Software Engineering Aspects
or Software Engineering, un ami qui vous veut du bien

Ian Welch
Ian.welch@ecs.vuw.ac.nz

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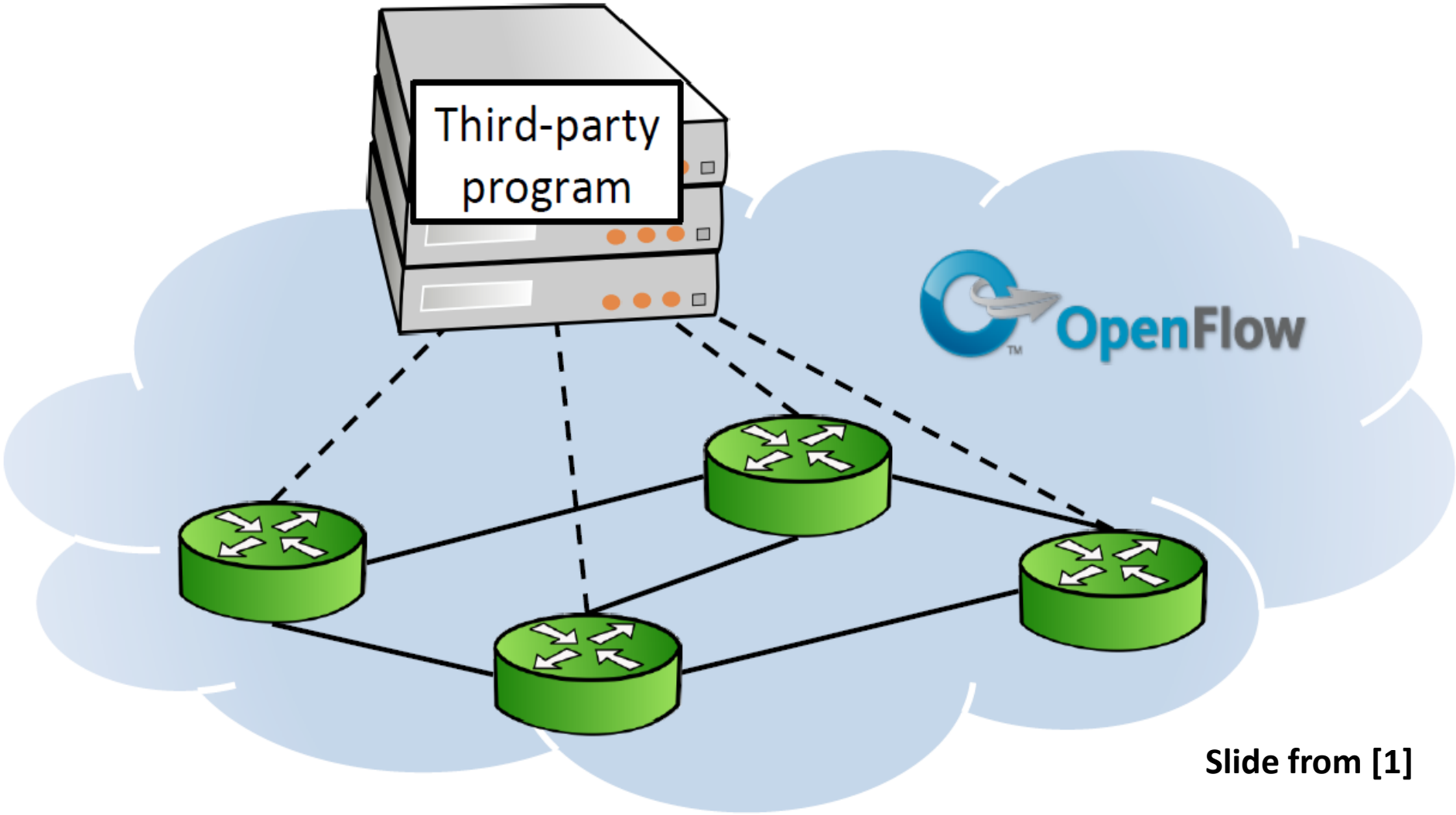
Software-Defined Networking (SDN)



Slide from [1]

Enables new functionality through programmability …

… at the risk of bugs

Network Operating System

A fatal exception has occurred at 10.3.0.5/C0011E36 in OF(01) + 00010E36. The current OpenFlow application will be terminated.

* Press any key to terminate the current OpenFlow application
* Press CTRL+ALT+DEL again to restart your network. Your users will lose all network connectivity.

Press any key to continue

Slide from [1]

Example: pyswitch

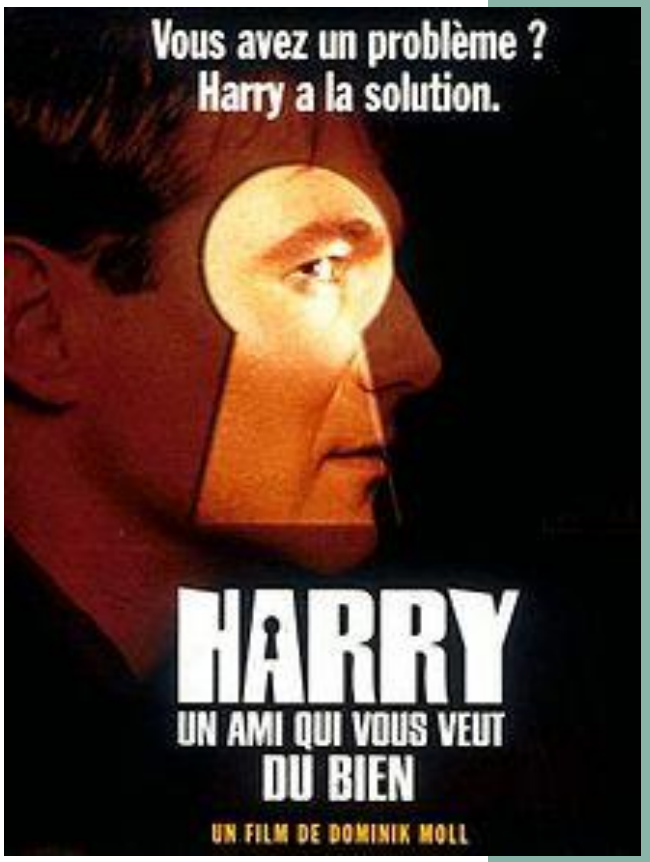
- Consider pyswitch (NOX distribution)
- Only 98 lines of code, what could go wrong?
- NICE automated bug finder found three software flaws missed despite testing by the developers.

Why so hard?

- Human factors, to err is human.
- Program does not execute in isolation.
- Data-plane driven i.e. packet content can change controller behaviour (think QoS applications)
- Complex network behaviour i.e. event ordering (packet arrivals, topology changes) affect program behaviour.
  - Race conditions can arise (inconsistencies between controller's view and actual switch state).
  - LOTS AND LOTS OF STATE THAT AFFECT PROGRAM EXECUTION!

Software Engineering

- Programmable networks may be buggy.
- However, programmable networks mean we can apply software engineering practices.

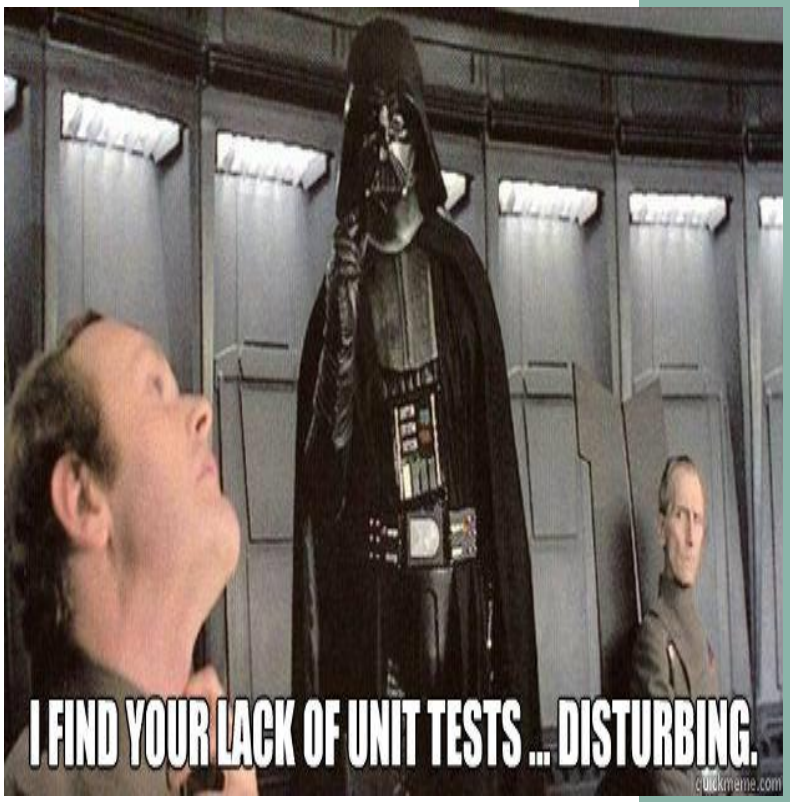


Non-exhaustive list of approaches

- Write tests for the SDN applications:
  - Hand-crafted tests (unit tests)
  - Automated test generation (black-box specification-based, white-box source code based, example-based fuzzing)
- Interactive debuggers (gdb but for networks)
- Domain-specific languages (first-class abstractions, declarative, use of compilers).

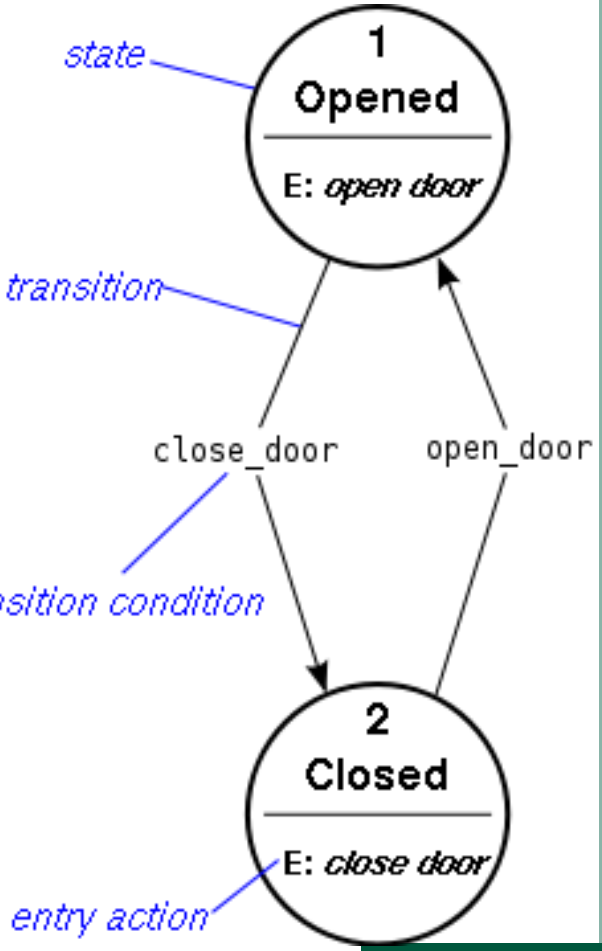
Unit tests

- Focus in the smallest testable parts of the application.
- Ideally write the tests (expected behaviour) as you go along.
- Run the test as part of the compilation process.
- Frameworks exist for python, has been applied to controllers (Ryu).
- Good for implementation errors, less so for finding design flaws.



Automated test generation

1. Specify the expected behaviour (finite state machine) (see [2])
   - Tests = executable paths
   - Generate unit tests that exercise these paths
   - Problem: building the specification
   - Problem: not just the controller but the switches and hosts
2. Extract a specification from code (see [1]):
   - Problem: very detailed models can lead to too many tests



NICE tool (2012)

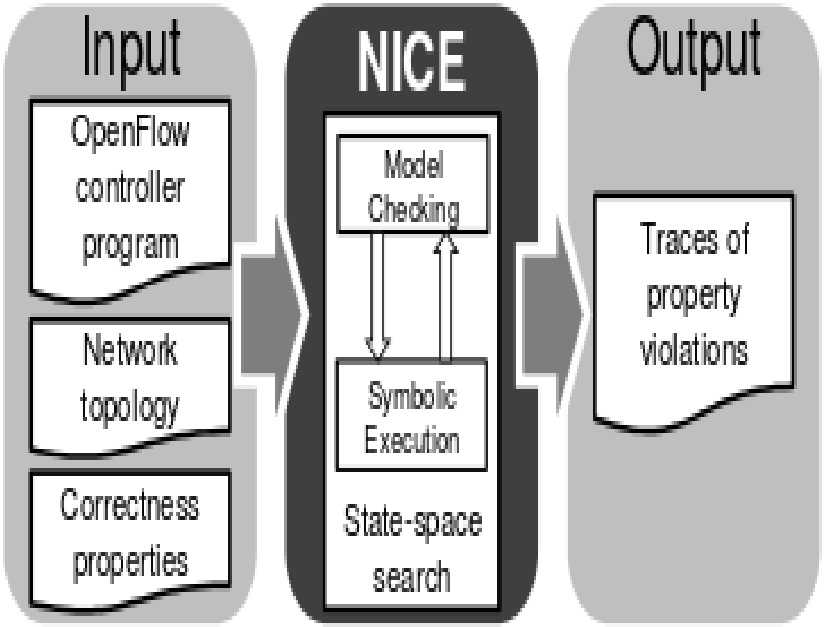


Figure 2: Given an OpenFlow program, a network topology, and correctness properties, NICE performs a state-space search and outputs traces of property violations.

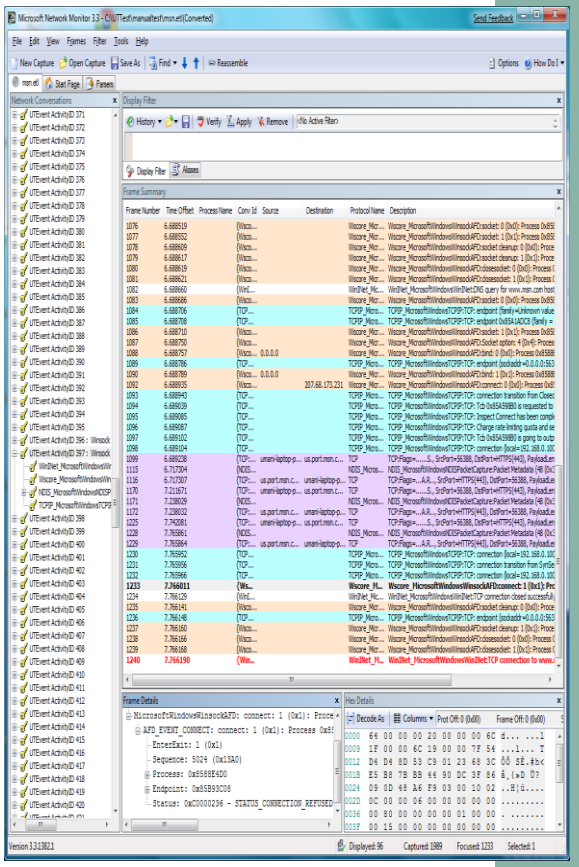
- Correctness conditions -- safety (something bad never happens) and liveness (eventually something good happens).
- Trace allows you to identify what led to correctness being violated
- Found 11 mostly design bugs in 3 real applications.
- http://code.google.com/p/nice-of/
- Cannot guarantee found all bugs but this is same issue as with other testing approaches.
- Scalability is still an issue with this approach, requires access to the source code.

Automated test generation

3. Fuzz testing (see [3]):
   - Generate invalid input (from specifications or based upon examples of real inputs).
   - Can be used in a black-box manner.
   - Specify invariants (“loss of connectivity”, “access control violations”).
   - Violation of an invariant indicates a bug, output is a trace of the inputs leading to failure .
   - Used by commercial developers of production controllers.
   - Problem: Tedious process to analyse the trace because includes irrelevant inputs.

SDN Troubleshooting System (2014)

- Finding the root cause requires ignoring irrelevant events.
- SDN Troubleshooting System (STS) automates finding a minimum set of events.
- Applied to five production controllers.
- Significant reduction in size of traces
  - 1500 events to 2 events.
- Note focus isn't bug finding (fuzzing does that), more diagnosis.
- No need to have access to source code.



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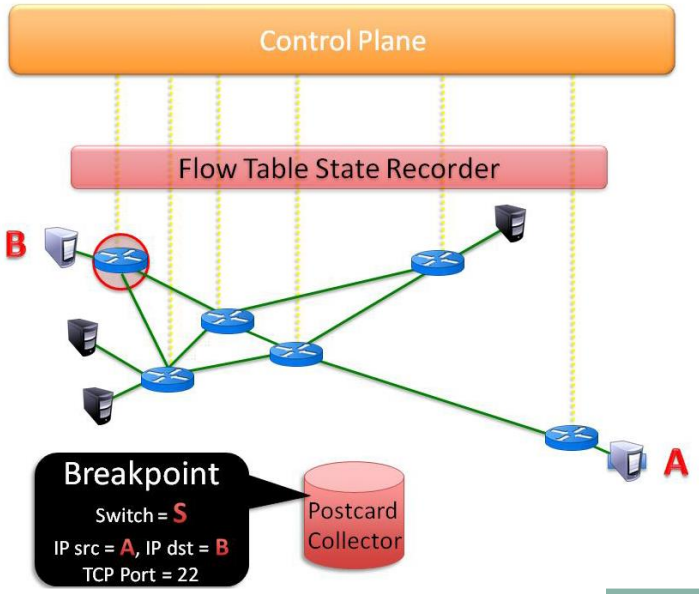
Interactive Debugger (2012)

- Most IDEs support interactive debugging.
- ndb – debugger for SDN applications
- Breakpoint:
  - Filter (header, switch)
- Backtrace:
  - Path of flow taken by packet
  - State of flowtable at each switch
- Implementation doesn't require changes to switches but does introduce extra traffic.
- Prototype – several limitations
  - OpenFlow 1.0
  - some table state not captured
  - some problems dealing with duplicate packets generated due to retransmissions



Domain Specific Languages

- Language for expressing solutions to problems in a specific domain.
  - Example: make, lex, bison, yacc, regexp …
- Choose abstractions that are more expressive than base language.
  - Embed in existing language (Pyretic – extends python, composition of modules together, enhanced reuse of code that has already been tested) [6]
  - Create a new language (Fat tire 2013 – regexp) [5]
- Declarative DSLs compile down into implementations (less error prone).
  - Example SQL-like language used by Frenetic project, programmer concentrates on what rather than how [6].
  - Compiler technology used here to achieve the how.
- Advantages: reuse, automation, portability.

Summary

- Programmable networks vulnerable to bugs due to programming or design errors that can bring down your network.
- But because programmable we can apply software engineering techniques to avoid, find or prevent these bugs from leading to failure.
- Possibly this might even lead to more reliable networks than non-SDN ones because lack of tools for existing systems to catch configuration errors

Sources

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[2] Model Based Black-Box Testing of SDN Applications J Yao, Z Wang, X Yin, X Shi, J Wu, Y Li CoNEXT, 2014 - dl.acm.org

[3] C. Scott, A. Wundsam, B. Raghavan, A. Panda, A. Or, J. Lai, E. Huang, Z. Liu, A. El-Hassany, S. Whitlock, H. Acharya, K. Zarifis, and S. Shenker. Troubleshooting blackbox sdn control software with minimal causal sequences. In Proceedings of the 2014 ACM Conference on SIGCOMM, pages 395–406. ACM, 2014. http://ucb-sts.github.com/experiments

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[6] Nate Foster, Michael J. Freedman, Arjun Guha, Rob Harrison, Naga Praveen Katta, Christopher Monsanto, Joshua Reich, Mark Reitblatt, Jennifer Rexford, Cole Schlesinger, Alec Story, and David Walker. Languages for software-defined networks. IEEE Communications Magazine, 51(2):128-134, 2013