Rethinking Centralization

RUSS WHITE



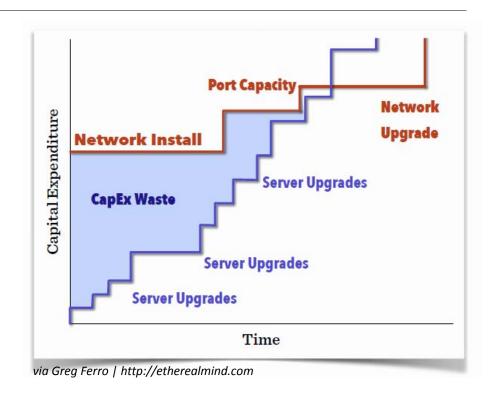
Note Well: This is an experimental presentation



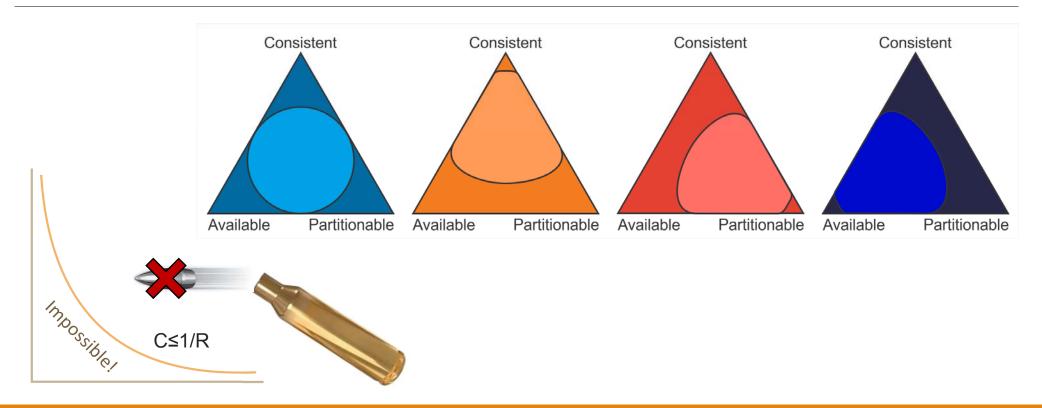


Why do we do this?

- This centralized stuff is too slow/hard/complex – wouldn't it be cool if we could distribute route calculation?
- This distributed stuff is too hard/complex – wouldn't it be cool if we could centralize all of our policy?
- Can we stop this CAPEX waste?



There is no Silver Bullet for Complexity





So here's a radical thought:



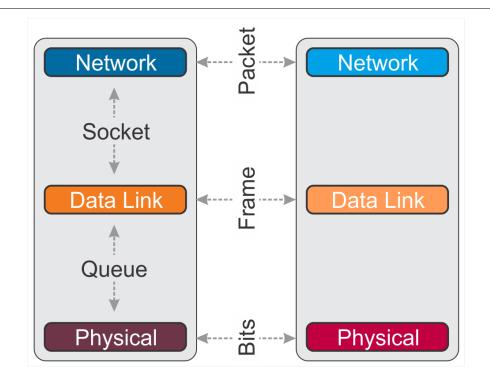


Where do we go from here?

How do we solve this in the rest of the network?

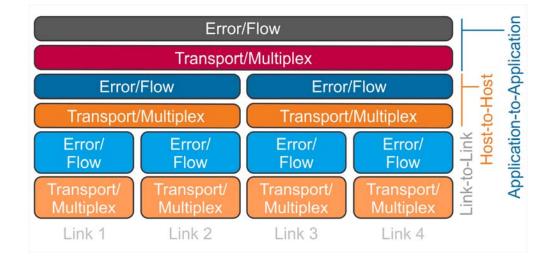
We Layer Protocols...

- Simplifies protocol design
- Consistent/understandable API's
- Splits failure domains



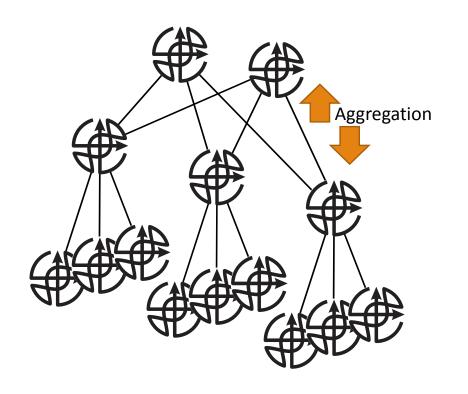
We Layer Protocols...

- An iterated model (RINA)
- "Lower" Protocol
 - Transport (Marshaling)
 - Multiplex
- "Upper" Protocol
 - Error Correction
 - Flow Control



We Layer Topologies....

- Simplifies problem spaces
- Breaks up failure domains
- Focuses problem/solution sets



We Layer Lots of Other Things...

- IGP/EGP
 - EGP customer routes, policy
 - IGP internal connectivity, management
- Hierarchy
 - Reachability aggregation
 - Repeatable configurations
 - Failure domain management
- Flooding Domains
 - Topology aggregation
 - Failure domain management

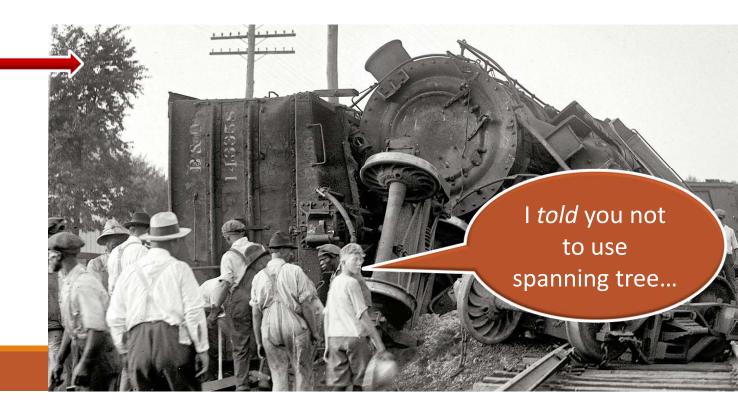
- Layer 2/Layer 3
 - Aggregation
 - Failure domain management
 - Broadcast domain management
- Virtualization
 - Separate customers, applications, etc.
 - Failure domain management
 - Broadcast domain management
- Etc.

Why not layer the control plane?



What do I Expect a Control Plane to do?

- A "handle" to implement policy
- Not do this
- Shortest Path
- React to Change



Data Plane Policy

- Quality of Service/Queue management
- Deep Packet Inspection
- Filtering (stateful or not)
- Load balancing (some instances)
- •

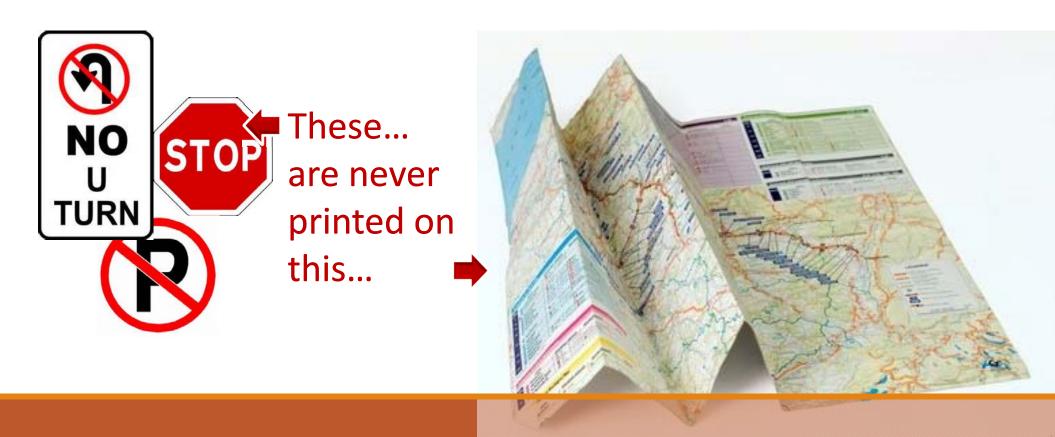
 Data plane policy as anything which modifies the handling of packets on a per hop basis to improve or control service

Control Plane Policy

- Aggregation
- Traffic Engineering
- Service Chaining
- Tunneling (Virtualization)
- Load Balancing (some instances)
- •

- What one thing do all these have in common?
- They each have the potential to increase stretch
- Control plane policy is anything which modifies the forwarding path off the shortest path to achieve a specific goal

Control Plane Policy != Reachability

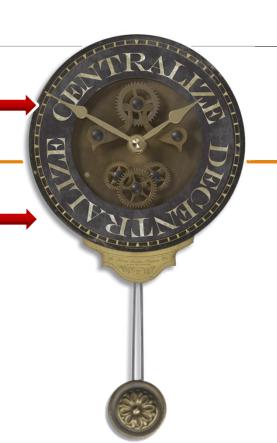




- Can we Split Policy out as a separate layer?
- If policy != reachability, why not?
- An experimental proposal...

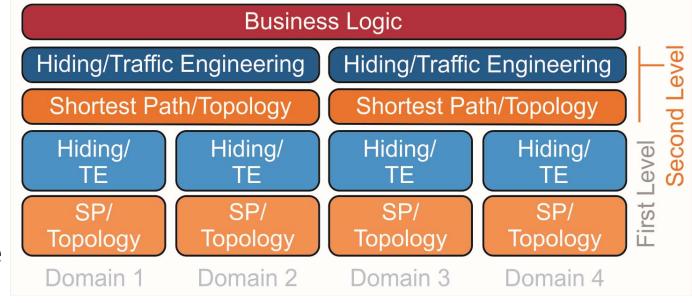
Centralized vs Decentralized

- A "handle" to implement policy
- Not fail
- Shortest Path
- React to Change



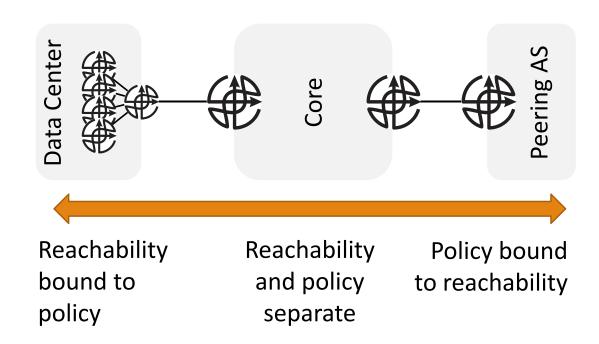
An Experimental Proposal (1)

- The control plane can (potentially) fall into two/three layers, then...
- "Ultimate" layer
 - Business logic
- "Upper" layer
 - Hide information
 - Engineer traffic & flows
- "Lower" layer
 - Determine reachability
 - React to topology change



An Experimental Proposal (2)

- Consider each slice of the network in terms of problem bounding and APIs
- The "right solution" might vary



Whither? (Ask Hard Questions)

- Is this the right model to move forward?
- Ask hard questions
 - Will we really be better off troubleshooting an API and code than a protocol?
 - Can polling ever outrun local reaction to events?
 - Should policy always (or ever) be expressed in terms of forwarding?
 - Is a unified view of the network actually possible?
 - What should we do about failure domains?
 - Are we ready to throw away 20+ years of experience to "try something new" across the board?

Whither? (Community Action)

- Support community efforts
 - YANG/NETCONF
 - 12RS
- Think about existing protocols for southbound
 - BGP, PCEP, ??
 - What are the gaps?
 - What needs to be done?
- How does this fit into open source?

Questions? Thoughts? Tomatoes?

Russ White

http://ntwrk.guru http://packetpushers.net http://www.ericsson.com/spotlight/cloud/blog/ http://ipj.dreamhosters.com/ russ (at) riw (dot) us @rtggeek Where's the squirrel? I was promised a squirrel...

