



Skolkovo Institute of Science and Technology



Lomonosov Moscow  
State University

# Software-Defined Networks (SDN)

Lecture 6: SDN/OpenFlow Controllers

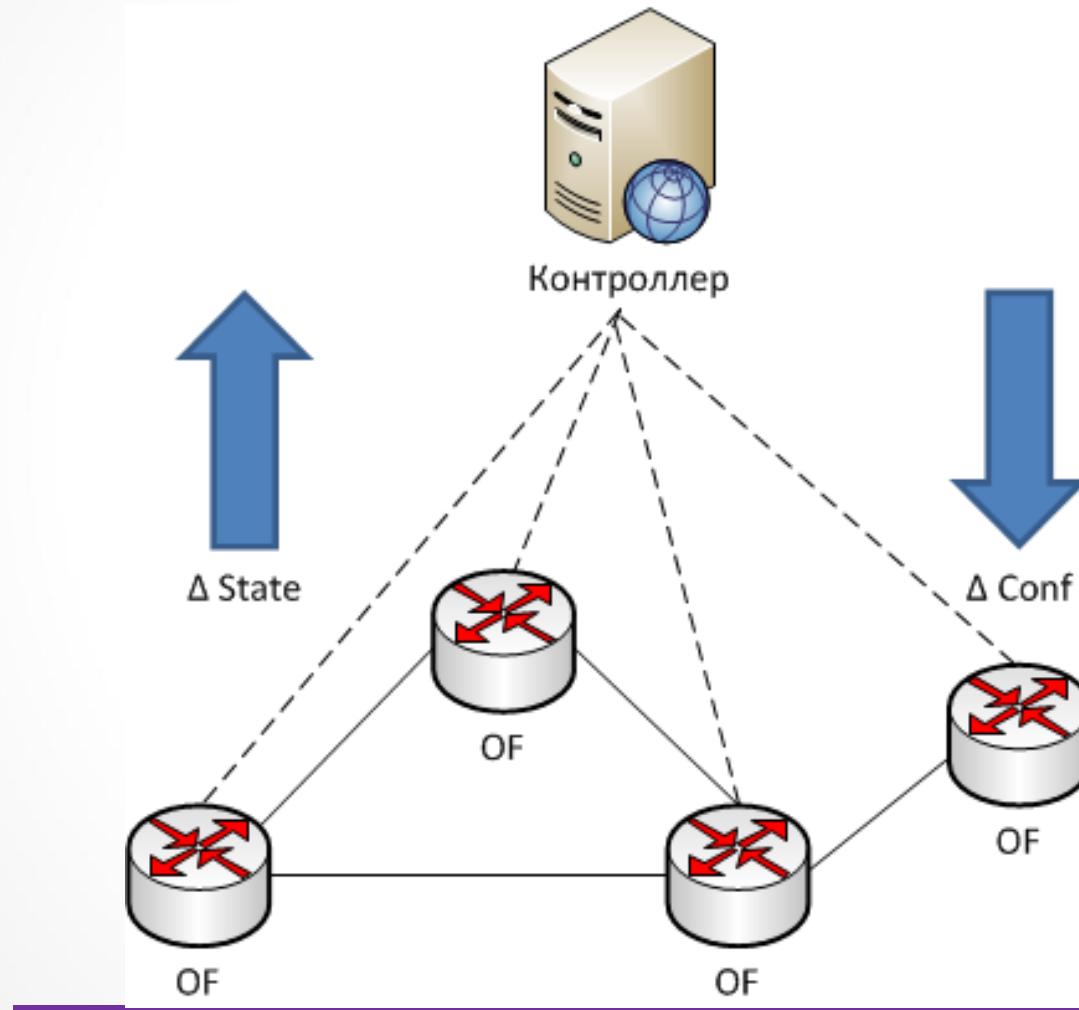
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[pashkov@lvk.cs.msu.su](mailto:pashkov@lvk.cs.msu.su)



# Distributed Control Plane



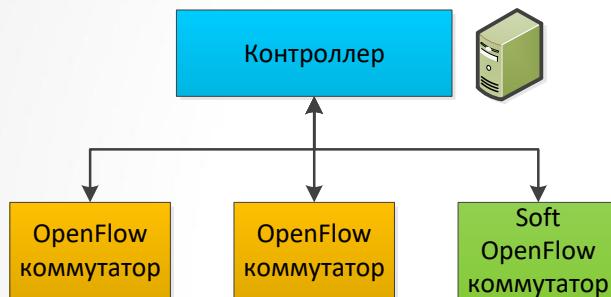
# SDN Controller



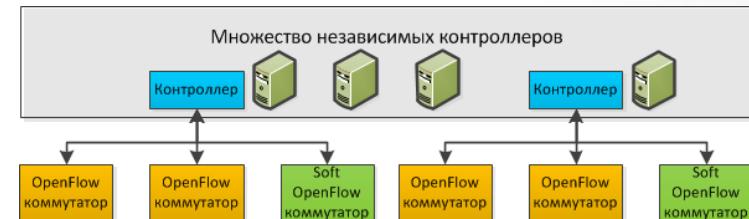


# SDN Controller Architecture

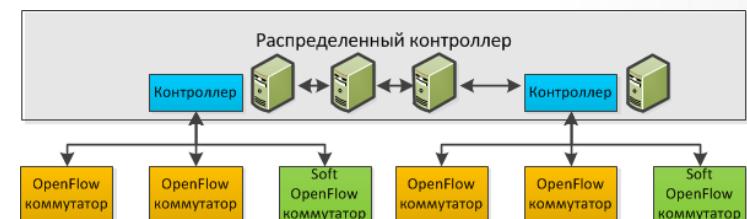
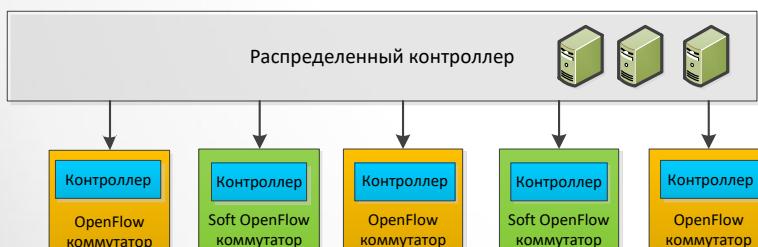
## 1. Centralized



## 2. Distributed

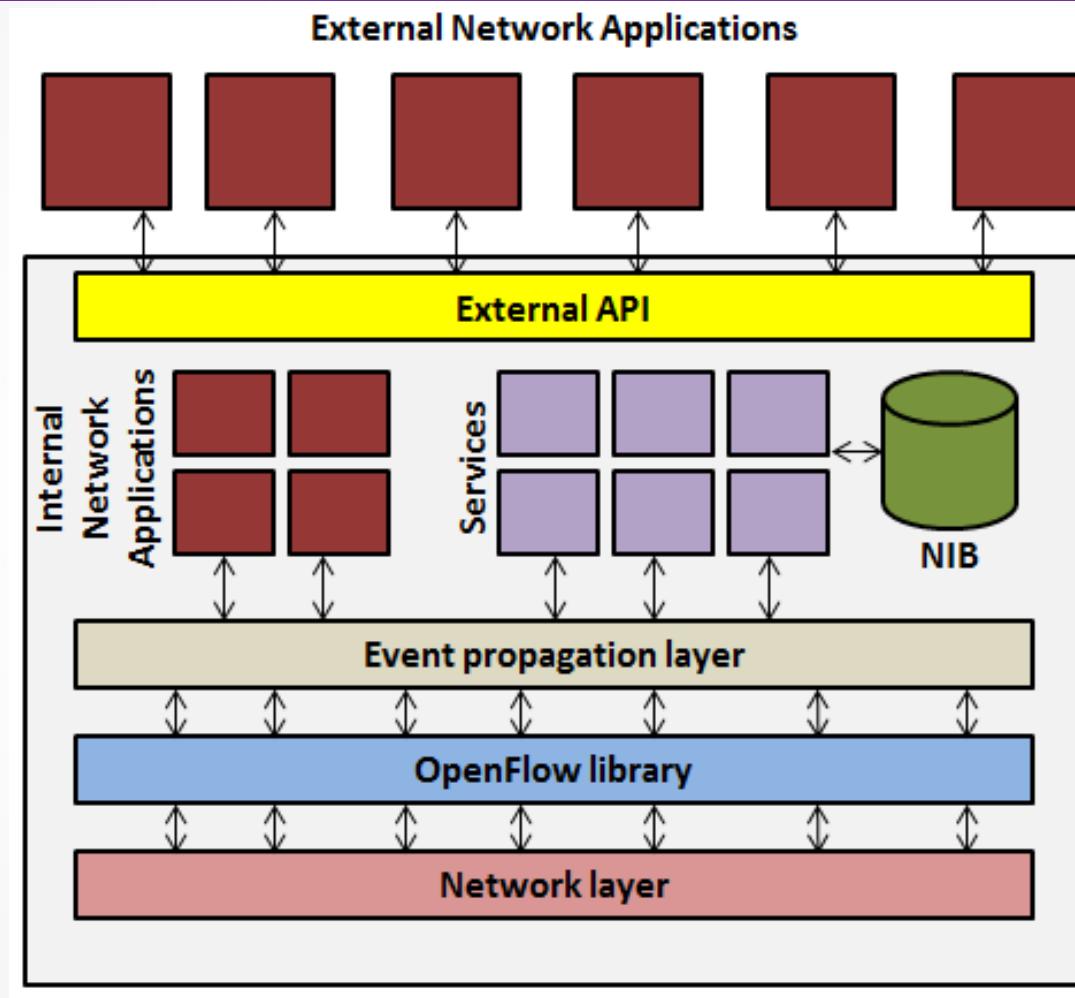


## 3. Hierarchical





# SDN Controller Architecture





# High Availability (HA)

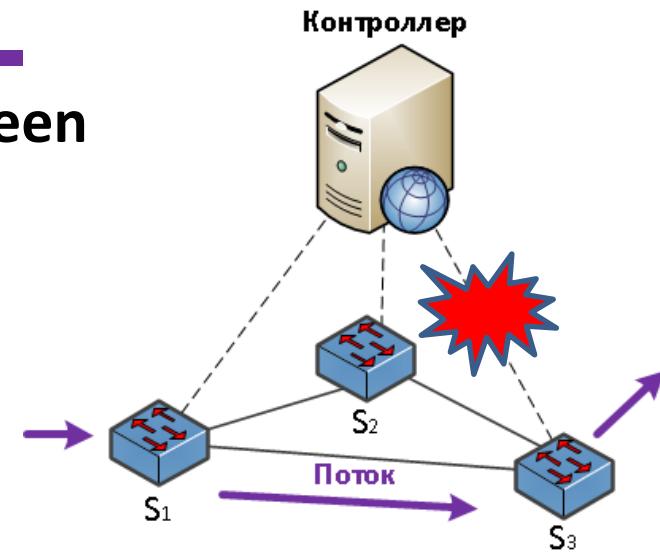
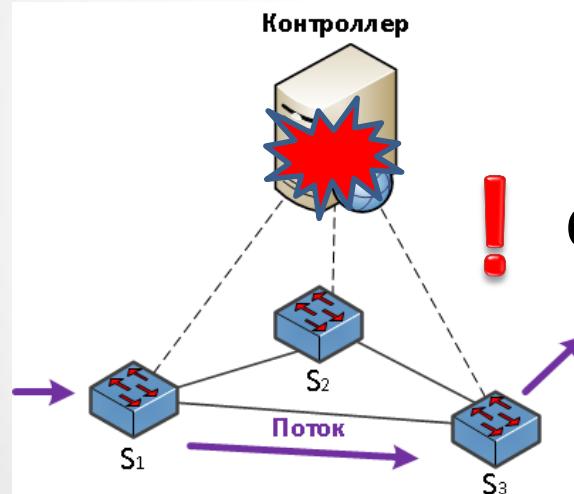
- The network operates in 365/24/7 mode.
- The SDN control platform must be running continuously.
- The goal of high availability is to support the continued availability of the management platform and network applications.
- Causes of downtime: maintenance, software and hardware errors, hardware failure, attack, power outage, accident.

| Availability coefficient, % | Downtime |
|-----------------------------|----------|
| 99,999                      | 5 min    |
| 99,99                       | 52 min   |
| 99,9                        | 8,7 h    |
| 99                          | 3,7 days |

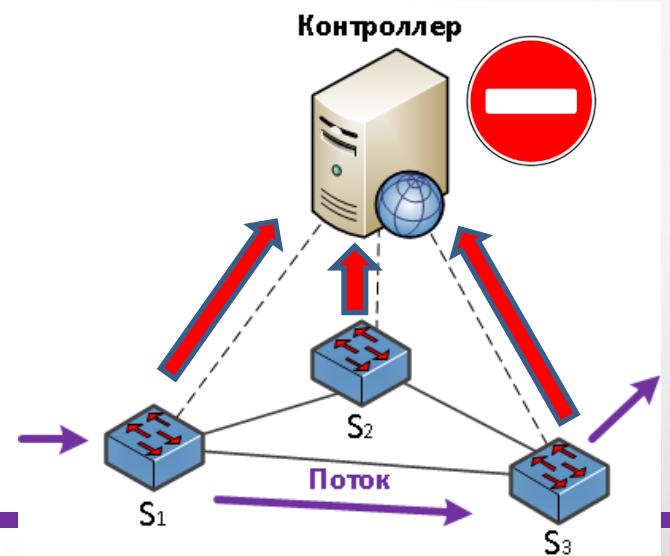
# Failures



**Loss of connection between switch and controller**

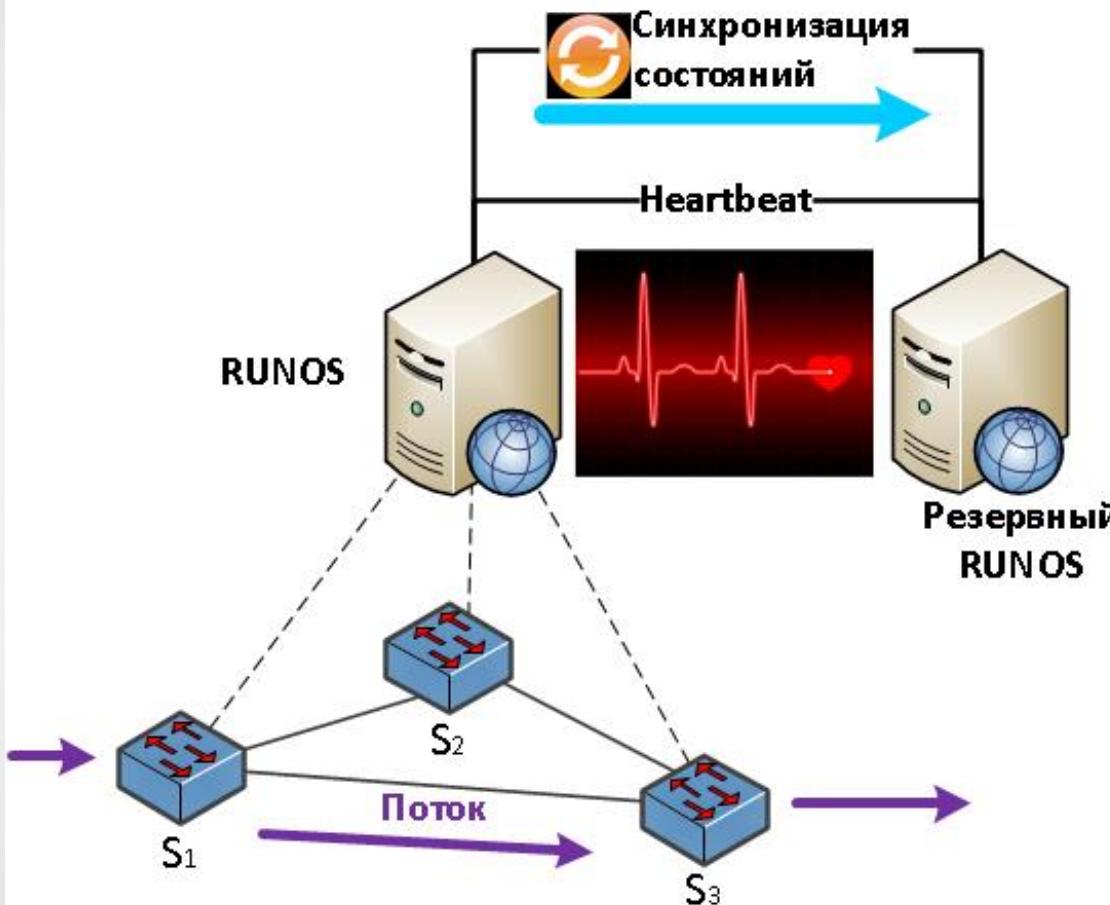


**Controller Overloading**





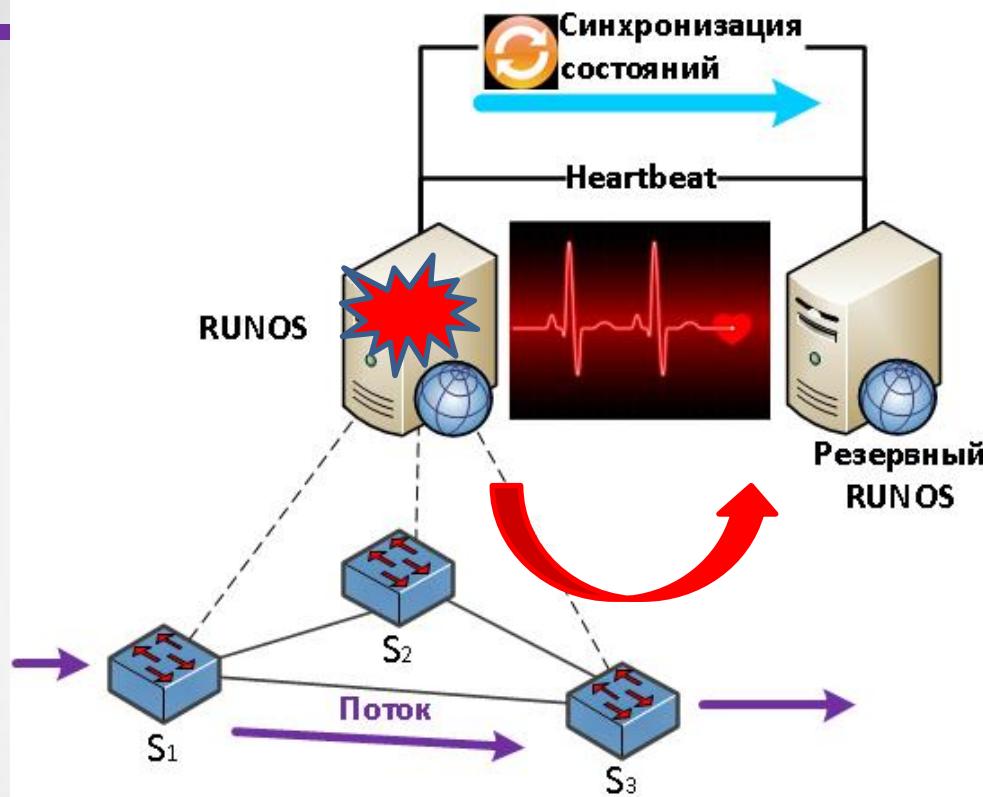
# HA Active/Standby Techniques /1



- Active/Standby (Passive) Techniques :**
- **Cold**  
[no sync]
  - **Warm**  
[periodic synchronization]
  - **Hot**  
[continuous synchronization]



# Restoration



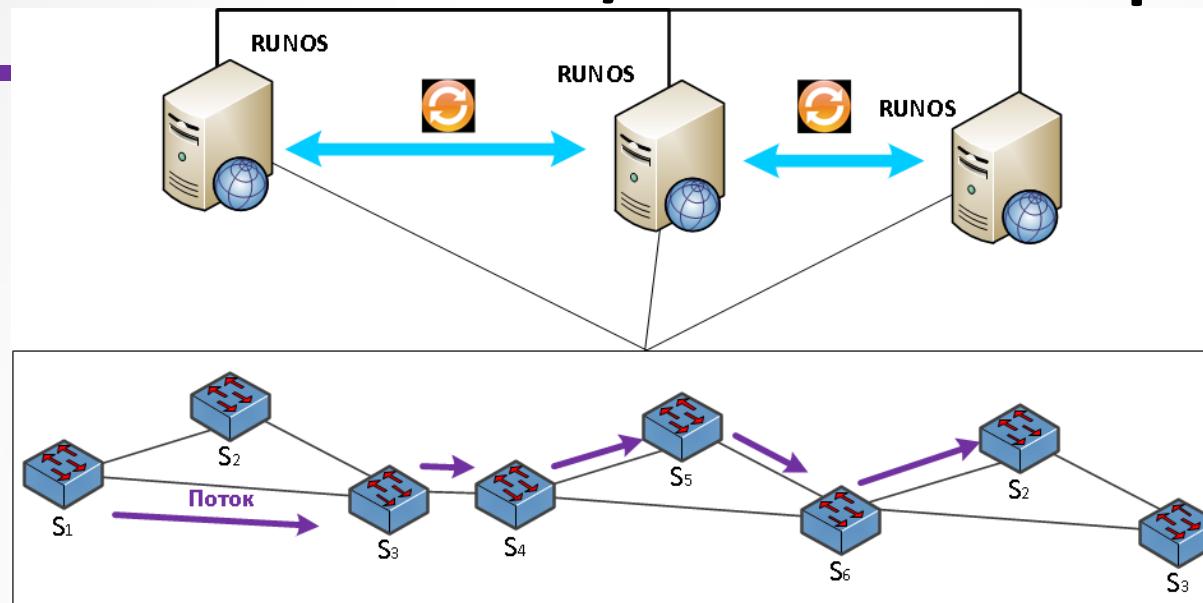
## Features of the solution:

- OpenFlow  $\geq 1.0$
- Corporate networks.
- Does not scale
- Incomplete utilization of computing resources

- + Single controller failure
- Loss of connection between switch and controller
- Controller overload



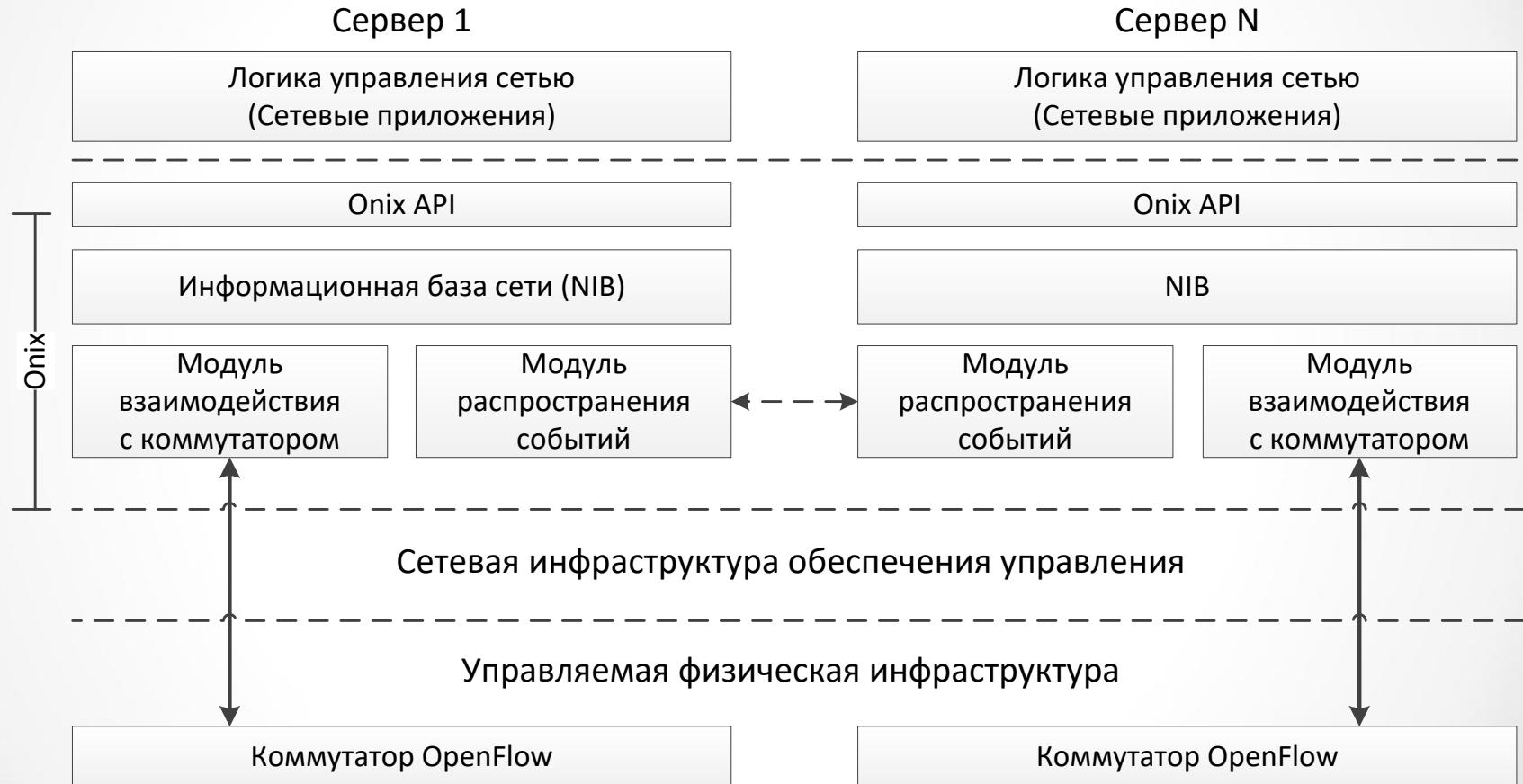
# HA Active/Active Techniques /2



- Active / Active Backup Strategies
- Asymmetric
- Symmetrical
- High complexity [Requires coordination of controllers, global state support]
- High Availability [Minimum Downtime]
- High utilization of computing resources

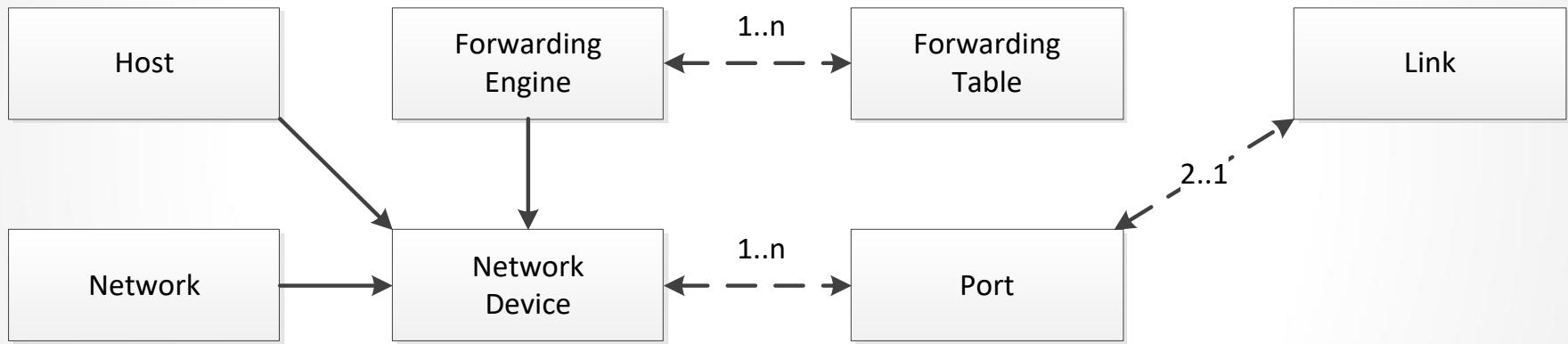


# Onix Architecture



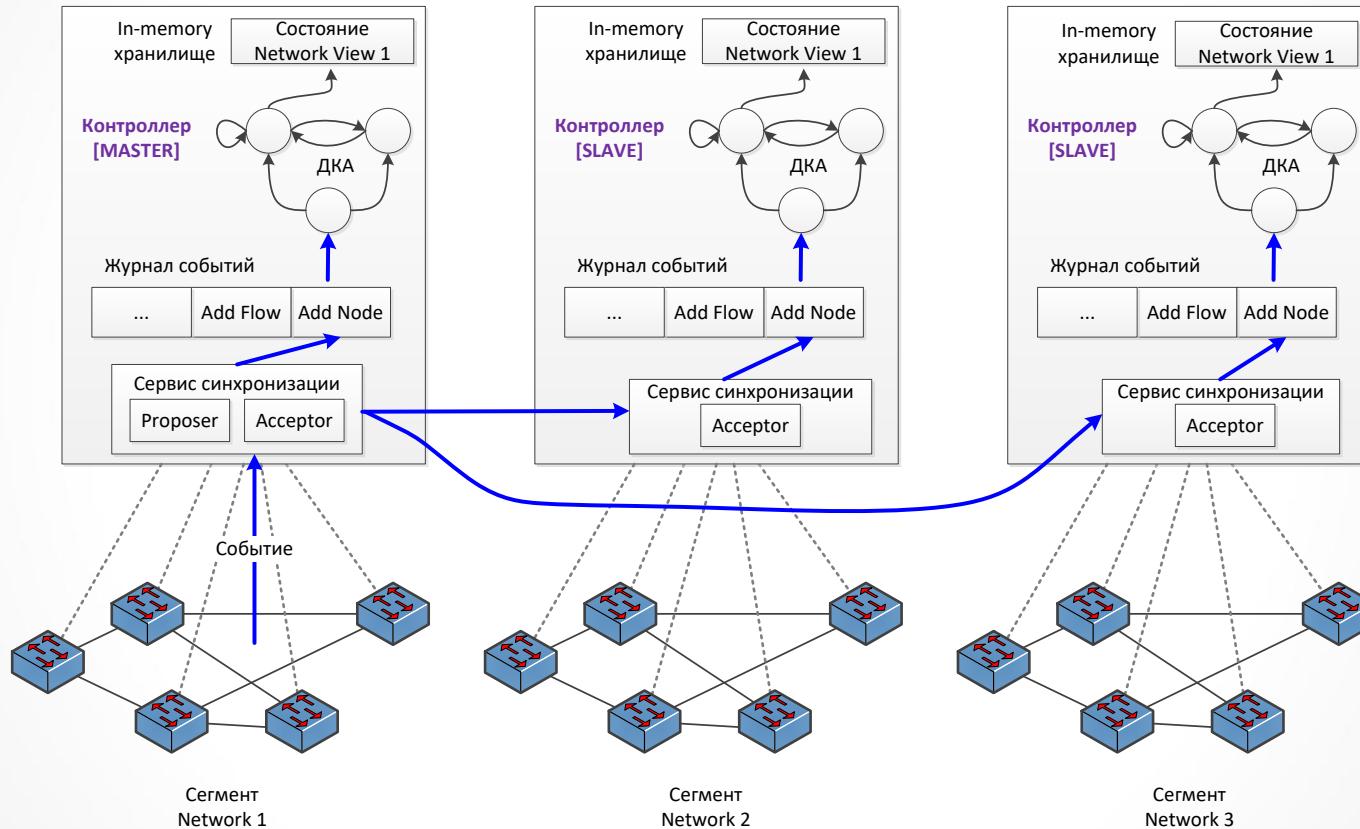


# Network view (Onix)

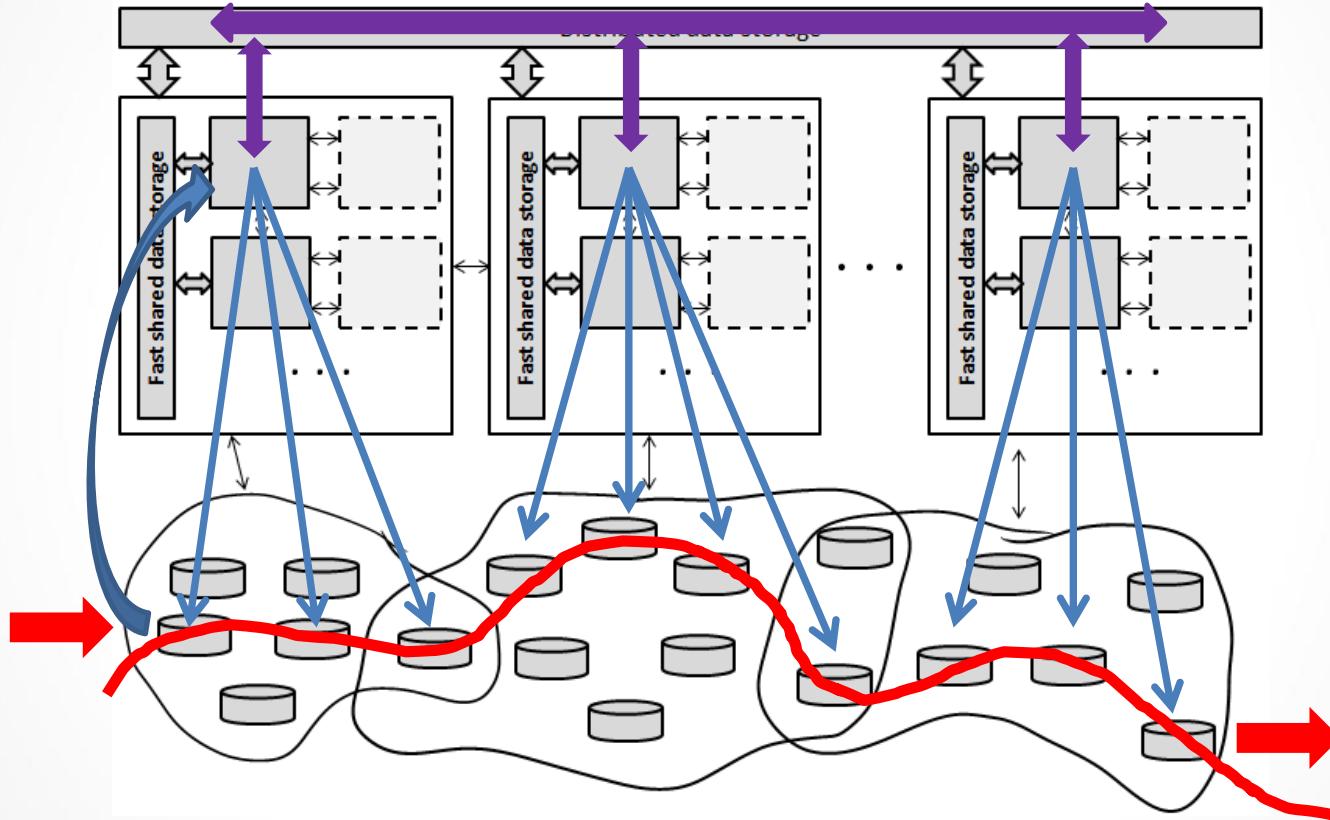




# Controller Synchronization



# Distributed RUNOS





# Thanks for your attention!

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