# Hardware-Accelerated Network Control Planes

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# Modern networks architectures are split in (at least) two planes



# Modern networks architectures are split in (at least) two planes

data plane

control plane



# Network planes can be implemented in both software or hardware

### data plane

Software

control plane

Software

Hardware





# Existing data plane implementations cover the entire software/hardware spectrum



#### control plane





Hardware

Hardware



### What about the control plane ?



#### control plane

Software

#### VPP FPGA DPDK ASIC

Hardware

Hardware



# Control plane implementations make seldom use of the hardware resources























1 React

# It can take up to a minute to detect normal failures

React

### 2 Compute

# ~1.5 minutes to converge the control plane of an IXP route server



React

#### 2 Compute

3 Update

O(100us) to update a forwarding entry









# Modern programmable devices can perform computations on billions of packets per second



# Modern programmable devices can perform computations on billions of packets per second

- Read & modify packet headers e.g. to update network state
- Basic operations e.g. min & max
- Keep state e.g. to save best paths
- Add or remove custom headers e.g. to carry routing information













# Main tasks to compute forwarding state are...

1 Sensing

monitors network to detect changes

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# Main tasks to compute forwarding state are...

Sensing

### 2 Notification

# exchanges with network devices all the information learnt

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## Main tasks to compute forwarding state are...

Sensing

#### 2 Notification

#### 3 Computation

Computes forwarding paths when network changes are detected

Updates the data plane accordingly





#### Goal

#### Challenges

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#### Challenges



### Detect both hard and gray failures

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#### Goal

#### Challenges



# Detect both hard and gray failures e.g. random drop, TCAM bit flips

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#### Detect both hard and gray failures Goal e.g. random drop, TCAM bit flips

#### Challenges

Basic hello-based mechanisms are not enough





# Switches synchronously exchange packet counts







# Switches synchronously exchange packet counts





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# Upstream switch starts probing campaigns



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# Traffic for some prefixes gets dropped



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## Downstream switch sends counters to upstream



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# Upstream switch detects the failure by comparing counters




### Goal

### Challenges

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### Goal

### Implement a broadcast notification mechanism in hardware

### Challenges

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### Implement a broadcast notification mechanism in hardware

### Challenges

Avoid broadcast storms Require reliable communication

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### Avoid broadcast storms

Use per switch broadcast sequence numbers



Avoid broadcast storms

• Use per switch broadcast sequence numbers

### Require reliable communication

Send notification duplicates Use maximum priority queues



## Hardware-based computation

### Goal

### Challenges



## Hardware-based computation

### Goal

## Run distributed routing algorithms in hardware e.g. path vector

### Challenges



## Hardware-based computation



algorithms in hardware

e.g. path vector

Challenges

- Run distributed routing

Computation logic is limited Resources are heavily limited









# Statically configured tables map prefixes to registers in memory







## Registers store best paths and its attributes







# Switches periodically advertise vectors to neighbors







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## Switches periodically advertise vectors to neighbors







## Computing new forwarding state after a a link failure







## Computing new forwarding state after a a link failure







## Computing new forwarding state after a a link failure







## Does it actually work?



# Does it actually work? Yes!



## Hardware-Accelerated P4 prototype

### Implementation

- Implemented in P4<sub>16</sub>
- Compiled it to bmv2
- 2000 lines of P4 code

### Capabilities

- Intra-domain destinations path-vector routing
- Inter-domain destinations **BGP-like route selection**



## We tested our implementation in a real case study



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# Only the internal switches run the hardware-based control plane



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## Each switch is connected to an external peer or customer





## We generate two TCP flows from AS1 and AS2





## Monitor traffic before the failure









# Internal link fails and triggers the path-vector algorithm



### Traffic S1- AS3





# Internal link fails and triggers the path-vector algorithm



### Traffic S1- AS3





## External link failure triggers a prefix withdrawal



### Traffic S1- AS3





## Network computes new egress and applies new policies















# Programmable hardware is great but... not limitless

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# Programmable hardware is great but... not limitless

## Some tasks cannot be offloaded Others might not be even desirable !



# Programmable hardware is great but... not limitless

Reliable protocols e.g. TCP would require too many resources !

Poor scalability of control plane tasks hardware memory is scare and expensive

## Some tasks cannot be offloaded Others might not be even desirable !



# Can we have the best of both worlds?



# Can we have the best of both worlds?

HW/SW codesign

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## Hardware-software codesign





### Optimization

### Synthesis

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## Hardware-software codesign



### Synthesis

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## Hardware-software codesign





## Summary



# We identified an unexploited opportunity



## Summary





# We identified an unexploited opportunity

We showed that programmable data planes can run control plane tasks



## Summary







# We identified an unexploited opportunity

We showed that programmable data planes can run control plane tasks

We plan on leveraging HW/SW codesign to explore design tradeoffs



