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Software Defined Networking



In this course, you will learn about software defined networking and how it is changing the way communications networks are managed, maintained, and secured.

This Lesson: Multi-Tenant Datacenters

- What is a multi-tenant datacenter?
 - Components: Network, compute, storage
- Virtualizing the network (case study: NVP)
- Challenges: Forwarding speed and scaling
- The role of SDN in network virtualization

Multi-Tenant Datacenter

- ◎ Single physical datacenter shared by many “tenant” users
 - Customers (Amazon, Rackspace)
 - Applications/services (Mail, Search, ...)
 - Developers
- ◎ Challenges
 - Workloads require **different topologies, services**
 - Address space **overlaps with physical network**

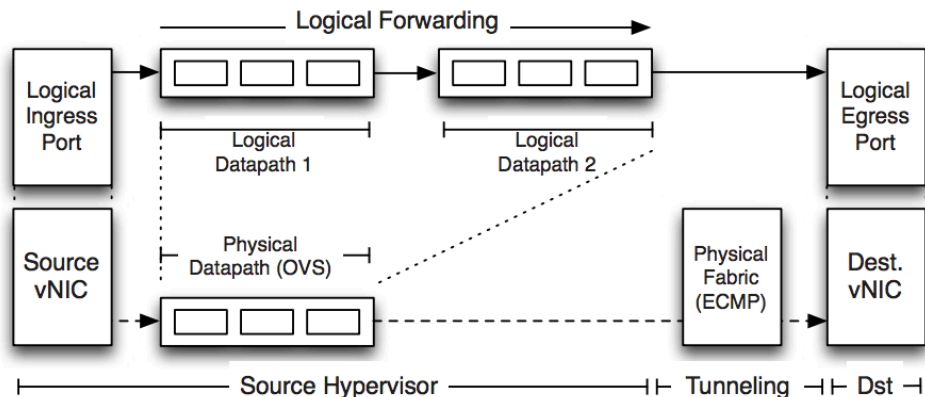
Multi-Tenant Datacenter Architecture

- ⦿ Each host in the datacenter has multiple VMs
 - Each host has a hypervisor with an internal switch
 - Switch forwards to local VM or another hypervisor
- ⦿ **Need: Network hypervisor** to build right network abstractions for tenants

Network Hypervisor Abstractions

- ◎ **Control abstraction:** Tenants define a set of logical network data-plane elements that they can control.
- ◎ **Packet abstraction:** Packets sent by endpoints should see the same service as in a “native” network.

Implementing the Abstractions

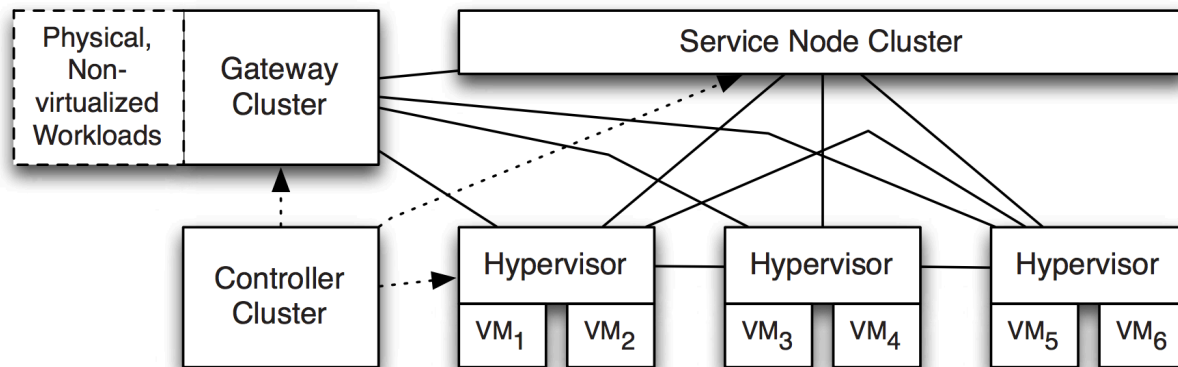


- Network hypervisor sets up tunnels between host hypervisors
 - Multicast implemented as an overlay service
- Physical network simply sees IP packets
- Centralized SDN controller configures the hosts' virtual switches
- Logical datapath implemented entirely on the sending host

Implementing the Logical Datapath

- ⦿ Tunnel endpoints are virtual switches running on host hypervisors
 - Implemented with Open vSwitch
- ⦿ Controller cluster can
 - Modify flow table entries
 - Set up tunnels

Controller Structure



- Hypervisors and physical gateways provide the controller with location and topology information
- Service providers configure the controller
- Forwarding state pushed to OVS via OpenFlow

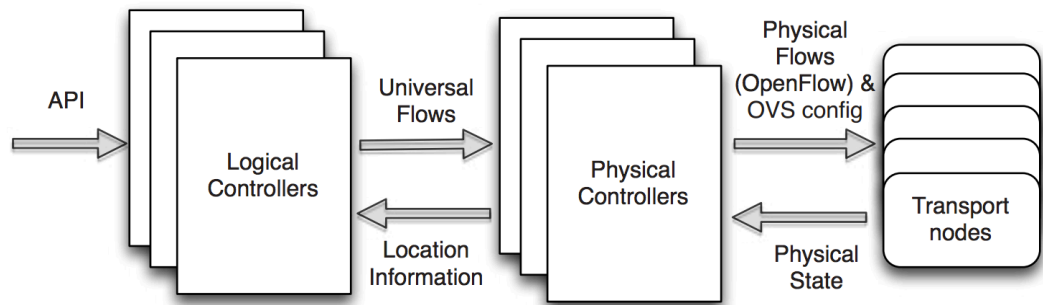
Challenges

- ⦿ **Datapath design:** Making software switching at end hosts fast
- ⦿ **Scaling the computation:** computing the logical datapaths and tunnels

Making the Datapath Fast

- ⦿ Exact-match flows in kernel
 - User-space program matches on full flow table, installs exact match in the kernel
 - Future packets for the same flow are matched in-kernel
- ⦿ Hardware offloading of encapsulated packets requires some additional tricks.

Scaling Controller Computation



- Two-layer distributed controller
 - **Logical controllers:** Compute flows and tunnels for logical datapaths (and universal flows)
 - **Physical controllers:** Communicate with hypervisors, gateways, and service nodes
- Logical controller avoids dealing with the full mesh of tunnels.

Takeaways: The Role of SDN

- ⦿ Network virtualization \neq SDN
 - Predates SDN
 - Doesn't require SDN
- ⦿ Easier to virtualize an SDN switch
 - Run separate controller per virtual network
 - Partition the space of all flows
 - Use open interface to the hardware
- ⦿ Network virtualization can also use software switches

Conclusion

- The rise of virtualization and multi-tenant datacenters has created a need for network virtualization
- SDN plays some role in configuring logical data paths and tunnels
- Interestingly, in the case of NVP, it all happens at the host!