

Contents

List of Figures	IX
List of Tables	XIII
Acknowledgement	XV
Abstract	XVII
Zusammenfassung	XIX
1 Introduction	1
1.1 Conflicts in SDN.....	3
1.1.1 A demonstration of conflicts in SDN.....	4
1.1.2 Conflict definition	5
1.2 Research questions, scope and challenges.....	5
1.2.1 Research questions	6
1.2.2 Scope of this work	6
1.2.3 Challenges	7
1.3 Results.....	7
1.3.1 A suitable method to examine conflicts in SDN.....	8
1.3.2 A framework for automating experiments in studying conflicts.....	8
1.3.3 Conflict classification.....	8
1.3.4 Multi-property set and the relationship combination operator $\cdot r$	11
1.3.5 The algorithms to detect conflicts based on <i>matchmap</i> , <i>actmap</i> and <i>rule graph</i>	11
1.3.6 Conflict detection prototype.....	12
1.3.7 List of publications.....	12
1.4 Methodology and dissertation's structure.....	15
2 Related Work.....	19
2.1 A sketch of the SDN history	19
2.2 Conflicts and bugs.....	21
2.3 State-of-the-art	21
2.3.1 Policy conflicts in distributed system management.....	21
2.3.2 Policy conflicts in traditional networks	27
2.3.3 Conflicts in SDN	30
2.3.4 Analysis of remarkable research	33

3	Approaches and Experiments.....	39
3.1	Considering the analytical approach.....	39
3.1.1	SDN model	39
3.1.2	Analogy to distributed computing systems	40
3.1.3	Conclusion	41
3.2	Experimental approach	41
3.2.1	Parameter space	41
3.2.2	Methodology	45
3.3	Explored subspaces	47
3.4	A framework for automating experiments	50
3.4.1	Generating SDN test-beds.....	50
3.4.2	Encoding experimental subspaces	52
3.4.3	Generating compact values for dimensions related to control applications from a subspace's encoding	54
3.4.4	End-point related dimensions	56
3.4.5	Expected and observed network behaviour	56
3.4.6	Dataset	58
3.4.7	(Re)Production of the test-bed	62
3.5	SDN control applications	68
3.5.1	Properties of SDN control applications.....	68
3.5.2	Control applications for experiments	69
3.6	Selected experiments illustrating the methodology	73
3.6.1	Experimental environment.....	73
3.6.2	Applications' configurations for experiments.....	74
3.6.3	Experiments.....	76
3.6.4	Deriving conflict patterns and properties.....	87
3.7	Extracting conflict patterns and properties	90
3.8	Conclusion	92
4	Conflict Classification.....	95
4.1	Local conflicts.....	96
4.1.1	Shadowing.....	96
4.1.2	Generalization.....	98
4.1.3	Redundancy.....	99
4.1.4	Correlation.....	99
4.1.5	Overlap.....	100
4.1.6	Discussion.....	101
4.2	Distributed conflicts	102
4.2.1	Policy suppression by downstream traffic looping	102
4.2.2	Policy suppression by upstream traffic looping	105
4.2.3	Policy suppression by downstream traffic dropping	105
4.2.4	Policy suppression by upstream traffic dropping.....	107

4.2.5	Policy suppression by downstream packet modification	108
4.2.6	Policy suppression by upstream packet modification	109
4.2.7	Policy suppression by changes to paths	110
4.3	Hidden conflicts	112
4.3.1	Interaction primitives	113
4.3.2	Interaction combinations	115
4.3.3	Classifying hidden conflicts based on disturbance factors	115
4.3.4	Susceptible interactions and impact	119
4.4	Summary	119
5	Conflict Detection	121
5.1	Multi-property set and $\cdot r$ operator	122
5.1.1	Multi-property set	122
5.1.2	Comparison of multi-property sets using $\cdot r$ operator	123
5.1.3	Application of multi-property set and the $\cdot r$ operator	129
5.2	Comparison of SDN rules	130
5.2.1	Matchmap	130
5.2.2	Actmap	133
5.3	Rule database and topology encoding	137
5.4	Rule graph	138
5.4.1	Establishing connections between rules	138
5.4.2	Building the rule graph	141
5.4.3	Verifying the validity of a path in the rule graph	160
5.5	Local conflict detection	162
5.6	Distributed conflict detection	165
5.6.1	Detecting conflicts belonging to <i>downstream traffic looping/dropping</i> distributed conflict classes	166
5.6.2	Coping with other distributed conflict classes	167
5.7	Hidden conflict detection	171
5.7.1	Considering the hidden conflict prediction approach	172
5.7.2	Detecting hidden conflicts with control applications' input	176
5.8	Complexity	181
5.9	Practical implications and conclusions	182
6	Prototypical Implementation and Evaluation	185
6.1	Conflict detection prototype	185
6.1.1	Overview	186
6.1.2	Conflict detector as a Ryu application	187
6.1.3	Building the rule database	189
6.1.4	Conflict detector's mechanics	190
6.1.5	Execution of the conflict detector	192
6.1.6	Output of the conflict detector	193

6.2 Evaluation	195
6.2.1 Network topologies	195
6.2.2 Evaluation results in designed cases.....	196
6.2.3 Evaluation results in randomly checked cases	198
6.3 Discussion	201
7 Conclusions and Prospects	203
Bibliography	207
Generating priority combinations for experiments.....	217
Acronyms	221
Glossary.....	223