



Endpoint-Transparent Multipath in Software Defined Networks

Master Thesis

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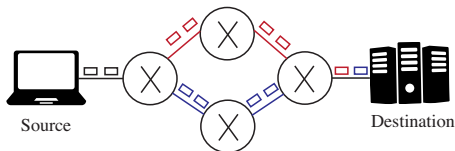
Conclusion

Introduction & Motivation

Multipath Forwarding is a L2/L3 strategy where next-hop packet forwarding to a destination can occur over multiple paths.

Advantages:

- ▶ Aggregated Path Throughput
- ▶ Load Sharing
- ▶ Connection Resiliency



Introduction & Motivation

The multipath approach is used in:

- ▶ Transport-Layer Multipath Protocols
 - ▶ Multipath TCP (MPTCP) and CMT-SCTP
 - Endpoint-support is necessary
 - Requires multihomed hosts
- ▶ In-network Multipath:
 - ▶ ECMP, Load-Balancing Techniques
 - Multipath done per-flow
 - No bandwidth aggregation and static configuration

Goals

The goals of the research were the following:

- ▶ Use multipath forwarding to provide aggregated path bandwidth
- ▶ Endpoint-transparent solution
- ▶ Easily deployable into current networks
 - Software Defined Networking
 - Open vSwitch

Methodology

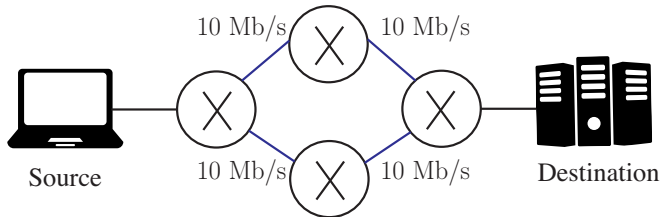
Scheduling

- ▶ A Multipath Scheduling Algorithm decides how to forward packets over a set of paths.
- ▶ **Weighted Round Robin**
 - ▶ It allocates traffic proportionally to the paths' capacities thanks to weight parameters
 - ▶ Sends packet bursts of variable size over the available paths
 - ▶ Bursts of packets reduce the probability of reordering
- ▶ Implemented in Open vSwitch and configurable by flow rules issued by the controller

```
match: protocol, source=src, destination=dst  
action: weight:10,output:port1 weight:10,output:port2
```

Methodology

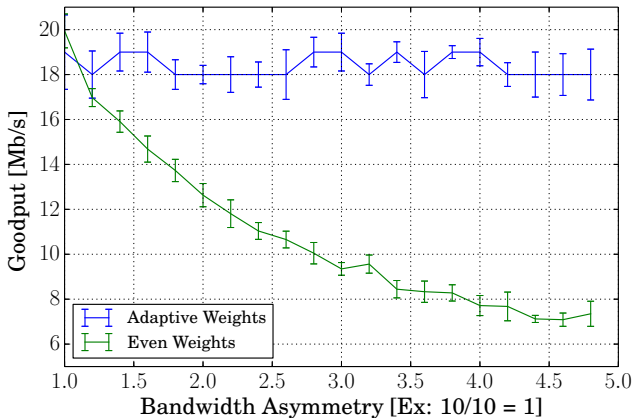
Scheduling



Methodology

Scheduling

Multipath Goodput for combined 20 Mb/s Bandwidth



Methodology

Reordering

- ▶ Packet reordering causes critical performance degradation, especially on **TCP** connections
- ▶ Solution: Reordering Buffer in the network hardware
 - ▶ Reorders packets based on their TCP Sequence Number
 - ▶ Reduces unnecessary retransmission and sending rate limitations
 - ▶ Best-effort approach

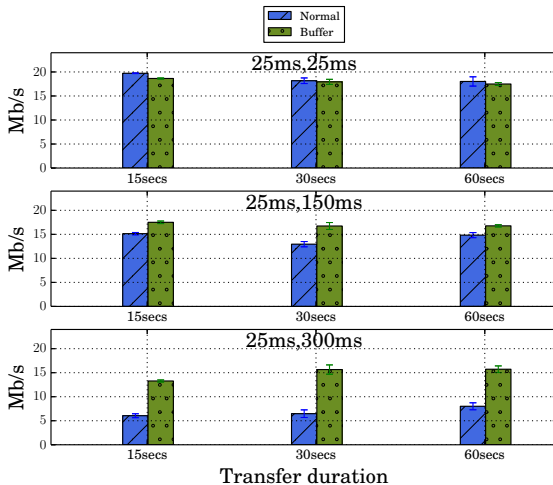
- ▶ Implemented in Open vSwitch and configurable by the controller for specific flows

```
match: protocol, source=src, destination=dst  
action: reorder, output:port
```

Methodology

Reordering

Multipath performance with two paths of 10 Mb/s



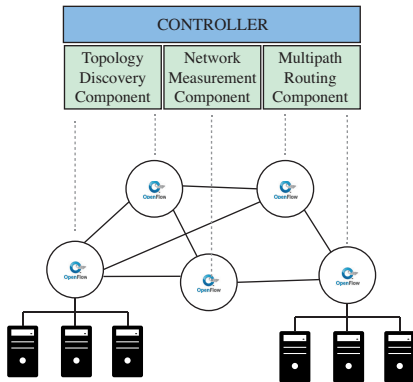
Methodology

Monitoring

- ▶ Scheduler's *path weights* and *reordering rules* must be properly configured
- ▶ Weights that do not reflect the path capacities will cause worse performance than single-path!
- ▶ Necessity of accurate **Network Monitoring**
 - ▶ Performed by the Controller with active and passive Measurements
 - ▶ Latency and Bandwidth Measurements between SDN Switches
 - ▶ Path characteristics are used to configure multipath forwarding tables

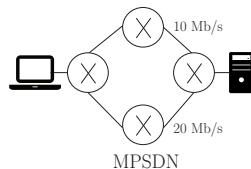
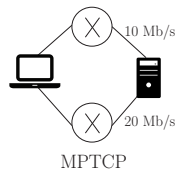
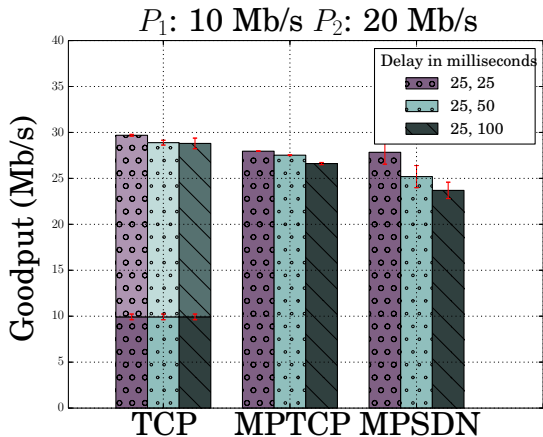
Architecture

- ▶ Topology Discovery Component inserts the switches into a graph structure
- ▶ Edges of the graph have latency and bandwidth costs
- ▶ A **Max-Flow** algorithm is used to set up forwarding tables
- ▶ Adaptive reconfiguration to failures/congestion



Evaluation

MPTCP Comparison



Evaluation

Live Demo (Approximately 120 seconds)

This demo will show:

- ▶ Increased Multipath Throughput
- ▶ Controller's path setup and dynamic reconfiguration
- ▶ Drawbacks of congestion in a sub-path

The steps will be the following:

1. Stream Video Single-Path
2. Controller sets up Multipath Forwarding
3. Congestion in a sub-path
4. Controller readapts forwarding automatically

Contribution

- ▶ Analysis on optimal multipath parameters to maximize **throughput** and reduce **out-of-order** delivery
- ▶ Open vSwitch modification for packet-granularity scheduling
- ▶ Open vSwitch modification for TCP Reordering
- ▶ SDN Controller performing network monitoring and multipath forwarding rules computation
- ▶ Evaluation on Emulated Networks and Large-Scale Multihomed Testbed (**NorNet**)

Conclusion

- + Increased throughput and resource utilization
- + Adaptive reconfiguration
- + L2/L3 Capabilities
- + Endpoint-Transparent

But

- Network monitoring must be accurate to configure correctly multipath parameters
- Reordering Buffer is a performance bottleneck
- Increased complexity

Conclusion

Q & A

Thanks for the attention!

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