

SDN++: Beyond programmable plumbing

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Global Future Internet Summit 2013, Seoul, Korea - Beyond the Horizon -



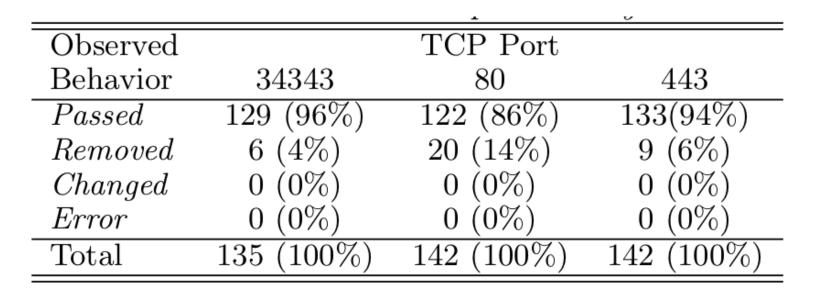
What's <u>really</u> wrong with the current Internet

What actually happens to TCP in the wild?



- IMC 2011 paper
- 142 access networks in 24 countries.
- Tests to measure what actually happened to TCP.
 - Are new options actually permitted?
 - Does re-segmentation occur in the network?
 - Are sequence numbers modified?
 - Do middleboxes proactively ack?

Middleboxes and new TCP Options in SYN



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 Middleboxes that remove unknown options are not so rare, especially on port 80

What actually happens to TCP in the wild?

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- Rewrote sequence numbers:
 - 10% of paths (18% on port 80)
- Resegmented data:
 - 3% of paths (13% on port 80)
- Proxy Ack:
 - 3% of paths (7% on port 80)
- Ack data not sent:
 - 26% of paths (33% on port 80) do strange things if you send an ack for data not yet sent.



- NAT
 - Pretty nearly ubiquitous, but comparatively benign
 TCP option work
- DPI-driven rate limiters will not detect
- Lawful intercept equipmentost of these.
- Application optimizers
- Anything at the server endotNets 2011
 - Firewalls
 - Reverse proxies
 - Server load balancers
 - Traffic scrubbers
 - Normalizers, etc

paper reports 600+ middleboxes for 900 routers in a typical enterprise net

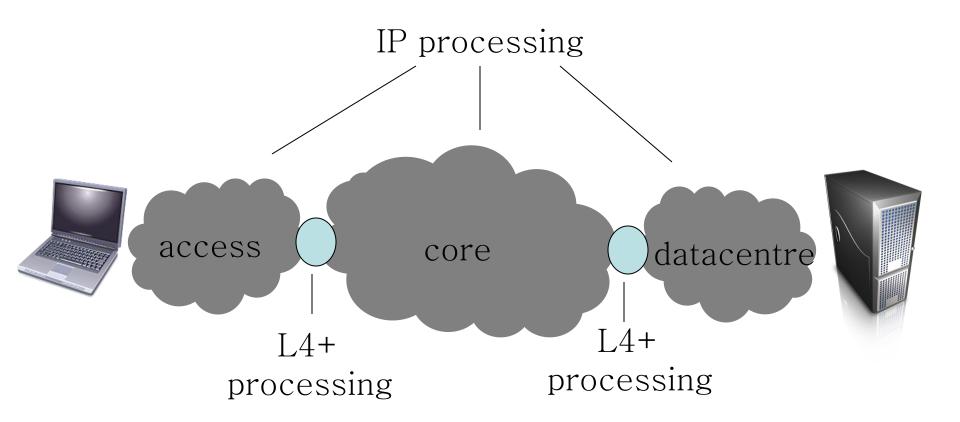


- NATs are ubiquitous
 - We've become pretty good at working around them.
- Firewalls are ubiquitous
 - Ability to communicate using one port does not imply that communication is possible on any other port.



- Plenty of box vendors will sell you a solution.Whatever you think your problem is.
- Current apps get optimized and set in silicon.
 - Application Entrenchment
- Future apps tunnelled over HTTP
 - (but what do all those port 80 specialized middleboxes do?)
- Impossible to reason about the concatenation of middleboxes.





Observation: The Internet is becoming a concatenation of IP networks interconnected by L4+ functionality.



• Why?

- Packets are an artifact of the network
- As soon as you reason about applications, you think in terms of flows



- Currently flow processing in middleboxes serves to inhibit new applications.
 - Optimization of the present
 - Inextensible inflexible network security
- But middleboxes are there for a purpose
 - They are not going away any time soon
- Key question: is it possible to re-claim the middlebox as a force for enabling end-toend innovation?



- Those L4+ platforms need to be more general than today's middleboxes.
 - More open and explicit
 - More upgradable, as new apps arrive.
 »Programmable
 - Aggregate functionality, so it is manageable.
 - Identifiable, so we can reason about them
 - Cheap and scalable.
- This is the essence of Software-defined networking
 - OpenFlow is SDN at layer 2

The End-to-Middle-to-End Principle



- The End-to-End Principle
 - Application specific functions should reside in the end- hosts of a network rather than the intermediary nodes, provided they can be implemented "completely and correctly" in the end hosts.
 - Essentially this is a recipe for enabling application innovation.
 - » But it only works if the network operator really doesn't care about which applications are running.
 - » Security, performance, legal requirements, the NSA are some reasons they do in practice care.
- The End-to-Middle-to-End Principle
 - When application-specific functions are placed in the intermediary nodes, it must be possible to reason about the emergent behaviour.



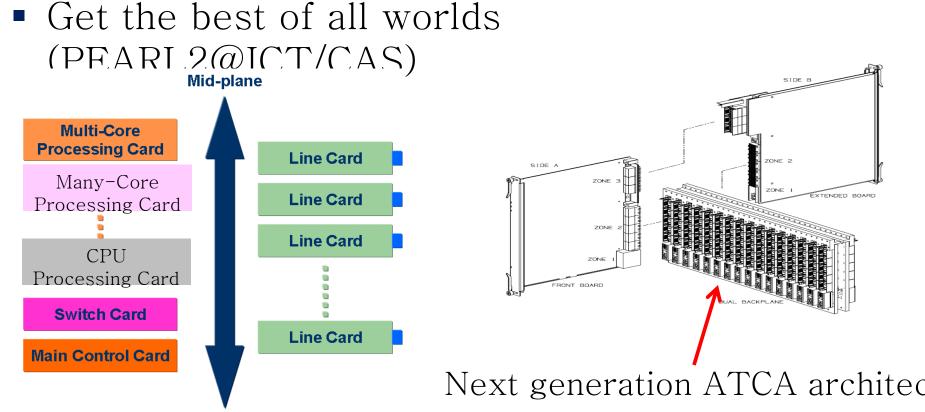
- Winning the Future Internet battle is <u>not</u> primarily about building a better middlebox.
 - Though much of the effort must go on this.
- Programmability is key to decoupling infrastructure and functionality
- Virtualization is key to decoupling infrastructure ownership and functionality ownership
- But programmability/virtualization and performance usually don't go together
 - What should a high performance programmable network box look like?



- But programmability/virtualization and performance usually don't go together
 - Network Function Virtualization (NFV) currently runs on commodity servers
 »Fairly poor traffic aggregate rates
 »Low port density
 - »Wrong system assumptions (context switching, etc)
- ➔ What should a high performance programmable network box look like?

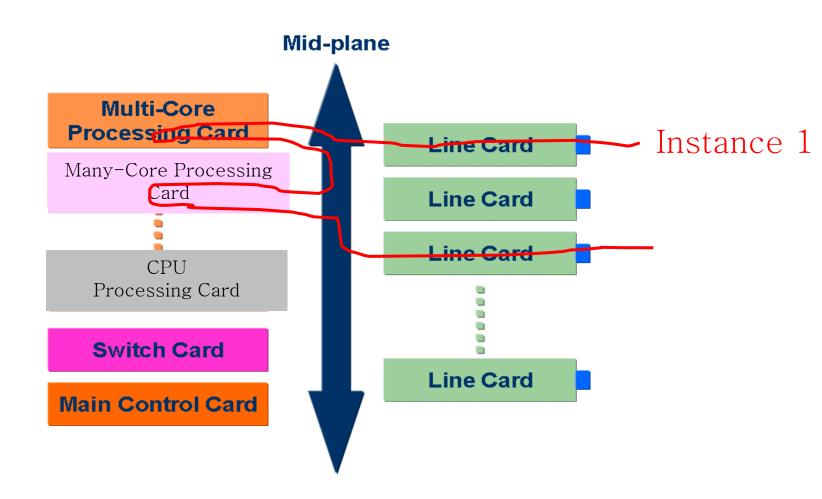
Heterogeneous Hardware <u>Systems</u>



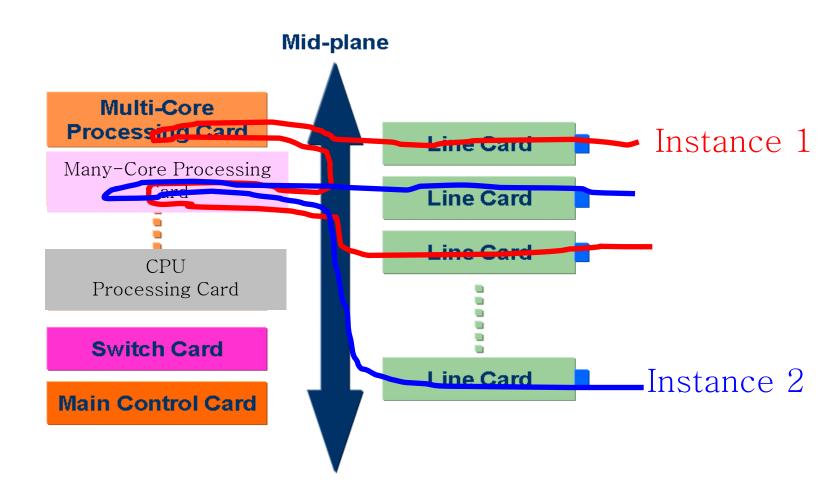


TCAMs, FPGAs, GPUs, NPs, storage, etc

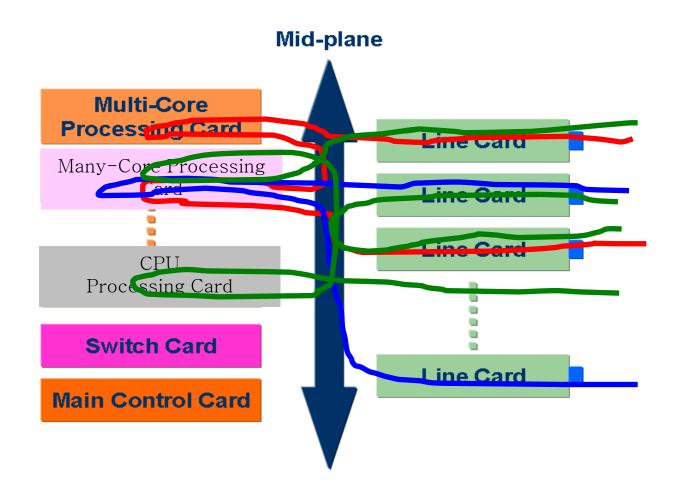




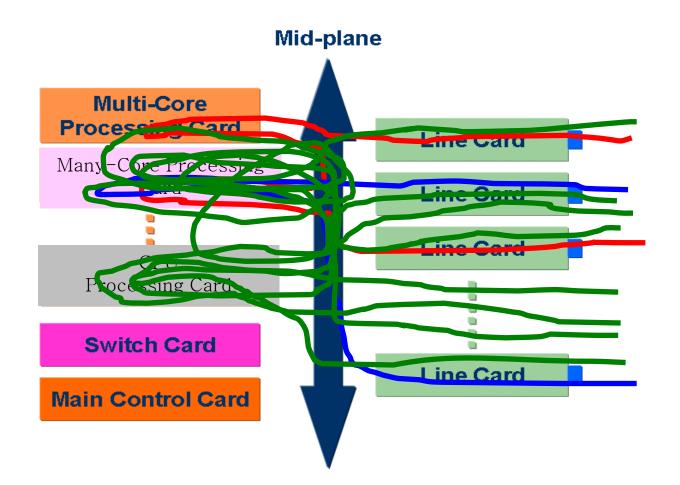














- Need programming abstraction
 - Hide nitty-gritty details
 - »Distributed memory modules with independent address spaces
 - »No cache coherence
 - »Multiple instruction sets
 - Write once, run everywhere »JIT
 - Crucial for adoption



- Run-time/OS
 - Instantiate high-level network processing applications
 - »Allocates network processing elements to HW components
 - »Small change in configuration can result in big performance swings
 - Performance optimization
 - Virtualization
 - Element migration

Conclusions



- This is active/programmable networks
 - Kind of, but from a systems perspective
 - I prefer "programmable network infrastructure"
- Asking what a "general purpose" programmable network processing environment should look like
- Heterogeneous systems are a nightmare, but hope as focusing on networking only
- A bunch of those boxes and tunnels (OF interconnect?)
 - incremental deployment of new Internet