



# Panel: P4 Enabled Solutions for Operator Networks

Brian O'Connor  
Stratum Project Lead  
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# Meet the Panelists



**Brian O'Connor**  
Stratum Lead at ONF



**Suresh Krishnan**  
CTO at Kaloom



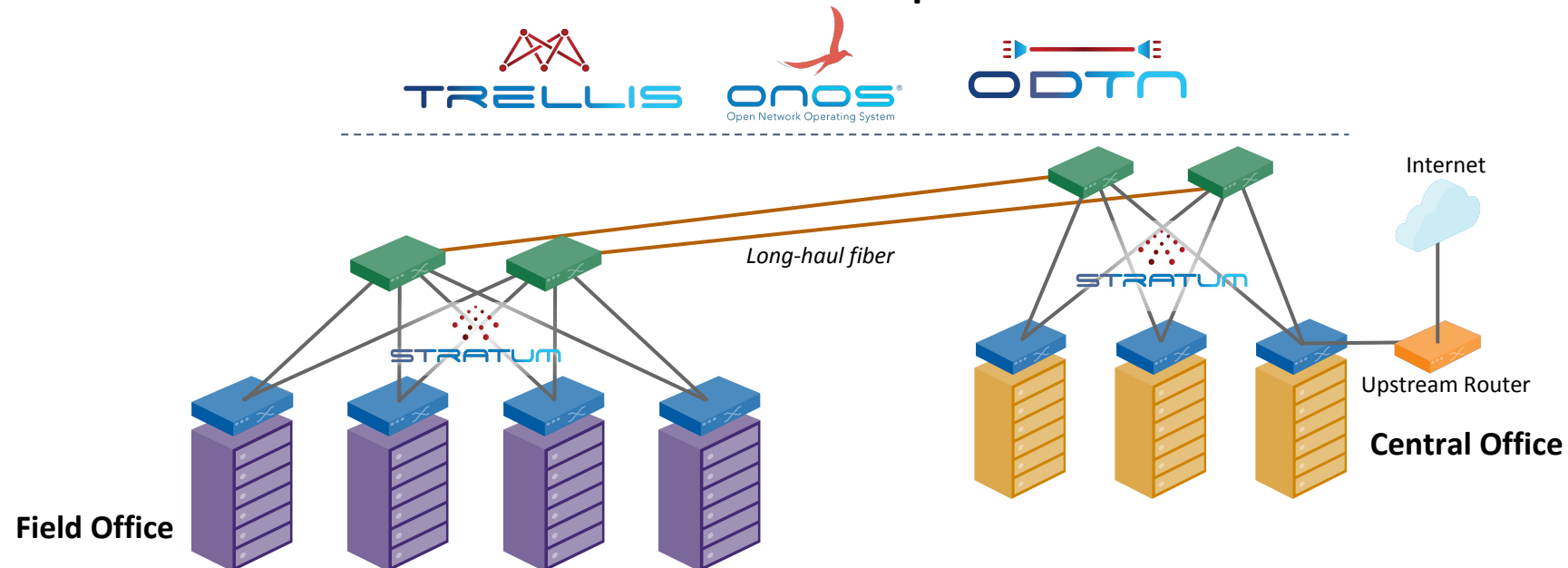
**Vijay Sivaraman**  
Co-Founder & CEO at  
Canopus Networks

# Operator Opportunities with P4

- ONF is an operator led community built by and for network operators
- The ONF community has embraced P4
  - Host to P4.org and open source P4 programs
  - Stratum: switch OS is build around P4
  - Extended ONOS to support P4 and P4Runtime
- P4 is making its way into all major ONF use cases and solutions
  - Trellis
  - SEBA
  - ODTN
  - Aether
  - NG-SDN

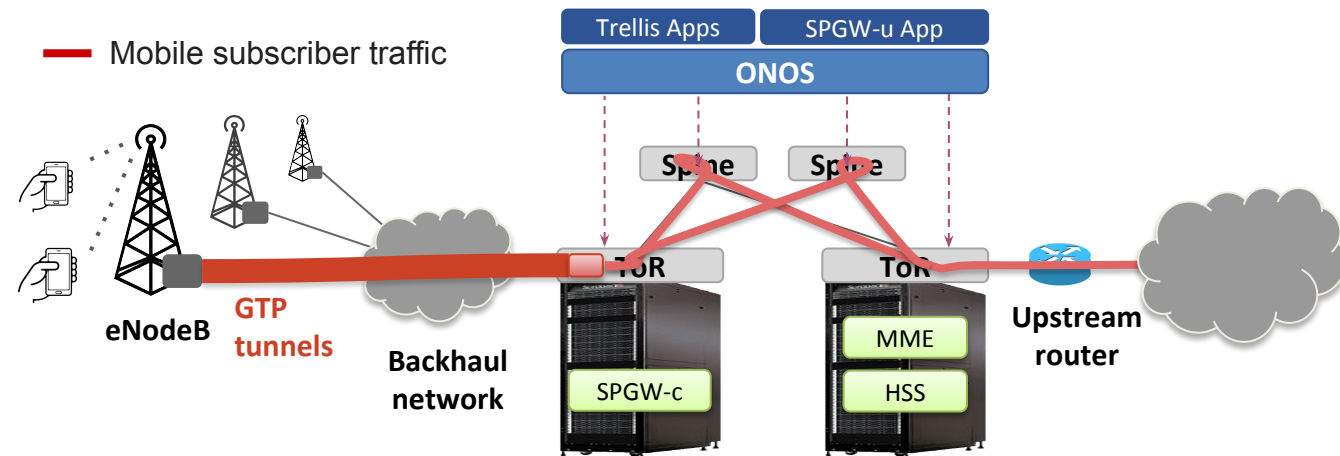
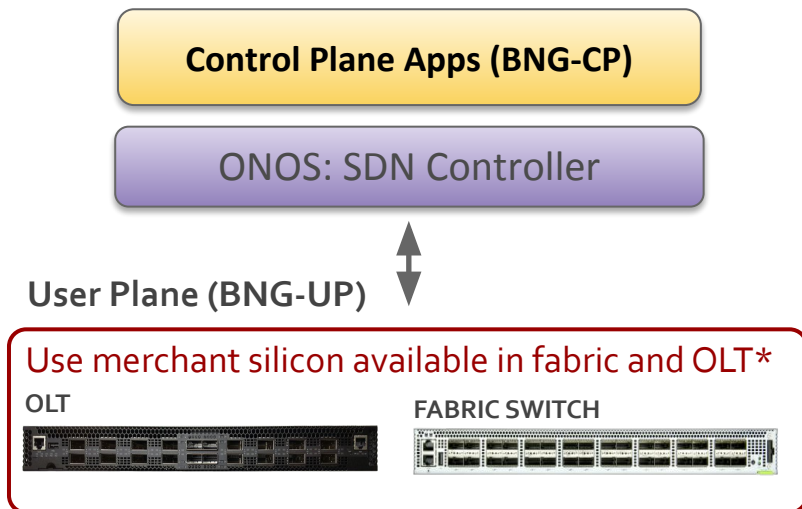
# Enabling SDN

- ONF has deployed Trellis with OpenFlow at Comcast
- P4 is enhancing Trellis
  - P4 provides a clear contract that enables heterogeneity
  - P4Runtime offers multiple improvements to OpenFlow
    - protocol level (move to gRPC) & path to extensibility
  - P4 offers enhanced data plane feature velocity
- Trellis works on switches from multiple hardware vendors using Stratum



# Improving Network Functions

- **Idea:** Disaggregate a network function and embed the data plane into hardware
- **Benefit:**
  - Increased performance
  - Reduced latency and jitter
  - Reduced compute resources and power consumption
- **Examples at ONF:** SD-BNG, Aether 4G/5G User Plane



# Enhancing Visibility

- P4 community has introduced INT: In-band Network Telemetry
  - Allows for monitoring any (and every) packet
- Improved user experience and enhanced debuggability
  - Path to added customer revenue
  - Less customer downtime
- P4 is the basis for zero-touch operations and closed loop control
  - Required to scale operations without dramatically increasing cost

# Open Platforms for Innovation

- [fabric.p4](#)
  - Built for operators (L2/L3/MPLS/Double VLAN/Multicast)
  - Foundation for network functions (INT, SD-BNG, Aether UPF)
- [Stratum](#)
  - Next generation, thin switch OS
  - Supports P4/P4Runtime and OpenConfig/gNMI/gNOI
  - Works on data center switches, NICs, packet-optical transponders, and software switches
- [ONOS](#)
  - SDN Control Plane with high performance and availability
  - Supports OpenFlow, P4/P4Runtime, and OpenConfig/gNMI
- [Trellis](#)
  - SDN-powered leaf-spine fabric with Network Operator features
  - Designed for scale and extensibility



Thank You

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***Suresh Krishnan, CTO***

# Kaloom 5G UPF

- The Kaloom UPF is a highly scalable, distributed low latency UPF based on the Intel Barefoot Tofino ASIC
  - It is highly programmable and can be updated and augmented in the future using software
- It is designed to support multi-terabit speeds on a single Kaloom UPF node
- It offers extremely low latency ( $< 4 \mu\text{s}$ ) to support demanding 5G applications
- Extremely energy efficient

# A programmable data plane

- Add new features and services in runtime without impacting traffic
- Allow developers to develop new code and drive innovation
- Avoid vendor lock-in & eliminate the need to wait for silicon upgrades
- Allow for customer programmability
- **Industry standard** P4 programming language
- **Hardware Independence**



# Kaloom UPF Key Benefits

10x

TCO  
Reduction

**HIGH  
THROUGHPUT**

Multi-terabit  
speeds

**LOW LATENCY**

< 4  $\mu$ s

**FLEXIBLE**

Centralized/  
Distributed

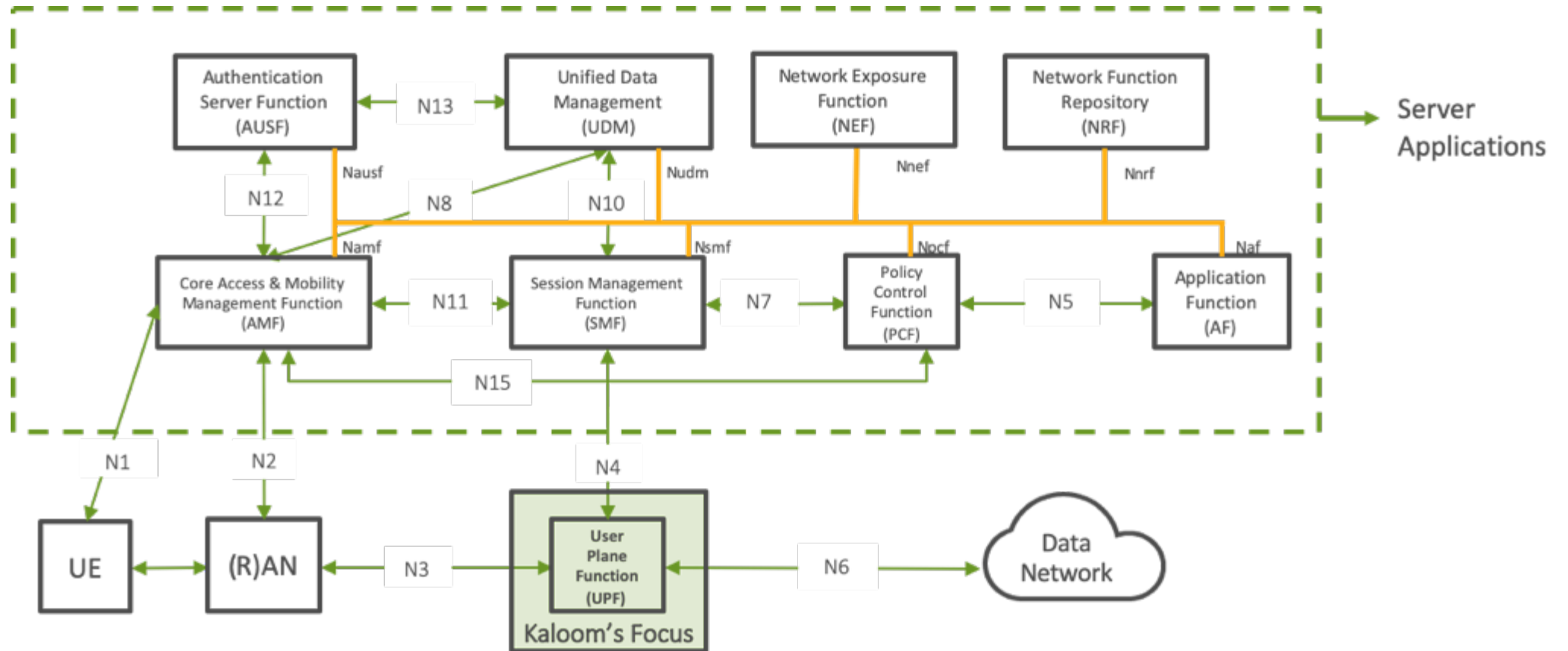
**SCALABLE**

Millions of users

**MULTI-  
VENDOR**

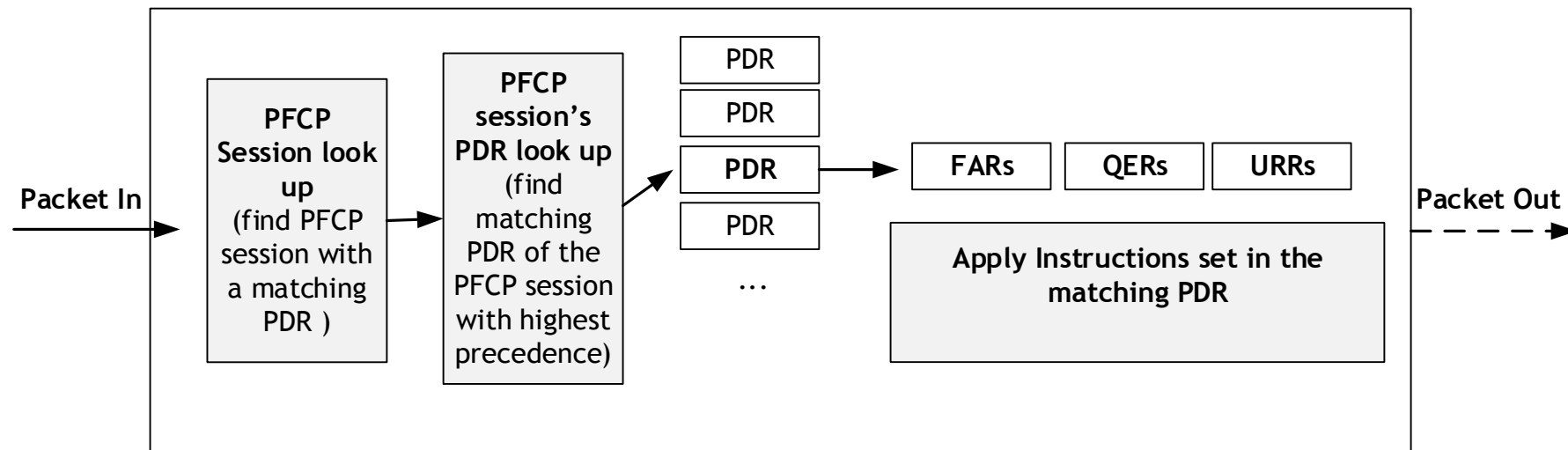
Fully Standards  
based

# 5G Packet core based on the Kaloom 5G UPF



# Packet processing model

Completely implemented using P4 on the Intel Barefoot Tofino

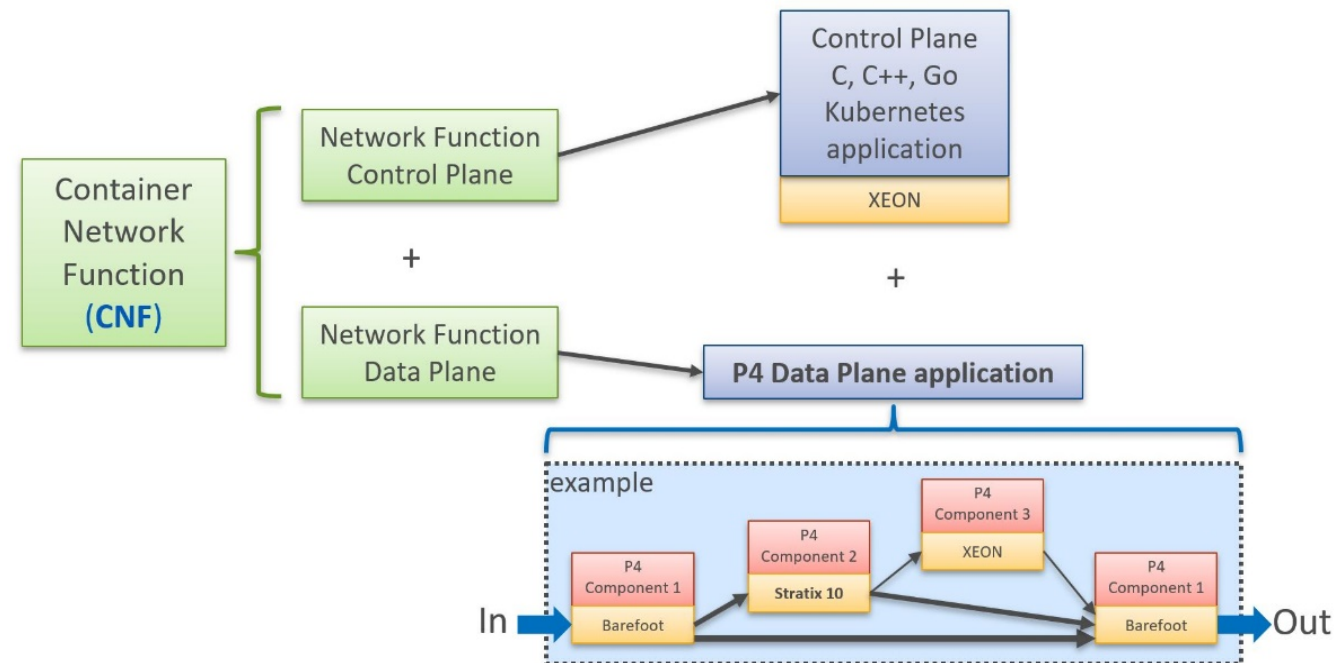


## UPF Data plane

- PFPC session lookup
- PDR: Packet Data Rules (flow identification)
- FAR: Forwarding Action Rules
- QER: QoS Enforcement Rules
- URR: Usage Reporting Rules

# Kaloom's Hardware Strategy

- Kaloom **strongly** believes in a **heterogenous hardware strategy** and using the hardware best suited for the required characteristics
- P4 is supported on heterogenous hardware including
  - Intel XEON CPUs
  - Programmable ASICs such as Barefoot Tofino
  - FPGAs (Stratix 10) and FPGA based SmartNICs from Intel
- The Kaloom dataplane can execute on any of these platforms including any combinations



Thank you!!!





# Using P4 for Traffic and CX Visibility in Operator Networks

Vijay Sivaraman  
Co-Founder & CEO  
Canopus Networks

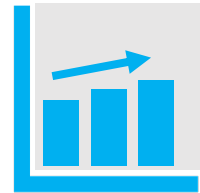
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# The Challenge



Global Internet traffic is growing at 26% each year, i.e. doubling every 3 years <sup>[1]</sup>



Global Telco (ISP) revenue for 2015-18 grew by 3.7% and margin by 0.6% <sup>[2]</sup>



Australian traffic grew +50% YoY while revenue declined -4.1% <sup>[3]</sup>

## Operators are largely driving blind:

- No visibility into CX; under constant pressure to “fatten” network pipes
- Over-the-top (OTT) providers get the benefit; operators get the blame
- “Connectivity” is a commoditized service with diminishing margins
- ISPs must create new value-add services and retain customers via exceptional CX

[1] <https://www.cisco.com/c/en/us/solutions/collateral/service-provider/visual-networking-index-vni/white-paper-c11-741490.html>

[2] [https://www.ey.com/Publication/vwLUAssets/ey-accelerating-the-intelligent-enterprise/\\$FILE/ey-accelerating-the-intelligent-enterprise.pdf](https://www.ey.com/Publication/vwLUAssets/ey-accelerating-the-intelligent-enterprise/$FILE/ey-accelerating-the-intelligent-enterprise.pdf)

[3] “ACMA says Telco sector revenues down despite explosion in data usage”, CommsDay 27-Feb-2020.

# Existing DPI Solutions

## Custom hardware appliances:

- Expensive
- Single-purpose

## VNF software solutions:

- Hardware cost per Gbps is high (compared to network switch)
- Scaling to 400Gbps and beyond requires excessive cores

# The Canopus Approach

## P4-programmable switch:

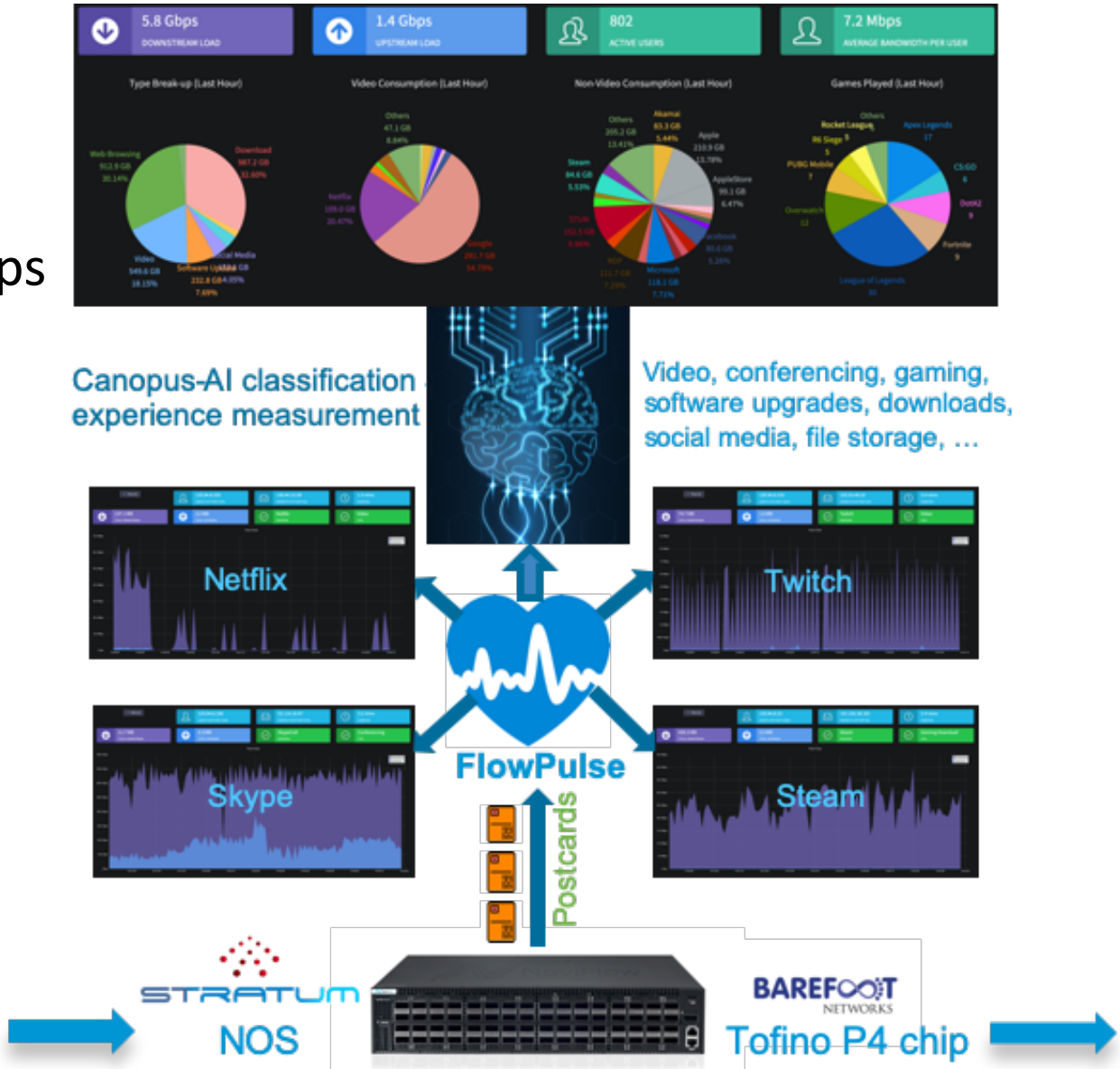
- Absorbs majority of traffic, low cost per Gbps
- Exports fine-grained per-flow telemetry

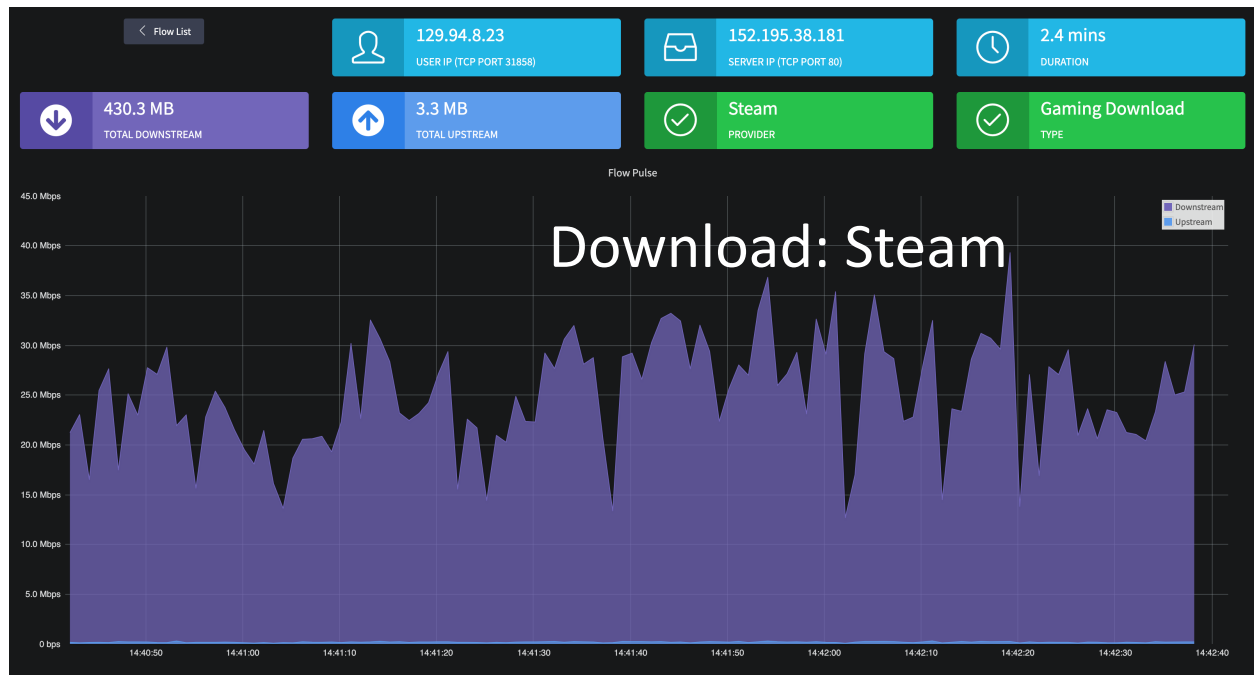
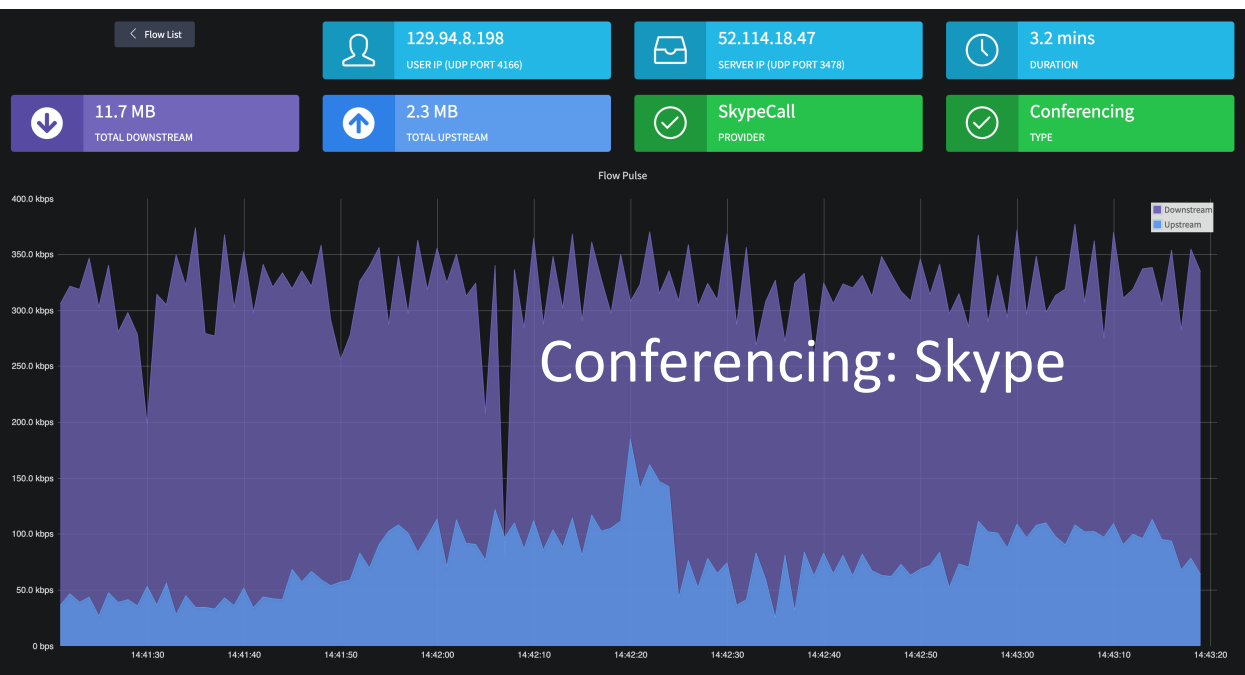
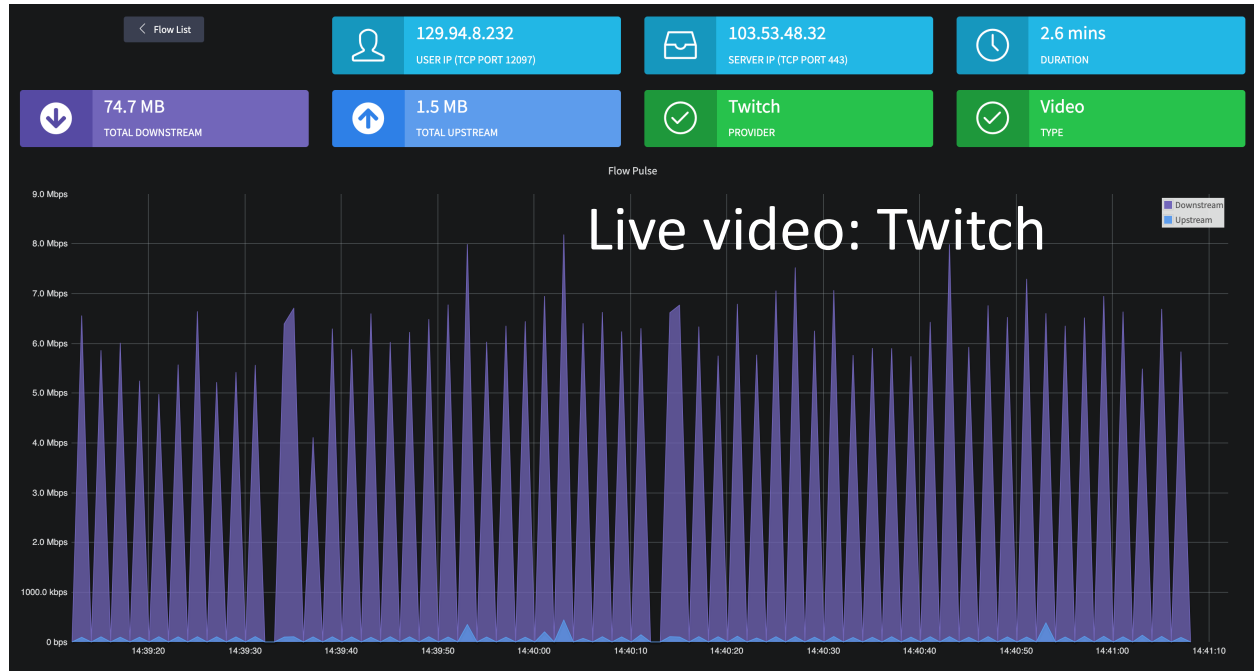
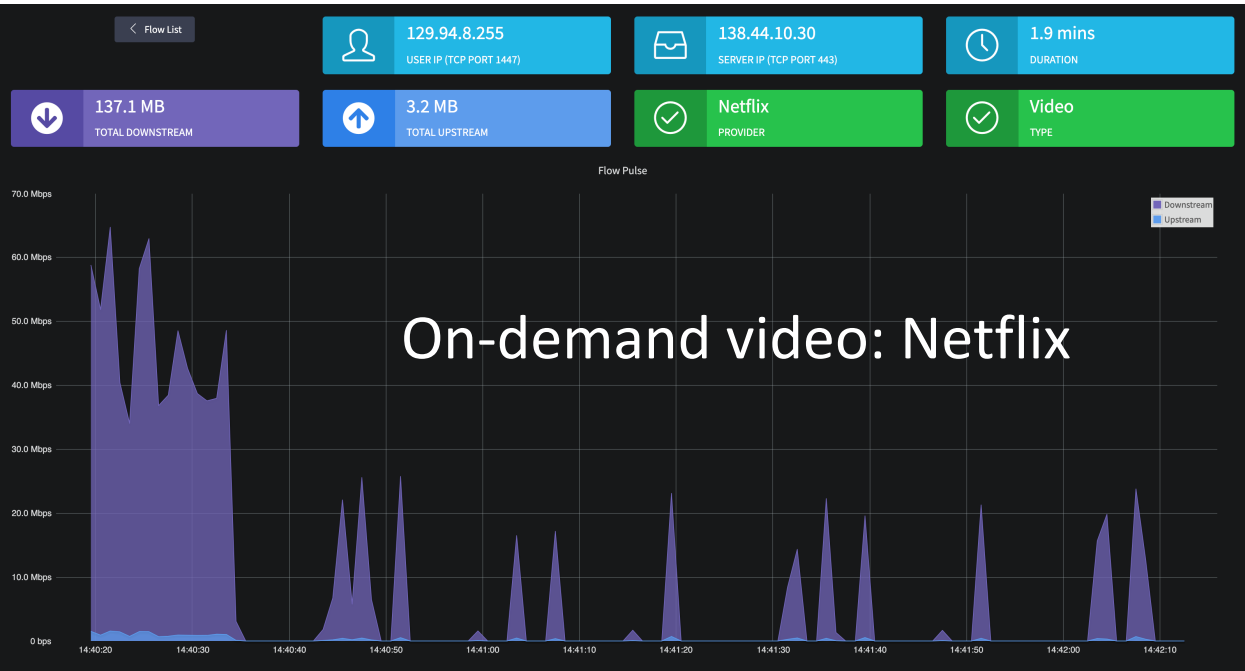
## AI engines:

- Applications have “pulse” signature
- Used to derive application type and CX

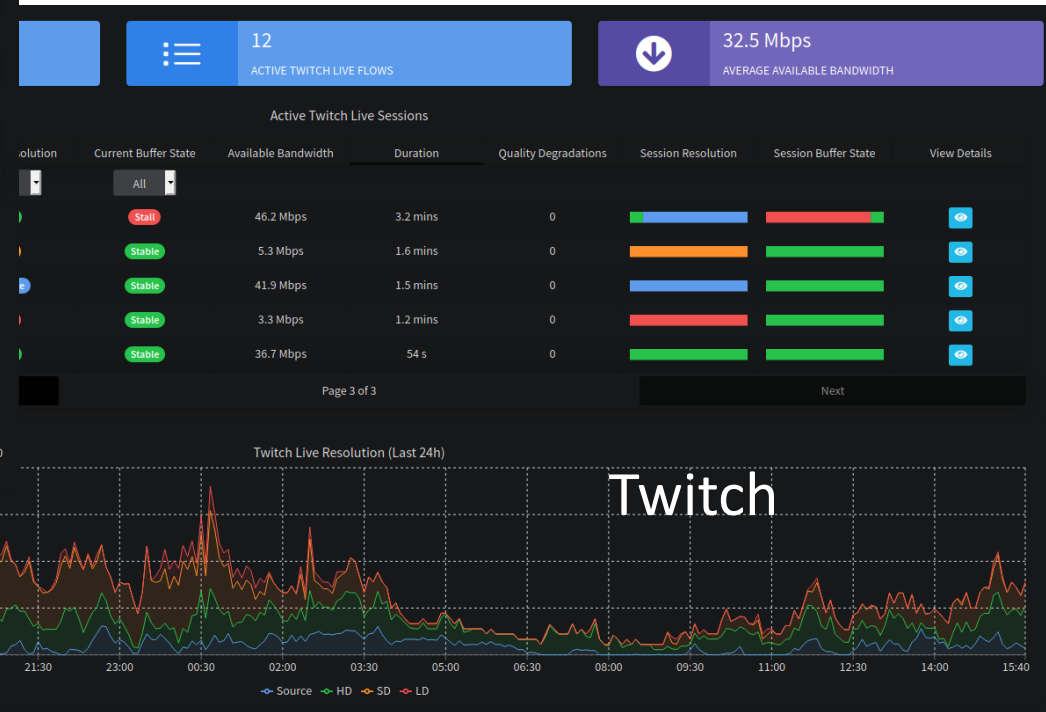
## Software “app” + off-the-shelf hardware

- Cost, scale, vendor choice, multi-purpose
- Encryption resistant and future proof





# On-Demand (Netflix) and Live (Twitch) Video



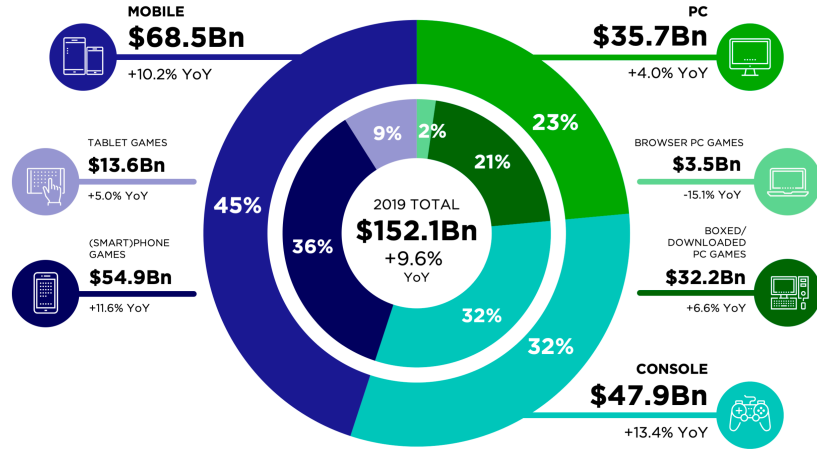
Tracks video quality, bandwidth, buffer health, and degradations

# Gaming is a huge opportunity



## 2019 GLOBAL GAMES MARKET

PER DEVICE & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES

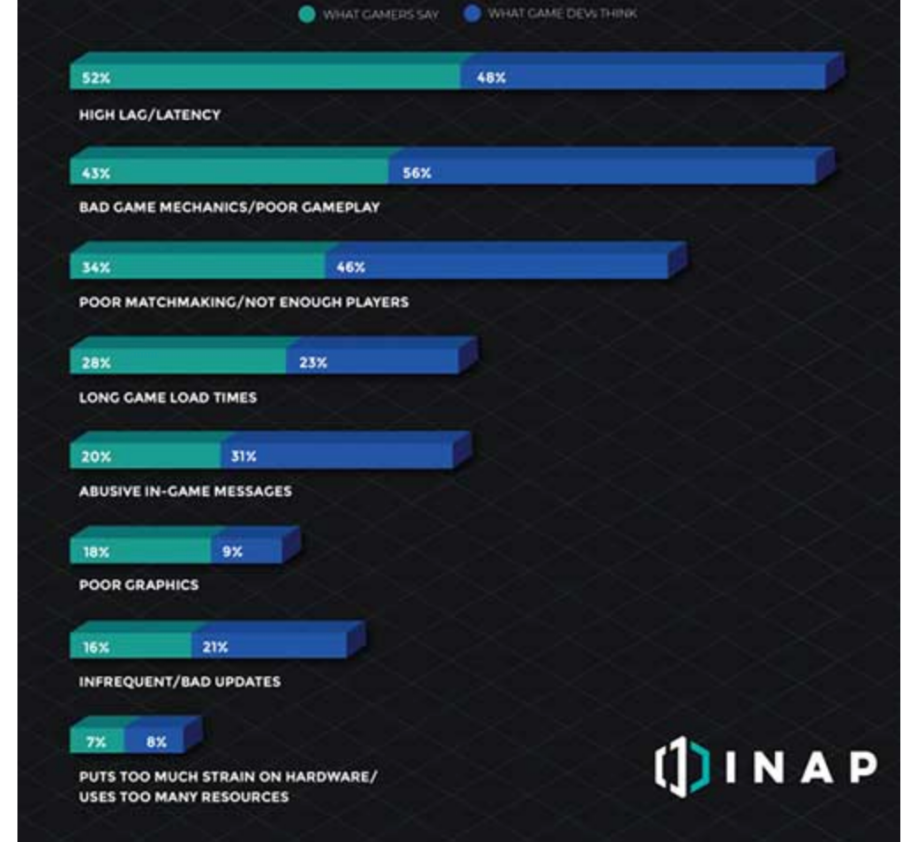


Source: ©Newzoo | 2019 Global Games Market Report  
newzoo.com/globalgamesreport



Online gaming is a \$150b+ market  
Cloud gaming will accelerate growth

## WHY DO GAMERS STOP PLAYING MULTIPLAYER ONLINE GAMES?

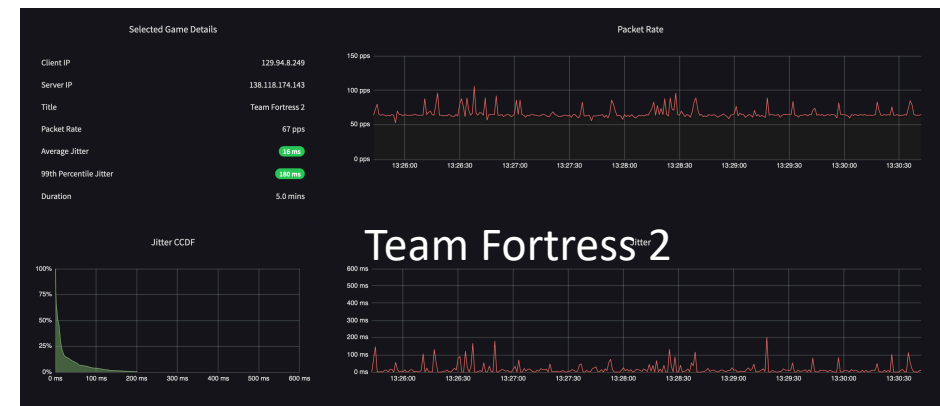
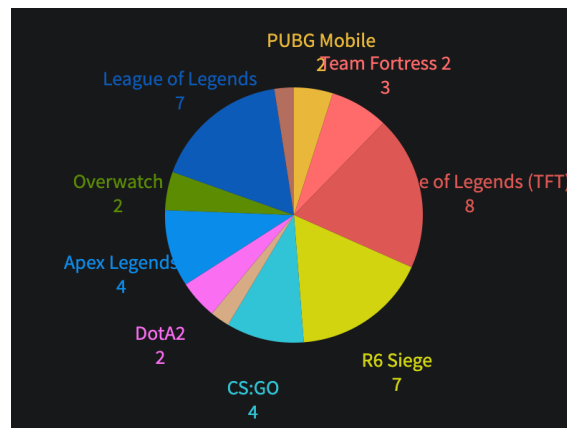


Network lag degrades experience

# Gameplay Flows and Experience

| Active Game Details |             |                 |             |                     |                  |                |                        |            |            |            |
|---------------------|-------------|-----------------|-------------|---------------------|------------------|----------------|------------------------|------------|------------|------------|
| Client IP           | Client Port | Server IP       | Server Port | Title               | Down Packet Rate | Average Jitter | 99th Percentile Jit... | Duration   | Status     | View Plots |
| [REDACTED]          | [REDACTED]  | [REDACTED]      | [REDACTED]  | [REDACTED]          | [REDACTED]       | [REDACTED]     | [REDACTED]             | [REDACTED] | [REDACTED] | [REDACTED] |
| 129.94.8.204        | 30918       | 103.10.125.146  | 27037       | DotA2               | 30 pps           | 13 ms          | 49 ms                  | 41.5 mins  | Active Now | View Plots |
| 149.171.43.85       | 49160       | 103.10.125.154  | 27032       | DotA2               | 30 pps           | 0 ms           | 0 ms                   | 9.0 mins   | Active Now | View Plots |
| 129.94.8.173        | 16270       | 103.240.227.123 | 5230        | League of Legend... | 19 pps           | 60 ms          | 703 ms                 | 25.0 mins  | Active Now | View Plots |
| 129.94.8.208        | 6398        | 103.240.227.174 | 5215        | League of Legends   | 48 pps           | 24 ms          | 157 ms                 | 16.8 mins  | Active Now | View Plots |
| 129.94.8.186        | 28872       | 103.10.125.154  | 27043       | DotA2               | 30 pps           | 15 ms          | 71 ms                  | 1.1 hours  | Active Now | View Plots |

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Tracks gameplay flow tick-rate, server, lag, jitter







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# Thank You

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