

Engineering and Physical Sciences Research Council





Self-Generated Intent-Based System

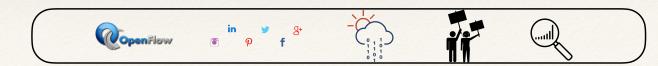
Mehdi Bezahaf - Lancaster University

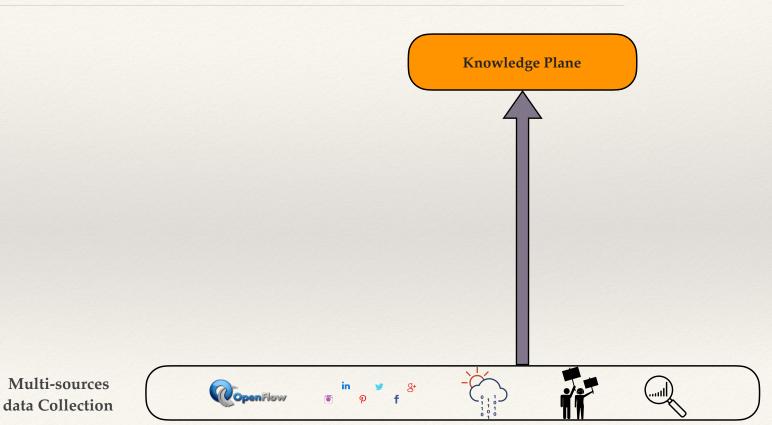
Marco Hernandez, Lawrence Bardwell, Eleanor Davies, Matthew Broadbent, Daniel King, David Hutchison

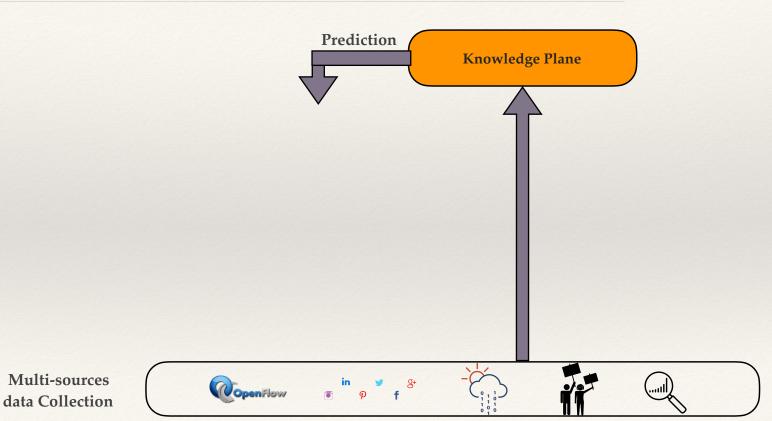
10th International Conference on the Network of the Future (NoF'19)

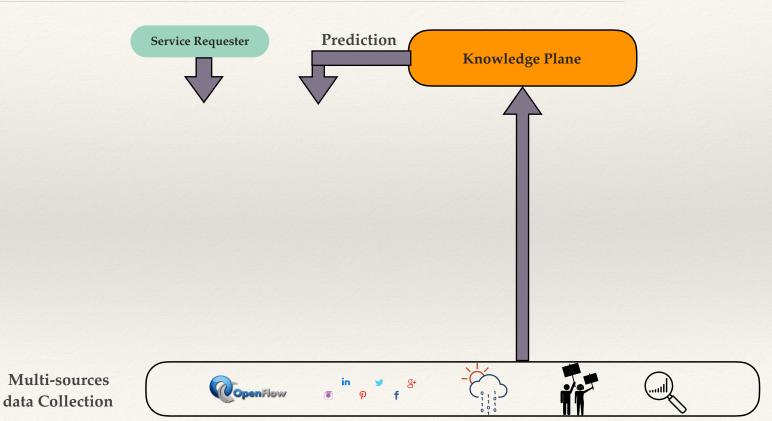


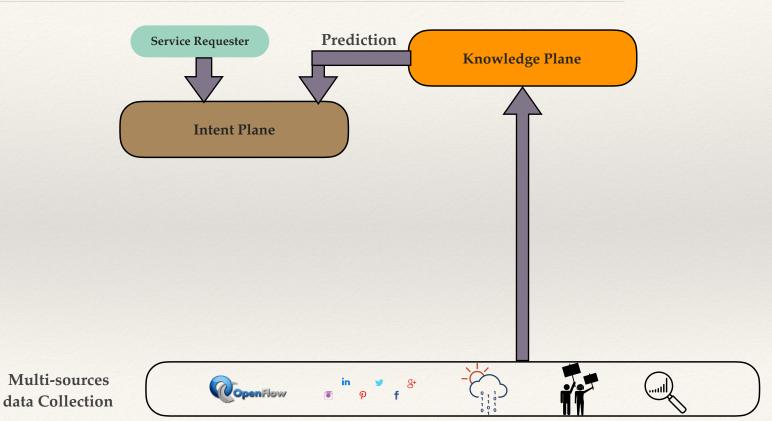
Multi-sources data Collection

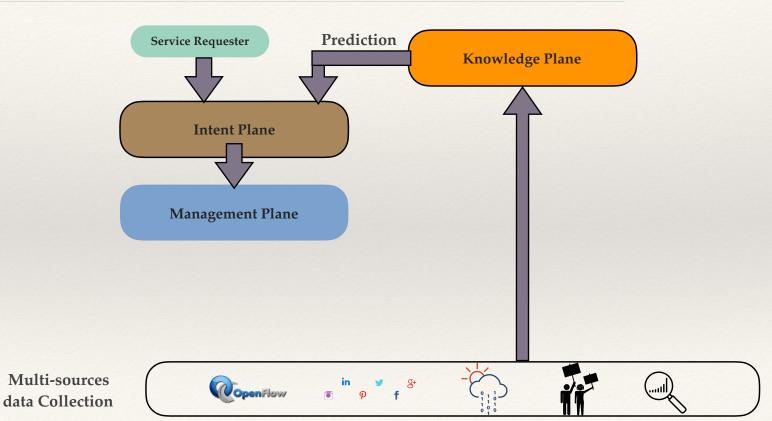


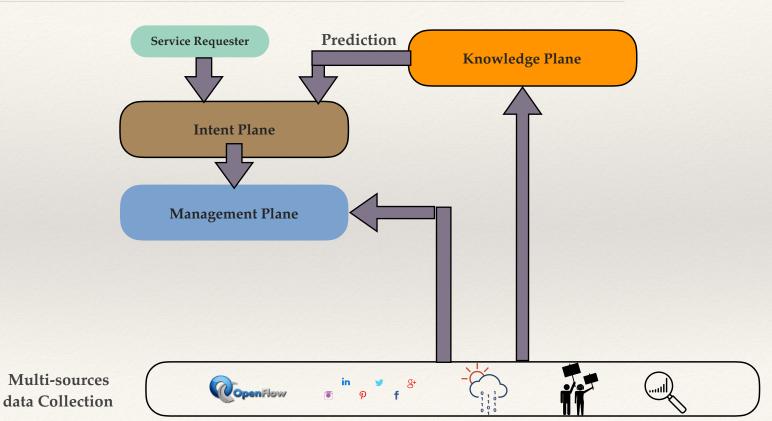


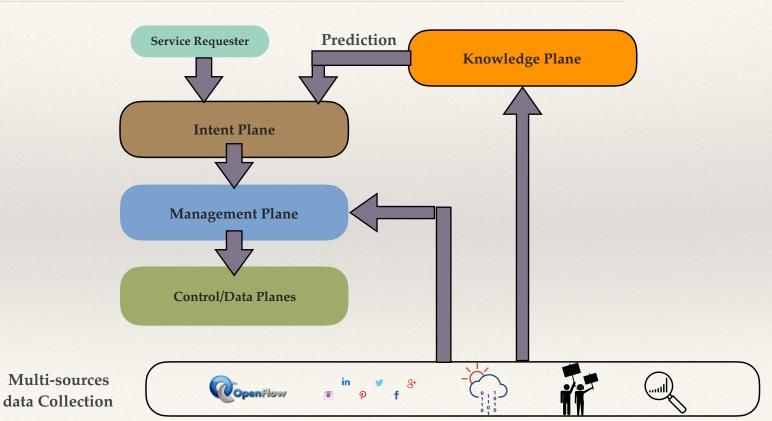


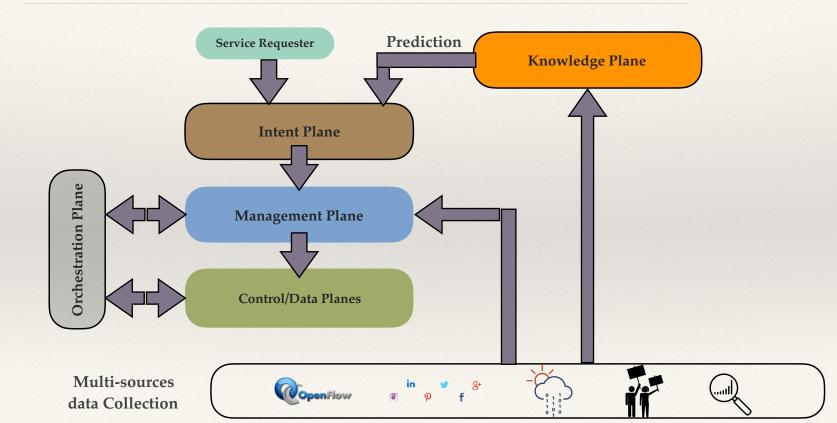


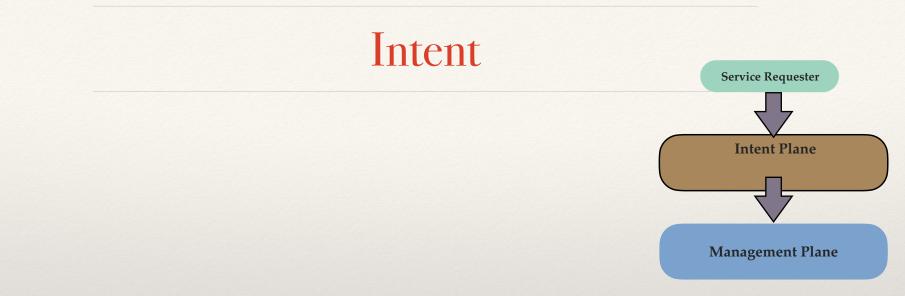






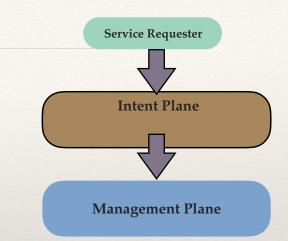






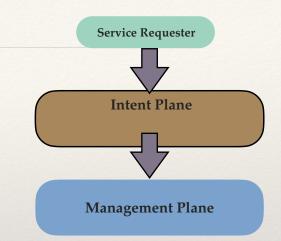
Intent

* An *intent* expresses a requirement:



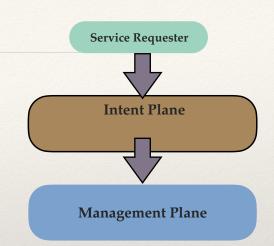
Intent

- * An *intent* expresses a requirement:
 - Expressed from an external client/app
 - * Qualitative
 - * High level
 - * I want connectivity, Reserve me an audible connection...



Intent

- * An *intent* expresses a requirement:
 - Expressed from an external client/app
 - * Qualitative
 - * High level
 - * I want connectivity, Reserve me an audible connection...
 - Owned by the operator
 - * Quantitative
 - * Might be lower level and precise
 - * Restrict the load to 50% max on a links...

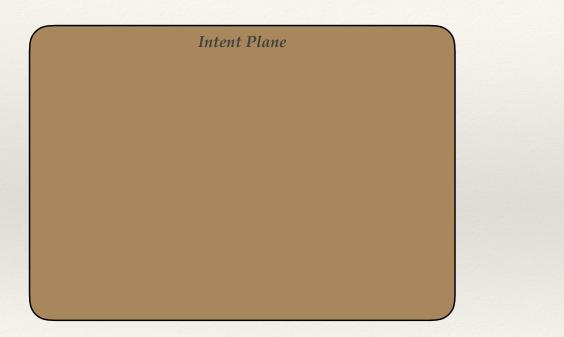


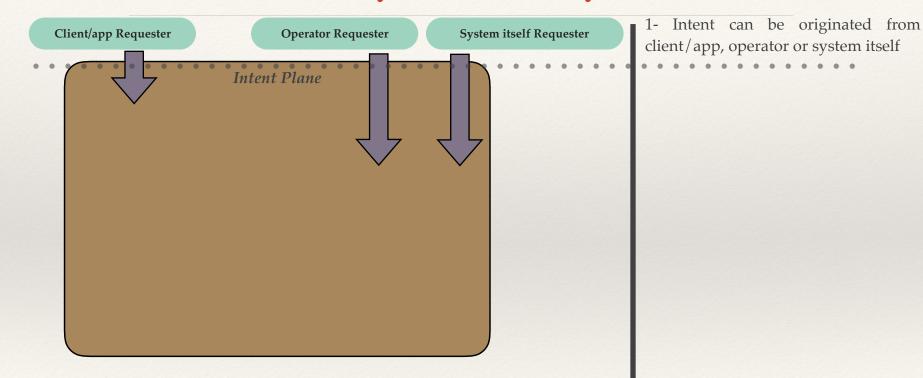


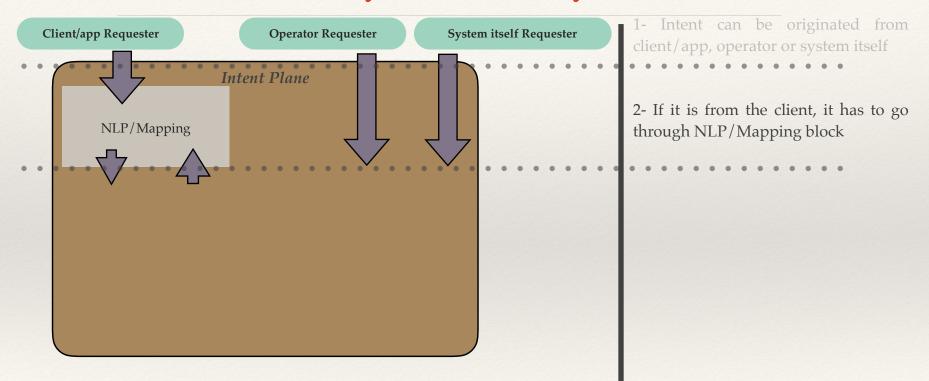
- * QoExperience and QoService are all what the end-users need
- * It can be :
 - * Jitter
 - * Latency
 - Throughput
 - * Bandwidth ...

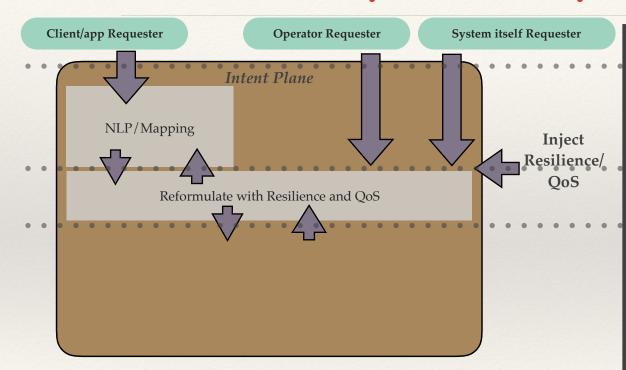
Resilience

- Resilience is the ability of the network to preserve all QoS and more face of various faults and challenges
- * A system is Resilient, when it is:
 - Available:
 - * Accessible when needed;
 - * Reliable:
 - * Able to provide the service when asked





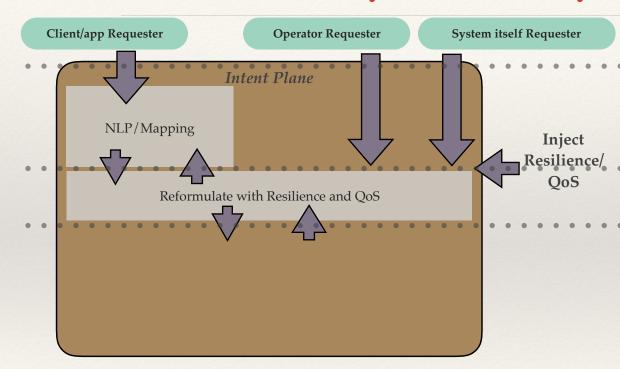




1- Intent can be originated from client/app, operator or system itself

2- If it is from the client, it has to go through NLP/Mapping block

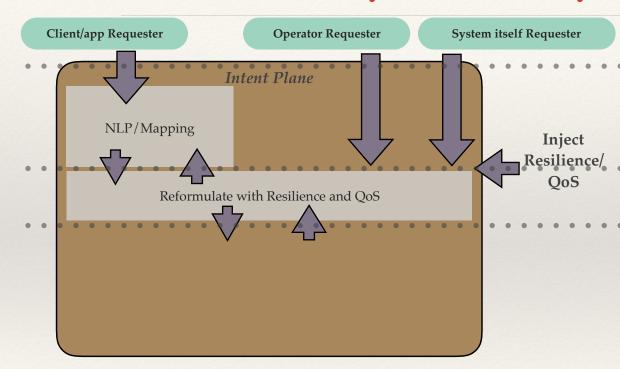
3- We Inject Resilience and QoS to the original request



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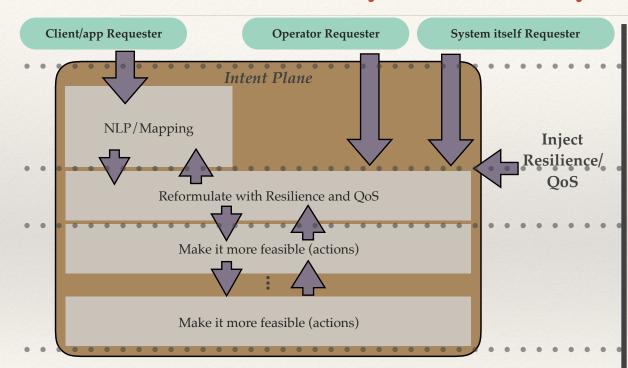
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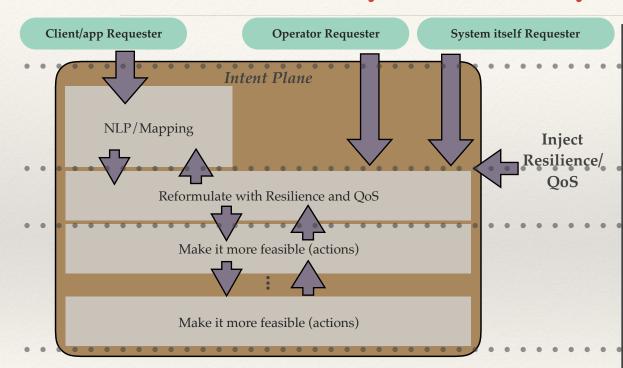


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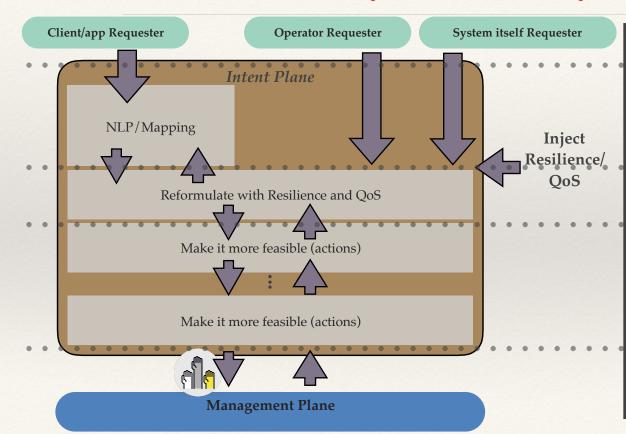


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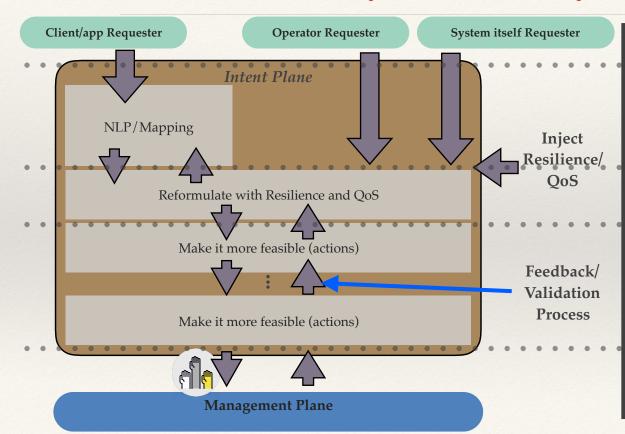
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5- Until we reach a certain simplification and technicality to handle it to the NM layer



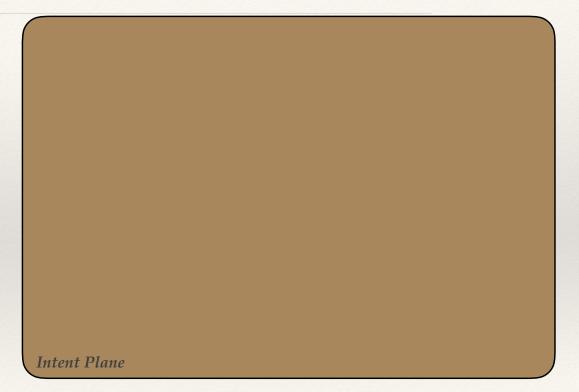
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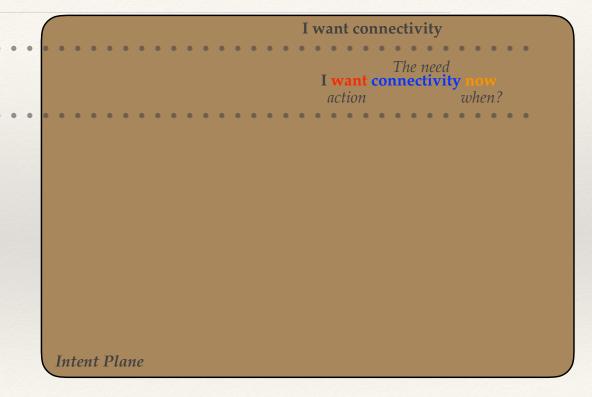
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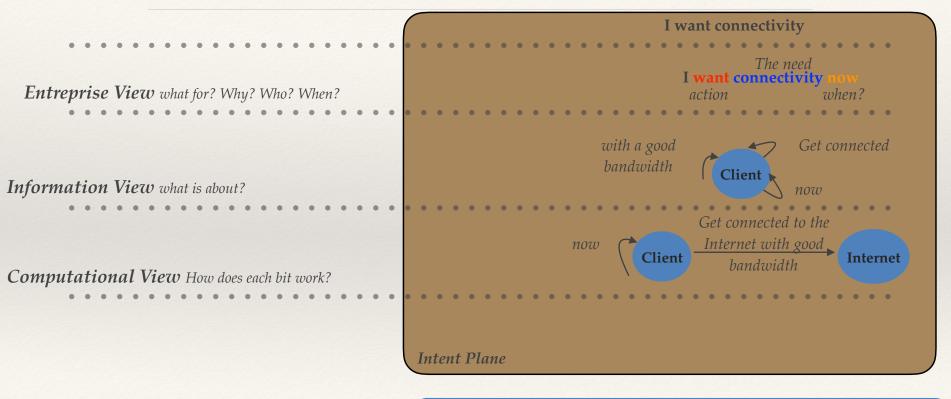
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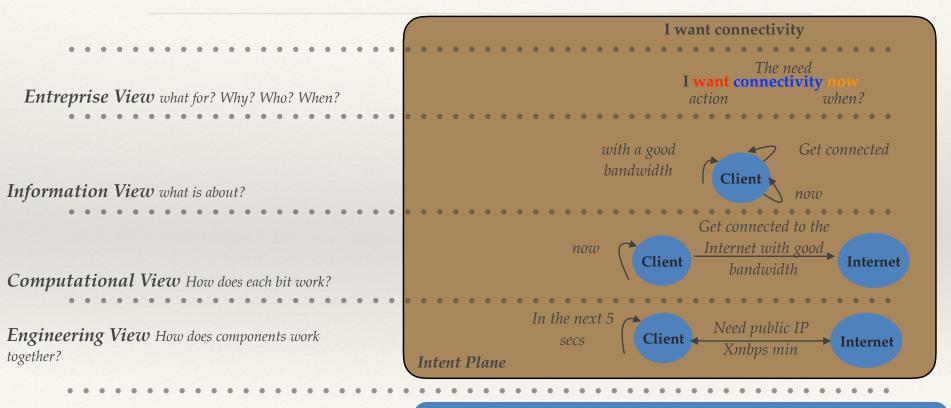
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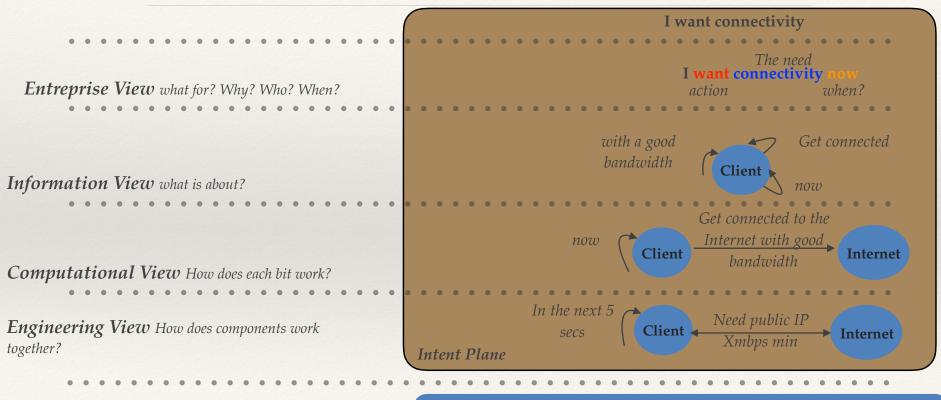
Entreprise View what for? Why? Who? When?



I want connectivity The need I want connectivity Entreprise View what for? Why? Who? When? action when? with a good Get connected Client bandwidth Information View what is about? now . . **Intent Plane**

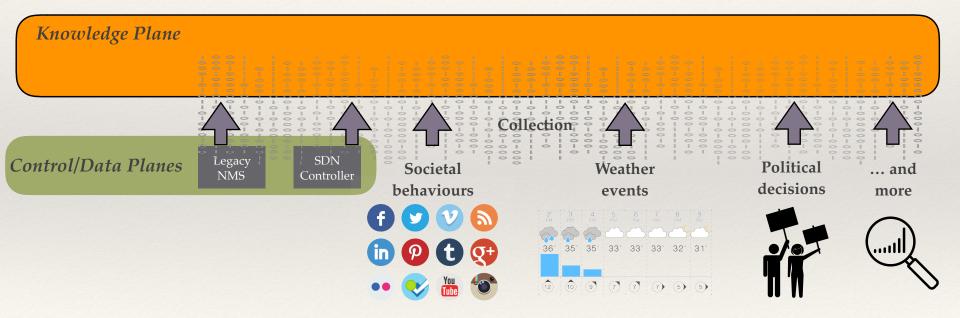






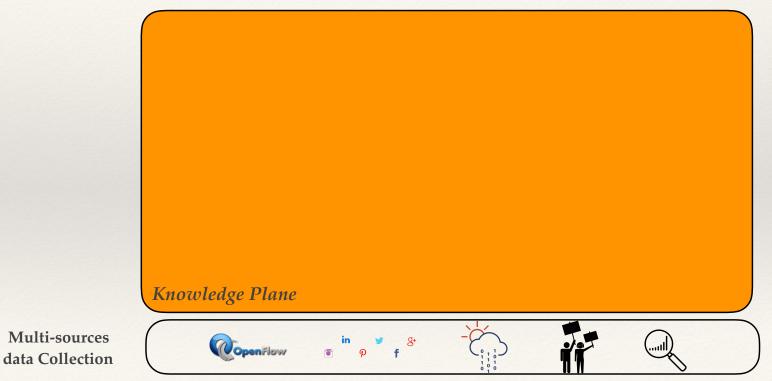
Topology View With what?

Instrumentation - Cross-source data

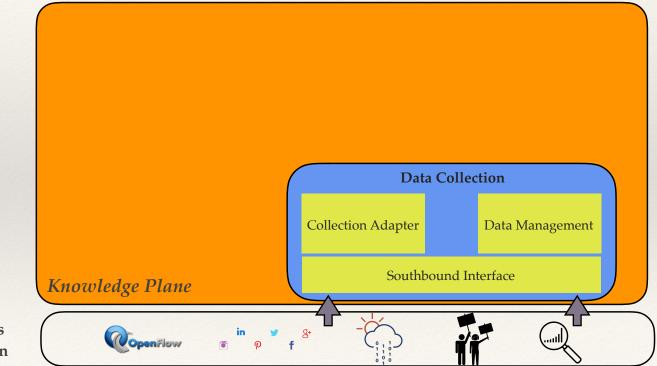




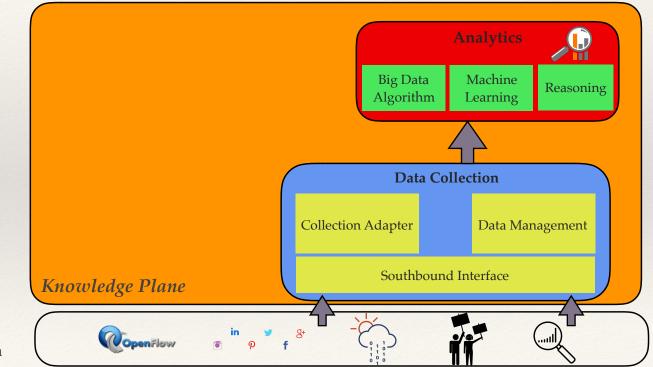
Knowledge Plane



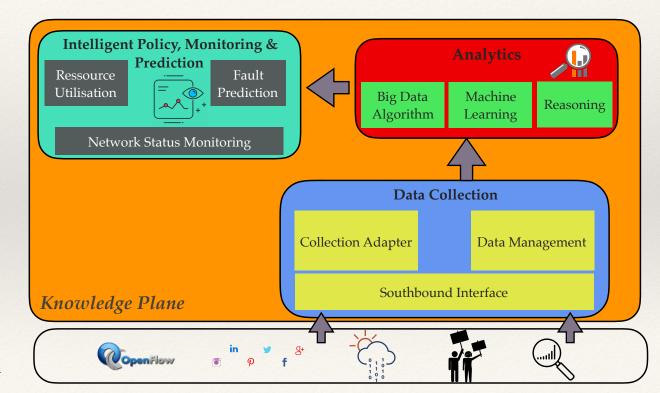




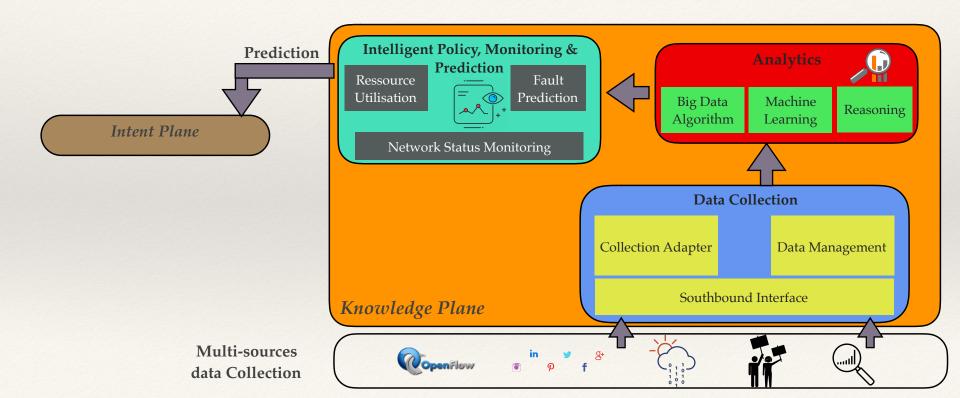
Multi-sources data Collection



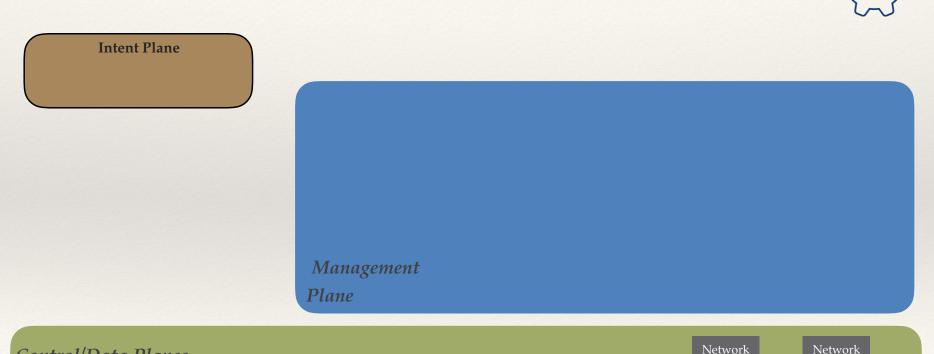
Multi-sources data Collection



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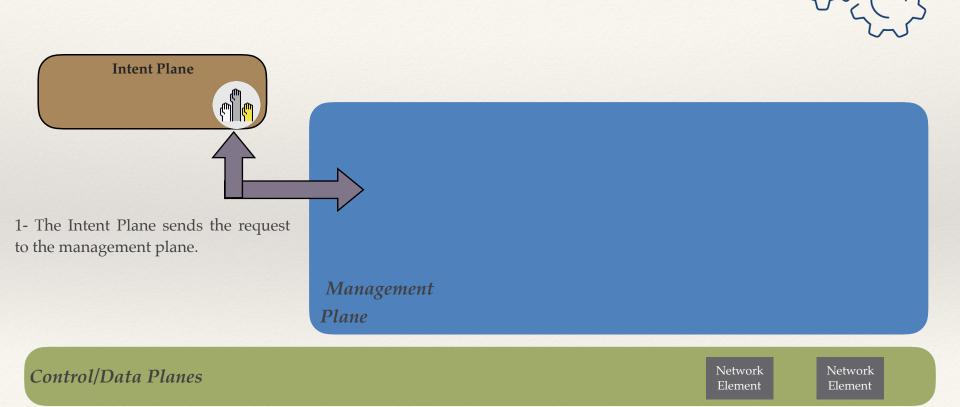
Management Plane

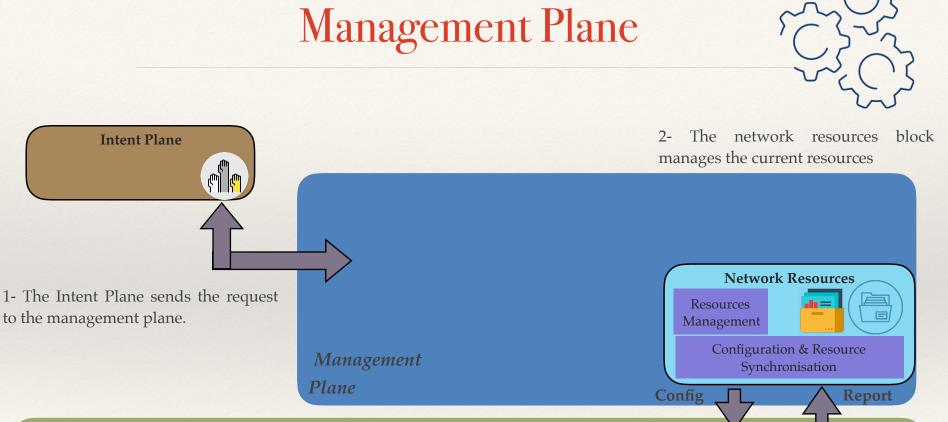


Control/Data Planes

Network Element Network Element

Management Plane





Control/Data Planes

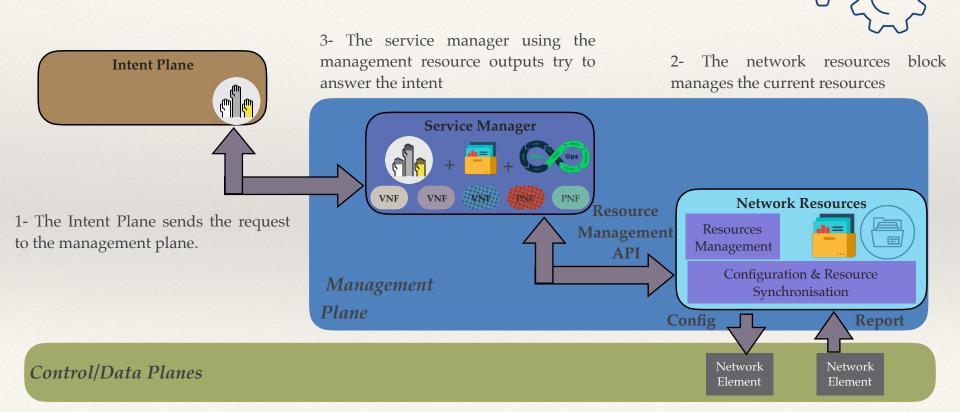
Intent Plane

Network Element

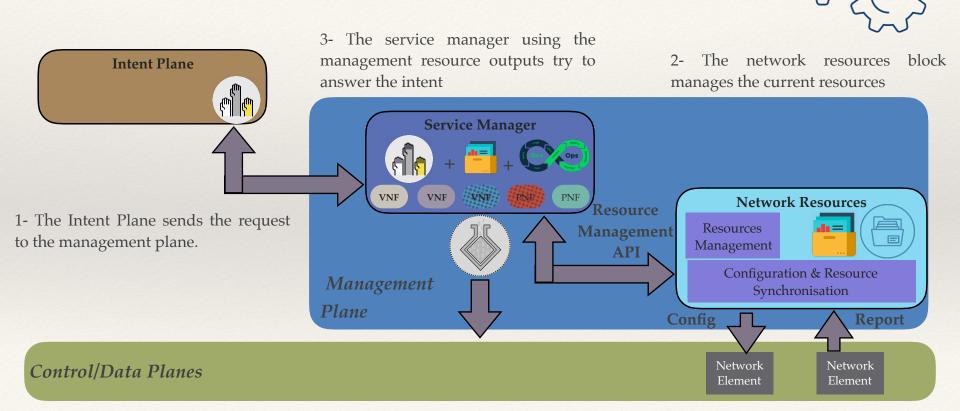
Network

Element

Management Plane



Management Plane



Orchestration



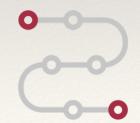
* Two types of orchestration:

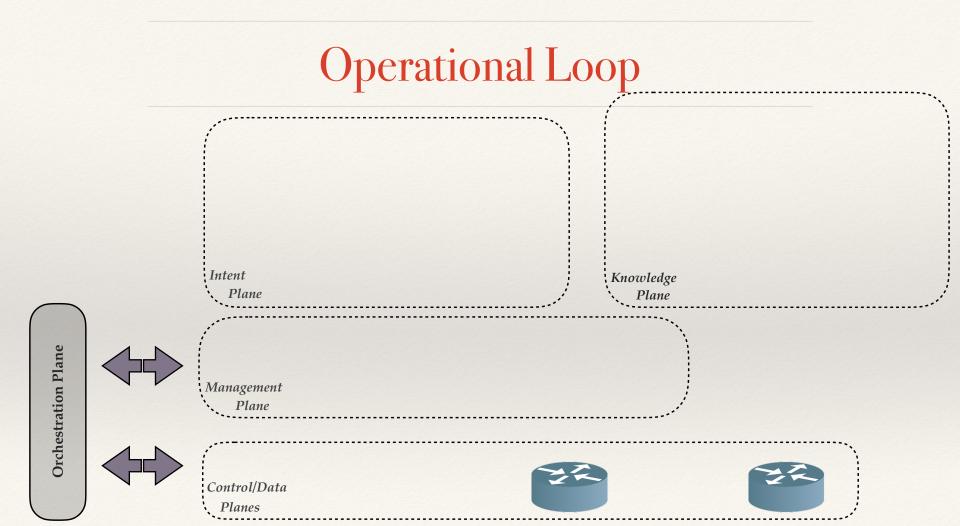
Ressource orchestration

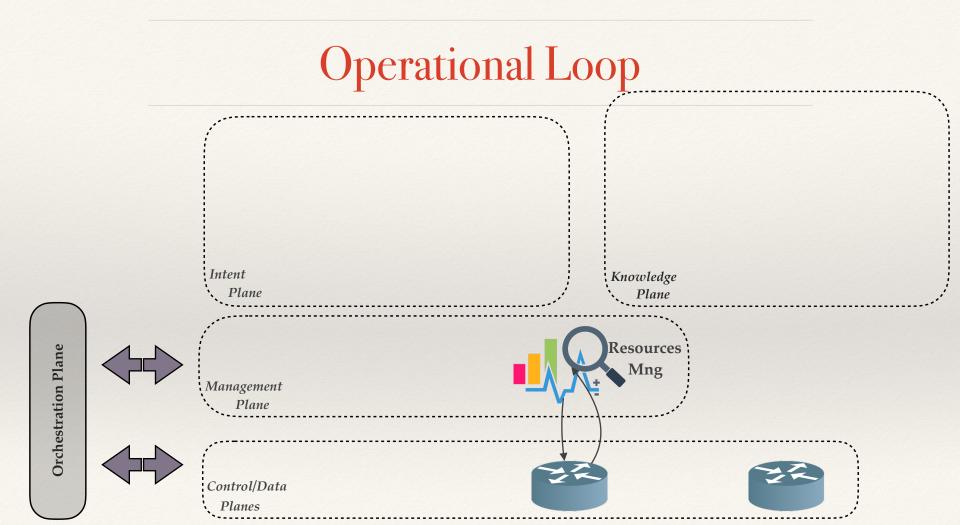


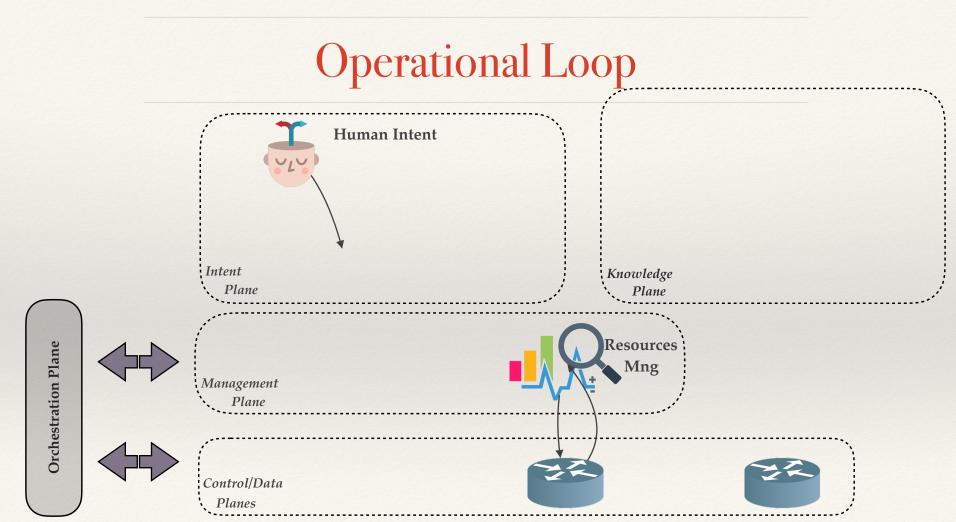
* Governance of VNF instances sharing resources

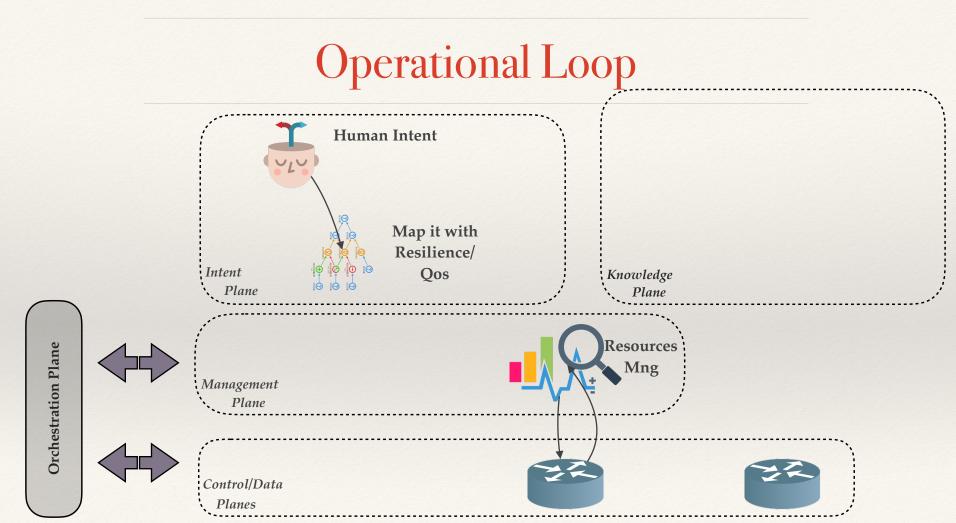
- Service orchestration
 - * Creation of E2E services composing different VNFs

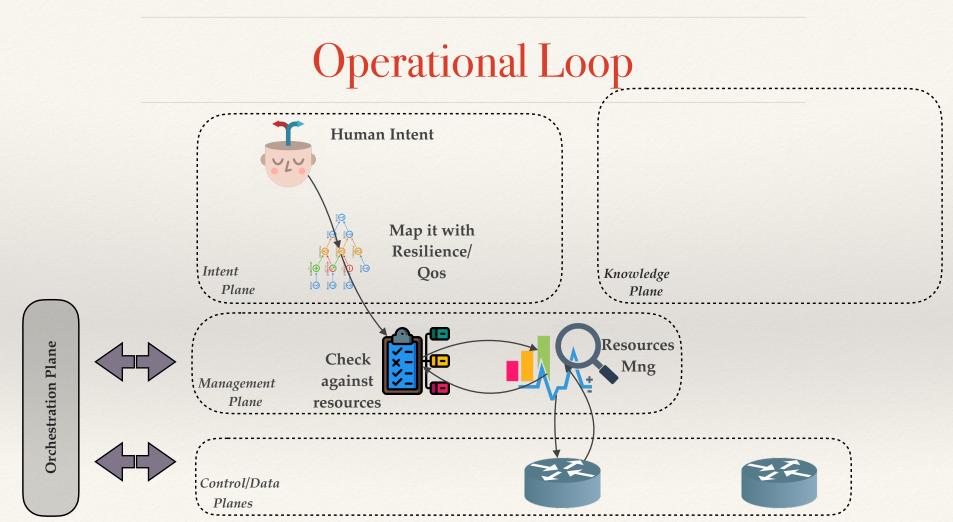


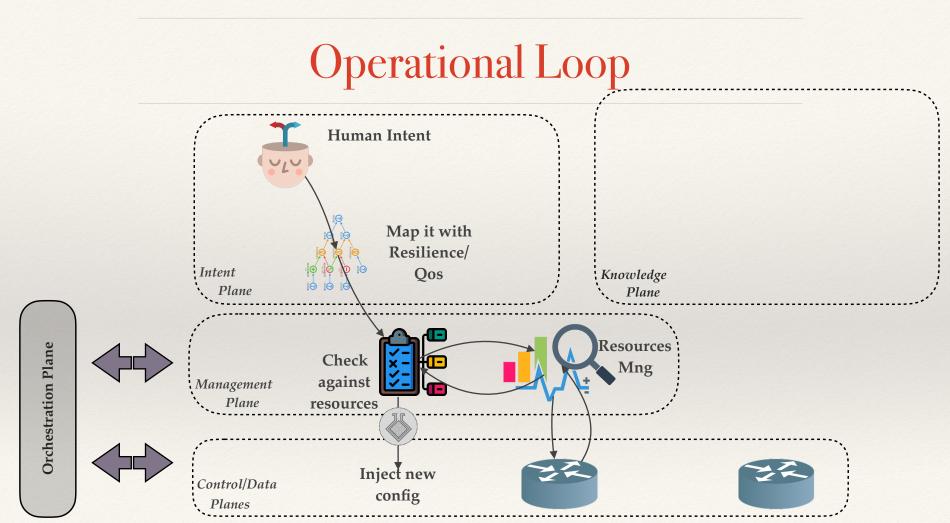




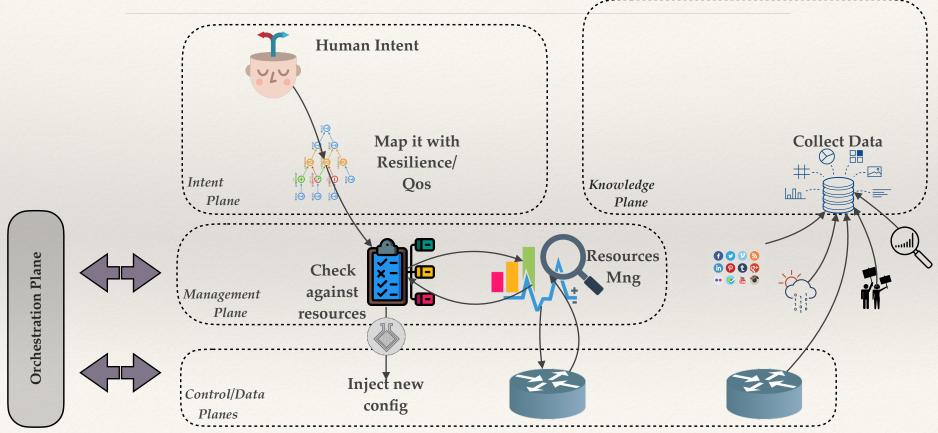




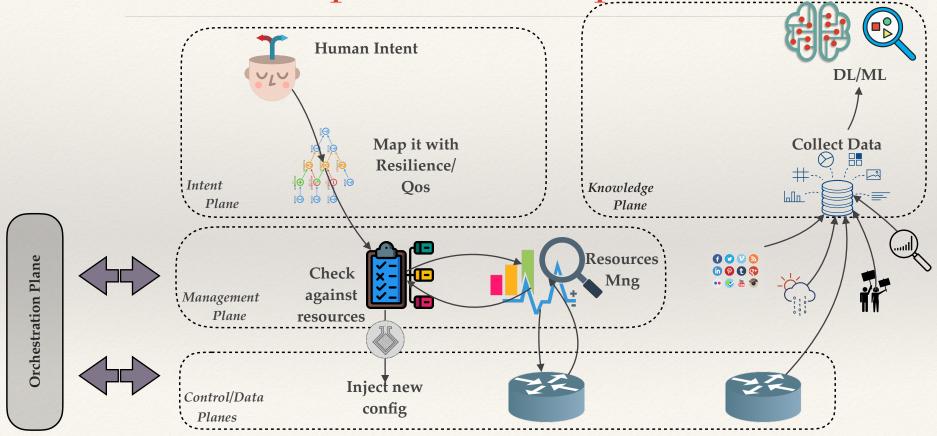


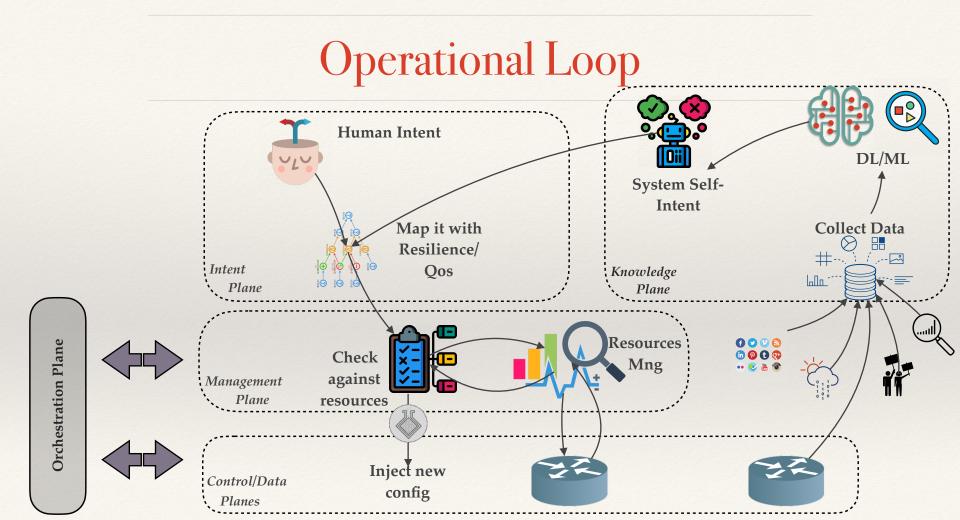






Operational Loop



















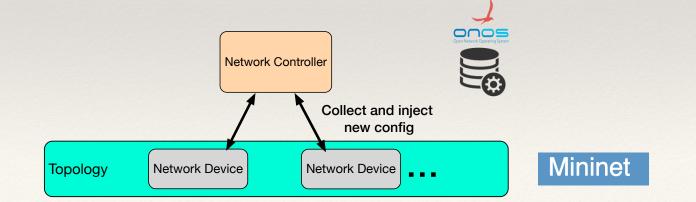


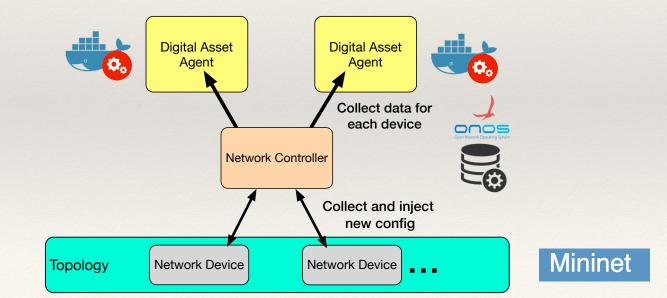
Technologies

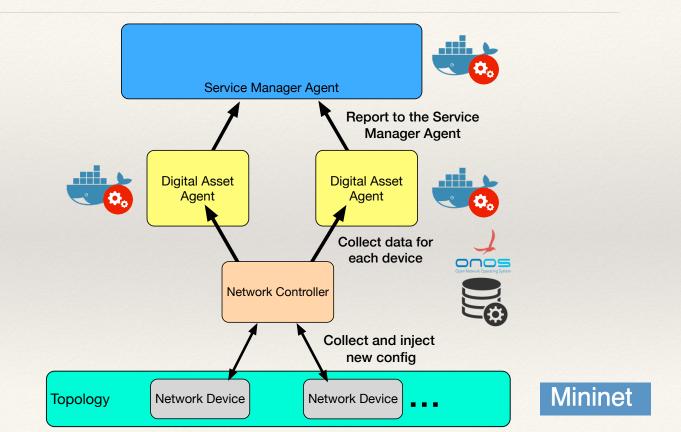
- *mininet*, a popular network emulator using SDN and OpenFlow
 - Real-time
 - Full-stack
 - Uses OVS for networking
- ONOS OpenFlow controller used to control the network forwarding
- Modified *iperf* for traffic generation
- · Service Manager Agent and Digital Asset Agents in Scala
- Anomaly Detection in *R*

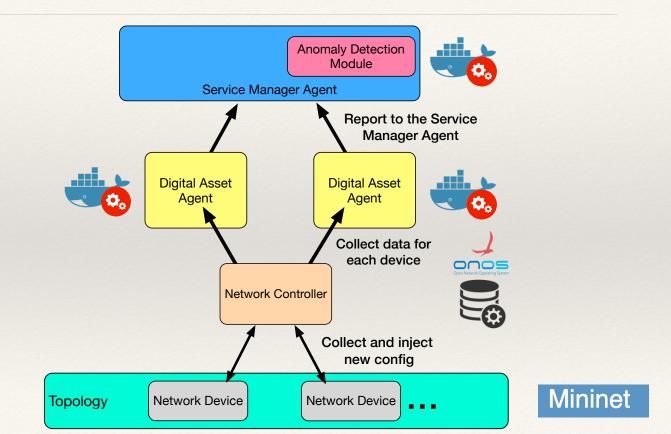
- Simple network topology
 - 4 hosts
 - 3 network nodes
- Observe a QoS feature of the network that can be improved
 - In this case, *throughput*
- Identify a possible improvement in this feature
- React to this change by modifying the network in some way

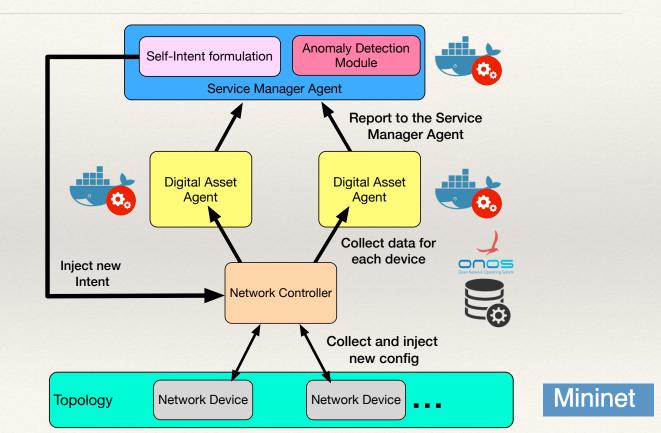








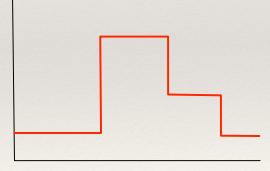




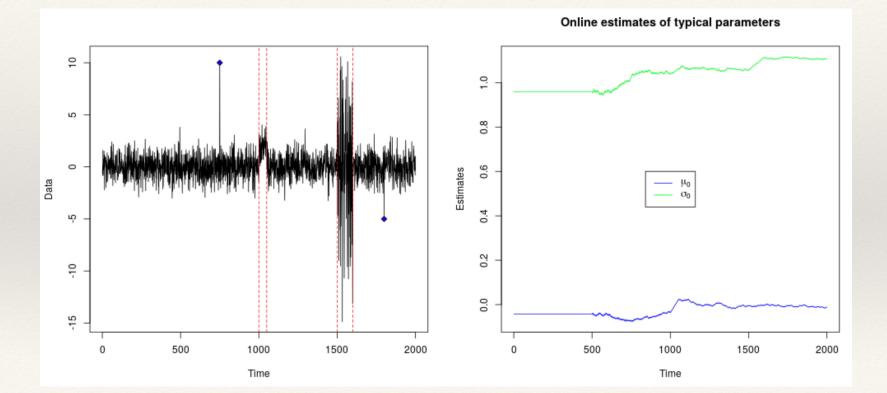
Traffic

- Generate varying "UDP" traffic between the hosts to exercise the anomaly detection
 - From a low level of sustained throughput
 - Up to a high level of sustained throughput

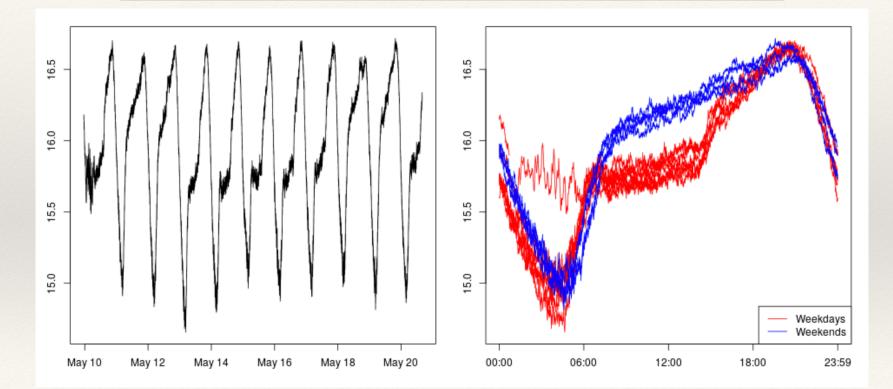
Throughput



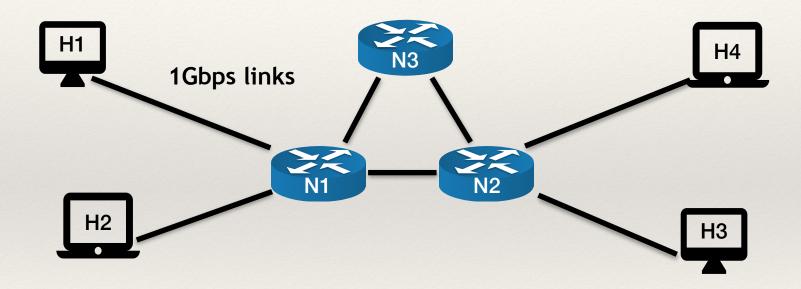
Online Failure Detection



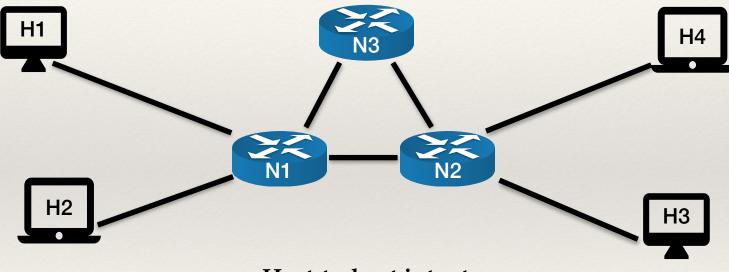
Online Failure Detection



Base Topology

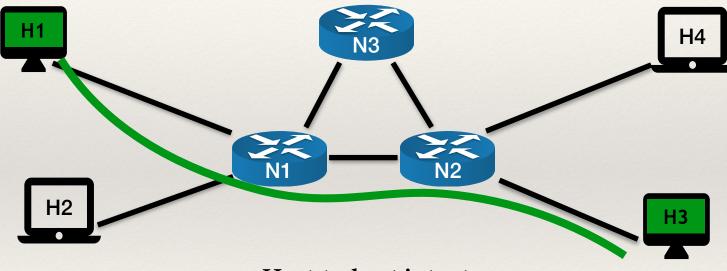


User-Intent



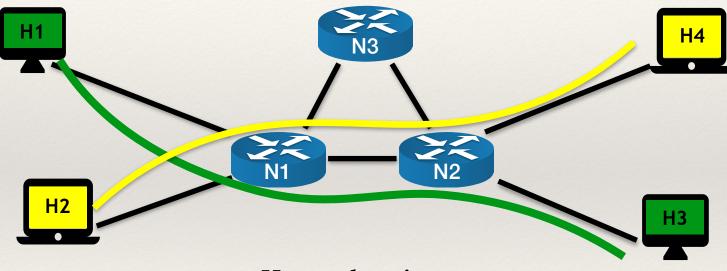
Host-to-host intent

User-Intent

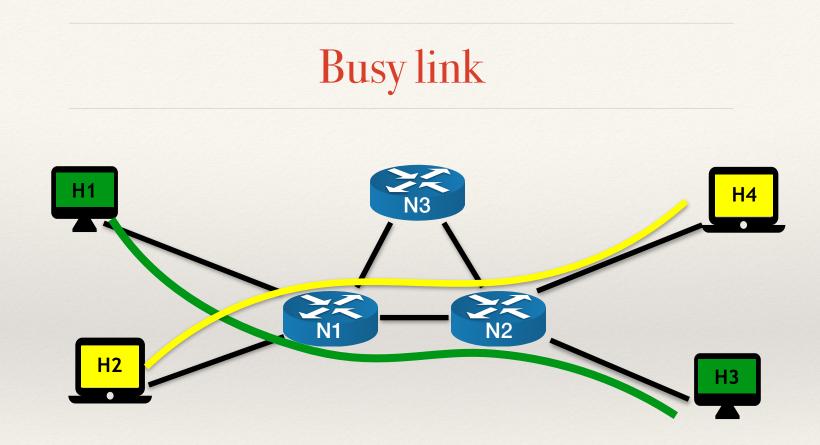


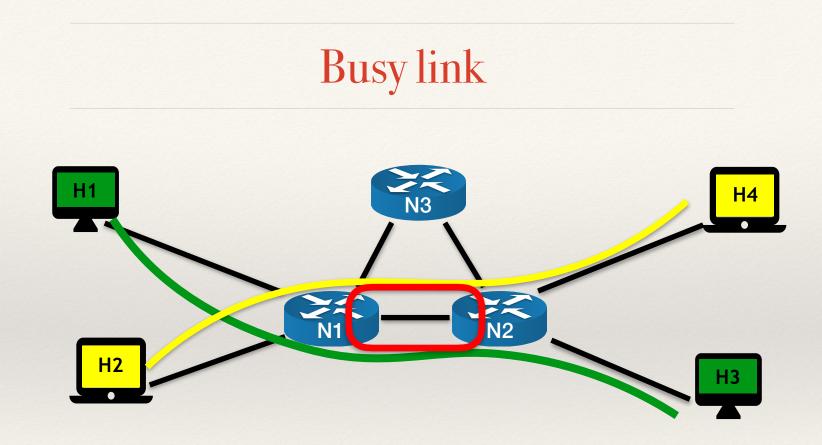
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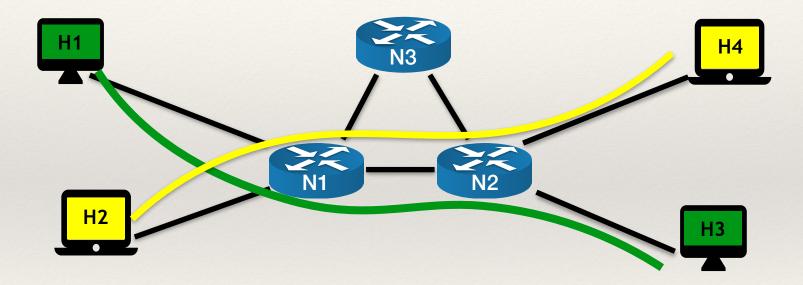


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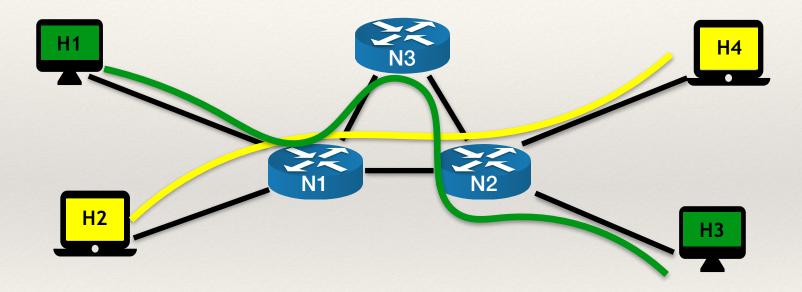




Self-intent reaction



Self-intent reaction







Showtime











Future Work

- The conditions in which a change is detected could be anything:
 - Device temperature
 - Costs changing
 - Multiple features
- Measure the impact of instrumentation (agents' cost)
- The response could also be tailored to more complex intents!
- Can we *predict* when a failure may occur and react accordingly?
- Can we *recommend* a series of remediation strategies and have a human choose?















