Technische Universität München
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Dynamic Virtual Network Embedding (Re-Embedding)

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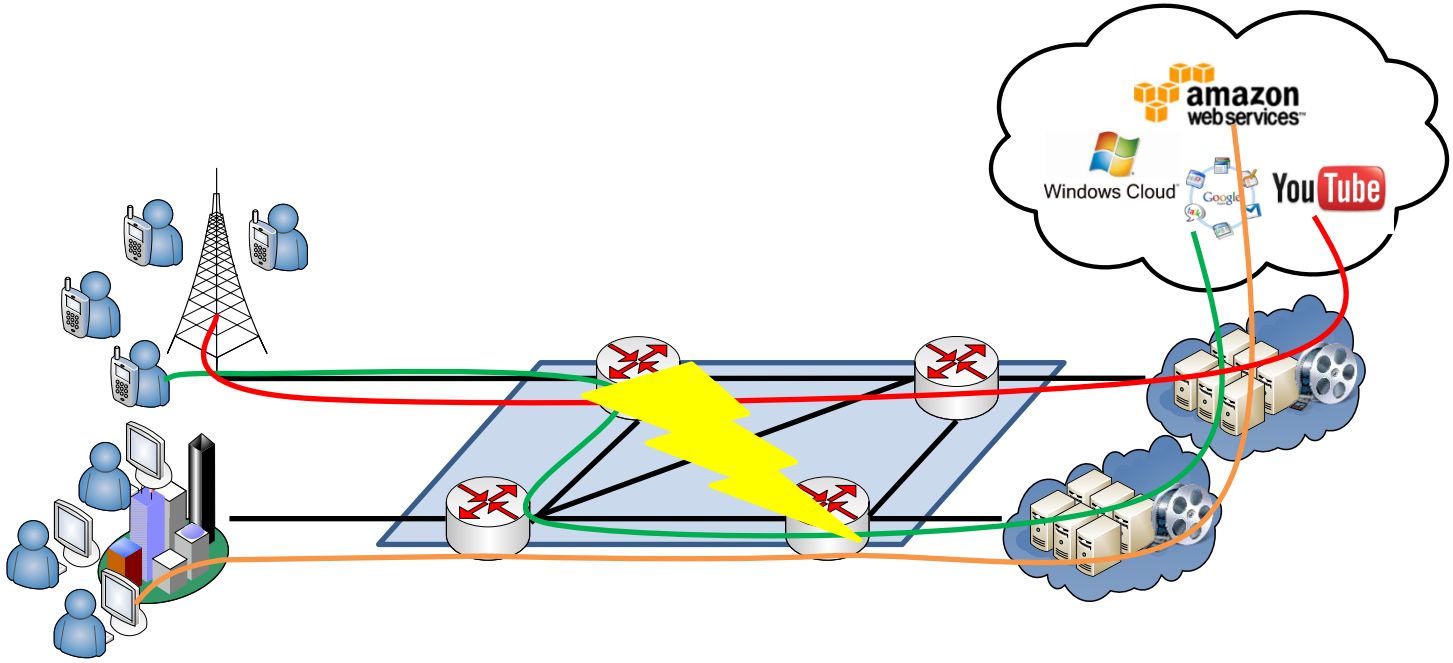
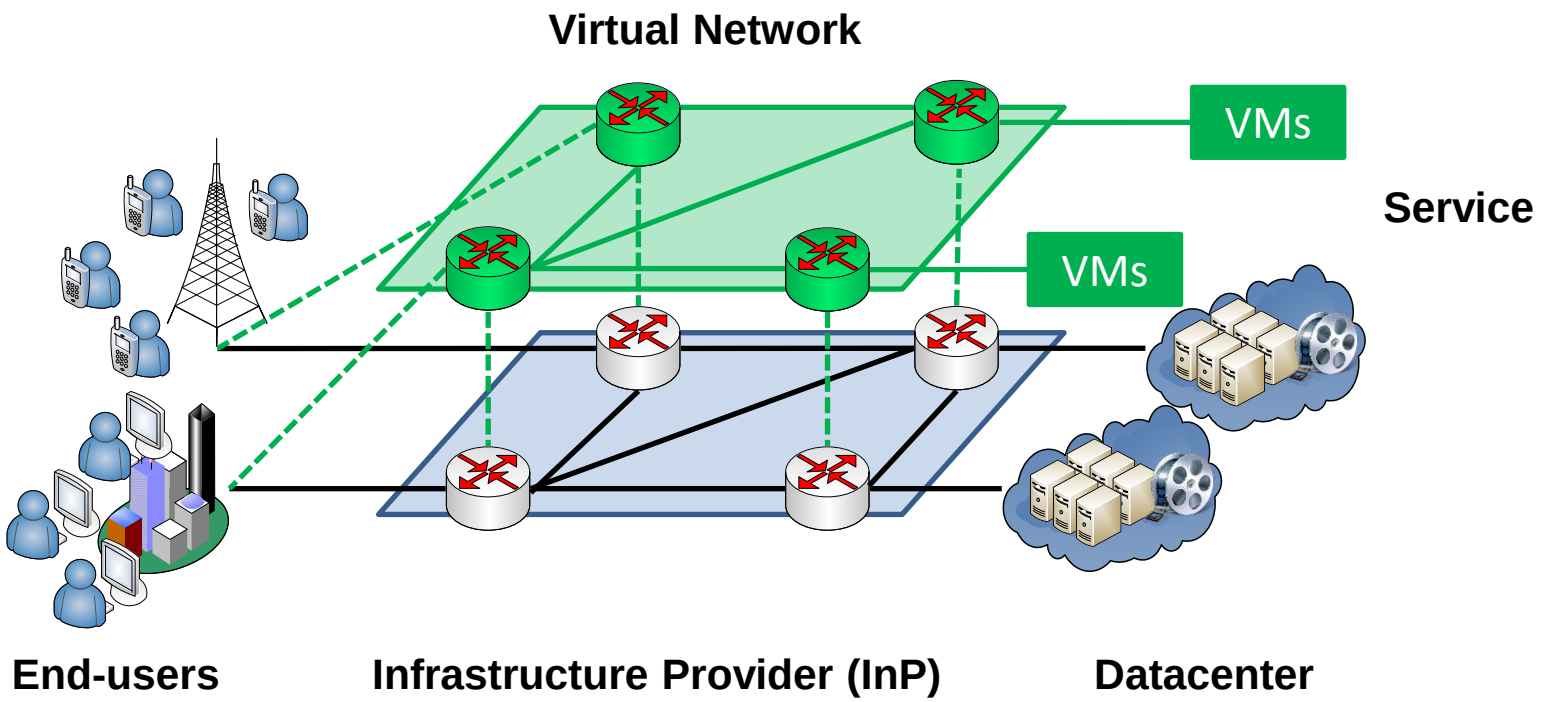
Motivation



- Users demand for different types of services and content, e.g., (Video, Office Applications, etc.)
- Data of different services still transmitted on best effort basis
- Current architecture called to be ossified
- Virtualization helped address myriad problems [1]

[1] Douglis, Krieger, „Virtualization“, in IEEE Internet Computing, 2013

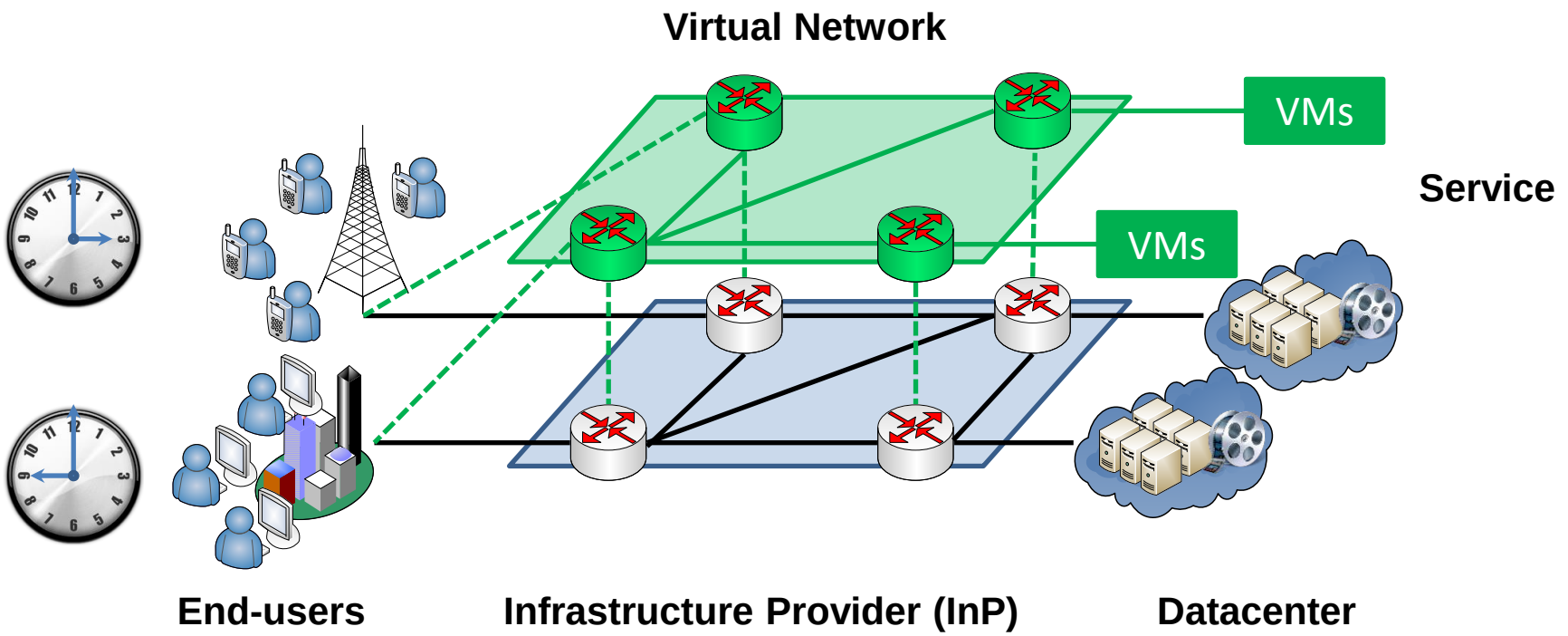
Motivation



- SP demands service specific topology
- SP manages virtual resources according to service demands
- Virtualization allows to innovate, e.g., wide area multicast IPTV [1]

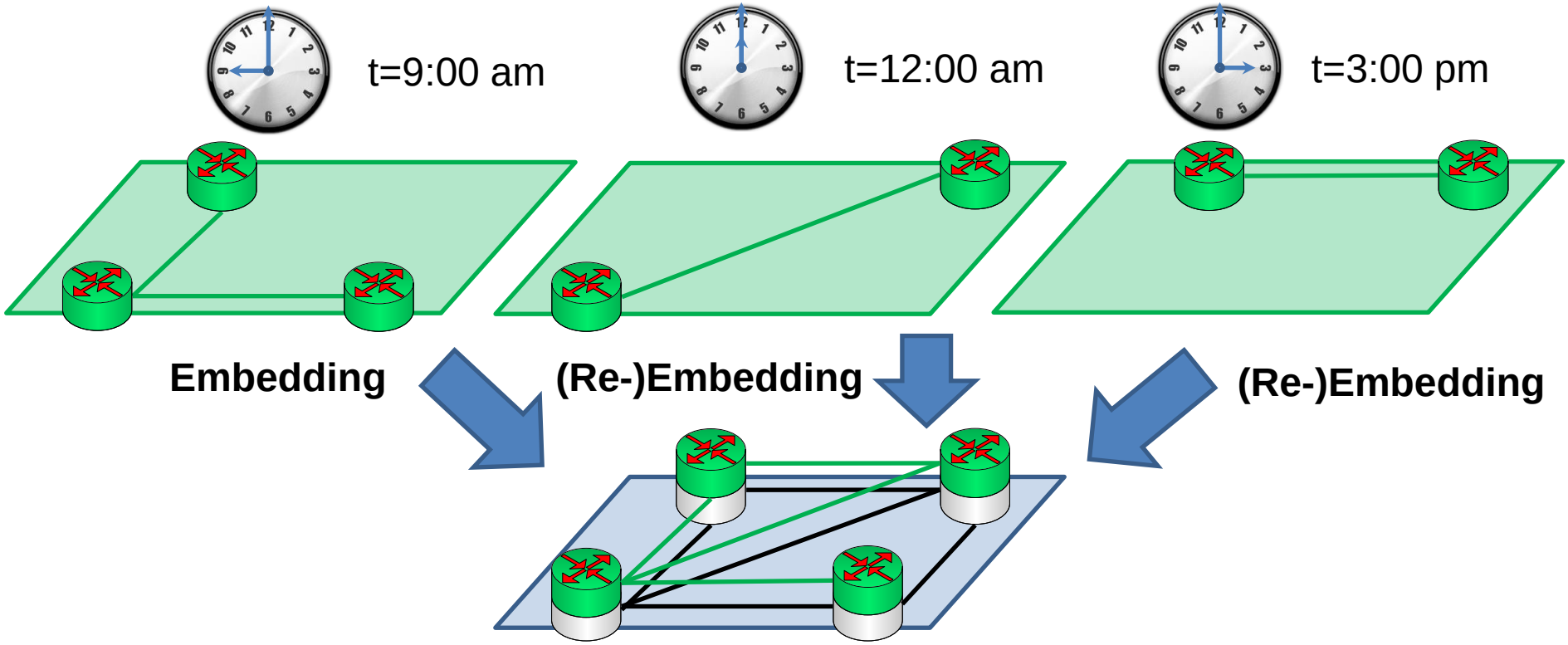
[1] Zhu, Shen, Rangarajan, Rexford „Cabernet: Connectivity Architecture for Better Network Services“, in ACM CoNEXT, 2008

Problem



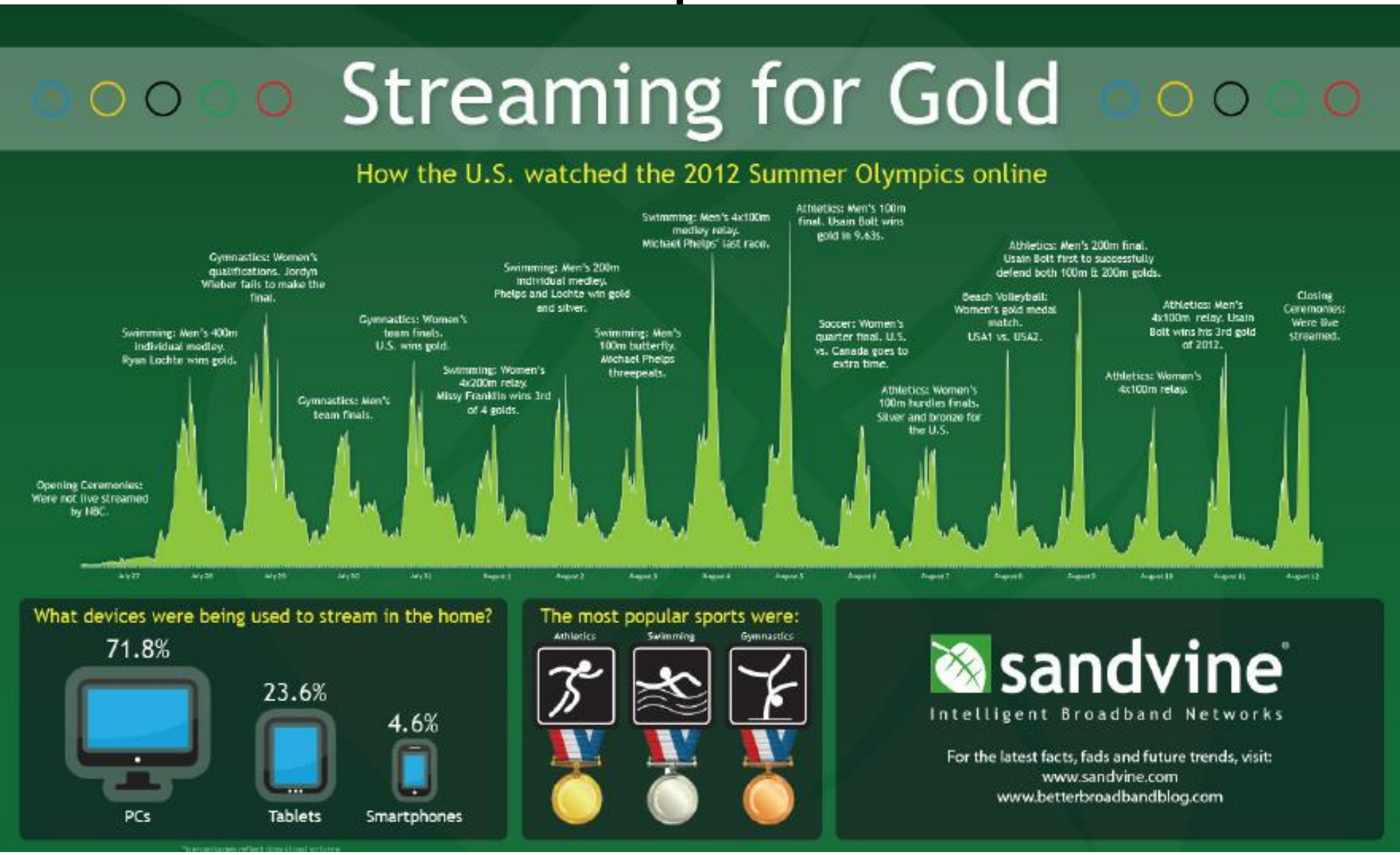
- Virtual Network Embedding algorithms optimize resource allocation (Utilization, QoS)
- Most embedding algorithms assume static virtual network demands
- But VN demands should change over time → Re-Embedding

Re-embedding Problem Formulation



- InP has to re-embed VNs (Re-Embedding)
- Leads to Reconfigurations (Link migrations, Node migrations)
- Find an embedding that avoids reconfigurations
- Our solution: Assume knowledge about traffic patterns (future demands)

Sandvine – Global Internet Phenomena Report



[1] Sandvine, "Global Internet Phenomena Report", 2012

Traffic Pattern-based Virtual Network Embedding

- Traffic Patterns
  - Based on spatial and temporal user behavior
  - Periodically repeating
  - Partly predictable

- Impact of reconfigurations depends also on technology
  - Link migrations in MPLS Networks [1]
  - Controller migrations in OpenFlow based Networks

- Investigation of different embedding algorithms
  - Pure load balancing (PLB)
  - Load balancing + Considering reconfiguration (LR)
  - Load balancing + Considering reconfiguration + Knowledge about demand progress (TP)

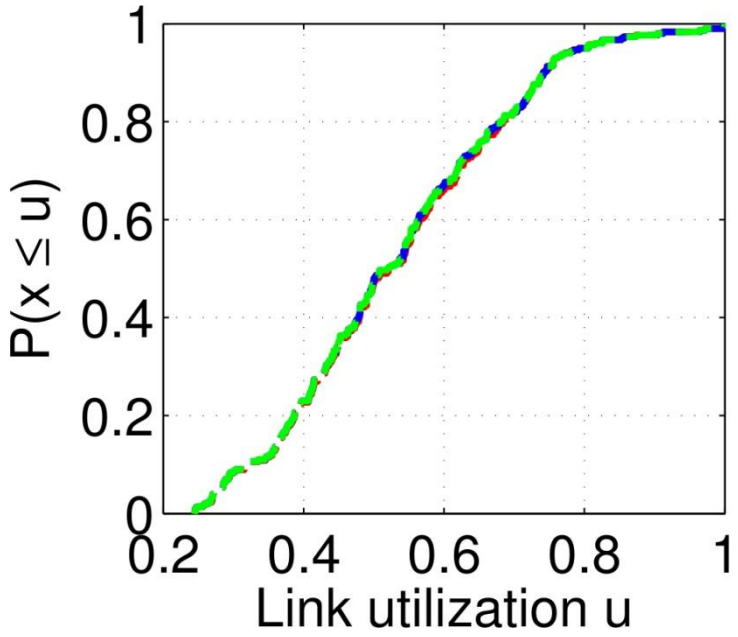
[1] Pathak et al. “Latency inflation with MPLS-based traffic engineering”, in Proceedings of the 2011 ACM SIGCOMM conference on Internet measurement conference - IMC ’11

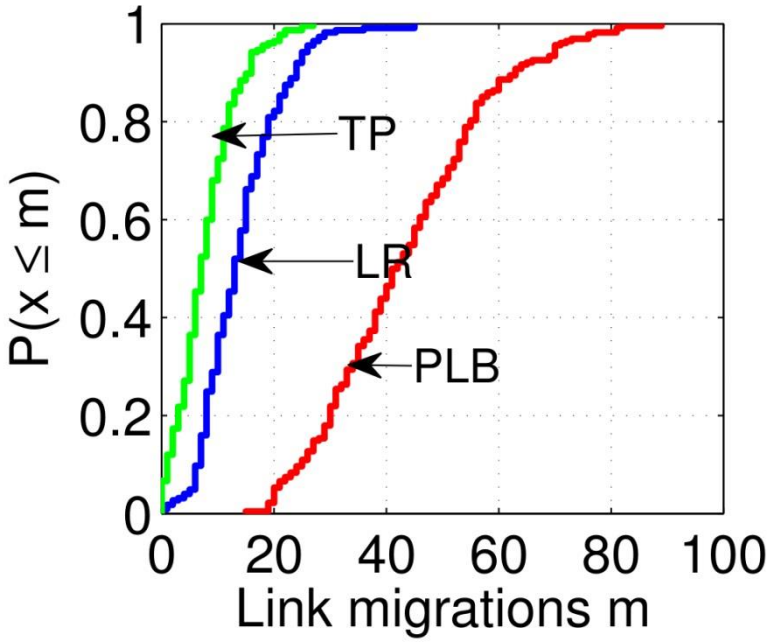
Simulation Setup for a Proof of Concept

- Physical Network
  - 12 Nodes
  - 14 Links
  - Unlimited Link Capacity
  - Unlimited Node Capacity
- 6 Virtual Networks
  - 6 to 12 Virtual Nodes
  - No Node Demands
  - Link Demands varie randomly from 4 to 200
- 75 Runs
- Unsplittable Flows

Optimization Objective: Balanced Link Load + Avoiding Link Migrations

First Simulation Results (1/2)



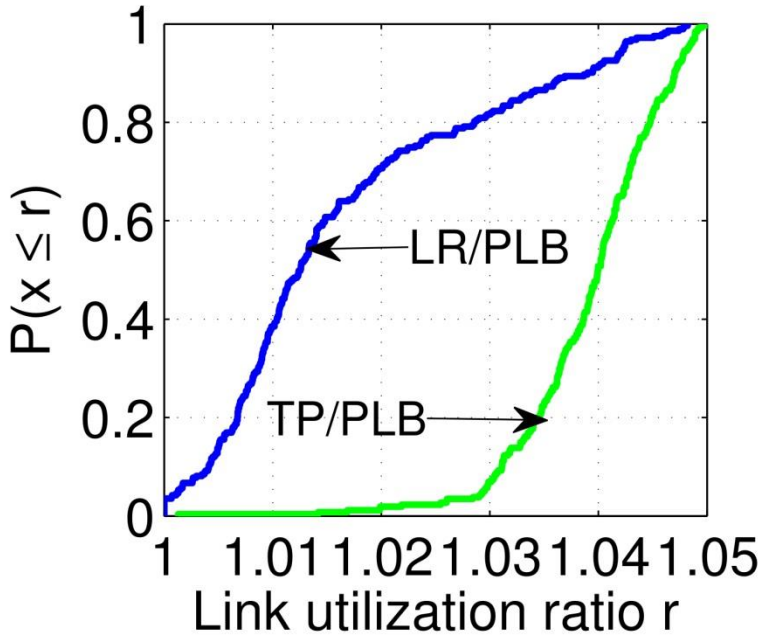


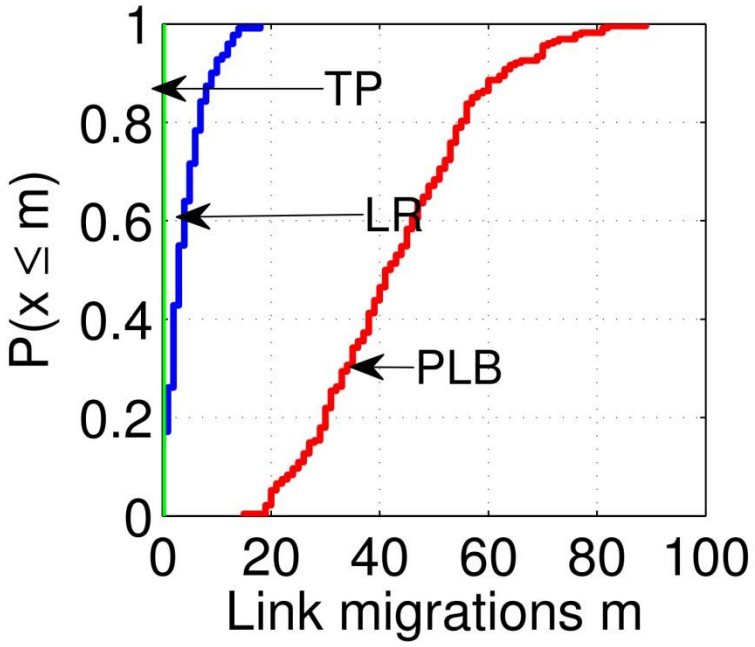
- Equal solution in terms of utilization
- TP and LR decrease link migrations

[1] Andreas Blenk and Wolfgang Kellerer. “Traffic pattern based Virtual Network Embedding”, to be published in Proceedings of the 2013 ACM CoNEXT Student Workshop

First Simulation Results (2/2)

- Setup: Accepting 5% higher link utilization





- Improves amount of reconfigurations

Summary and Outlook

- Virtualization offers more flexibility but may introduce additional reconfiguration overhead

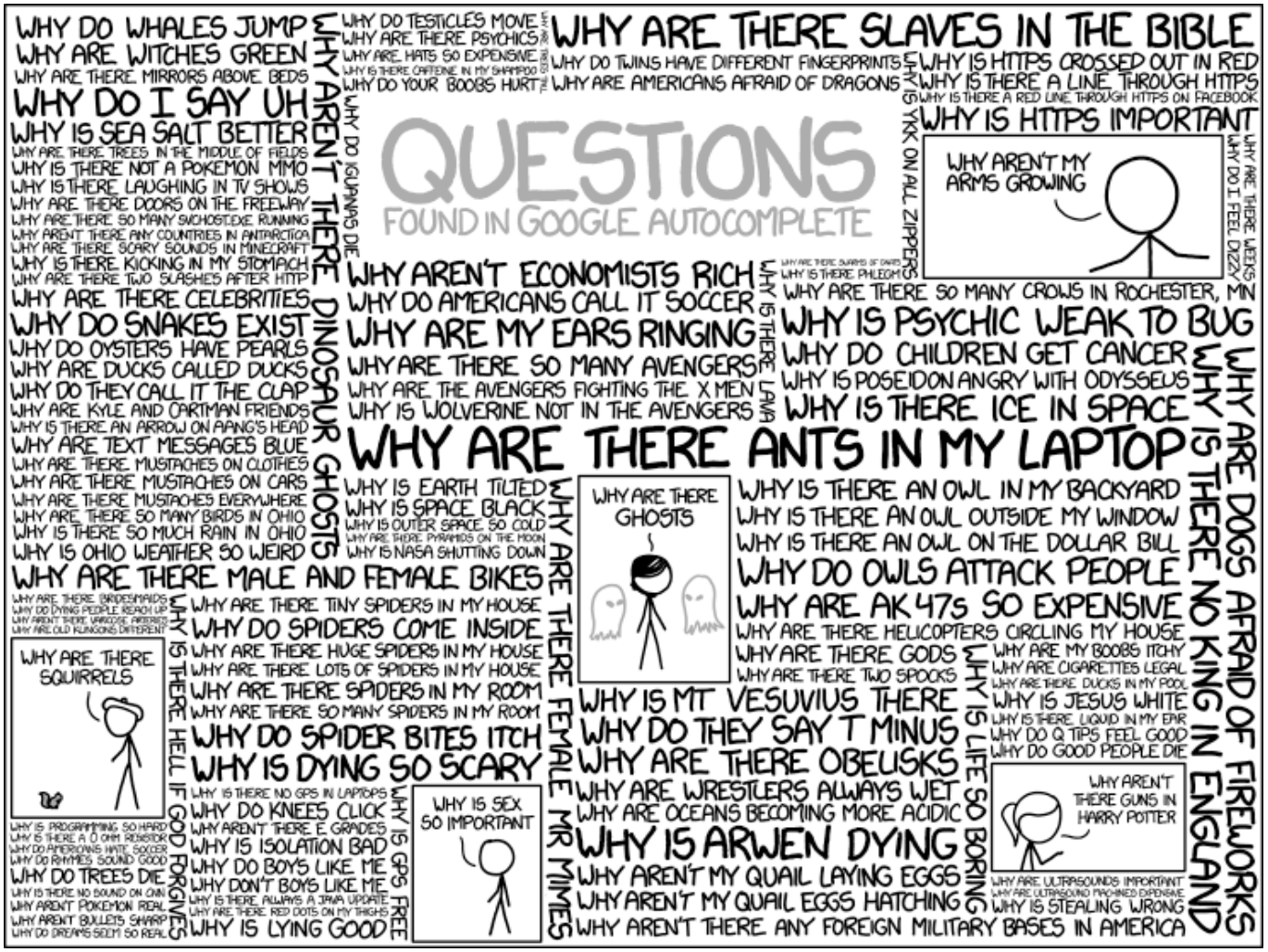
- First re-embedding approach based on traffic patterns

→ Assume to have knowledge about future demands

- First simulation results
  - Minimize reconfigurations, i.e., virtual link migrations
  - Algorithm does not diminish network utilization
  - → Potential for further improvements

- Outlook
  - Integrate missing constraints (Capacity, Real Patterns)
  - Integrate uncertainty into the patterns
  - Analyze reconfigurations according to use case/architecture (SDN)
  - Focus on control plane architectures considering reconfigurations

Questions?



Thank you!