

# Real-world ~~Requirements~~ Pitfalls of Segment Routing Traffic Engineering

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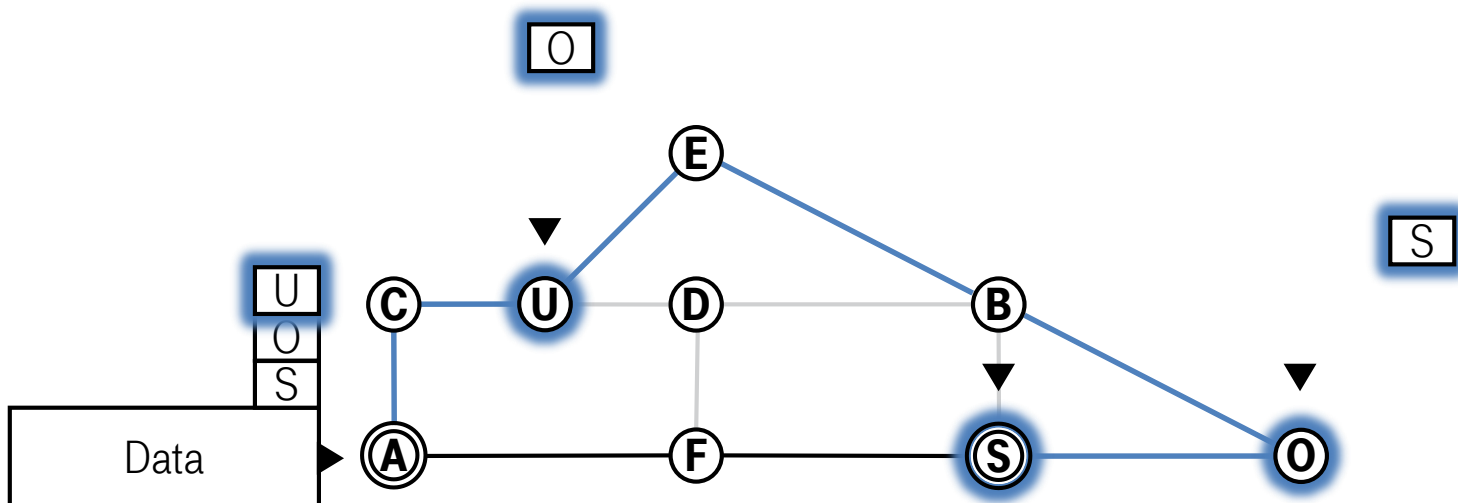
Osnabrück University

RIPE 78

Reykjavik, May 21, 2019

# Segment Routing ..

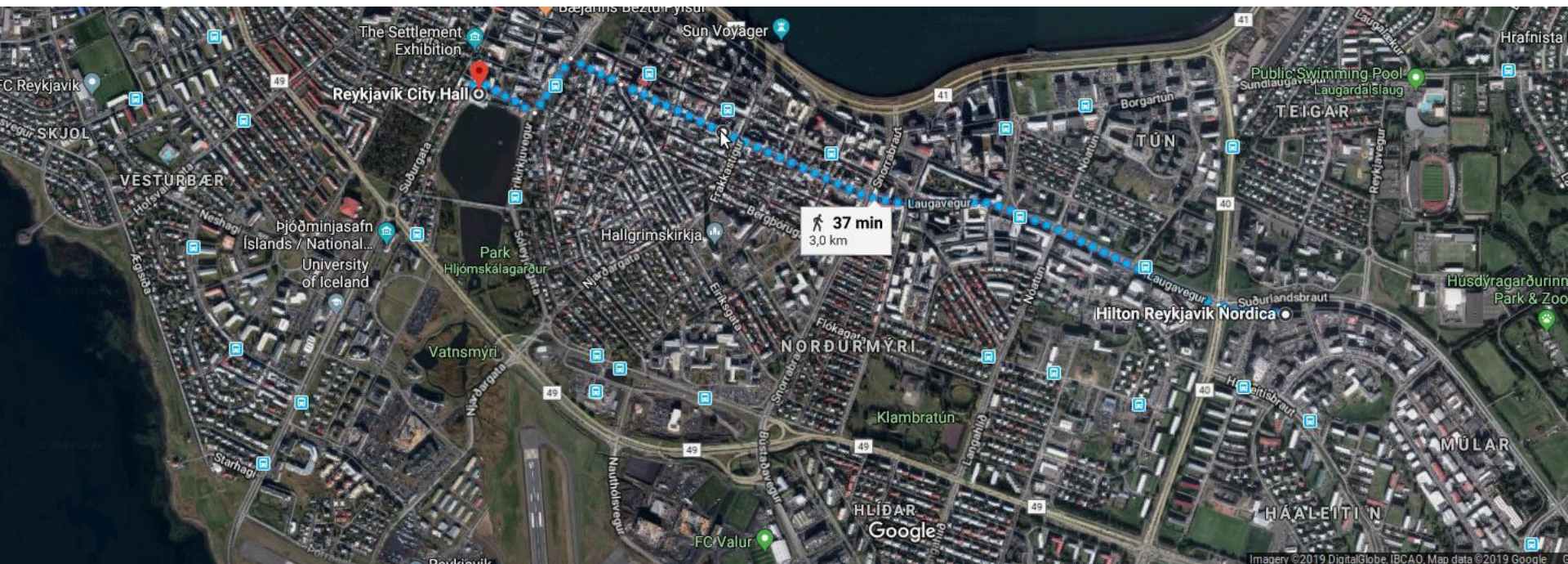
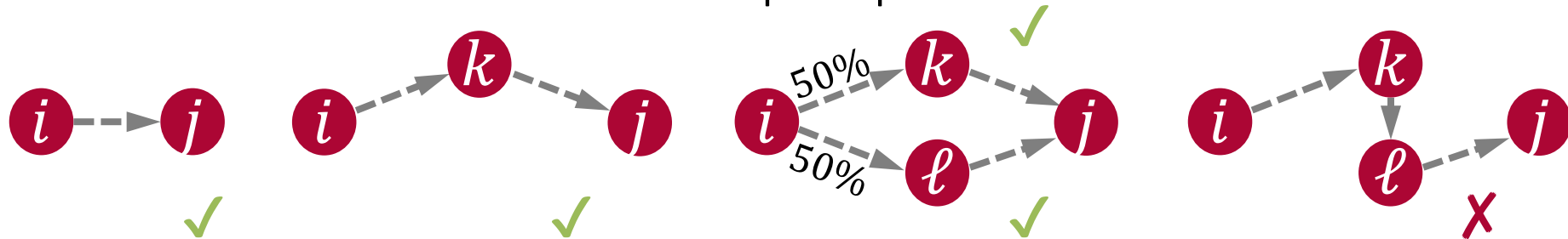
- .. is a Source Routing Architecture
- .. uses Node, Adjacency and Service Segment IDs to define “checkpoints”
- .. encodes a path as a stack of SIDs
- .. consults IGP to reach an SID
  - SR tunnel := concatenation of shortest paths
- .. can be implemented with MPLS or IPv6 & an IGP extension



# 2SR ..

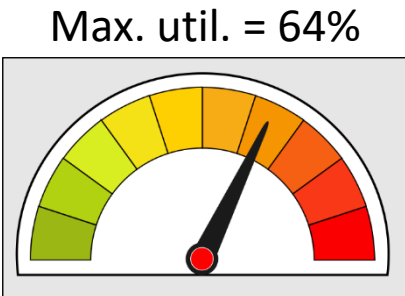
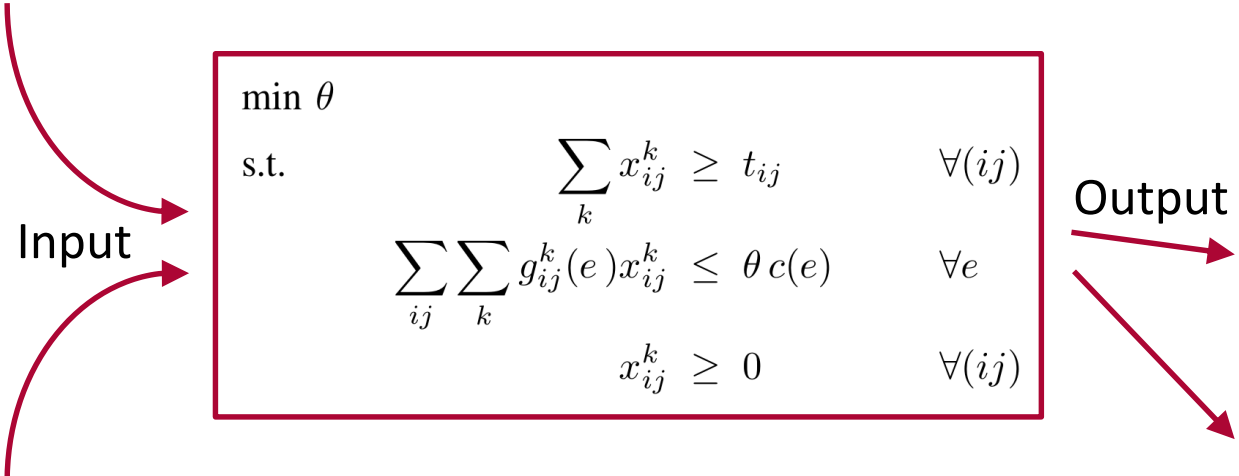
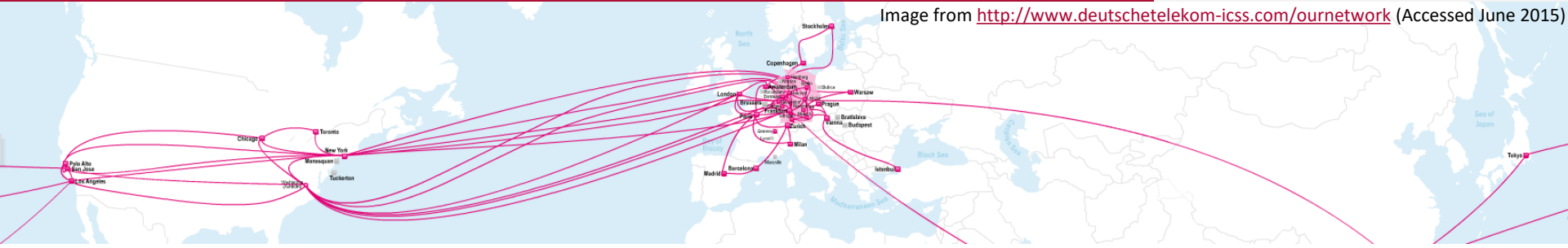
.. minimizes max. link utilization

.. Uses at most 2 concatenated shortest paths per SR tunnel



# Minimize max. utilization





Source	Destination	Traffic
RKV	FRA	12
OS	RKV	7
FRA	RKV	42
etc.		

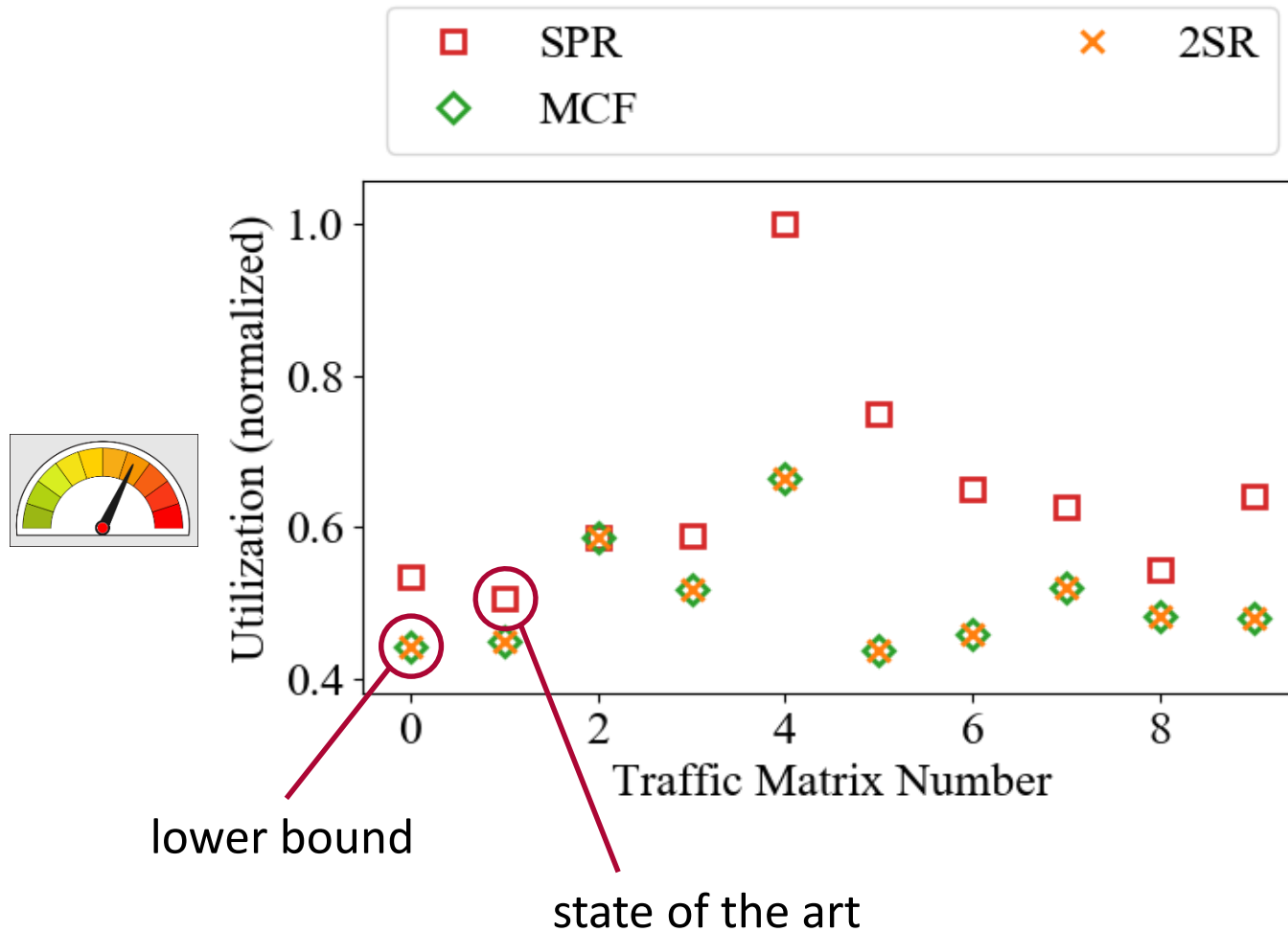
**Use SR Paths:**

RKV → OS → FRA

FRA → OS → RKV

etc.

# 10 Snapshots of a Tier 1 ISP Backbone from 2018



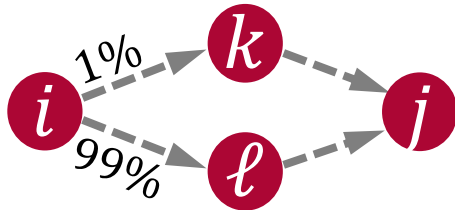


## Minimize max. utilization



## Keep # of SR tunnels low

## Limit split factors



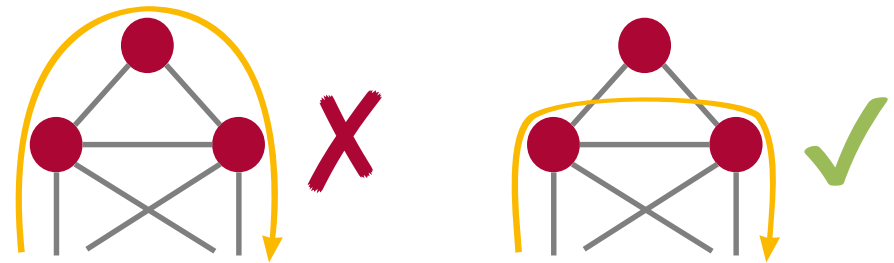
$$\begin{aligned}
 \min \quad & \theta' \frac{1}{2\lambda\theta} + \sum_{k \neq j} u_{ij}^k \\
 \text{s.t.} \quad & \sum_k u_{ij}^k = 1 \quad \forall ij \\
 & \sum_{ij} \sum_k g_{ij}^k(e) u_{ij}^k t_{ij} \leq \theta' c(e) \quad \forall e \\
 & \theta' \leq \lambda\theta \\
 & u_{ij}^k \in \{0, 1\} \quad \forall ijk
 \end{aligned}$$

The Tunnel Limit Extension (TLE)

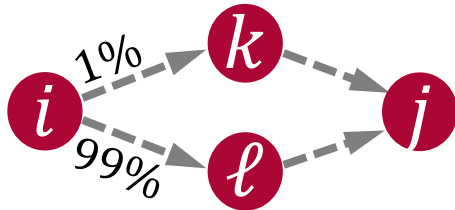
## Minimize max. utilization



## Keep # of SR tunnels low



## Limit split factors

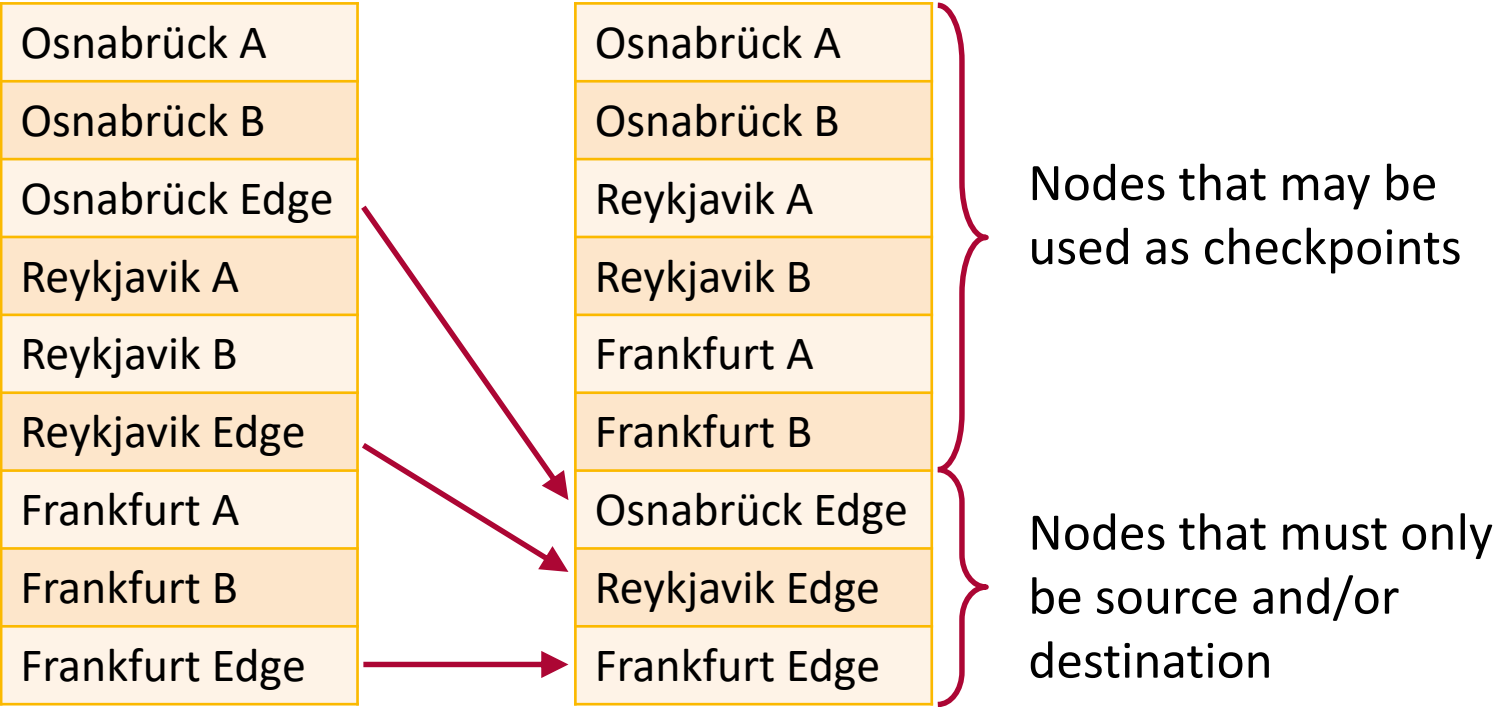
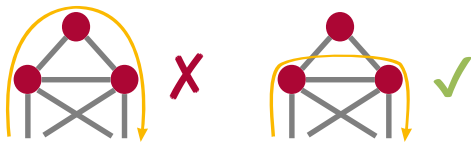


## Avoid transit on edge nodes



**Step 1:** Define nodes to be blacklisted (e.g. ‘\*Edge’)

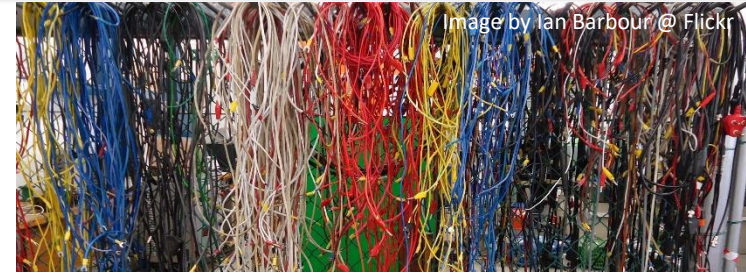
**Step 2:** Automatically reorder list of nodes:



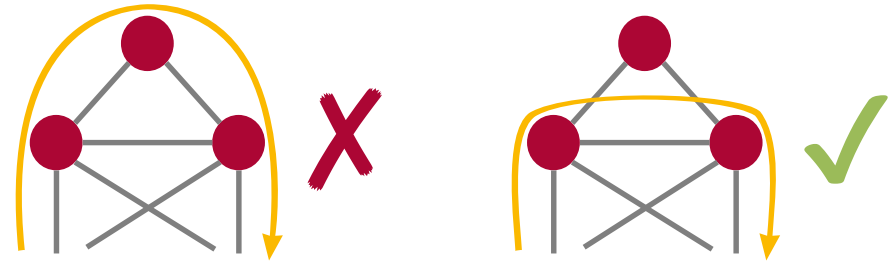
**Step 3:** Add constraint to optimization:  $u_{ij}^k = 0 \quad \forall ijk \mid k \geq B \wedge k \neq j$

With this modular design, any node may be blacklisted!

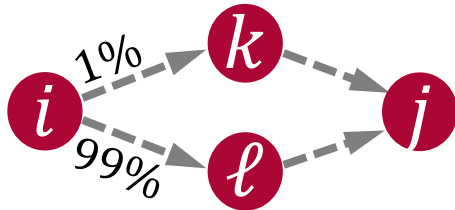
## Minimize max. utilization



## Keep # of SR tunnels low



## Limit split factors



## Avoid transit on edge nodes



## Avoid bypassing latency requirements



## Intracontinental Delay Constraint:

$$u_{ij}^k = 0 \quad \forall ijk \mid \text{continent}(i) = \text{continent}(j) \wedge \text{continent}(k) \neq \text{continent}(i)$$



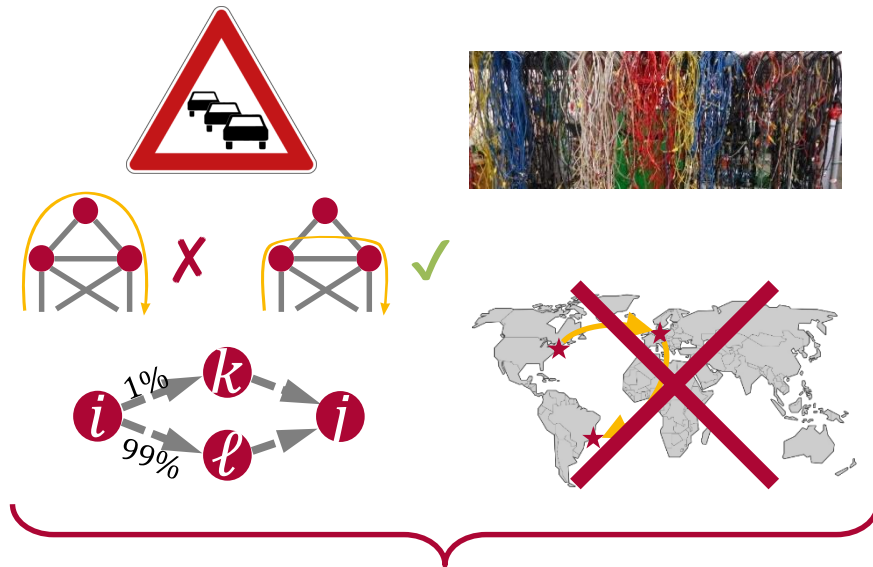
## Intranational Delay Constraint:

$$u_{ij}^k = 0 \quad \forall ijk \mid \text{nation}(i) = \text{nation}(j) \wedge \text{nation}(k) \neq \text{nation}(i)$$

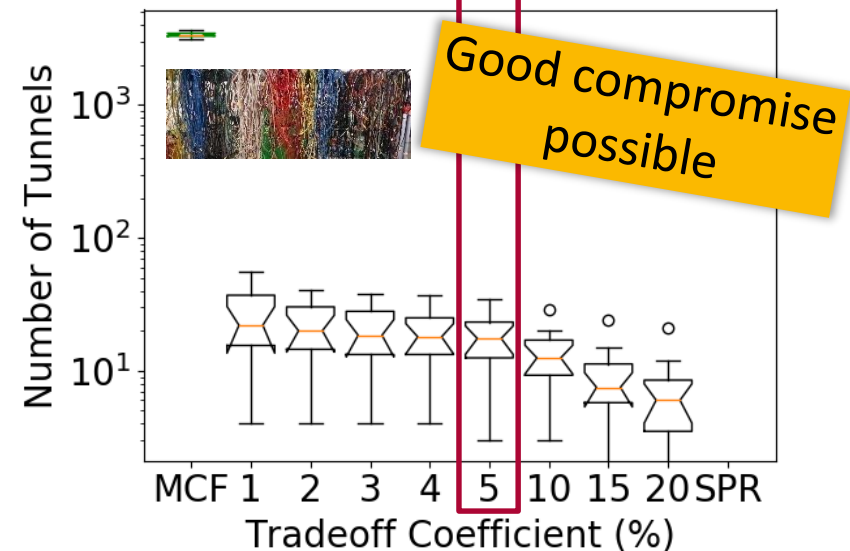
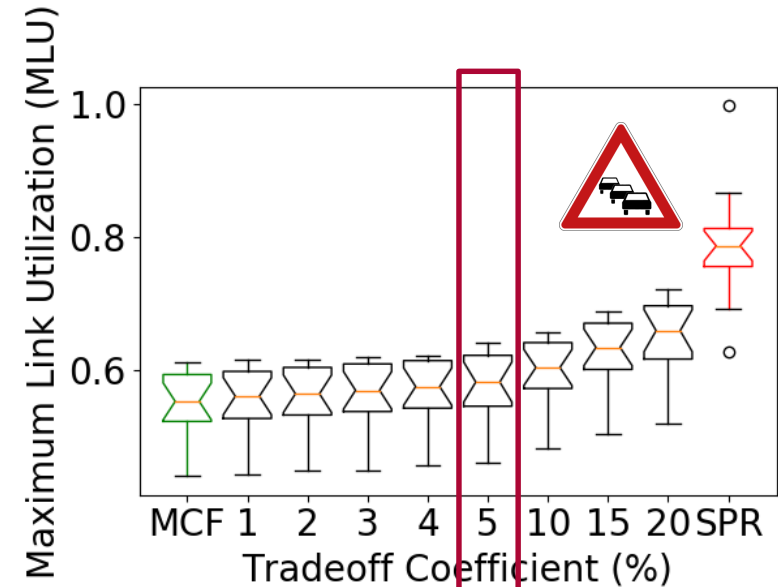


## Intra-Site Delay Constraint:

$$u_{ij}^k = 0 \quad \forall ijk \mid \text{site}(i) = \text{site}(j) \wedge \text{site}(k) \neq \text{site}(i)$$

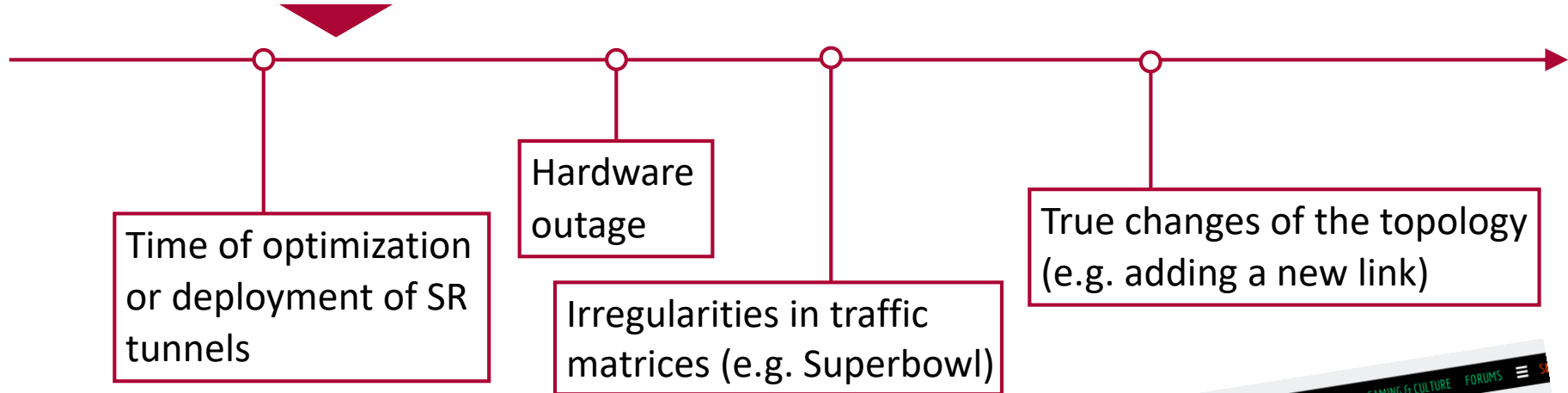


$$\begin{aligned}
 & \min \theta \\
 & \text{s.t.} \quad \sum_k x_{ij}^k = t_{ij} \quad \forall ij \\
 & \quad \sum_{ij} \sum_k g_{ij}^k(e) x_{ij}^k \leq \theta c(e) \quad \forall e \\
 & \quad x_{ij}^k = 0 \quad \forall ijk \mid k \geq B \wedge k \neq j \\
 & \quad x_{ij}^k = 0 \quad \forall ijk \mid k \notin T(LCA(i, j)) \\
 & \quad x_{ij}^k \geq 0 \quad \forall ijk \\
 & \min \theta' \frac{1}{2\lambda\theta} + \sum_{k \neq j} u_{ij}^k \\
 & \text{s.t.} \quad \sum_k u_{ij}^k = 1 \quad \forall ij \\
 & \quad \sum_{ij} \sum_k g_{ij}^k(e) u_{ij}^k t_{ij} \leq \theta' c(e) \quad \forall e \\
 & \quad \theta' \leq \lambda\theta \\
 & \quad u_{ij}^k = 0 \quad \forall ijk \mid k \geq B \wedge k \neq j \\
 & \quad u_{ij}^k = 0 \quad \forall ijk \mid k \notin T(LCA(i, j)) \\
 & \quad u_{ij}^k \in \{0, 1\} \quad \forall ijk
 \end{aligned}$$

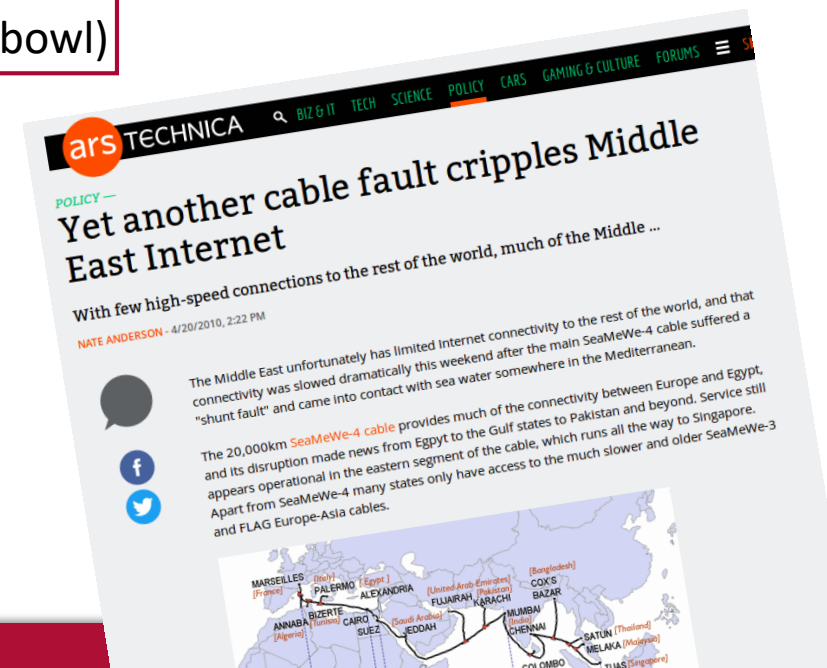


# Reconfigure rarely & little

Do we need to  
re-optimize?



# Be resilient against failures



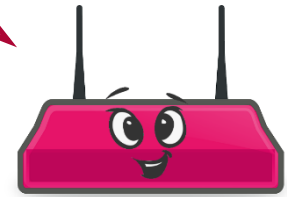
# SR is a powerful Traffic Engineering tool

## It has to be carefully fine-tuned towards specific use-case

- Number of SR tunnels
- Traffic splitting
- Special nodes
- Latency
- etc.

Details on this work can be found in: Schüller et al., “Traffic Engineering using Segment Routing and Considering Requirements of a Carrier IP Network”, IEEE/ACM Transactions on Networking, vol. 26, no. 4, pp. 1851-1864, 2018

Any  
Questions or  
Comments?



Time's up? Find me at  
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