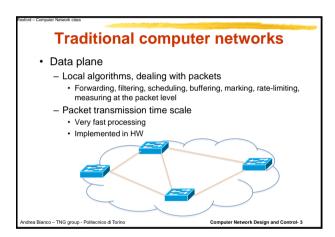
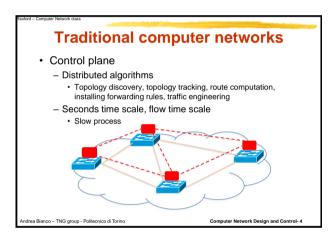
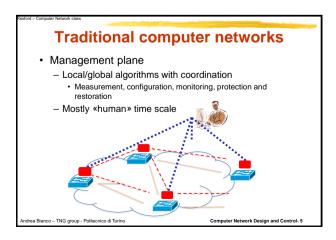


#### **Outline**

- SDN
  - Motivations and definitions
  - Centralized architecture
  - Flow based forwarding
- Openflow protocol
- Advances
  - Distributed controllers
  - Stateful switches

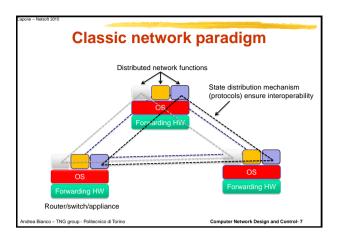


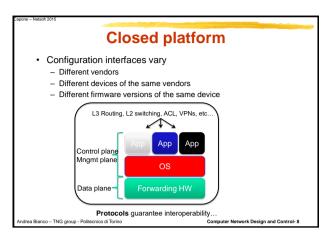


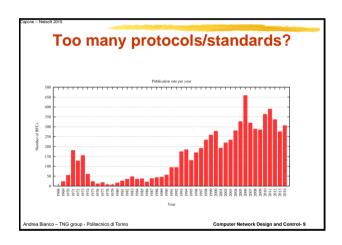


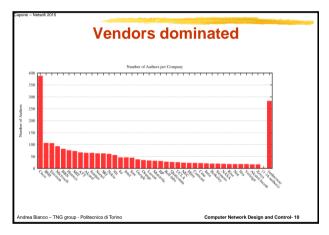
### **Traditional computer networks**

- - Incredible success (from research experiments to global commercial infrastructure)
  - «In principle» complexity at the edge
    - · «Only» packet forwarding inside
    - · Complexity at the edge (SW) enables fast innovation
    - Host running increasingly complex applications (SW)
       Web, P2P, social networks, virtual reality, video streaming
  - Inside the network?
    - · Closed equipments, SW and HW intermixed, vendor specific interfaces, many more features beside forwarding, too many protocols
    - · Slow and costly development and management



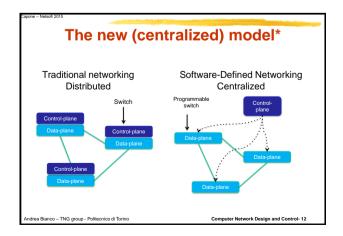


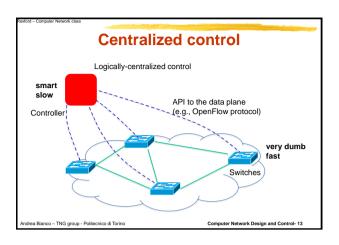


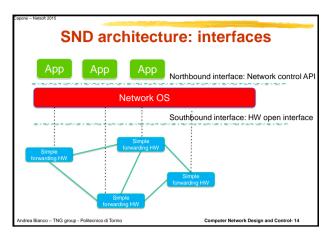


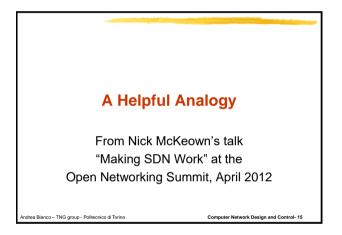
# **Software Defined Networking\*** · "New" key elements

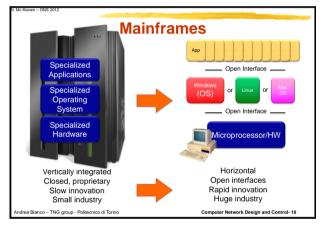
- - Clean interface (API) between data and control plane
  - Logically centralized control plane
    - Control plane out of forwarding devices
    - Control plane (SW) may run on general purpose HW
    - · Global network view
    - SDN controller or Network Operating Systems
      - Network programmabilityNew architecture
  - Flow based switching
    - Programmed by the centralized controller
    - · Very flexible flow definition
  - Network applications running on top of NOS

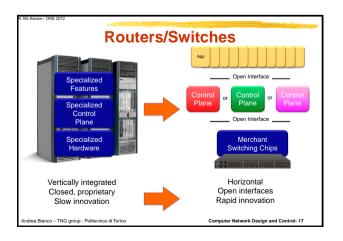


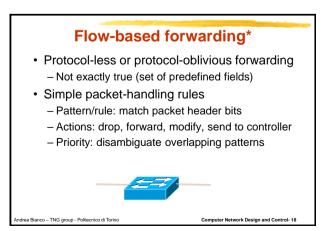


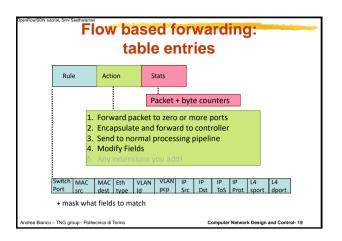


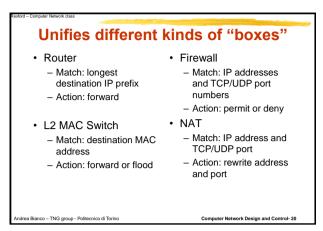


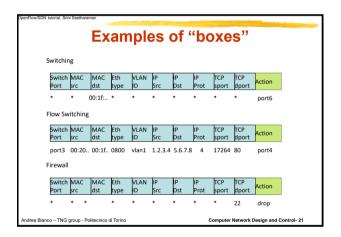


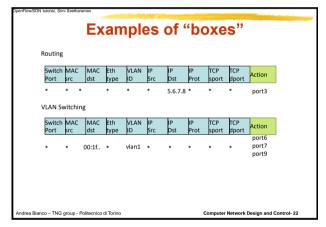


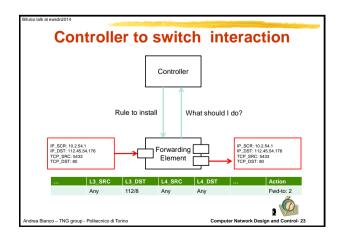


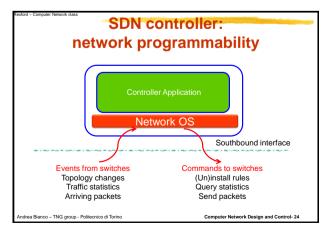












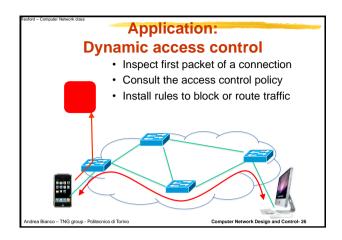
### **Example of applications**

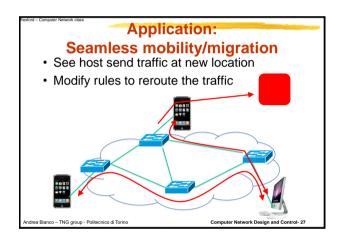
- · Dynamic access control
- · Seamless mobility/migration
- · Server load balancing
- · Network virtualization
- · Using multiple wireless access points
- · Traffic engineering
- · Energy-efficient networking
- · Adaptive traffic monitoring
- · Denial-of-Service attack detection

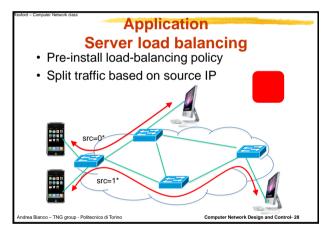
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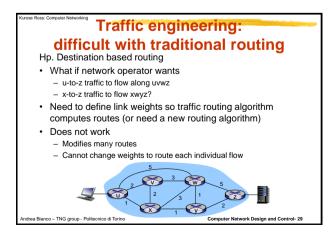
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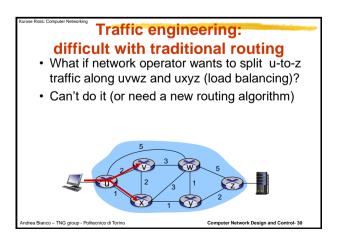
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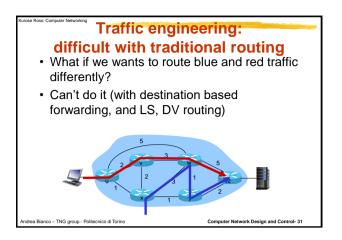


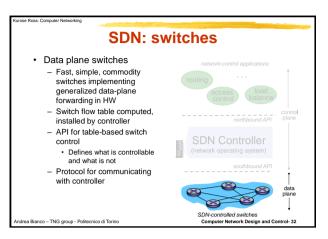


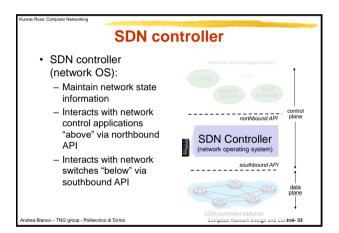


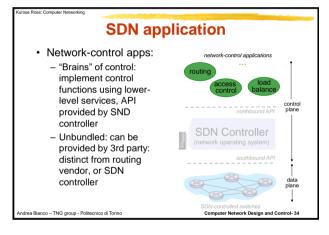


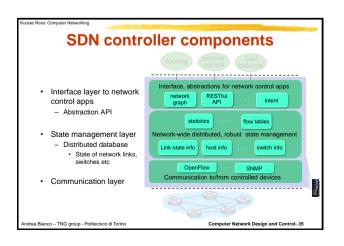


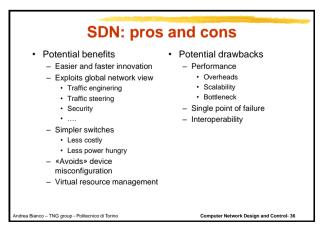












#### SDN where?

- · Campus LAN
- · Data center
- · WAN (google) to interconnect data centers
- ISP2
- 5G networks

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#### The role of the scenario

- Datacenter
  - Very large number of devices
    - · Spatially collocated
  - Low and predictable delays between devices
  - Dedicated network for control
    - Out of band control traffic
- ISP/POP
  - Lower number of devices
    - · Spatially distributed
  - High and unpredictable latencies
  - Control and data share the same resources
    - · In band control traffic

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### Level of aggregation

- · Flow Based
- Group Based
- Every flow is individually set up by controller
- Exact-match flow entries
- Flow table contains one entry per flow
- Suited for fine grain control, e.g. campus networks
- One flow entry covers
  - large groups of flows

     Wildcard flow entries
  - Flow table contains one entry per category/group of flows
  - Suited for large number of flows, e.g. ISPs

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### Level of aggregation

- · High aggregation level
  - Dealing with few large objects
  - Reduced occupation of forwarding table
  - Reduced signaling overhead and controller load
  - Coarse granularity in the control of flow Qos
    - · A flow steering moves a large amount of traffic
  - Less elements to deal with for load balancing but more difficult to balance

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#### Reactive vs. Proactive

- Reactive
  - Flow table empty at boot
  - First packet of a flow sent to the controller
  - Controller inserts flow entries
  - Dynamic network
  - Every flow incurs small (?) additional flow setup time
  - Large control traffic
  - Large load on the controller
    Efficient use of flow table
  - If control connection lost, switch has limited utility

- Proactive
  - Controller pre-populates flow table in switch at boot
  - Zero additional flow setup time
  - Static network
  - Loss of control connection does not disrupt traffic
  - Essentially requires aggregated (wildcard) rules
    - Reduced table size

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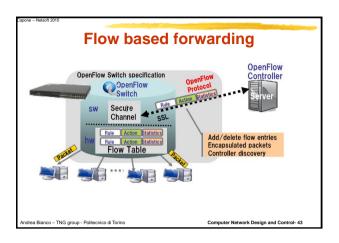
### **OpenFlow protocol**

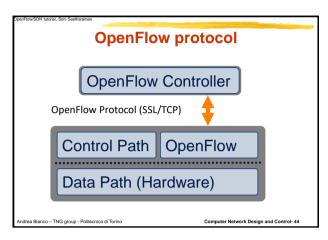
Andrea Bianco andrea.bianco@polito.it http://www.telematica.polito.it/

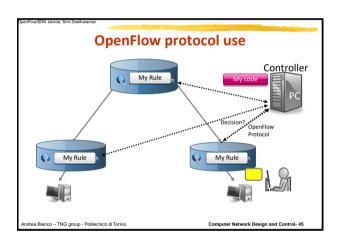
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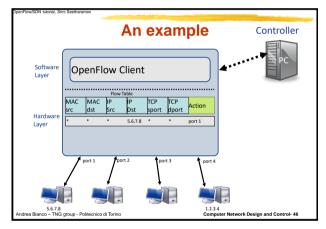
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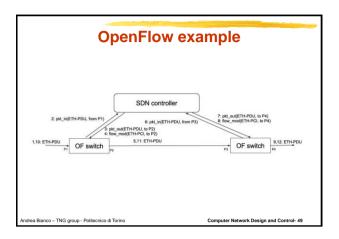
### **OpenFlow protocol messages**

- · Controller-to-switch
  - Initiated by the controller and used to directly manage or inspect the state of the switch
    - Features, Config, Modify State, Read State, Packet Out, Barrier
- · Asynchronous
  - Sent to the controller without controller soliciting
    - Packet-in, Flow Removed/Expiration, Port status, Error, ...
- - Sent without solicitation in any direction
    - · Hello, Echo, Experimenter/Vendor

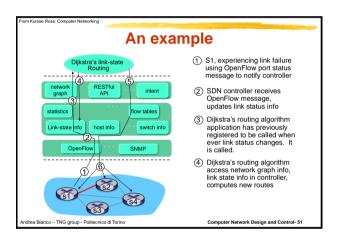
### OpenFlow (main) messages

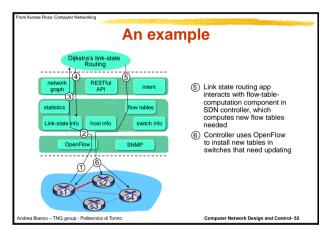
- · Packet\_in
  - Switch to controller
  - Carries a packet copy (possibly only the header)
  - Generated by default in case of table miss
- Packet\_out
  - Controller to switch
  - Send the packet out of a specified port
  - Carries the full packet or the switch buffer id
- · Flow\_mod
  - Controller to switch
  - Modify flow tables
  - Carries match-action rule to install

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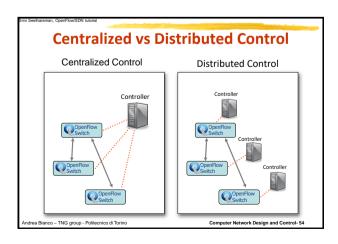






Distributed controllers

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# Why distributed/multiple controllers? \*

- · To enhance resilience to failures
  - Controller failures can be managed
  - Still to deal with failures in data and control plane
- To solve scalability issues
  - Faster controllers
    - · Limited scaling
  - More proactive rules to reduce number of requests
    - Limited flexibility
  - Multiple controllers
    - · Permit load balancing to reduce processing load
    - · Permit switch migration

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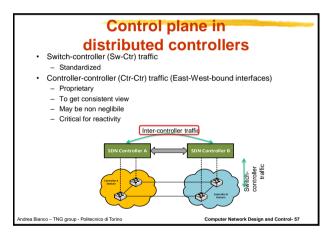
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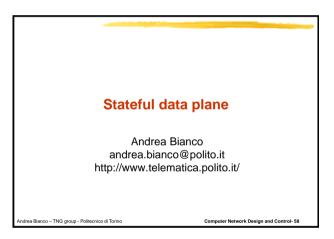
#### **Distributed controllers**

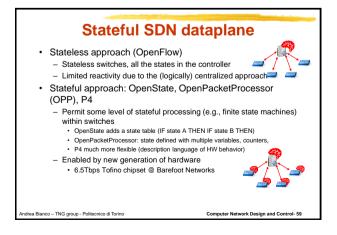
- · Virtual topology among controllers
  - to coordinate the operations of the controllers
  - peer, hierarchical, master/slave
- · Network view maintenance
  - different levels of consistency (strong/weak) among the controllers
  - affects the reactivity
  - may lead to temporary rule conflicts

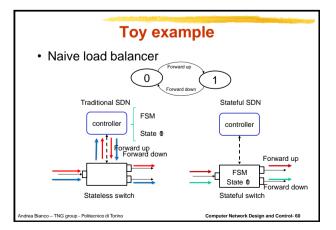
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### Stateful benefits

- · Improve network reactivity
  - Simple local decisions at the switch
  - Reduced controller load
  - Reduced signaling overhead
- · Permits to gracefully move functionalities
  - Balance central vs distributed control
- · Not all switches need to be stateful
  - State positioning or distribution

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