

# Finding The Right Abstraction for a Modular Router: An Axiomatic Basis

S. Keshav and M. Karsten \*  
University of Waterloo  
Waterloo, ON Canada



\*Joint work with Sanjiva Prasad, IIT Delhi and Omer Beg, UW

# Waterloo?

Where is that?

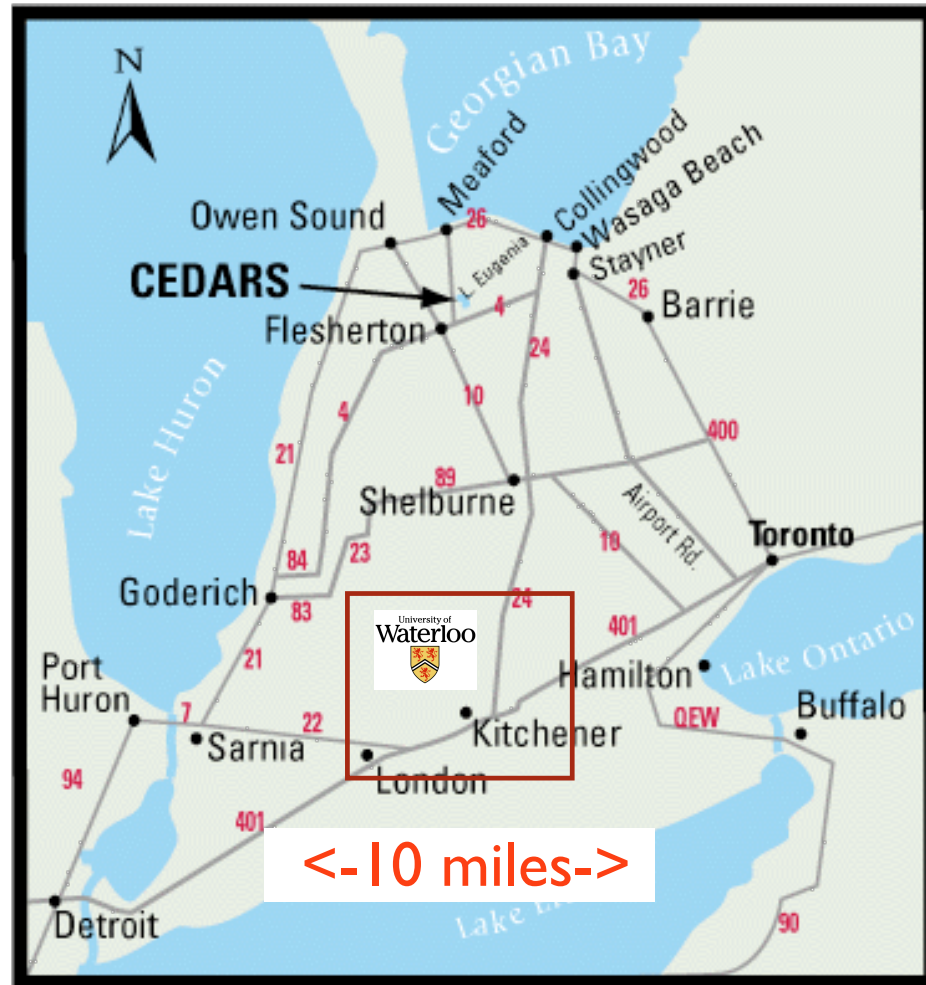
# Canada

0 250 Miles  
0 250 Kilometers



<- 1000 miles ->



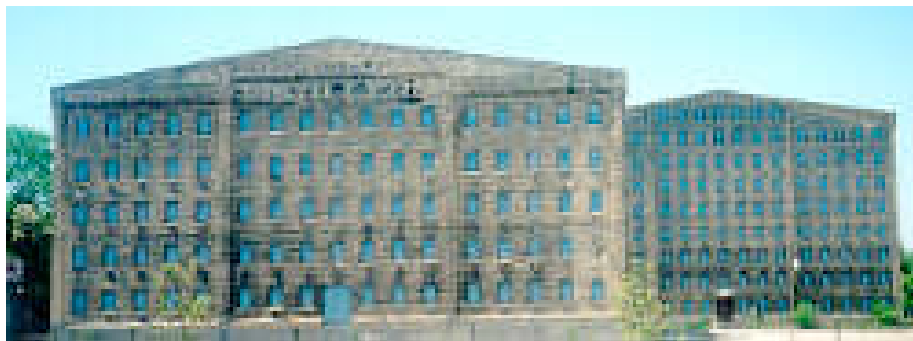




## **Local companies**      **School of CS**

Seagram  
RIM/BlackBerry  
MapleSoft  
OpenText  
ManuLife

77 faculty  
~2000 undergrads  
~300 grads



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# Router or not?

Core router

Yes

Edge router

Yes

Enterprise router

Yes

Ethernet switch

Yes

Load balancer

Yes

NAT box

Yes

Firewall

Yes

Spam filter

Yes

Majordomo

Yes

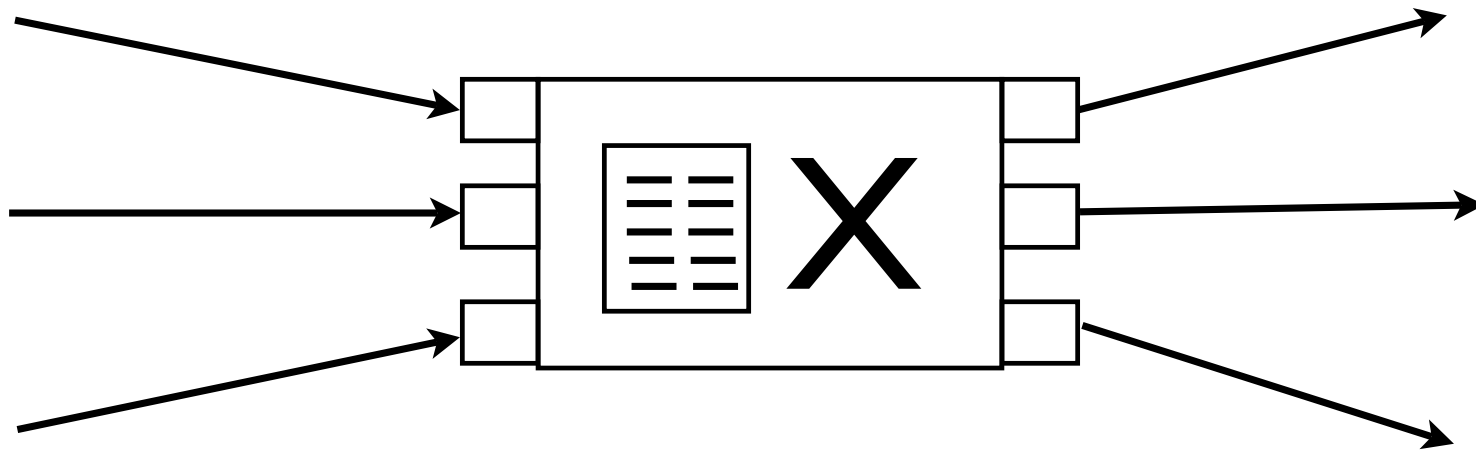
IP layer

Yes

Orkut member

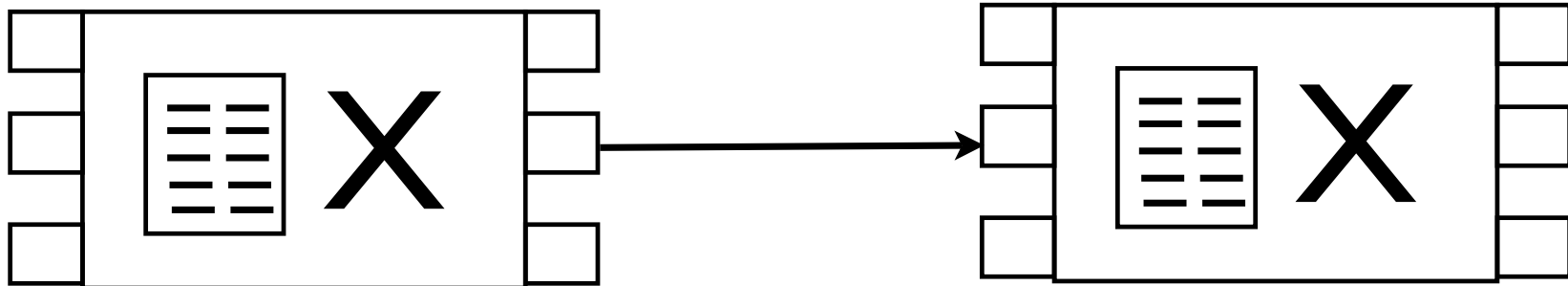
Yes

# Simplest possible router

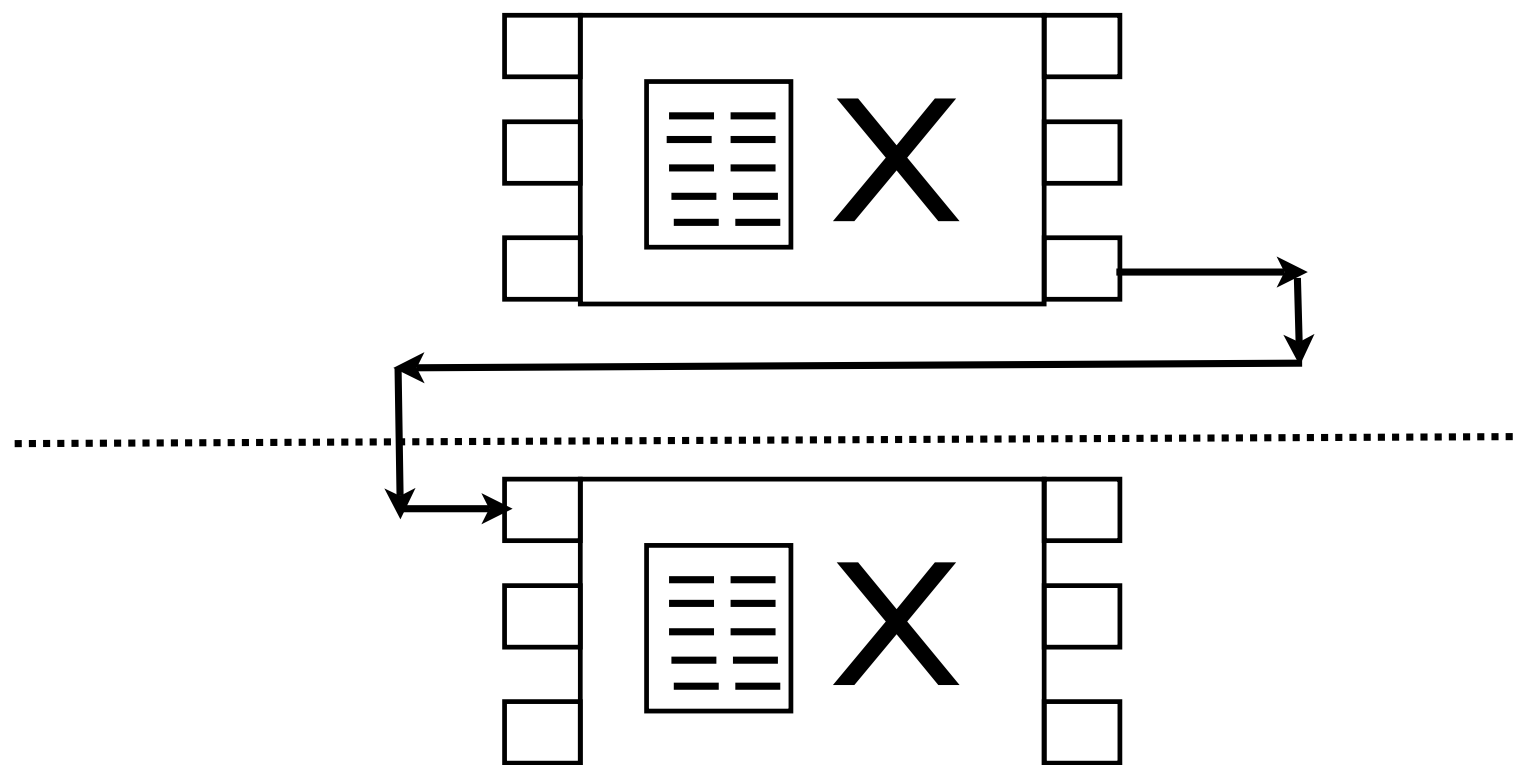


Abstract Switching Element (ASE)

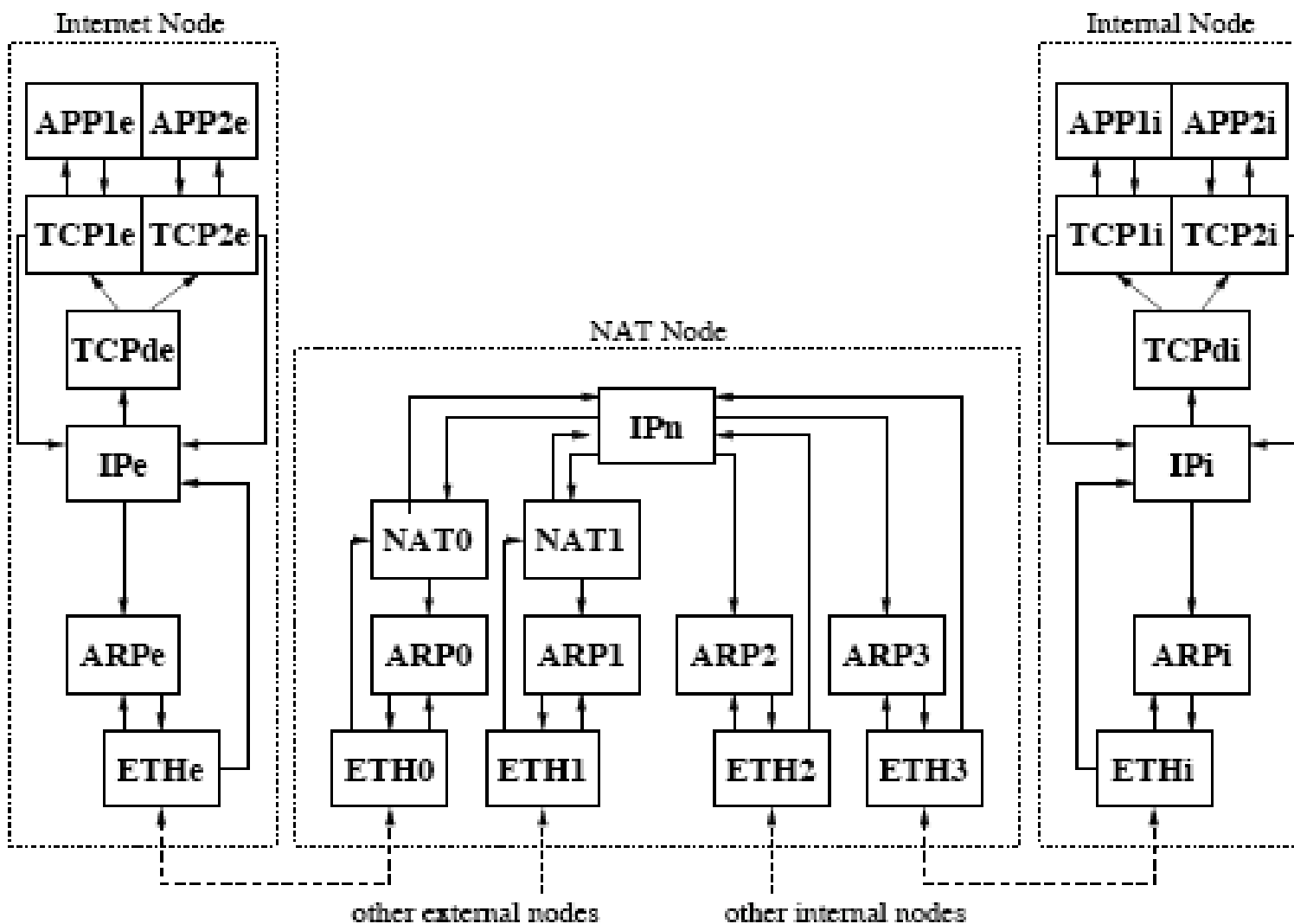
# Direct connection



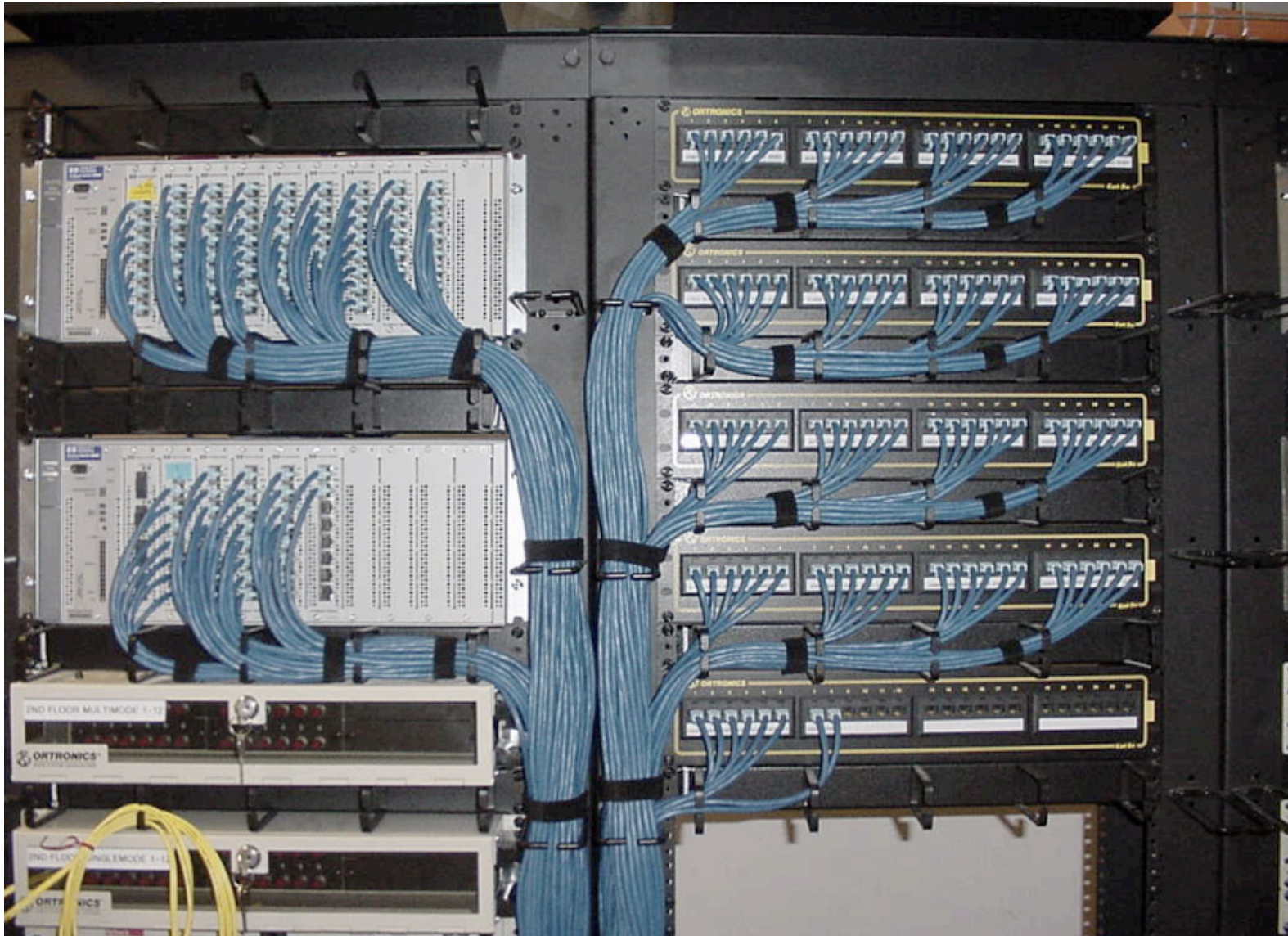
# Another direct connection



# Combining ASEs



# Theory



# Reality





# Reality

- Many layers: Socket, Session, TCP, MPLS, IP, PPP, VLAN, ATM, MAC
- Middleboxes: Firewalls, NATs, shapers, load balancers, DNS redirectors...
- Cross-layered designs

**Yet... it works!**



# Axioms

-> = 'leads to'

- Direct communication

$m@output\ port \rightarrow m@input\ port$

- Simple switching

if  $p$  is an an ASE's switching table with a translation  $p'$ ,  
 $pm@input\ port \rightarrow p'm@output\ port$

- Transitivity

if  $m@input\ port$  of ASE  $A$ , and tables at  $A, B, C, \dots, K$  are set up properly,  $m$  will reach output port of  $K$

# Concepts

- Name

if  $pm@$ input port of ASE A, and tables at A, B, C, ..., K are set up properly, m will reach output port of K, and  $p$  is its name

- Address

if two ASEs send a message with a given name to the same destination, the name is also an address

- Name scope

set of ASEs where a name leads to the same destination

- Routing

process of maintaining consistent forwarding within a particular naming scope

# Data plane primitives

- *push*
- *pop*
- *swap*
- *send*
- *receive*
- *copy*

# Control plane primitives

- Essentially manipulate the state table
- *update the state table*
- *get label from a control message header*
- *set label in a control message header*
  
- + a few other minor details



# Universal forwarding loop

```

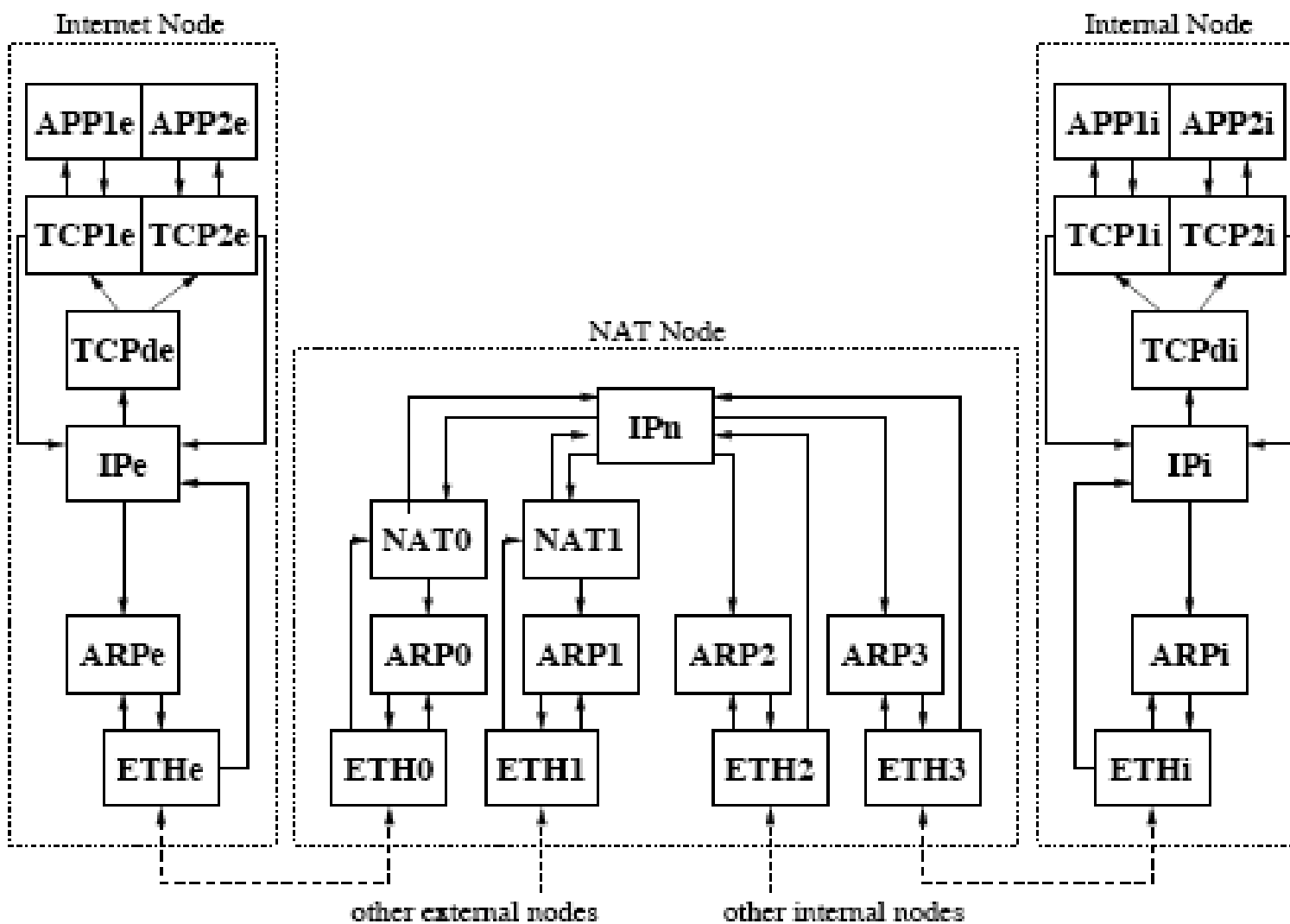
1  process(ase prev, message msg) {
2      bool setup = (ctl(msg) == SETUP
3          || prev in this->SETUP_ASE);
4      name lin, lout;
5      if (setup) lin = lout = getlabel(msg);
6      name n = pop(msg);
7      {<ase, name>} S = lookup(prev, n);
8      if (!S && this->RESOLVE_ASE) {
9          resolve(n); // wait for S update
10         S = lookup(prev, n);
11     }
12     for each <ase, name> s_i in S {
13         if (s_i.ase == this) { // local
14             if (ctl(msg) == RLOOKUP) {
15                 respond(prev, msg, n, s_i.name);
16             } else if (ctl(msg) == RUPDATE) {
17                 rupdate(msg);
18             } else {
19                 // other local control activity
20             }
21         } else { // forward
22             message outmsg = copy(msg);
23             push(outmsg, s_i.name);
24             if (setup) {
25                 if (VC) lin = local_name(prev, n);
26                 update(s_i.ase, lin, prev, lout);
27                 setlabel(outmsg, lin);
28             }
29             send(s_i.ase, outmsg);
30         }
31     }
32 }

```

# What can we do with this?

- Can build any forwarding system as a composition of specializations of the universal forwarding loop
- Can formally verify the correctness of any router using Hoare logic

# NAT



# Building a router

