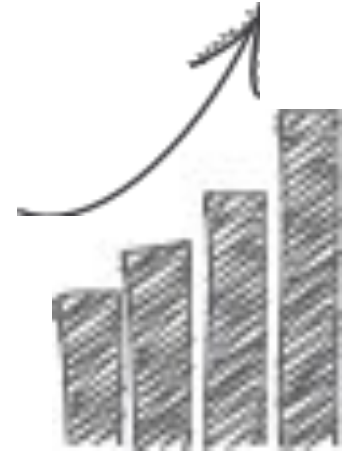


Open-NFP Summer Webinar Series: CAANS: Consensus As A Network Service

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Han Wang, Ki Suh Lee, Hakim Weatherspoon,
Marco Canini, Fernando Pedone, and Robert Soulé
Università della Svizzera italiana (USI),
Cornell University, and Université catholique de Louvain

- Introduction
- CAANS
- Demo
- Results
- Conclusion



Many distributed problems can be reduced to consensus

- E.g., Atomic commit, leader election, atomic broadcast

Consensus protocols are the foundation for fault-tolerant systems

- E.g., OpenReplica, Ceph, Chubby, etc.,

Paxos: one of the most widely used consensus protocols

- Paxos is **slow**
- Optimizations: Generalized Paxos, Fast Paxos

Network devices are becoming:

- More powerful: NFP-6xxxx, PISA chips, FlexPipe
- More programmable: custom pipeline processing

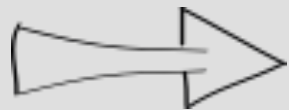
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High level languages:

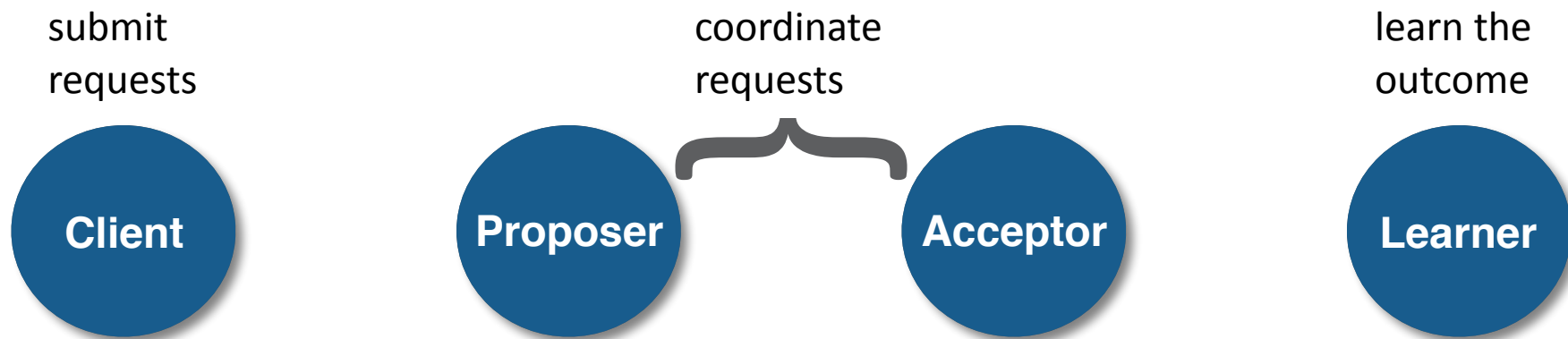
- OpenFlow, PX, P4

Co-design networks and consensus protocols

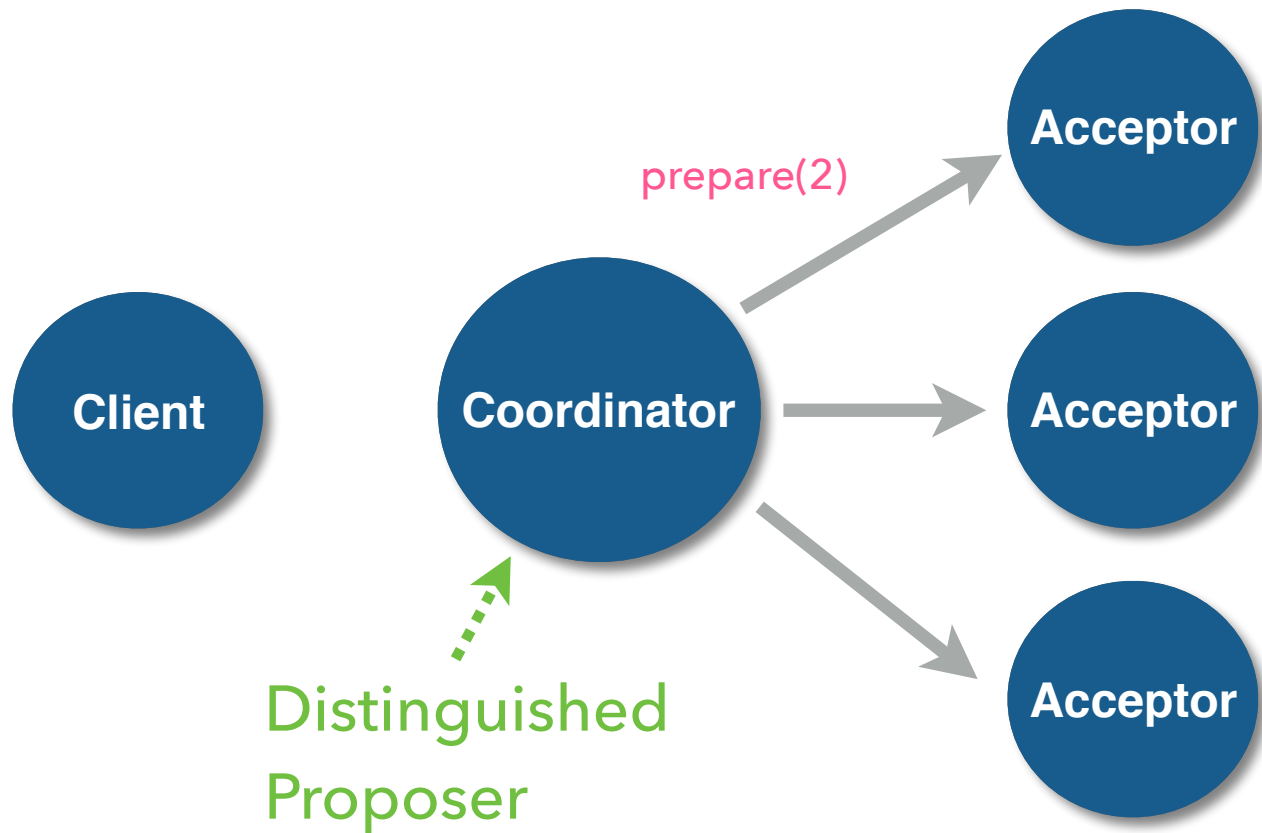


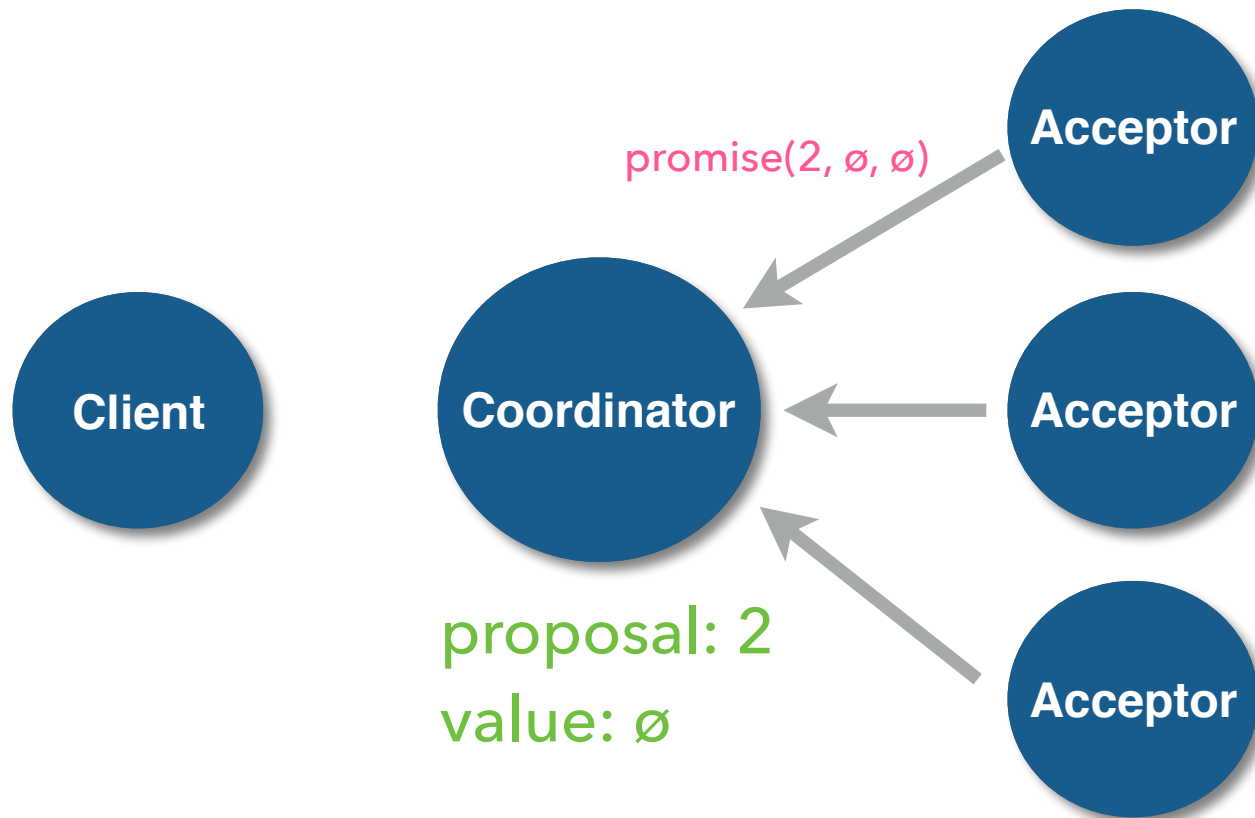
Background: Consensus Problem

Background on Paxos Consensus

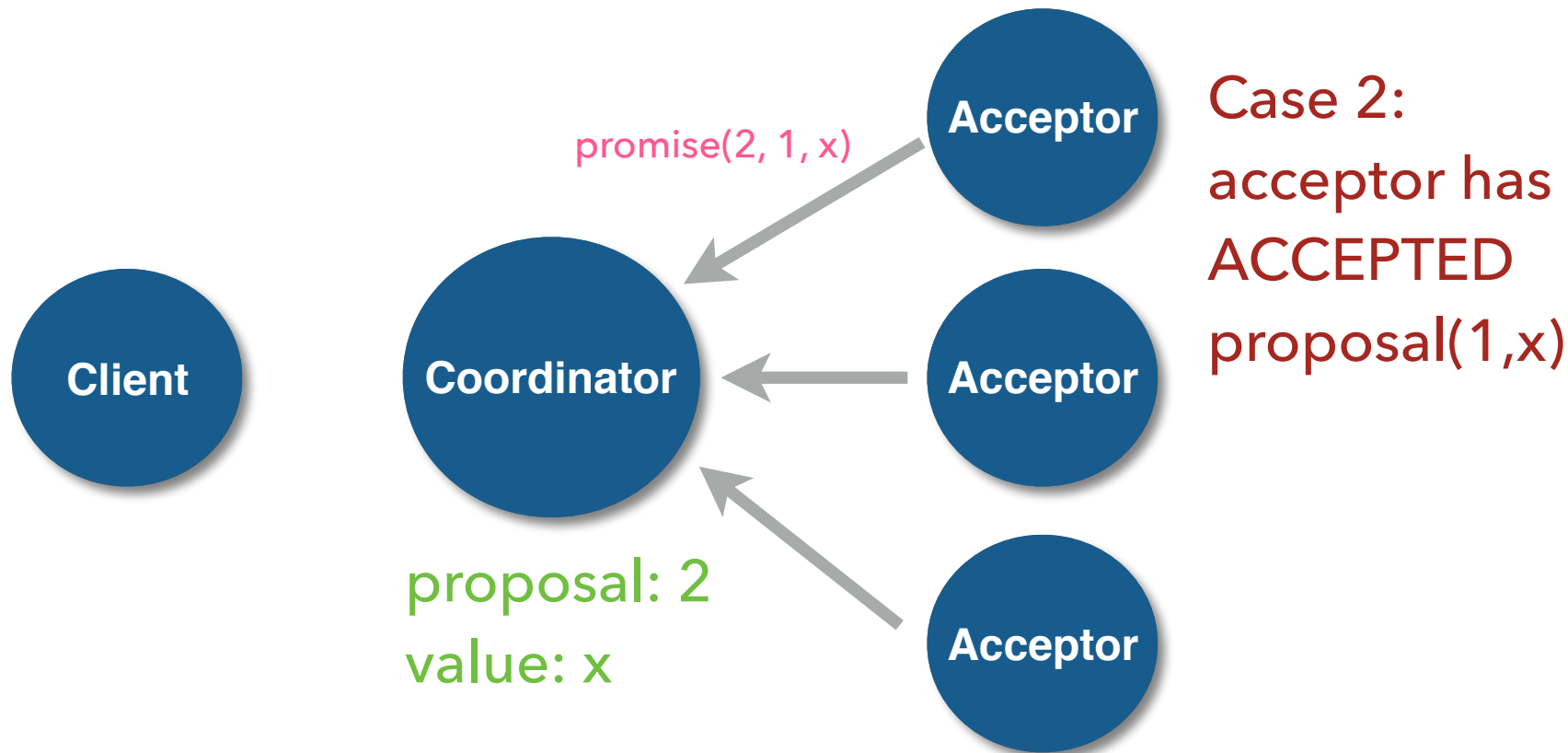


Background on Paxos Consensus

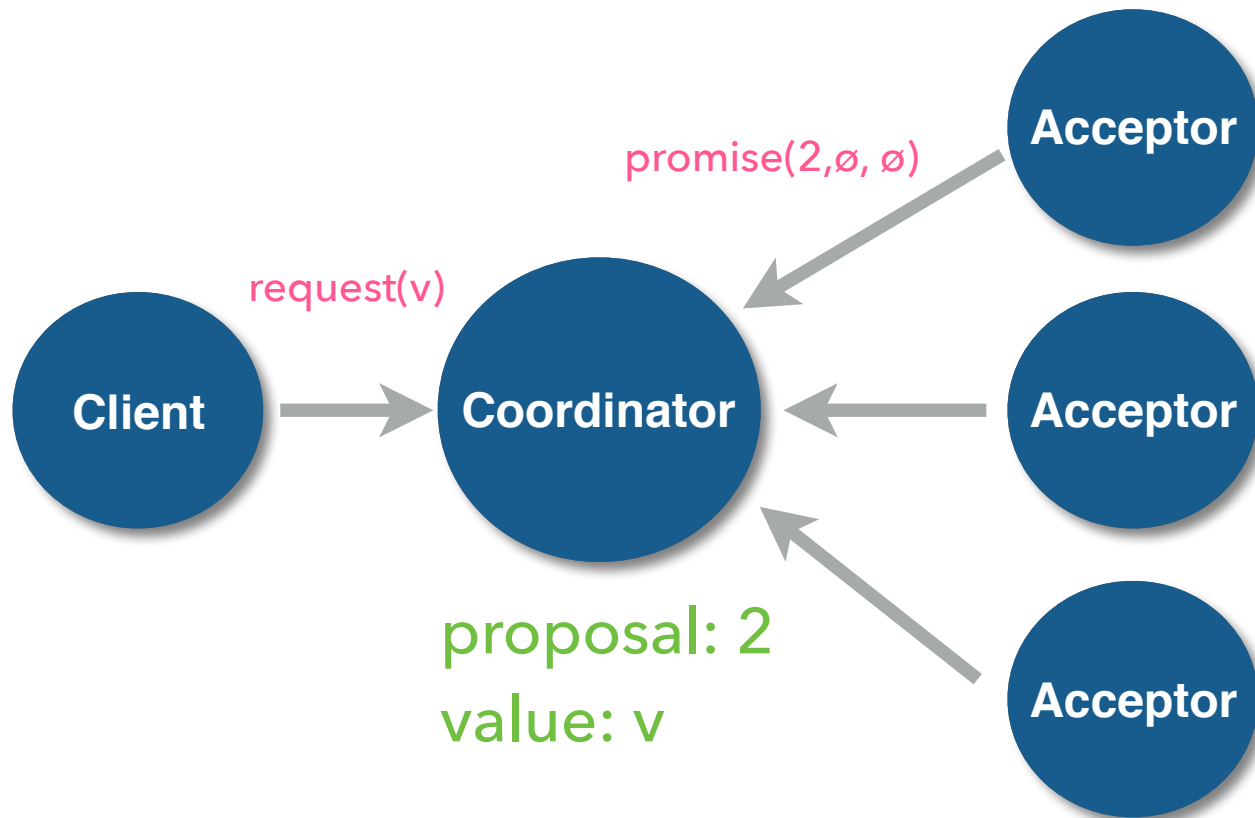




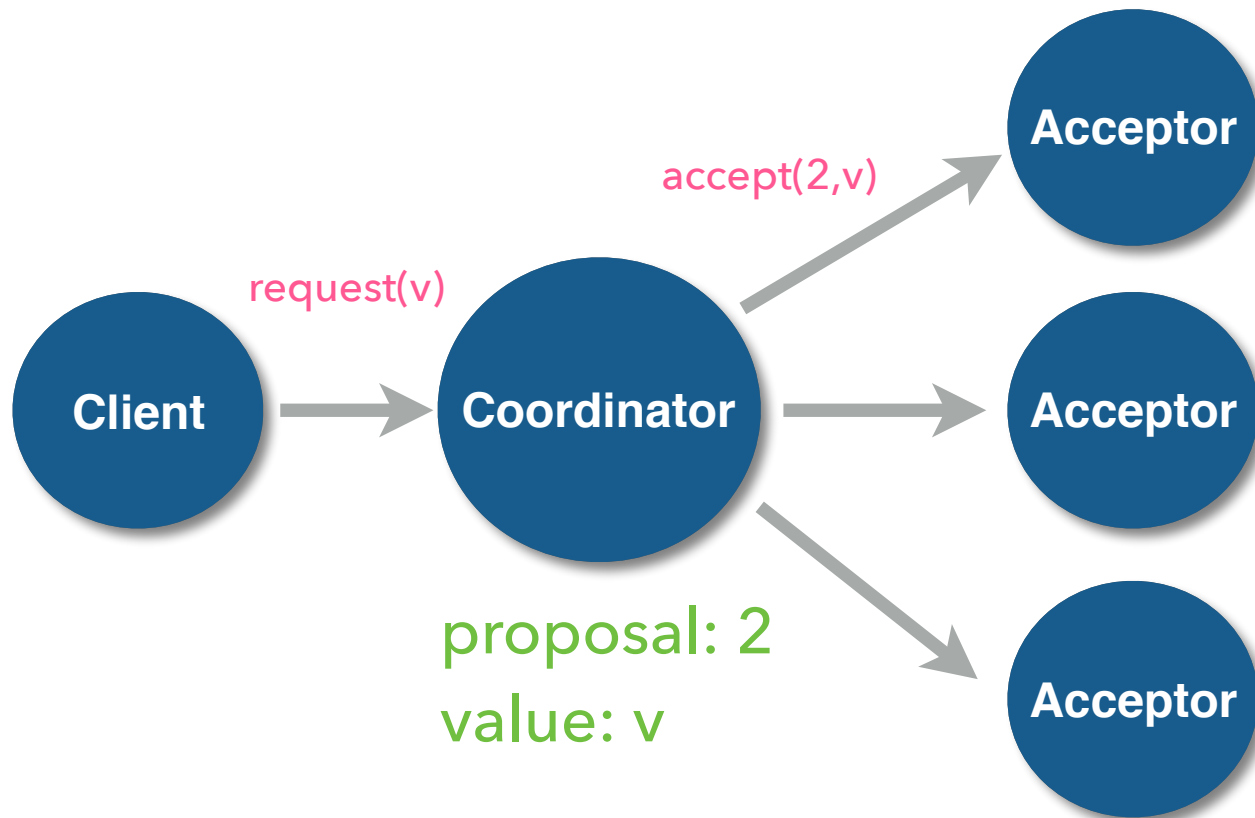
Case 1:
acceptor has
NOT accepted
any message
previously



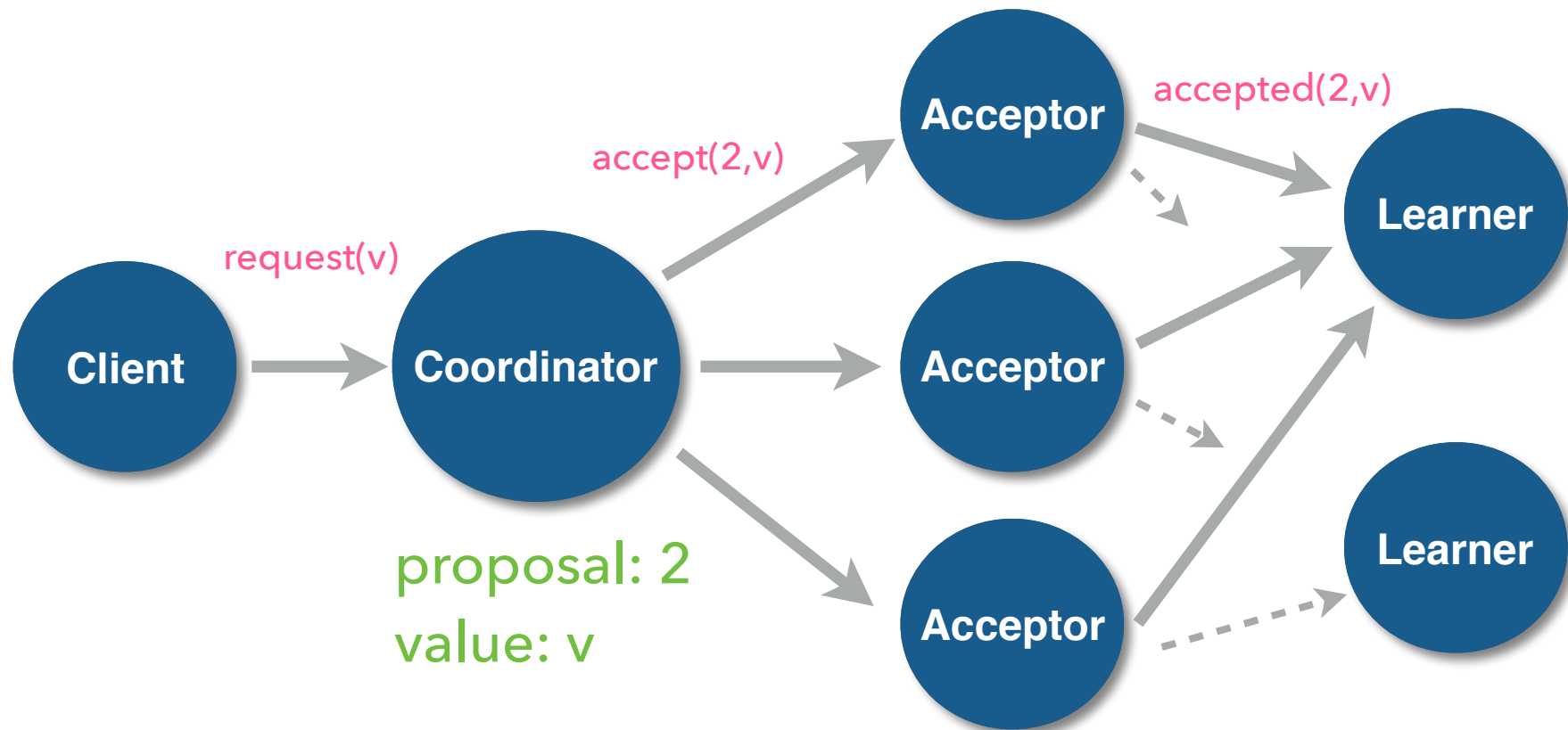
Background on Paxos Consensus



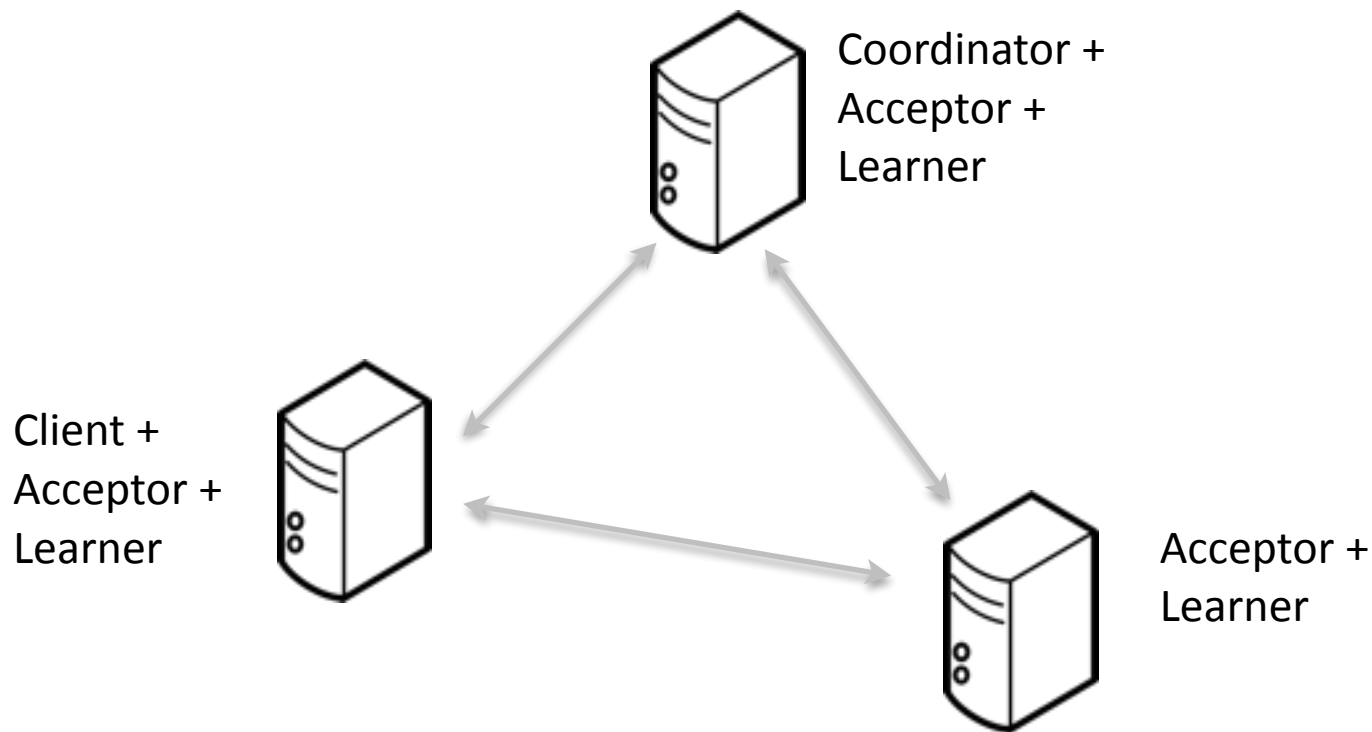
Background on Paxos Consensus



Background on Paxos Consensus



Bottleneck Experiment Setup

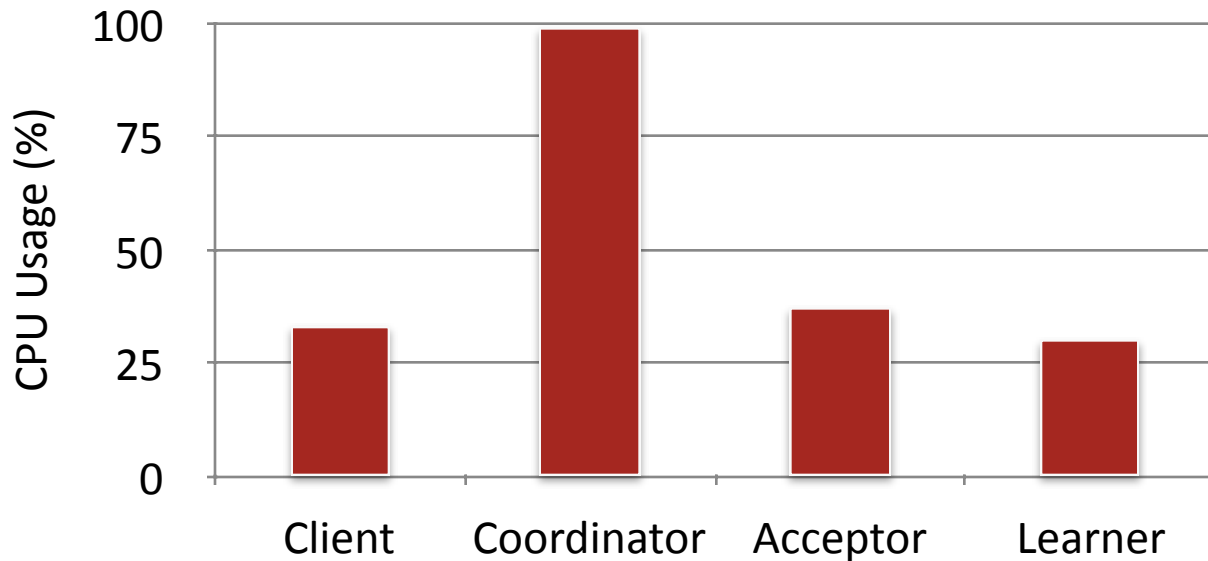


Coordinator Bottleneck

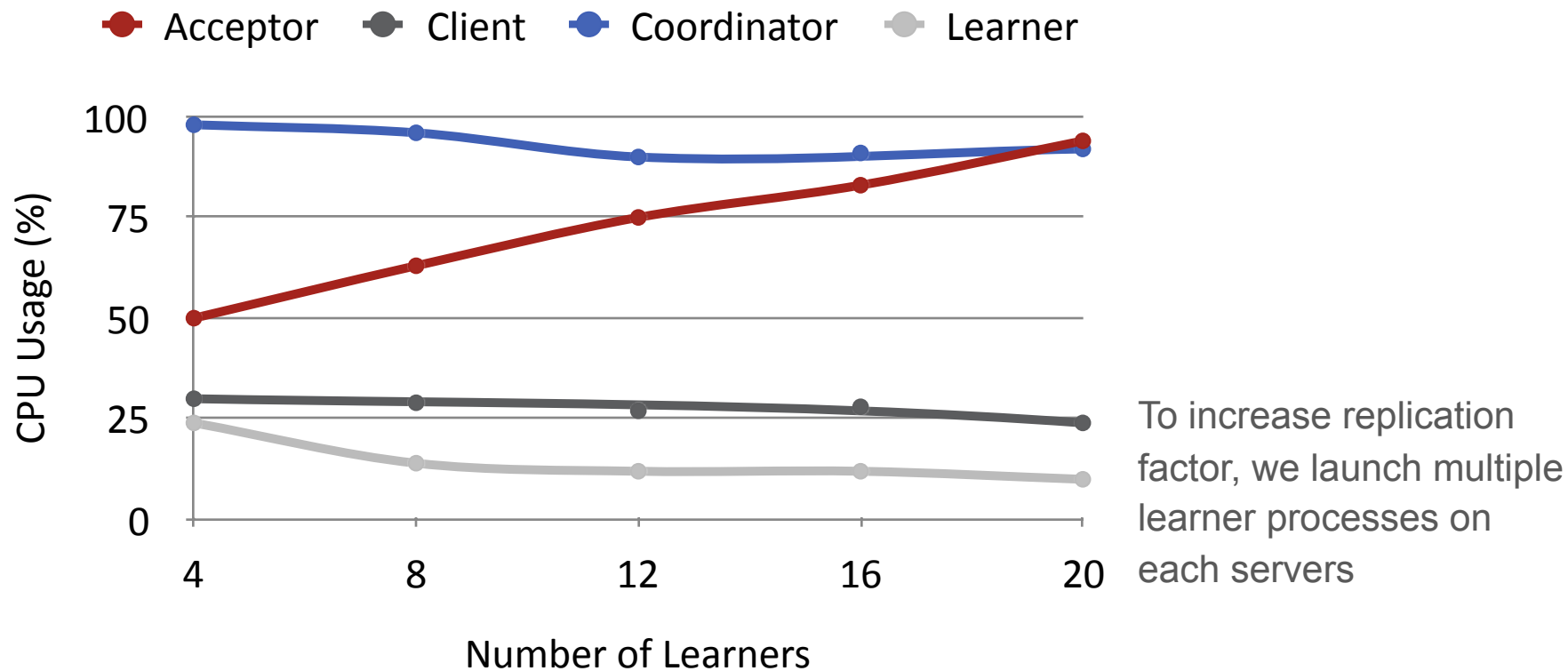
Client offered load at maximum rate

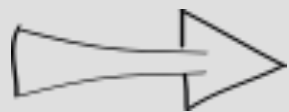
Messages are 102 Bytes

Minimum latency is **96 μ s**



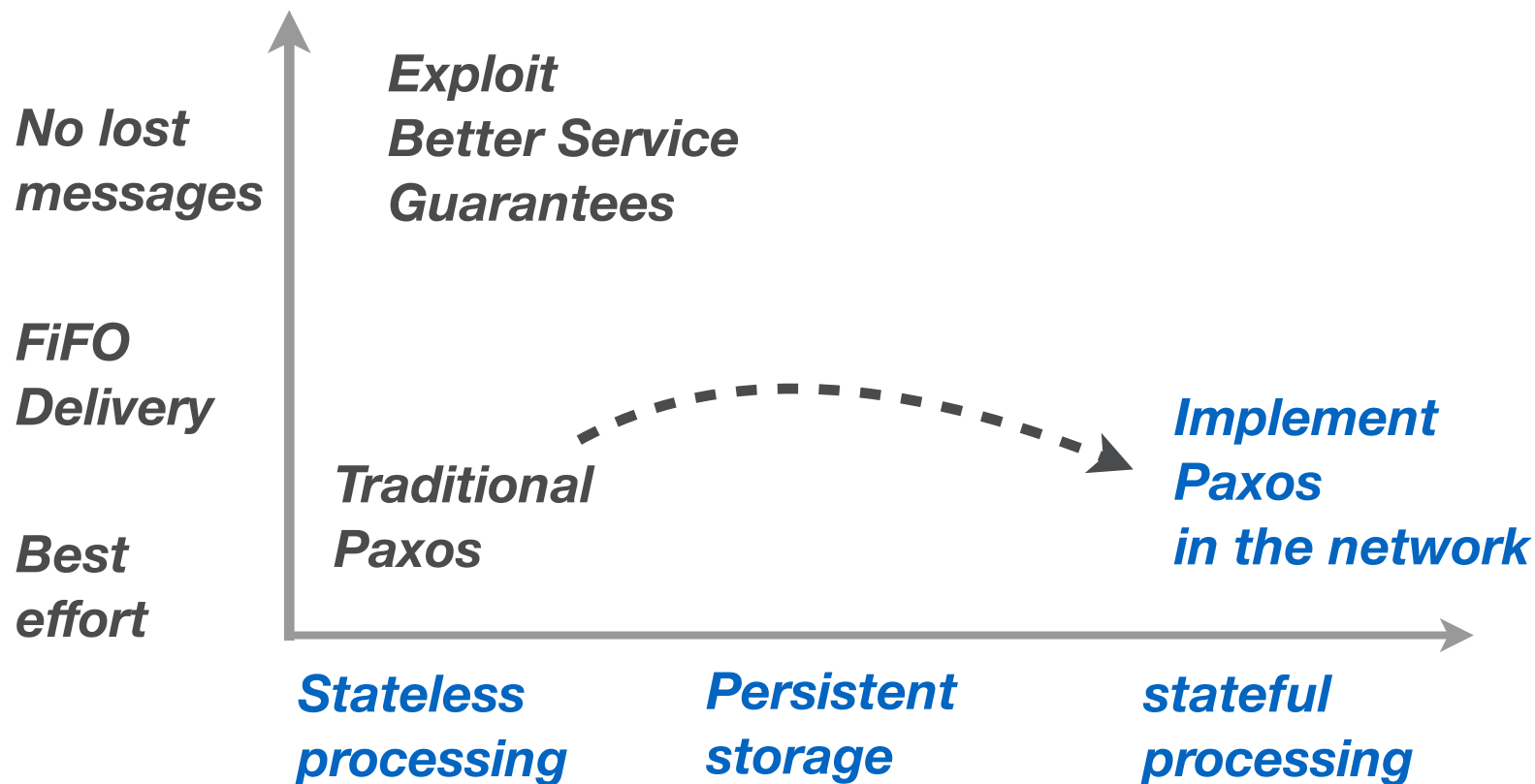
Acceptor Bottleneck





CAANS: Consensus As A Network Service

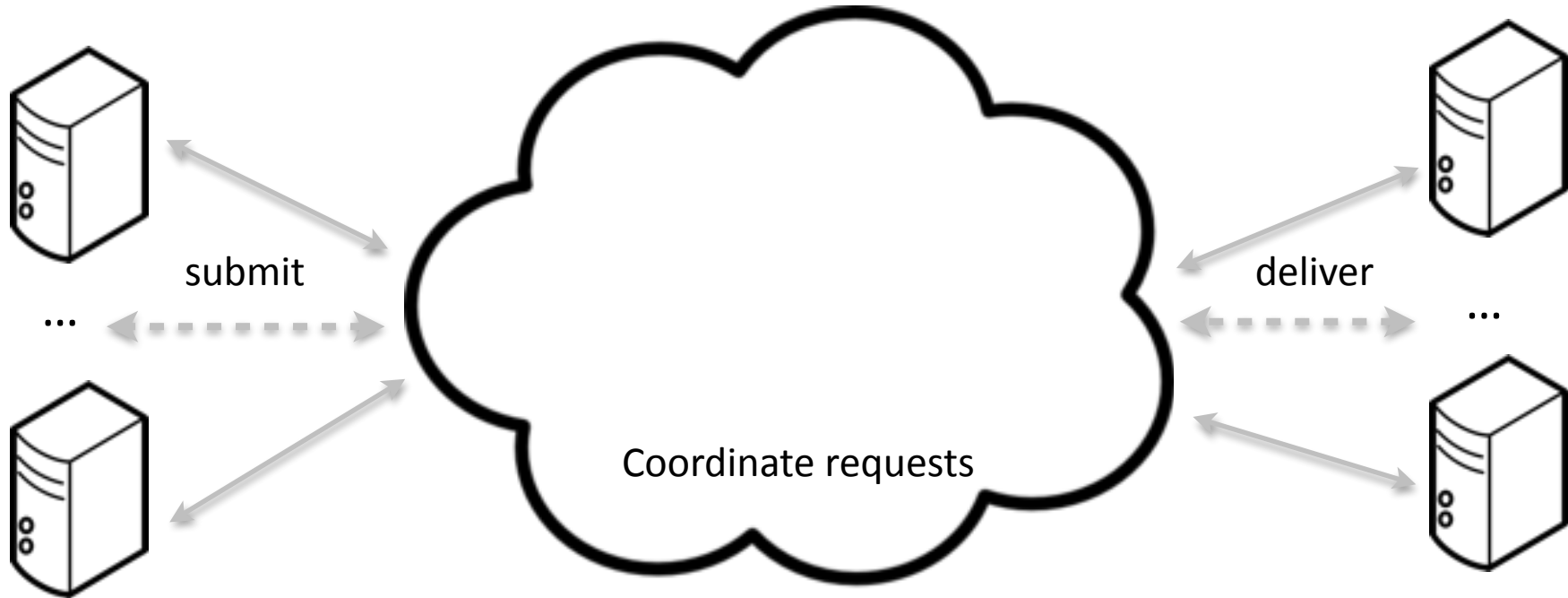
Consensus / Network Design Space



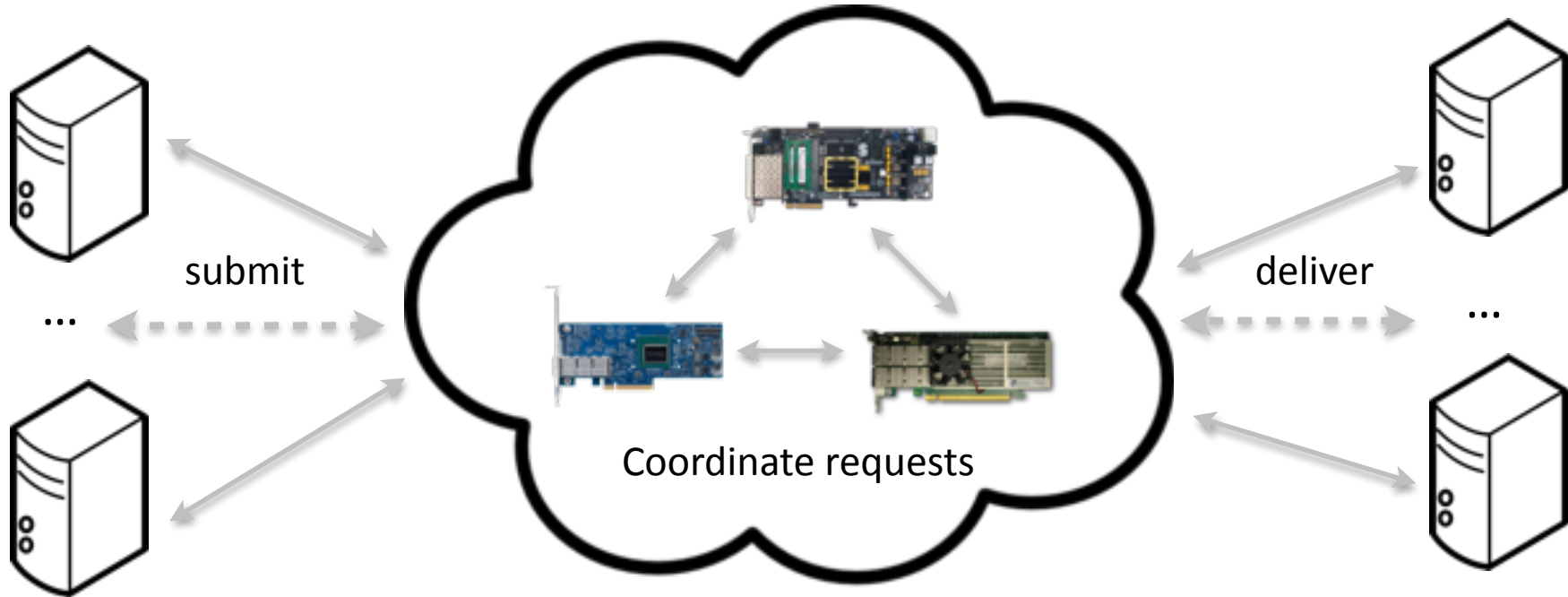
A network consensus library:

- Compatible with the software library
- Independent targets
- High consensus throughput
- Low end-to-end latency

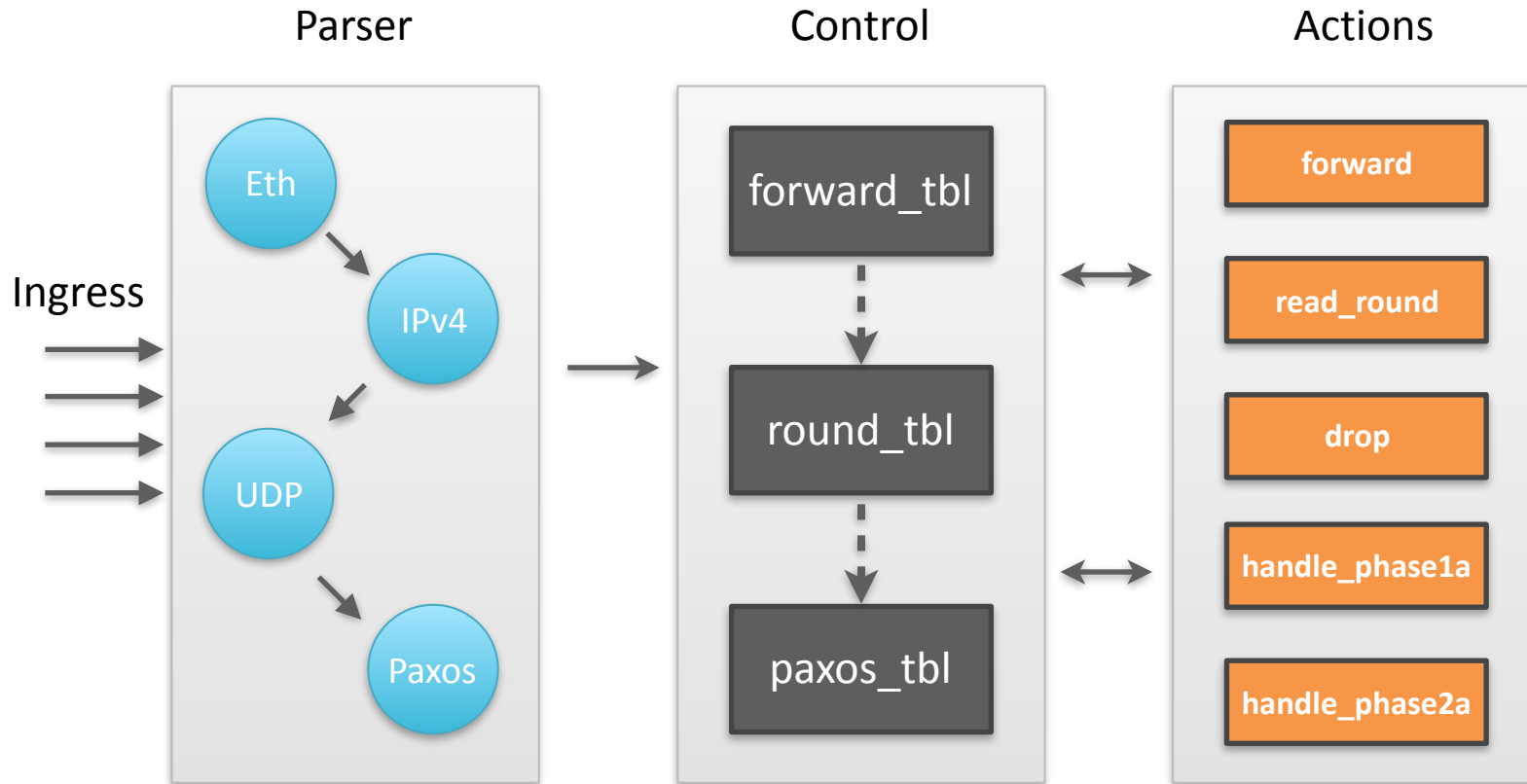
Consensus as a network service



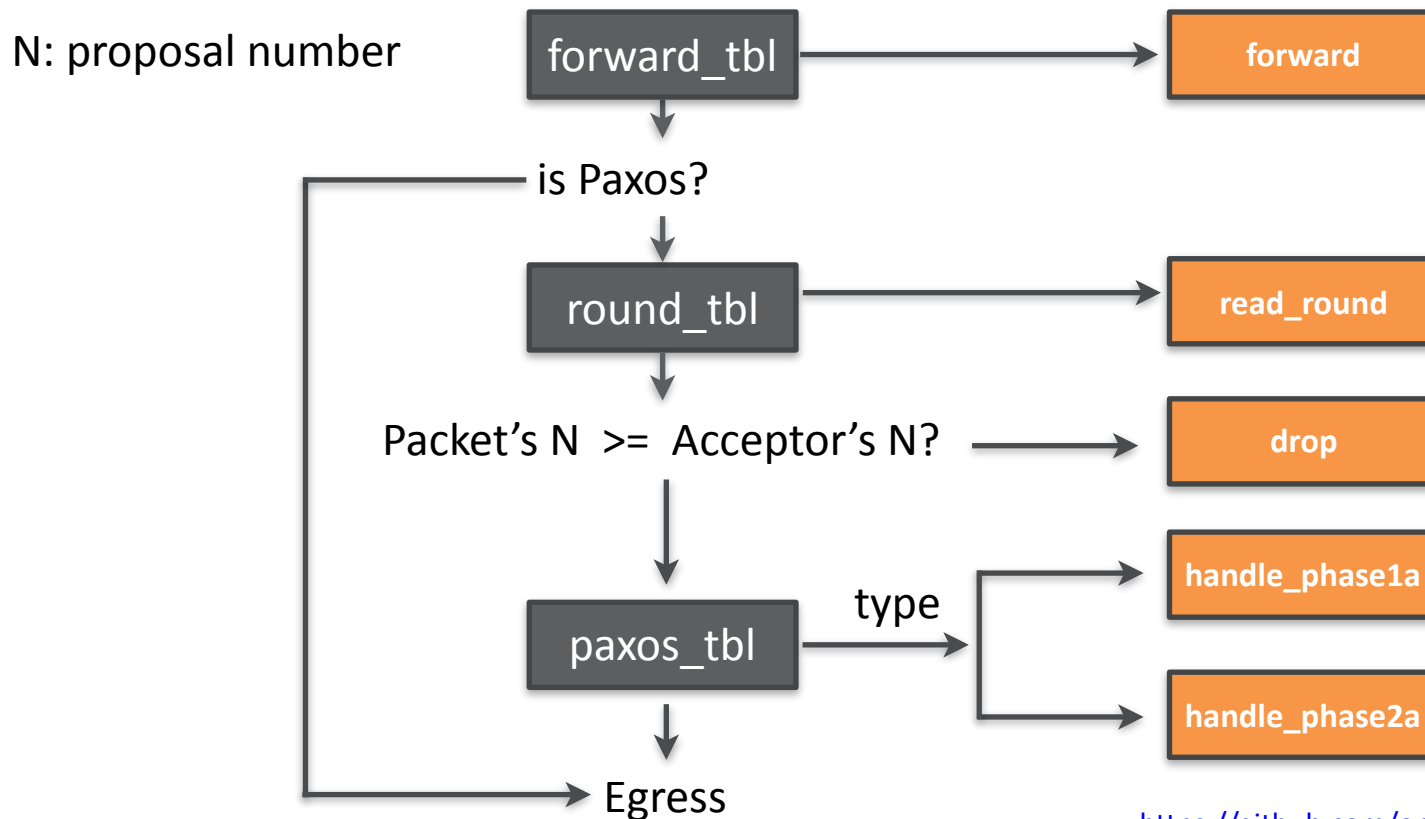
Consensus as a network service



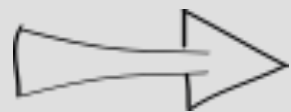
P4Paxos Data Flow



P4Paxos Data Flow



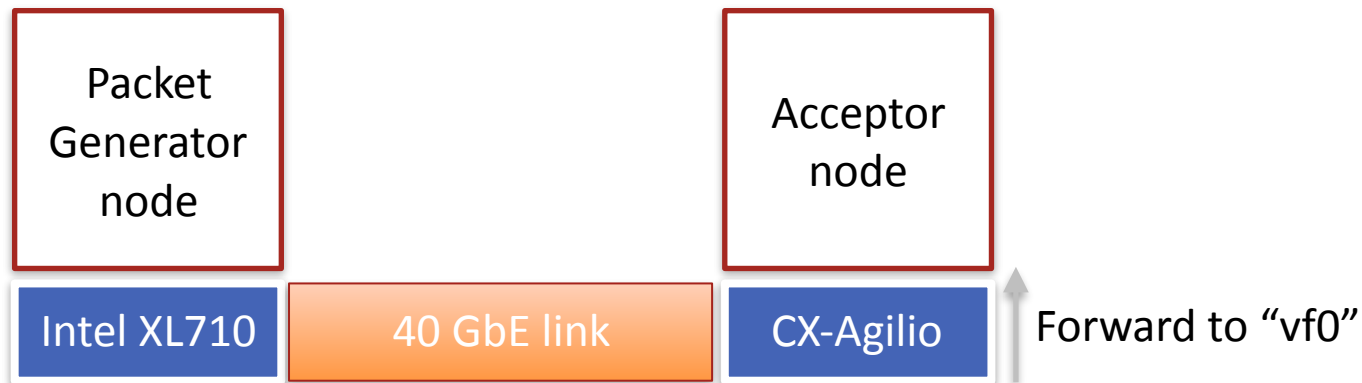
<https://github.com/open-nfpsw/NetPaxos>

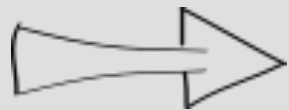


DEMO: Debugging Paxos Acceptor

Paxos Acceptor

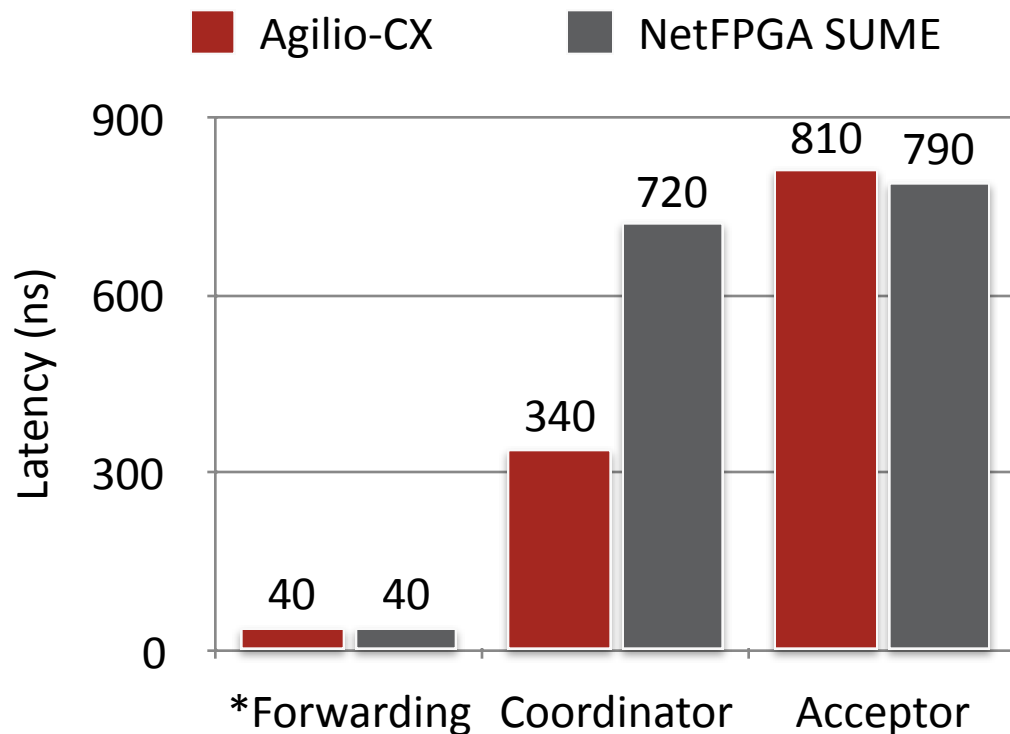
- Store Accept Message in Registers
- Modify Paxos header
- Read accepted proposal from Registers



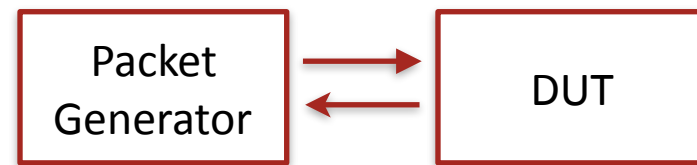


Results: Absolute Performance

Result: Forwarding Latency



*Numbers are provided by other sources



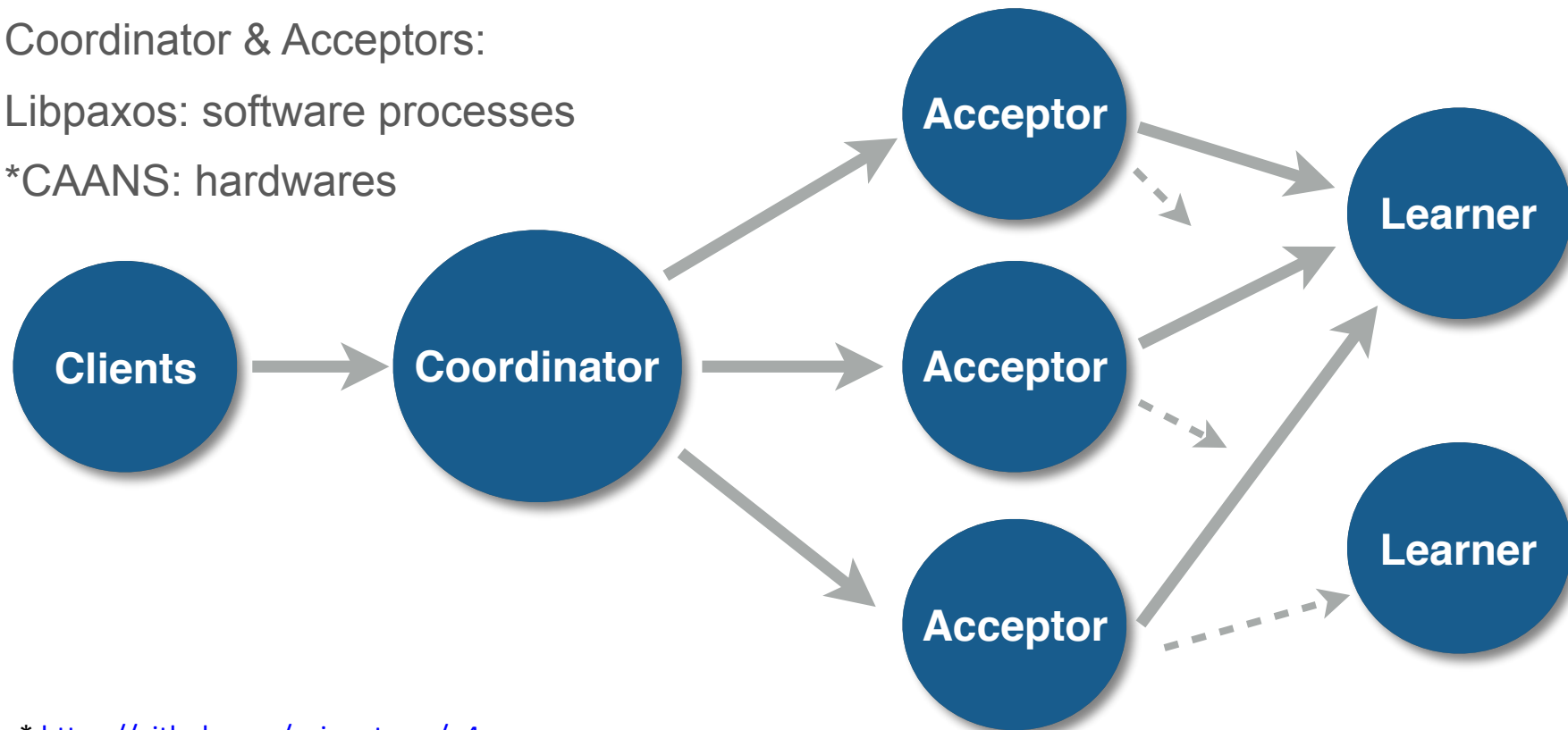
software 96 μ s
vs.
hardware 340ns

Experiment Setup

Coordinator & Acceptors:

Libpaxos: software processes

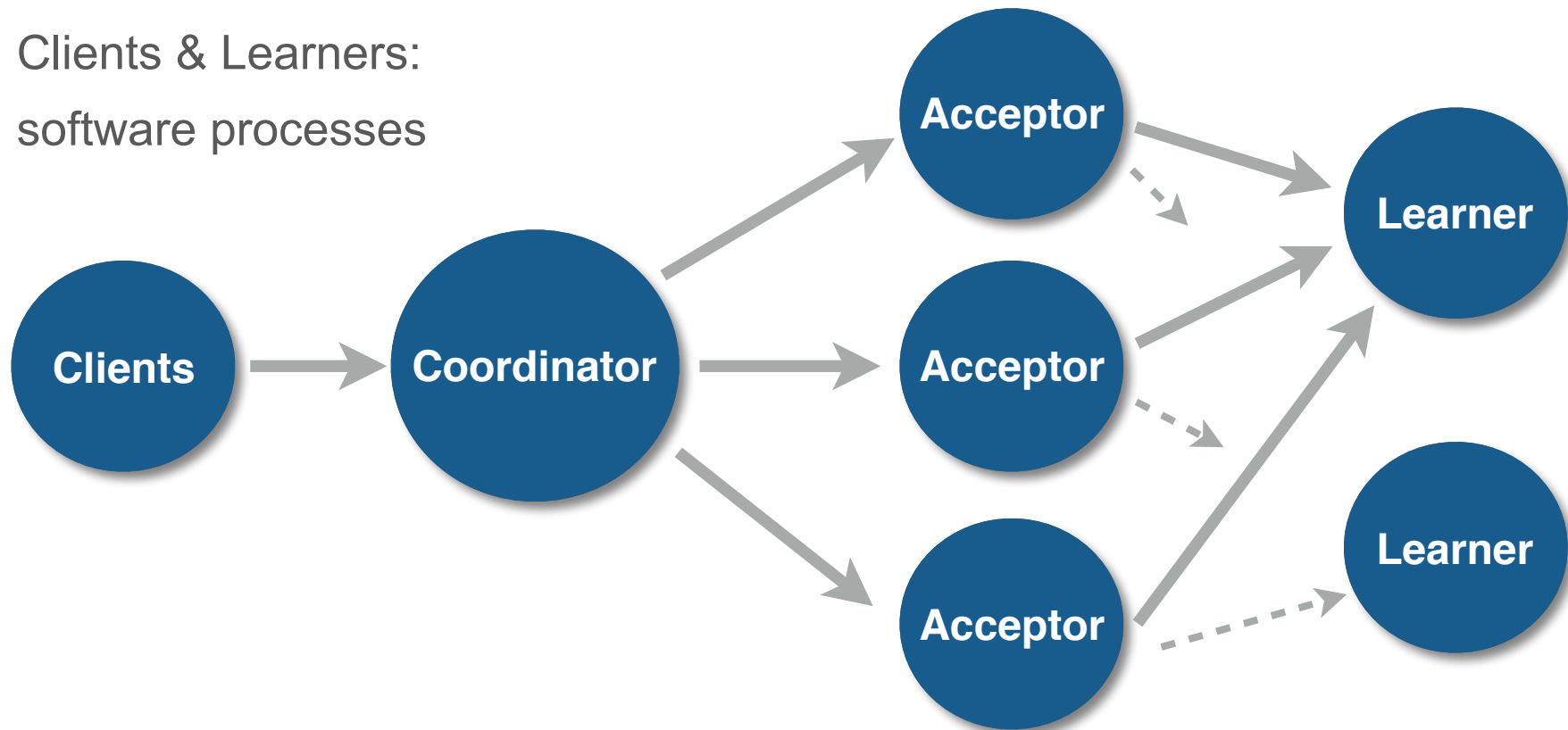
*CAANS: hardwares



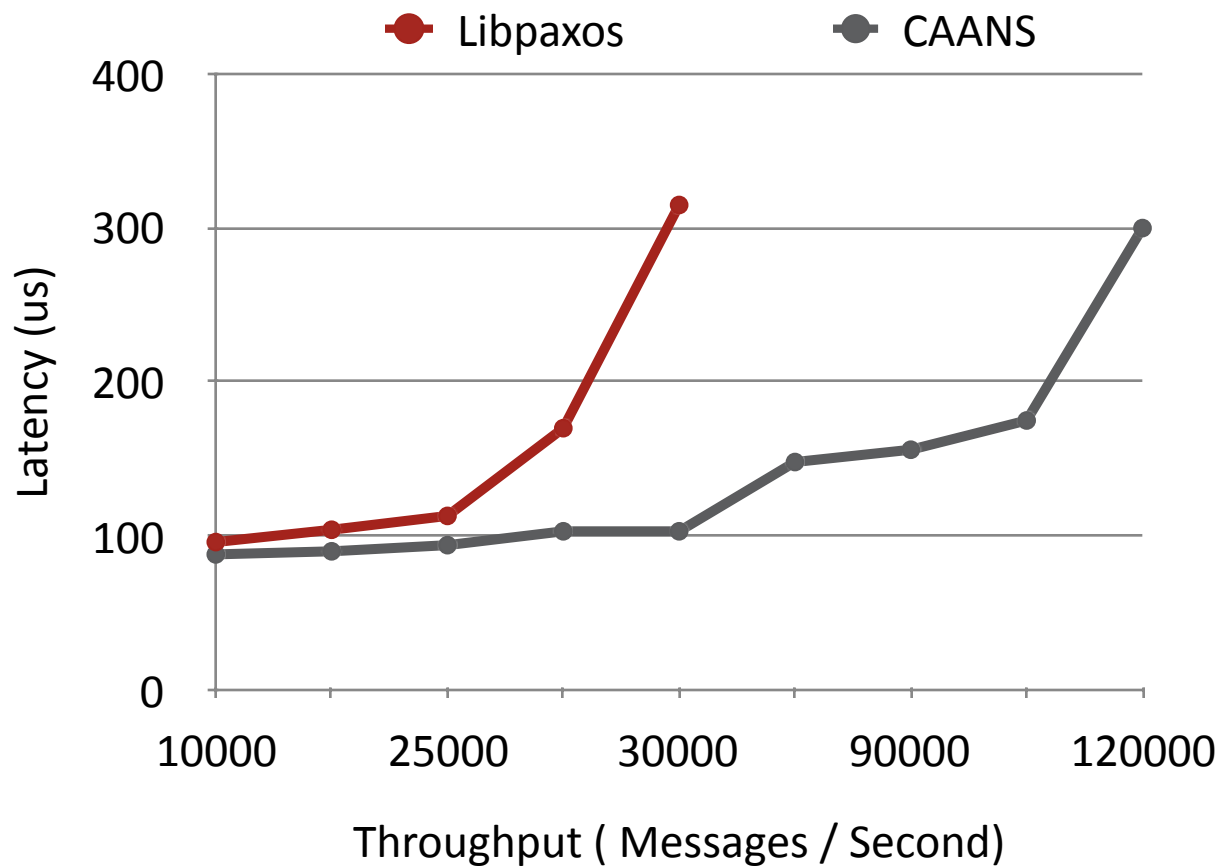
* <https://github.com/usi-systems/p4paxos>

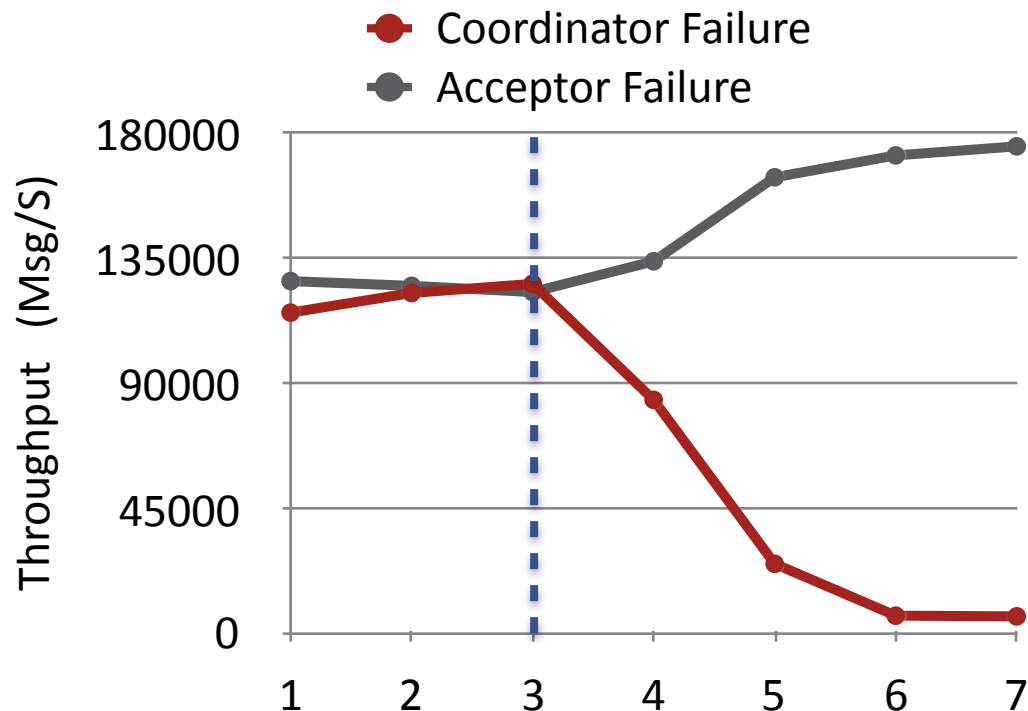
Experiment Setup

Clients & Learners:
software processes



End-to-End Latency

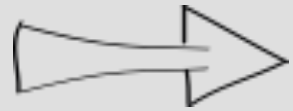




Links are down at the 3rd second.

Coordinator failure: requests are switched to a software coordinator

Acceptor failure: Paxos tolerates failure of a minority of nodes



Summary

Consensus is important in distributed systems

- Optimizations exploit network assumptions

SDN allows network programmability

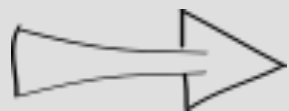
- OpenFlow, P4

CAANS: Co-design Network and Consensus

- Implement Paxos in network devices
- Achieve high performance

- Checkpoint Acceptor's log
- Fast fail-over to software/hardware coordinator
- Use kernel-bypass API to increase learner's performance
- Full-fledged deployment in traditional networks

- Thank Bapi Vinnakota, Mary Pham, Jici Gao, and Netronome for providing us with a hardware testbed, and support with using their toolchain
- Thank Gordon Brebner and Xilinx for donating two SUME boards, providing access to SDNet, performing measurements
- Thank Google! Faculty award helped support this research



The End

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NetPaxos

<http://www.inf.usi.ch/faculty/soule/netpaxos.html>