



DEEPLY PROGRAMMABLE NETWORKS

SEPTEMBER 2020 – JUNE 2021

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NATIONAL RESEARCH, DEVELOPMENT
AND INNOVATION OFFICE
HUNGARY

PROGRAM
FINANCED FROM
THE NRDI FUND

Paradigm shift in networking - 1



- Closed and proprietary HW and SW
- Implementing 100s of protocols
- Power hungry

Networks are hard to manage
Unreliable, hard to secure
Hard to scale and extend
Slow innovation



- Whitebox switches
+ Servers running the CP
- Merchant silicon
- Linux-based
- Open source

Easier to fix
New features can be added

- Traffic engineering
- Failure handling
- Security

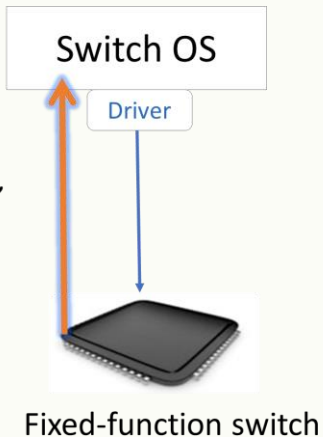
Faster innovation

Paradigm shift in networking - 2



"This is precisely how you must process packets"

"This is how I process packets ..."

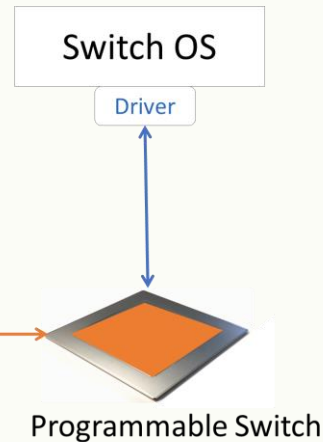


```
table int_table {  
  route {  
    ip_protocol;  
  }  
  actions {  
    export_queue_latency;  
  }  
}
```

P4

Compiler

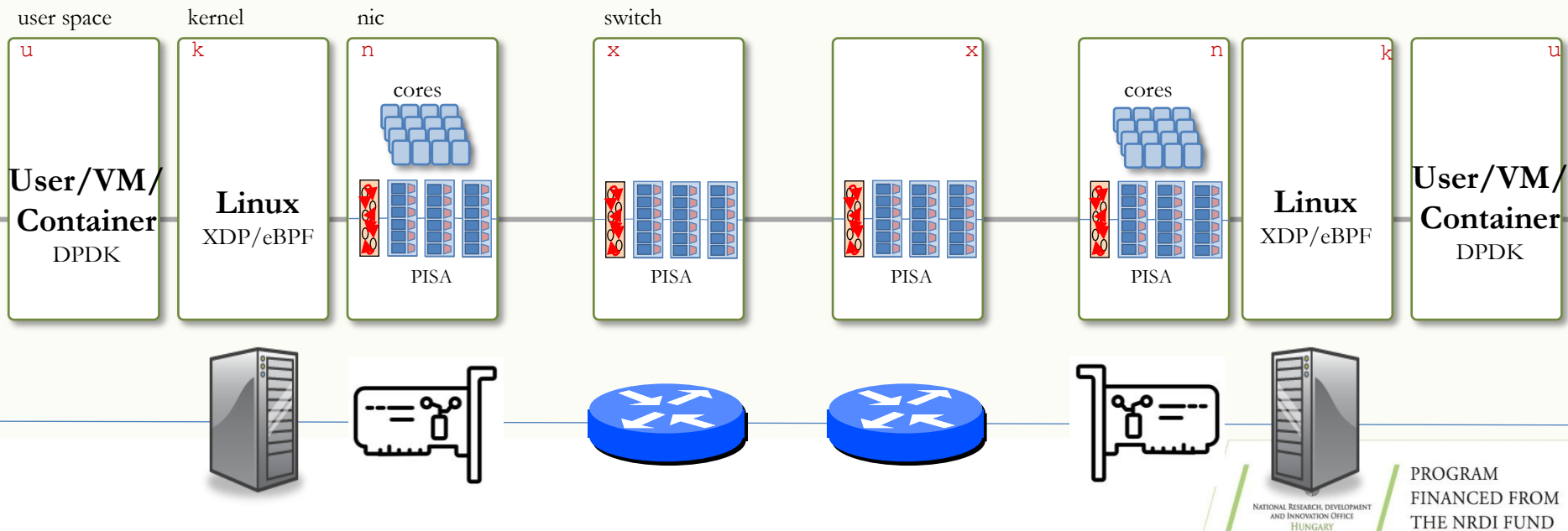
```
action export_queue_latency (ev_id) {  
  add_header(int_header);  
  modify_field(int_header.kind, TCP_OPTION_INT);  
  modify_field(int_header.len, TCP_OPTION_INT_LEN);  
  modify_field(int_header.ev_id, ev_id);  
  modify_field(int_header.q_latency,  
    int(int_header.q_latency * 1.1));  
  add_to_field(tcp_data_offset, 2);  
  add_to_field(ipv4_total_len, 8);  
  extract_from_field(ipv4_metadata.tot_len, 12);  
}
```



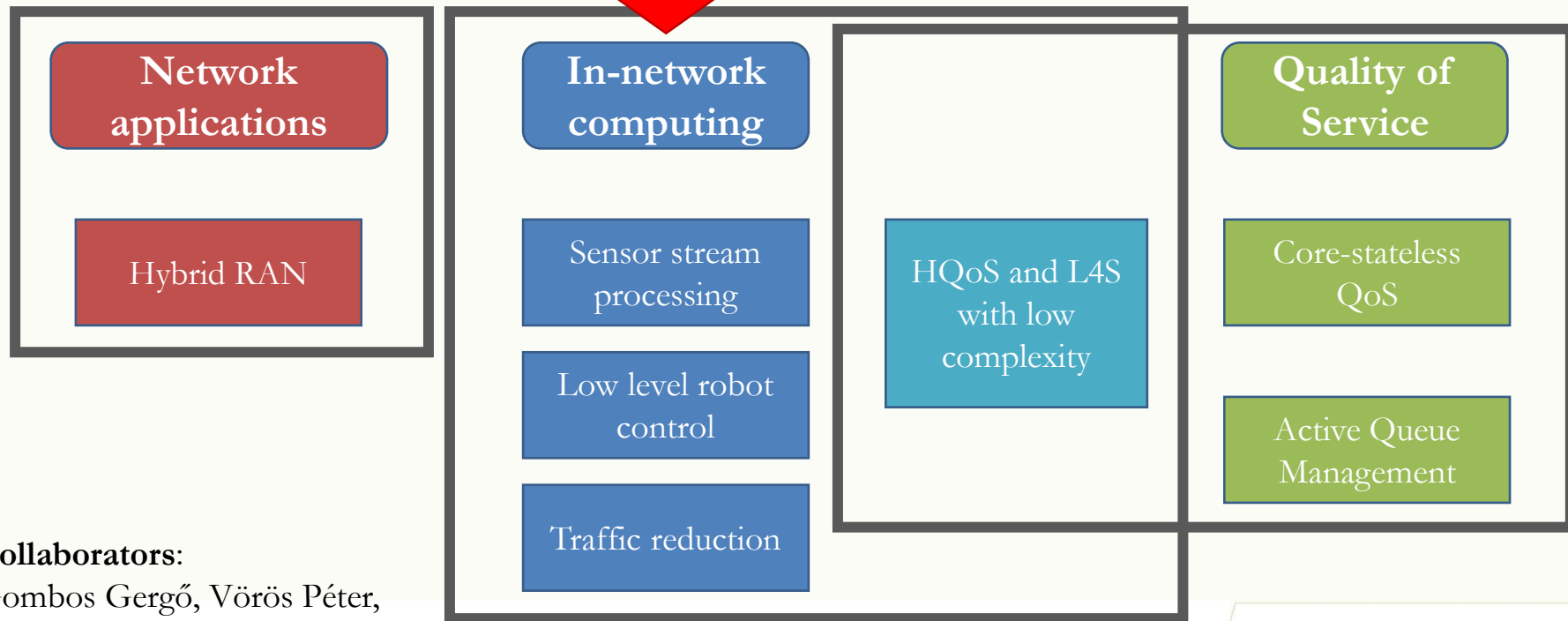
Network as a programmable platform



- Programmable elements (e.g., in P4) at any point of the e2e path



September 2020 – June 2021



Collaborators:

Gombos Gergő, Vörös Péter,
Szalai-Gindl János, Tejfel Máté,
Tóthmérész Lilla, Király Tamás

In-network computing

Why in-network computing?

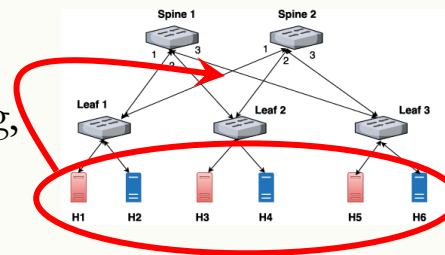
- **Emerging field** of networking

- With the advent of programmable switches (BF/Intel Tofino) and P4 language



- Idea of **moving computations** from servers **to the network**

- Enabling novel applications: caching, stream processing, query processing, load balancing, real-time control, in-network consensus, etc.



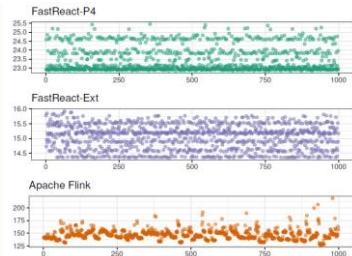
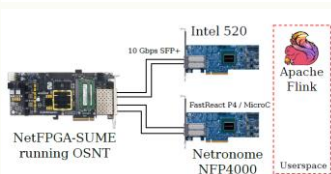
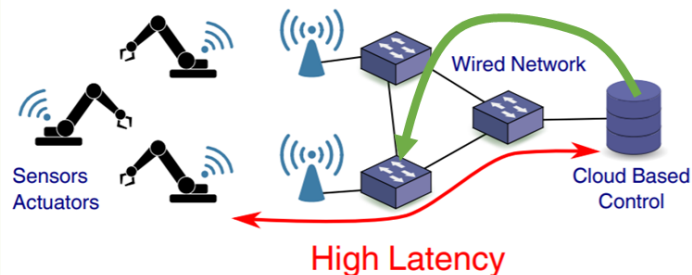
- Programmable switches are **not only** packet forwarding elements

- Unexploited computational capacities
- High throughput, ultra-low latency
- Limitations
 - pipeline computing model, limited number of stages, limited memory, ...



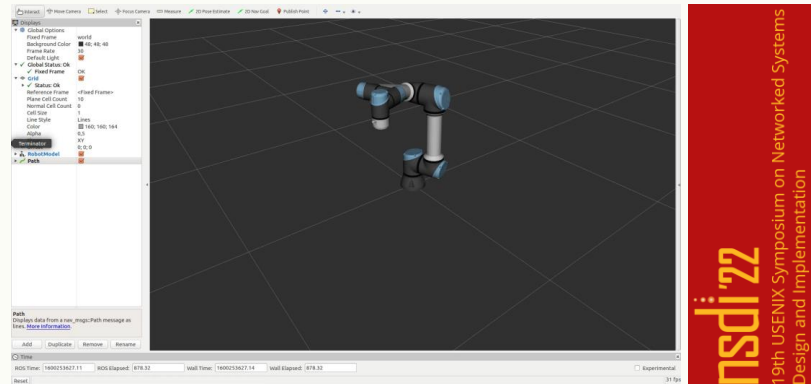
Two recent results

In-network event detection in sensor streams



IEEE TNSM – March 2021 (Q1/D1 journal)
Joint work with Andreas Kasserlrel (KAU)

In-network robot control



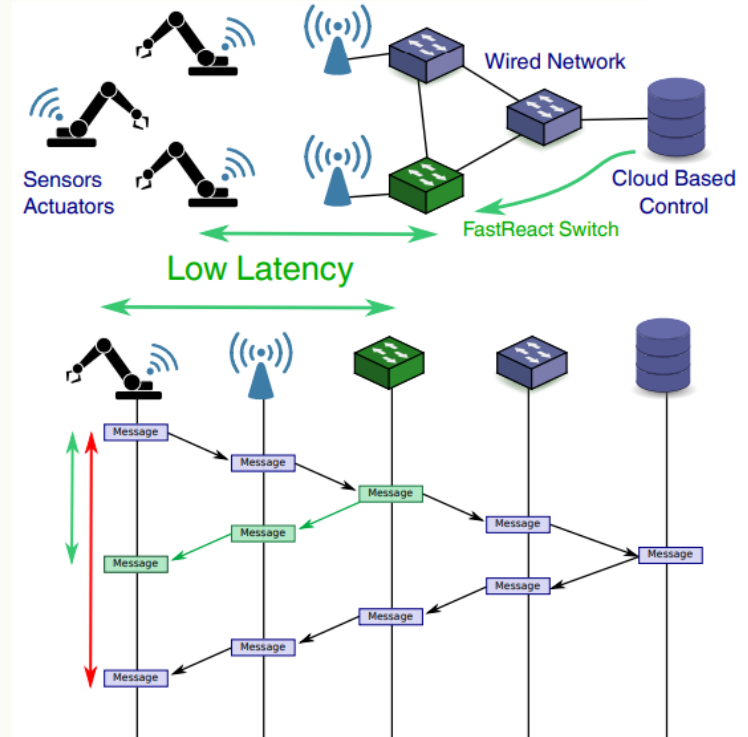
Accepted @ USENIX NSDI'22 (15-16% acceptance rate)
Joint work with Ericsson Research.

In-network event detection with FastReact*



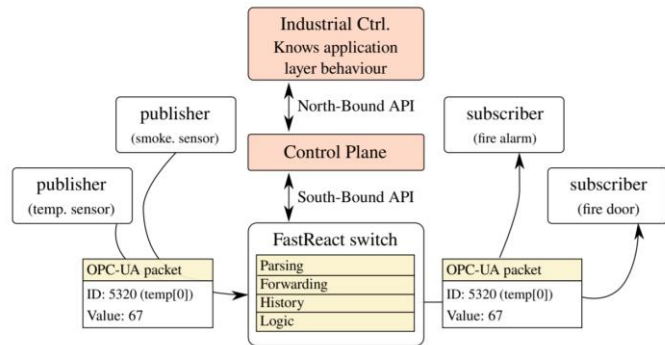
- **Local Decision Making** instead of centralized control
 - Early reaction reduces time required for processing
 - Reduces network data rate
 - Fewer devices that can fail
- **FastReact**
 - Implemented in P4 data plane programming language
 - Reconfigurable rules in runtime using BNF
 - Trigger local actions based on locally stored data

```
if (sensor1 > 50) && (sensor2 < 25):  
    trigger_actuator(<portno>)
```



* J. Vestin, A. Kassler, S. Laki, G. Pongrácz: *Towards In-Network Event detection and Filtering for Publish/Subscribe Communication using Programmable Data Planes*, In IEEE Transactions on Network and Service Management (IEEE TNSM), Volume: 18, Issue: 1, Page(s): 415 - 428, March 2021

In-Network Event Detection and Filtering for Publish/Subscribe Communication



$(\text{heat}[0] \Rightarrow 100 \text{ AND } \text{heat}[1] \Rightarrow 100) \text{ OR } (\text{smoke} == 1)$

since true expression results in drop expression must be inverted

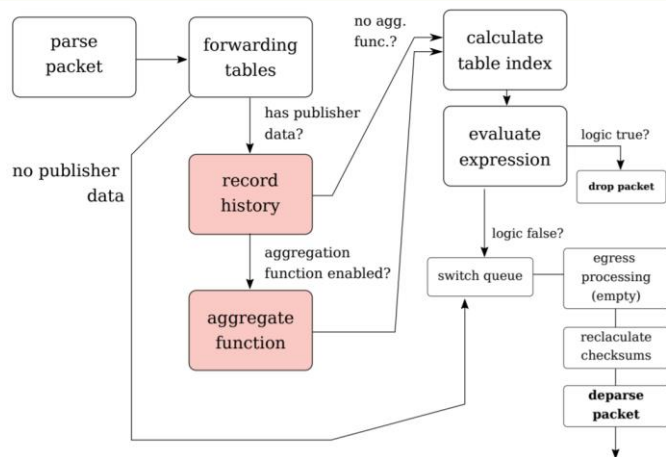
$(\text{heat}[0] < 100 \text{ OR } \text{heat}[1] < 100) \text{ AND } (\text{smoke} != 1)$

split apart in 3 predicates

$\text{heat}[1] < 100$

$\text{heat}[0] < 100$

$\text{smoke} != 1$



conj_table

id	mc	idx	
5320	5	1	2
5321	5	1	2
...	...	...	...
5490	5	1	2

max conj. expression

predicate table (disj_table)

idx		id	op	val
1	heat[1] < 100	5320	1	100
1	heat[0] < 100	5321	1	100
...	...	...	...	...
2	smoke != 1	5490	4	1

max disp. exp. rowcount

Fig. 3: FastReact table processing for the expression $(\text{heat}[0] \geq 100 \wedge \text{heat}[1] \geq 100) \vee (\text{smoke} = 1)$.

Evaluation - Latency

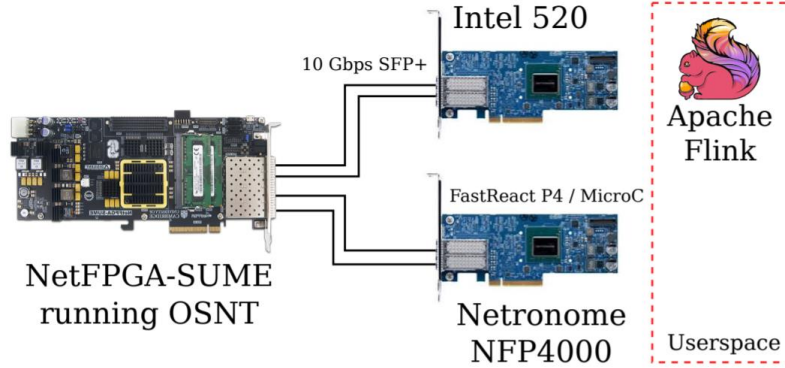


Fig. 5: Testbed setup used for evaluation

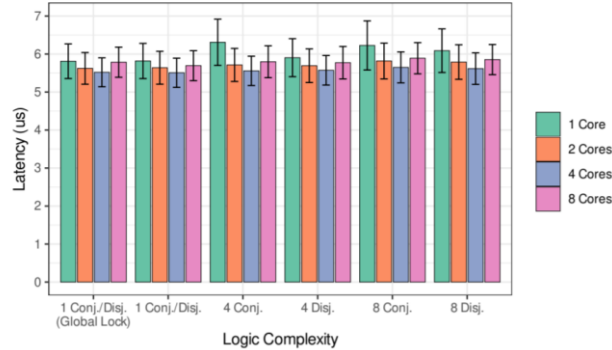
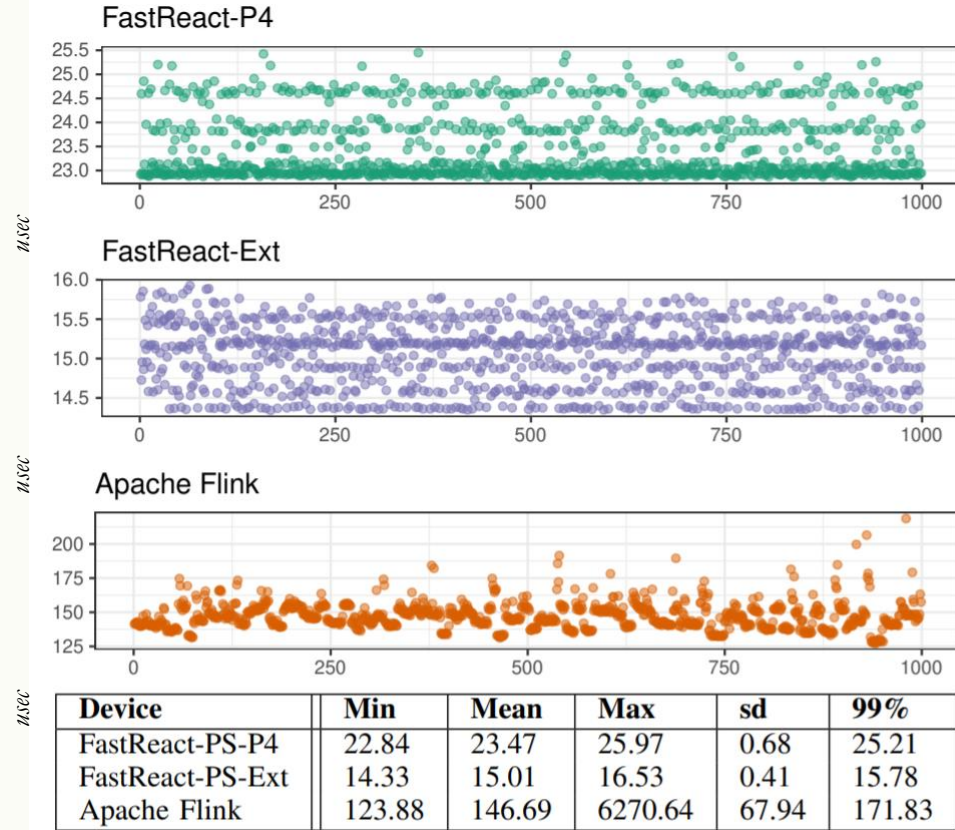


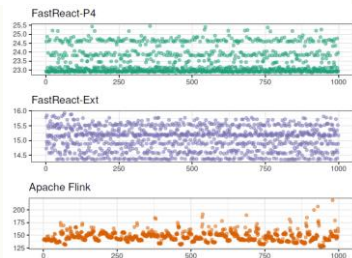
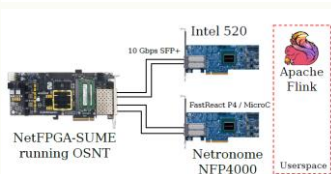
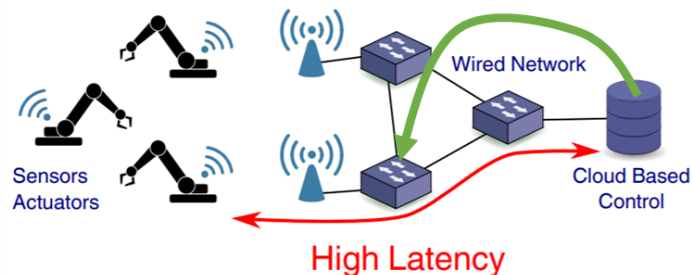
Fig. 14: Latency measurements of FastReact-PS-P4 running on the T4P4S switch, varying the disjunctive and conjunctive logic complexity. Low throughput case, preventing queue buildup.



Latency comparison. Values are in usec.

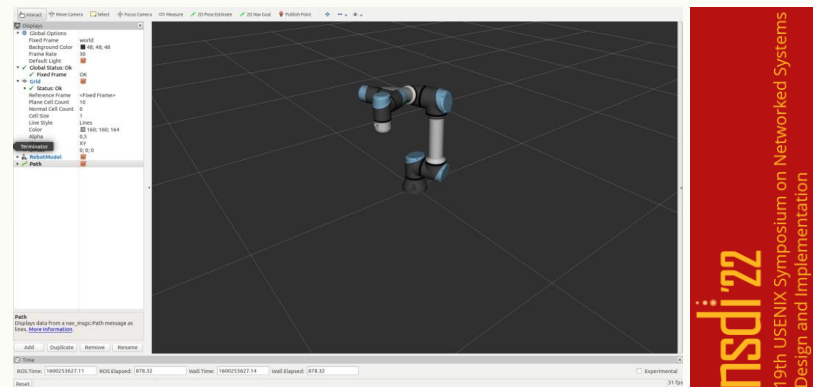
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In-network robot control

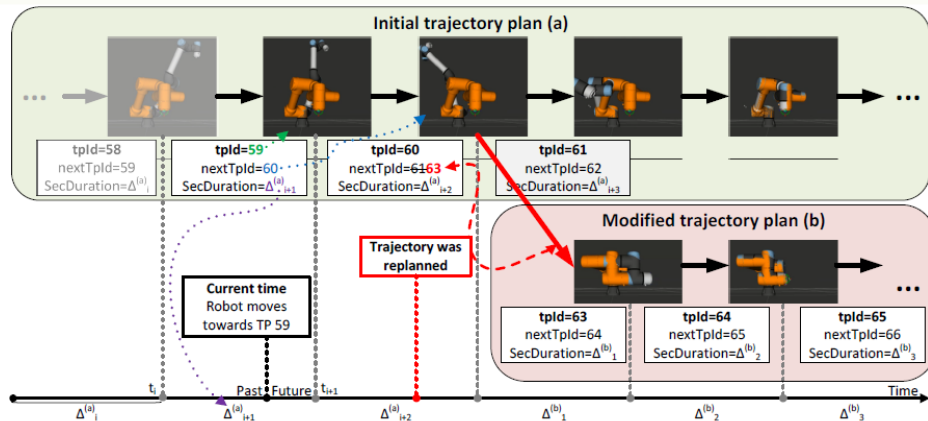
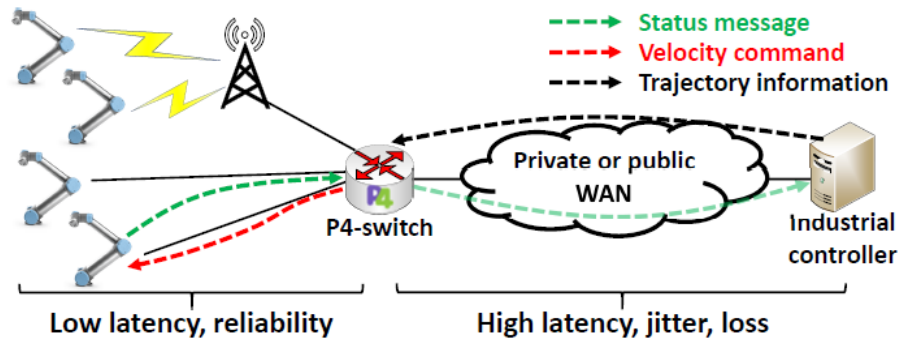


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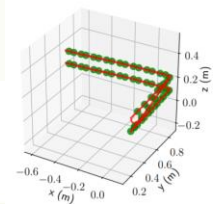
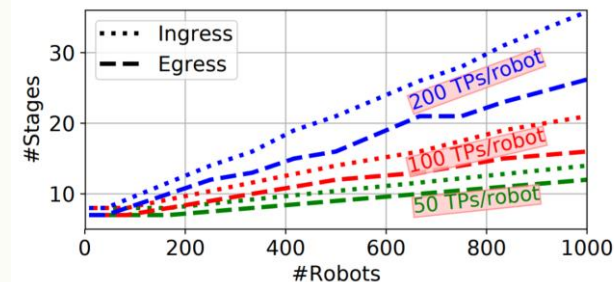
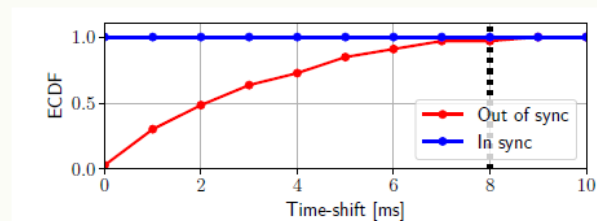
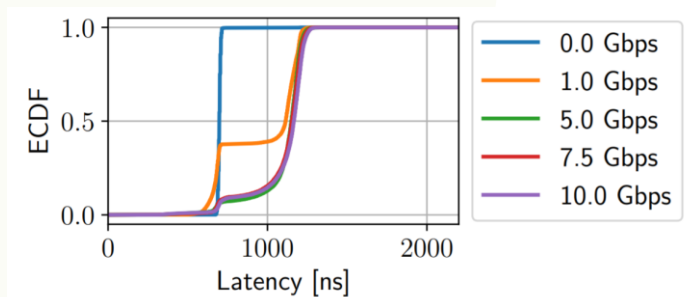


- **Silly robots:** set of actuators with UDP-based communication
 - generate a state stream (500 Hz)
 - require velocity commands at 125 Hz
- **P4-switch:** low-level velocity control
 - **low-latency + real-time** requirements
 - responsible for calculating the velocity vectors and sending commands to the robots
- **Industrial controller:** high-level control
 - **running in VM, no real-time requirements**
 - calculating trajectories, etc.

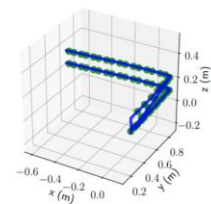


In-network robot control

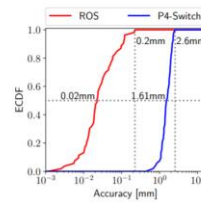
- Solves **synchronization** of multiple robots by design
 - Internal clock of the switch
- Good **accuracy** even with our PoC controller
 - At stop position: $0.5 \cdot 10^{-7}$ rad $\sim$ (1m long arm $\sim$ 1-2 micrometer)
- **No strict latency requirements** for the industrial controller
 - **Enabler for cloud robotics**
- Support of **plug-and-play** deployment of new robot arms
- **Scalable** (100s of 6-DoF robot arms with a single switch)
- **Cost factor is feasible**
 - **~ 10000 USD switch price, 500-1000 robots: ~ 10 -20 USD/robot**
 - Energy cost, etc.
 - DSCs may be even better for this purpose: **~ 2000 USD**



(a) ROS (PID-control)



(b) P4-Switch (P-control)



(c) Tool position accuracy in the TPs

Published journal papers (Q1) September 2020 – June 2021

- J. Vestin, A. Kassler, **S. Laki**, G. Pongrácz, [Towards In-Network Event Detection and Filtering for Publish/Subscribe Communication using Programmable Data Planes](#), **IEEE Transactions on Network and Service Management (IEEE TNSM)** journal (Q1, IF: 5.93), Volume: 18, Issue: 1, Page(s): 415 - 428, March 2021, doi: 10.1109/TNSM.2020.3040011
- **S. Laki**, Sz. Nádas, G. Gombos, F. Fejes, P. Hudoba, Z. Turányi, Z. Kiss, Cs. Keszei, [Core-Stateless Forwarding with QoS Revisited: Decoupling Delay and Bandwidth Requirements](#), **IEEE/ACM Transactions on Networking (IEEE/ACM ToN)** journal (Q1, IF: 3.315), vol. 29, no. 2, pp. 503-516, April 2021, doi: 10.1109/TNET.2020.3041235.
- D. Varga, J. M. Szalai-Gindl, B. Formanek, P. VADERNA, L. Dobos and **S. Laki**, [Template Matching for 3D Objects in Large Point Clouds Using DBMS](#), in **IEEE Access** journal (Q1, IF: 3.745), vol. 9, pp. 76894-76907, 2021, doi: 10.1109/ACCESS.2021.3082848.

Published/Accepted conference papers

September 2020 – June 2021



- **S. Laki et al.**, TBA, **19th USENIX Symposium on Networked Systems Design and Implementation (NSDI 21 – A* conf.)**, Accepted full paper
- **D. A. AlWahab, G. Gombos, S. Laki**, On a Deep Q-Network-Based Approach for Active Queue Management, **European Conference on Networks and Communications 2021 (EuCNC'21)**, 8-11 June 2021, Porto, Portugal, Virtual Conference
- **Cs. Györgyi, K. Kecskeméti, P. Vörös, G. Szabó, S. Laki**, In-network Solution for Network Traffic Reduction in Industrial Data Communication, **IEEE International Conference on Network Softwarization (IEEE NetSoft'21)**, 28 June-2 July 2021, Tokyo, Japan, Hybrid On-line Conference
- **F. Fejes, Sz. Nádas, G. Gombos, S. Laki**, A Core-Stateless L4S Scheduler for P4-enabled hardware switches with emulated HQoS [**BEST DEMO AWARD**], **IEEE International Conference on Computer Communications (IEEE InfoCom'21 – A* conf.)**, 10-13 May 2021, Virtual Conference [Demo paper]
- **Dhulfiqar A. AlWahab and S. Laki**, [ECN-marking with CoDel and its compatibility with different TCP congestion control algorithms](#). In **International Conference on Advanced Science and Engineering 2020 (ICOASE'20)**, 2020, pp. 1-6, doi: 10.1109/ICOASE51841.2020.9436575.
- **P. Vörös, G. Pongrácz, S. Laki**, [Towards a Hybrid Next Generation NodeB](#), **The 3rd P4 Workshop in Europe (EUROP4 2020)** - co-located with ACM CoNext, Dec 1, 2020 - VIRTUAL CONF.

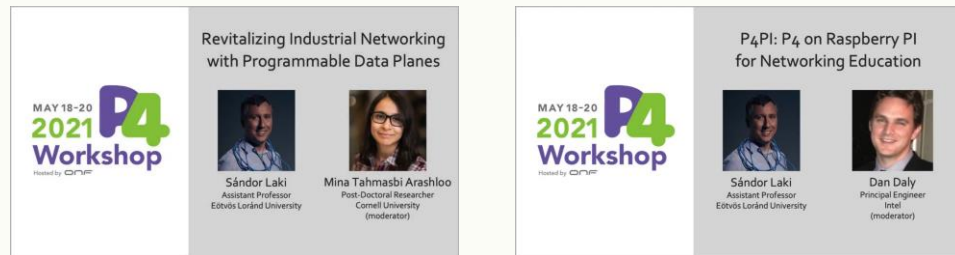


Other activities and results

- **Project proposals**

- EU COST Action Proposal
European Research Network on
Programmable Networks (ProgNets)
 - As main proposer
 - Not selected
- H2020 NGI Pointer OC-2 
 - Grant for Internet renovators
 - P4EDGE project proposal on accessible P4 programmable edge
 - Selected – 200K EUR, 12 month
- OTKA FK_21
 - Theoretical foundations of an expert system for programable data planes
 - Joint submission with Máté Tejfel

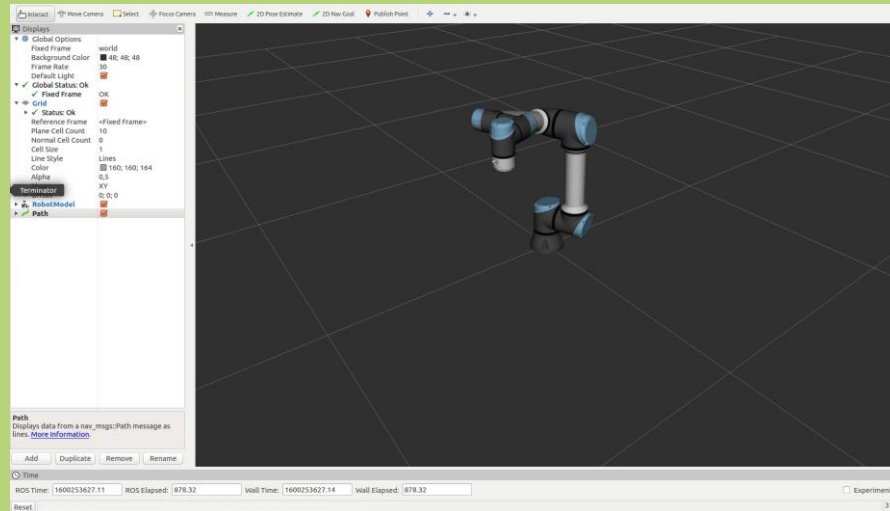
- **Two TechTalks at P4 Workshop 2021**



- **New project with ONF P4 Edu. WG**

- P4PI: P4 on Raspberry Pi for Networking Education
 - Collaborators: Noa Zilberman (Oxford) and Robert Soulé (Yale)
- **Accepted P4PI Hackathon at ACM SIGCOMM conference (A* conf.)**





Q&A

WEB: [HTTP://LAKIS.WEB.ELTE.HU](http://LAKIS.WEB.ELTE.HU)

Az Alkalmazásiterület-specifikus nagy megbízhatóságú informatikai megoldások című projekt a Nemzeti Kutatási Fejlesztési és Innovációs Alapból biztosított támogatással, a Tématerületi kiválósági program (TKP2020-NKA-06, Nemzeti Kihívások Alprogram) finanszírozásában valósult meg.