

# SQR

## In-network packet loss recovery from link failures for high-reliability datacenter networks

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# Data centers around the world



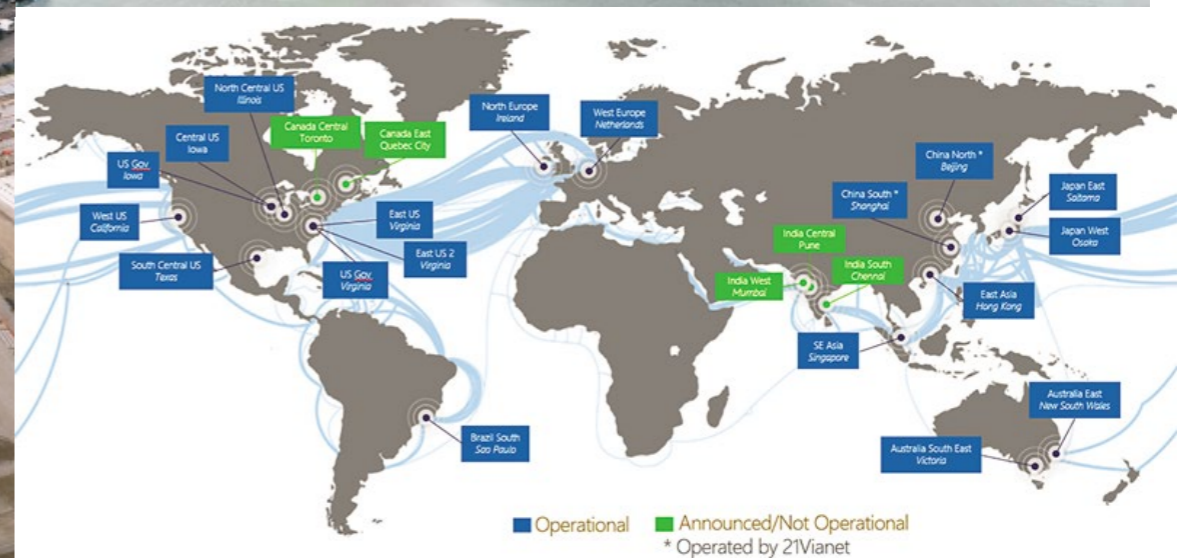
Google's worldwide DC map



Facebook DC interior



Microsoft's DC in Dublin, Ireland



Global Microsoft Azure DC Footprint

# Low latency is a key requirement

Web search



e-commerce



database



cache



Low latency for short messages

Better app performance & user experience

# Improve Flow Completion Time (FCT)

- DCTCP (sigcomm'10)
- D<sup>3</sup> (sigcomm'11)
- HULL (nsdi'12)
- pFabric (sigcomm'13)
- PASE (sigcomm'14)
- TIMELY (sigcomm'15)
- FUSO (atc'16)
- Homa (sigcomm'18)
- HPCC (sigcomm'19)

...

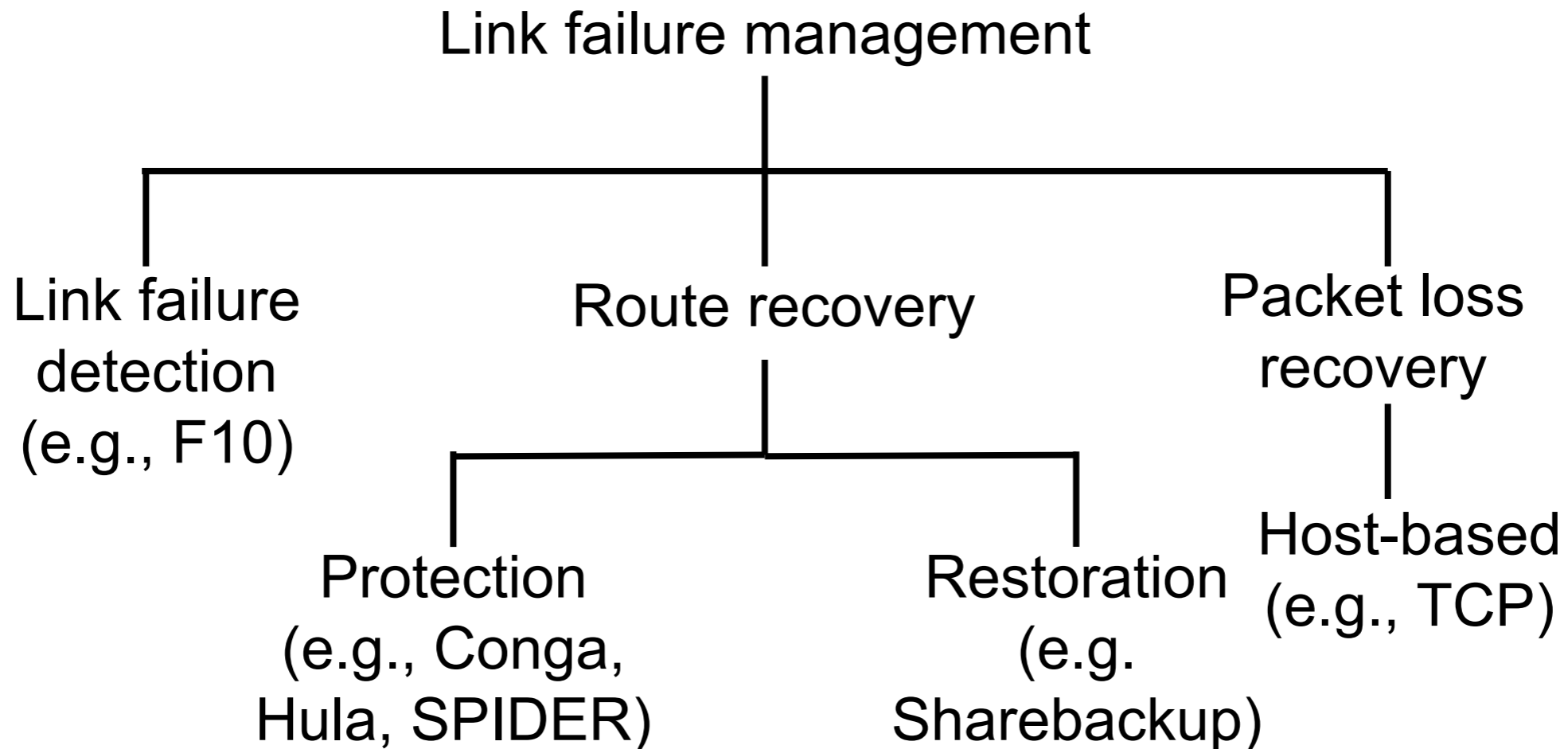
But very few work specifically  
address how link failures  
impact FCT

# Link failures are common

- Gill et al. [1] reported:
  - Link failure are common and can cause loss of a large number of small packets.
  - The 95th percentile value of link failure is 136 times per day during their measurement period.

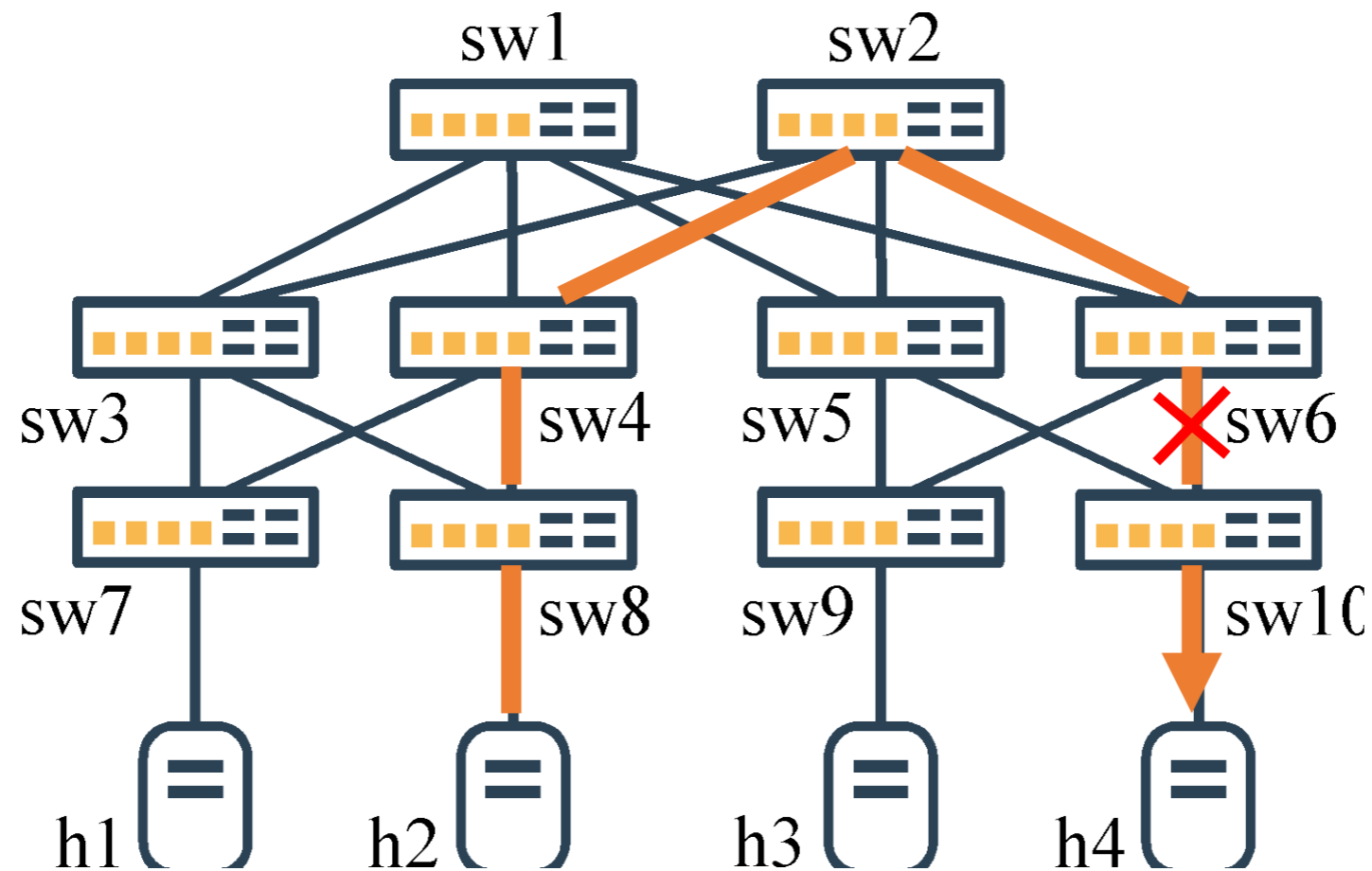
[1] Phillipa Gill, Navendu Jain, and Nachiappan Nagappan. 2011. Understanding network failures in data centers: measurement, analysis, and implications. In Proceedings of SIGCOMM.

# Link failure management



**Host-based pkt loss recovery can lead to much longer flow completion time (FCT) for short flows**

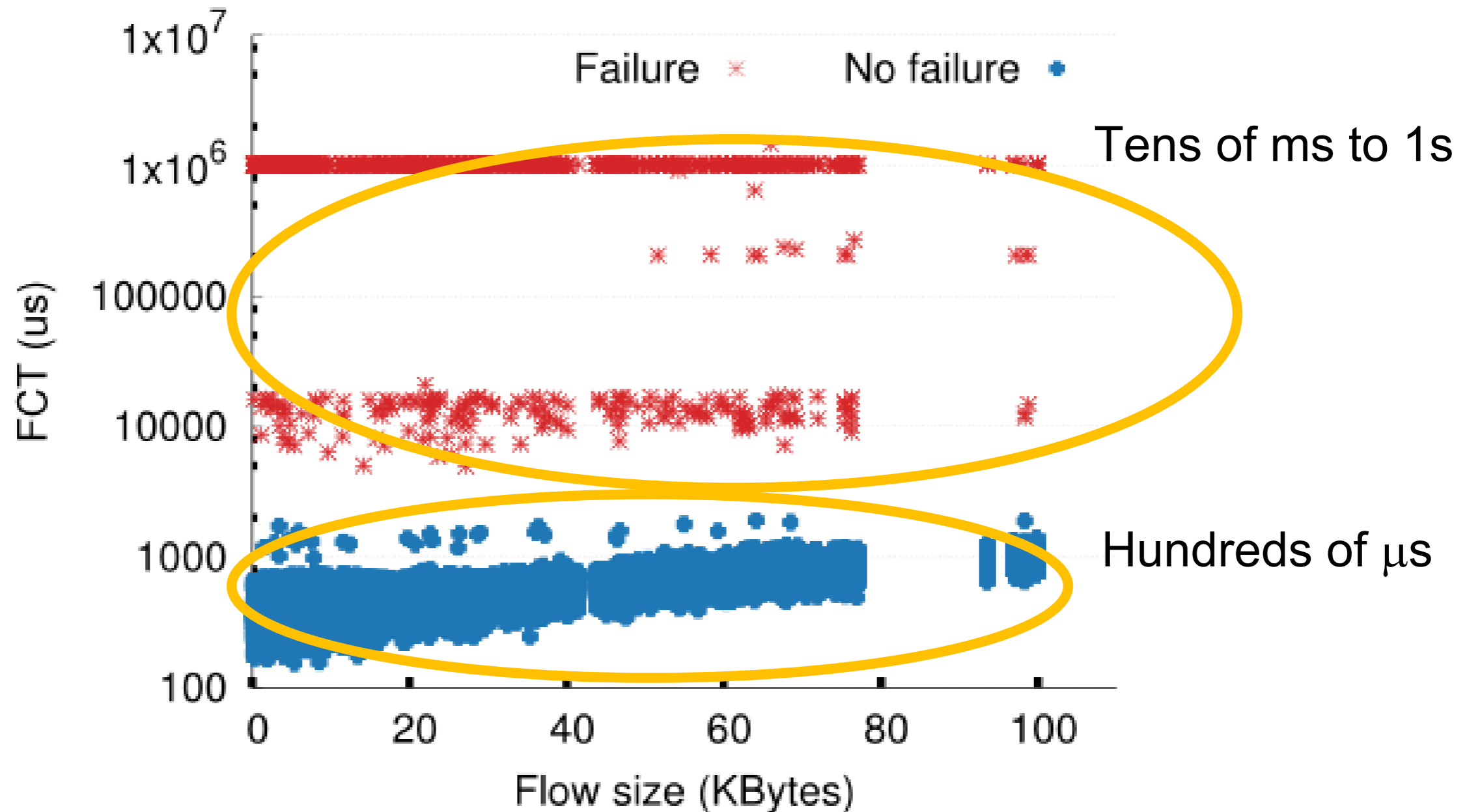
# Link failure case



$$\begin{array}{l} \text{Link detection time} \\ 30\mu\text{s} \\ (\text{F10, NSDI}'13) \end{array} + \begin{array}{l} \text{route reconfiguration time} \\ 730\mu\text{s} \\ (\text{ShareBackup, sigcomm}'18) \end{array} = 760\mu\text{s}$$

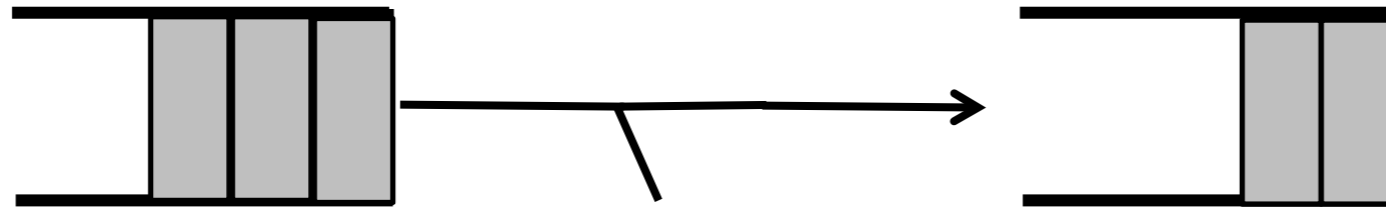
# Long FCT under link failure

Host based recovery is a major contributor to the large increase in FCT

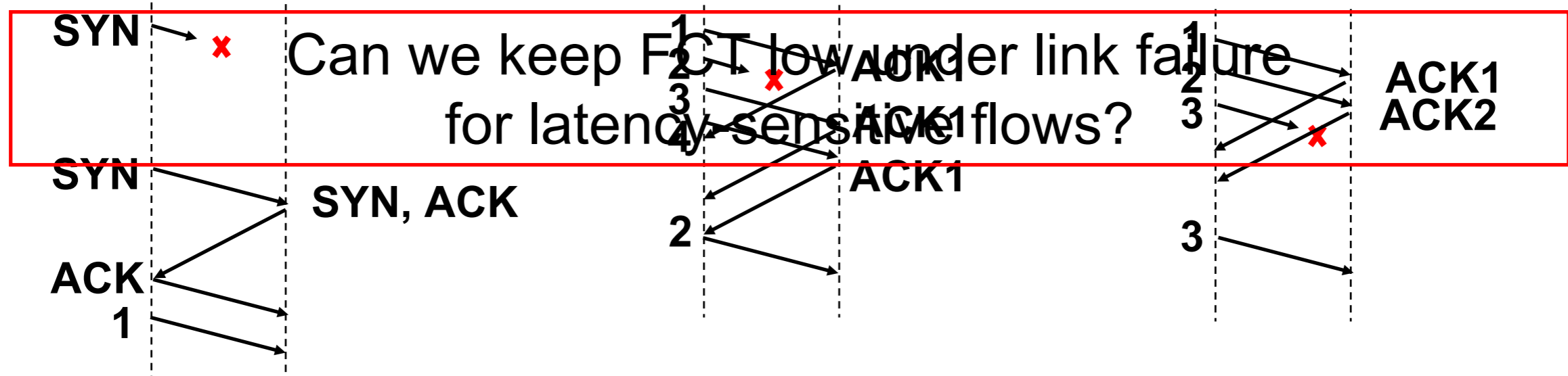




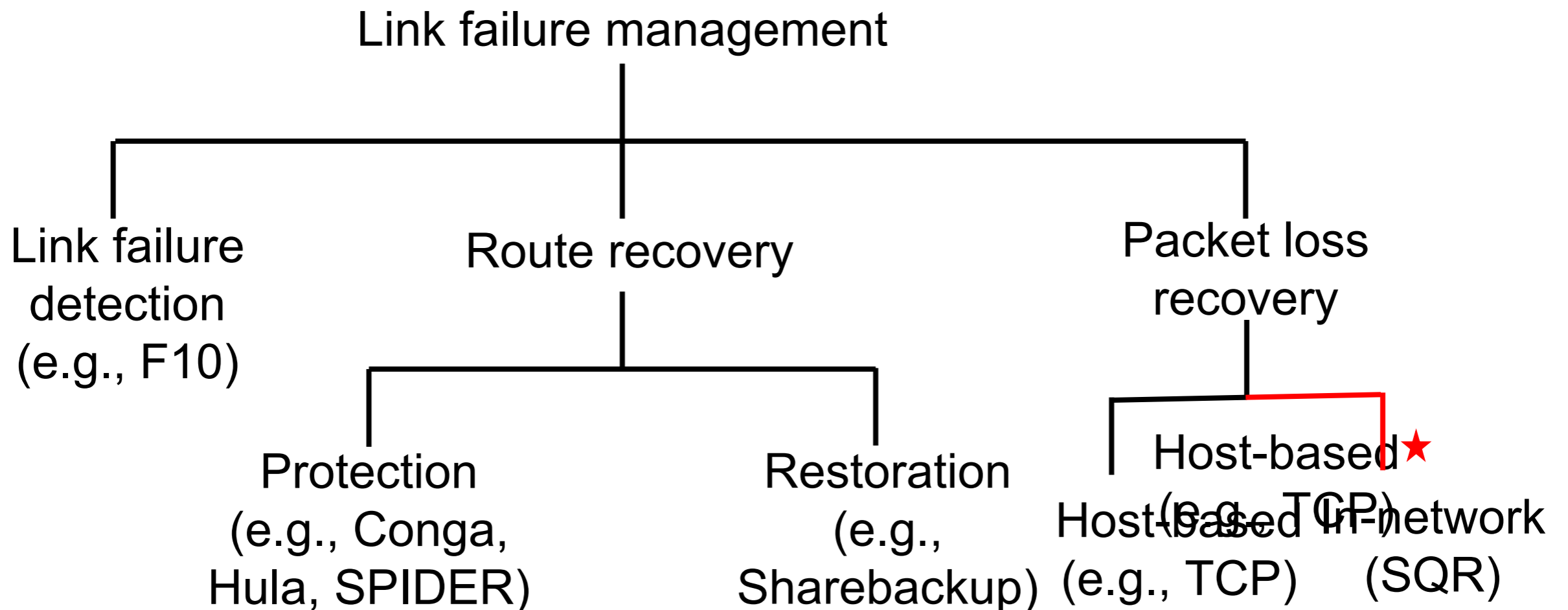
# Why does host-based recovery increase FCT significantly?



- Packet losses in the TCP three-way handshake
  - Wait at least 1s and retransmit
- Packet losses in the middle of a cwnd
  - Fast retransmission: 1RTT (100s of us)
- Packet losses at the tail of a cwnd
  - Retransmission timeout: several ms



# Our solution: SQR



**The network is the “right” place to perform packet loss recovery**

# How does SQR keeps FCT low when there is link failure?

## Objective:

- Mask the effect of packet loss from the end-points during link failure detection time and route reconfiguration time (route failure time).

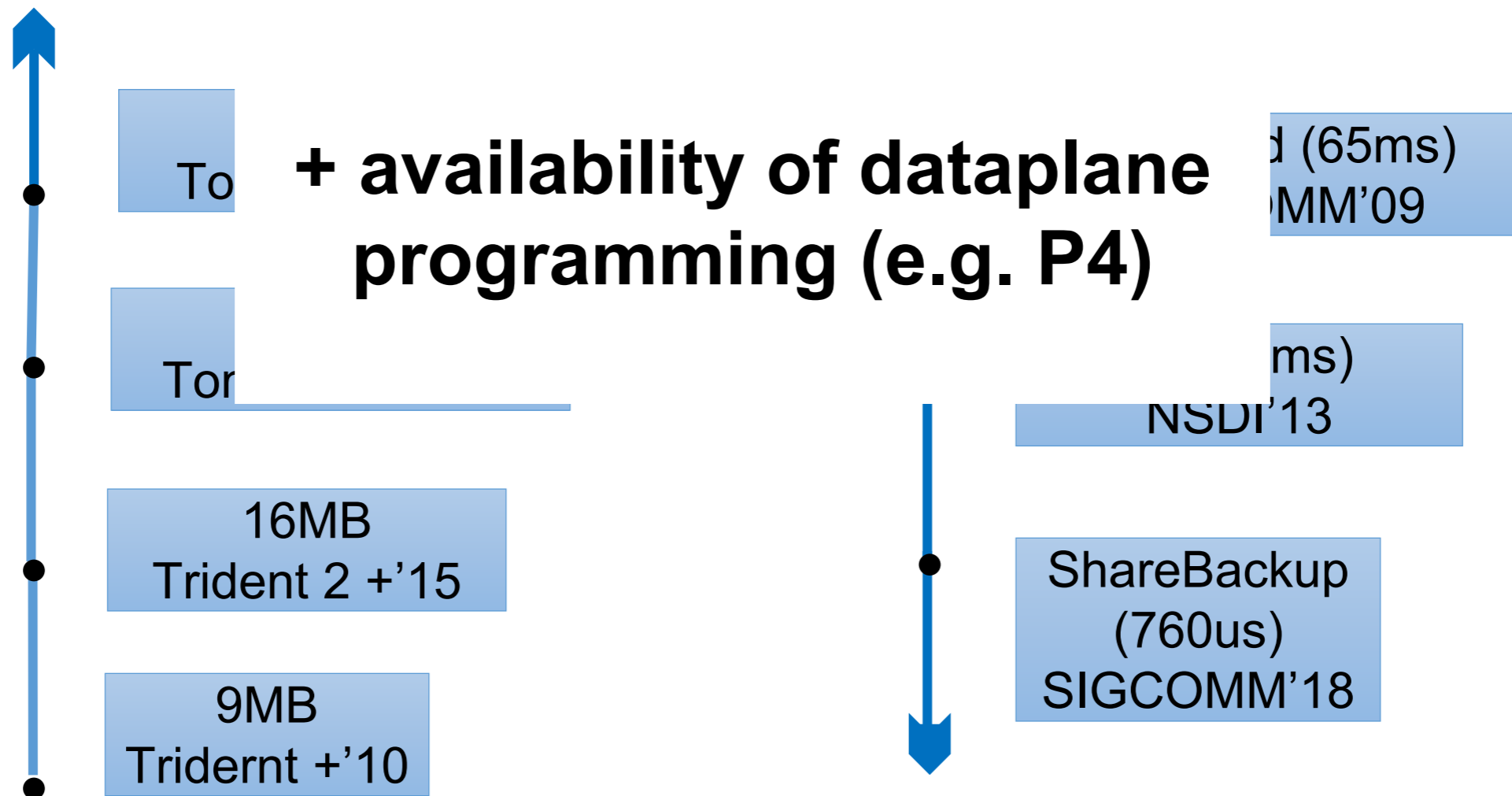
## Key idea:

- **Continuously cache recently sent packet in the switch for a duration equal to the route failure time**

# Is it feasible to cache pkts on switch?

Buffer size

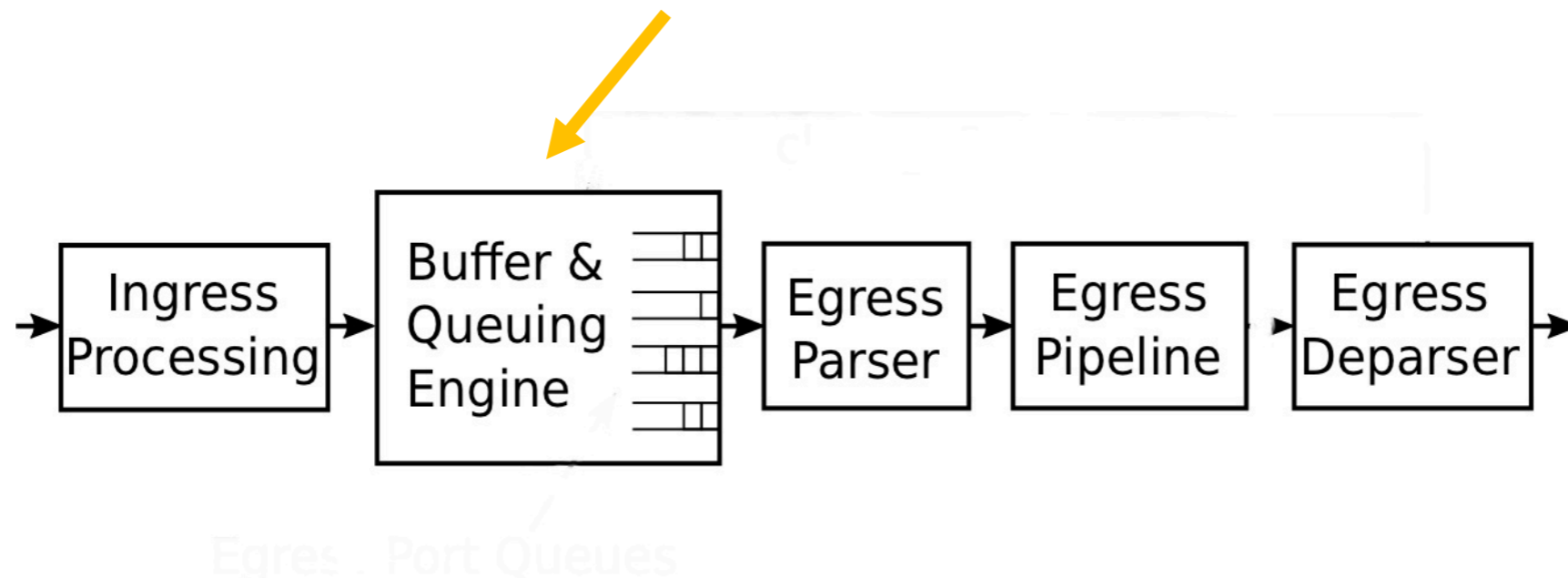
Route failure time



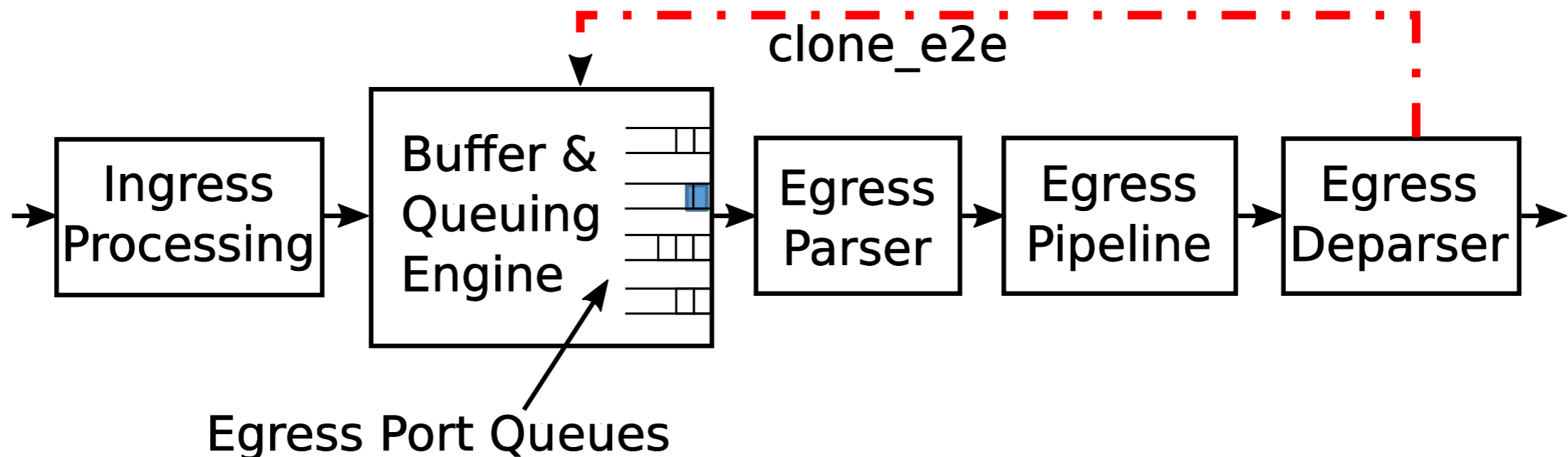
# Where and how to cache?

## ◆ Challenges

- In a switch dataplane, the packets can only be stored in the packet buffer within the buffer & queuing engine (BQE).
- The default FIFO in the buffer & queuing engine (BQE) is as possible.
- No BQE today readily provides the queuing discipline required to realize packets caching with a fixed time.
- BQE does not support custom packet scheduling algorithms.

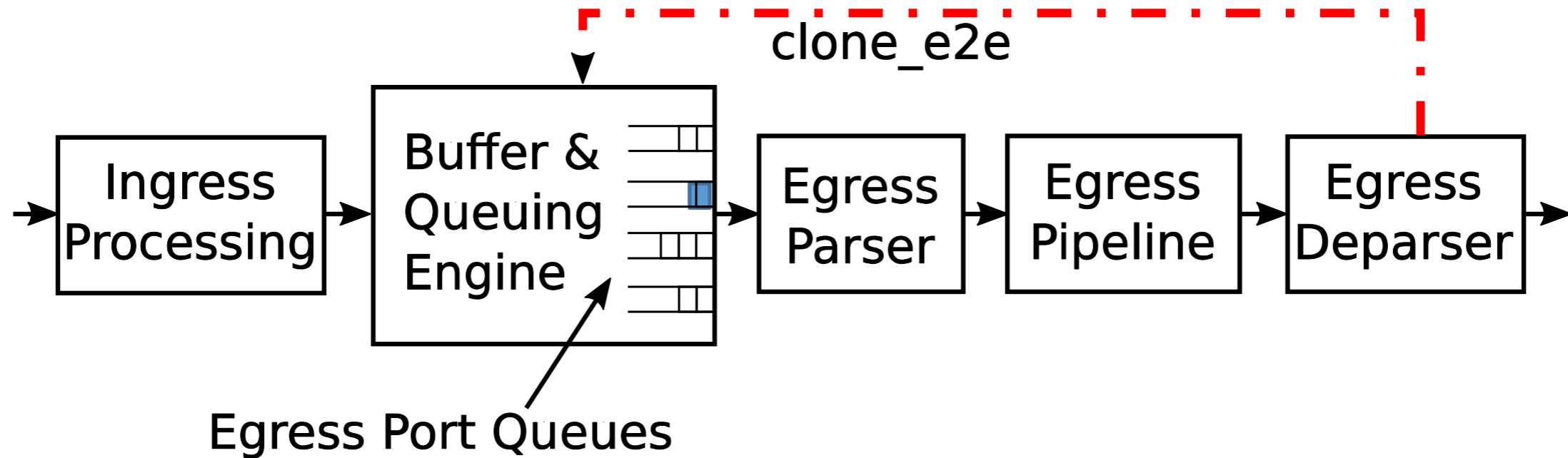


# Solution



- ◆ Keep recent copies of transmitted packets by cloning and then recirculating cloned packets to BQE.
- Supported by the Portable Switch Architecture (PSA)
- ◆ Packets are cached for durations sufficiently long to detect link failure and perform route recovery.
- ◆ Resend cached packets to new route when it is available.

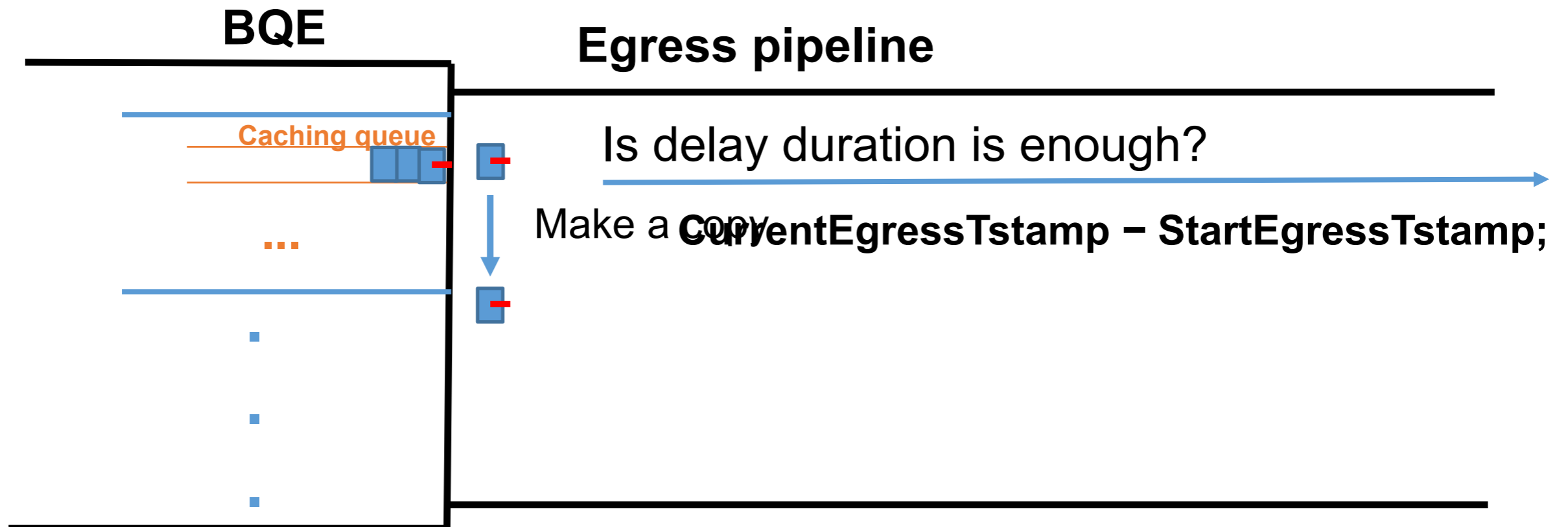
# Challenges



- ❑ “Aging” of packets
- ❑ Load balancing of circulating packets
- ❑ Handle packet reordering

# Delay timer

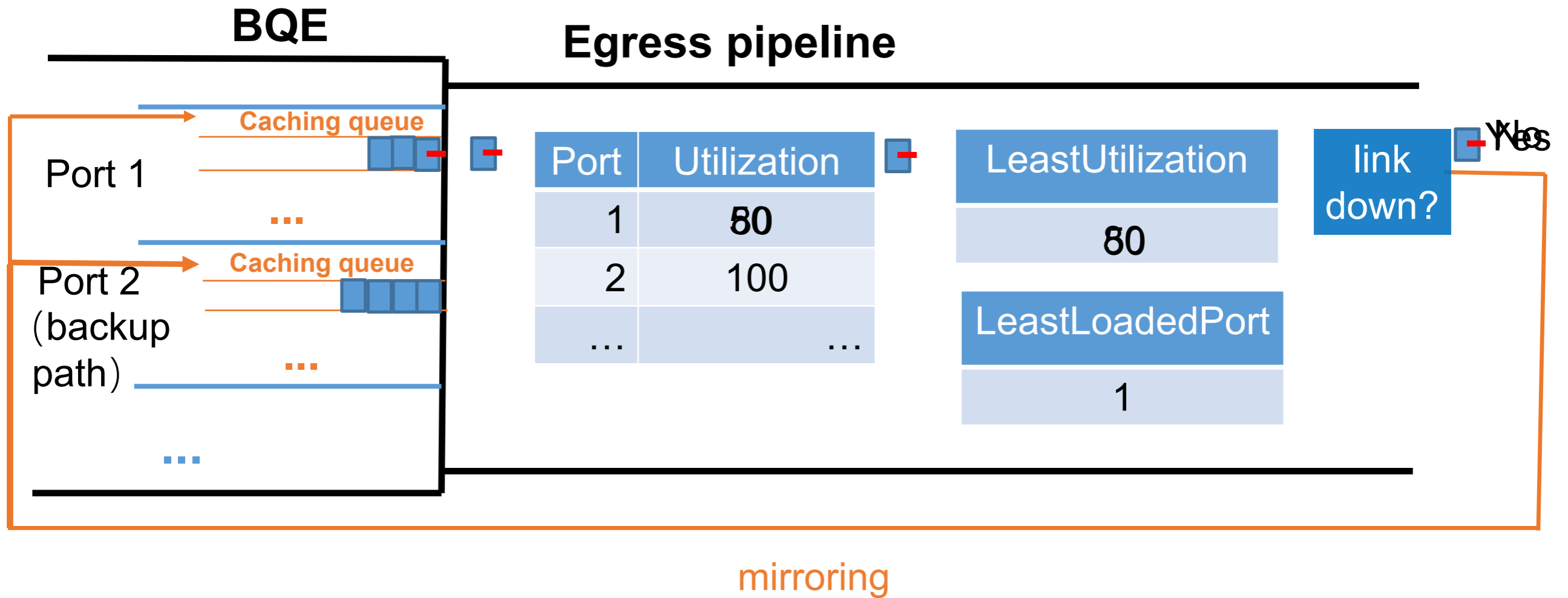
Transmit packet if this is the first/original packet



Packet is dropped if it has been cached greater than link detection time

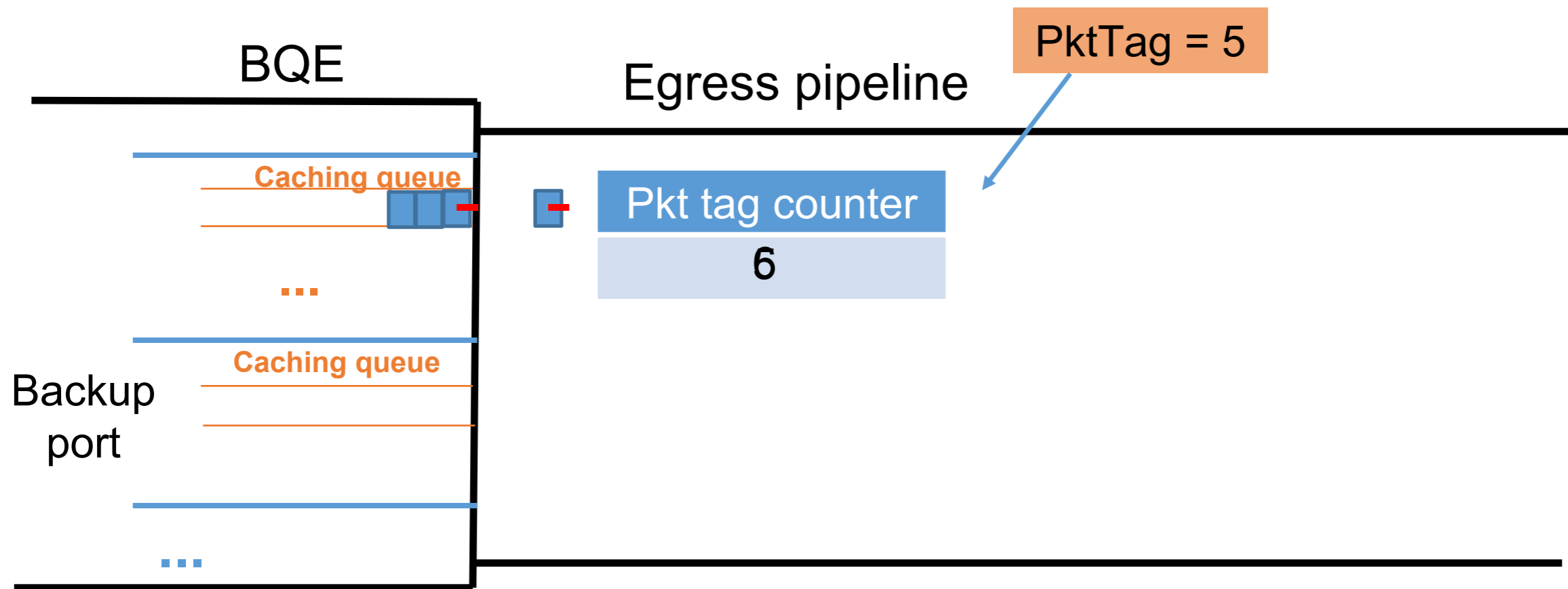


# Dynamic queue selection

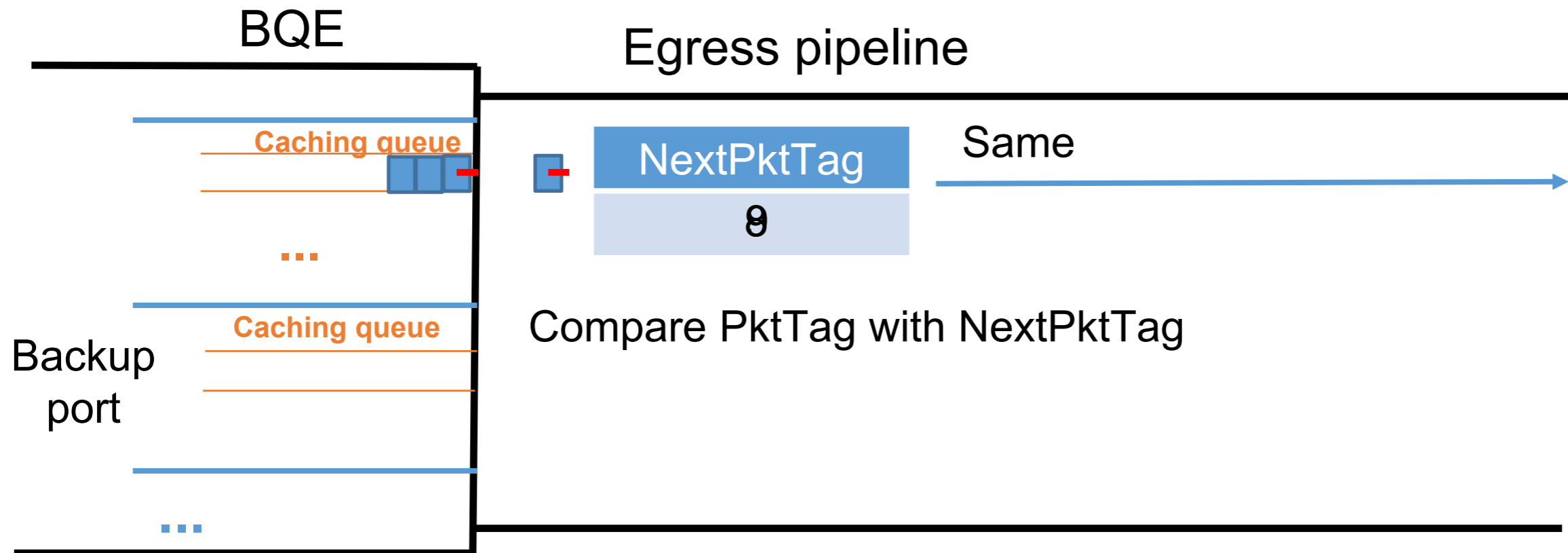


Packets from same flow can be cached on different queues

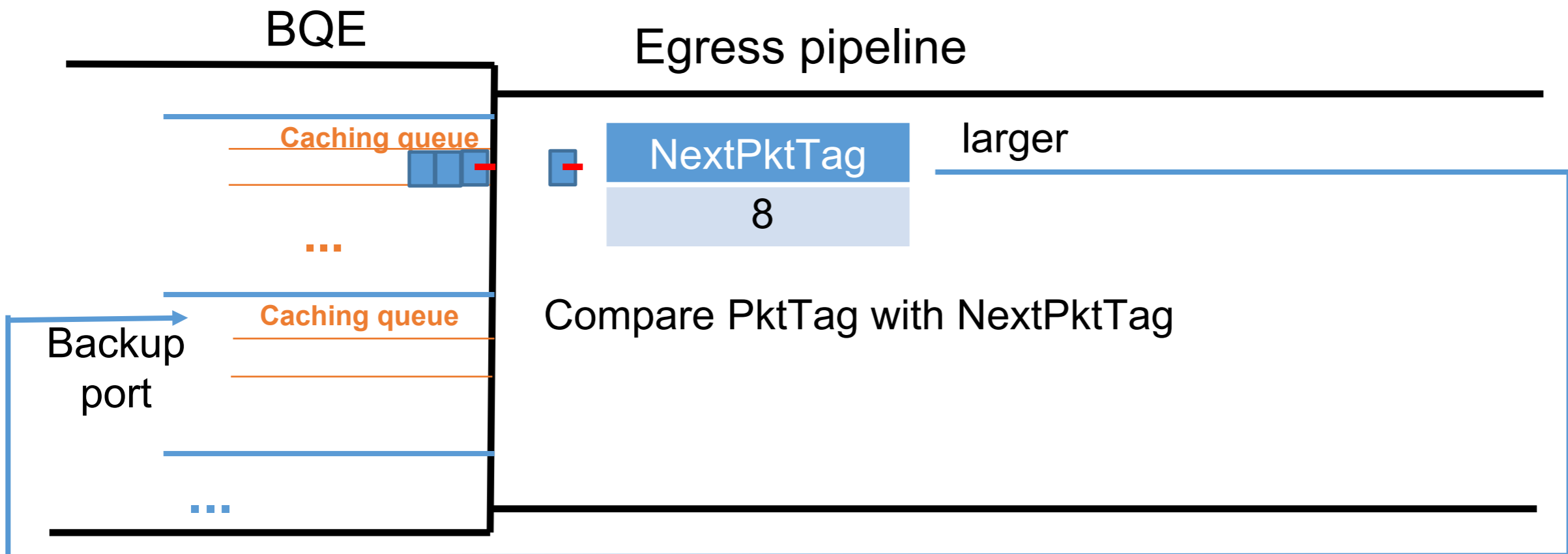
# Packet order logic



# Packet order logic



# Packet order logic



# Why it works

- No packet loss
  - ✓ Cache a copy of sent packets for a duration at least equal to the route failure time
  - ✓ Pkt is sent to backup port if new route is ready
- Packets in order
  - ✓ Recover lost pkts based on pkt tag
- Minimize egress processing delays on other flows going through the switch
  - ✓ Select caching queue from multiple ports
  - ✓ Dynamic least loaded port selection
- Complements existing methods of link failure detection and route reconfiguration

# Evaluation

- Hardware Testbed

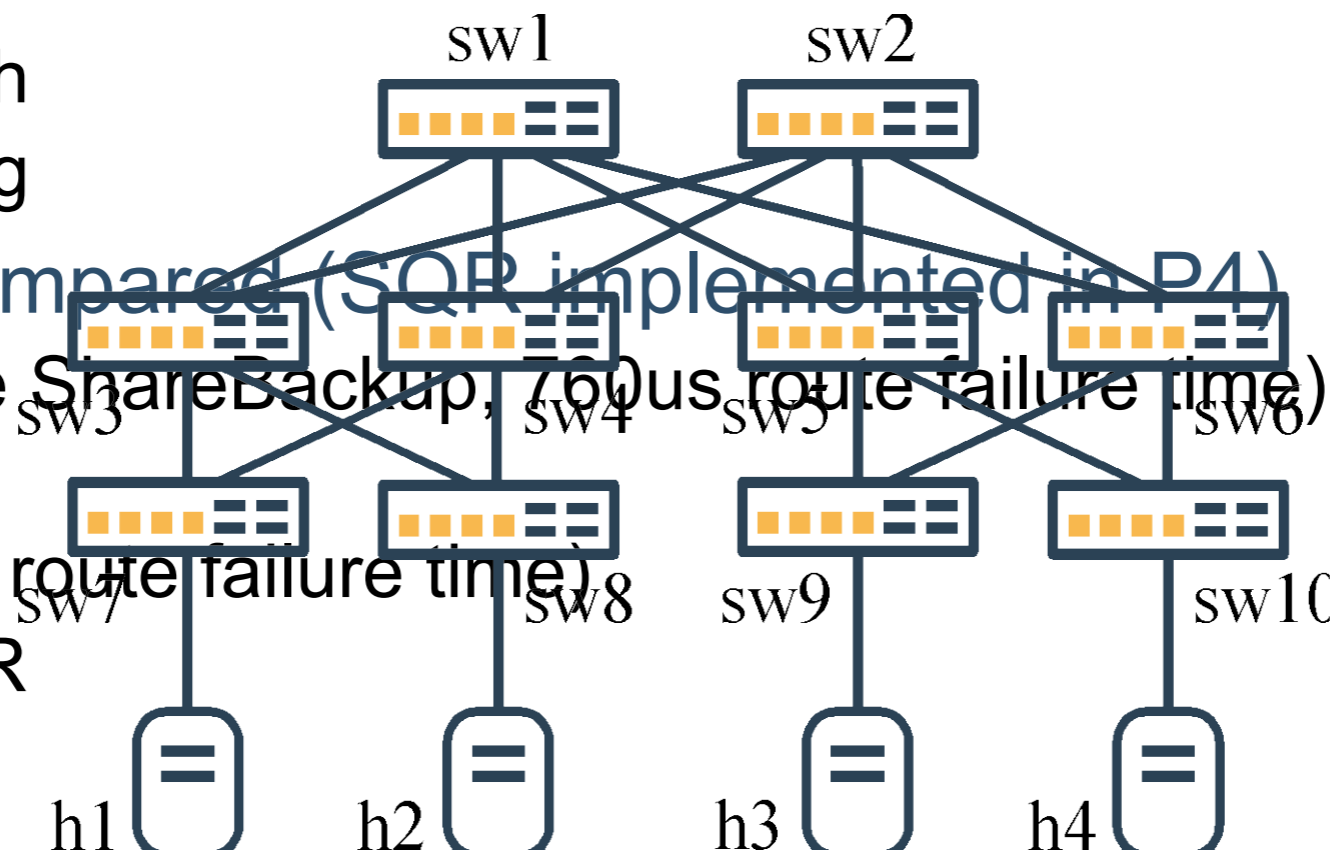
- Barefoot Tofino switch
- Intel Xeon servers equipped with Intel X710 NICs

- Trace

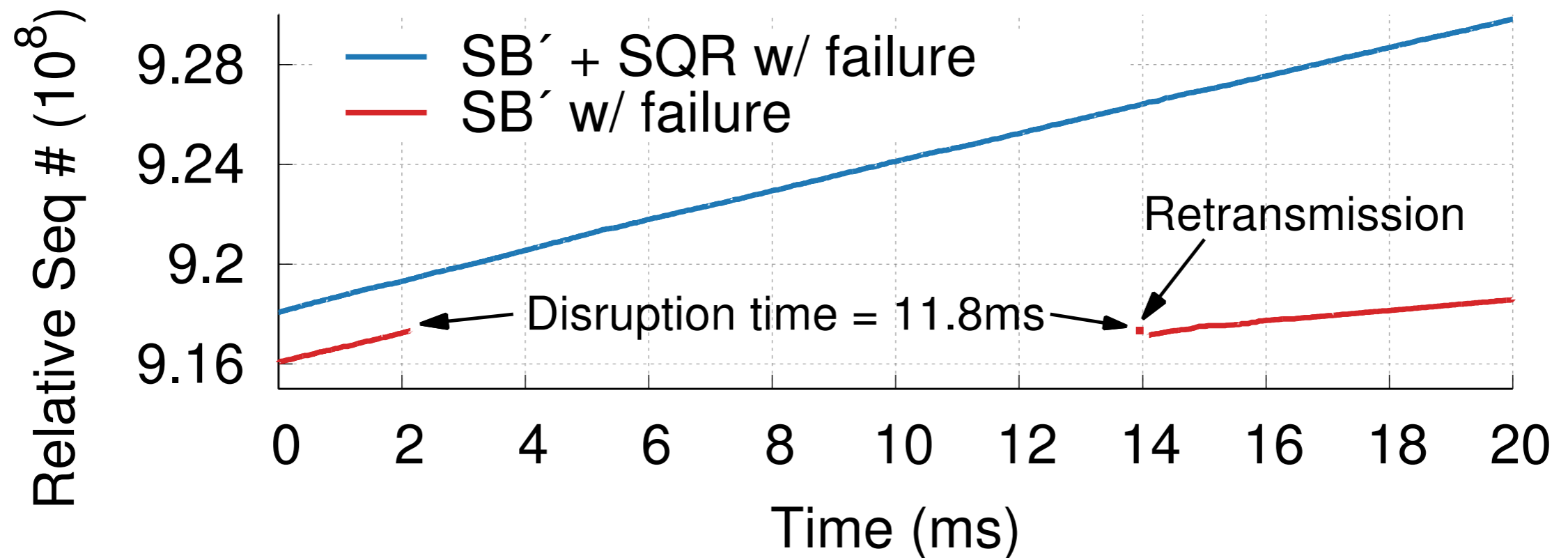
- Web search
- Data mining

- Schemes compared (SQR implemented in P4)

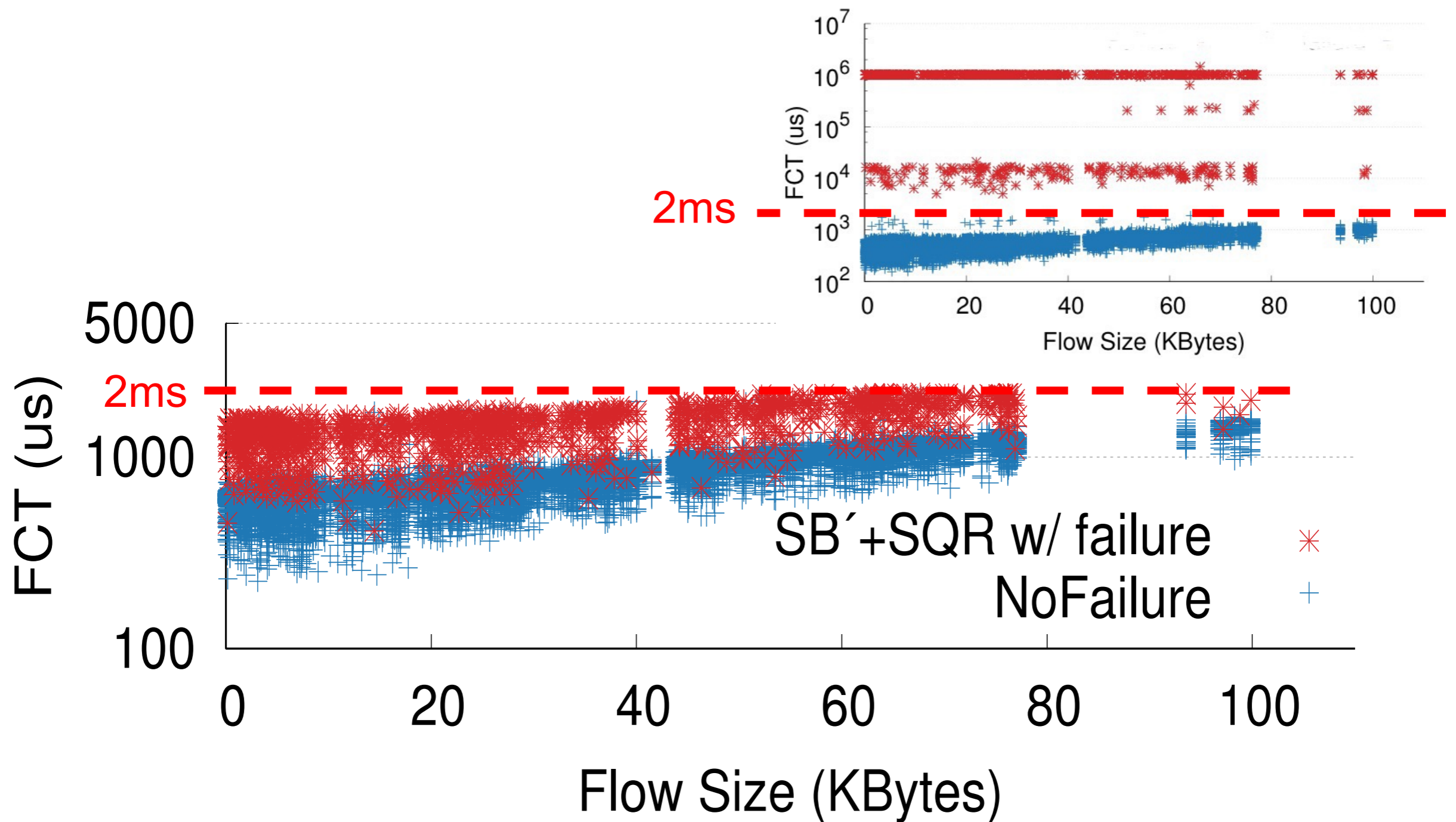
- SB' (simple ShareBackup, 70us route failure time)
- SB' + SQR
- LRR (30us route failure time)
- LRR + SQR



# SQR masks link failures from end-point transport

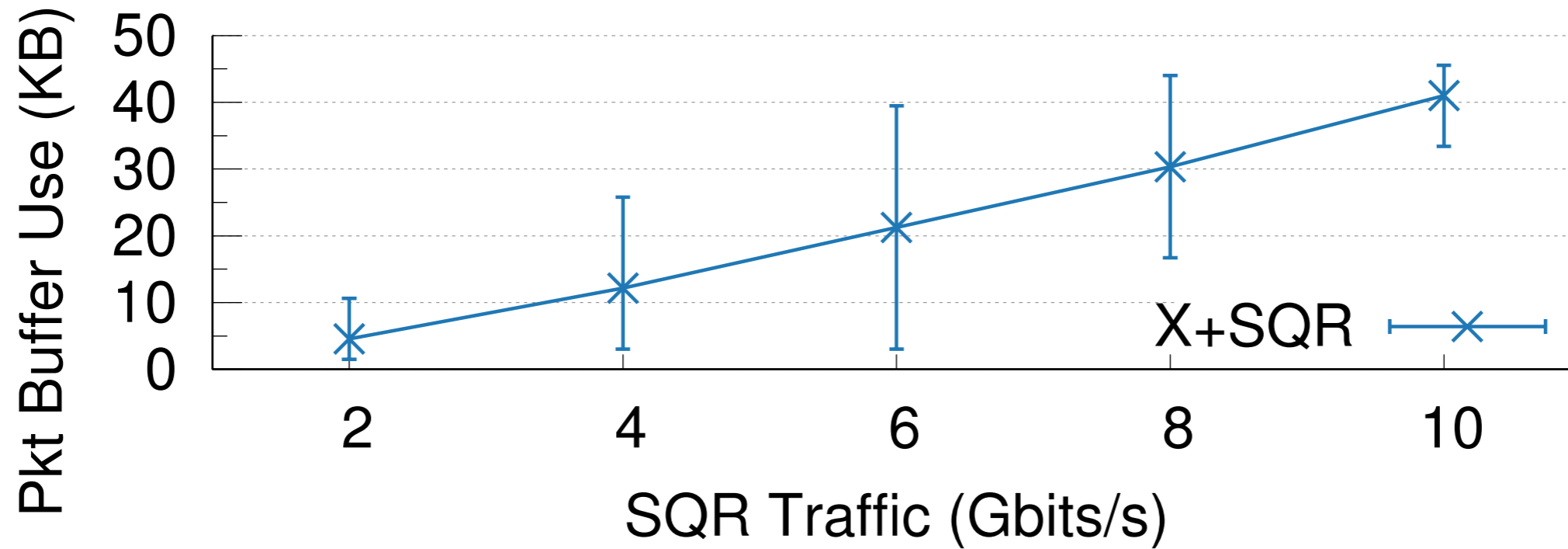


# SQR achieves low FCT under link failure





# Overhead: Buffer size



Steady-state packet buffer consumption with 30us link failure detection time

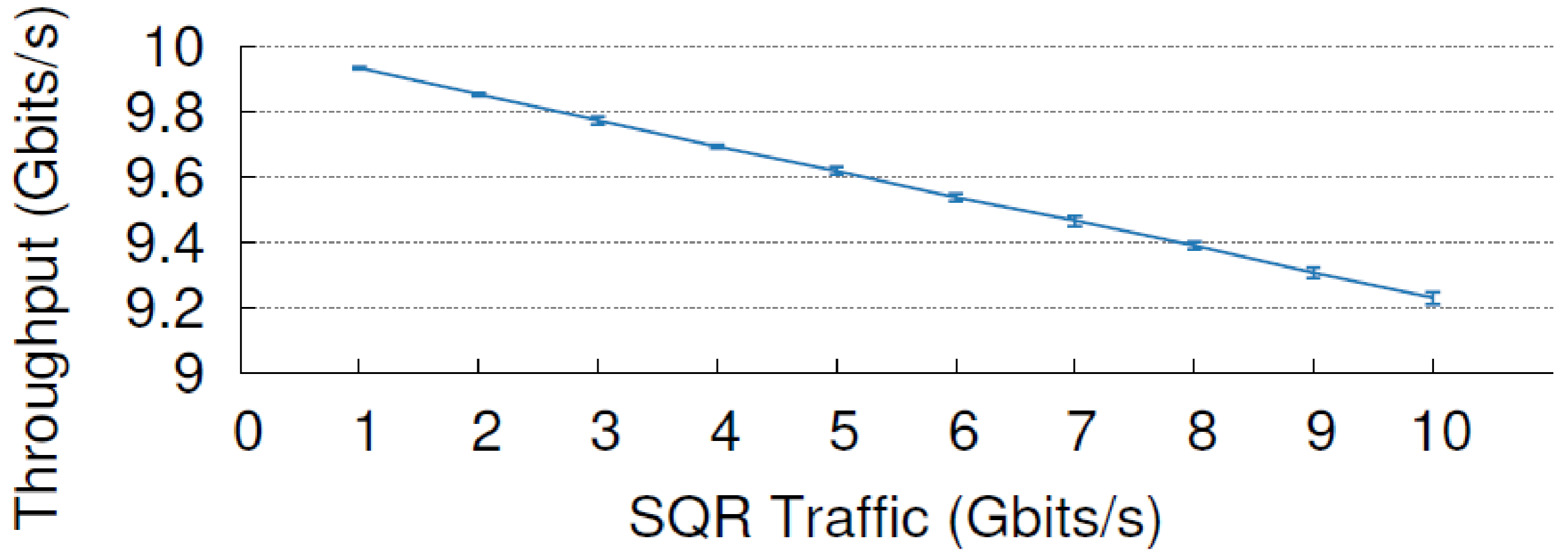
# Conclusion

- Design SQR an In-Network packet loss recovery method which keeps FCT low for latency-sensitive flows when there is link failure.
- Eliminate packet loss during link failures and enables handing-off flows seamlessly to alternative paths.
- SQR can be implemented on any programmable ASIC based on Portable Switch Architecture (PSA)

Thank You

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Merci Go Raibh Maith Agat Eskerrik Asko  
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# Impact of SQR Traffic



# Overhead: Egress processing

