Abstractions for Reconfigurable Hybrid Network Update and A Consistent Update Approach

Weitao Wang
Rice University

Sushovan Das
Rice University

T. S. Eugene Ng
Rice University

ABSTRACT

Reconfigurable Hybrid (electrical/optical) Network (RHN) [1–4, 6, 8, 10, 11, 13–19] for modern datacenter architectures has gained significant momentum during the last decade. The primary advantage of such RHN architectures is the dynamic topological reconfigurability enabled by optical circuit switches (OCS). On one hand, RHN can benefit throughput-intensive applications by providing on-demand high-bandwidth links between the hosts (CPU/GPU/TPU), such as distributed deep neural network training and recommendation systems, etc. On the other hand, RHN can reduce the hop-count between the host pairs, improving the performance for latency-sensitive applications such as real-time customer interactions with in-memory file system. However, previous works mostly focused on finding a suitable topology to efficiently handle a given traffic demand. Performing such topology update together with SDN policy update in a holistic manner while maintaining per-packet consistency and other network invariants is still an open issue. Existing network maintenance and policy update solutions define the notion of per-packet consistency assuming a pure SDN network where the physical network topology is static. This assumption does not hold for RHN because dynamic topology reconfiguration is inherent to RHN. In this paper, first, we define an extended notion of per-packet consistency and discuss the other critical requirements for RHN updates. Next, we provide an abstraction of RHN update and propose Transtate, a general method to perform such RHN update while satisfying the critical requirements. We believe such innovations remove one of the key obstacles towards reconfigurable-hybrid SDN.

CCS CONCEPTS

- **Networks** → **Network services**; **Network architectures**;

KEYWORDS

Reconfigurable hybrid network, Consistency, Update

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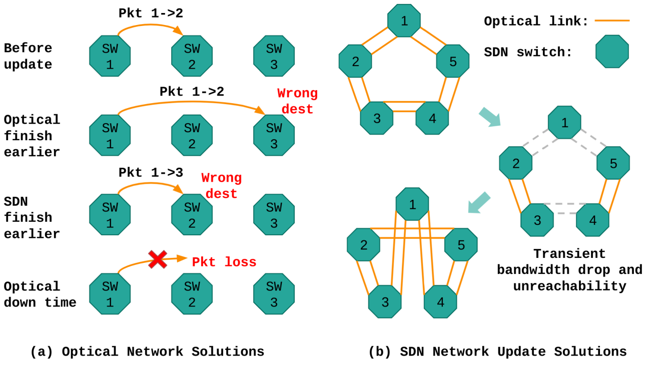
1 MOTIVATION

1.1 Extended Per-packet Consistency

During the network update, one critical requirement is to satisfy per-packet consistency [12], which requires any packet to only use either the configuration prior to the update or the configuration after the update, but never a mix of two. That definition of consistency assumes the physical topology remains the same during the updates. However, reconfigurability is one of the main advantages of RHN. And for an RHN update, it should include both optical topology updates and the corresponding SDN policy updates. In this case, we extend the per-packet consistency for the RHN and include the network topology change as a part of the update. **RHN Per-packet Consistency (RHNPC).** Each packet is processed either using the previous SDN policies and previous network topology before the update, or the new SDN policies and new network topology after the update. Not only a mixture of two SDN policy is not allowed, a mixture of the previous SDN policy and the new topology is also not allowed, and vice versa.



(a) Optical Network Solutions (b) SDN Network Update Solutions

Figure 1: (a) Some RHN solutions ignore the per-packet consistency, which causes transient problems during the update; (b) network suffers from severe bandwidth drop and unreachability issue when the RHN uses existing SDN solutions directly.

1.2 Insufficient Existing Solutions

RHN architectures' solutions. Most of the papers about the RHN architectures introduce an update plan to instruct the reconfiguration, like the flexible rack-level inter-connection in OSA [2], and the longest time-slot first scheduling in Mordia [11]. Firstly, the RHNPC cannot be preserved despite the short optical link interruption time (11.5μs for 2D-MEMS switches),since the update of the optical link and the SDN policy is not guaranteed to finish at the same time. As Figure 1(a) shows, if the optical update or SDN update finishes earlier than the other one, the SDN switch will send the packet to the wrong destination; and during the optical port downtime, the packet will be sent to an optical link that hasn't been established yet. Secondly, the extra retransmission delay introduced by wrong routing and packet loss is also not favorable for the nowadays NVMe technologies and in-memory file systems, which requires 10μs latency at 1M+ IOPS. Thirdly, for switches with ACL policies or firewalls, the packets with the wrong routing path may even break the security rules.

SDN networks' solutions. The existing network maintenance and network policy update works are both feasible to be applied for RHN update if the traffic is drained from the optical links affected by topology reconfiguration. But such naïve solution can be disruptive for applications. Most of the SDN network update works only consider fixed topology and usually conduct consistent updates by packets version changing, which indicate both the previous and new policies exist at the same time [9, 12]. Similarly, they also assume the previous routing path and the new routing path can always co-exist in the same topologies. While in RHN, the new links cannot be established until the previous links have been turned down. Though by draining the traffic from affected optical links, some of the network update strategies [9] can be applied to the RHN updates. However, the RHN may get split apart during the update as shown in Figure 1, which may create reachability issues or experience severe bandwidth drop during the updates.

1.3 RHN Update Principles

Based on the above discussion, we summarized three principles for the RHN updates.

Guarantee RHNPC during updates. By ensuring the RHNPC is preserved during the update, we could avoid the problems like the wrong routing path, unnecessary packet drop, and security rule violation. Moreover, for some specific network applications, RHNPC can also help them achieve better performance, like a more accurate measurement for network monitoring and better link utilization for the load balancer.

Preserve network invariants. During the updates of the RHN, the network invariants still need to be preserved at all times, including no forwarding loop for every packet, all-to-all connectivity between all end-points, no violation of the access control policies, and isolation between virtual networks. If the RHNPC is provided already, then the network invariants only need to be checked for the previous policies, the new policies, and the policies during the transition states.

Minimize bandwidth reduction. To relieve the congestion and reduce the tail latency during the update, the bandwidth reduction should also be minimized. If the bandwidth between two end-points or two groups of end-points drops dramatically during the update, though the update only takes a short time, a lot of packets will be dropped and flows may decrease the congestion window size largely or even invoke TCP timeout.

2 TRANSTATE DESIGN

We propose Transtate, which is an RHN update planner and scheduler to help achieve the above three reconfiguration principles.

2.1 Abstractions

An RHN has two parts, the SDN network part, and the reconfigurable optical network part. To abstract the RHN, we view the whole network as a reconfigurable optical network connecting multiple regions of network referred to as *islands*, where the optical network either behaves as the only connectivity substrate among the islands or complements the SDN network.

The scope of the island varies across different reconfigurable hybrid networks: In general, an island is the biggest network region beyond where the packets may be transmitted through the optical links, if necessary. Namely, the packets generated and destined within an island do not cross the optical boundary. Therefore, an island has the following three properties: 1) An island may consist of an SDN switch or a group of SDN switches. 2) The network components in an island are always connected by the SDN network, and the connectivity never gets impacted during the optical network topology reconfiguration. 3) Different islands may or may not get always connected by the SDN network. The connectivity among the islands may get impacted during the optical topology reconfiguration.

For example, rack-level reconfigurable optical networks [5, 7, 14] connect the ToR switches in a pod, complementing the SDN network. As a result, each ToR is an island, since intra-ToR traffic never uses the optical links while the traffic across the ToRs may use the reconfigurable optical links. For the ones like Rotornet [10] and Sirius [1], the optical network acts as the only connectivity substrate among ToRs. Therefore, each ToR switch should also be considered as an island. Similarly, if the reconfigurable optical network provides direct connectivity between multiple pods or multiple fat-tree units, then the individual pod or fat-tree unit would be considered an island.

Topology abstraction. In summary, we abstract any RHN topology to be an undirected graph $G=(V,E)$ where islands

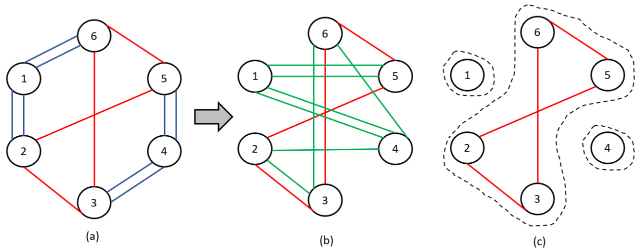


Figure 2: (a) Initial topology (G), (b) Final topology (G'), (c) Topology consisting only the common links between G and G' (marked as red). There are three connected groups i.e., $\{1\}, \{2, 3, 5, 6\}, \{4\}$.

are the nodes $\{v|v \in V\}$ and links (include both SDN and optical links and SDN links can be viewed as optical links that will not be changed during updates) between islands are the undirected edges $\{e = \{u, v\}, u, v \in V|e \in E\}$. Note that, there can be multiple links between two islands, and we treat those links as separate edges. We define the number of links associated with each island as its nodal degree.

Update Process Abstraction. Based on the given topology abstraction, we can view any RHN update as a transition between two such undirected graphs where the degree of each node remains unchanged. For example, Figure 2(a&b) show the initial and final topologies of the abstract RHN with 6 islands and 12 links (each nodal degree is 4).

Before going into the detail of our solution, we introduce more notions that will be used in the discussion. For a RHN update, we have the initial topology G (Fig.2(a)) and the final topology G' (Fig.2(b)). For every node in the graph, its degree $D(G, v_i)$ represents the number of links that are connected to itself in graph G. And the set of links to be updated as E_{update} (blue edges) and E'_{update} (green edges) in G and G' respectively. The rest of the links remaining fixed during update is E_{fix} (red edges). If some of the islands are connected by the fixed links E_{fix}, we call this subset of islands which remains connected during the update as a connected group. For example, Figure 2(c) shows three connected groups as $\{1\}, \{2, 3, 5, 6\}, \{4\}$. Note that, if there is no common link between G and G', each island is considered as a connected group.

2.2 Updating Strategies

Similar to many SDN network update solutions, Transtate uses the packet version changing (two-phase update) as atomic update operations, which will pre-install the new rules onto the SDN switches and then switch the packet version to use different rules to achieve consistent update. Since the RHN update also includes the SDN policy updates, we will use this method for update whenever the SDN policies are changed.

If we use the packet version changing method, the packets may have different version numbers during the update. Thus, it requires both the previous topology and the new topology to coexist at the same time. To satisfy that, RHN must use packet version change to drain the traffic from the whole network to a subgraph of the network, where the previous and new topology can coexist. Then those link without traffic, can be reconfigured with RHNPC guarantees since no packet is involved. By draining the traffic from all the affected optical links and then bring the traffic back after optical reconfiguration, existing SDN network solution can perform an update that satisfies RHNPC. However, this one-transtate solution (when the traffic is only placed only on a subgraph of the network and wait for the optical to be updated, we call it a transtate.) may fail to preserve the reachability between islands and has severe bandwidth drop as shown in Figure 1.

Two-transtate update. To preserve the reachability and reduce the bandwidth reduction, we propose the two-transtate update strategy by introducing two different transtates instead of one. Intuitively, this strategy moves the traffic to a subgraph (transtate 1) and reconfigure some of the optical links that need to be updated; then move the traffic to another subgraph (transtate 2) and reconfigure the rest of the optical links. As shown in Figure 3, we could achieve all the requirements if we could find a valid two-transtate update plan.

The detailed algorithms are shown in Algorithm 1. (Some notations are introduced in §2.3.)

Algorithm 1: Transtate Updating Algorithms

```
def OneTranstate(G, G′):
    drain traffic from $E_{update}$ in $G$;
    update $E_{update}$ to $E'_{update}$;
    move the traffic back to $G'$;
def TwoTranstate(G, G′):
    drain traffic from $E_{update\_1}$ in $G$;
    update $E_{update\_1}$ to $E'_{update\_1}$;
    move the traffic to $E_{fix} \cup E'_{update\_1}$;
    update $E_{update\_2}$ to $E'_{update\_2}$;
    move the traffic back to $G'$;
```

2.3 Find Valid Transtates

For the two valid subgraphs as the two transtates, G_{t_1} and G_{t_2}, transtate 1 takes down some links E_{update_1} in G, and establish some links E'_{update_1} in G' using the same ports, while transtate 2 takes down links E_{update_2} and update its connection to E'_{update_2}. We can easily get $G_{t\_1} = E_{fix} \cup E_{update\_2}$ (fixed links and links that will not be updated in transtate 1) and $G_{t\_2} = E_{fix} \cup E'_{update\_1}$ (fixed links and links that finished update in transtate 1). Then we can summarize the following key properties: 1. in any transtate, the update should turn links in the initial topology to links in final topology (Equa 1&2); 2. the links updated during the first transtate and the second transtate should contain all the links in E_{update} (Equa 1&2); 3. the node degree should never exceed its original degree in G

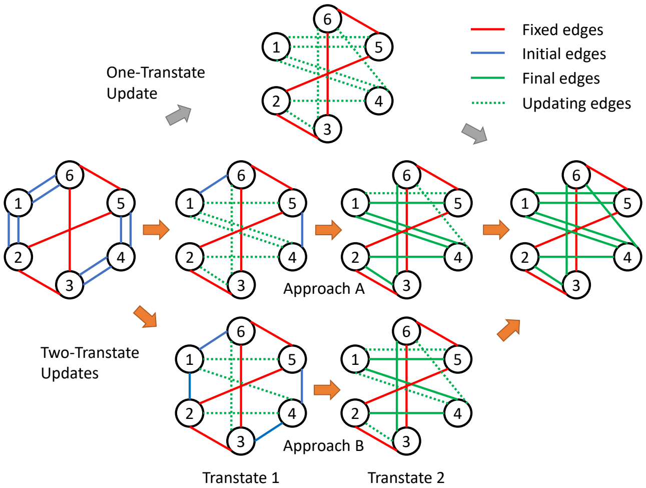


Figure 3: Examples for one-transtate update and two-transtate updates with two different approaches. The solid line represents active links which is transmitting traffic, and the dotted lines represents the links being updated during that transtate and cannot serve traffic.

during any transtate (Equa 3); 4. any transtate topology should be a connected graph to satisfy network invariants (Equa 4). More constraints besides the key properties are included in §A.1.

$$E_{update\_1} \cup E_{update\_2} = E_{update} \subset G \qquad (1)$$

$$E'_{update\_1} \cup E'_{update\_2} = E'_{update} \subset G' \qquad (2)$$

$$DG_{t\_k}, v_i \leq DG, v_i, \forall v_i \in V, \forall k \in \{1,2\} \qquad (3)$$

$$DG_{t\_k}, v_i > 0, \forall v_i \in V, \forall k \in \{1,2\} \qquad (4)$$

Based on the above properties, we could derive two heuristic approaches to find the valid two transtates. And each of them has different suitable scenarios:

Approach A. Update as many links as possible during the first transtate: Only a spanning tree among connected groups are preserved during the first transtate, while all other links are updated. As shown in Approach A of Figure 3, this approach preserves a minimally connected graph for latency-sensitive traffic, and minimizes the interruption time for the throughput-intensive traffic, since most of the links will resume at the beginning of the second transtate.

Approach B. Update an equal number of links during the two transtates: Only reconfigure half of the links that need to be changed in the first transtate as shown in Approach B of Figure 3. In this way, the bandwidth drop for the network are minimized, so that less packet drop due to congestion will happens when draining the traffic, which is suitable for workloads requiring high throughput.

3 IMPLEMENTATION & EVALUATION

We implemented a simple zero-one integer linear programming algorithm to find the update plans for the two-transtate update, using Gurobi with 367 lines of Python code.

To evaluate the performance of two-transtate update, we vary the number of islands (nodes) and each node's degree, then randomly generate an initial network topology and a final network topology which satisfied the network invariants. Then we apply both approaches to find a valid two-transtate plan with our Gurobi Solver. For the results, we show the number of unreachable island pairs in Table. 1, and the average computation time for finding a valid update plan with different sizes of the network in Table. 2. For each network size, we did 20 repeat experiments for each data point.

Degree	Number of islands (nodes)					
	1-Transtate					2-Transtate
	10	50	100	500	1000	All
2	8.6	42.3	121.4	397.9	797.9	0
4	15.4	150.2	378.7	2220.9	4347.9	0
6	9.8	332.5	688.8	4459.4	9514.5	0
8	2.7	431.2	1205.4	6985.7	15131.5	0
10	0.8	488.9	1492.0	11215.3	23995.2	0

Table 1: The number of average unreachable island pairs for two different update methods.

Degree	Number of islands (nodes)									
	10		50		100		500		1000	
	A	B	A	B	A	B	A	B	A	B
2	1.1	0.6	0.8	0.8	0.8	0.9	2.4	2.6	4.9	5.2
4	1.9	2.1	4.9	9.4	8.7	11.4	73.9	151	158.4	539.6
6	2.7	14.2	8	5.9	11.3	14.1	73	174.4	177.3	614
8	3.7	6	7.2	6.6	13.3	14.1	83.6	233	221.7	850.3
10	1.4	2.6	5.3	7.4	11.5	19.3	95.1	214.2	247.4	722.1

Table 2: The valid transtates computation time (ms) for both approaches.

As shown in Table 1, a one-transtate update leads to a lot of reachability issue during the update, while two-transtate update solves the connectivity problems for most of the networks with nodal degrees larger than 2. And Table 2 shows the approach B takes slightly longer time than A, but both approaches can be found in a very short time. The computation time scales well with the increasing network size, which only takes less than 1 second to find a valid plan for a network with up to 1000 nodes.

4 CONCLUSION

We extend the definition of per-packet consistency and propose reconfigurable hybrid network per-packet consistency, which adds topology change into the problem scope. On top of RHNPC, we present Transtate, which is a reconfigurable hybrid network update planner and scheduler. The two-transtate update method solves the reachability issue and bandwidth drop issue when applying the current SDN policies on the reconfigurable hybrid networks directly, which make the RHN more friendly to latency-sensitive workloads and throughput-intensive workloads.

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A APPENDIX

A.1 Two-transtate Properties

For a hybrid network update, we have the initial topology G and the final topology G'. For every node in the graph, its degree DG, v_i represents the number of links that are connected to itself in graph G. And the set of links to be updated as E_{update} and E'_{update} in G and G' respectively. The rest of the links remaining fixed during update is E_{fix}. If some of the islands are connected by the fixed links E_{fix}, we call this subset of islands that remains connected during the update as a connected group. For example, 2(c) shows the common links (marked red), which leads to three connected groups such as $\{1\}, \{2, 3, 5, 6\}, \{4\}$. Note that, if there is no common link between G and G', each individual island is considered as a connected group.

For the two valid subgraphs as the two transtates, G_{t_1} and G_{t_2}. And transtate 1 break the links set E_{update_1} and establish links in E'_{update_1}, while transtate 2 disable E_{update_2} and update its connection to E'_{update_2}.

We can summarize the following properties:

- In any transtate, the update should turn links in the initial topology to links in final topology (Equa 1&2);
- The links updated during the first transtate and the second transtate should contains all the links in E_{update} (Equa 1&2);
- The node degree should never exceed its original degree in G during any transtate (Equa 3);
- Any transtate topology should be a connected graph to satisfy network invariants (Equa 4);
- All the fixed links should not be changed during any transtate (Equa 5&6);
- The links that are not updated in the current transtate should be active (Equa 7&8);

$$E_{fix} \cap E_{update\_k} = \emptyset, \forall k \in \{1, 2\} \tag{5}$$

$$E_{fix} \cap E'_{update\_k} = \emptyset, \forall k \in \{1, 2\} \tag{6}$$

$$G_{t\_1} = E_{fix} \cup E_{update\_2} \tag{7}$$

$$G_{t\_2} = E_{fix} \cup E'_{update\_1} \tag{8}$$