### **Participatory Networking:** An API for Application Control of SDNs

Andrew Ferguson, Arjun Guha, Chen Liang, Rodrigo Fonseca, and Shriram Krishnamurthi





### Participatory Networking

- 2. Ekiga
- 3. ZooKeeper
- 4. Hadoop

### Motivation

blocks hosts in response to login attempts

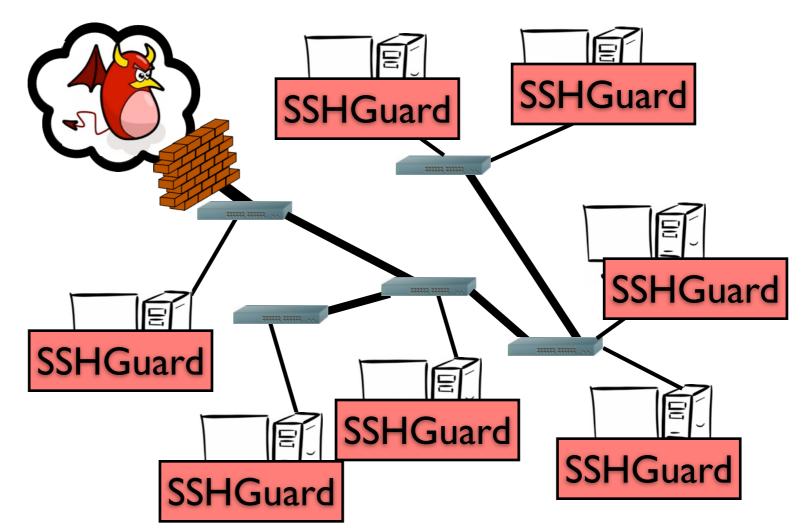
2. Ekiga

uses knowledge from host OS

3. ZooKeeper

4. Hadoop

prefers to deny traffic close to source



#### open source VOIP client

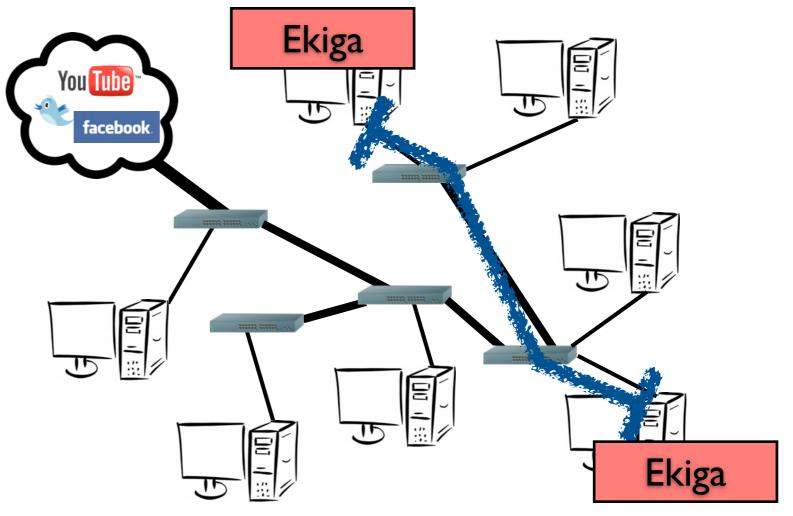
### 2. Ekiga

### 3. ZooKeeper

4. Hadoop

#### network needs dictated by end-user

prefers to reserve bandwidth



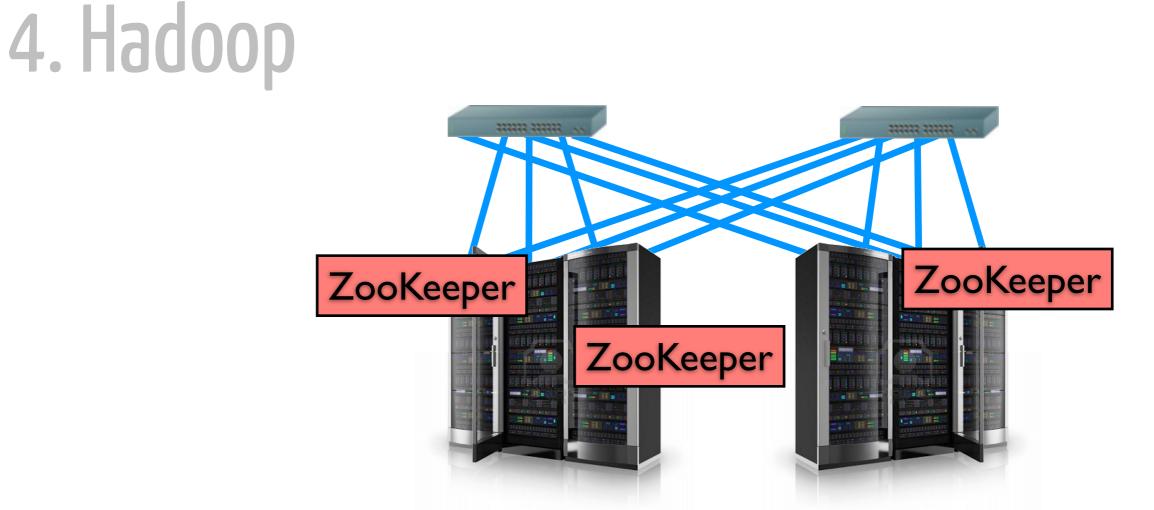
2. Ekiga

3. ZooKeeper

#### Paxos-like coordination service

network needs dictated by placement

prefers high-priority switch queues



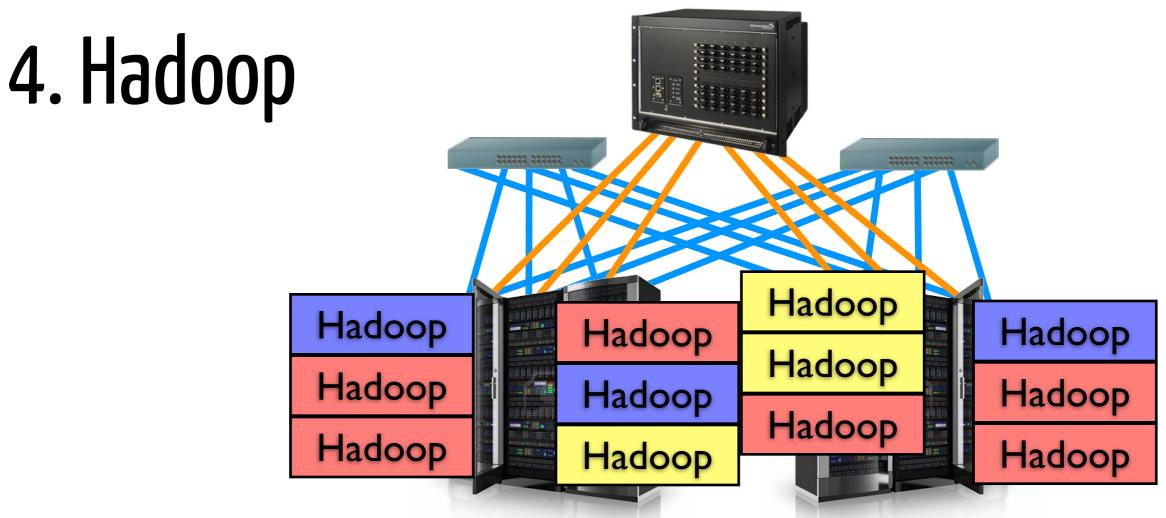
# SSHGuard Ekiga ZooKeeper

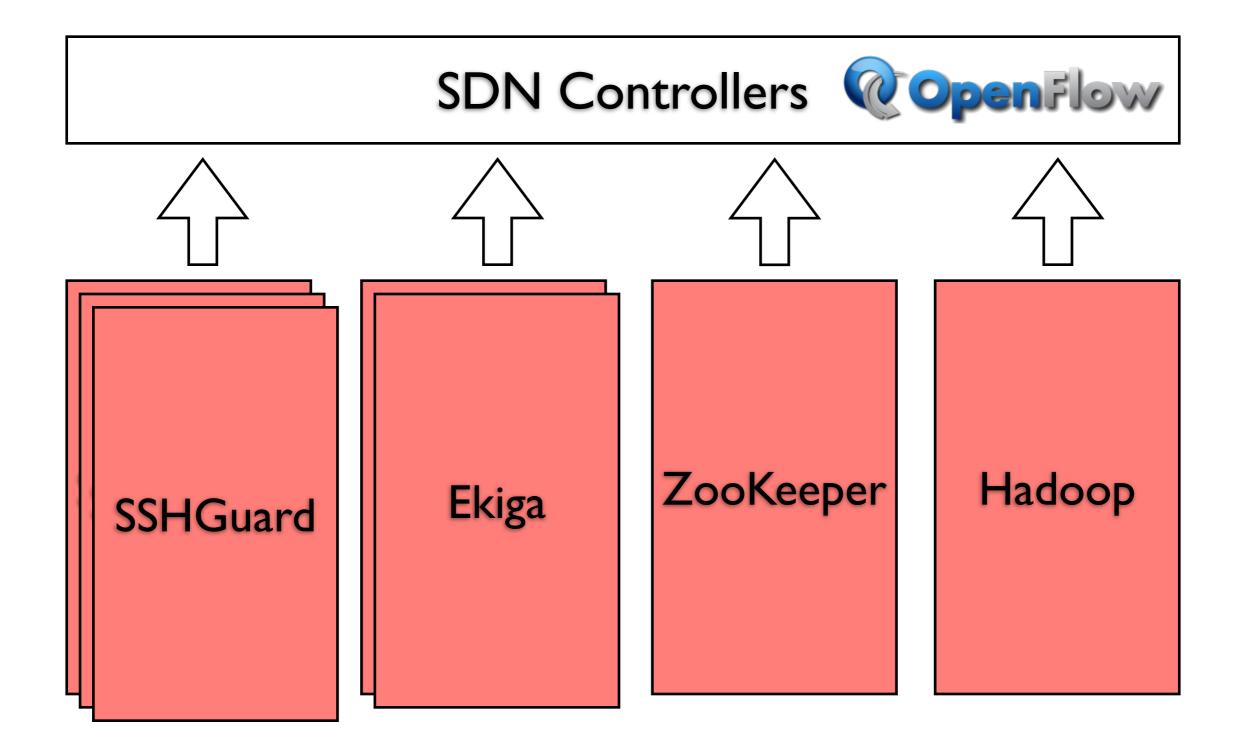
open source data processing platform

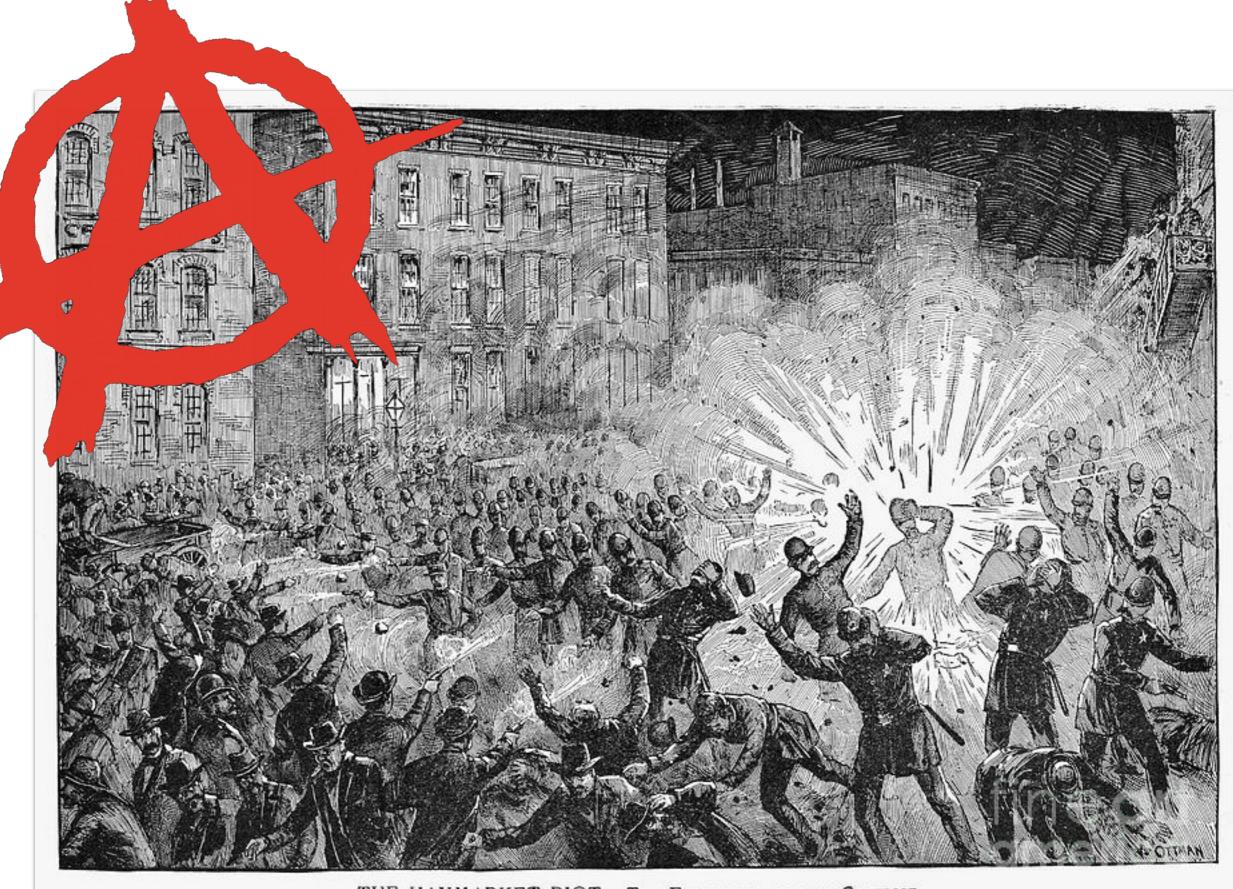
network weights known by scheduler

prefers to reserve bandwidth

7







THE HAYMARKET RIOT. THE EXPLOSION AND THE CONFLICT.

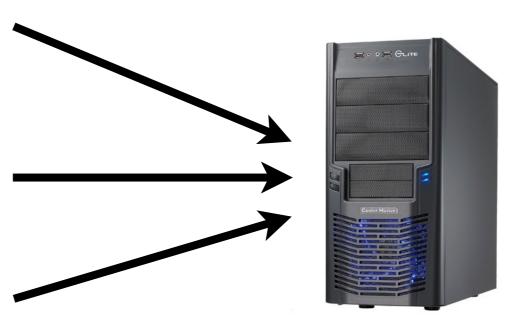
# decompose control and visibility resolve conflicts between requests

### Challenges

### Participatory Networking

## Participatory Networking

Requests
Hints
Queries



### PANE

# Participatory Networking

- End-user API for SDNs
- Exposes existing mechanisms
- No effect on unmodified applications

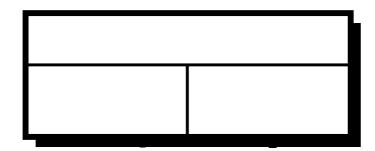
### Decomposing Control

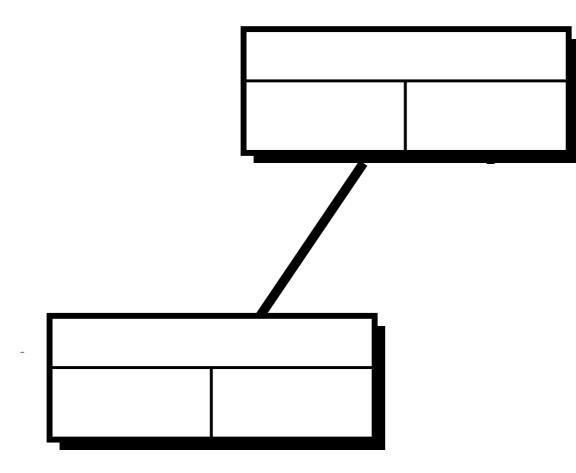
Flowgroup src=128.12/16 ∧ dst.port ≤1024 Principals Privileges deny, allow Alice bandwidth: 5Mb/s Bob limit: 10Mb/s hint Hadoop query

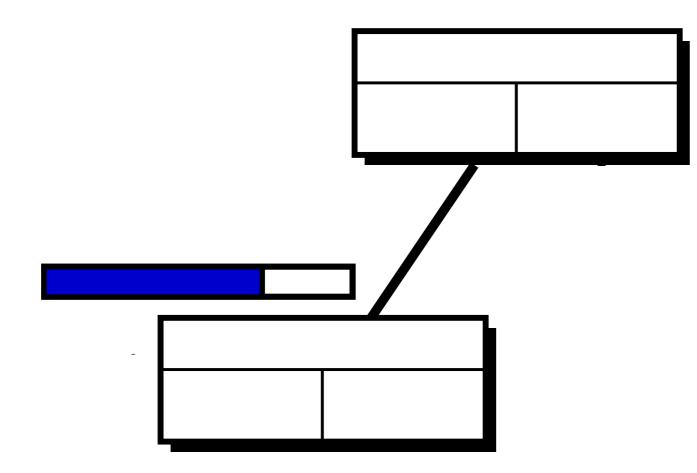
Flowgroup	
src=128.12/16 ∧ dst.port ≤1024	
Principals	Privileges
Alice Bob Hadoop	deny, allow bandwidth: 5Mb/s limit: 10Mb/s hint query

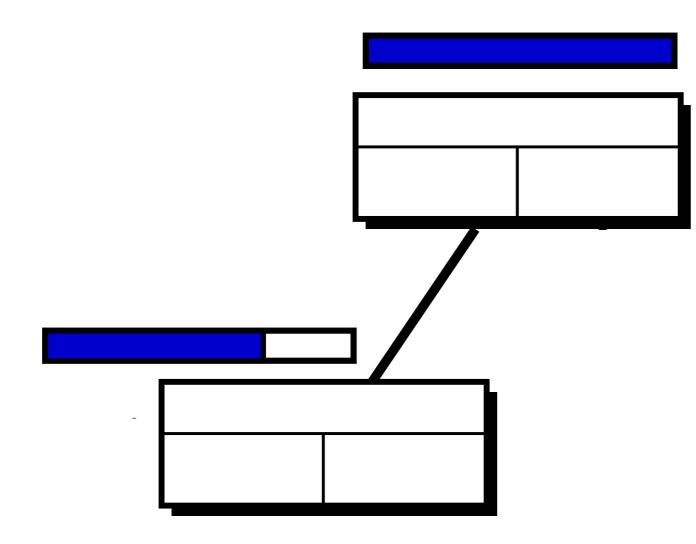
Flowgroup		
src=128.12/16 ∧ dst.port ≤1024		
Principals	Privileges	
Alice Bob Hadoop	deny, allow bandwidth: 5Mb/s limit: 10Mb/s hint query	

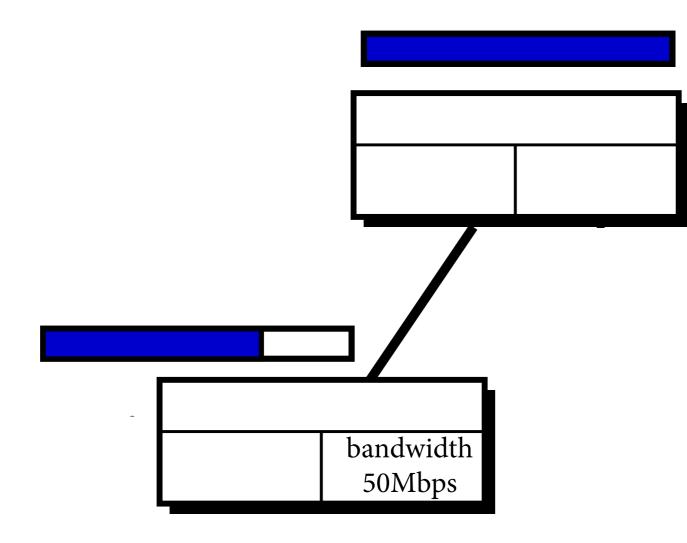
Flowgroup src=128.12/16 ∧ dst.port ≤1024 Principals Privileges deny, allow Alice bandwidth: 5Mb/s Bob limit: 10Mb/s hint Hadoop query

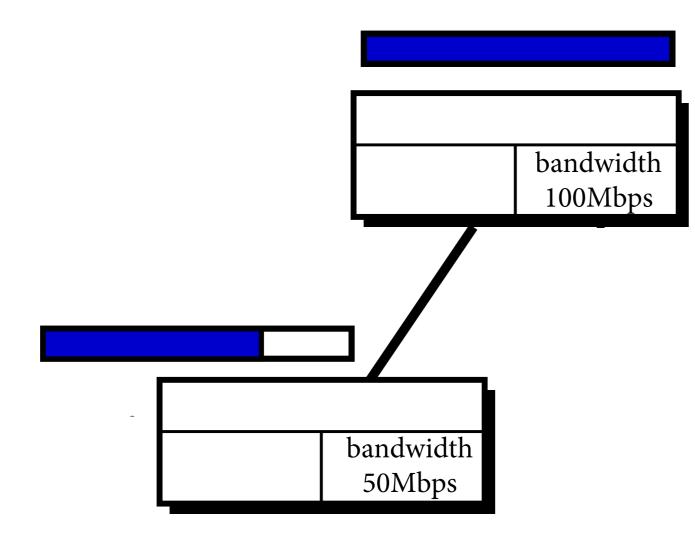


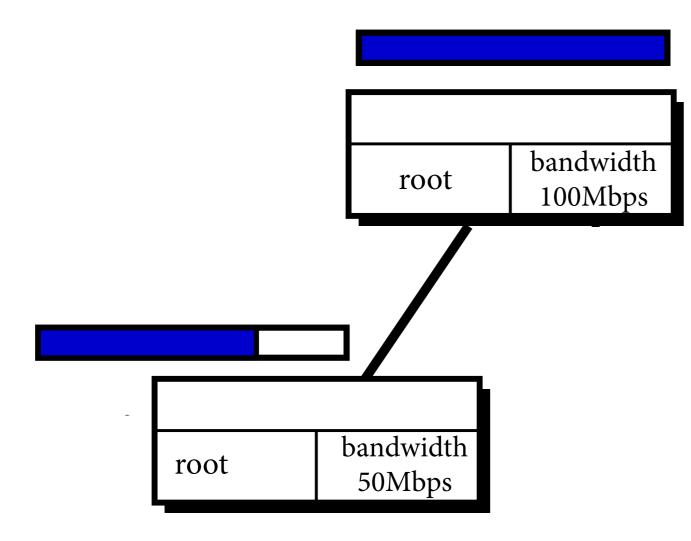


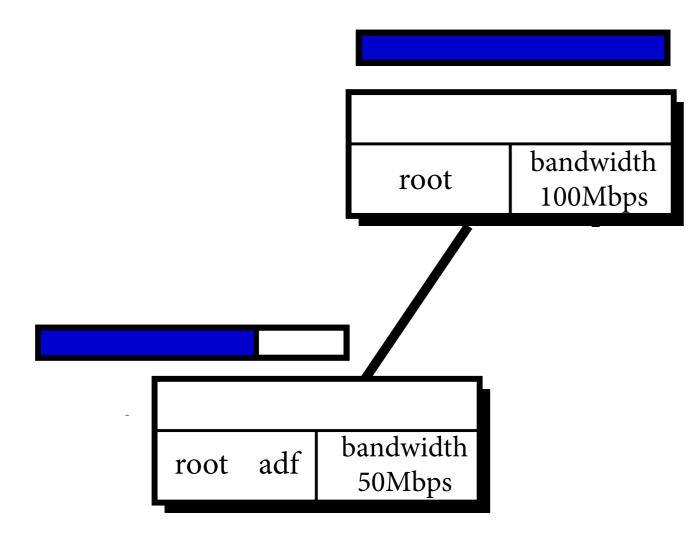


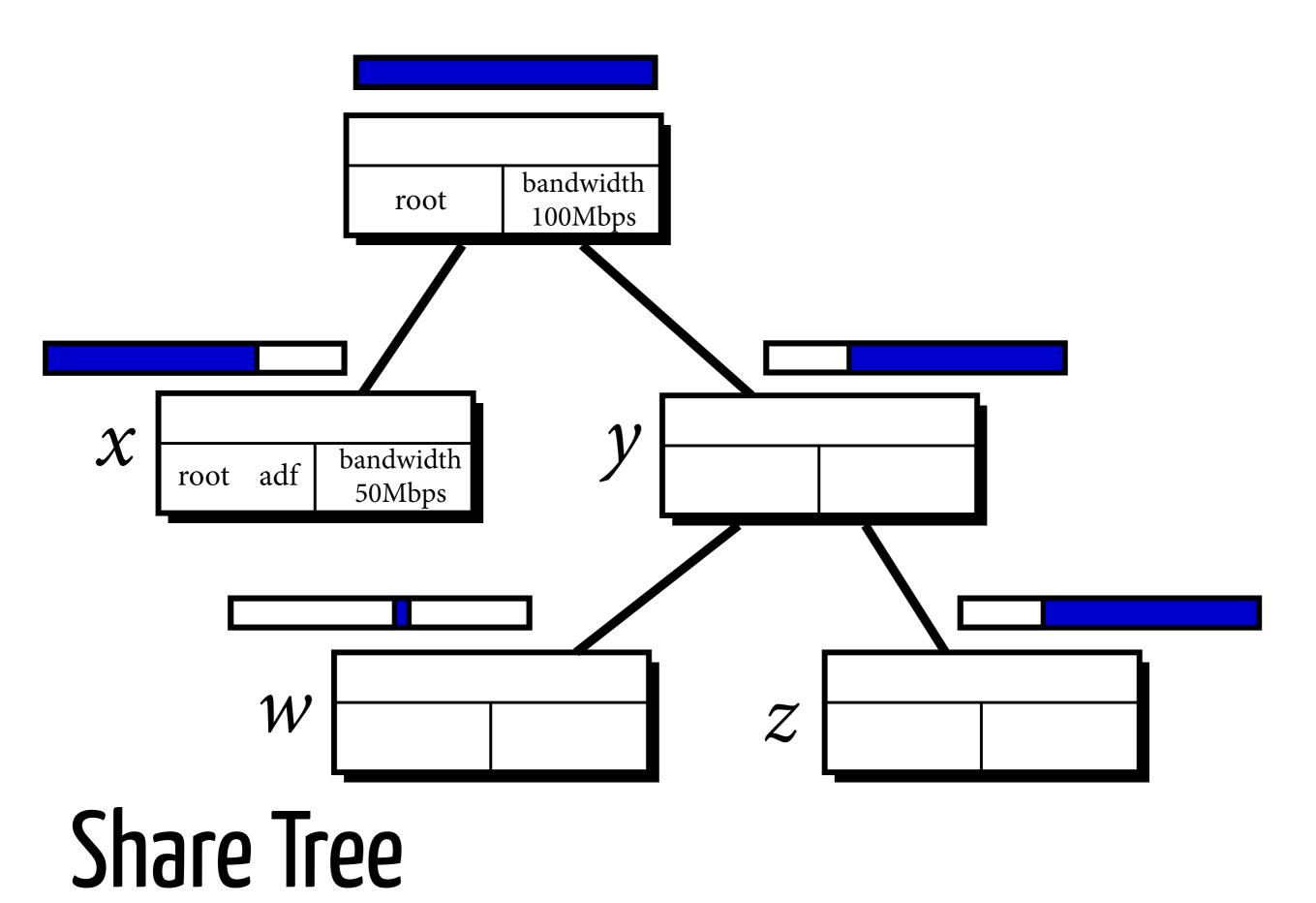


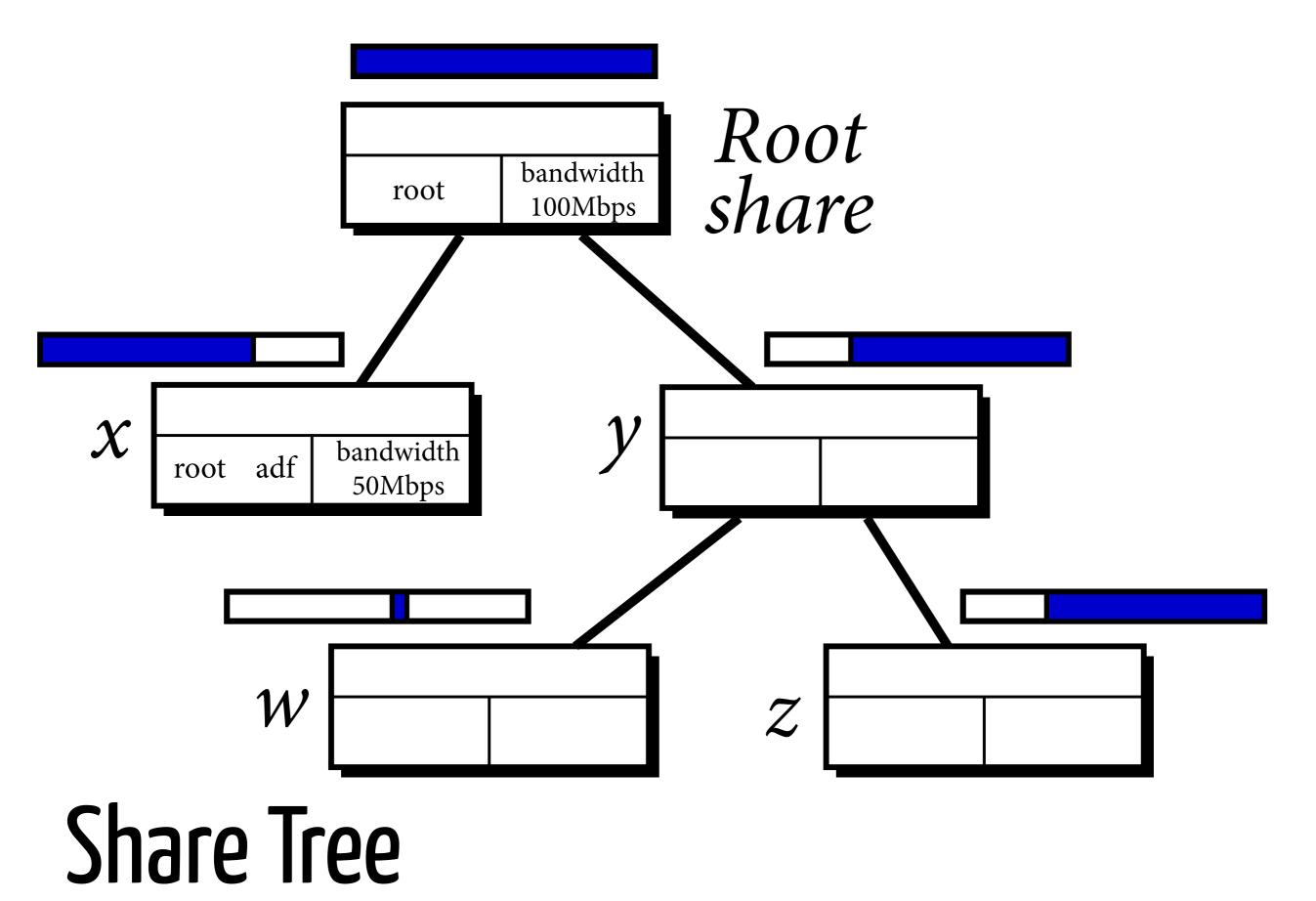


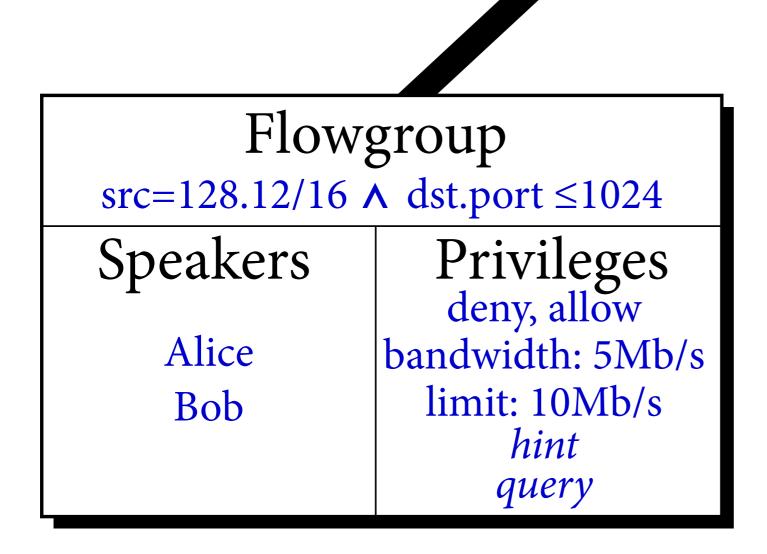


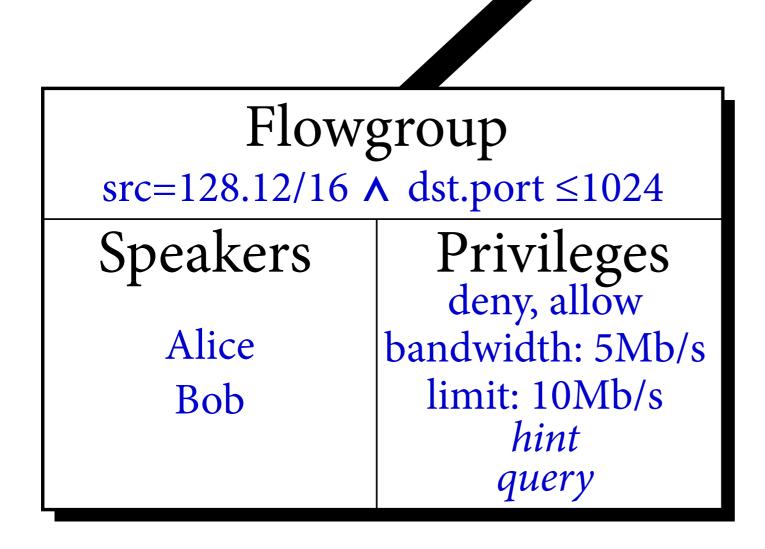




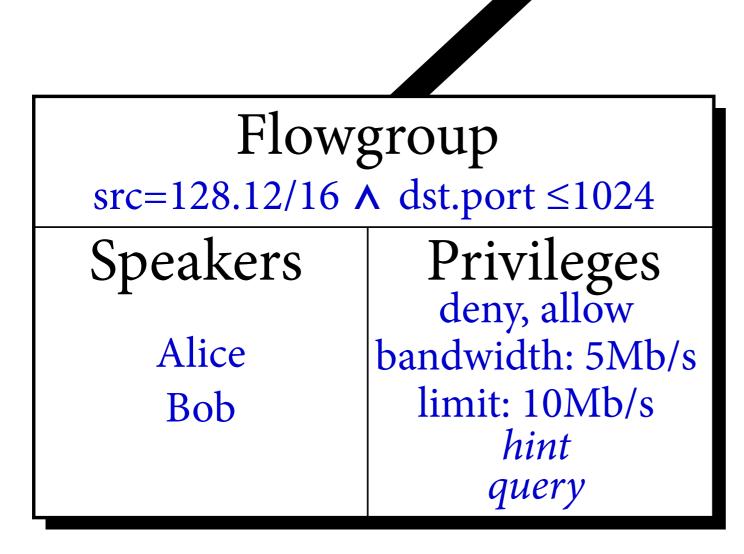








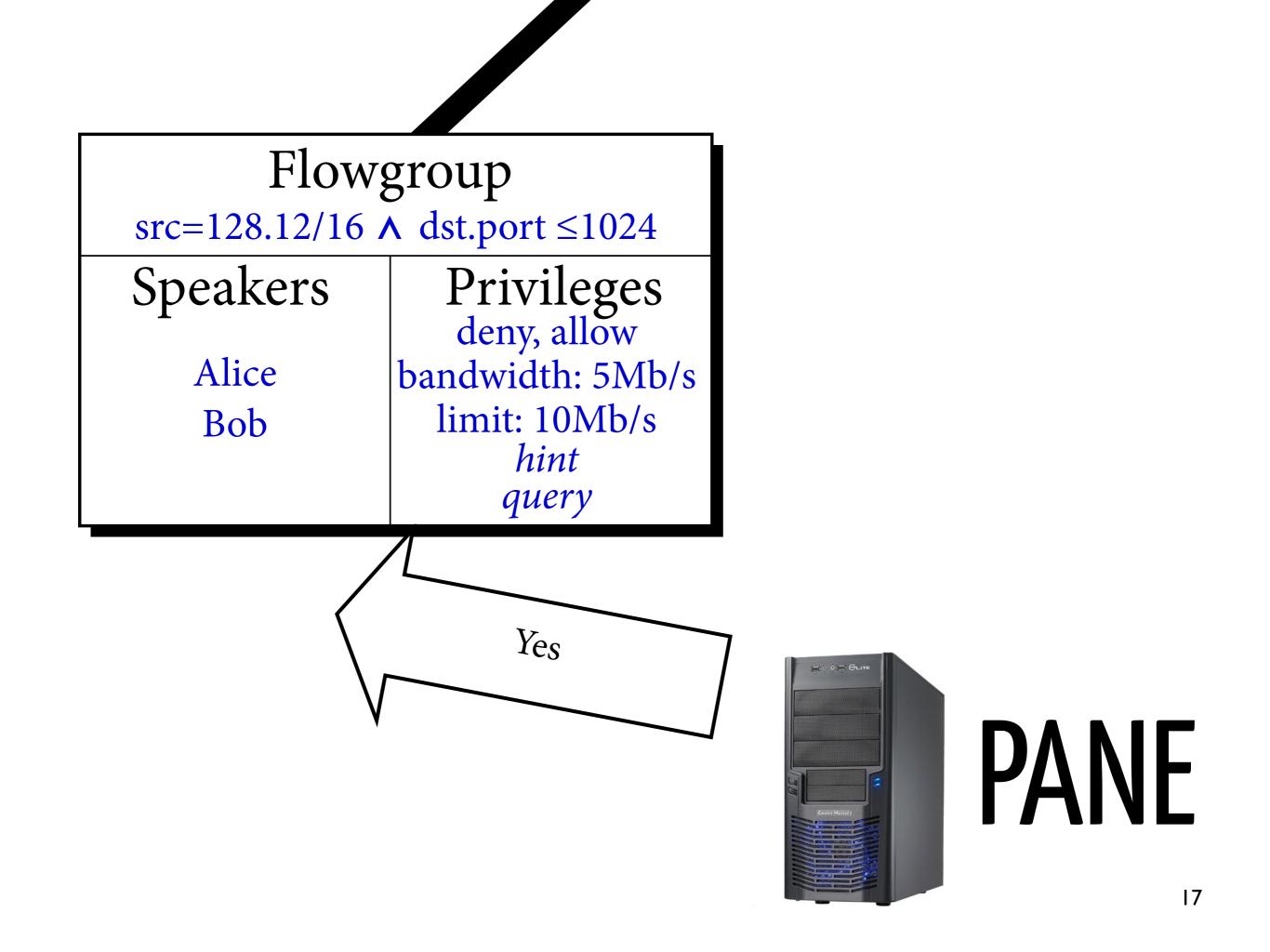


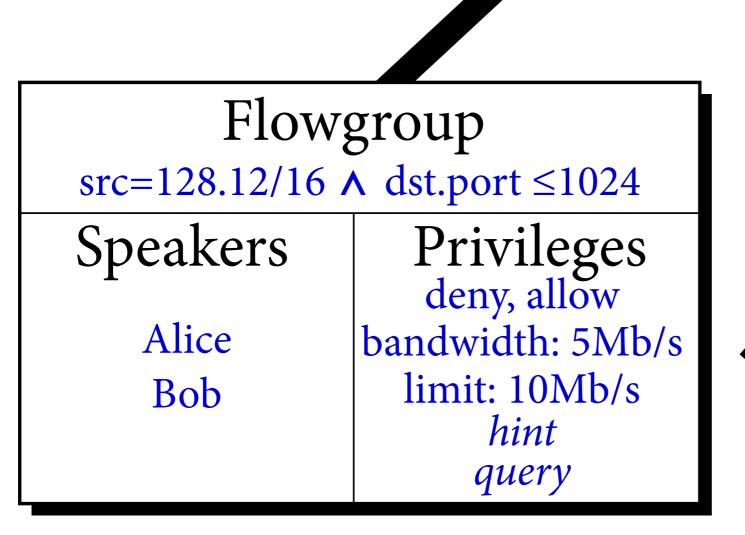


Reserve 2 Mbps from now to +5min?

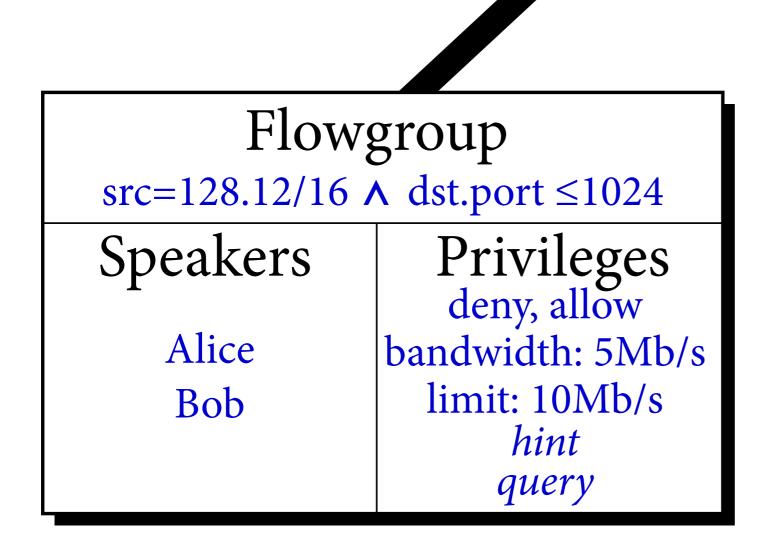




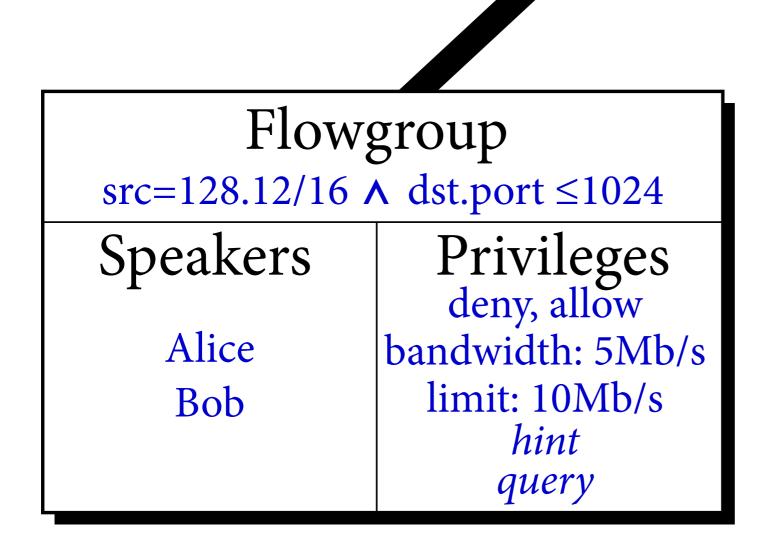


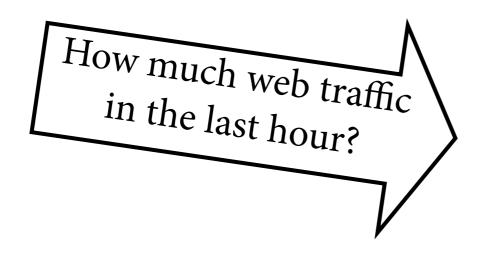






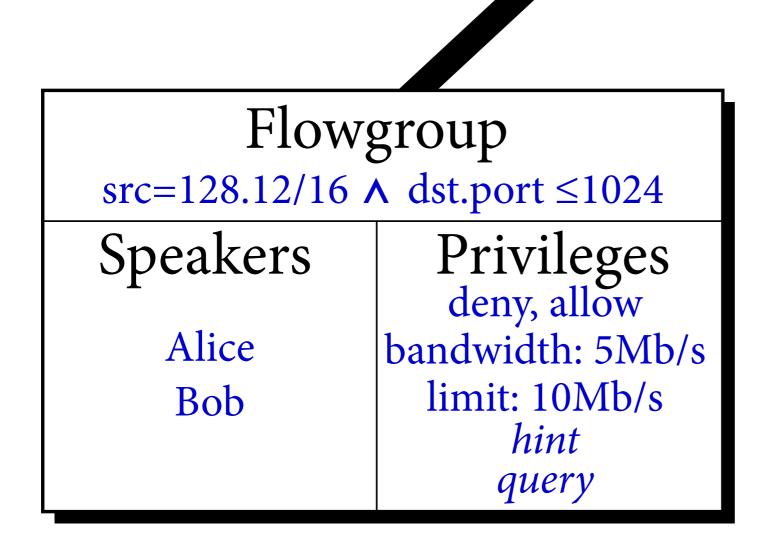


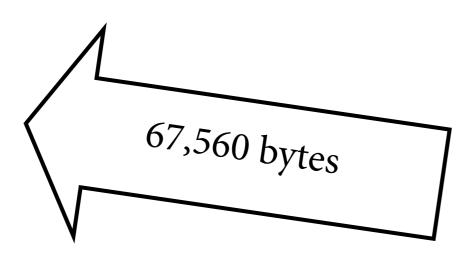






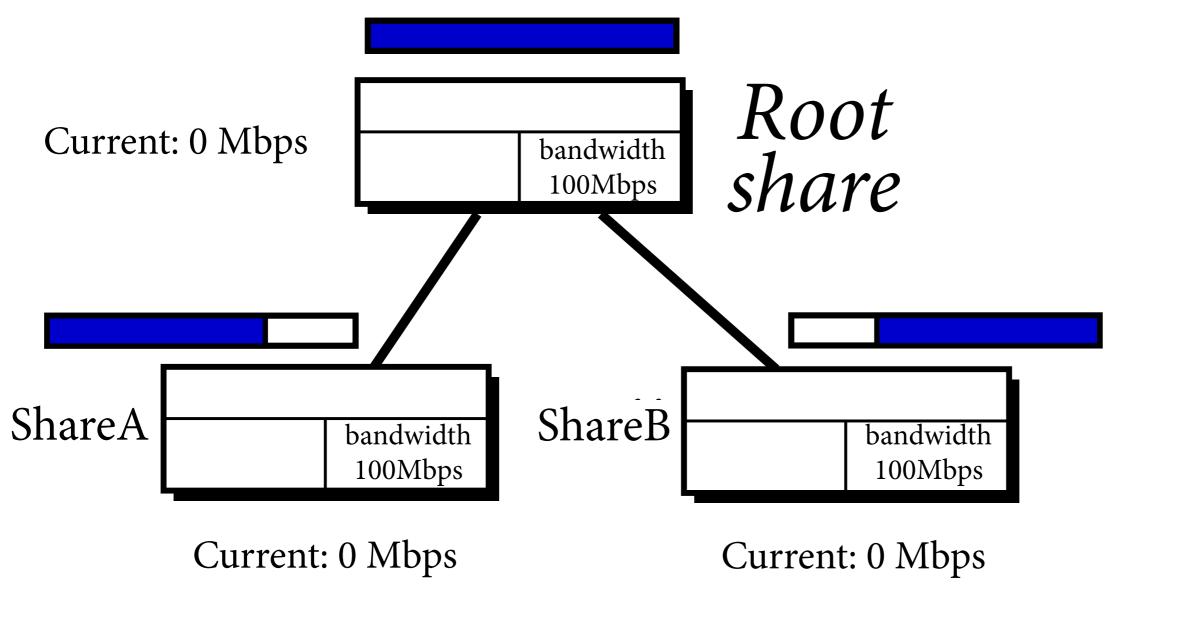
### PANE



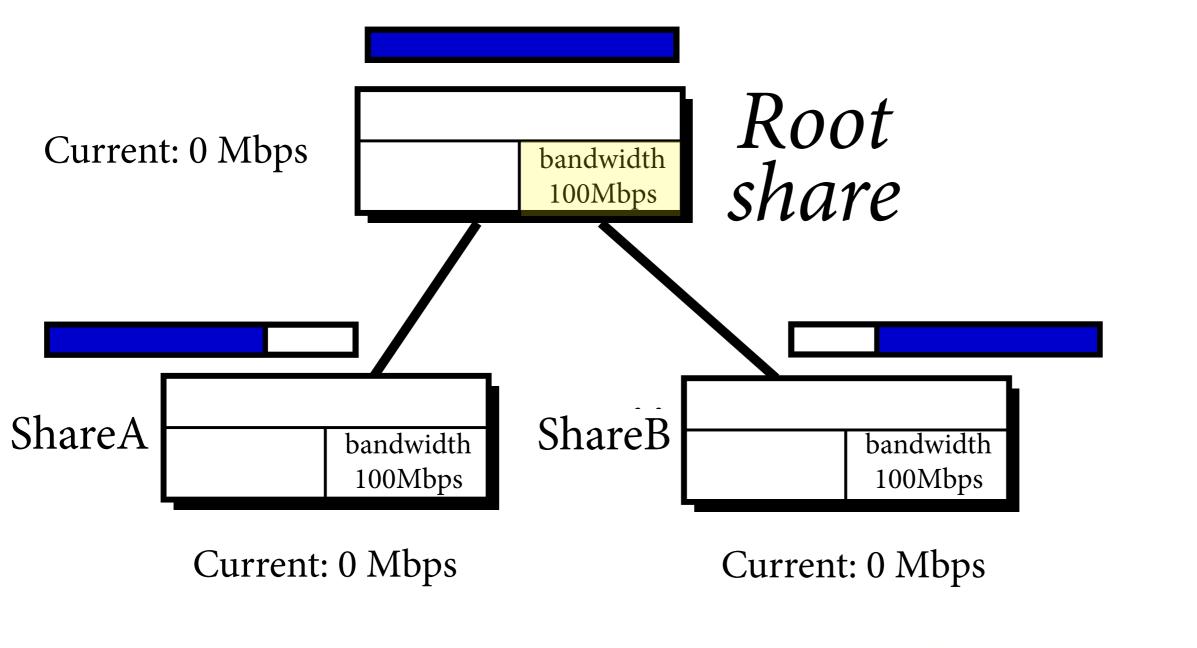




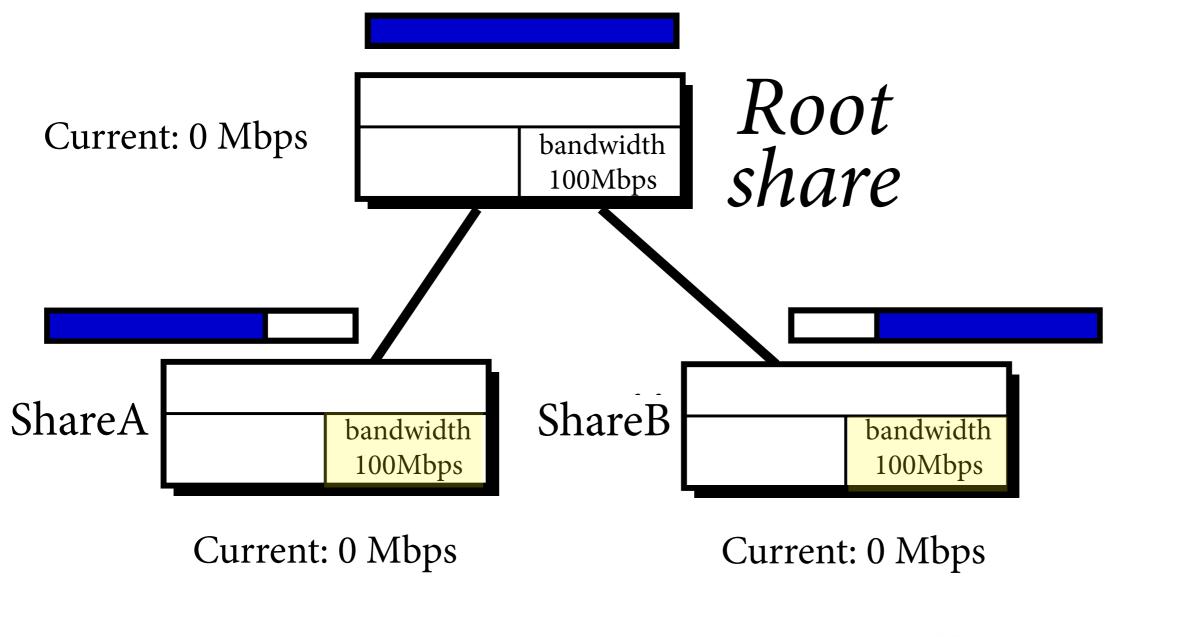




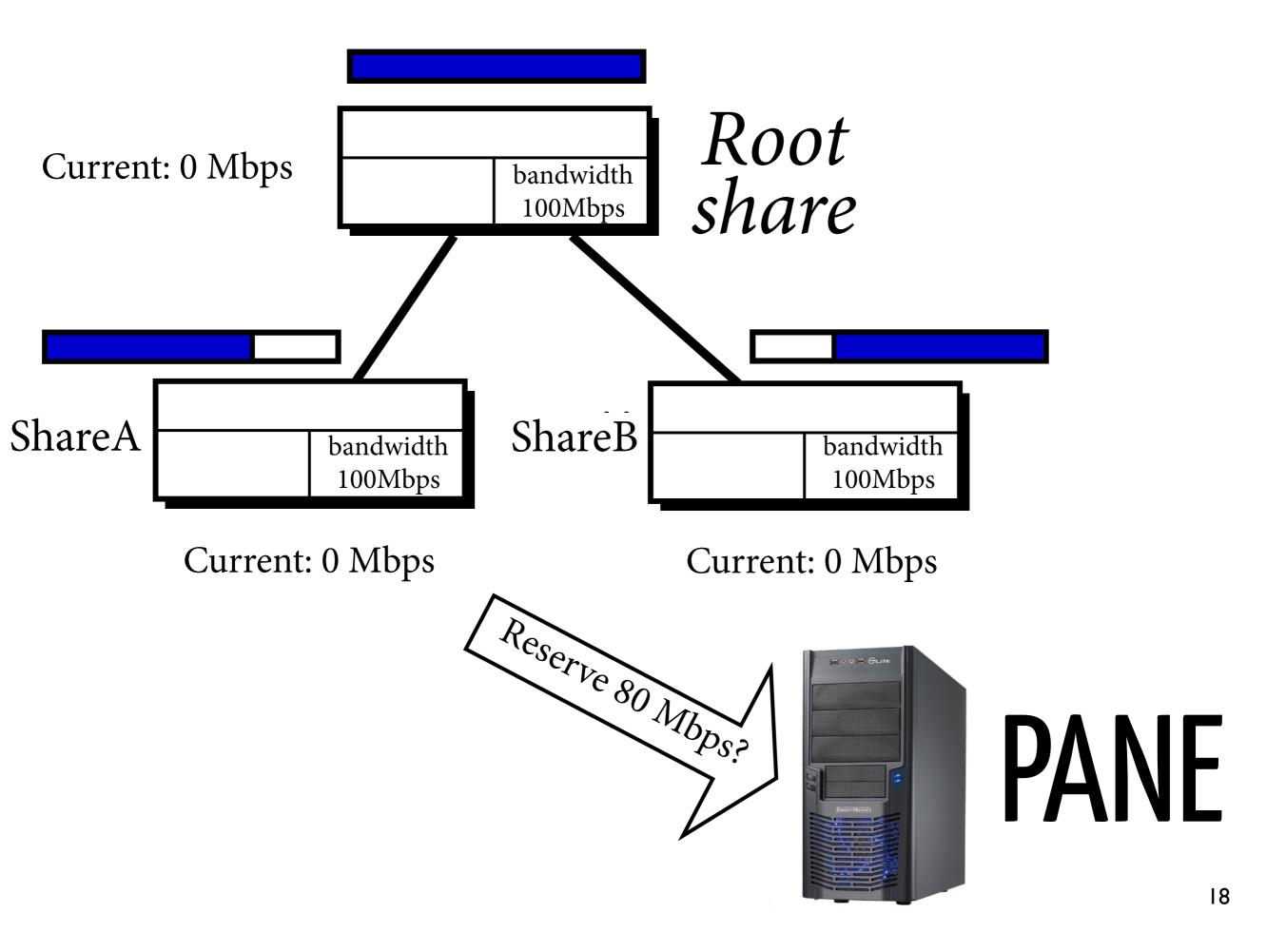


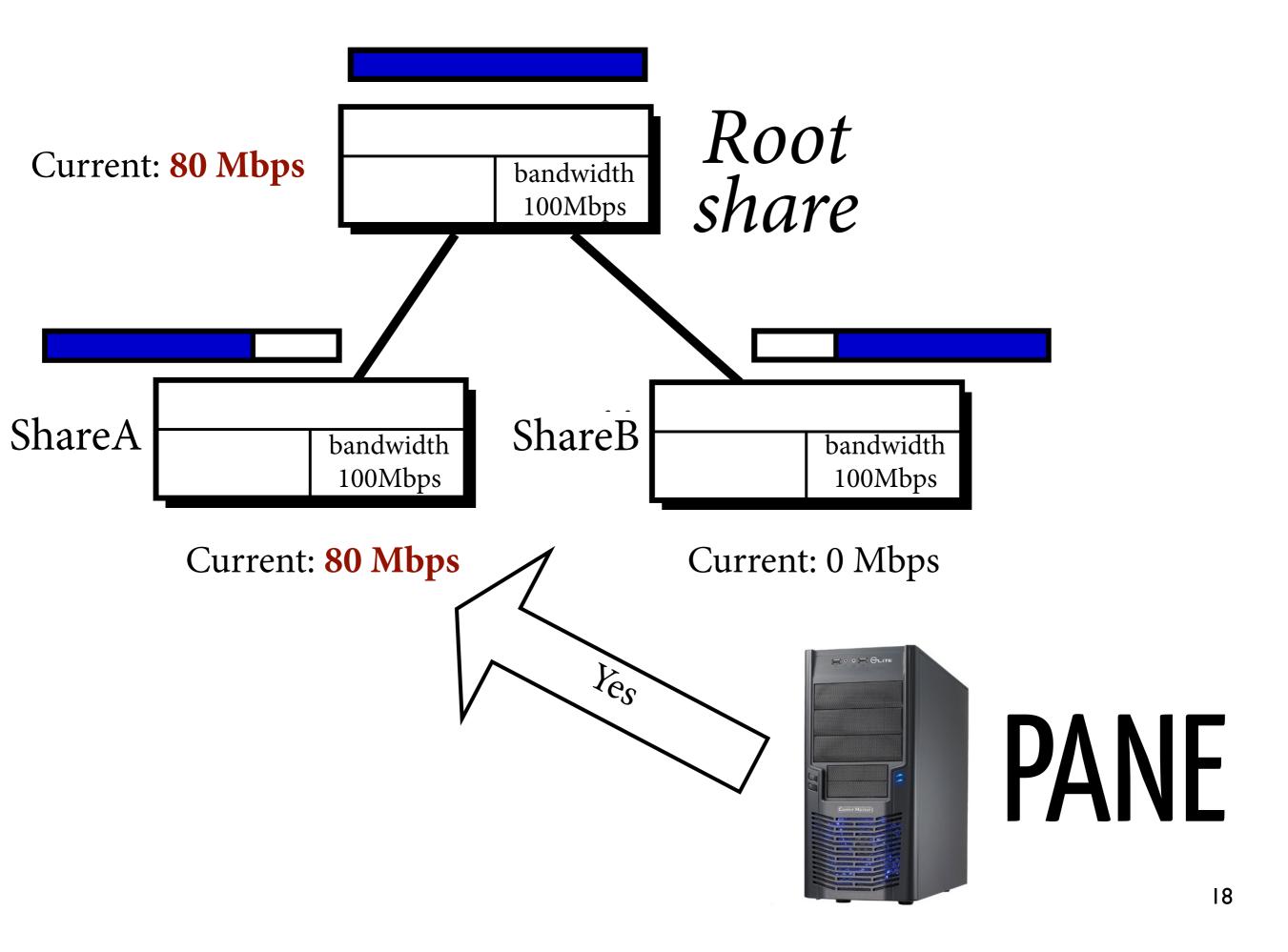


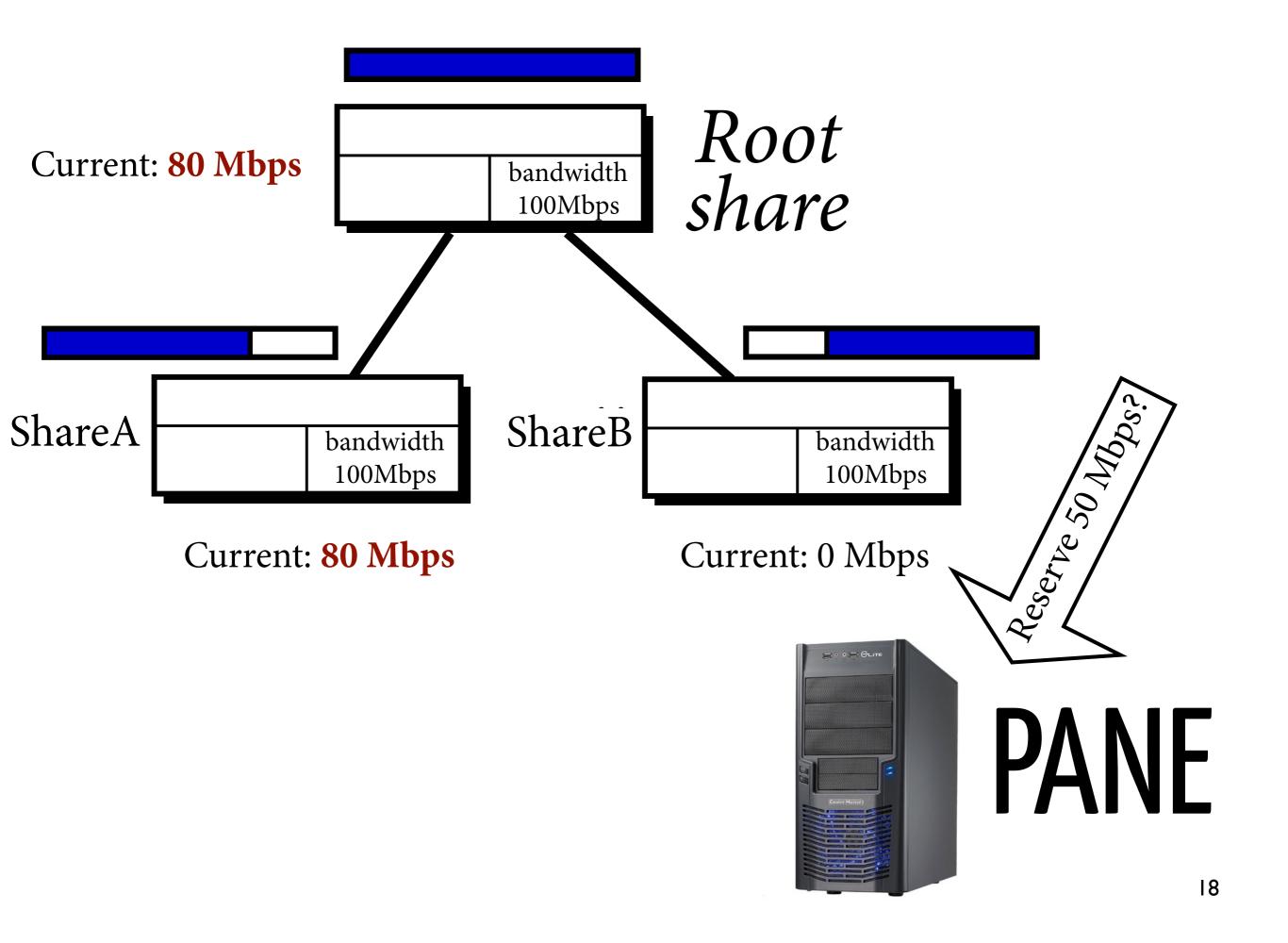


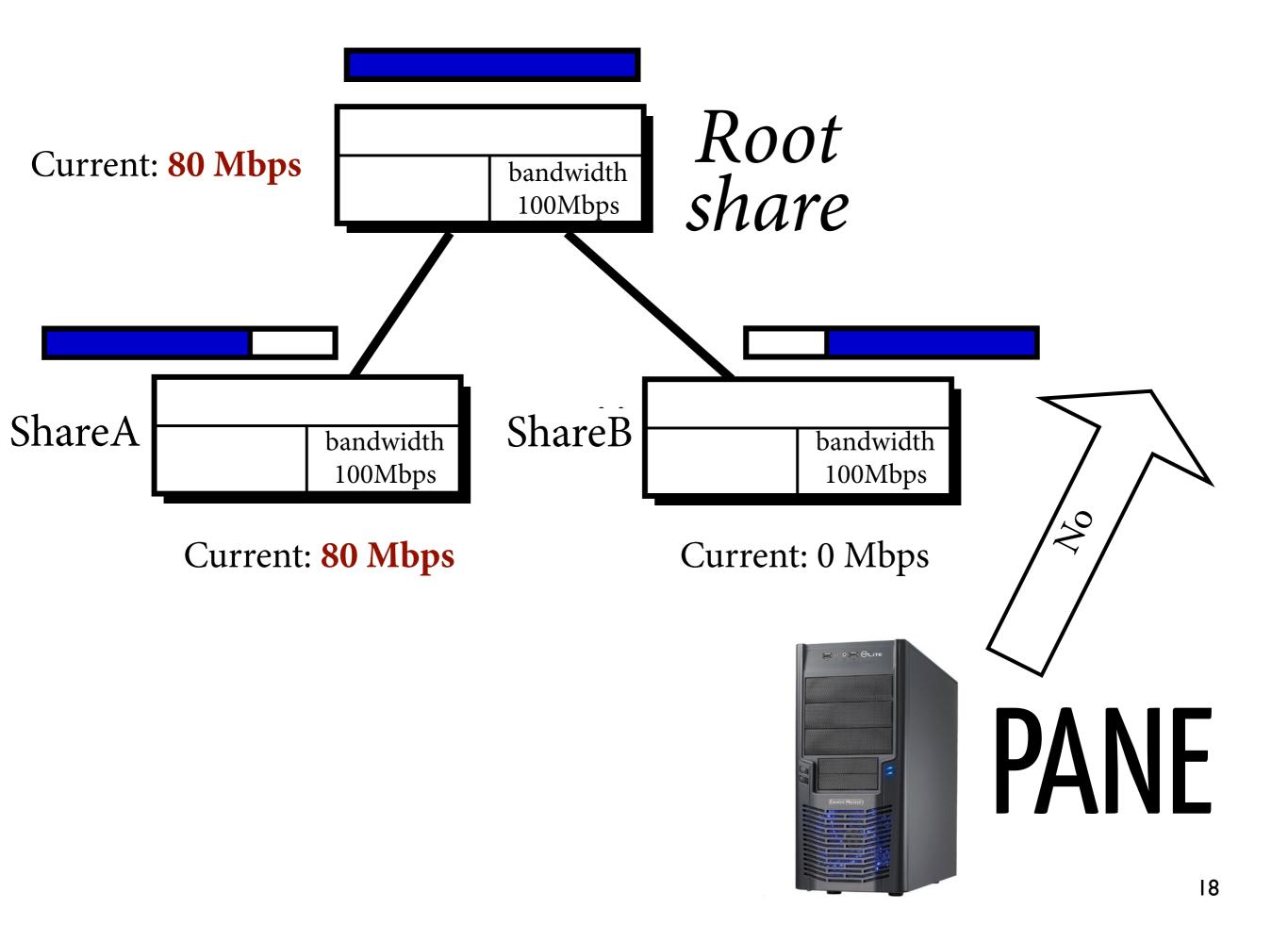


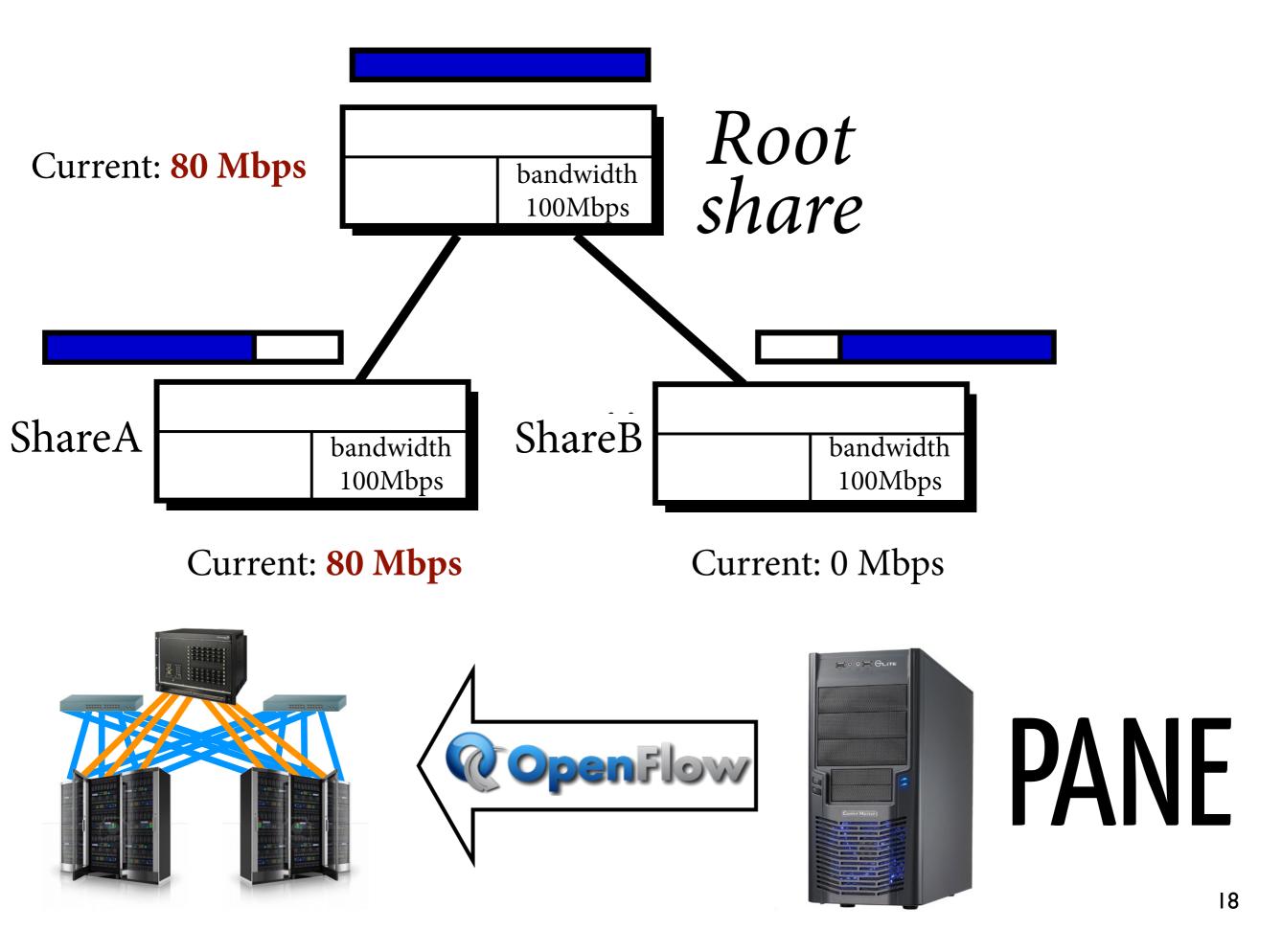




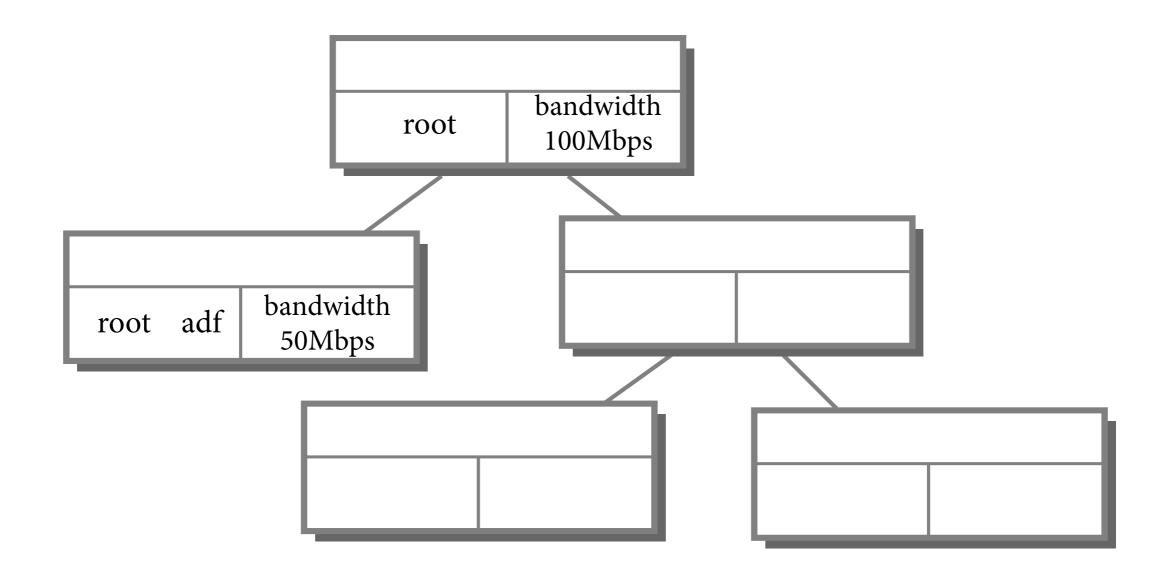




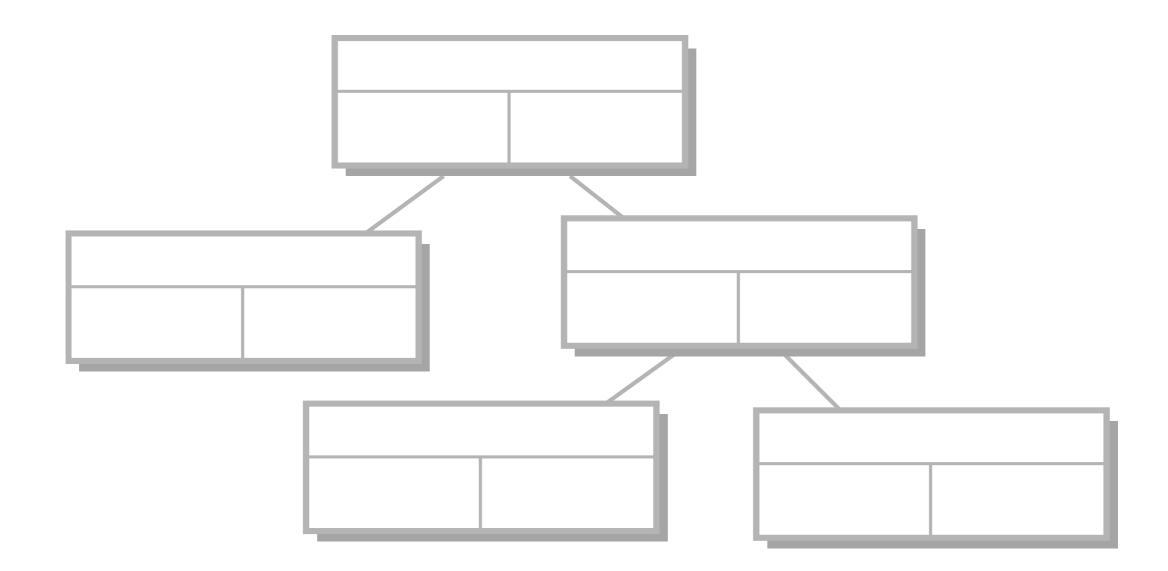




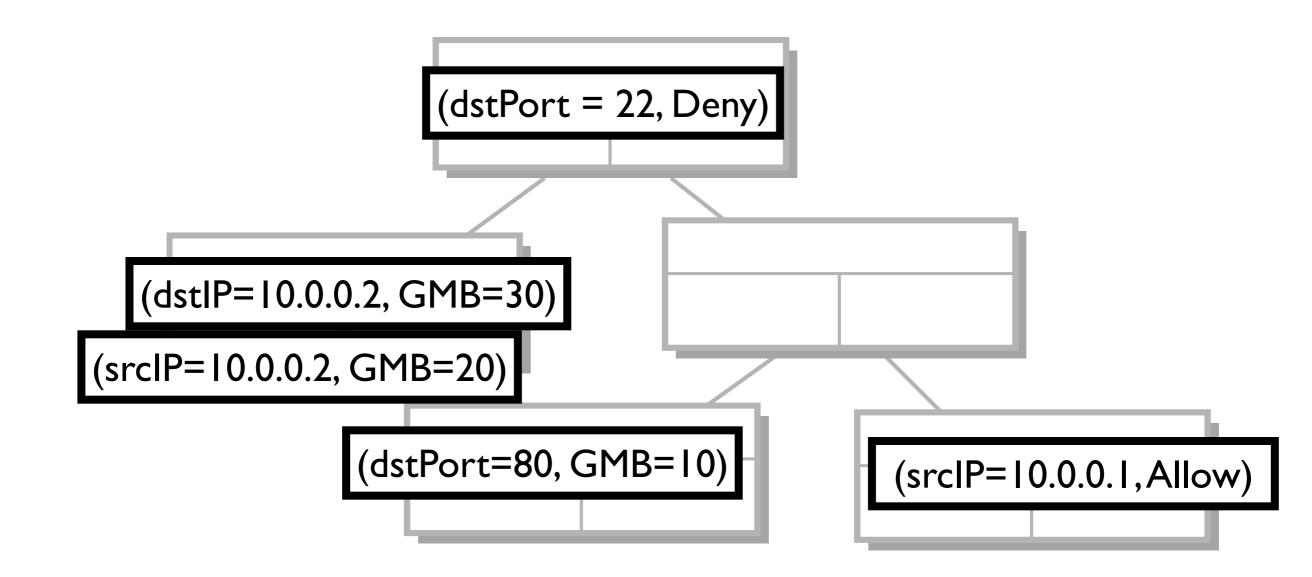
#### **Resolving Conflicts**



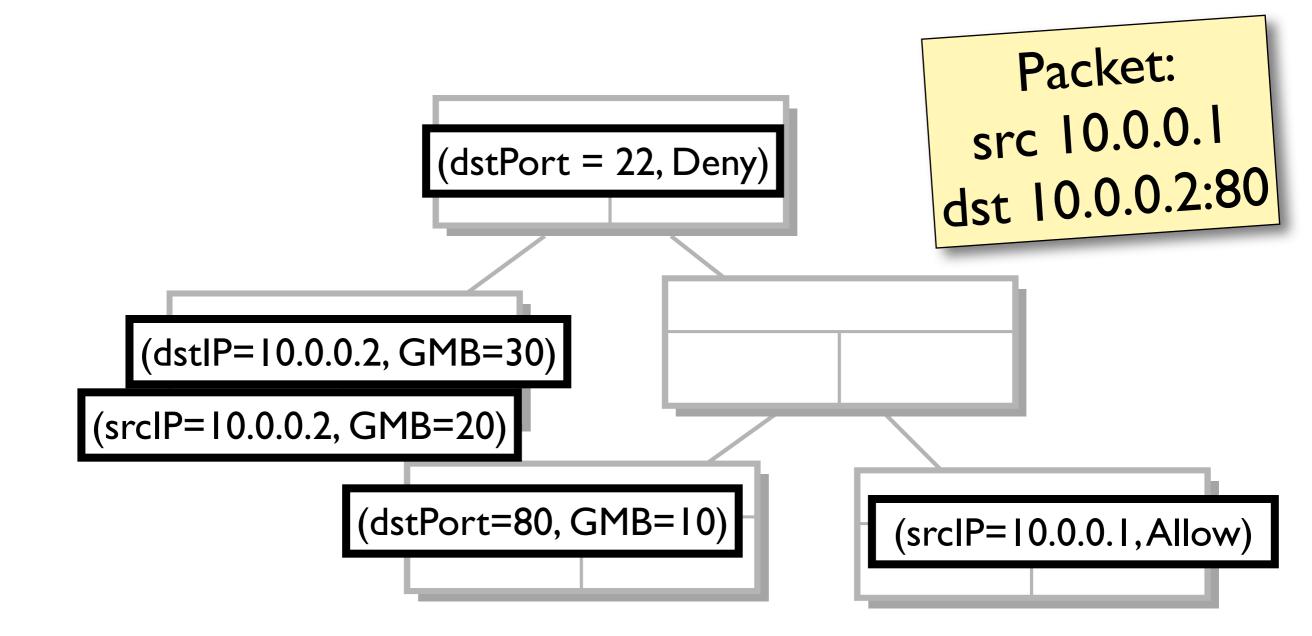
#### Share Tree



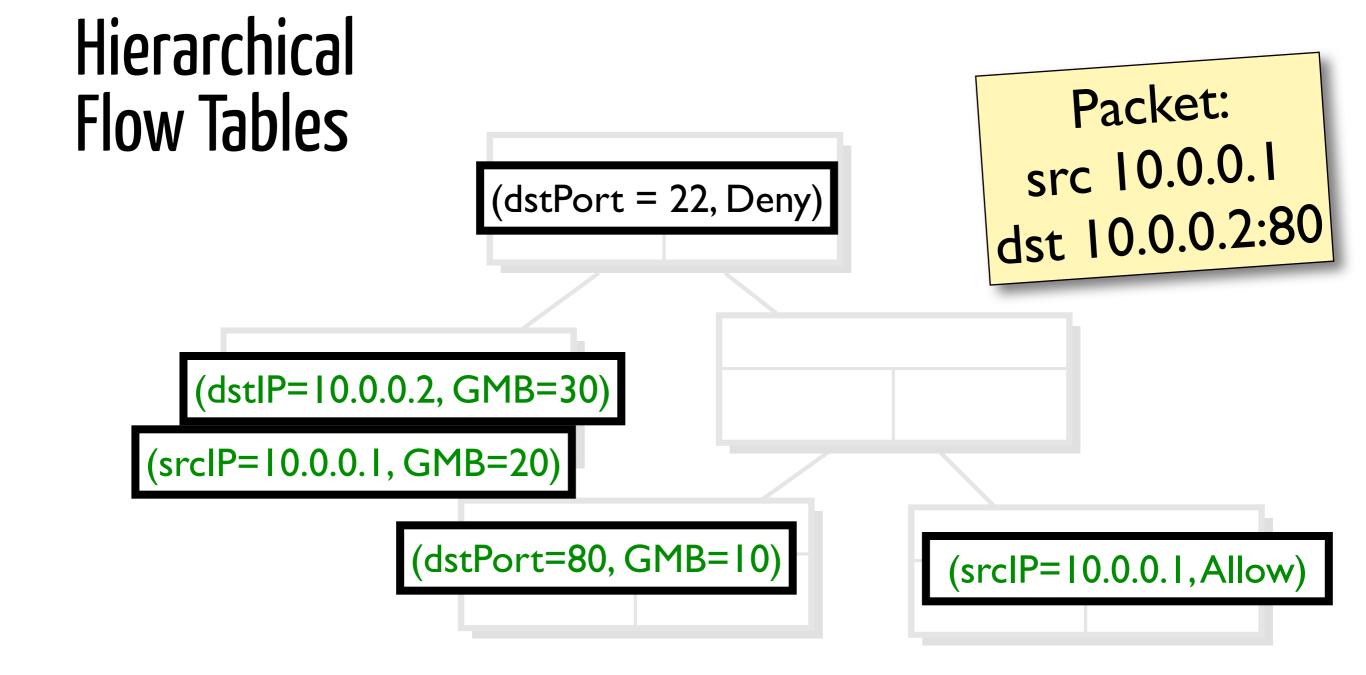
# Policy Trees

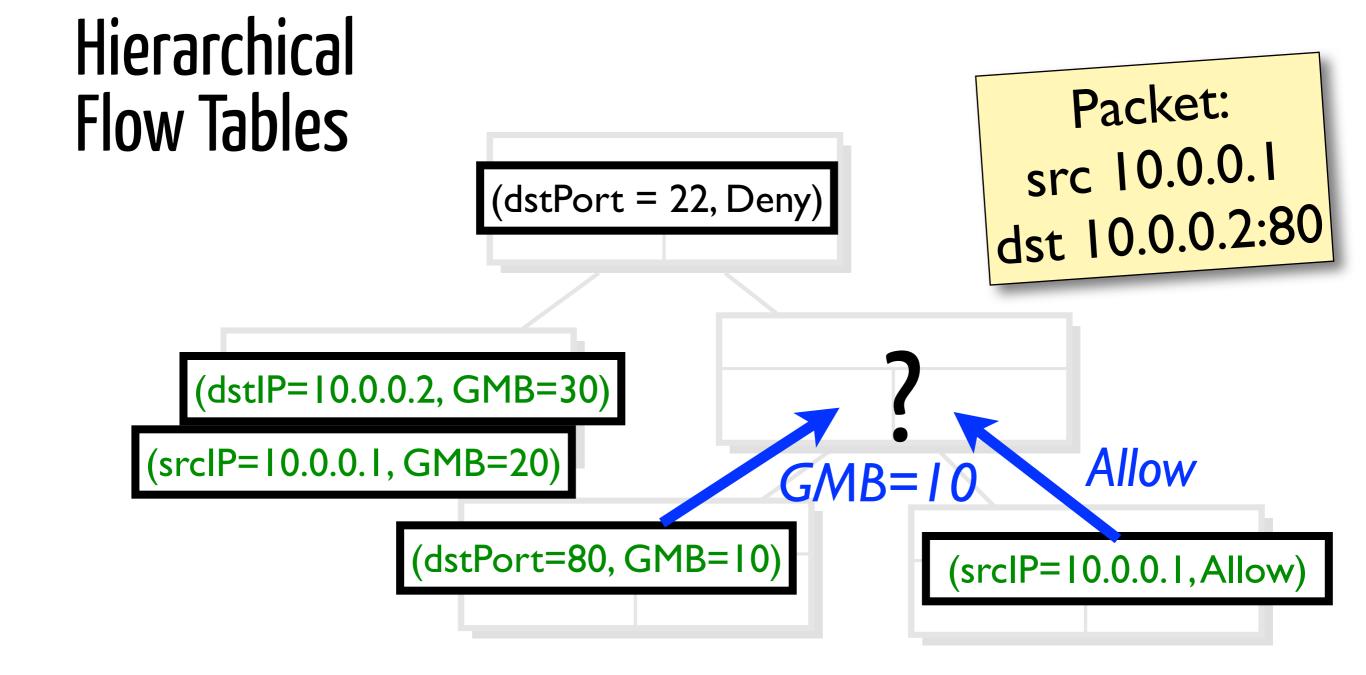


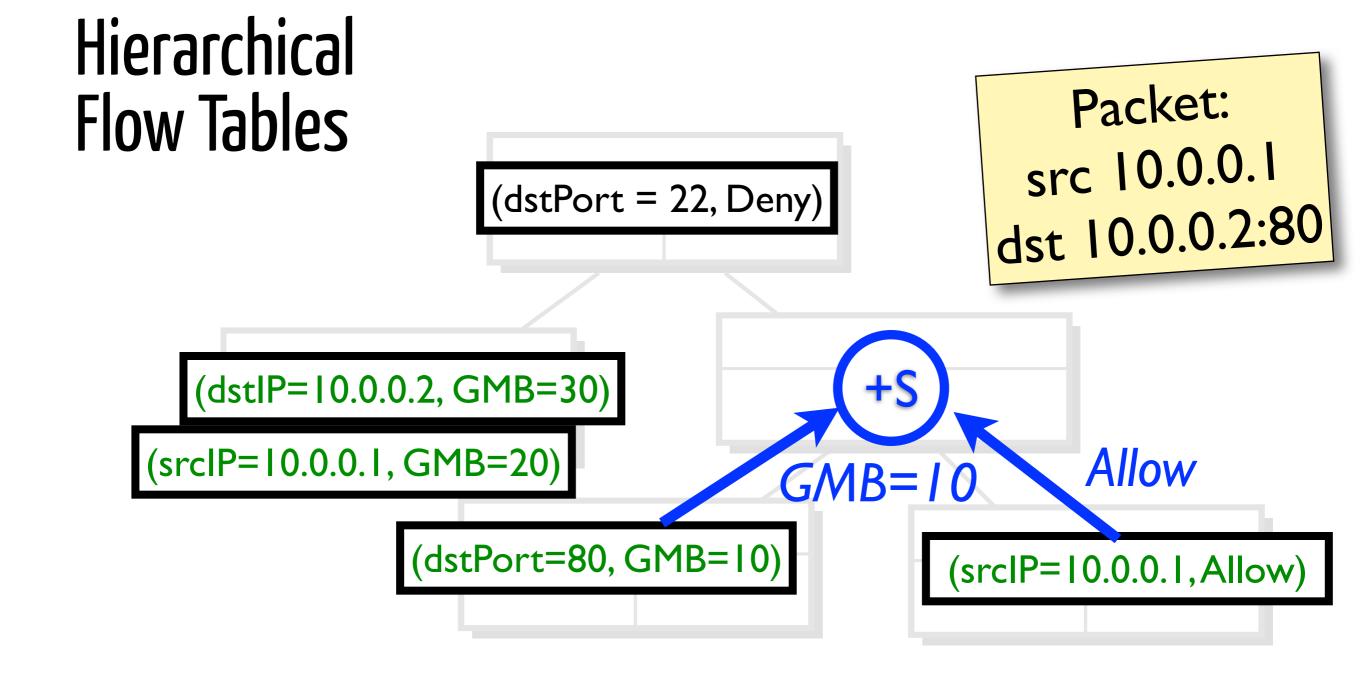
# Policy Trees

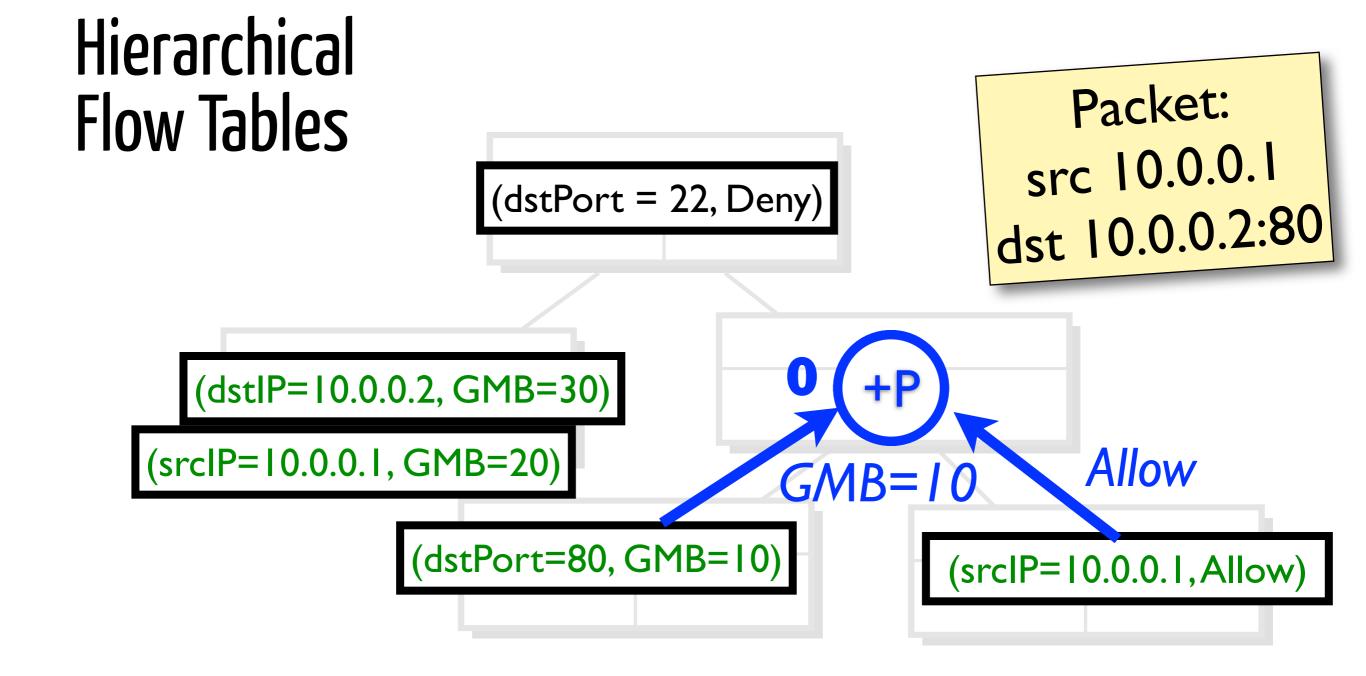


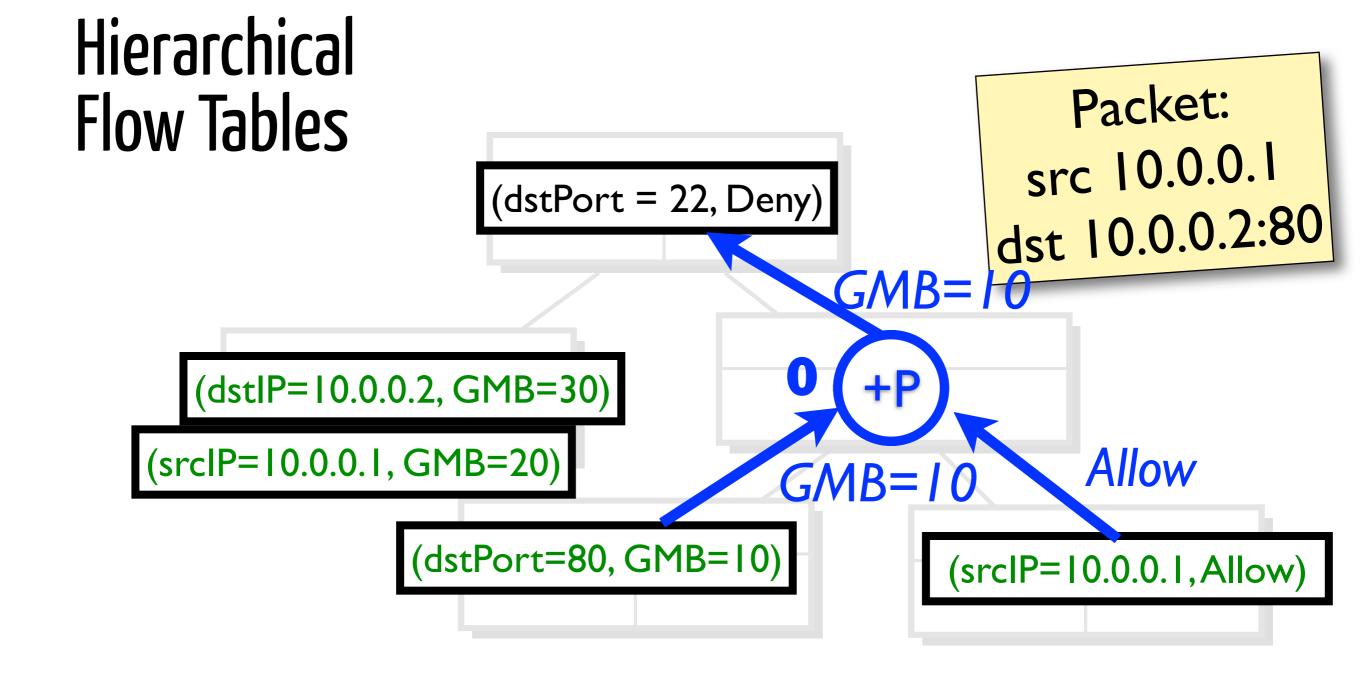
# Policy Trees

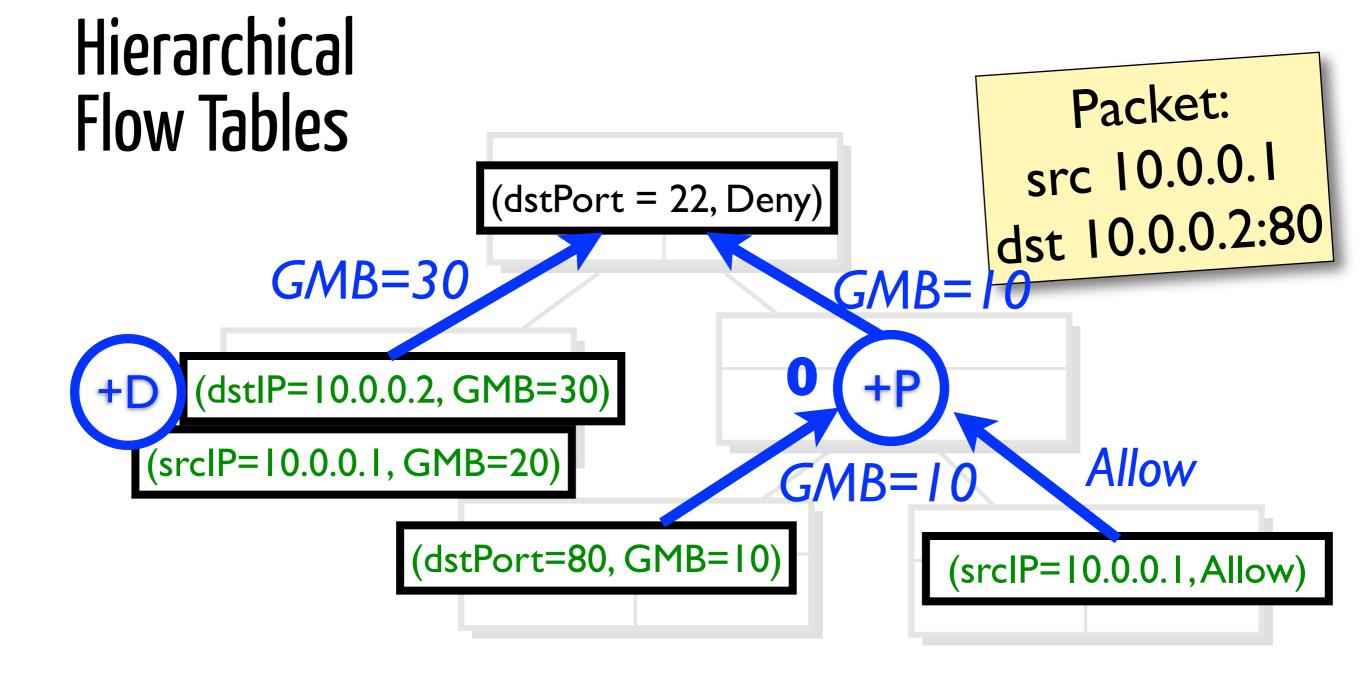


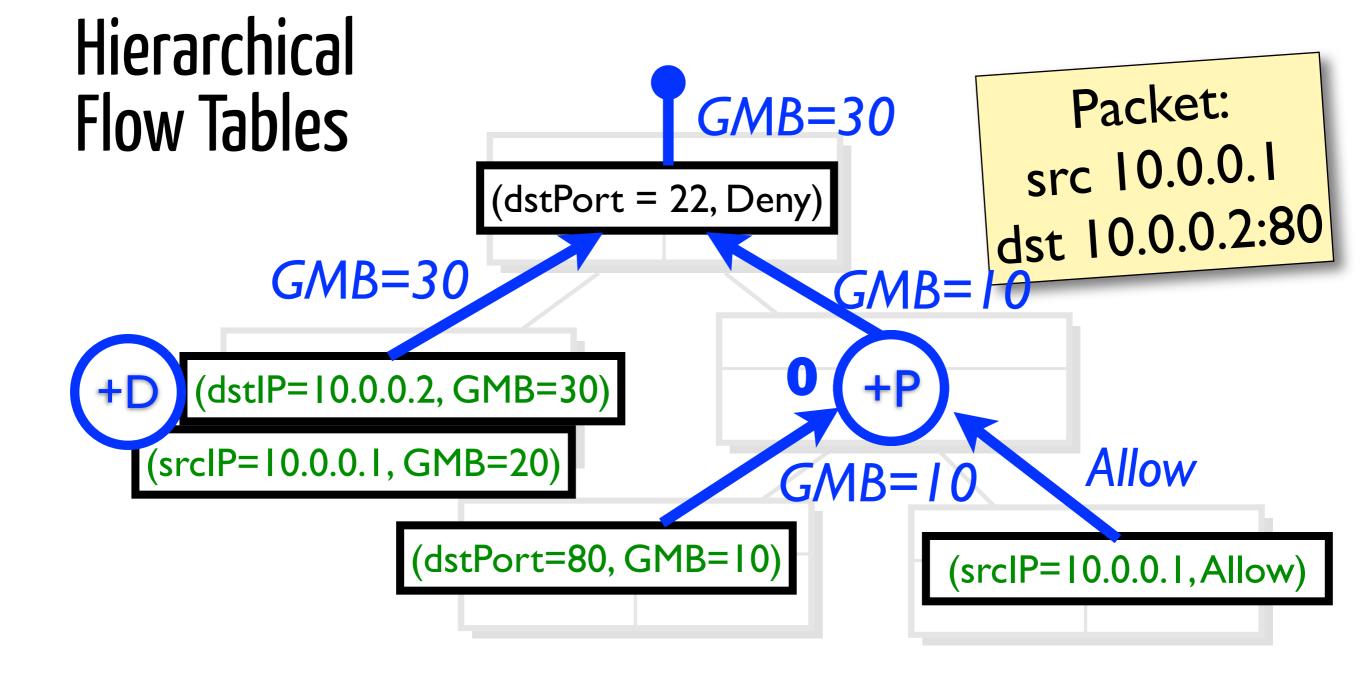


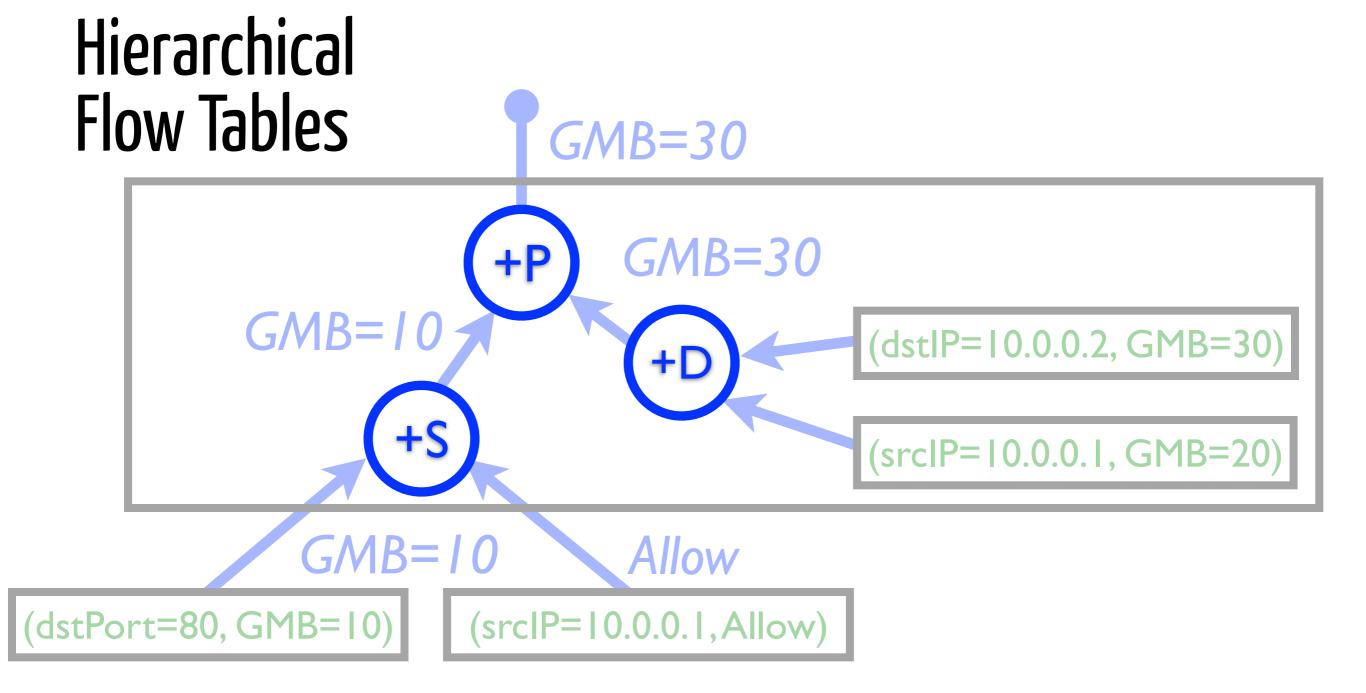




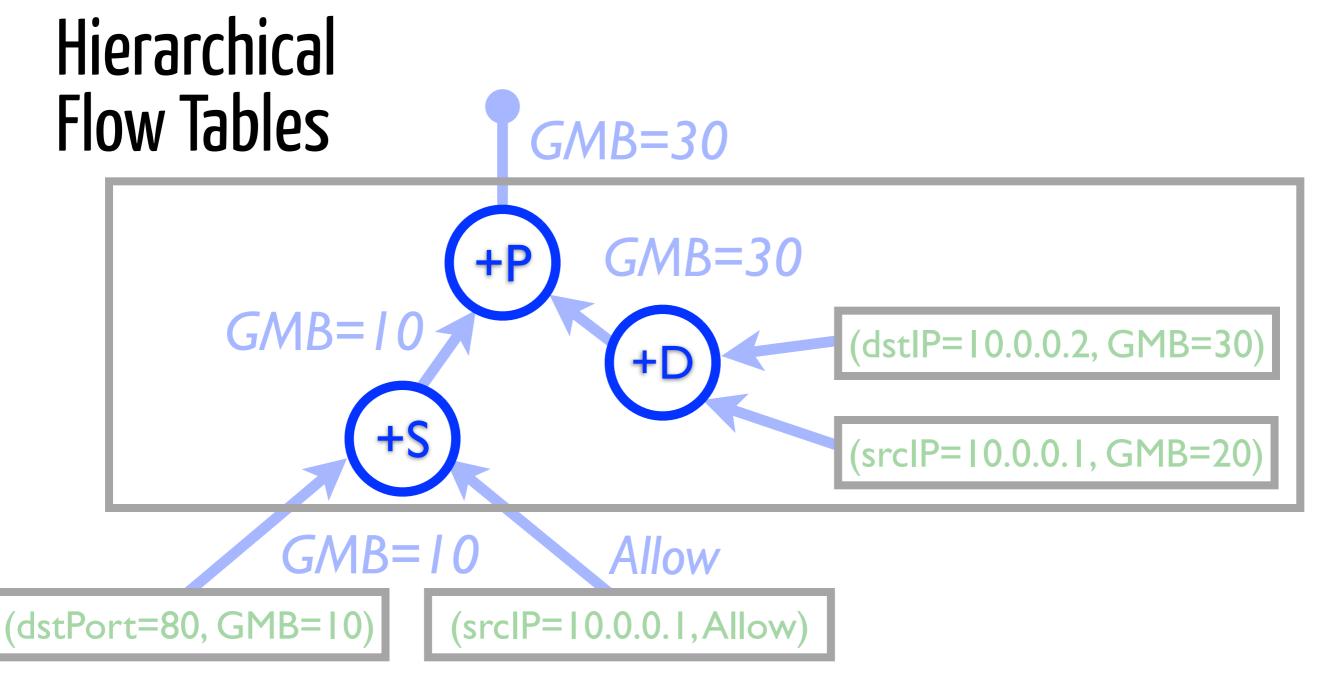






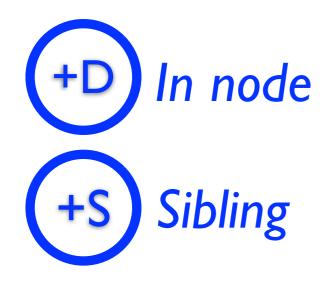


## **Conflict Resolution**



## **Conflict Resolution**

Only Requirements: Associative, **0**-identity



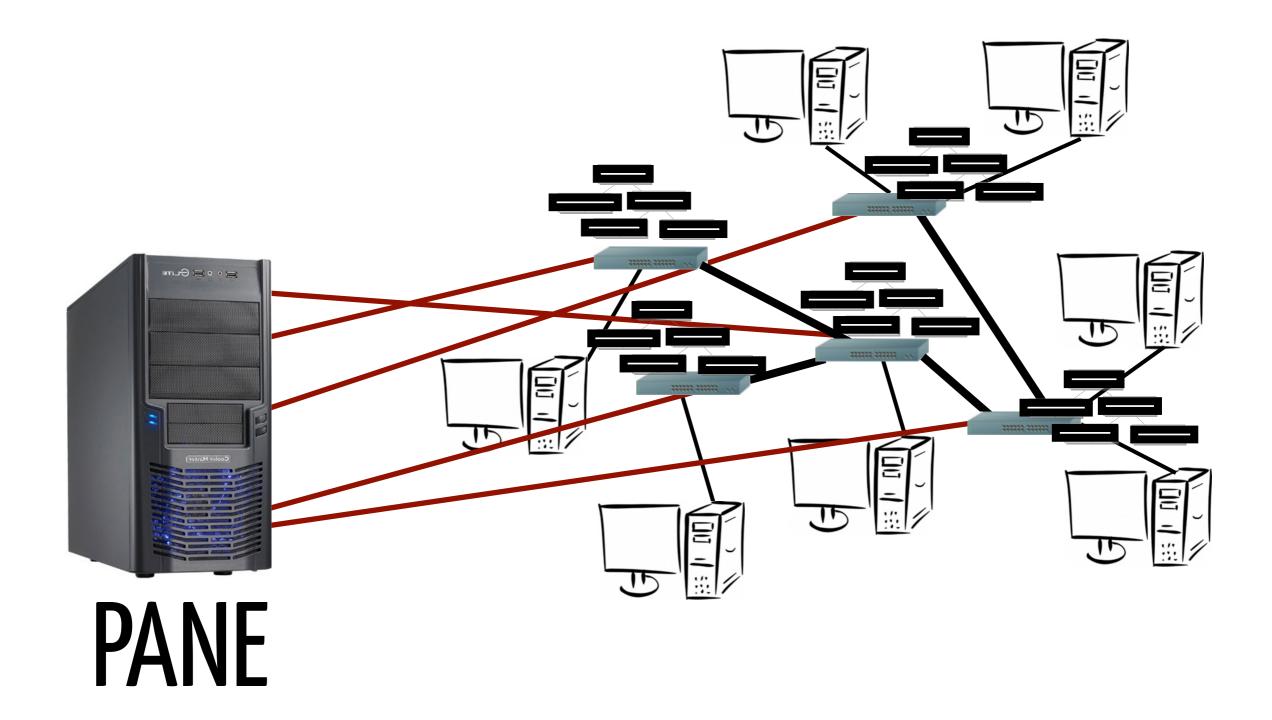
D and S identical. Deny overrides Allow. GMB combines as **max** Rate-limit combines as **min** 

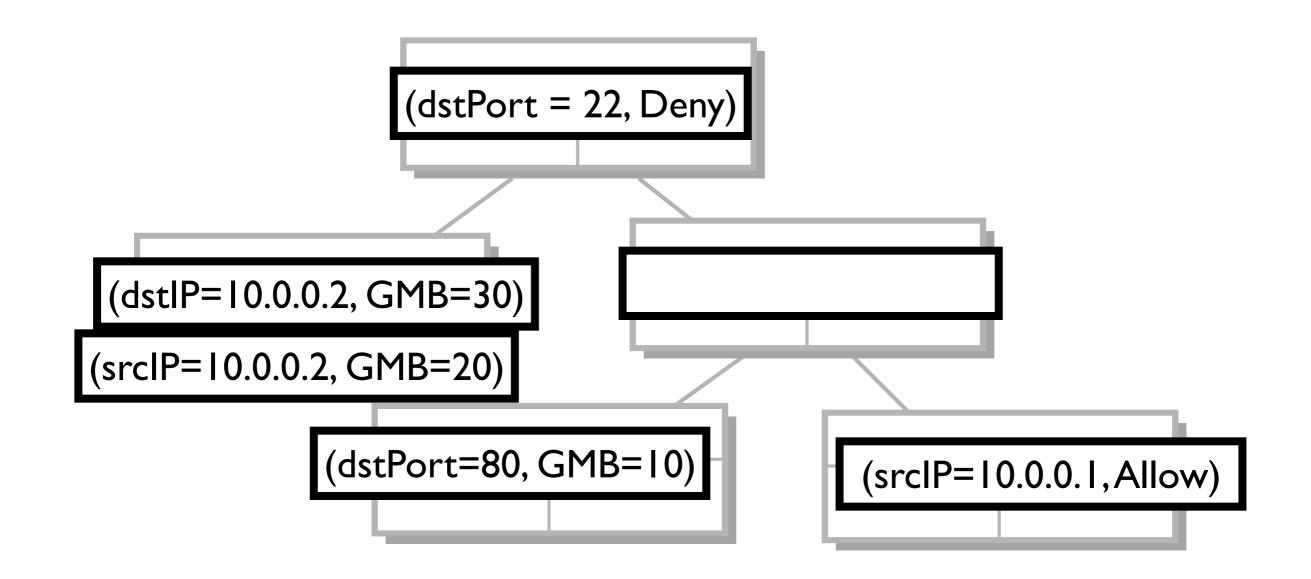


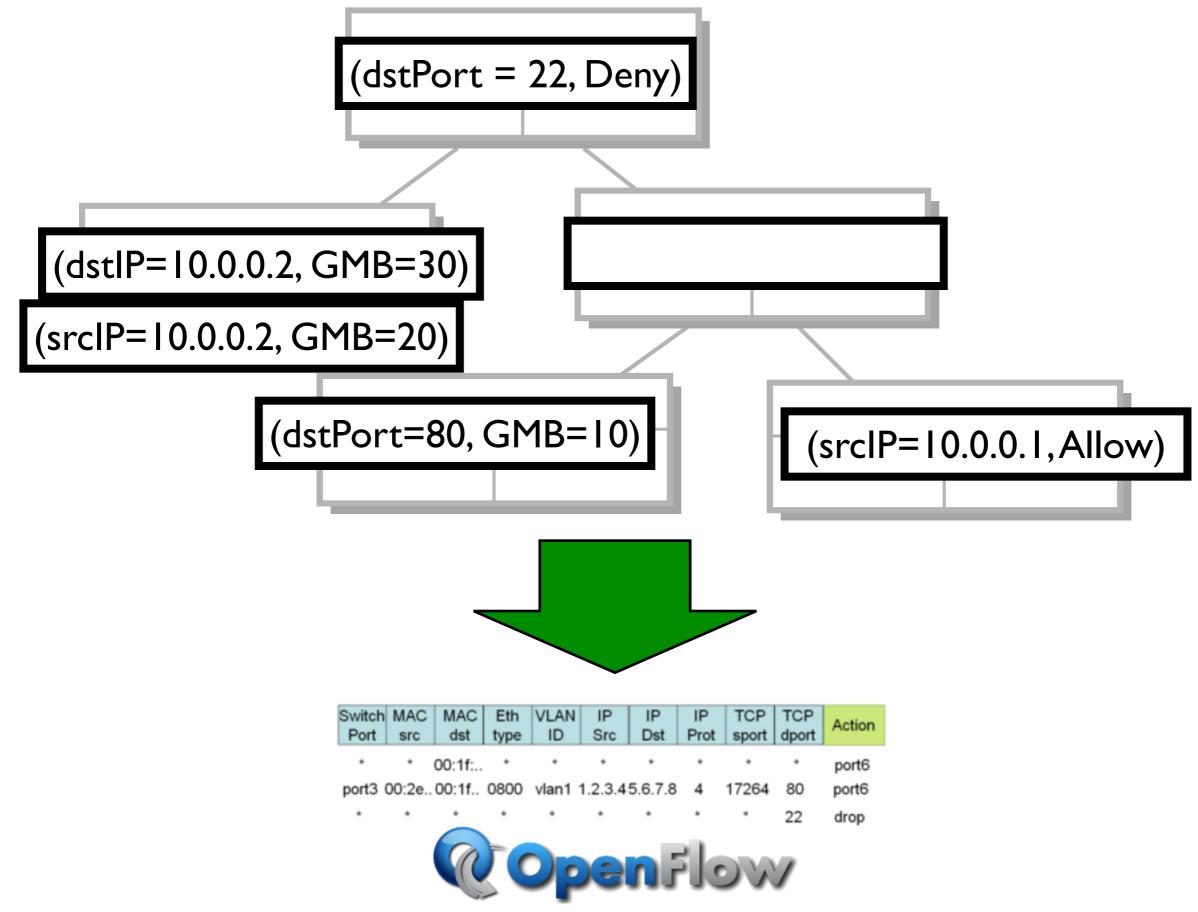
Child overrides Parent for Access Control GMB combines as **max** Rate-limit combines as **min** 

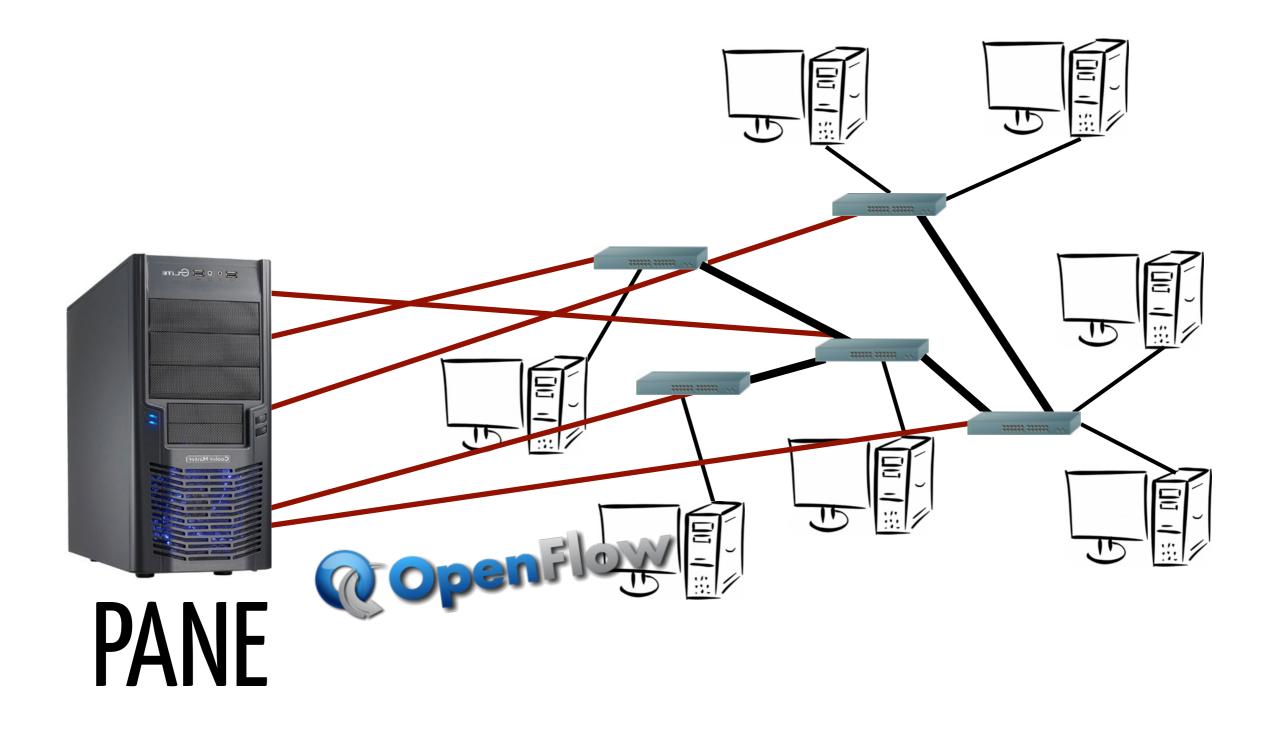
## PANE's Conflict Resolution Operators

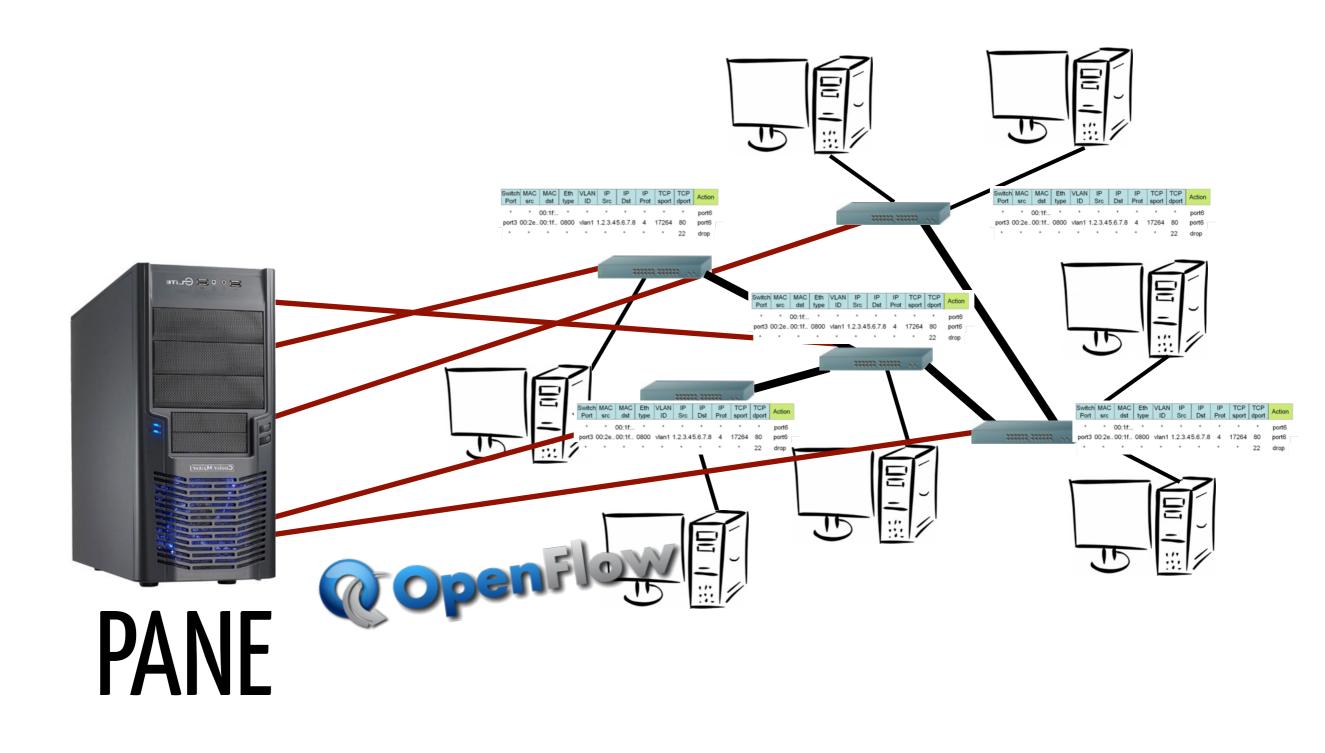
#### Implementation

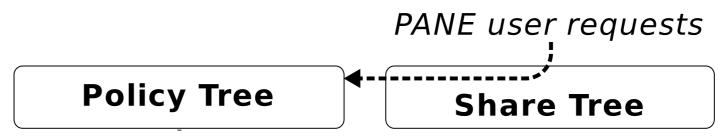


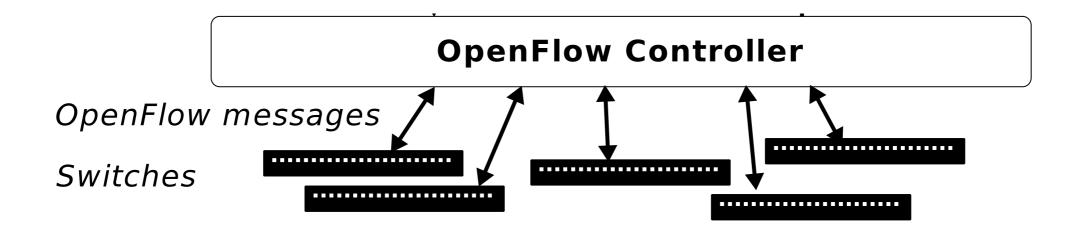




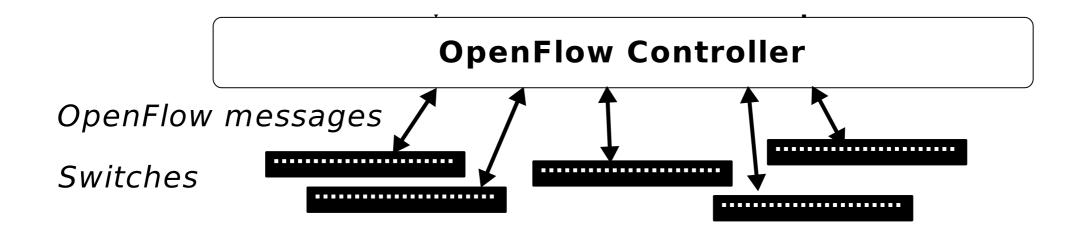


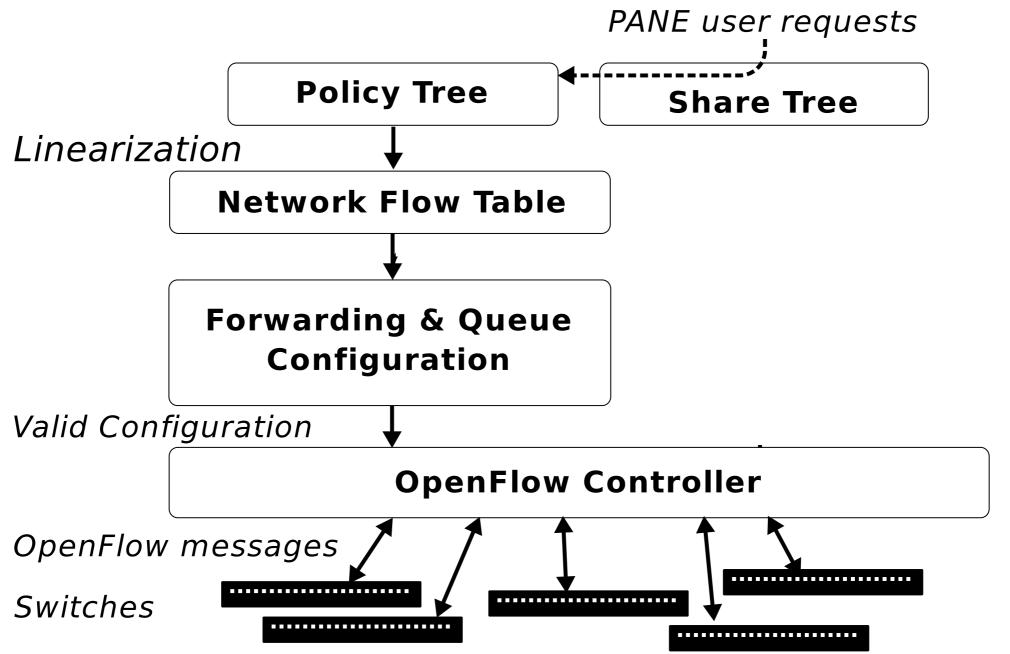


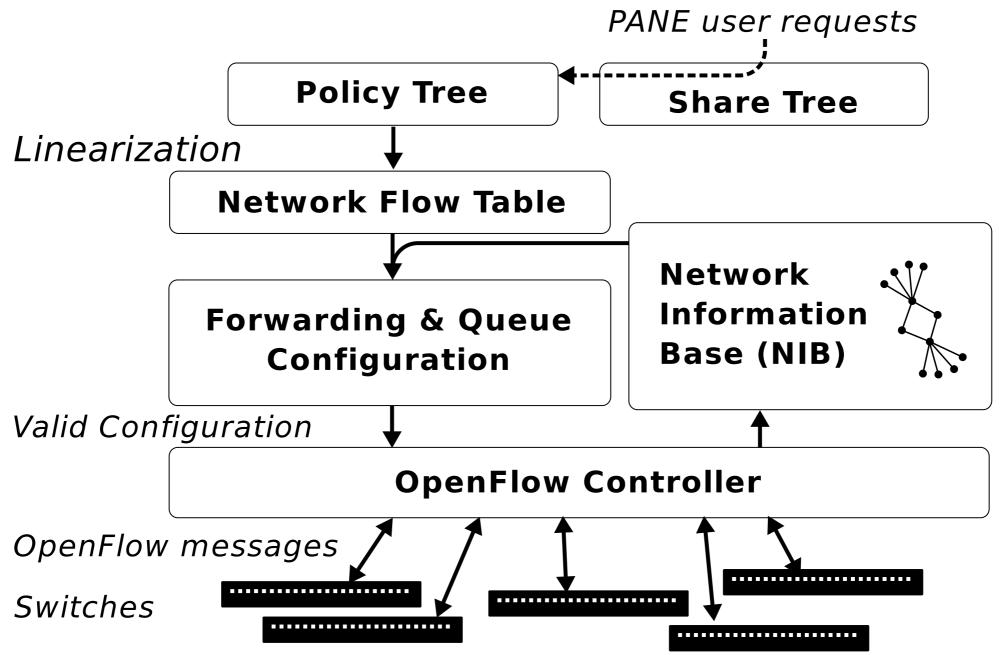


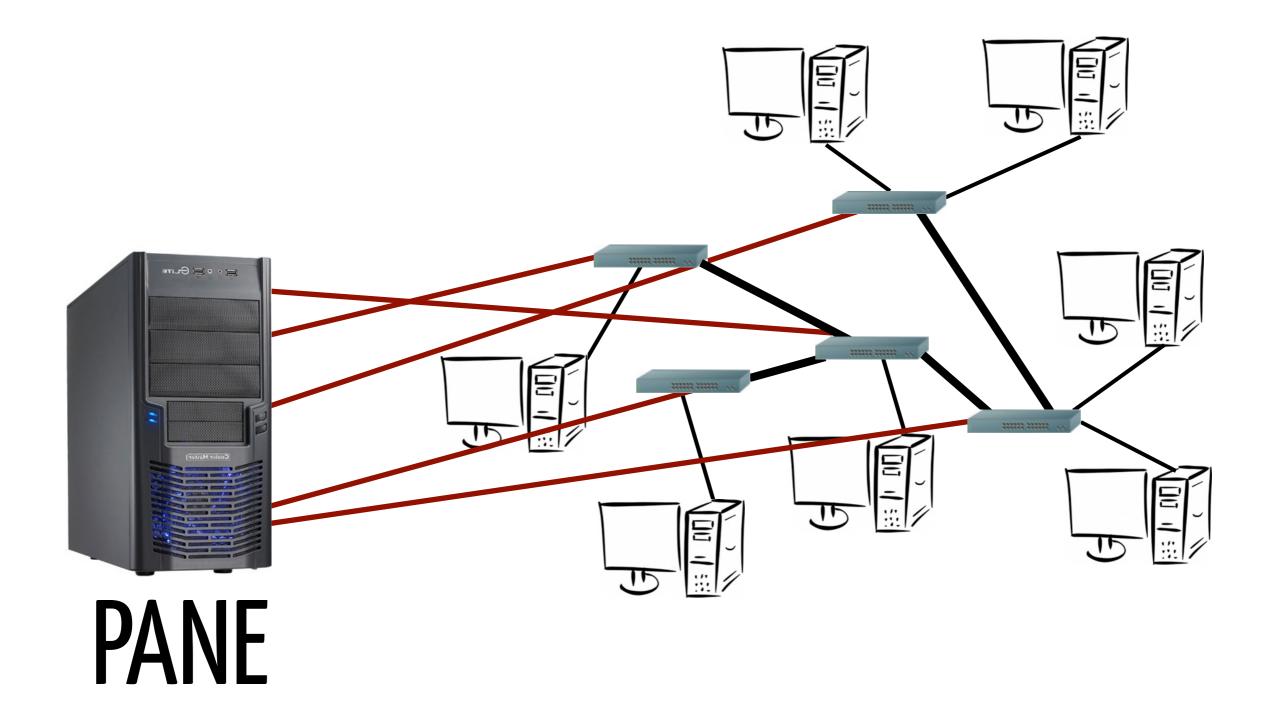


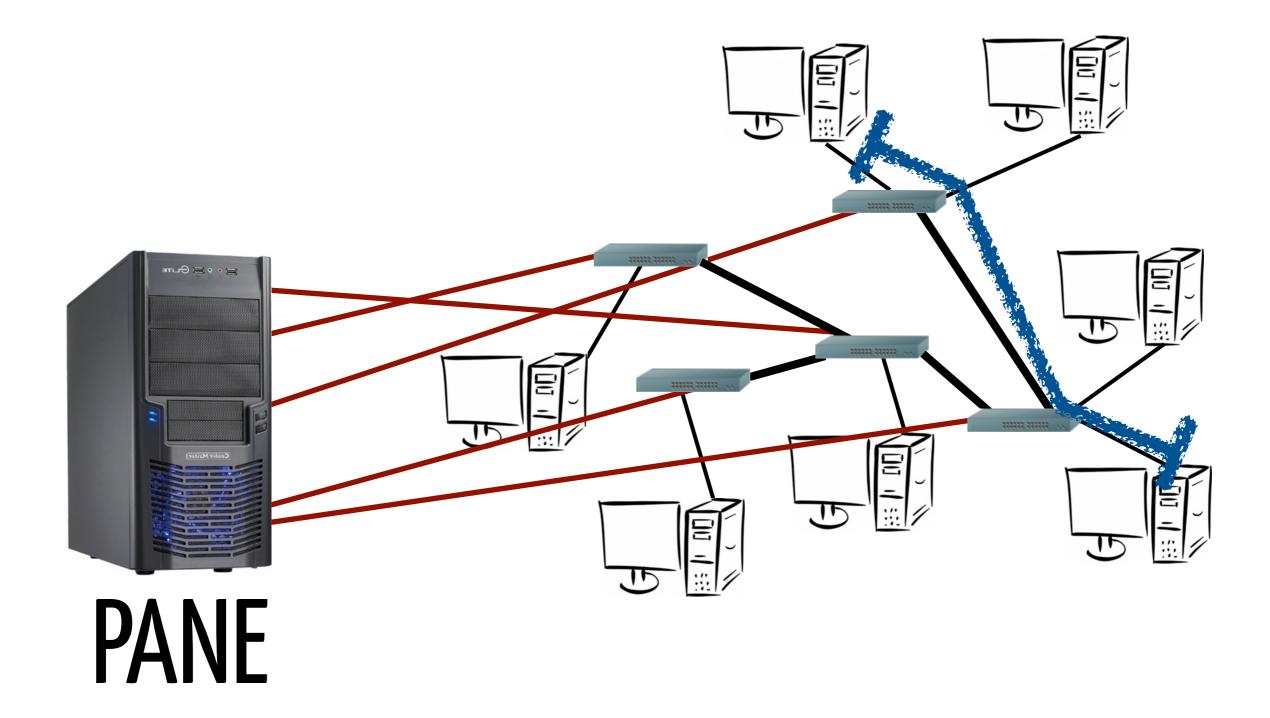
# Policy Tree Share Tree

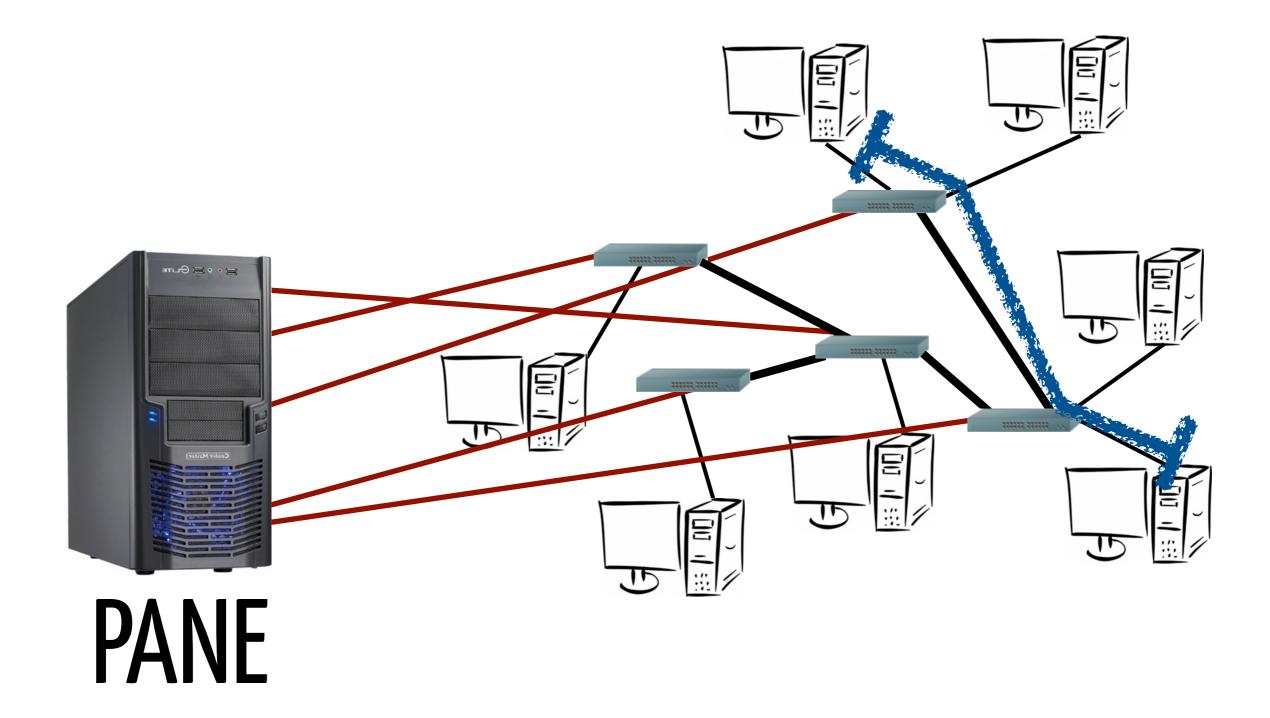


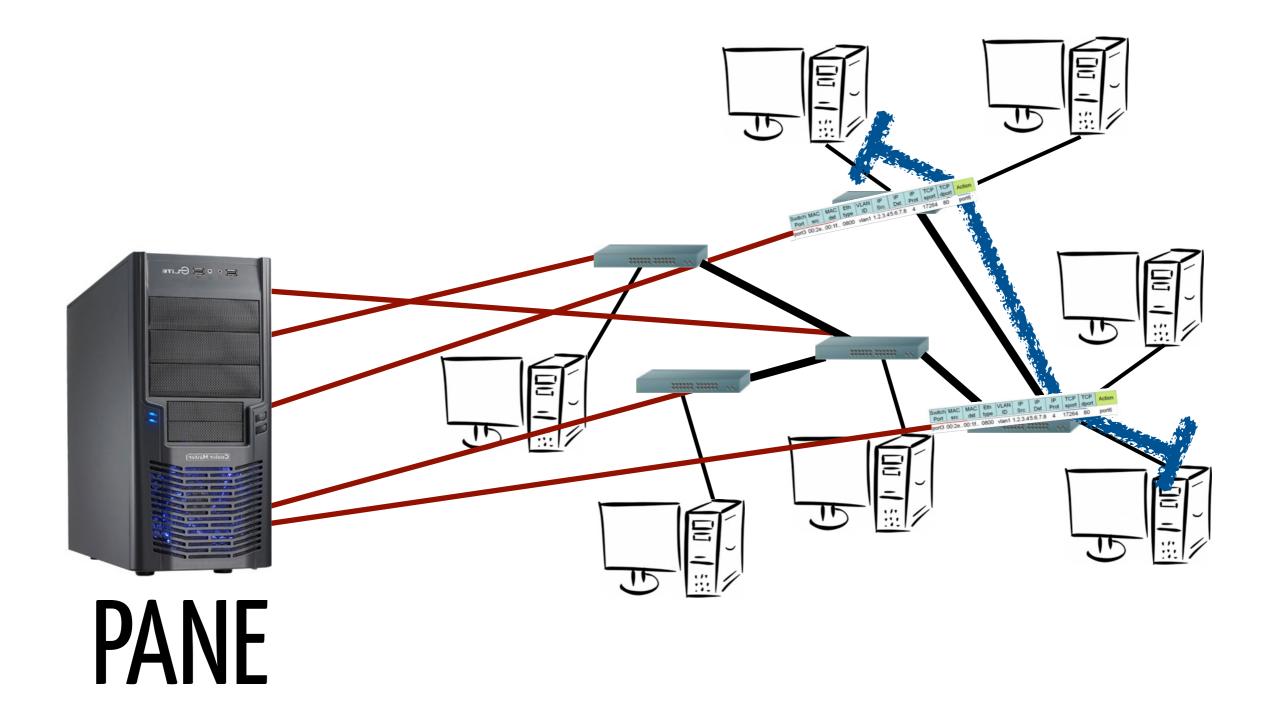


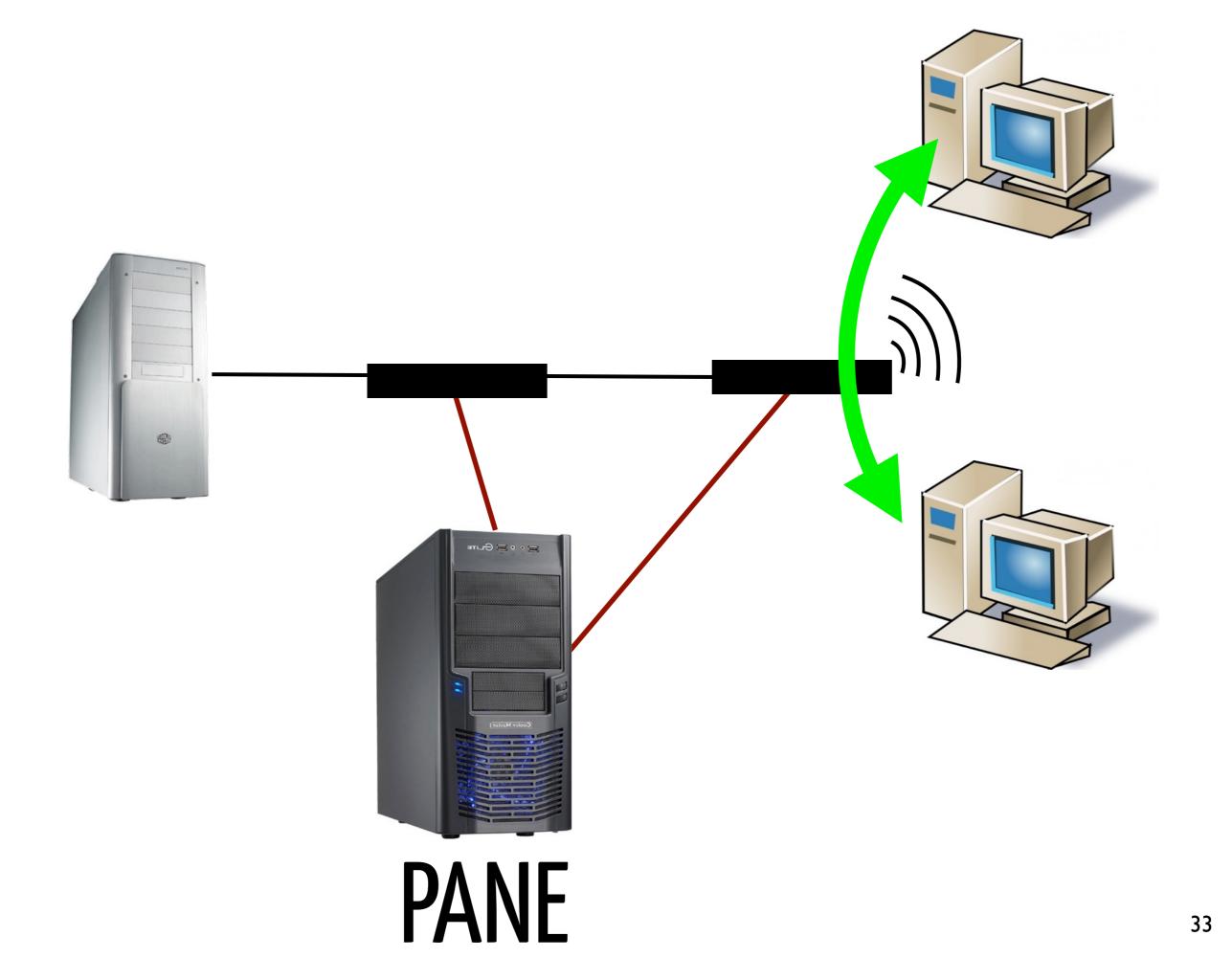


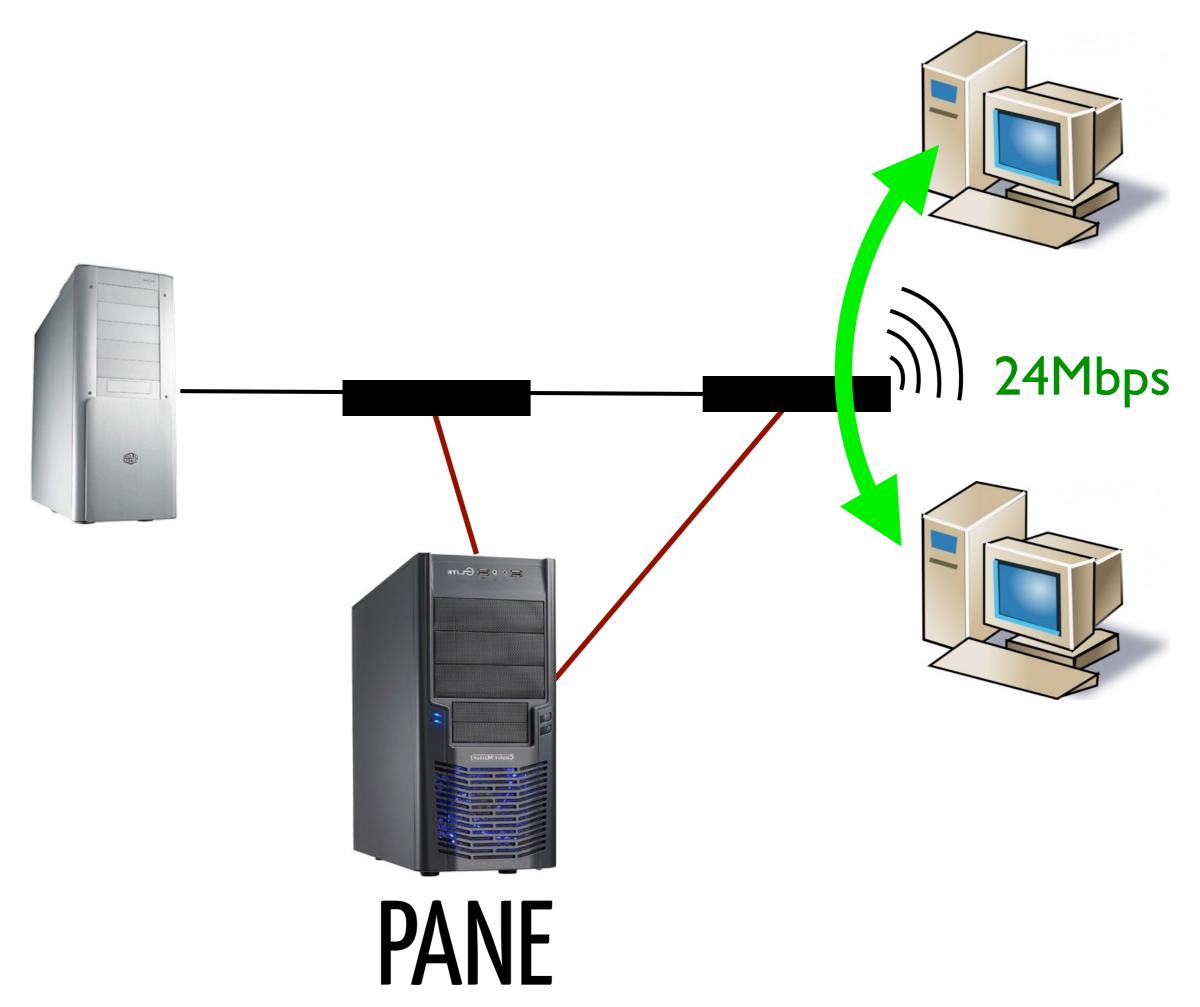


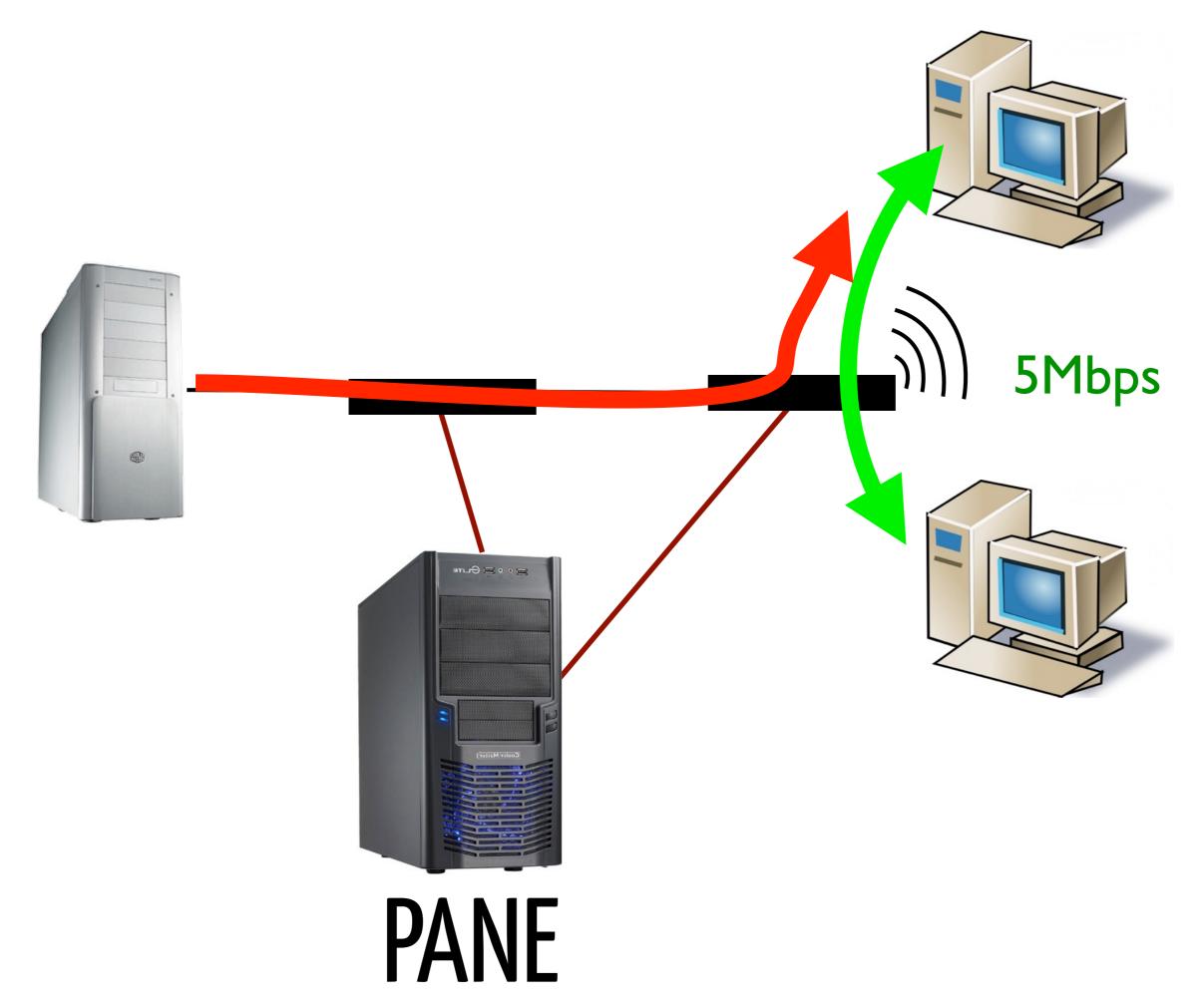


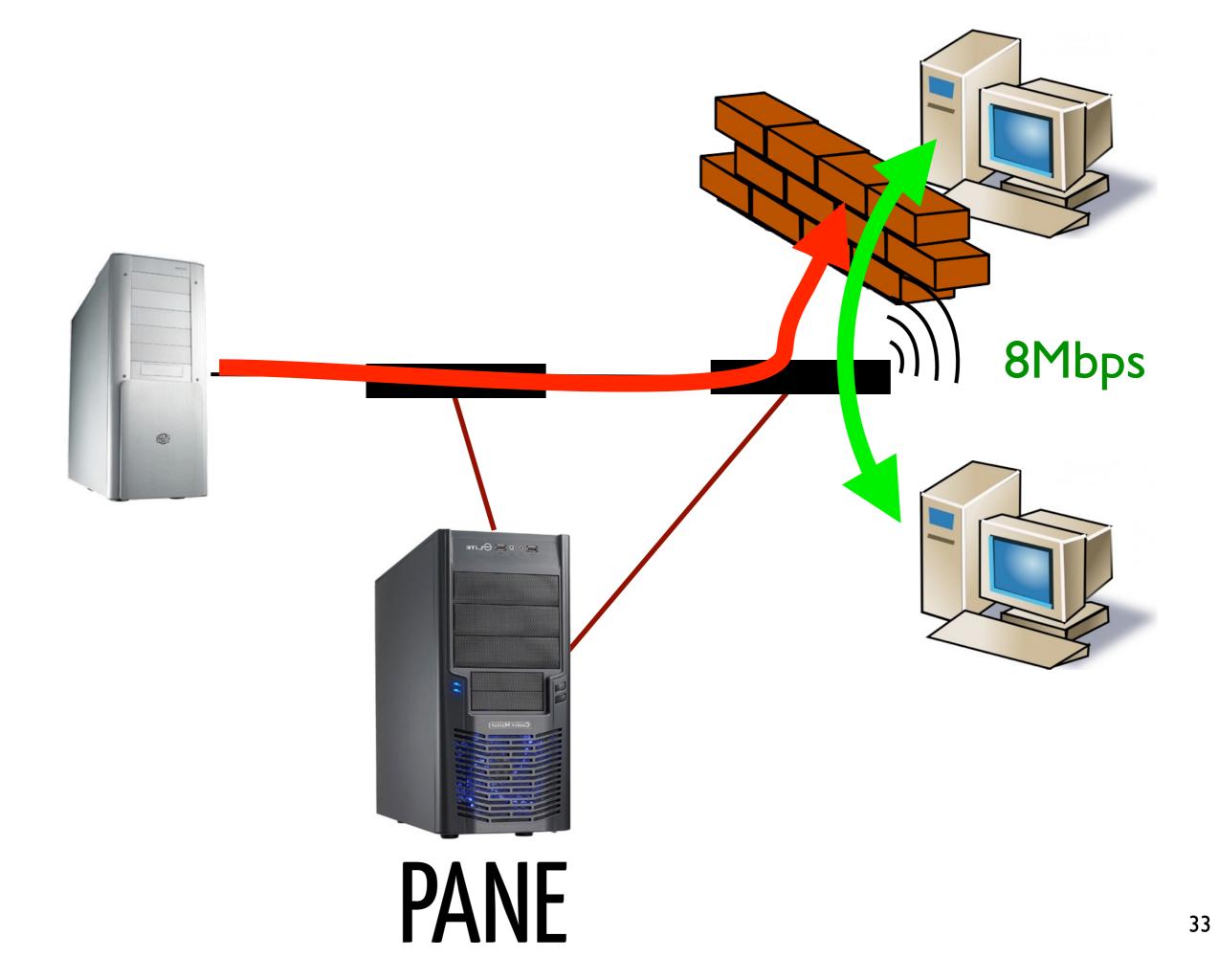


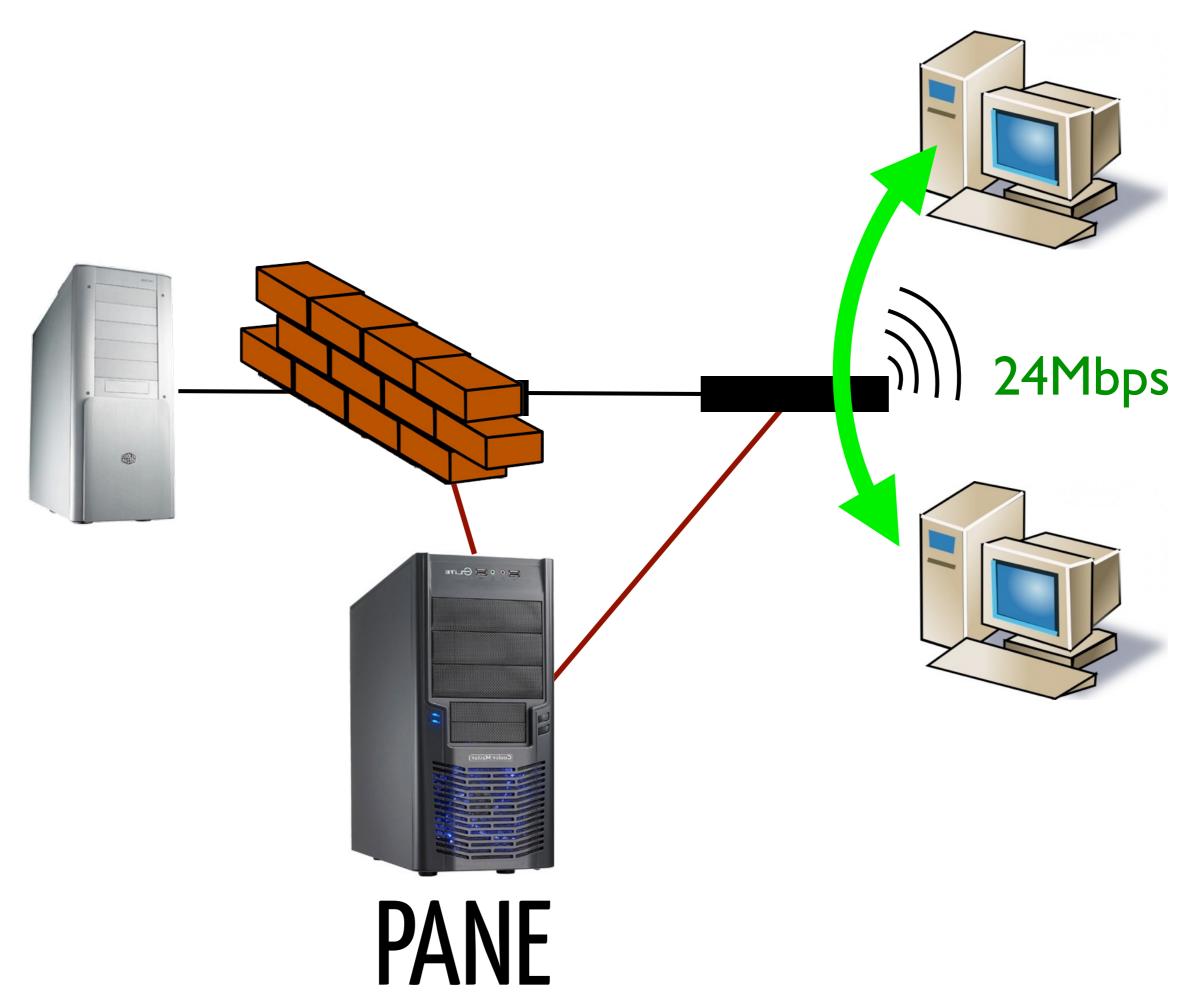


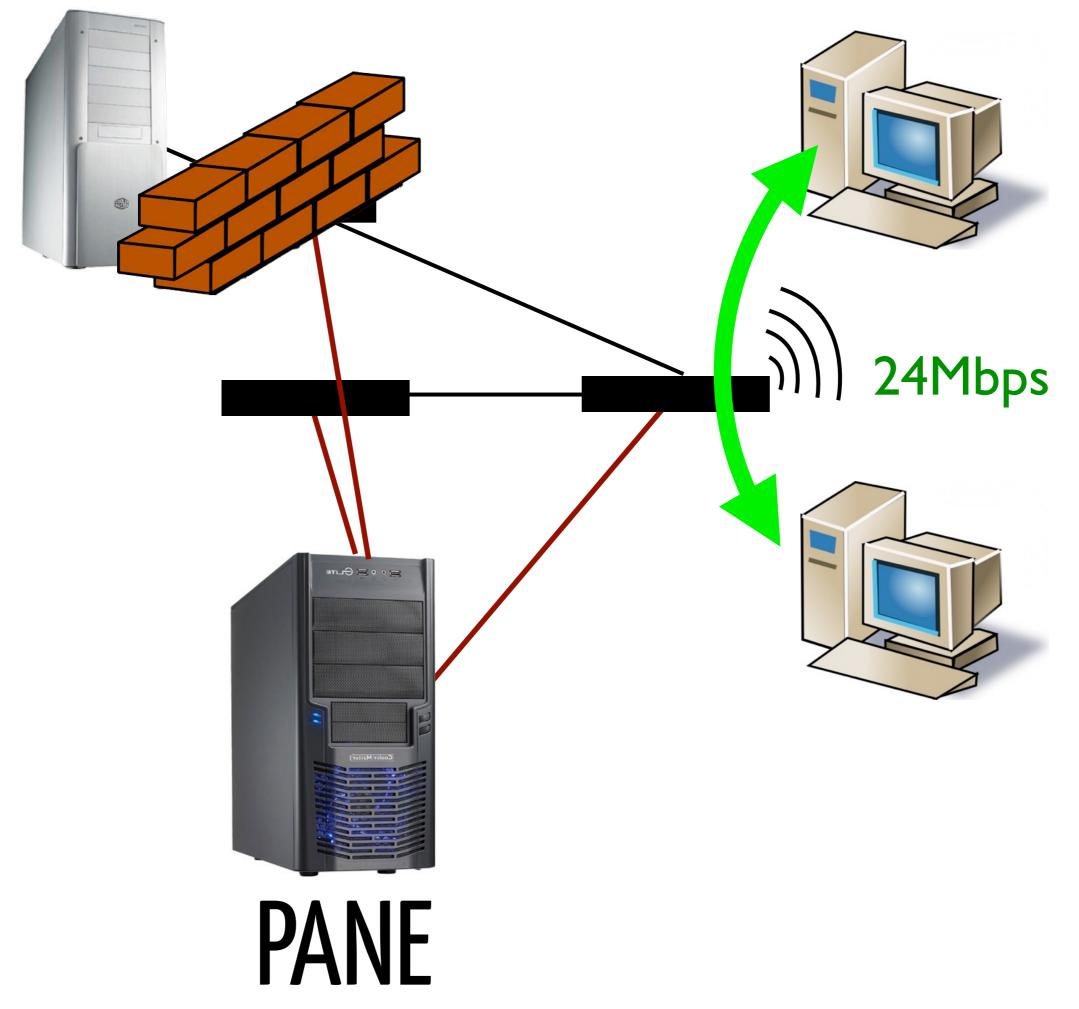


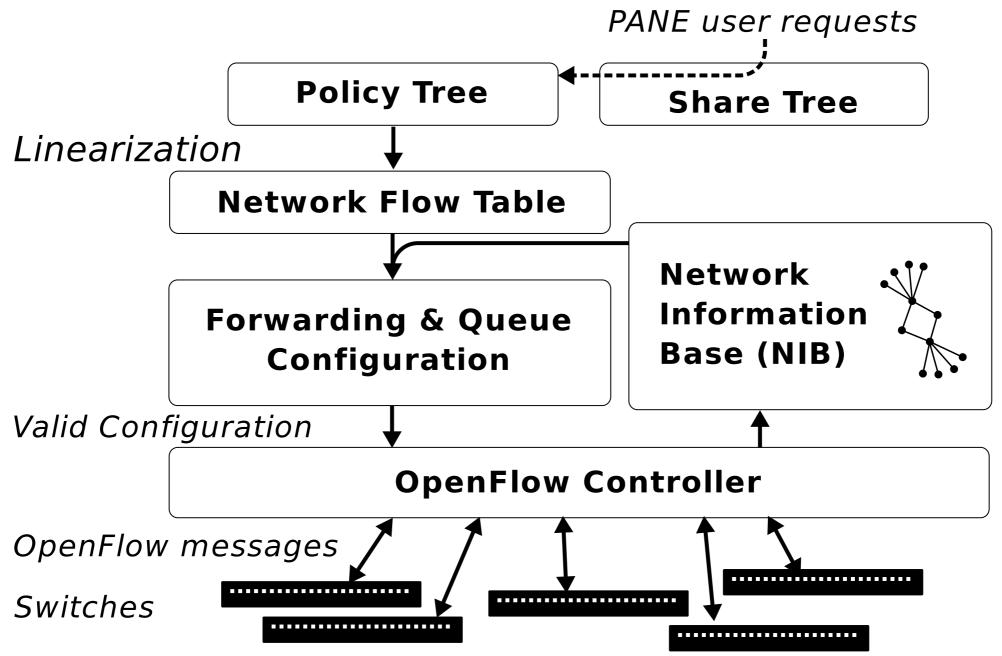


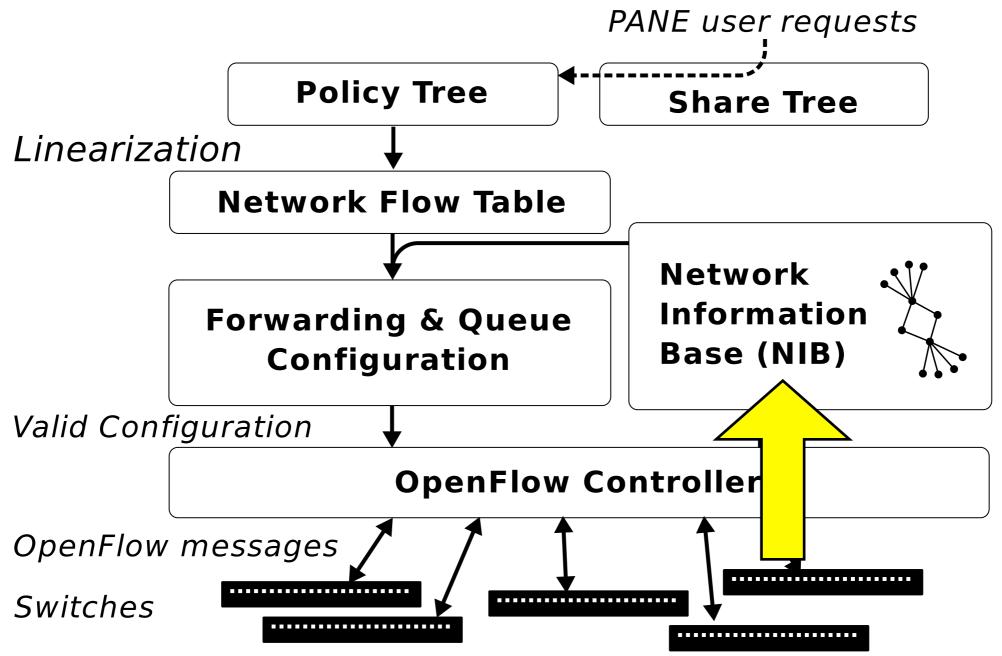


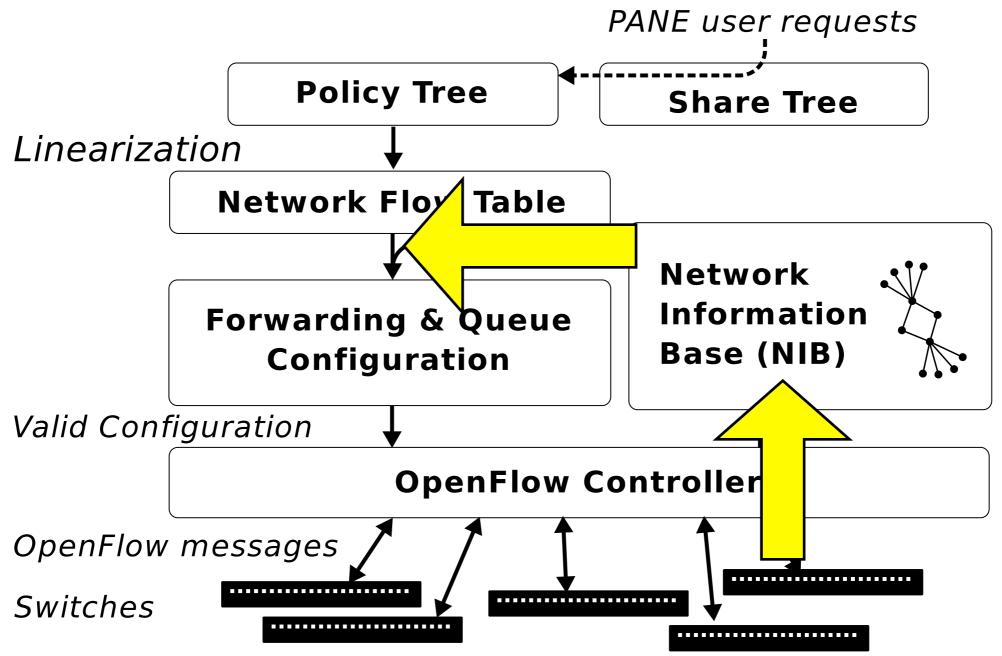


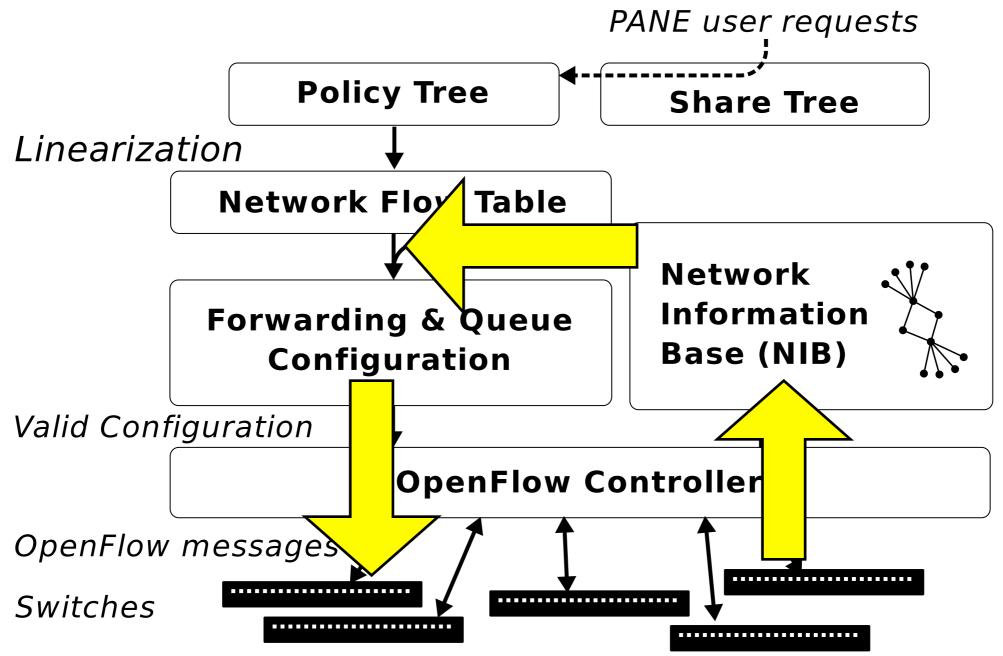






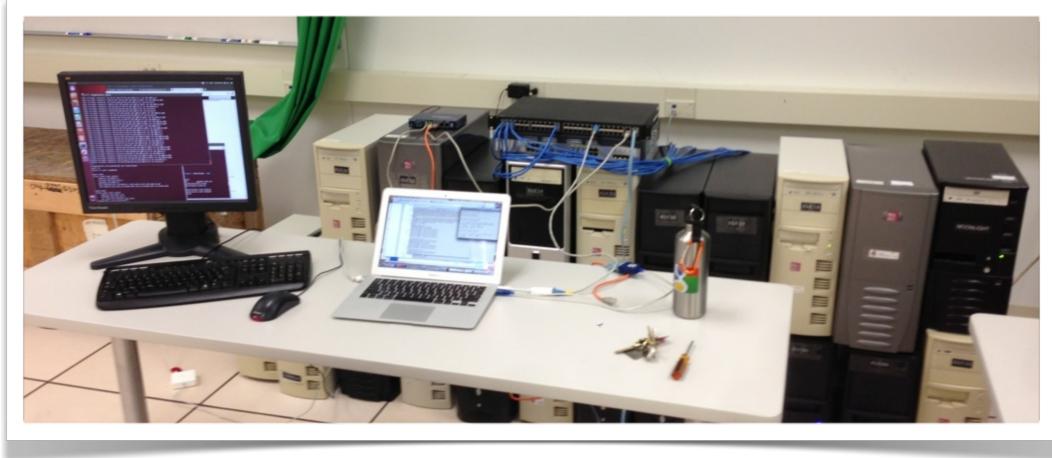






## Evaluation





#### 1. SSHGuard access control bandwidth reservations 2. Ekiga 3. ZooKeeper queues for low latency centralized traffic weights 4. Hadoop

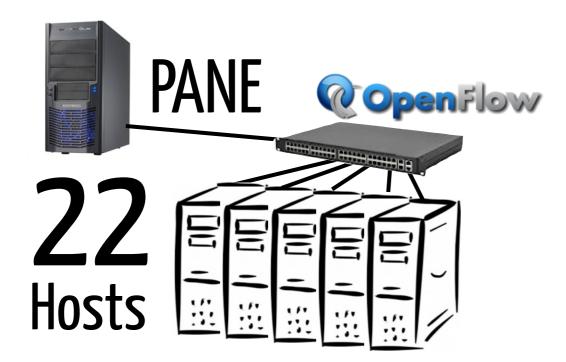
## Evaluation



- Two Low Priority with 25% weight
- One High Priority with 50% weight

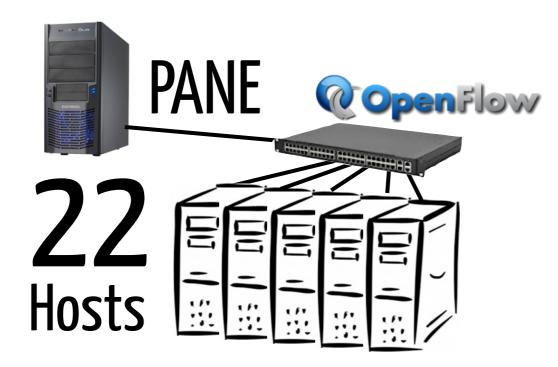


- Two Low Priority with 25% weight
- One High Priority with 50% weight





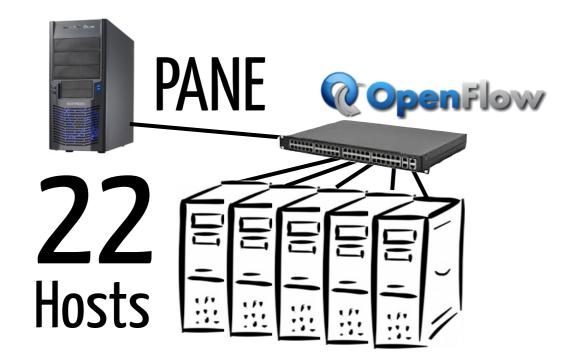
- Two Low Priority with 25% weight
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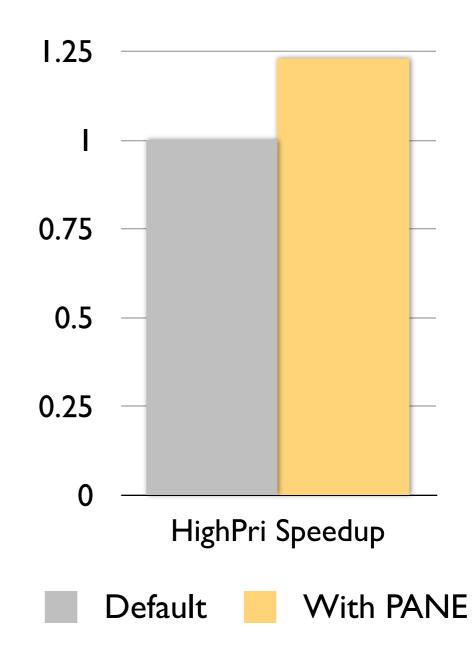
Dynamically apply QoS to High Priority flows using PANE.



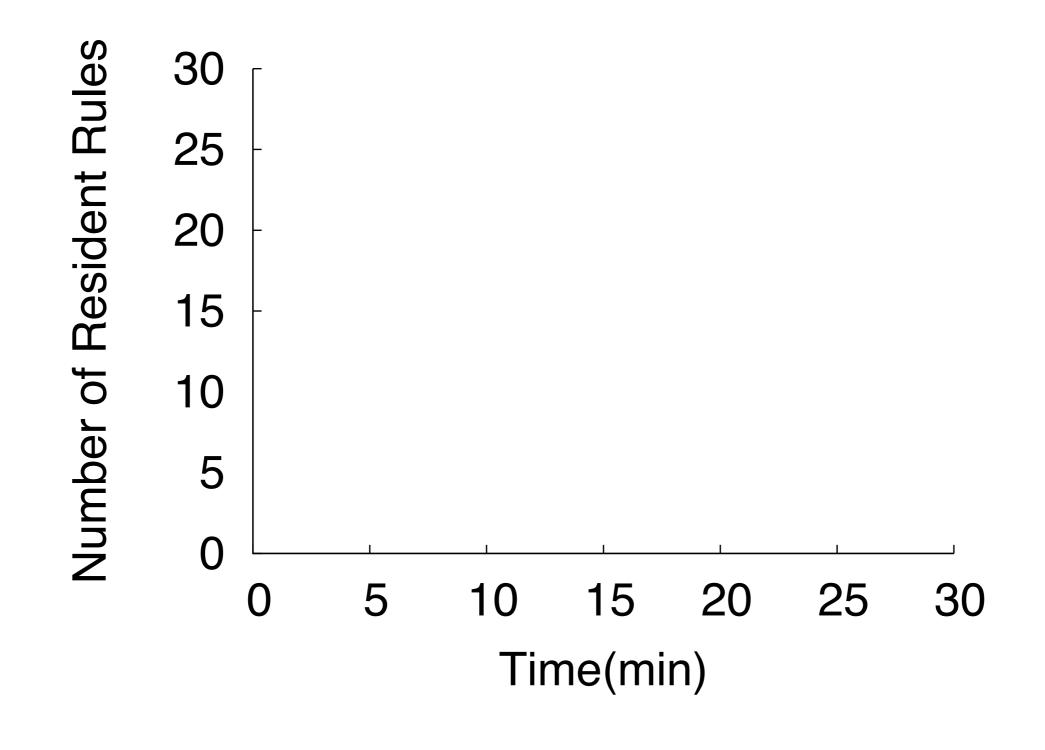
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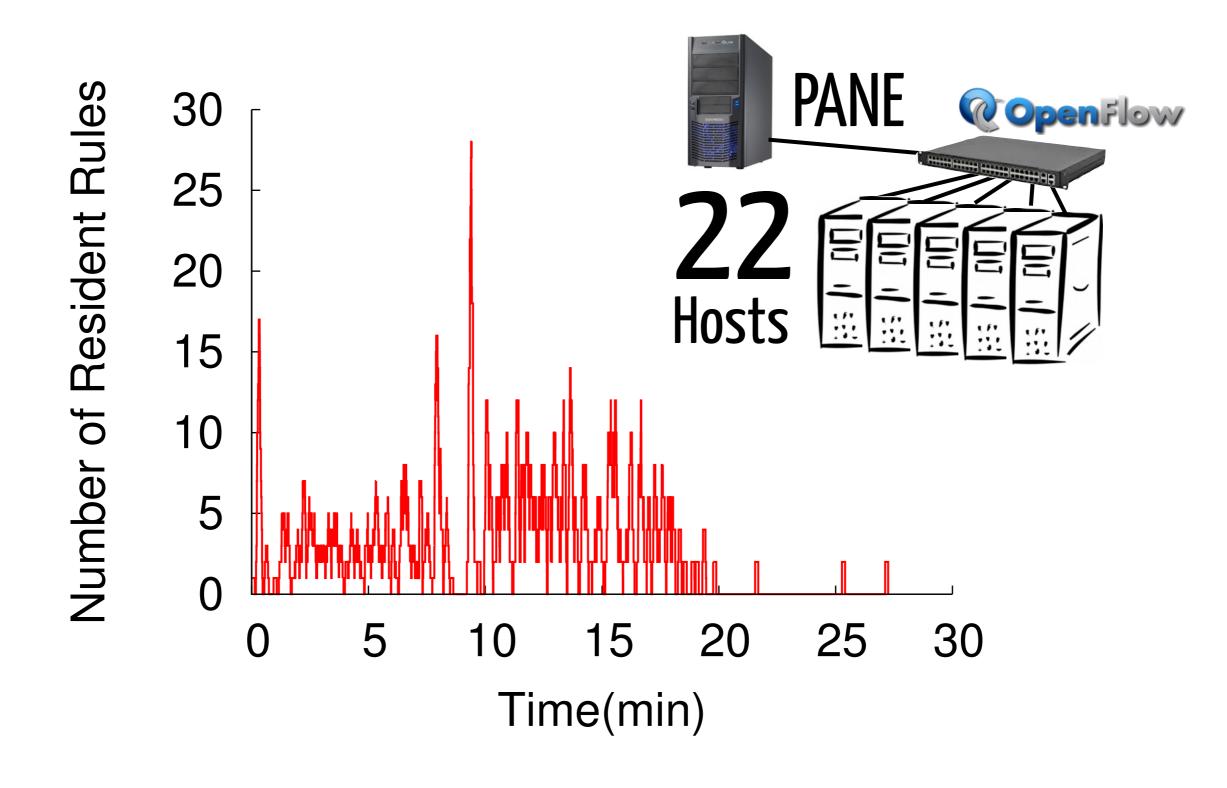


Dynamically apply QoS to High Priority flows using PANE.



#### 0 5 10 15 20 25 30 Time(min)





# For applications that know what they want from the network

#### 2. Allows these applications to co-exist

## Conclusion

#### pane.cs.brown.edu

Andrew Ferguson adf@cs.brown.edu

#### • Arjun Guha

 $\mathsf{Brown} \mapsto \mathsf{Cornell} \mapsto \mathsf{UMass} \mathsf{Amherst}$ 

- Chen Liang Brown → Duke
- Rodrigo Fonseca Brown
- Shriram Krishnamurthi Brown







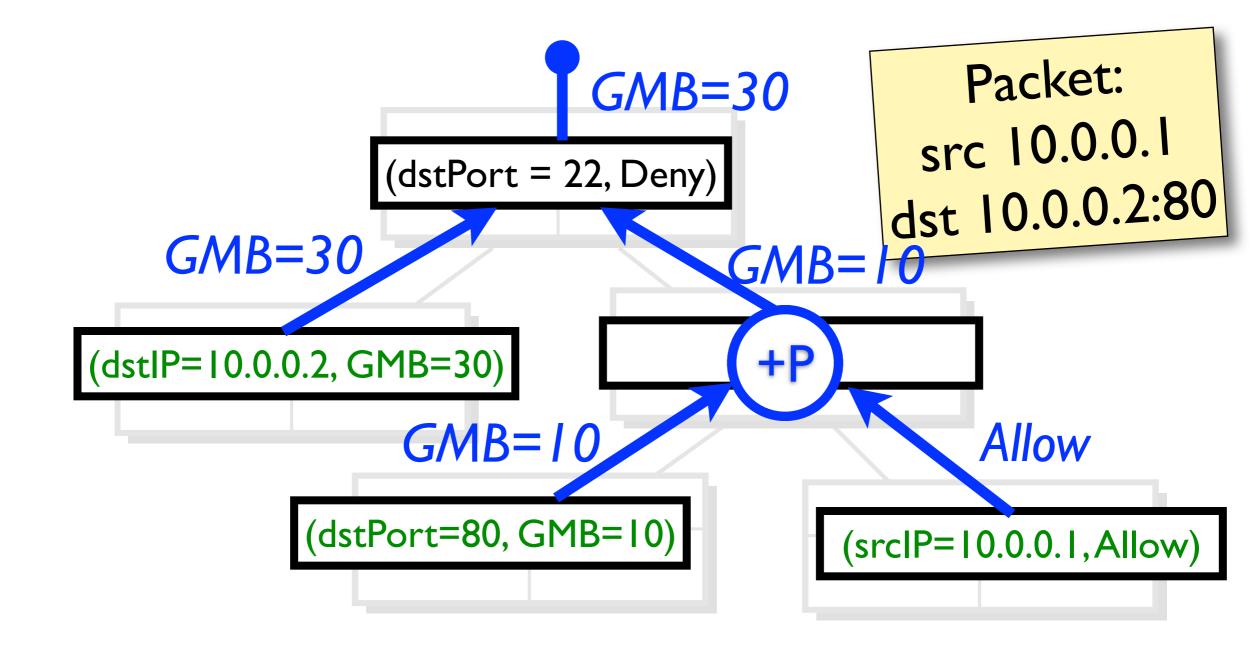


## pane.cs.brown.edu

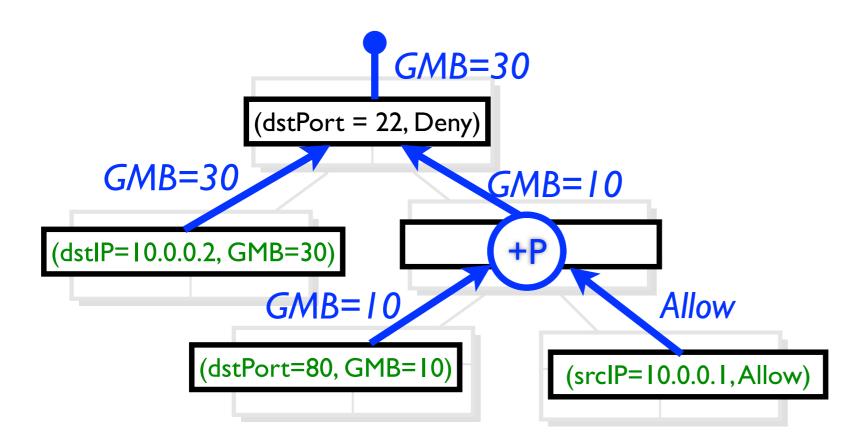
Andrew Ferguson adf@cs.brown.edu

# Backup Slides

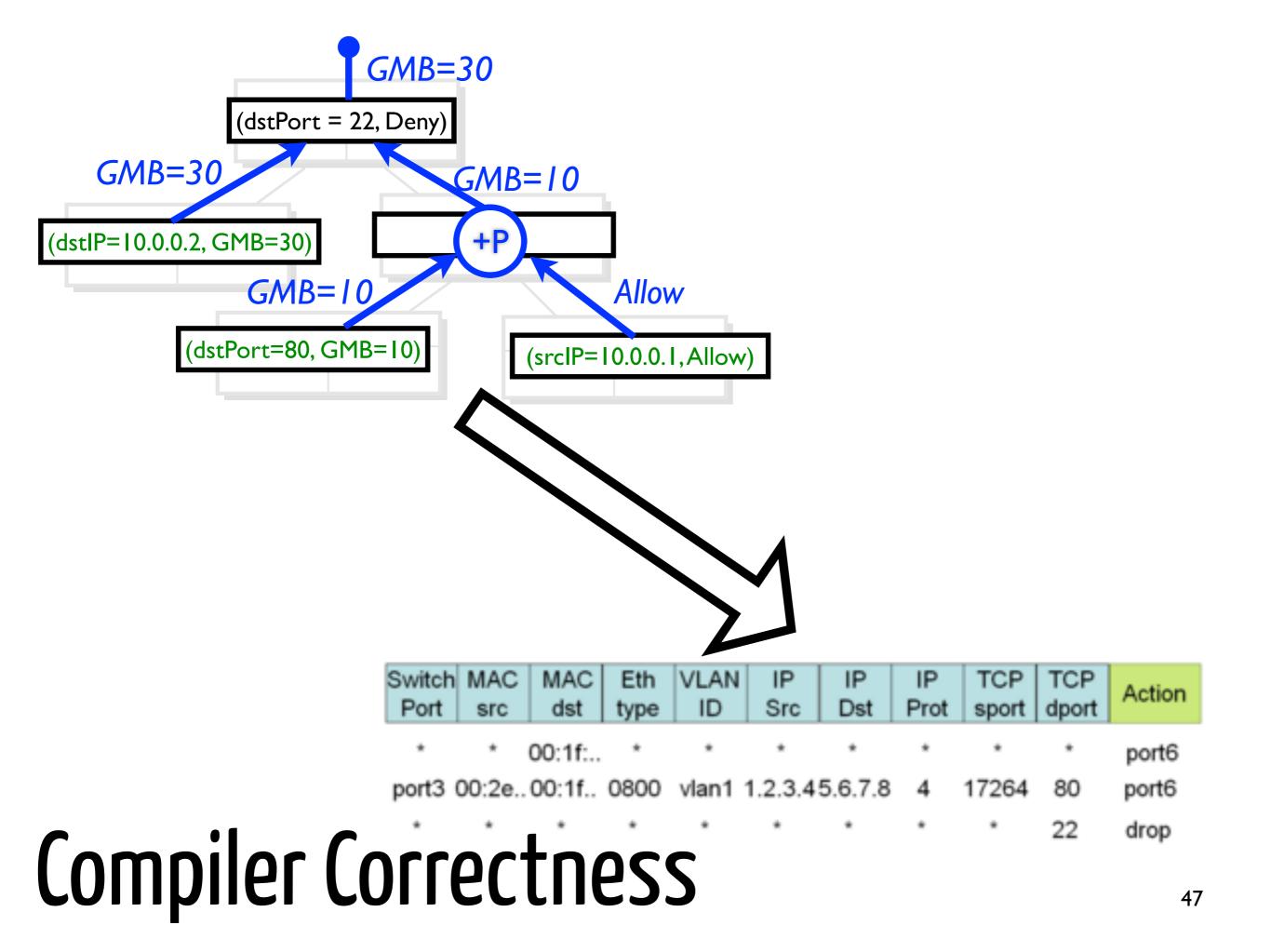
#### Proof of Correctness

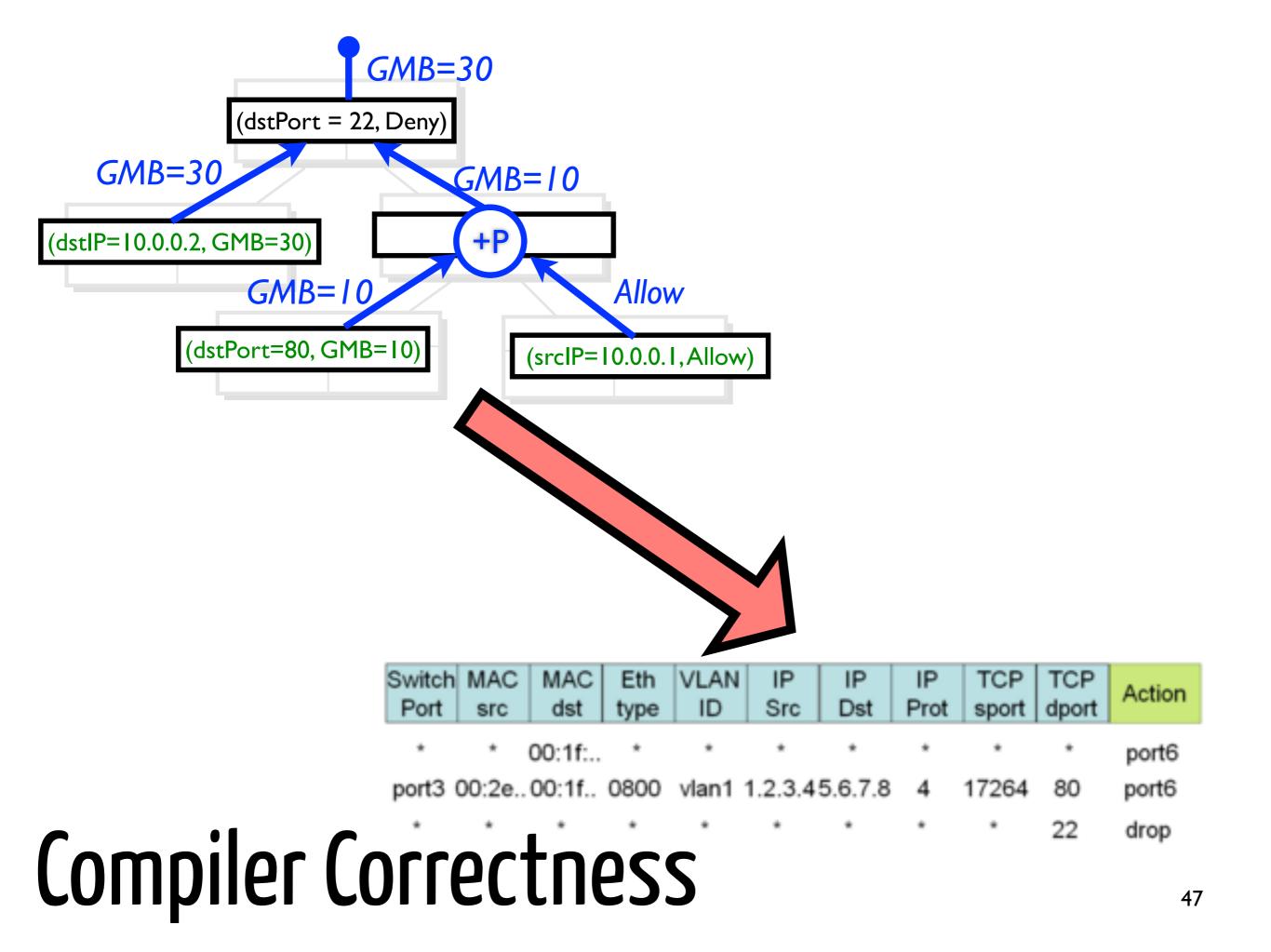


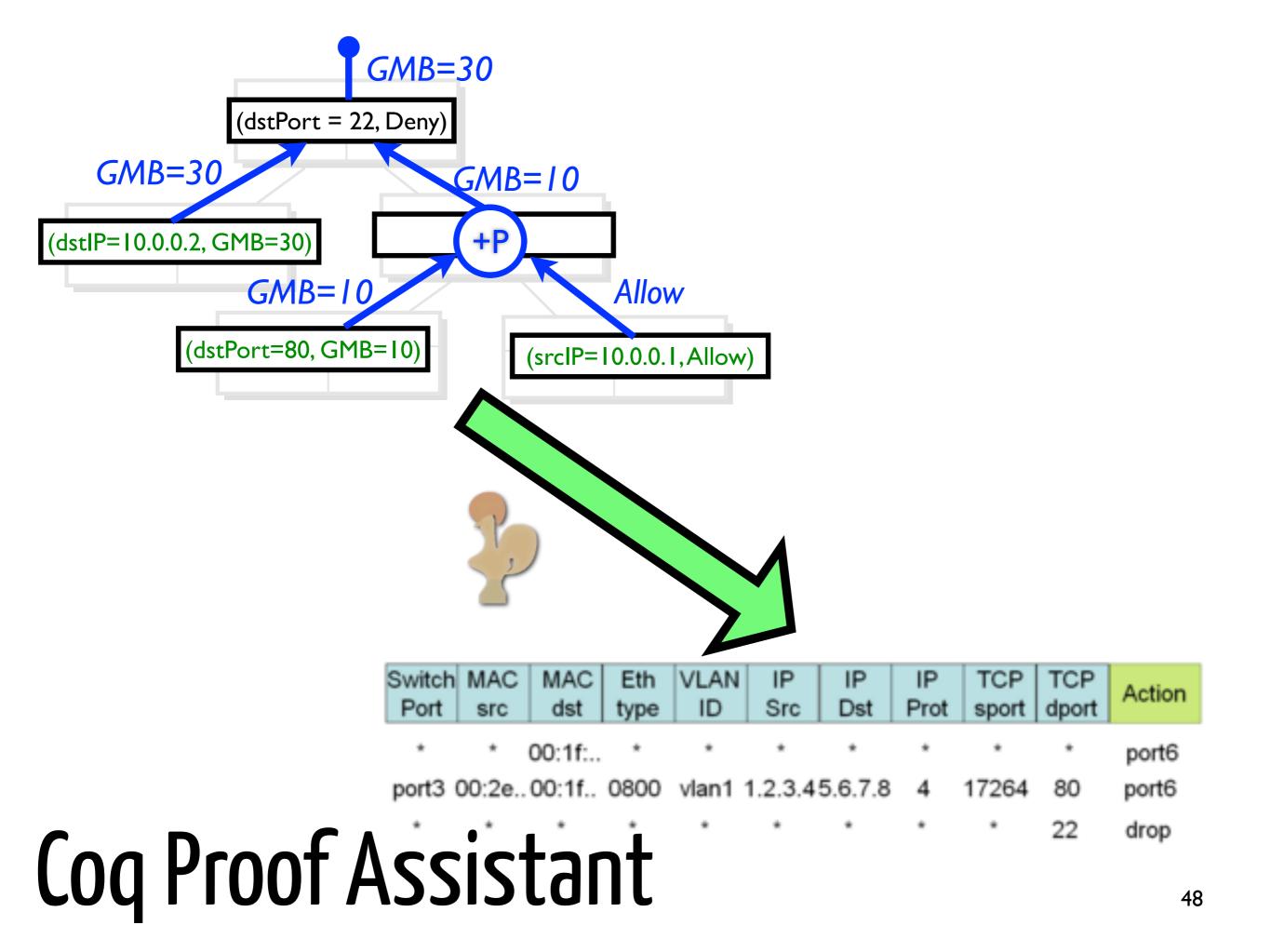
#### Hierarchical Flow Tables

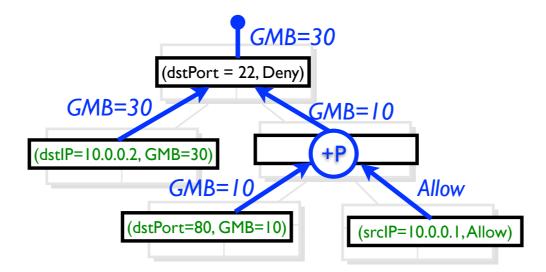


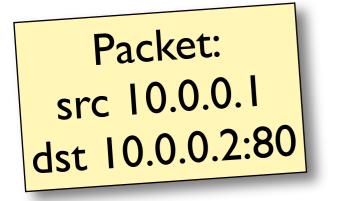
# **Compiler Correctness**



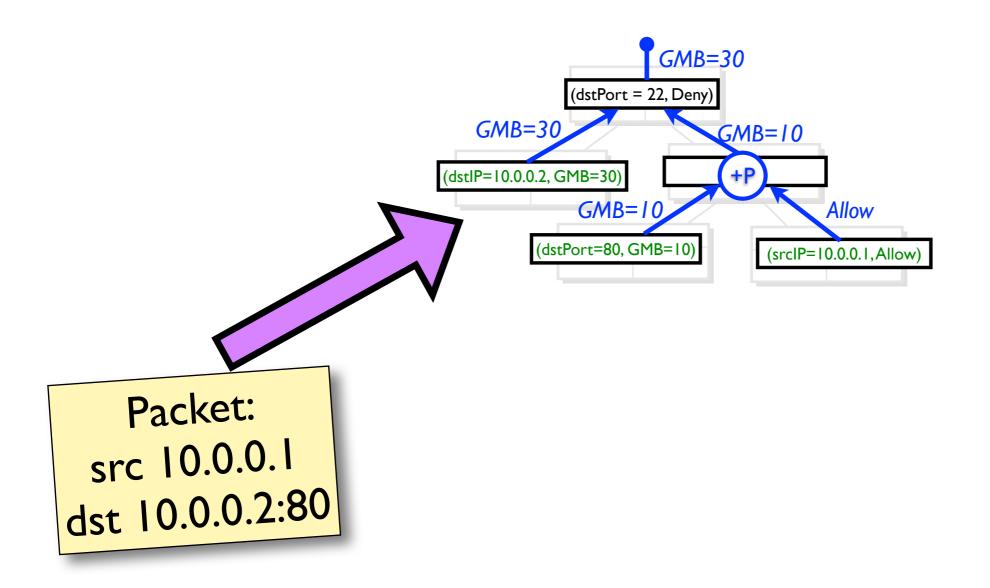




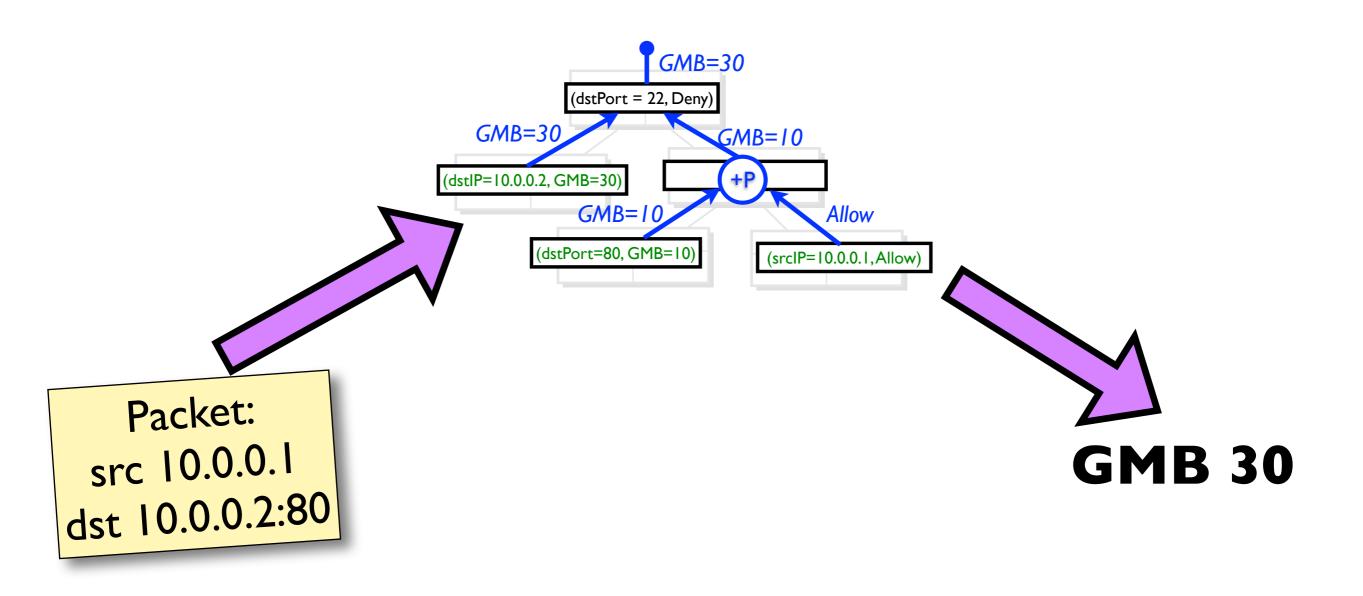




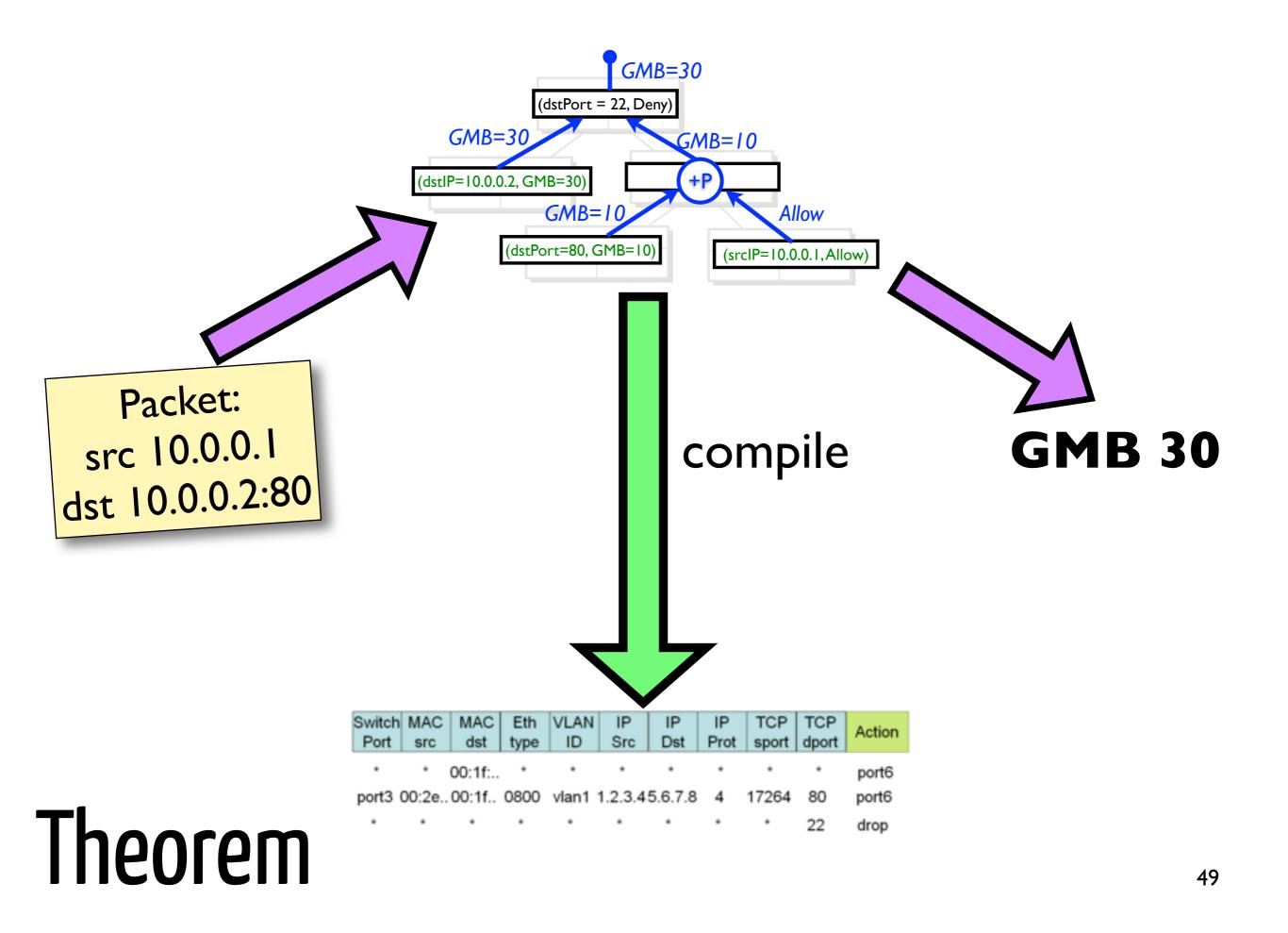
## Theorem

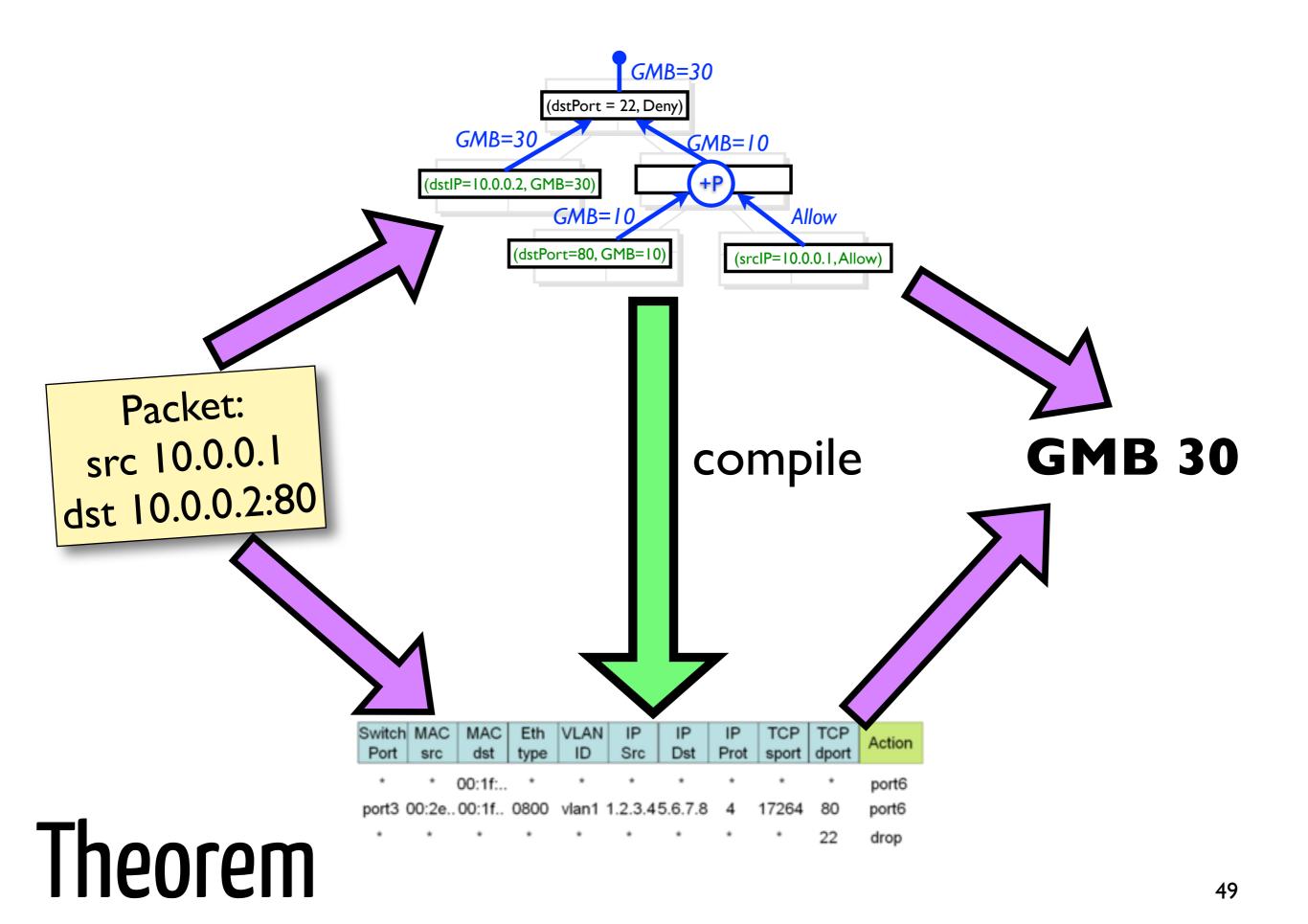


# Theorem



# Theorem

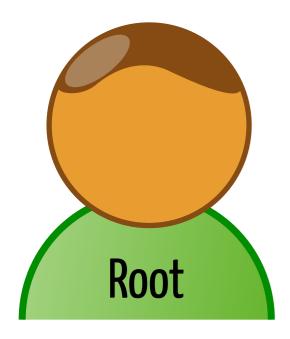




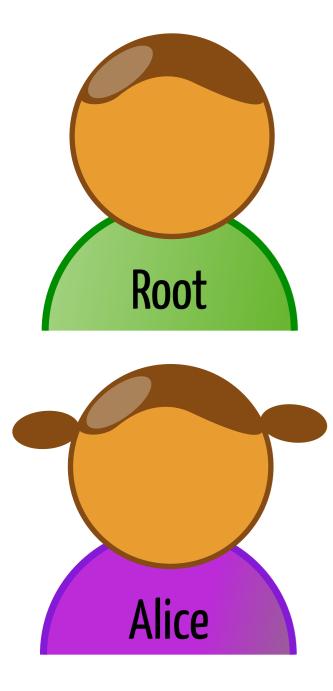
## Protocol





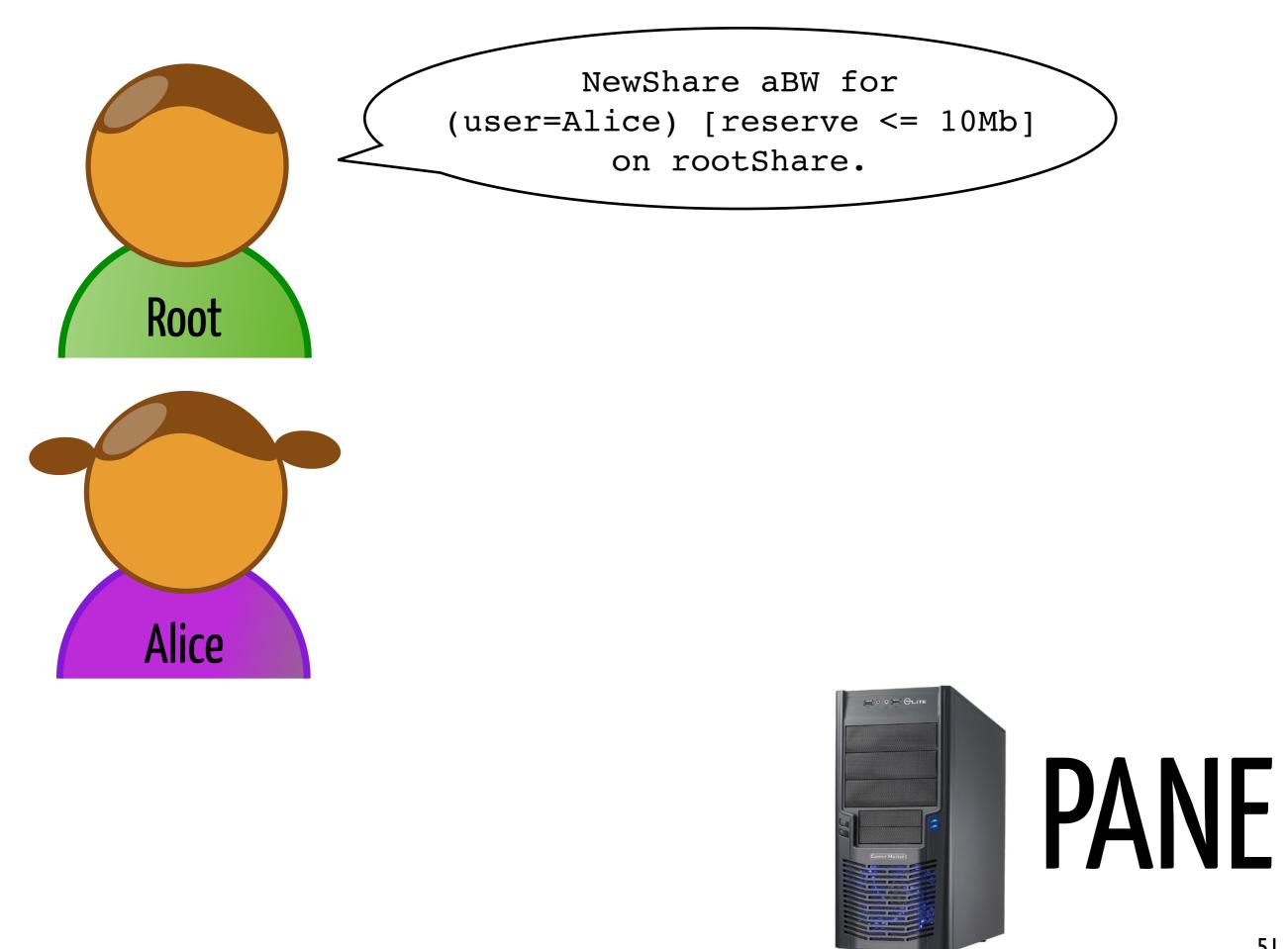


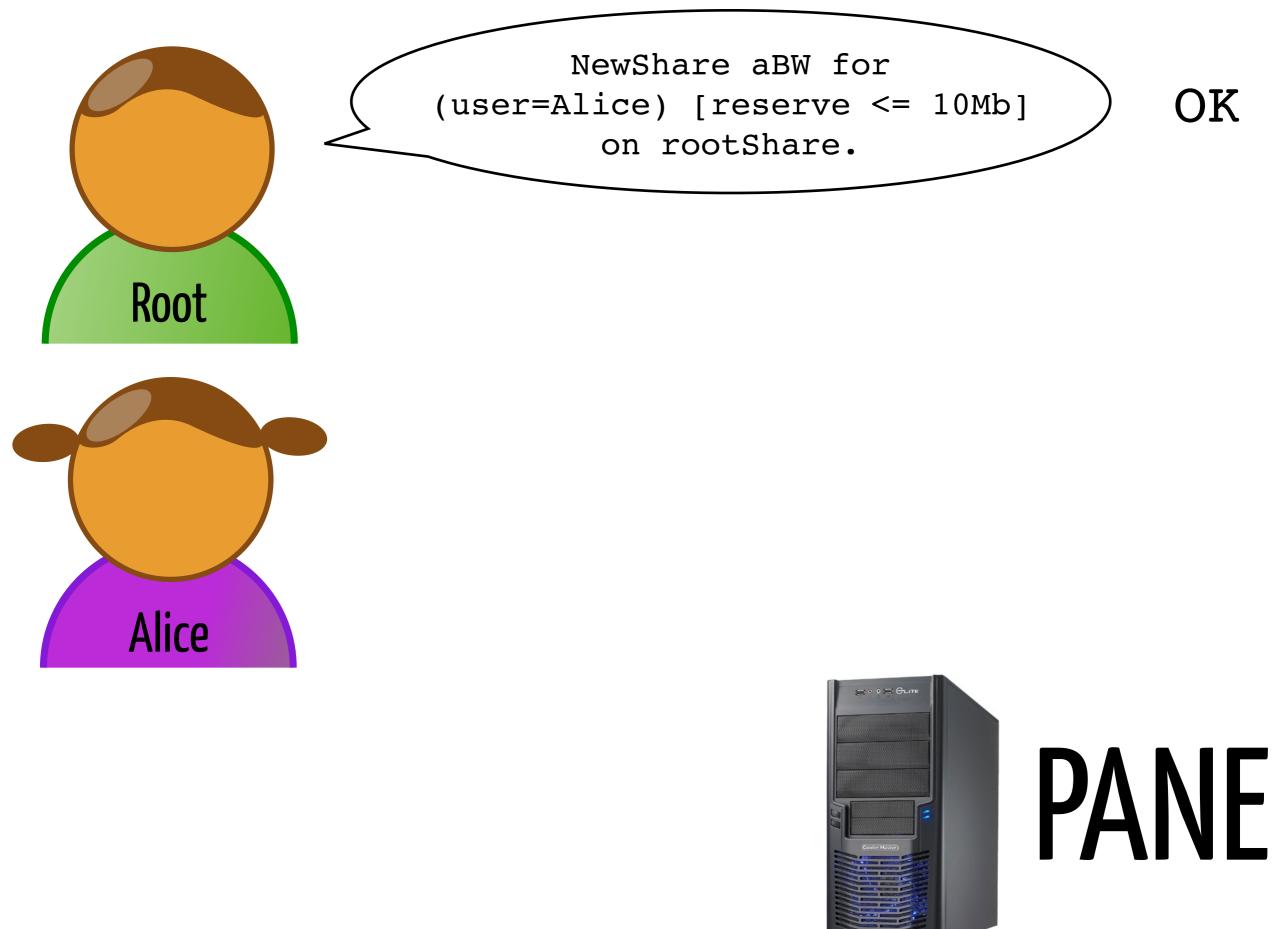


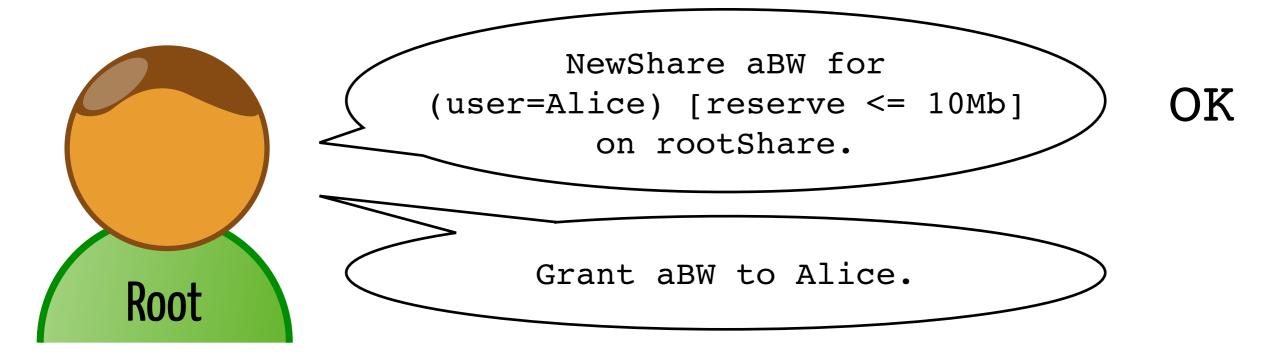


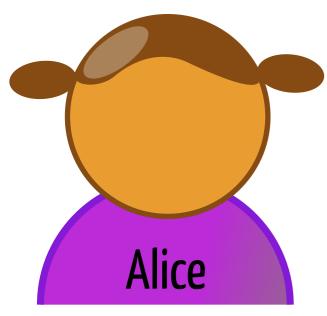


## PANE

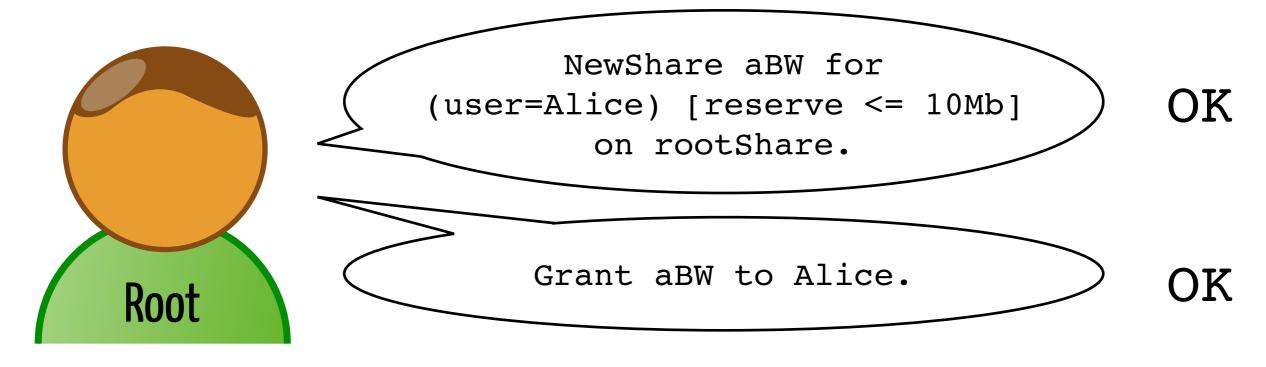


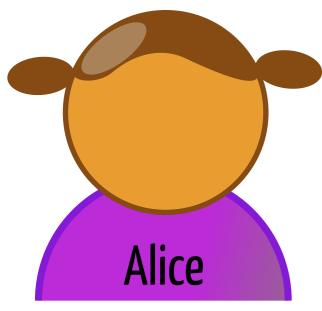




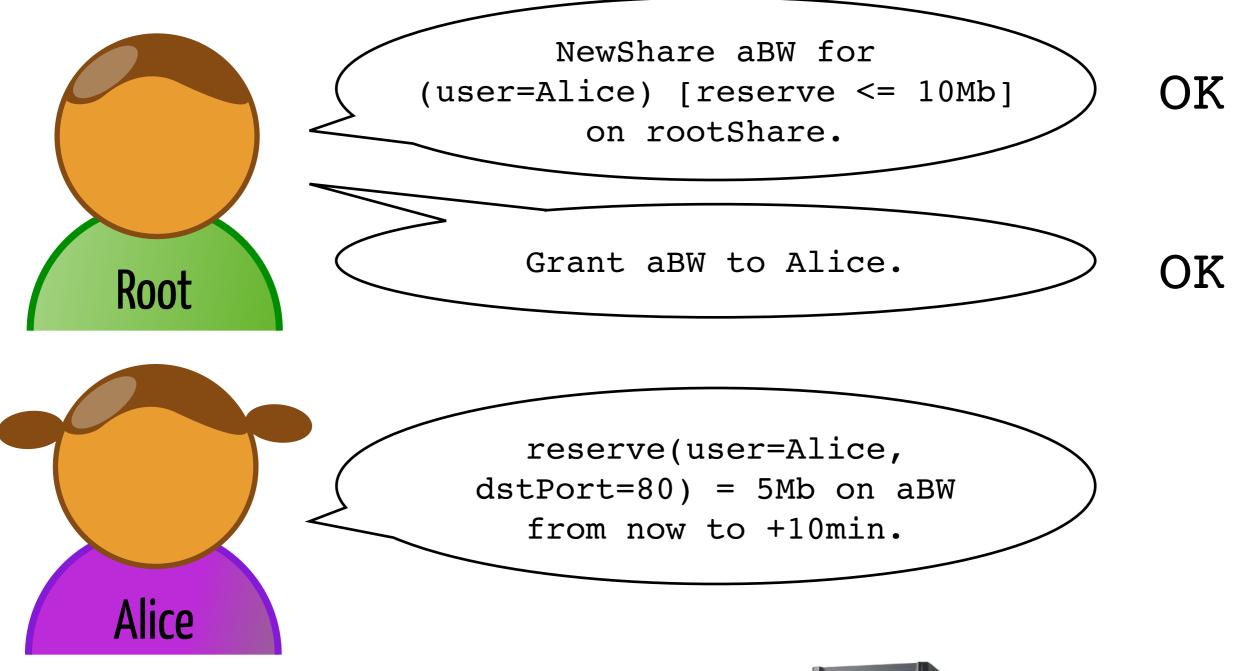




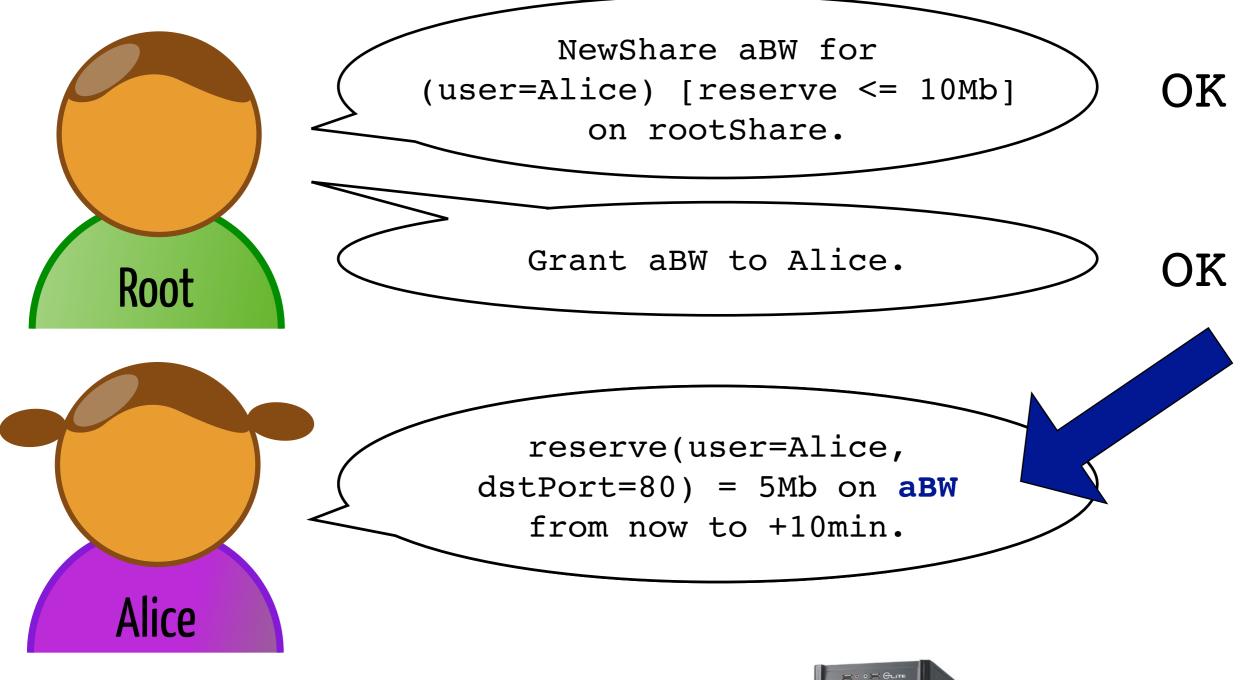




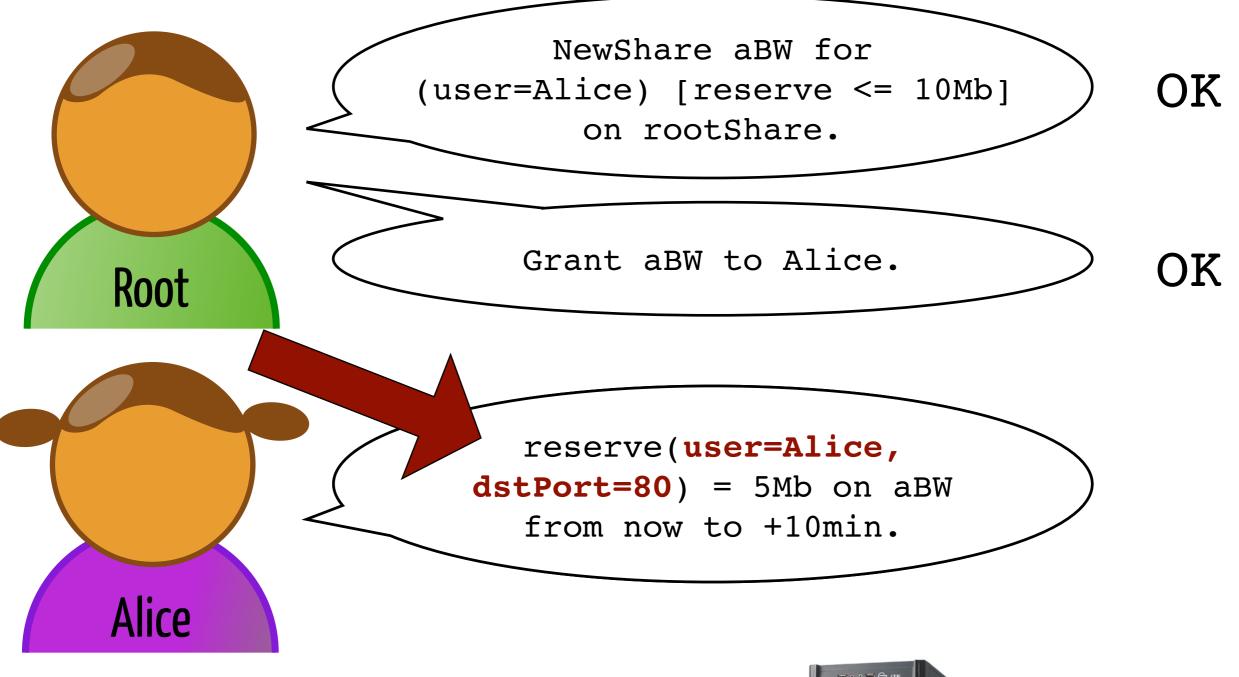




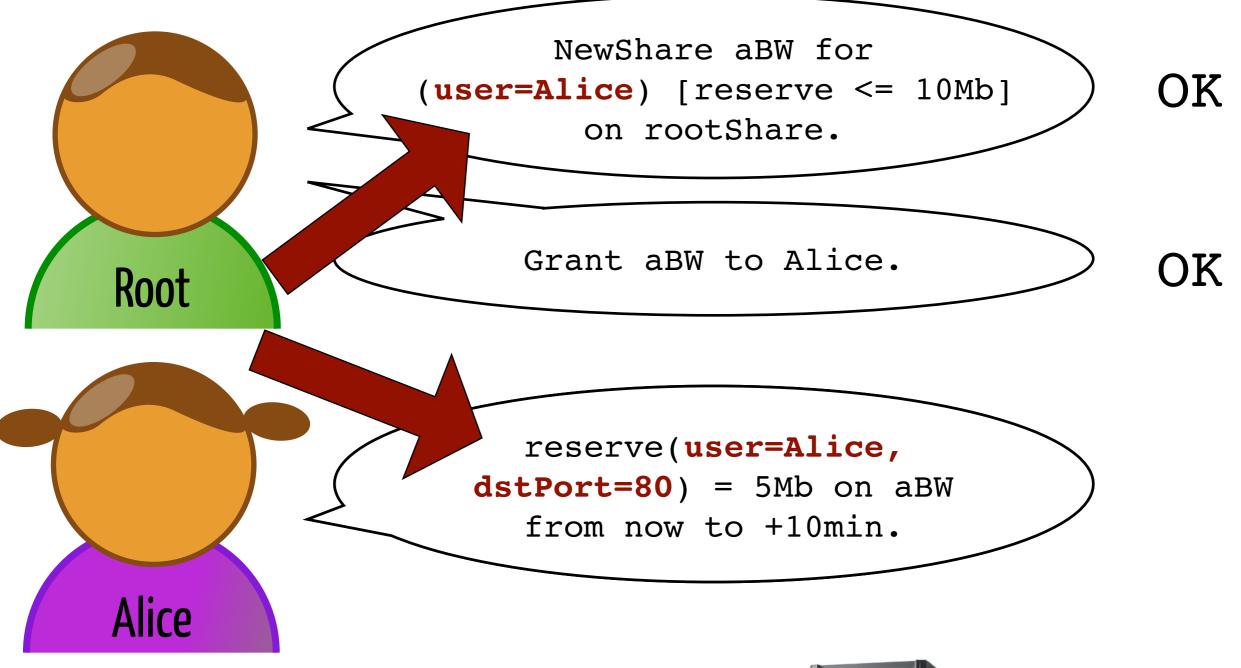




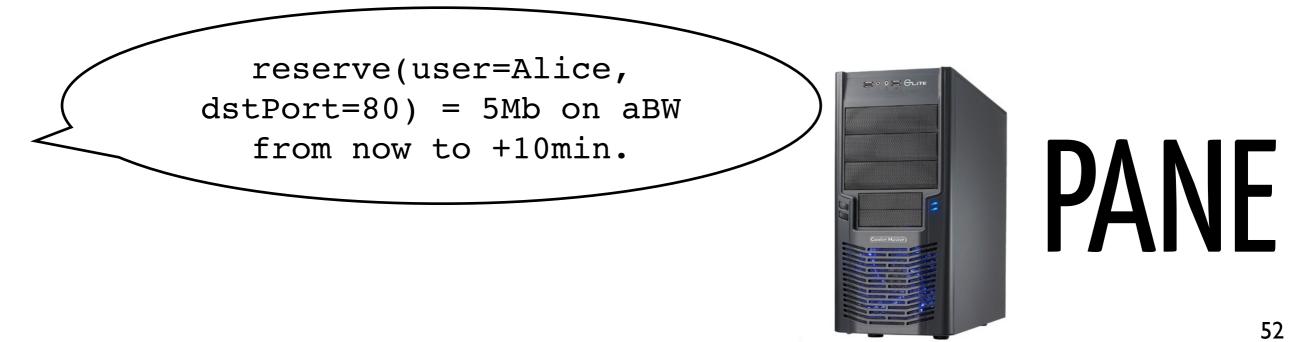


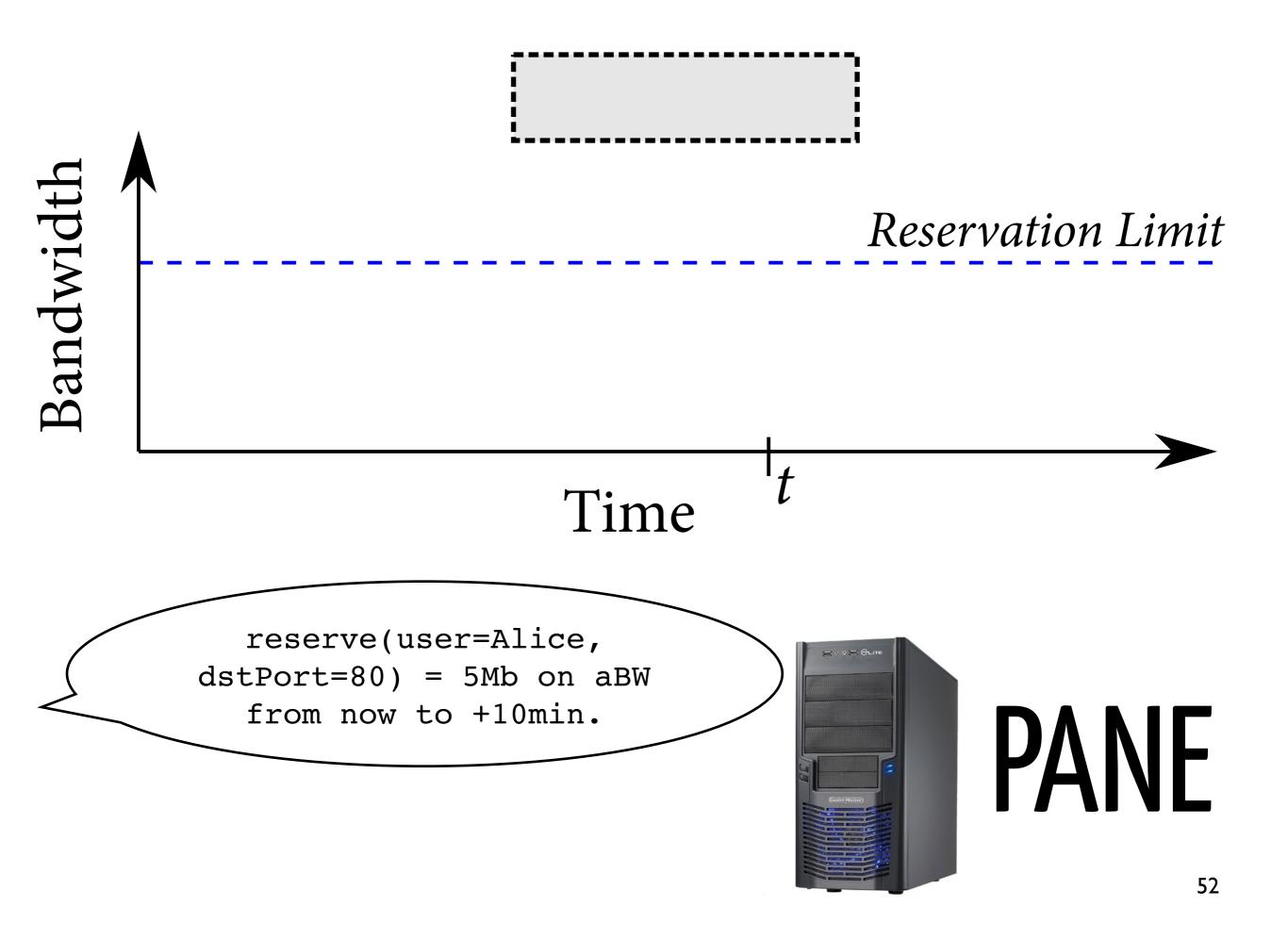


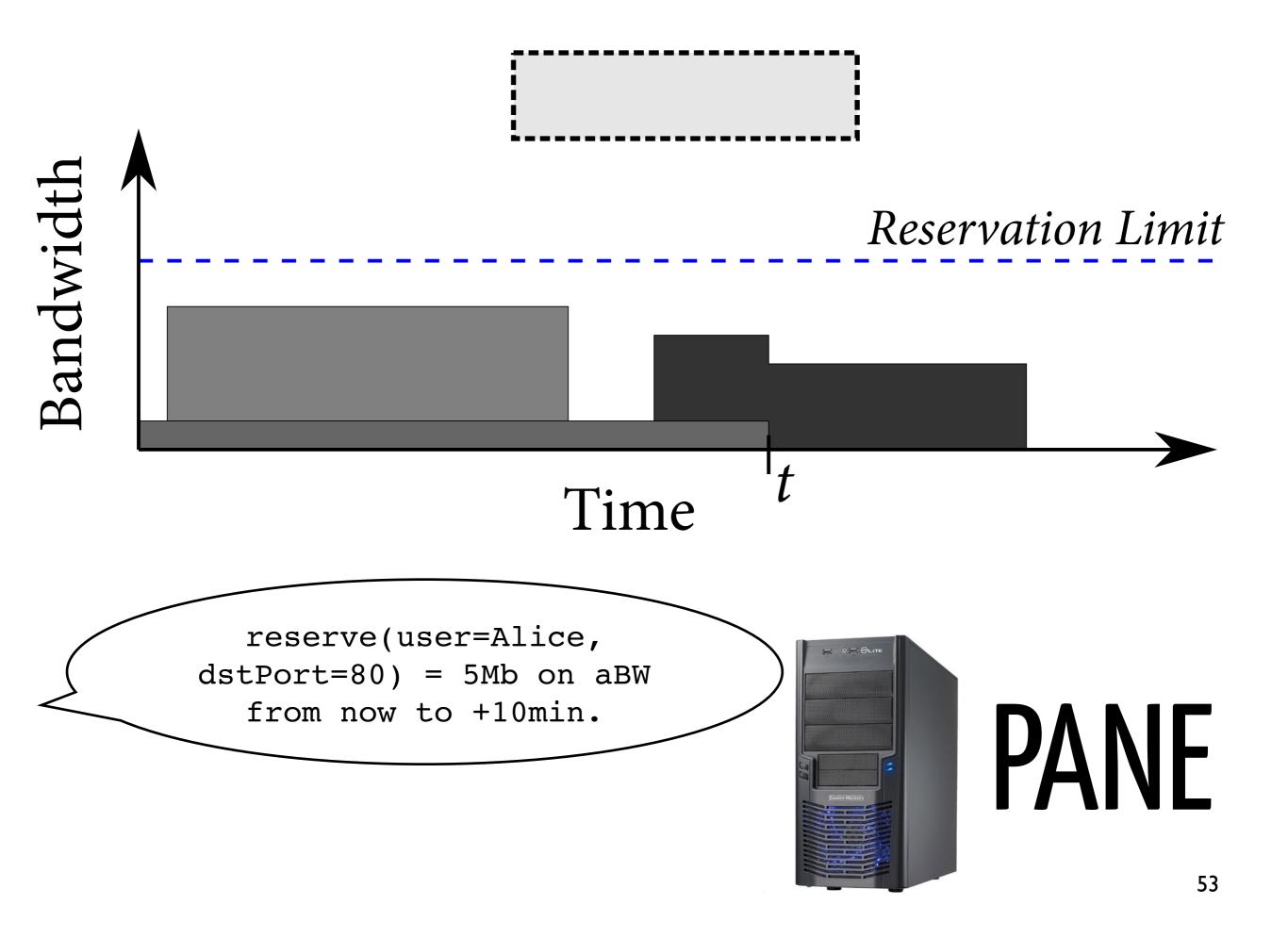


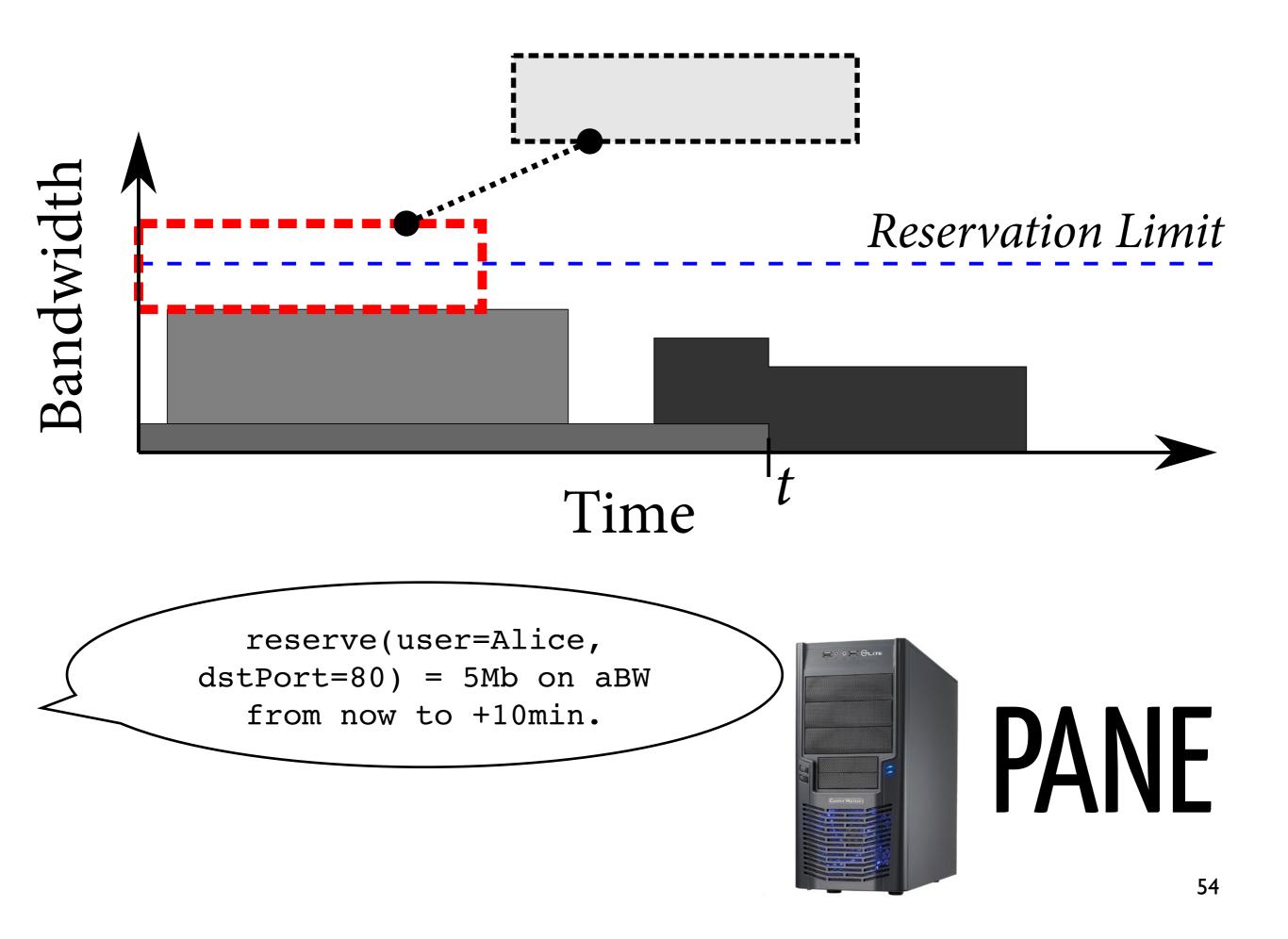


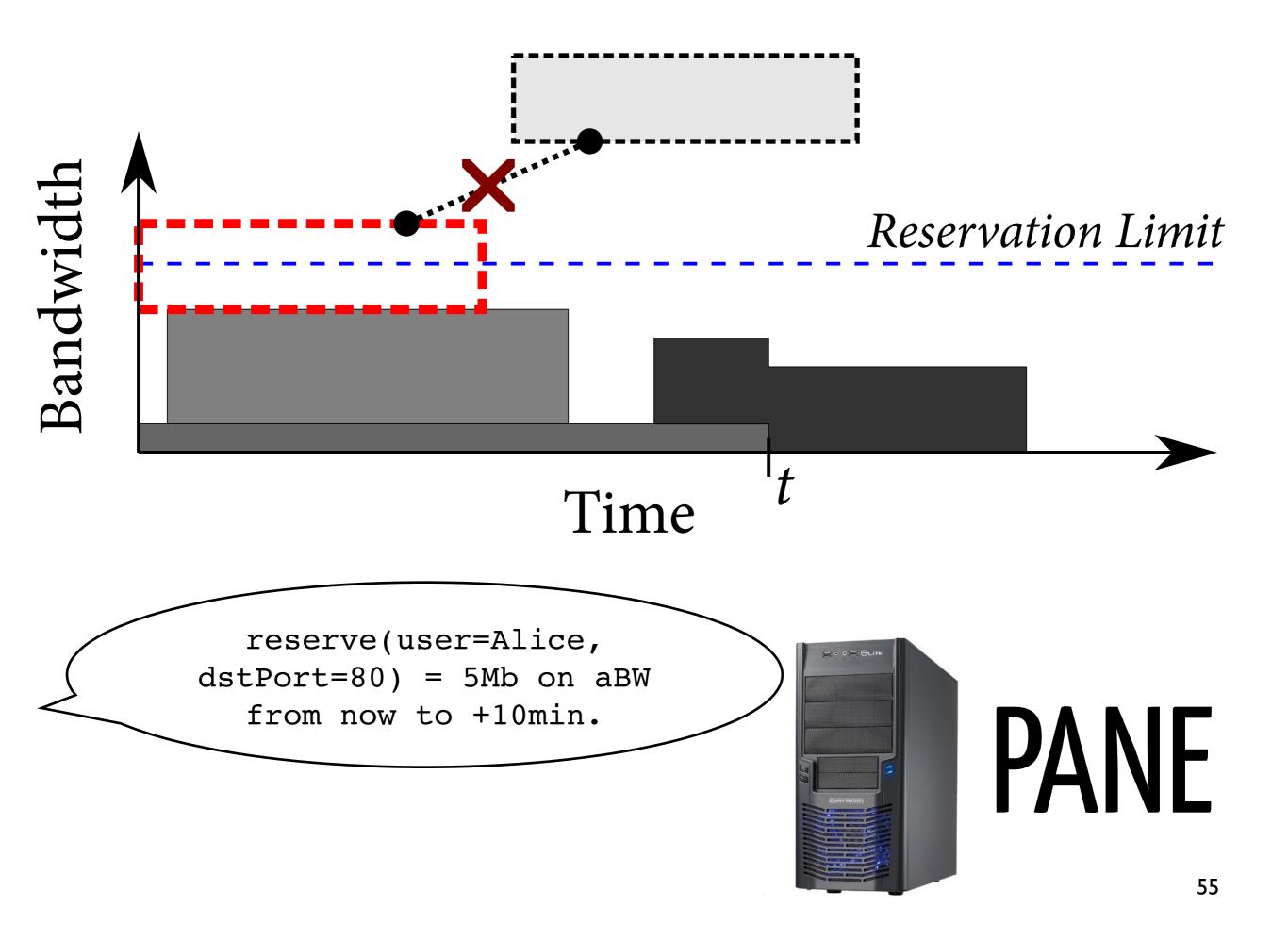


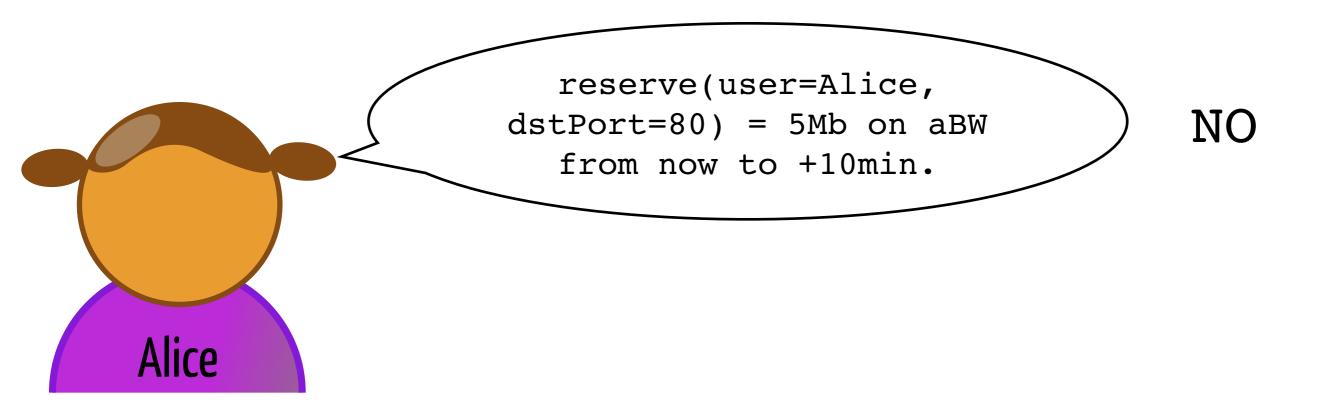




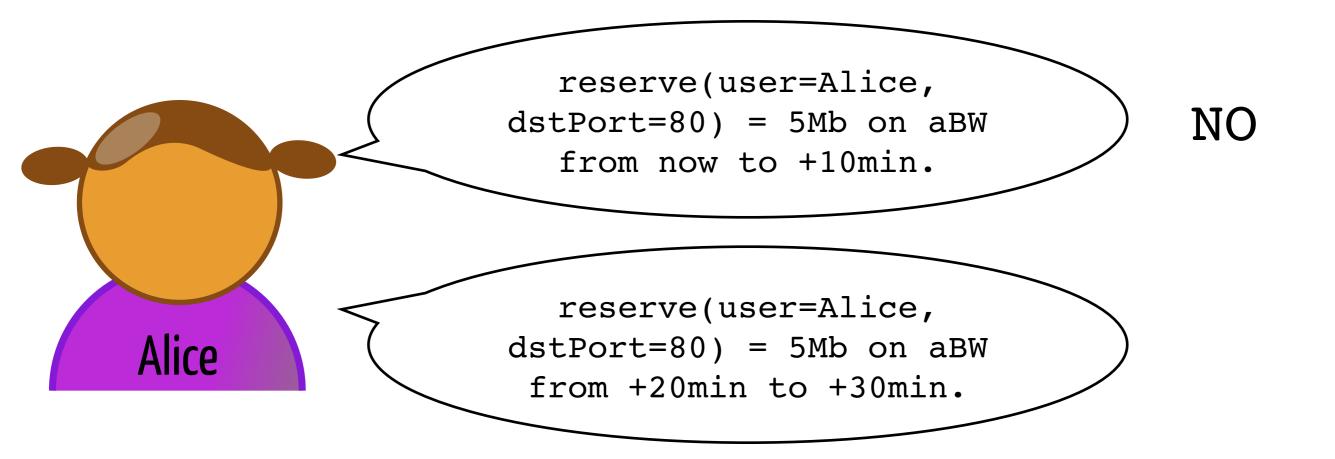




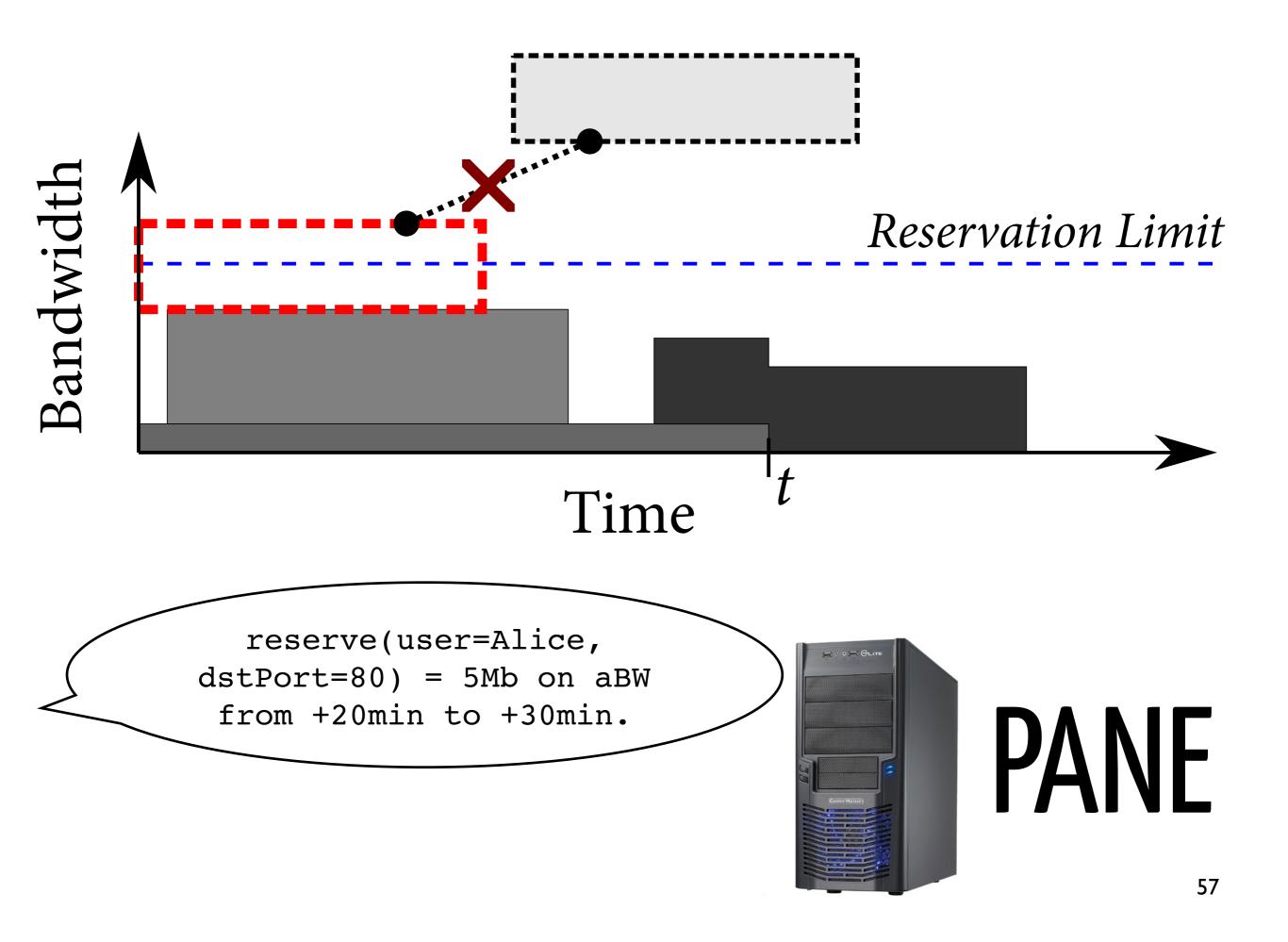


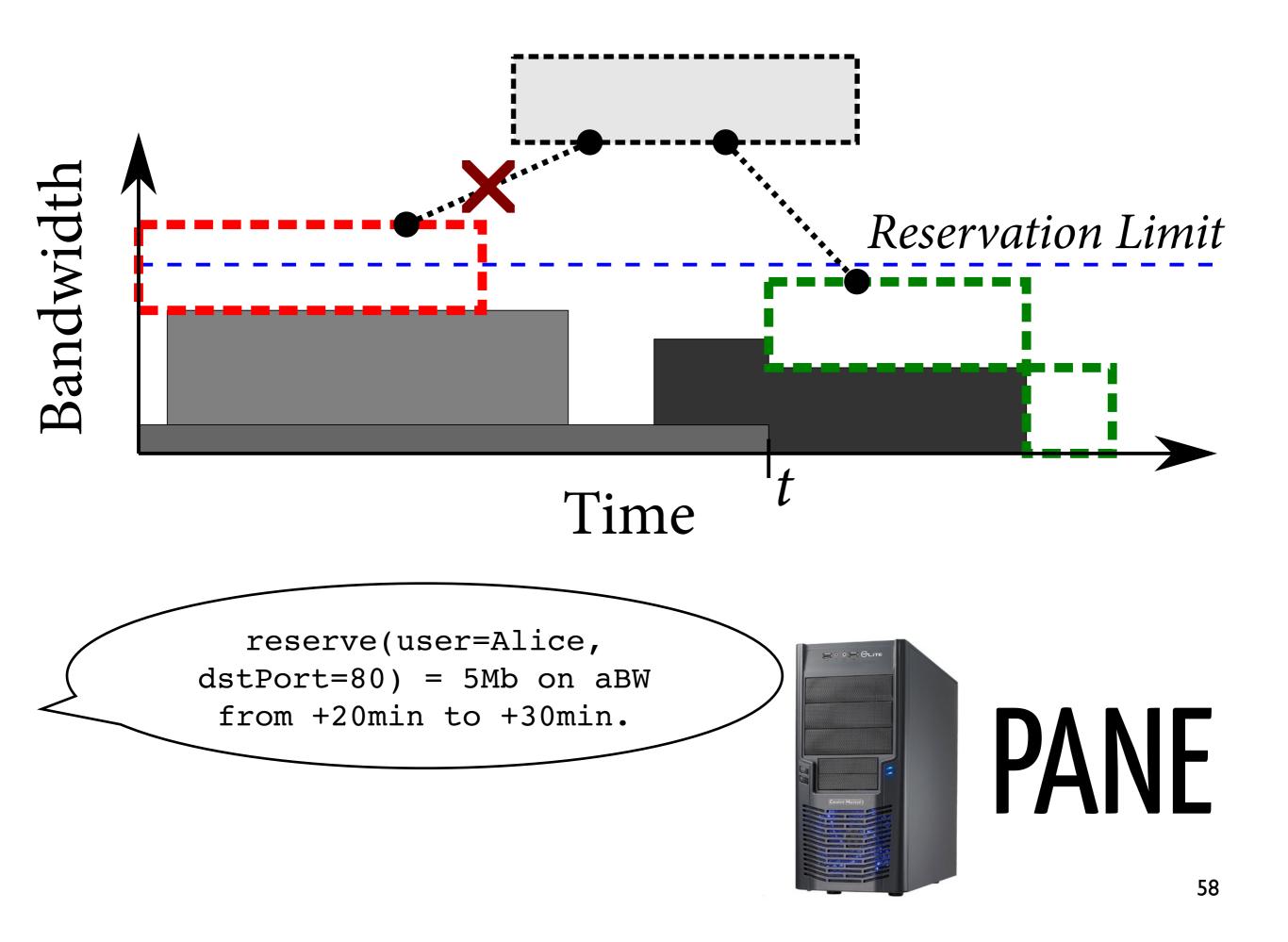


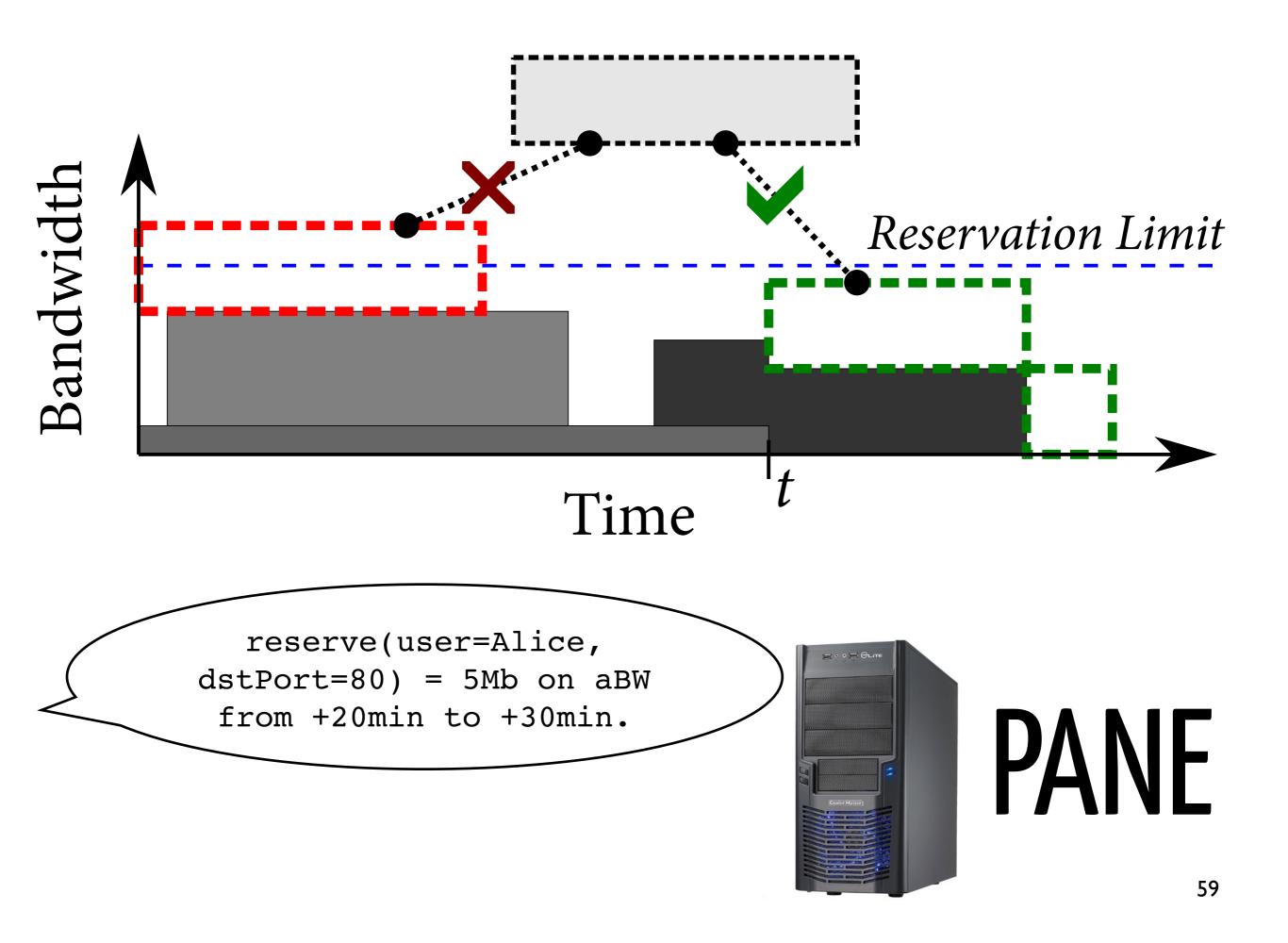


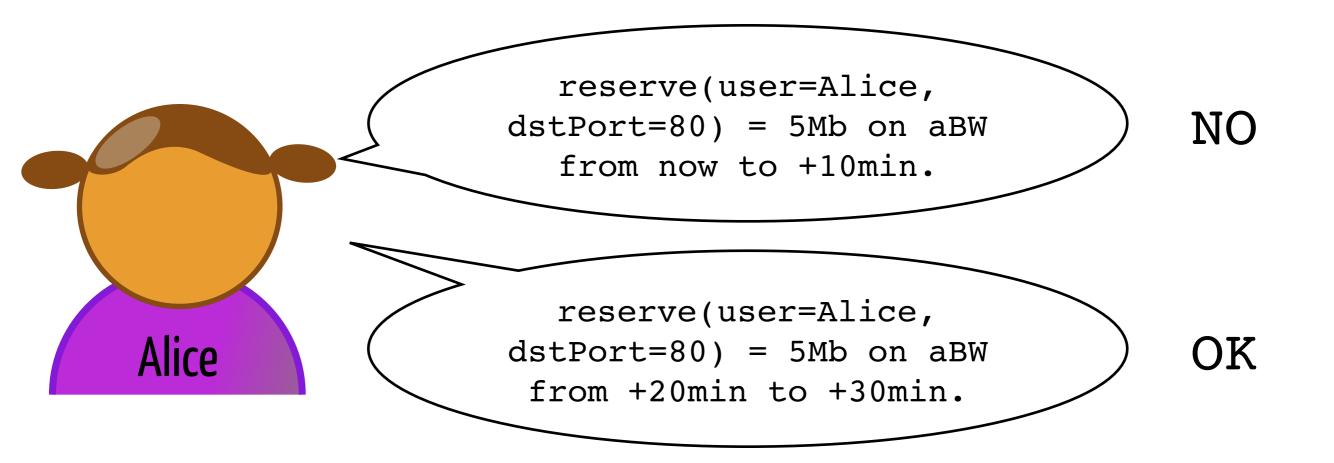








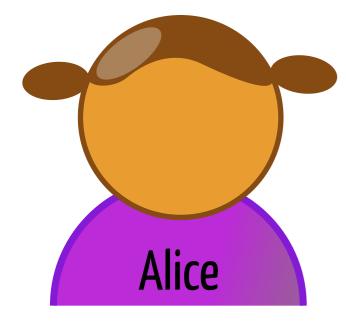






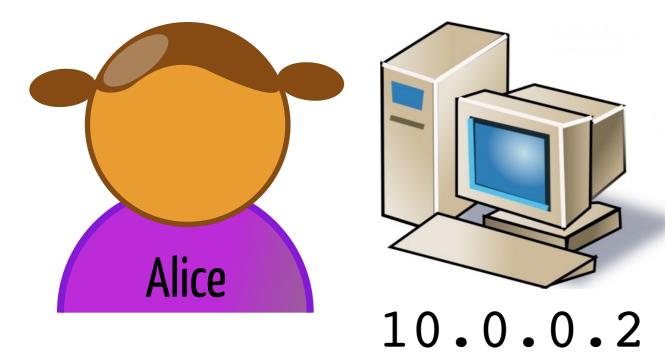




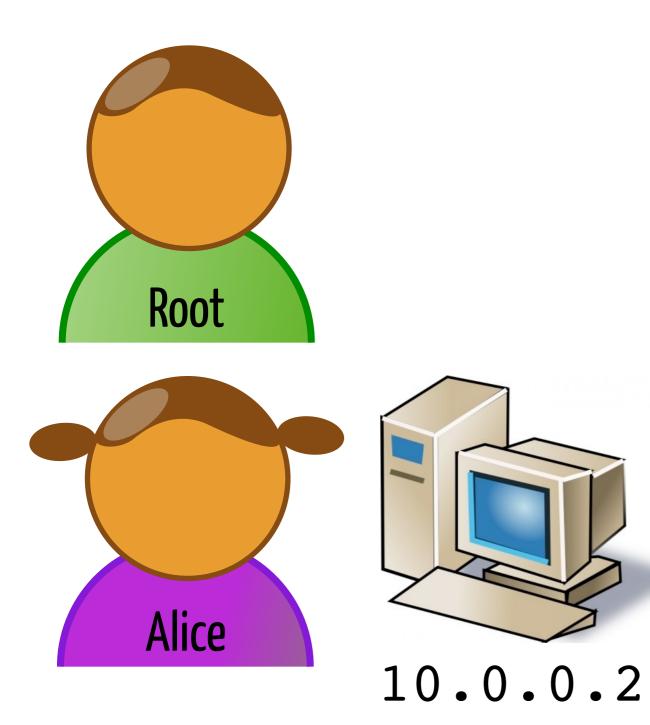




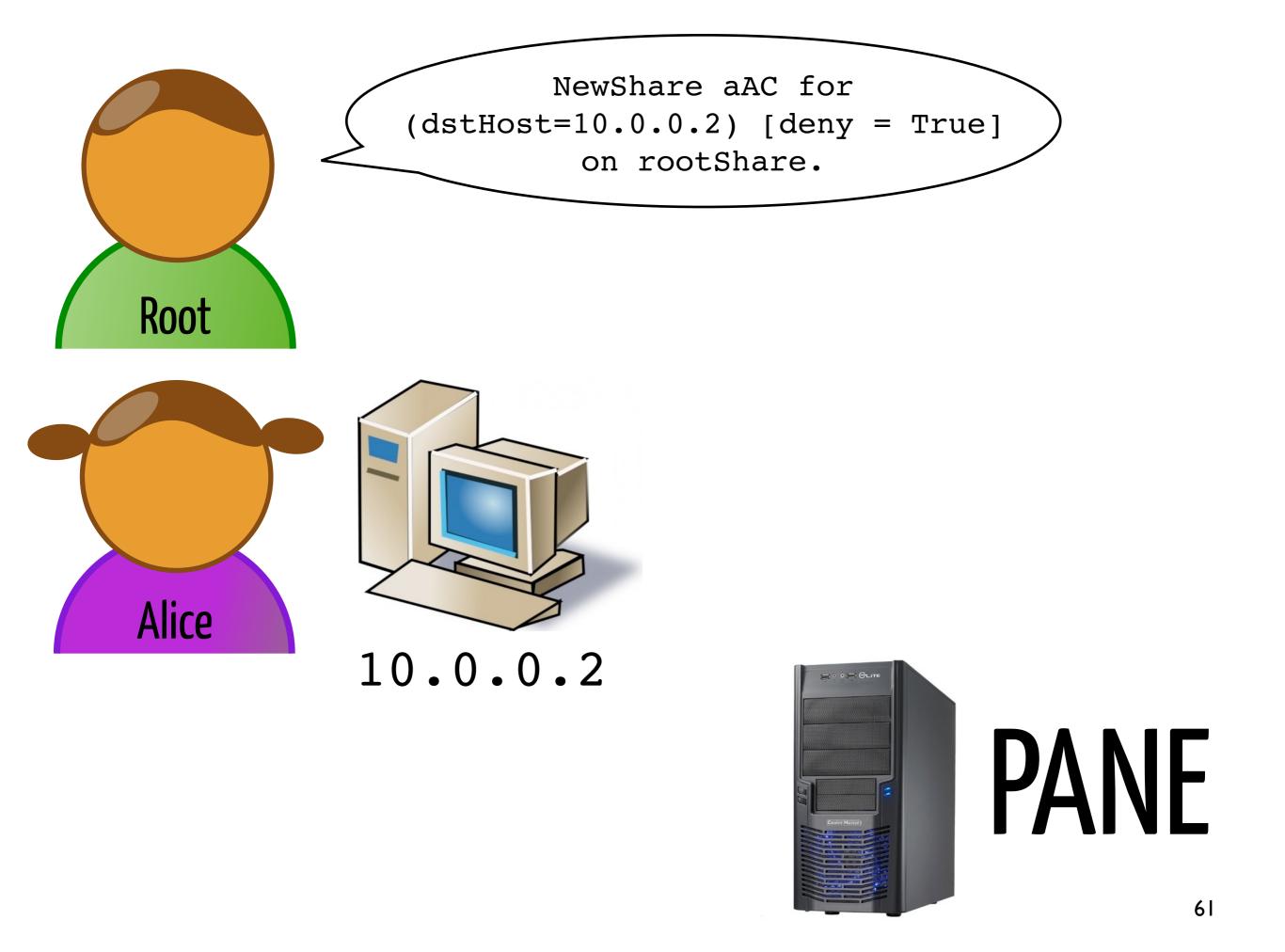
## PANE

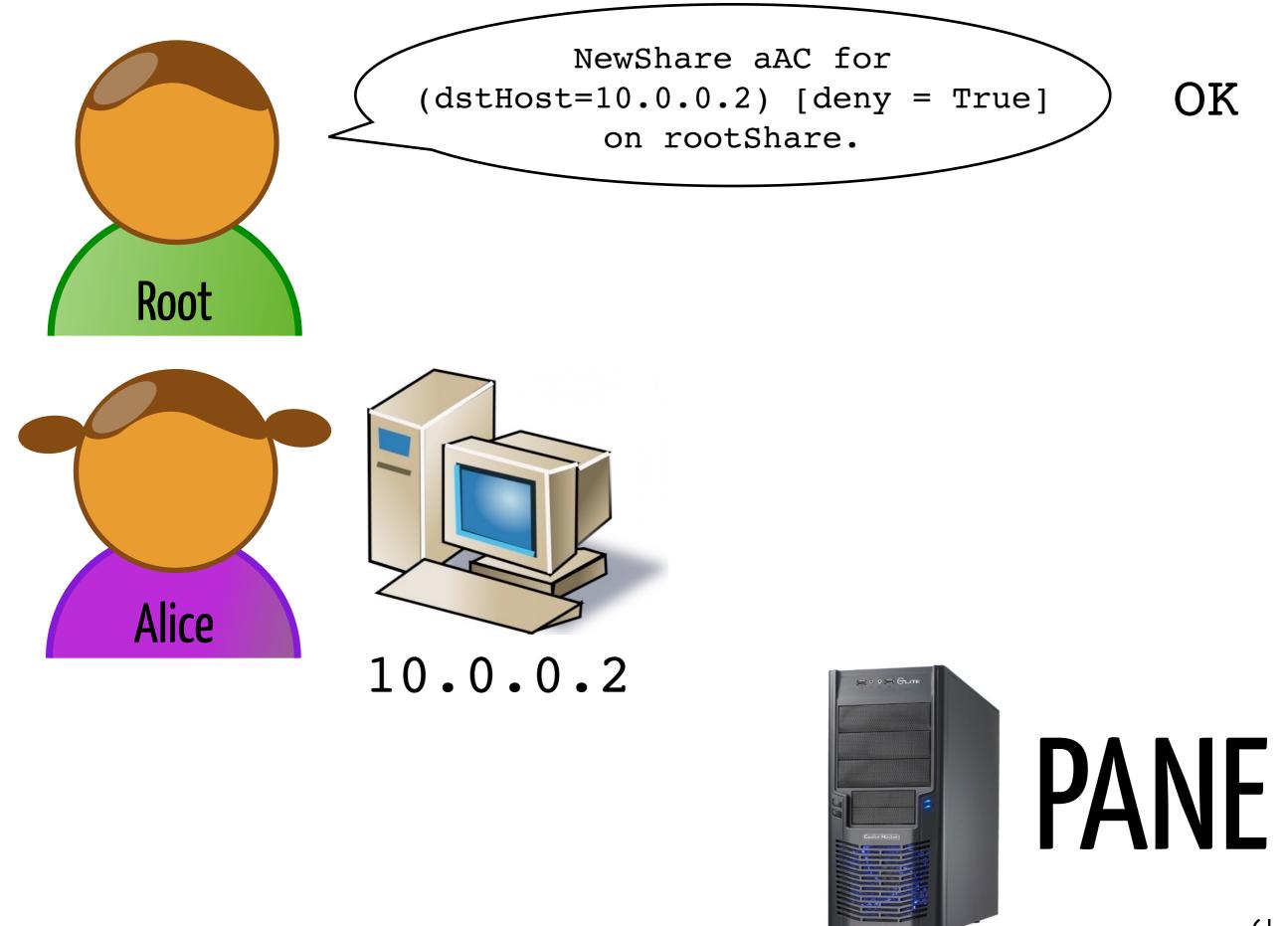


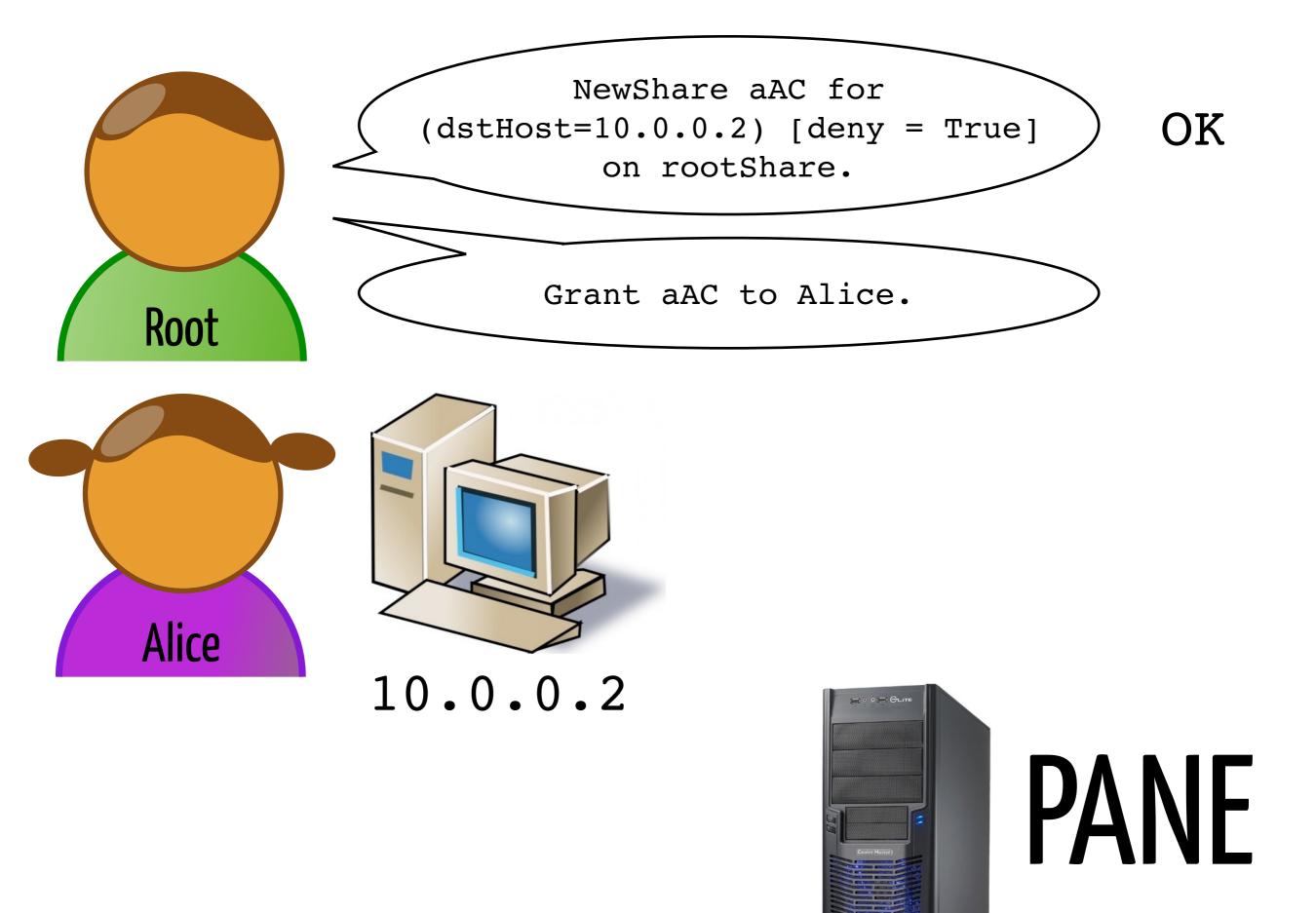


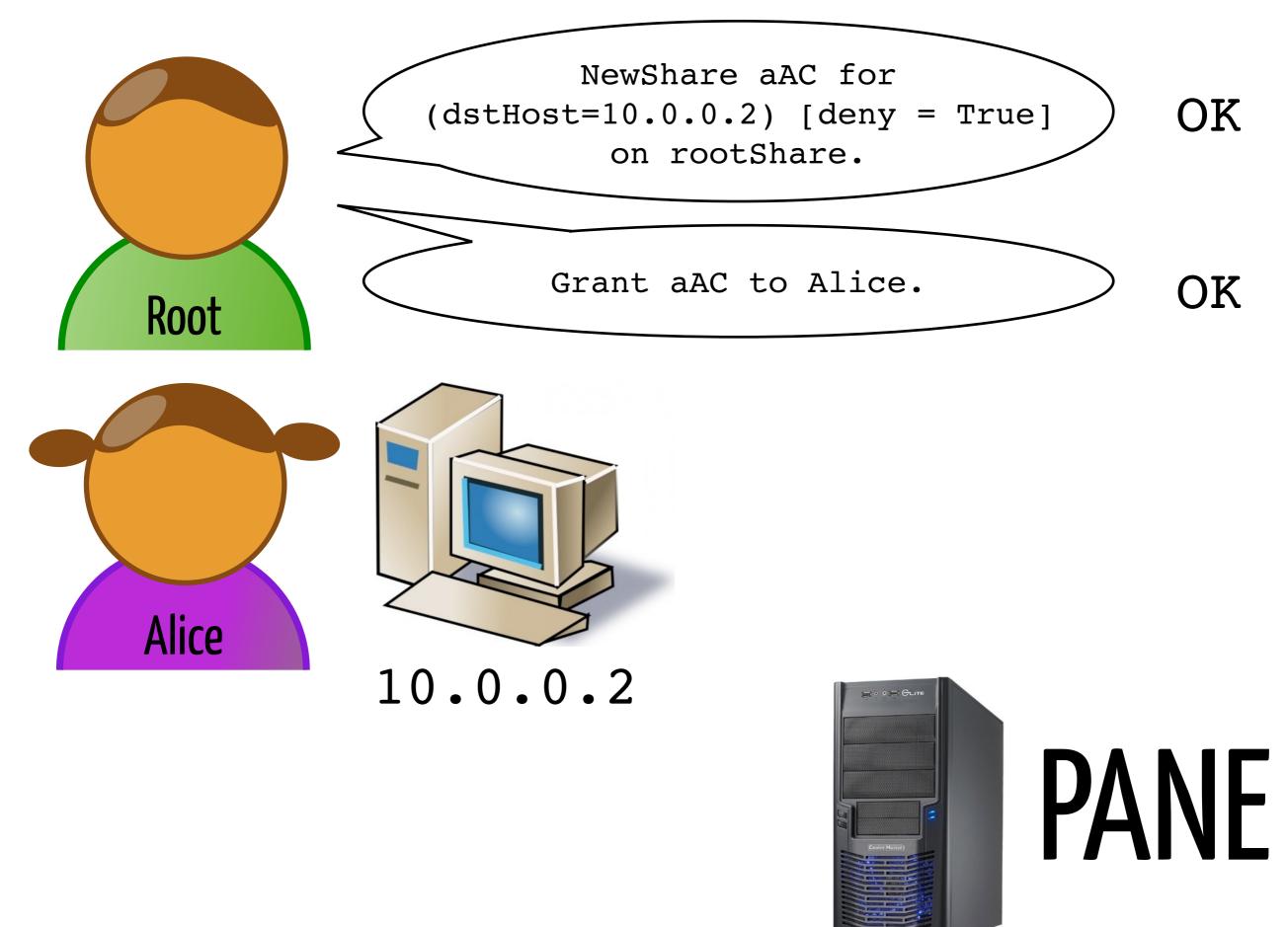


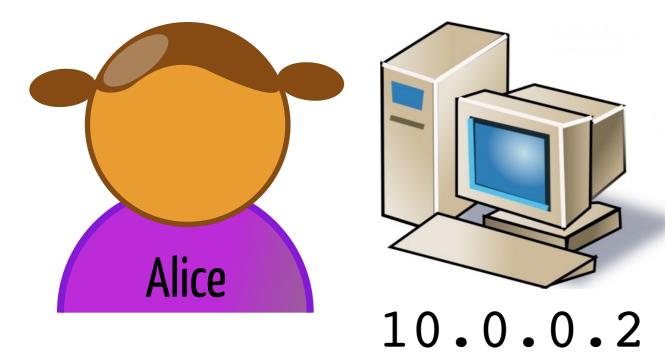




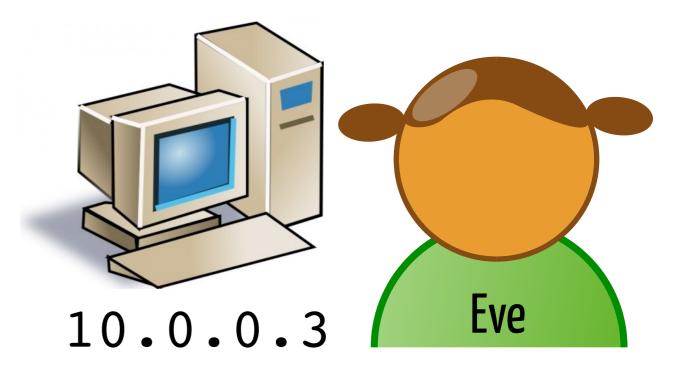


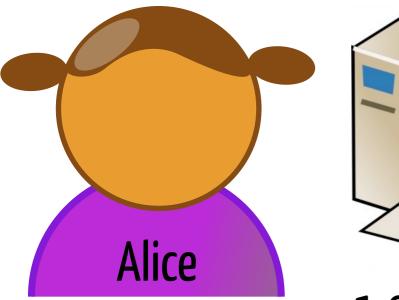


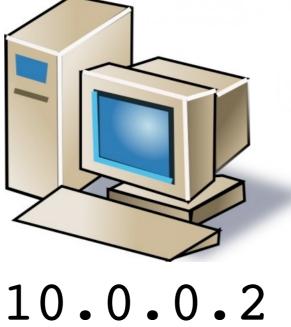






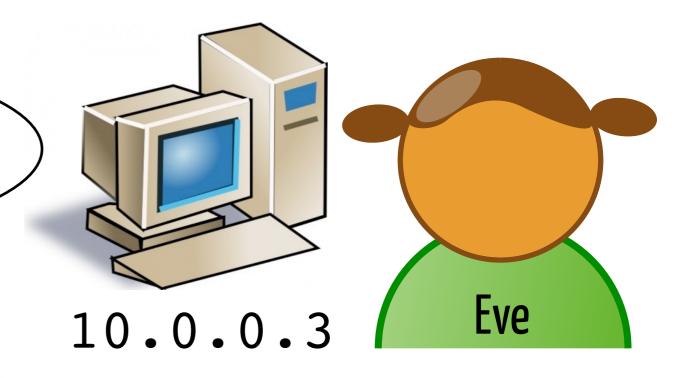


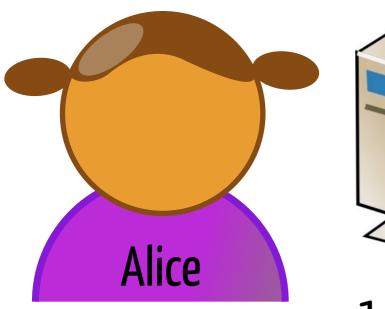


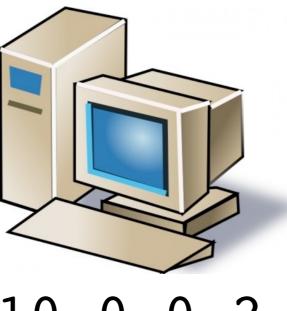




deny(dstHost=10.0.0.2, srcHost=10.0.0.3) on aAC from now to +5min.

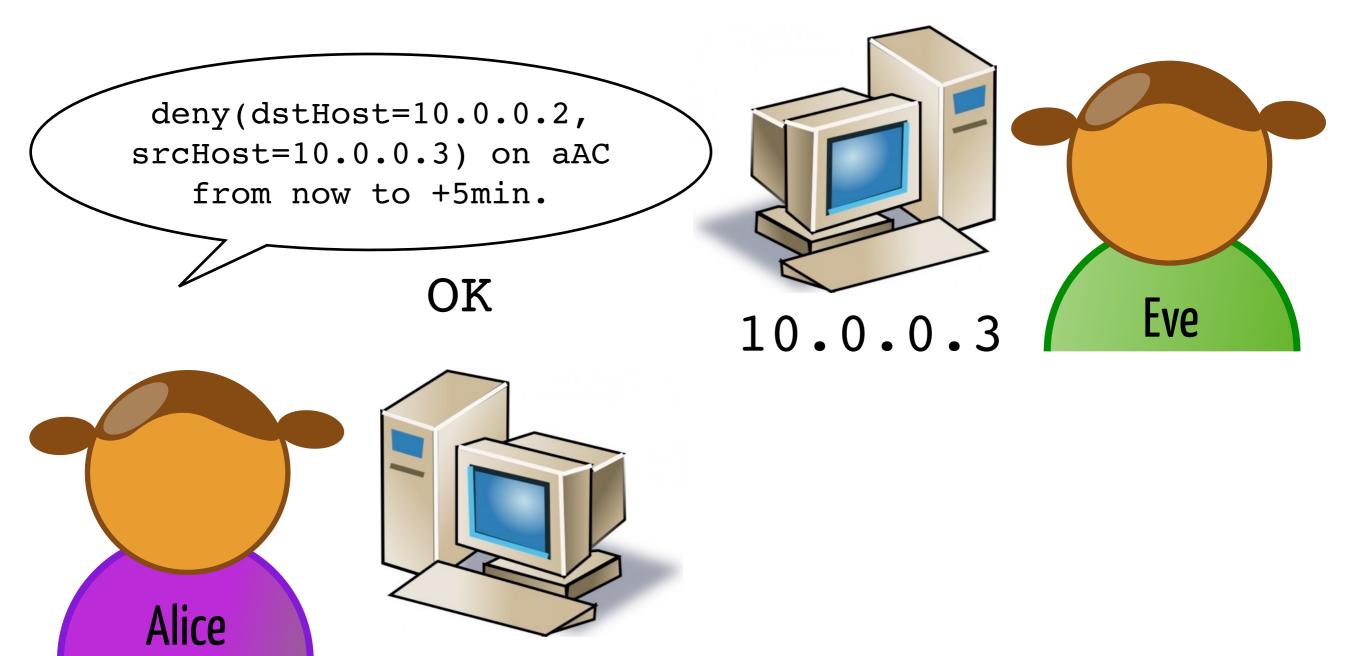






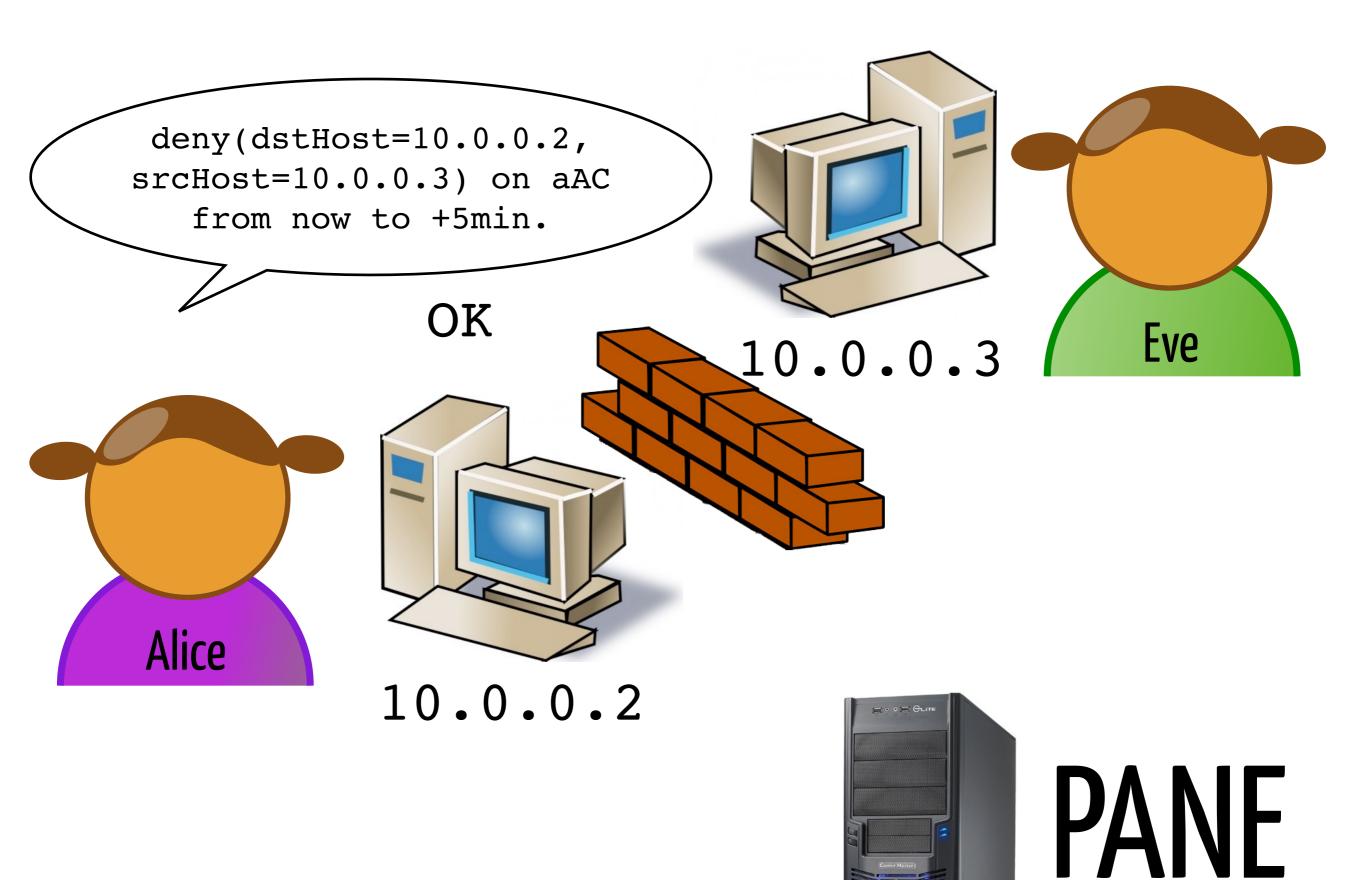






10.0.2

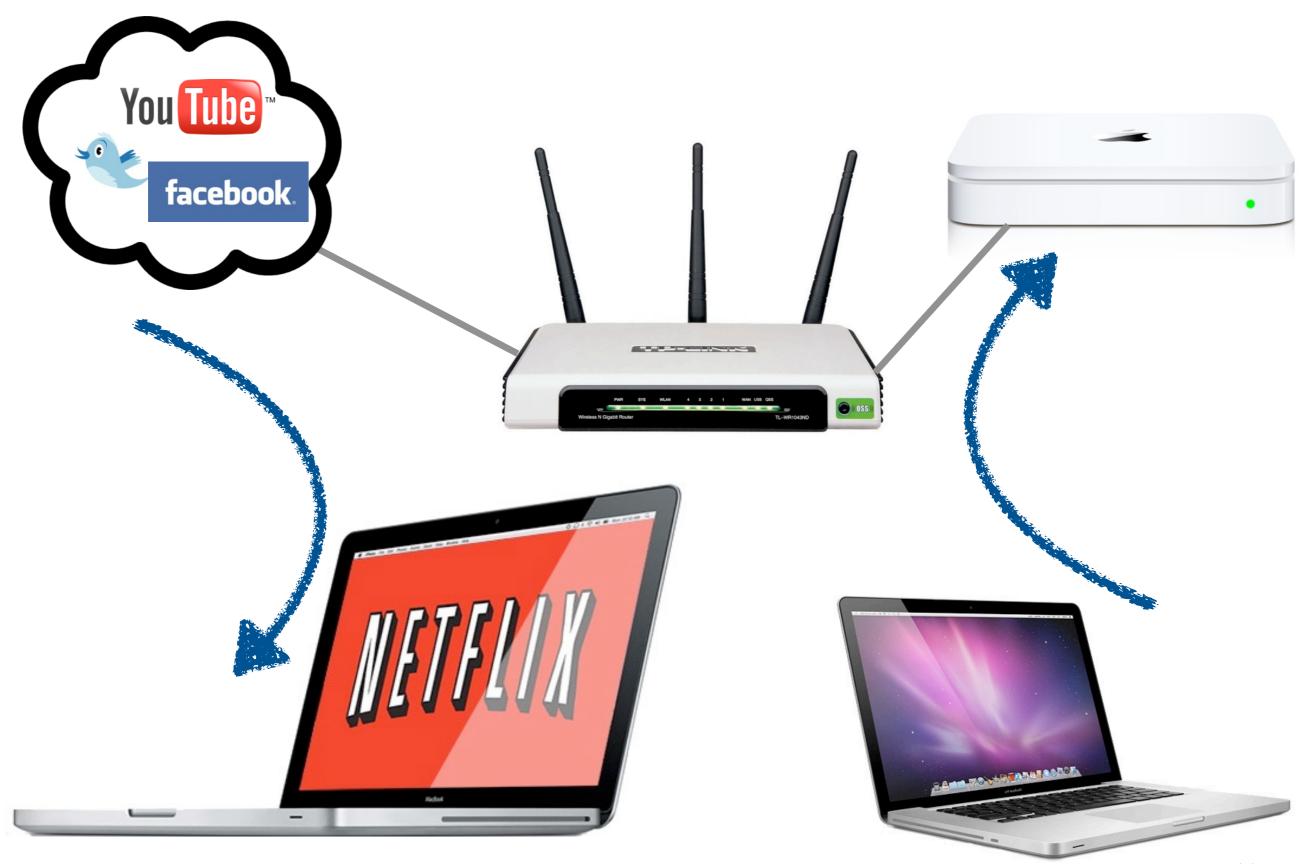




### Netflix



N E T F L I X		
89%		
Buffering		
pre Episodes	(I) Back	Full Screen





#### TCP Nice: A Mechanism for Background Transfers Arun Venkataramani Ravi Kokku Mike Dahlin \*

Laboratory of Advanced Systems Research Department of Computer Sciences University of Texas at Austin, Austin, TX 78712 {arun, rkoku, dahlin}@cs.utexas.edu

#### Abstract

Many distributed applications can make use of large background transfers - transfers of data that humans are not waiting for - to improve availability, reliability, latency or consistency. However, given the rapid fluctuations of available network bandwidth and changing resource costs due to technology trends, hand tuning the aggressiveness of background transfers risks (1) complicating applications, (2) being too aggressive and interfering with other applications, and (3) being too timid and not gaining the benefits of background transfers. Our goal is for the operating system to manage network resources in order to provide a simple abstraction of near zero-cost background transfers. Our system, TCP Nice, can provably bound the interference inflicted by background flows on foreground flows in a restricted network model. And our microbenchmarks and case study applications suggest that in practice it interferes little with foreground flows, reaps a large fraction of spare network bandwidth, and simplifies application construction and deployment. For example, in our prefetching case study application, aggressive prefetching improves de-mand performance by a factor of three when Nice manages resources; but the same prefetching hurts demand performance by a factor of six under standard network congestion control

#### 1 Introduction

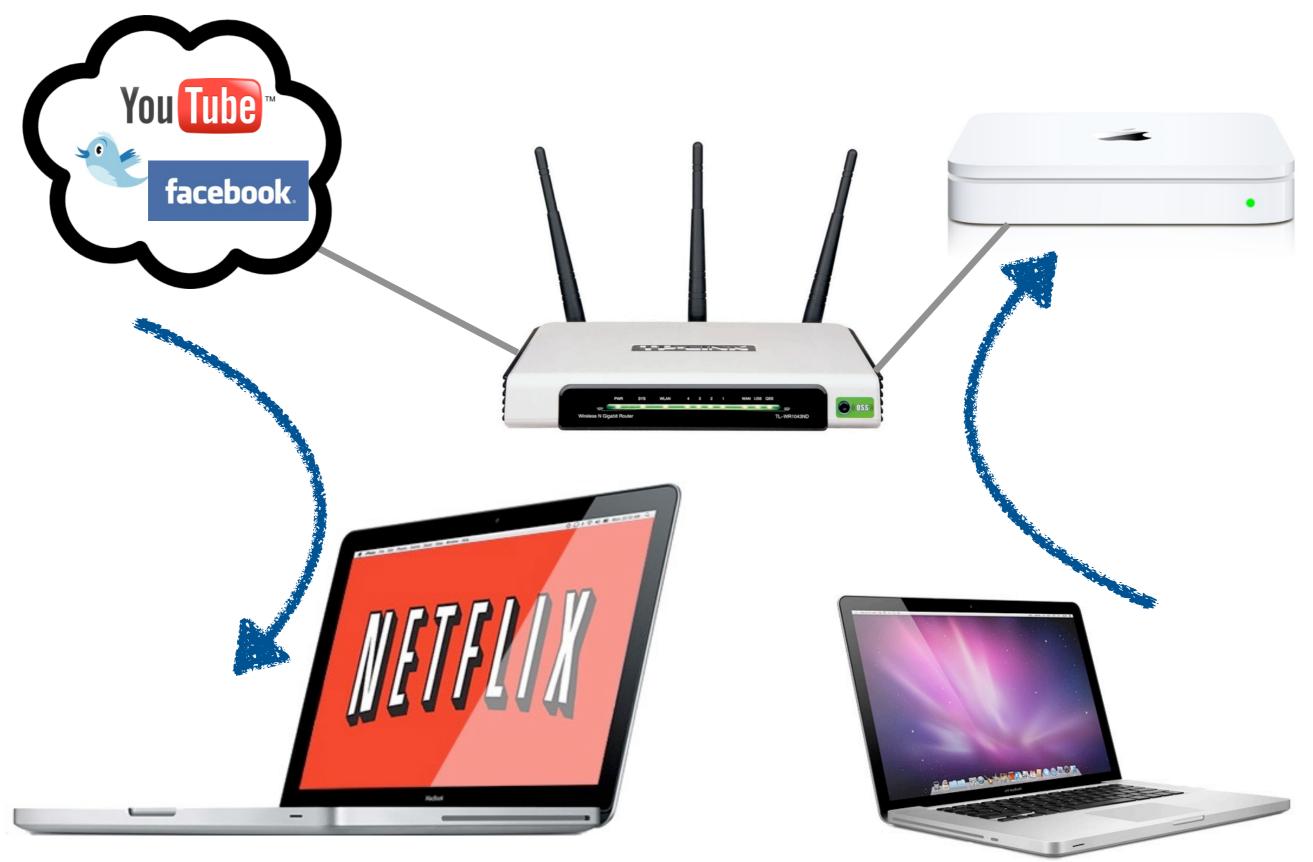
Many distributed applications can make use of large background transfers – transfers of data that humans are not waiting for – to improve service quality. For example, a broad range of applications and services such as data backup [29], prefetching [50], enterprise data distribution [20], Internet content distribution [2], and peerto-peer storage [16, 43] can trade increased network <sup>\*</sup>This work was supported in part by an NSF CISE grant (CDA-962082), the Texas Advanced Technology Program, the Texas Advanced Research Program, and Tivoli. Dahlin was also supported by an NSF CAREER award (CCR-9733842) and an Alfred P. Sloan Research Feldwarking.

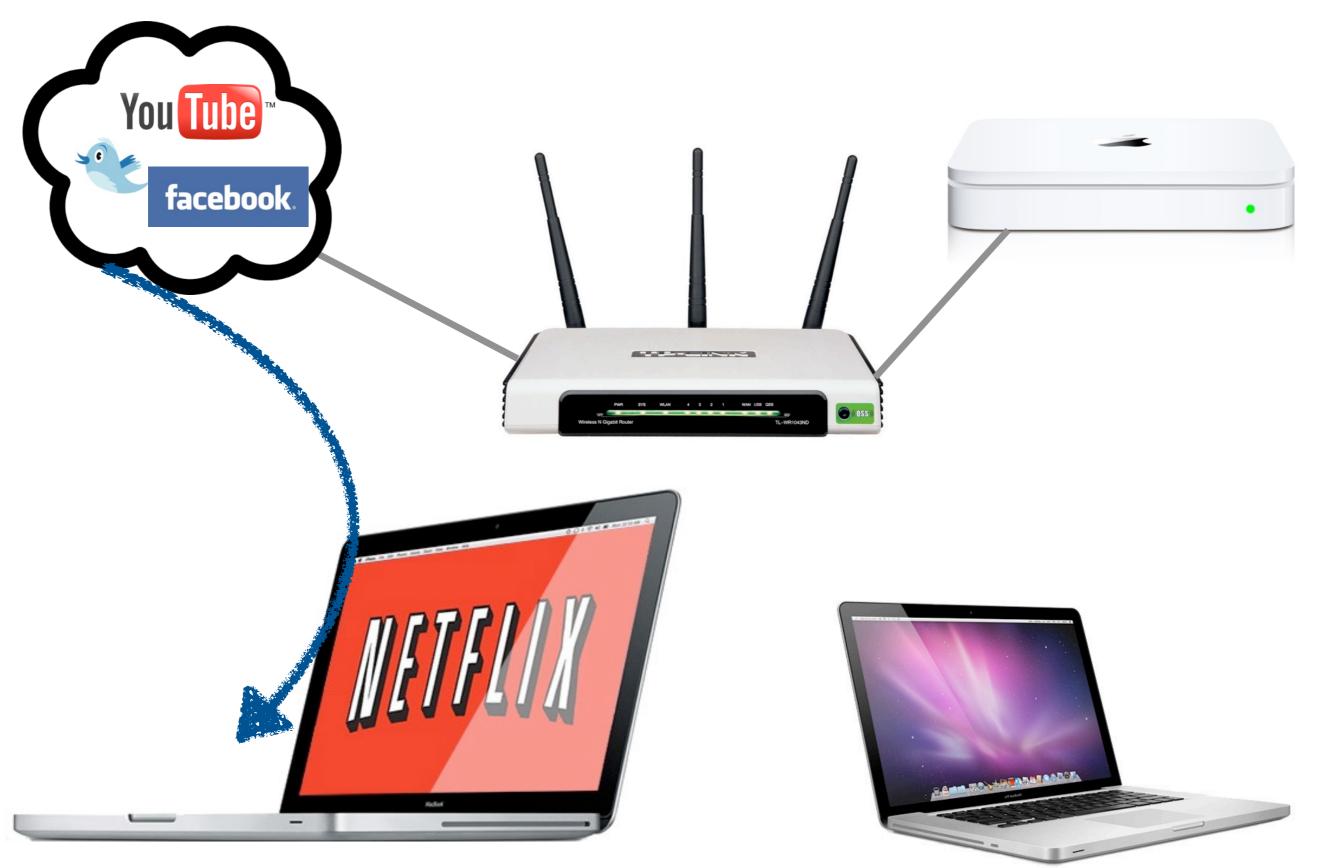
bandwidth consumption and possibly disk space for improved service latency [15, 18, 26, 32, 38, 50], improved availability [11, 53], increased scalability [2], stronger consistency [53], or support for mobility [28, 41, 47]. Many of these services have potentially unlimited band width demands where incrementally more bandwidth consumption provides incrementally better service. For example, a web prefetching system can improve its hit rate by fetching objects from a virtually unlimited collection of objects that have non-zero probability of access [8, 10] or by updating cached copies more fre-quently as data change [13, 50, 48]; Technology trends suggest that "wasting" bandwidth and storage to improve latency and availability will become increasingly attractive in the future: per-byte network transport costs and disk storage costs are low and have been improv-ing at 80-100% per year [9, 17, 37]; conversely network availability [11, 40, 54] and network latencies improve slowly, and long latencies and failures waste human time

Current operating systems and networks do not provide good support for aggressive background transfers. In particular, because background transfers compete with foreground requests, they can hurt overall performance and availability by increasing network congestion. Applications must therefore carefully balance the benefits of background transfers against the risk of both *selfinterference*, where applications hurt their own performance, and *cross-interference*, where applications hurt other applications' performance. Often, applications attempt to achieve this balance by setting "magic numbers" (e.g., the prefetch threshold in prefetching algorithms [18, 26]) that have little obvious relationship to system goals (e.g., availability or latency) or constraints (e.g., current spare network bandwidth).

Our goal is for the operating system to manage network resources in order to provide a simple abstraction of zero-cost background transfers. A self-tuning background transport layer will enable new classes of applications by (1) simplifying applications, (2) reducing the risk of being too aggressive, and (3) making

Braden, Ed., et. al.	Standards Track	[Page 1]
RFC 2205	RSVP	September 1997



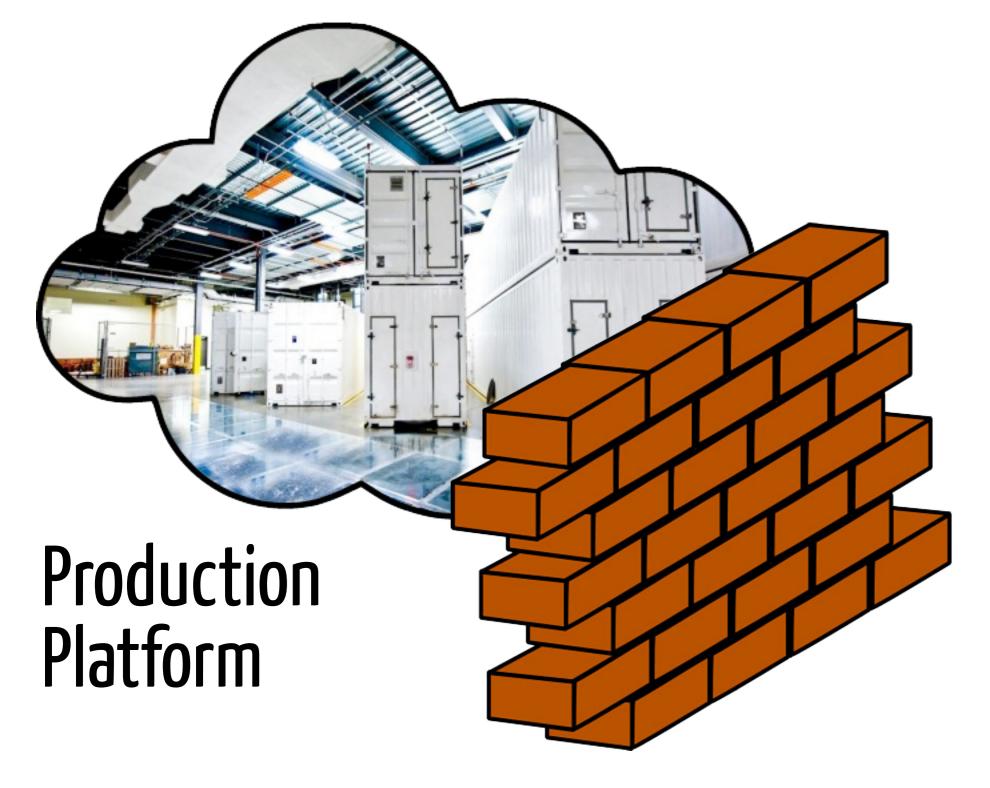


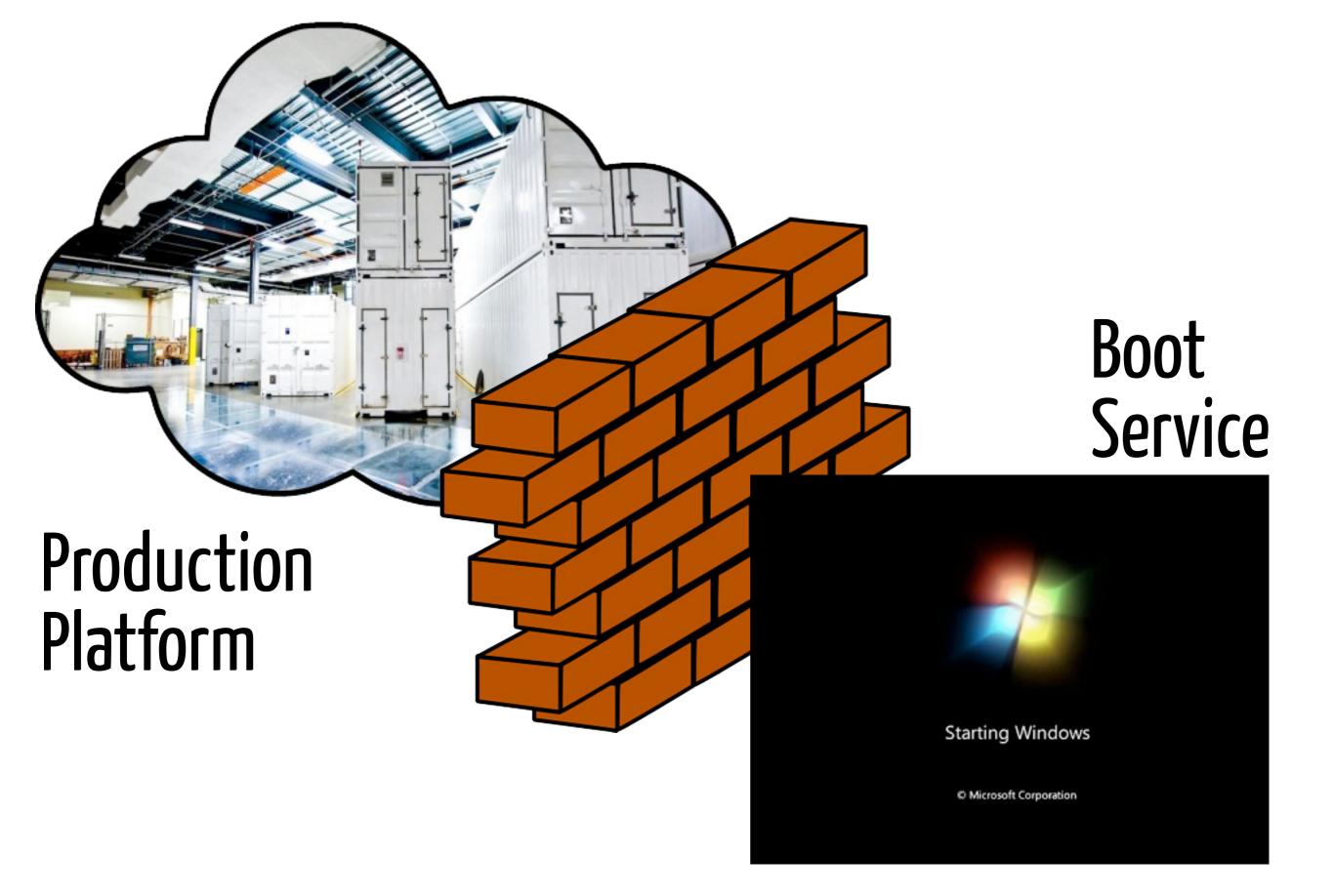
### Datacenter

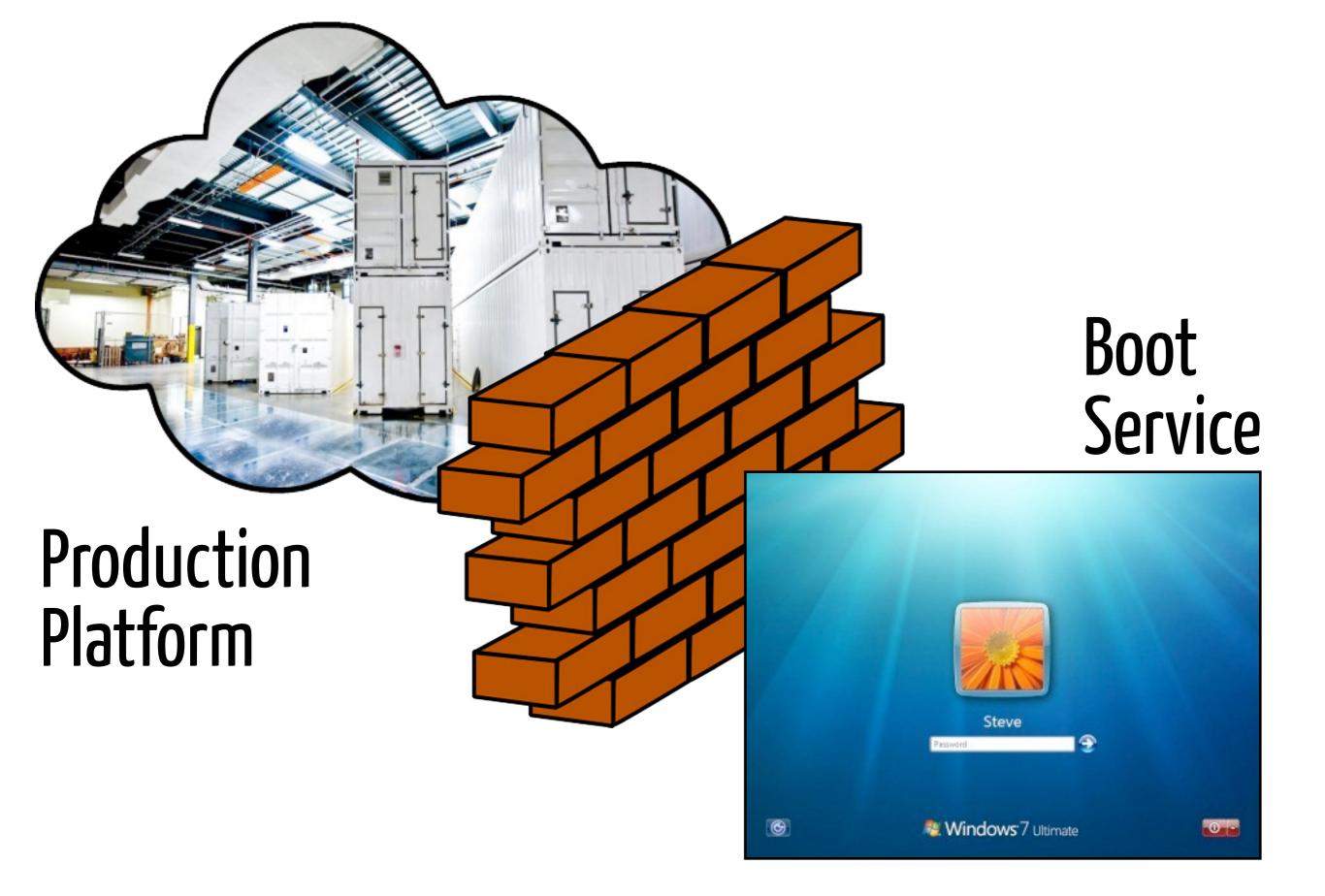


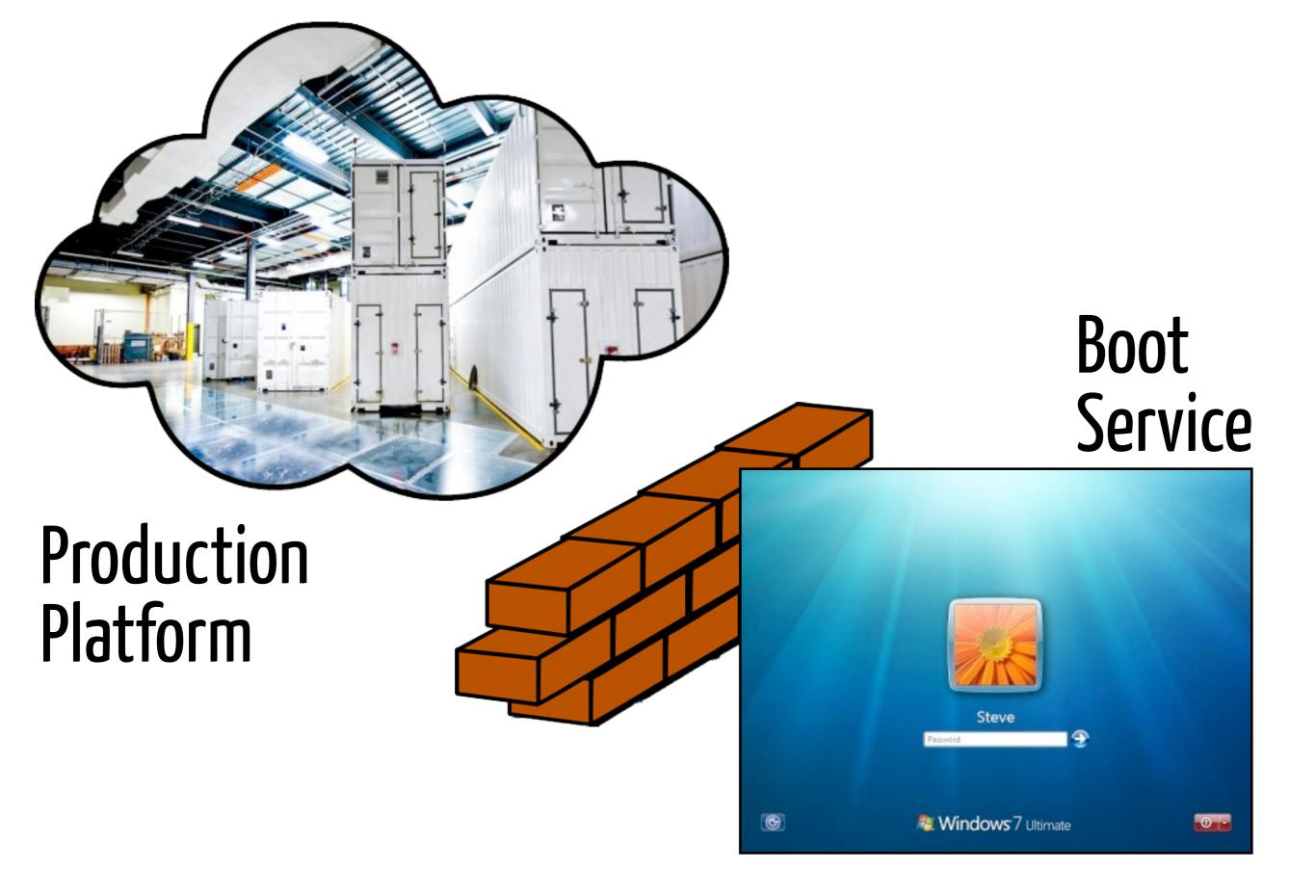
### Production Platform

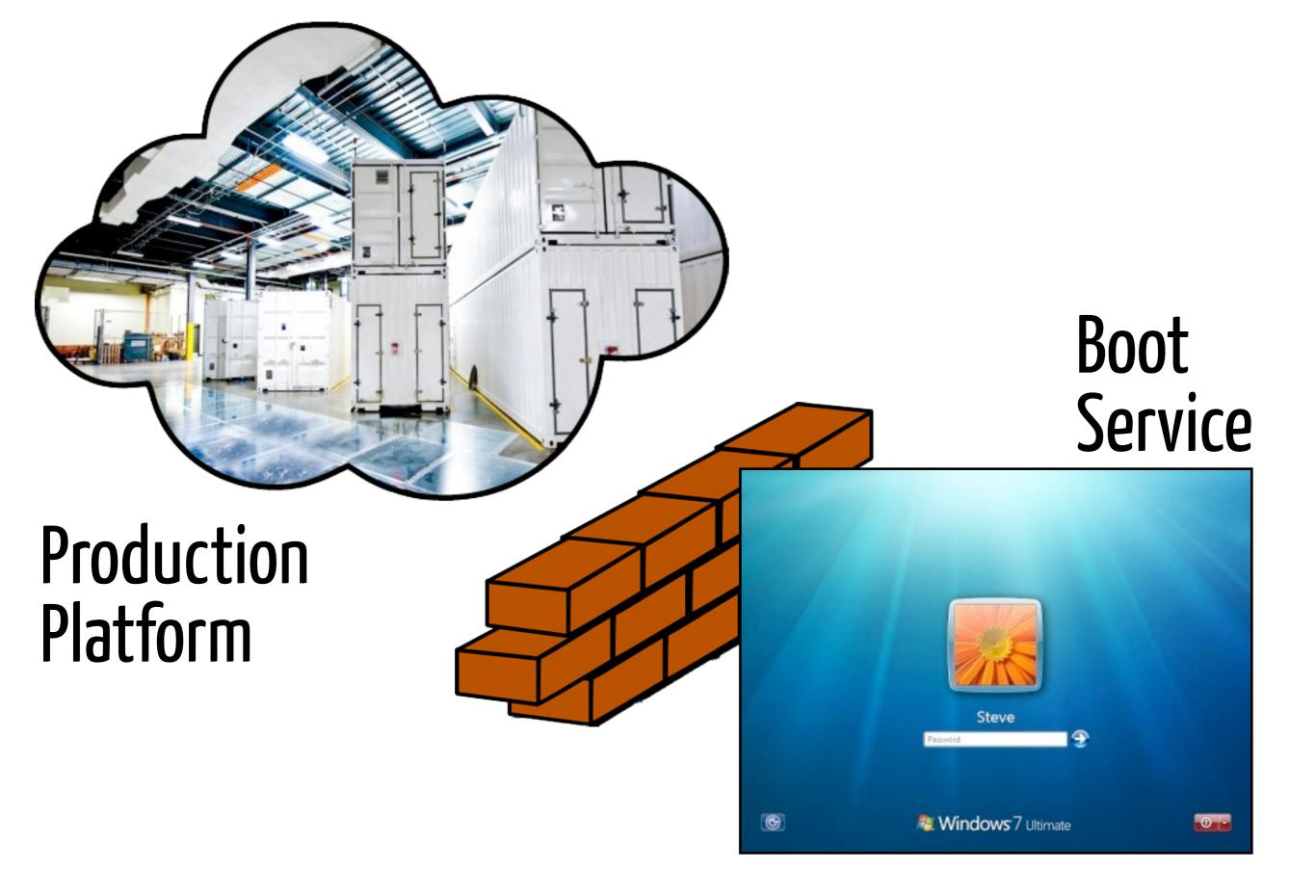
Based on "Delusional Boot: Securing Cloud Hypervisors without Massive Re-Engineering" (EuroSys 2012)

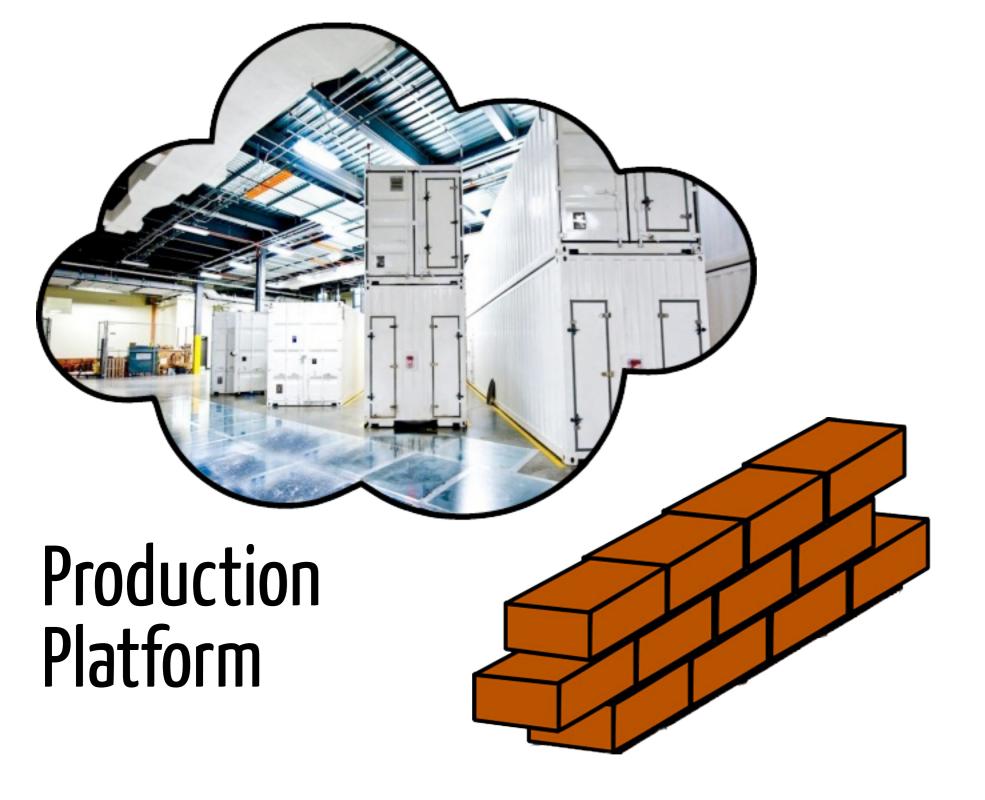




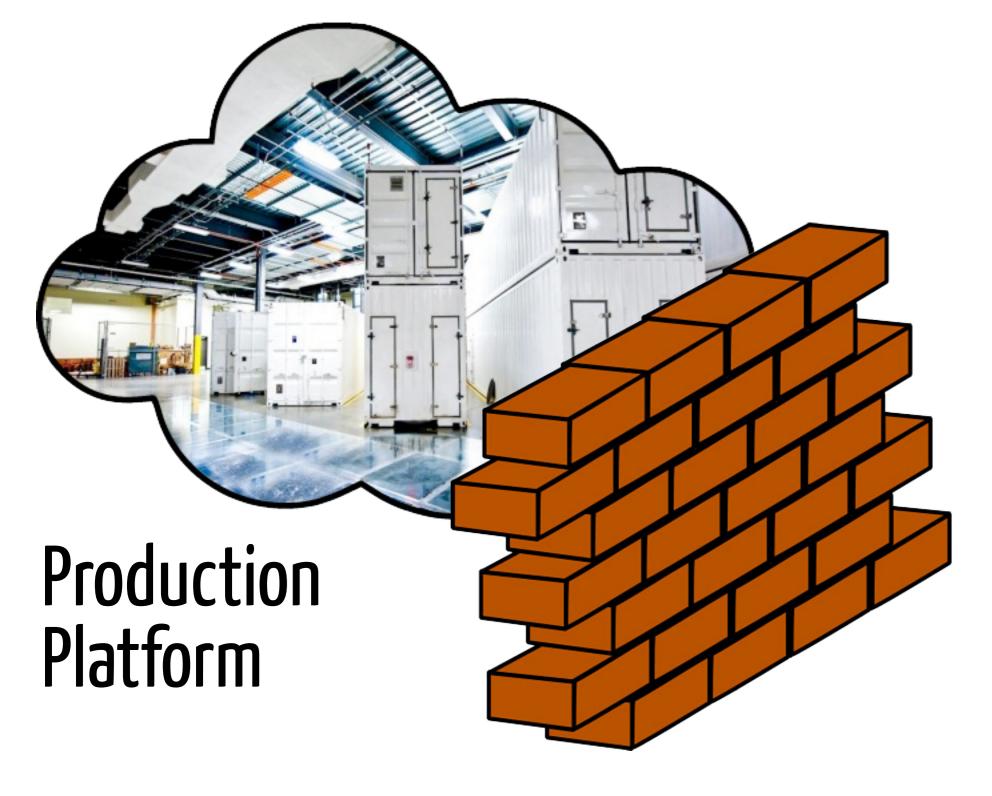






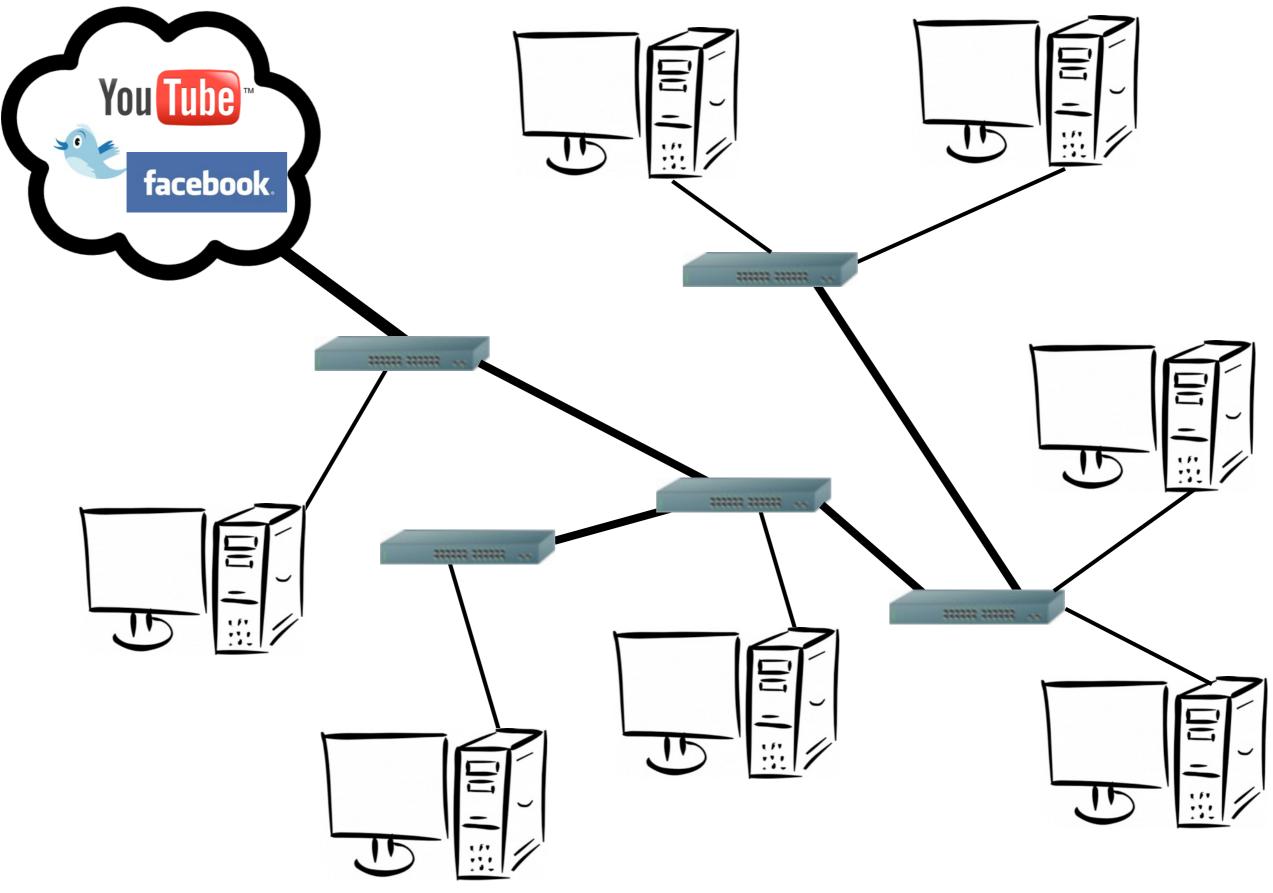


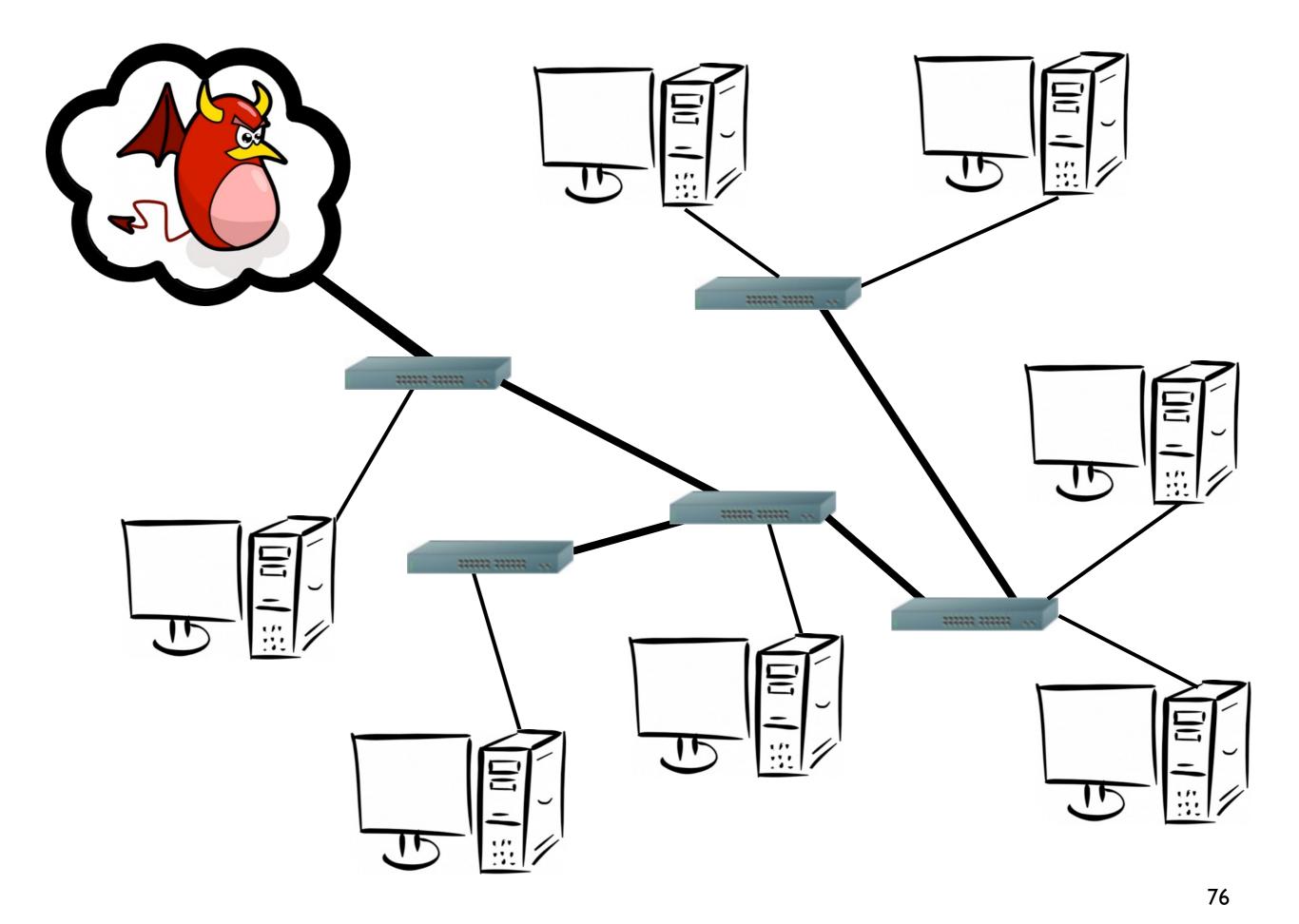
### Boot Service

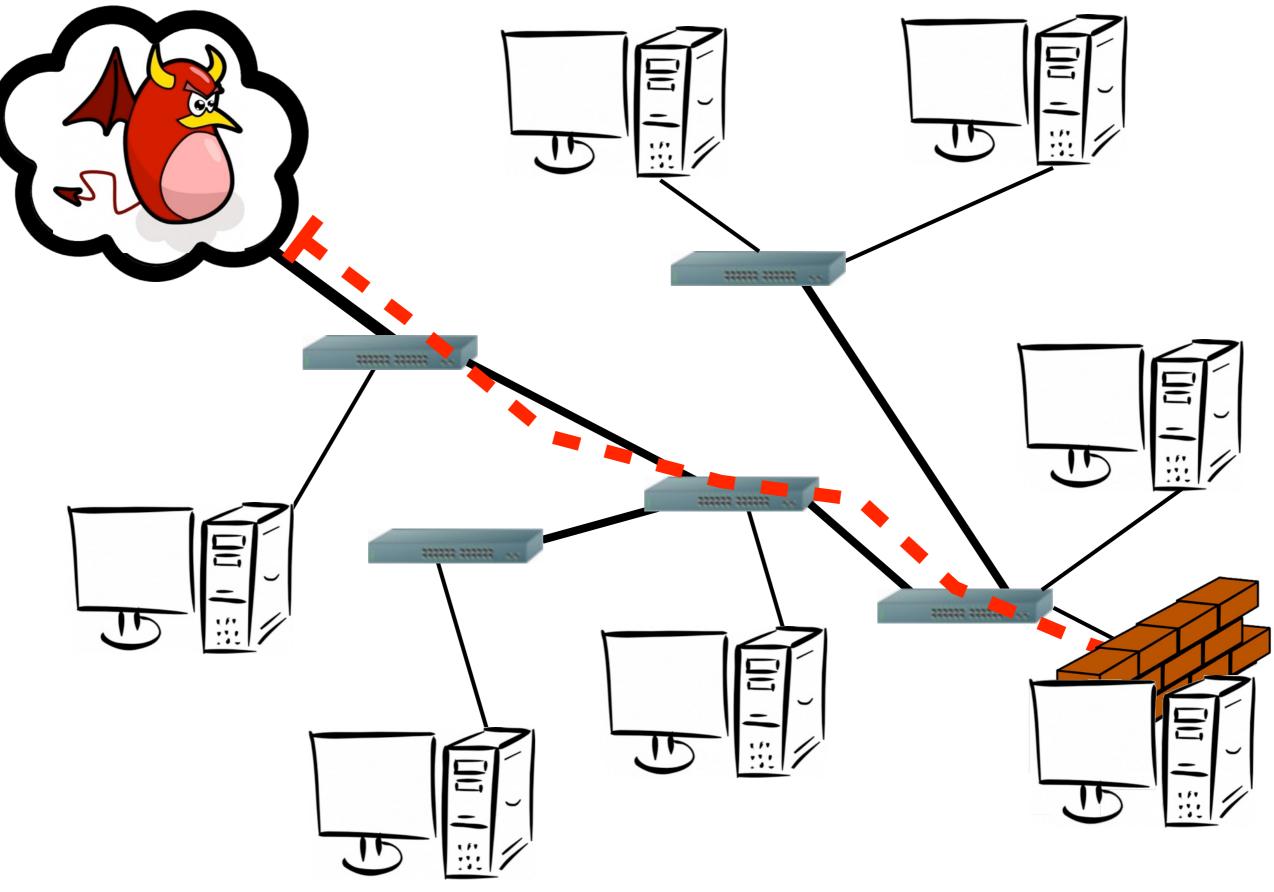


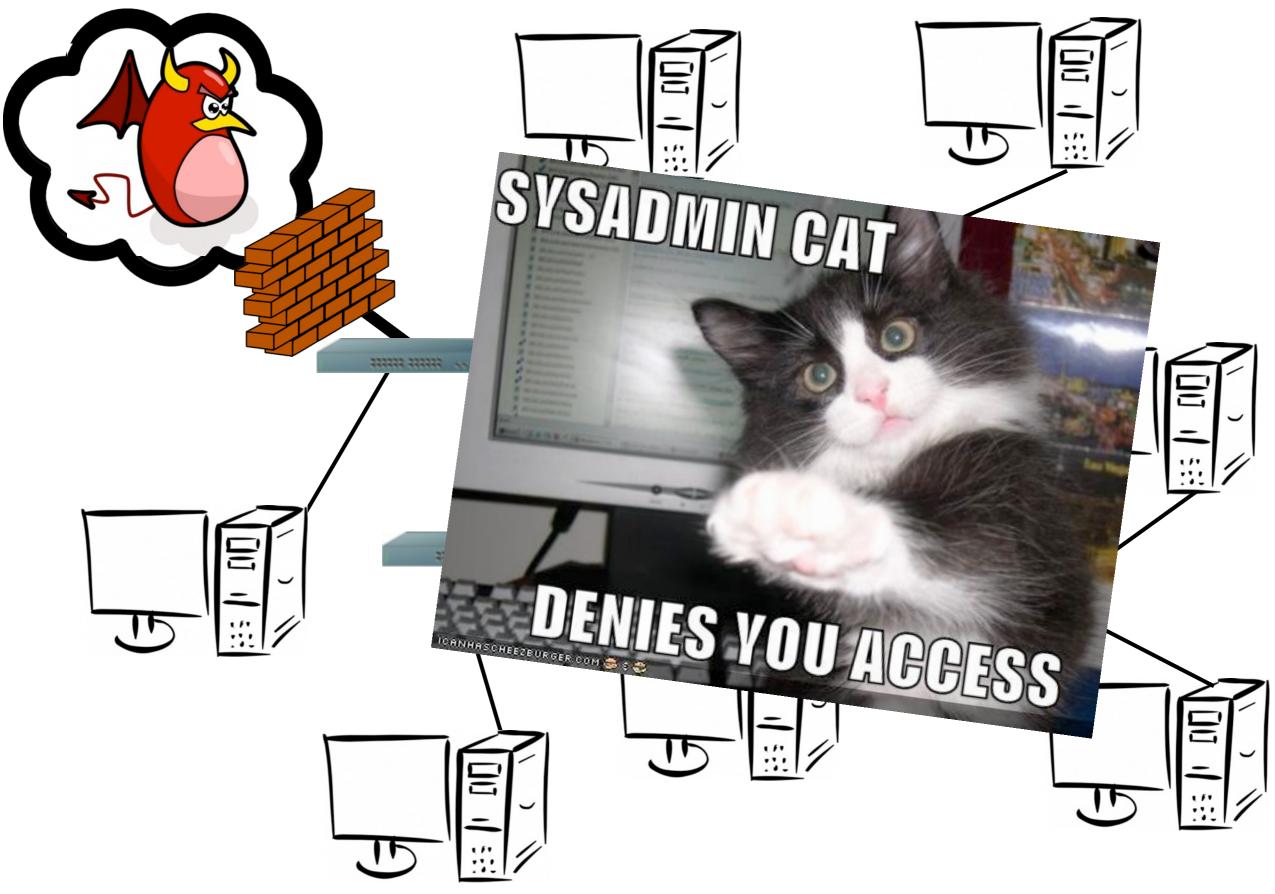
### Boot Service

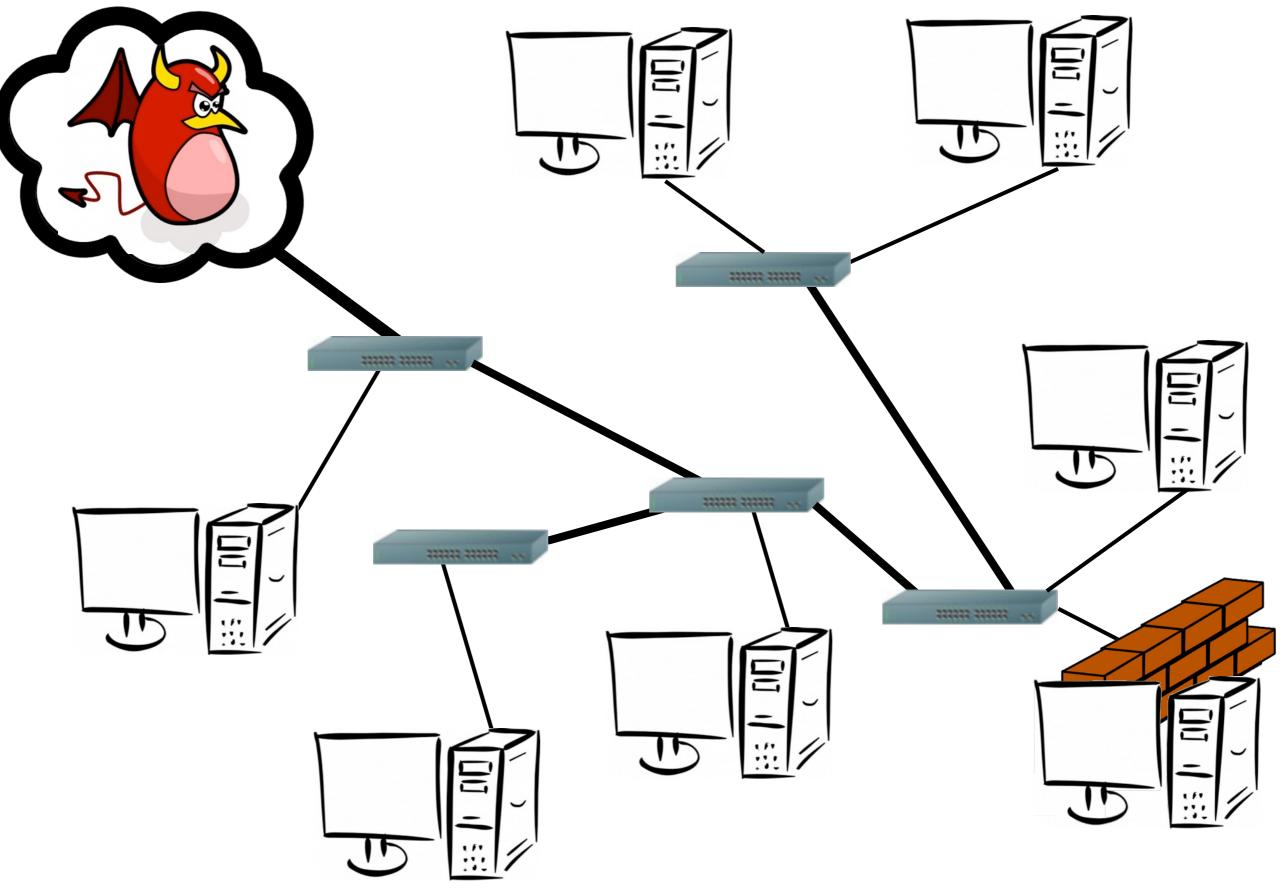
## Enterprise

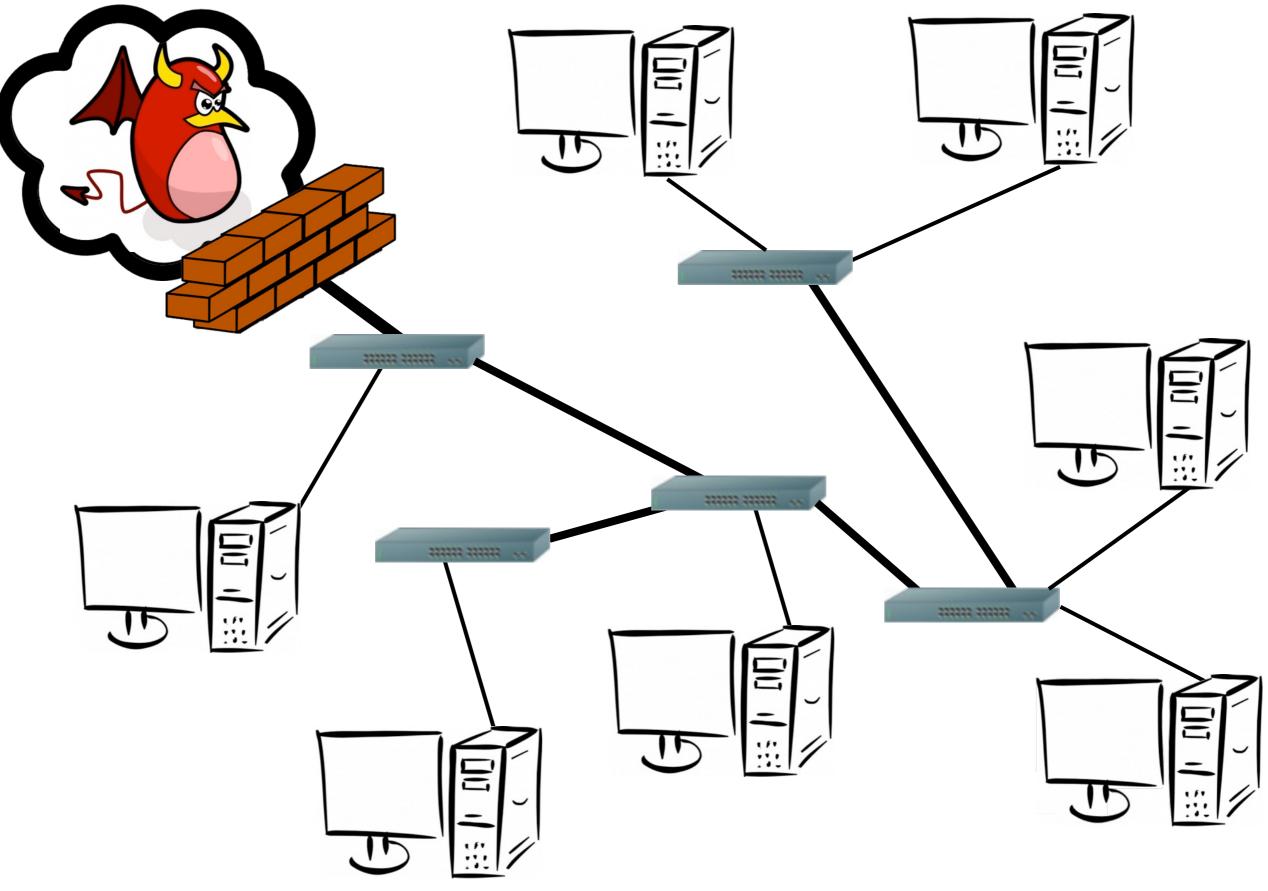








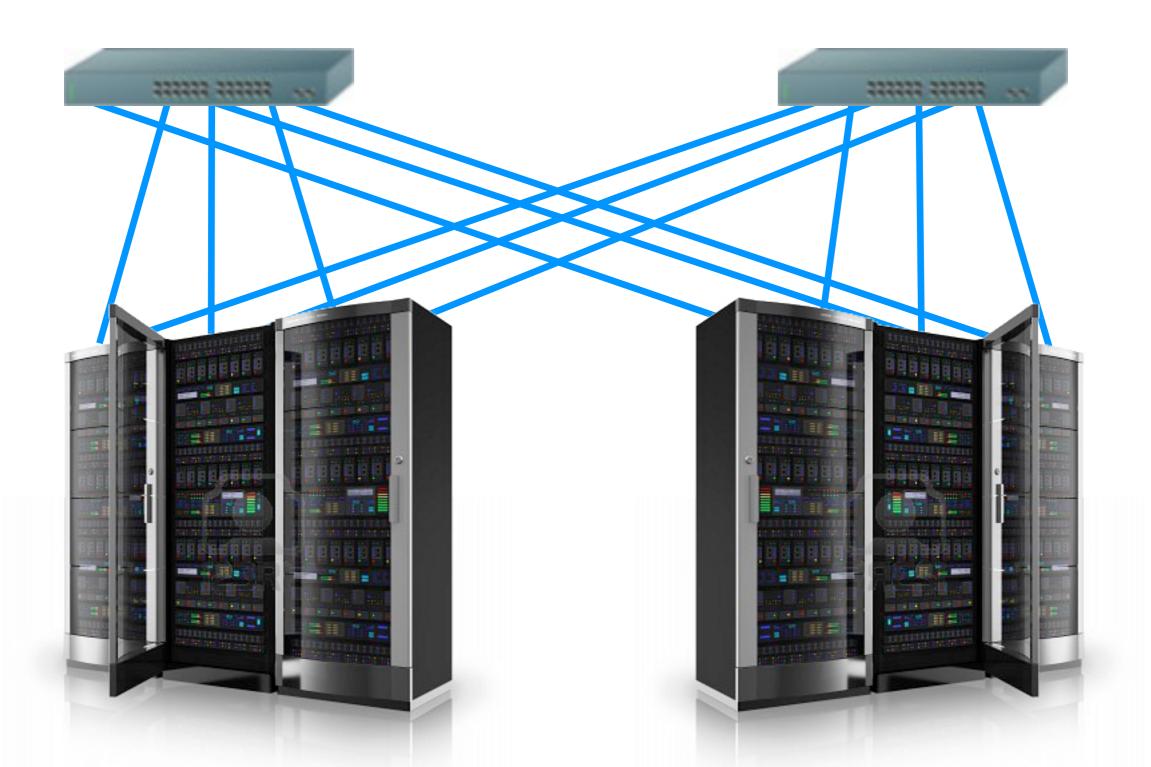


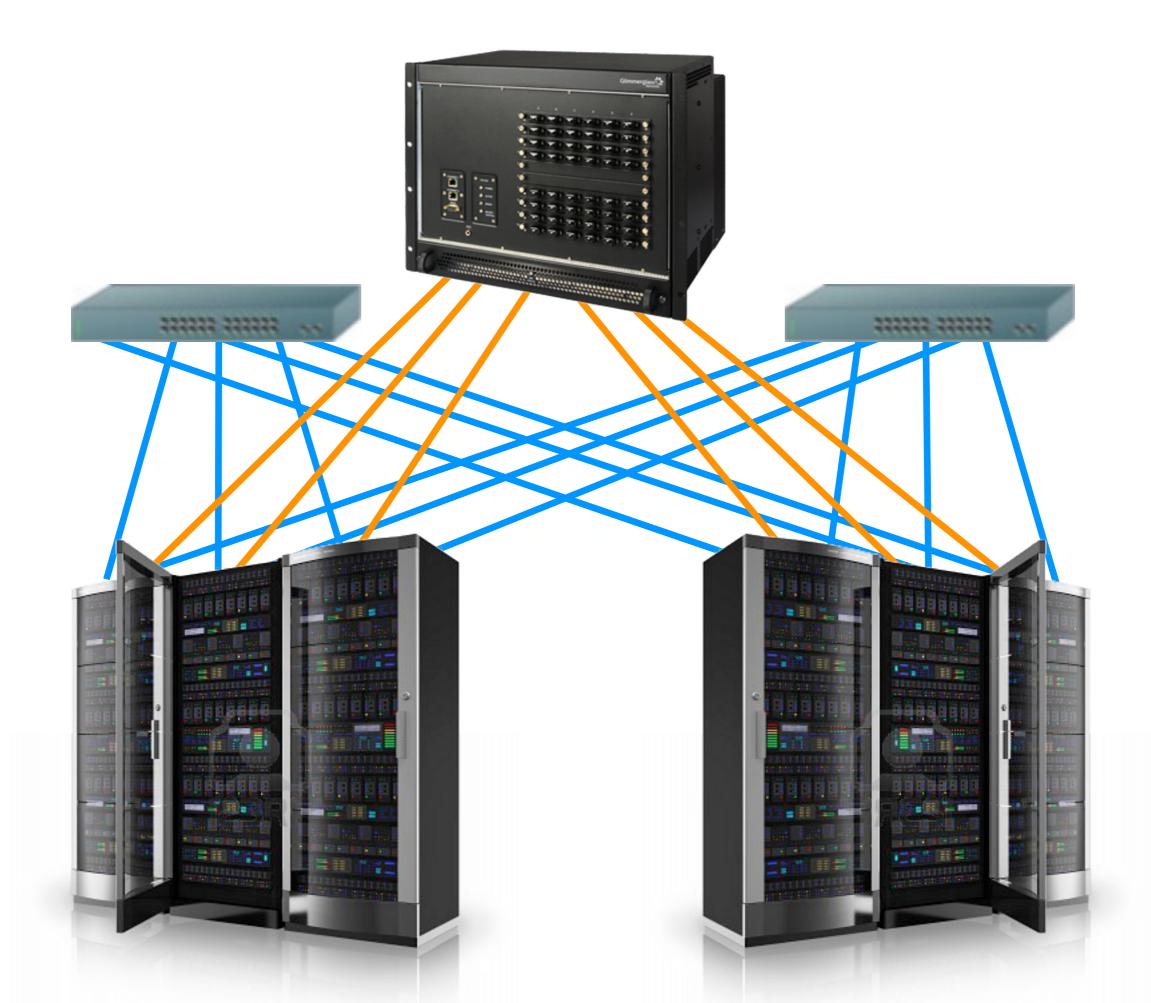


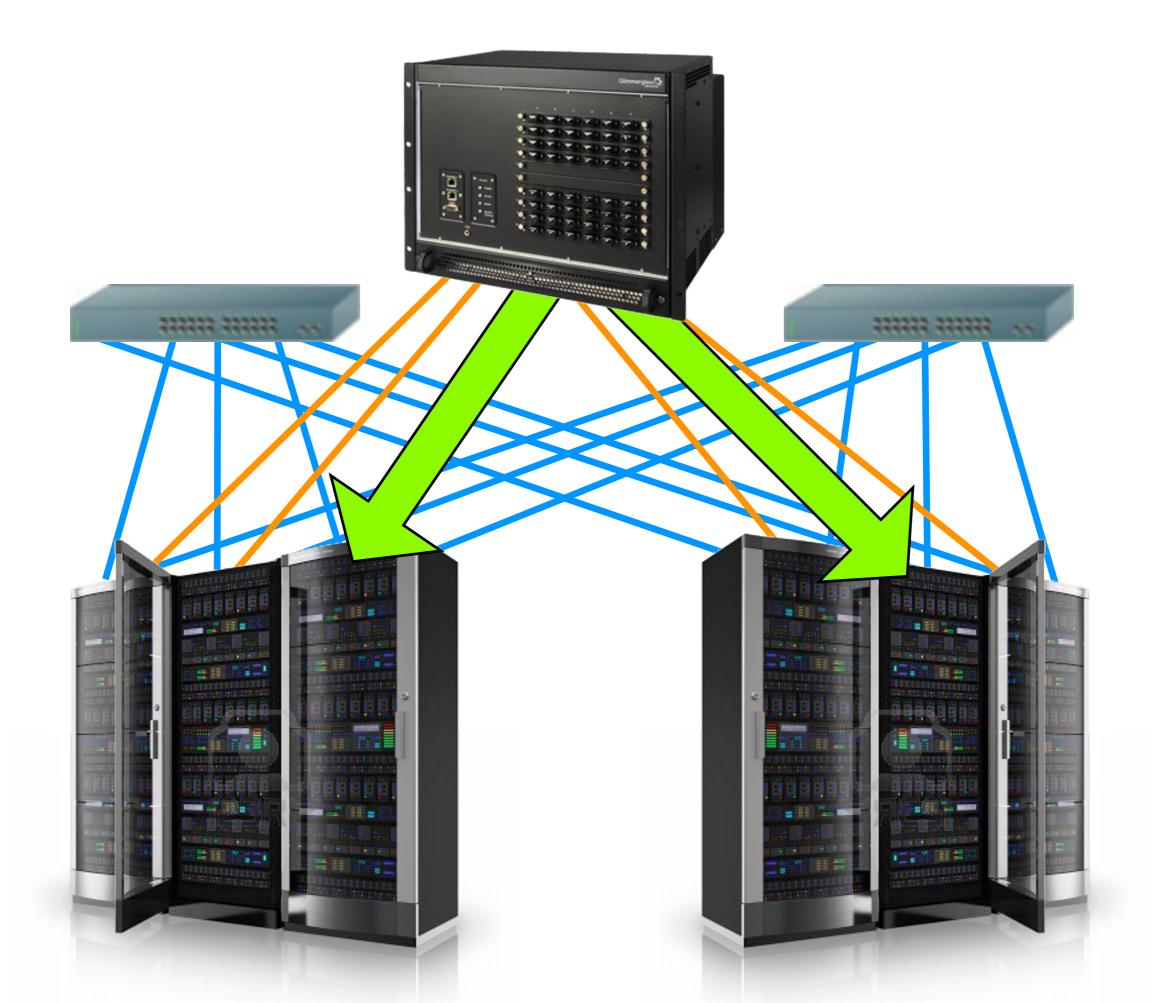
## A problem in the datacenter

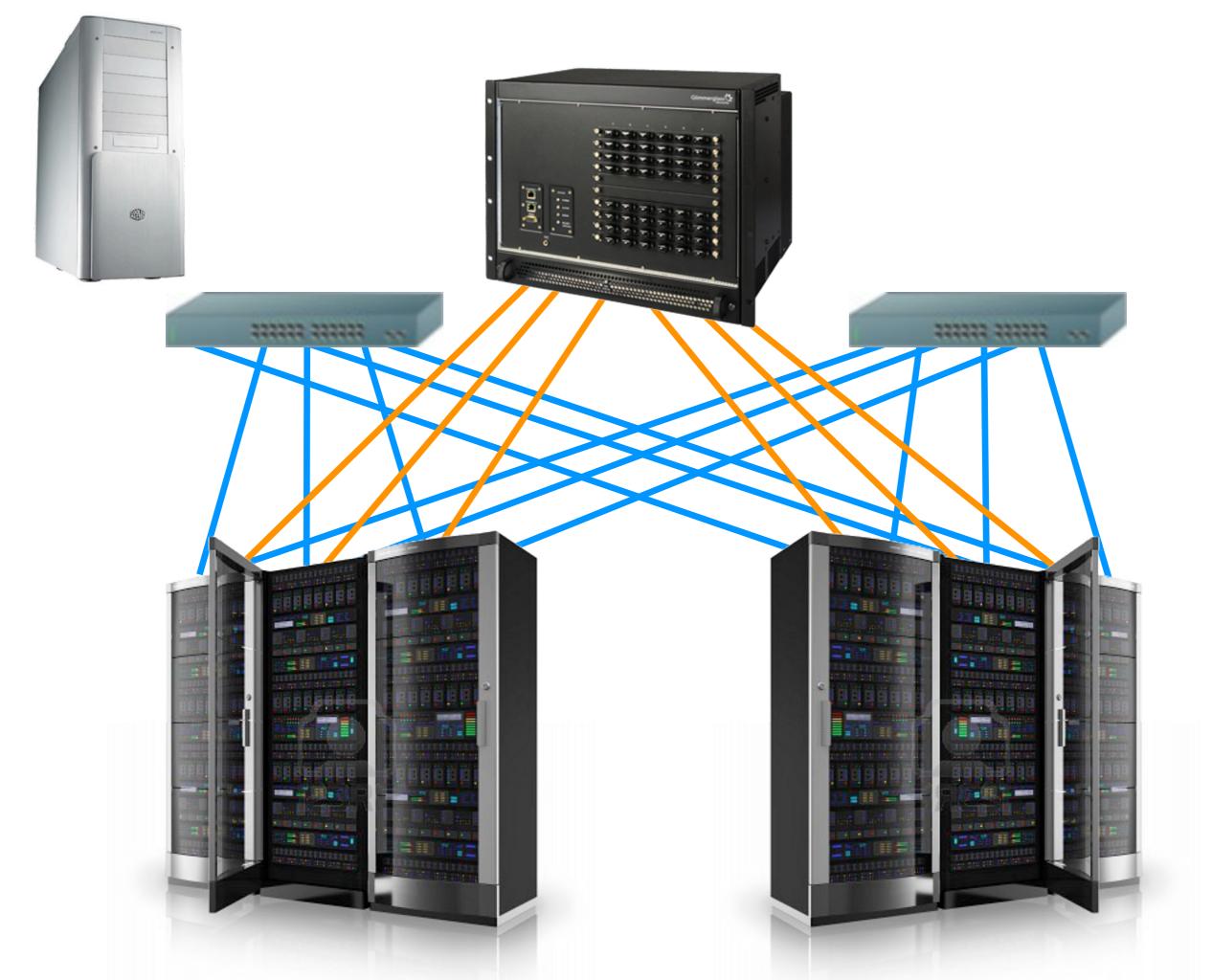


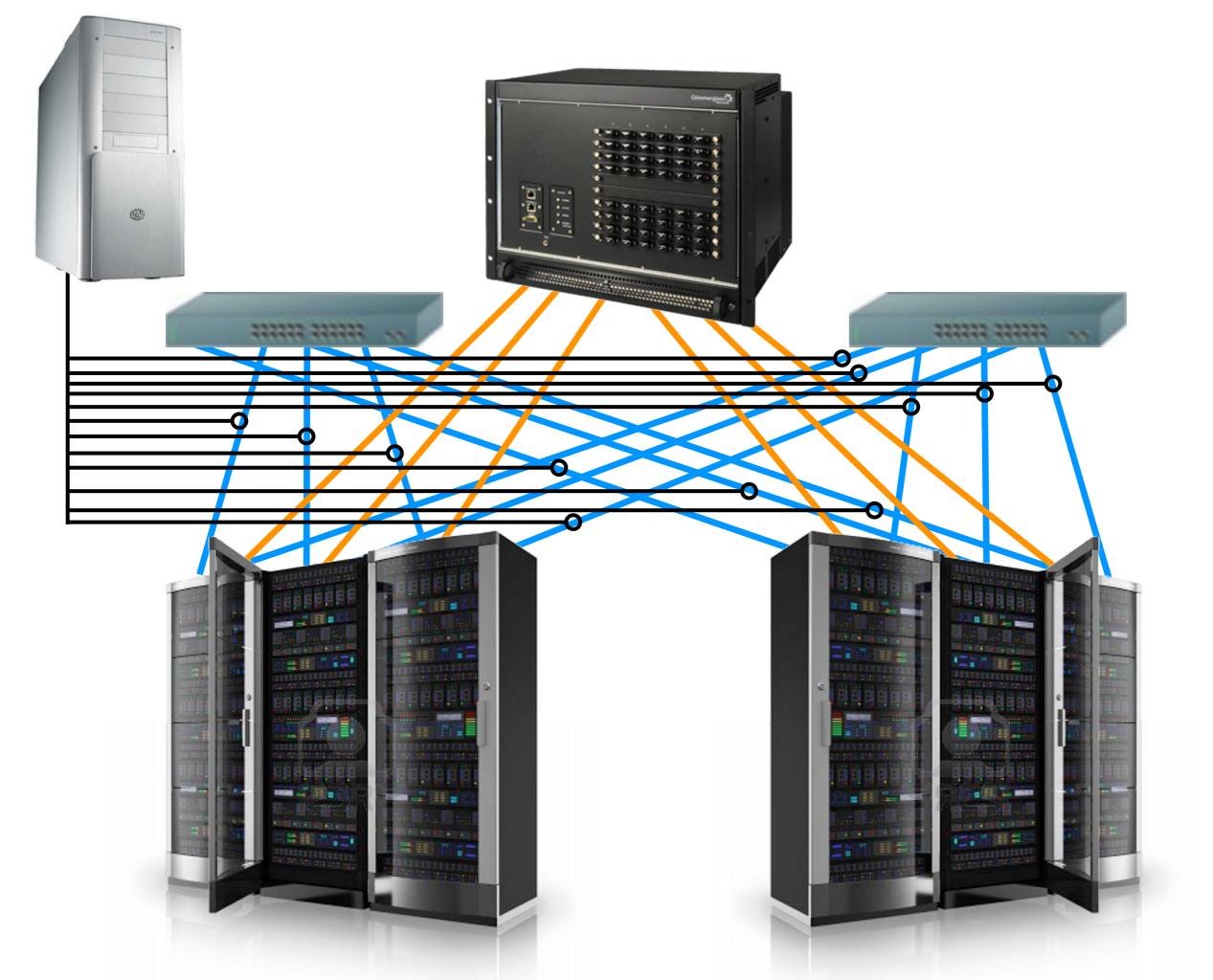


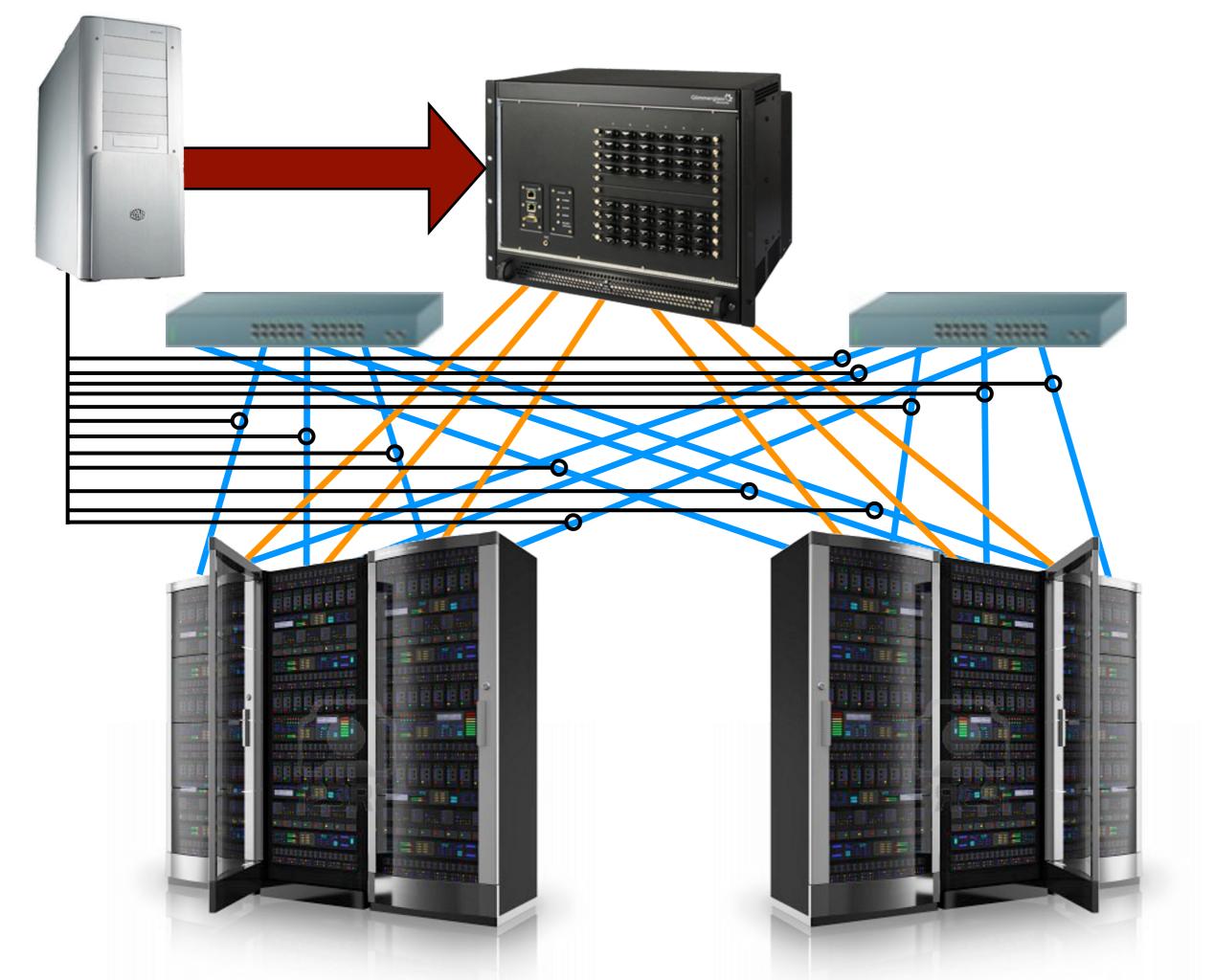








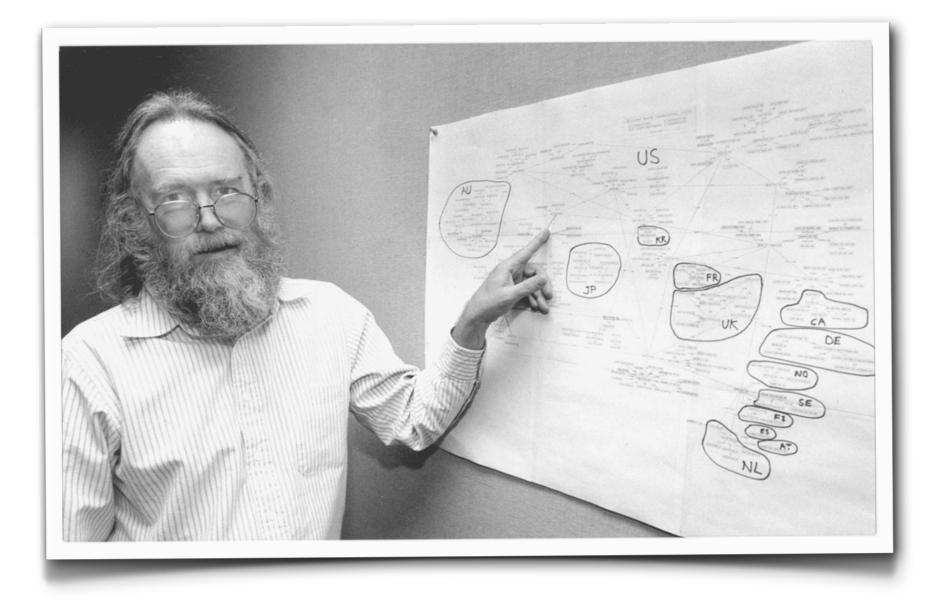




# Participatory Networking

Ken Thompson & Dennis Ritchie

. ...



#### Jon Postel

## EVERYTHING FOCUPYWALLST

WE ALREADY KNOW THAT WE OWN EVERYTHING THE TASK BOD ST

# Participatory Networking

# Safe? Secure? Fair? Loop freedom? Black holes?