

QoS-Aware Flow Routing with Minimizing Active Links and Rule Capacity Constraints in SDN Networks

Priyanka Kamboj, Sujata Pal

Indian Institute of Technology, Ropar

2018csz0003@iitrpr.ac.in, sujata@iitrpr.ac.in

- Introduction
- Contribution
- System Architecture
- Proposed Approach
- Results and Discussion

- SDN provides abstraction by separation of control plane from the data plane.
- Each networking device saves flow rules (or entries) in its ternary content addressable memory (TCAM) to forward the packets.
- The TCAM memory is expensive hardware with limited size and high power consumption.
- Limited size of TCAM memory inspires us to think about the flow rule replacement in SDN switches.

Illustration example

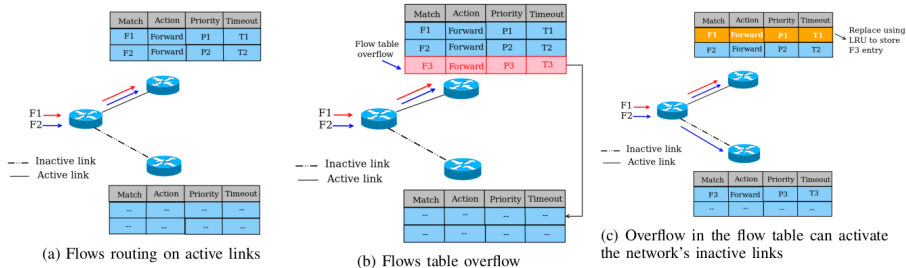


Figure: Illustration example: a) Traffic flows based on priority are routed on active links denoted by dark lines; b) Flow table overflow occurs if incoming flows exceed the switch's rule capacity; and c) Flow table overflow can activate the inactive links

- We design a minimum cost routing problem to considers the QoS requirements of traffic flows. Further, we propose a greedy-based heuristic solution to minimize the network's active links as an ILP in SDN networks.
- We introduce a flow rule replacement scheme to prevent the flow table overflow in the SDN switches.
- We also analyze the impact of idle timeout on flow table entries on the proposed approach and the benchmark methods.

Problem Formulation

- Consider a network in the form of a connected graph $\mathcal{G} = (\mathcal{V}, \mathcal{L})$ where \mathcal{V} is the set of switches and \mathcal{L} denotes the set of links in the network.
- The set of paths P_f for a flow $f \in \mathcal{F}$ is described as:

$$P_f = \{p_f^1, p_f^2, \dots, p_f^n\}, \quad \forall f \in \mathcal{F}. \quad (1)$$

$$\alpha_{m,n}^f := \begin{cases} 1, & \text{if flow } f \text{ is routed on link } (m, n) \in \mathcal{L} \\ 0, & \text{otherwise} \end{cases} \quad (2)$$

$$R_f(m) = \sum_{n \in \mathcal{N}(m)} \alpha_{m,n}^f, \quad \forall m \in \mathcal{V}, \quad (3a)$$

$$R(m) = \sum_{f \in \mathcal{F}} R_f(m), \quad \forall m \in \mathcal{V}, \quad (3b)$$

$$R(m) \leq R^{max}, \quad \forall m \in \mathcal{V}. \quad (3c)$$

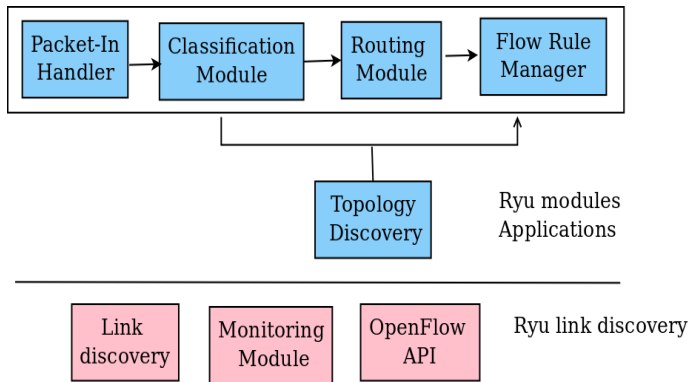
Problem Formulation [contd.]

The capacity of a path is computed by routing a flow $f_i \in \mathcal{F}$ over an edge $(m, n) \in \mathcal{L}$ and is mathematically defined as

$$C(f_i) = \min_{(m,n) \in \mathcal{L}} C_{m,n} \alpha_{m,n}^f \quad (4a)$$

$$C_{m,n}^{res} = C_{m,n} - \sum_{f \in \mathcal{F}} q_f^{min} \cdot \alpha_{m,n}^f \quad (4b)$$

System Architecture



Proposed Rule Replacement Approach

A. Routing Path Selection

- We model a cost function to determine the routing cost of link (m, n) as follows:

$$\phi_{m,n} = \alpha_{m,n}^f + \beta \max \frac{R_m^{util}}{R_m^{max}} + \gamma \frac{C_{m,n}^{util}}{C_{m,n}} \quad (5)$$

- The optimization problem is stated as below:

$$\min \sum_{f \in \mathcal{F}} \sum_{(m,n) \in \mathcal{L}} \phi_{m,n} \alpha_{m,n}^f \quad (6a)$$

$$\text{s.t.} \quad \sum_{(m,n) \in \mathcal{L}} \alpha_{m,n}^f - \sum_{(m,n) \in \mathcal{L}} \alpha_{m,n}^f = \begin{cases} 1, & \text{if } m = s, \\ -1, & \text{if } m = t, \\ 0, & \forall m \neq s, t \end{cases} \quad (6b)$$

$$\sum_{f \in \mathcal{F}} \alpha_{m,n}^f b_f \leq C_{m,n}, \quad \forall (m,n) \in \mathcal{L} \quad (6c)$$

Proposed Rule Replacement Approach

A. Routing Path Selection [contd.]

$$R_m^{util} \leq R_m^{max}, \quad \forall m \in \mathcal{V} \quad (7a)$$

$$C_{m,n}^{res} \geq 0, \quad \forall (m, n) \in \mathcal{L} \quad (7b)$$

$$\alpha_{m,n}^f \in \{0, 1\}. \quad (7c)$$

A. Routing Path Selection [contd.]

Algorithm 1: Routing Path Selection

Input: Graph \mathcal{G} , Flow_set \mathcal{F} , b_f

Output: Set of paths to route the traffic flows

```
1 for each  $n \in \mathcal{G.V}$  do
2   | rules( $n$ )  $\leftarrow R^{max}$ 
3 for each flow  $f \in \mathcal{F}$  do
4   | path  $\leftarrow Find\_QoS\_Path(s_f, t_f, b_f)$ 
5   | if path is not empty then
6     | Route_traffic_flow( $f$ , path)
7   | else
8     | No path is found
9 Function Find_QoS_Path( $s_f, t_f, b_f$ ):
10  | paths  $\leftarrow Min\_Active\_Links(s_f, t_f)$ 
11  | for each path in paths do
12    | if Check_QoS_Path(path,  $b_f$ ) then
13      | return path
14  | return empty
15 Function Min_Active_Links( $s_f, t_f$ ):
16  | paths  $\leftarrow K\_shortest\_paths(s_f, t_f)$ 
17  | Sorting of paths is based on the number of active
18  | links
19  | return paths
```

```
19 Function Check_QoS_Path( $path, b_f$ ):
20  | for ( $m, n$ ) in path do
21    | if  $C_{m,n} < b_f$  then
22      | return False
23  | for each node  $m \in V(path)$  do
24    | if  $R_m < 1$  then
25      | return False
26  | return True
27 Function Route_traffic_flow( $path, b_f$ ):
28  | for ( $m, n$ ) in path do
29    |  $C_{m,n} \leftarrow C_{m,n} - b_f$ 
30  | for node  $m$  in path do
31    |  $R_m \leftarrow R_m - 1$ 
```

B. Flow Rule Placement

- The rule utilization at switch m is represented as R_m^{util} and is computed as

$$R_m^{util} = R^{max} \cdot \frac{E_m}{R_m} \quad (8)$$

where E_m is the exact-match entries in the m^{th} switch flow table and R_m is the total rules present at switch m .

B. Flow Rule Placement

Algorithm 2: Flow-Rule Replacement

Input: P , Flows \mathcal{F} , R_m^{util} , R_m^{max} , ζ_{idle} , th

Output: Replace flow rules in switches

```
1 Function Eviction( $\mathcal{F}$ ,  $R_m^{util}$ ,  $R_m^{max}$ ,  $\zeta_{idle}$ ,  $th$ ):  
2   Get rule space at each switch  $m \in P$   
3   Get exact-match rules at switch  $m$  for  $f \in \mathcal{F}$   
4   Compute  $R_m^{util}$  at switch  $m$   
5   if  $R_m^{util} \geq th$  then  
6     Select entries whose idle timeout expires  
       computed using (11)  
7     Delete flow entries based on LRU  
8     Update  $R_m^{util}$ ,  $\forall m \in P$ 
```

- The Idle timeout (ζ_{idle}) is computed as follows:

$$\zeta_{idle} = \zeta_{idle}^{max} - \frac{R_m^{used}}{R_m^{total}} * (\zeta_{idle}^{max} - \zeta_{idle}^{min}) \quad (9)$$

where R_m^{used} and R_m^{total} represent the number of entries used and the total flow table's size.

Performance Evaluation

- The proposed approach is simulated over the Mininet network emulator, Ryu SDN controller.
- We used the Distributed Internet Traffic Generator (D-ITG) to model the traffic flows to generate real traces in the network.
- We have performed the comparison of our proposed approach with benchmark schemes: ROSA [3], Lagrangian Relaxation based algorithm (LARAC) [4], and shortest path with minimum delay (SPD)[6].
- We used two network topologies – Goodnet and Sprint from Internet topology zoo.

- End-to-End delay
- Packet loss
- Active links
- Effect of ζ_{idle}^{max} and ζ_{idle}^{min} on table-full events

End-to-End delay

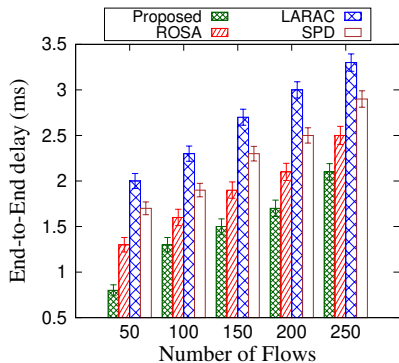


Figure: Goodnet topology

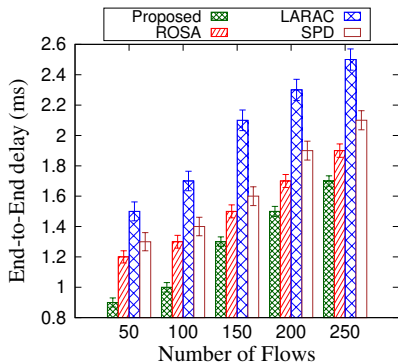


Figure: Sprint topology

Packet Loss

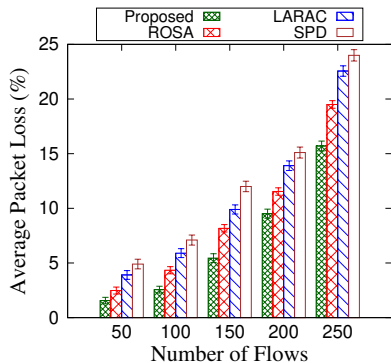


Figure: Goodnet topology

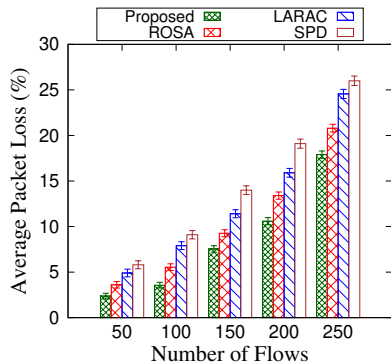


Figure: Sprint topology

Active Links

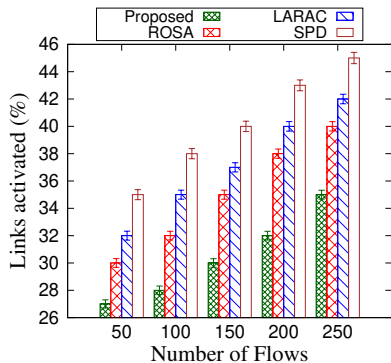


Figure: Goodnet topology

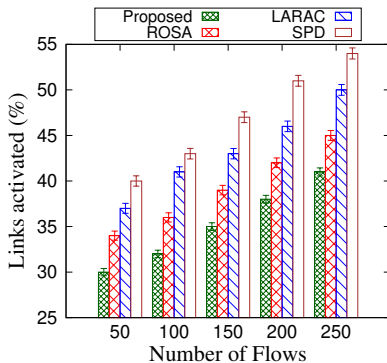


Figure: Sprint topology

Effect of ζ_{idle}^{max} and ζ_{idle}^{min} on table-full events

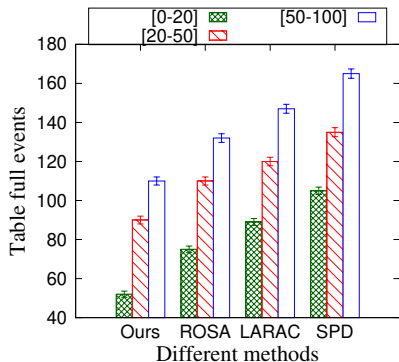


Figure: Goodnet topology

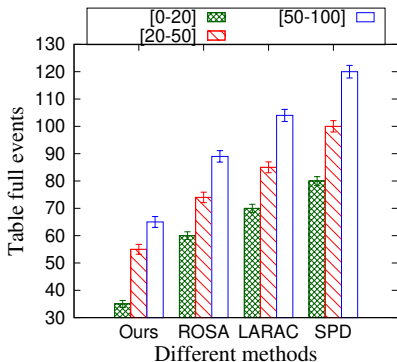


Figure: Sprint topology

- Formulated an optimization problem to minimize the active links in the network.
- Presented a flow rule replacement scheme to avoid the overflow in the flow table of SDN switches.
- Our proposed approach uses the idle timeout to delete the stale flow entries to vacate space for new incoming flows in the flow table.
- Our proposed approach reduces active links, end-to-end delay compared to the benchmark schemes.

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Thank You !