Software Packet Processing and Hardware Packet Processing - Introduction -

NEC Corporation System Platform Research Laboratories Hiroya Kaneko



Self Introduction

Name: Hiroya Kaneko

Affiliated with:

System Platform Research Laboratories, NEC

Research Topics:

SDN application for wide area network

- Multi-vendor, Multi-layer intergrated control
- Virtualized IP routing over MPLS-TE/DWDM network



Background and Motivation for This Session

- The theme for this session is packet processing architecture
- Talks regarding router (L3 switch) architecture
- Why talks of packet processing architecture at JANOG now?
 - New architecture of packet processing emerged. Choices of them continue to expand.
 - 1. High-performance software router (router software running on IA servers)
 - 40Gbps wire-speed
 - 2. White-box switches (merchant switching chips + merchant OS)
 - possible to install software on the switch OS like Linux-based server.
 - Both options are based on Linux OS, but their performance is completely different
- Our Goal: to provide networks cheaper and faster

Knowledge of packet processing architecture is important for network design



For Example... White-box Switches

White-box switches (merchant switching chip + merchant OS)



- 1. Adding server monitoring agent
- 2. Adding contents cache agent



For Example... White-box Switches

White-box switches (merchant switching chip + merchant OS)



- Adding server monitoring agent
 => Possible
- Adding contents cache agent
 => Difficult (on current hardware)



For Example... Software Router

Software router (router software running on IA servers)



- 1. Running as a gateway router with content caching
- 2. Running as a ToR switch.



For Example... Software Router

Software router (router software running on IA servers)



- Running as a gateway router with content caching => Possible
- 2. Running as a ToR switch.
- 3. => Very difficult (even though you increase # of NICs)



How Do We Make a Decision?

Difficulty of using and applying white box switches and software routers.

- Spec sheet doesn't show any detail information.
- Limited time to test hardware or software equipment
- Hard to even speculate how they work due to 'blackbox'



Knowledge of packet processing architecture helps to consider

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Overview of This Session

Goal of this session

- Understandstand differences between software and hardware packet processing
- Understandstand performance differences caused by its architecture
- Discuss new use cases of whitebox switches and software routers

Discussing packet processing architecture

- Hardware processing (marchant switching chip)
- Software processing (x86 Server)

Contents

- 1. Overview of router (L3 switch) architecture (Ebisawa-san)
- 2. Implementation methods for hardware/software router and their advantages/disadvantages (Nakajima-san)
- 3. Actual use cases of software routers (Asama-san)
- 4. Discussion



Summary

Advantages & disadvantages of hardware/softwareHardware (D-Plane on switching chip)

- Stable D-Plane performance in case of many ports
 - High-precision D-Planes, such as hierarchical QoS

Software (D-Plane on IA server)

- Easy to add non-L2/L3 functions working with other applications
 - Easy to co-exist server functions and D-Plane functions (ex. cache)
- flexibly support new protocols on new software
- Dynamic scaling

Select suitable equipment considering technical requirement



Discussion Points

People who provide network services by using software routers, whitebox switches

- Talk about your operational use cases!
- •What are good/bad points of software routers and whitebox switches in real use cases?
- People who have never provided network services by using software routers, whitebox switches or who gave up
- •What are bad and worrying points of software routers and whitebox switches?

Any additional functions which should co-exist with software routers?

- For instance...
 - Automation agent
 - Monitoring agent

