

Torii-HLMAC: Torii-HLMAC: Fat Tree Data Center Architecture

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- Introduction
- Protocol description
 - Tree-based Multiple Addresses structure and automatic assignment with Extended RSTP
 - Tree-based forwarding
 - Tree-based path repair
- Evaluation
 - Simulation of Torii-HLMAC
 - Other issues:
 - Use of Virtual Machines at hosts, HLMAC Address Assignment Alternatives, Inter-L2 Mobility, Generalization to any data center topology
- Conclusions



- Data center networks are increasingly relying on Ethernet and flat layer two networks
 - Due to its excellent price, performance ratio and configuration convenience
- Scale-out model over scale-up model
 - \rightarrow High scale dimensions \rightarrow Limitations of RSTP
- Recent architecture proposals:
 - VL2
 - PortLand
 - DAC
 - Blueprint

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So... if we have the advantages of using this type of topology...



...why not make the most of it and consider it as an **specific topology** to enhance the whole architecture and data center protocol?







 Tree-based Multiple Addresses structure and automatic assignment with Extended RSTP





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 Tree-based Multiple Addresses structure and automatic assignment with Extended RSTP





HLMAC are local MAC (U/L bit=1)

• Almost 6 bytes (6bits+5x8bits) → ROOT is 0.0.0.0.0.0



• Address 1.1.1.1 = 1.1.1.0.0, (in fact the first byte will not be Santa Clara, CA USA, since the U/L bit will be set to 1, but it is omitted) April 2013



Tree-based forwarding

- Broadcast and Multicast





Address translation (from PMAC to HLMAC)



Address translation (from HLMAC to PMAC)

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Translation table – at the edge switch (alternative HLMACs assigned to a host)



Ethernet frame: dst mac | src mac | data



• Tree-based forwarding

- Unicast





Tree-based forwarding •

Unicast ____

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Tree-based forwarding

Unicast ____

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- Tree-based forwarding
 - Unicast



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• Tree-based forwarding

– Unicast







- Tree-based path repair
 - Broadcast and Multicast





- Tree-based path repair
 - Broadcast and Multicast



Path repair looks for the **first alternative** to avoid duplicates

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• Tree-based path repair

- Broadcast and Multicast





• Tree-based path repair

– Unicast





• Tree-based path repair

– Unicast



Santa Clara, CA USA April 2013 No possible duplicates, so **next common root** switch is chosen ->bidirectional communication



• Tree-based path repair

− Unicast → Frame + Destination notification + Source notification





• Tree-based path repair

– Unicast → Frame + Source notification





- Simulation of Torii-HLMAC
 - OMNeT++ (v4.1) → Torii switch
 - →C++ implementation over MACRelayUnit (inet framework)

[Extended STP BPDU given as a parameter]

PortLand topology + UDP traffic exchange

 \rightarrow Proven forwarding & path repair (different levels of link failure)



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- Use of Virtual Machines at hosts
 - Data center topologies: physical hosts usually composed by a number of virtual machines (VMs) installed
 - Torii only uses the first 4 bytes of HLMAC adddresses
 →So the last 2 bytes could be use to distinguish among those VMs (65535 active VMs), by being assigned in the reception order of their ARP messages.
- HLMAC Address Assignment Alternatives
 - In general, the Torii-HLMAC proposal takes 1 byte of the 6 of the HLMAC per hierarchical level, and 2 bytes for the VMs
 Nevertheless, fewer bits could be assigned for this and could be used for some aditional functions (i.e. repair), without changing the protocol.



- Inter-L2 Mobility
 - Gratuitous ARP propagates the new HLMAC information
- Generalization to any data center topology
 - We have just shown our proposel over the PortLand topology, what about different topologies?
 - The generalized PortLand topology will also work for Torii-HLMAC: << k-port switches can support 100 percent throughput among k³/4 servers using k²/4 switching elements and the topology should be organized into k pods, each connecting k²/4 end hosts >>
 → Torii-HLMAC could be used with k up to 16, more than enough.

$$k^{2}/4 < 2^{6} \rightarrow k^{2} < 64^{*}4 = 256 \rightarrow k < 16$$



- Generalization to any data center topology
 - While keeping the pods, any topology would work.
 - The use of different topologies will depend on the most desirable feature:
 - less cost using cheap off-the-self components (Clos Network)
 - or less wiring complexity (Fat Tree).



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- Torii-HLMAC is a distributed, fault-tolerant, zero configuration fat tree data center architecture
- Forwarding needs no tables
 - The only tables needed are the translations from MAC to HLMAC (and viceversa) of active hosts at the edge switches (table size <= active hosts)
- On the fly path repair
- No network manager
- No control messages
- Load balancing initially based on a hash function
- Hosts not affected (no need of any software or change)
- Independent of IP



- **Specific wiring** to be done at the construction of the topology
- Broadcast flooding is not avoided
 - ARP proxy could be used
- Multicast should be improved
 - So that not all the switches are broadcasted





 Fat trees are more convenient than Clos networks for Torii-HLMAC → simpler wiring

• **Deeper analysis** needed:

- Comparison with other architectures
- Setup time (Extended RSTP)
- Broadcast reduction (proxys, host registration at directory, e.g. SEATTLE)
- Multicast optimization (IGMP snooping, others)
- Multiple path repair performance







Thank you for your attention! Any questions?

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