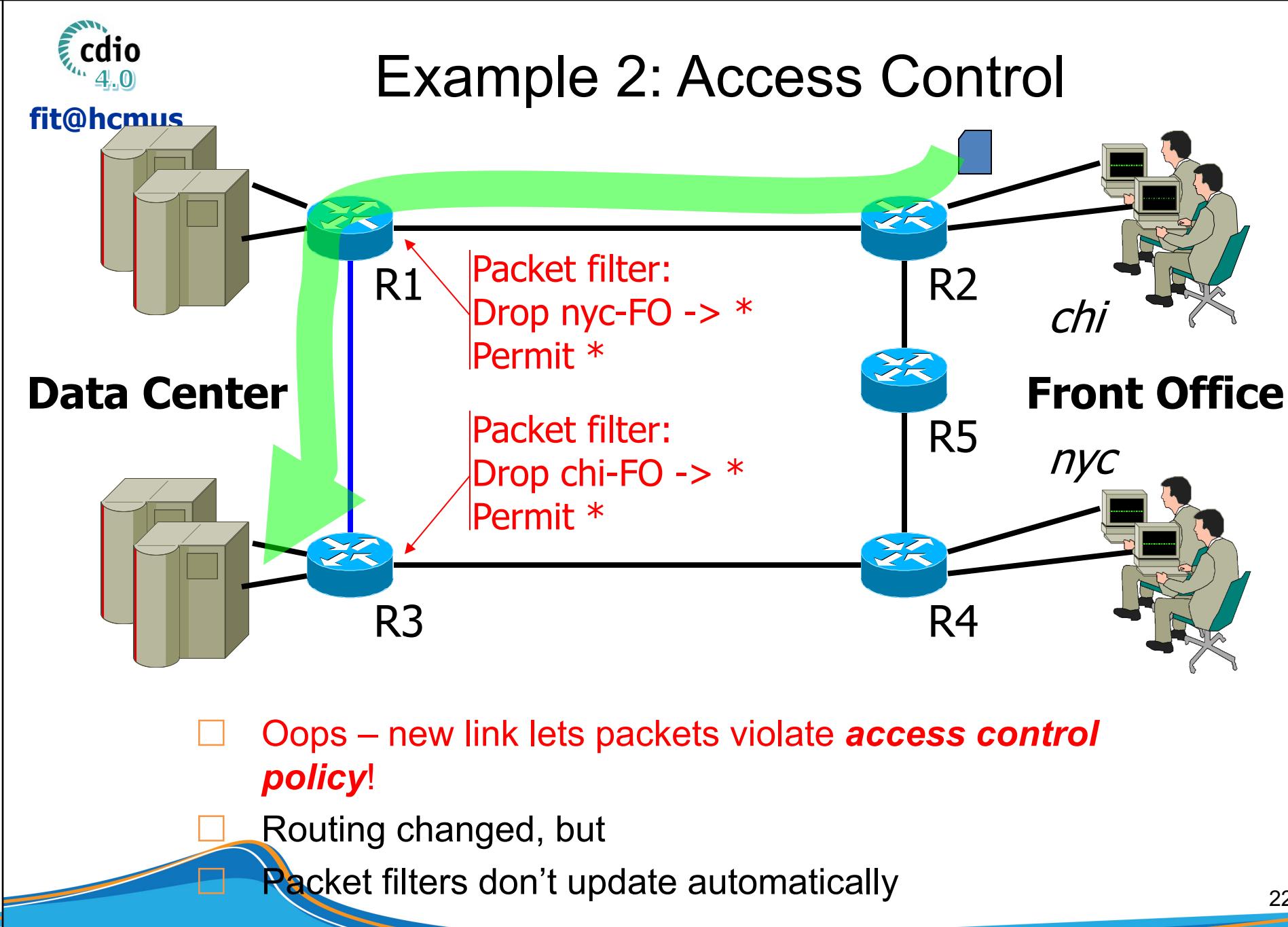
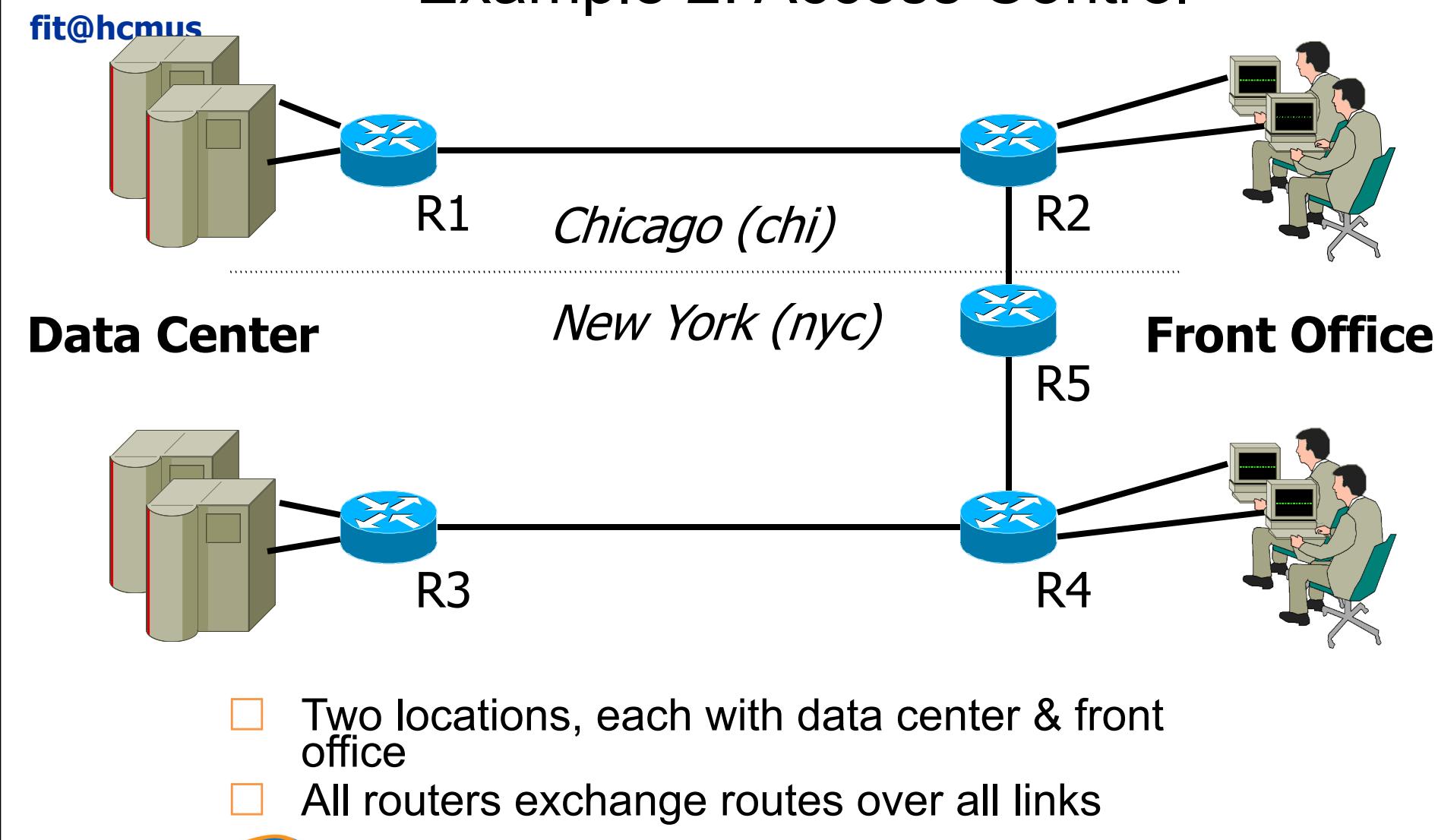
you want

Example 1: Inter-domain Routing

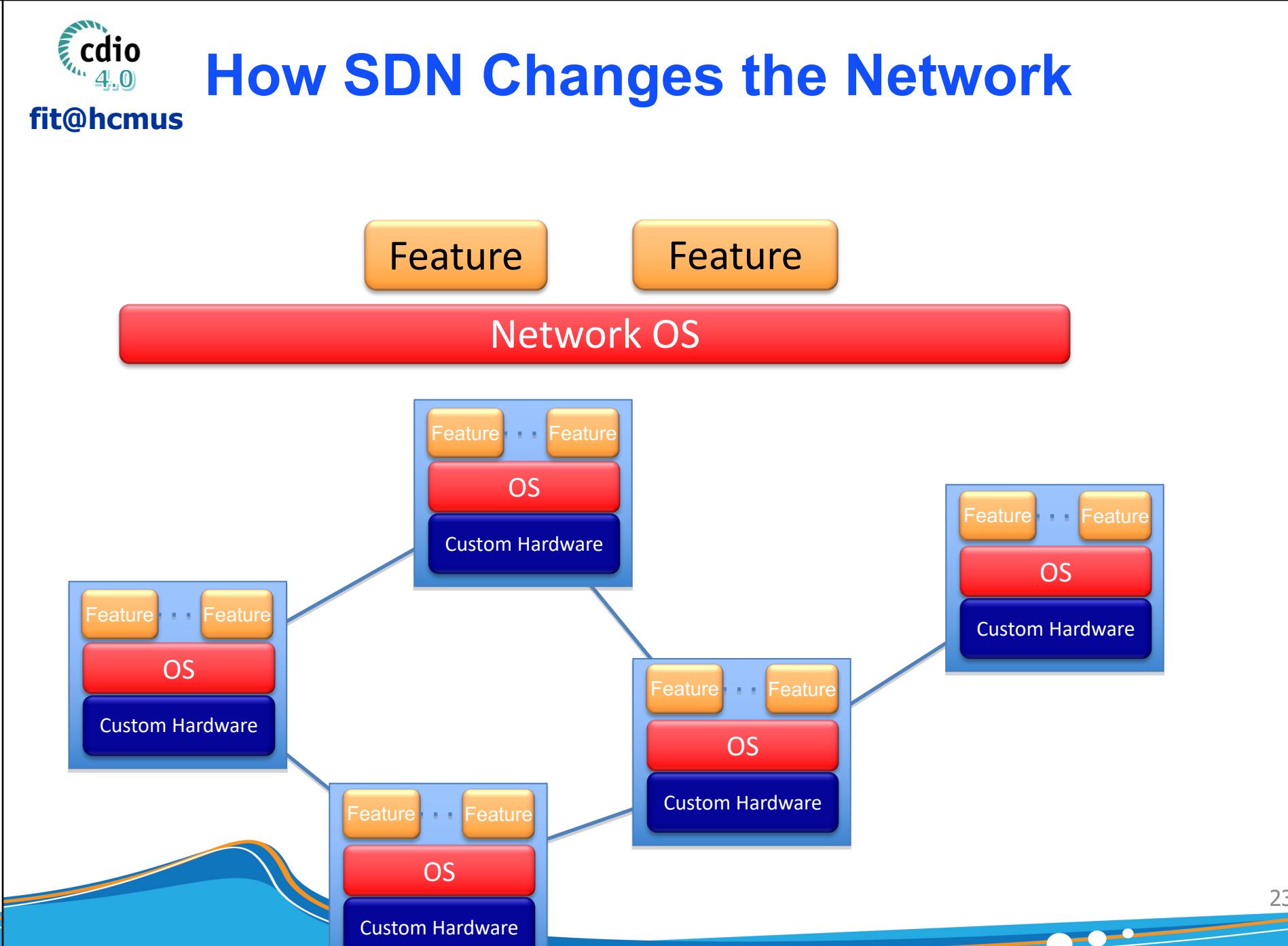
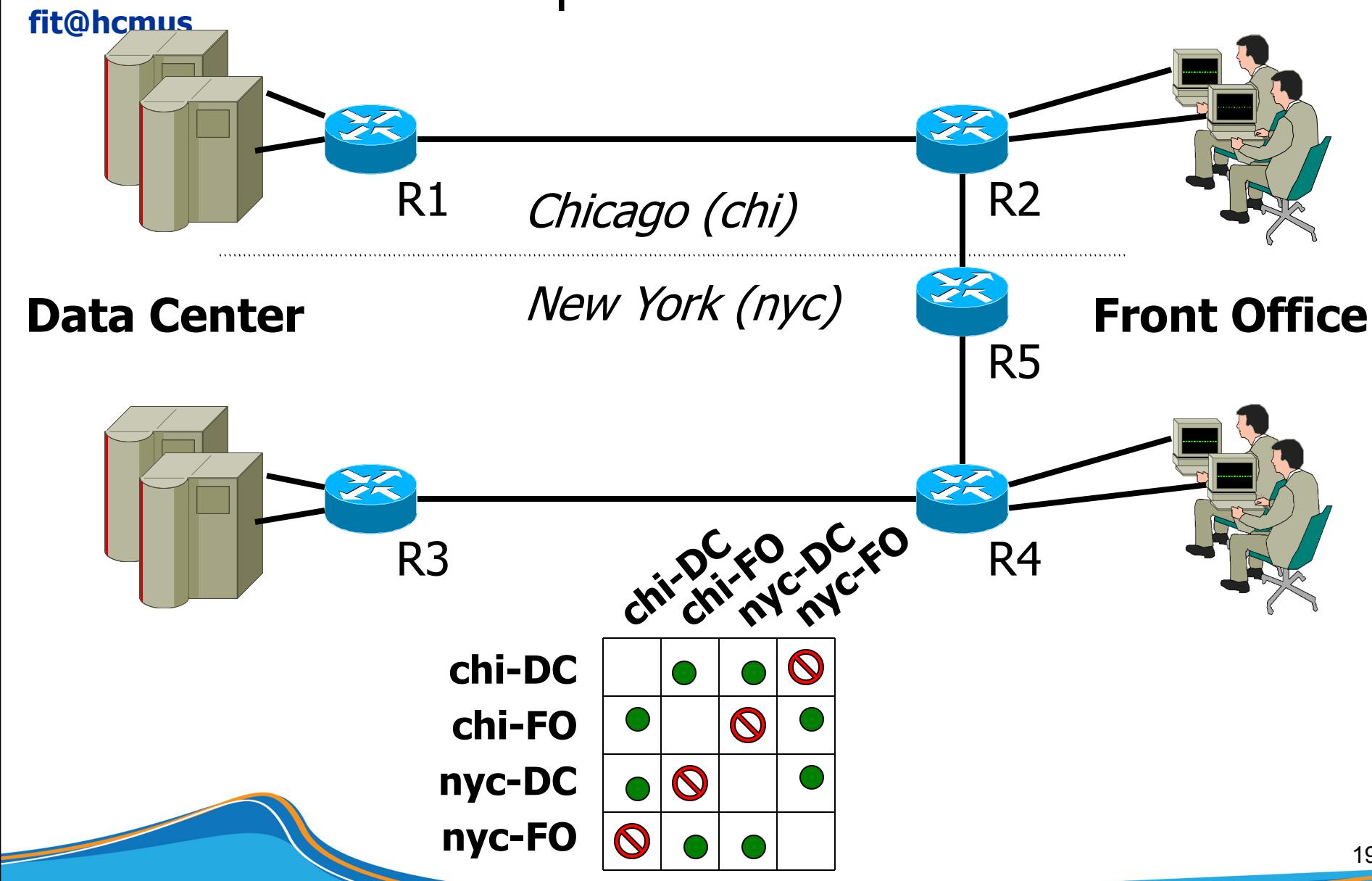
- Today's inter-domain routing protocol, BGP, artificially constrains routes
 - Routing only on **destination IP address blocks**
 - Can only influence **immediate neighbors**
 - Very difficult to incorporate other information
- Application-specific peering
 - Route video traffic one way, and non-video another
- Blocking denial-of-service traffic
 - Dropping unwanted traffic further upstream
- Inbound traffic engineering
 - Splitting incoming traffic over multiple peering links



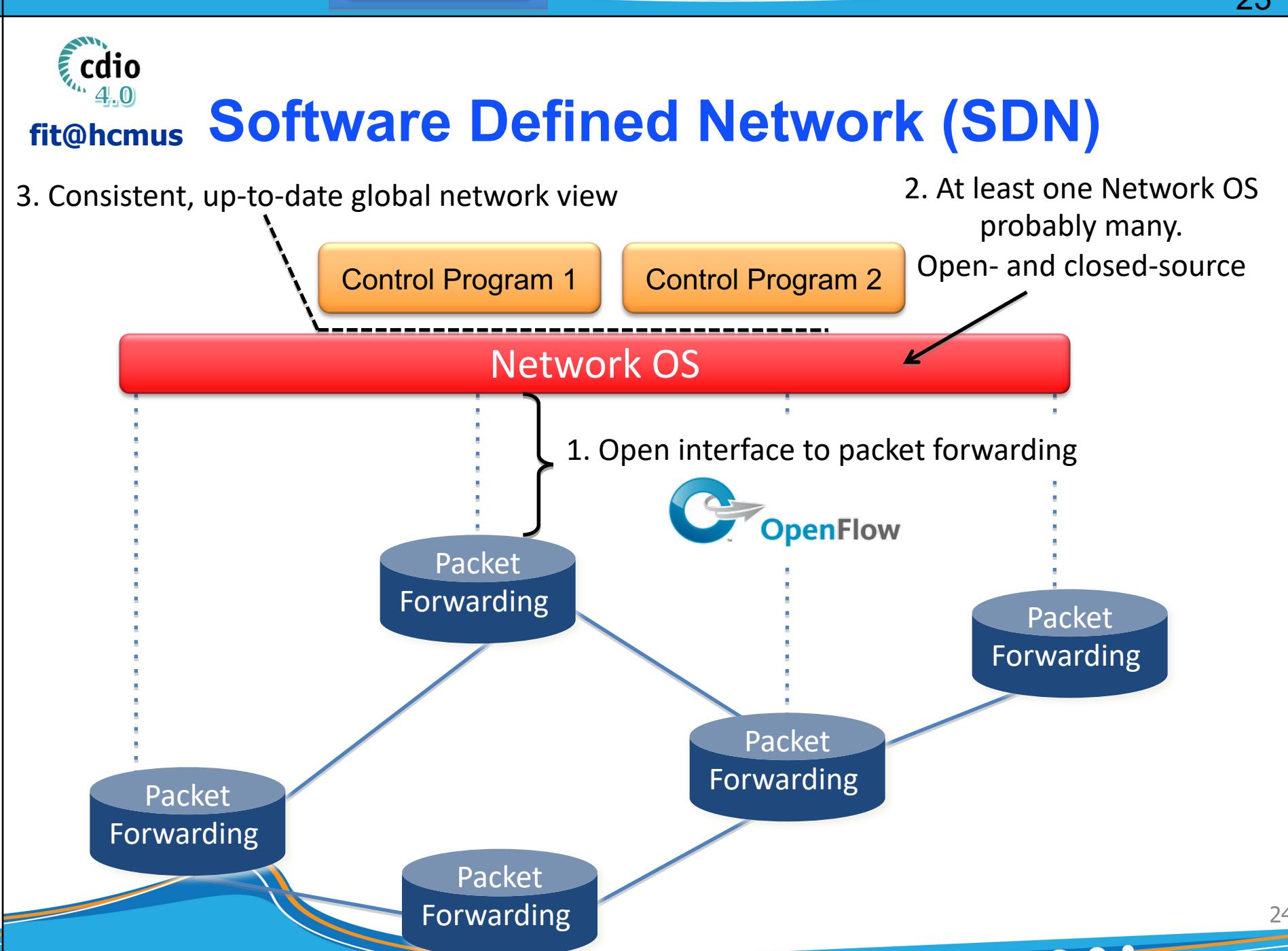
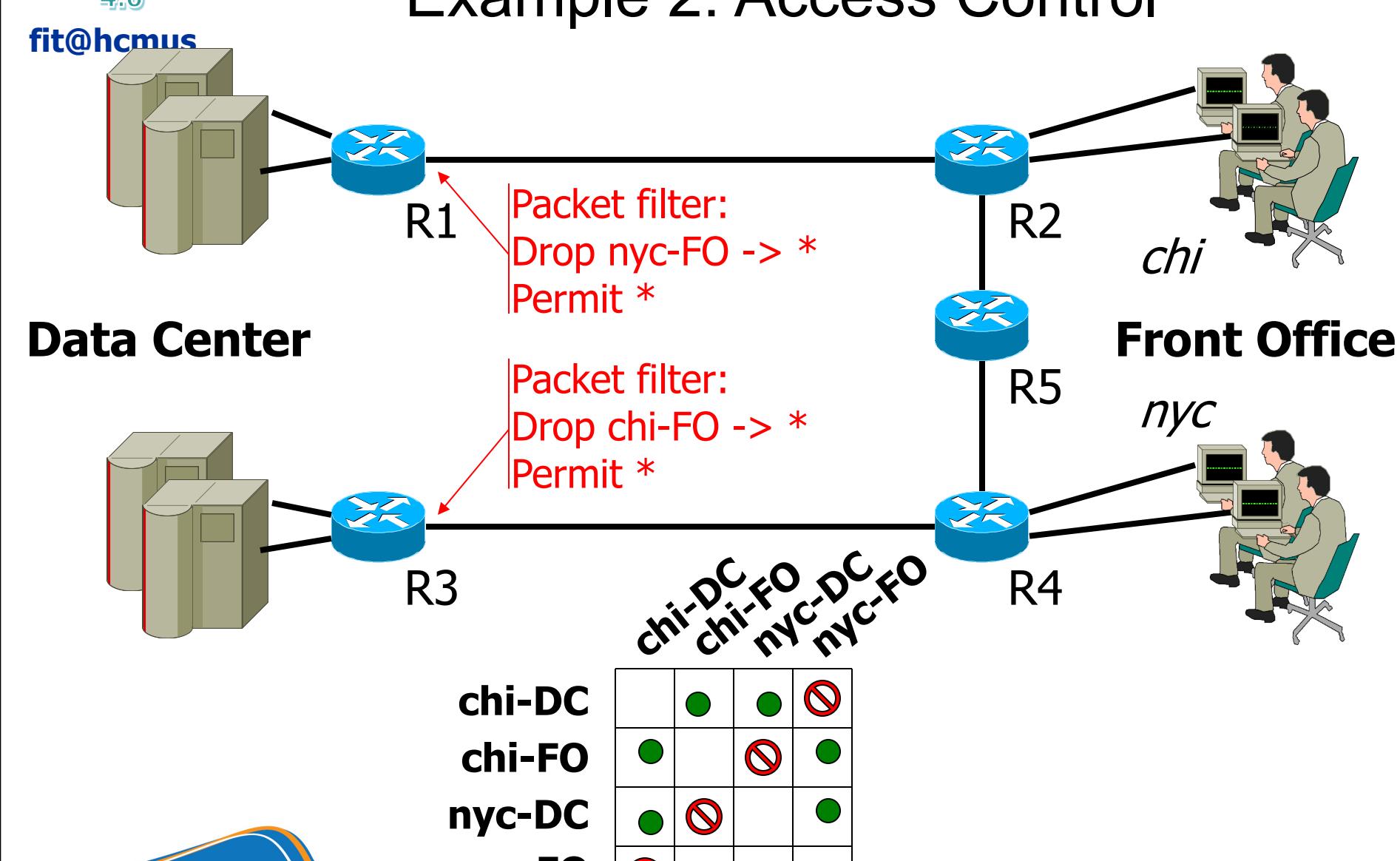
Example 2: Access Control



Example 2: Access Control



Example 2: Access Control



Network OS

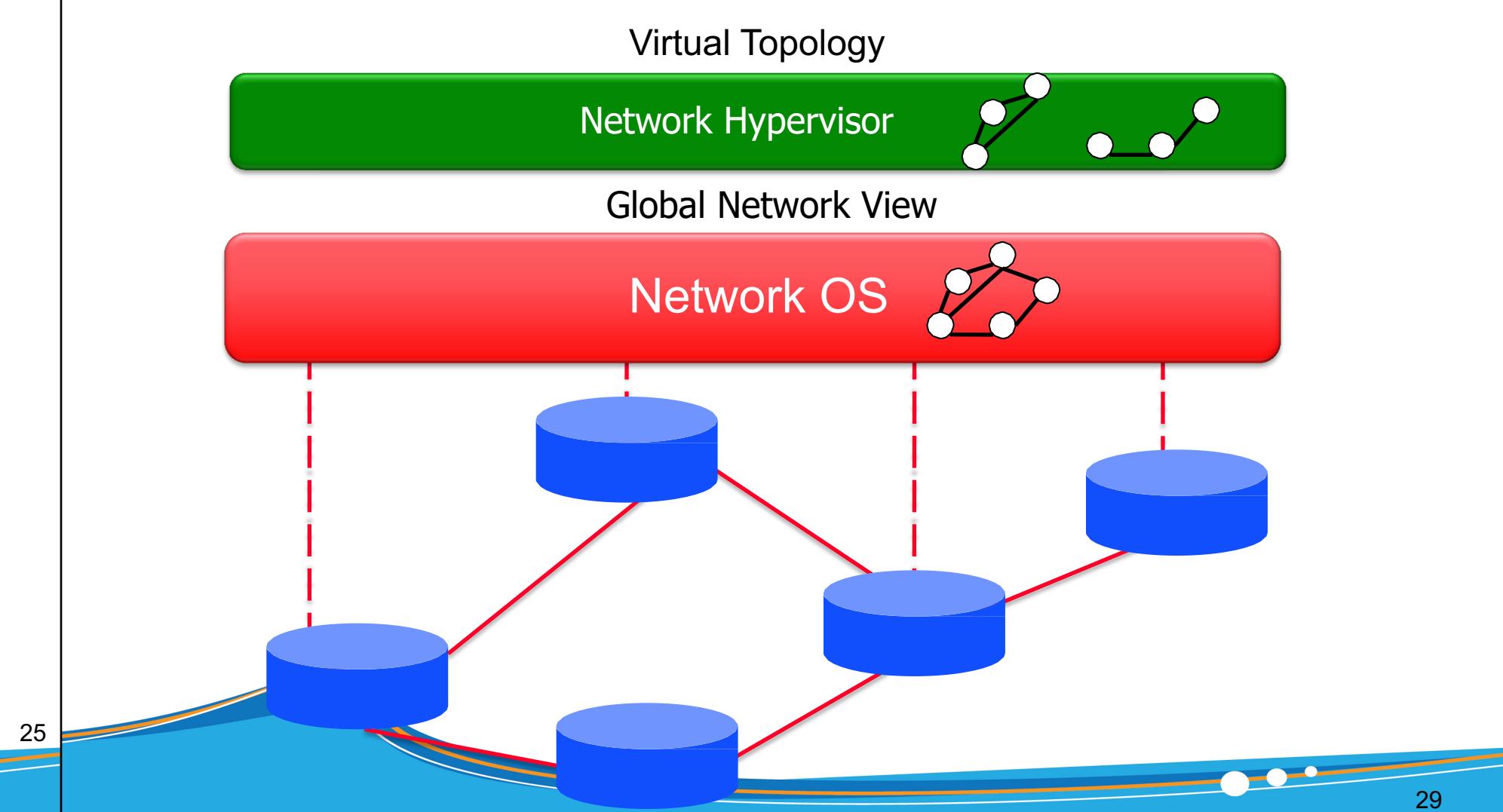
Network OS: distributed system that creates a consistent, up-to-date network view

- Runs on servers (controllers) in the network
- NOX, ONIX, Floodlight, Trema, OpenDaylight, HyperFlow, Kandoo, Beehive, Beacon, Maestro, ... + more

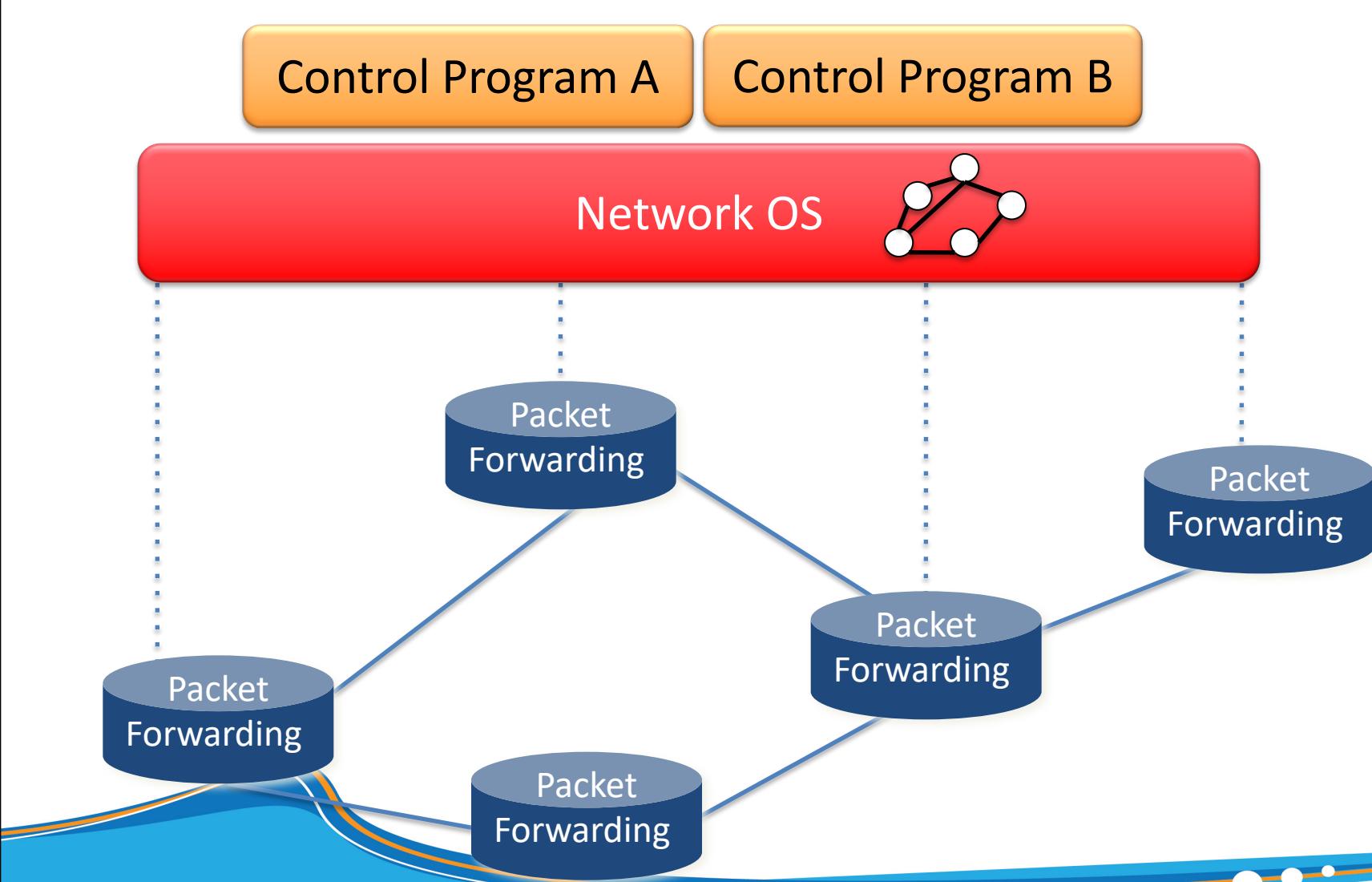
Uses **forwarding abstraction** to:

- Get state information **from** forwarding elements
- Give control directives **to** forwarding elements

Software Defined Network



Software Defined Network (SDN)



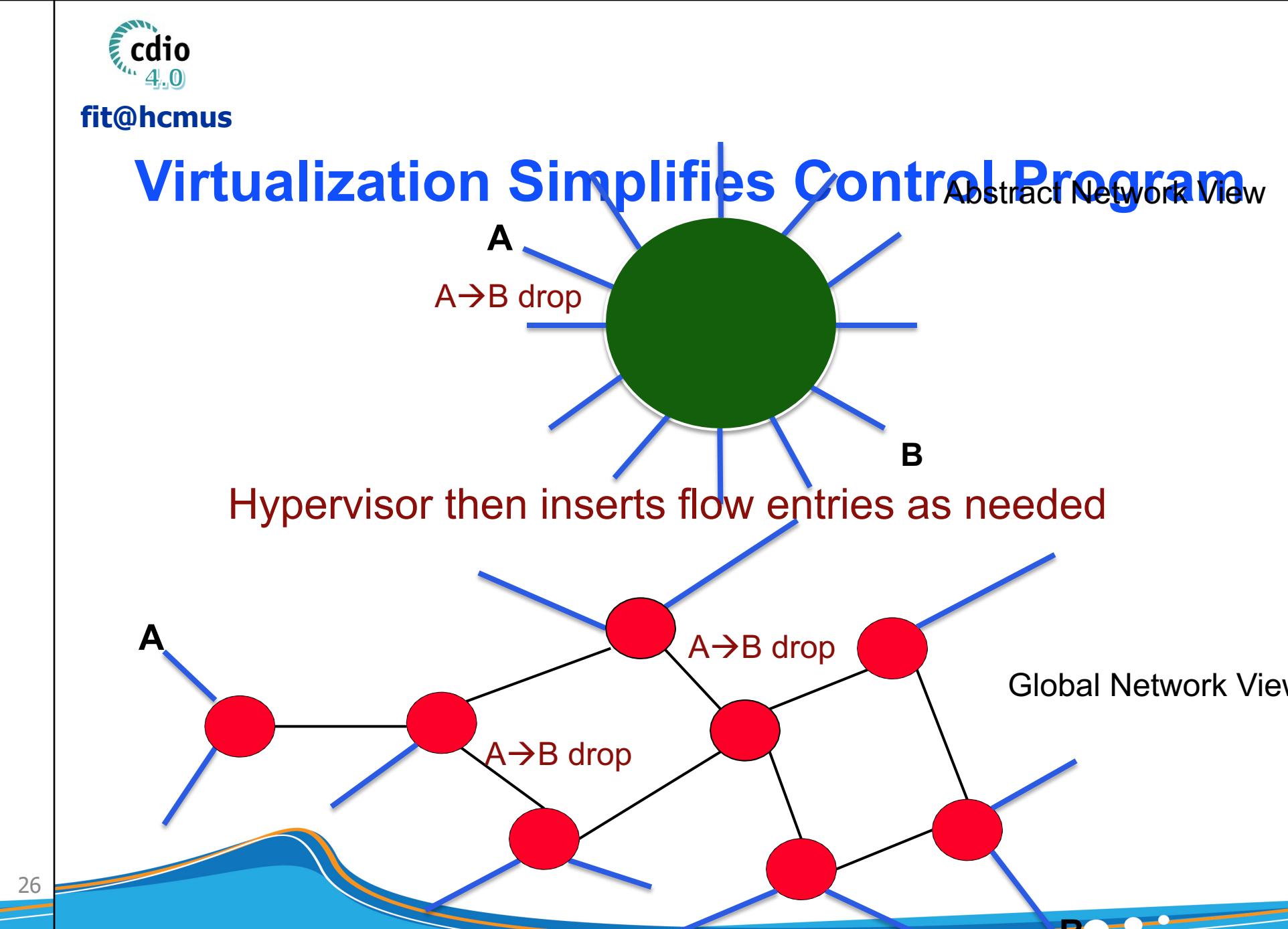
Control Program

Control program operates on view of network

- **Input:** global network view (graph/database)
- **Output:** configuration of each network device

Control program is not a distributed system

- Abstraction hides details of distributed state



Does SDN Simplify the Network?

Forwarding Abstraction

Purpose: Standard way of defining forwarding state

- Flexible
 - Behavior specified by control plane
 - Built from basic set of forwarding primitives
- Minimal
 - Streamlined for speed and low-power
 - Control program not vendor-specific

□ OpenFlow is an example of such an abstraction

What You Said

- “However, I remain skeptical that such an approach will actually simplify much in the long run. That is, the basic paradigm in networks (layers) is in fact a simple model. However, the ever-changing performance and functionality goals have forced more complexity into network design. I'm not sure if SDN will be able to maintain its simplified model as goals continue to evolve.”

Does SDN Simplify the Network?

Abstraction doesn't eliminate complexity

- NOS, Hypervisor are still complicated pieces of code

SDN main achievements

- Simplifies interface for control program (user-specific)
- Pushes complexity into reusable code (SDN platform)

Just like compilers....

Primitives <Match, Action>

Match arbitrary bits in headers:



Match: 1000x01xx0101001x

- Match on any header, or new header
- Allows any flow granularity

Action

- Forward to port(s), drop, send to controller
- Overwrite header with mask, push or pop
- Forward at specific bit-rate

OpenFlow Basics

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33

OpenFlow Basics

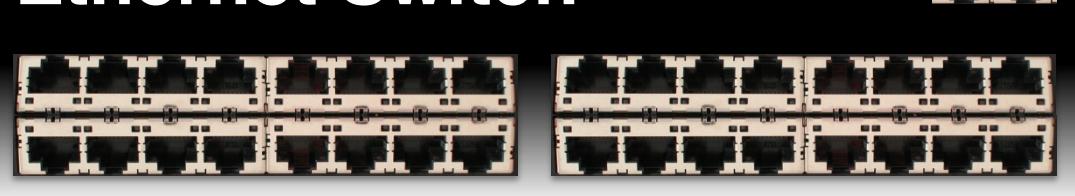
Control Program A Control Program B

Network OS



OpenFlow Protocol

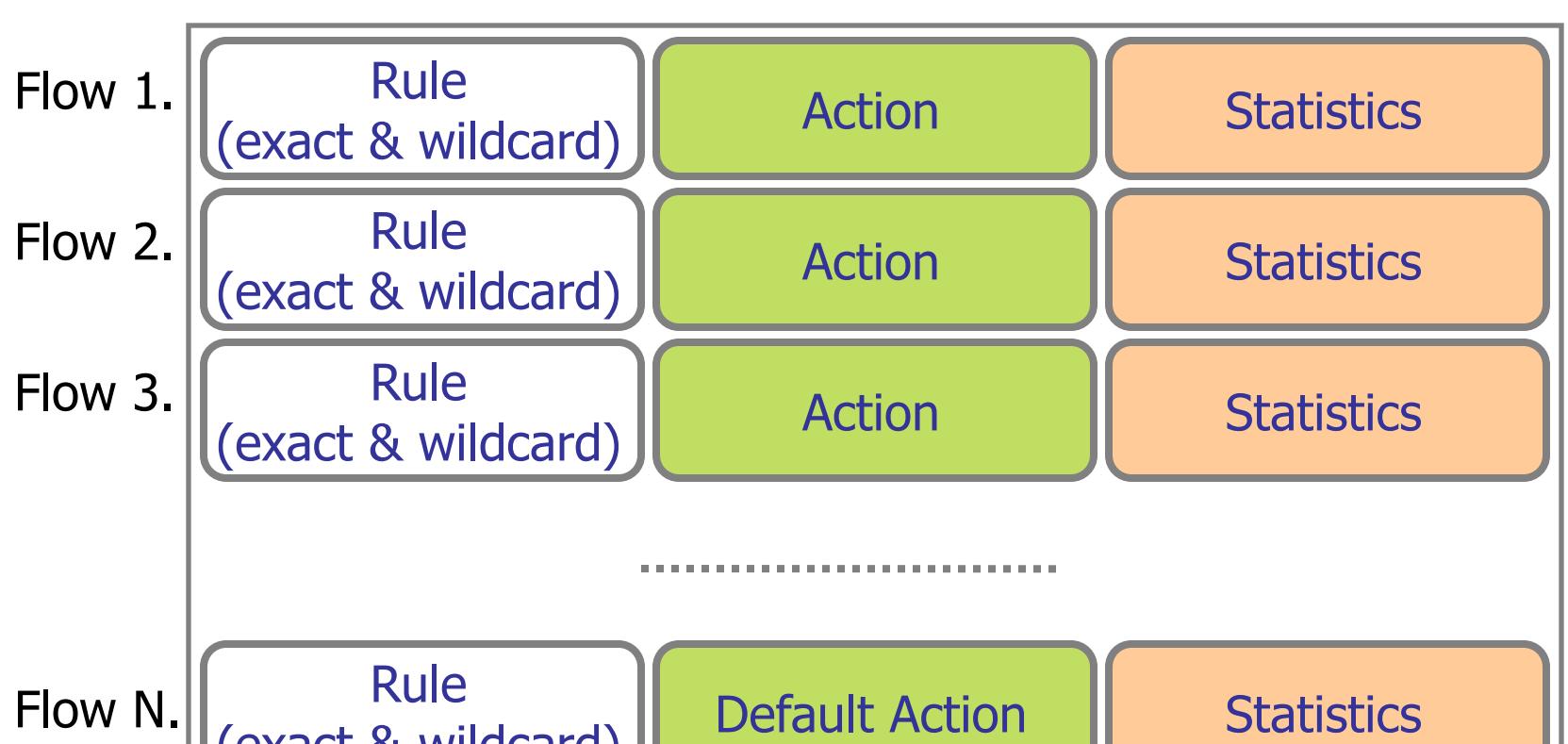
Ethernet Switch



34

OpenFlow Rules

Exploit the flow table in switches, routers, and chipsets



35

Why is SDN happening now?

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39

OpenFlow Basics

Control Program A Control Program B

Network OS

"If header = p , send to port 4"
"If header = q , overwrite header with r ,
add header s , and send to ports 5,6"
"If header = ?, send to me"

Packet Forwarding

Flow Table(s)

Packet Forwarding

36

The Road to SDN

- Active Networking: 1990s
 - First attempt make networks programmable
 - Demultiplexing packets to software programs, network virtualization, ...
- Control/Dataplane Separation: 2003-2007
 - ForCES [IETF], RCP, 4D [Princeton, CMU], SANE/Ethane [Stanford/Berkeley]
 - Open interfaces between data and control plane, logically centralized control
- OpenFlow API & Network Oses: 2008
 - OpenFlow switch interface [Stanford]
 - NOX Network OS [Nicira]

SDN Drivers

- Rise of merchant switching silicon
 - Democratized switching
 - Vendors eager to unseat incumbents
- Cloud / Data centers
 - Operators face real network management problems
 - Extremely cost conscious; desire a lot of control
- The right balance between vision & pragmatism
 - OpenFlow compatible with existing hardware
- A “killer app”: Network virtualization

41

Virtualization is Killer App for SDN

Consider a multi-tenant datacenter

- Want to allow each tenant to specify virtual topology
- This defines their individual policies and requirements

Datacenter's network hypervisor compiles these virtual topologies into set of switch configurations

- Takes 1000s of individual tenant virtual topologies
- Computes configurations to implement all simultaneously

This is what people are paying money for....

- ***Enabled by SDN's ability to virtualize the network***

42

Q&A



43