



Offloading VNFs to programmable switches using P4

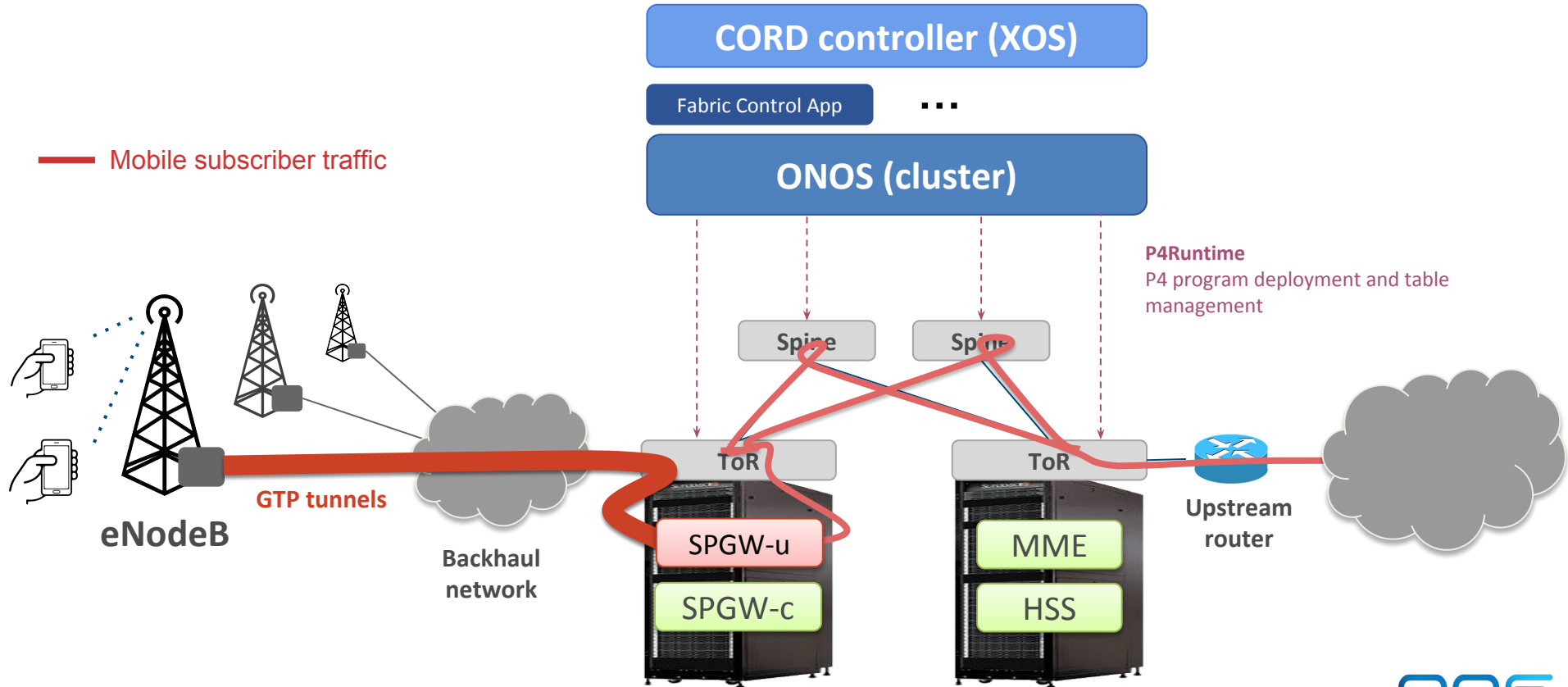
Carmelo Cascone, Uyen Chau

ONS North America, March 27, 2018

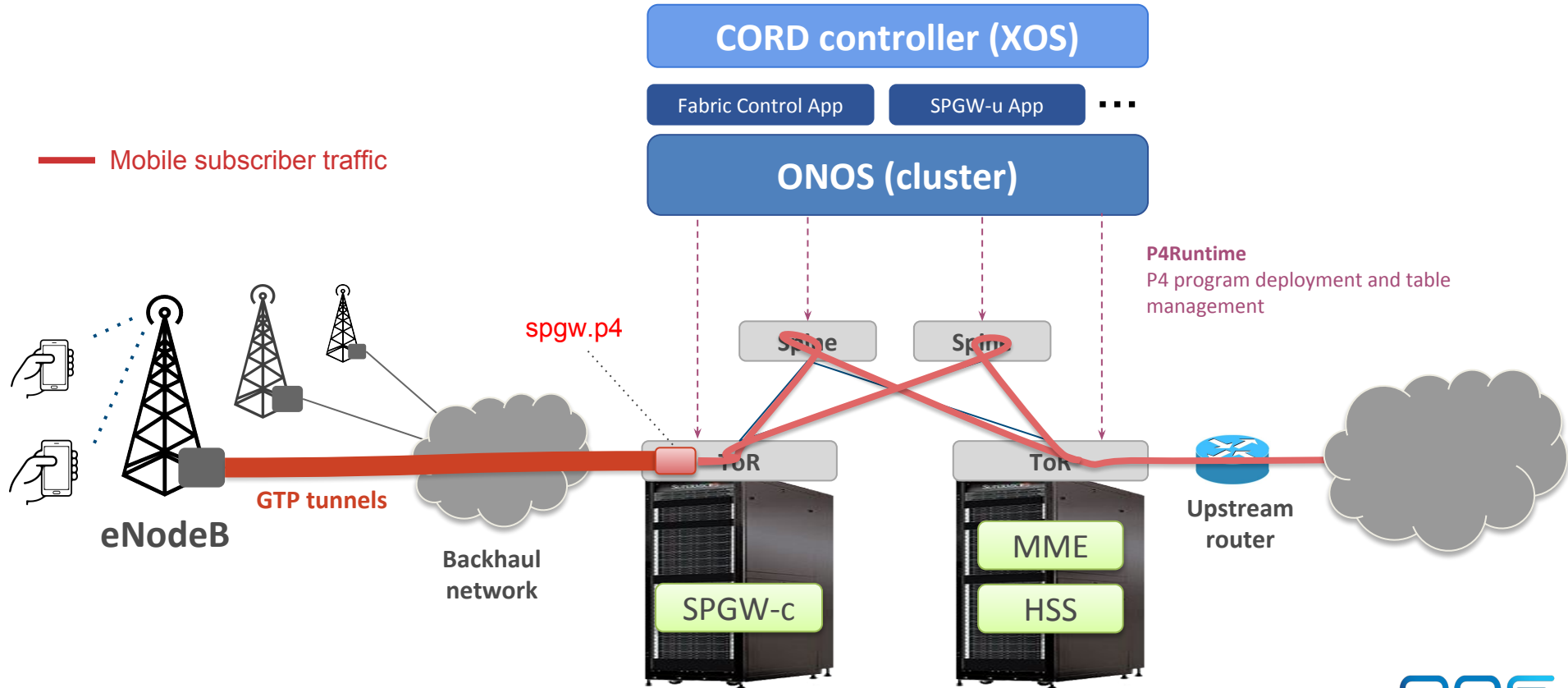
An Operator Led Consortium



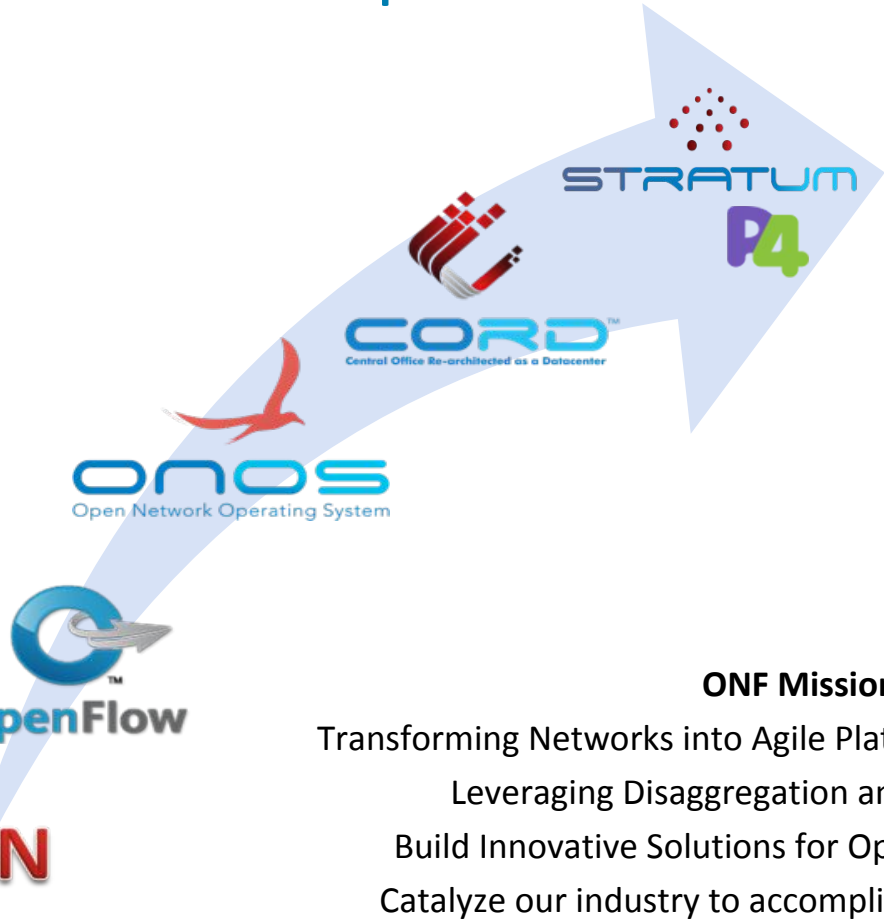
This talk in a nutshell



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ONF – An Operator Led Consortium



“Nearly 40% of all end-customers will have service provided by ... CORD by mid-2021”
Roz Roseboro
Heavy Reading

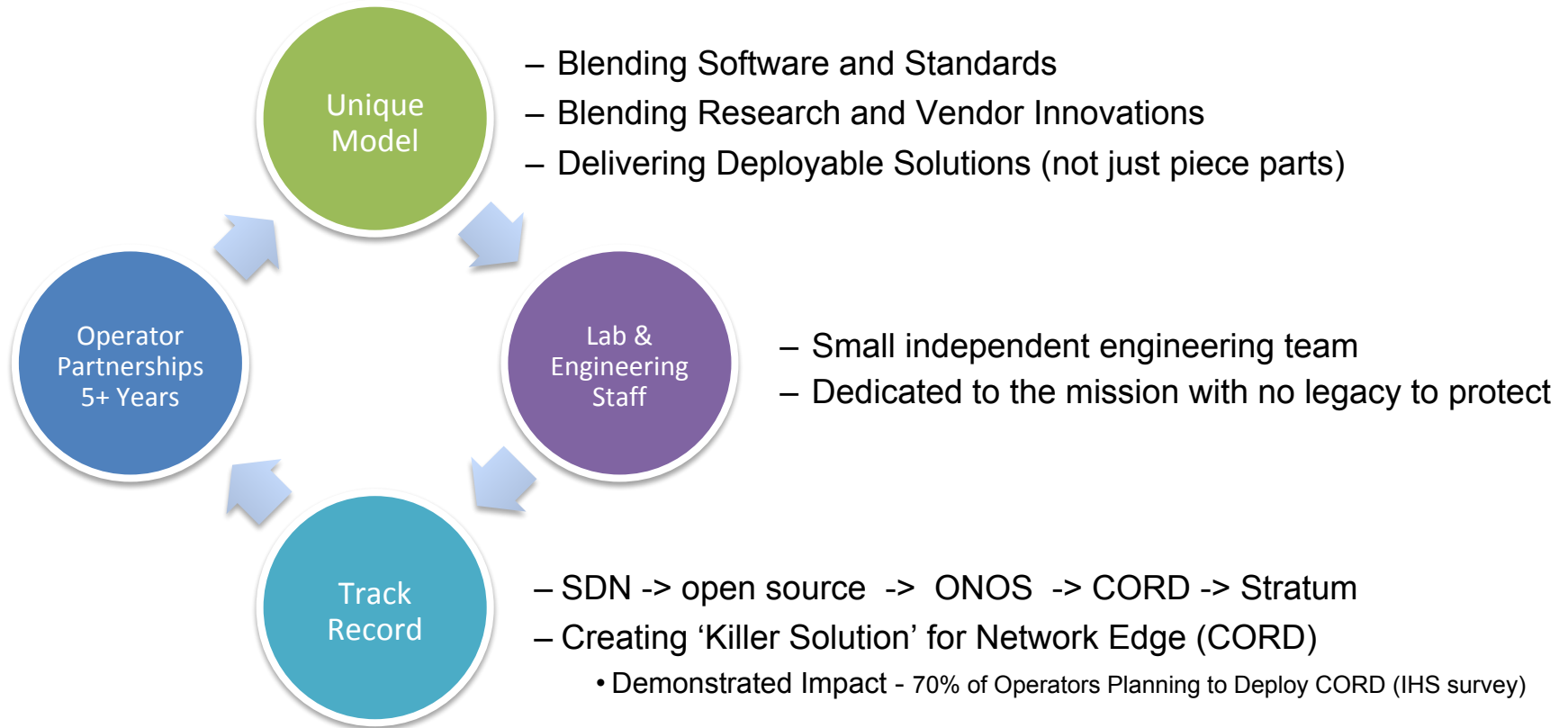
“70% of operators worldwide are planning to deploy CORD”
Michael Howard
IHS Markit

ONF Mission

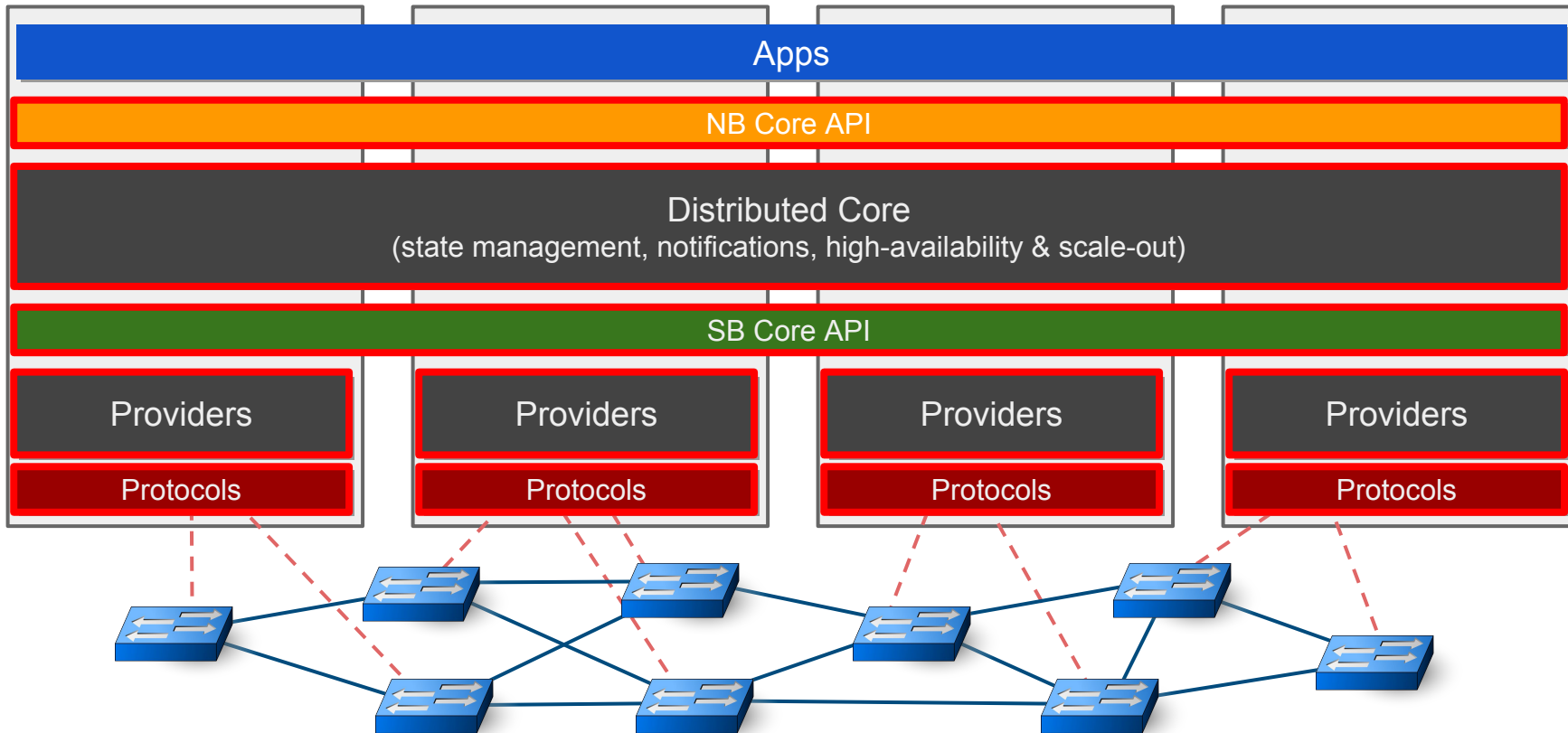
Transforming Networks into Agile Platforms for Service Delivery
Leveraging Disaggregation and Open Source to
Build Innovative Solutions for Operator Networks and
Catalyze our industry to accomplish this transformation



ONF Unique Approach



ONOS Distributed Architecture



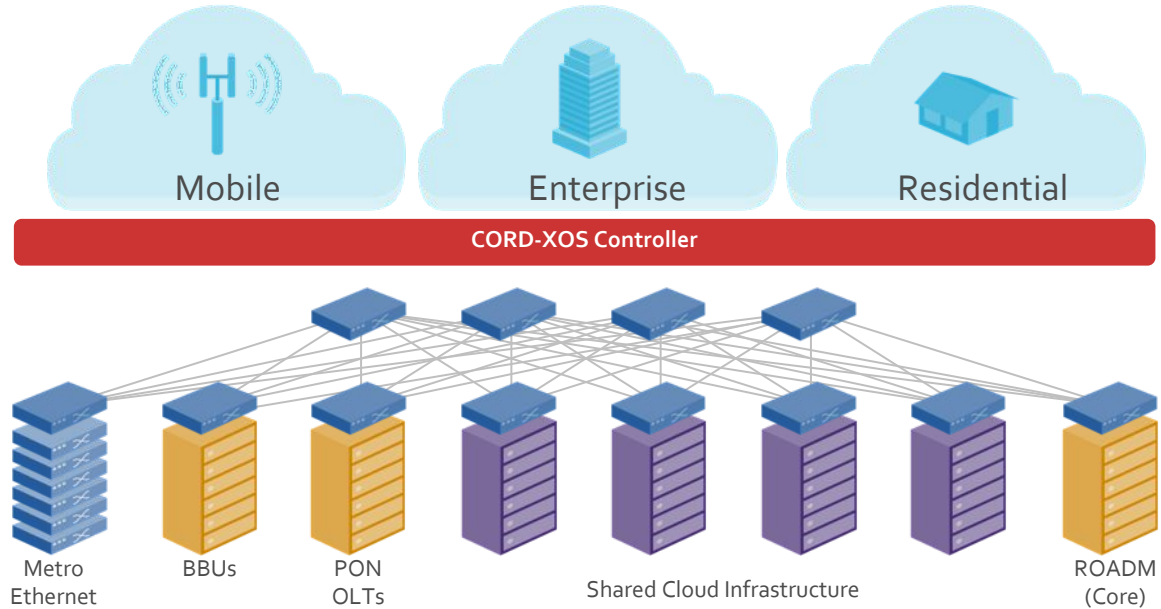
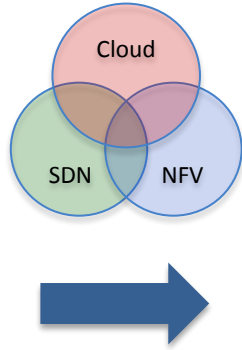
CORD High Level Architecture



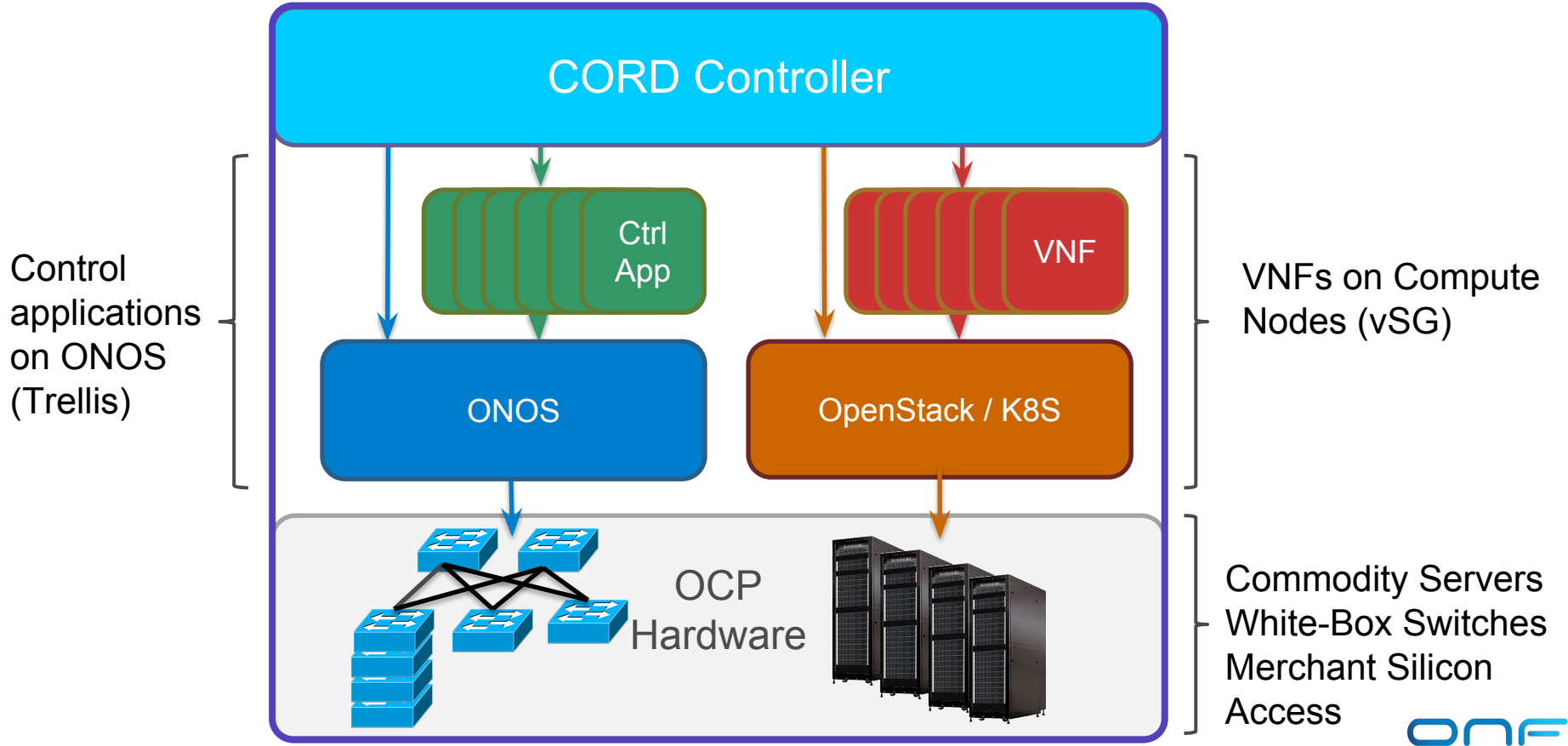
Evolved over 40-50 years



300+ Types of equipment
Huge source of CAPEX/OPEX



CORD Architecture



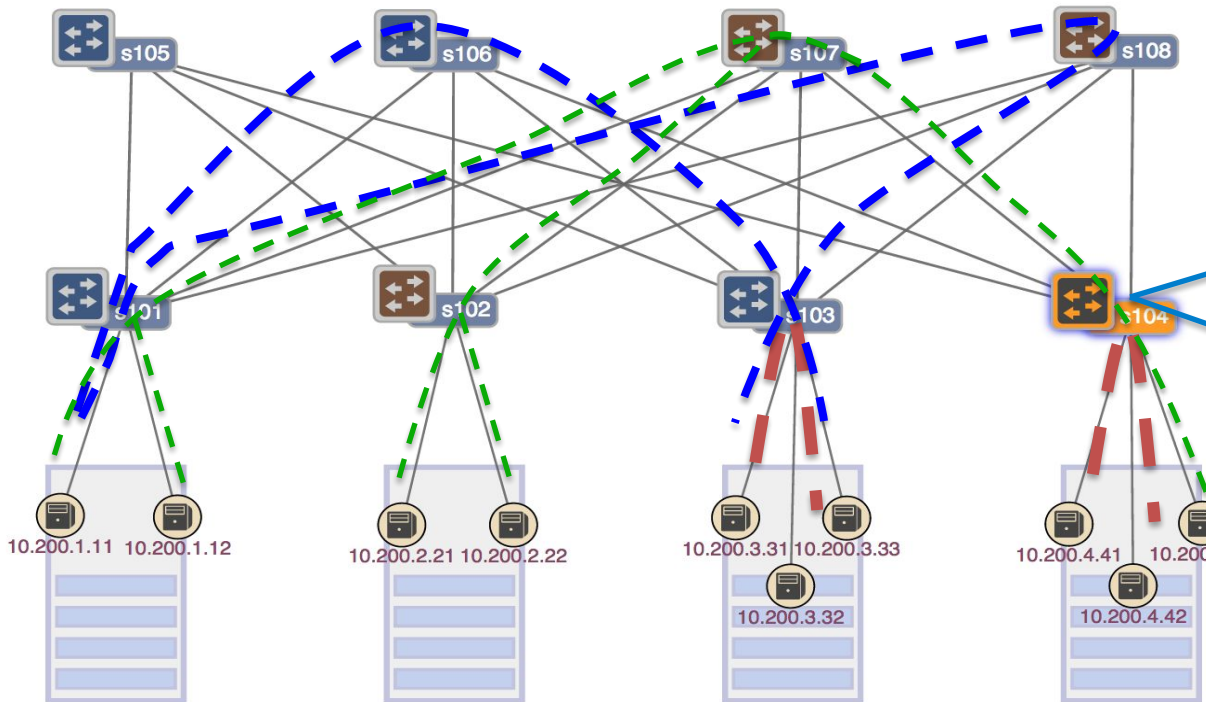
Trellis – Multi-purpose Leaf-Spine Fabric

ONOS Cluster

- 192.168.0.101
192.168.0.101
Switches: 5
- 192.168.0.102
192.168.0.102
Switches: 3
- 192.168.0.103
192.168.0.103
Switches: 0

ONOS Cluster

Access & Trunk VLANs
IPv4 & IPv6 & MPLS SR
IPv4 & IPv6 Multicast
DHCP L3 relay (IPv4/v6)
vRouter BGPv4/v6(ext.)
Dual-homing
PWs

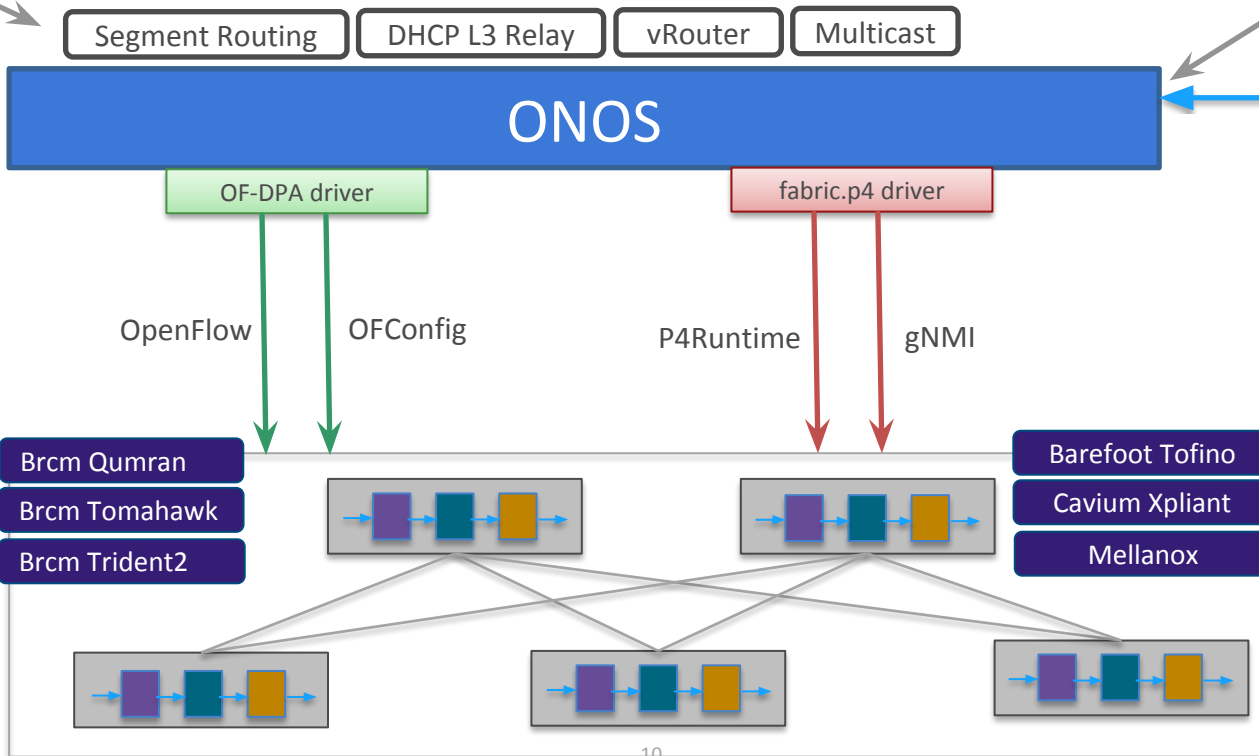


VxLAN overlay
QinQ termination

- L2 bridged
- L3 routed
- IP multicast

Trellis & P4

Same set of Trellis applications on ONOS

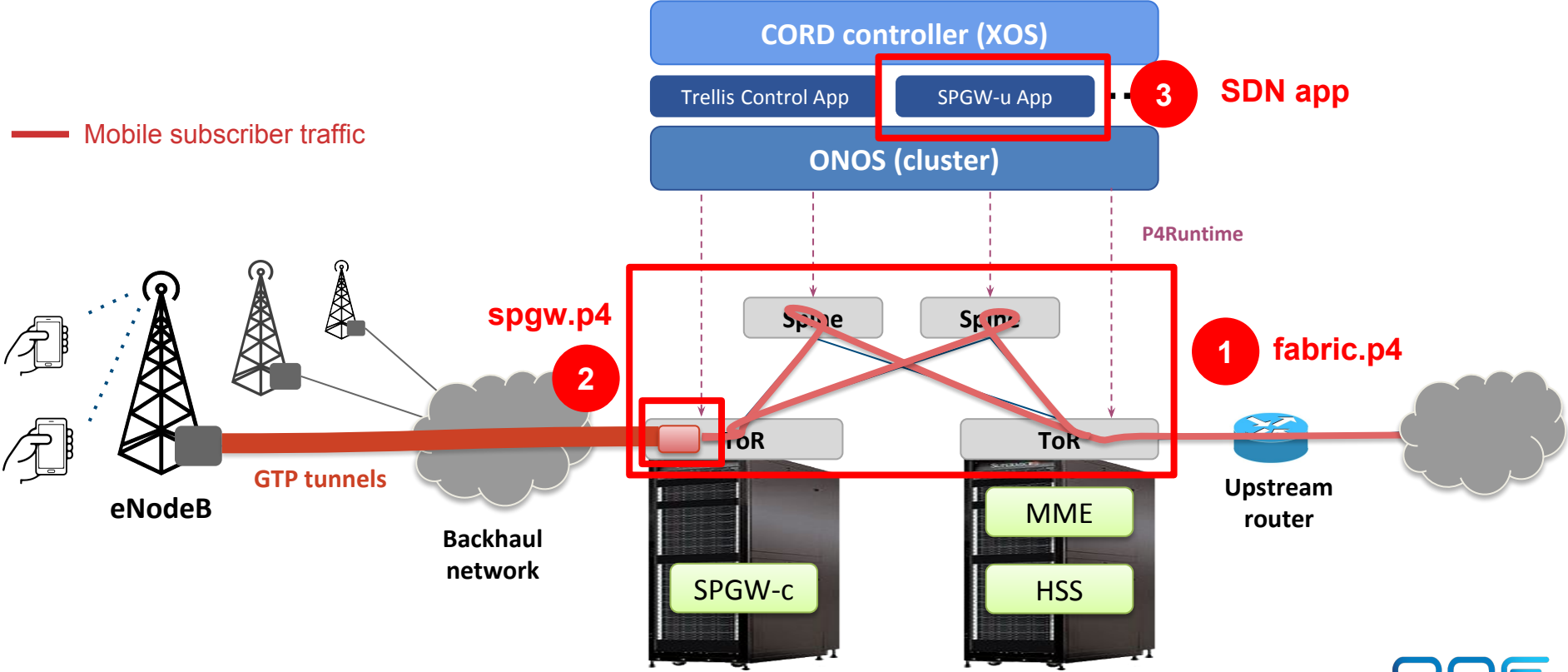


ONOS extended with P4/P4Runtime support: control **any** pipeline, with **any** app

- Target-specific P4 artifacts
- Driver (Java code) to allow ONOS “understand” the pipeline

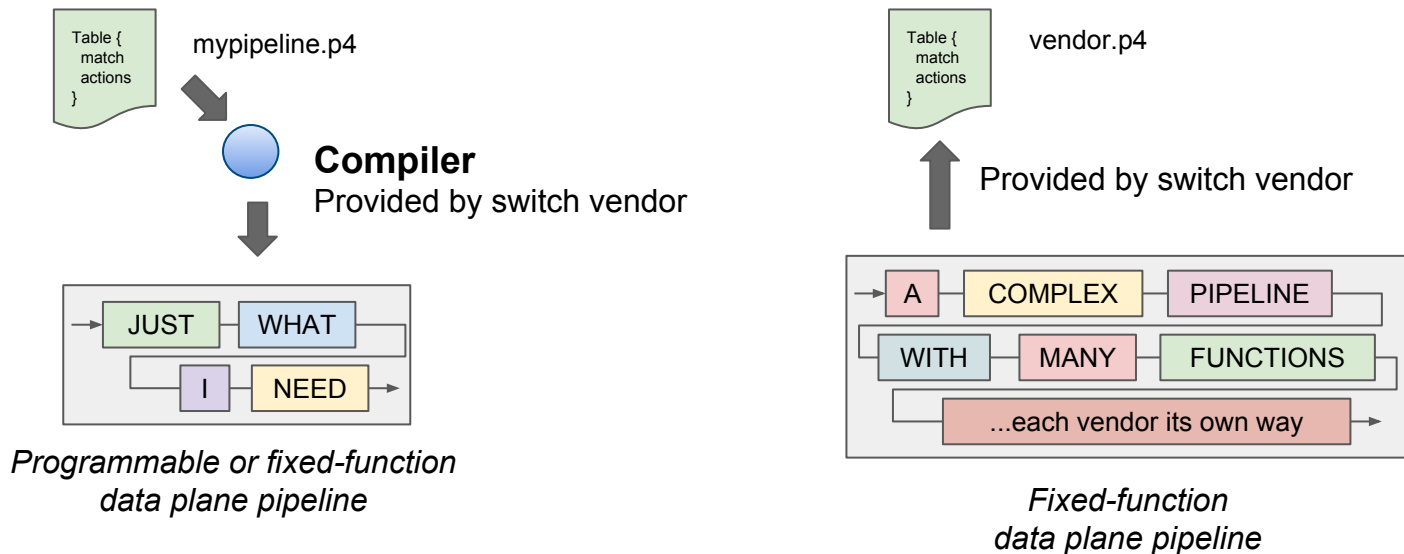
Offloading the SPGW-u VNF to the P4 fabric

M-CORD with P4 fastpath

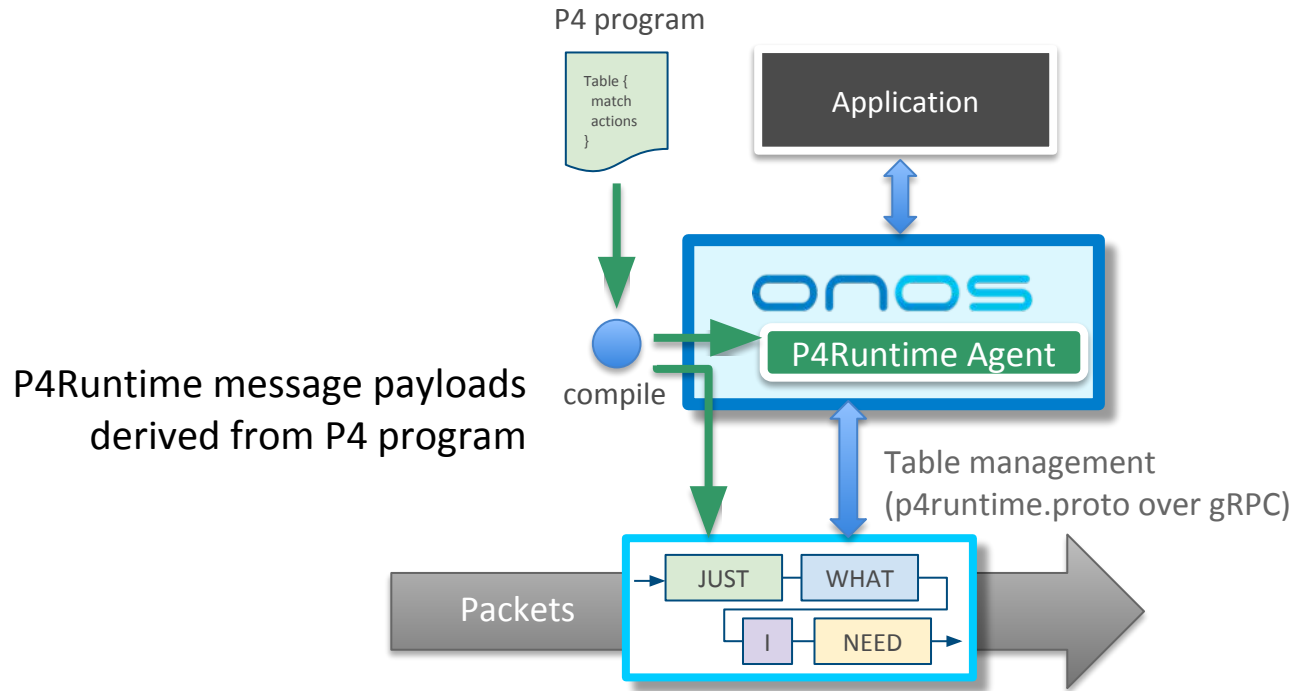


P4 recap

- **Domain-specific language to formally define the logical pipeline behavior**
 - Describe headers, lookup tables, actions, etc.
 - Can describe fast pipelines (e.g ASIC, FPGA) as well as a slower ones (e.g. SW switch)
- **Good for programmable switches, as well as fixed-function ones**
- **Defines “contract” between the control plane and data plane**

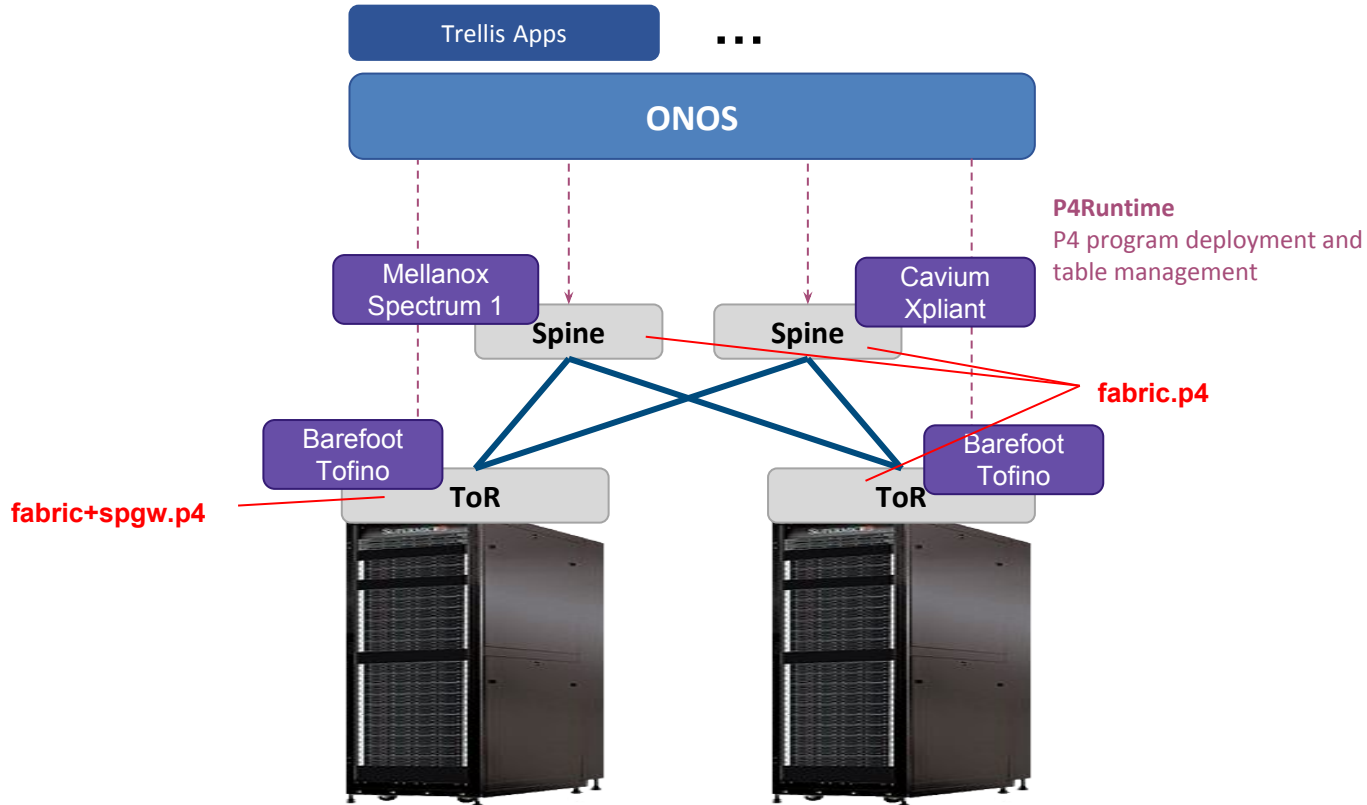


P4Runtime recap



Programmable or fixed-function pipeline

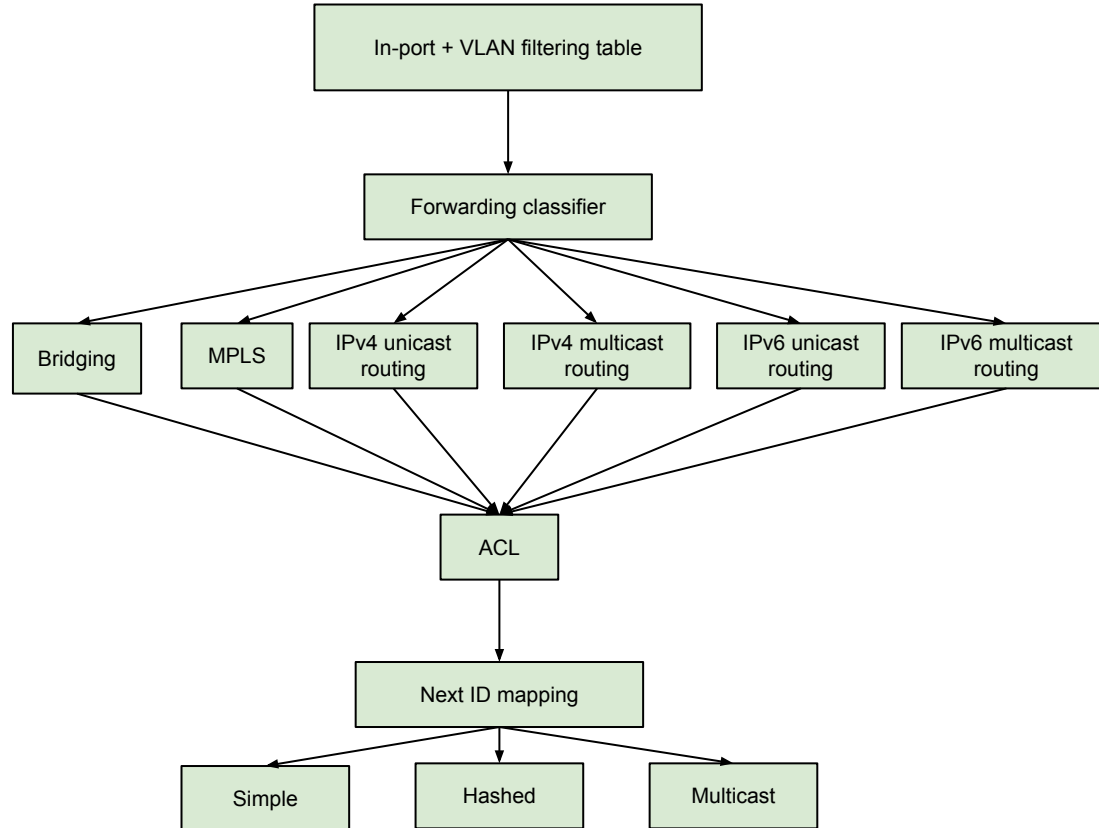
ONS demo: P4Runtime-enabled multi-vendor fabric



fabric.p4

- **P4 implementation of the Trellis reference pipeline**
 - Inspired by Broadcom OF-DPA
 - Tailored to Trellis needs (fewer tables)
 - Work in progress:
 - Tested support for L2 bridging, IPv4 routing, MPLS segment routing
- **Open-source implementation based on P4_16**
 - Hosted in ONOS repository
 - Depends only on open-source libraries (v1model.p4)
 - Can compile and test on Mininet with BMv2 software switch
 - Need few private bits to be able to compile it on HW

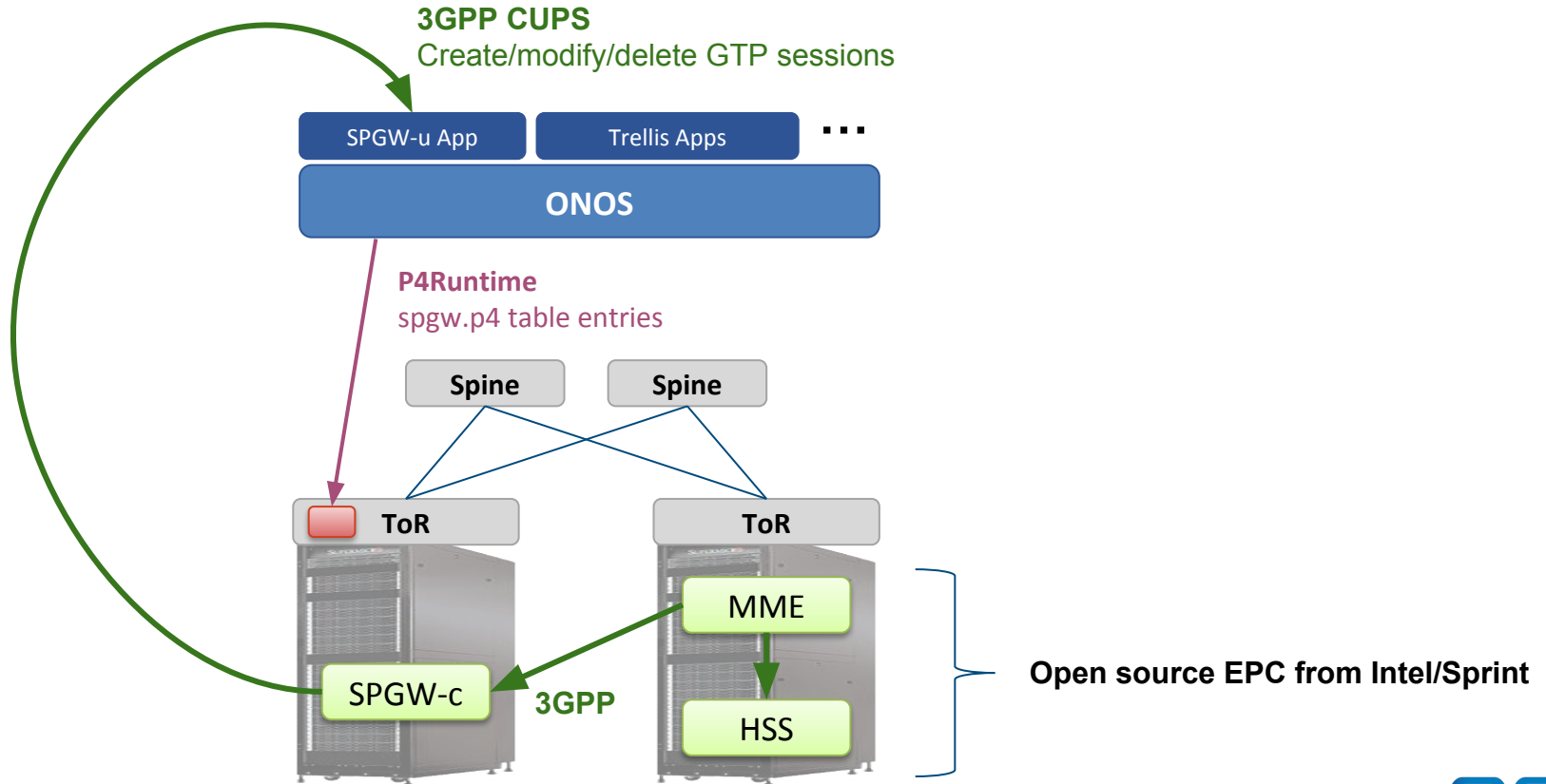
fabric.p4 pipeline



spgw.p4

- **PoC P4 implementation of the SPGW data plane**
 - ~300 lines of P4 code
 - Hosted in the ONOS repo as part of fabric.p4
- **Good enough to demonstrate end-to-end connectivity**
 - Support GTP encap/decap, filtering, charging functionalities
 - Some missing features (future work):
 - **Downlink buffering during handovers:** async process, cannot describe in P4, need cooperation of CPU and external storage
 - **QoS:** easy to describe rate-limiting in P4 (for downlink), P4 cannot describe scheduling

SPGW-u App



Switching ASIC vs CPU - What are the benefits?

- **Maximized, deterministic throughput**
 - Always process traffic at line rate, with any traffic workload
- **Minimized, deterministic processing latency (and jitter)**
 - In the order of nanoseconds, with any traffic workload
- **Reduced power consumption**
 - Use less CPU resources, instead use switch that is there anyways

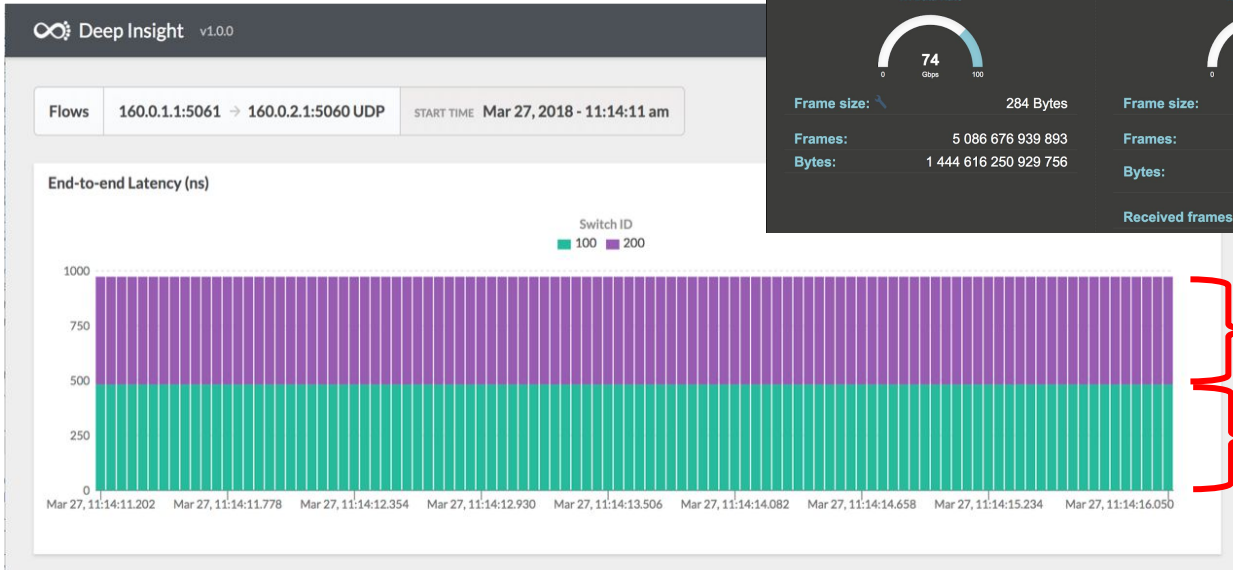
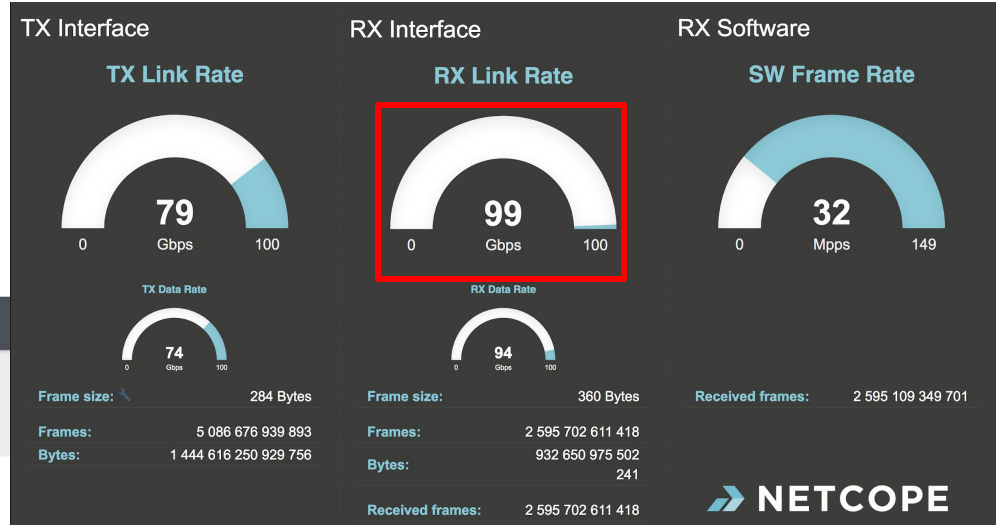
Achieved effortlessly!

Writing P4 code is easier than writing C code optimized for throughput/latency/power consumption

ONS demo: benefits of spgw.p4

Overhead due to GTP and INT headers

Hop latency measured using in-band network telemetry (INT)



~490ns to perform GTP encap plus forwarding (ToR 1)

~480ns to perform forwarding (ToR 2)

Challenges (1)

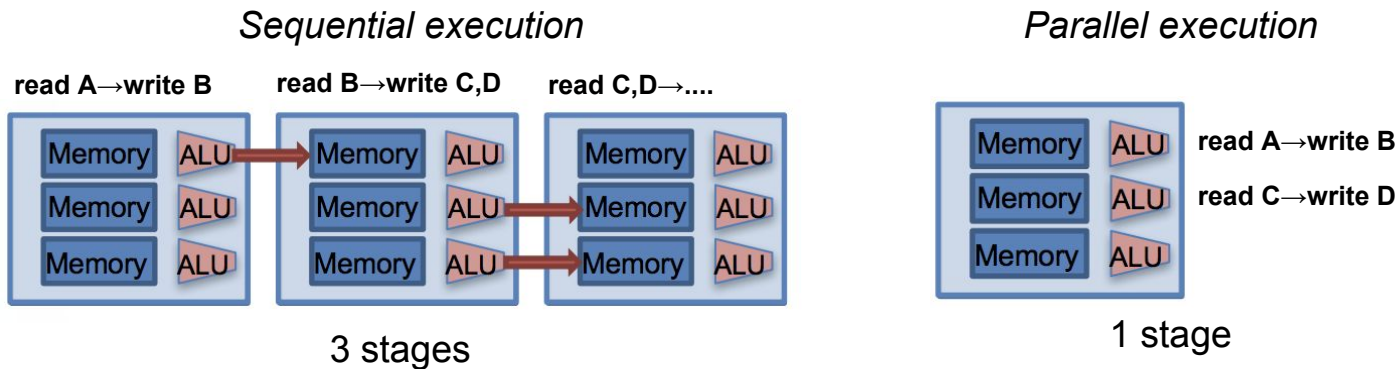
How many concurrent subscribers can we handle on the switch?

- **Per-subscriber state in SPGW**
 - GTP tunnel info, counters (billing), bearer mapping rules, etc.
- **Limited ASIC memory, allocated by the P4 compiler**
 - Number of subscribers depends on memory available, compiler optimizations
- **Size-speed trade-off in memories**
 - Fast on-chip memories are usually small, tens of MB for a terabit DC switch
 - Can handle tens of thousands of subscribers, but not millions (like commercial EPCs or CPU-based VNF implementations)
- **Solutions**
 - Use more switches, i.e. distribute subscriber state across the fabric
 - Wait for next-gen P4 chips: less throughput, larger memories (expandable off-chip)

Challenges (2)

How many VNFs can we execute on one switch?

- **P4 chips have a fixed number of match-action stages**
 - Multiple simultaneous lookups and actions can be supported on each stage
 - Match/action dependencies call for sequential or parallel execution
- **Number of VNFs depends on match action dependencies**
 - ...compiler optimizations, and memory
- **If stage limit is hit, can distribute/split VNFs across the fabric**

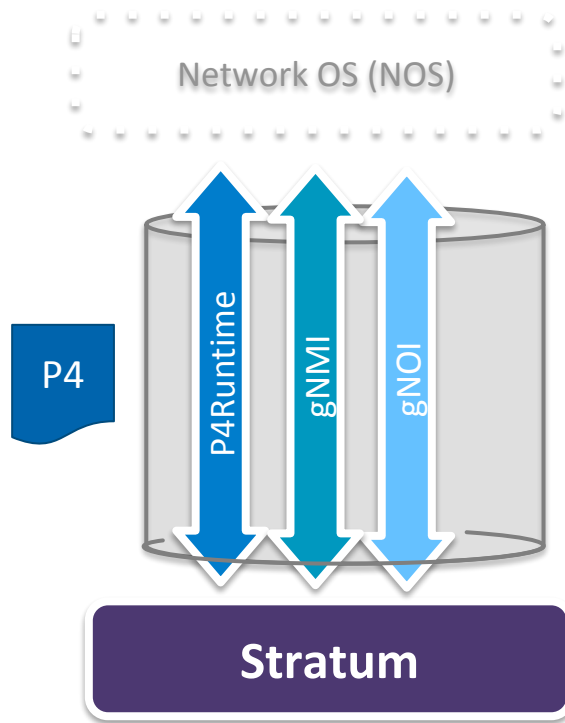


Takeaways

- **P4 enables open-source target-independent data plane evolution**
 - fabric.p4 and spgw.p4 available on ONOS repository
 - ONF mission to deliver reference P4 implementations
- **Great benefits when offloading VNFs to the switching fabric**
 - Throughput, latency, power consumption
- **Technical challenges that needs to be addressed**

Next steps

- Integration of P4 fabric in CORD
 - Multicast, Broadcast, ACL
- In-band Network Telemetry
- Other VNF offloading
 - BNG (QoS)
 - PPPoE termination



Further reading and contacts

P4 Brigade wiki:

<https://wiki.onosproject.org/x/2oS9>

P4 Brigade mailing list:

brigade-p4@onosproject.org

ONOS Code

<https://github.com/opennetworkinglab/onos>

ONOS wiki:

<https://wiki.onosproject.org>