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**Designing a 100% Flow generator for  
high-speed networks from OC3 to 100GbE**

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# Chapters

Design discussion

Design results

Future & Conclusions


A person in silhouette stands on the left side of a large, multi-paned window, looking out over a vast city skyline. The scene is brightly lit, suggesting a high-rise building with a panoramic view. The window frames are dark, creating a grid pattern across the view. The city below is densely packed with buildings, and the sky is clear and bright.

# Design discussion






# Borrowing from the über-talk...

	High value		<b>Packet</b>
	Low value	<b>Flow</b>	
		Low storage (1%-2%)	High storage (100%)



# What about 10G/40G/100G?

High value			<b>Packet</b>
Medium value		<b>Flow</b>	
Lowest value	<b>Sampled Flow</b>		
	Lowest storage Low CPU	Low storage High CPU	High storage



# Issues with sampling

## The obvious

- Misses events
- Loses evidential trail

## The less obvious

- Biases statistics
- Breaks common heuristics\*

\* Source: Mai et al, "Is Sampled Data Sufficient for Anomaly Detection?," SIGCOMM '06



# Design objectives

Zero packet loss up to 100GbE @ small packets

Unsamplerd and samplerd options at packet and NetFlow levels

Flexibility for additional metadata extraction

High Density / Low Space Weight & Power

Minimum number of unique SKUs

Small form factor for network-edge deployment

Monitor links via optical splitters (avoid in-line & span ports)



# Parameters on a real network

Per interface	OC3	OC12	OC48	OC192	OC768	1GE	10GE	40GE	100GE
BW Gbps @ 75% load	0.10	0.40	1.6	7.2	29.	0.70	7.0	28.	70.
Mpps @ 100Byte	0.5	1.5	6.5	25	100	3.5	35	140	350
Active flows @ 30sec	35K	150K	600K	2.5M	10M	250K	2.5M	10M	25M
Flows/sec	1.5K	6K	25K	100K	400K	10K	100K	400K	1M



# Architectural fundamentals

## Router/Switch

Range of high performance I/O

Touches production traffic

Dedicated HW

Low CPU & Memory capacity

High SWaP → Central

## Server/appliance

Typically poor I/O capability

Isolated from production traffic

Flexible software approach

High CPU & Memory capacity

Low SWaP → Distributed

*=> I/O is key to unlocking high performance NetFlow !*



# I/O design

PCI-E (II) capable of 25Gbps per slot

⇒ Max 2 ports x 10Gbps per card

⇒ Front-end required for 40G/100G

1RU server includes 2 slots

⇒ Max 4 ports x 10Gbps per RU

New FPGA silicon enables “universal” receiver 155Mbps-10Gbps

⇒ 10GE/1GE and OC192/48/12/3



# Appliance design basics

Intel class devices offer huge CPU & Memory performance

Combined with dedicated high speed front end

## **OC3 through 10GE**

Single SKU 1U Server

Multiple cores load balanced

Fulfills performance objectives

1U server gives 2xPCI-E(II)

4 multi-rate interfaces in 1U

## **OC768, 40GE, 100GE**

Saturates PCI-E(II)

=> ! Server design

Use dedicated head unit

2 x 40GE / 1 x 100GE



# Design results

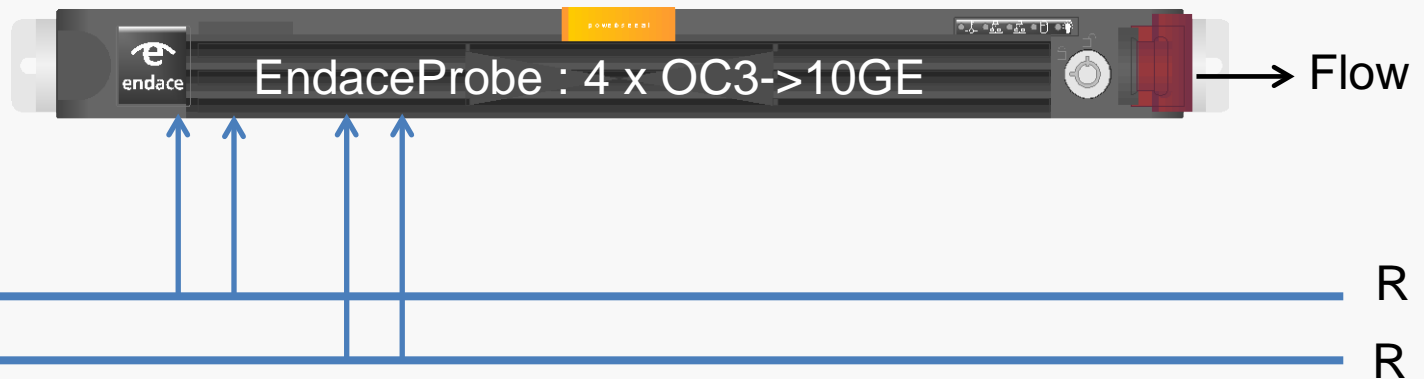




# 4 x 10Gbps system

2 x bi-directional links, 10GE down to OC3

Per system	Gbps @ 100B	Mpps	Flows	Flows/Sec	Rack
Performance	30	100	10M	400K	1U (300W)

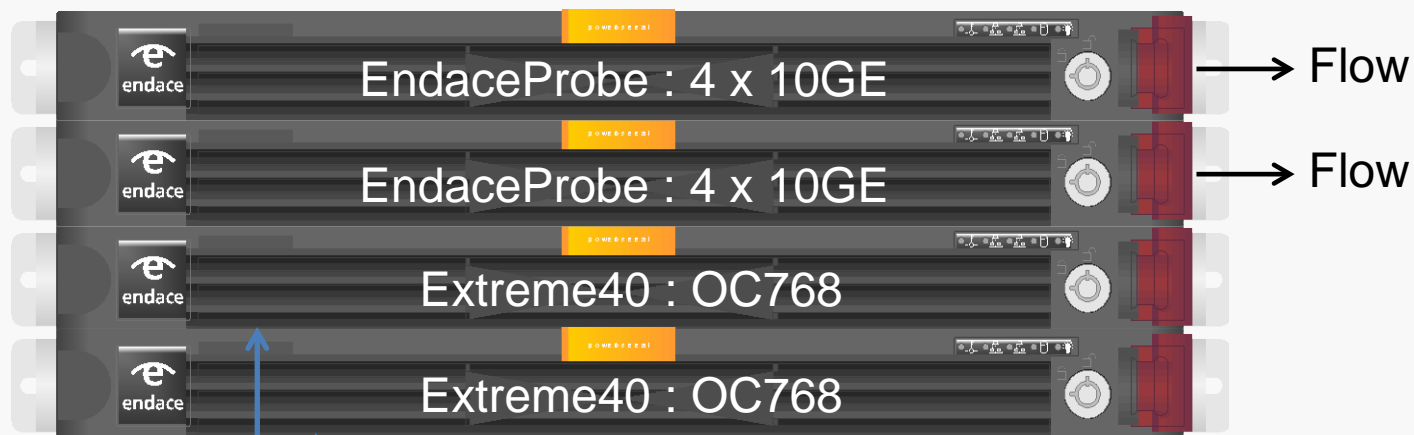




# 2 x OC768 system

1 x bi-directional OC768 link

Per system	Gbps @ 100B	Mpps	Flows	Flows/Sec	Rack
Performance	60	200	20M	800K	4U (1kW)

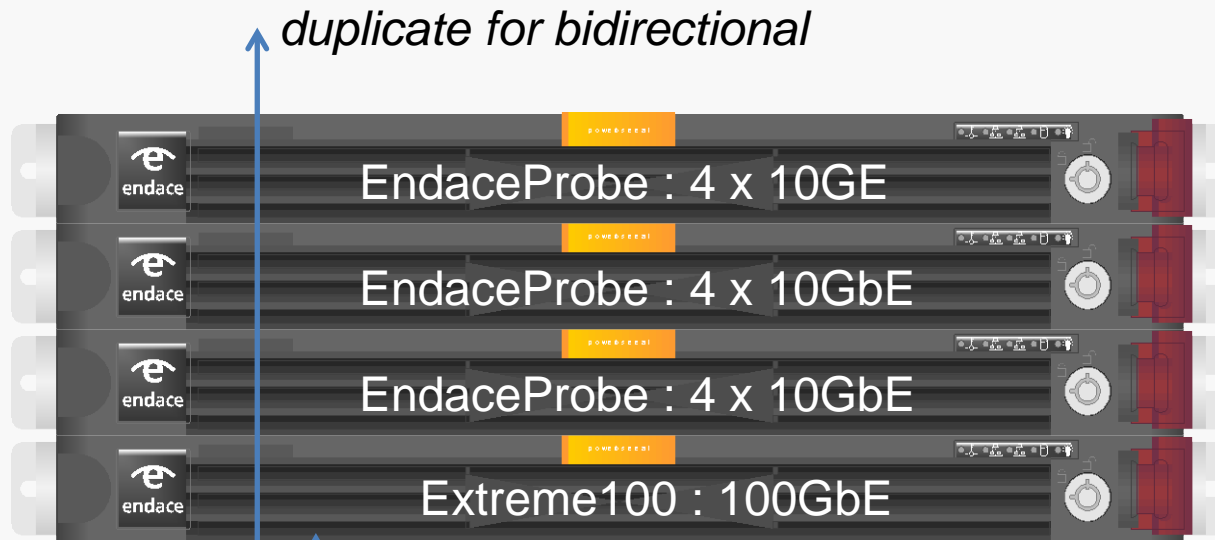


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# 1 x 100GE system

1 x uni-directional 100GE link

Per system	Gbps @ 100B	Mpps	Flows	Flows/Sec	Rack
Performance	90	300	30M	1.2M	4U (1.3kW)



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# Future & Conclusions





# Uncharted territory

## **Channelized SONET/SDH**

Eliminate rack(s) of SONET gear

## **Application awareness**

DPI generated application type added to IPFIX

## **Identity – beyond IP address**

NAT binding?

IMSI, IMEI, M-ISDN ?

Server/Software approach allows flexible derivatives



# Conclusions

Big Iron is not required for production NetFlow generation

Server based designs with proper I/O

Modern FPGAs can do an awful lot



Very high performance

Good flexibility

High I/O density – low space/weight/power



power to see all