

VPC101

WHAT'S A VPC?

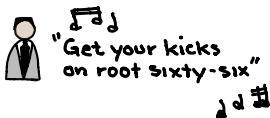
A SOFTWARE DEFINED NETWORK RUNNING ON PHYSICAL INFRASTRUCTURE

WHAT CAN YOU DO WITH YOUR VPC?

1. YOU CAN LAUNCH THINGS IN A VPC
2. YOU DEFINE THE RANGE OF YOUR VPC
3. THINGS IN YOUR VPC CAN TALK TO ONE ANOTHER
4. YOUR VPC FEELS LIKE A PHYSICAL NETWORK
5. YOU CAN CONNECT YOUR VPC TO OTHERS (DX, VPN, ETC)
6. YOU CAN DEFINE ROUTES BETWEEN NETWORKS
7. YOU USE GATEWAYS TO EXIT YOUR VPC

WHAT CAN YOUR VPC DO FOR YOU?

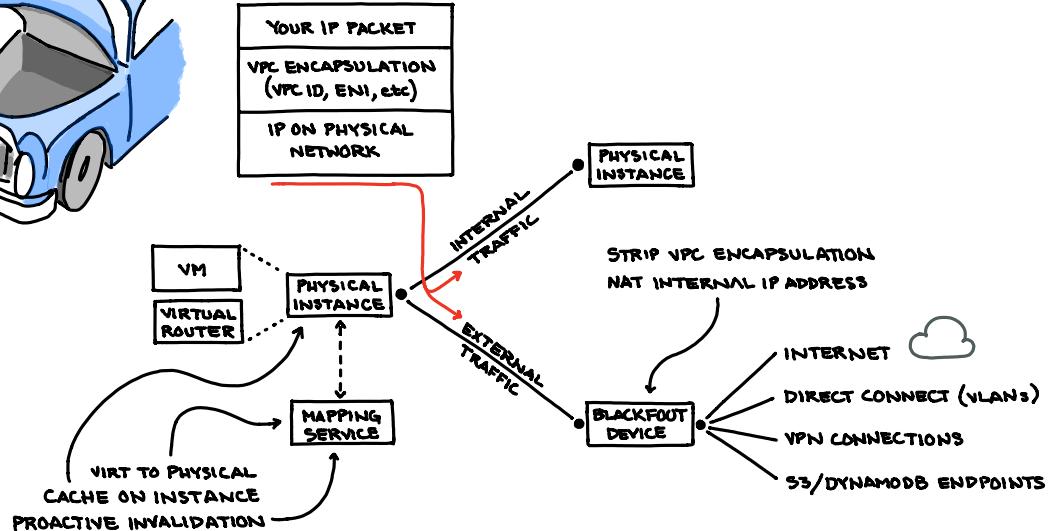
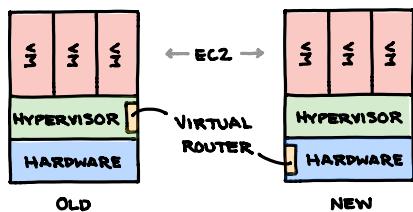
- APIs, AUDITING, FLOW LOGS
- DHCP & DNS
- FIREWALL (SGS & NACLs)
- X-REGION PEERING
- JUMBO PACKETS - 9001 BYTE MTU
- NO EXTRA COST



UNDER THE HOOD



EVERY PHYSICAL INSTANCE HAS A VIRTUAL ROUTER



Q. WHAT IS A FLOW? FLOWS ARE A 5-TUPLE: PROTOCOL, SRC IP & PORT, DST IP & PORT

FLOWS ARE USED FOR STATEFUL CONNECTION TRACKING

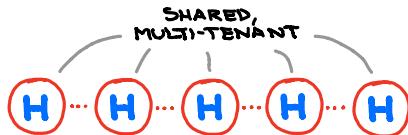
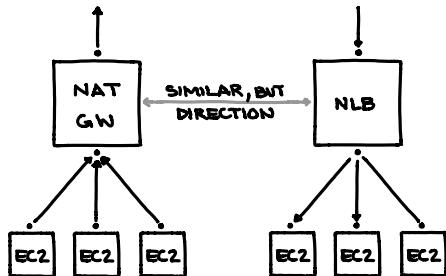
FLOWS ARE USED BY FLOW LOGS, SECURITY GROUPS, NAT GATEWAYS, AND NLBs

- TCP FLOWS ALSO INCLUDE SEQ & ACK FOR ADDITIONAL RELIABILITY & SECURITY
- UDP FLOWS INCLUDE DATAGRAM ID
- ICMP FLOWS ARE ... COMPLICATED

⇒ TCP PACKET #1 ALLOWED BY SECURITY GROUP
TCP PACKET #2 ALSO CHECK SEQ & ACK FOR VALIDITY

HYPERSPACE NODES

- BASED ON S3 LOAD BALANCER ARCHITECTURE
- HYPERPLANE NODES ARE REALLY EC2 INSTANCES
- USED BY AWS TO MANAGE STATE & ROUTE PACKETS



NAT GW MUST ENSURE ALL CONNECTIONS TO DEST IP/PORT COME FROM UNIQUE SOURCE PORT

NLB MUST SELECT & ROUTE CONNECTIONS TO SAME TARGET

REAL TIME, DISTRIBUTED CONSENSUS PROBLEM

DEALING WITH NOISY NEIGHBORS? SHUFFLE SHARDING

- GIVE EACH CUSTOMER N RANDOM NODES AMONG MANY
- ONLY A SMALL PERCENTAGE WILL OVERLAP
- ISOLATE REALLY NOISY NEIGHBORS