

MPSoC 2015



Programmable Network

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NTT Network Innovation Laboratories
July 17th, 2015

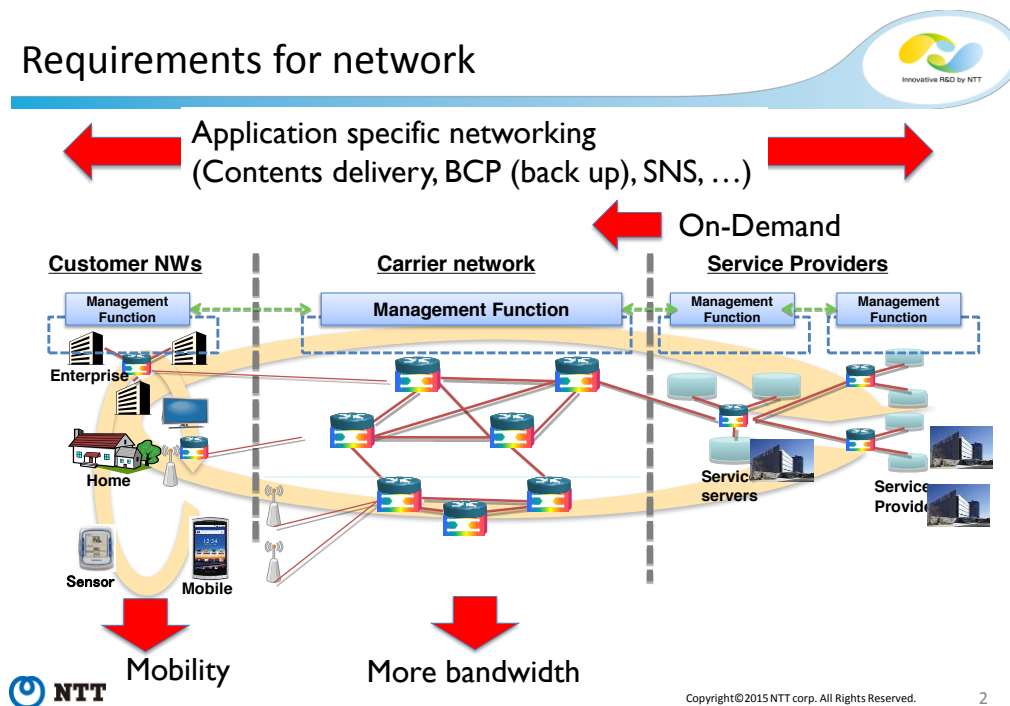
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Common style of networking



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Requirements for network



Current trend

- SDN, NFV
 - Network virtualization and programmability in network becomes common.
 - 2011-2012 was the turning point.
- CAPX/OPEX reduction
 - is the first and comprehensive benefit of network virtualization.
- Programmability in Network
 - Providing fast, collaborative and safe platform for business/social activities
 - DPN (Deeply Programmable Network)

Outline



- Network Infrastructure
 - Network Virtualization
 - Transport technologies
- Network in Application
 - Media
 - Resiliency
 - Personalization
- Network in Future



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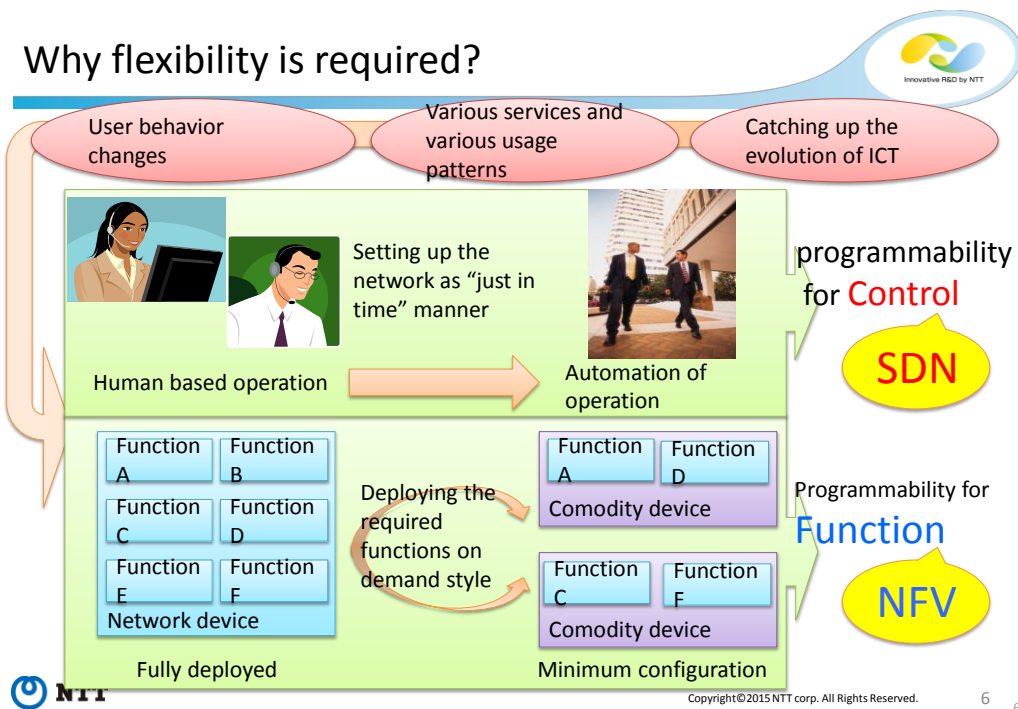
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Network Virtualization : SDN and NFV

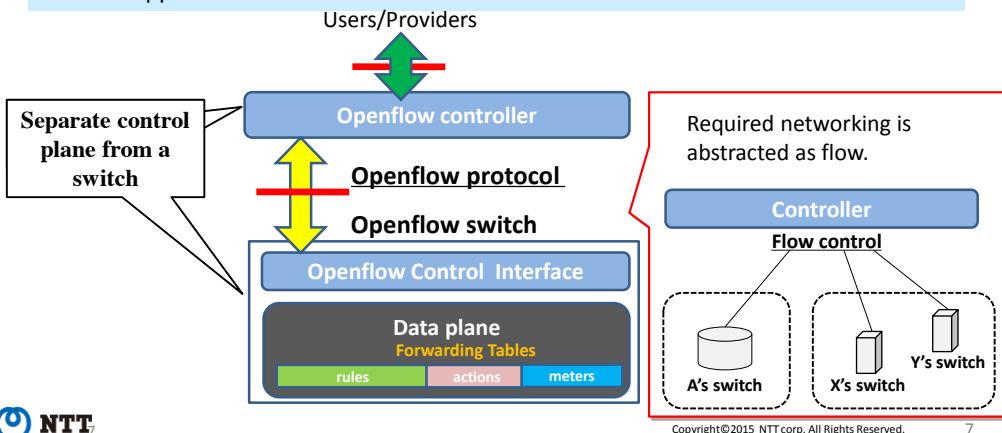
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Why flexibility is required?



Openflow/SDN

- Open API of control plane
- Centralized control for the entire L2/L3 switches : Openflow protocol
- Flow base control rather than routing table
 - Flexibilities for different applications/demands without affecting other applications

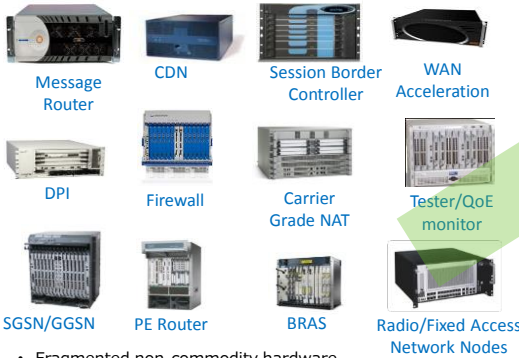


NFV (Network Functions Virtualisation)



Design concept in which network functions are implemented as software on commodity hardware

Conventional network appliance approach



- Fragmented non-commodity hardware
- Physically installed for each appliance at each site
- Hardware development is large barrier to entry for new vendors, constraining innovation & competition.



Network functions virtualisation approach

Competitive & innovative open ecosystem
Independent software vendors



Software implementation of network functions.

Orchestrated, automatic, and remote installation

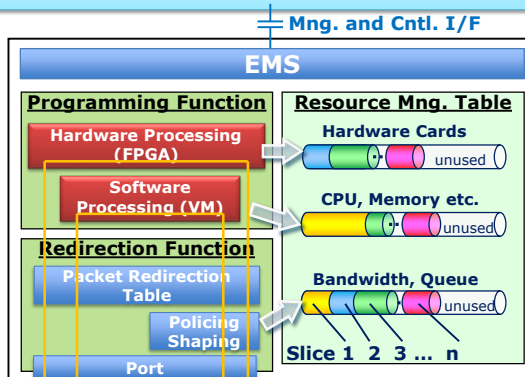
- High-volume Standard Servers
- High-volume Standard Storage
- High-volume Ethernet Switches

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NW Virtualization Project (VNode project)



Joint project with NEC, Fujitsu, Hitachi, U. of Tokyo and NICT from 2008. Now is the second phase funded by NICT.



[A] [B]

vNode

11 VNodes are working on JGN-X testbed.

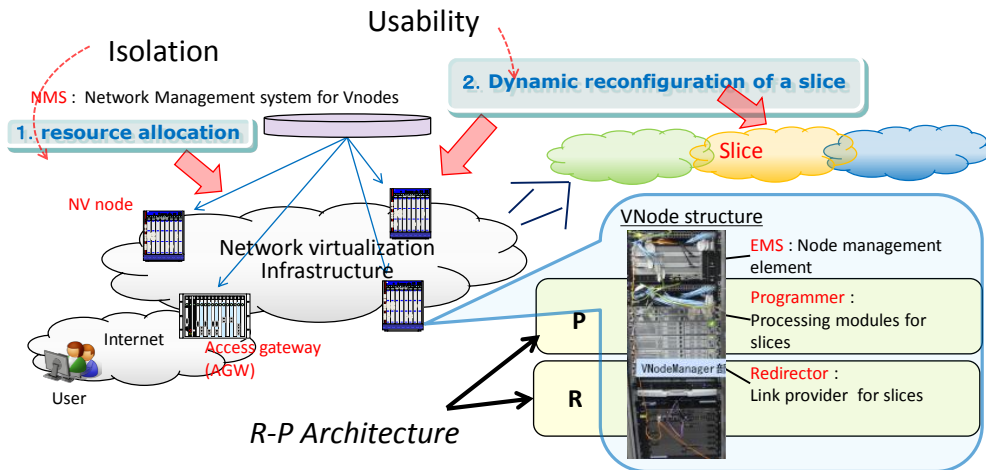


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VNode Architecture



Exploiting optimal architecture for Network Virtualization



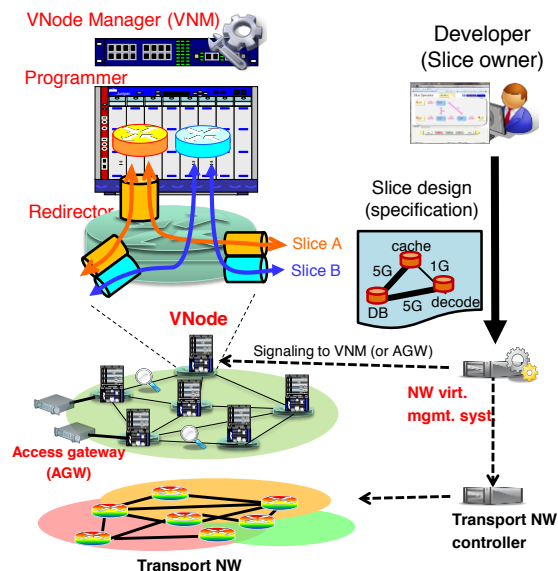
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Vnode system : early stage trial



- VNode (NE)
 - VNode Manager (EMS)
 - Integration of Programmer(s) and Redirector(s).
 - Negotiation of neighbor VNodes.
 - Programmer (Router)
 - Programmable processing units for routing/forwarding engine (VM, NPU, etc...).
 - Redirector (Transmission)
 - Tunnel creation for virtual link.
- Access gateway (Gateway)
 - Programmable gateway units for connecting user terminals and slices.
- NW virt. mgmt. syst. (NMS)
 - Integrated slice management in a domain.
- Transport NW
 - Provides the underlay connectivity or reachability between VNodes.



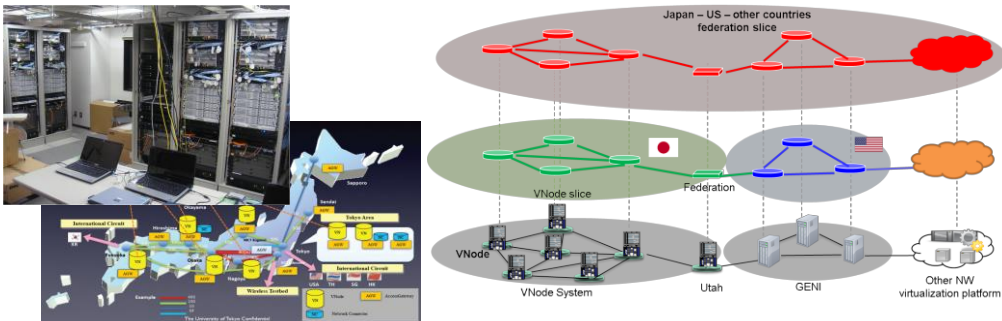
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Prototype system (extended to U.S.)



- We are promoting constructing a testbed to install our technologies and services in future networks.
 - The testbed has been deployed on JGN-X of NICT. The 2nd version works from Nov. 2013.
 - It is publicly in service (7 VNodes, 2 Network Connectors, 11 Access Gateways)
- Slice-Around-The-World Project (A VNode in University of Utah connected to ProtoGENI)



Prototype system of programmable network virtualization technologies made in a project funded by NICT
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O3 Project Concept, Approach, & Goal



Open, Organic, Optima

Anyone, Anything, Anywhere

Neutrality & Efficiency for Resource, Performance, Reliability,

Multi-Layer, Multi-Provider, Multi-Service

User-oriented SDN for WAN

Softwarization: Unified Tools and Libraries

On-demand, Dynamic, Scalable, High-performance

Features

Object-defined Network Framework

SDN WAN Open Source Software

SDN Design & Operations Guideline

Accelerates

Service Innovation, Re-engineering, Business Eco-System



©O3 Project

SDN & OpenFlow World Congress 2014 @ Dusseldorf

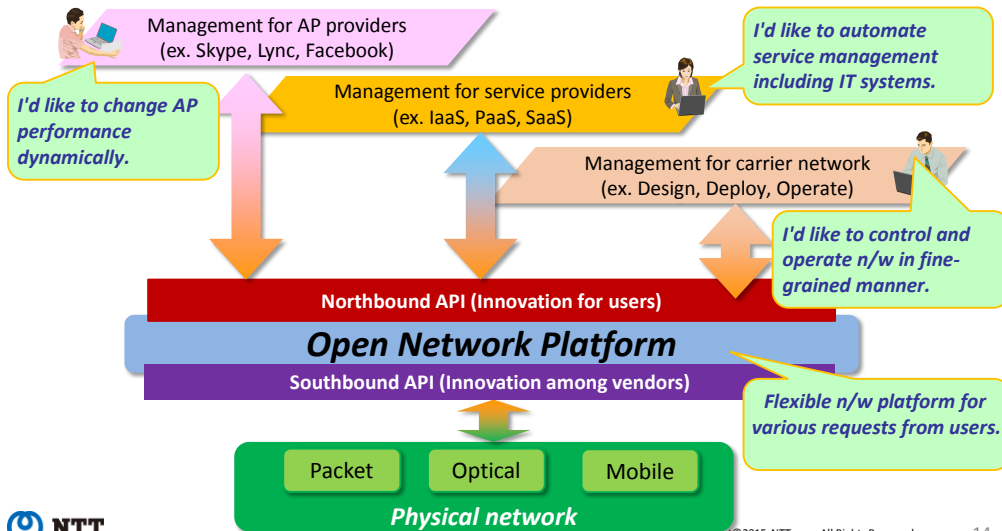
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O3 Deliverables: User-oriented SDN



■ Provides *Orchestration* for different user requirements

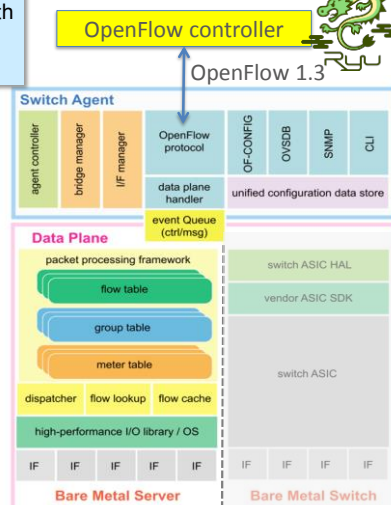


Lagopus: SDN/OpenFlow Software Switch



- The world's highest performance SDN software switch with 1M flow entries.
- To be released as OSS in Y2014 Q2.

- Best OpenFlow 1.3 compliant software-based switch
 - Ryu certification score: 920/928 (<http://osrg.github.io/ryu/certification.html>)
 - Multi tables, Group tables support
 - MPLS, PBB, QinQ, support
- ONF standard specification support
 - OpenFlow Switch Specification 1.3.3
 - OF-CONFIG 1.1
- Multiple data-plane configuration
 - High performance software data-plane on Intel x86 bare-metal server
 - Intel DPDK, Raw socket
 - Bare metal switch
- Various management/configuration interfaces
 - OF-CONFIG, OVSDDB, CLI
 - SNMP, Ethernet-OAM functionality
- Modular architecture
- To be released as OSS in Y2014 Q2
 - Apache v2 license



Implementation strategy for vSwitch



- Massive RX interrupts handling for NIC device
 - => Polling-based packet receiving
- Heavy overhead of task switch
 - => Thread assignment (one thread/one physical CPU)
- Lower performance of PCI-Express I/O and memory bandwidth compared with CPU
 - => Reduction of # of access in I/O and memory
- Shared data access is bottleneck between threads
 - => Lockless-queue, RCU, batch processing
- Huge amount of \$ miss/update in data translation lookaside buffer (TLB) (4KB)
 - => Huge DTLB (2MB - 1GB)



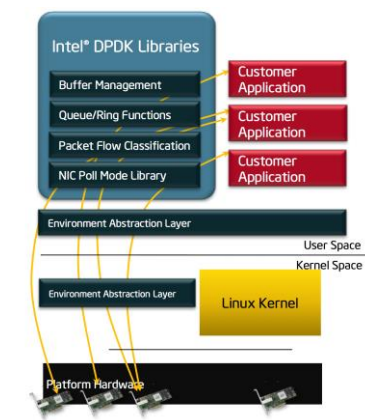
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Intel Data Plane Development Kit



- x86 architecture-optimized data-plane library and NIC driver
 - Memory structure-aware queue, buffer management
 - packet flow classification
 - polling mode-based NIC driver
- Low-overhead & high-speed runtime optimized with data-plane processing
- Abstraction layer for hetero server environments
- BSD-license :)
 - Good for commercial use



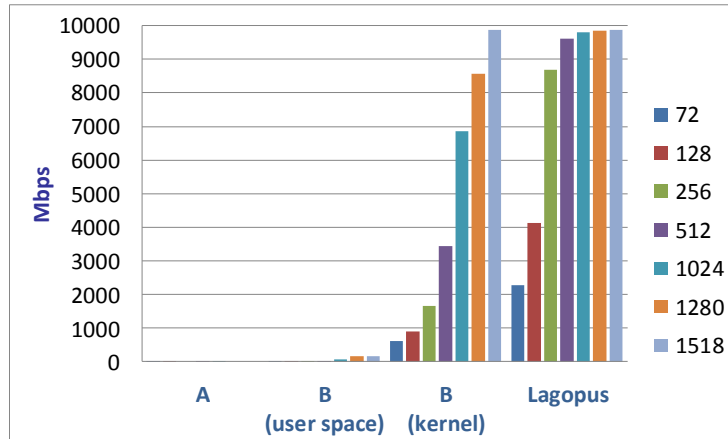
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Performance Comparison



- Performance compared in terms of layer-2 switching capacity (forwarded bits per second), using a standard benchmarking method, RFC2544.
 - Comparison with B (kernel implementation, widely used): over 4 times performance
 - Comparison with B (user-space implementation, as in Lagopus): over 100 times performance



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Information



- website and source code
lagopus.github.io
- Twitter
[@lagopusvswitch](https://twitter.com/lagopusvswitch)
- E-mail
lagopus-support@lab.ntt.co.jp
- Organization
NTT Network Innovation Labs.
<http://www.ntt.co.jp/mirai/>



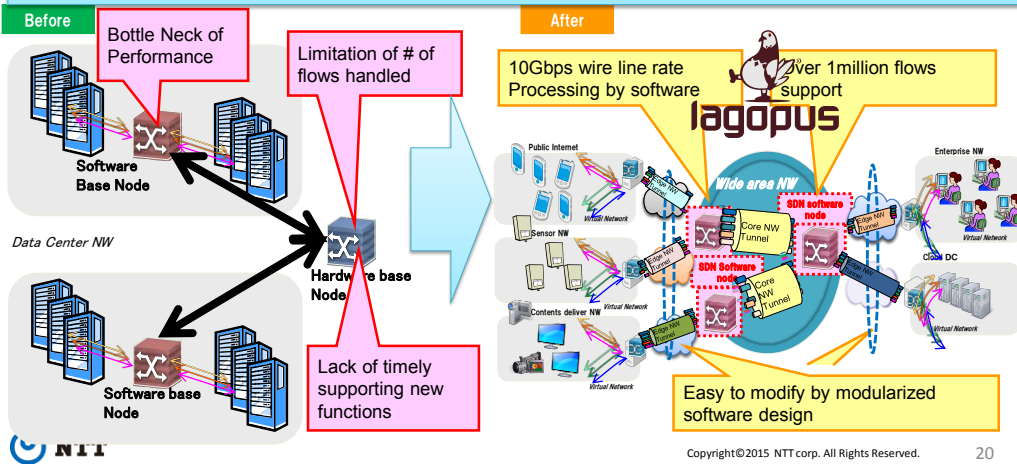
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Lagopus: Software based packet processing



- O3 (Open, Organic, Optimal) project for realizing wide area SDN platform
 - How can we implement carrier grade SDN by software?
 - 10Million Flows and 10Gbps wire rate in a software processing switch



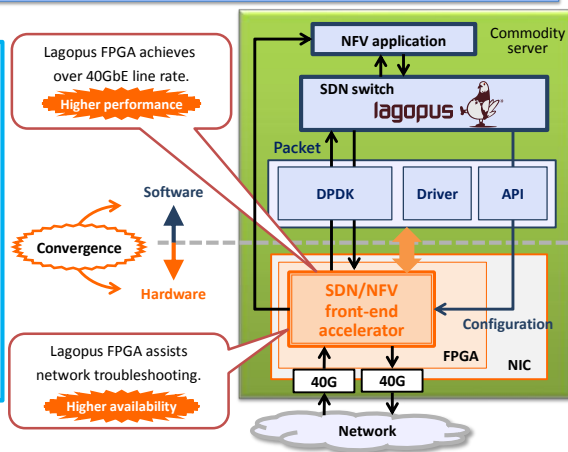
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Accelerator of Lagopus



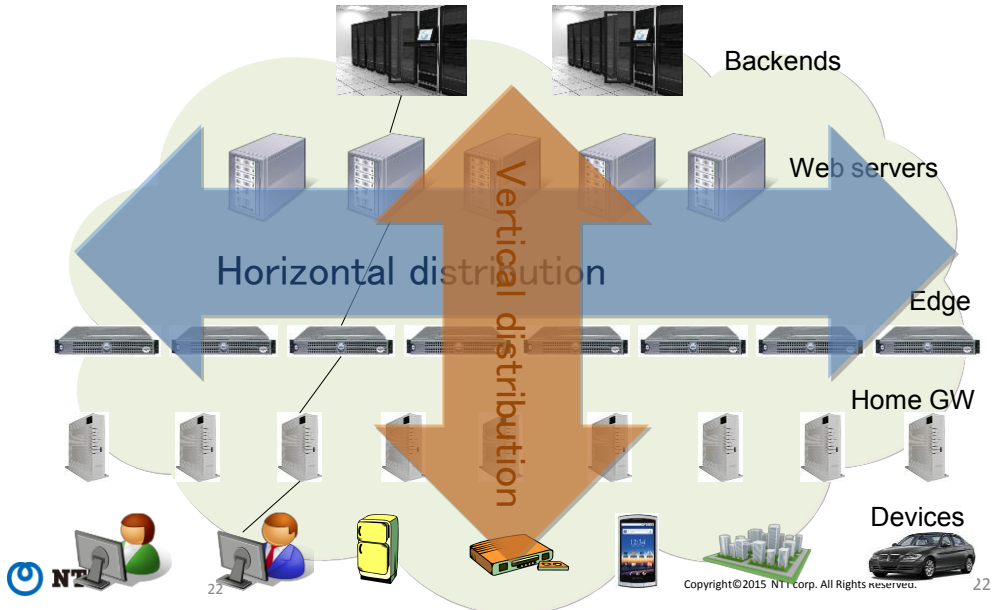
- Lagopus FPGA : enhancing Lagopus SW 10GbE line rate to 40GbE
- First target is to assist in network with less than 10% x86 CPU power dissipation.

- Lagopus FPGA NIC**
- Assist high-intensity data plane operations
 - Packet classification/editing
 - Packet dispatching/searching
 - Load balancing
 - Over multiple bit rates (10/40/100 GbE)
 - Reliable virtualized network
 - Real-time packet monitoring
 - Just-in-time deployment of new features



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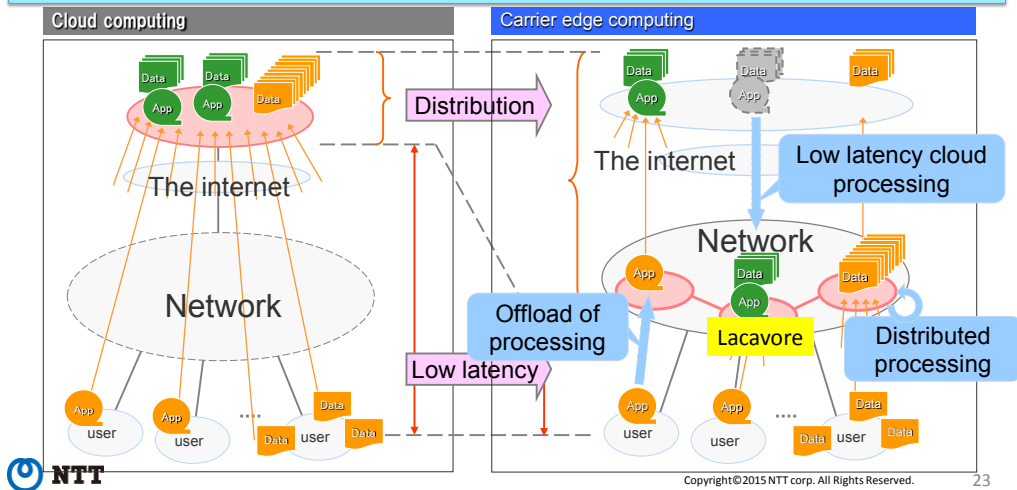
Distributed processing : two directions



Carrier Edge Computing



- Acceleration of cloud computing
 - Free to provide computation facilities in network
 - More benefit from network: Latency, off-loading of processing in terminal

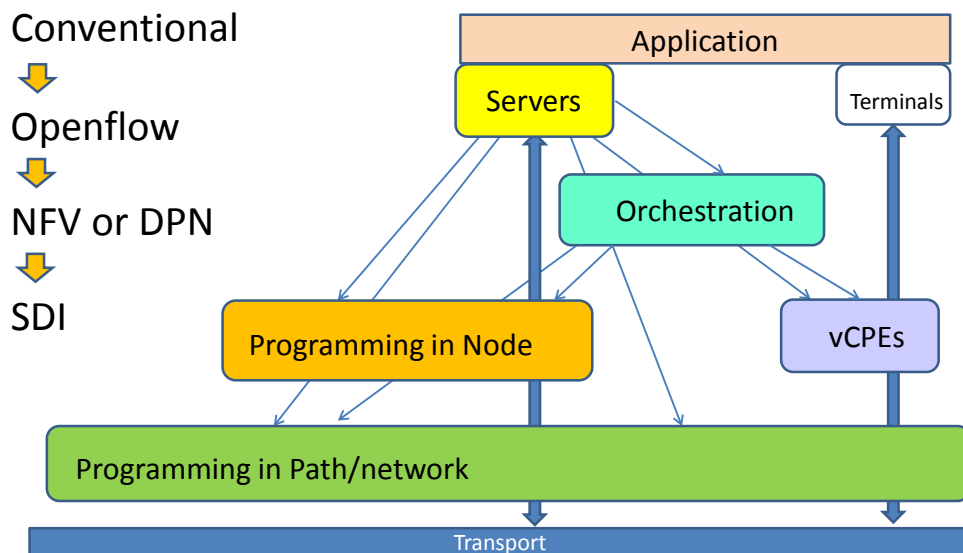


Edge Computing - Applications -



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Network Virtualization overview



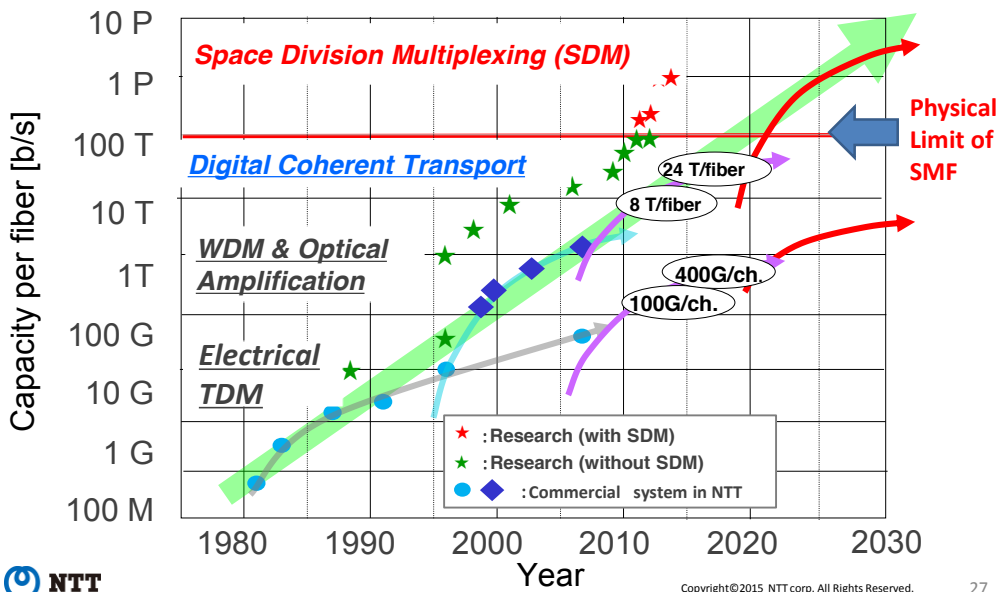
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Transport layer technologies

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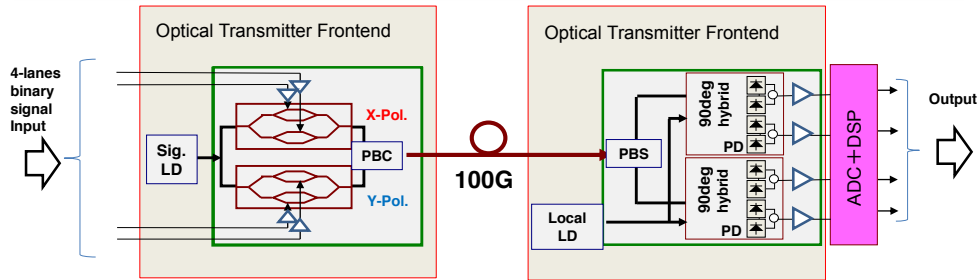
Capacity Trend in Optical Transport Systems



100Gbit/s Digital Coherent Transport System



- High capacity:
 - 100Gbps/λ, 8 Tbps per fiber by enhancement of spectral efficiency
- Long-haul:
 - >1000km transmission by high-sensitivity coherent detection



<40nm
100M Gates
Commercially available



Presented in ISSCC2014 by Miyamoto, NTT

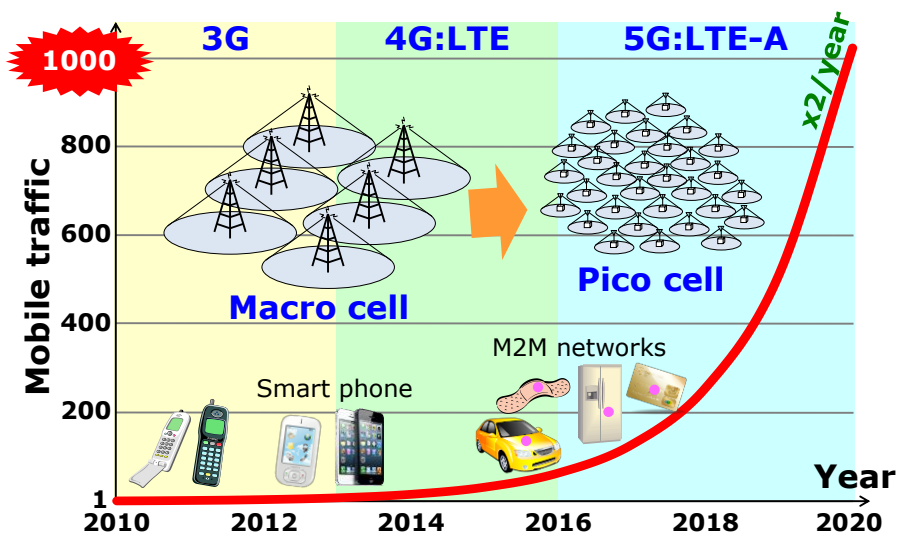
Open collaboration of Fujitsu, Mitsubishi, NEC, NTT
A part of this work is supported by MITI.



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Traffic Growth and Network Evolution



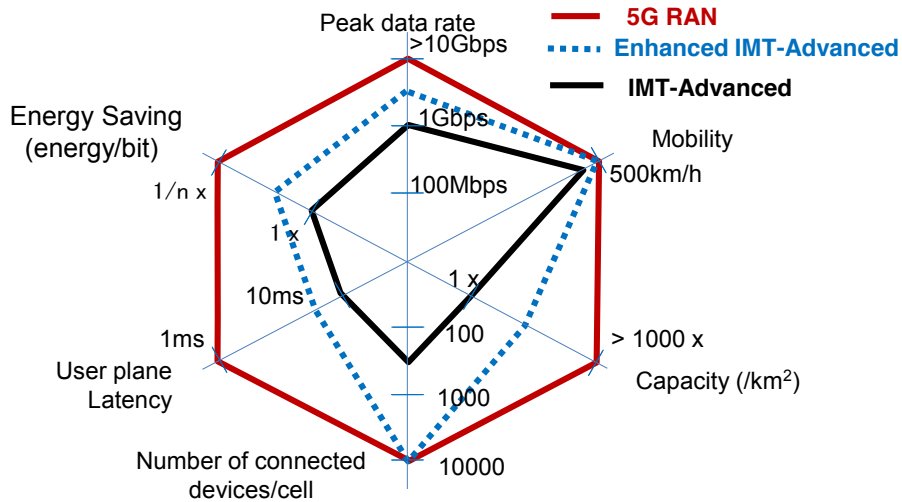
February 19, 2013

ISSCC 2013 Evening Panel Session 3

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Maximum system capabilities



"Mobile Communications Systems for 2020 and beyond", ARIB 2020 and Beyond Ad Hoc Group White Paper, October 2014.



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The Fifth Generation Mobile Communication Promotion Forum



The Fifth Generation Mobile Communications Promotion Forum

Launching the forum for discussing 5G and beyond in September, 2014



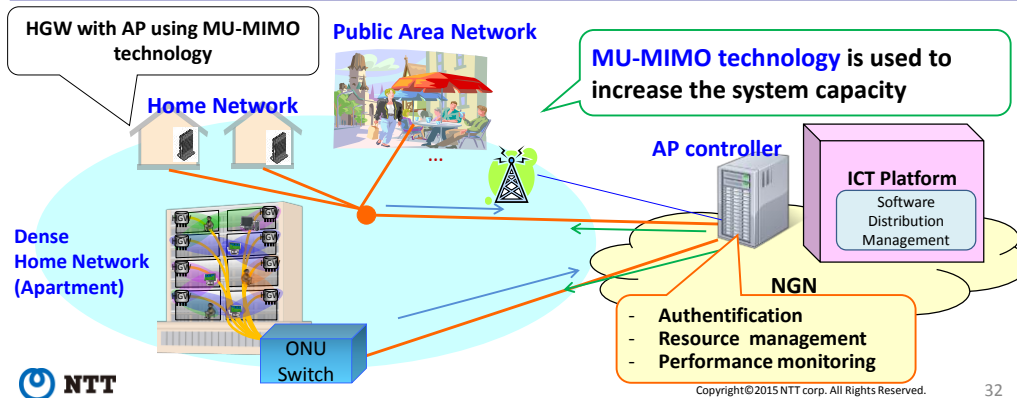
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R&D Activities in WLAN



- Interference among Access Points are major problem in WLAN.
 - How can we utilize the limited frequency space efficiently?
- Standardization in IEEE
 - May, 2013 : New Study Group (HEW-SG) is launched to discuss for High Efficiency WLAN

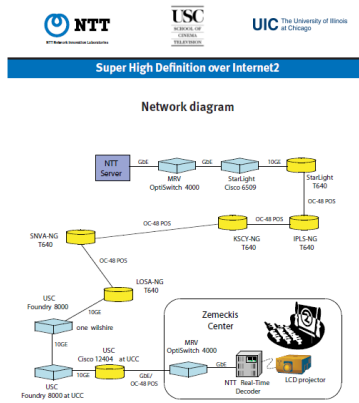


Media Application and SDN

First trail of 4K distribution over Internet2



October, 2002



Super High Definition over Internet2

In order to demonstrate the potential for super high performance imaging and visualization applications over very high speed networks, NTT has initiated this demonstration of Super High Definition over Internet2. The transmission of Super High Definition moving images from a remote server to a distant projector without interruption requires sustainable high speed connectivity of 1 Gbps over long distances without significant packet loss, delay or jitter.

For the Internet2 Fall 2002 Members Meeting, a Super High Definition (SHD) digital video bit stream, originating at an NTT contents server hosted by the Electronic Visualization Laboratory (EVL) at the University of Illinois at Chicago, is being transmitted via StarLight, through the Internet2 Abilene backbone, to the Robert Zemeckis Center for Digital Arts at the University of Southern California. The SHD contents used in this demonstration come from scientific instruments, mathematical simulations, digitally scanned motion picture films, and digital still cameras. Contents are all pre-compressed to 300-400 Mbps using an experimental JPEG 2000 SHD codec. Within the Zemeckis Center, MRV Communications GigaBit Ethernet switches carry the compressed SHD bit stream to the NTT realtime decoder which feeds a base bandwidth SHD signal at approximately 6 Gbps to NTT's prototype SHD frame-buffer and 8 megapixel full-color D-ILA projector for display on a screen measuring approximately 20 x 11 feet.



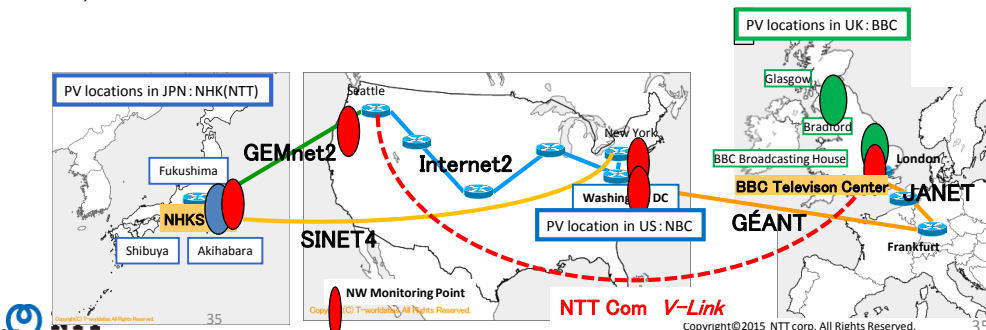
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8K Live streaming from London to Tokyo



- Multi-hop shared R&E networks over EU/US/Japan
 1. BBC-JANET-GEANT(IP)-Internet2(IP)-GEMnet2(L3)-NHK
 2. BBC-JANET-GEANT(IP)- SINET4 -GEMnet2(L3)-NHK
 - On-demand networking by DCN (Dynamic Circuit network)
 3. BBC-JANET-GEANT(BoD)-Internet2(ION)-GEMnet2(L2)-NHK
 - Commercial service network (NTT Communications' V-Link)
 4. BBC-VLink-GEMnet2-NHK
- (In Japan, SHV streams are distributed by IP multicasting over NTT Communications' dedicated lines.)



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World Cup 8K Public Viewing



NHK presenting : 6/13~7/14 (JST)

◆ 4 places in Japan (3 places in Brazil)

◆ 9 matches

<8K Live Public Viewing Schedule>

6/15(Sun) 10:00 Japan vs Côte d'Ivoire

6/17(Tue) 7:00 Ghana vs USA

6/20(Fri) 7:00 Japan vs Greece

6/24(Tue) 5:00 Cameroon vs Brazil

6/29(Sun) 1:00 Round of 16 (Brazil vs Chili)

7/ 1(Tue) 1:00 Round of 6 (France vs Nigeria)

7/ 6(Sun) 1:00 Quarter Final (Argentina vs Belgium)

7/ 9(Wed) 5:00 Semi Final (Brazil vs Germany)

7/ 14(Mon) 4:00 Final (Germany vs República Argentina)



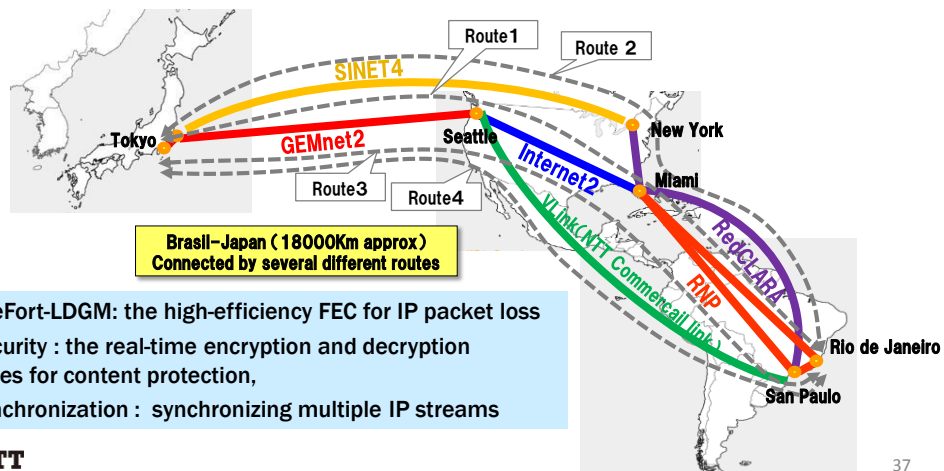
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8K Live streaming from Brazil to Tokyo



- SHV streaming processed by the software implemented in PC
- Enabled highly reliable and high-speed IP transmission

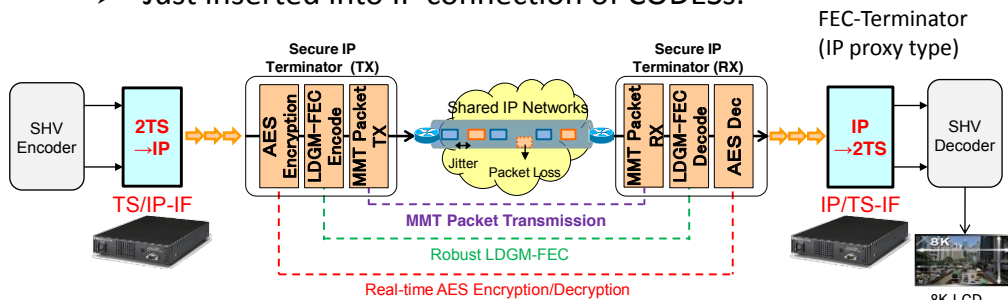


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Software Implementation of FireFort LDGM-FEC

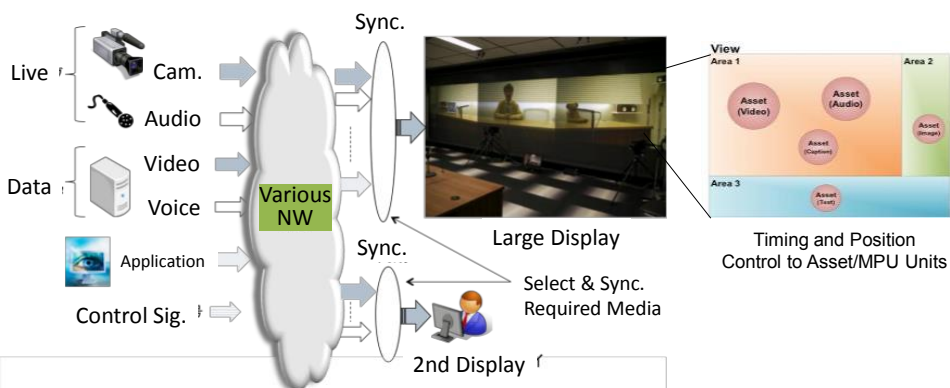


- PC/Linux box for 8K-PV
 - Large block size against long burst loss.
 - e.g. 150000 blocks, 20% redundancy.
 - Tolerance for loss of >20000 packet long.
 - AES128 encryption, MMT packet format.
- Proxy-type implementation
 - Just inserted into IP connection of CODECS.



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MMT (MPEG Media Transport) Functions



- [Application level FEC]**
- Super high speed
 - Low computation cost
 - High recovery rate

- [Flexible distribution with global time]**
- Free combination of A/V/Data to form single/multiple streams

- [CI : Composition Information]**
- Presentation control of multi-source media.



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SDN for Media application



- What do they need?
- Production
 - Project basis budget
 - Virtual studio (Resource sharing platform)
 - Huge size of Data Storage
 - Processing power
 - E.x. Transcoding for Cinema, TV, streaming, DVD, airlines, ...
- Collaboration
 - More resolution for understanding deeply
 - Seeing micro behavior of people
 - Getting more than the real view with virtual view
 - Helping deeper understanding
 - Managed meeting (discussion)



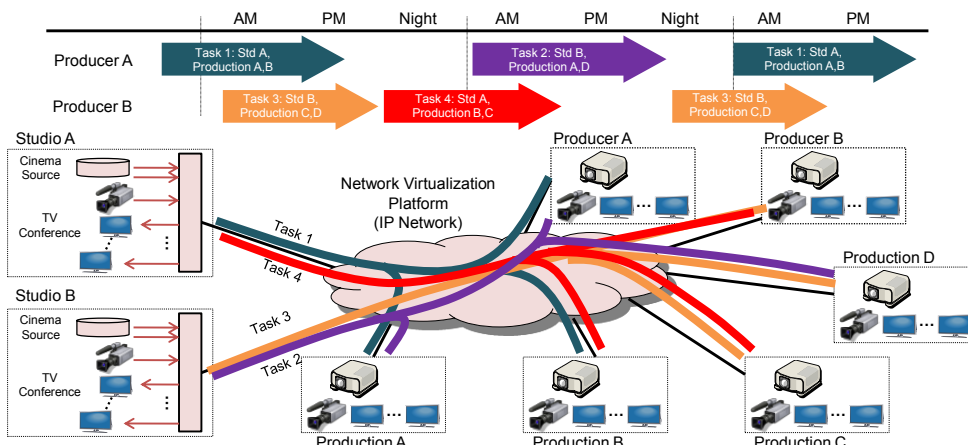
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Benefit : On-demand task NW switching service



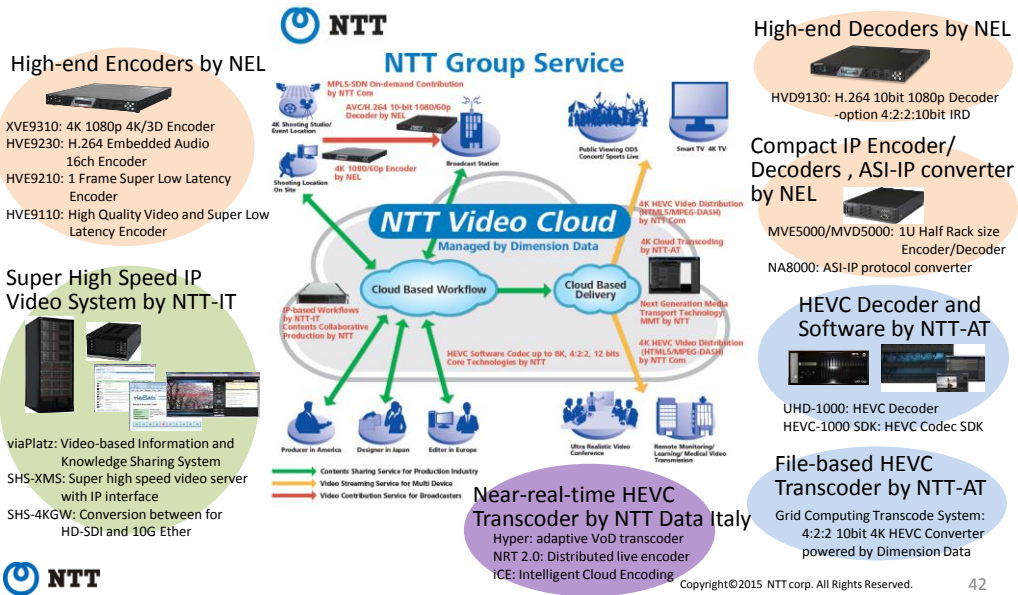
- For each task, a 'task network' is configured in advance using a virtual network technology.
- At each location, users can switch their project NWs swiftly on-demand basis (No need to contact NTT).
 - 'Short-term' NW configuration.



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Summary of NTT Group Video Service



Resiliency and SDN



Motivation



- 3.11 Great East Japan Earthquake
 - Broader area has been damaged.
 - There remained no resources but mobile phones.
 - The redundant physical resources might not be effective.
 - Networking and local communication is very important.
- Policy change:
 - It was impossible to provide sufficient ICT service soon after the disaster until rehabilitation was completed.
 - Minimizing physical redundancy
 - Maximizing logical redundancy
- Movable and Deployable ICT Resource Unit (MDRU)
 - Local communication recovery first
 - flexible configurations for adapting the demand changes



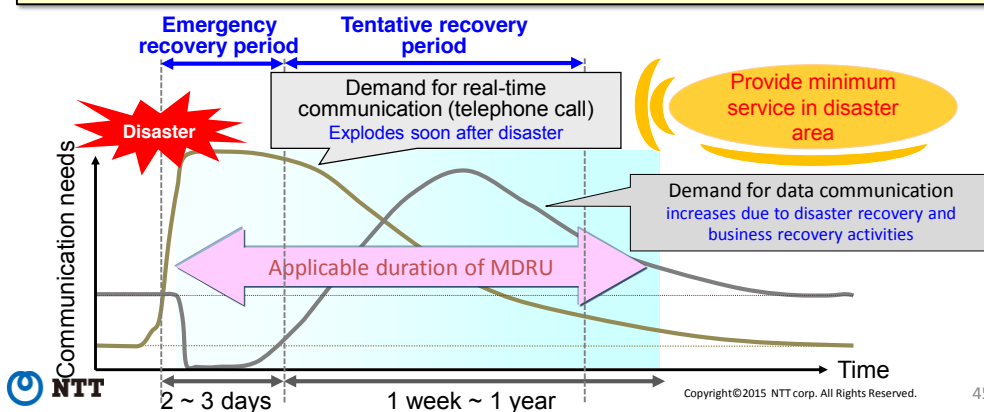
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Application concept of MDRU



- MDRU provides minimum ICT services to meet communication demand in a disaster area soon after a disaster.
 - **Emergency recovery period** : Real time communication demand explodes through confirming status of relatives, near neighbors, etc.
 - **Tentative recovery period** : Data communication demand increases because of information gathering by local governments and enterprises.



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R&D project of MDRU

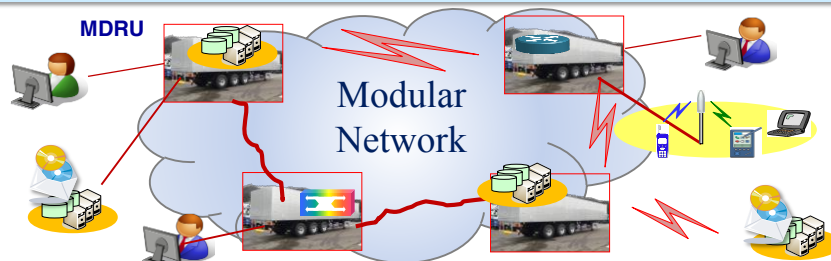


➤ An R&D project was launched in March 2012 with a support of the Ministry of Internal Affairs and Communications of Japan.

➤ NTT Network Innovation Labs., NTT Communications, Fujitsu and Tohoku University funded by MIC

➤ The goal of the project

- Prototyping of a movable and deployable ICT resource unit (MDRU) and modular network of MDRUs to cover wide area
- Use cases for providing communication methods fast and flexible by MDRU
- Proof of concept trials



 **NTTMDRU : Movable and Deployable ICT Resource Unit**

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Inside of MDRU



MDRU accommodates equipments needed both to supply ICT services locally and to act as a remote station of the remained ICT infrastructure.



 **NTT**

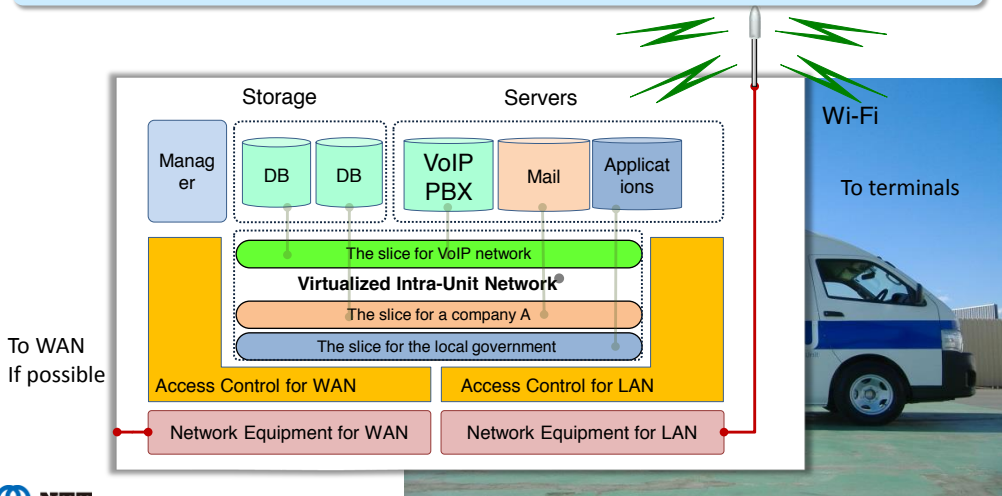
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Inside of MDRU



MDRU accommodates equipments needed both to supply ICT services locally and to act as a remote station of the remained ICT infrastructure.



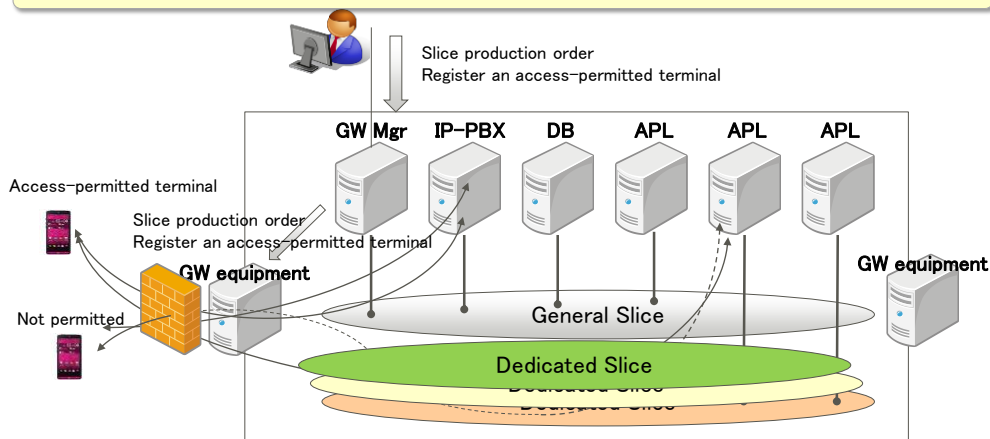
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Operation concept of MDRU



- SDN and Virtual networking of virtual machines
 - easy to deploy and operate various application according to the demand.
 - Isolating traffic for proper controlling in usage



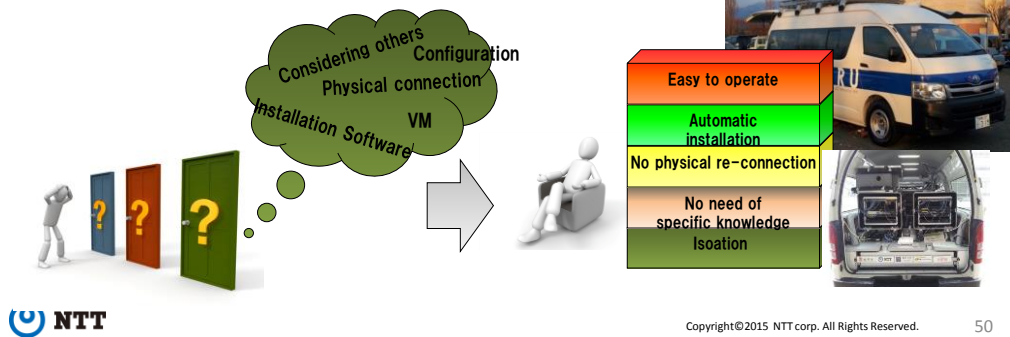
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The benefit of Virtualization



- To minimize physical resources
- To provide the appropriate functions according to the demand (timely manner) and
- To prepare the APPs before the disaster with low space cost



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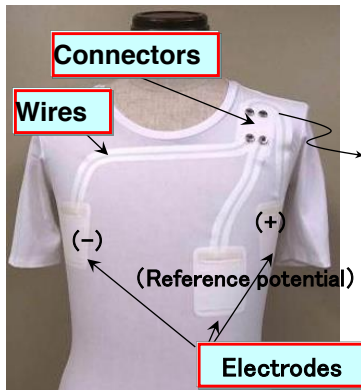
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Personalization and SDN

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Network connected wearable sensors



Design T-shirt type heart rate/electrocardiogram (ECG) sensor as an electrical circuit



Transmitter

Bluetooth

Screenshot on smart phone



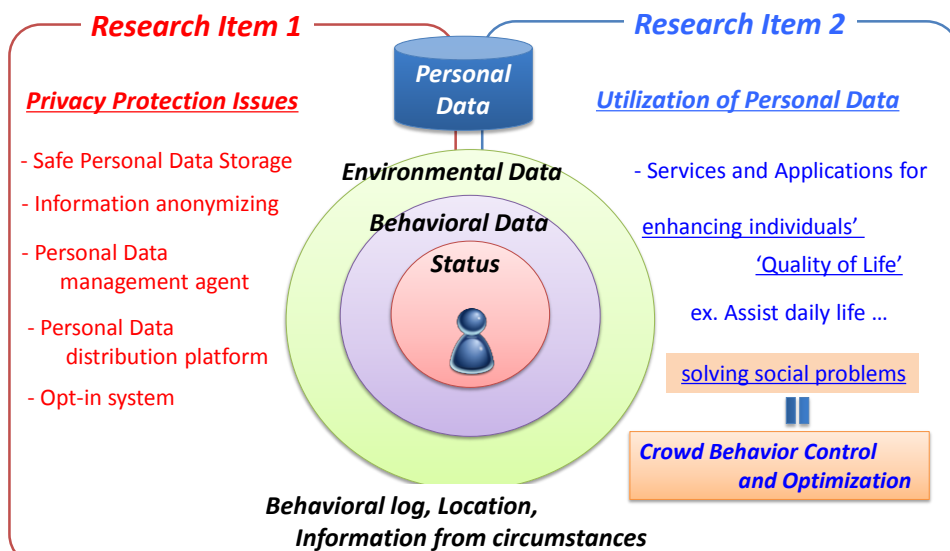
TORAY **NTT**



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Personal ICT -- Research Topics



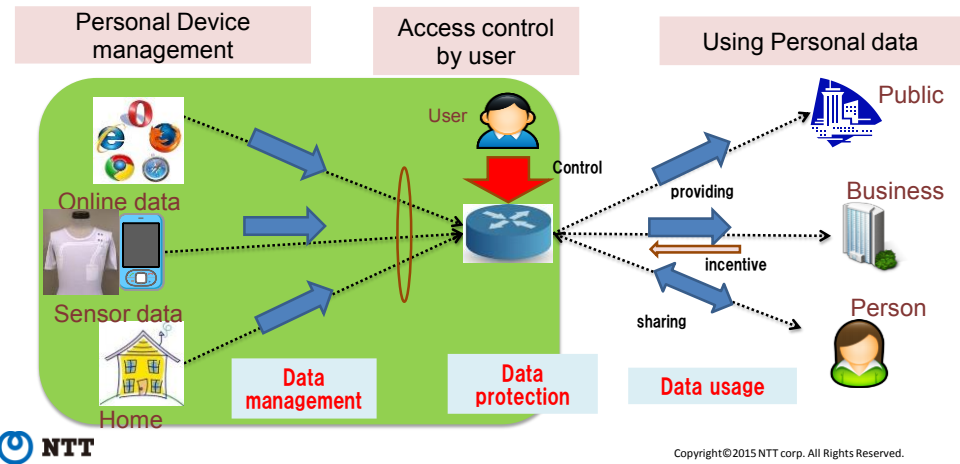
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Personalized ICT concept



- How to protect your data?
 - Can we control the access to our own remote data by yourself?
- Control other access requests remotely by your personal devices.



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Network in Future

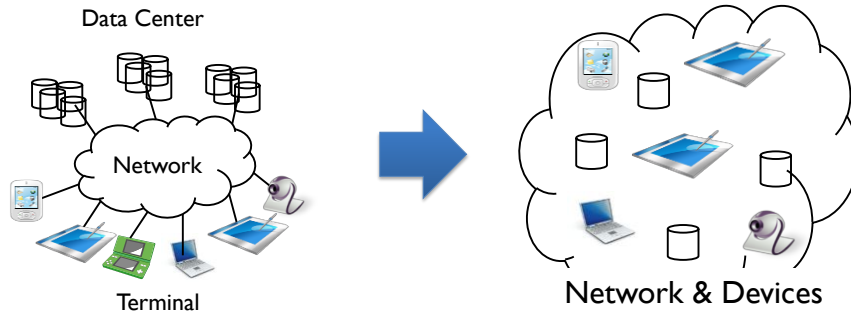


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Next consideration



- Functions implemented in Cloud, Smart phone, Wearable devices
 - 5G and 5G beyond
- A huge number of devices are connected.
- How can we manage and operate these connected things?



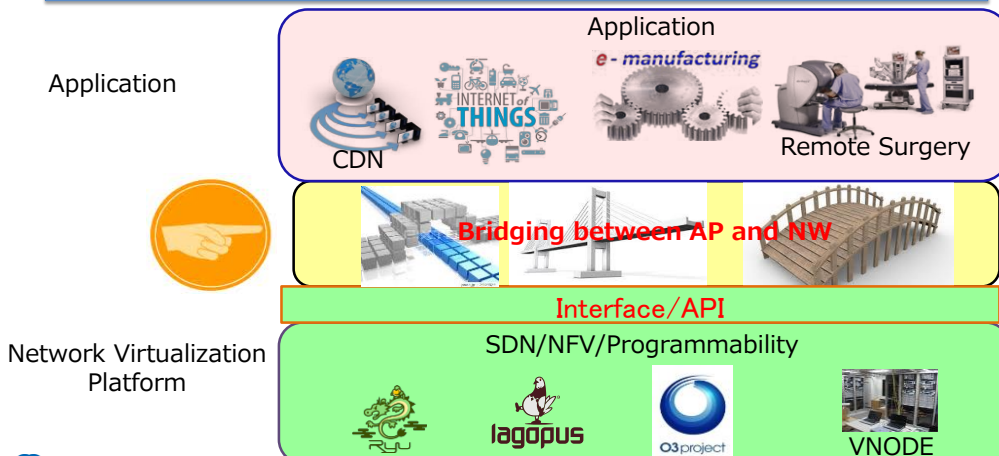
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Next step in Network virtualization



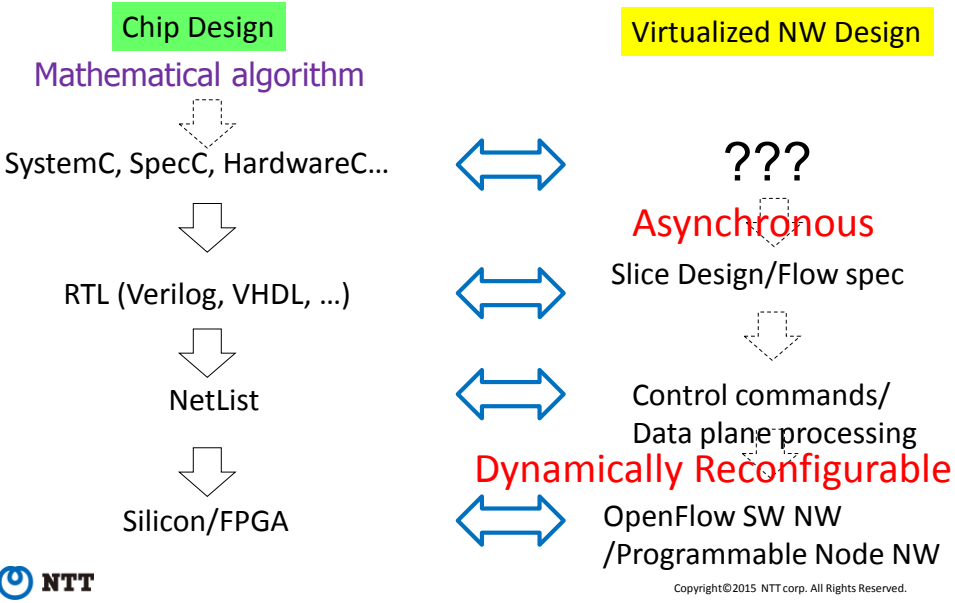
- SDN provides the interface to networking for APPs.
- There are still gaps between APP designers and network providers.



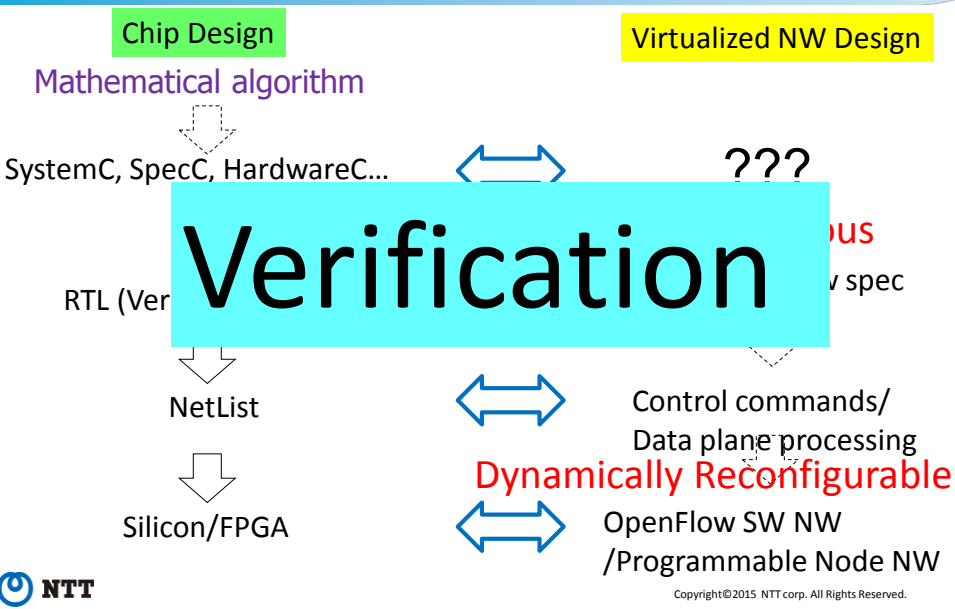
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Analogy



Analogy

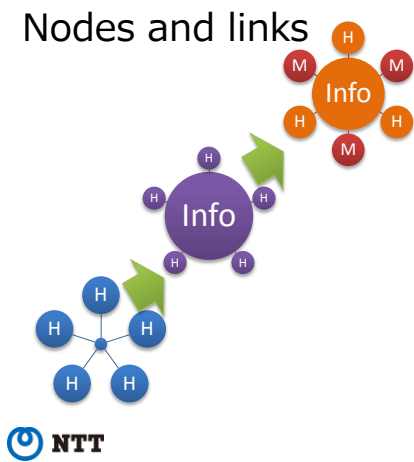


New view for connecting

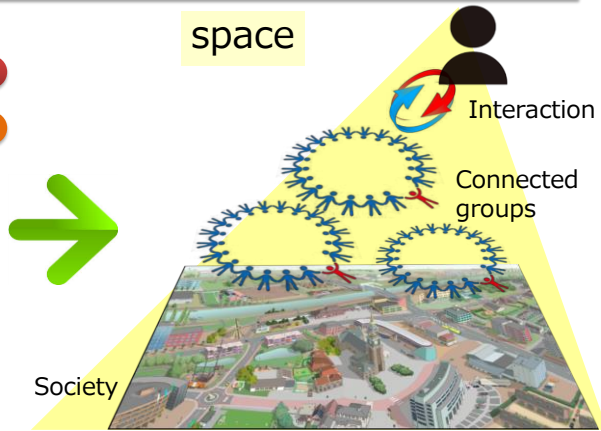


Connecting Human and Society
↓
Connecting Activities in Society and Human

Nodes and links



space



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Thank you very much for your kind attention.

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