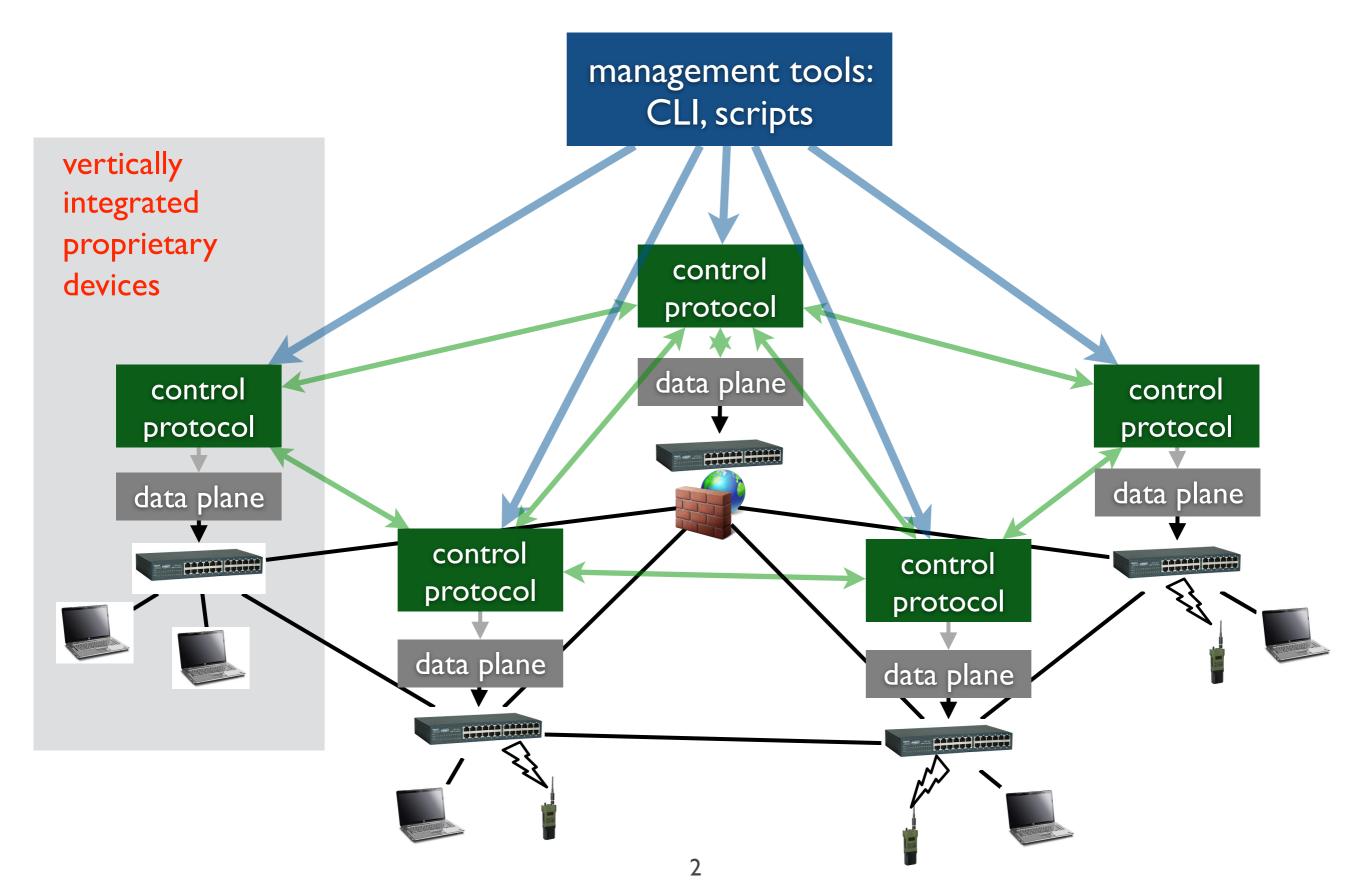
# (lr)relevance reasoning for software-defined network

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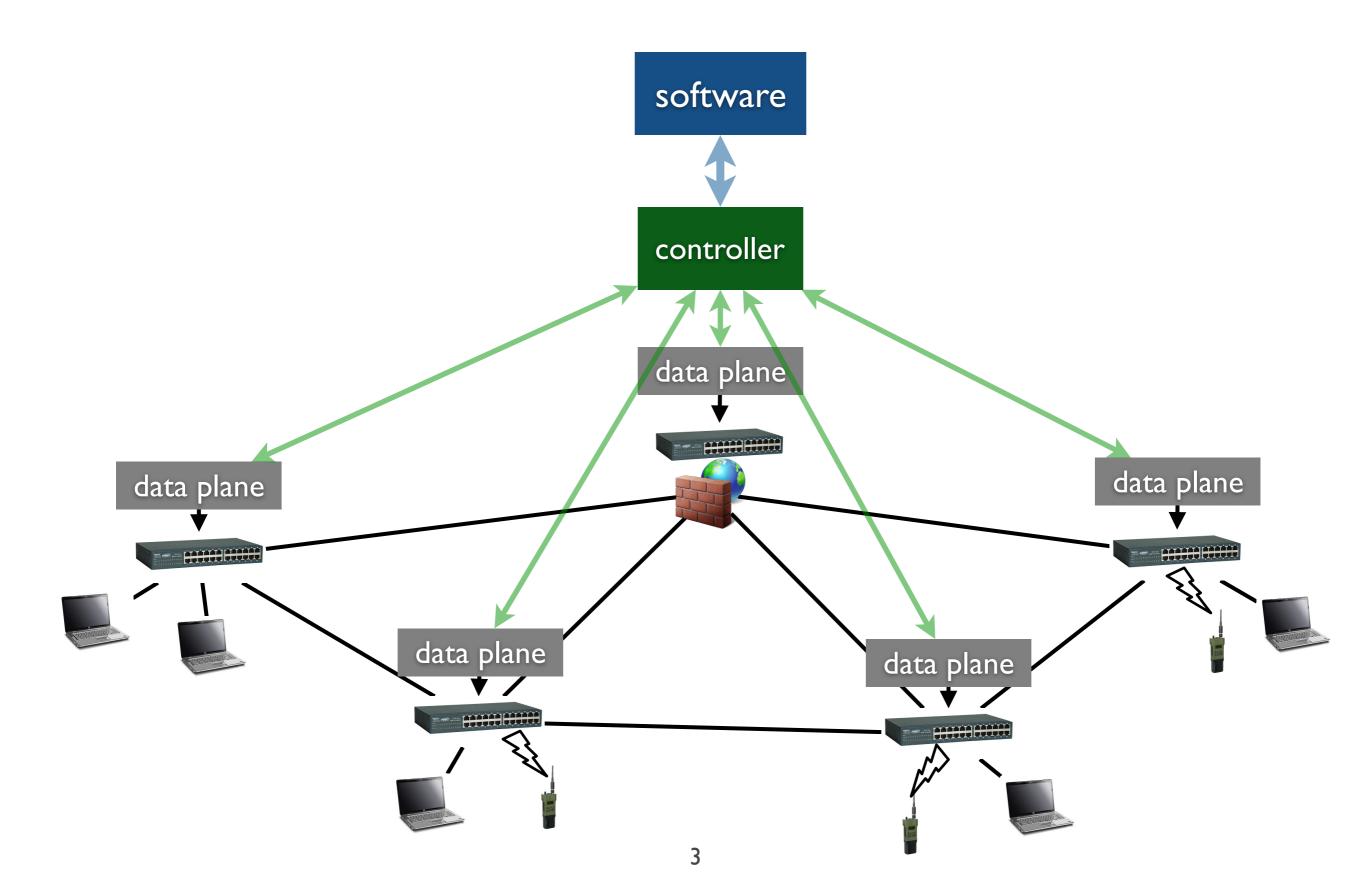
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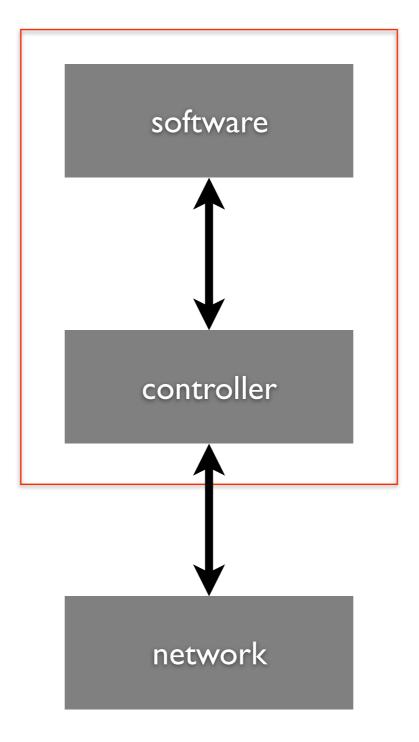
# traditional networking



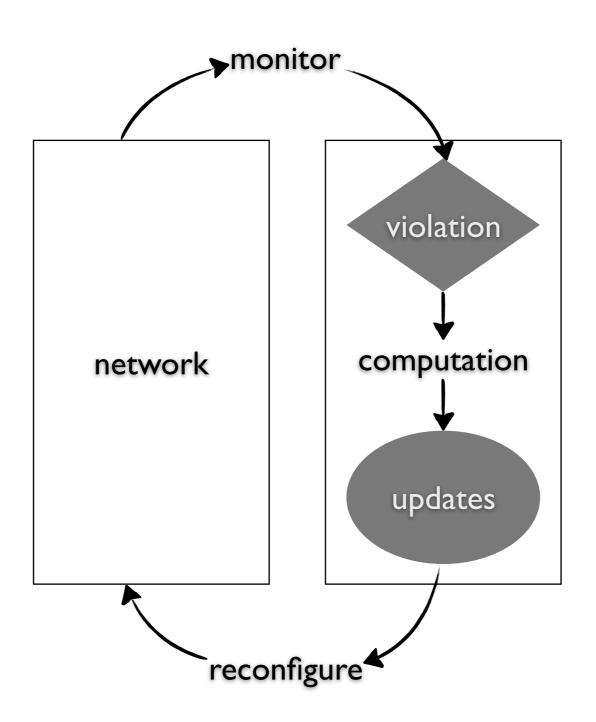
### software-defined networking (SDN)

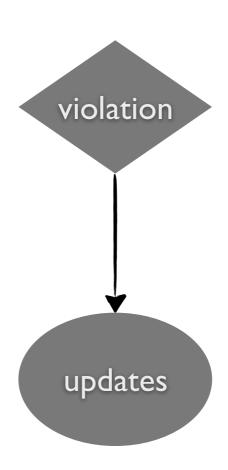


### software-defined networking (SDN)

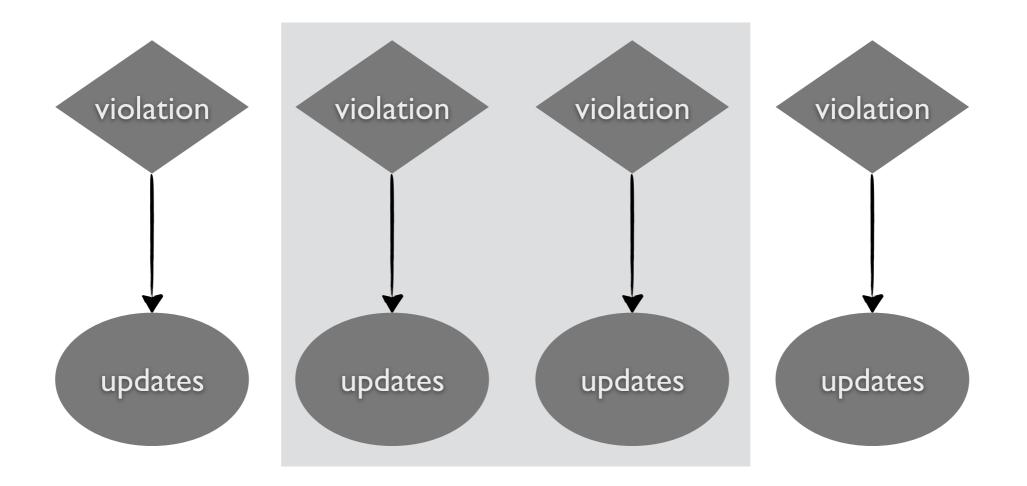


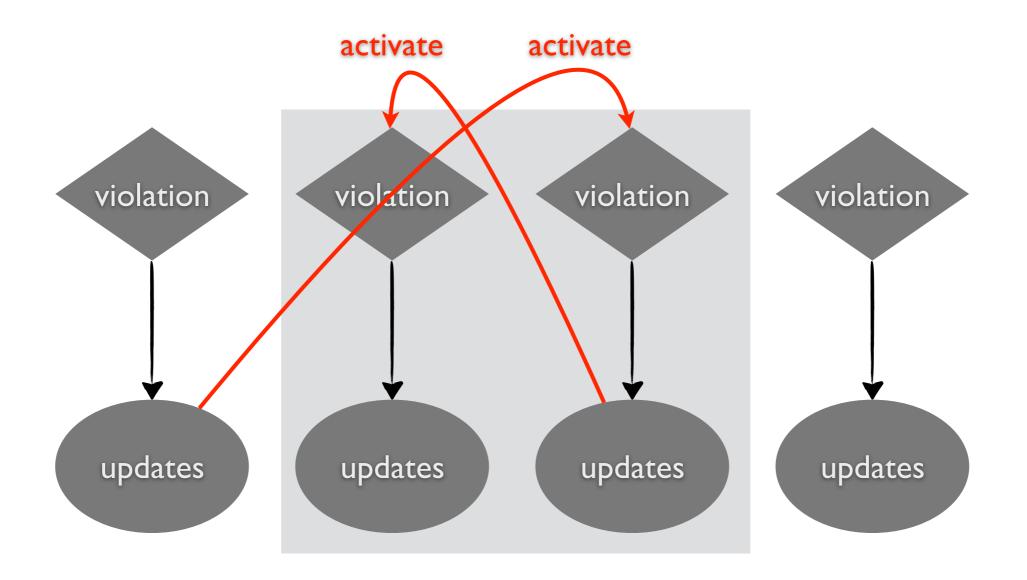
SDN moves complexity to control softwares: an opportunity and challenge





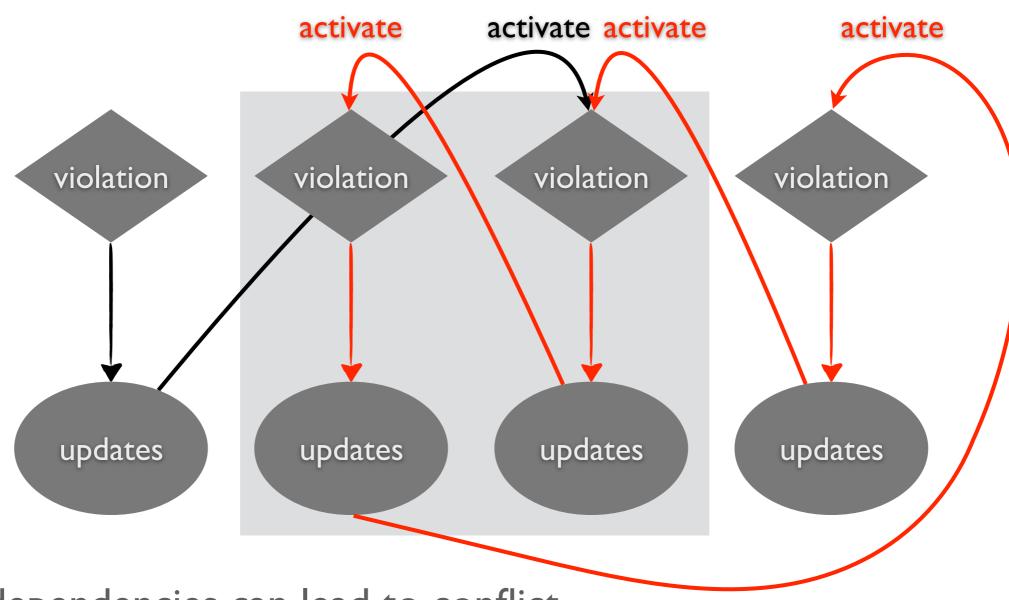
```
grouped into application /
                            component /
                            module (this talk) /
                            service
violation
                  violation
                                    violation
                                                      violation
                  updates
updates
                                    updates
                                                      updates
```





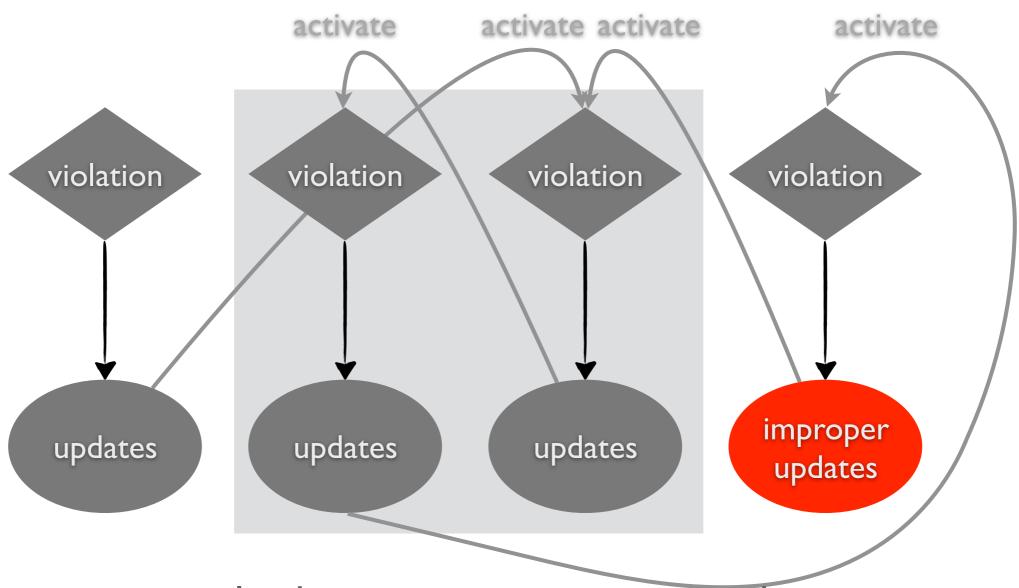
#### dependency within and across modules

- modular programming: instrumentation by master programs
- limitation: manual, requires understanding of module internals



#### multiple dependencies can lead to conflict

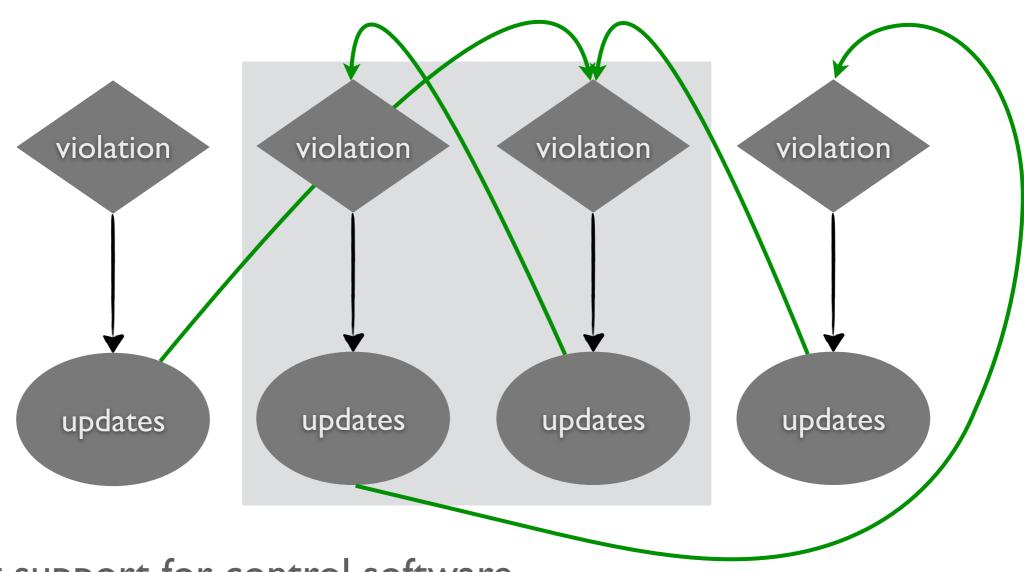
- **conflict resolution:** application-/module- level priority
- **limitation**: coarse-grained, manual



updates may go wrong, leading to inconsistent network states

- debugging and verification: detect inconsistent states, locate events leading to an error
- **limitation**: post-mortem, not revealing root causes in control software

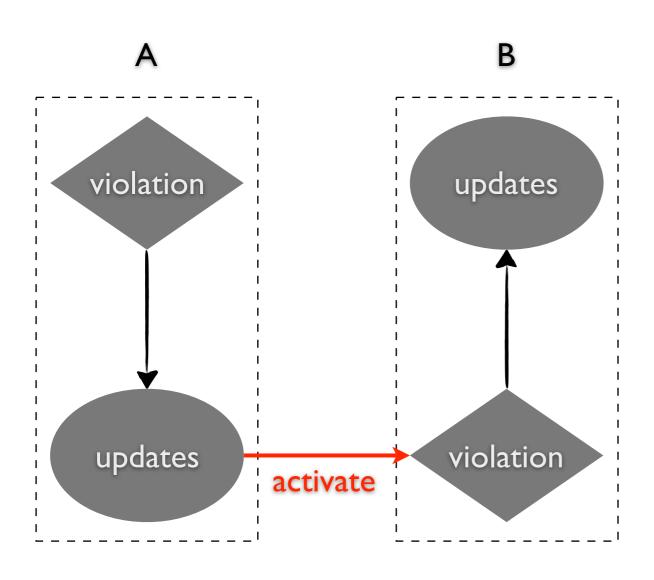
### our approach: automated reasoning



#### reasoning support for control software

- automated: leveraging formal tool (SMT solver)
- finer-grained: update-level
- **static:** prior-to deployment, reveal interactions between / within control modules

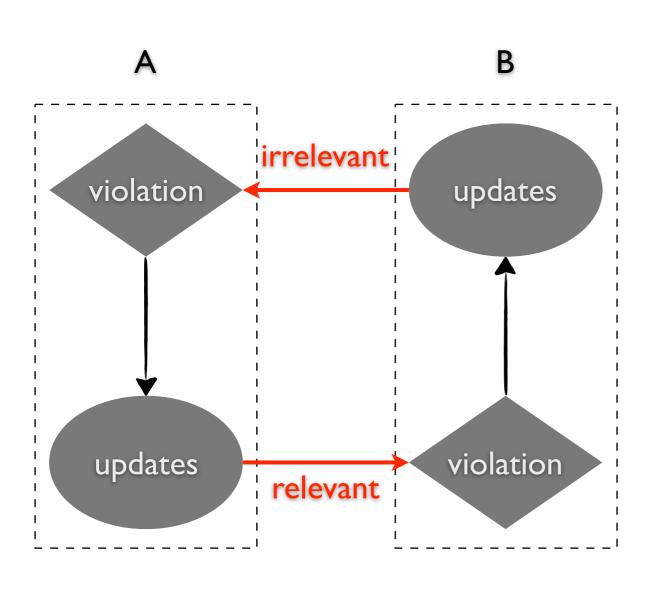
## dependency



we say A depends on B, if

- (I) A update can activate B
- (2) B update will never activate A

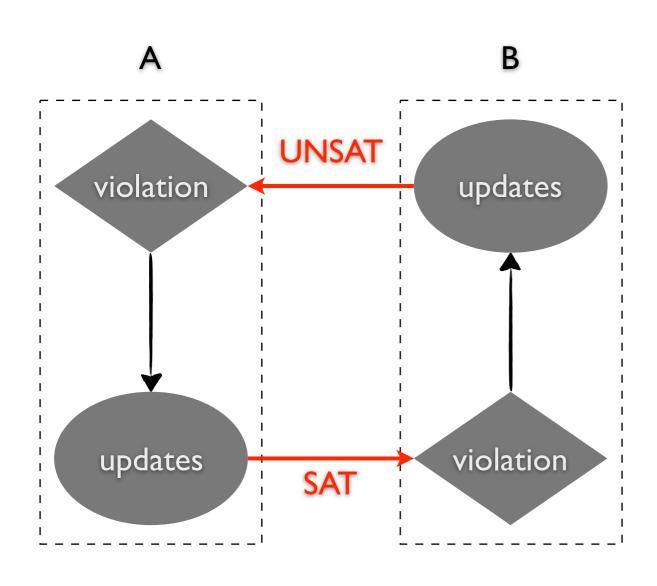
### dependency by (ir) relevance reasoning



A depends on B, if

- (I) A is relevant to B
- (2) B is irrelevant to A

# (ir)relevance to satisfiability

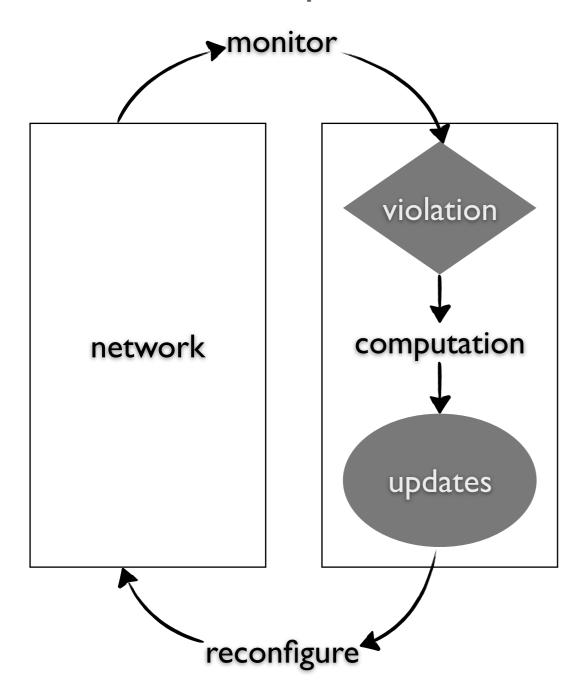


#### A depends on B, if

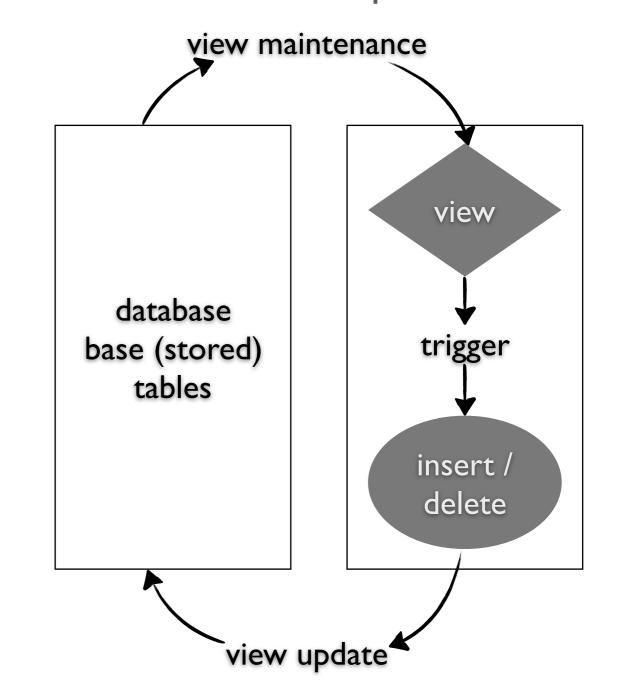
- can find a network state where A update violates B
- no network state exists where B update can ever violate A

### formal model

#### SDN control loop



a unified database representation

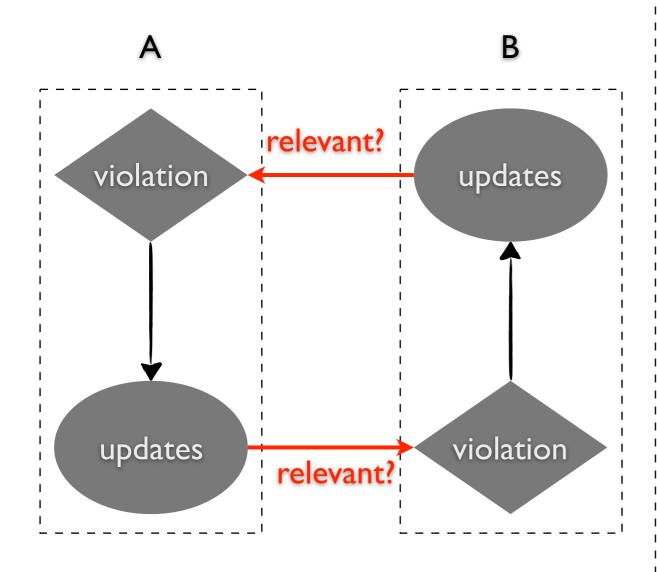


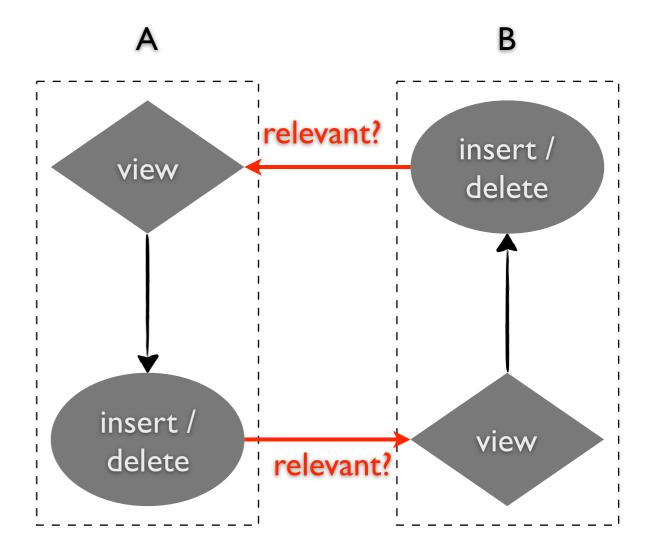
ravel: a database-defined network [SOSR'16] <a href="mailto:ravel-net.org">ravel-net.org</a>

### database irrelevance reasoning

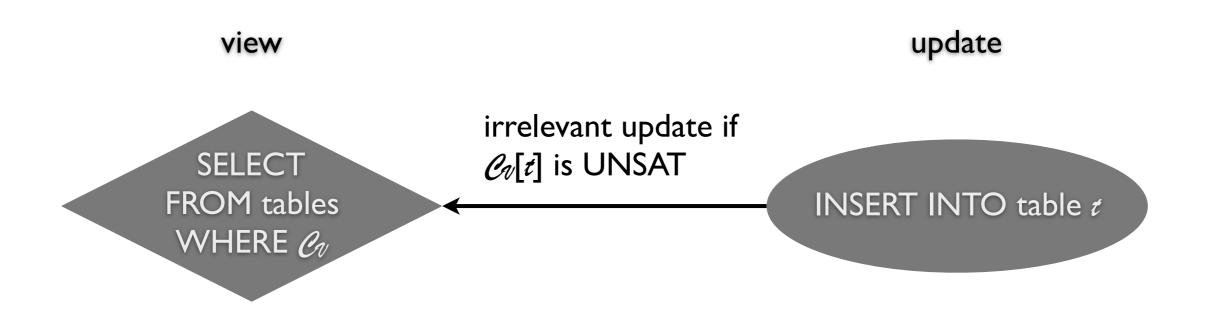
irrelevance reasoning for SDN

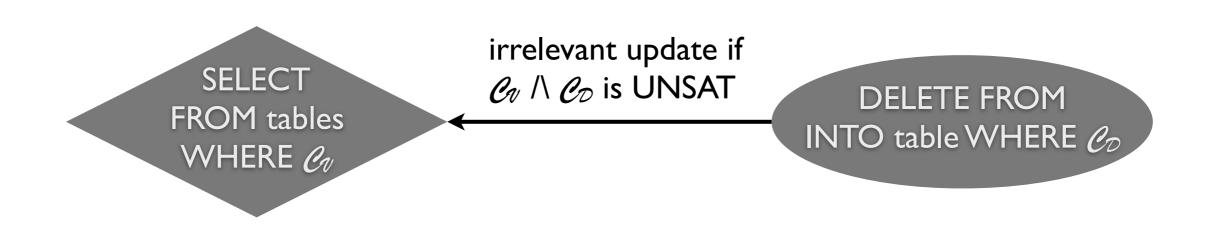
detect irrelevant database updates



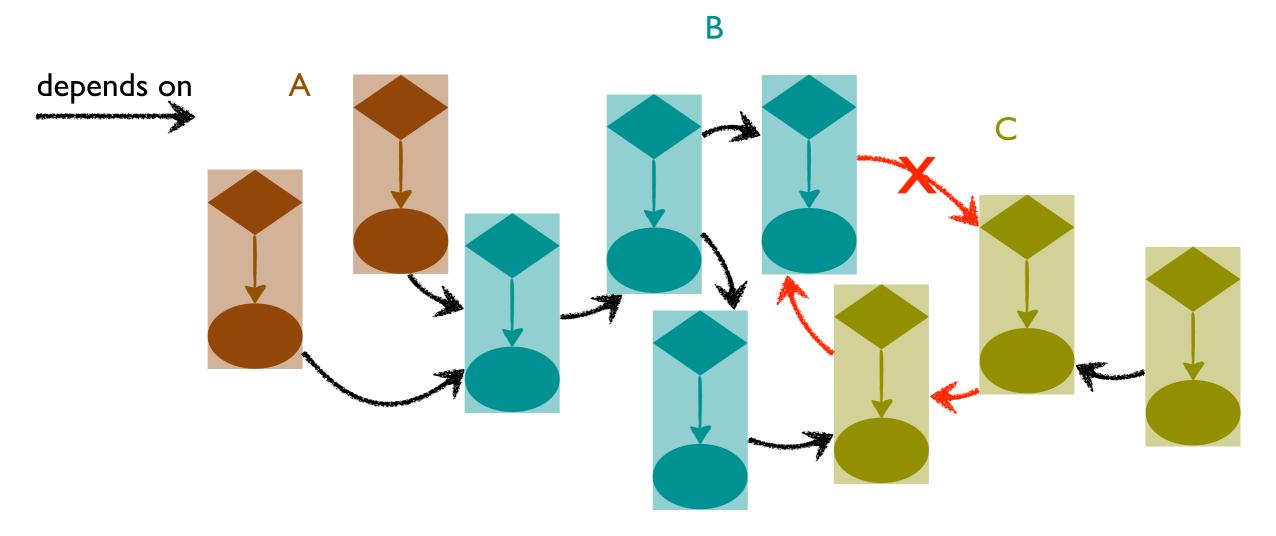


### detect irrelevant database update





### using irrelevance reasoning for SDN



#### construct dependency graph

#### topological sort

- remove conflicts with user guidance
- assign each update a stratum number

#### synthesize a master orchestrator

activate an update only when all updates with smaller stratum numbers have completed

### using irrelevance reasoning for SDN

### open questions

#### obtain the database representation

- use Ravel, a database-defined control platform
  - <u>ravel-net.org</u>

# extract the database representation from arbitrary control software

- manually construct a map between data objects and database tables
- automatically convert data updates to DB write with conditions?
- extract view condition?

### limitation

#### distribution and concurrency

- the network data plane is a distributed system with concurrent updates
- SDN relies on multiple controller for scalability combine DB concurrency control and irrelevance reasoning?

# thank you