

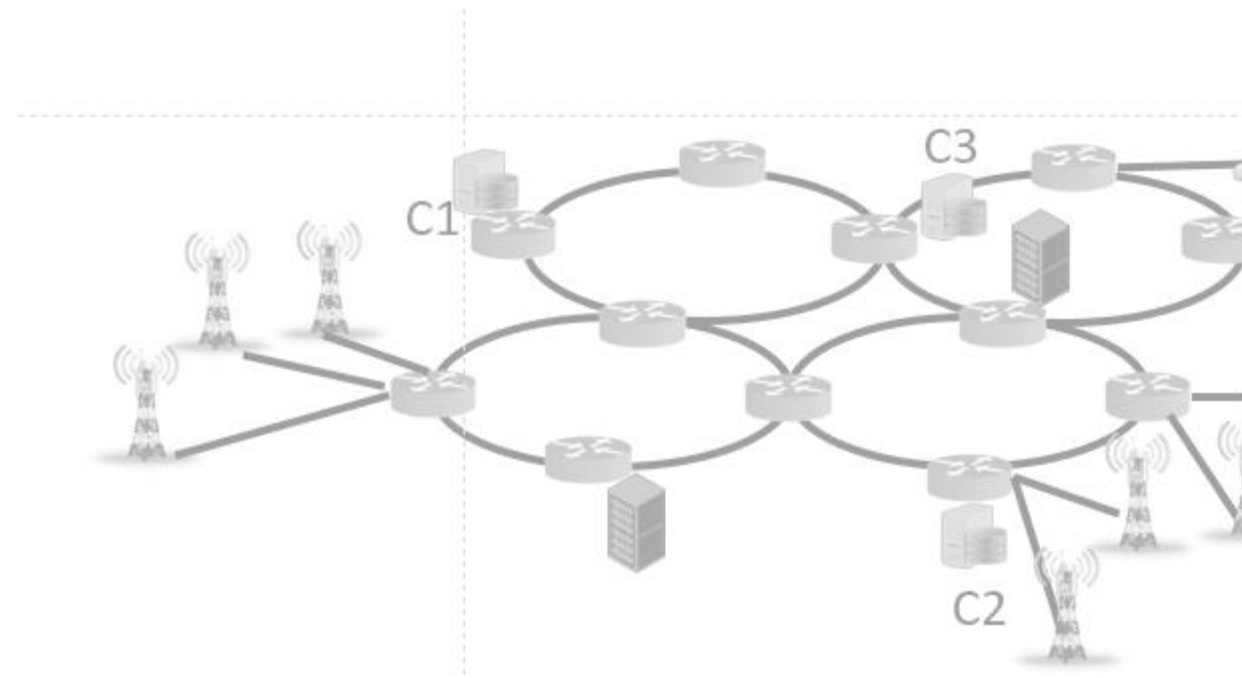
Reliable Slicing

Andrea Marotta

Group Meeting
Wednesday, July 3, 2019

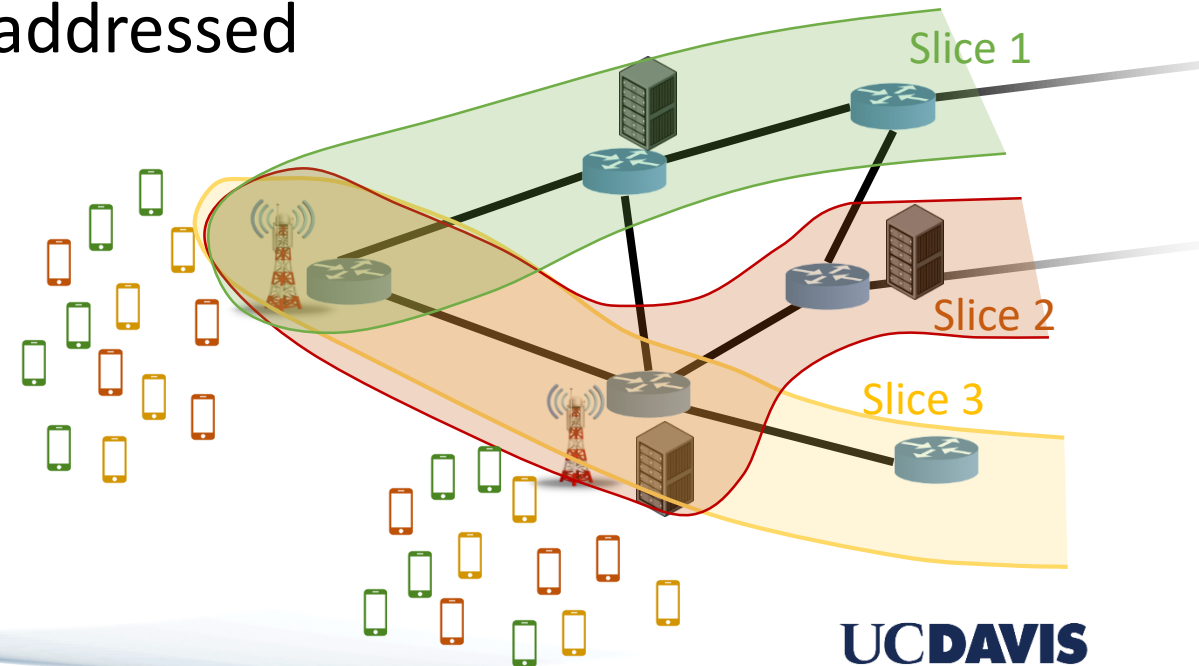
Outline

- Slicing scenarios
- Slicing protection
- Problem definition
- Reliable slicing ILP
- Proposed Heuristic
- Preliminary results

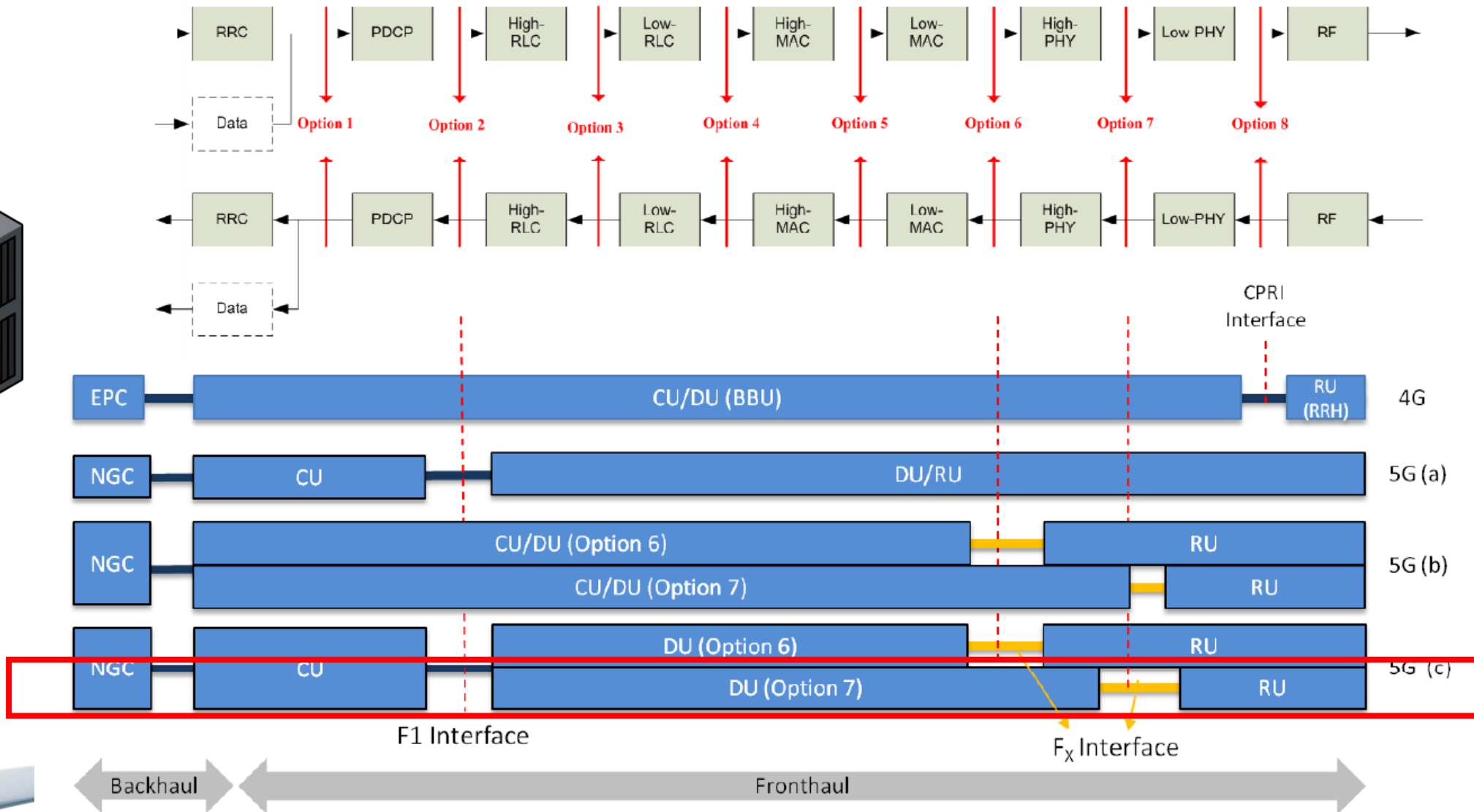
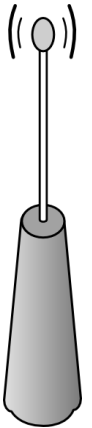


Introduction

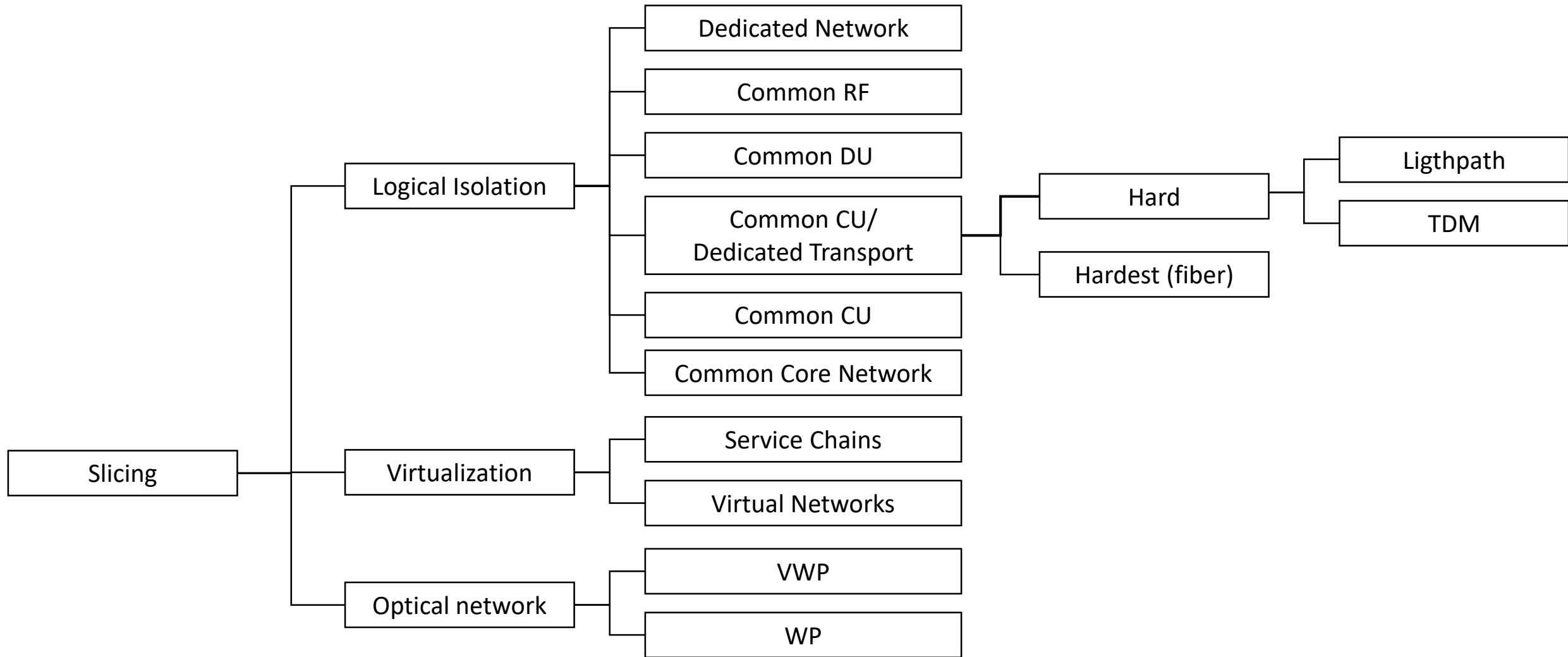
- Network slicing allows a network operator to provide *dedicated* virtual networks with functionality and performance specific to the service or customer over a common network infrastructure
- The utilization of mobile networks as supporting infrastructure for high reliability services is increasing
- Reliability in slicing context needs to be addressed



Virtual service chains for mobile network slicing

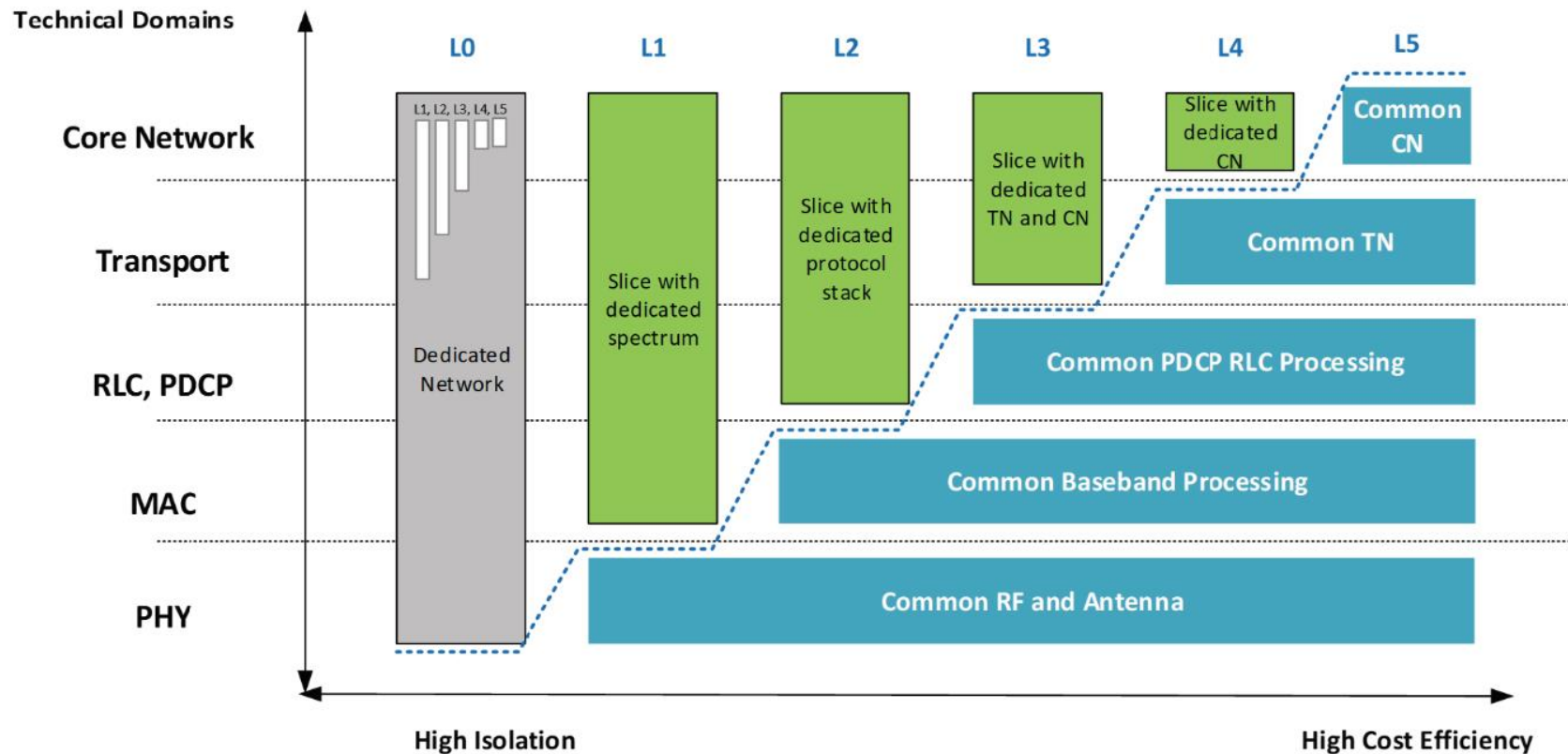


Slicing Overview



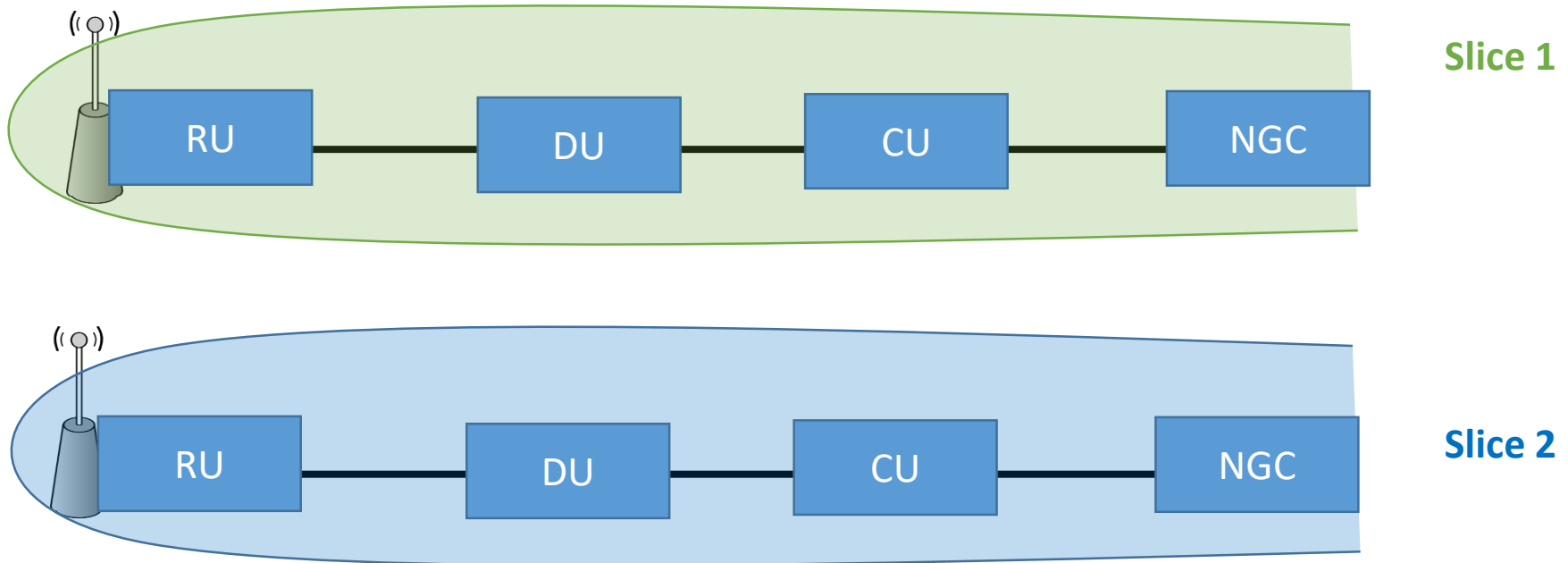
Slice Isolation (1)

- Slice Isolation determines the possibility to share logical functions among different slices



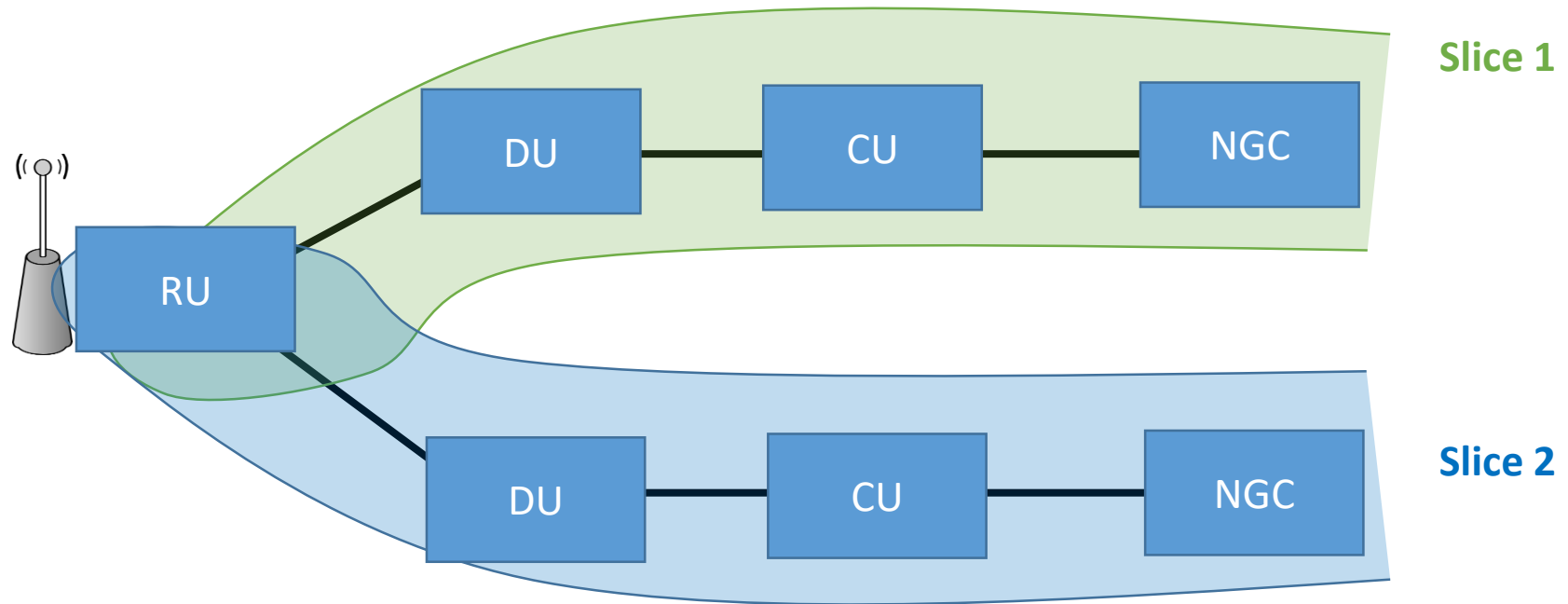
Slice Isolation (L0)

- Dedicated network
- Each slice has its own elements
- High cost



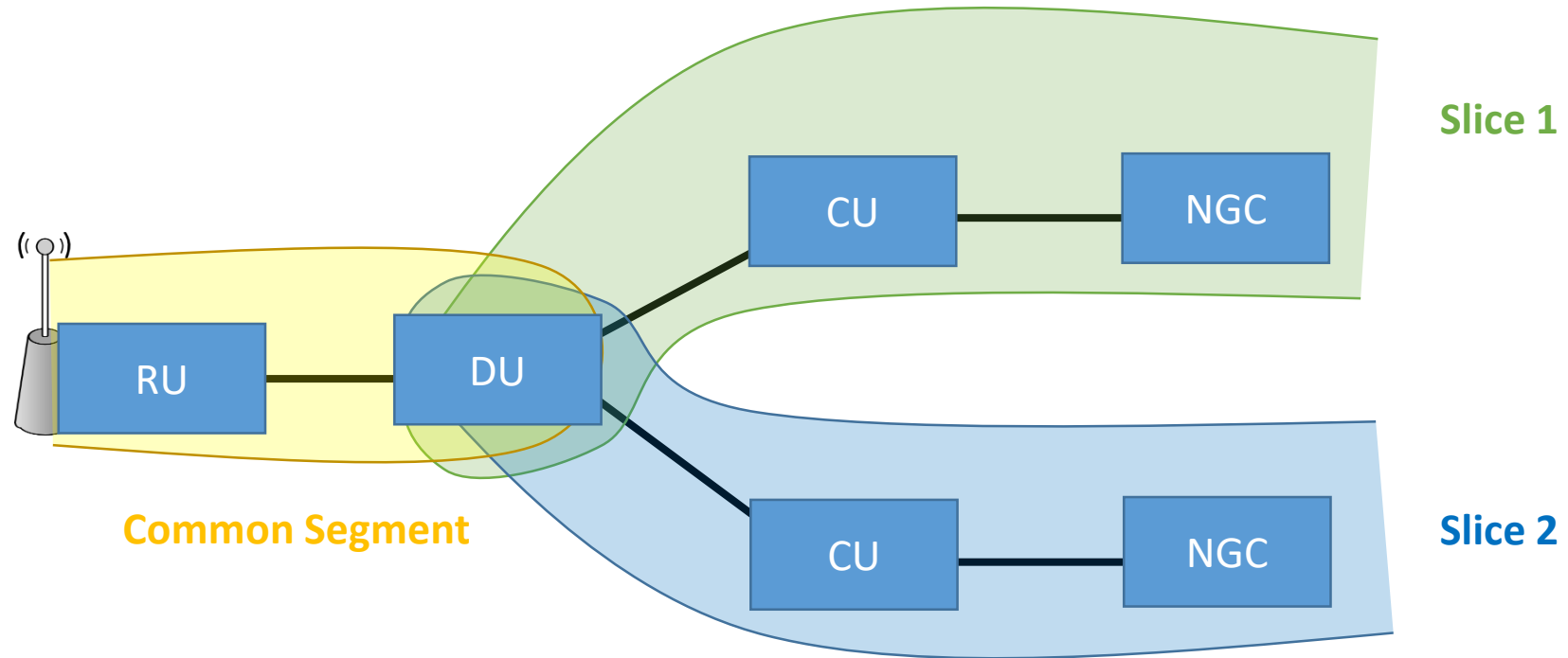
Slice Isolation (L1)

- Common Radio Unit



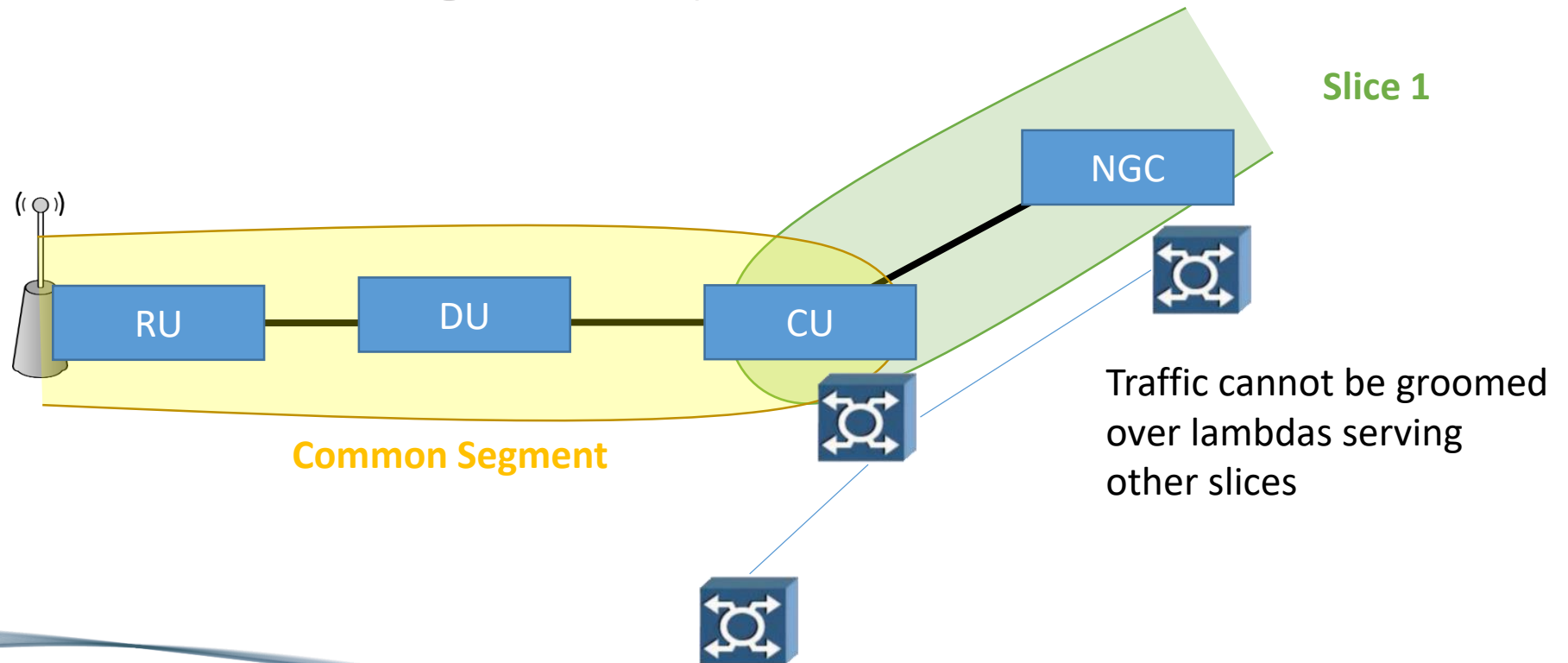
Slice Isolation (L2)

- Common Distributed Unit
- Slicing is implemented at the radio scheduler



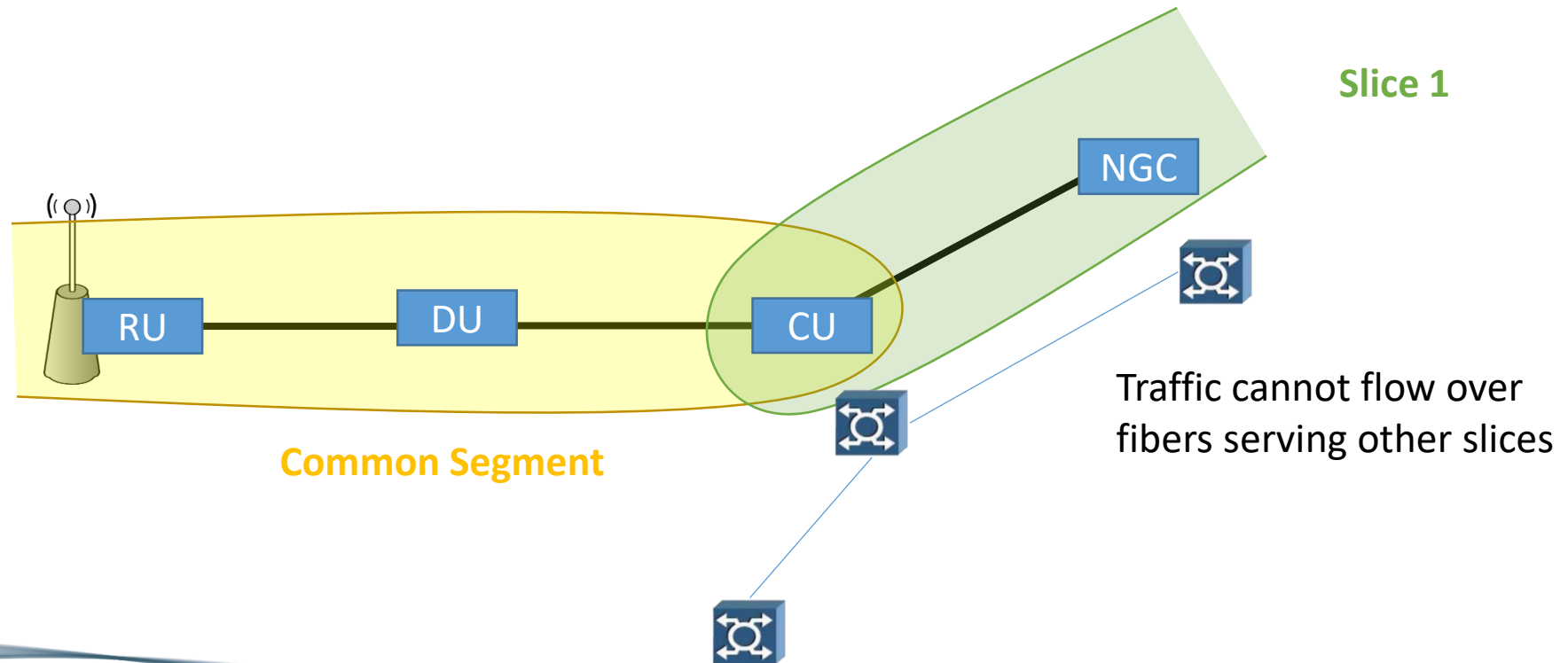
Slice Isolation (L3)

- Common Central Unit
- Dedicated physical transport network
 - Hard slicing (dedicated wavelengths, TDM resources)
 - Hardest (dedicated fibers, routing resources)



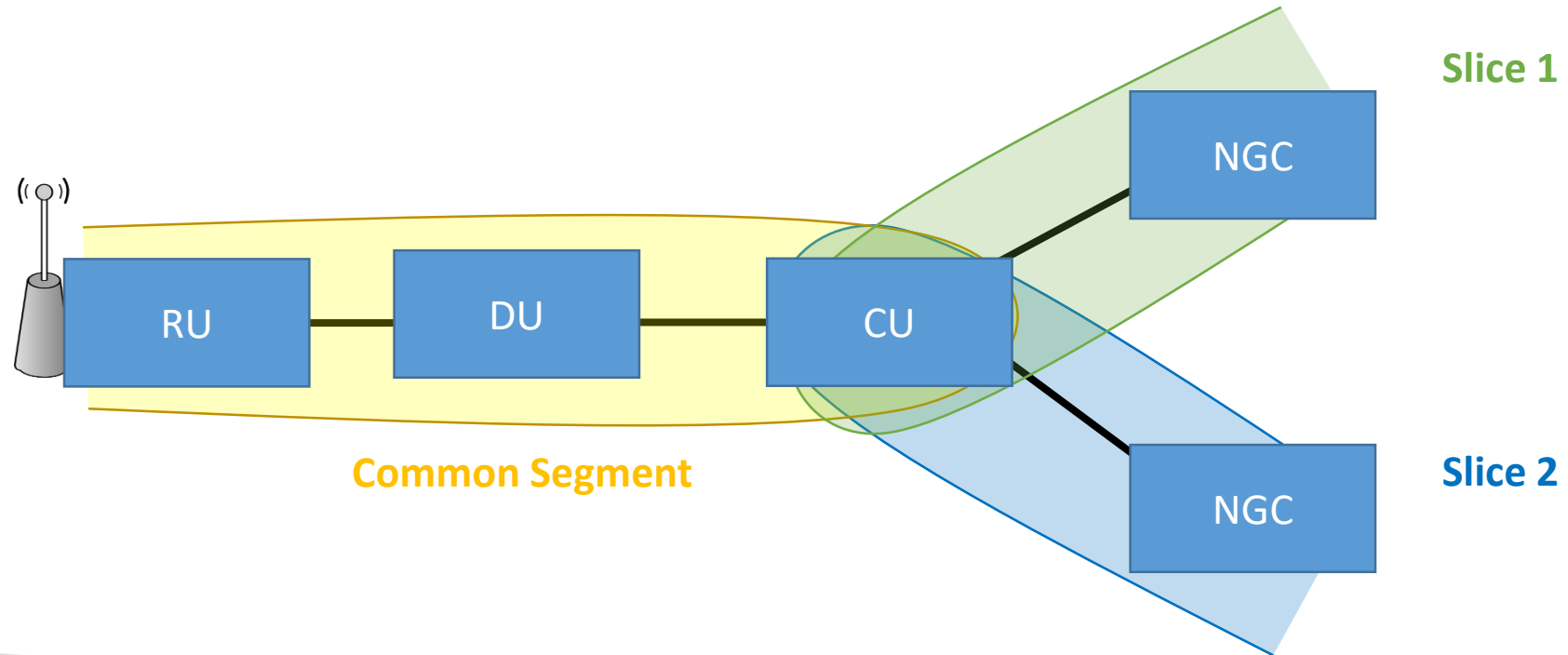
Slice Isolation (L3)

- Common Central Unit
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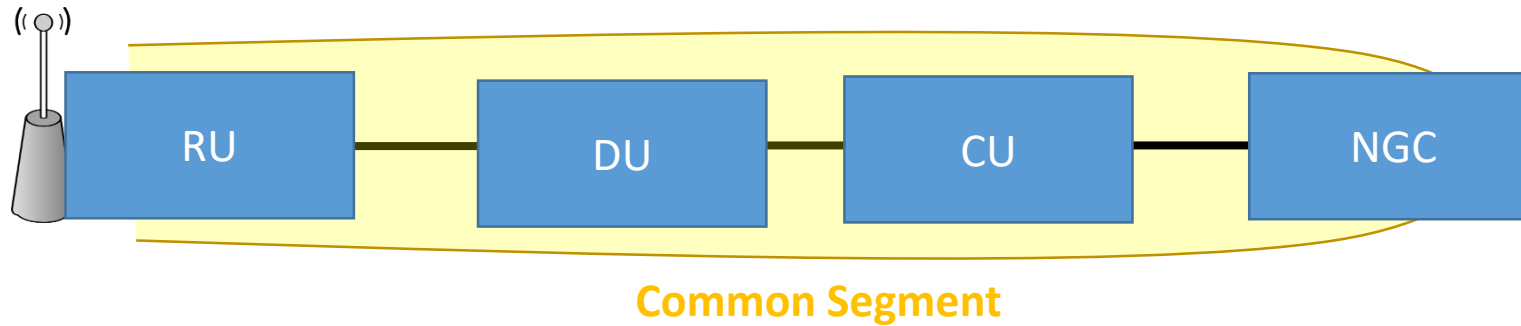
Slice Isolation (L4)

- Common Central Unit
- Without dedicated physical transport network

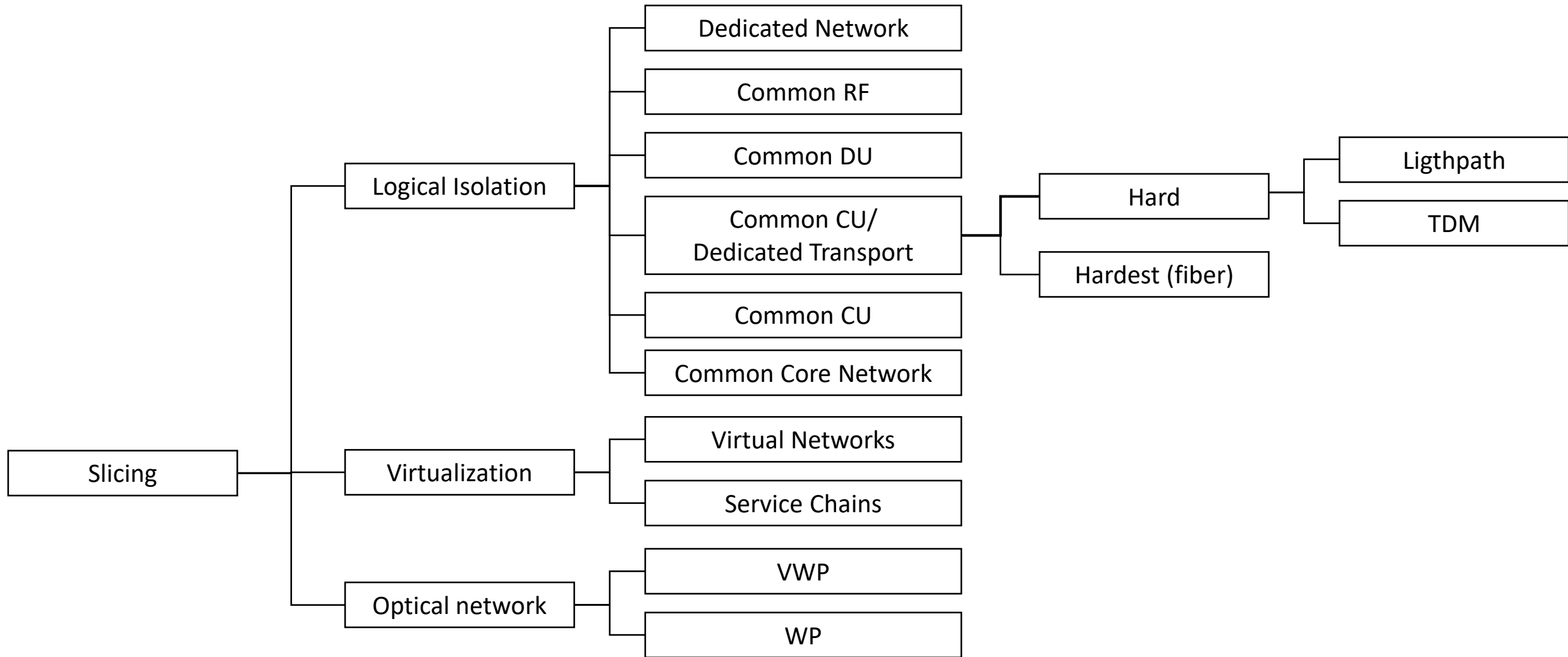


Slice Isolation (L5)

- Common Core Network
- No logical elements per slice

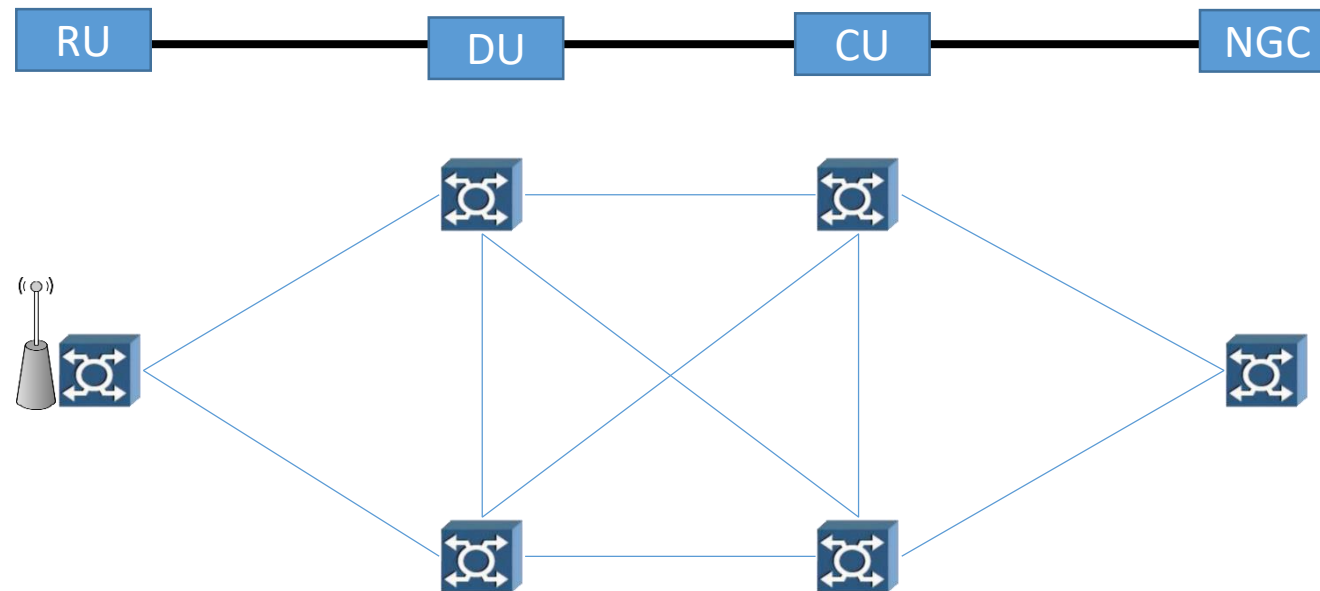


Slicing Overview



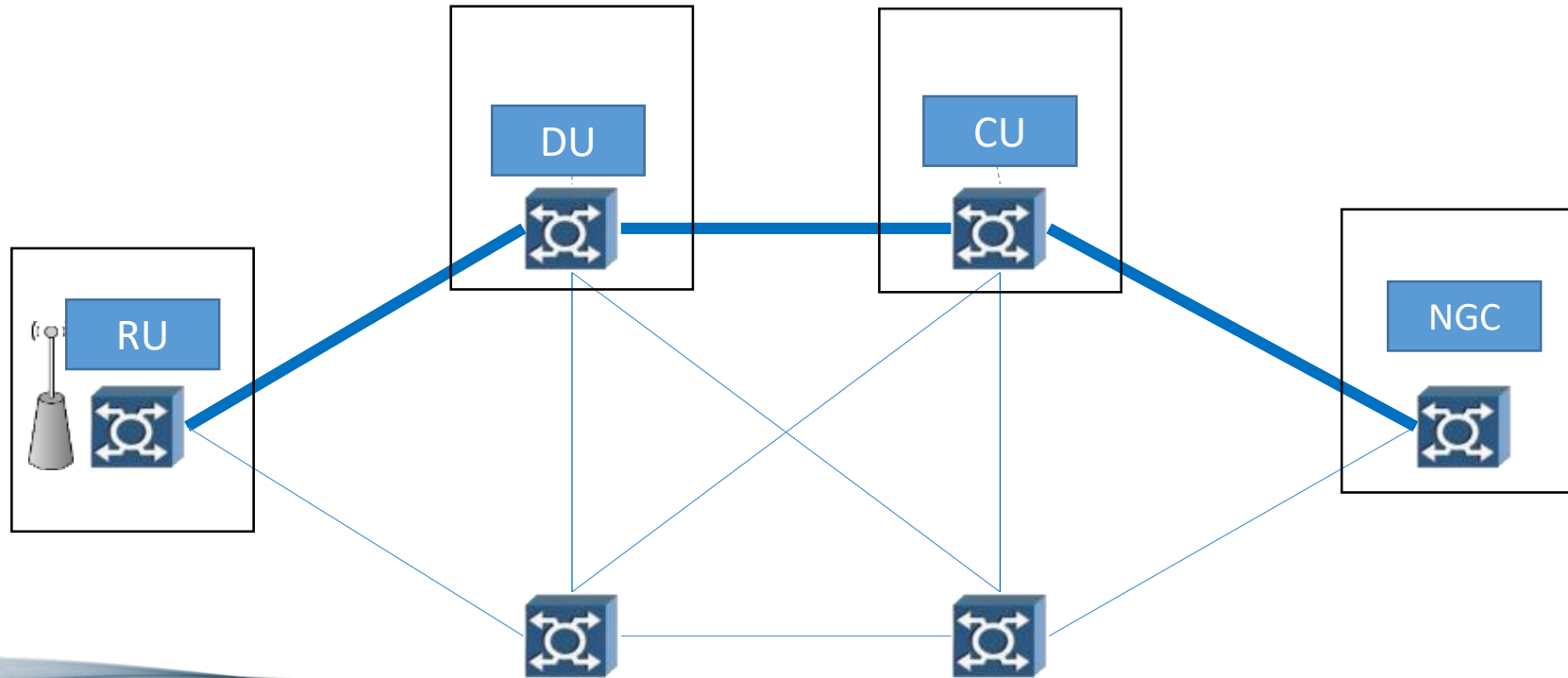
Virtual Networks vs. Service Chains (1)

- Slice:
 - Set of virtual nodes and virtual links with capacity requirements
 - Associated to reliability requirements
 - Dedicated transport



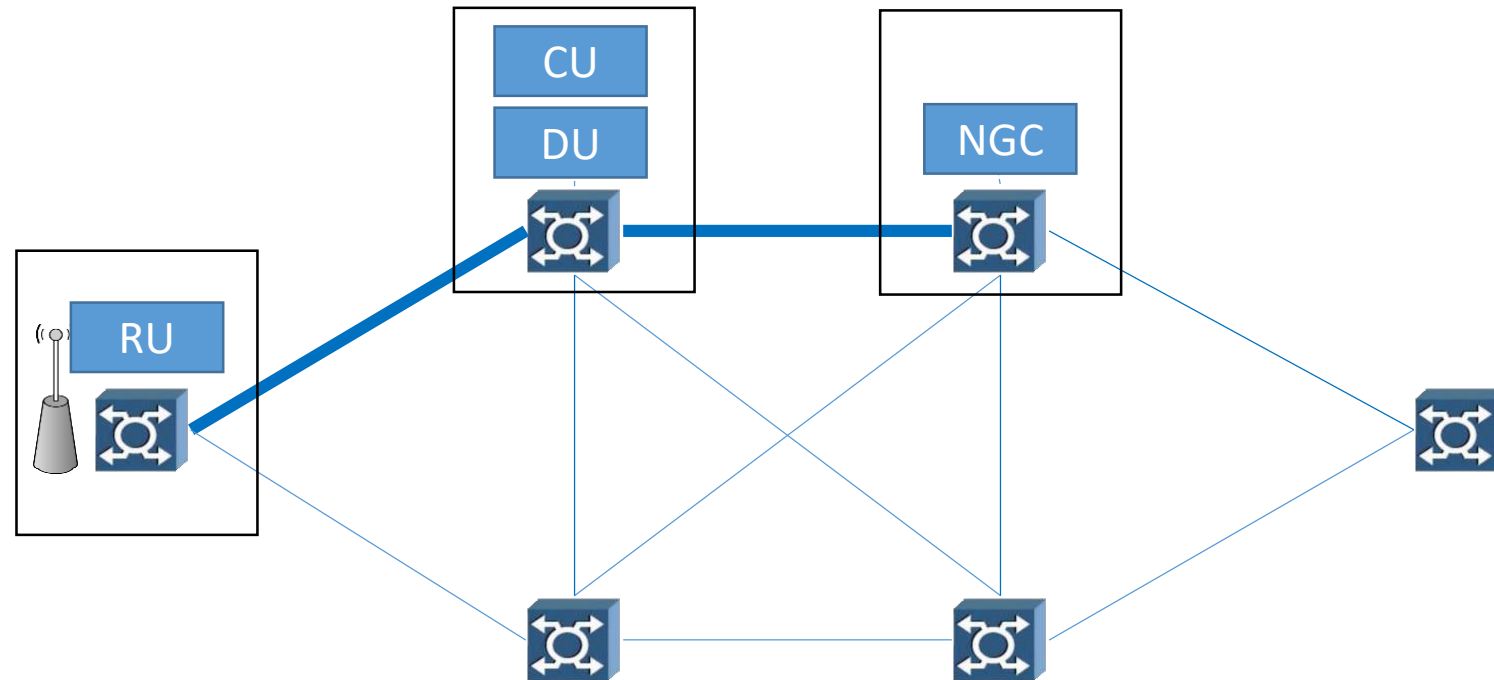
Virtual Networks vs. Service Chains (1)

- Virtual network embedding
 - Each virtual node is mapped on a separate substrate node
 - Each virtual link is mapped to one or multiple physical links

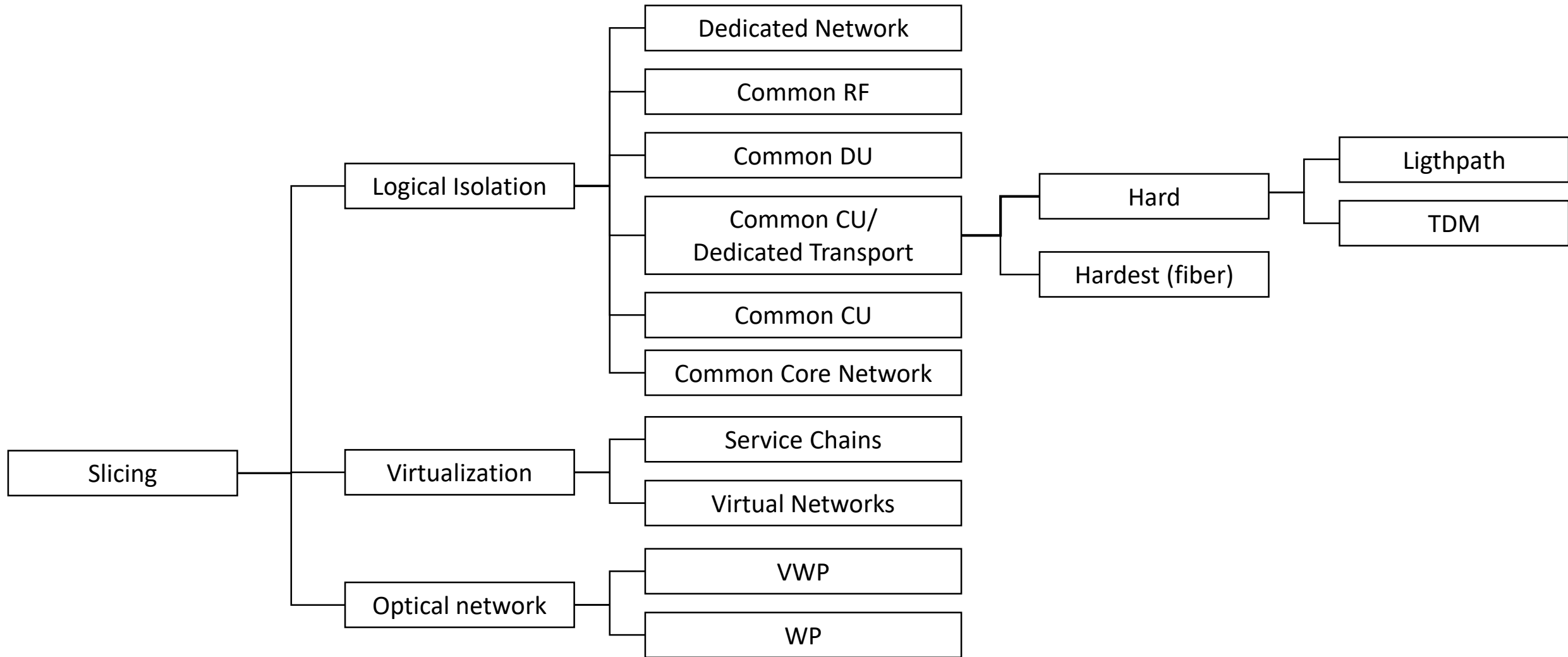


Virtual Networks vs. Service Chains (1)

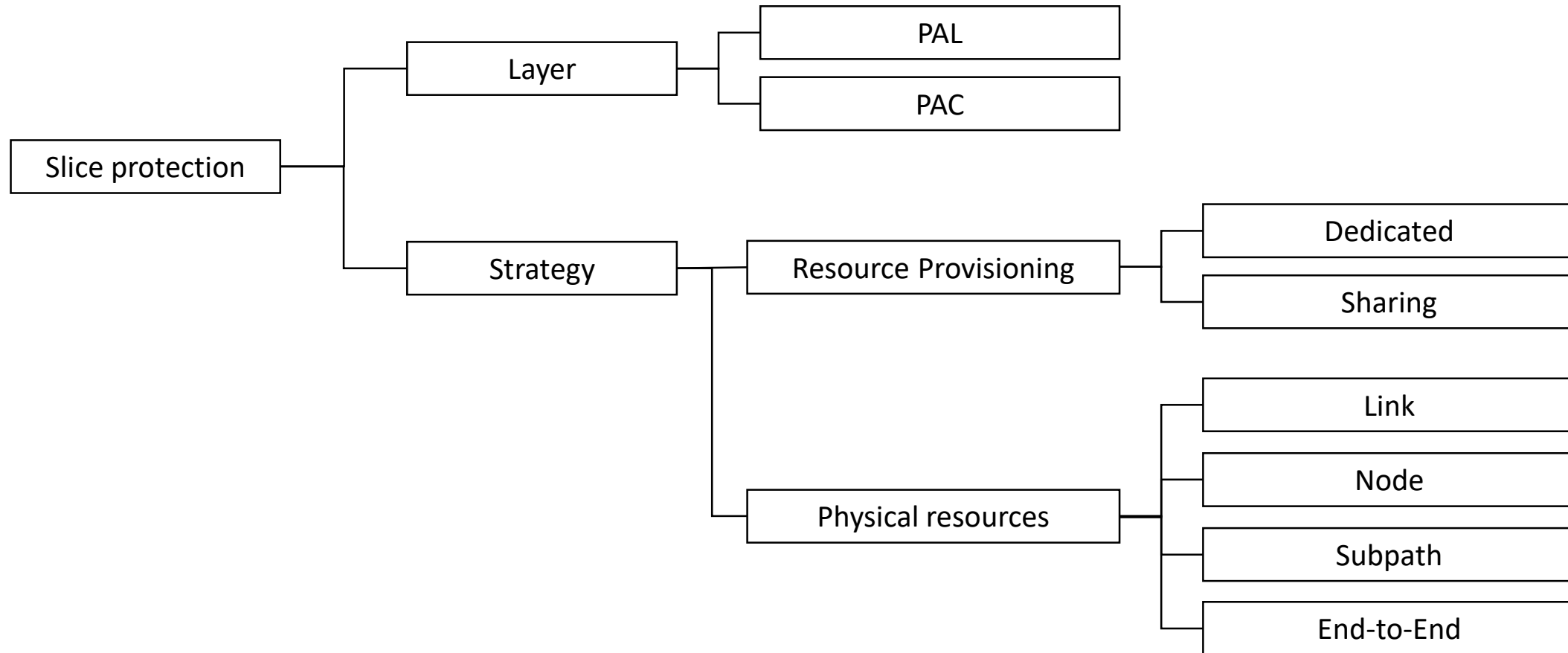
- Service chains
 - Functions are provisioned to compose the service chain
 - Several functions can be mapped on the same node



Slicing Overview

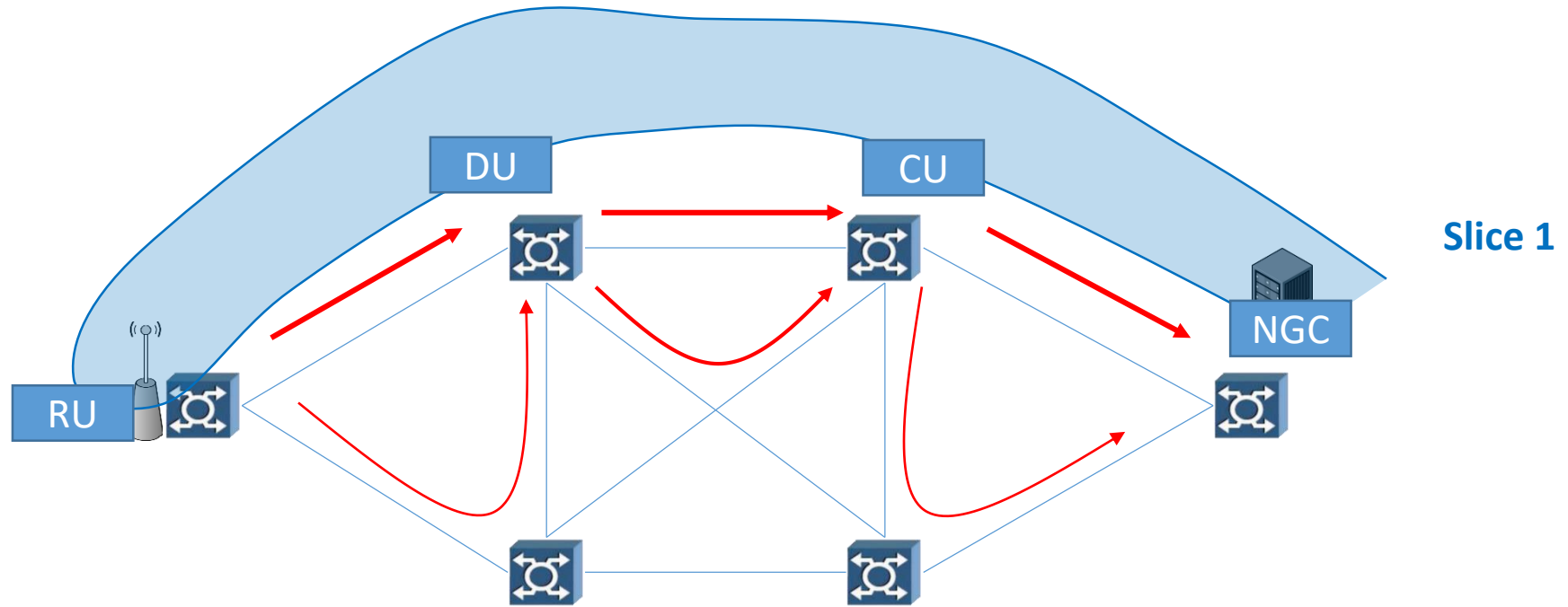


Slice Protection Overview



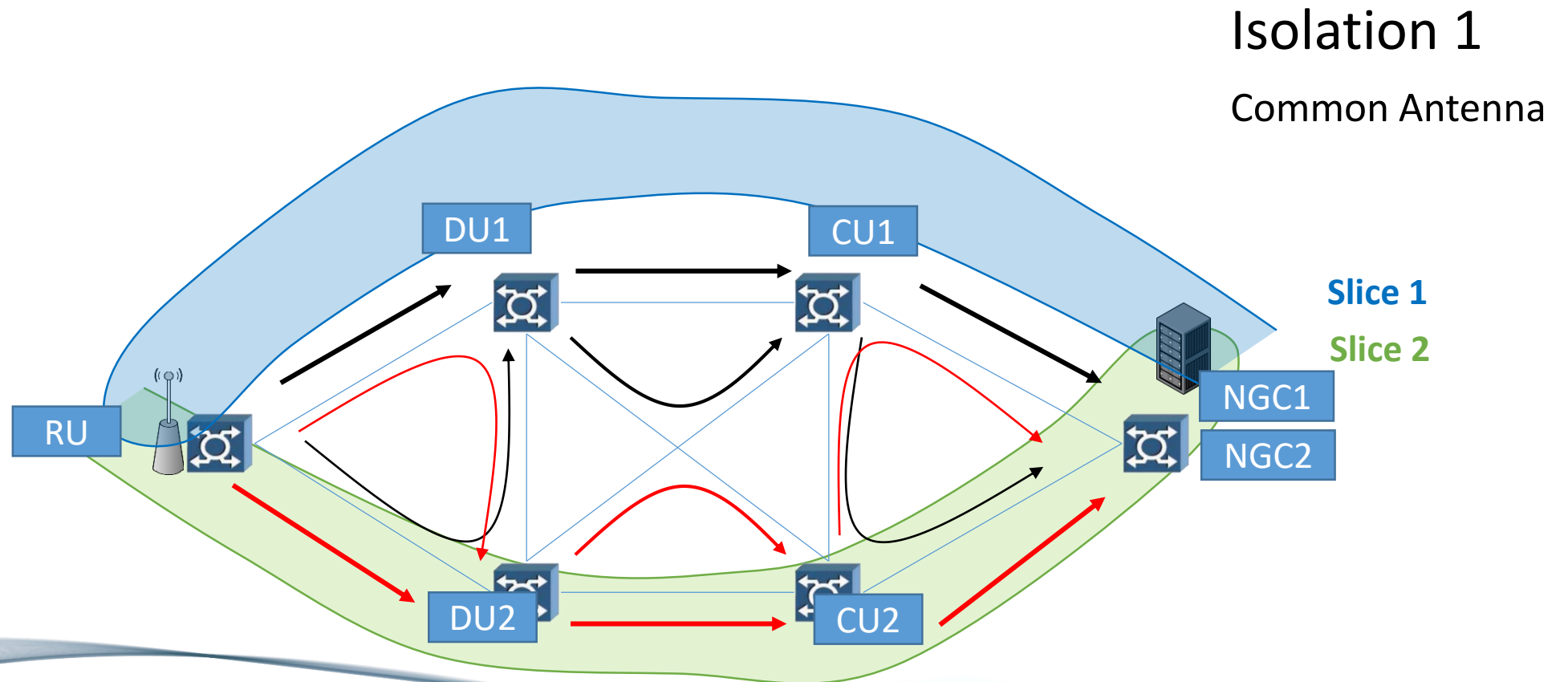
Protection strategy

- Link protection



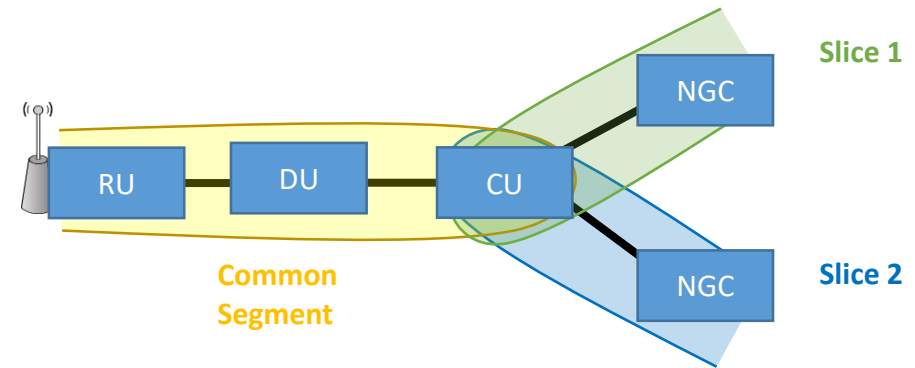
Protection strategy

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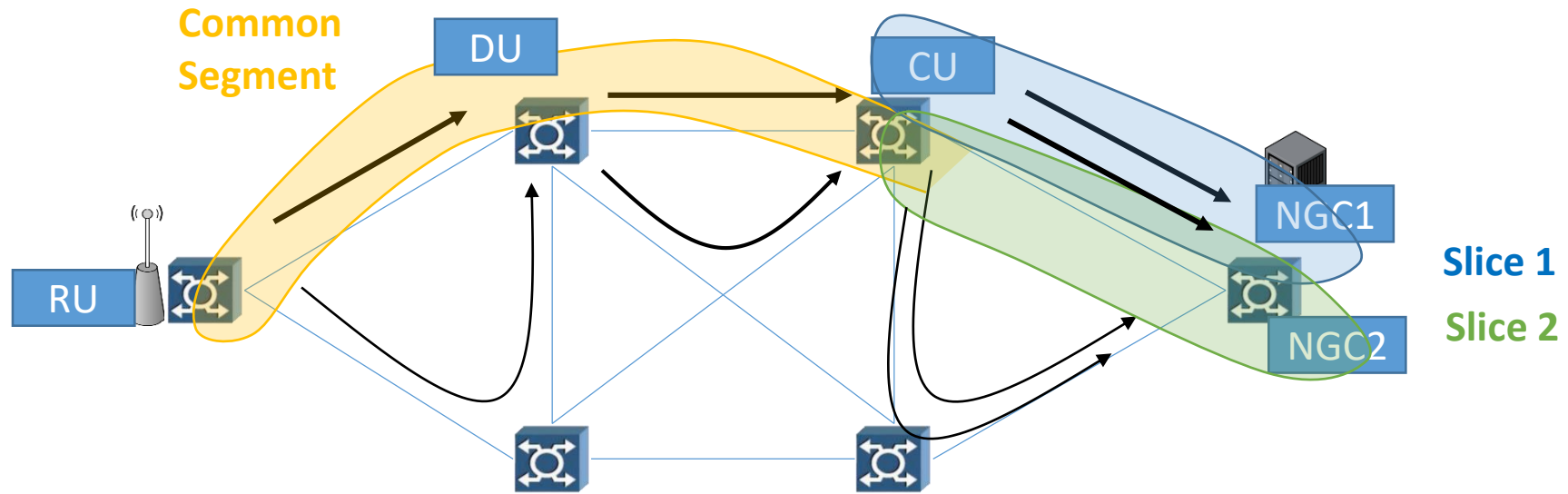


Protection strategy

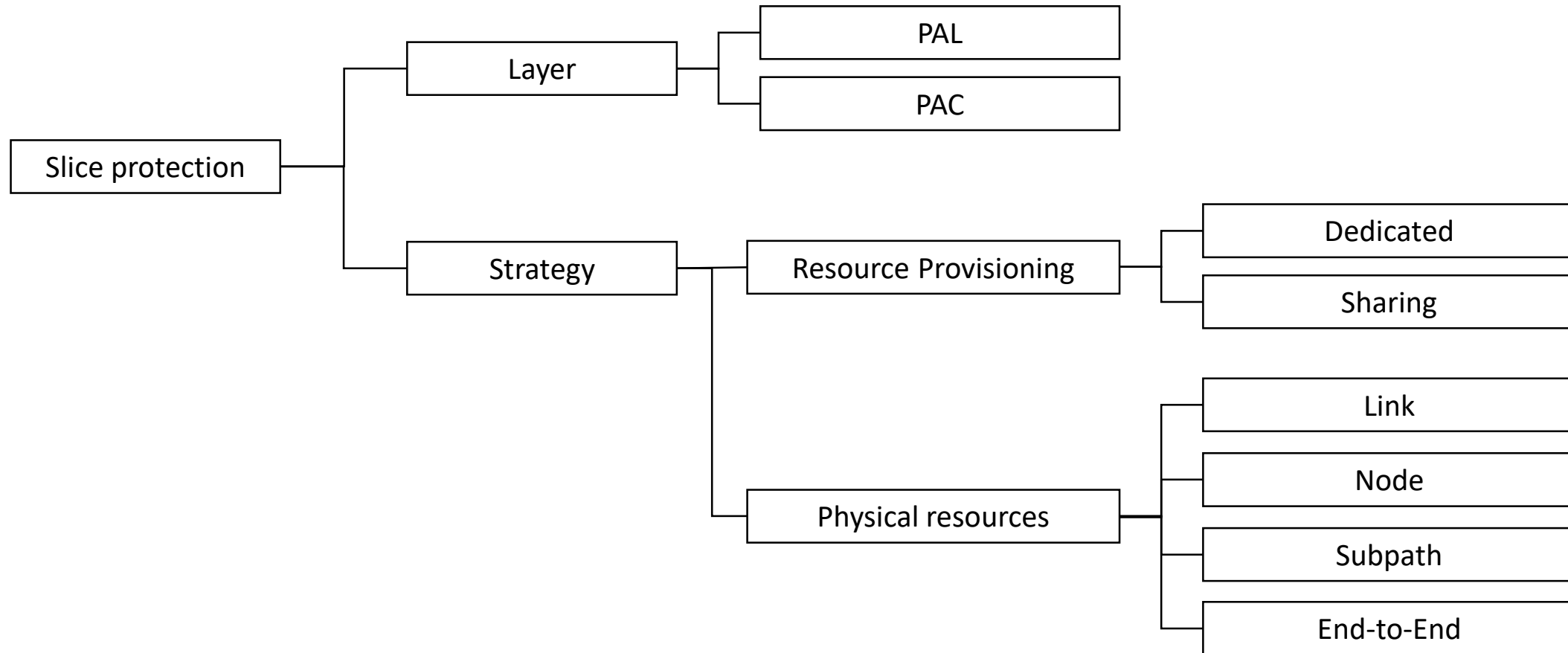
- Link protection



Isolation 4
Common CU

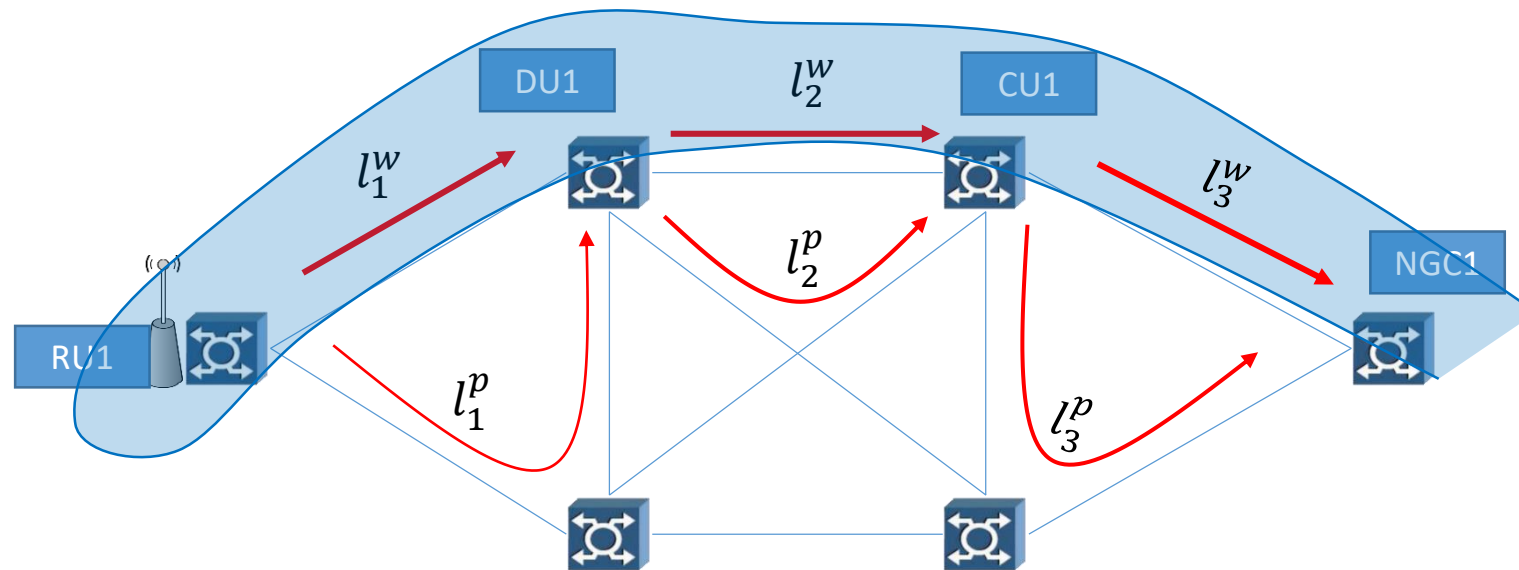


Slice Protection Overview



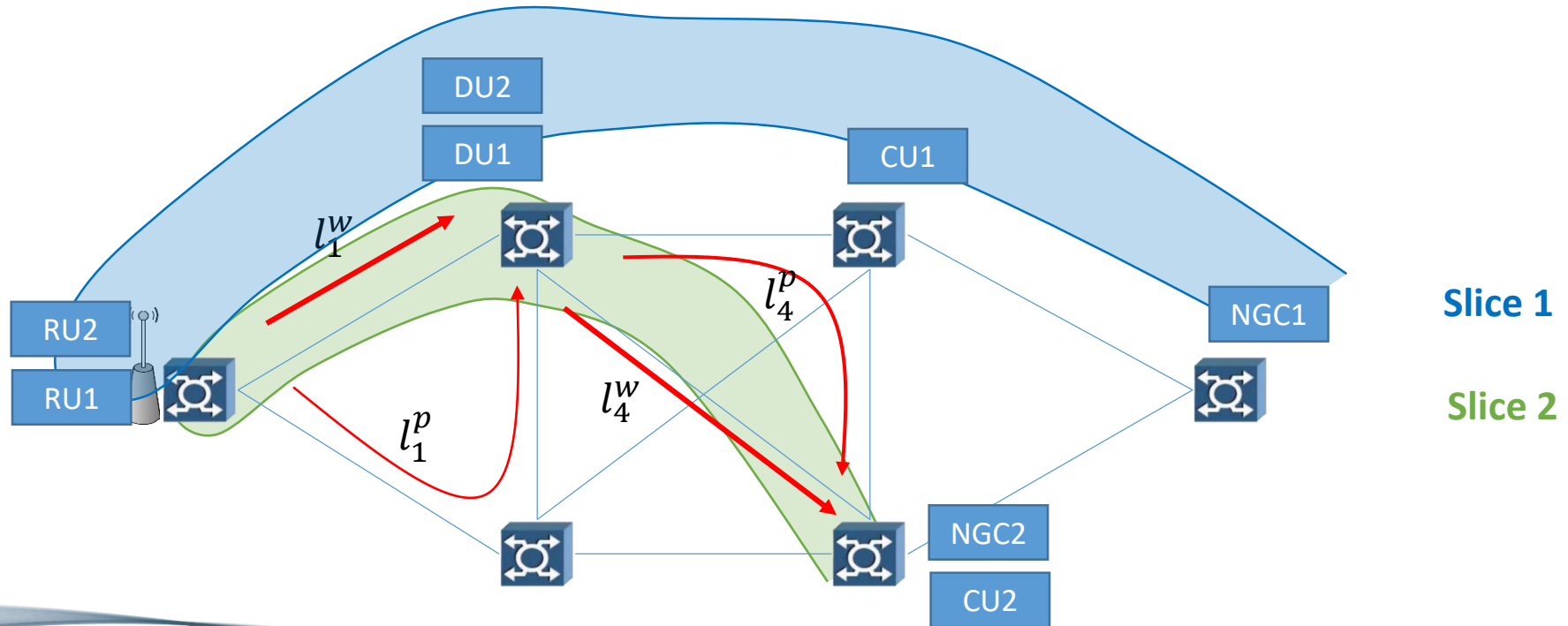
Protection at Lightpath

- Each lightpath has its own protection
 - l_i^w and l_i^p form the p-lightpath l_i



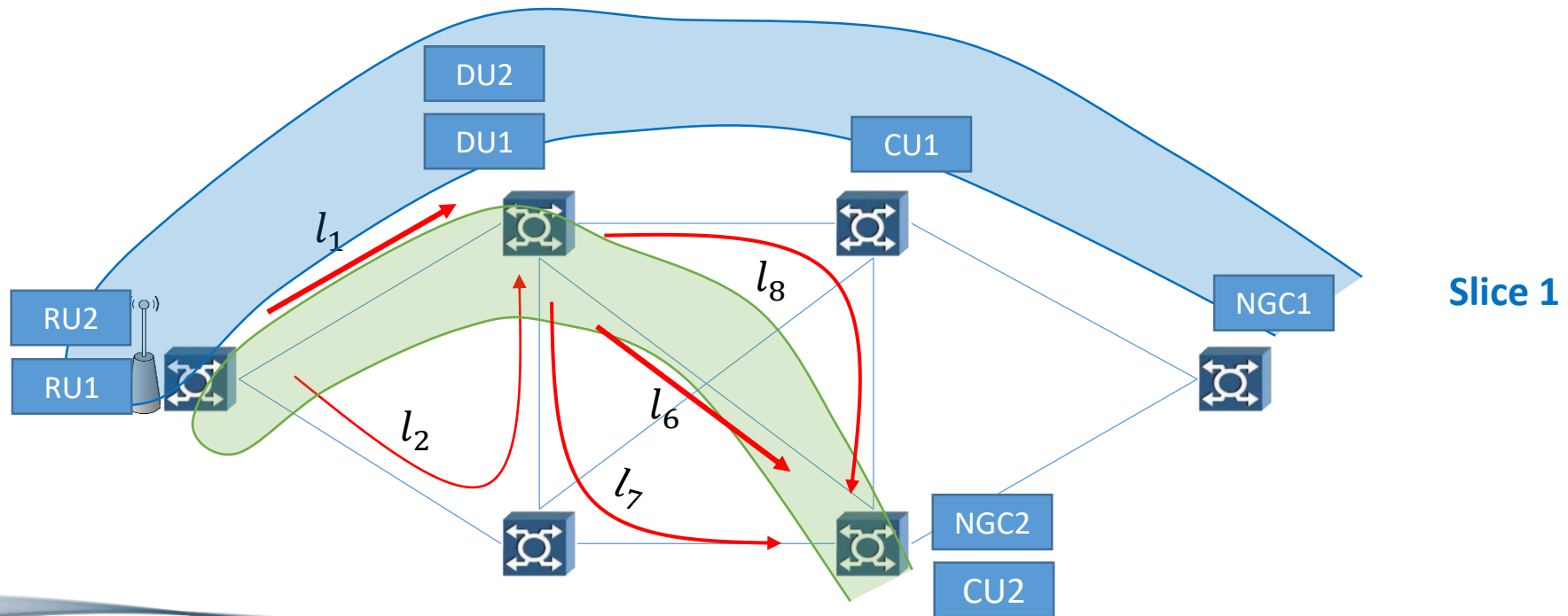
Protection at Lightpath

- Each lightpath has its own protection
 - l_i^w and l_i^p form the p-lightpath l_i
 - Slice 1 uses p-lightpaths l_1 and l_2
 - Slice 2 uses p-lightpaths l_1 and l_4



Protection at Connection

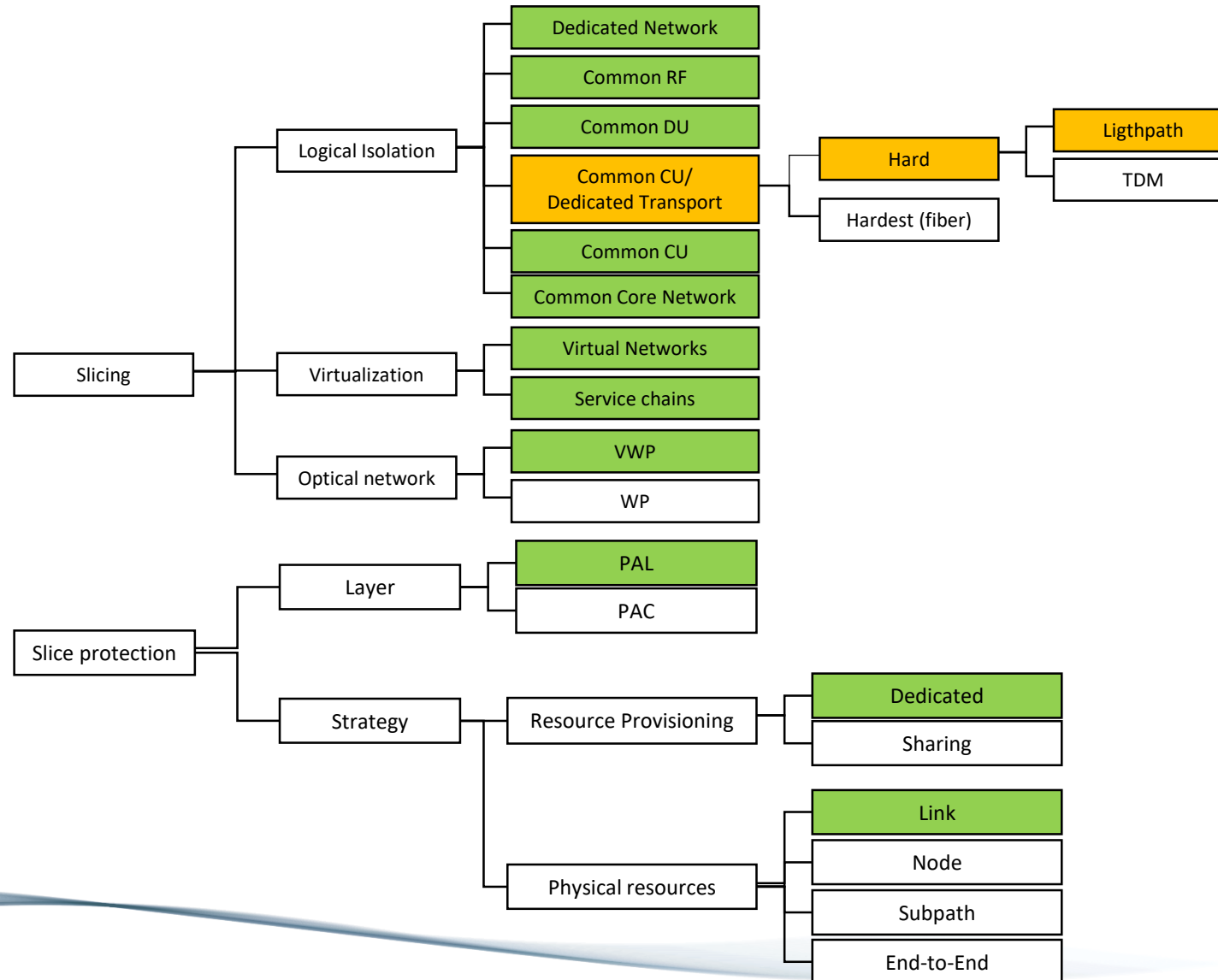
- Each lightpath is a separated entity
- Working and backup connections can be routed independently
 - Slice 2 uses lightpaths l_1, l_6 as working
 - Can use (l_2, l_7) or (l_2, l_8) as protection



Problem definition

- We investigate the problem of realizing reliable path provisioning for network slices through Protection At Lightpath taking into account:
 - Slice isolation
 - Dedicated resources
 - Virtualization techniques
- We want to minimize
 - Wavelength channels utilization

Reliable slicing with PAL (ILP)



Reliable slicing with PAL (ILP)

- Objective function:

$$\text{minimize } \sum_{i,j} \sum_{m,n} (z_{mn}^{ij} + \zeta_{mn}^{ij})$$

Wavelength utilization of working and backup paths

- Such that:

$$\sum_{\substack{j \in N_P \\ j \neq i}} p_{ij}^{sbe} - \sum_{\substack{j \in N_P \\ j \neq i}} p_{ji}^{sbe} = \begin{cases} l_{be}^s & \text{if } i = b \\ -l_{be}^s & \text{if } i = e \\ 0 & \text{otherwise} \end{cases}$$

$$\forall i, b, e \in N_P, s \in N_S$$

$$l_{be}^s = \sum_{u,v \in N_V} (b_{uv}^s \times h_{be}^{suv}) \quad \forall b, e \in N_P, s \in N_S$$

$$\sum_{b,e \in N_P} p_{ij}^{sbe} \leq C \times x_{ij}^s \quad \forall i, j \in N_P, s \in N_S$$

$$\sum_{\substack{b,e \in N_P \\ s \in N_S}} (p_{ij}^{sbe} \times x_{ij}^s) \leq C \times x_{ij} \quad \forall i, j \in N_P,$$

$$\sum_{\substack{n \in N_P \\ n \neq m}} z_{mn}^{ij} - \sum_{\substack{n \in N_P \\ n \neq m}} z_{nm}^{ij} = \begin{cases} x_{ij} & \text{if } m = i \\ -x_{ij} & \text{if } m = j \\ 0 & \text{otherwise} \end{cases}$$

$$\forall m, i, j \in N_P$$

Routing constraints

Reliable slicing with PAL (ILP)

- Such that:

$$h_{be}^{su} = y_{ub}^s \times y_{ve}^s \quad \forall b, e \in N_P, u, v \in N_V, s \in N_S$$

$$\sum_{n \in N_P} y_{un}^s = 1 \quad \forall u \in N_V, s \in N_S$$

$$\sum_{\substack{u \in N_V \\ s \in N_S}} y_{un}^s \times K_u^s \leq C_n \quad \forall u \in N_V, n \in N_P, s \in N_S$$

$$y_{un}^s \leq M_{un}^s \quad \forall n \in N_P, u \in N_V, s \in N_S$$

$$\sum_{\substack{n \in N_P \\ n \neq m}} \zeta_{mn}^{ij} - \sum_{\substack{n \in N_P \\ n \neq m}} \zeta_{nm}^{ij} = \begin{cases} x_{ij} & \text{if } m = i \\ -x_{ij} & \text{if } m = j \\ 0 & \text{otherwise} \end{cases} \quad \forall m, i, j \in N_P$$

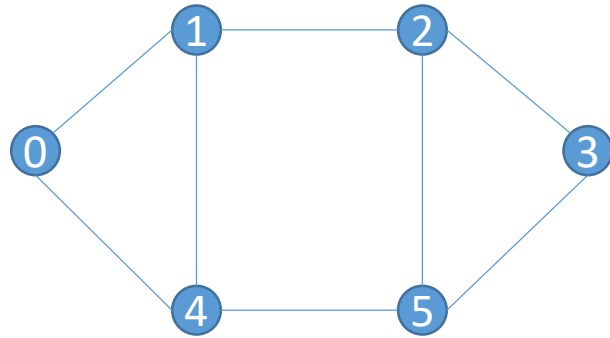
$$\hat{z}_{mn}^{ij} + \hat{z}_{nm}^{ij} + \hat{\zeta}_{mn}^{ij} + \hat{\zeta}_{nm}^{ij} \leq 1 \quad \forall i, j, m, n \in N_P$$

$$\sum_{i, j \in N_P} (z_{mn}^{ij} + \zeta_{nm}^{ij}) \leq W \times F_{mn} \quad \forall m, n \in N_P$$

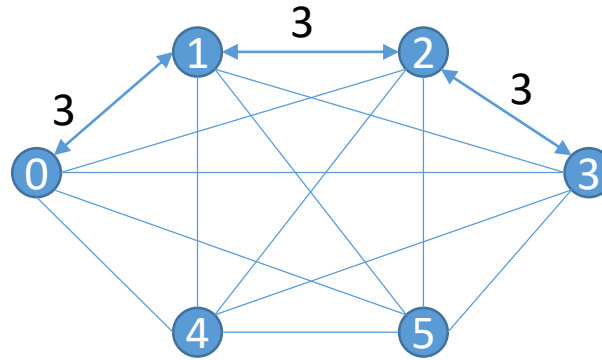
Placement constraints

Protection constraints

Reliable slicing with PAL (Heuristic)

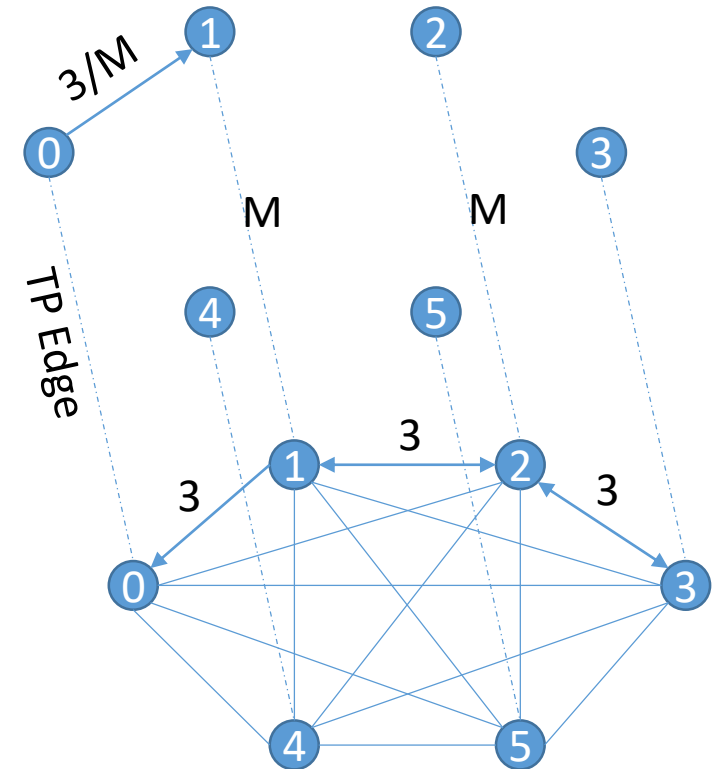


Physical connectivity graph

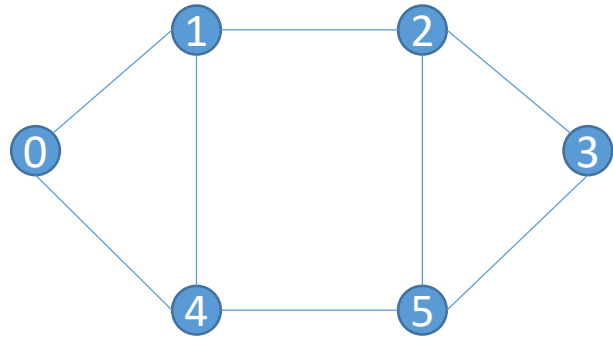


P-lightpath connectivity graph

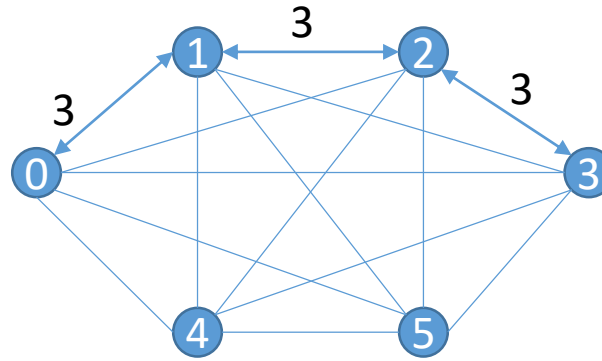
P-lightpath grooming graph



Reliable slicing with PAL (Heuristic)

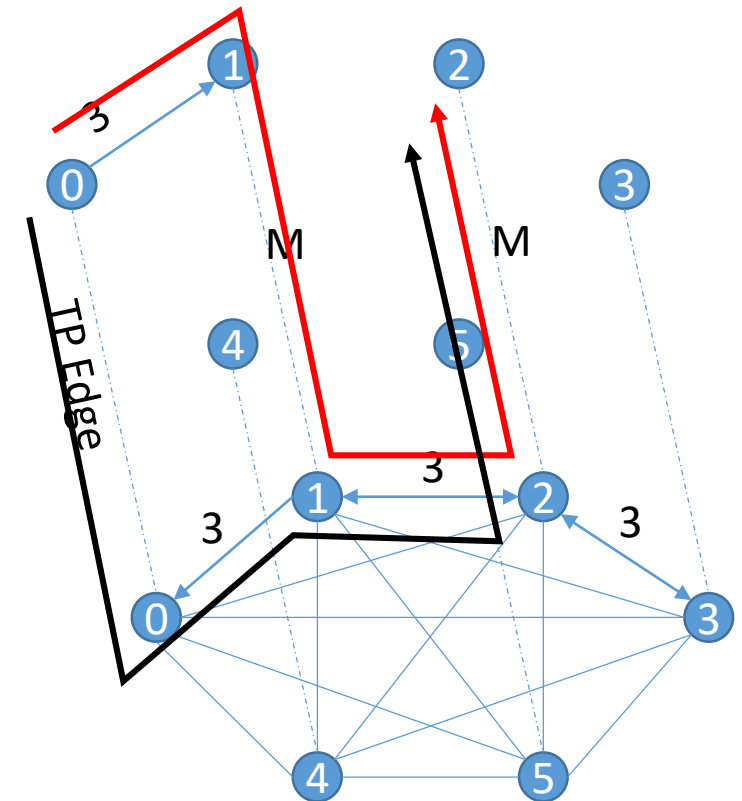


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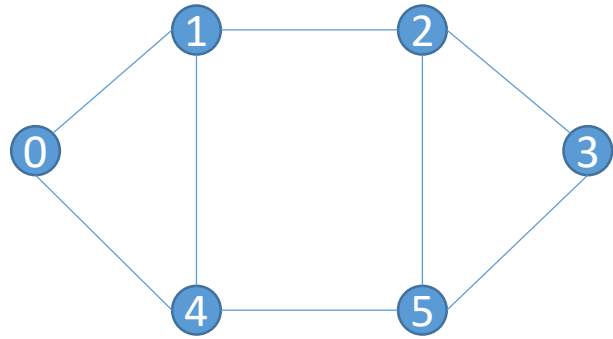


P-lightpath connectivity graph

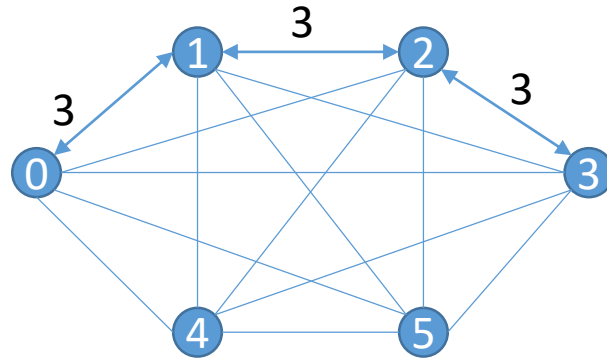
P-lightpath grooming graph



Reliable slicing with PAL (Heuristic)

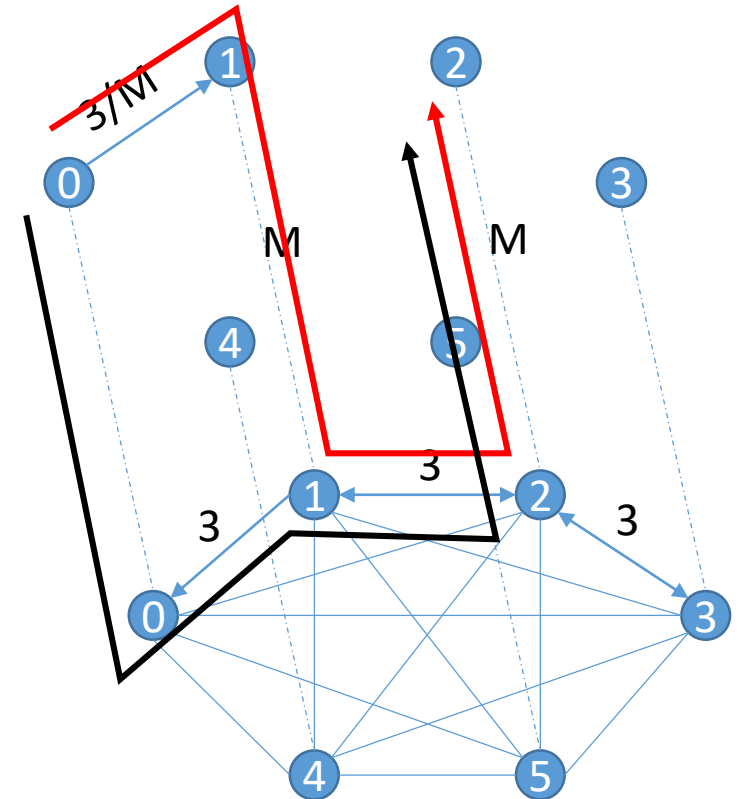


Physical connectivity graph



P-lightpath connectivity graph

P-lightpath grooming graph

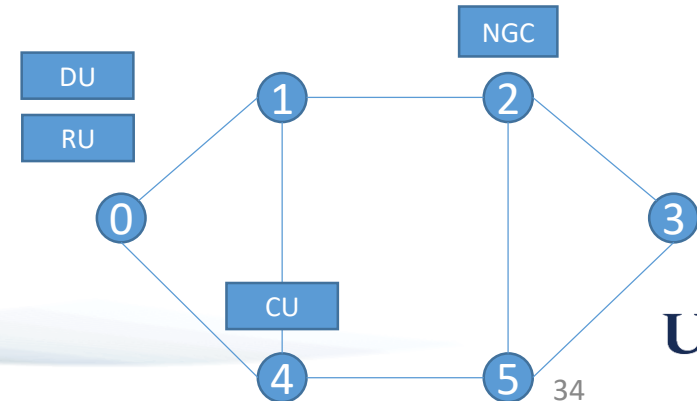
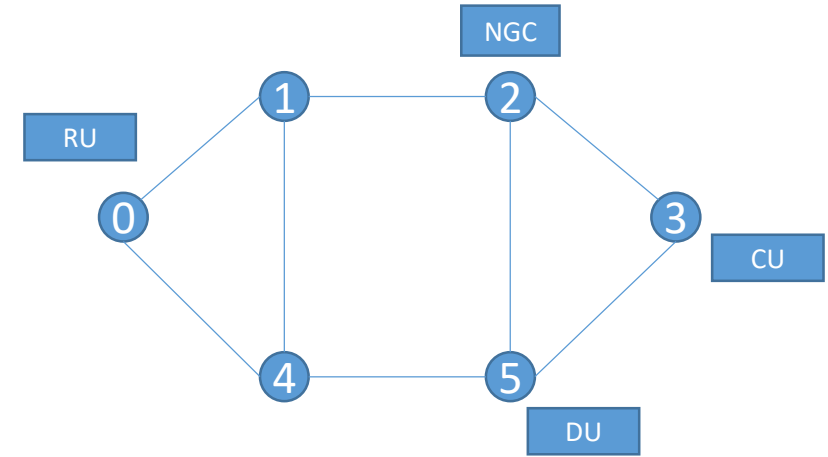


Reliable slicing with PAL (Heuristic)

1. Node Mapping

- Virtual Network mapping
 - Calculate k shortest paths between the endpoints
 - Look for a path
 - With sufficient length
 - Able to host all the functions of the slice

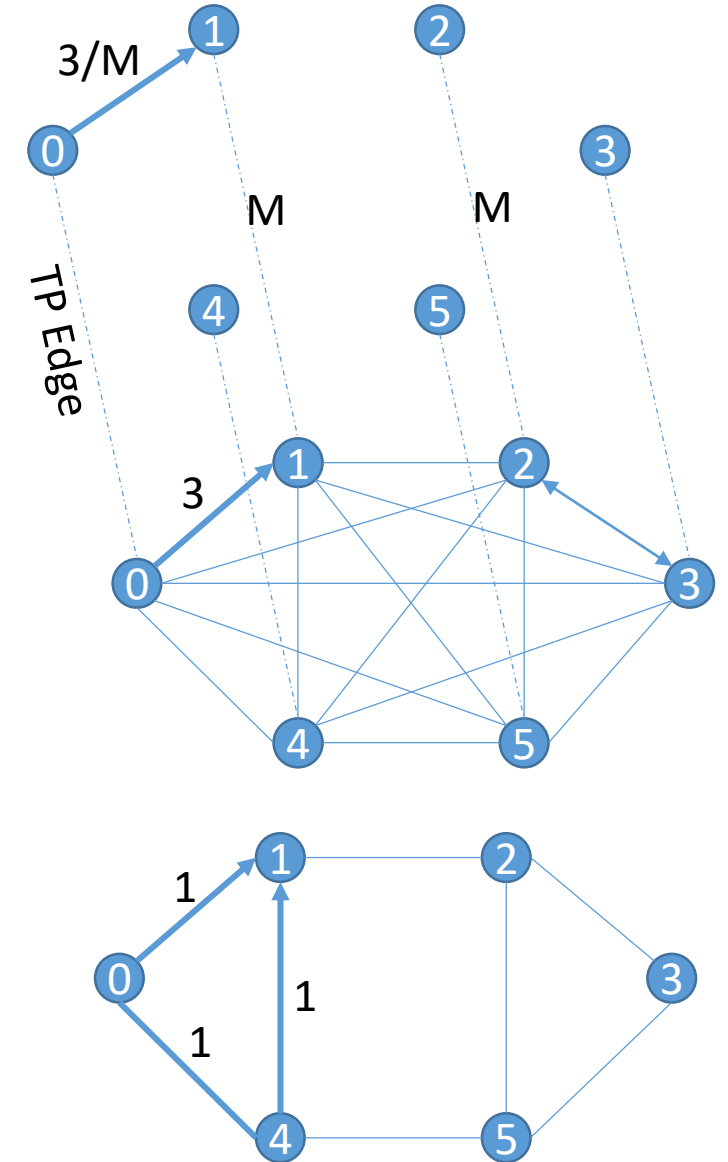
- Service Function Chaining mapping
 - Try to place the functions of the slice on the shortest path between the endpoints
 - If a placement is not found
 - Place the functions on the nodes with lowest *betweenness*



Reliable slicing with PAL (Heuristic)

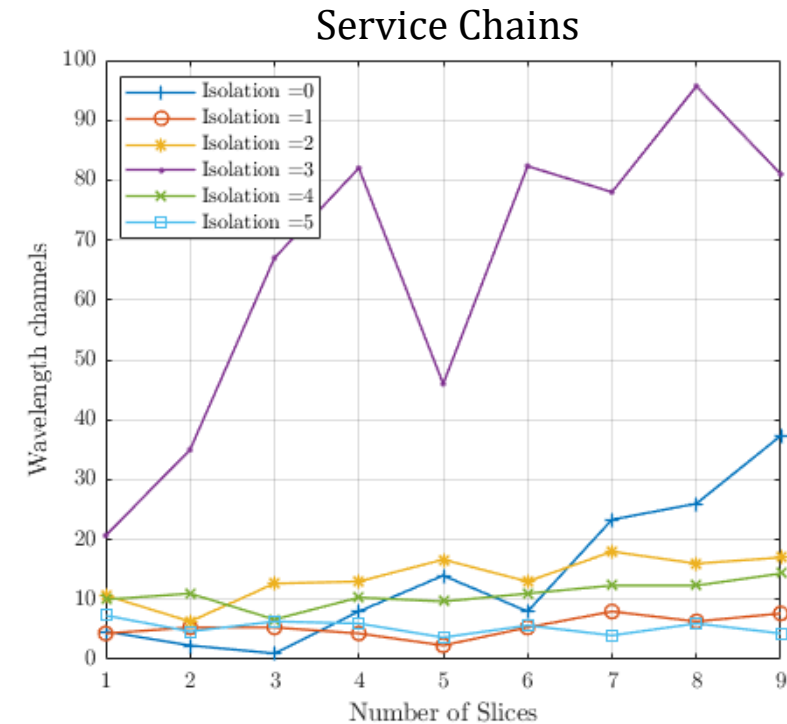
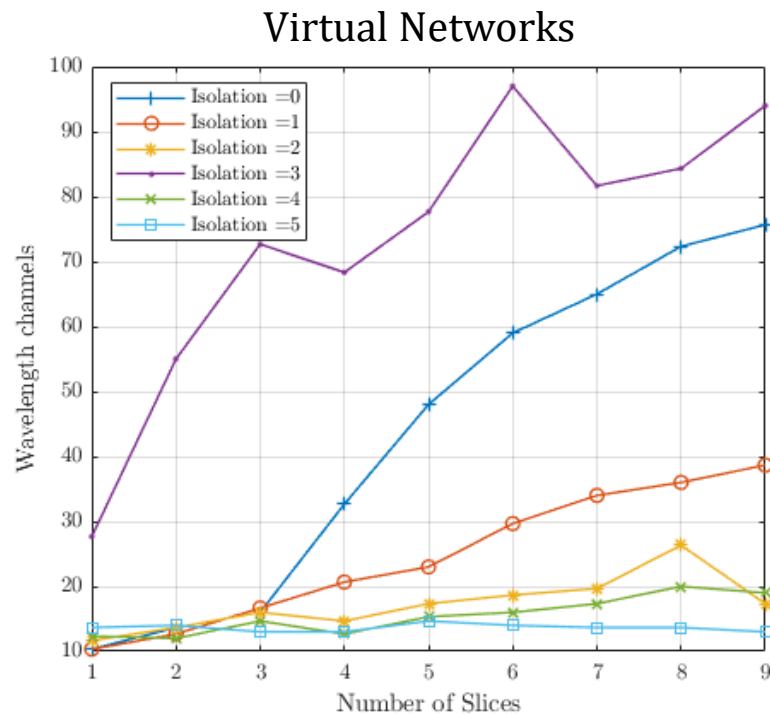
1. Link Mapping

1. Construct plightpath connectivity graph
2. Construct the plightpath grooming graph
3. For each traffic request
 - Find a shortest path between the endpoints
 - Check if available resources in the corresponding links are sufficient
 - Update plightpath grooming path (add or remove links)



Preliminary results

- Protection in higher isolation requires lower optical resources provisioning
- Service Function Chaining reduces wavelength channel utilization with respect to Virtual Network deployment
- Dedicated Transport (Isolation 3) requires a much higher amount of resources



Expected results

- We want to study optical resource utilization for reliable slicing analyzing the impact of:
 - Slice Isolation
 - SFC vs VN
 - Size of the slices
 - Aggregation of slices
 - Network Connectivity

Thank you