

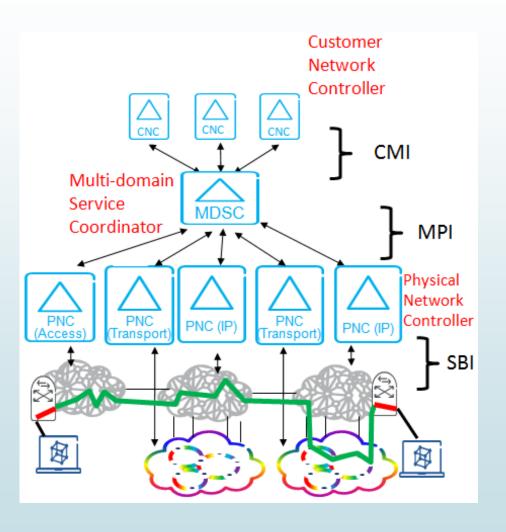
# ACTN – Abstraction and Control of TE networks

IETF 96 Hackathon Results

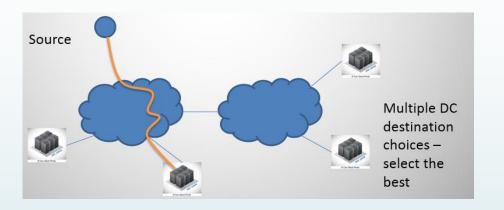
#### **ACTN**

- A set of virtual network operations to orchestrate, manage and control of multi-domain heterogeneous TE networks.
- Architecture:
  - draft-ietf-teas-actn-framework
- Protocols:
  - PCEP, BGP-LS, RestConf/Yang
- Four functions in ACTN
  - Multi domain coordination
  - Virtualization/Abstraction
  - Customer mapping
  - Virtual service coordination
- Participation Jongyoon Shin, Satish, Young Lee, Haomian Zheng, Xin Liu, Wei Wang, Boyuan Yan, Toru Asahina,
- Remote Avantika

Link: <a href="https://www.youtube.com/watch?v=U6e21-nCA4Y">https://www.youtube.com/watch?v=U6e21-nCA4Y</a>



## (1) Multi-Destination API



Among a set of endpoints that can meet the customer requirement select the best based on network conditions.

#### Usecase -

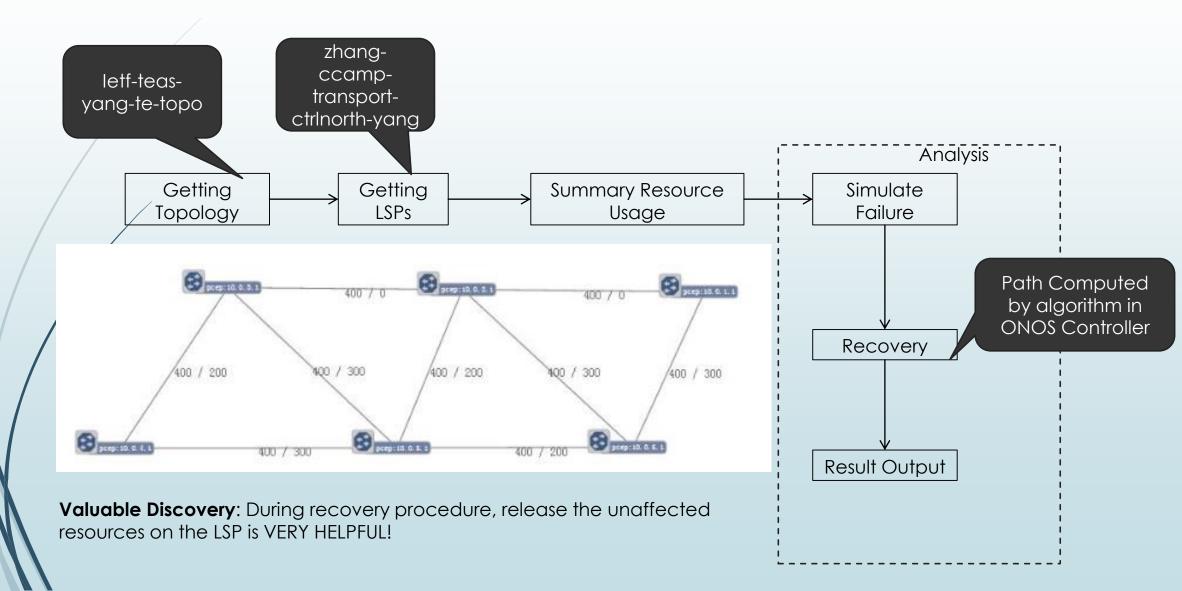
- Select the best DC incase of geographically dispersed DC.
- In case of gaming, pick the best game server.

# (1) Multi-Destination API

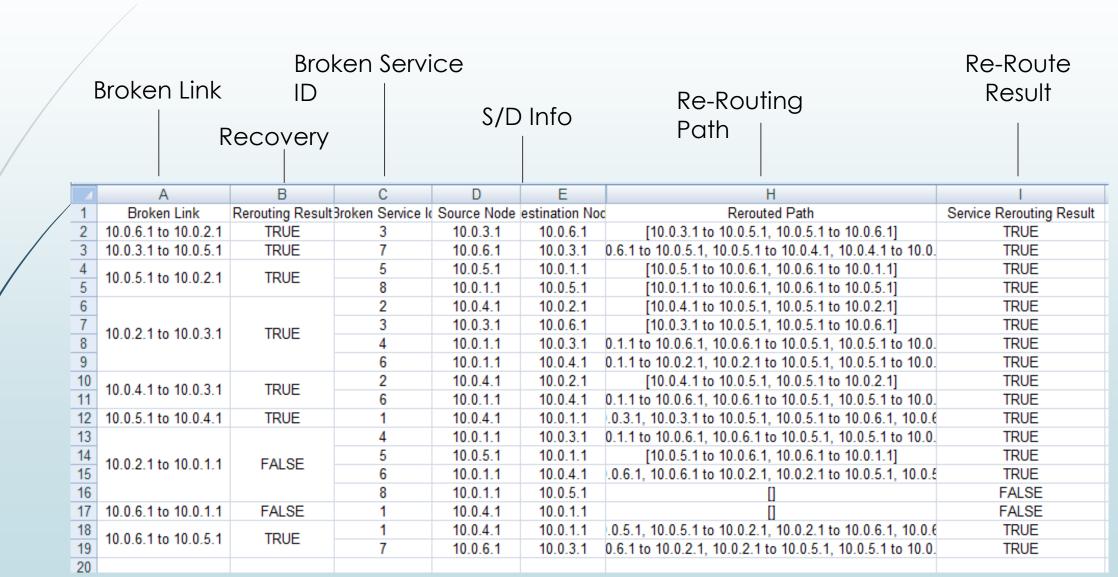
```
105> vn-compute-optimalpath --help
DESCRIPTION
         onos:vn-compute-optimalpath
         Supports compute optimal path.
SYNTAX
         onos:vn-compute-optimalpath [options] vnName srcPoint dstPoints
ARGUMENTS
         vnName
                   virtual network name.
         srcPoint
                   Source Point (e.g., L1:device5).
                   Destination Points (e.g., L3:device1 L3:device2 L3:device3 L3:device4).
OPTIONS
         -j, --json
                   Output JSON
         --help
                                                                                                                                                                                                                                      ONOS Summary
                   Display this help message
         -ct, --costType
                                                                                                                                                                                                                                                  1.7.0.root
                   The cost attribute IGP cost (1) or TE cost (2).
                   (defaults to 2)
         -b, --bandwidth
                                                                                                                                                                                                                                       Topology SCCs: 1
                   The bandwidth attribute of path. Data rate unit is in BPS.
onos> vn-compute-optimalpath -b 1000 -ct 2 vnl ‡3::routinguniverse=0:asn=100:domainid=-1408234997:isoid=1115.0000.0000 l3::routinguniverse=0:asn=200:dom
ainid=-1408237045:isoid=1113.0<u>0</u>00.0000 l3::routinguniverse=0:asn=200:domainid=-1408237045:isoid=1111.0000.0000 l3::routinguniverse=0:asn=200:domainid=-1
                                                                                                                                                                                                                                       Tunnels:
 408237045:isoid=1114.0000.0000
                                                                                                                                                                                                                                      Device details
                                                                                                                                                                                                                                       AS Number: 200
                                                                                                                                                                                                                                      # 8 · 8
```

Link: <a href="https://www.youtube.com/watch?v=jY666ksebwk">https://www.youtube.com/watch?v=jY666ksebwk</a>

# (2) Survivability Analysis



# (2) Survivability Analysis



### Further Discussions

#### Inter-Layer

Packet – Optical integrations

- Implementation to support inter-layer
- How to handle inter-layer links
- Various modes

Abstraction | Multi domain multi layer abstracted topology

- Algorithm Considerations
- Representation and encodings



Ask us for a demo during the IETF week....

Thanks!