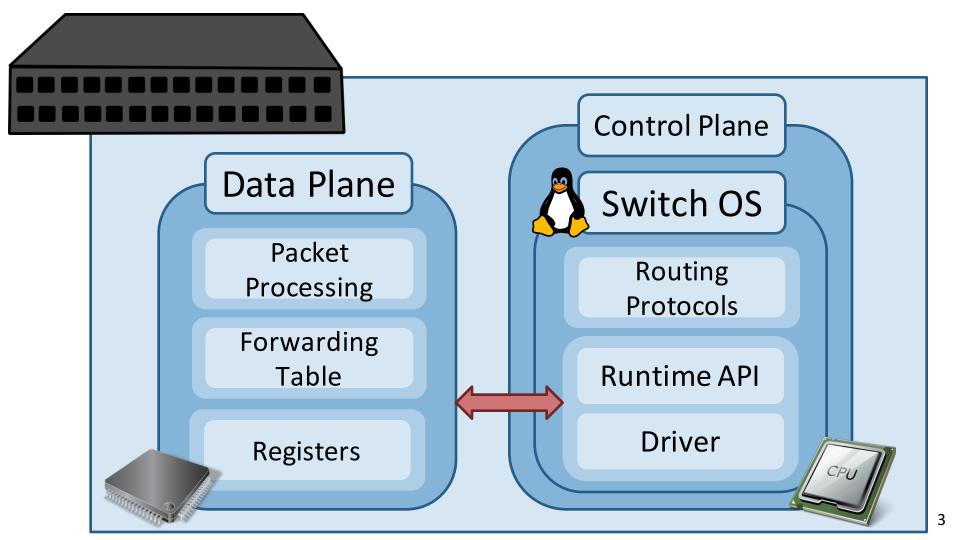
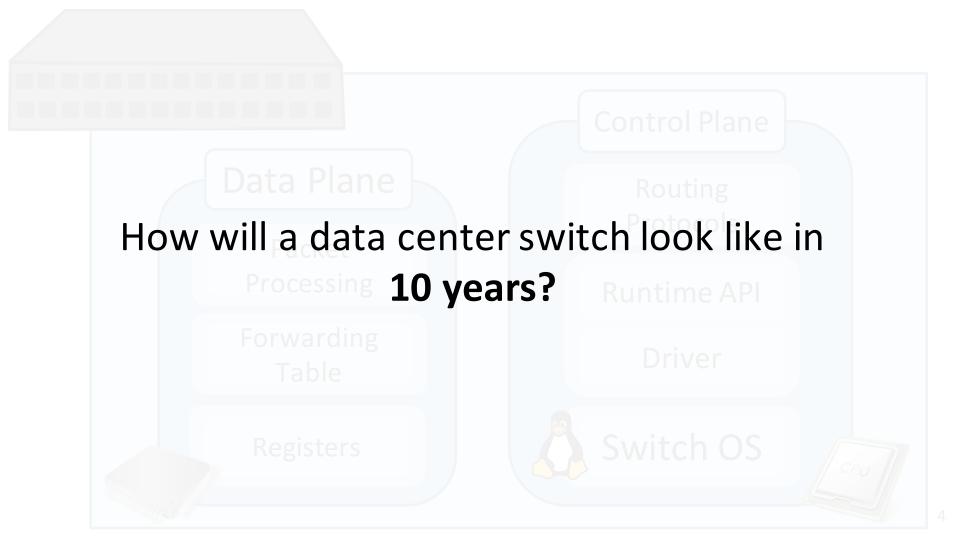
## **Riley: Simplifying the Data Center Switch**

**Sean Choi**, Changhoon Kim, Robert Soulé, Jongkeun Lee Milad Sharif, Xin Jin and Nick McKeown



#### Here is how a **switch** is built today.





#### But first...

## Let's take a step back and see how we got here.

Characteristics of Internet and Enterprise Networks

• Unknown and/or unpredictable network topology

**Requires complex routing protocols** 

• Need to support legacy protocols

**More** logic and resources required on a switch



Characteristics of Internet and Enterprise Networks

• No trust or control over the end-hosts

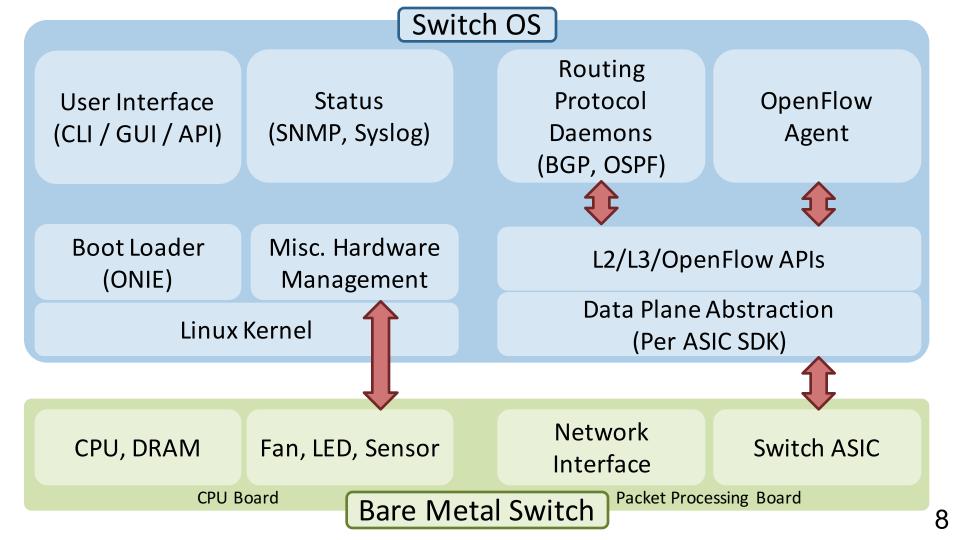
**Most** states managed within the network

• Data plane could not be changed

Custom logic must be handled outside the network

## => We need a Switch OS!





Switch OS	Open Source?	Number of Files	Lines of Code
Open Network Linux (ONL)	Open	2129	139317
Software for Open Networking in the Cloud (SONiC)	Open	1092	388574
Facebook Open Switching System (FBOSS)	Open	499	55299
PicOS	Proprietary	N/A	N/A
Cisco (IOS, NX-OS, CatOS)	Proprietary	N/A	N/A
Arista EOS	Proprietary	N/A	N/A

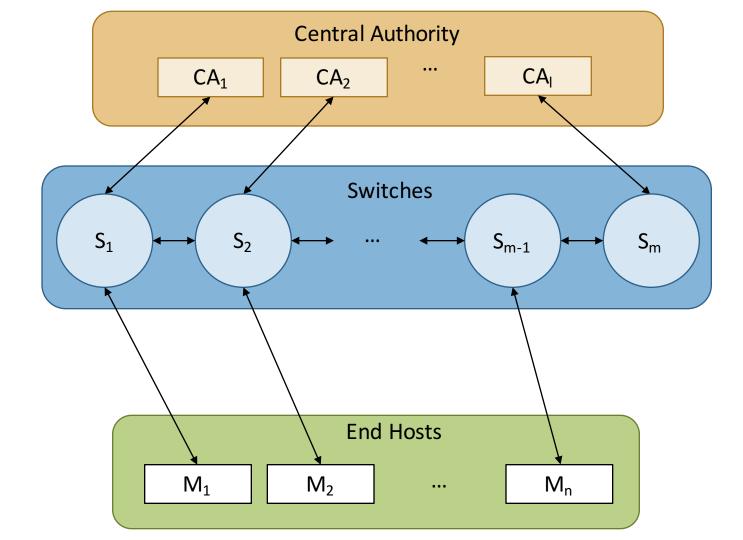
50+% of network failures happen in the control plane! <sup>[1]</sup>					

Switch	CPU	Ram	SSD
Barefoot Wedge 100	4 Core Intel Xeon-D	8GB DDR4	128GB M.2
Broadcom Open 1.0	2 Core AMD G-Series	2GB SDRAM	M.2
Mellanox MSX1710-OCP	Intel Ivy Bridge	8GB DDR3	128GB mSATA
SK Telecom CNA-SSX2RC	6 Core Intel Haswell	8GB DDR4	64GB MLC
Part Cost	\$400~600	\$50~100	\$50~100
Power Consumption	100~500W	1~10W	1~10W

SK Telecon <b>Expens</b>	ive at Data	Center Sca	ale! B MLC	
SK Telecon Expens Part Cost		Center Sca	ale! <sub>GB міс</sub> \$50~100	

#### How to design the **simplest** data center switch?

#### How is a data center network **different**?



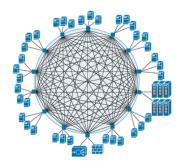
## Characteristics of Data Center Network

• Existence of a central authority

**Complex logic can be offloaded** 

- Known and generated network topology
  Can use simpler routing protocols
- Supports small unified set of features

Less resources required on a switch



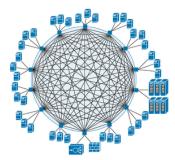
#### Characteristics of Data Center Network

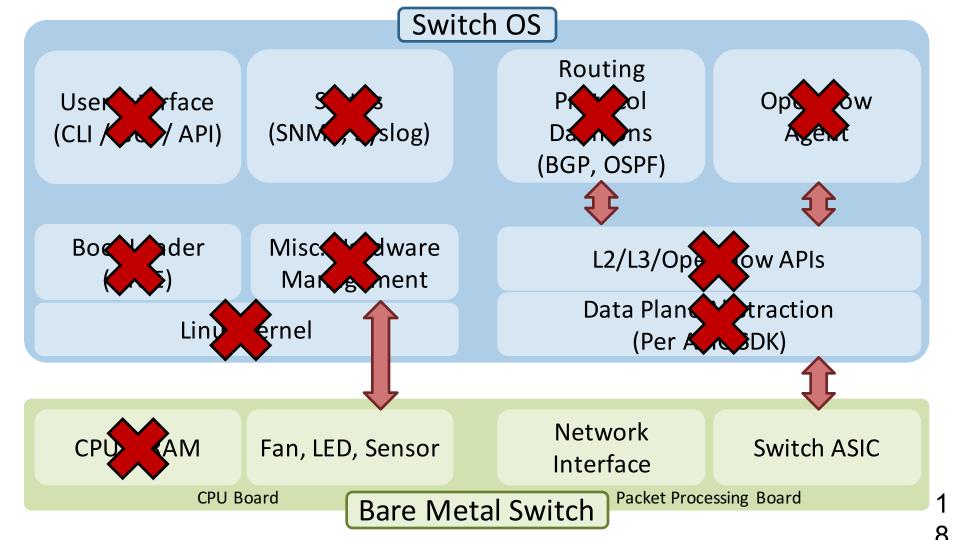
• More control over the end-hosts

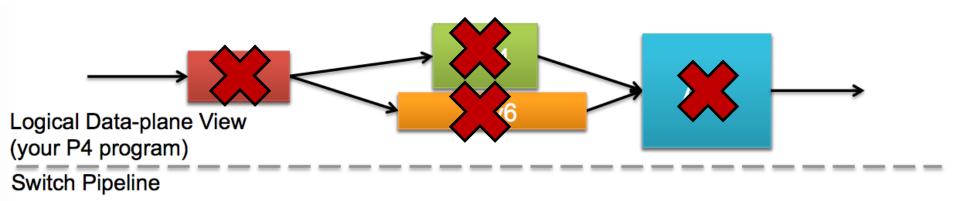
#### **Less** states manage within the network

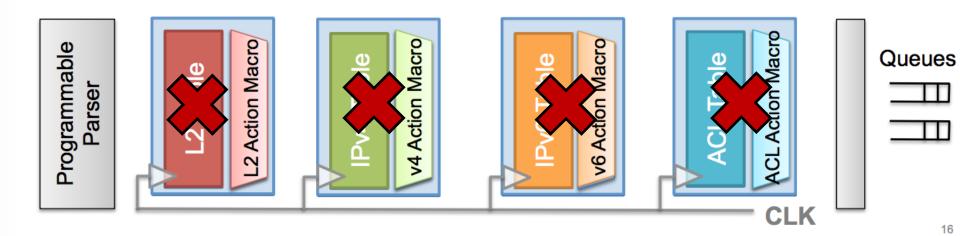
• Data plane can be customized

Can directly communicate with the data plane





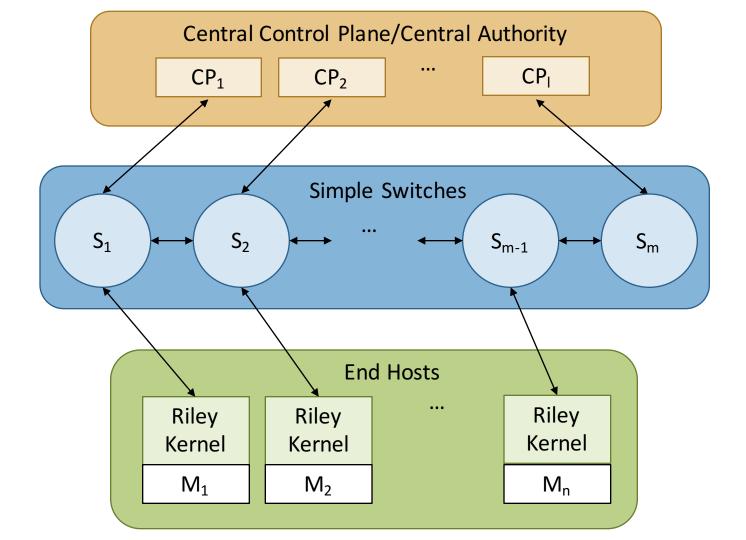




#### How to design the **simplest** data center switch?

# Why do we need a Switch OS?

**Riley** is a network design using extremely simple switches with **NO** Switch OS



#### Comparable Throughput Performance

#### 10 9.22 9.11 9 8 Throughput (Gbps) 7 6 4.56 5 4.07 Riley 4 3 IP 2 1 0 TCP UDP

#### Iperf over 2 switches with 40Gb links

Packet Size (Bytes)

#### Comparable Real-World Job Completion Times

Job Type	Completion Time Riley	Completion Time IP
Small File Transfer 72 MB	1 seconds	1 seconds
Large File Transfer 1031 MB	8 seconds	8 seconds
Spark PageRank (20 Iterations, ~4M Nodes, ~69M Edges)	11 minutes	11 minutes
Spark Logistic Regression (10000 Partitions)	38 seconds	40 seconds
Spark Pi Computation (10000 Points)	4.6 minutes	4.5 minutes

#### Comparable End-host Resource Usage

Protocol Type	CPUCPUUserspaceKernel		Memory Usage	
Riley	8.4	75.5	498.1MB	
IP	8.6	71.3	495.3MB	

#### Significant Less Switch Resource Usage

Protocol Type	TCAM	SRAM	MAU	CPU	Ram (25000 Forwarding Entries)
Riley	1	1	1	0%	0
IP	163.93	19.69	2.40	7%	392 MB

## A data center network design with simple switches, comparable performance, and significantly less switch resource usage

