

# From Electronic Design Automation to NDA: Treating Networks like Chips or Programs

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# Networks today



- Multiple Protocols: 6000 RFCs (MPLS, GRE ...)
- Multiple Vendors: Broadcom, Arista, Cisco, ...
- Manual Configurations: Additional arcane programs kept working by "masters of complexity" (Shenker)
- Crude tools: SNMP, NetFlow, TraceRoute, ...

# Simple questions hard to answer today

- $_{\circ}$  Which packets from A can reach B?
- $_{\circ}~$  Is Group X provably isolated from Group Y?
- $_{\circ}\,$  Is the network causing poor performance or the server?
- $_{\circ}\,$  Why is my backbone utilization poor?
- Is my load balancer distributing evenly?
- $_{\circ}\,$  Where are there mysterious packet losses?

#### BOTTOM UP ANALYSIS OF EXISTING SYSTEMS

# Motivation to do better

#### • Internal:

- Errors often caused by configuration changes
- External: (2012 NANOG Network Operator Survey):
  - 35% > 25 tickets per month, > 1 hour to resolve
  - Welsh: vast majority of Google "production failures" due to "bugs in configuration settings"

As we migrate to services (\$100B public cloud market), network failure will be a debilitating cost.

# Networks Tomorrow

- Online services  $\rightarrow$  latency, cost sensitive
- Merchant Silicon  $\rightarrow$  Build your own router
- Rise of Data centers  $\rightarrow$  Custom networks
- Software defined Networks (SDNs) → custom design "routing program"
- P4 (next generation SDN) → redefine hardware forwarding at runtime

#### TOP DOWN DESIGN OF FUTURE NETWORKS TO OPTIMIZE GOAL

#### **Digital Hardware Design as Inspiration?**



Electronic Design Automation (McKeown SIGCOMM 2012)



Network Design Automation (NDA)?

# Outline

- Part 1: Tools for operators *today* 
   Static Analysis, Test Packet Generation
   Analysis via Symbolic Execution
- Part 2: Tools, processes for designers & operators *tomorrow*.
  - $_{\circ}~$  Network Design Automation
  - Synthesis via Optimization



# Many forwarding flavors/1 essence



#### ESSENTIAL INSIGHT FOR OPENFLOW. USE SAME INSIGHT FOR UNDERSTANDING EXISTING PROTOCOLS

### Idea: Treat Network as a Program

• Model header as point in high dimensional space and all networking boxes as transformers of header space



NETWORK BOX ABSTRACTED AS SET OF GUARDED COMMANDS . . NETWORK BECOMES A PROGRAM →CAN USE PL METHODS

### Header Space Framework

• Model all networking boxes as transformers of header space

Transfer Function:

$$T: (h, p) \to \{(h_1, p_1), \dots, (h_n, p_n)\}$$

# Computing Reachability (Kazemian et al, NSDI 12)



Tool 3: Automatic Test Packet Generation (Zheng et al CoNext 12: )

- As in hardware, *automatically* generate test packets to detect faults
- Different optimization from hardware testing:
  - Maximize link/queue coverage
  - Performance (e.g., latency) not stuck-at faults
  - $_{\circ}$  Respect constraints on terminal ports
- Up to160X reduction over all-pairs aspects in Microsoft Autopilot
- Bounded network graph allows simple set cover compared to program testing (KLEE)



#### New semantics that has:

- Symmetry Theorem: Can reduce fat tree to "thin tree" using a "simulation" and verify reachability cheaply in latter
- Modularity Theorem: reuse of parts of switching network

#### Tool 4: Batfish (Fogel et al, NSDI '05)

- So far all tools are for network data plane
- Need control plane tools for proactive analysis
  - Check configuration sanity *before* applying to the network
  - Check safety in the presence of certain routing changes
  - Check back-ups are properly implemented



# Other Work

- Geometric Packet Classification. (SIGCOMM 1998)
- Static Reachability of IP Networks (INFOCOM 2005)
- Anteater. (SIGCOMM 2011)
- Veriflow. (HotSDN 2012)
- SAT Based Data Plane Verification (HotSDN 2012)
- Flowlog (HotSDN 2012)
- NetKat/Netcore



# PART 2: NETWORK SYNTHESIS VIA OPTIMIZATION

#### Network Design Automation?



HOW MIGHT WE GO BEYOND EARLY WORK? WHAT NEW AREAS CAN WE TOUCH?

### Static Checkers: Booleans $\rightarrow$ Quantities



- Given end-to-end flow rates, calculate link loads in face of failures (Juniwal et al, in progress)
- Given flow rate histograms, pack as many flows as possible & keep overflow probability within threshold

#### Probabilistic Knapsack – (w. Bjorner, Gopalan, Karp, Kannan) Packing distributions



- **Correctness**: Failure probability < T, e.g., T = 0.05
- Performance: Find subset that *minimizes* expected waste

Likely hard: even checking if one subset fails is exponential

# Other Synthesis Problems

- Synthesizing Rules: Synthesize ACLs based on policy (Kang et al, Princeton)
- Synthesizing Virtual Networks: Rao et al (Purdue) & Xie at al (Princeton)
- Synthesizing Tables within a router: Table Synthesis P4 Routers (Jose et al, Stanford)
- Synthesizing Transports: Deadline driven alternatives to TCP (MSR Cambridge)



- Existing network debuggers (MSR Sherlock, Stanford NDB, Berkeley Xtrace are *Batch* Debuggers
- What might equivalent be of setting a Watch point and then "stepping into" network?
- Example: Stepping Into by New Trace route message. Old TraceRoute not real-time. New hardware

# Exploiting Domain Structure

Technique	Structure exploited
Header Space Analysis (Symbolic Execution)	Limited negation, no loops, small equivalence classes
Net Plumber (Incremental Verification)	Network Graph, rule dependencies structure
ATPG (Test Generation)	Network graph limits size of state space compared to KLEE
Exploiting Symmetry	Known symmetries because of design (vs on logical structures)

# Conclusion

- Inflection Point: Rise of services, data centers, Software Defined Networks
- Ideas: Symbolic execution (analysis) & optimization (synthesis)
- Intellectual Opportunity: Rethink existing techniques exploiting domain structure
- Systems Opportunity Working chips with billions of gates Why not large operational networks next?





# Collaborators

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