

# Towards a Service-Oriented Virtual Evolved Packet Core

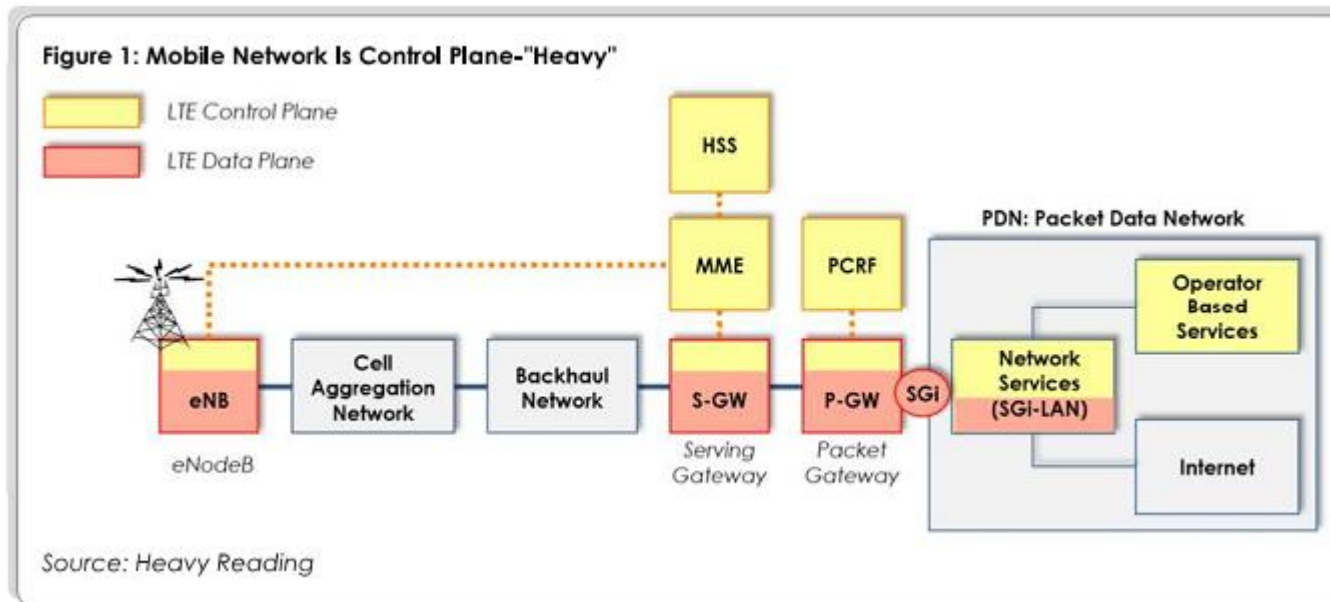
---

BY  
ABHISHEK GUPTA  
FRIDAY GROUP MEETING  
MARCH 18, 2016

**UCDAVIS**

# 3GPP Evolved Packet Core

- The 3GPP Evolved Packet Core (EPC) is an increasingly complex platform which is in constant need of optimization for content delivery and security



# Motivation for Service-oriented vEPC using NFV

- **Software-centric network strategy**
- **Time to market and flexibility**
- **Investment and refresh cycles**
- **Monetization opportunities : SCEF (Service Capability Exposure Function)** – allows the operator to expose network capabilities, such as charging location and QoS, to third parties to enable new services.
- **NFV in mobile core is focused around**
  - ❖ the EPC
  - ❖ The IP Multimedia Subsystem (IMS) core – for call control in VoLTE and video.
  - ❖ Network services deployed in SGi-LAN

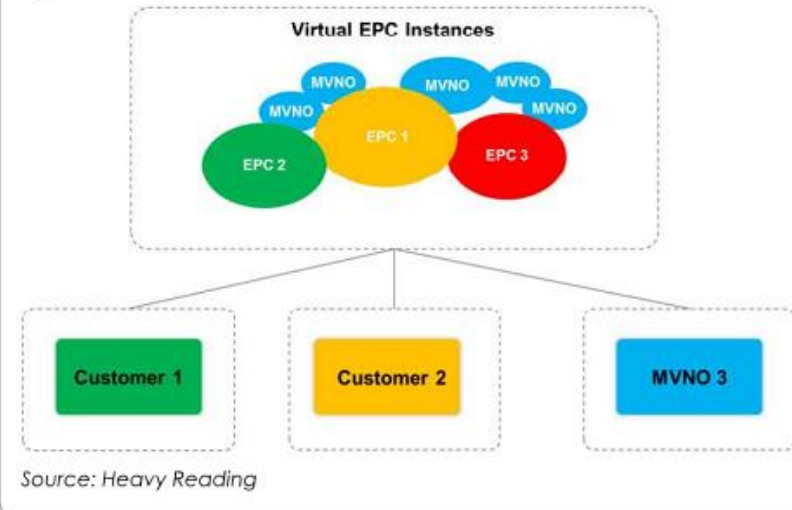
# Virtual EPC Use Cases

Figure 2: Virtual EPC Use Cases

DEPLOYMENT MODEL	DESCRIPTION/ADVANTAGES
Capacity Relief/ Cap-and-Grow/ Pooling	<ul style="list-style-type: none"> <li>• Deploy alongside "classic" EPC to absorb subscriber and traffic growth</li> <li>• Both classic EPC and vEPC capacity is pooled into a common core</li> <li>• Cap investment in classic product and migrate to vEPC over time</li> </ul>
Internet of Things	<ul style="list-style-type: none"> <li>• Deploy virtual P-GW or GGSN for M2M services</li> <li>• Able to optimize the gateway for traffic profile (e.g., transaction-oriented config.)</li> </ul>
MVNO	<ul style="list-style-type: none"> <li>• Operator hosts virtual core for MVNO customers</li> <li>• MVNO can control its own core instance independently via a portal</li> <li>• The operator can offer a full suite of hosted BSS, voice services, etc.</li> </ul>
Enterprise Virtual Core	<ul style="list-style-type: none"> <li>• A virtual P-GW tailored and scaled to the enterprise user needs</li> <li>• Can combine with additional security and optimization services</li> <li>• Services can be customer-programmable via a portal</li> </ul>
Smaller Markets	<ul style="list-style-type: none"> <li>• For operators with smaller or subsidiary markets, such as islands</li> <li>• Also suitable for later-adopting LTE markets and LTE greenfield</li> </ul>
Gi-LAN	<ul style="list-style-type: none"> <li>• Connect "classic" EPC to virtualized Gi-LAN environment</li> <li>• Modernize "service complex" ahead of vEPC rollout</li> <li>• Virtualized Gi-LAN is well suited to the cloud edge environment</li> </ul>
Main EPC Replacement	<ul style="list-style-type: none"> <li>• Replace aging EPC or packet-switched core with modern equivalent</li> <li>• Future-proof investment made in core network refresh</li> <li>• Prepare for growth and LTE Advanced/4.5G</li> </ul>

Source: Heavy Reading

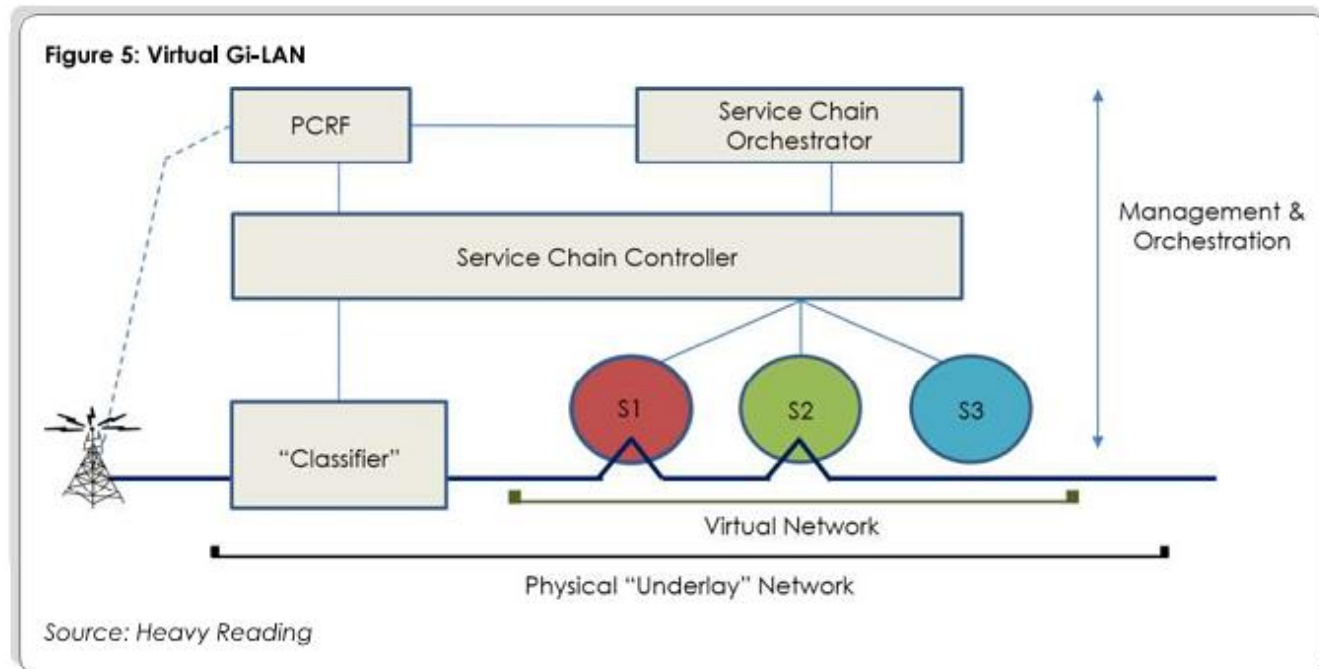
Figure 4: Multiple vEPC Instances



Source: Heavy Reading

# Virtual Gi-LAN Architecture

- This has to be the first step in virtualization of the mobile core
- Low risk implementation when compared to vEPC
- Functions are well-suited for NFV



# More on the SGi-LAN

- “Gi-LAN (3G)/ SGi-LAN (4G) refers to small dedicated dedicated networks that may be inserted, providing additional functions, given that they are fully compliant to the internet protocols used over that point”[3]

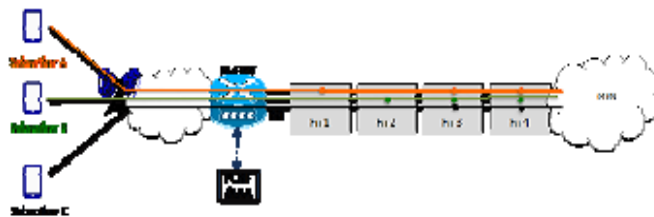


Figure 2 SGi-LAN Service interface and middle-boxes

### C. Related Work

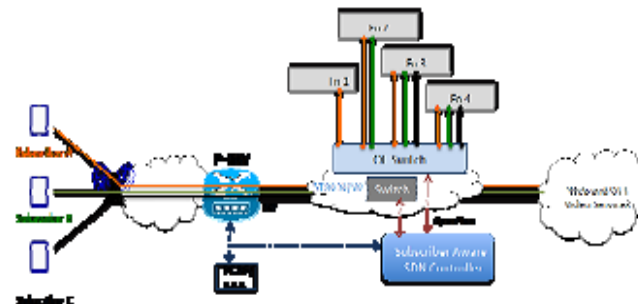


Figure 3 SGi-LAN Service interface implementing a switched service graph

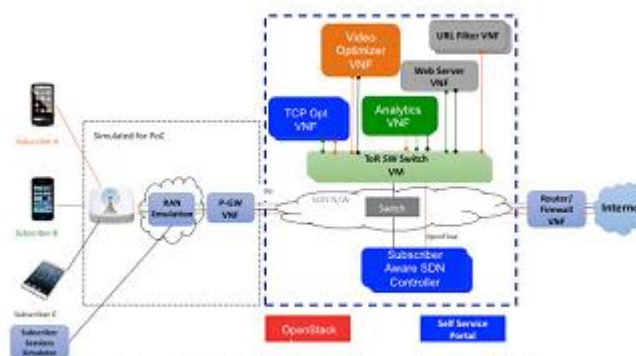
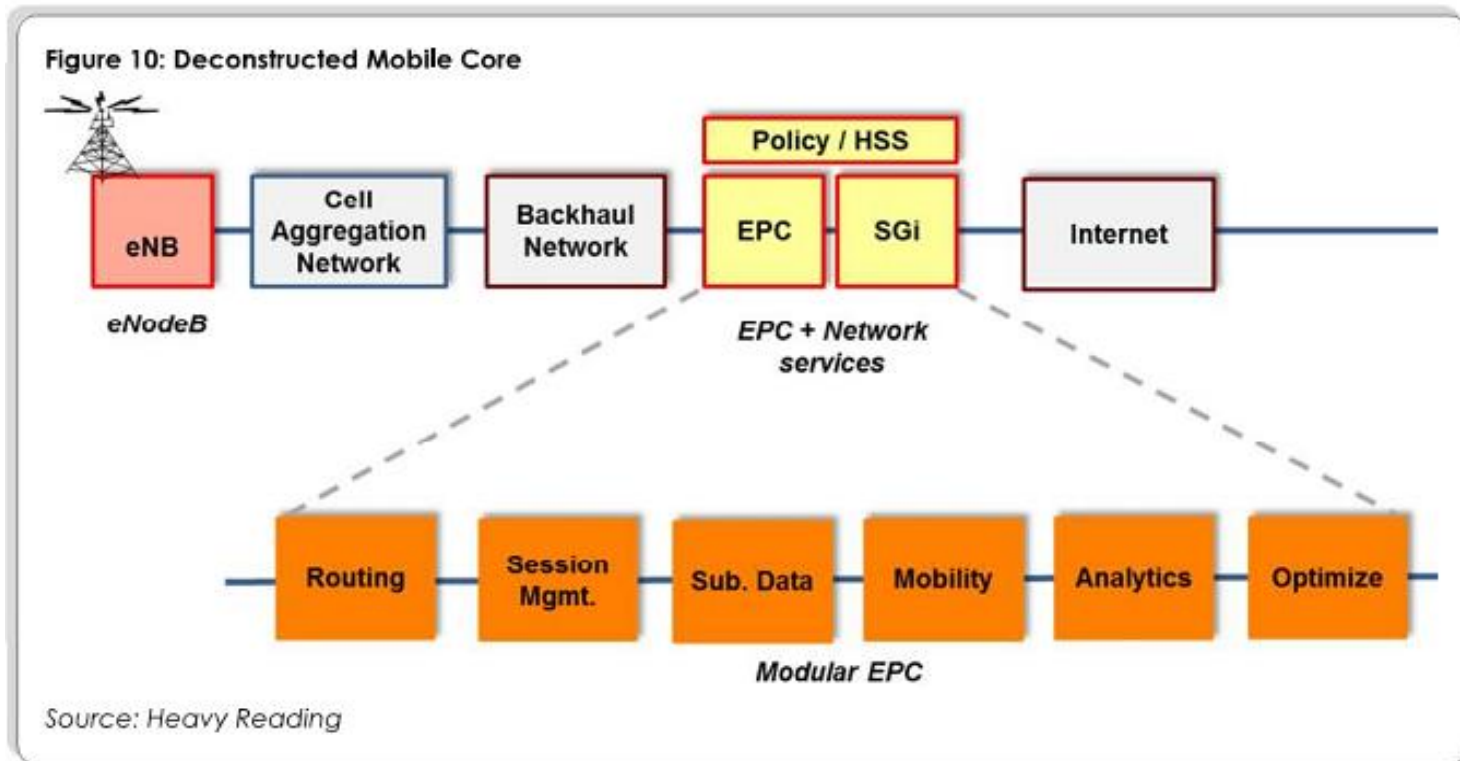


Figure 5 Logical network view mapped to VNFs

# Future EPC Architecture



# EPC details - 1

- EPC based on customized hardware using static config.
- These network entities are tightly coupled in 2 dimensions :-
  - Software and Hardware
  - Control and User planes

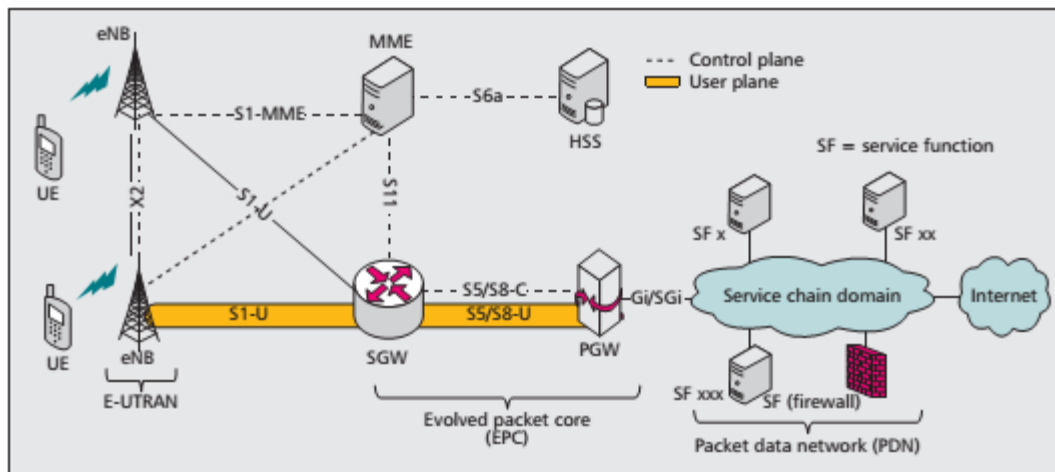


Figure 1. A mobile operator network.



# EPC details - 2



Groups	Entities	Benefits
Segment one	<ul style="list-style-type: none"> <li>- HSS front-end (HSS FE)</li> <li>- Mobility Management Entity (MME)</li> </ul>	<ul style="list-style-type: none"> <li>- Interactions between HSS and MME occur locally.</li> <li>- Fewer networking transactions through Vswitches.</li> <li>- Network transactions use the LDAP protocol, which is an efficient protocol for database information querying.</li> </ul>
Segment two	<ul style="list-style-type: none"> <li>- Home location register front end (HLR FE)</li> <li>- Serving general packet radio service support node (SGSN)</li> </ul>	<ul style="list-style-type: none"> <li>- Supports combining existing SGSN with the Gn interface to the EPC system</li> <li>- Interactions between HLR and SGSN occur locally.</li> <li>- Fewer networking transactions through Vswitches.</li> <li>- Network transactions use the LDAP protocol, which is an efficient protocol for database information querying.</li> </ul>
Segment Three	<ul style="list-style-type: none"> <li>- Packet data network gateway (PGW)</li> <li>- Policy and charging enforcement function (PCEF)</li> <li>- Serving gateway (SGW)</li> </ul>	<ul style="list-style-type: none"> <li>- Minimizes the number of data-plane processing nodes (flat architecture principle)</li> <li>- Helps to overcome data-forwarding and network bottlenecks</li> <li>- better data monitoring and charging</li> </ul>
Segment Four	<ul style="list-style-type: none"> <li>- User data repository (UDR).</li> <li>- On-line charging system (OCS).</li> <li>- Off-line charging system (OFCS).</li> <li>- Policy and charging rules function (PCRF)</li> </ul>	<ul style="list-style-type: none"> <li>- Unified user database; less fragmentation.</li> <li>- PCRF interacts locally with UDR to generate policies.</li> <li>- Local interaction between OCS and PCRF</li> <li>- Central interaction point for OSS/BSS</li> <li>- Fewer networking transactions through Vswitches.</li> </ul>

Table 2: Grouping of EPC Entities in NFV Environment.

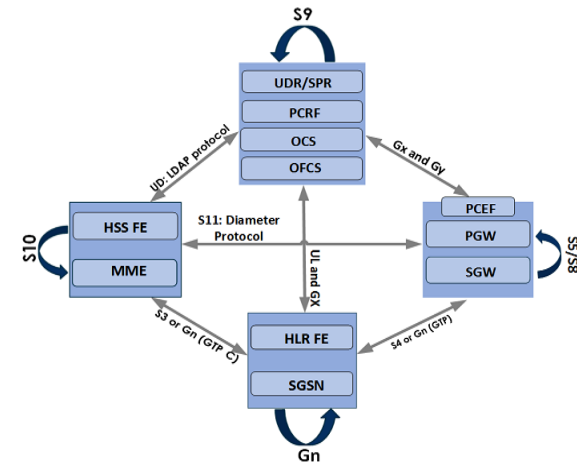


Figure 5: vEPC Entities Grouping



# PAPER REVIEW

## **Mobile Core Network Virtualization: A model for combined Virtual Core Network Function Placement and Topology Optimization**

*Andreas Baumgartner, Varun S. Reddy, Thomas Bauschert  
Chemnitz University of Technology, Chemnitz, Germany*

# Objective and parameters

- **The combined optimization of the virtual mobile core network topology (graph) and its embedding onto a physical substrate network**
- **Topology, link capacities and node (processing, storage and throughput) resources of the physical substrate are given**
- **Mobile Core VNFs – SGW, PGW, MME and HSS**
- **Explicit single path routing is assumed**
- **Optimization target is to minimize the cost of occupied node and link resources**
- **Number of services chains are fixed in advance and are assumed to be equal to the number of traffic aggregation points (TAP)**

# Service Chain - User plane and Control Plane

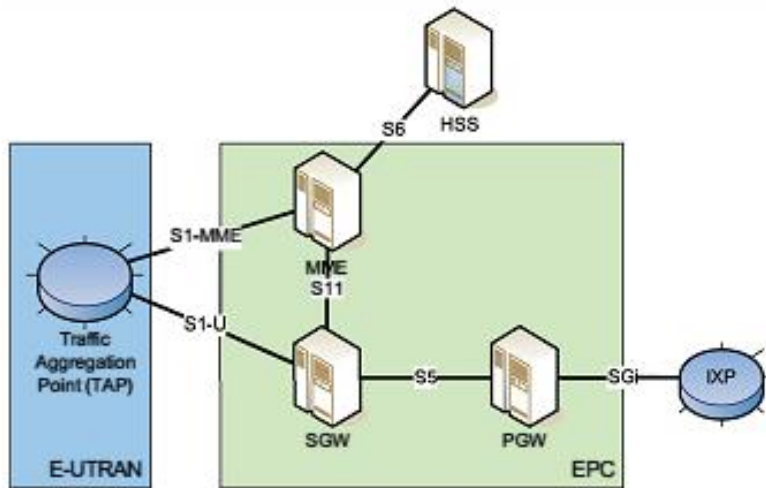


Figure 1. 3GPP LTE system architecture

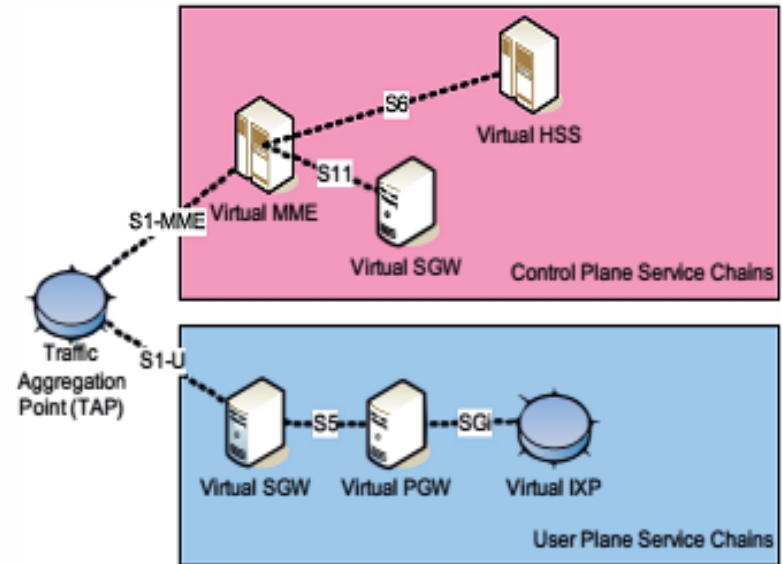


Figure 2. User and control plane core network service chains

# Simulation details

- Service chain is further decomposed into a user plane service subchain (TAP - SGW - PGW - IXP) and several control plane service subchains (TAP - MME), (MME - HSS), (MME- SGW).
- All service subchains are considered separately for upstream and downstream traffic.
- The processing, storage and throughput requirements of a VNF that belongs to a particular TAP are given.
- Also the bandwidth requirements between the VNFs is dependent on the TAP. (also takes care of protocol overheads)
- Cost based on three parameters
  - Basic Cost : Cost of placement of a VNF on a physical substrate
  - Cost per unit of physical resource on a node
  - Cost per unit of capacity on a physical link
- Consider embedding of only one virtual mobile core network
- All nodes are capable of hosting functions.

# Results for Polska Network

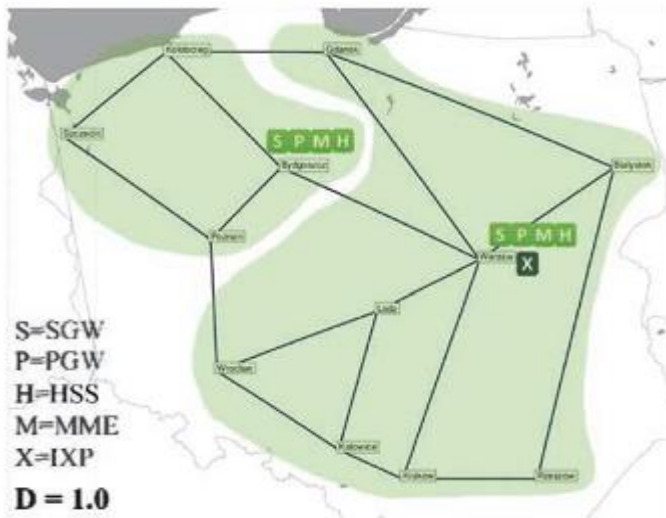


Figure 3. Core VNF placement and gateway catchment areas for  $D = 1$  - Polska Network.

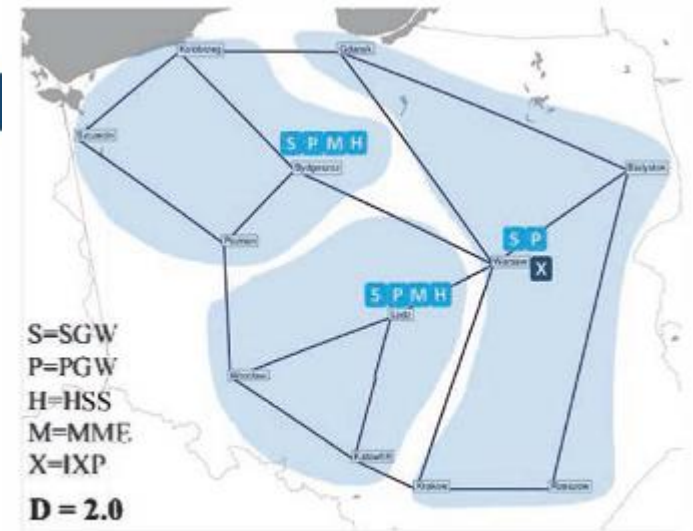


Figure 5. Core VNF placement and gateway catchment areas for  $D = 2$  - Polska Network.

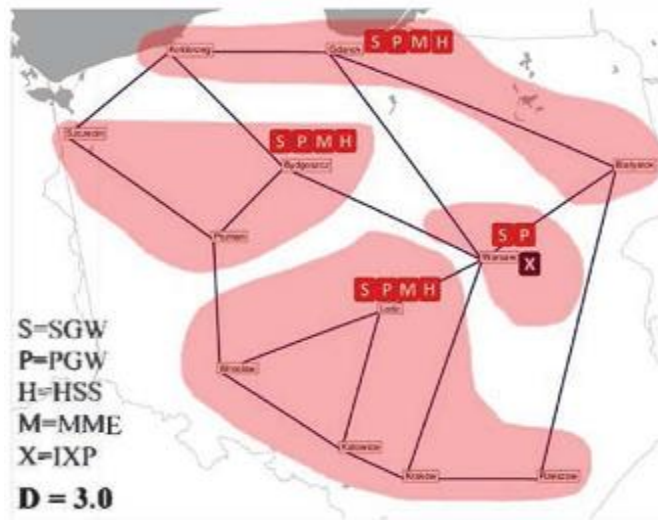


Figure 7. Core VNF placement and gateway catchment areas for  $D = 3$  - Polska Network.



# Results for Germany50 Network

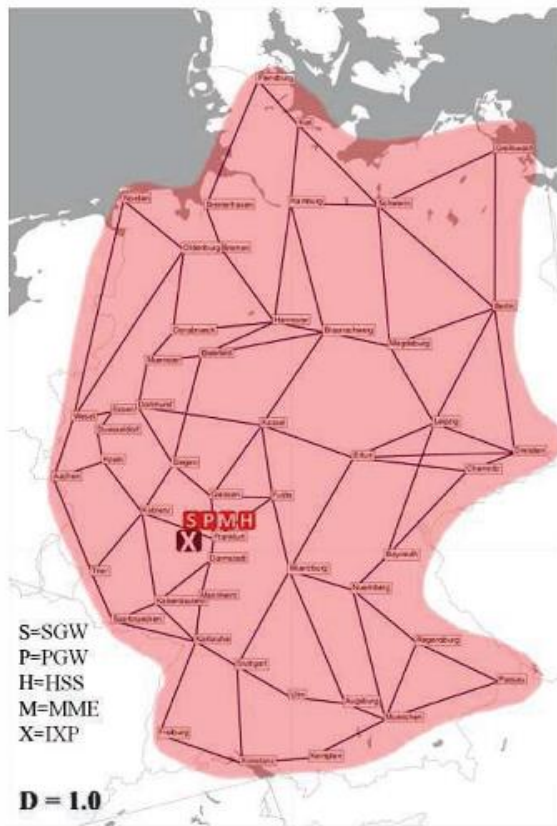


Figure 4. Core VNF placement and gateway catchment areas for  $D = 1.0$  - Germany50 Network.

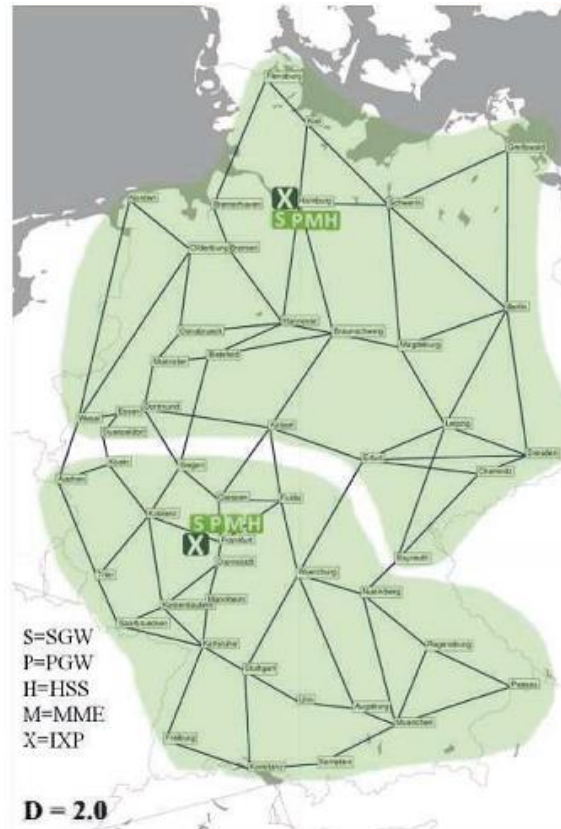


Figure 6. Core VNF placement and gateway catchment areas for  $D = 2.0$  - Germany50 Network.

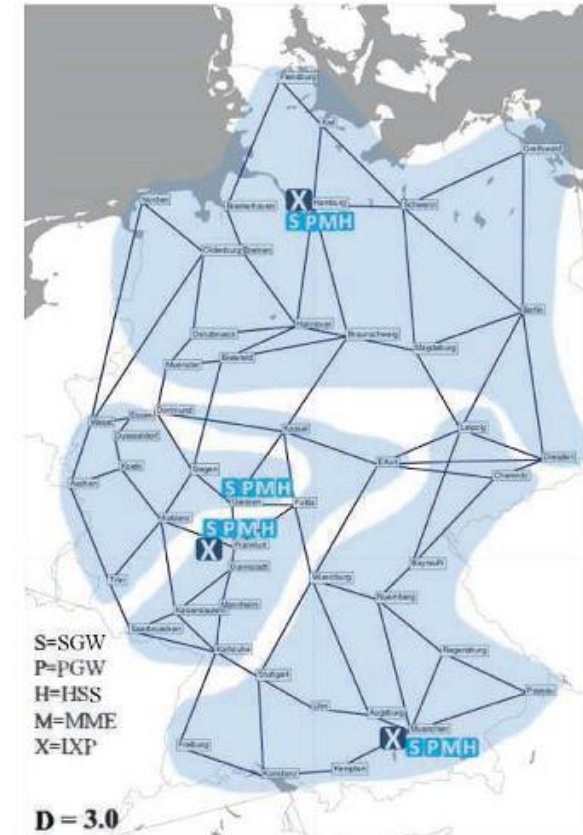
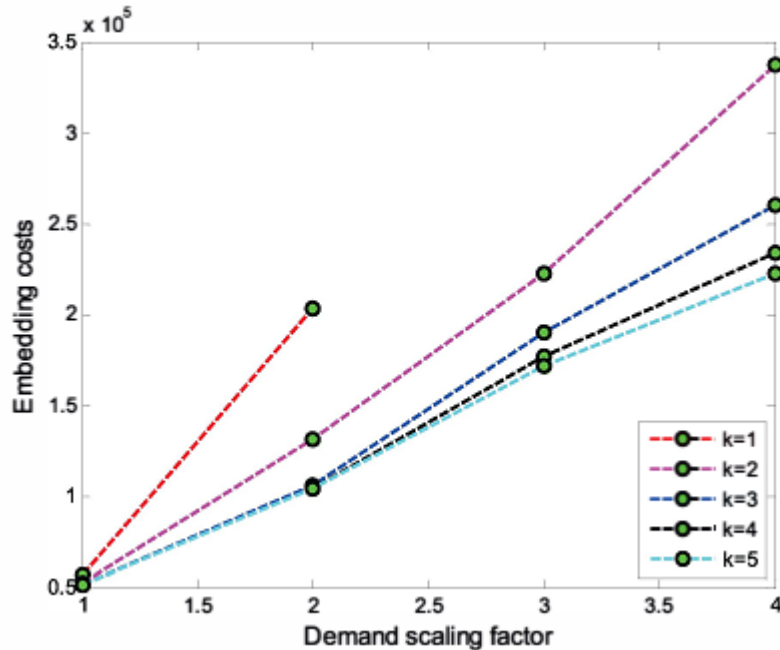
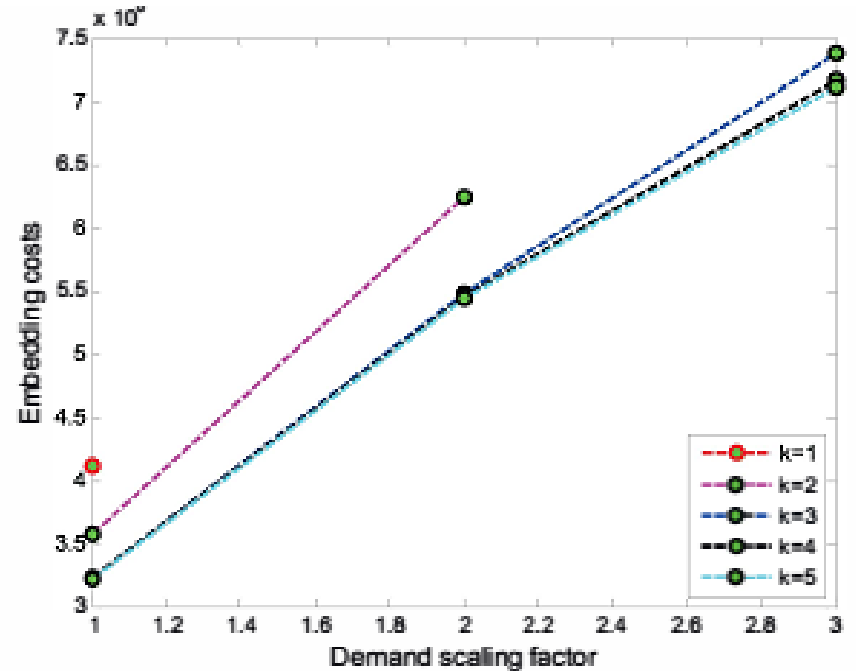


Figure 8. Core VNF placement and gateway catchment areas for  $D = 3.0$  - Germany50 Network.

# Embedding cost for different D and k



Polska Network



Germany50 Network



# References

- [1] W. John et al., “Research Directions in Network Service Chaining”
- [2] White Paper – Heavy Reading, “Commercializing Virtual EPC at Scale: Why, What and How?”
- [3] Ariel Noy et al., “A solution for SGI-LAN Services Virtualization using NFV and SDN”
- [4] Malla Reddy Sama et al., “Software-Defined Control of the Virtualized Mobile Packet Core”
- [5] Hassan Hawilo et al., “NFV: State of the Art, Challenges and Implementation in Next Generation Mobile Networks (vEPC)”
- [6] A. Baumgartner et al., “Mobile Core Network Virtualization: A Model for combined Virtual Core Network Function Placement and Topology Optimization”