

# Software Defined Networking

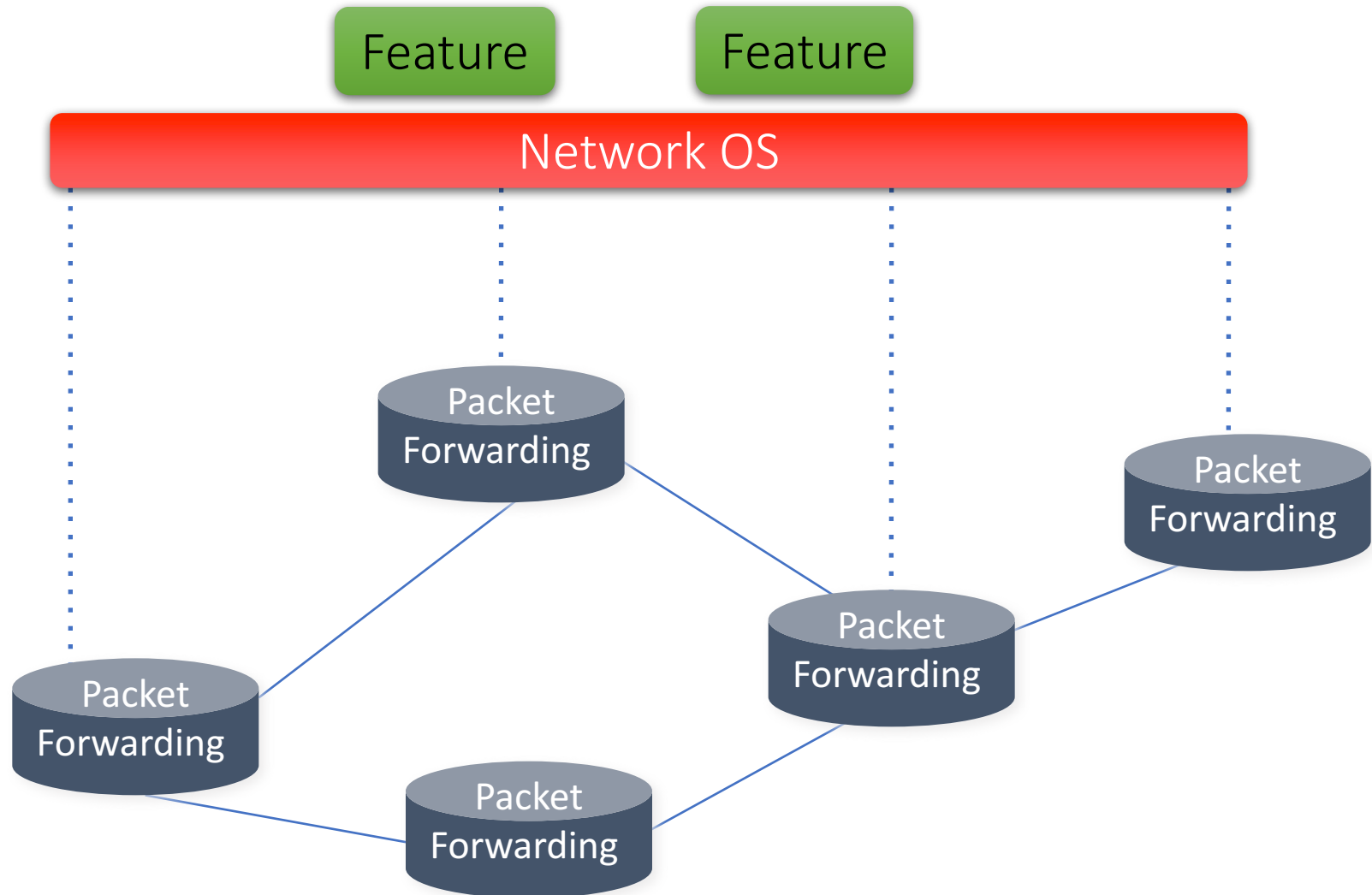
## OpenFlow and NOX

ECE/CS598HPN

*Radhika Mittal*

*Acknowledgement for some of the slides:  
Yashar Ganjali, Univ. of Toronto*

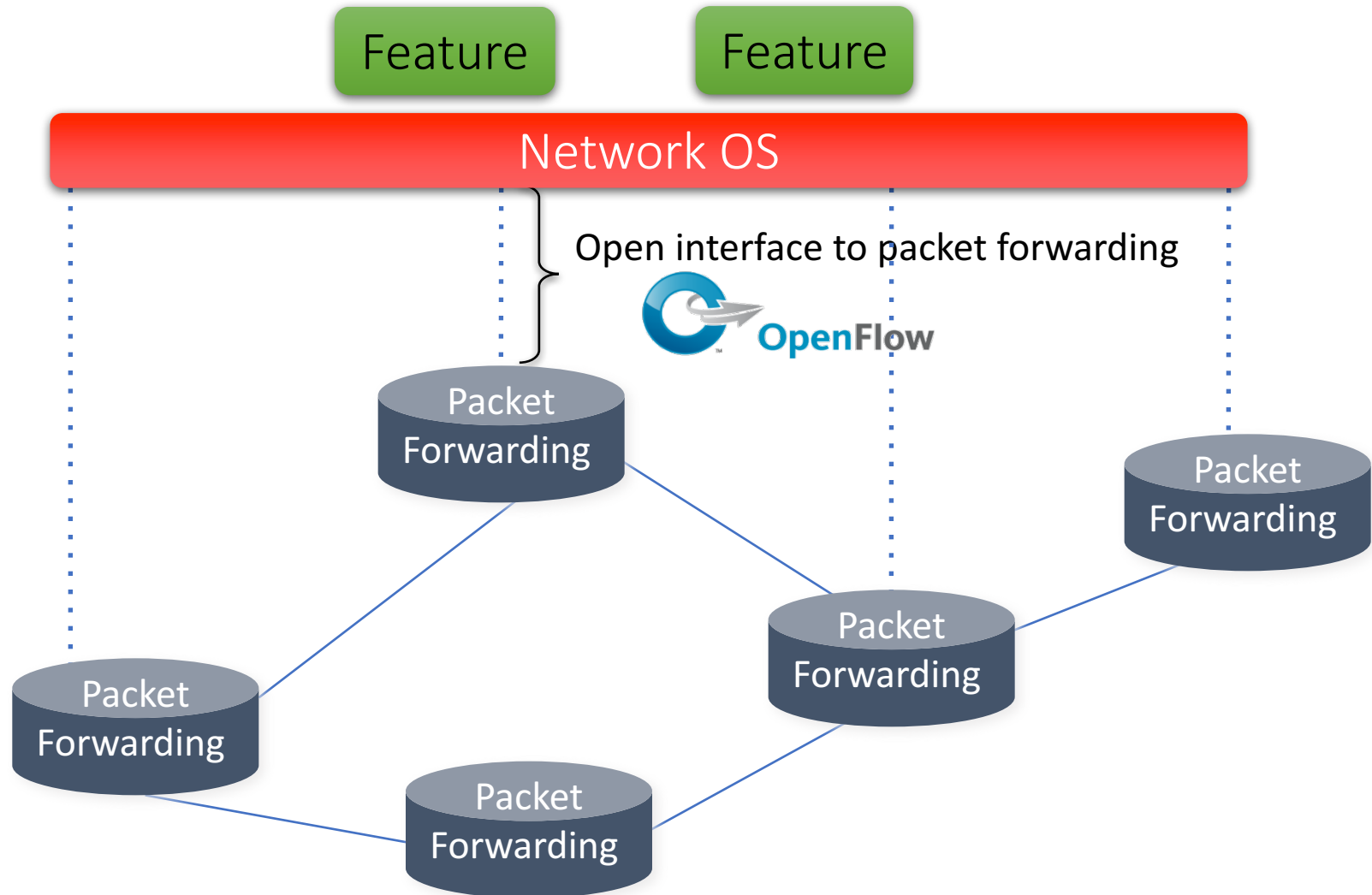
# Software Defined Network (SDN)



# Abs#1: Forwarding Abstraction

- Express intent independent of implementation
  - Don't want to deal with proprietary HW and SW
- OpenFlow is a standardized interface to switch.

# Software Defined Network (SDN)



# OpenFlow

- **Initial objective:** Enable experimentation and innovation within universities.
  - Vendors do not want expose their switch control plane (software interface) for experimentation.
  - Another alternative: programmable/flexible switches:
    - do not meet performance requirements (standard PCs)
    - or are too expensive (a research prototype)
    - or have limited port density (NetFPGA)
- What minimal support would vendors be comfortable to provide, in a way that allows control plane experimentation and innovation?
  - Can compromise on generality to meet performance/cost requirements and vendors' constraints, and provide *some reasonable degree of flexibility*.

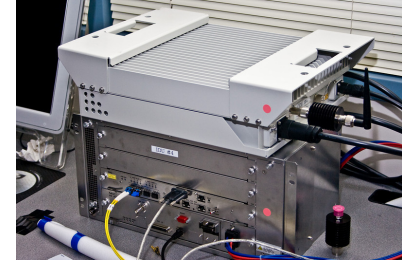
# OpenFlow Switches



Juniper MX-series



NEC IP8800



WiMax (NEC)



HP Procurve 5400



Cisco Catalyst 6k



PC Engines



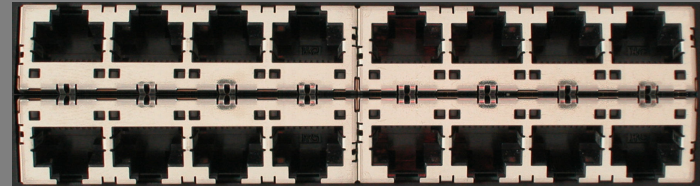
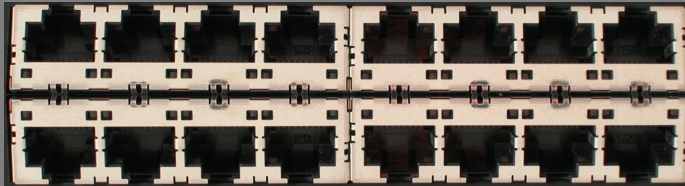
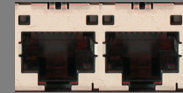
Quanta LB4G

And more....

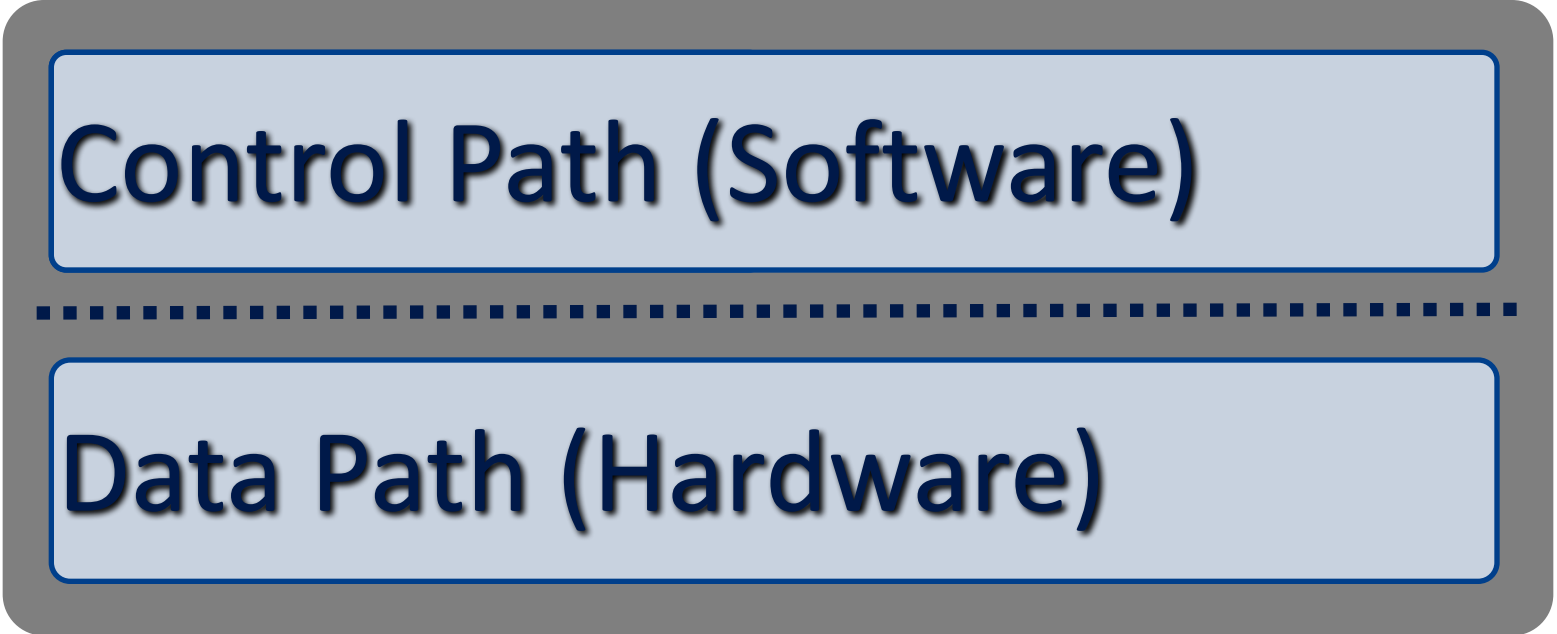
Supported by many vendors.  
Used world-wide (e.g. in private WANs).

# Traditional Switch

Ethernet Switch



# Traditional Switch



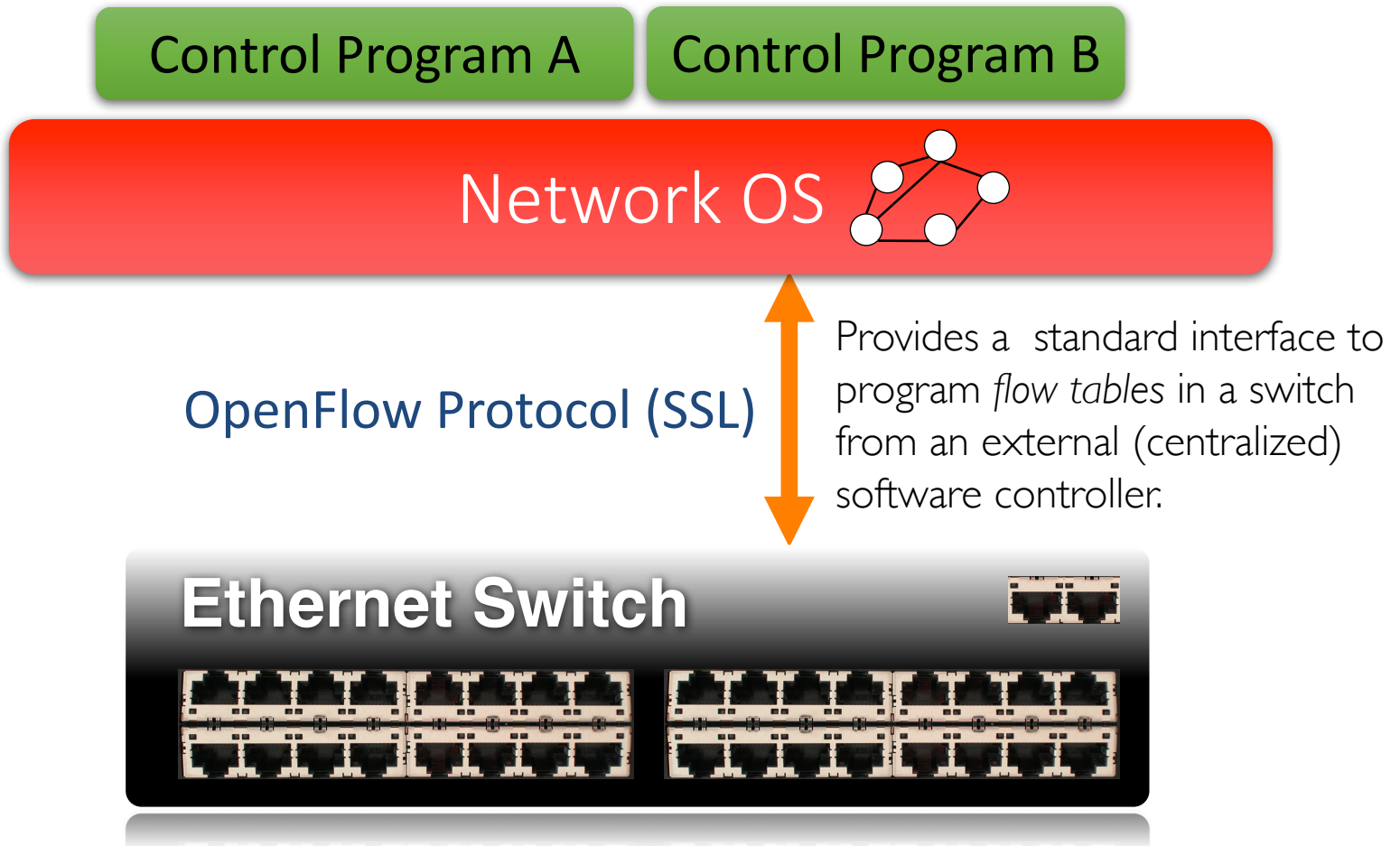
**Control Path (Software)**

The diagram illustrates the architecture of a traditional switch. It consists of a large gray rounded rectangle containing two light blue rounded rectangles. The top light blue rectangle is labeled 'Control Path (Software)' and the bottom one is labeled 'Data Path (Hardware)'. A horizontal dashed line separates the two paths.

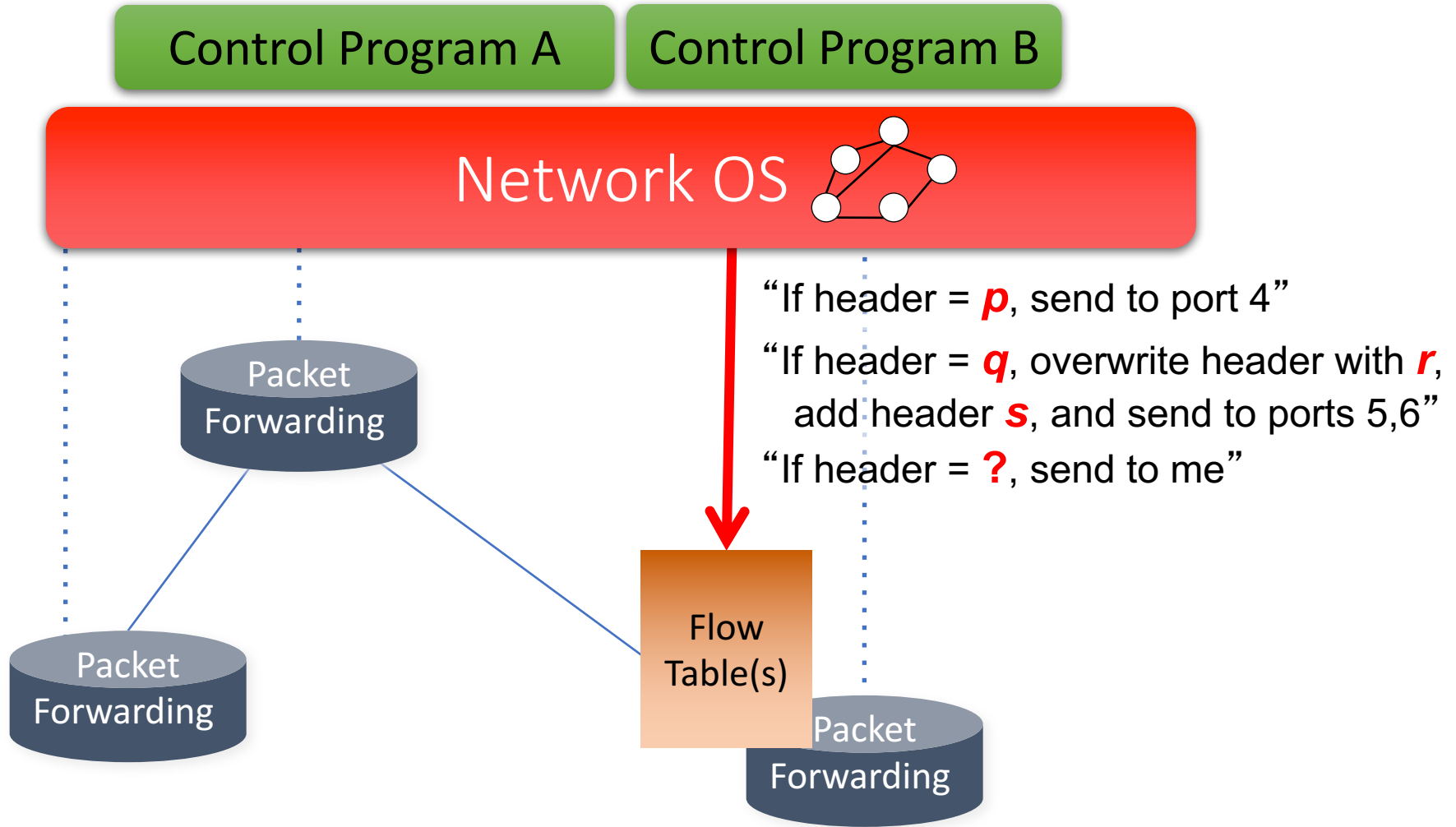
**Data Path (Hardware)**

Control path adds rules to the forwarding tables (flow tables) implemented in the data path.

# OpenFlow Switch

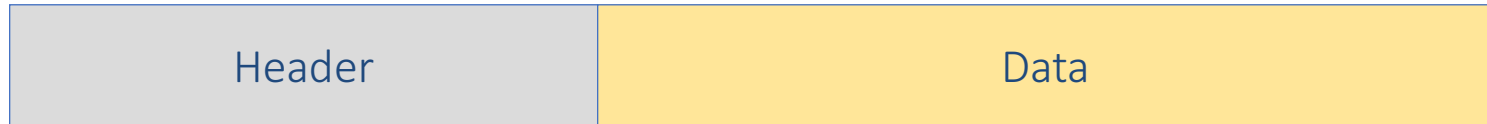


# OpenFlow Rules



# Match-Action Primitive

Match arbitrary bits in headers: Match: 1000x0|xx0|0|00|x



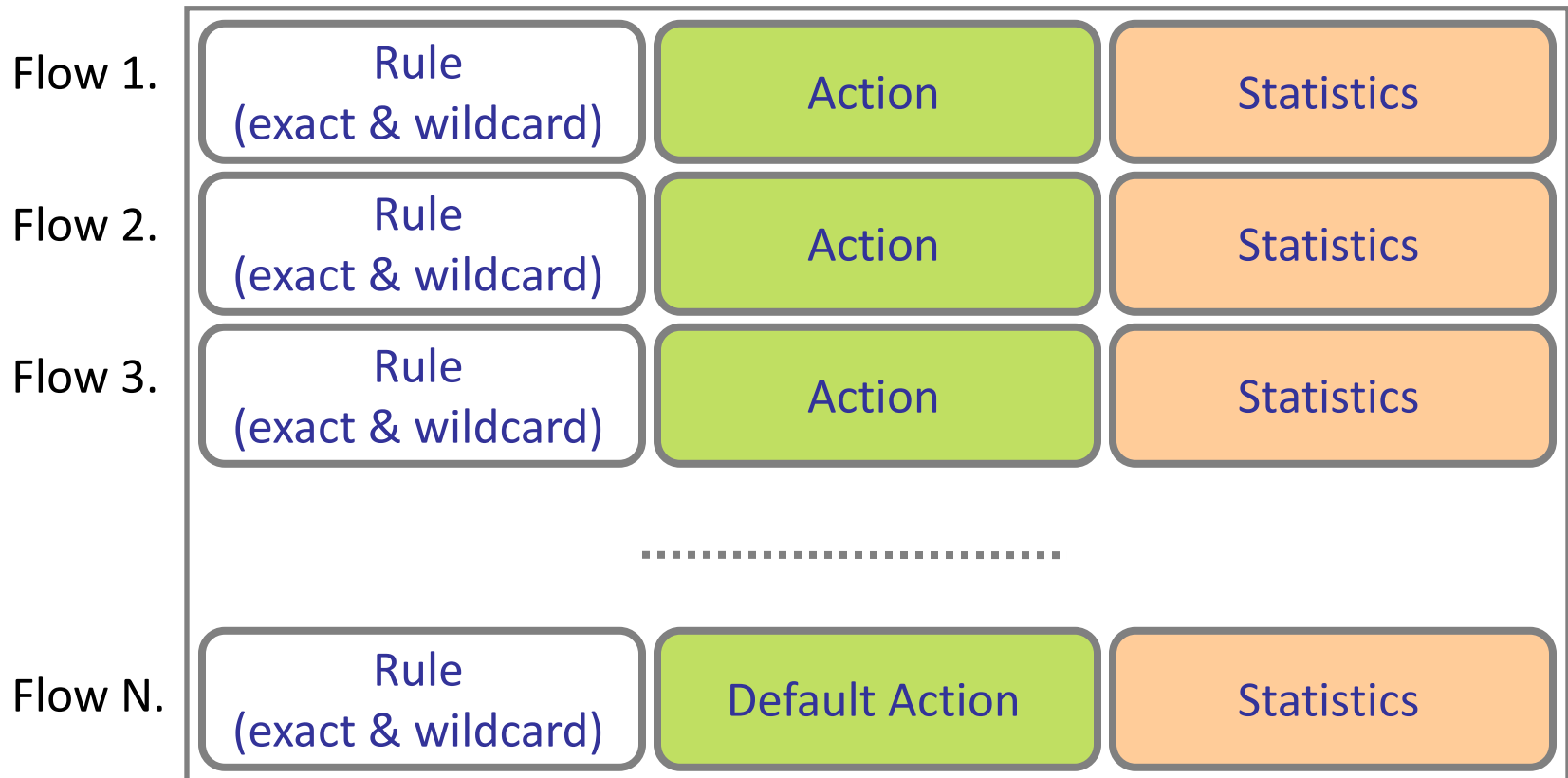
- Match on any of the supported header fields
- Allows any flow granularity

## Action

- **Forward to port(s)**
- **Encapsulate and send to controller**
- **Drop**
- Rewrite packet headers, map to a particular priority level

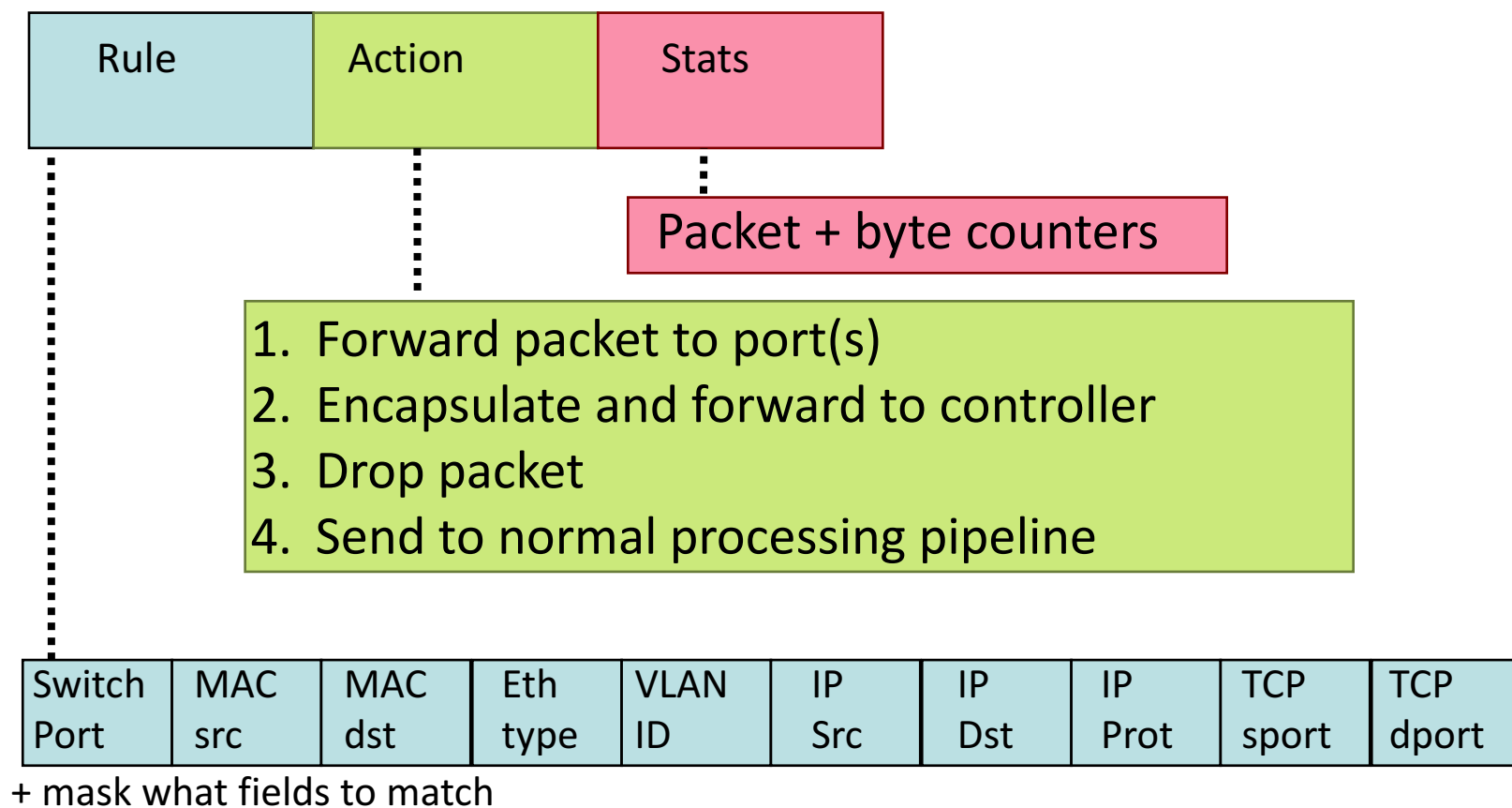
# OpenFlow Rules – Cont'd

- Exploit the flow table in switches, routers, and chipsets



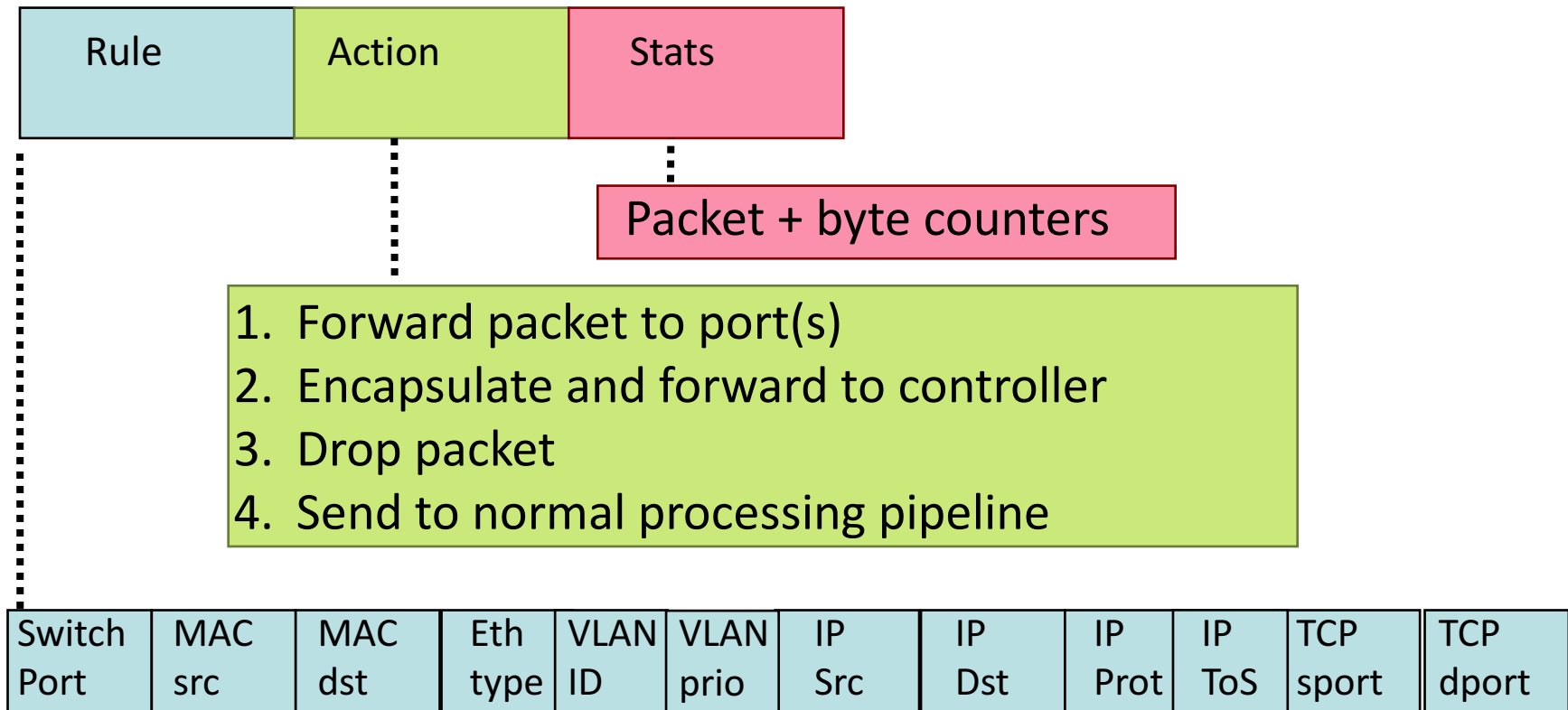
# Flow Table Entry

- OpenFlow Protocol Version 1.0



# Flow Table Entry

- OpenFlow Protocol Version 1.0



+ mask what fields to match

# Examples

# Switching

|             |         |           |          |         |        |        |         |           |           |        |
|-------------|---------|-----------|----------|---------|--------|--------|---------|-----------|-----------|--------|
| Switch Port | MAC src | MAC dst   | Eth type | VLAN ID | IP Src | IP Dst | IP Prot | TCP sport | TCP dport | Action |
| *           | *       | 00:1f:... | *        | *       | *      | *      | *       | *         | *         | port6  |

# Flow Switching

| Switch Port | MAC src  | MAC dst | Eth type | VLAN ID | IP Src  | IP Dst  | IP Prot | TCP sport | TCP dport | Action |
|-------------|----------|---------|----------|---------|---------|---------|---------|-----------|-----------|--------|
| port3       | 00:2e... | 00:1f.. | 0800     | vlan1   | 1.2.3.4 | 5.6.7.8 | 4       | 17264     | 80        | port6  |

# Firewall

[illegible]

# Examples

## Routing

| Switch Port | MAC src | MAC dst | Eth type | VLAN ID | IP Src | IP Dst  | IP Prot | TCP sport | TCP dport | Action |
|-------------|---------|---------|----------|---------|--------|---------|---------|-----------|-----------|--------|
| *           | *       | *       | *        | *       | *      | 5.6.7.8 | *       | *         | *         | port6  |

## VLAN

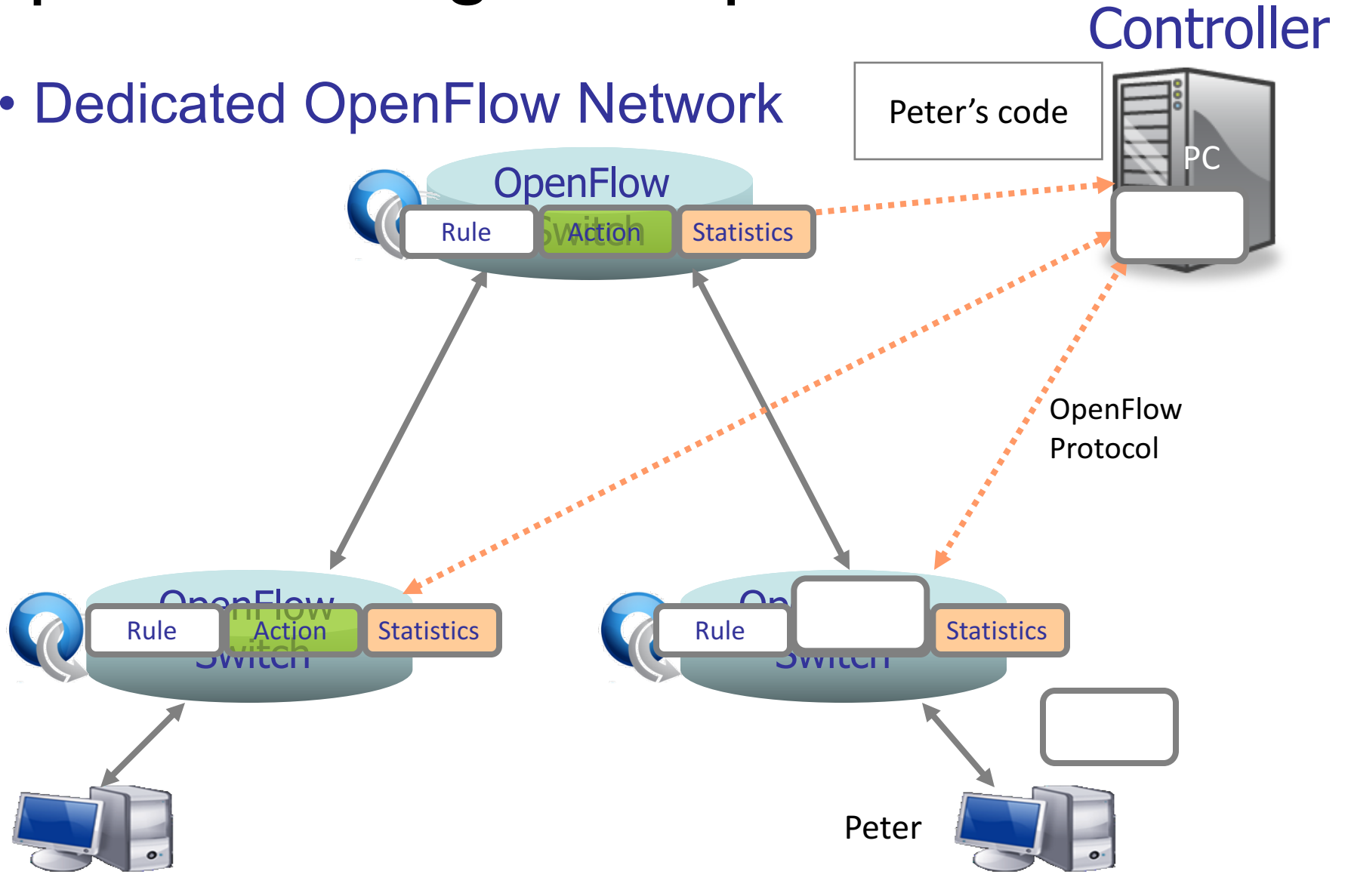
| Switch Port | MAC src | MAC dst | Eth type | VLAN ID | IP Src | IP Dst | IP Prot | TCP sport | TCP dport | Action                    |
|-------------|---------|---------|----------|---------|--------|--------|---------|-----------|-----------|---------------------------|
| *           | *       | *       | *        | vlan1   | *      | *      | *       | *         | *         | port6,<br>port7,<br>port9 |

# Supported Header Fields

| Version | Date     | # Headers |
|---------|----------|-----------|
| OF 1.0  | Dec 2009 | 12        |
| OF 1.1  | Feb 2011 | 15        |
| OF 1.2  | Dec 2011 | 36        |
| OF 1.3  | Jun 2012 | 40        |
| OF 1.4  | Oct 2013 | 41        |

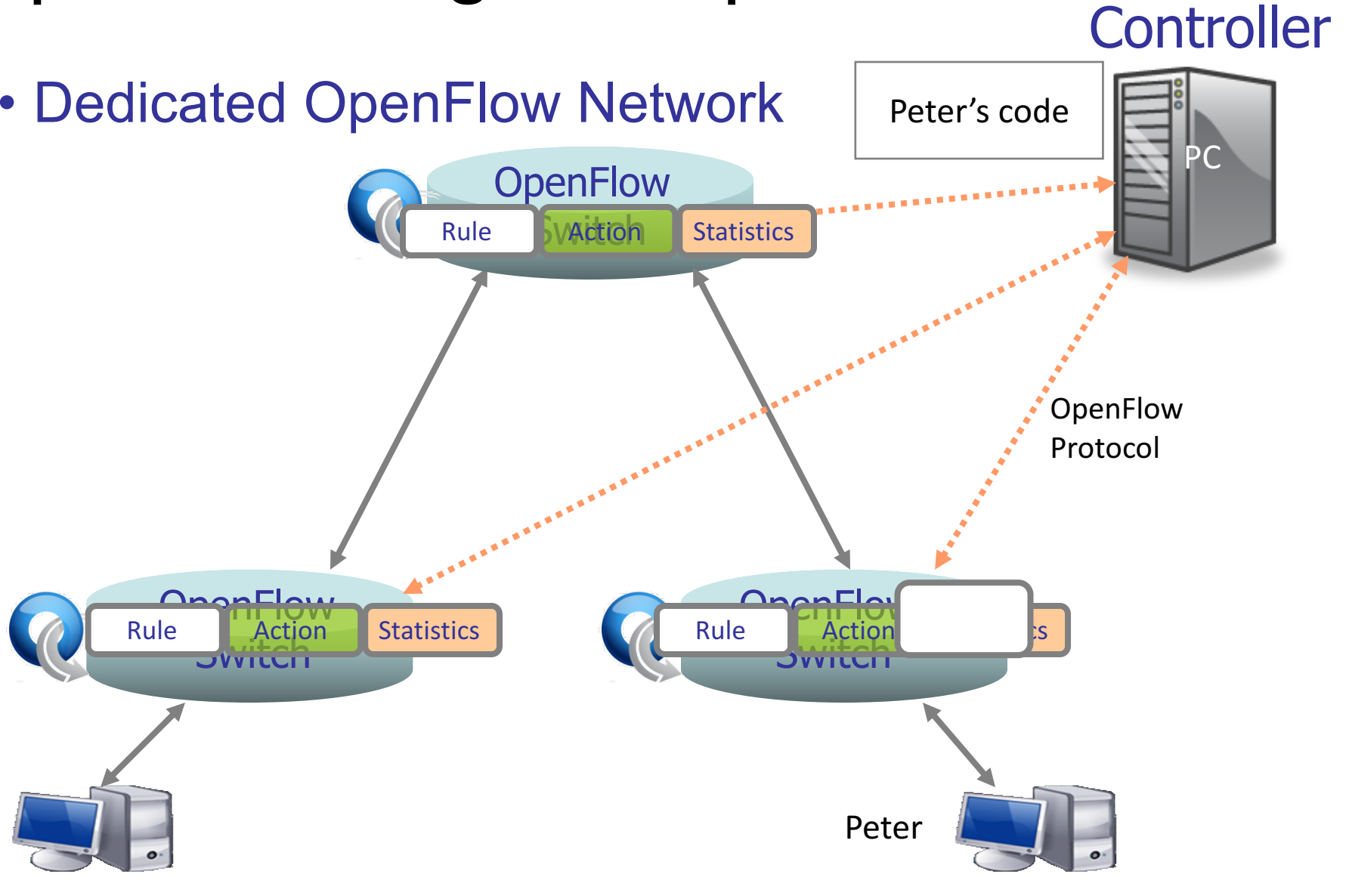
# OpenFlow Usage Example

- Dedicated OpenFlow Network



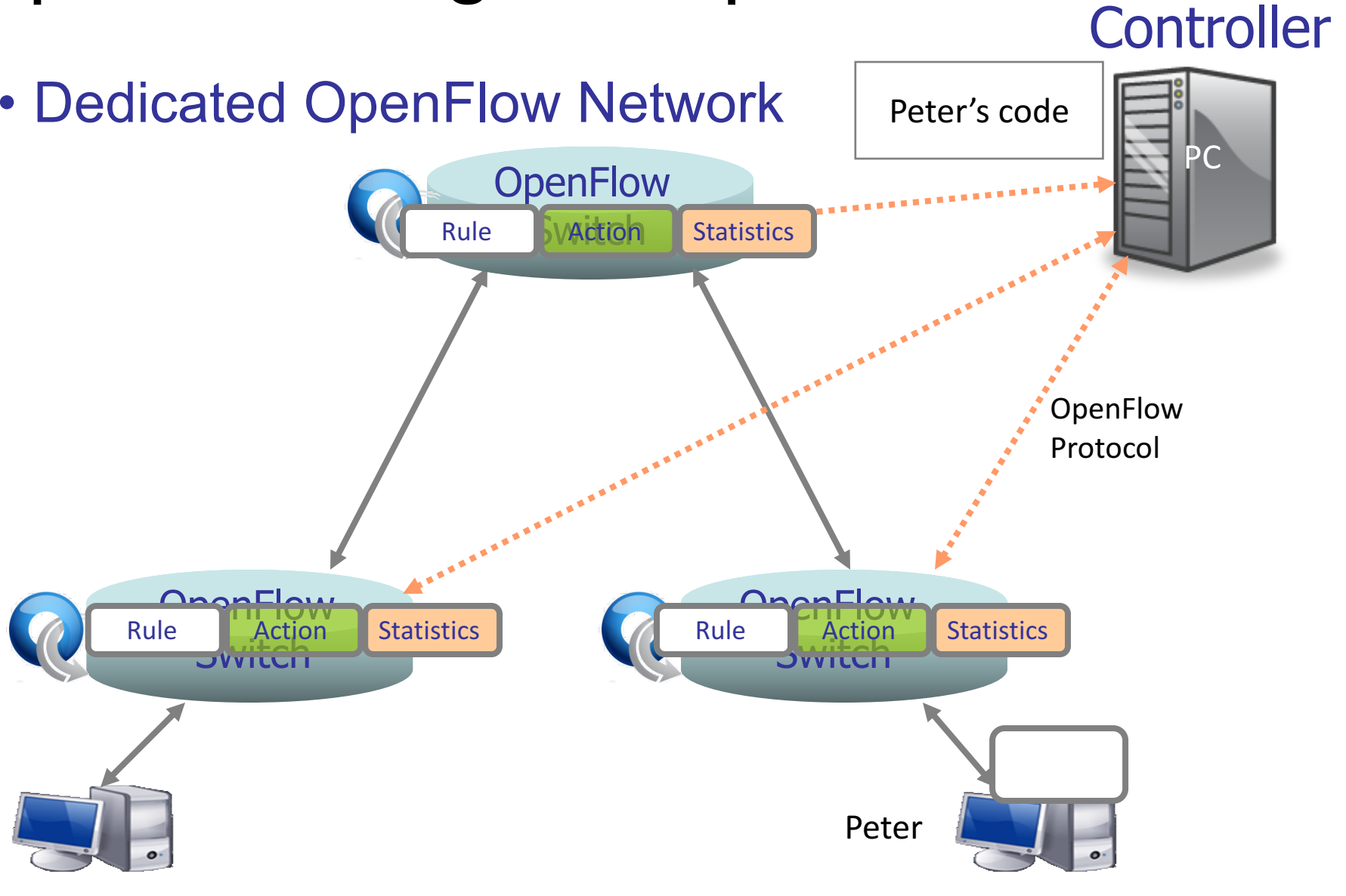
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# OpenFlow Usage Example

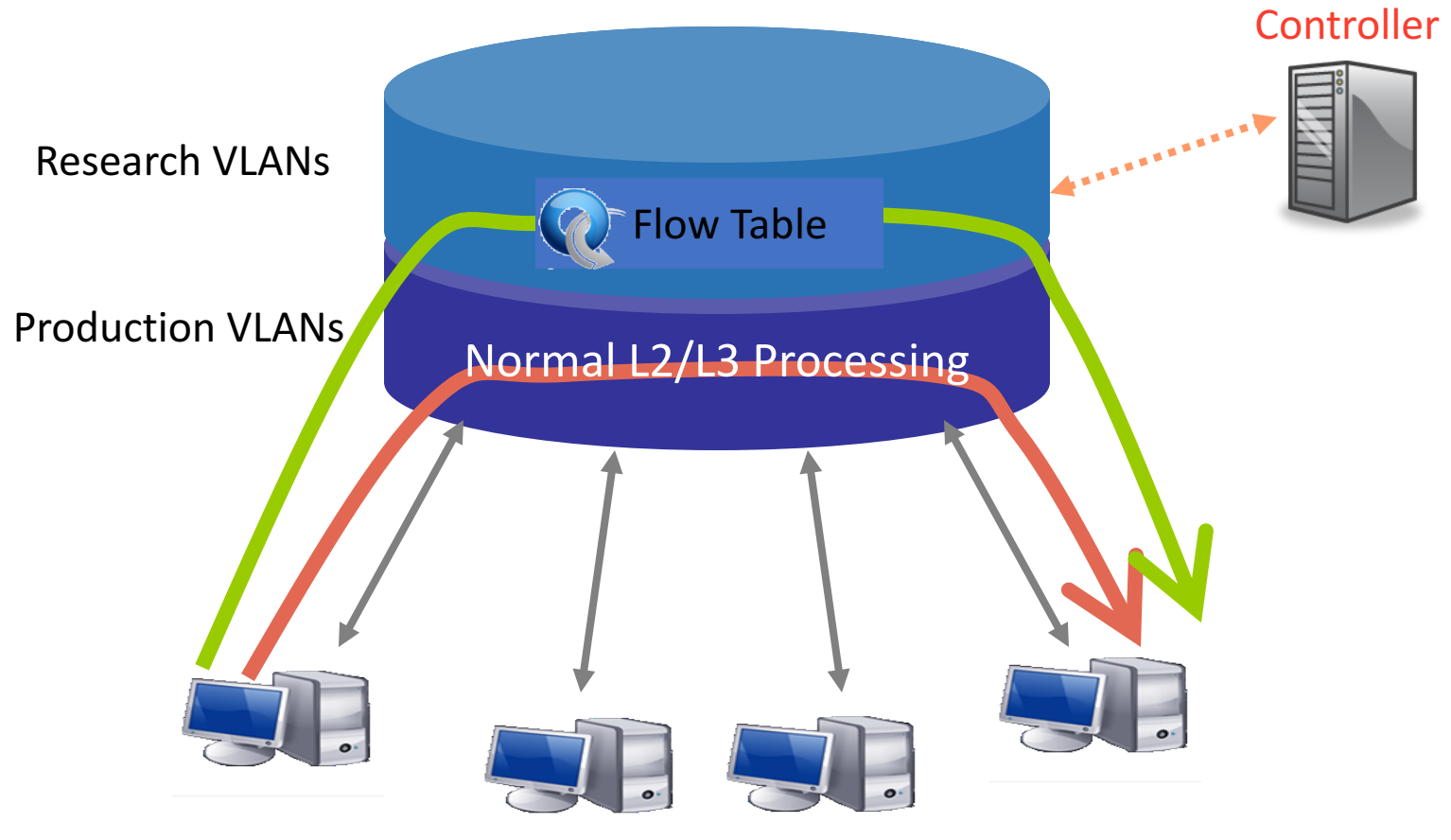
- Dedicated OpenFlow Network



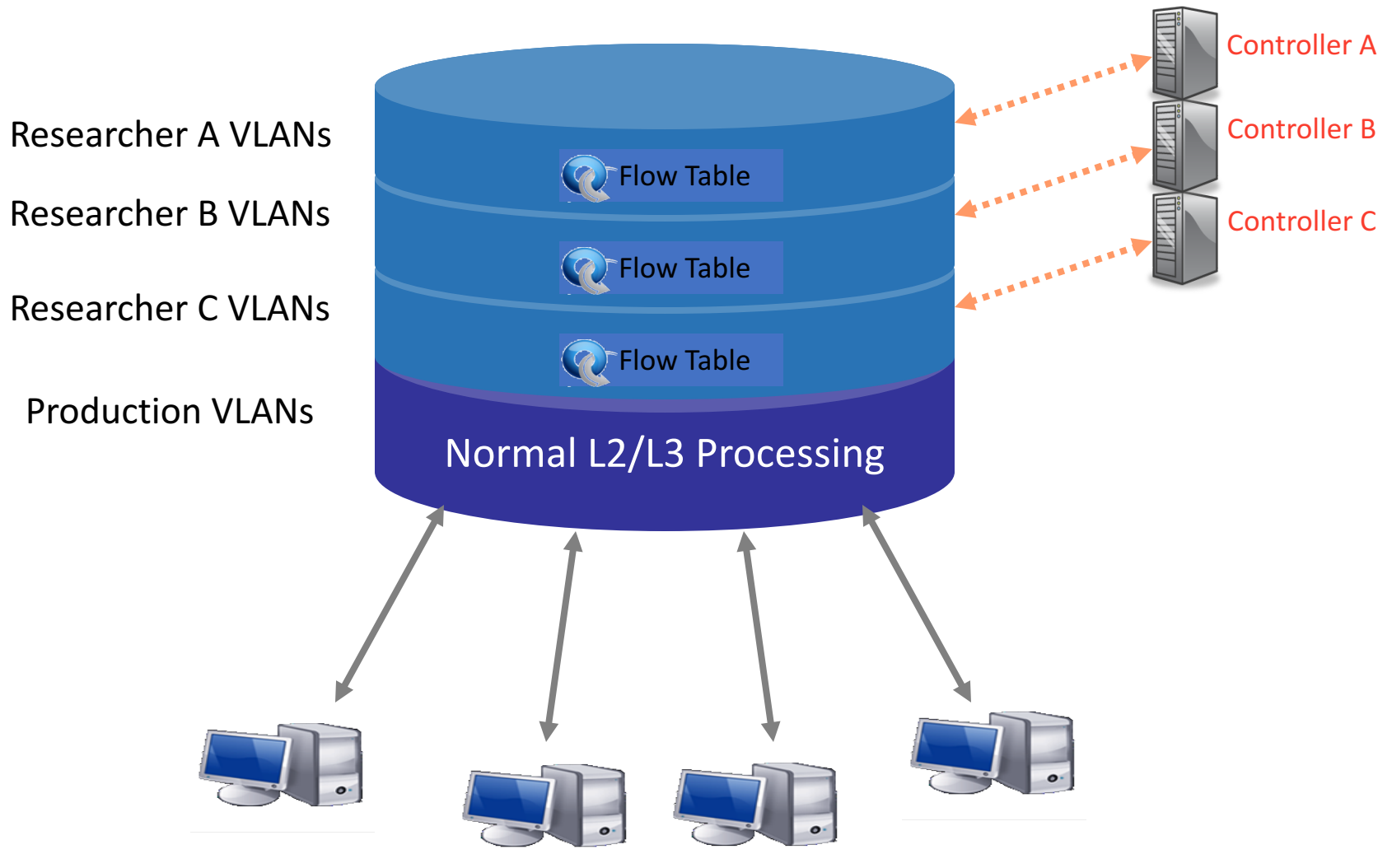
# Usage examples

- Peter's code:
  - Static "VLANs"
  - His own new routing protocol: unicast, multicast, multipath, load-balancing
  - Network access control
  - Home network manager
  - Mobility manager
  - Energy manager
  - Packet processor (in controller)
  - IPvPeter
  - Network measurement and visualization
  - ...

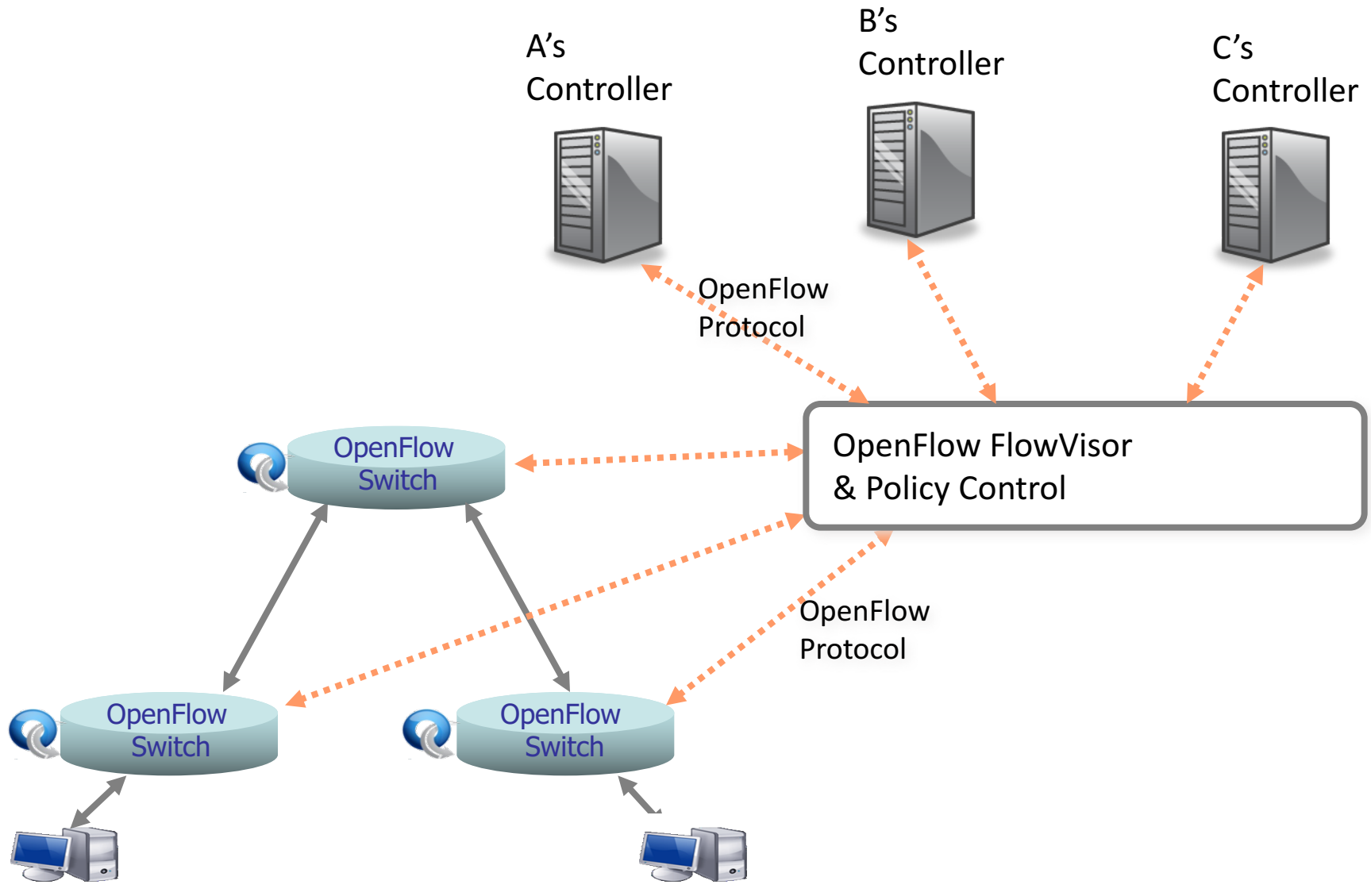
# Research/Production VLANs



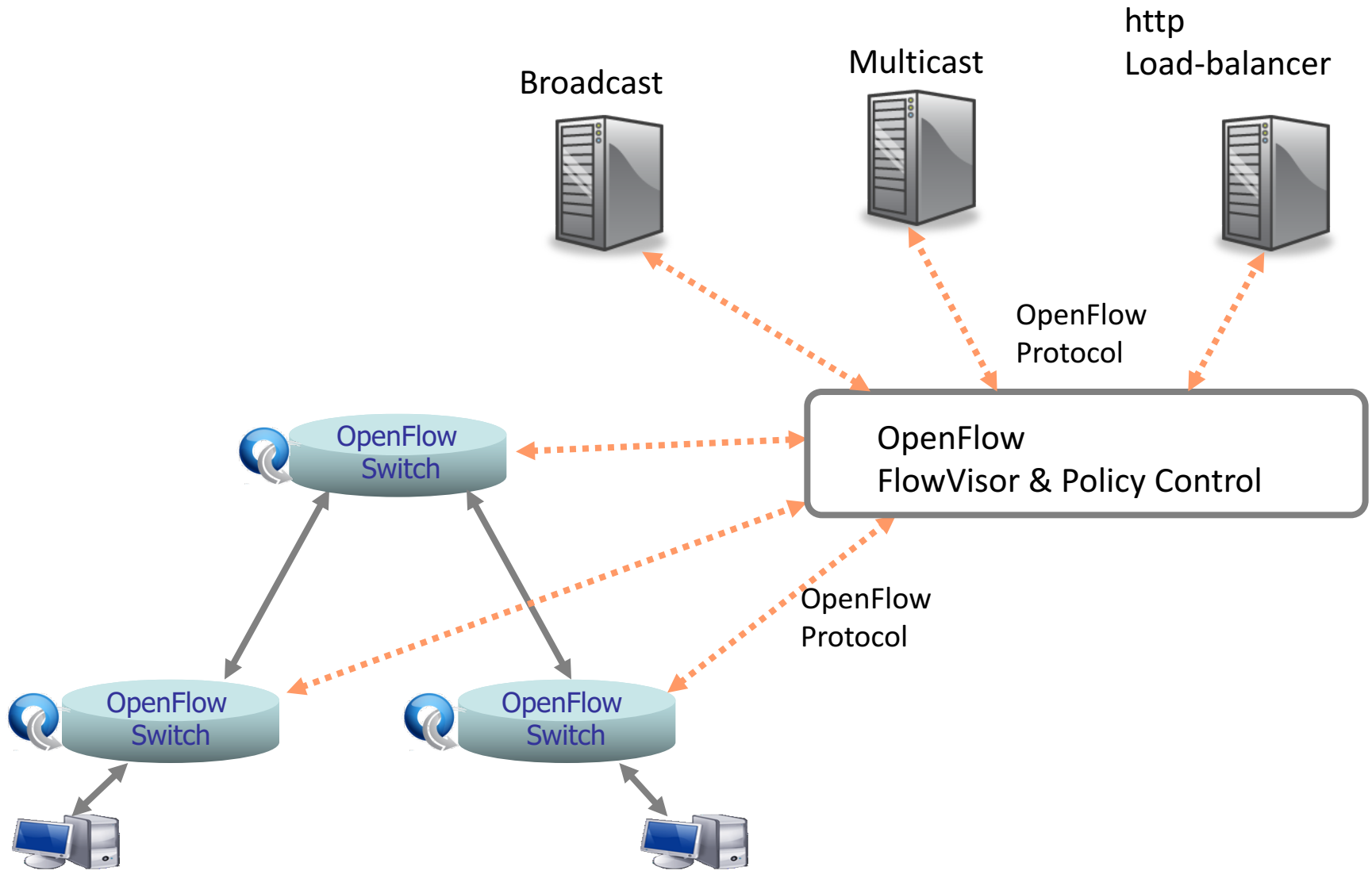
# Virtualize OpenFlow Switch



# Virtualizing OpenFlow



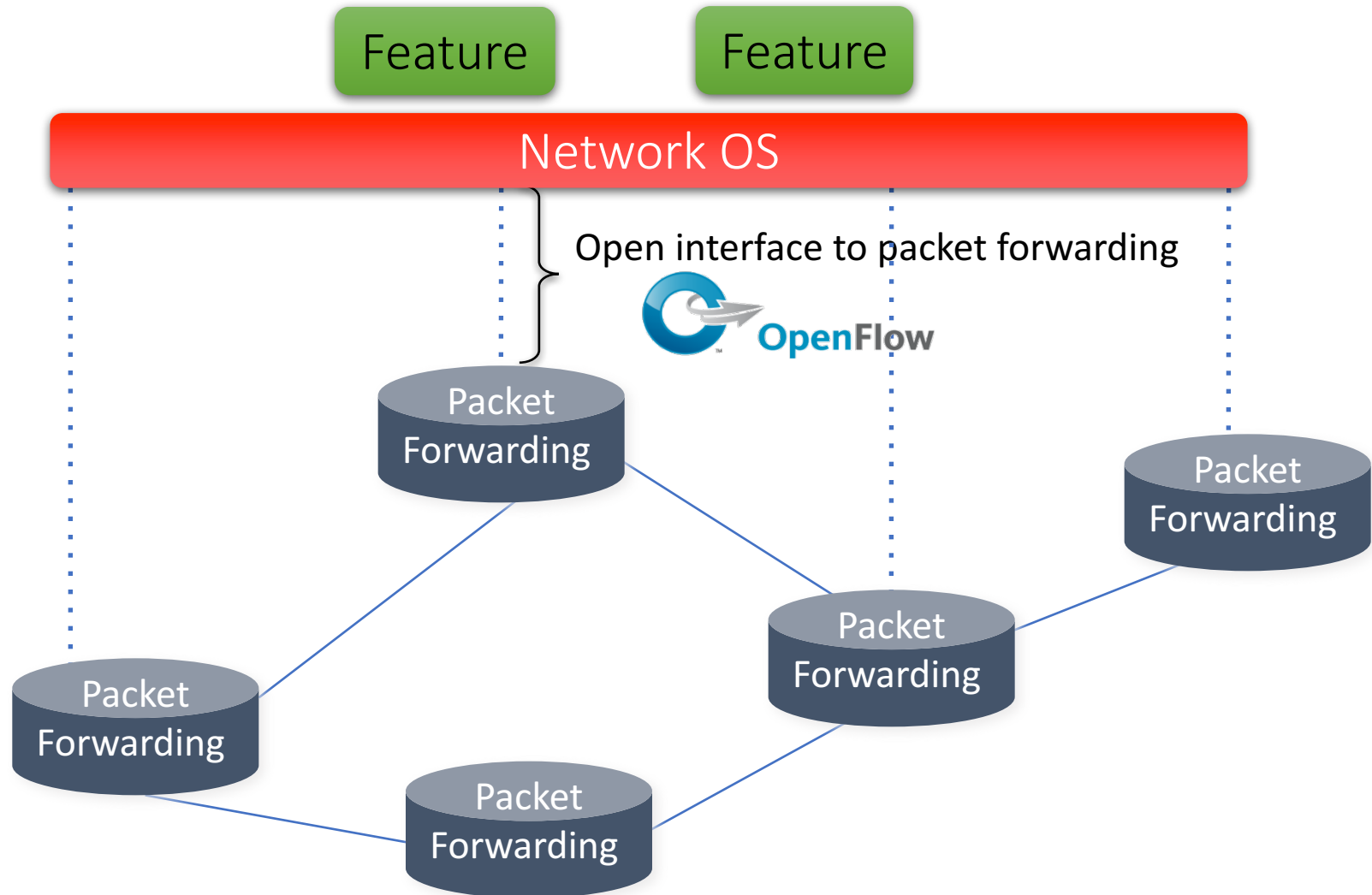
# Virtualizing OpenFlow



# Discuss!

- What are the challenges in switching from traditional networks to OpenFlow networks?
- What are the opportunities?

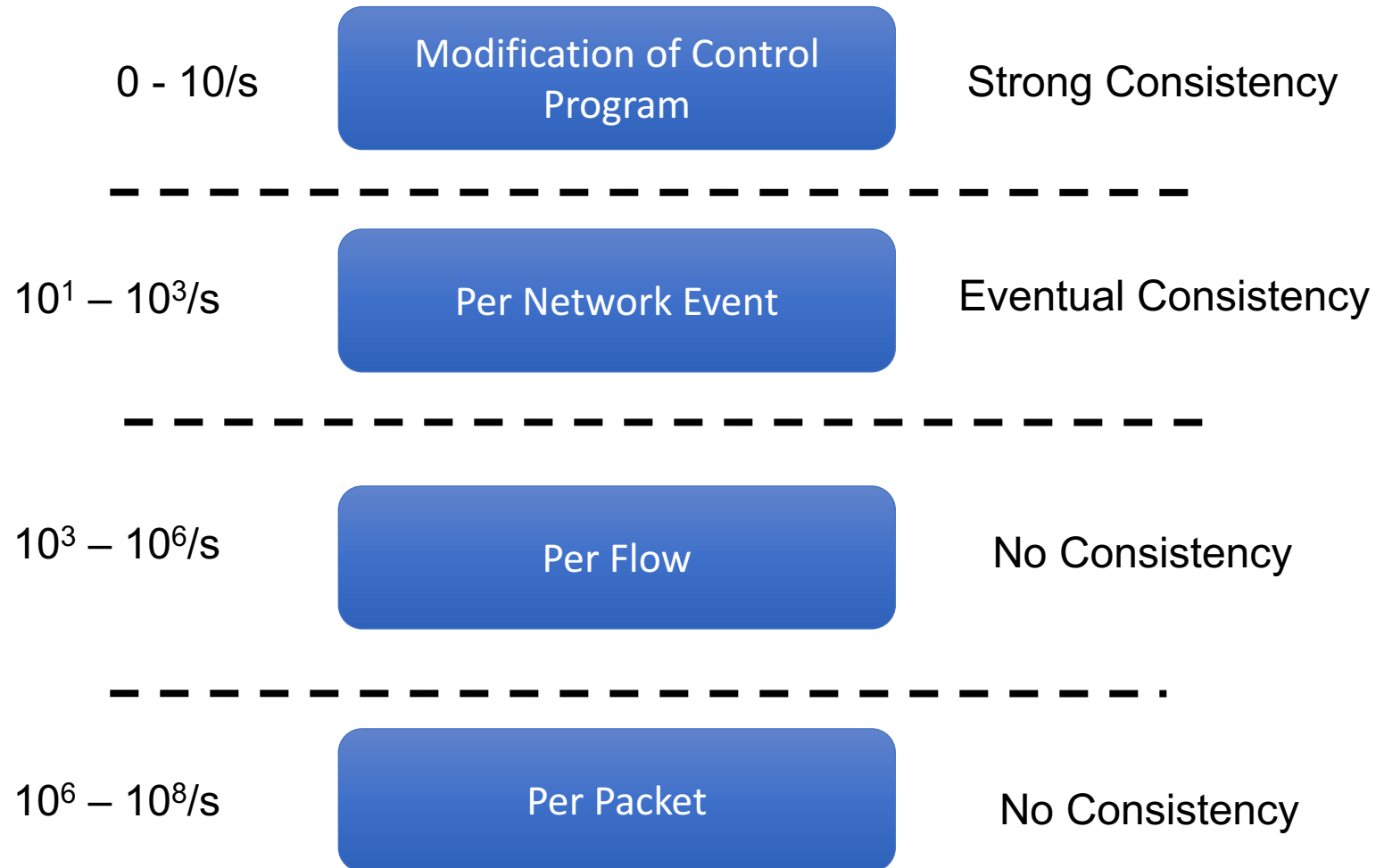
# Software Defined Network (SDN)



# Design choices for scalability

- Granularity of network view
  - Topology (switches, hosts, middleboxes)
  - Bindings between names and addresses
  - *Exclude network traffic state.*
- Granularity of control
  - Per-packet control will not scale.
  - Prefix-based control too coarse-grained.
  - Use *flow-based* control.

# Scalability Argument



# Implication

- Can replicate controllers.
- Each replica can independently handle flow initiations.
- With network change events being less frequent, a consistent network view can be maintained across replicas.

# Discuss!

- Do you buy the scalability argument?
- Are there any other concerns?

# NOX was just the beginning...

- Support different languages
  - POX: Python
  - OpenDaylight, Floodlight, ONOS, Beacon, Maestro: Java
  - Onix: C++
  - ....
- Improved APIs/flexibility/scalability:
  - Maestro: exploit mutli-core parallelism.
  - Onix: richer state (network information base), that is replicated and distributed across instances.
  - Many many more.....