

An aerial night view of a city, likely London, showing a dense grid of buildings and streets illuminated by streetlights and building lights. A large blue semi-transparent rectangle is overlaid on the right side of the image, containing the title and the Telefónica logo.

The (Multiple) Connection between ALTO and SDN

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The What

- Application-Layer Traffic Optimization
- A mechanism for providing information on the network
 - To modify the patterns of network resource consumption
 - And maintain or even improve performance
- Based on abstract networks maps
 - And properties associated with those maps
 - Associated with costs
- Maps are based on PIDs
 - Provider-defined Network Location identifier
 - General, network-agnostic, identifying a set of related endpoints
- An IETF WG defining these mechanisms and the current ALTO protocol
 - RESTful interface
 - JSON syntax
- P2P and CDN as initial use cases
- Extensible by design
- Sounds like a natural support for SDN

The How

- An ALTO server collects data on topology
 - And, to some extent, state
 - No real-time service
- Aggregates data and builds the maps
 - According to provider policy
 - Privacy
 - Confidentiality
 - Network intelligence
 - No single view required
- The servers publishes the available endpoints
- Clients attach to the endpoints and collect the maps



The Looks

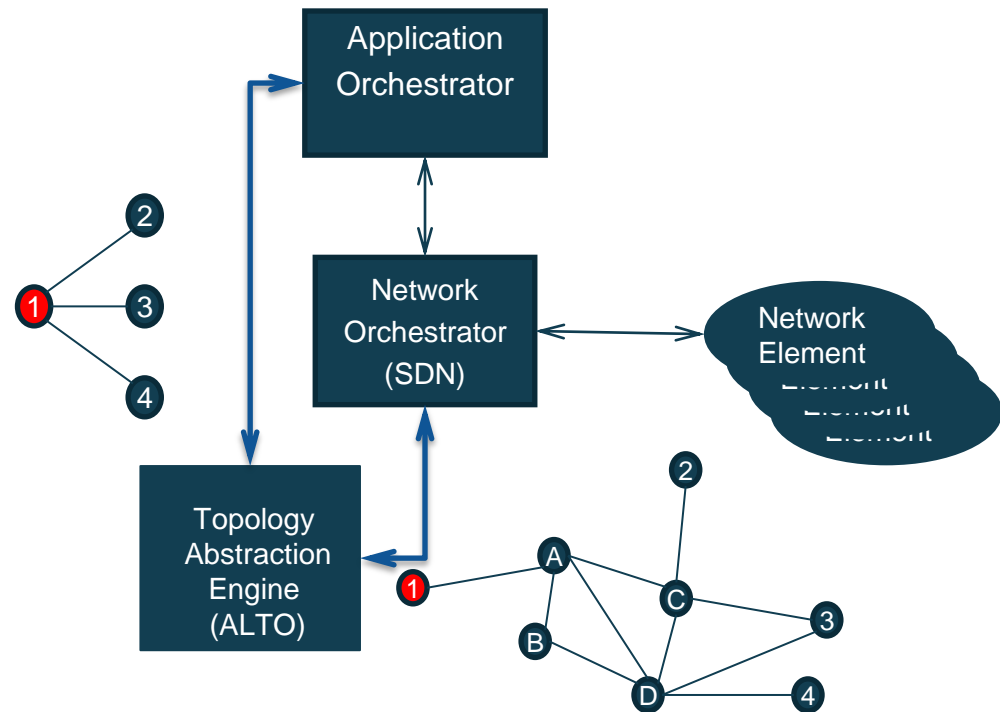
- Simple JSON syntax for requests and responses
- Maps contain PIDs and the endpoints they group
- Cost maps contain relationships between PIDs
- Clients make explicit requests for particular maps
 - Or properties of specific combinations of PIDs
- JSON makes data easily extensible and suitable for integrating them with additional sources
 - Much more flexible than current signalling protocols

```
"data":{
  "map-vtag":"1266506139",
  "map":{
    "mypid1":{
      "ipv4":["10.0.0.0/8","15.0.0.0/8"]},
    "transitpid1":{
      "ipv4":["132.0.0.0/16"]},
    . . .
    "defaultpid":{
      "ipv4":["0.0.0.0/0"],
      "ipv6":["::/0"]}
  }
}
```

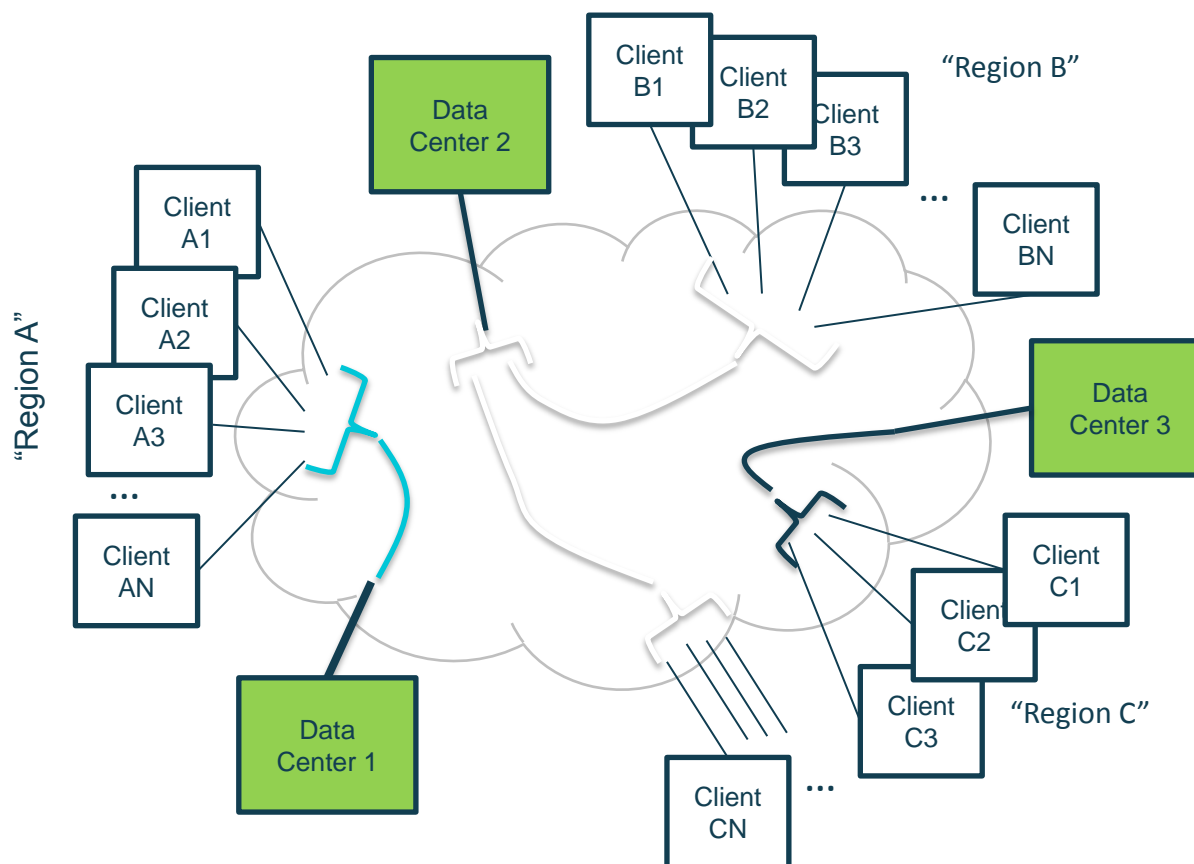
```
"data" : {
  "cost-mode" : "ordinal",
  "cost-type" : "routingcost",
  "map-vtag" : "1266506139",
  "map" : {
    "mypid1":{
      "mypid1":0, "mypid2":0, "mypid3":0,
      "peeringpid1":1, "peerinpid2":1,
      "transitpid1":4, "transitpid2":4,
      "defaultpid":5},
    . . .
  }
}
```

The (Not So) Obvious: One-to-One

- Co-locate ALTO servers and SDN controllers
- The SDN controller is an excellent source for the ALTO server
 - The only one, if full SDN is achieved
 - A relevant aggregator otherwise
 - An open update protocol would be of great help
- The SDN controller takes advantage of the ALTO server
 - ALTO becomes the standard mechanisms for retrieving certain networks properties
 - And combine then with application state and requirements
 - Especially in mixed environments
- Achieving Cross-Stratum Orchestration
- ALTO as part of the Northbound API

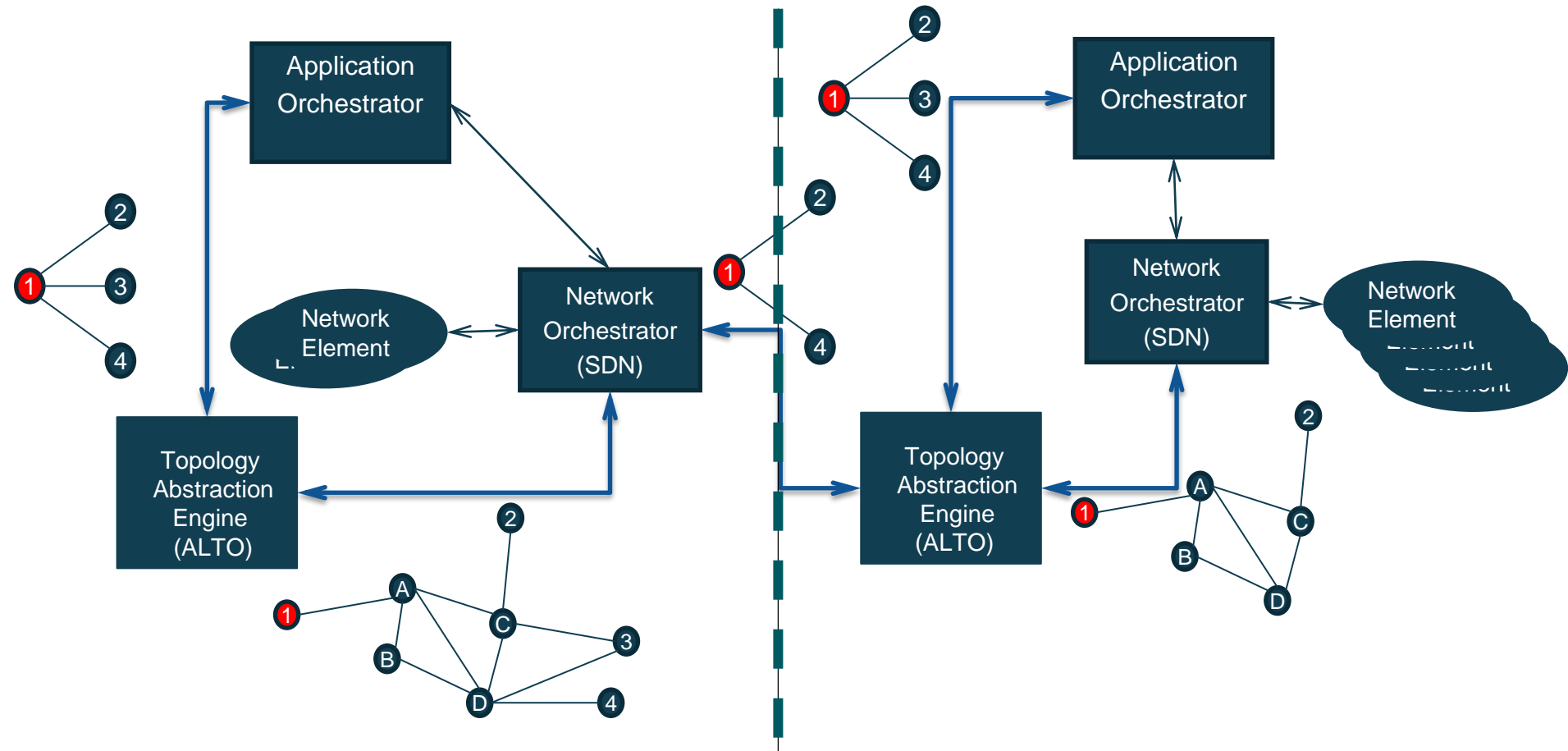


CSO-based Express Lanes



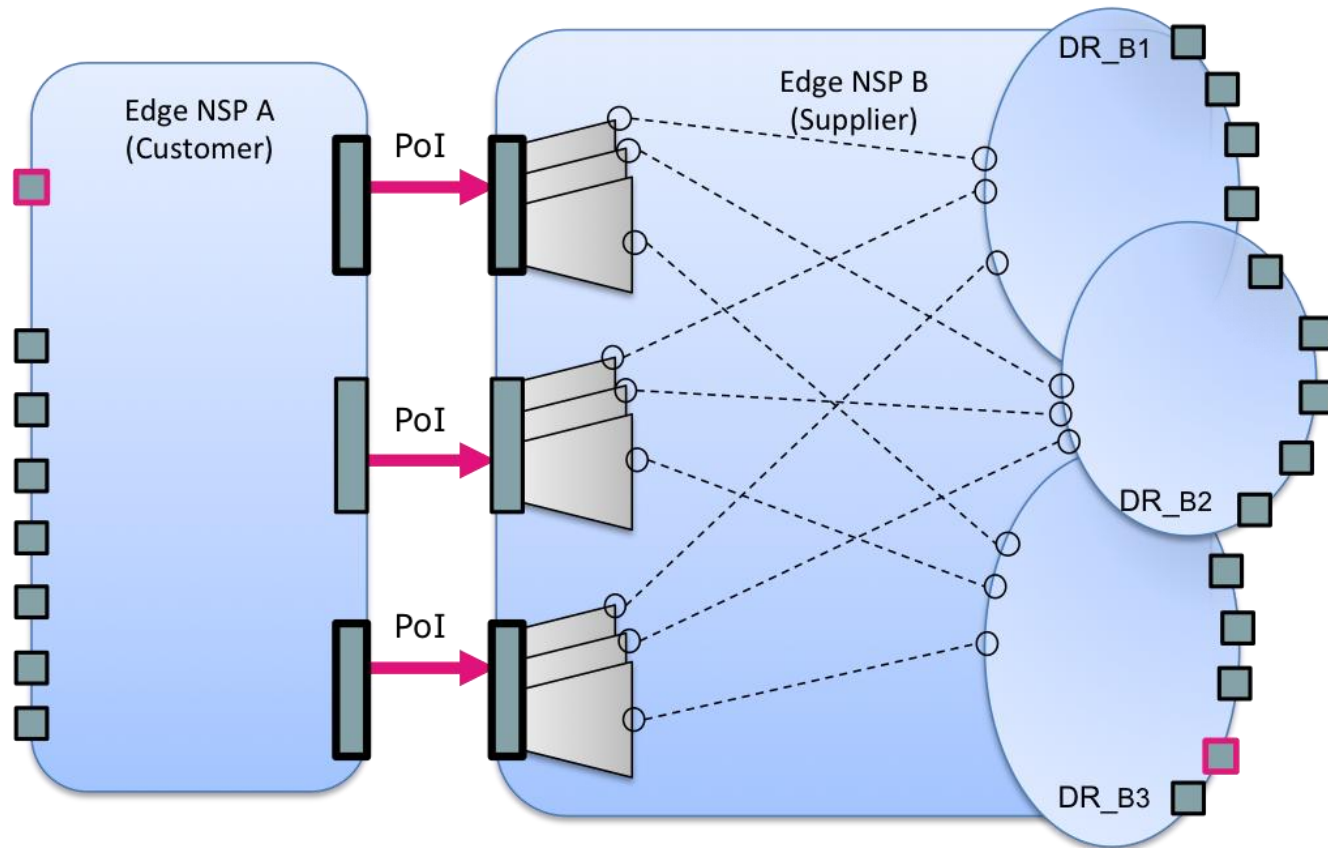
- Traffic engineered between data centers and end user regions
- Requires additional data in ALTO maps
 - Network capacity, latency...
 - And temporal aspects

Cross-Domain Scenarios



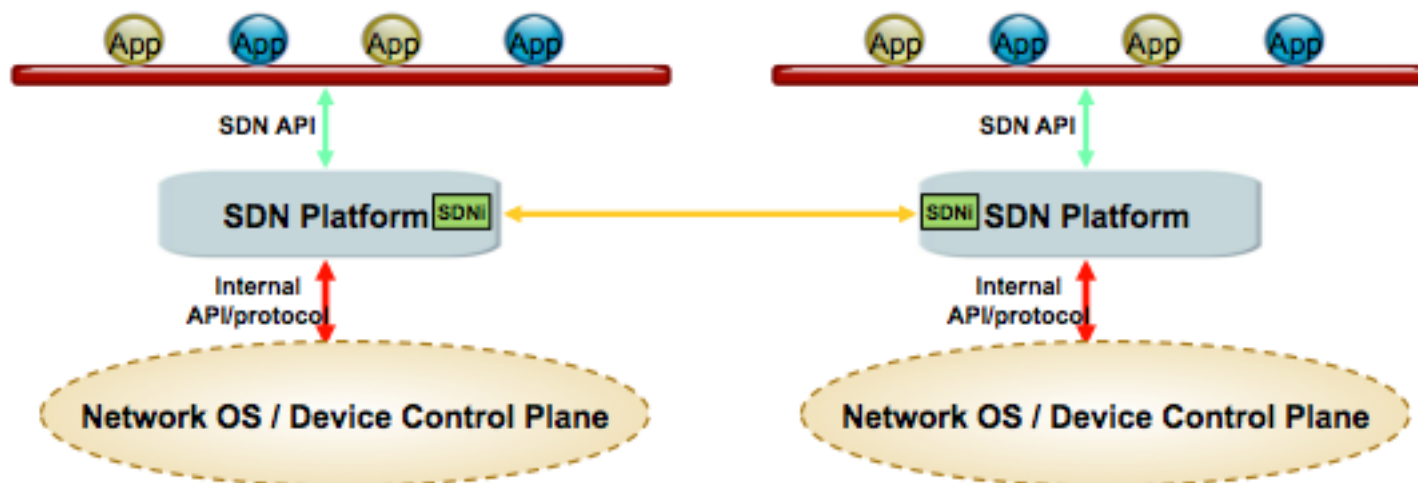
- Cross-connection of clients (controllers) to servers
- ALTO server adapts abstract views to each client
- Cross-domain maps become an additional input for controller policies
- ALTO as part of the Eastbound API

Inter-NSP ASQ



- Abstraction to avoid exposing data not necessary for interconnection
- Extensions to accomplish SLA matching and verification
 - In addition to network capacity and temporal constraints

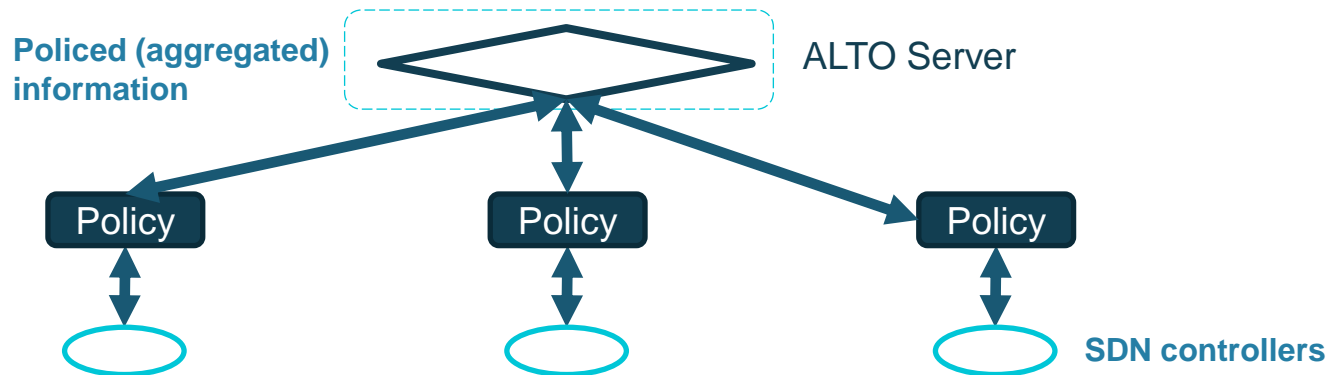
SDN Realm Partitioning



- SDN partitioning is inevitable
 - A large network is likely to be divided into multiple SDN realms
 - Each SDN realm with its own controller
- Some reasons
 - Scalability
 - Manageability
 - Privacy
 - Privacy policies applied to tenants or special applicable policies
 - Incremental deployment
- Partitioning is already a common practice
 - FlowVisor-enabled slices
- SDNi: An interface mechanism between SDN controllers

ALTO SDNi

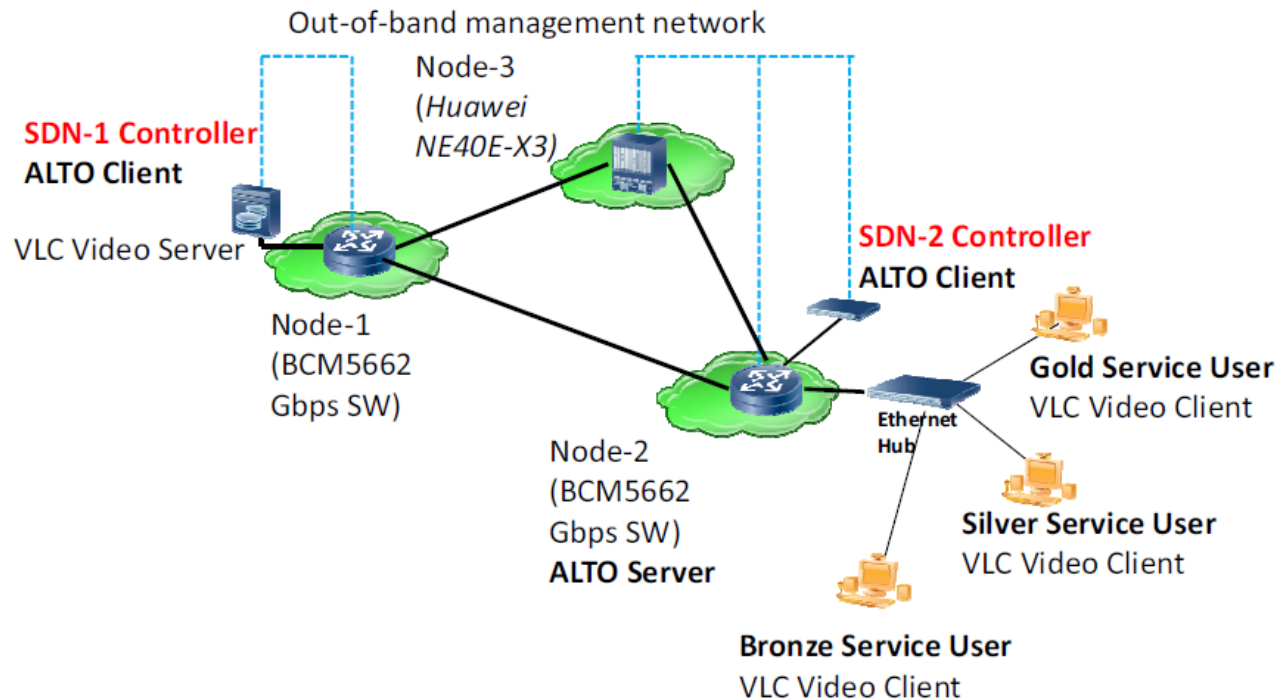
- SDN controllers communicate by exporting and importing network information through an ALTO server
- Information exchange is subject to realm-specific policies
- The ALTO server acts as network data orchestrator
 - Control decisions are autonomously taken by controllers
- ALTO as part of an evolved Eastbound (North-East-bound?) API



Making It Happen

- The ALTO server becomes a “soft” orchestrator
 - No need for a controller hierarchy, mesh, chain, or...
 - Policy driven
- Flexible arrangements
 - Controllers retain autonomy
 - “Multi-homing” is possible
 - And different policies at each attachment link
- Neutrality
 - With respect to positioning in the realm(s)
 - With respect to SDN flavor
- But we need to
 - Decide on extensions to ALTO data models
 - Enhance two-way interactions, session management and timely updates
 - Explore mechanisms for security, discovery, policy declaration, attachment modes...

First Results...



- Proof of concept
 - An ALTO server coordinating OpenFlow controllers in two separate realms
- Demonstrated at IETF 84
 - Recent report in the IETF Journal

...And Early Conclusions

- ALTO is suited to play a key role in SDN orchestration
 - Taking advantage of an abstracted network model
 - While retaining controller autonomy
 - And flexibly applying policies
- At the Northbound interface
 - Cross-layer orchestration
- At the Eastbound interface
 - Inter-provider services
- At an evolved Eastbound interface
 - Policy-driven
 - Flexible
 - Neutral
- Promising initial results
 - And some fun ahead

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