QPipe: Quantiles Sketch Fully in the Data Plane

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CoNEXT 2019

Statistics over packet flows

Efficient network management requires a variety of statistics

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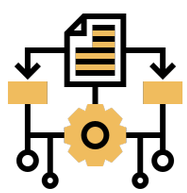
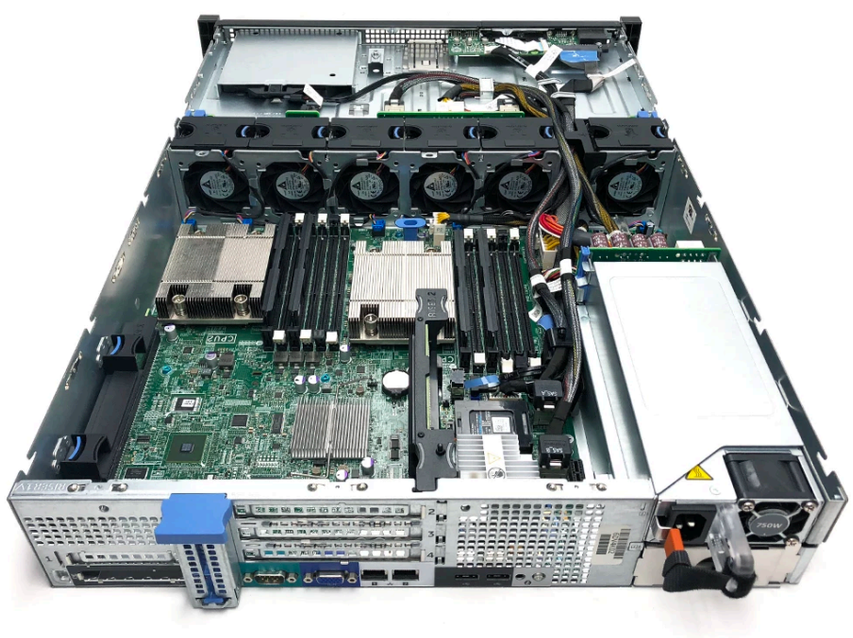




Server running measurement job

Traffic Engineering

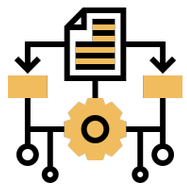
Heavy hitter detection

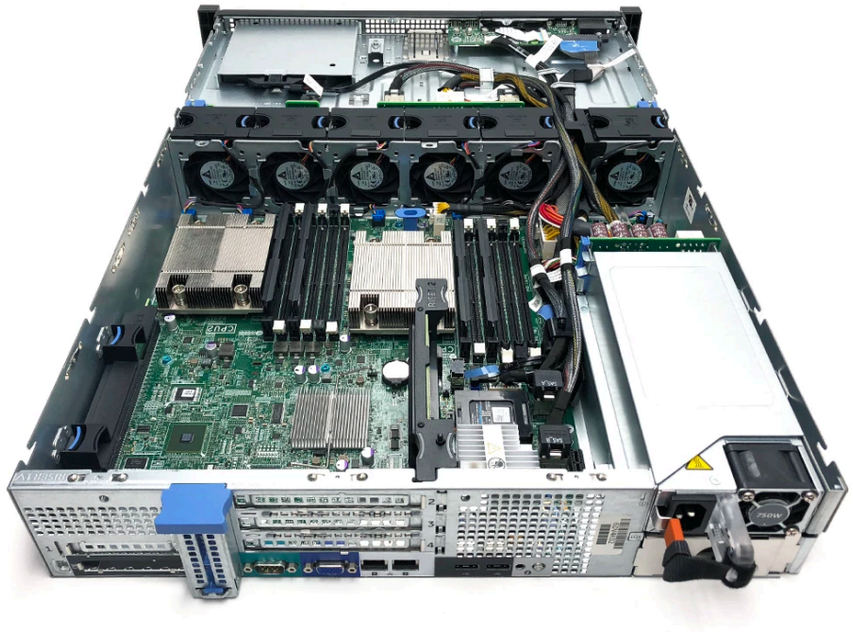
Worm Detection

Accounting

Statistics over packet flows

Programmable switch enriches the operations on the data plane





High packet processing rate!

Statistics over packet flows

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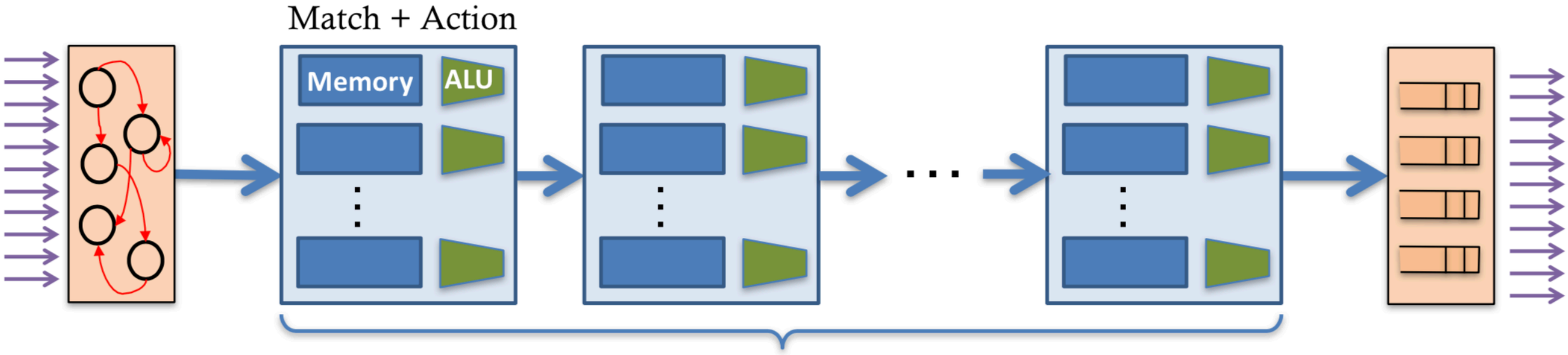
PISA: Protocol Independent Switch Architecture



Programmable Parser

Converts packet data into metadata

Programmable Match-Action Pipeline

Operate on metadata and update memory states

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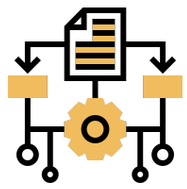

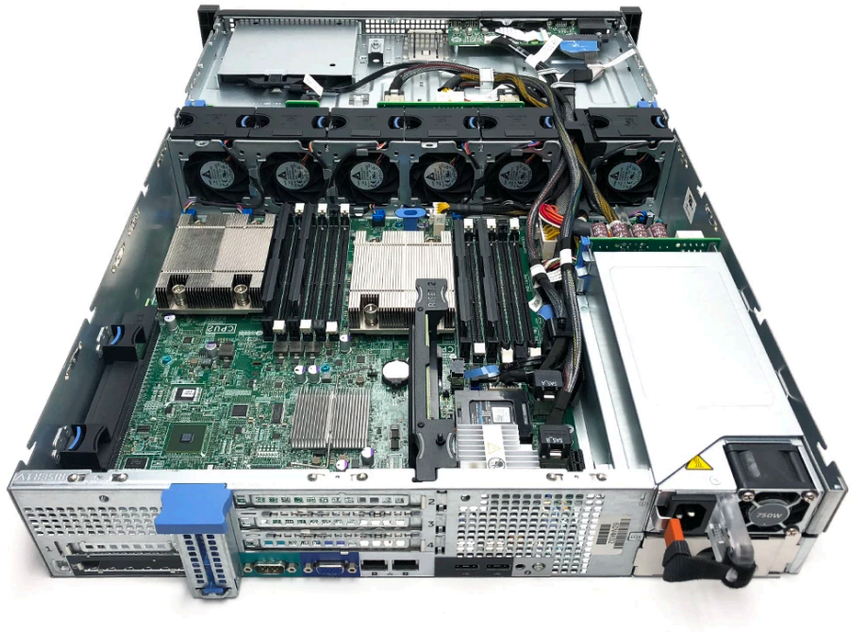

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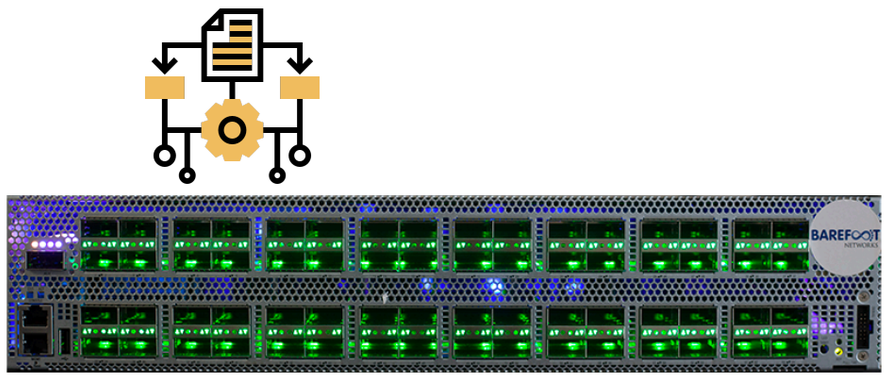

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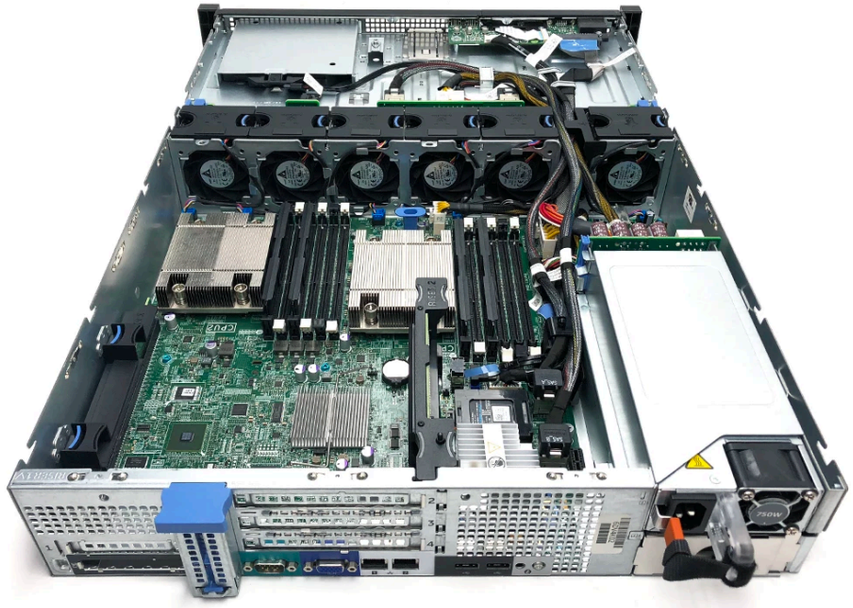
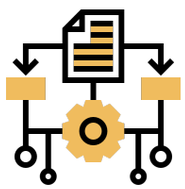
CM-Sketch

UnivMon-sigcomm16

Hashpipe-sosr17





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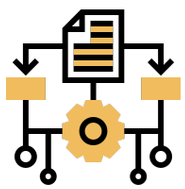
Finding Quantile?



High packet processing rate!

Statistics over packet flows

Programmable switch enriches the operations on the data plane

Given stream $S=s_1,\ldots,s_n$

(1) For query x, return the rank r(x), i.e., number of items smaller than x in S.

(2) For rank query i, return i-th smallest item.

n data plane!

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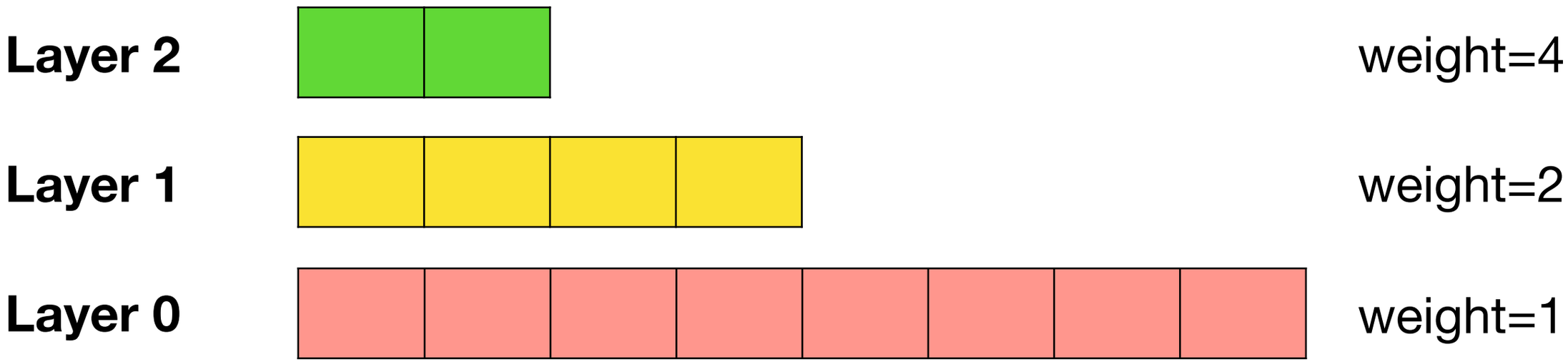
A memory efficient way to do sampling: **KLL**

Zohar Karnin, Kevin Lang, and Edo Liberty, FOCS 2016

Efficient quantile streaming

Instead of sampling packets into a flat array, KLL stores them in a hierarchical way.



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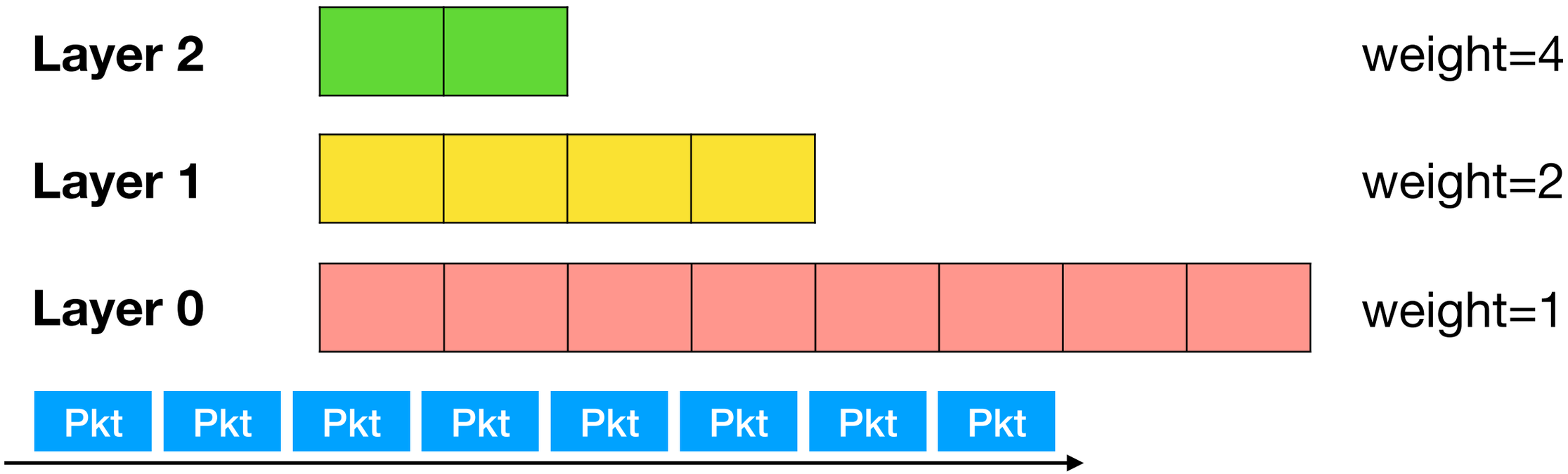

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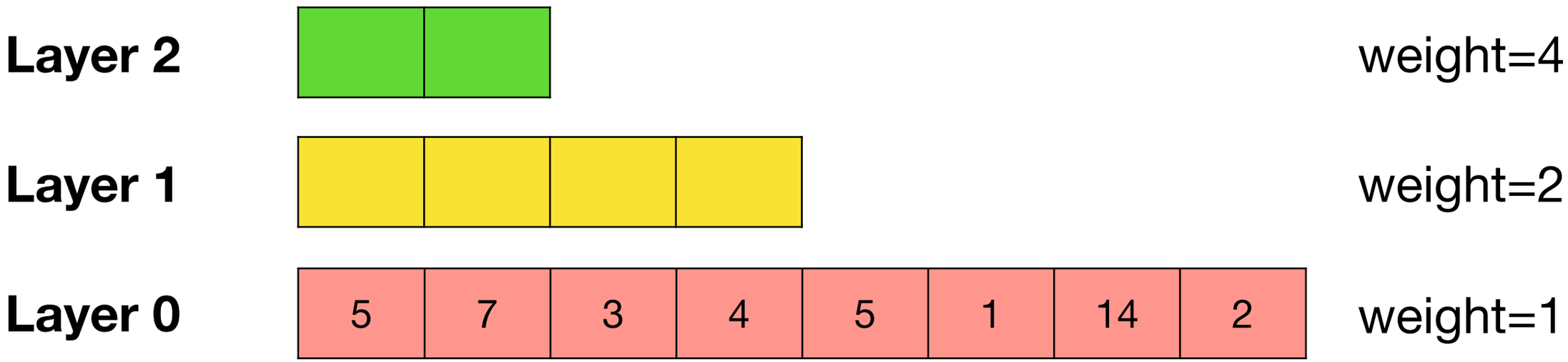

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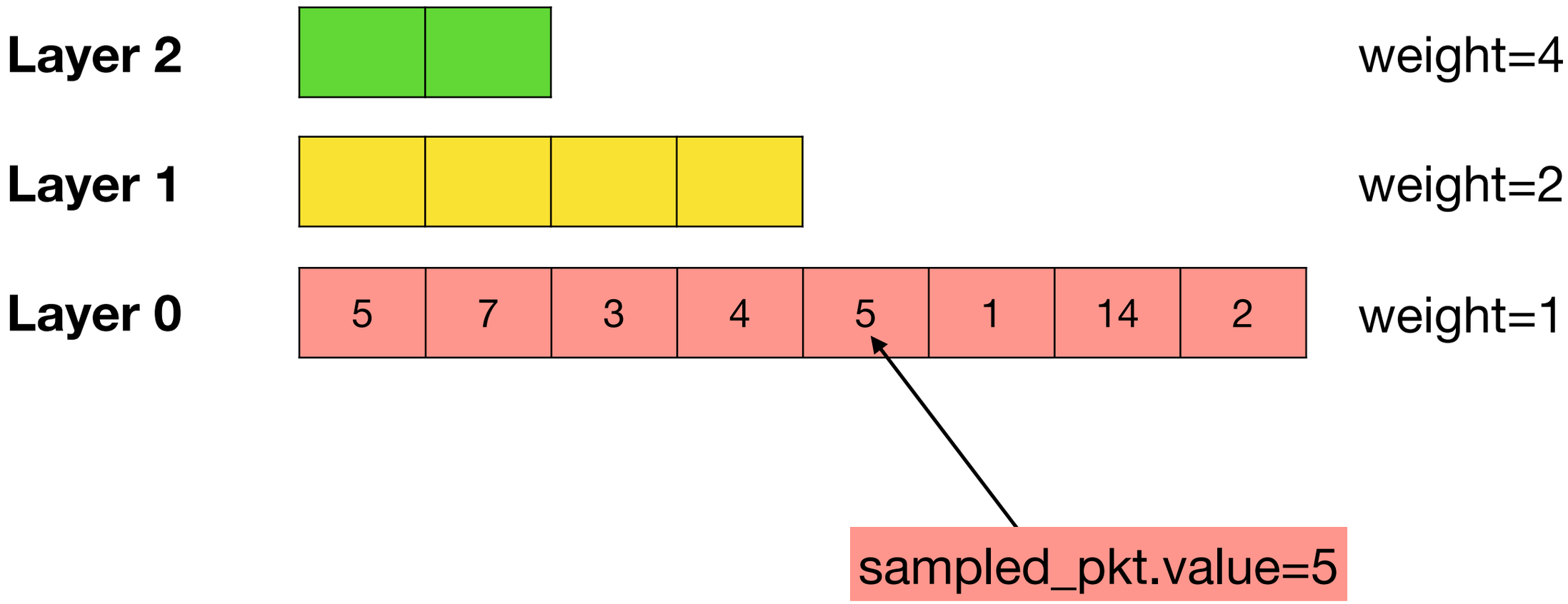

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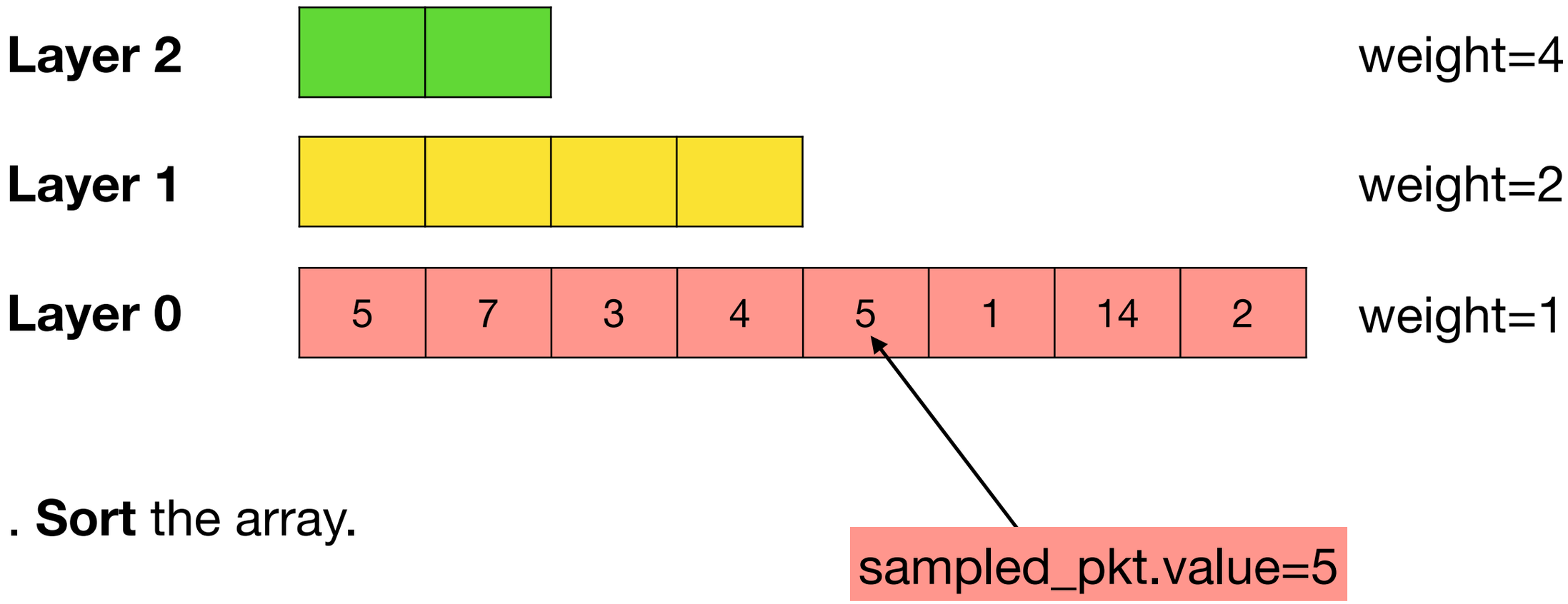

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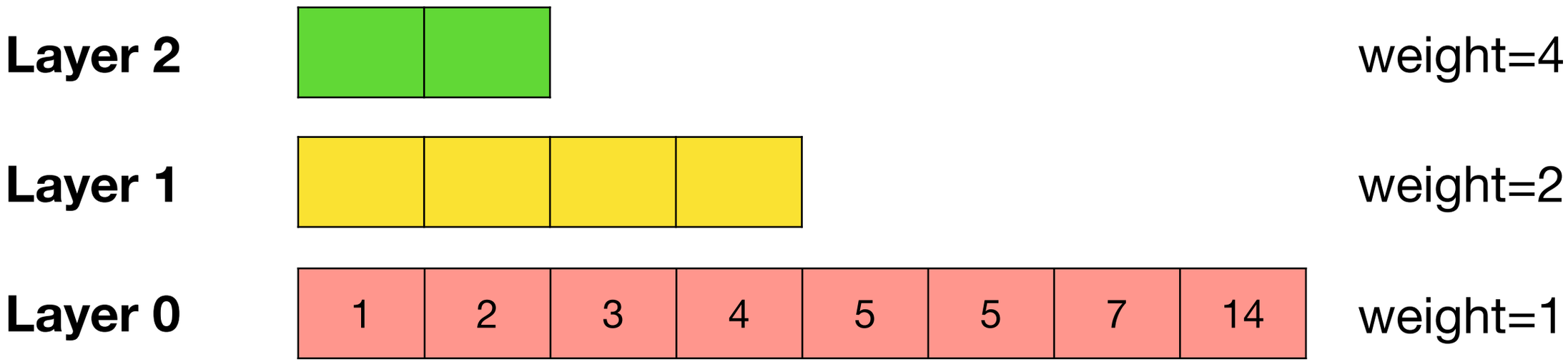

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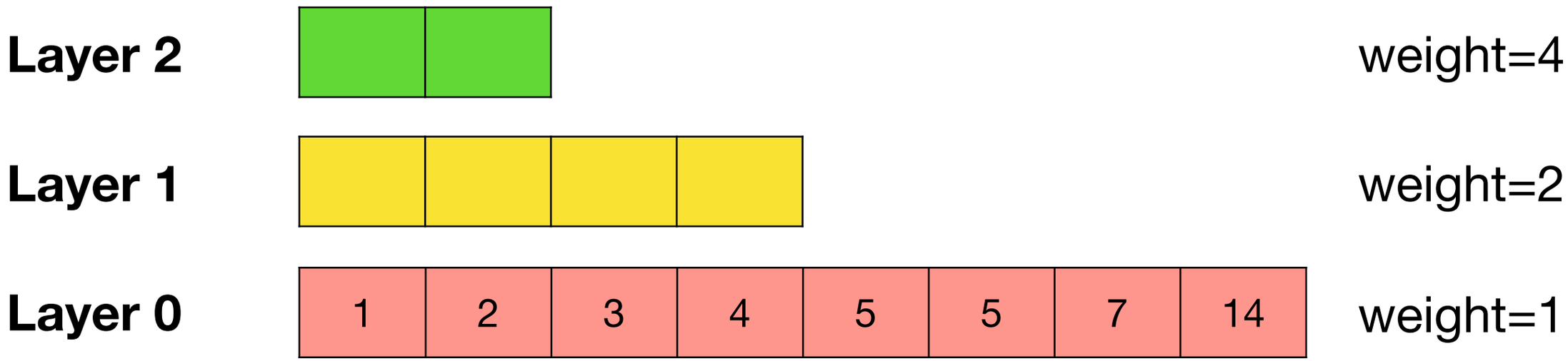

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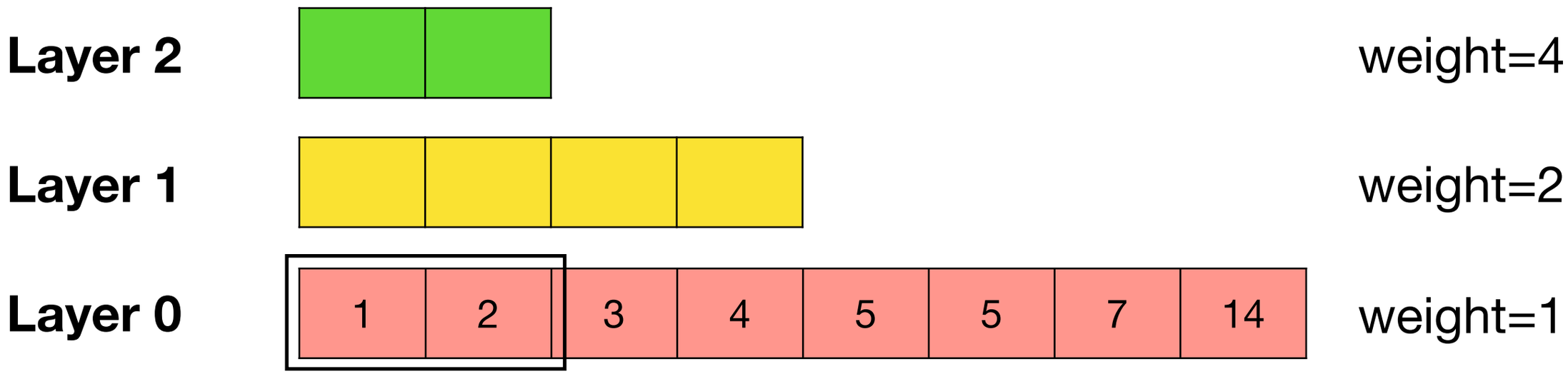

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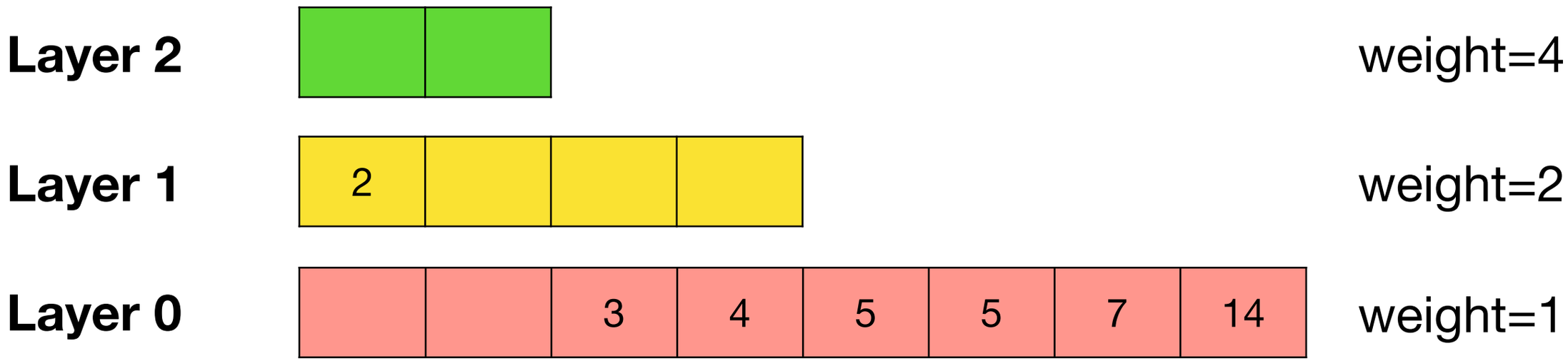

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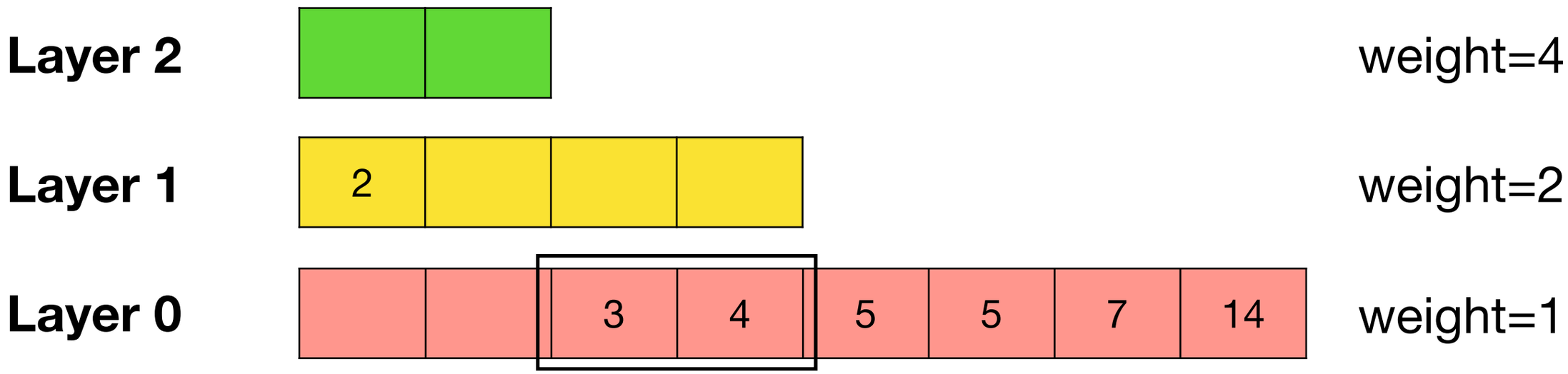

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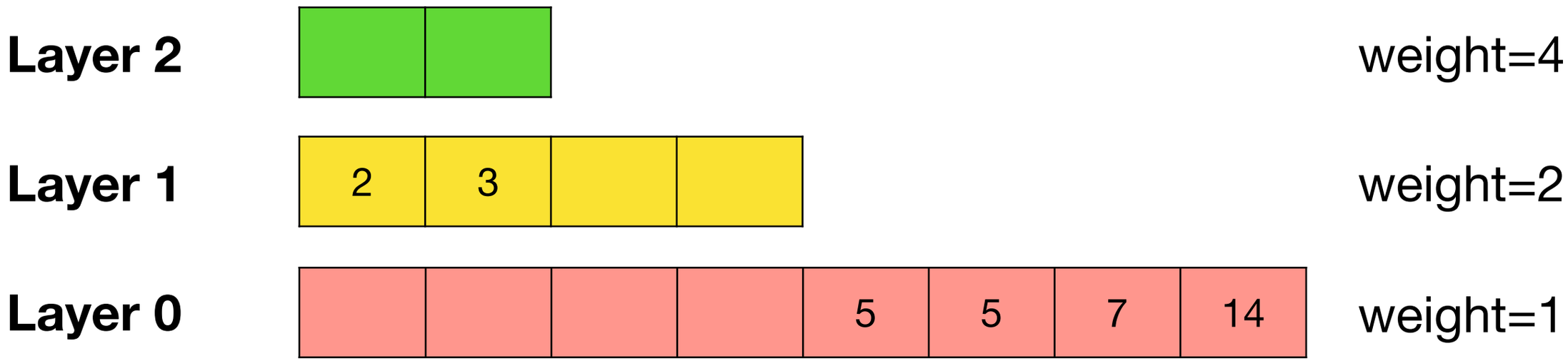

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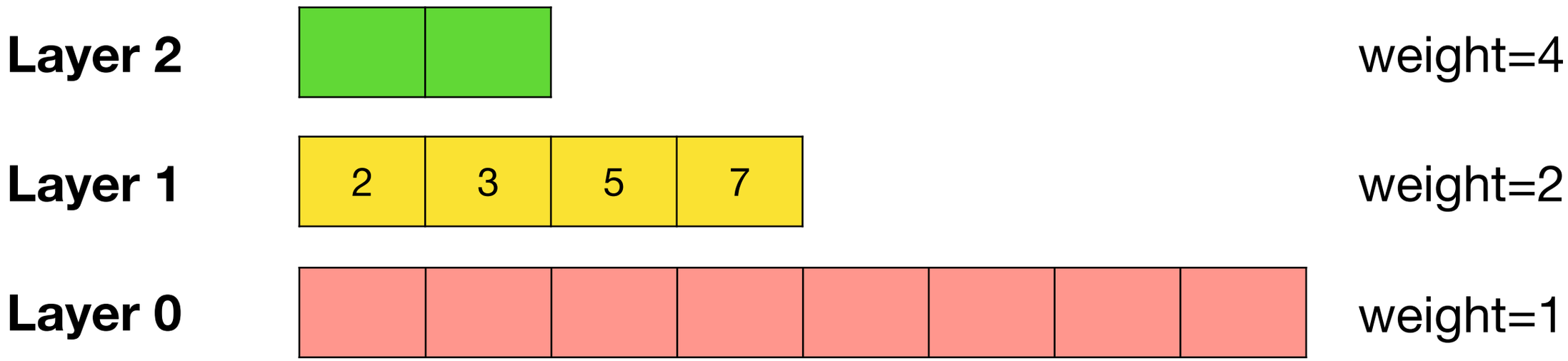

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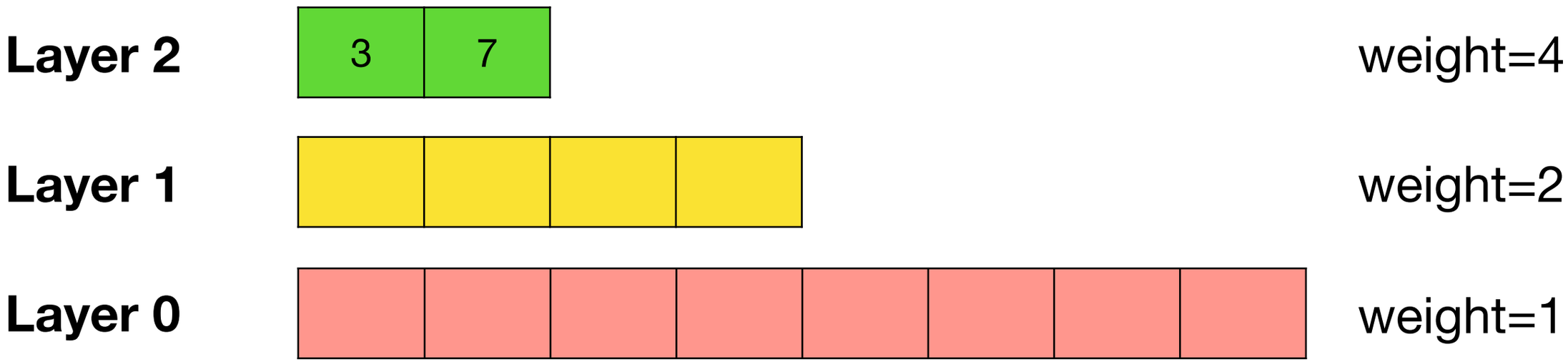

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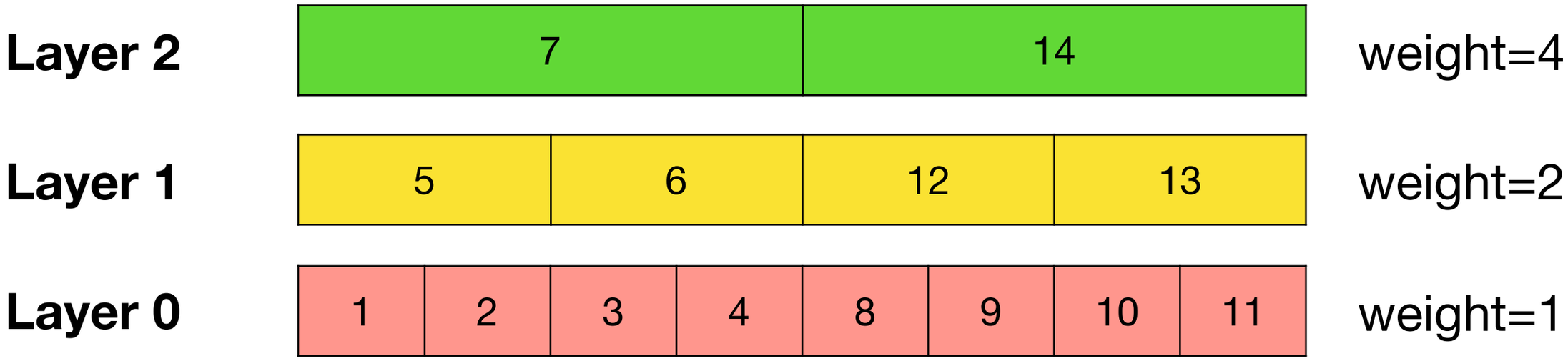

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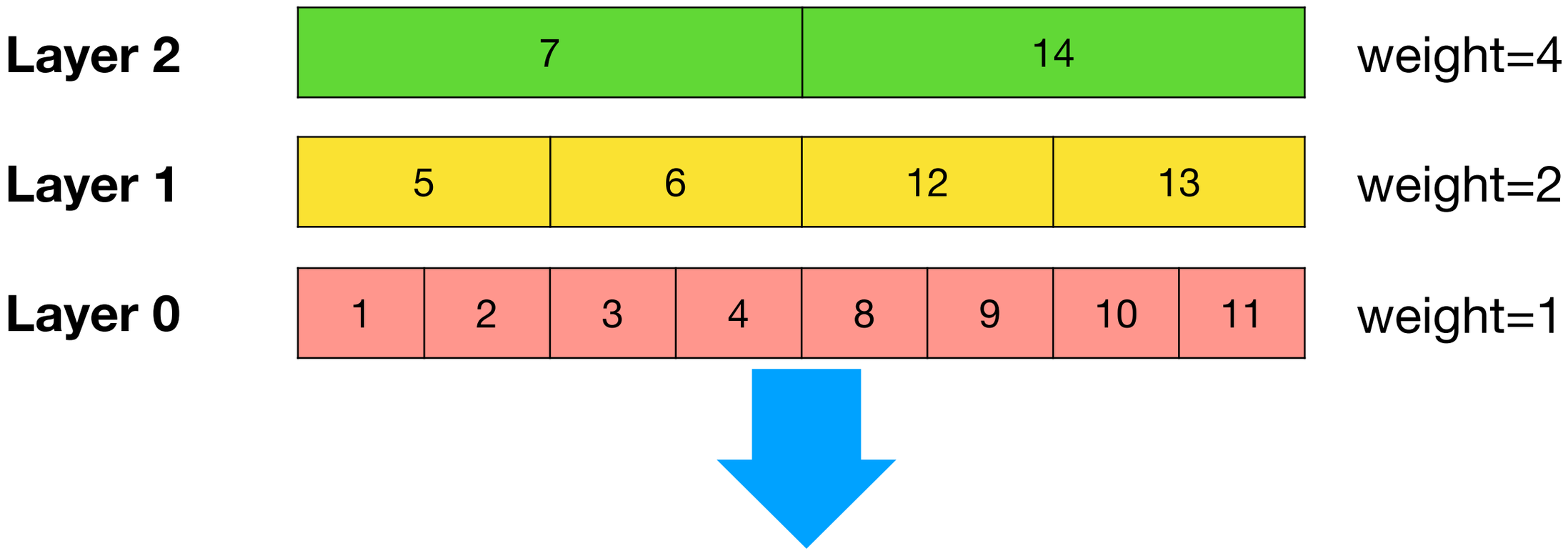

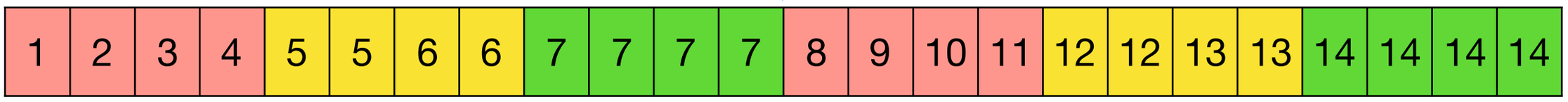

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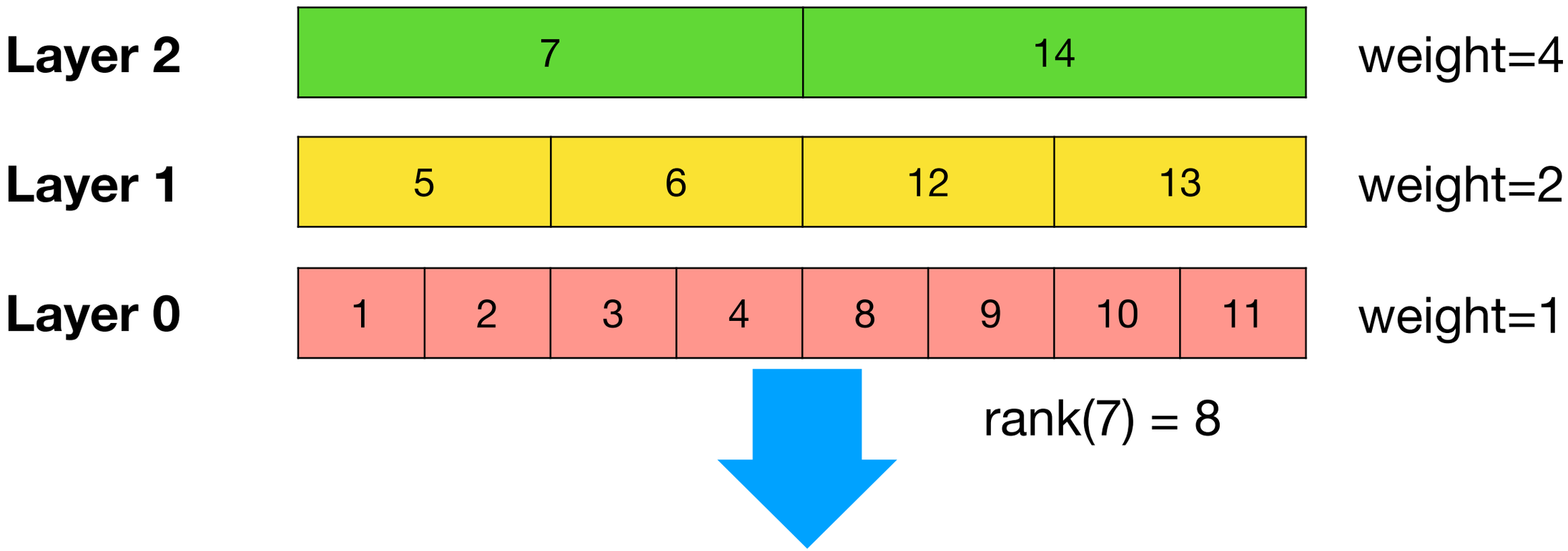

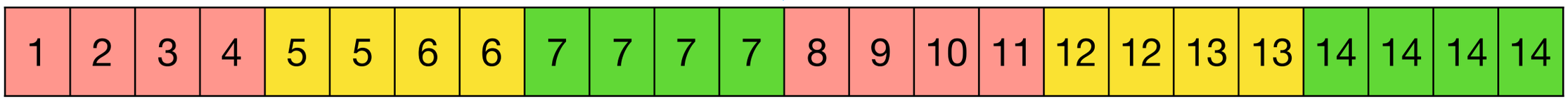

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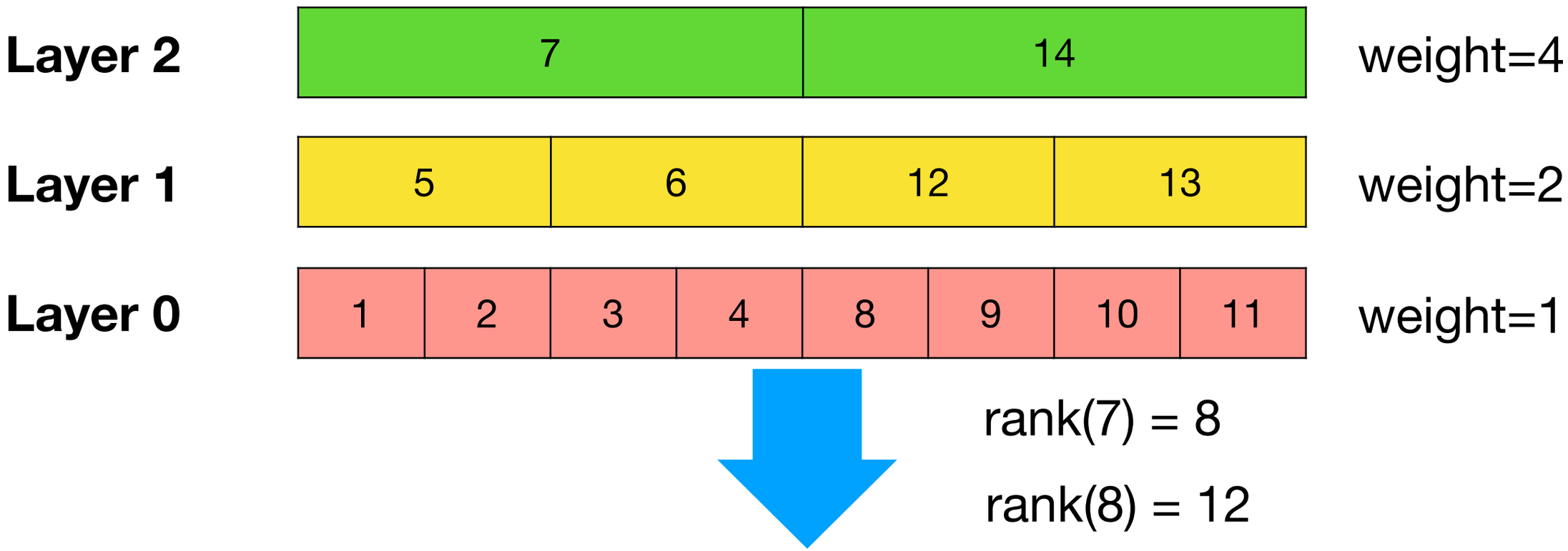

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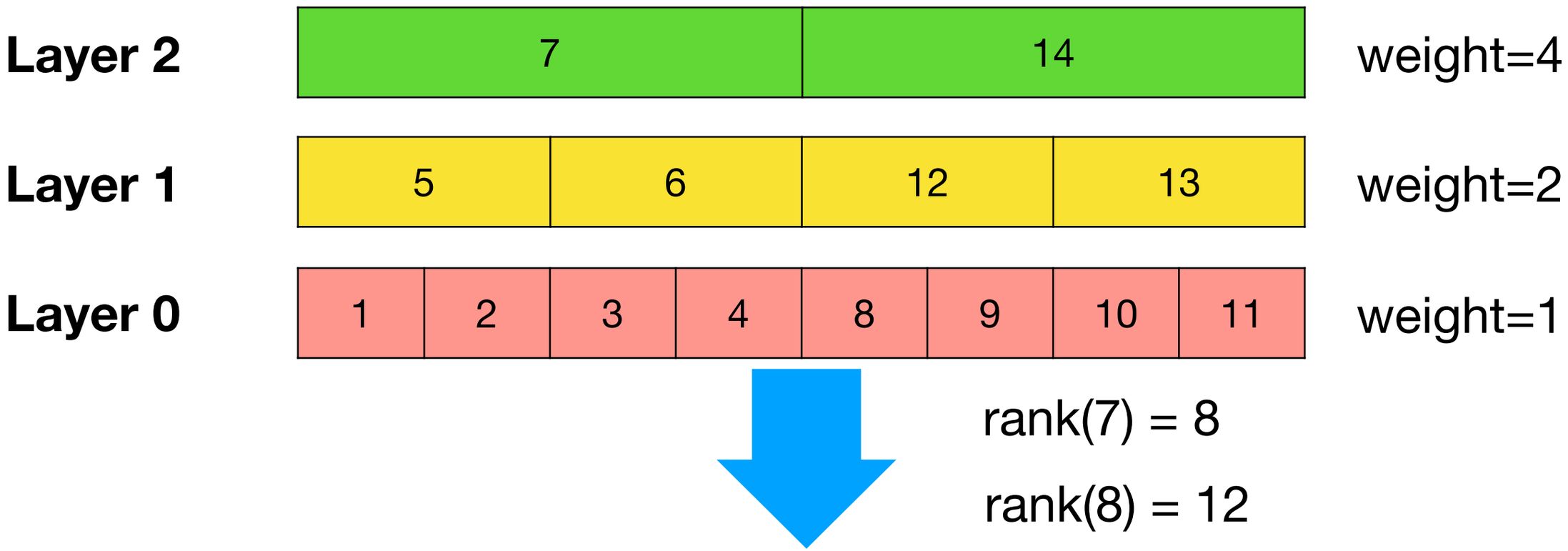
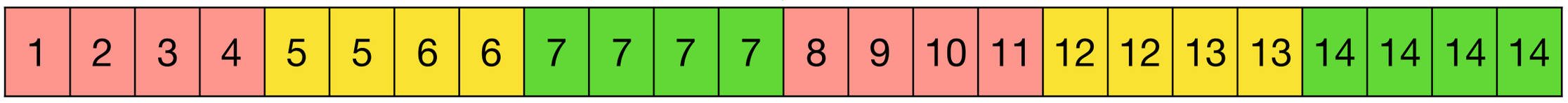
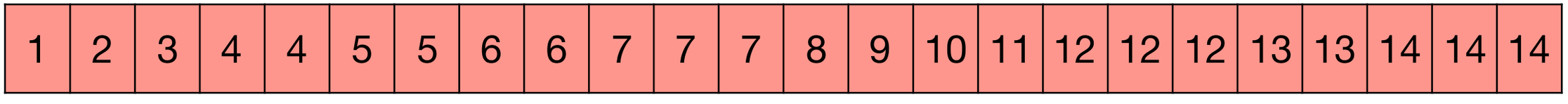




Basic sampling:



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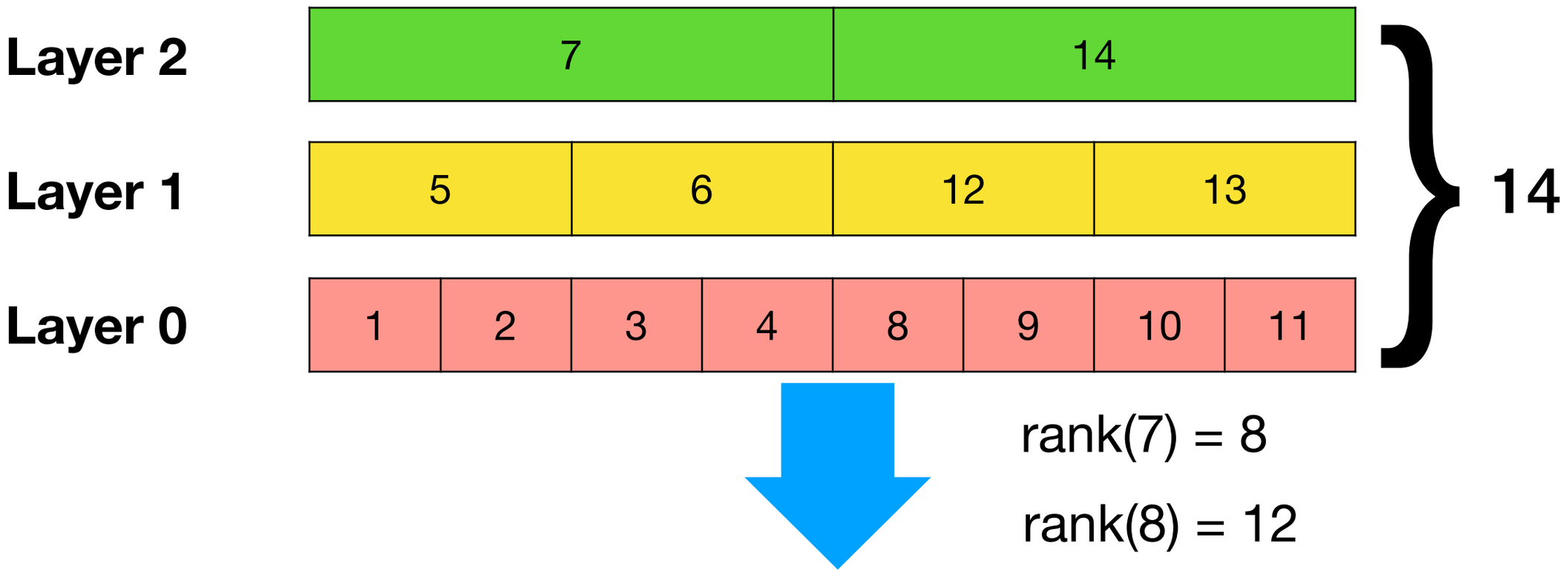

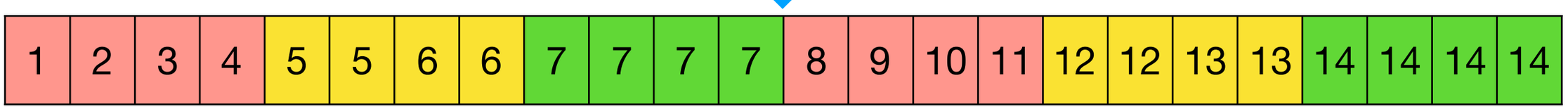

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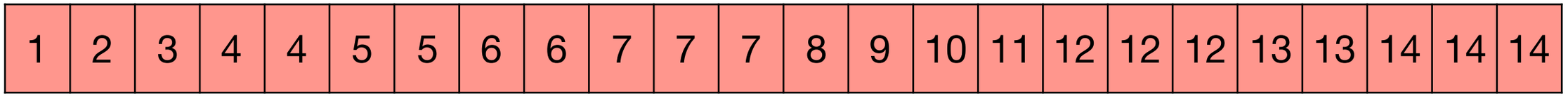

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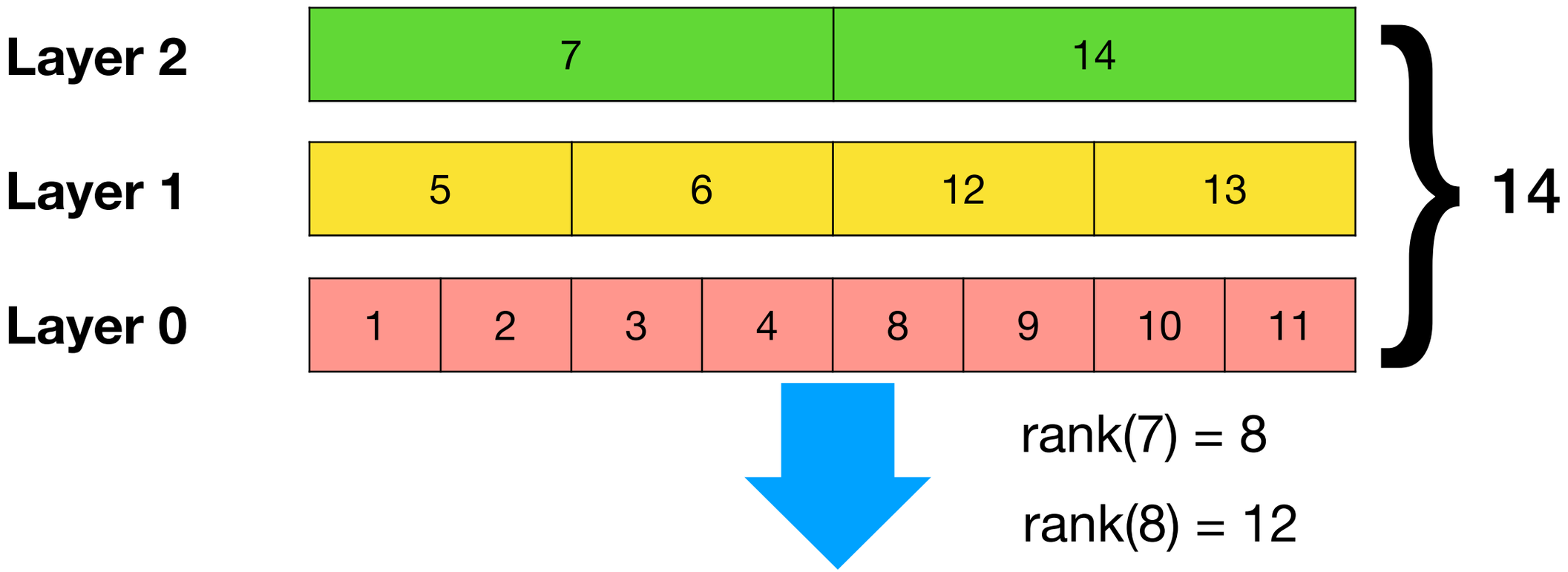

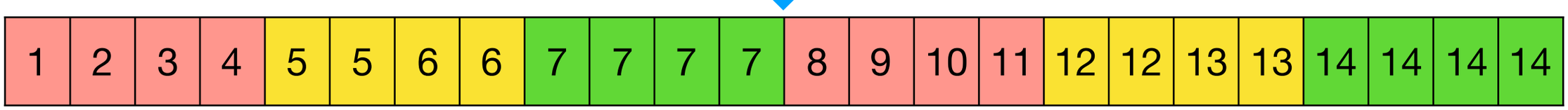

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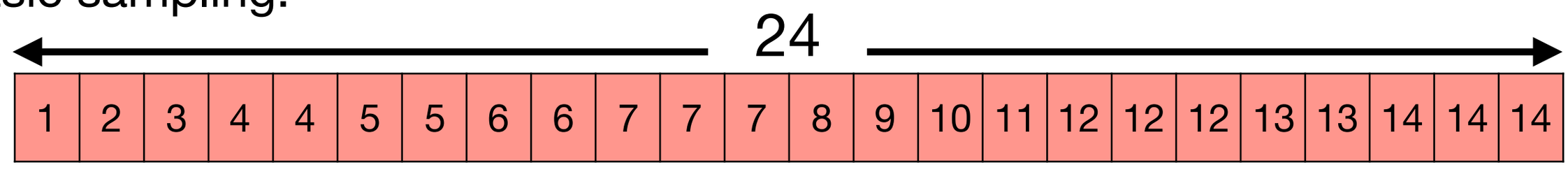

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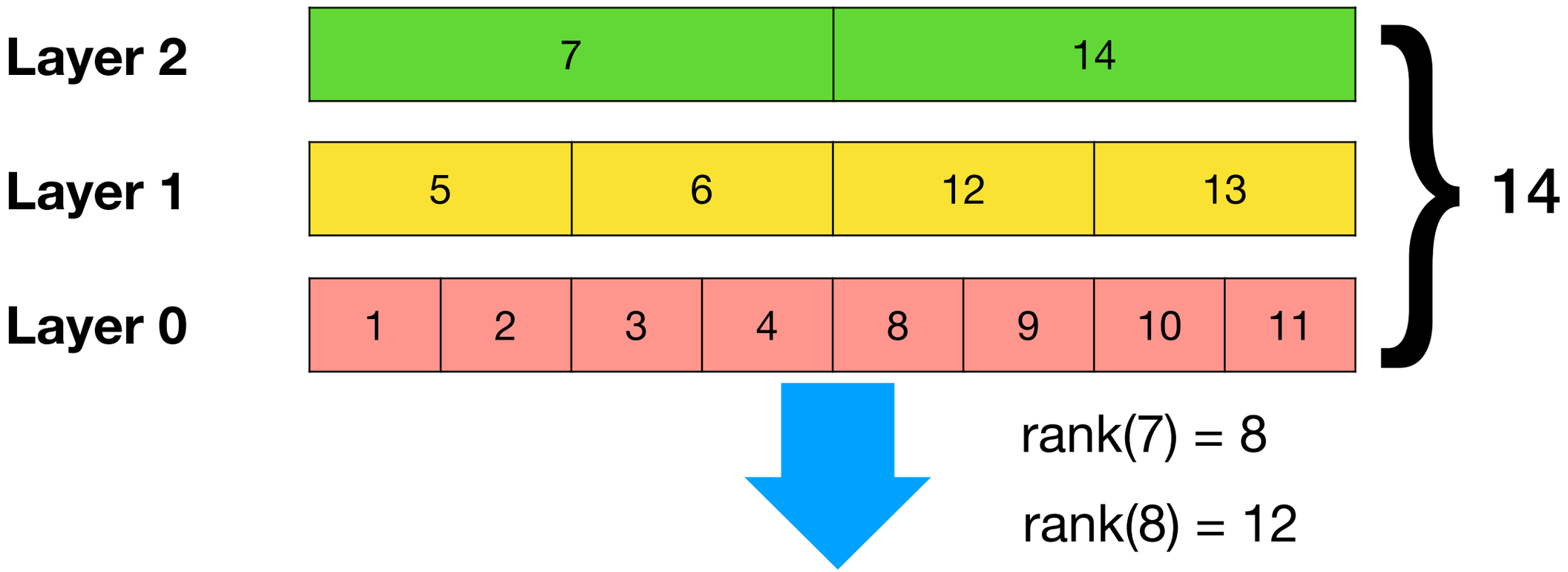

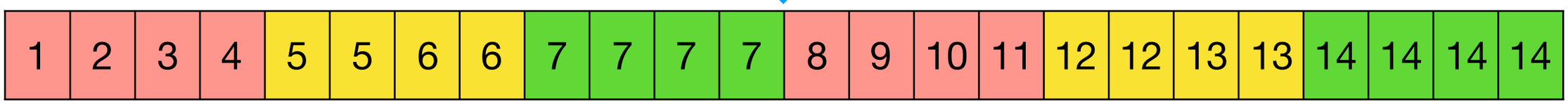

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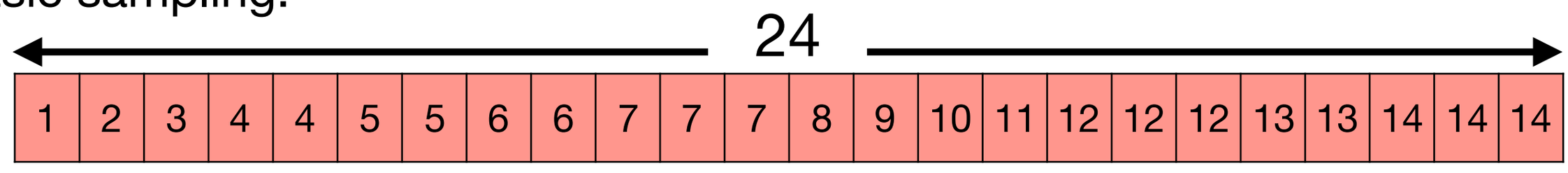
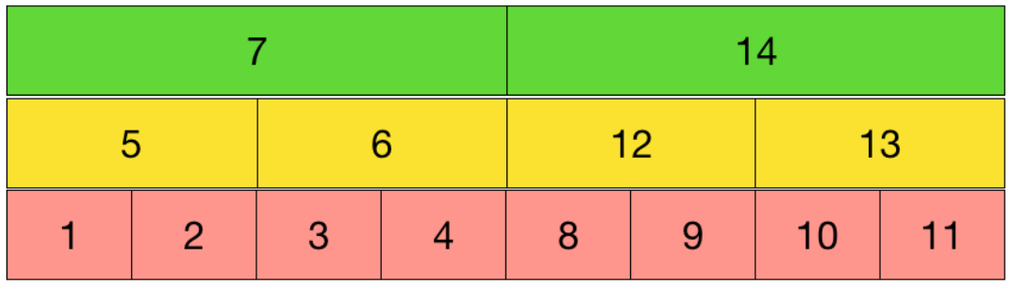


Guarantee: KLL preserves ranks with approximation $\pm\epsilon n$, given the memory budget of $O(\frac{1}{\epsilon}\log\log\frac{1}{\epsilon})$.

While basic sampling requires $O(\frac{1}{\epsilon^2}\log\frac{1}{\epsilon})$.

System Design



System Design

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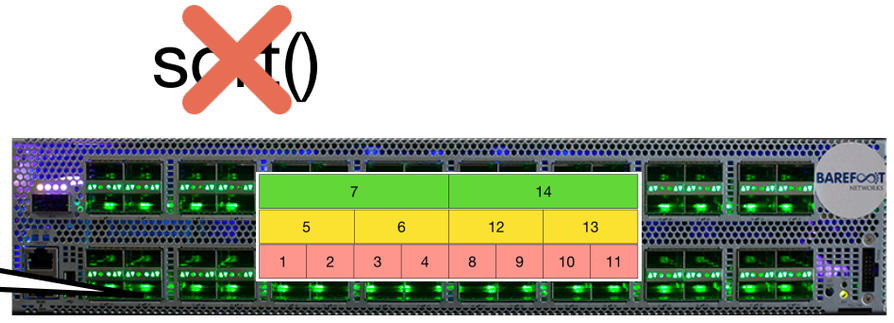
I need do sorting.

sort()

System Design

No, you can’t.



System Design

Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

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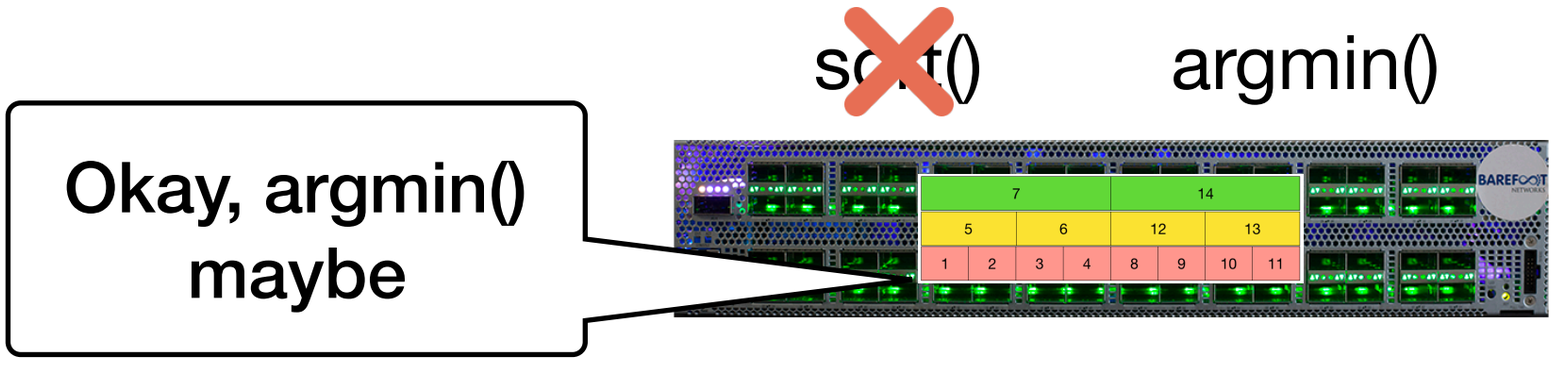

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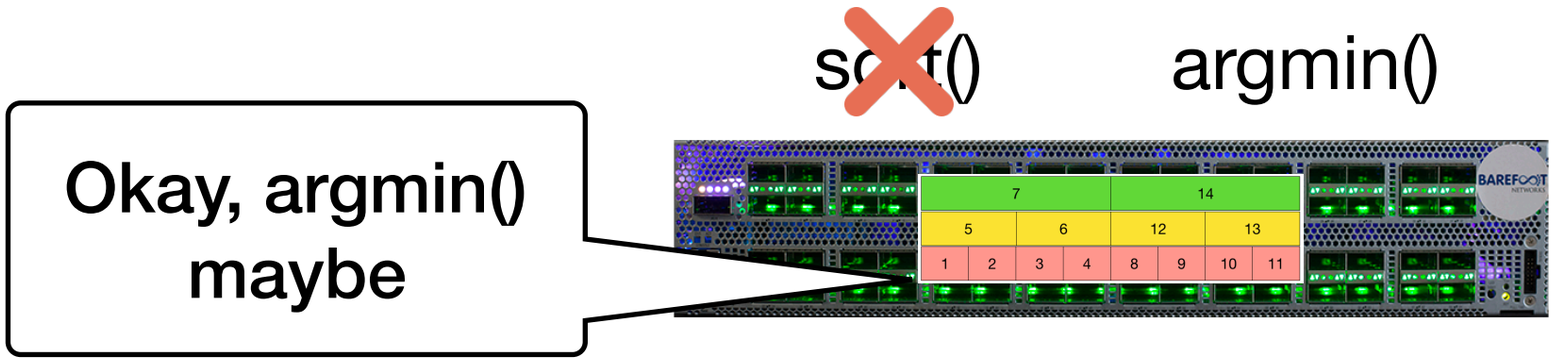

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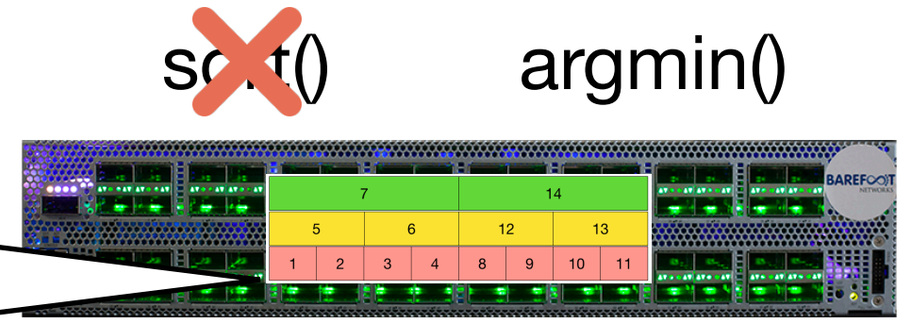
theta=0

5	7	3	4	5	1	14	2

System Design

Okay, argmin() maybe



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1. Find two minimum items larger than theta

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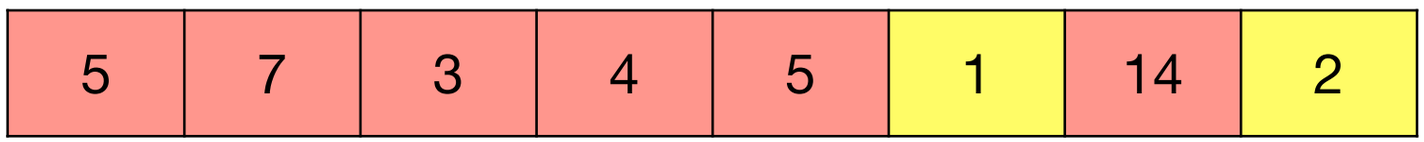

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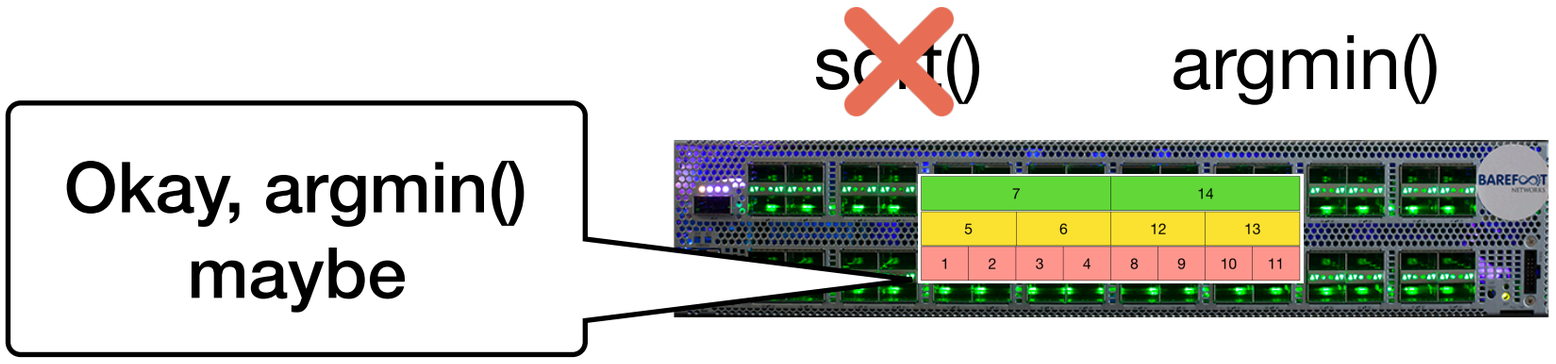


Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

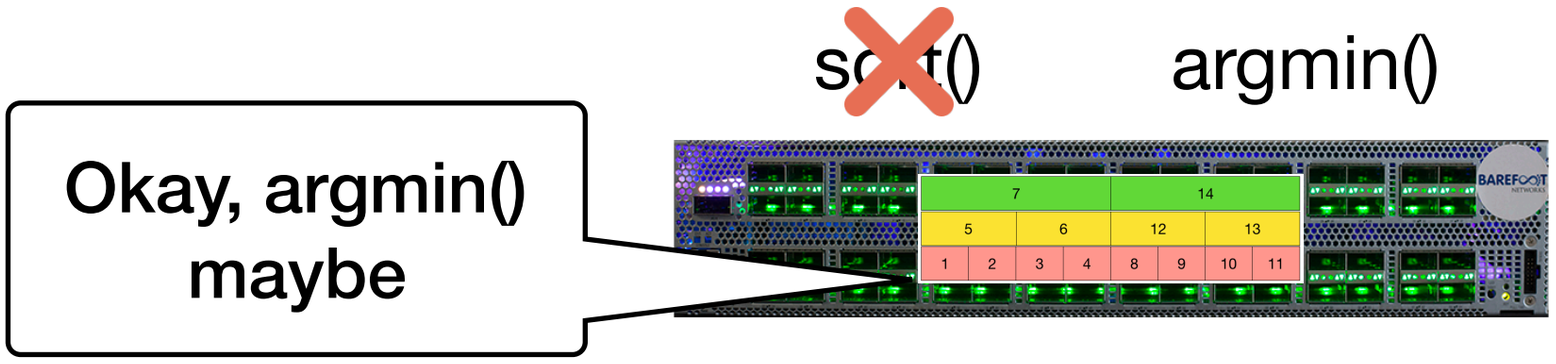
We can use **argmin()** to find the two minimum items and subsample them

1. Find two minimum items larger than theta
2. Subsample them

theta=0

5	7	3	4	5		14	

System Design



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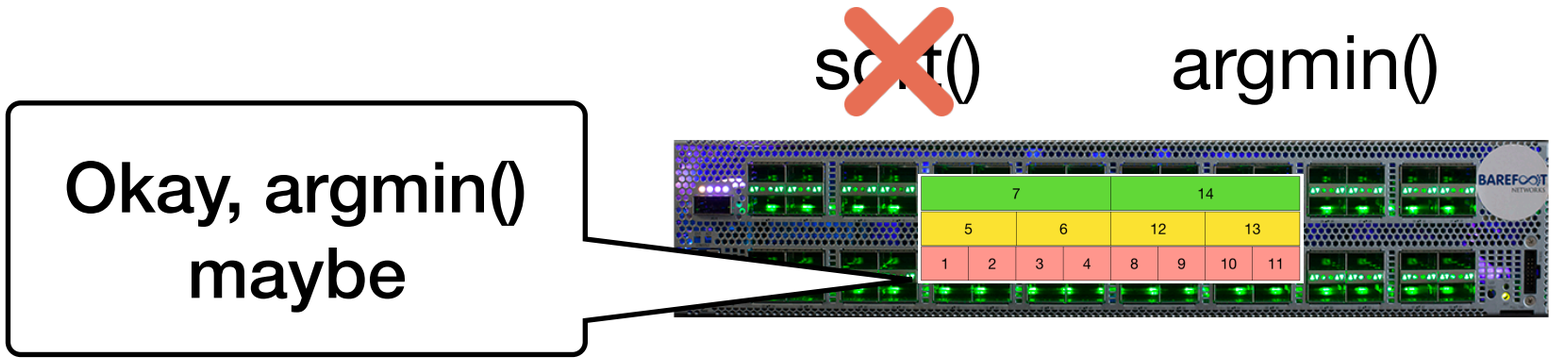
We can use **argmin()** to find the two minimum items and subsample them

1. Find two minimum items larger than theta
2. Subsample them
3. Update theta as the larger subsampled item

theta=2

5	7	3	4	5		14	

System Design



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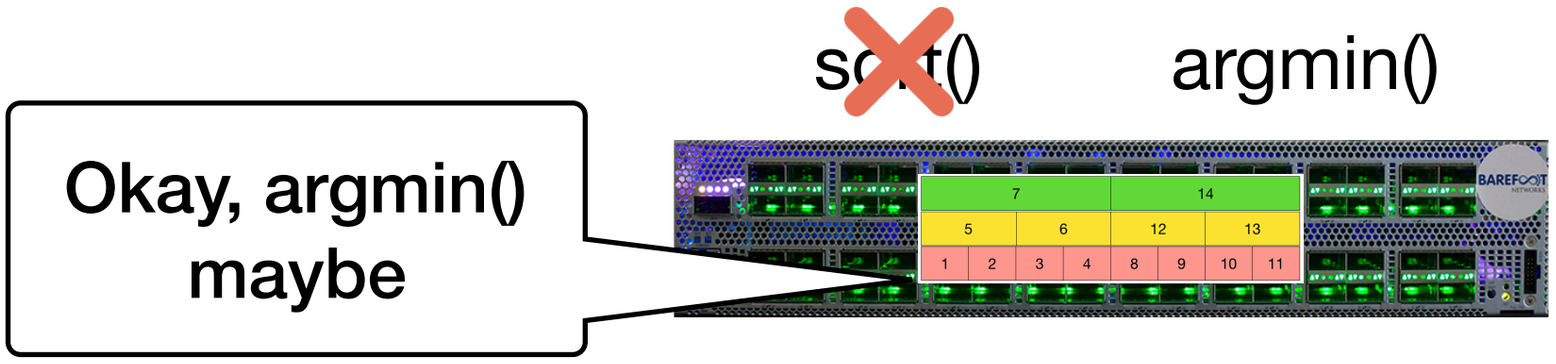
5	7	3	4	5		14	

System Design



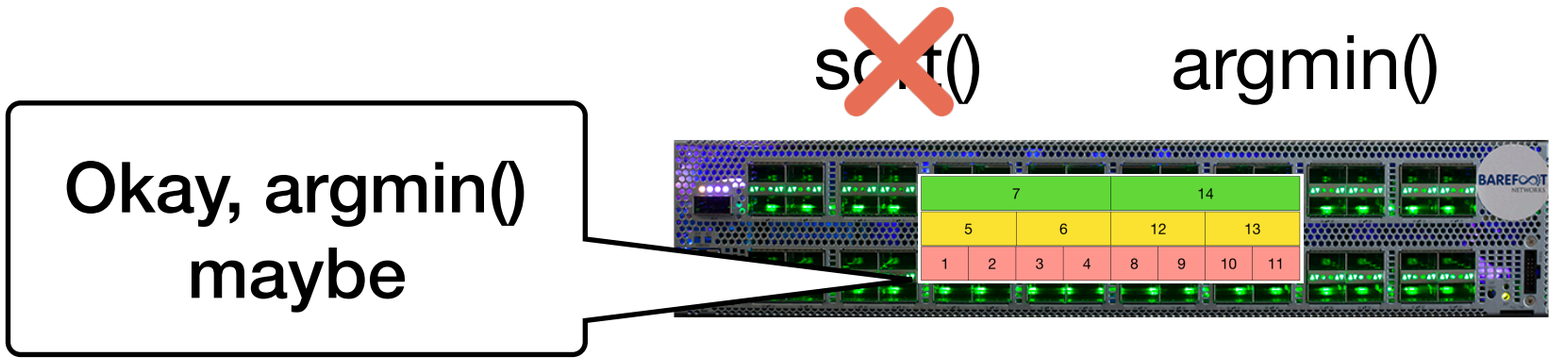
Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

We can use **argmin()** to find the two minimum items and subsample them

1. Find two minimum items larger than theta
2. Subsample them
3. Update theta as the larger subsampled item

theta=4

System Design



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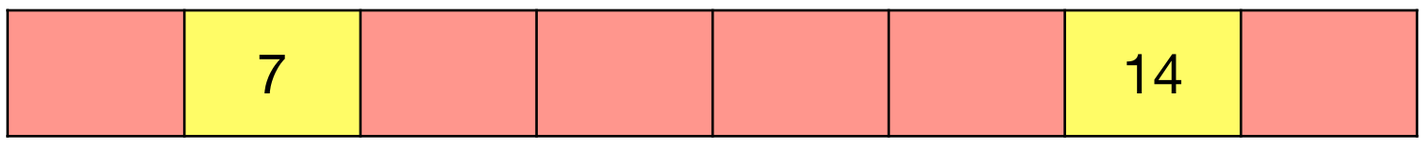
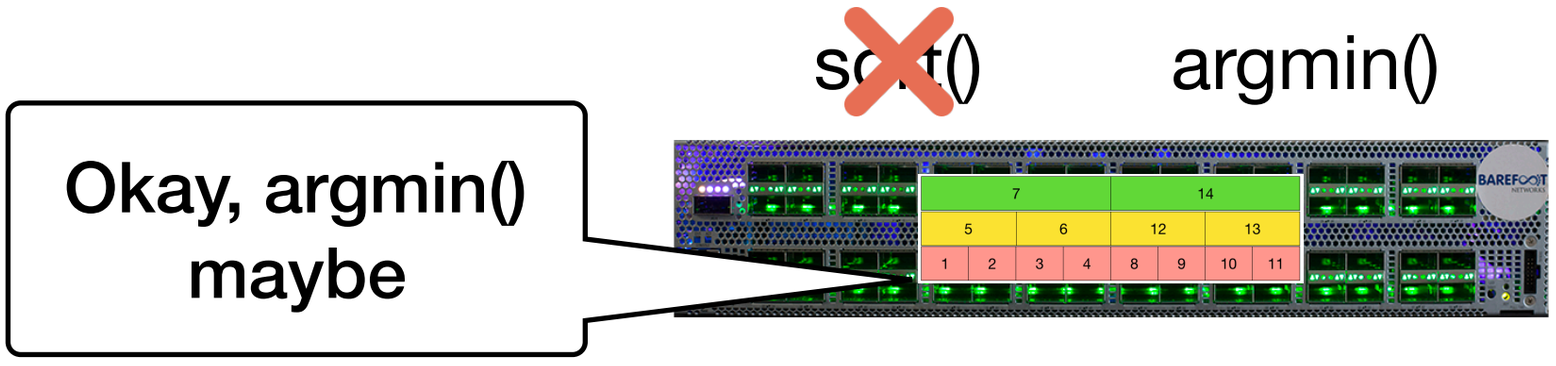
We can use **argmin()** to find the two minimum items and subsample them

1. Find two minimum items larger than theta
2. Subsample them
3. Update theta as the larger subsampled item

theta=5



System Design



Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

We can use **argmin()** to find the two minimum items and subsample them

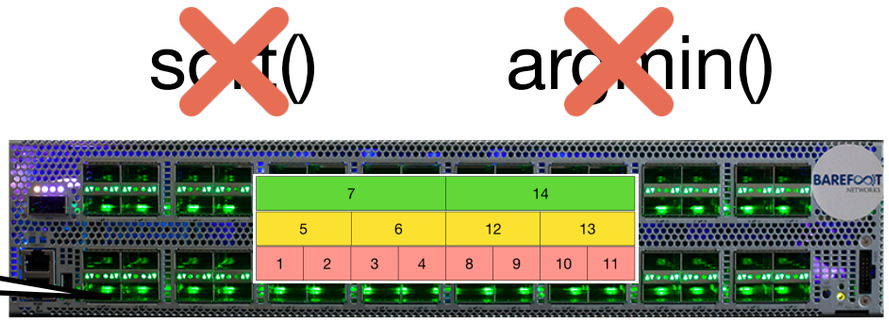
System Design

Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

We can use **argmin()** to find the two minimum items and subsample them

System Design

No, you can’t.



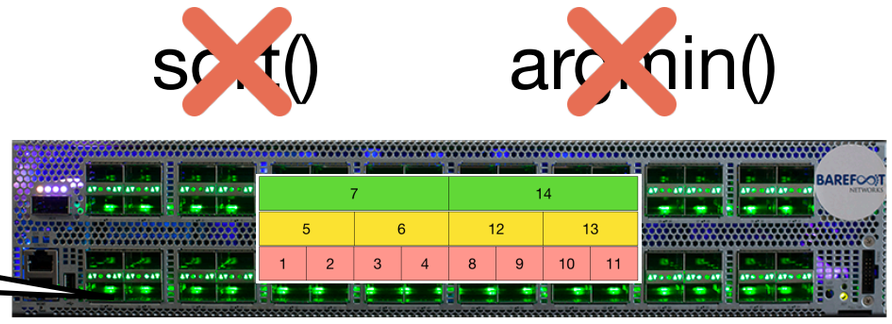
Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

We can use **argmin()** to find the two minimum items and subsample them

Observation: Large portion of **unsampled packets** go through switch pipeline anyway

System Design

No, you can't.



Challenge: Programmable switches only support simple operations (read/write/simple arithmetic logic)

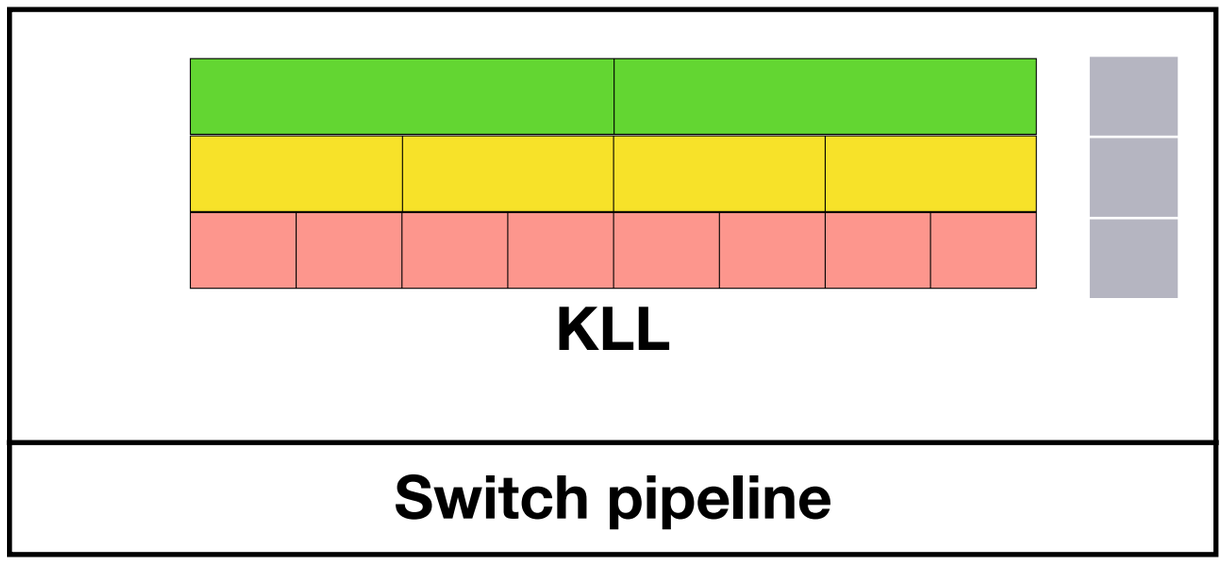
We can use **argmin()** to find the two minimum items and subsample them

Observation: Large portion of **unsampled packets** go through switch pipeline anyway

Can these unsampled packets help?

System Design

“worker packets” can help!



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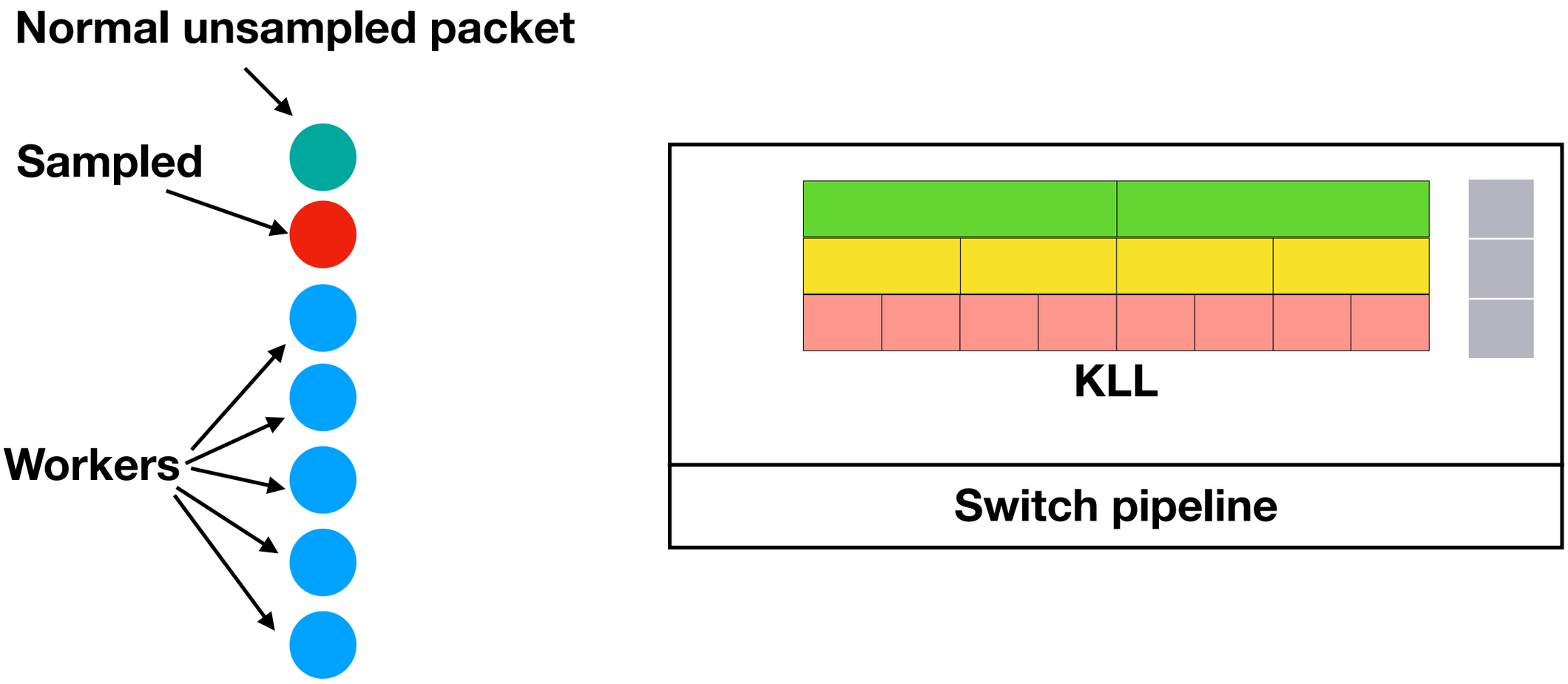
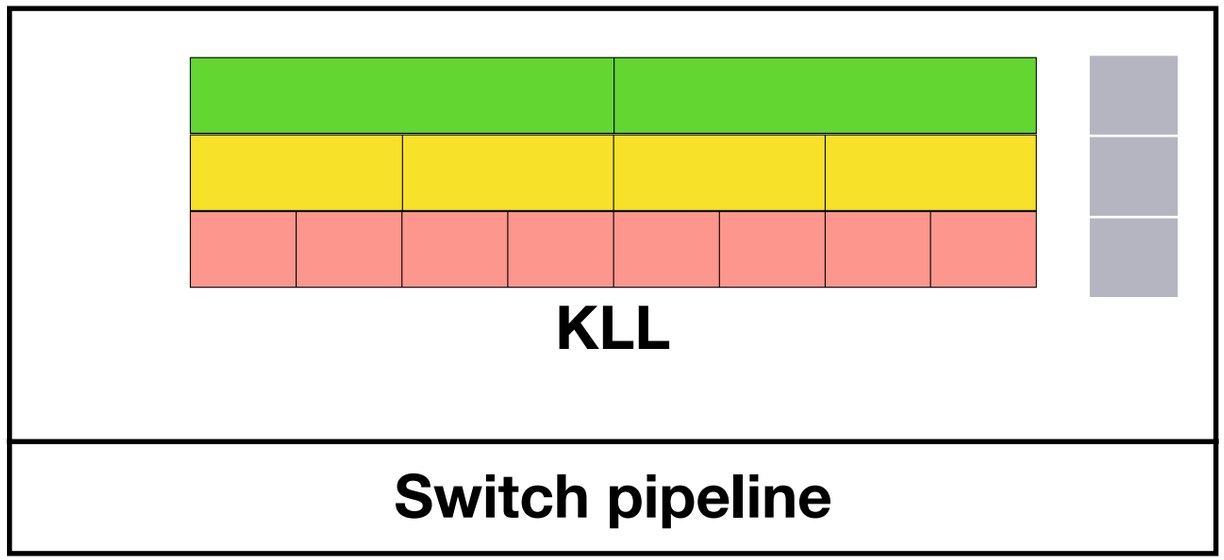


We want these **unsampled packets** to carry some value and help with some operations

System Design

“worker packets” can help!



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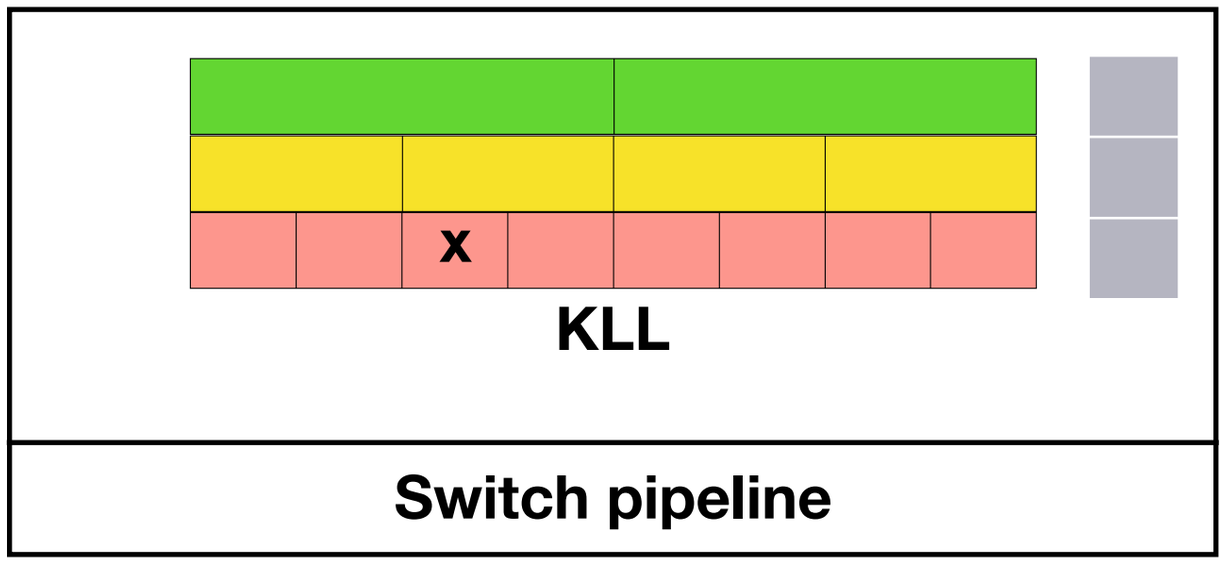

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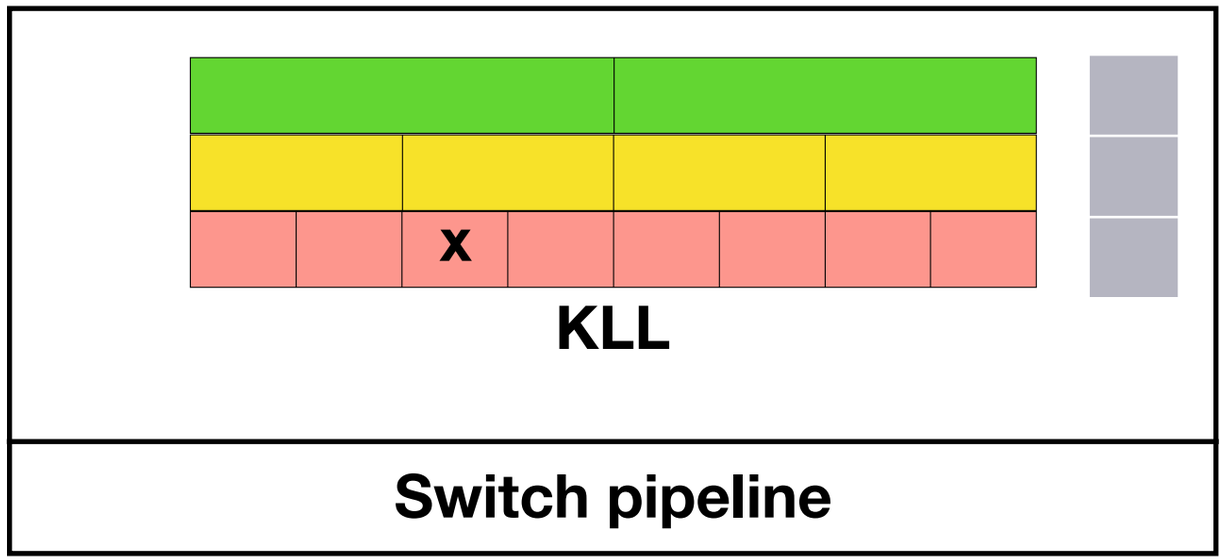

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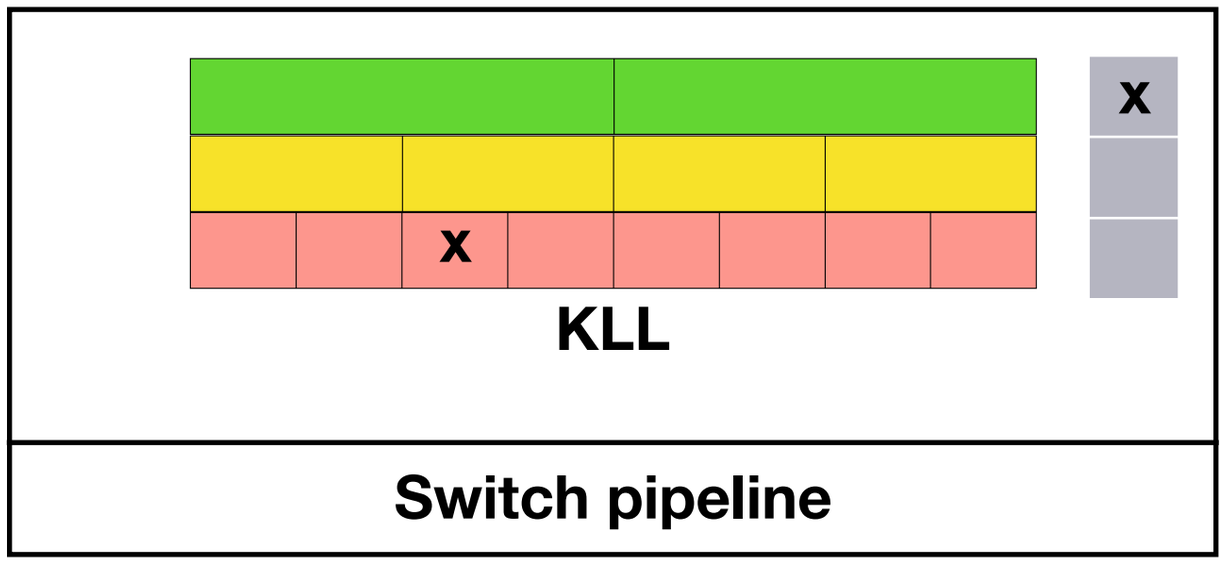

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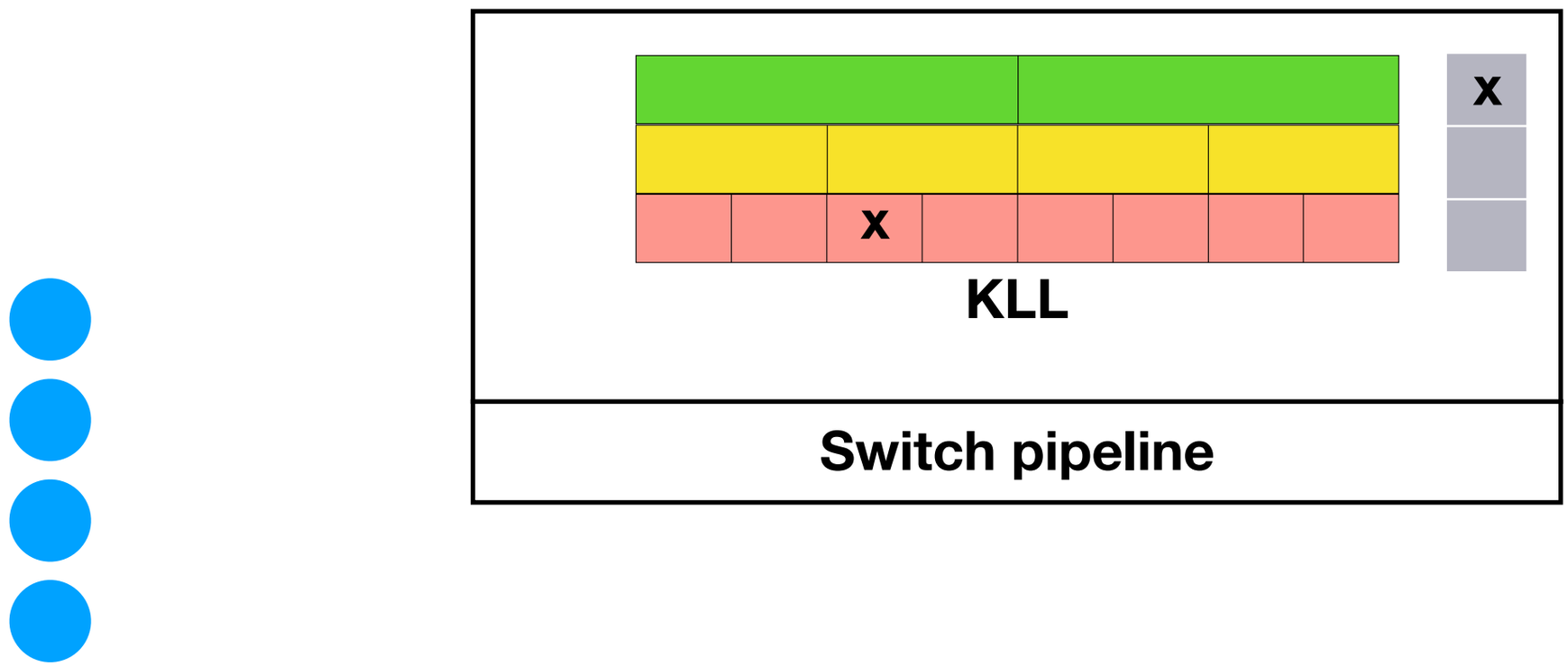
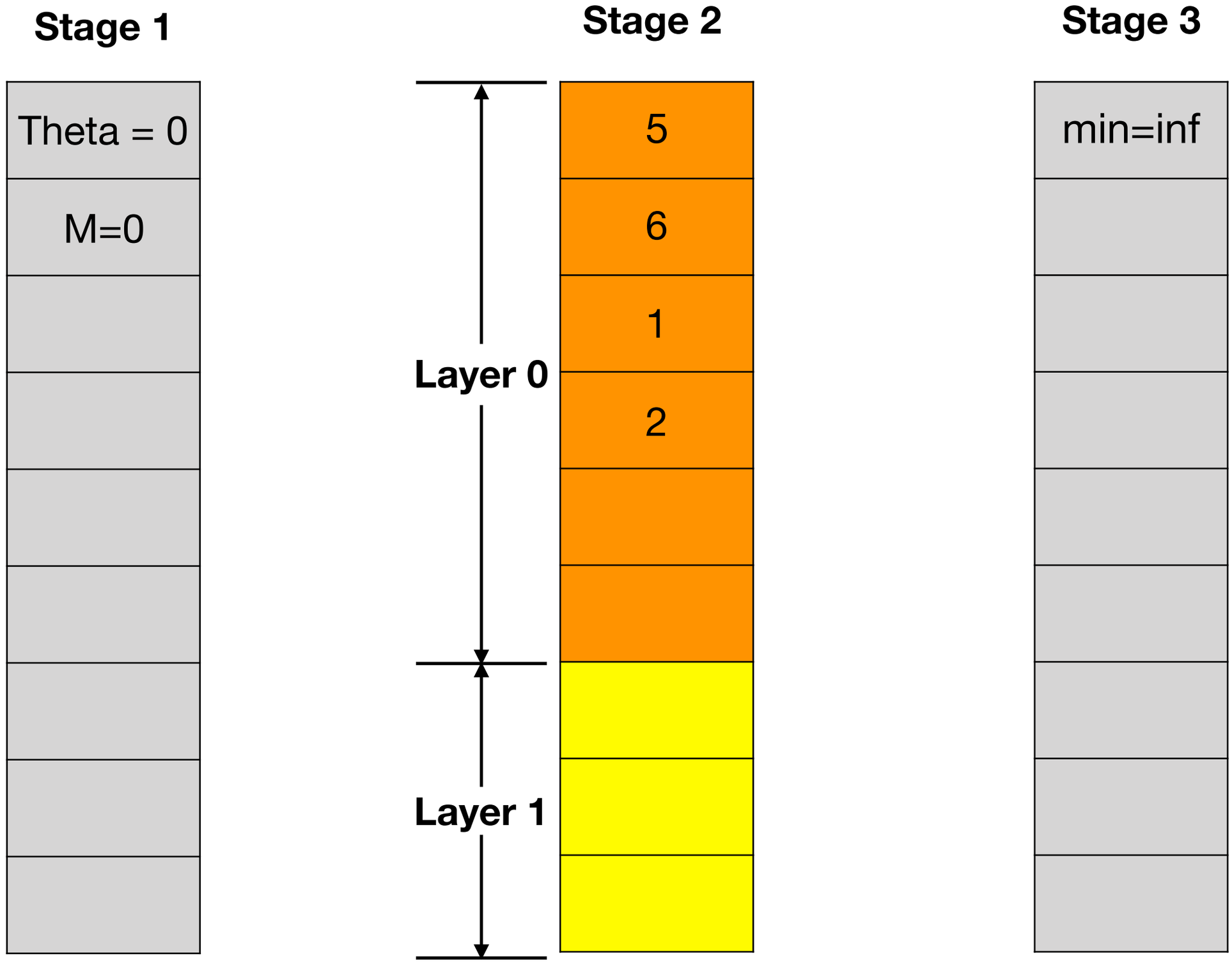
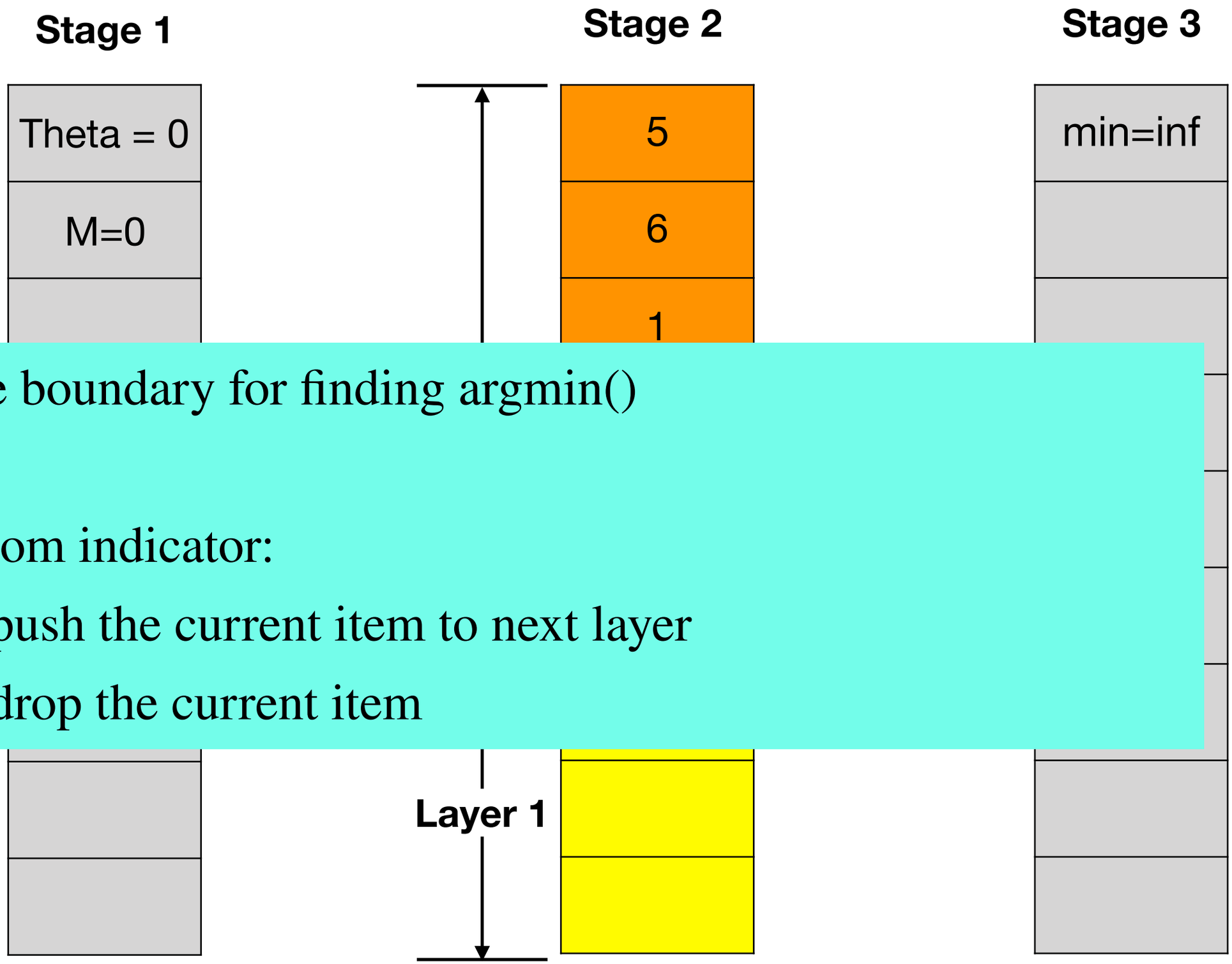


With a number of “worker packets”, we can achieve many functions (e.g., argmin(), swap())

System Design



System Design



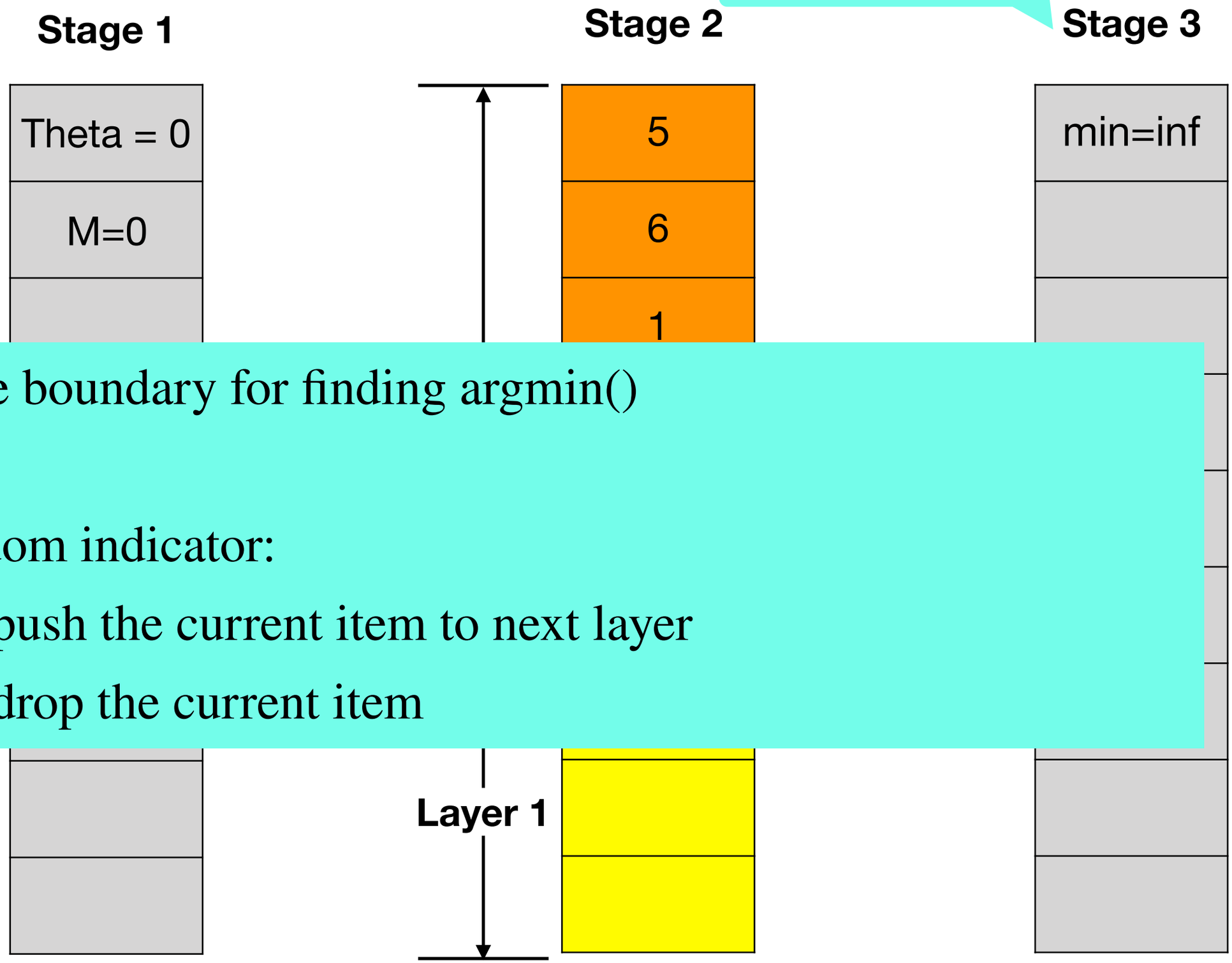
Theta is the boundary for finding argmin()

M is a random indicator:

- If M=1, push the current item to next layer
- If M=0, drop the current item

System Design

Store the minimum item



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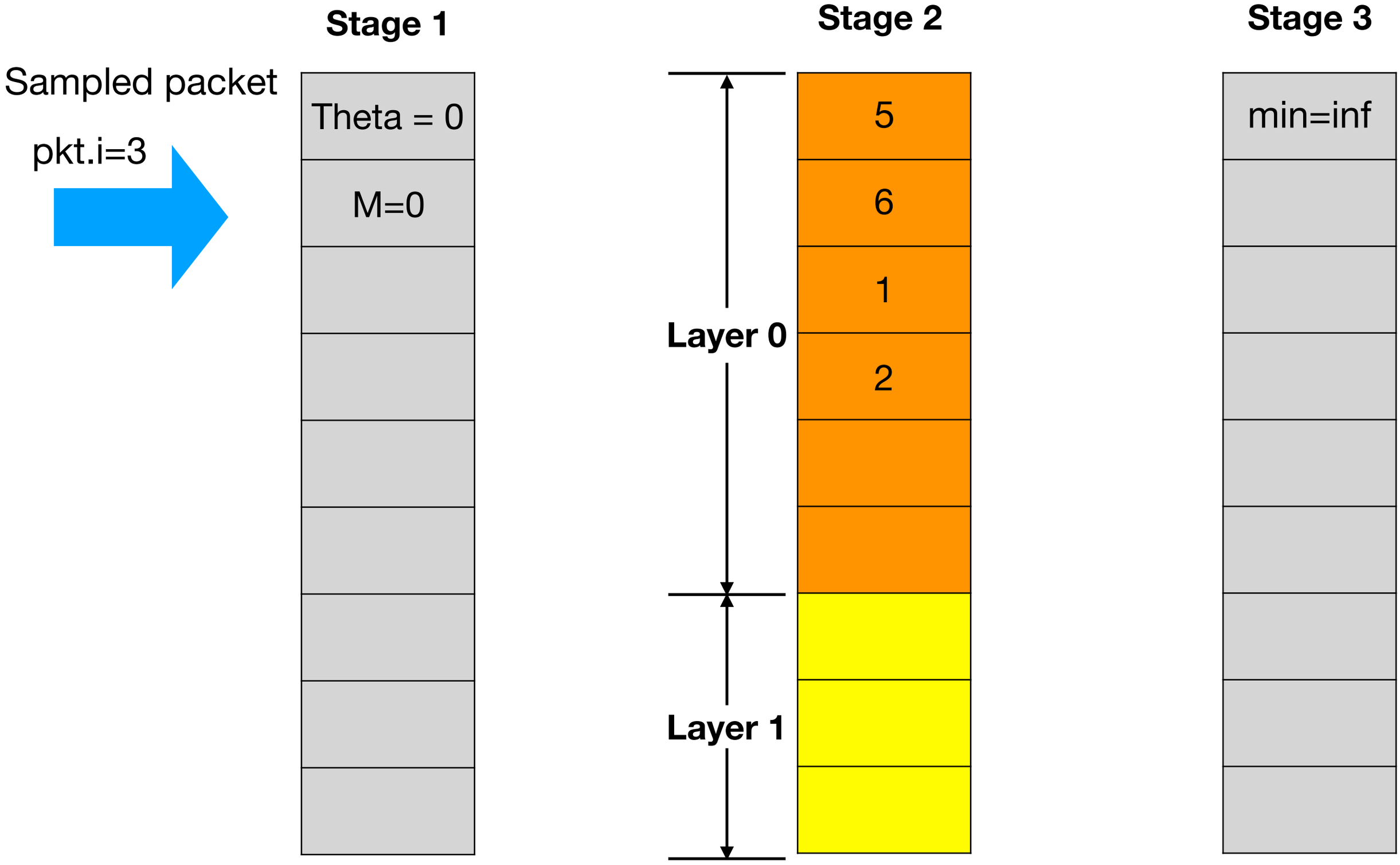
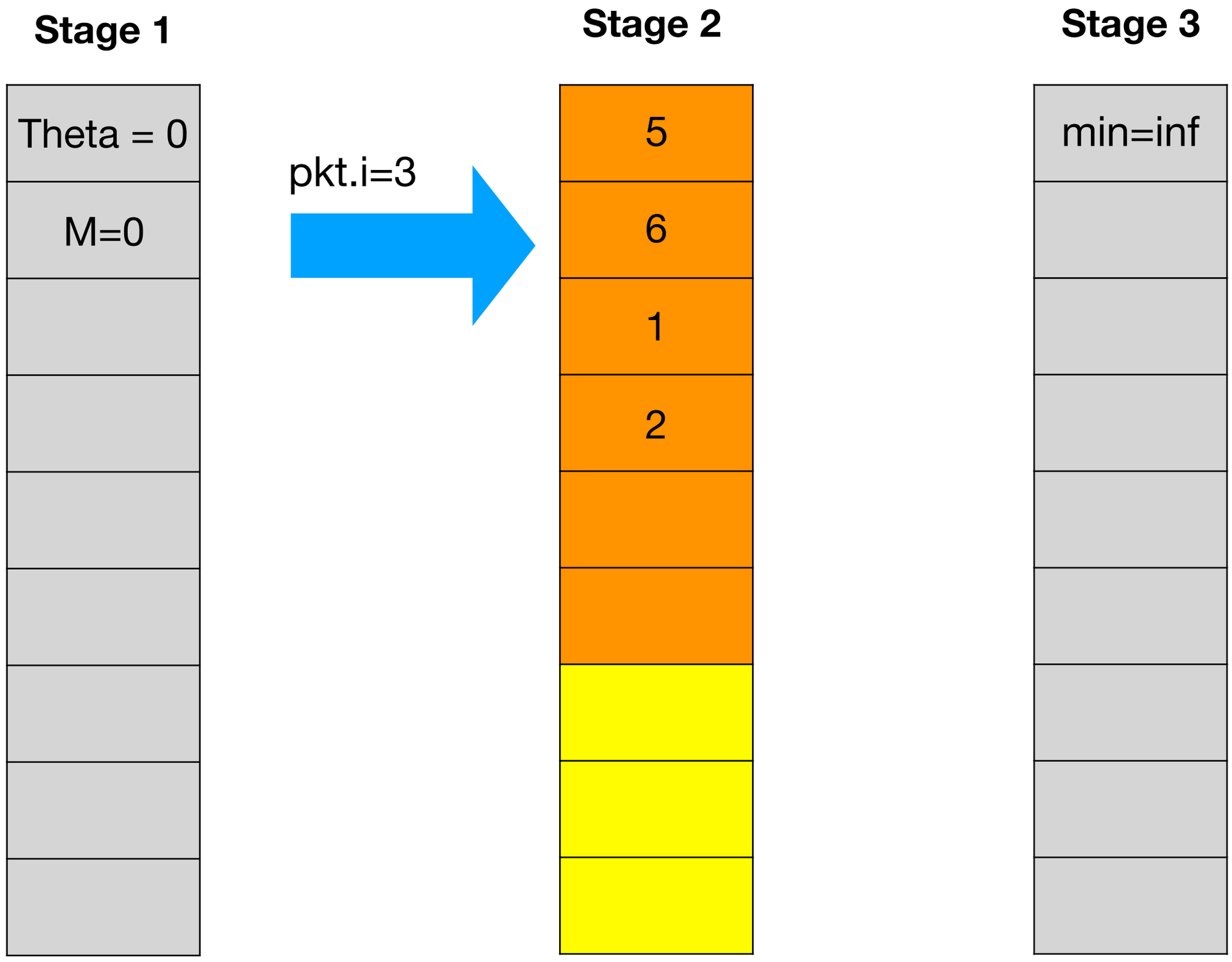


System Design



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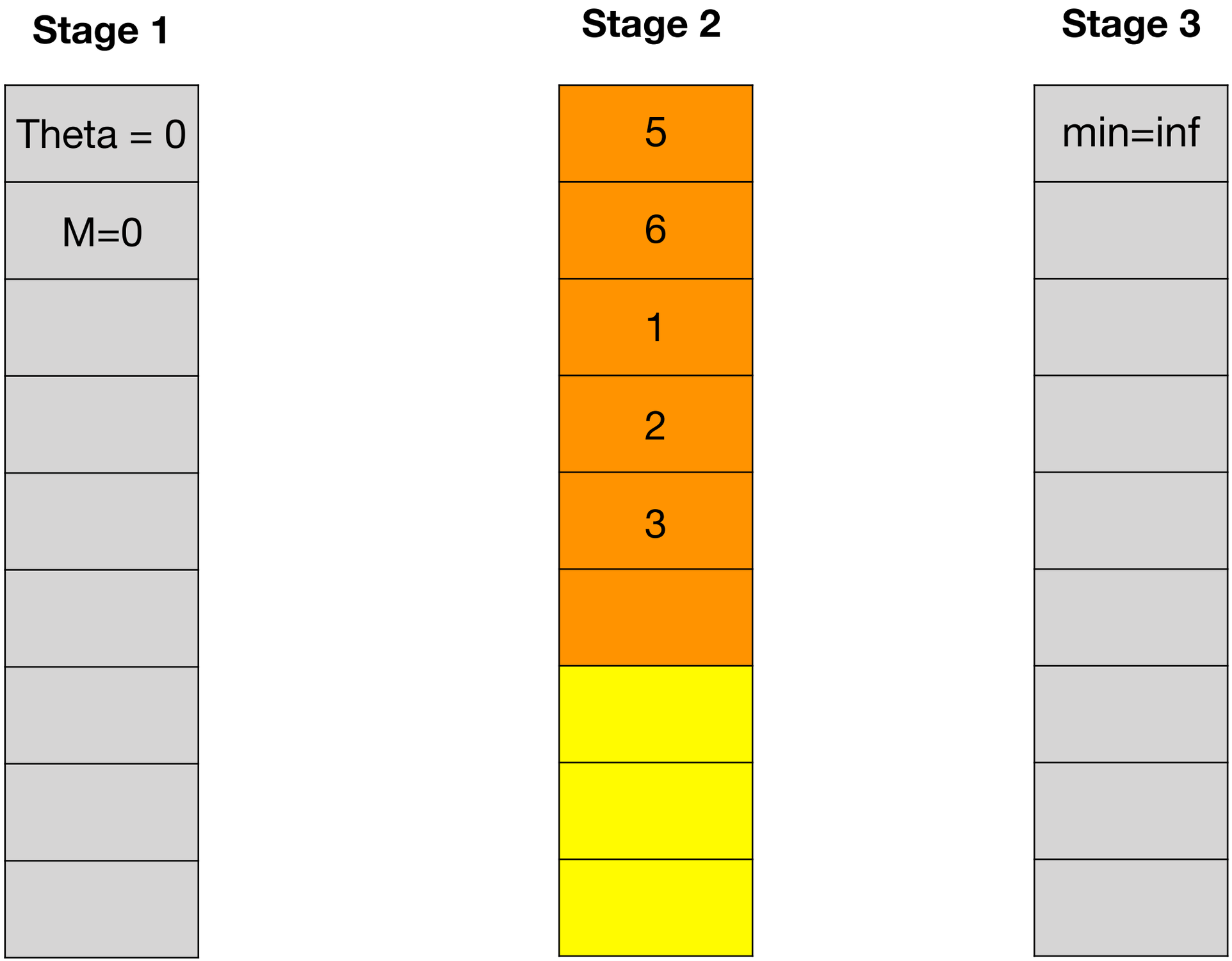

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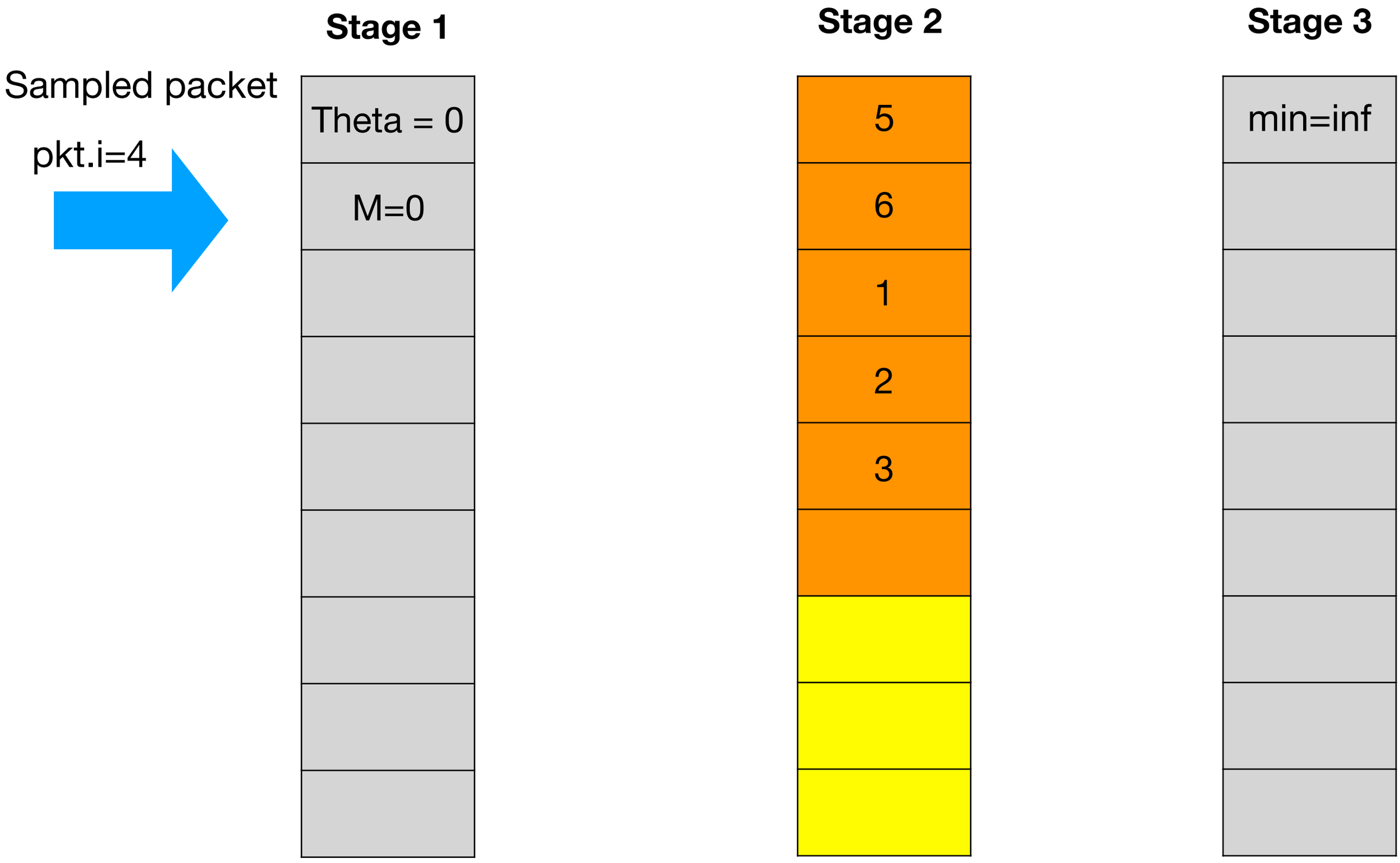

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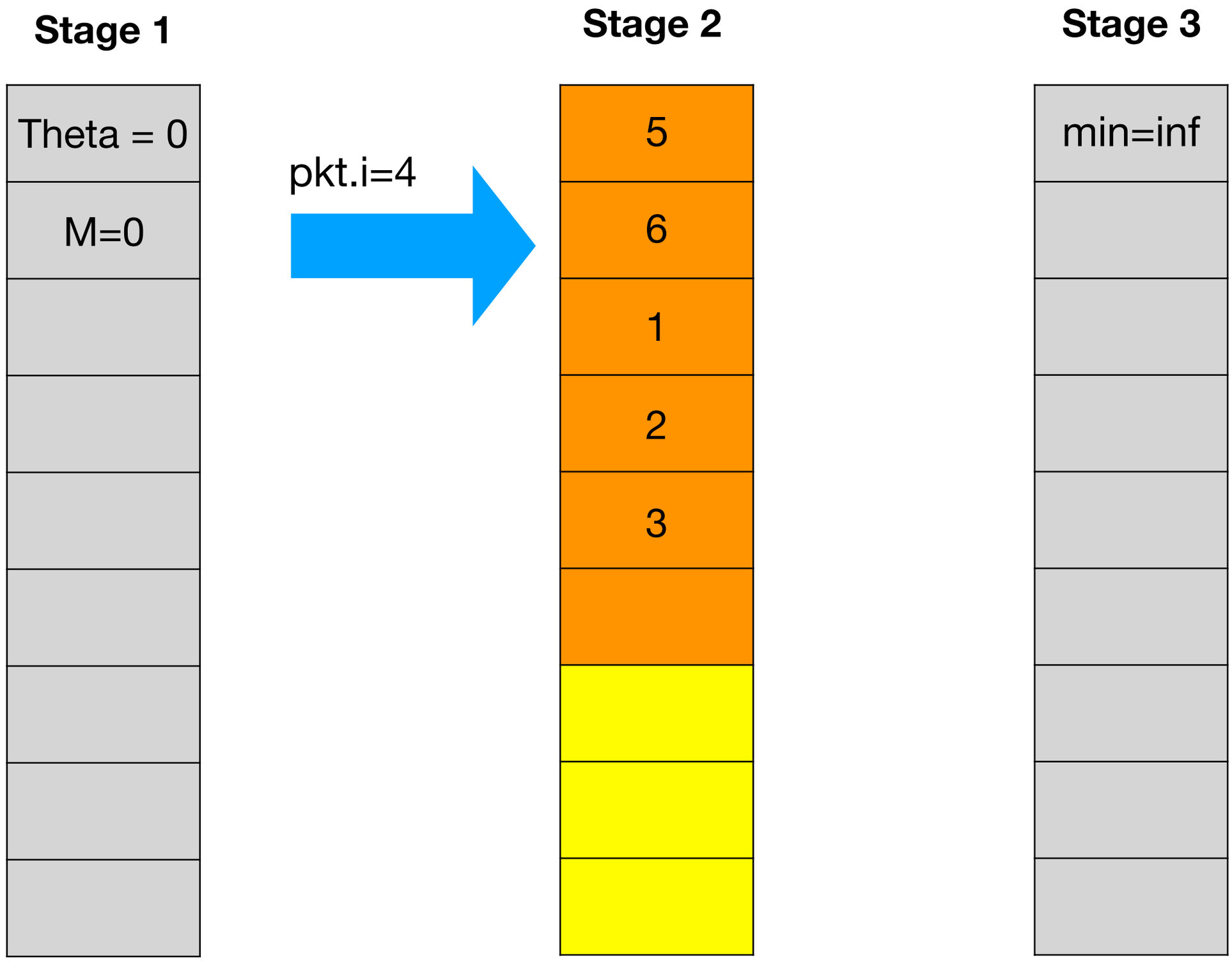

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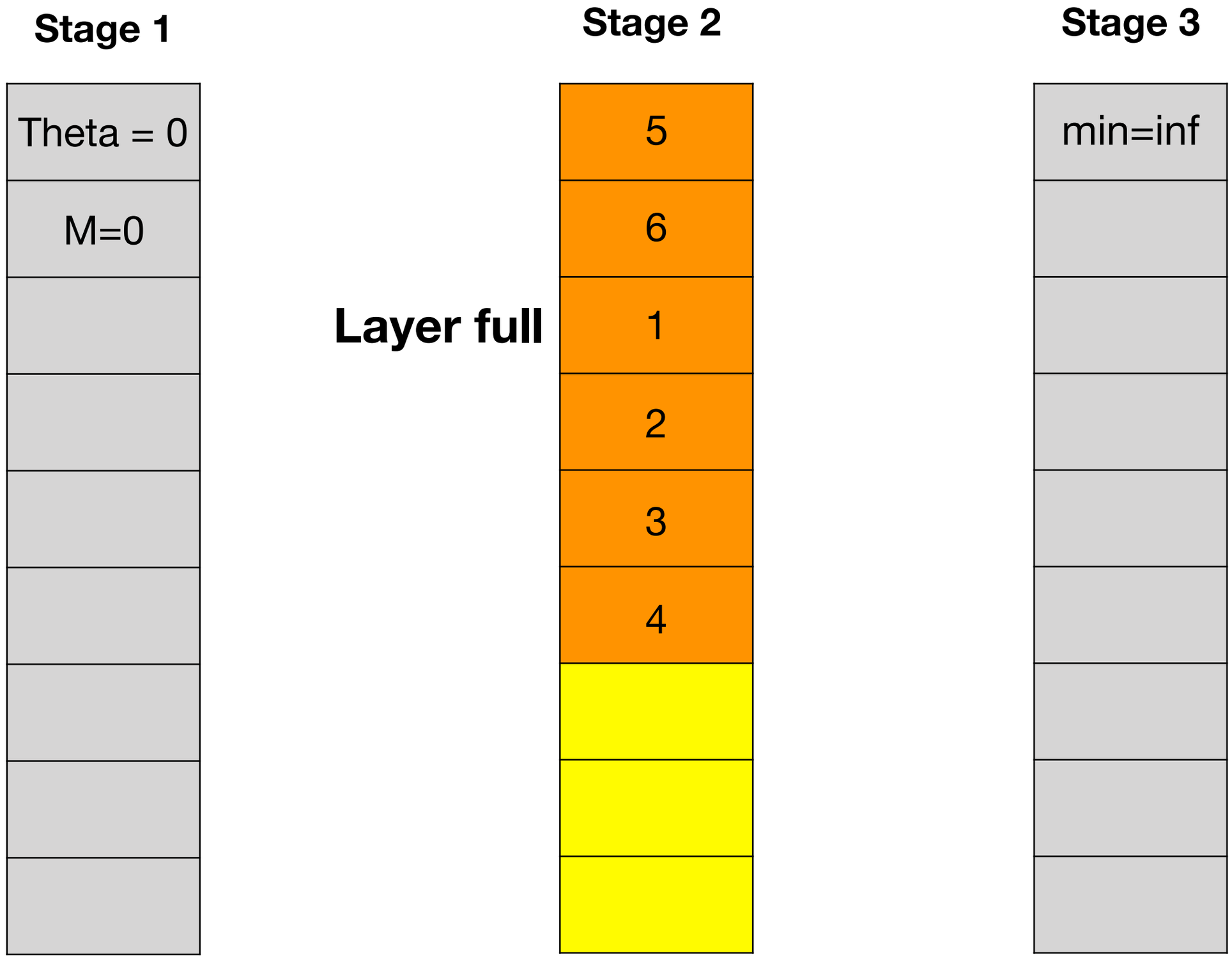

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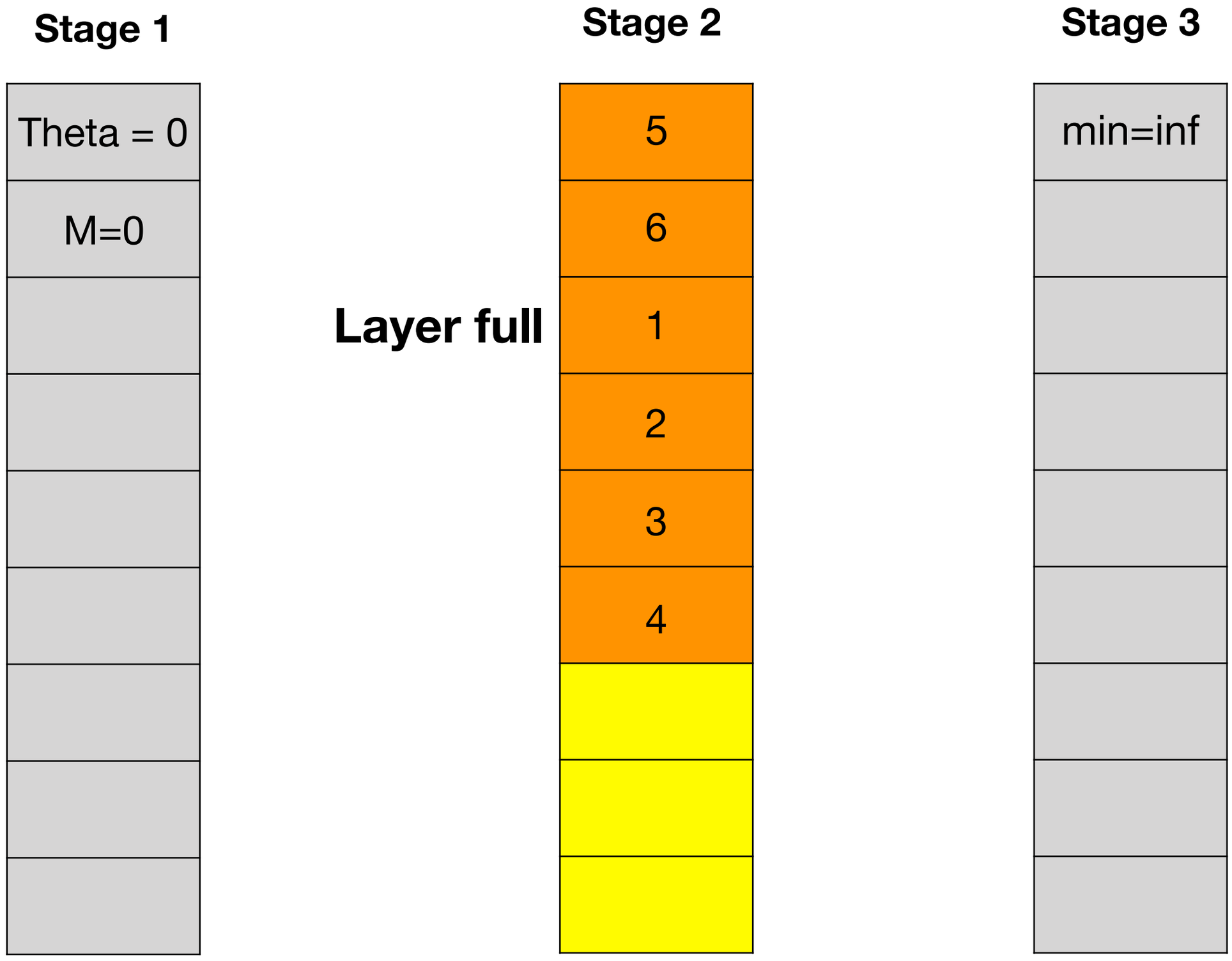

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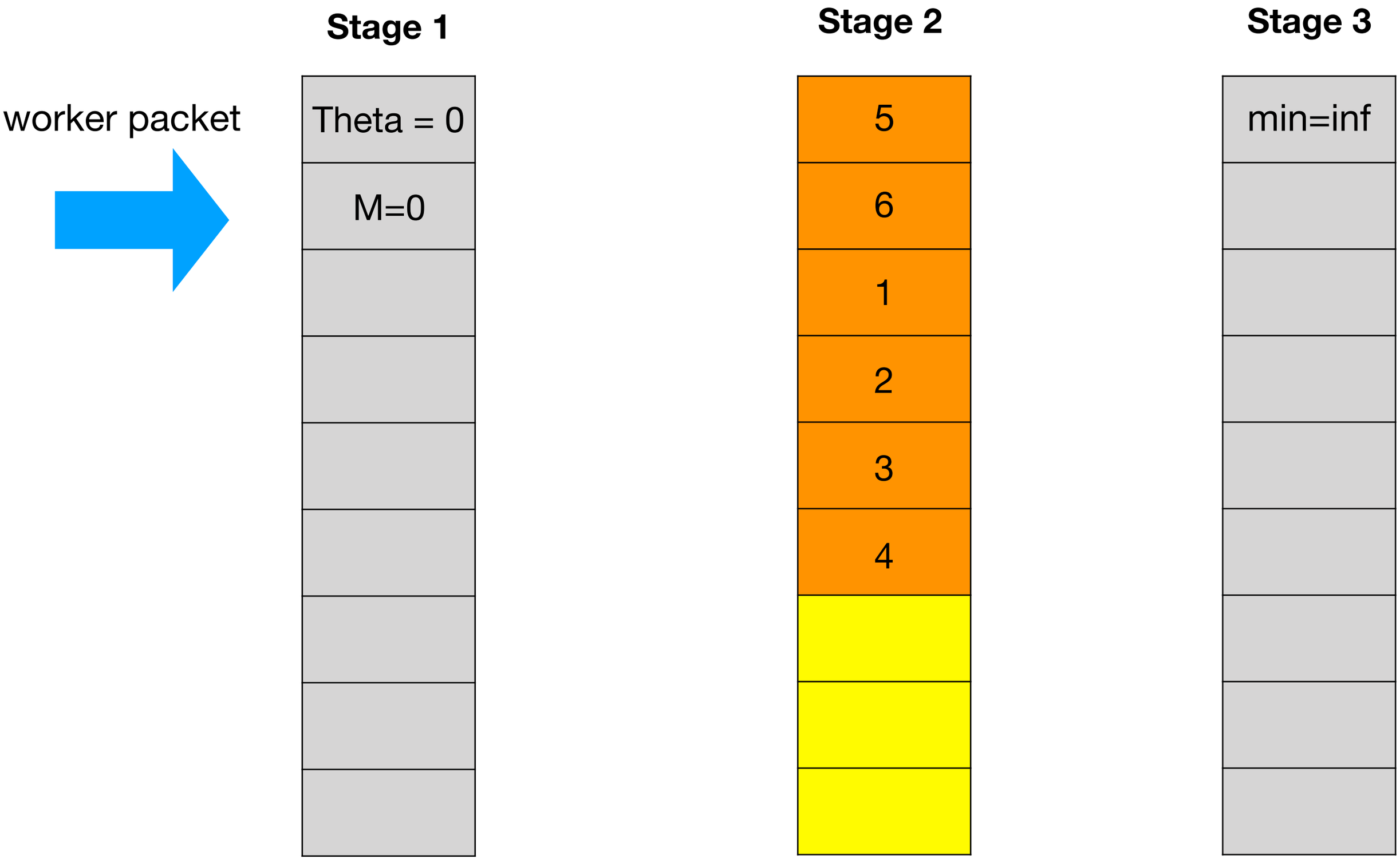

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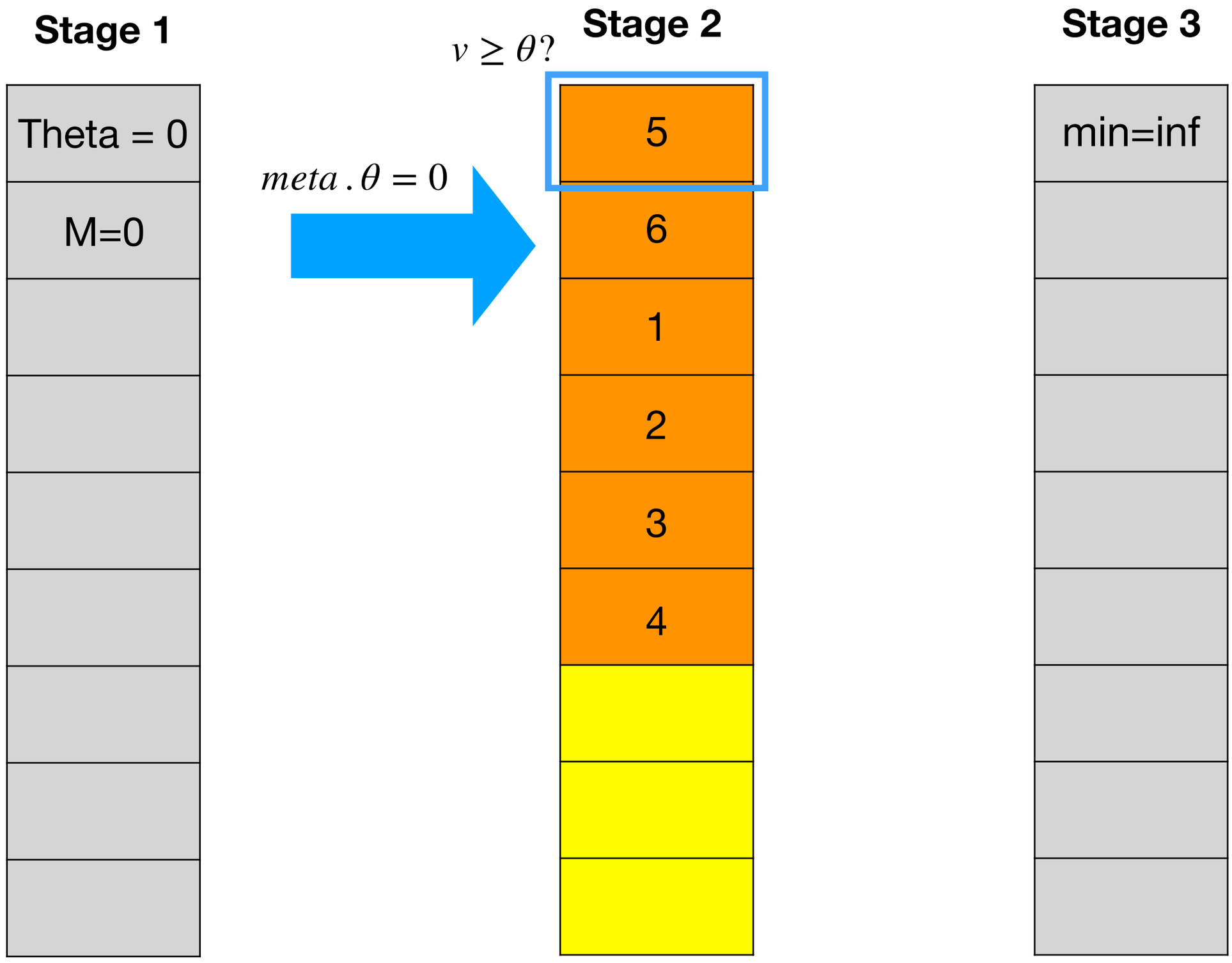

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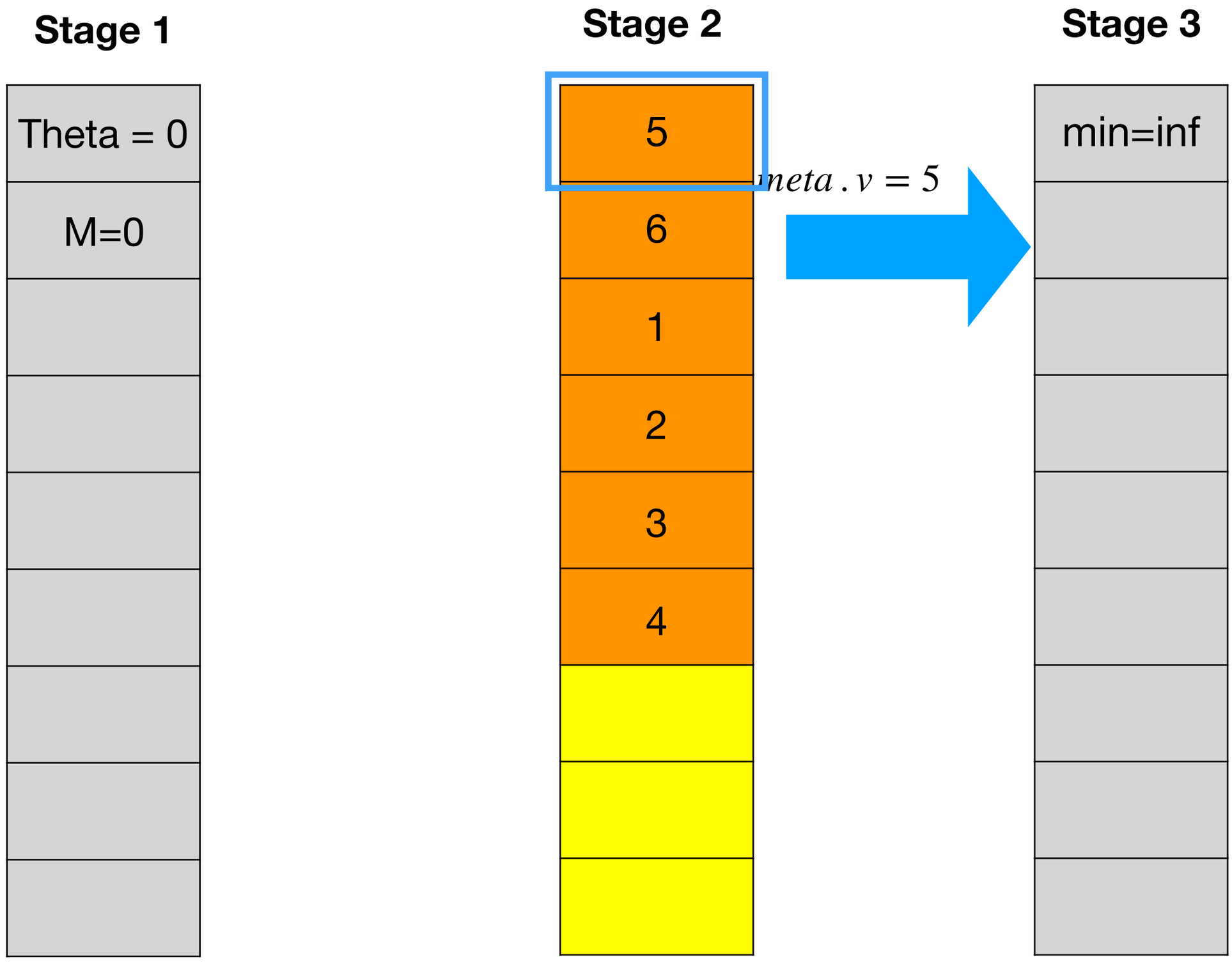

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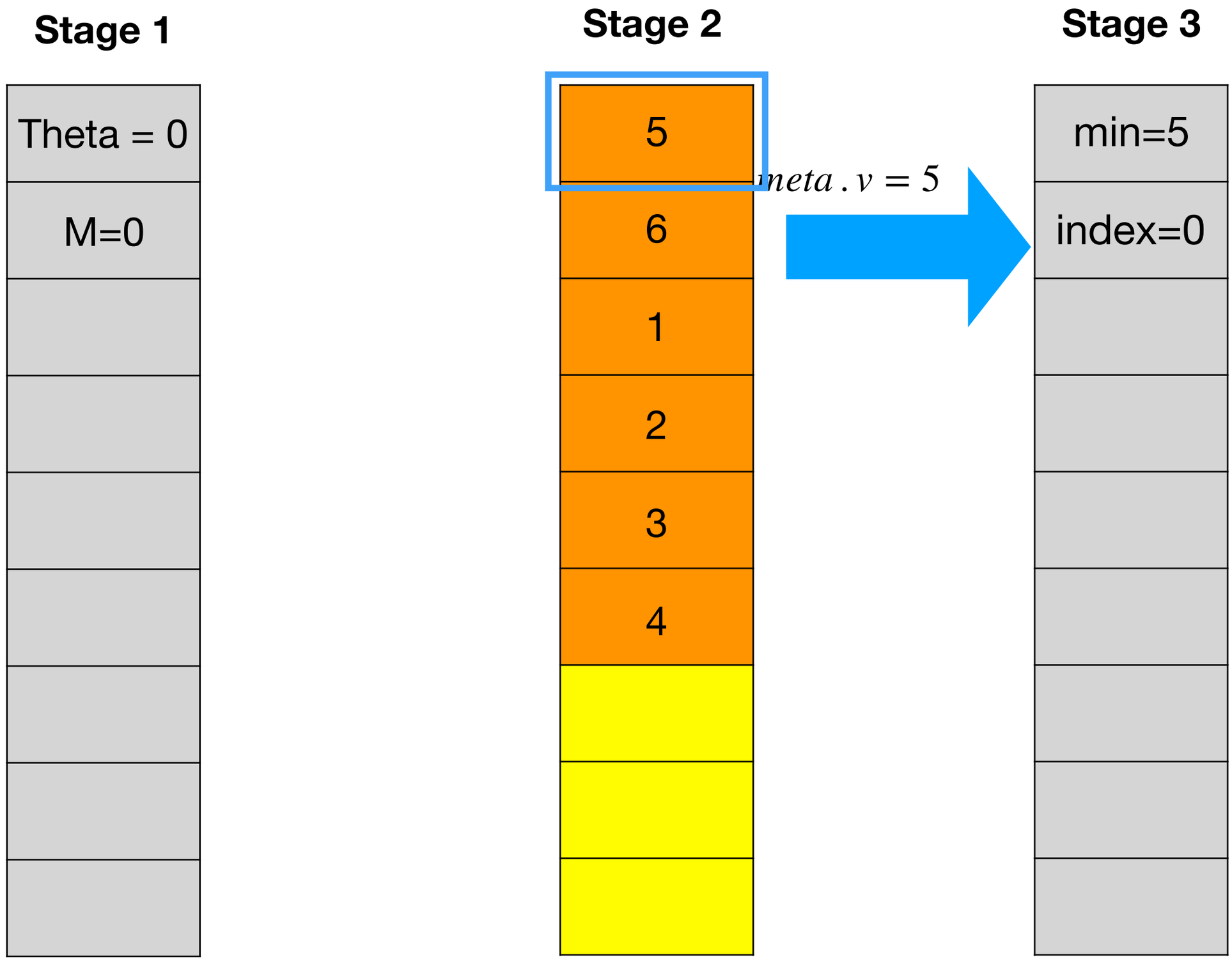

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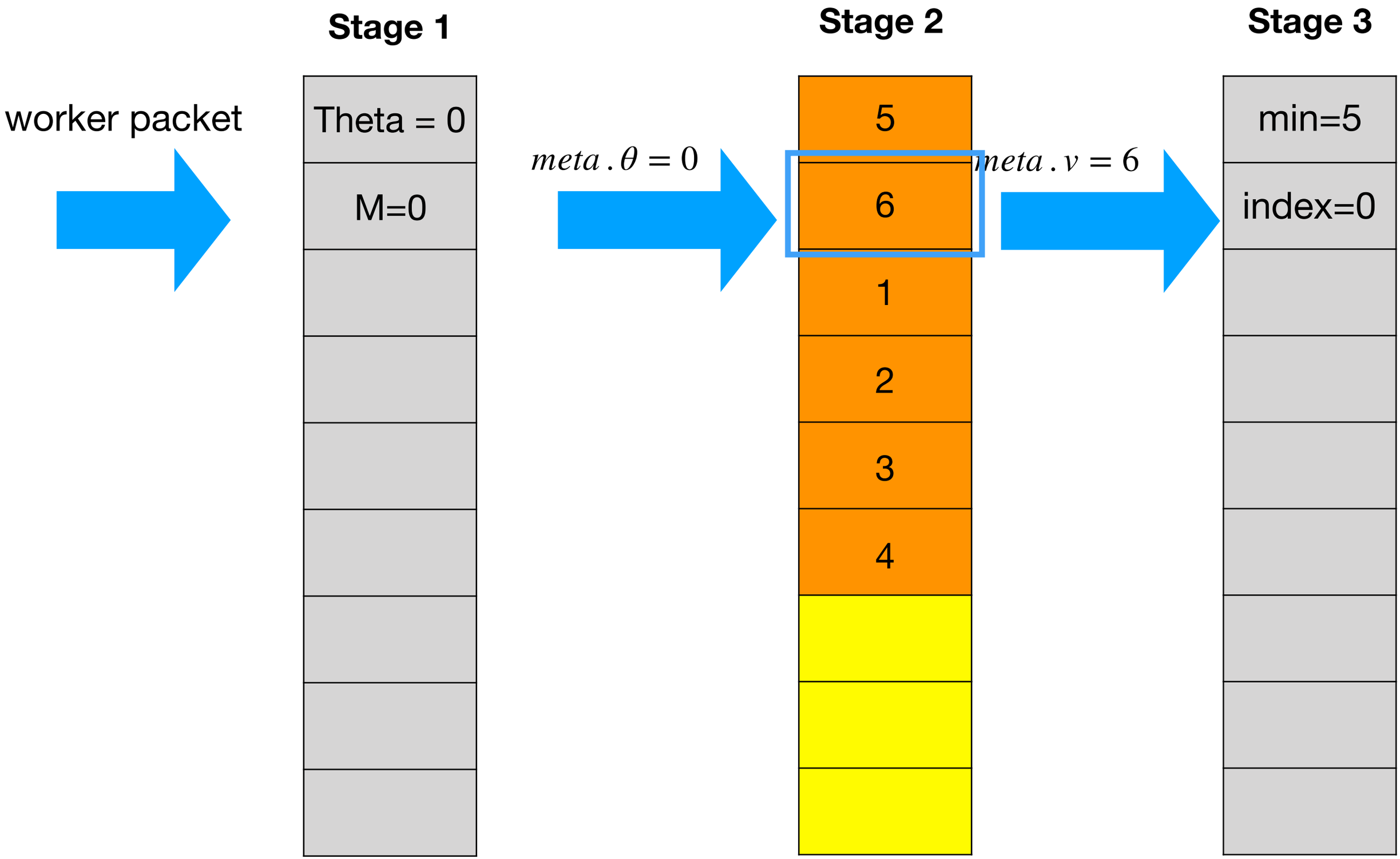

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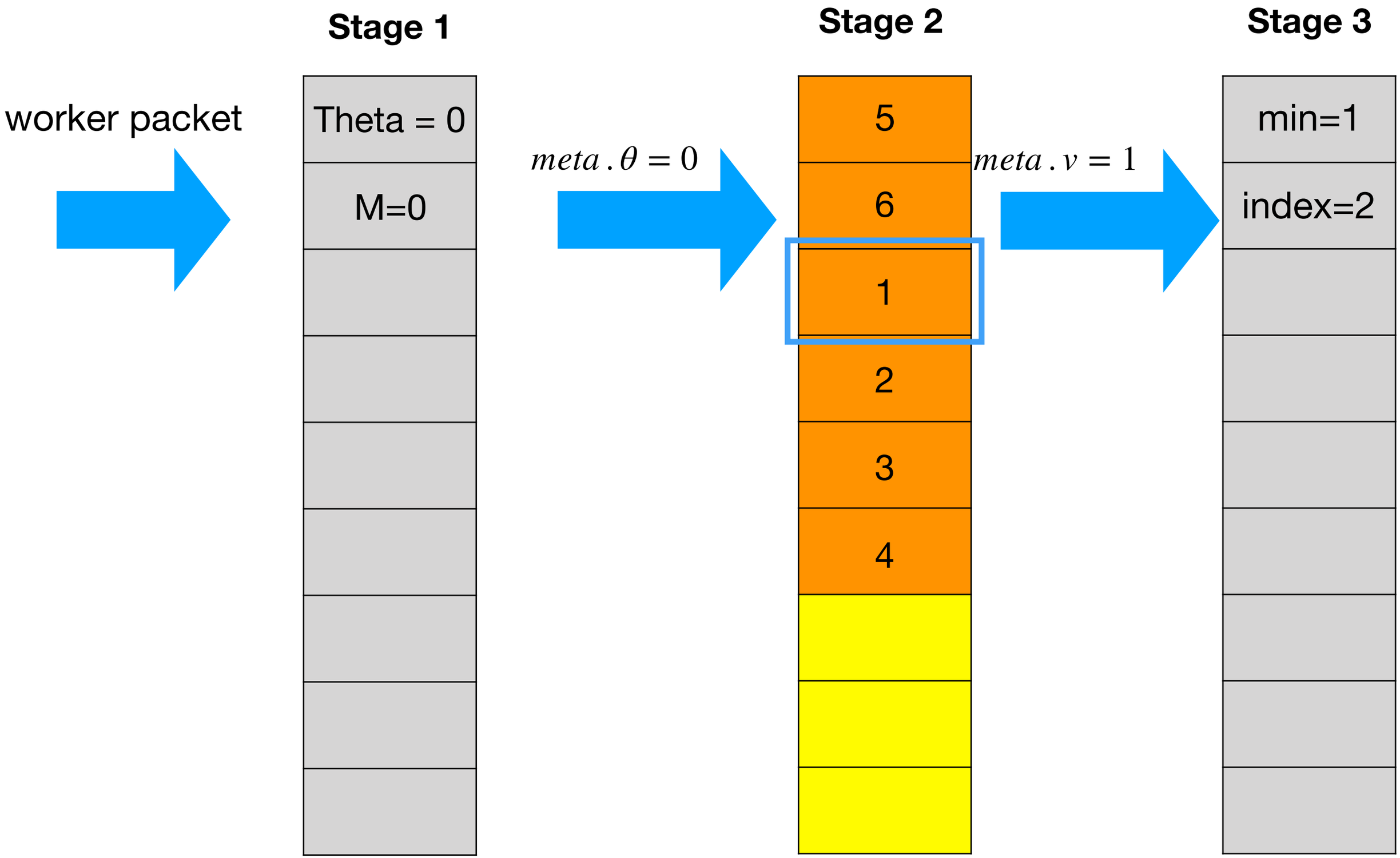

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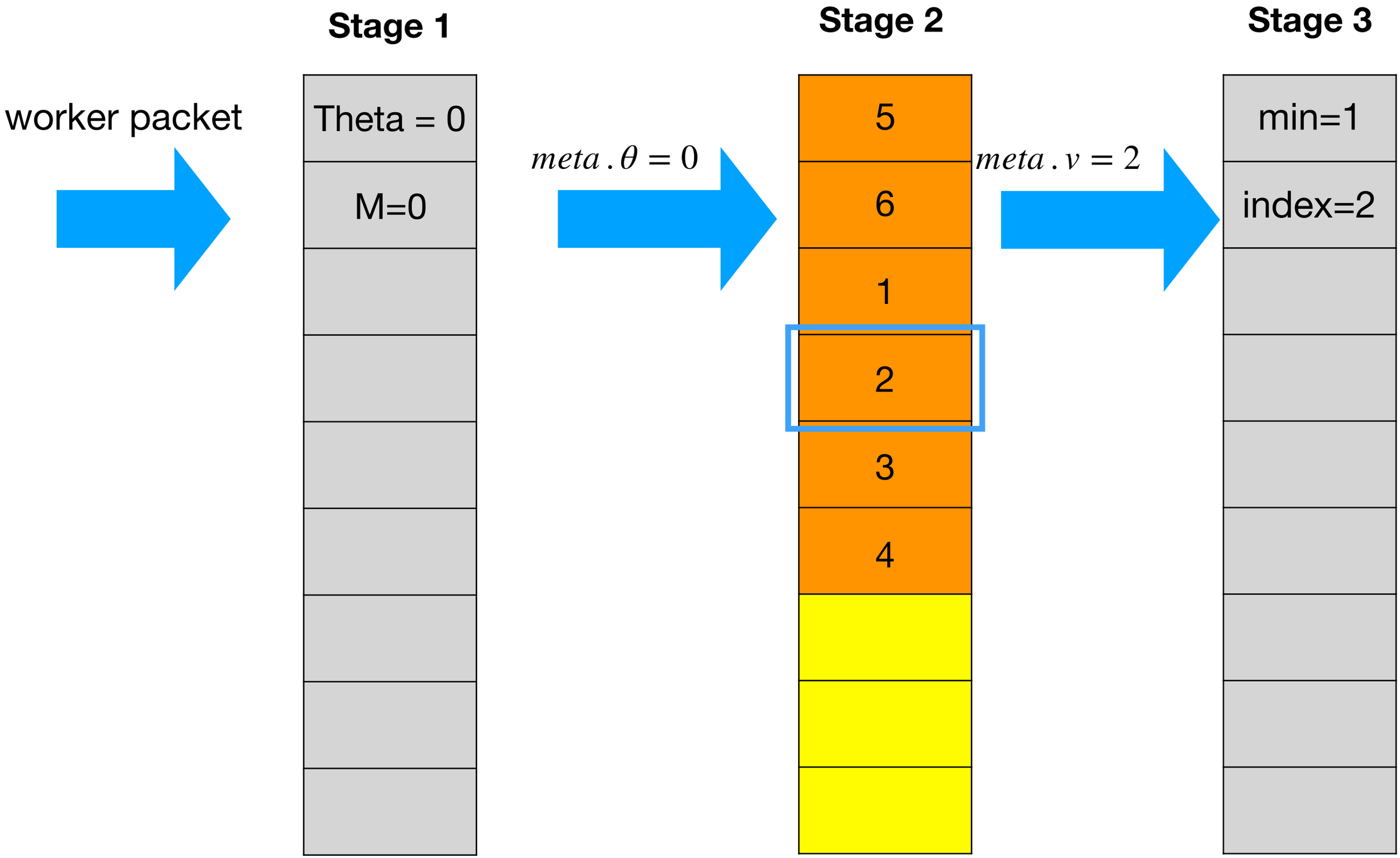

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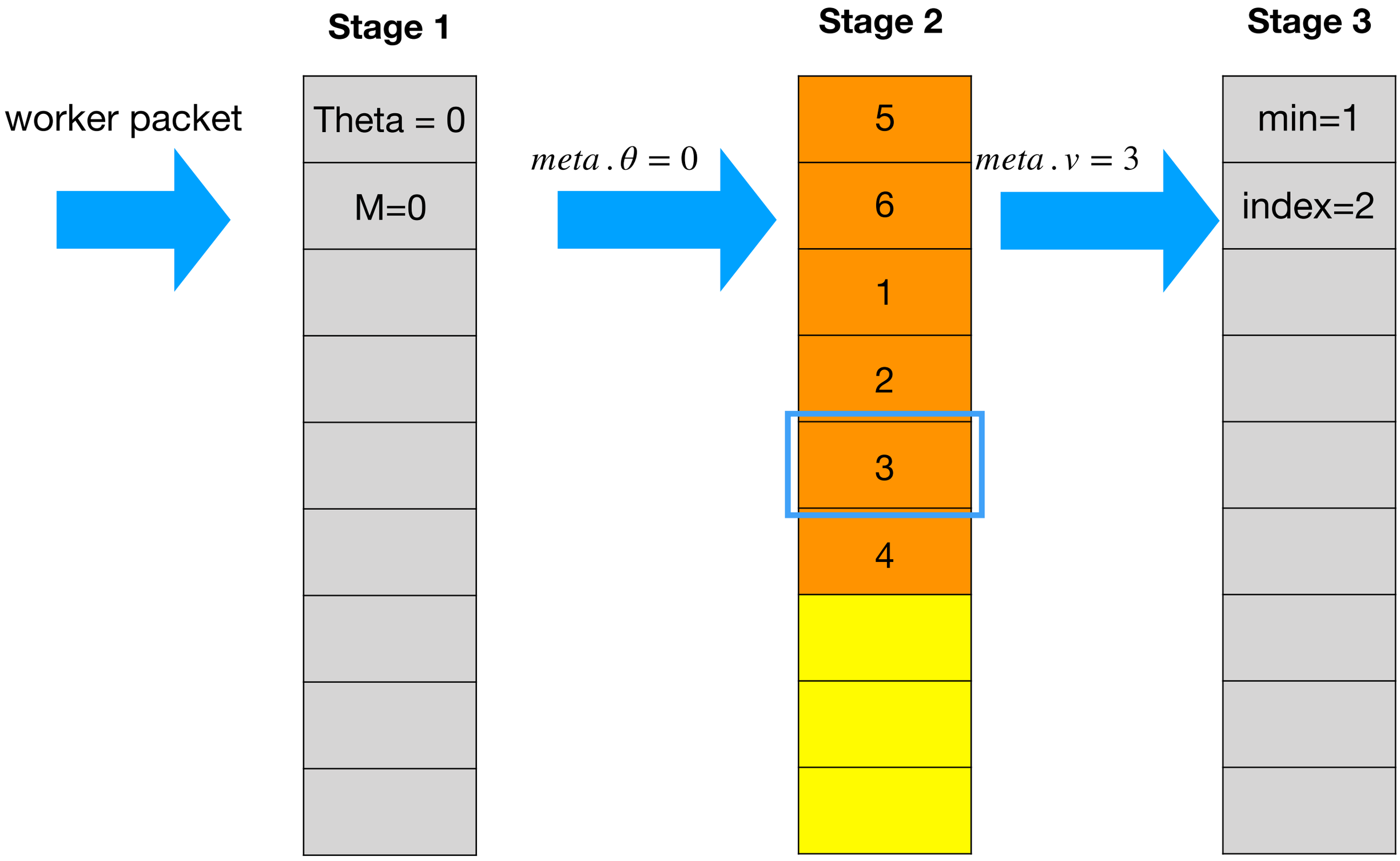

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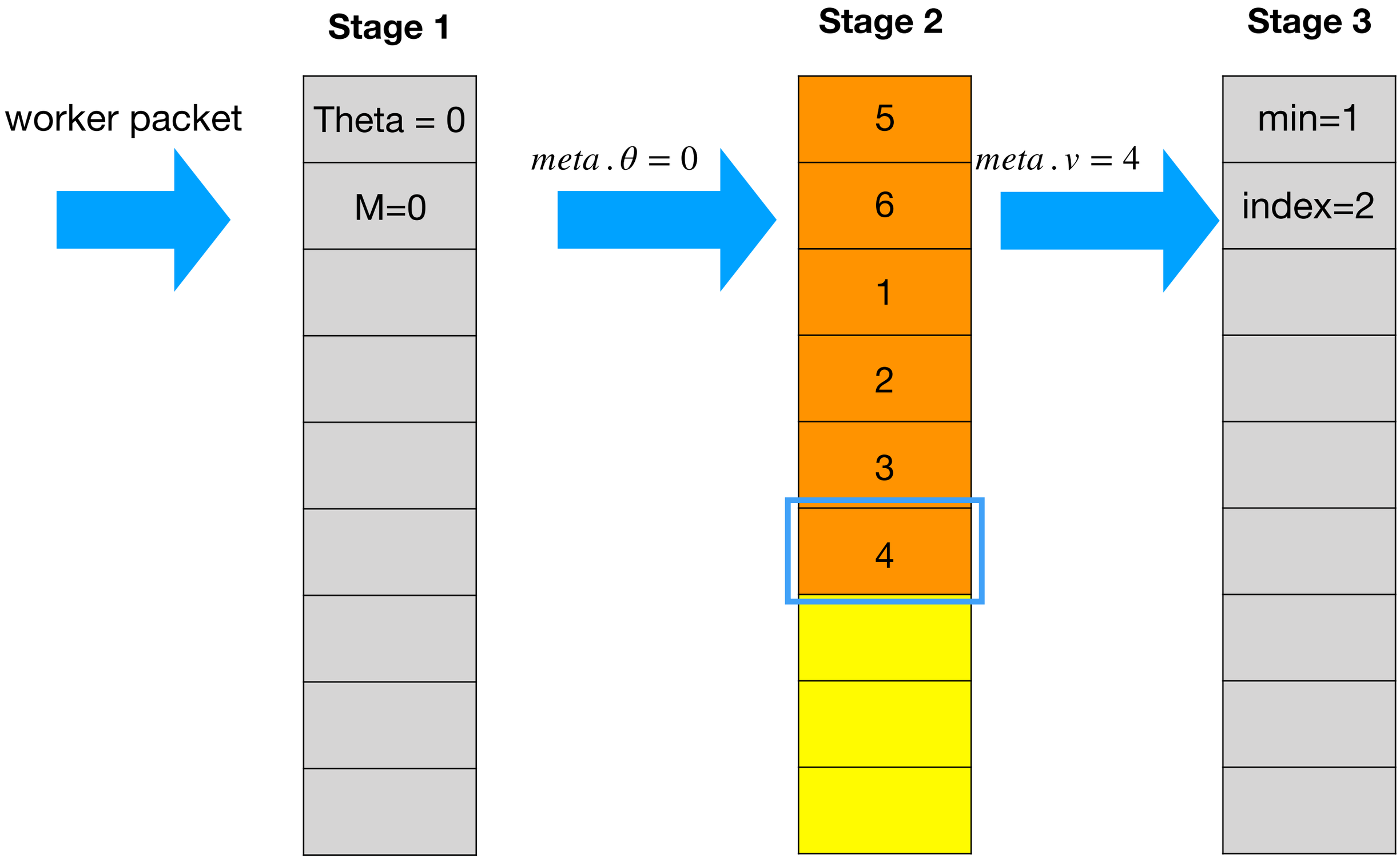
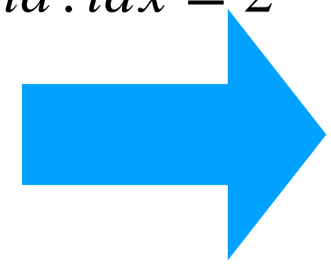


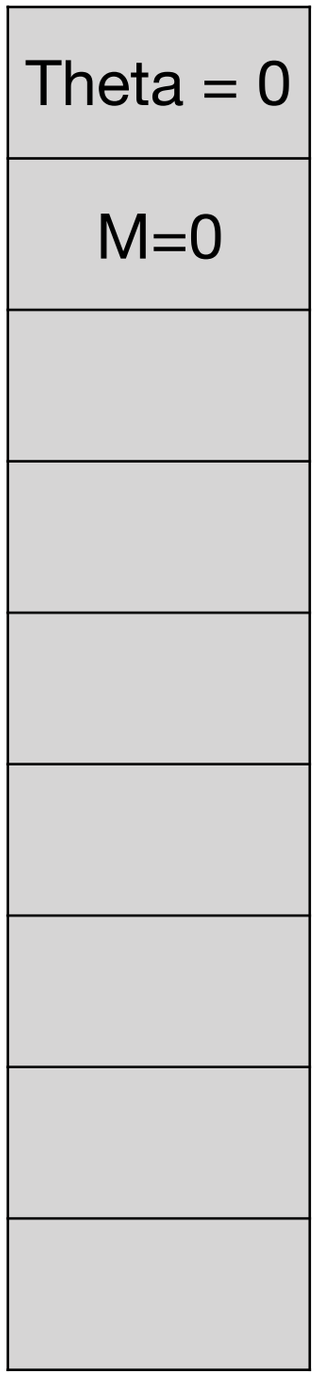
System Design

recirculate

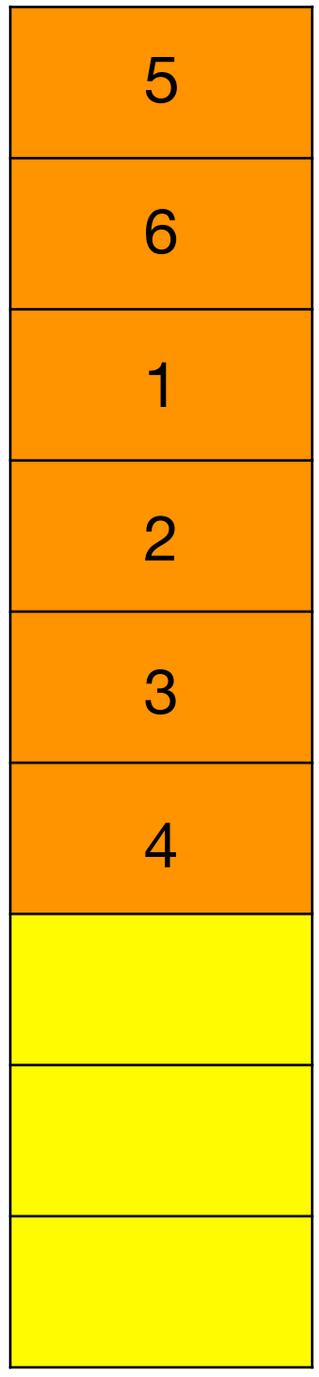
$meta.v = 1$
$meta.idx = 2$



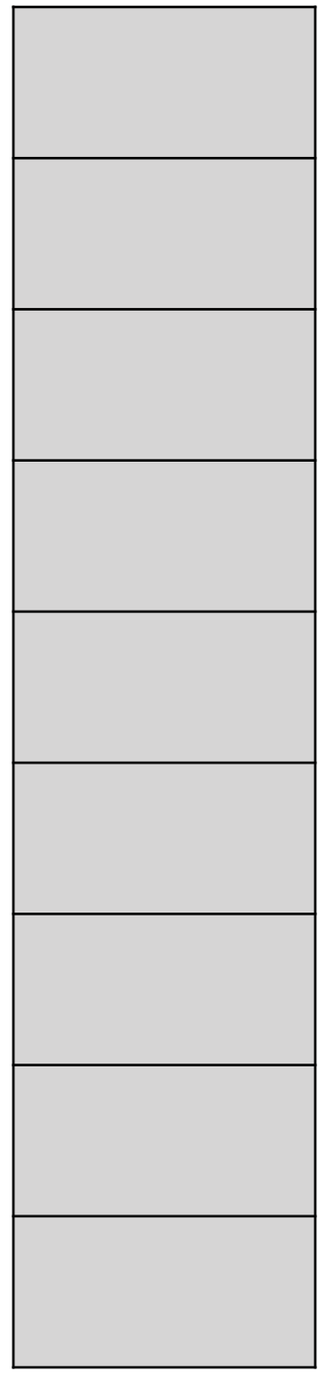
Stage 1



Stage 2



Stage 3



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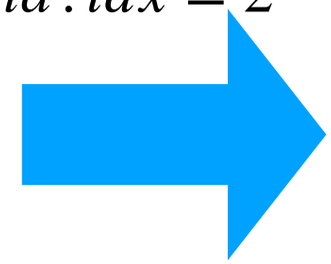

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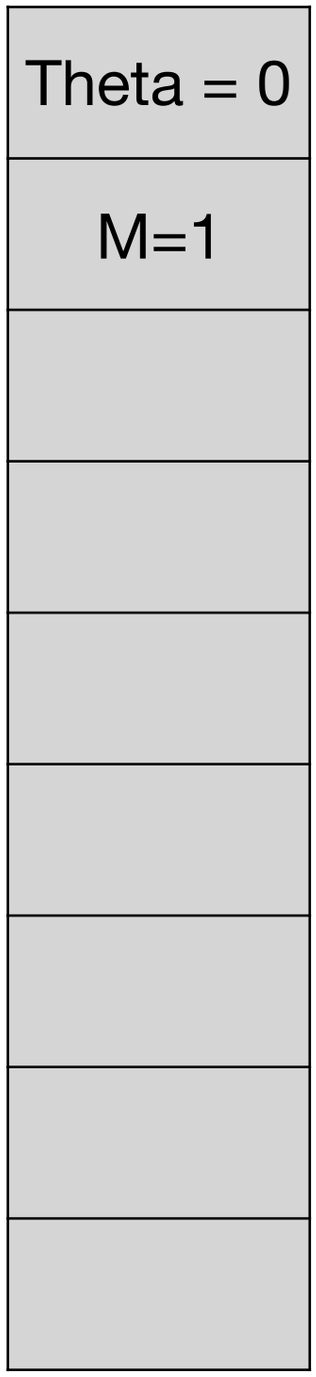

$meta.v = 1$
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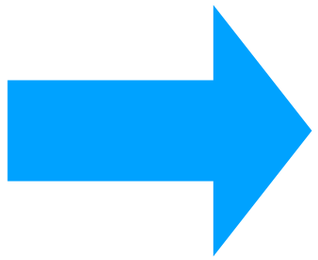
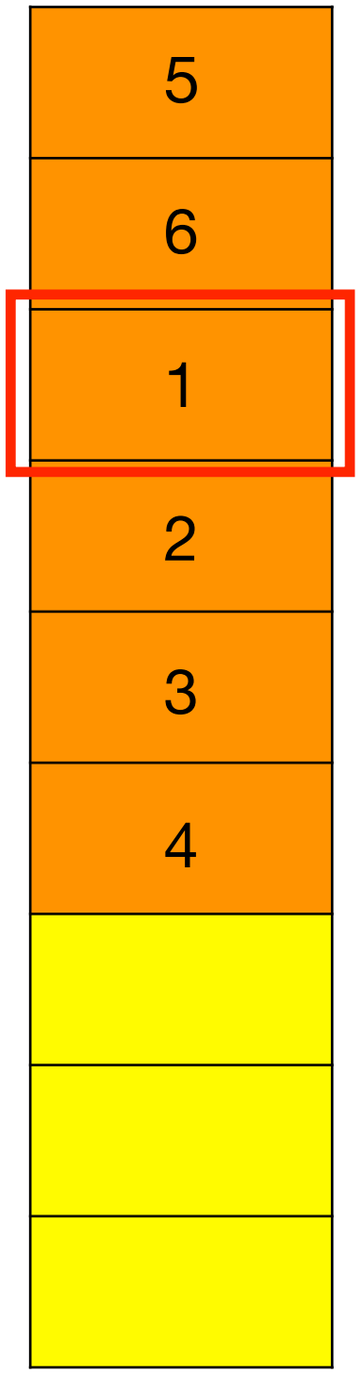
$meta.m = 0$



Stage 2



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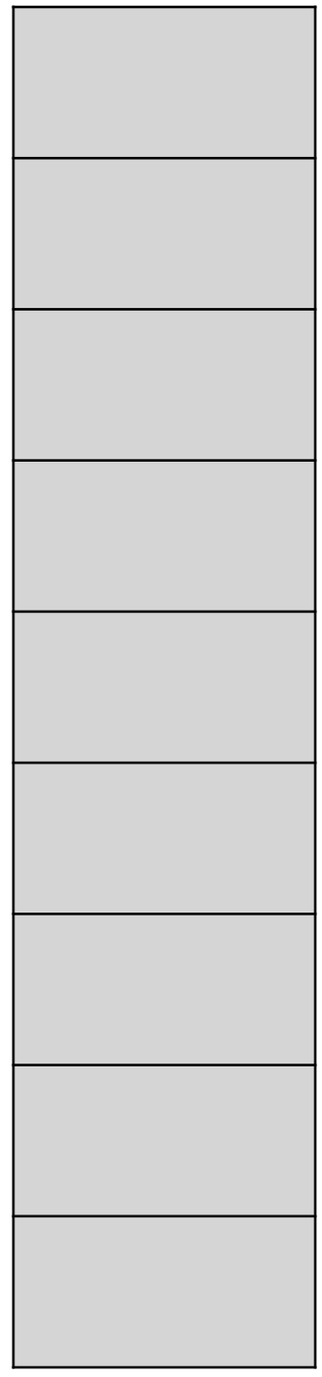

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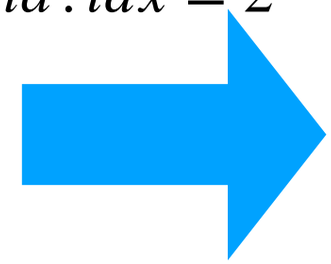

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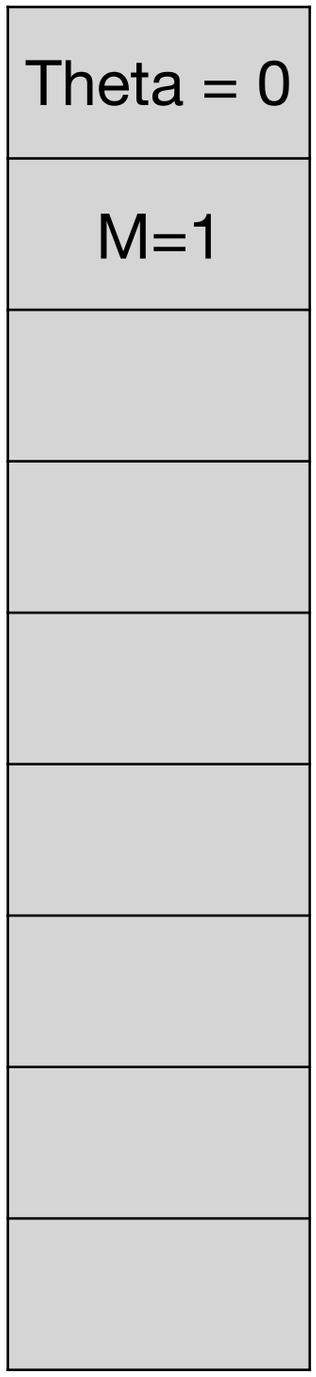

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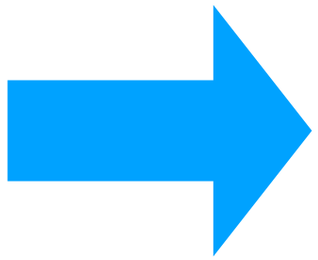

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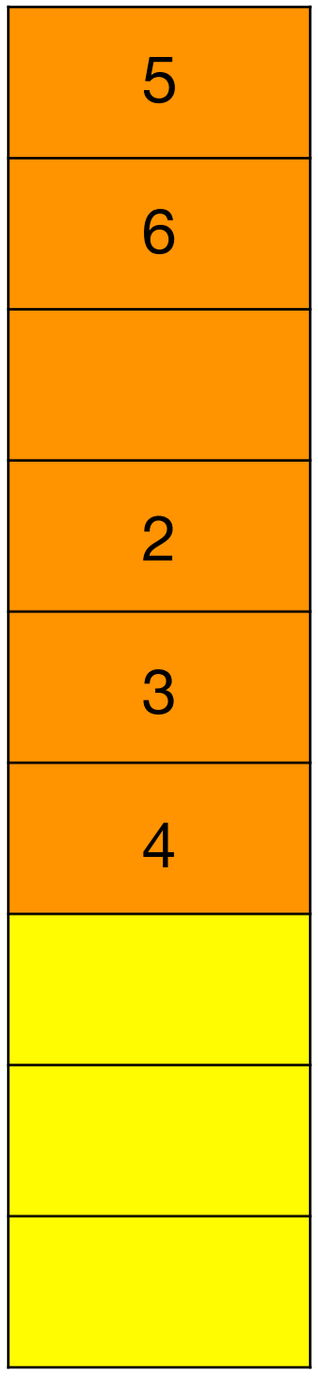

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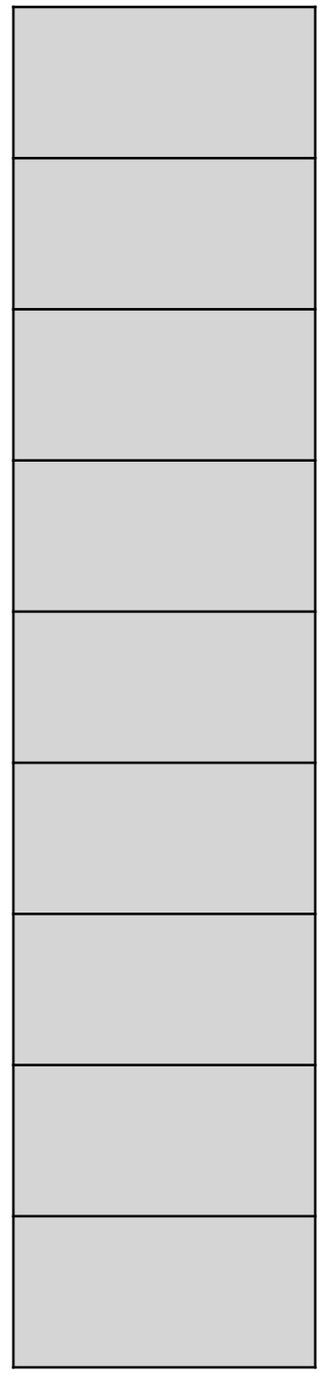

System Design

System Design

System Design

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Evaluation

- **Experiment setup**
  - Three traces: traceroute-based measurements, DNS RTT measurements, and high-speed internet backbone measurements.

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  - Avg. and Max. approximation error of finding quantile.
  - True positive rate (TPR) and false positive rate (FPR) of finding heavy hitters.

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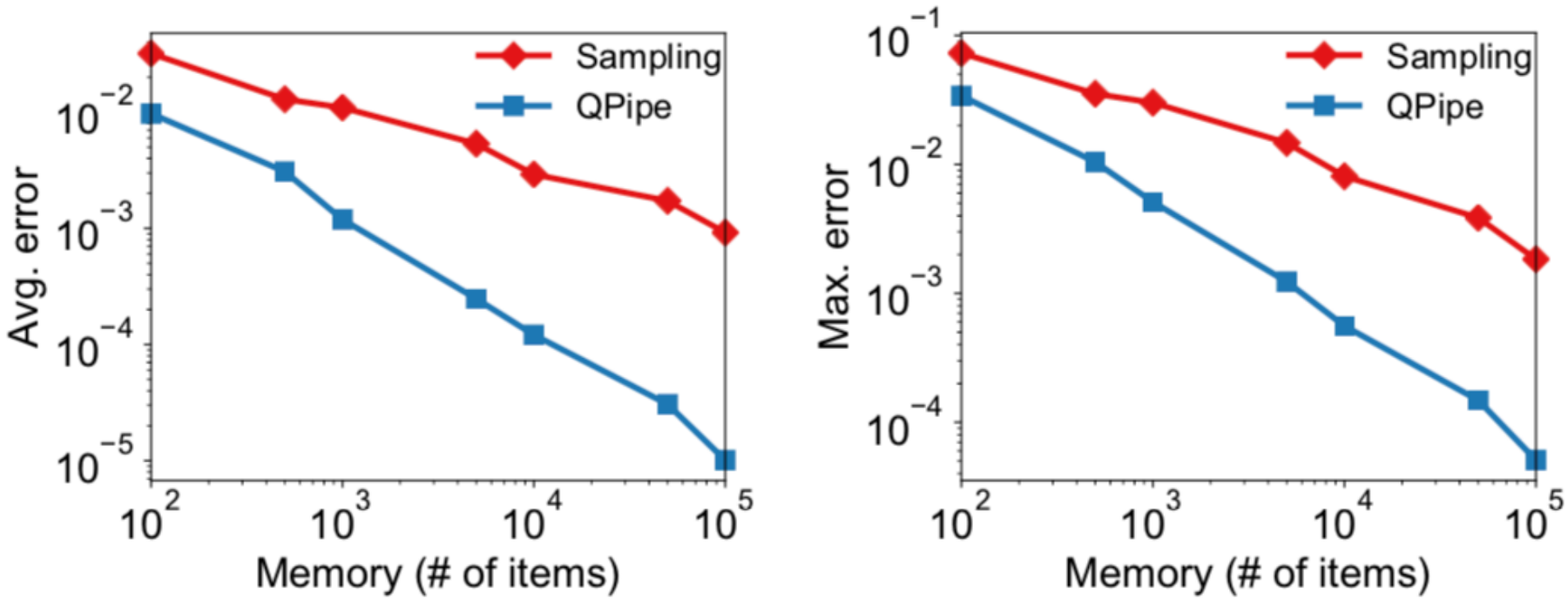
- **Comparison**
  - QPipe
  - Sampling
  - Count-min Sketch

Evaluation



(a) Avg. error. (b) Max. error.

Figure 5: Performance comparison of QPipe and Sampling under different memory size in trace (a) with source IP address as the key.

Evaluation

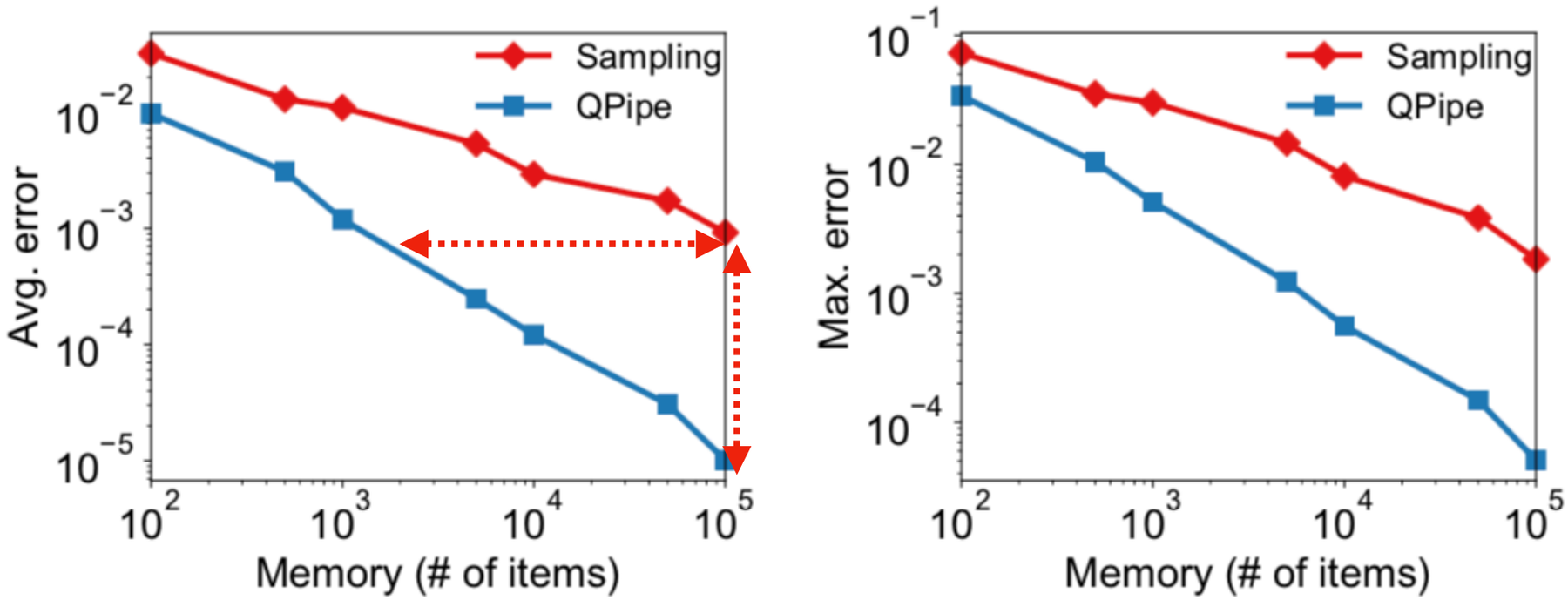


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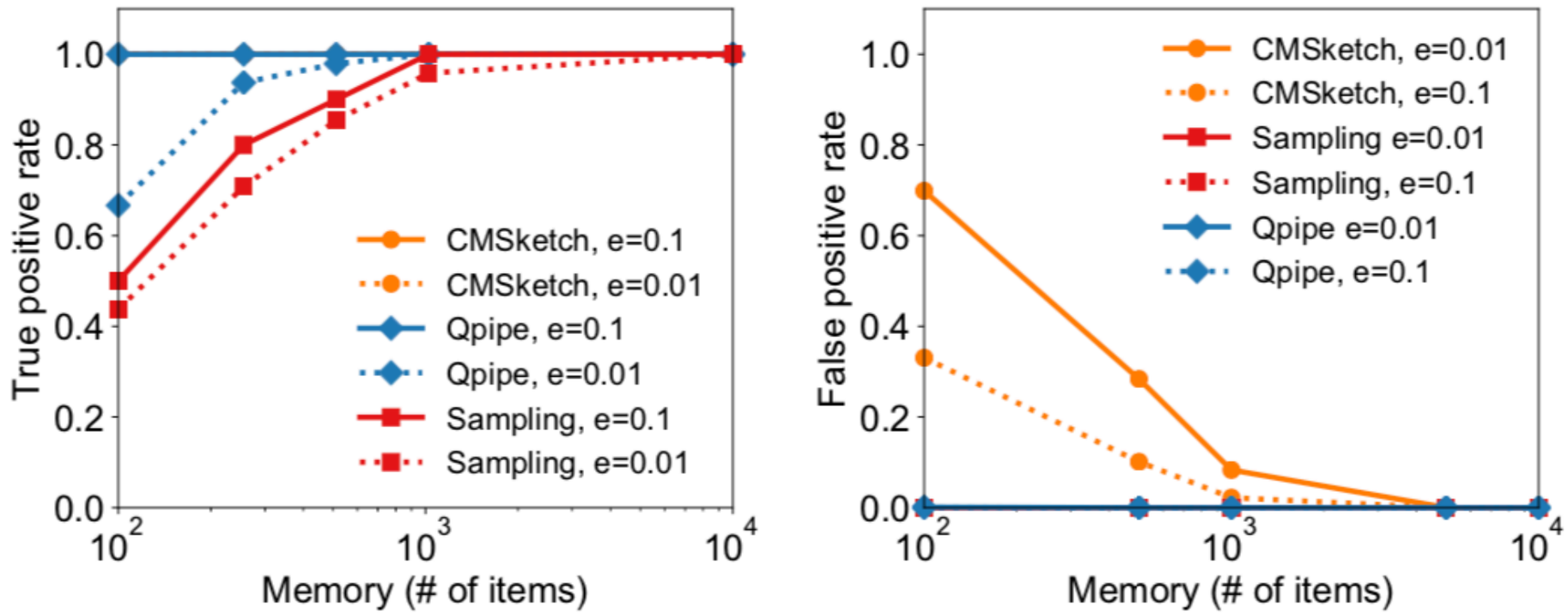
Figure 5: Performance comparison of QPipe and Sampling under different memory size in trace (a) with source IP address as the key.

90x improvement!

Evaluation

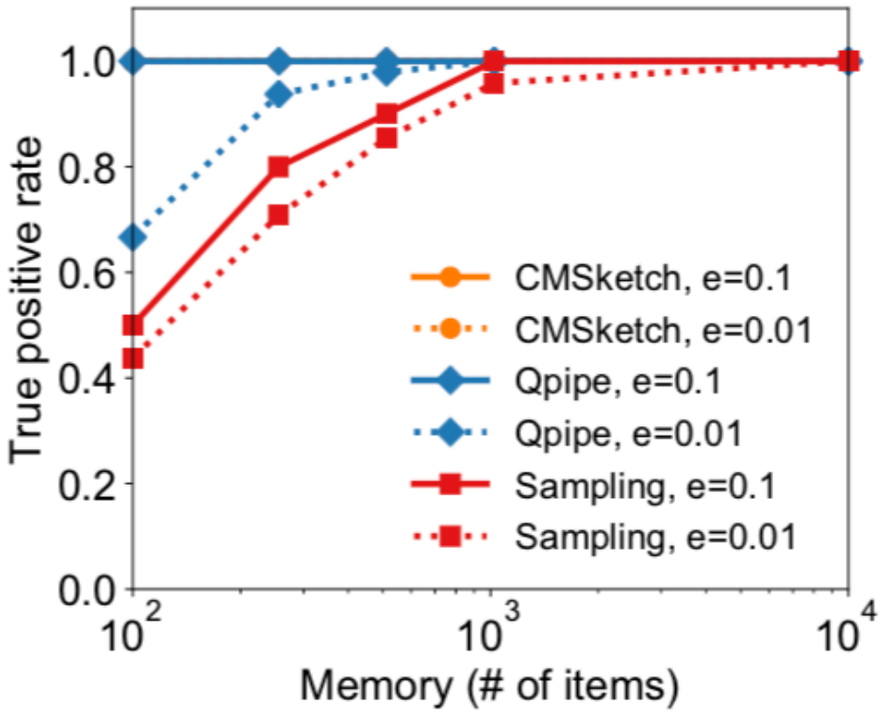


(a) true positive rate

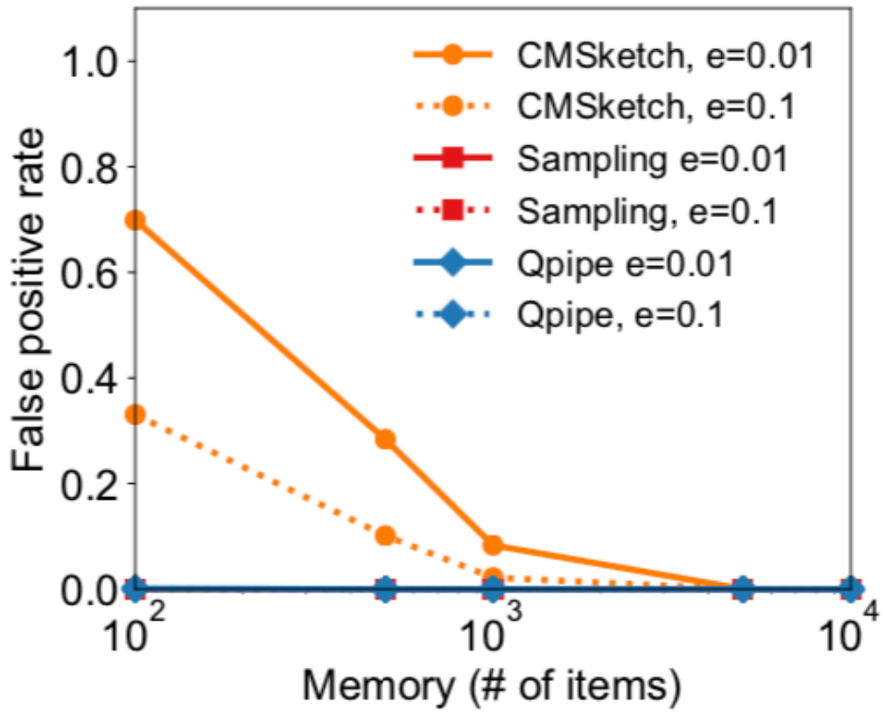
(b) false positive rate

Figure 7: Performance comparison of QPipe, Sampling and Count-Min Sketch under different memory size for finding heavy hitters in trace (c) with source IP address as the key.

Evaluation



(a) true positive rate



(b) false positive rate

Figure 7: Performance comparison of QPipe, Sampling and Count-Min Sketch under different memory size for finding heavy hitters in trace (c) with source IP address as the key.

Low false positive rate!

Conclusion

- We present QPipe, to the best of our knowledge, the first quantiles sketching algorithm implemented in the data plane.

- We show 90x improvement in precision under a fixed memory budget compared with sampling baseline.

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Takeaway

1. Report **quantiles** in the data plane
2. Employing **“worker packets”**

Code available at https://github.com/netx-repo/QPipe

Thank you!