

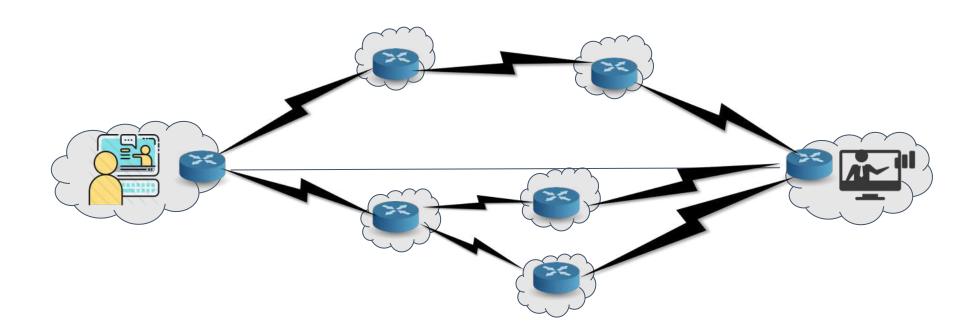
### Near Real-time Failover Model for Continuous Inter-Domain Communication

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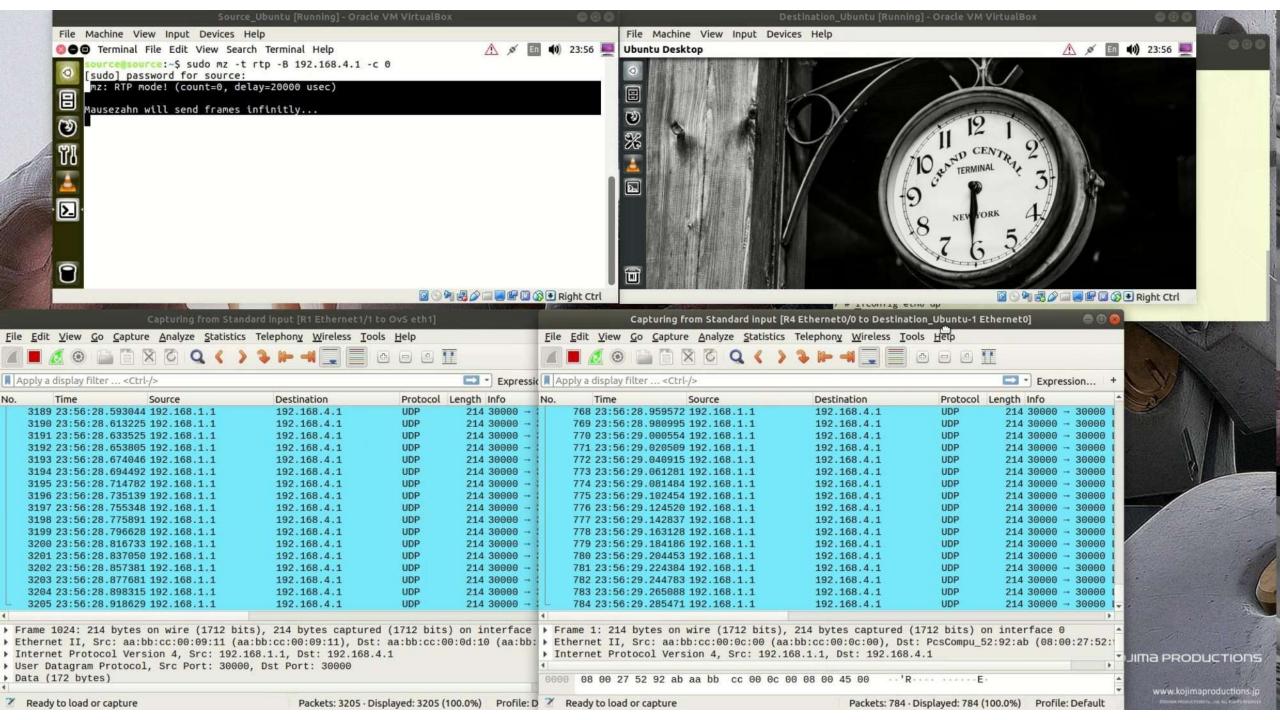
- Motivation = continuous inter-domain communication
  - Increase availability between Autonomous Systems with redundancy



- Border Gateway Protocol Failover between Internet domains
  - Based on Keepalive and Hold timers
    - seconds to recover

■ Not all available next hops are considered

■ Traffic from all applications is forwarded to the same next-hop



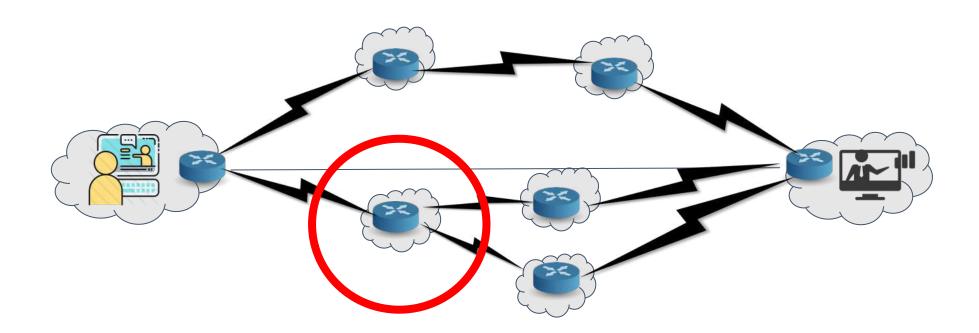
- Near Real-time
  - Process the communication interruption as soon as possible
  - Stream processing
    - Per-event processing of records as soon as they become available

- High availability
  - Multiple "valid" next-hops
  - **BGP Monitoring Protocol** (RFC 7854) = learn all possible next-hops to reach a network
- Define Services
  - Steer packet flows of specific applications
  - <u>SDN/OpenFlow</u> configure the flow tables of network devices

- How processing connectivity failure events as a stream of data enables continuous inter-domain communication?
  - Processing = update data-plane
  - Scalability
    - update time vs. available next-hops
  - Packet forwarding correctness
    - Next-hops should be valid according to BGP

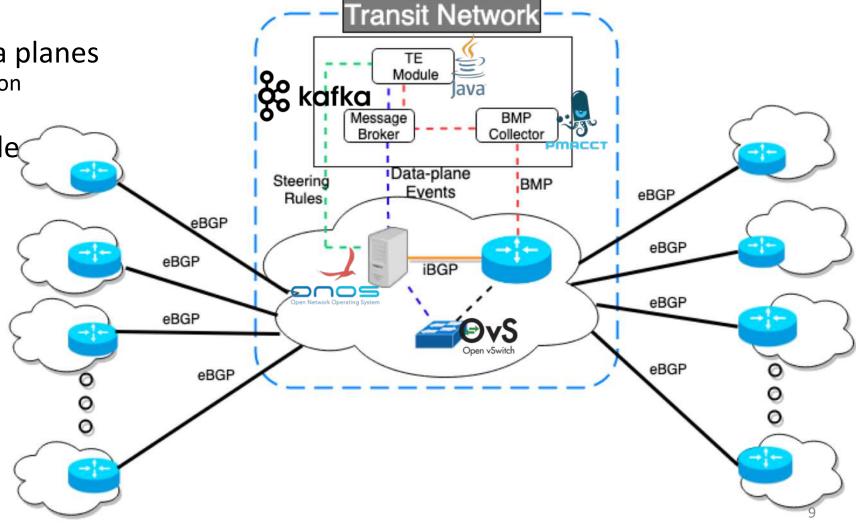
## Implementation

- Transit Network
  - Bridges a connection between two or more networks (e.g. Tier-2 ISP)



## Implementation

- Separate control and data planes
  - BGP routing as SDN application
- Traffic Engineering module
  - Handles failover process
  - Override BGP flow rules
- BMP Collector
  - Learns valid BGP routes
  - Publishes BGP Updates
- Message Broker
  - Intermediary

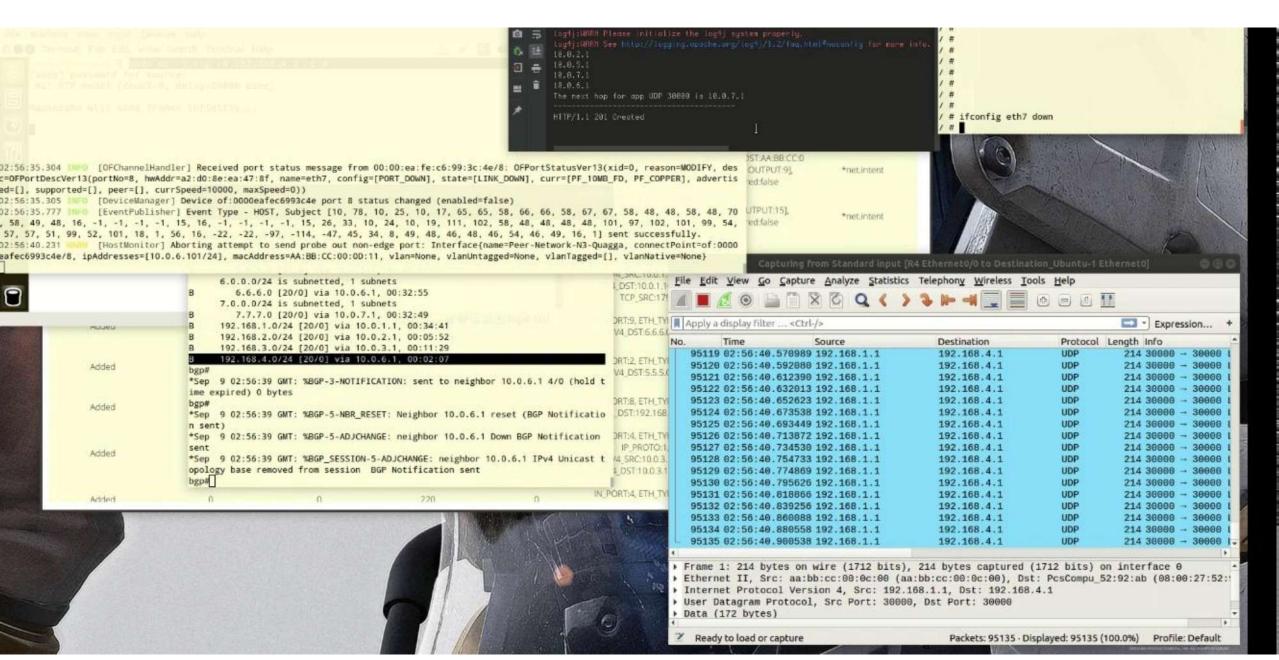


#### Demo

- Paket generation Mausezahn
  - G.711 codec Real Time Protocol
  - 20 ms segment size, 160 bytes
  - UDP port 30000
- Testbed Topology
  - GNS3 Network Software Emulator

### Demo #1 - Connectivity Failure

- Data-plane port shutdown
- Convergence Time
  - 4 valid next-hops (Round-robin selection)
  - Packet loss

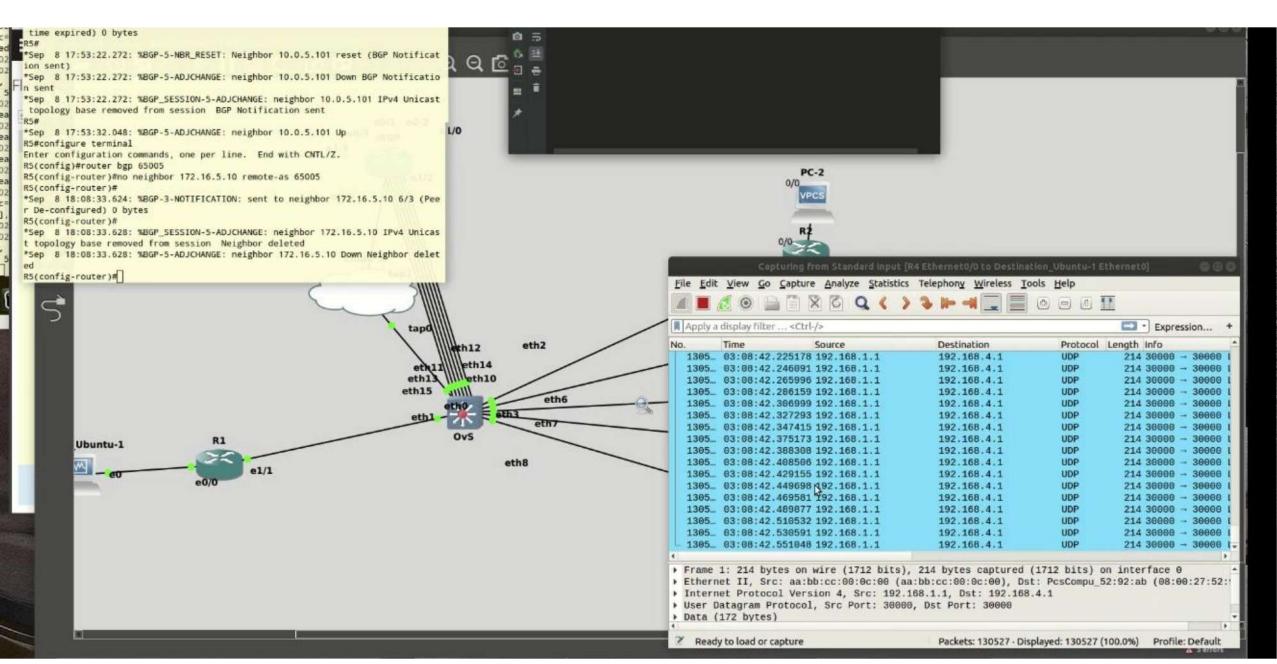


### Demo #1 - Connectivity Failure

- Average communication loss ≈ 807.79 ms
  - ∘ Packet drop = 40

### Demo #2 - BGP Update

- Packet forwarding correctness
  - Route withdrawals MUST redirect traffic back to valid BGP next-hops



### Demo #2 - BGP Update

- Average communication loss ≈ 526.21 ms
  - ∘ Packet drop = 26
- BGP route withdrawal and traffic redirection ≈ 21.30 ms
  - Invalid forwarding = 1 packet

### Preliminary Conclusions and Future Plans

- Failover time driven by stream processing is faster than the minimum configurable value of the BGP Hold Timer.
  - Simulation of complex inter-domain network topologies

- The stream processing task introduces incorrect packet forwarding.
  - Increase number of flows and BGP route table

# Thanks!